THE 6 POINT CHECKLIST

engine

FOR PLAYOUT, POST, AND BROADCAST

Automation

Engine is an enterprise solution for broadcasters. Engine has the ability to automate multiple signal processing audio workflows - in turn reducing processing time and costs associated with the traditional manual approach

ESP

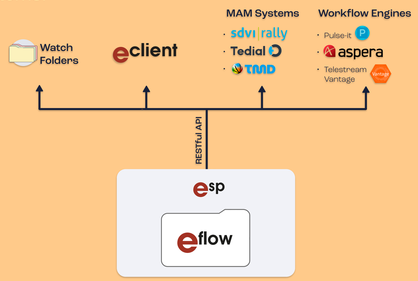
An ESP is an Engine job processing unit. The ESP is able to process one job at a time. However up to eight ESPs can be purchased per Engine instance.

With each workflow processing faster than real time, efficiency in the users media supply chain can be increased

Integration

Engine uses a REST based API. It extends the 'workflows' resource allowing workflows to be created and deleted via the API.

Engine also seamlessly connects to a number of transcoders and MAM systems:



Modules

Signal Processing Modules

Loudness Compliance LRA Processor
Dolby E Encode
Dolby E Decode
Dolby E Guard Band Correction Dolby Digital , Digital Plus Encode
Channel Mapping and Mute Upmix
Downmix
Audio Descriptor
Pitch Adjustment
Examine
Add and Remove Channels
File Wrap and Language
Tag Conditional Workflows
Stream Manipulation
Mono to Stereo Conversion

File Structure Options and Advanced Options

File Manipulation
File Wrapping
File Metadata
Advanced File Manipulation

Examine
Silent Channel Detection
Channel Layout Detection
Conditional Workflows
Additional Watch Folders
Complex API
Workfflow API

Eclient

eclient is Engines job processing companion app. It provides the user with a view of what files are processing, what part of the process is currently being undertaken, when a job starts/finishes plus much more information.

Multiple eclient can also be purchased - this allows a team of operators to post jobs to Engine, this means more efficiency gains are made.

Faster than real time

Engine will process your media files faster than real time.

This is an important factor for signal processing modules such as loudness. Media files that require loudness correction traditionally have to be corrected in real time. This is because measurements such as program loudness are measured as an average across the whole file. This requires an engineer controlling faders at a mixing desk in real time.

With Engines faster than real time processing, users can expect not only their file to be loudness corrected faster than real time, but all other signal processes required will also be performed faster than real time.