

Basic IFB (Arcadia) vs Advanced IFB (Eclipse)

Arcadia Basic IFB

Eclipse HX Enterprise-grade IFB



Arcadia IFB is a channel-based IFB on a shared partyline where talk-key interrupts dim or mute program audio, with limited separation from intercom logic and minimal control over priorities or routing

ARCHITECTURE

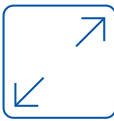
Eclipse IFB is a fully independent, object-based IFB using dedicated matrix paths, with advanced interrupt logic supporting multiple sources, priority hierarchies, and conditional routing



Arcadia IFB is channel-based, created by assigning a program feed and enabling dimming, with local front-panel or CCM configuration and no centralized management

MANAGEMENT

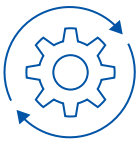
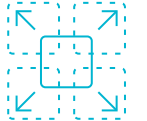
Eclipse IFB is centrally managed in EHX as scalable objects, supporting hundreds of global or local IFBs with dynamic reassignment



Arcadia IFB is limited to a small number due to channel-count and partyline constraints

CAPACITY

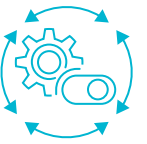
Eclipse IFB scales to hundreds of virtual IFBs across linked matrices



Arcadia IFB offers minimal automation with limited GPI control, and is not designed for newsroom or broadcast automation workflows

INTEGRATION

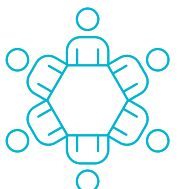
Eclipse IFB is built for broadcast automation, supporting GPIO and 3rd-party control systems with IFBs that can automatically reconfigure during live transitions



Arcadia IFB is best suited for small teams needing a low number of IFBs, where fast setup and simplicity are more important than flexibility

USE CASE

Eclipse IFB is designed for broadcast-scale productions requiring many IFBs with dynamic, automated, or priority-based control in live environments



Learn more about **Arcadia**

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