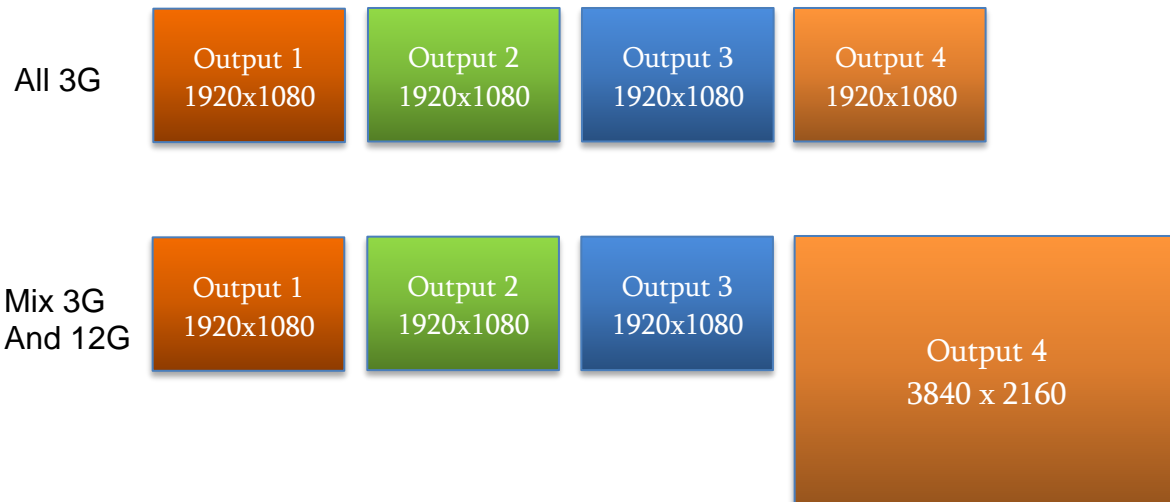# Coyote Server Data Sheet

The Coyote is a playback (playout) server device, designed to play videos and still content ranging from Dual 4k, Ultrawide screen, and regular 16x9 aspect ratios. The Coyote can replace standard software playback, and to an extent, large media server playback. The Coyote is very simple to use whereas a standard A/V technician can be up and running from "ingest to take" in just a matter of minutes.

Capabilities

The Coyote Server has (4) SDI Spigots ranging from 3G - 720p 1080p(i) or up to (2) 12G 2160p outputs. These outputs can be configured all the same resolution or a mix of resolutions. *note when spanning the outputs need to be the same resolution and concurrent. There are also several different video aspect ratios you can play, depending on your content. Each layout can be selected per preset. This means the operator can select and take different layouts at any time.

1. Up to (4) independent 16x9 outputs

    This layout is designed for standard 16x9 videos for pips and "on air" playback

    All 3G

    | Output 1 1920x1080 | Output 2 1920x1080 | Output 3 1920x1080 | Output 4 1920x1080 |

    Mix 3G And 12G

    | Output 1 1920x1080 | Output 2 1920x1080 | Output 3 1920x1080 | Output 4 3840 x 2160 |

2. Wide screen playback up to 7680 pixels wide, (1080 high)
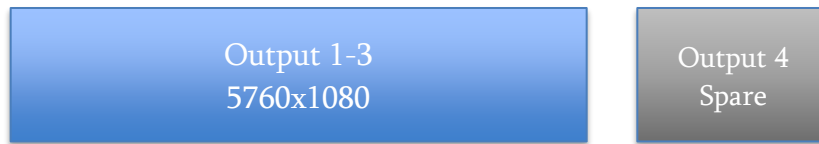
    These layouts are designed to play wide screen videos across multiple outputs. Any leftover outputs not being used for the wide screen can be used for 16x9 content including stills or other wide screen files.

    Different file resolutions can be used in the Coyote, ie: if you have a video 3200 x 1080 then the operator would use Example 1. The pixels exceed a single 1920 output, yet the file is under 3840. Two extra outputs can then be used separately.
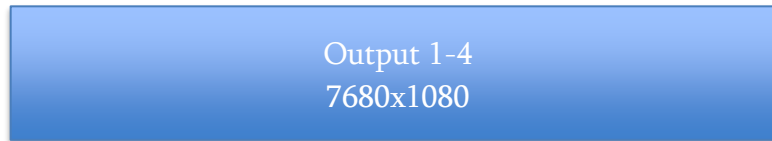
    | Output 1-2 3840x1080 | Output 3 Spare | Output 4 Spare |

