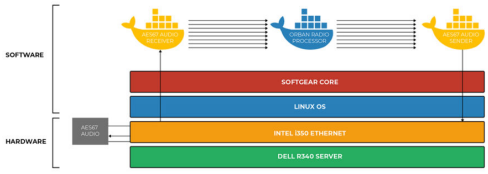
BROADCAST AUDIO PROCESSOR

ROSS

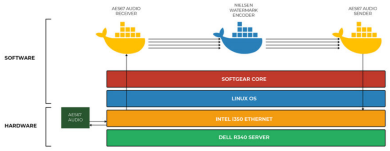
The Broadcast Audio Processor is your **versatile playout application** based on softGear™ microservice architecture running on commercial-off-the-shelf hardware. softGear's flexible architecture is designed to accommodate your current and future audio needs by allowing additional processing blocks as required. The Broadcast Audio Processor offers a robust, standalone solution with transmission path protection that allows you to integrate with any playout system. As a result, you can customize your automation, master control, and graphics engine.

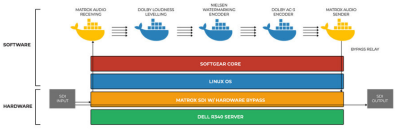
Cena:

Kategorie: Video, Produkcja, Konwertery obrazu



GALLERY IMAGES





OPIS

Broadcast Audio Processor solves Nielsen® Watermarking and Dolby® encoding challenges!

In a nutshell

- Apply different Nielsen® Watermarking SIDs to different channels? **Absolutely!**
- Need to encode some of your signals using Dolby Digital®/Dolby Digital Plus® encoder? **No problem!!**
- Care about bringing the loudness to proper level prior to encoding? **Easy!**
- Peace of mind with hardware relay bypass to protect your main feed **and more!**

- **Based on softGear™ –** Modern OS-level virtualization technology allows easy scaling, migration and redundancy, giving ultimate flexibility in deployments.
- **Multiple Audio Workflows** – A playout may require independent Dolby Digital®/Dolby Digital Plus® 5.1 and 2.0 workflows. Multiple concurrent audio processing paths are supported, with up to 32 channels.
- **Signal Compliance** – Broadcast Audio Processor fits in program playout and distribution environments, fulfilling today’s needs for cable and TV networks, as well as tomorrow’s needs.
- **Intuitive control and monitoring** via Dashboard™
- Backed by legendary **Ross Support**

- On-demand audio shuffling for channel mixing on input and output
- BS-1770 real time loudness leveler for automatic and intelligent loudness processing, true peak limiting and metadata generation.
- Industry standard Watermarking (Nielsen®) engines for reliable audience measurements
- Dolby Digital®/Dolby Digital Plus® encoding configurable to 2.0 and/or 5.1 processing modes
- Independent software bypass, with fixed delay, for RTLL®, Nielsen® Watermarking and Dolby® encoding
- Hardware relay bypass for all processing

In today’s distribution systems, you need to be able to adapt to various audio distribution requirements for domestic and international networks. The key elements: audio-shuffling, audio pre-processing, Nielsen® Watermarking and Dolby® encoding must be configurable and able to accommodate any workflow requirement. This includes one to one and one to many relationships between processing components. Careful audio pre-processing to maintain the BS-1770 standard and the creation of metadata describing loudness parameters is also critical for optimum Dolby® encoding in today’s workflows and is mandatory for future encoding workflows. An automatic hardware bypass is another vital component to provide peace of mind in case of a hardware malfunction or a power disaster. The comprehensive user interface is a must for day-to-day operation and initial configuration. Combined with the Dashboard™, the Broadcast Audio Processor simplifies audio workflows and brings ease-of-use to the critical component of the modern broadcasting architecture.
