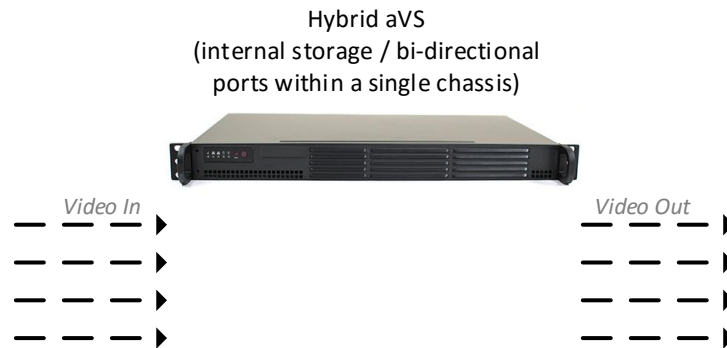# aQ Broadcast Engine (QuBE): System Examples & Block Diagrams

July 2016

aQ Broadcast Limited
sales@aq-broadcast.com
www.aq-broadcast.com
+44 (0) 118 324 0404
@aqbroadcast

'making broadcast magic'

Hybrid aVS
(internal storage / bi-directional
ports within a single chassis)

Video In

Video Out

A Hybrid aVS provides storage and I/O within a single chassis. Size, capacity and the number of ports is flexible. A 1U chassis can provide two or four ports with typically 2 / 3 / 6 TB internal storage. A 2U chassis can provide four or six ports, with typically 5 / 10 / 15 / 20 TB internal storage.

Input/output connections are normally SDI with embedded audio, but an option for the 2U chassis includes analogue video and audio connections. All ports are bi-directional – their individual operation can be switched immediately between recording and playback.

The Storage is accessible over the network as a standard SAMBA/SMB share and optionally via FTP.

In some cases, Hybrid units can support additional functionality, such as sub-clip, trim, transcoding, upload, stream, etc.

aQ Broadcast system examples – standalone aVS Hybrid unit

| NH | 3 Feb '16 | v1 |

Newsroom, Video Server & Media Management Broadcast Solutions

Hybrid aVS #1
(internal storage / bi-directional ports within a single chassis)

Video In

Video Out

Hybrid aVS #2
(internal storage / bi-directional ports within a single chassis)

Video In

Video Out

QaQ Broadcast

Private video network

Video In

Video Out

Video In

Video Out

Hybrid aVS #3
(internal storage / bi-directional ports within a single chassis)

Hybrid aVS #4
(internal storage / bi-directional ports within a single chassis)

In this configuration, ports will normally play content from their own local storage, under local control from their own GUI (or via remote control, e.g. using VDCP from a switcher). But with correct configuration, the overall system can offer a great deal of flexibility:

- any port can record content into the storage on any unit
- any port can play back content from the storage on any unit
- any GUI can take control of any port on any unit
- any GUI can view and manage media stored on any unit
- any GUI can initiate a direct transfer of media between any two units – e.g. to copy a clip from one server to another

A Hybrid aVS provides storage and I/O within a single chassis. Size, capacity and the number of ports is flexible. A 1U chassis can provide two or four ports with typically 2 / 3 / 6 TB internal storage. A 2U chassis can provide four or six ports, with typically 5 / 10/ 15 / 20 TB internal storage.

Input/output connections are normally SDI with embedded audio, but an option for the 2U chassis includes analogue video and audio connections. All ports are bi-directional – their individual operation can be switched immediately between recording and playback.

The Storage is accessible over the network as a standard SAMBA/SMB share and optionally via FTP.

In some cases, Hybrid units can support additional functionality, such as sub-clip, trim, transcoding, upload, stream, etc.

aQ Broadcast system examples – multiple aVS Hybrid units		
NH	10 Jun '16	v1

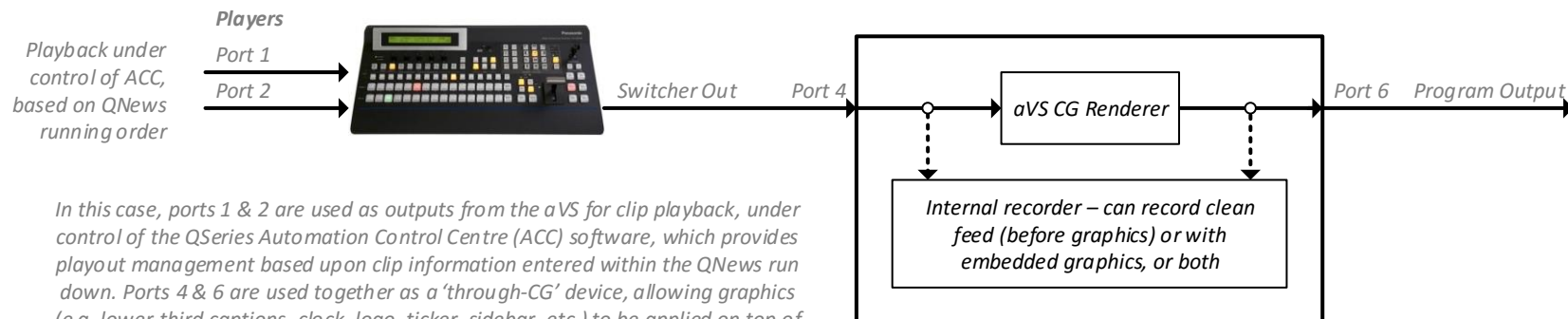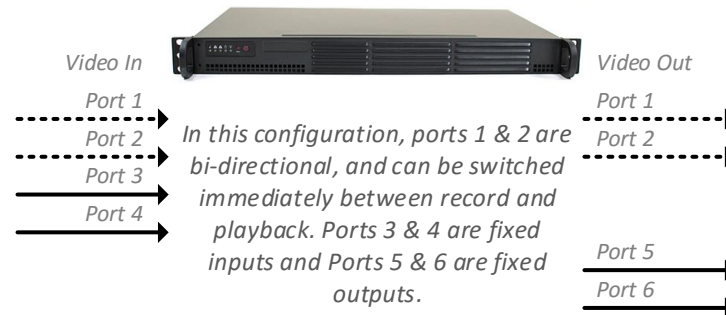Newsroom, Video Server & Media Management Broadcast Solutions

