

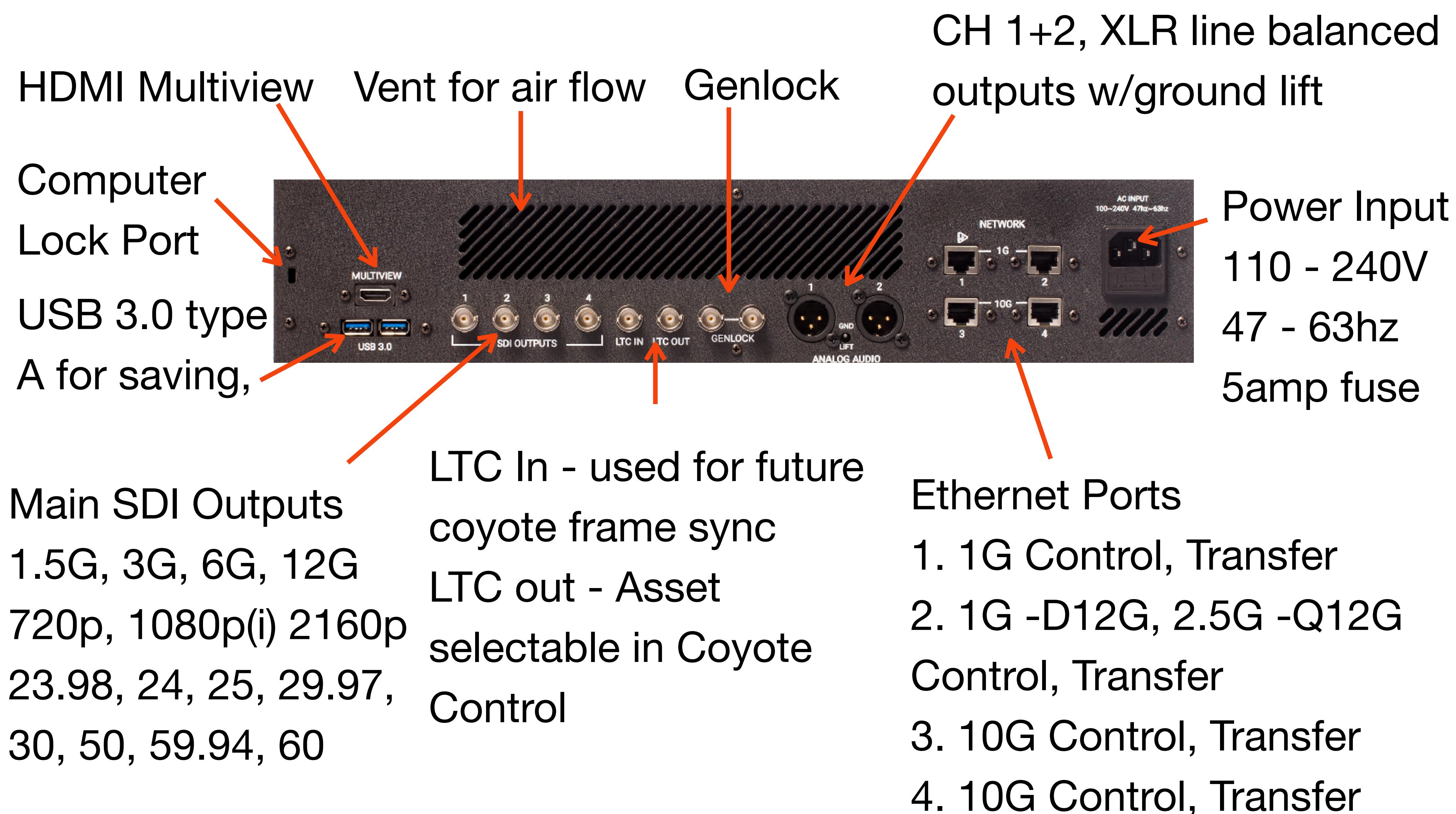
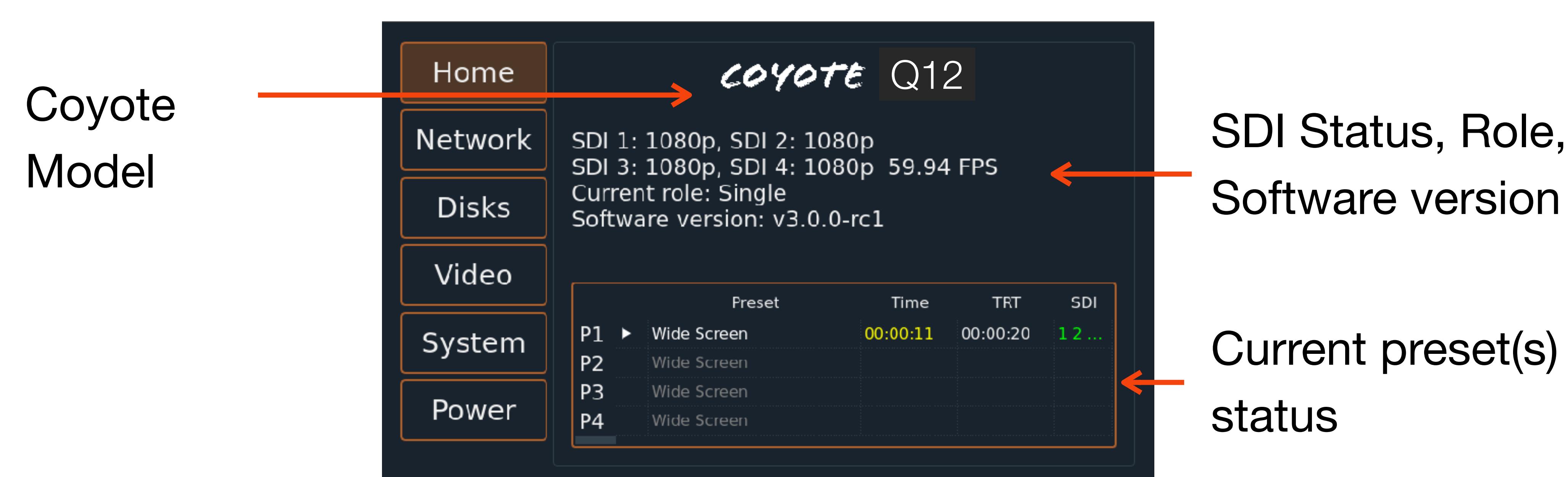


