

# Broadcast Payout



Application - File Normalisation for Broadcast Payout

Functions used - Loudness Correction, Dolby E Encoding, Track Mapping

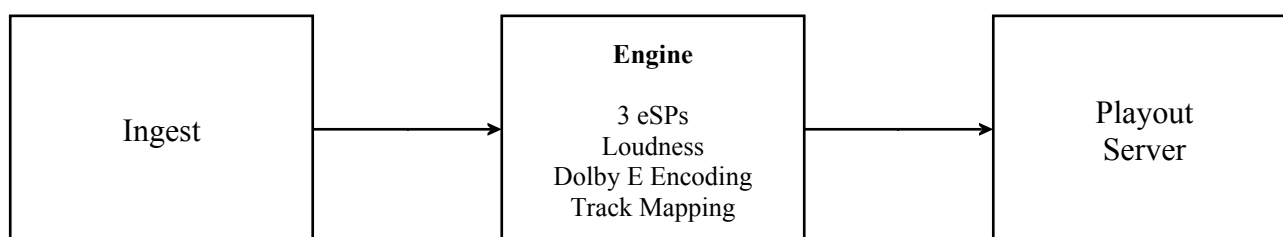
Number of eSPs - Three

Content processed - 2500 hours per month

Control - Custom MAM

## Description of Application

Files are delivered to playout in a variety of formats. Engine is used to normalise all files to a consistent format before they go to playout servers.



## Workflow Description

Files have up to 8 channels when supplied, containing a mix of SD and HD, and some files already contain Dolby E encoded tracks. There are more than 10 different combinations of file configurations supplied. The playout server must have one format consisting of PCM stereo on 1&2 and on 5&6, and Dolby E stereo on 3&4 and on 7&8.

Engine is used to move original audio in to the correct channels, and to replicate to additional channels. Engine automatically detects whether Dolby E is present. If not, it Dolby E encodes the PCM tracks. All audio is loudness corrected to EBU R128.

The MAM assigns each source file to one of the configured Engine workflows.

Here is an example of one of the workflows used.