A Hybrid aVS provides storage and I/O within a single chassis. Size, capacity and the number of ports is flexible. A 1U chassis can provide two or four ports with typically 2 / 3 / 6 TB internal storage. A 2U chassis can provide four or six ports, with typically 5 / 10 / 15 / 20 TB internal storage.

Input/output connections are normally SDI with embedded audio, but an option for the 2U chassis includes analogue video and audio connections. All ports are bi-directional – their individual operation can be switched immediately between recording and playback.

The Storage is accessible over the network as a standard SAMBA/SMB share and optionally via FTP.

Six-Port Hybrid aVS
(internal 3 TB storage & ports within a single chassis)

Video In

Port 1
Port 2
Port 3
Port 4

In this configuration, ports 1 & 2 are bi-directional, and can be switched immediately between record and playback. Ports 3 & 4 are fixed inputs and Ports 5 & 6 are fixed outputs.

Video Out

Port 1
Port 2

Port 5
Port 6

Players

Playback under control of ACC, based on QNews running order

Port 1
Port 2

Switcher Out   Port 4

aVS CG Renderer

Port 6   Program Output

Internal recorder – can record clean feed (before graphics) or with embedded graphics, or both

In this case, ports 1 & 2 are used as outputs from the aVS for clip playback, under control of the QSeries Automation Control Centre (ACC) software, which provides playout management based upon clip information entered within the QNews run down. Ports 4 & 6 are used together as a 'through-CG' device, allowing graphics (e.g. lower-third captions, clock, logo, ticker, sidebar, etc.) to be applied on top of the switcher output. These graphic elements, particularly lower-third straps, can also be controlled from the ACC, based on automation events entered by the journalists within their scripts.
The internal routing capability of the aVS means that it is possible to record the incoming clean feed (pre-graphics) and/or the combined graphics output without requiring external cabling or a separate port.
In this example, ports 3 (input) and 5 (output) are still available for use as required.

aQ Broadcast system – 6-port aVS Hybrid example with graphics		
NH	13 Jun '16	v1

aVS Store node
(internal storage but no I/O ports)

An aVS Store node provides dedicated storage. Size and capacity is flexible, but will typically be 2 – 4U, and from 5 TB to many hundreds of TB. All units have redundant PSUs and storage is always provided based on hardware RAID configurations.

The Storage is accessible over the network as a standard SAMBA/SMB share and optionally via FTP. Standard units provide multiple 1GigE network connections, but an option for dual 10GigE connections is available.

In most cases, Store nodes can support additional functionality, such as sub-clip, trim, transcoding, upload, stream, etc. Proxy viewing is also available in various forms.

Media content

aVS Port node #1
(bi-directional ports but no internal storage)

Video In   *Video Out*

An aVS Port node provides dedicated I/O, typically two or four ports in a 1U chassis with redundant PSU. Input/output connections are normally SDI with embedded audio, but an option for the 2U chassis includes analogue video and audio connections. All ports are bi-directional – their individual operation can be switched immediately between recording and playback. Alpha channel support is available as an option, with two ports configurable as linked key+fill or as independent connections.

aVS Port nodes are connected to an aVS Store node via a private network link. Port and Store nodes can be connected in any combination – multiple Ports -> one Store, one Port -> multiple Stores or multiple Ports -> multiple Stores. Any port can record content to, or playback content from, any Store.

aVS Port node #2
(bi-directional ports but no internal storage)

Video In   *Video Out*

Video I/O Connections (example):
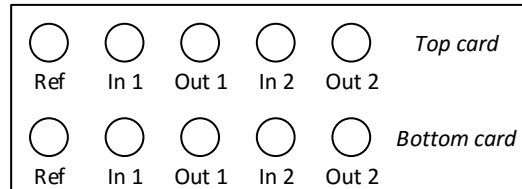
○	○	○	○	○	*Top card*
Ref	In 1	Out 1	In 2	Out 2	
○	○	○	○	○	*Bottom card*
Ref	In 1	Out 1	In 2	Out 2	

aVS Port node #3
(bi-directional ports but no internal storage)