Quick Start Guide - Coyote Server v3.0

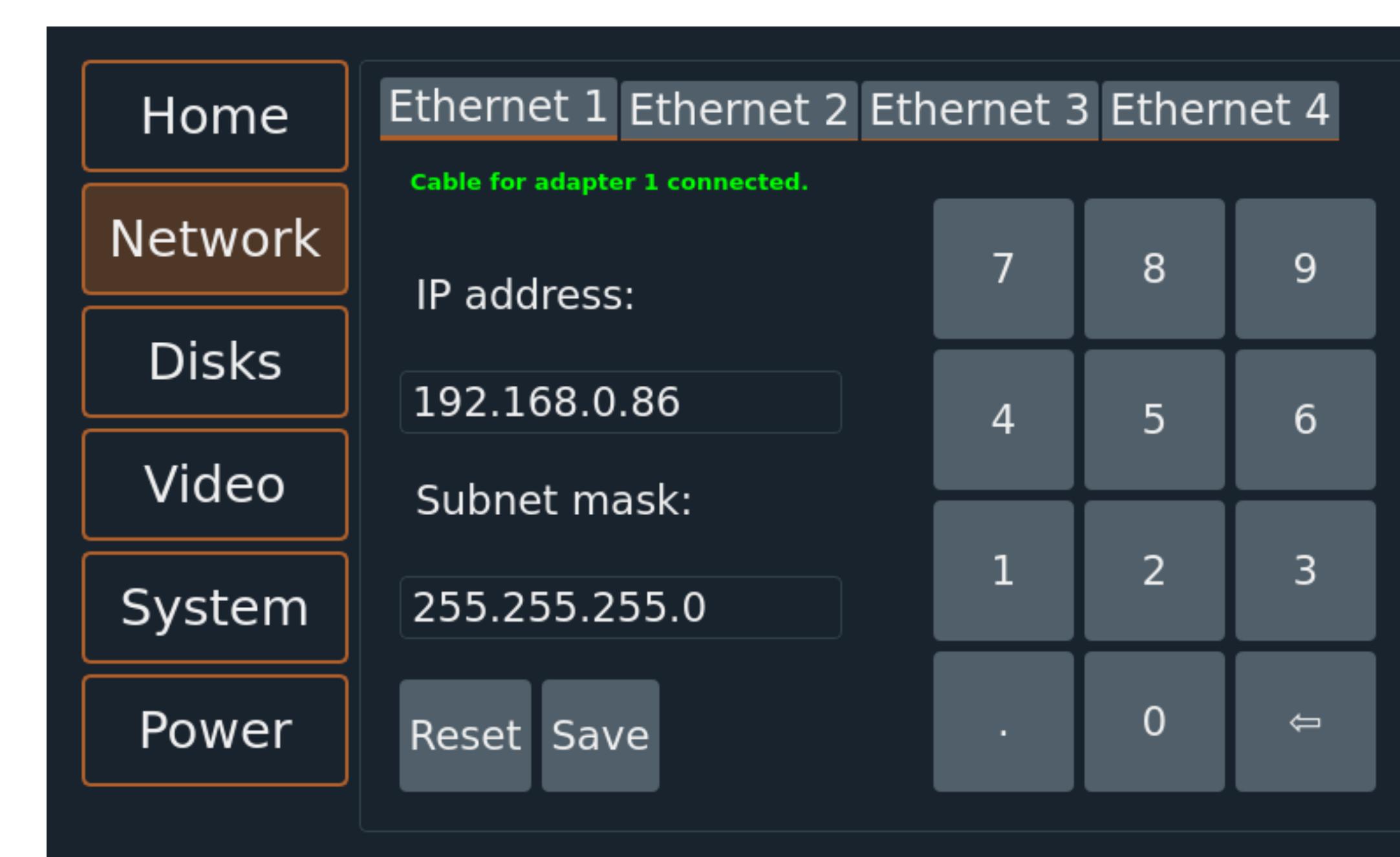
revised 03-24-2022

The Coyote front service panel has 6 tabs

- **Home** Status indication for Model, video resolution, hardware mode, and current preset status.
- **Network** Change IP and subnet mask
- **Disks** Internal and external disk information with eject.
- **System** Update software and about page
- **Video** Resolution, HDR output, and Genlock timing changes
- **Power** Soft reboot (Just Coyote Services), Reboot, (Windows reboot) and Shut down



- **Connect to the server via ethernet.** On any of the rear 4 ethernet ports, connect a network either directly or through a switch to a client computer.
- On the Front Panel select the network tab
