

UK Broadcast Payout



Application - Dolby E Encoding for Broadcast Payout

Functions used - Dolby E Encoding

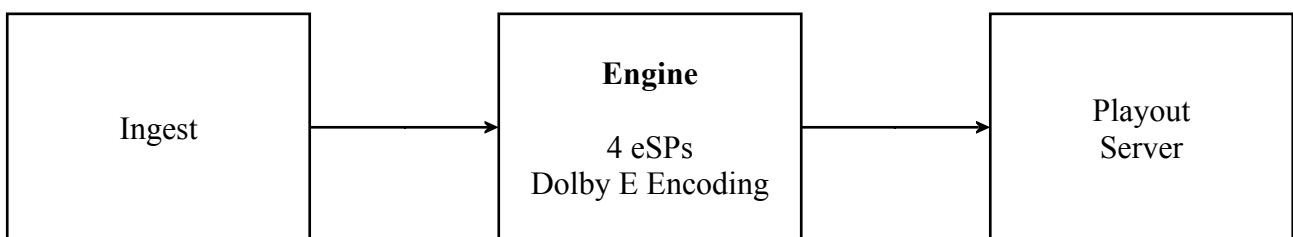
Number of eSPs - Four

Content processed - highly variable - seasonal

Control - Bespoke API control

Description of Application

Files are supplied in PCM format, but Dolby E is required for their playout application. Engine was used to replace a previous Dolby Encoder solution that proved unreliable.



Workflow Description

Files are always supplied containing two channels of audio. With some files, this represents Left and Right of a stereo pair. However 5.1 audio is also delivered, in which case there are three stereo files, one containing Left and Right, the next containing Centre and LFE, and the final containing Left Surround and Right Surround.

Engine is used to Dolby E encode the source for both the stereo case, and the 5.1 case.

Engine is controlled using the API, with a custom control system written in-house.

Here is an example of one of the workflows used.

