

broadcast & IP > compliance • recording • multiviewer • monitoring software – under your control – local or in the cloud

Logger

Native IP MPEG-TS capture, up to UHD H.265
 Capture and display TS and external metadata
 Local, virtualized or in the cloud

# The best broadcast & IP compliance Logger for TV & OTT

All data from TS and associated sources in one place: original video, audio, a/v proxies, subtitles/cc (display multiple languages), ratings, loudness monitoring, EPG, ASR and messaging (incl. SCTE35). Native IP capture, any number of channels, keep the original TS and proxies as long as required; hardware capture supported. On Windows, OS X, iOS and Android, play and export recordings within seconds after capture, with concurrent playback of multiple video feeds. Frame accurate export with metadata to MP4, MOV, TS. Automated scripted exports with metadata. Automated content detection.



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## Stirlitz Media Logger – specifications

- O Multi-channel audio and video (SD, HD, 4K/UHD) recording, accompanied by multiple levels of metadata
- O Server runs on Windows Server 2019, Windows Server 2016, Windows Server 2012/2012 R2
- (also Windows Server 2008 R2, Windows 7 Pro, Windows 10 Enterprise)
- Video channels:
  - MPEG-TS over IP (UDP, HTTP, HTTP Live Streaming including YouTube and Dailymotion live streaming) from receivers: DVB-S/S2/T/T2/C, ISDB, ATSC, ASI from encoders: HDMI, UHD/HD/SD SDI, CVBS (composite)
    - Video: H.264/AVC, H.265/HEVC, MPEG2 (optional resize/recompression to H.264)
    - Audio: AC3, E-AC3, MPEG 1/2, AAC, HE-AAC (optional recompression to AAC)
  - O OTT Streams from IP sources, encoders and cameras:
    - Video: H.264, MPEG2
    - Audio: AAC, MPEG 1/2, MP3
  - Capture cards: Blackmagic DeckLink SDI, HDMI, Analog (software or accelerated H.264)
     Video: H.264
    - Audio: AAC
  - O Export formats: MPEG-TS (if source is TS), MP4/MOV (original or recompressed accelerated), WMV
  - Capture using cards: Blackmagic Design DeckLink up to 8 inputs, software compression (PAL/NTSC, SD/HD, inputs: composite, component, SDI, HDMI)
  - O Capture from IP: any MPEG Transport Stream (including DVB) or IP camera stream, optional recompression
  - O Capture from ASI: any MPEG Transport Stream (including DVB), using ASI-to-IP adapters, optional recompression
  - O Records up to 64 channels per server
  - O Burn graphic or dynamic watermarks in recorded video
  - O 12 users can access SML server simultaneously through their Players (more in the Enterprise edition – depending on hardware and configuration)
- O Audio channels:
  - O records up to 256 stations per server in MP3 up to 320kbit, PCM
  - runs with any Windows compatible sound card, AoIP driver or our own virtual sound cards for audio capture, virtually all IP streams, streams played by players embedded on web pages
  - O 24 users can access the SML server simultaneously through their Players (hundreds in the Enterprise edition)
- Configure every channel with its own archiving quality, one or more video or audio proxy and retention time up to 4000 days
- Supported metadata sources include: Playout history/ASR, EPG, DVB subtitles, Teletext, ATSC CC, GPIs, SCTE35, Ratings, Loudness, Signal level and more
- O Detect EBU R128, ITU-R BS.1770-1, ITU-R BS.1770-3 loudness breaches
- O Launch and forget. After a detailed, but very simple installation procedure, the system hardly needs maintenance
- O The system is rock solid due to its unique software architecture. Vital functions, such as recording of video and audio, events and metadata, are separated from other functions of the software, reducing the chance of system crashes to the absolute minimum
- SML Player(s) are using single TCP connection, and are designed to work over any VPN. Secure HTTPS protocol is available for webPlayer
- Access restrictions guarantee secure access any station can have different security settings, including restricting
  access to station, metadata and export based on internal or Active Directory authentication or IP address
- O Recorded content is available for playout within seconds after recording
- O Recorded audio and video can be streamed via the company network and Internet to client applications (Players)
- O Recorded audio and video can be exported to multiple file formats using client applications or over HTTP/HTTPS
- Flexible automated alarms on pre-defined errors such as signal loss, quality issues, video freeze or extended periods of silence via e-mail, SNMP or to the open database
- O SML (web)Players can access channels on multiple (remote) servers
- Primary storage: local NTFS filesystem, NAS over iSCSI, SAN over Fiber; Secondary online storage: Local or NAS/SAN - network over SMB protocol
- O Automated scripted exports of audio, video and metadata through Podcaster application

#### **Contact Stirlitz Media:**

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