Video In   *Video Out*

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aQ Broadcast system examples –
Store and Port node configuration

NH	10 Jun '16	v1

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aQ
Broadcast

aVS Store node & Storage Gateway
(small internal storage, no I/O ports +
transfer from MAM)

An aVS Store node provides dedicated storage. Size and capacity is flexible, but will typically be 2 – 4U, and from 5 TB to many hundreds of TB. All units have redundant PSUs and storage is always provided based on hardware RAID configurations.
The Storage is accessible over the network as a standard SAMBA/SMB share and optionally via FTP. Standard units provide multiple 1GigE network connections, but an option for dual 10GigE connections is available.
In this case, the Store node will also act as the point of interchange between the third-party MAM system.

aVS Port node #1
(bi-directional ports, no internal
storage)

Video Outs

An aVS Port node provides dedicated I/O, typically two or four ports in a 1U chassis with redundant PSU. Input/ output connections are normally SDI with embedded audio, but an option for the 2U chassis includes analogue video and audio connections. All ports are bi-directional – their individual operation can be switched immediately between recording and playback. Alpha channel support is available as an option, with two ports configurable as linked key+fill or as independent connections.

Studio #1
(remote control, e.g. via VDCP, AMP
or MOS)

Private media content / control network

aVS Port node #2
(bi-directional ports, no internal
storage)

Video Outs

aVS Port nodes are connected to an aVS Store node via a private network link. Port and Store nodes can be connected in any combination – multiple Ports -> one Store, one Port -> multiple Stores or multiple Ports -> multiple Stores. Any port can record content to, or playback content from, any Store.

Studio #2
(remote control, e.g. via VDCP, AMP
or MOS)

aVS Port node #3
(bi-directional ports, no internal
storage)

Video Outs

Studio #3
(remote control, e.g. via VDCP, AMP
or MOS)

aVS Port node #4
(bi-directional ports, no internal
storage)

Video Outs

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aVS Port node #5
(bi-directional ports, no internal
storage)

Video Outs

aQ Broadcast system options – large studio playout example		
NH	14 Jun '16	v1

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Store Y (mirrored)

Store X (single)

Store Z (single)

Stores are accessible on the network via standard SMB / SAMBA file sharing and via FTP. Stores can be configured as standalone or mirrored. Each Store is aware of other Stores on the network and automatically supports the direct movement of content between units – transferred point-to-point rather than via an intermediary workstation. Stores are typically available in capacities from 5 TB up to many hundreds of TB, in rack sizes from 2U upwards.

Input / Output
Port Node F

Input / Output
Port Node H

Input / Output
Port Node G

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Any Port Node can record content into any Store, and play back content from any Store. Port Nodes are typically available as 1U units with two or four bi-directional ports (SDI with embedded audio, plus genlock input). An option for key + fill output is available if required.

aQ Broadcast system examples – large network configuration		
NH	28 Jan 2016	v1

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Central Store

Media content

News A

Video Out

Media content

News B

Video Out

A single clip can be played out in parallel across both playout servers – all actions (e.g. load, cue, play, re-cue, etc.) will be automatically mirrored on both servers.

aQ Broadcast system examples – redundant news playout		
NH	28 Jan 2016	v1

Newsroom, Video Server & Media Management Broadcast Solutions

Store A (e.g. 32 TB)

Store B (e.g. 32 TB)

All content is mirrored automatically between the two Stores – any clip added to either Store will be copied automatically to the other, and any clip deleted from either Store will be automatically deleted from the other.

Media streaming for proxy viewing with QSeries Clients & FMC sessions

All content mirrored between both servers

Media content

Media content

Studios A

Studio 1-1A
Studio 1-2A
Studio 2-1A
Spare

The Main and Backup servers play identical sequences in parallel. In the event of a problem on one server, the output can be switched to the other.

Studios B

Studio 1-1B
Studio 1-2B
Studio 2-1A
Spare

'A' servers prefer to play clips from Store A, and 'B' servers prefer to play clips from Store B. But if a Store becomes inaccessible, a server will begin automatically to load clips from the other.

