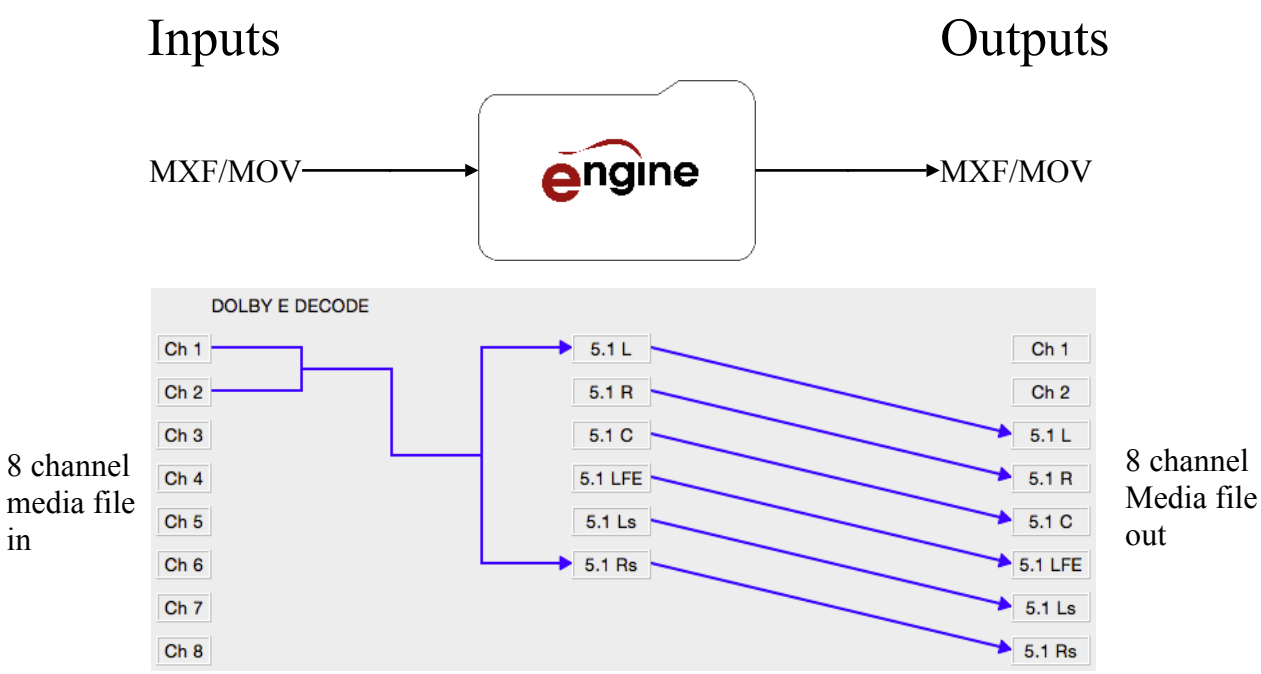
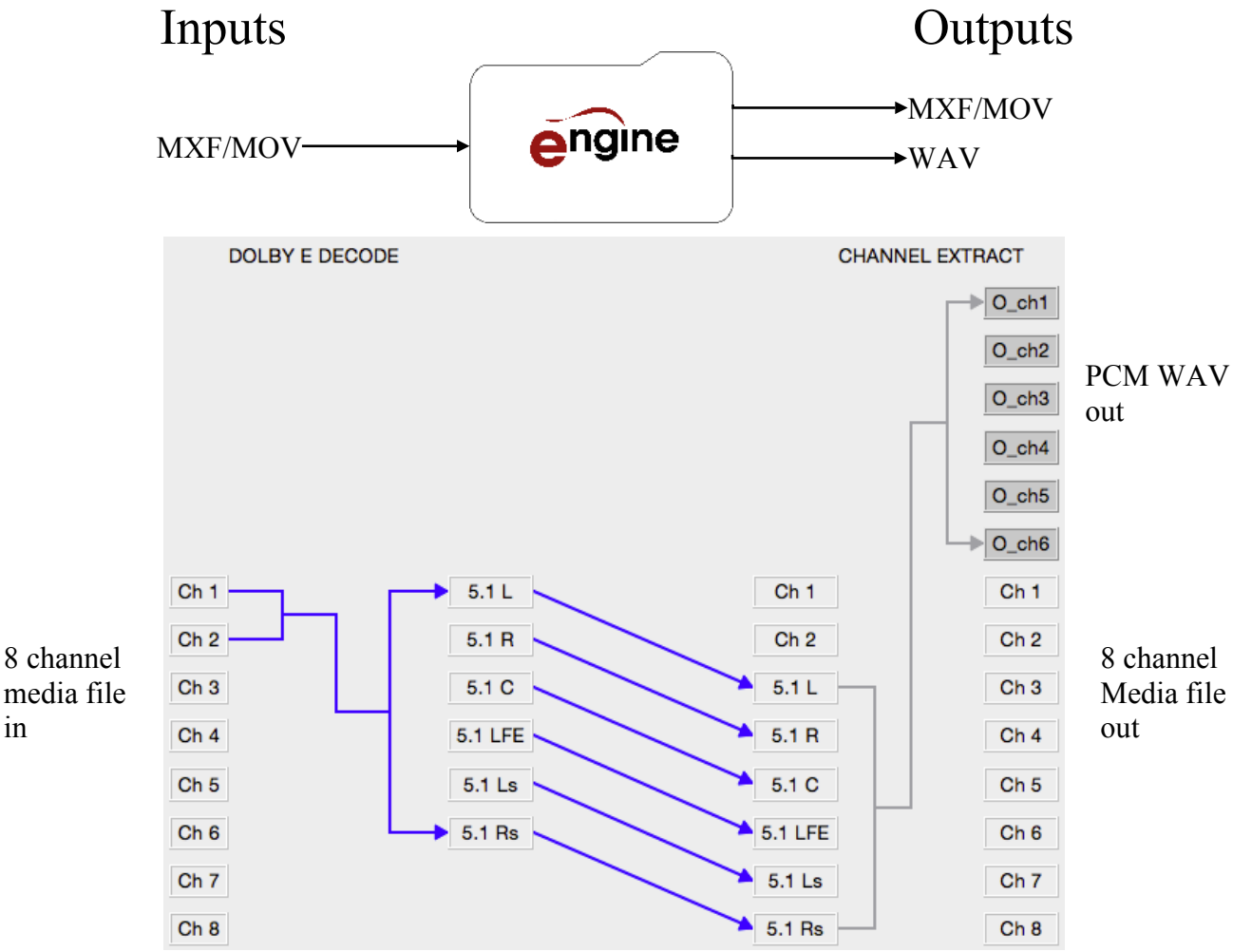
eNGINE Dolby E Decode Options