- Set the IP address on the Coyote server(s) and client(s) to the same network with different ending addresses.
ie: (Server) 192.168.0.86 (Client) 192.168.0.20



- To change the IP address or subnet of the Coyote server, simply touch the box and type in the new address.
- The Coyote will then change the IP address and save it to the state file

Windows PC for Client Machine

- Microsoft Windows 10 or 11, 64bit x86
- 2gb Ram
- 120gb Hard Drive Space
- Ethernet Port or Adapter
- The screen needs a minimum resolution of 1440 x 900 @100% scaling. Recommended screen size is 1920 x 1080 @100% scaling

Mac Client (Coming Soon)

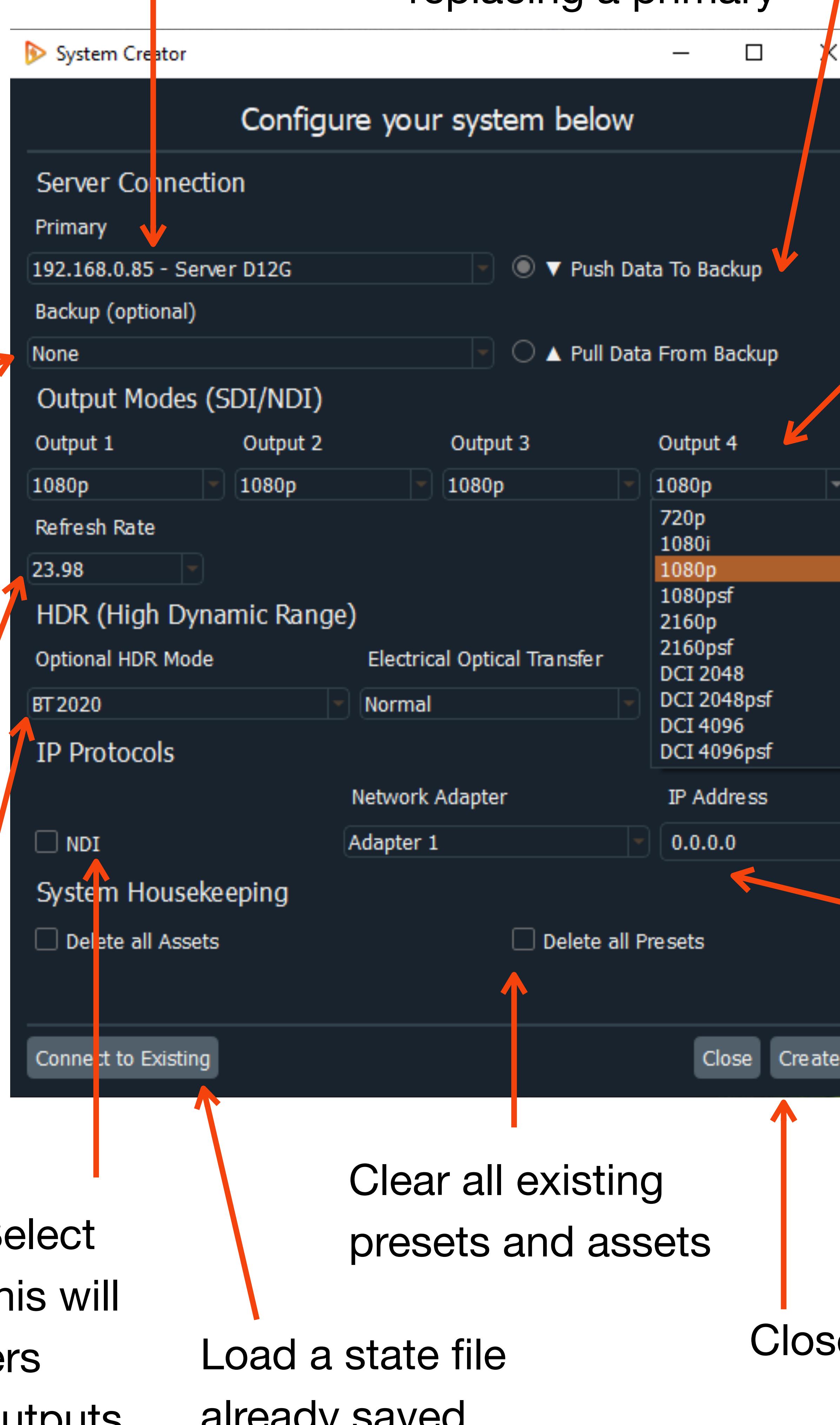
- Mac OSX Sierra 10.3 or higher
- 2gb Ram
- 120gb Hard Drive Space
- Ethernet Port or Adapter