Router

Transmission A

Transmission 1A
Spare

Transmission B

Transmission 1B
Spare

Ingest Port 1
Ingest Port 2
Ingest Port 3
Ingest Port 4

Ingest Server

QSeries DBServer 1

QNews Archive Server

QSeries DBServer 2

QNews Wire Server

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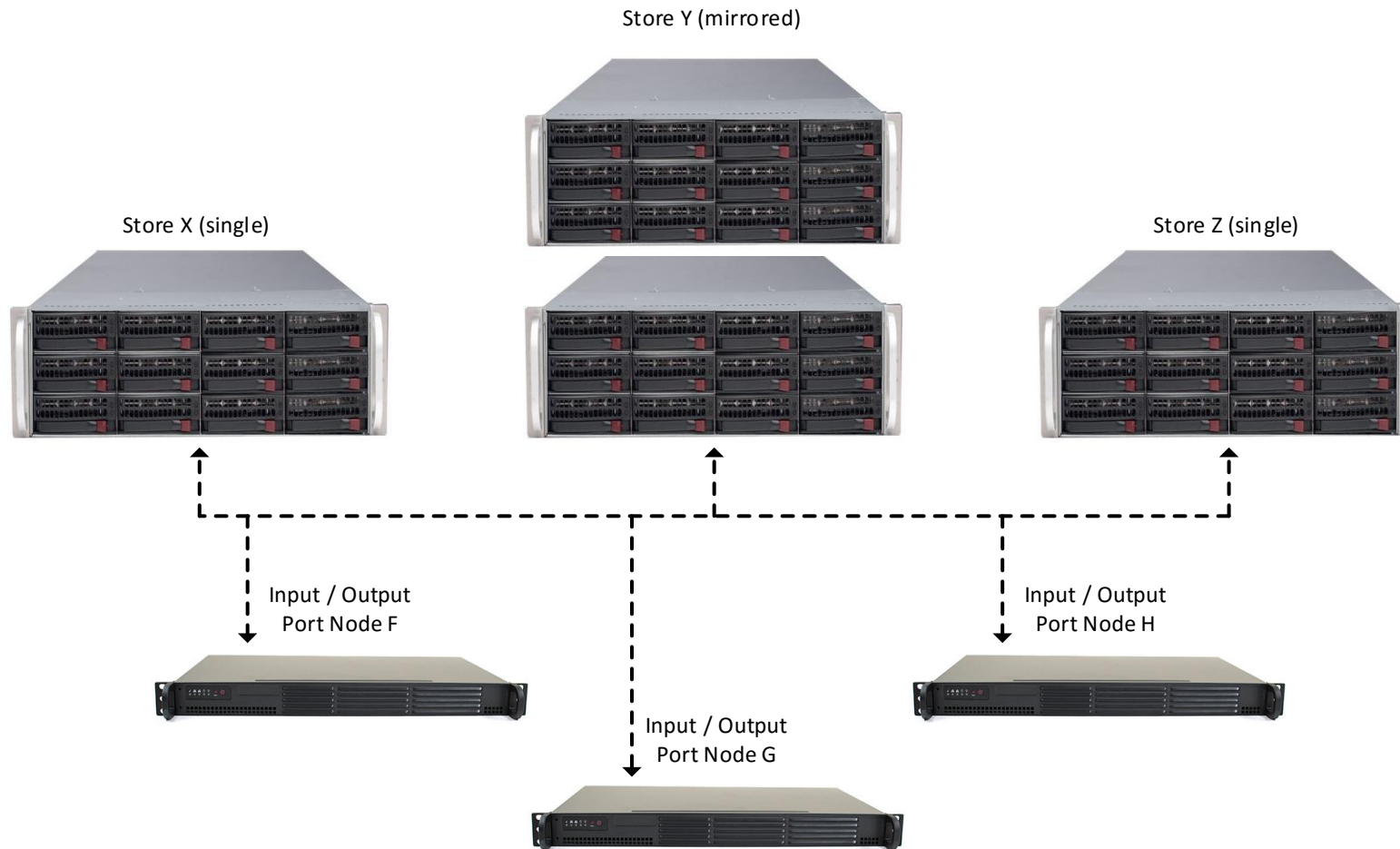
aQ Broadcast system examples – full channel example		
NH	17 Jul 2016	v1

@aQ Broadcast

Newsroom, Video Server & Media Management Broadcast Solutions

Store A

Store B

All content is mirrored automatically between the two Stores – any clip added to either Store will be copied automatically to the other, and any clip deleted from either Store will be automatically deleted from the other.

All content mirrored between both servers

Media content

Transmission A

Media content

Video Out

Transmission B

Video Out

Transmission Server A prefers to play clips from Store A, and Transmission Server B prefers to play clips from Store B. But if a Store becomes inaccessible, a Transmission Server will begin to load clips from the other.

