SHOTOKU
BROADCAST SYSTEMS

TR-XT Control System

Next Generation Robotic Control

The latest version of the popular TR-XT control system takes all the powerful features of the existing system and adds further enhancements in user experience, future expansion, and a completely updated look and feel. Designed for the next generation of robotic camera systems, TR-XT now supports extended StudioView operating modes for SmartPed robotic pedestals and enables new possibilities for the future within the updated system architecture.

As you'd expect, the new system is fully compatible with existing control systems and robotics. So new and existing users alike will be able to take advantage of the many features today and for years to come. TR-XT offers a number of advanced control features yet is always simple to use even in highly-dynamic, multi-camera live broadcast conditions. Available with 8 or 16 camera configurations, and with the ability to expand to 32 via an expansion panel the system is easily scalable to future needs.

TR-XT consists of a dedicated hardware control panel, with single or dual joysticks, working closely with the TR -XT software and touchscreen. As with all Shotoku control systems the joystick and shot recall functions are always intended for on air use and features like joystick profiling, Orbit mode and LiveView make perfect movement easy to achieve, regardless of operating modes.

FEATURES

- Touch Screen & Hardware Panel Operation
- Practically Unlimited Shots and Cameras
- CRuZe Unique Shot Recall Mode
- Multi-Shot Key-Frame Sequences
- AutoFrame Automatic Face Tracking option

Resilience is built in through the Backup-Link function allowing control to continue even in the event of PC and/or Touchscreen fault.

Multiple TR-XT systems may work together with a shared database of shows (physical or cloud-based storage), or independently with completely separate configurations to suit the control location.

The TR-XT application runs on a Windows 10 or 11 PC, and even supports Tablet PC installation for a truly mobile user interface. SDI, NDI, or SMPTE 2110 video capture truly future-proofs the system.

The TR-XT system supports the whole range of Shotoku heads, height drives, rail cameras and pedestals, VR/ AR operations as well as the latest AutoFrame automatic tracking and framing system.

SPECIFICATIONS

Controls	3-axis proportional joystick (PTZ) Rotary encoders individually assignable Cut, Fade, CRuZe shot recall modes, LiveView Spotter camera support Orbit mode for easy SmartPed arc motion 8 or 16 Camera channels (main panel) +16 Camera expansion panels (option)
Connections	On Air Tally (TSL/Serial/GPI) Single/Dual Ethernet Network (100M) Serial/IP Router control IP Automation I/F HD-SDI, NDI, SMPTE2110* capture
Software	MS Windows (v10/11) TR-XT Front / Bac-End Application SQL Database
Size	Panel: 19"x3RU Computer: 19"x2RU Touch Screen: 22" 16:9
Power	PC: 100-240 VAC 50/60Hz ~200W Panel : +5VDC AC PSU Provided

SHOTOKU
BROADCAST SYSTEMS

TR-XT Control System

Ultimate Expansion

The TR-XT control system is highly expandable, supporting 8,16,32 or even more cameras from a single control position. The main TR-T joystick panel has a maximum of 16 dedicated camera selection buttons, however an expansion camera select panel can be added, with LCD matrix-display keys enabling customised legends to be created. The key-top display can even be modified dynamically if automation systems require system configuration changes to the cameras available to any panel.

Versatile System Configuration

The TR-XT control system is easy to configure and very easy to build into large or small remote camera systems. Combining TR-XT with other controllers requires no direct interconnection, or modification to existing panels; simply connecting to the Shotoku network is enough. Even combining panels of other types (e.g. TR-B, TR-HP) is simple and all operators can work together seamlessly.

TR-XT, like all Shotoku panels, is able to maintain a Camera Map—defining the cameras which are 'visible' to the panel. This will often be all of the cameras in the system, but it could also be a sub-set, depending on the system requirements for shared cameras.