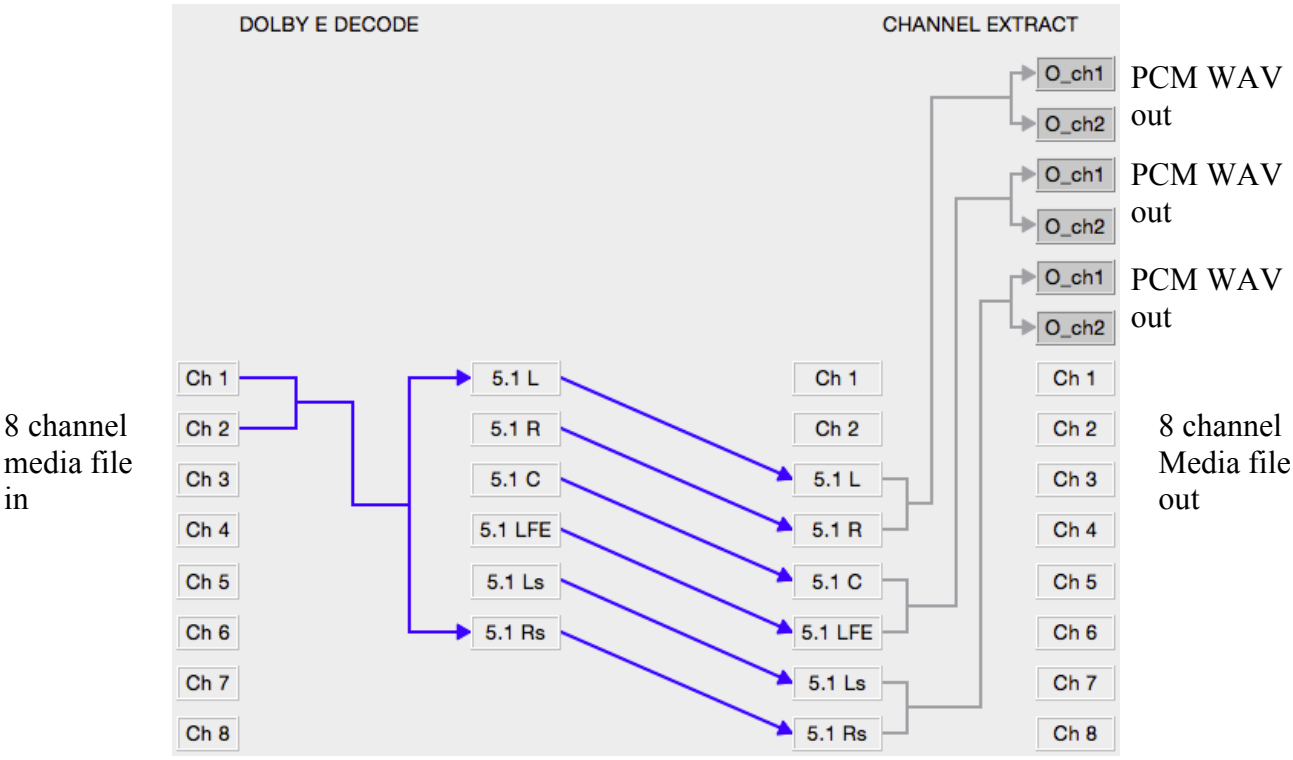
Example 1

- This workflow uses an 8 channel file for input, and creates a new 8 channel file for output.
- This workflow would be compatible with MXF OP1A, MOV/QT, LXF, GXF, WAV and AIFF files. Note that WAV support includes BWAV and RF64. The output file type will be identical to the input file type.
- Although shown here with 8 channels, similar workflows could be created at any size from single channel, up to 64 channels.
- This example decodes a Dolby E pair to 5.1, but eNGINE can decode all valid Dolby E configurations, including four stereo, 5.1 + stereo, eight mono, and so on.
- Although in this example we have placed the decoded data into channels 3 to 8, it can be placed into any channels, and in any order. For example, L could be in 1, R in 8, C in 3, LFE and 2, and so on.



Example 2

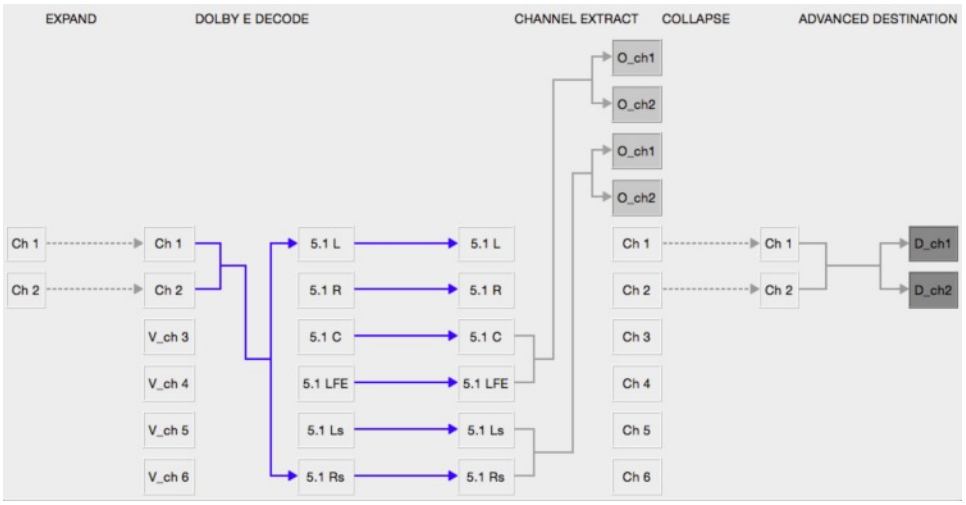
- This workflow uses an 8 channel file for input, and creates a new 8 channel file of the same type, AND a SIX channel PCM WAV file.
- All general comments from Example 1 remain valid here.
- In this example, the new 8 channel file still contains the Dolby E data on channels 1 & 2, but channels 3 to 8 now contain the decoded 5.1 data. The PCM 5.1 is also provided in one six-channel interleaved WAV file.



Example 3

- Example 3 is identical to example 2, except that instead of creating a six-channel WAV for the decoded Dolby 5.1 signal, we have created three stereo WAV files. One file contains the L & R channels. The second file contains the Centre and LFE, whilst the third file contains the Ls and Rs channels.
- Engine could just as easily produce six mono files for the 5.1 signal.

2 channel WAV with Dolby E



PCM WAV out

PCM WAV out

PCM WAV out

Example 4

- Example 4 is very similar to examples 2 and 3 again. However this time, the only input is a two channel WAV file containing a Dolby E pair.
- We decode 5.1 from the Dolby, and output it through three stereo WAV files
- We could create different output WAV configurations if preferred, such as six mono WAVs, one one six channel interleaved WAV.
- ENGINE could just as easily process other Dolby configurations. For example, if the Dolby E was 5.1 + stereo, we could create four stereo PCM WAVs, or one six channel and one two channel WAV, eight mono WAVs etc.