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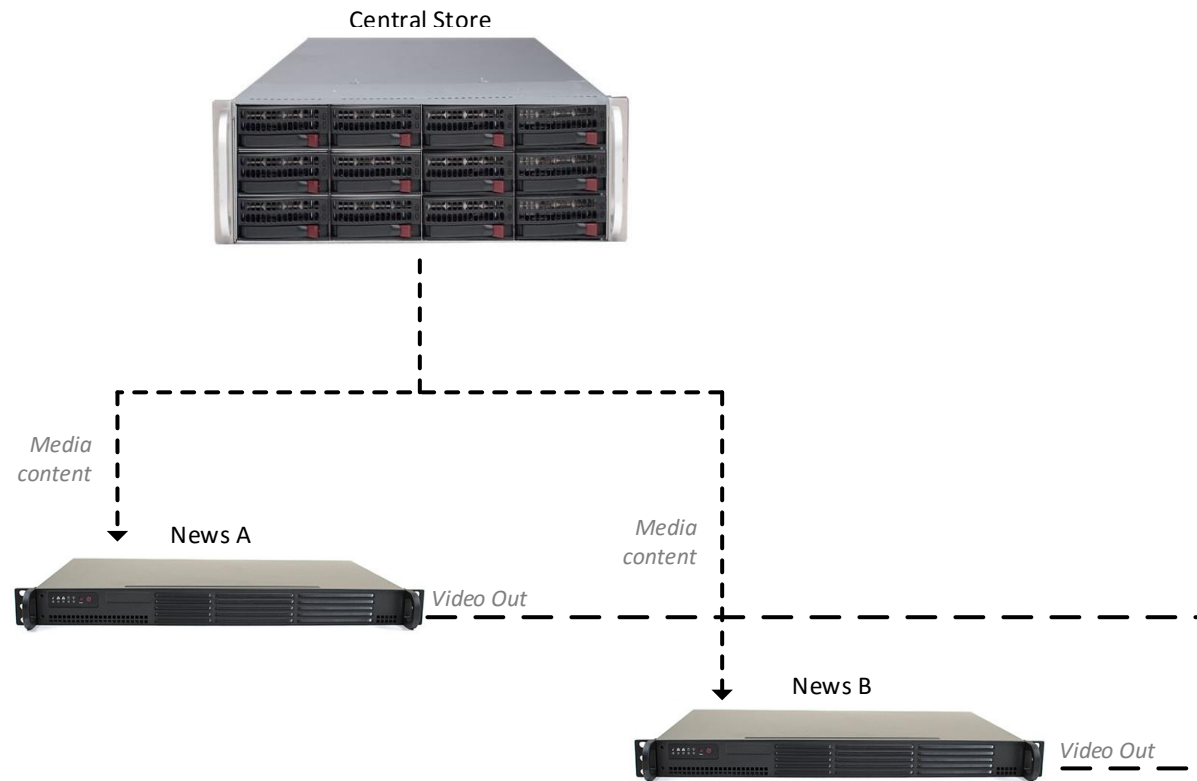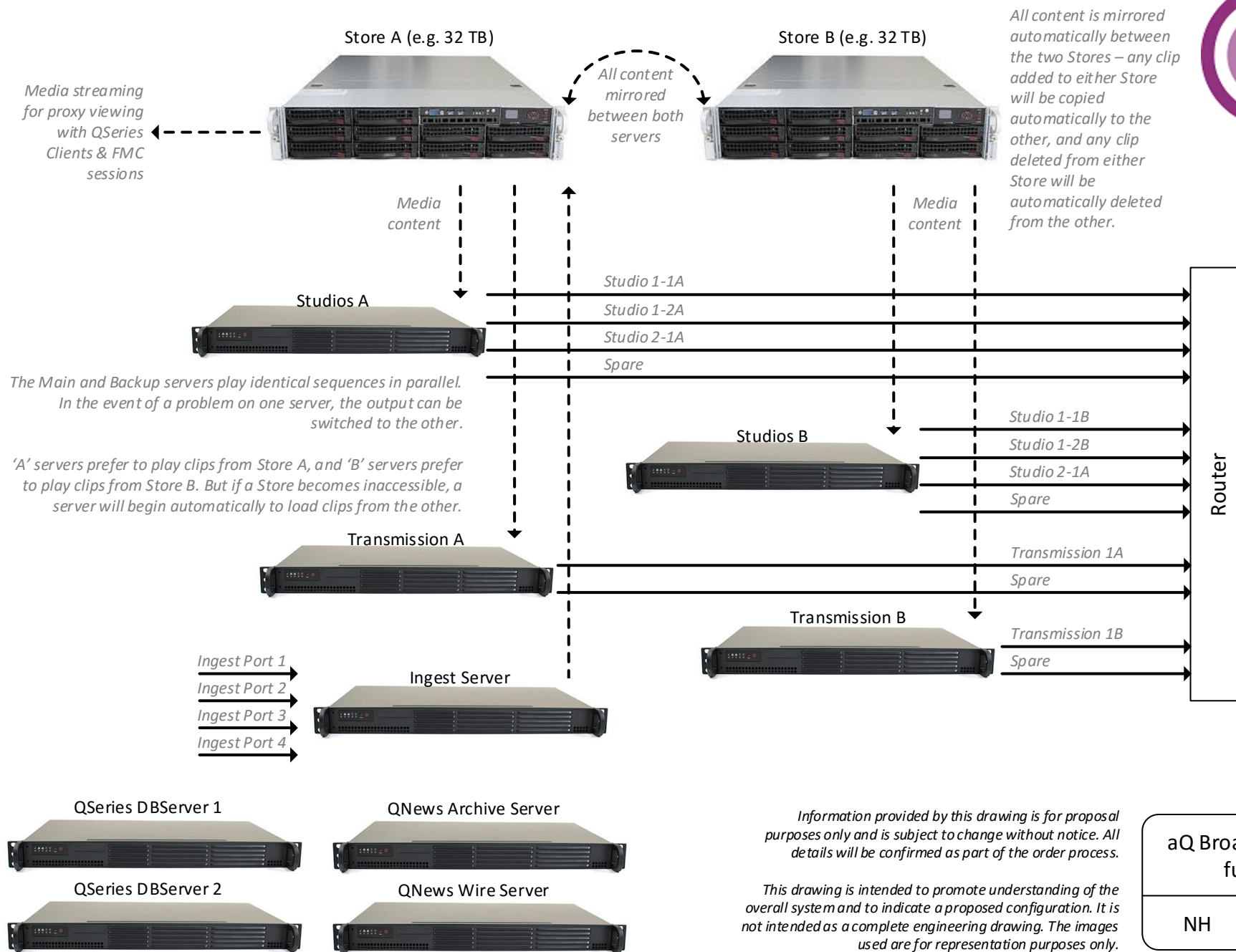
aQ Broadcast system examples – redundant transmission playout
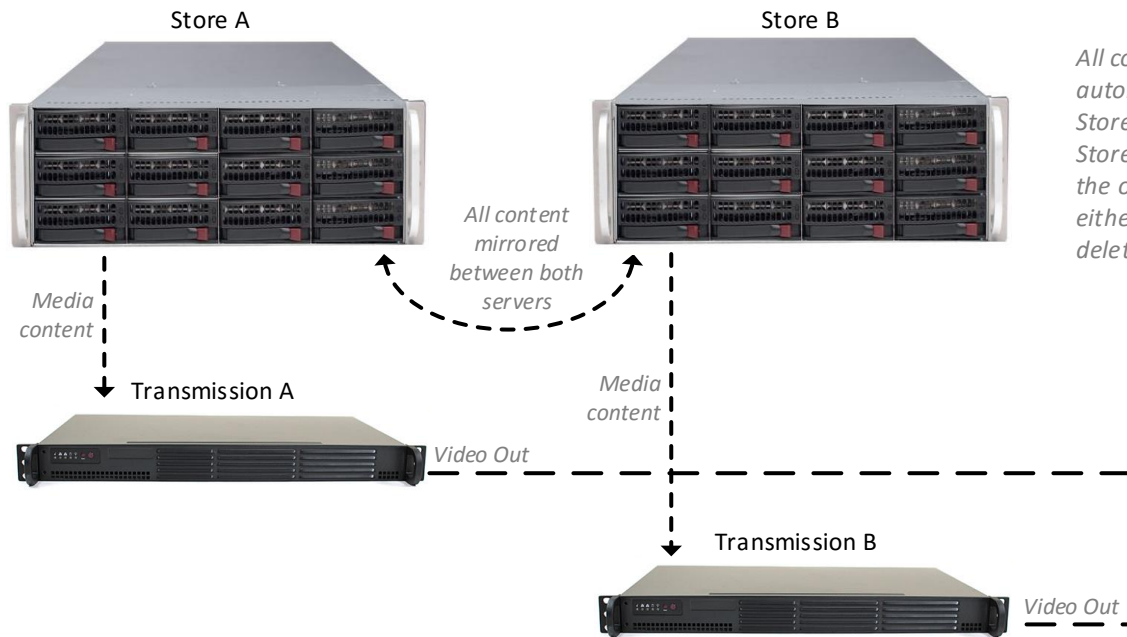
NH	28 Jan 2016	v1