System Builder

The system builder is how you initially set up your server's parameters and video resolutions per output. Each server system has a global refresh rate.

Choose the I.P. address of the Primary server to connect to



If using a backup server choose the I.P. address. This will force the B.U. to follow all commands and copy assets from the primary

Global refresh
HDR and SDR Mode.
Choose none for SDR

I.P. Protocol. Select box for NDI. This will follow all players from the SDI outputs.

Push data from Primary to back up. (Default) or pull data from backup if replacing a primary

Resolution select per output. If spanning or running Quad, resolutions must be the same and consecutive.

Choose adapter and I.P. Address if different from the control I.P. (NDI broadcasts on all networks)

Clear all existing presets and assets

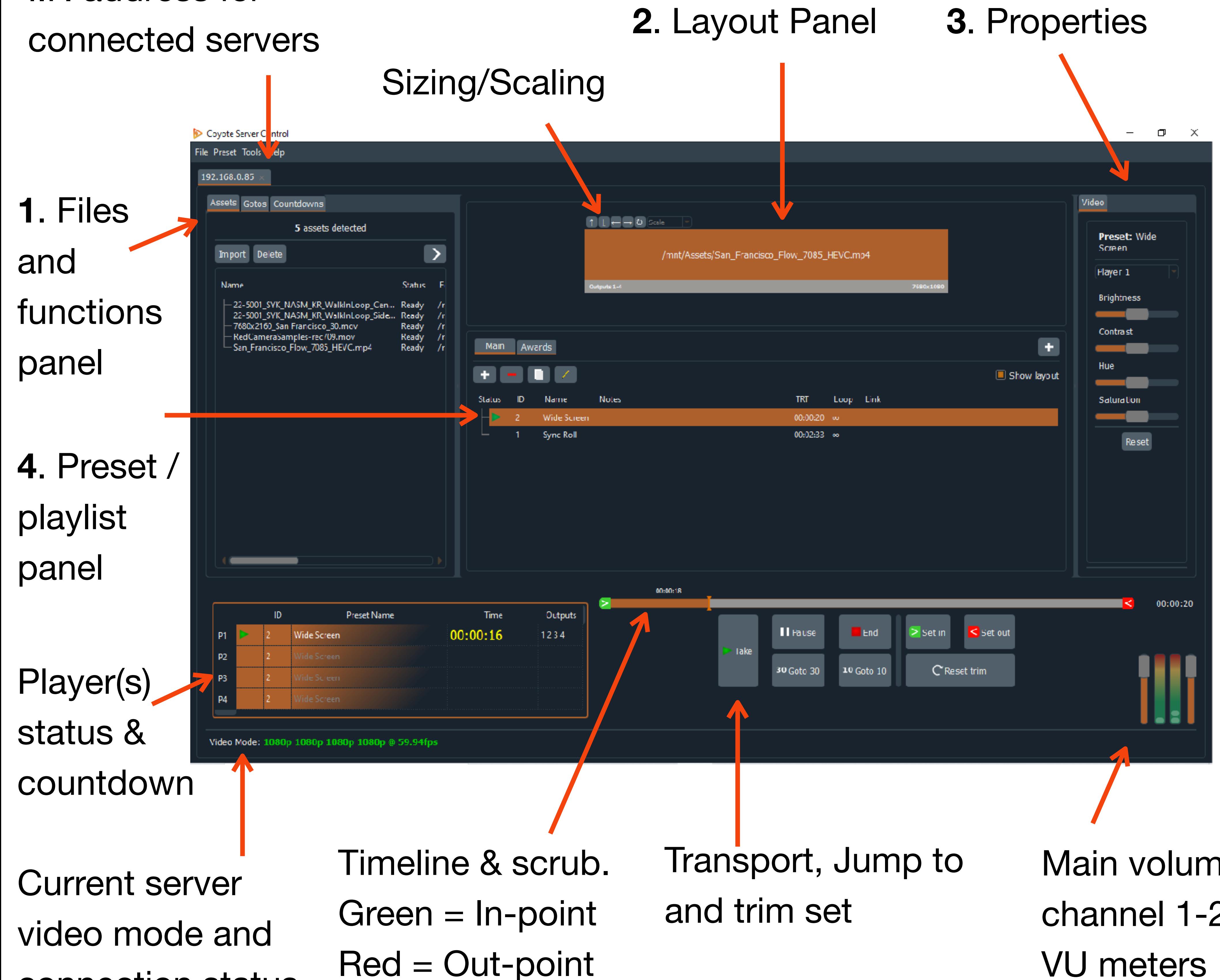
Close or create

User Interface

The user interface consists of 5 distinct panels.

- Files and Functions.** This panel is for uploading assets, creating GoTo and Countdown markers
- Layout.** This panel is for the current selected presets, player, and

I.P. address for connected servers



* There is a native **Stream Deck app** in the Coyote UI. Close any apps using Stream Deck, plugin either a 15 or 32 button SD in. Open Coyote Control for auto-populate. Preferences under tools.



Import Assets

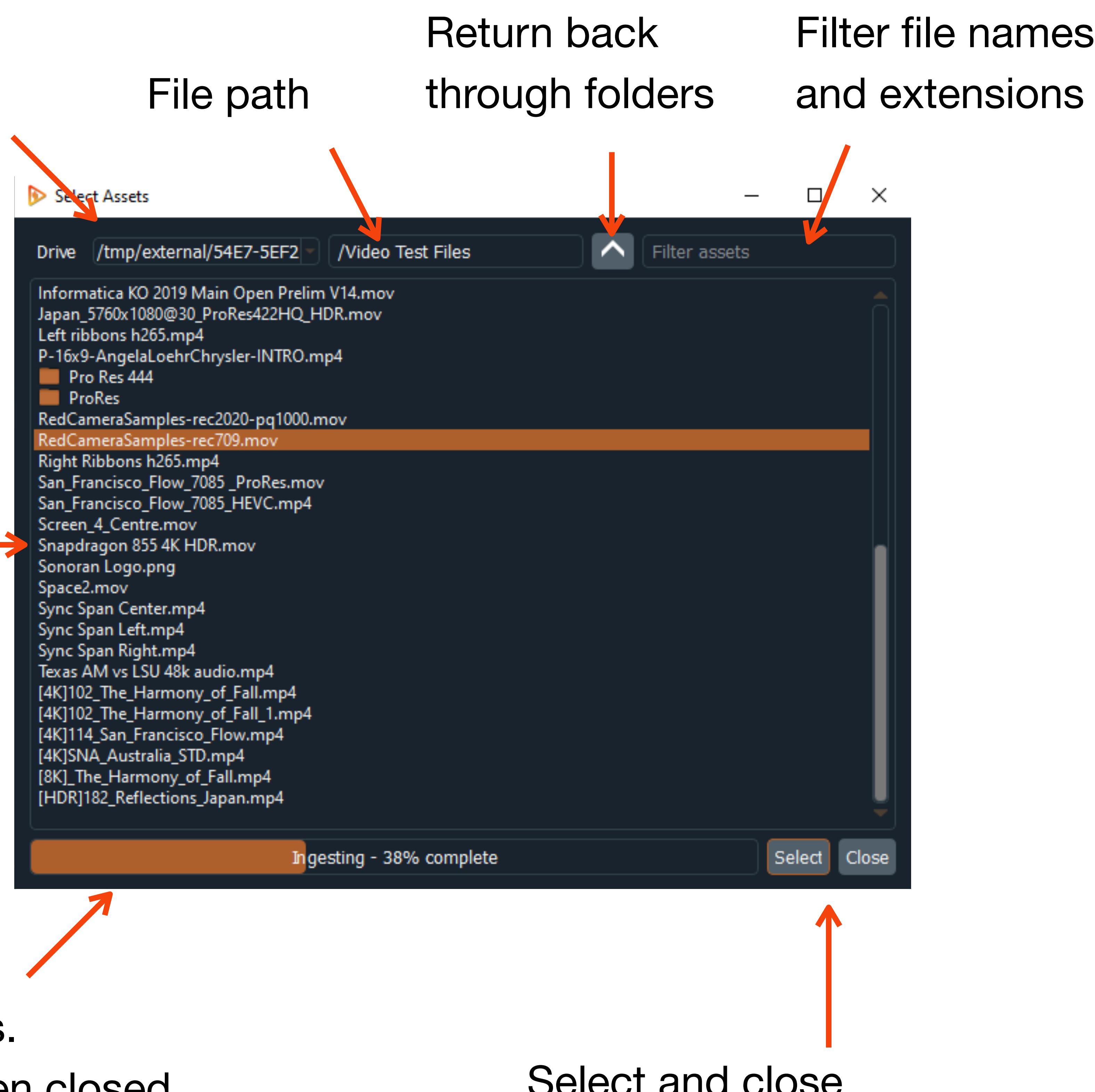
Importing assets is done from the front or rear USB ports on the server or the front SSD slot.