Ex 1

Ex 2

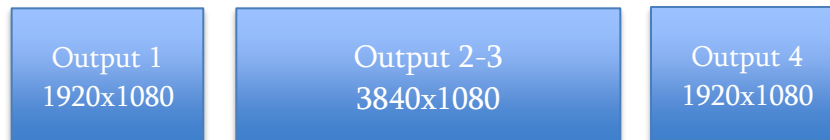| Output 1-3 5760x1080 | Output 4 Spare |

Ex 3

| Output 1-4 7680x1080 |

3. Sync Rolls
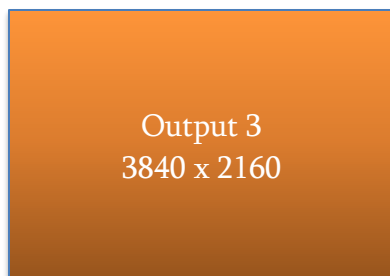
This layout allows the operator to place different video files inside of a single preset for frame accurate playback across multiple outputs.

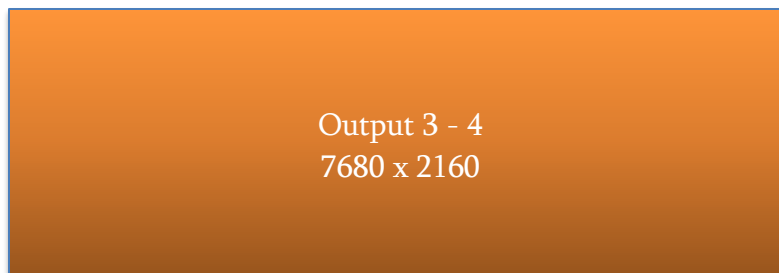| Output 1 1920x1080 | Output 2-3 3840x1080 | Output 4 1920x1080 |

4. 4K Video Output

This layout is designed for playing **4k content** out of a 12G spigot. You can choose 1 or 2 12G outputs starting at output 3. (The operator selects this option in the system creator set up).

| Output 3 3840 x 2160 |

Single 12G

| Output 3 - 4 7680 x 2160 |

Dual 12G

DCI Resolution

The Coyote supports SMPTE DCI Resolutions and can span across them for even more horizontal resolution. This is set up in the system creator.
2K 2048 x 1080
4K 4096 x 2160

Best Practices

Codecs
The Coyote accepts multiple codecs without having to transcode videos into proprietary formats. The best codec for sync rolls and simultaneous video playback is:
HEVC High Bit Rate, Constant, Audio: 48K AAC

Acceptable codecs:
- AVC (H.264)
- HEVC (H.265) VBR, CBR, HBR and SBR
- Apple ProRes 4:2:2, Proxy, LT, SD, HQ
- VP90 and VP80
- AV1

Stills: PNG, JPG, TIF

Audio
There are 64 channels of audio available out of the Coyote via embedded SDI. Each video can contain up to 16 audio tracks each for multi-track playback. The Coyote server also offers (2) XLR, line balanced analog outputs which the operator can select per preset.

HDR10
The Coyote can display **HDR10** in either **PQ** or **HLG** mode. Rec 2020 is supported when HDR is selected.

Features

- (4) Independent players that can also join for spanning outputs or running sync rolls.
- Support for 8k video file dimensions
- HDR mode including HDR10, HLG, PQ (Rec2020)
- 64 Channels of SDI output
- Analog 2 channel XLR audio out w/ ground lift
- Mirror mode, complete auto backup feature
- Sizing ability per player, including anamorphic, native, cropping and snap to edge features
- Proc amp adjustments per player, including brightness, contrast, chroma

- Freeze at end of video
- New and improved "Fade to Black"
- Independent cross-dissolve for each of the 4 players
- (4) discreet embedded SDI timecode channels
- (1) BNC Analog LTC output (selectable
- LTC Input for multiple frame sync
- Native: ProRes, HEVC, AVC and VP90 codecs
- Still Server: PNG, JPG, TIF
- HDMI audio and video for local monitoring (multiview)
- Unlimited Goto markers for each preset
- Unlimited Countdowns for each preset
- Quick trim in and out points
- Native Stream Deck control application.
- Companion and Universe third party control friendly
- External JSON API commands for 3rd party control
- Libcoyote SDK for C++ and Python (Create your own controller)

For additional support please visit www.sonoranvideosystems.com or email us at support@sonoranvideosystems.com