Newsroom, Video Server & Media Management Broadcast Solutions

Store A (e.g. 6 TB)

Store B (e.g. 6 TB)

All content is mirrored automatically between the two Stores – any clip added to either Store will be copied automatically to the other, and any clip deleted from either Store will be automatically deleted from the other.

@aQ
Broadcast

Media content

All content mirrored between both servers

Media content

Transmission A (Main)

Video Out – Channel A

Video Out – Channel B

Video Out – Channel C

Video Out – Spare

Tx Channel A

Tx Channel B

Tx Channel C

Router

The Main and Backup servers play identical sequences in parallel. In the event of a problem on one Tx Server, the output can be switched to the other, which will be at exactly the same point in the transmission schedule Transmission Server A prefers to play clips from Store A, and Transmission Server B prefers to play clips from Store B. But if a Store becomes inaccessible, a Transmission Server will begin automatically to load clips from the other.

Transmission B (Backup)

Video Out – Channel A

Video Out – Channel B

Video Out – Channel C

Video Out – Spare

Monitoring (6 ports)

Output Monitoring / Alerting

Ingest / Review Server (e.g. 4 port, with local storage)

Ingest Port 1

Review Port 1

Review Port 2

Emergency Loop

Server monitors main and backup feeds for each channel. If Main feed fails (e.g. black/freeze/silence), the router will be switched automatically to the backup feed. If both main and backup fail, the channel output will be switched to the emergency loop. In any case, alerts will be raised by email.

QSeries DBServer 1

QSeries DBServer 2

Integration Server

Utility Server

Server provides general functionality for record and playout, including compliance recording, content review and emergency loop playout. Additional units could be added easily, with or without local storage.