Added to the v3.0 release is the ability to access folders from the network. Please make sure your folders are shared using SMB protocol. All files are then imported to the main NVME SSD hard drives. The Coyote servers use Raid 0 across 2 - M.2 SSDs for high-performance playback.

Select drive to import from

Folders and files to select (hold shift or ctrl for multiple selection)

Ingest process.
Continues when closed



File path

Return back through folders

Filter file names and extensions

Select and close

Preset Build

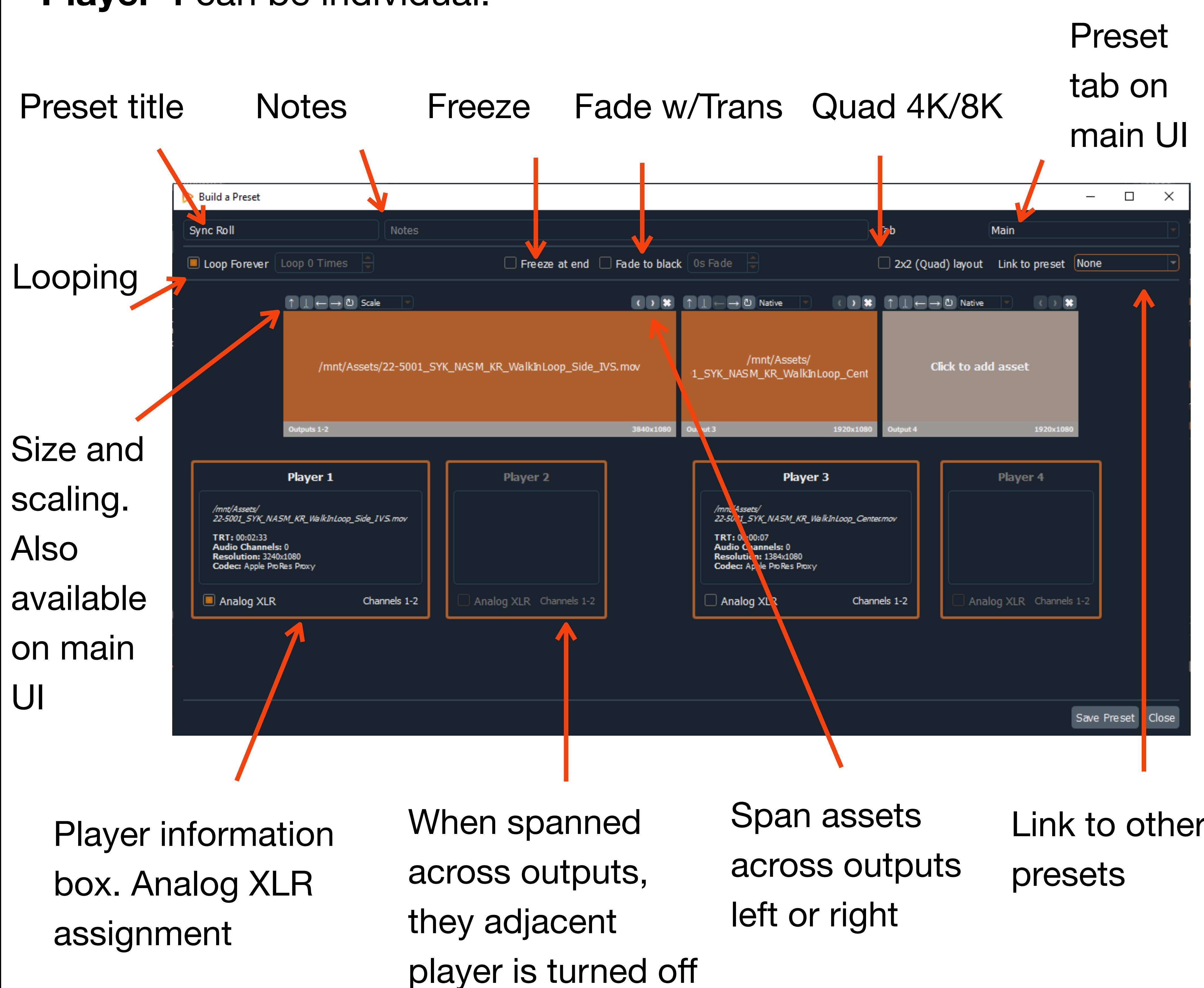
The preset panel is where you design your asset playback and assign them to the 4 SDI outputs. There are 4 players used to playback files on all 4 outputs. The design logic is this:

Player 1 can be individual, span across outputs 1-4. Player 1 is also for quad 8k/4k mode.

