

R128 Loudness Compliance



Application - Ensuring R128 Loudness Compliance prior to playout

Functions used - R128 Loudness compliance

Number of eSPs - One

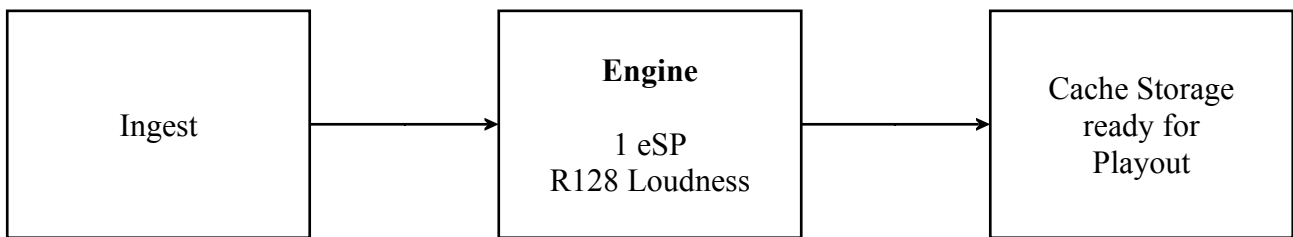
Content processed - 750 hours per month

Control - Bespoke API control application

Description of Application

Source files are stereo WAVs that are typically well mixed, but are not compliant with EBU R128.

Engine is controlled by bespoke software that is part of Encompasses normal workflow tools.



Workflow Description

Files come from suppliers with variable Program Loudness. Engine is used to make a EBU R128 compliant version of the source file. The new files are stored in a temporary cache store until they are played out. After this they are deleted. The need to broadcast one file into different countries, having slightly different Loudness requirements, together with the specifications themselves changing, meant that they adopted a strategy of modifying for compliance on every occasion a file is broadcast.

Engine is controlled using the REST API.

Here is an example of one of the workflows used.