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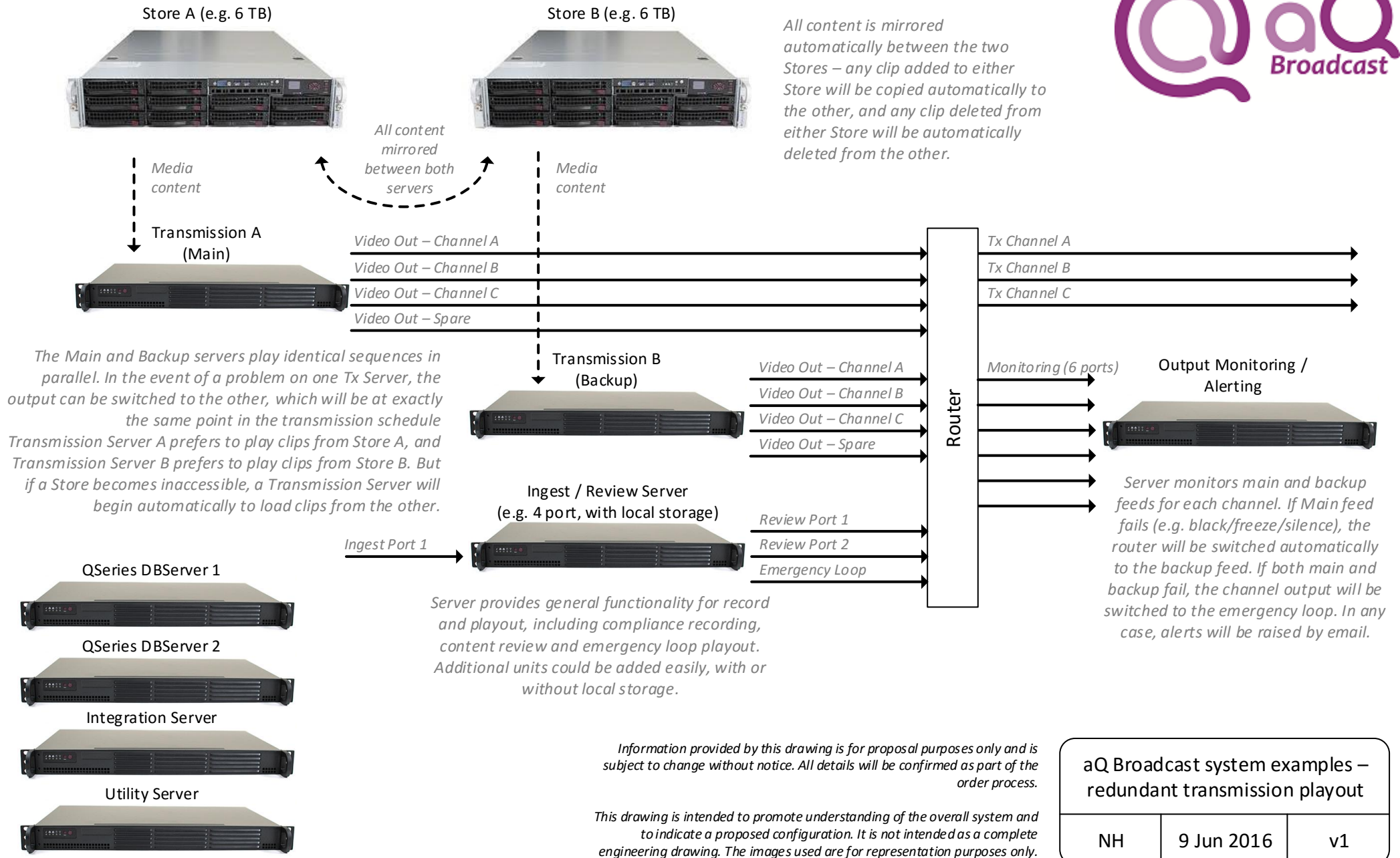
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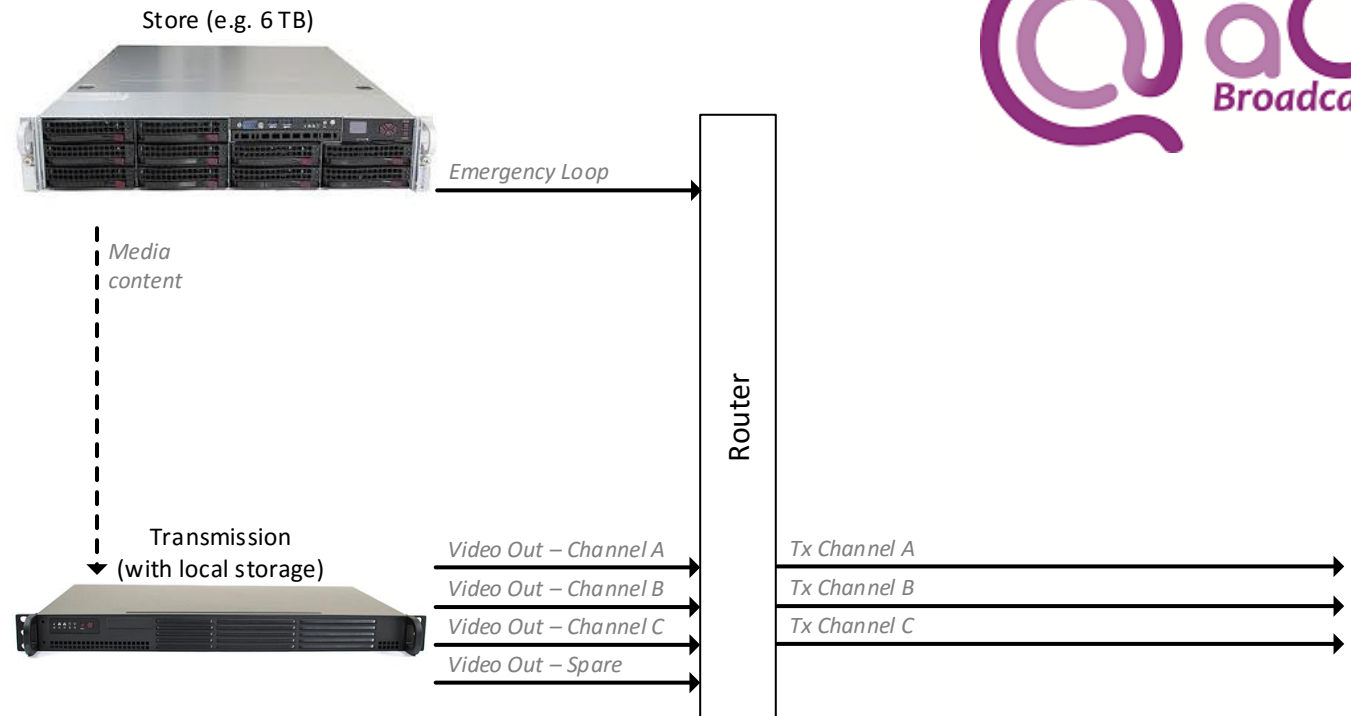aQ Broadcast system examples – redundant transmission playout