Player 2 can be individual, span across outputs 2-4

Player 3 can be individual, span across outputs 3-4

Player 4 can be individual.



Preset title

Notes

Freeze

Fade w/Trans

Quad 4K/8K

Preset tab on main UI

Looping

Size and scaling.
Also available on main UI

Player information box. Analog XLR assignment

When spanned across outputs, they adjacent player is turned off

Span assets across outputs left or right

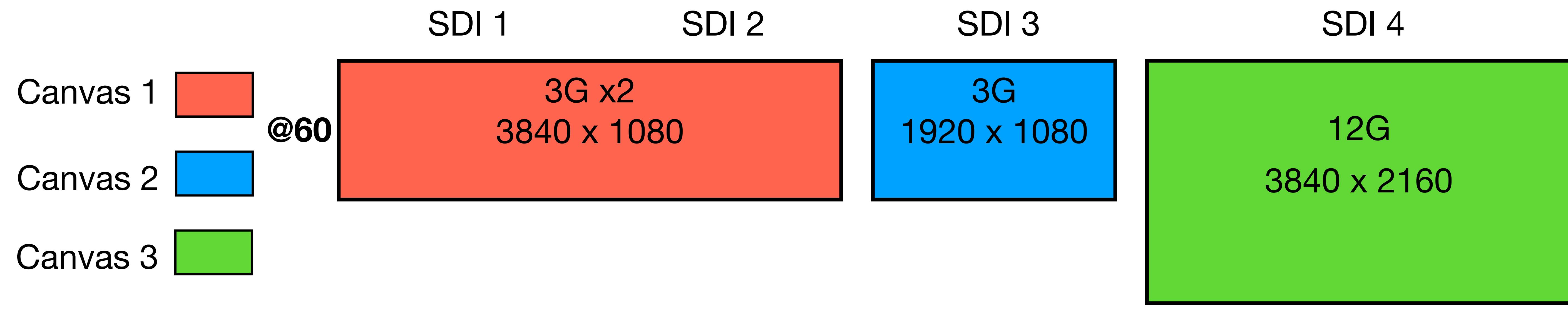
Link to other presets



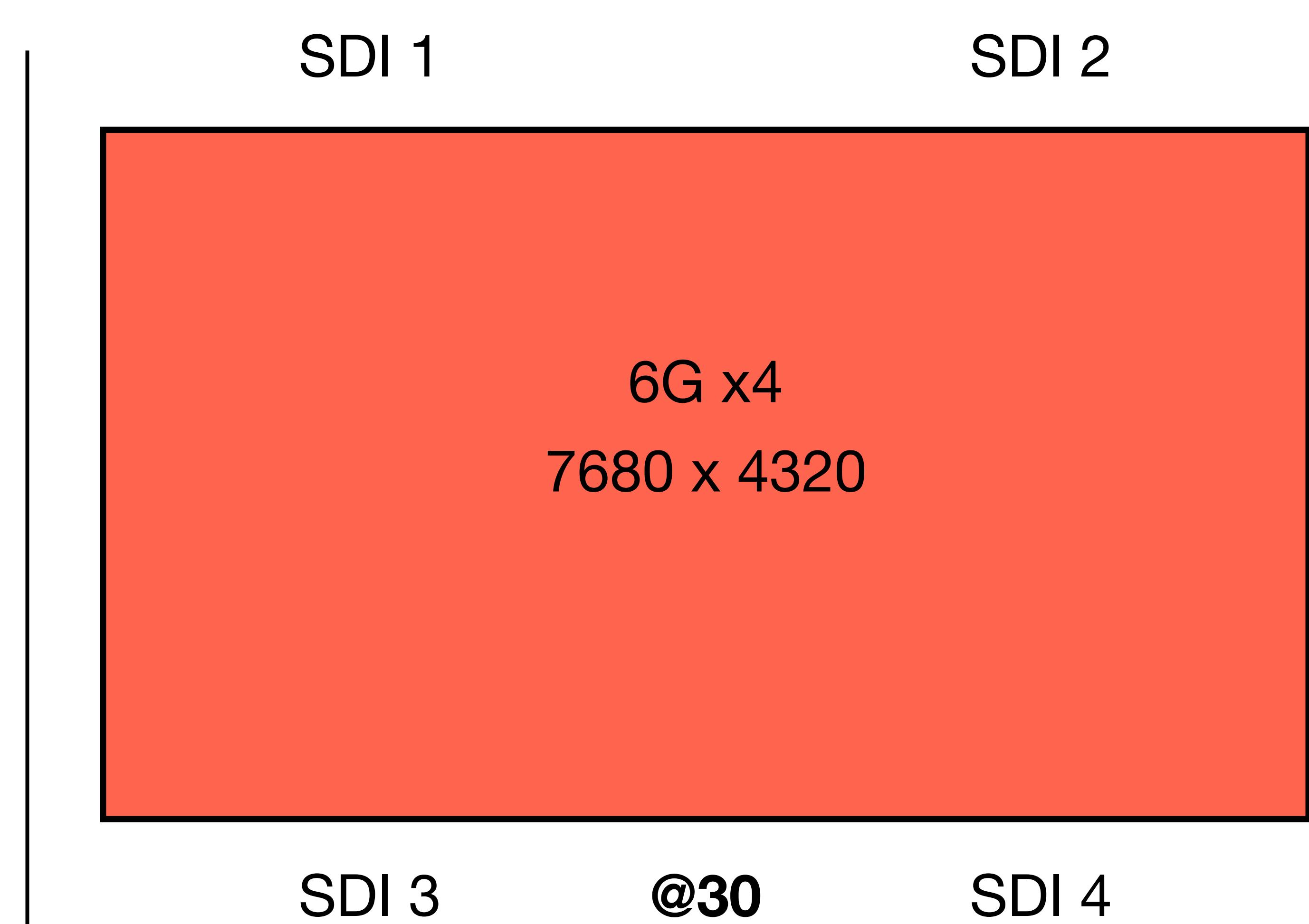
Coyote Output Architecture

The Coyote architecture is based on the SMPTE protocol. We have designed a video canvas structure that allows for versatile output options including 16:9, 32:9, 48:9, and 64:9 aspect ratios. Depending on how you set up your outputs, you can use multiple canvases running at the same time. **For frame-accurate output, design content files to playback on the same canvas.** Multiple canvases are in sync but not frame accurate. A single canvas includes outputs with the same resolution and adjacent to each other. All Outputs need to be the same refresh rate system-wide.

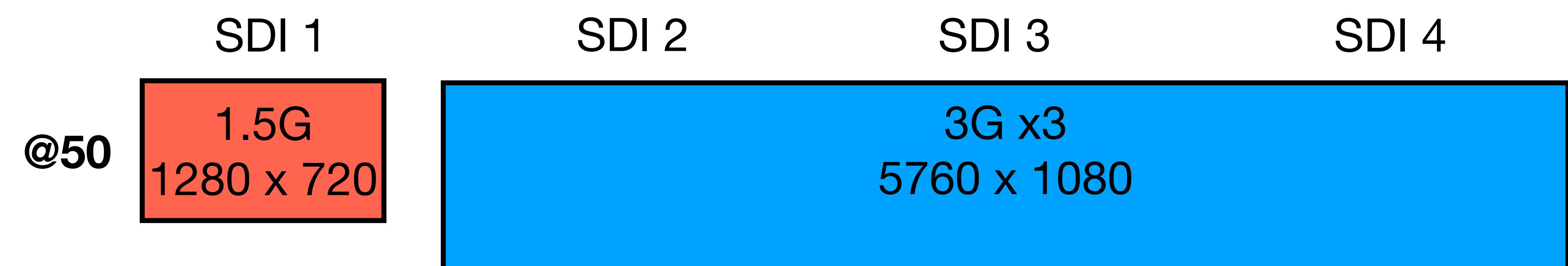
Example 1



Example 3



Example 2



Best Practices for Video Playback

When designing playback files for display you should keep a few helpful tips in mind. The Coyote Server is designed to playback video codecs that are **non-image sequences**. The Coyote supports the following file formats in order of quality and usability. We will be adding more codecs as the development continues and we are always optimizing performance.

In this early stage of v3.0, we recommend large **8K and multiple 4K files be rendered @30 frames**

1. **HEVC - H.265.** Best for multiple playback, 8K (@30), 4K, 2K, Ultra wide-screen ratios such as 32:9, 48:9, 64:9. HDR Format, HDR10 both HLG, and PQ transfers
2. **Apple ProRes Proxy, Lite, Standard, and HQ. 4:2:2** (4:4:4 can play but is not officially supported) Can be used for a single output. We caution decoding more than 2 files, live at one time. Use ProRes for backgrounds and single 4K playback. HDR Format, HDR10 both HLG and PQ transfers
3. **VP-9** Used primarily for single high-resolution. HDR Format, HDR10 both HLG and PQ transfers
4. **VP-8** Used primarily for single high-resolution content.
5. **AVC - H.264.** Used for single output low-quality, informational playback.
6. **WMV** Used in case of emergency only.