| NH | 9 Jun 2016 | v1 |

Newsroom, Video Server & Media Management Broadcast Solutions

Store (e.g. 6 TB)

Emergency Loop

Media content

Router

Transmission
(with local storage)

Video Out – Channel A
Video Out – Channel B
Video Out – Channel C
Video Out – Spare

Tx Channel A
Tx Channel B
Tx Channel C

QSeries DBServer

Utility Server

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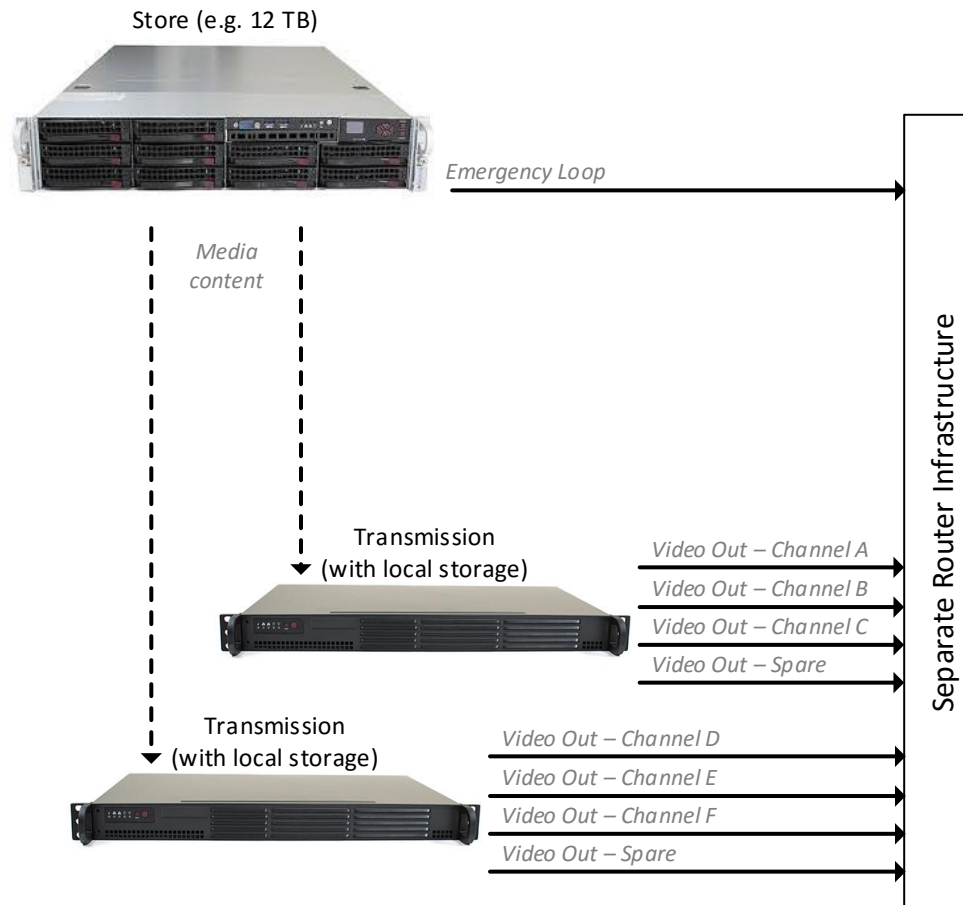
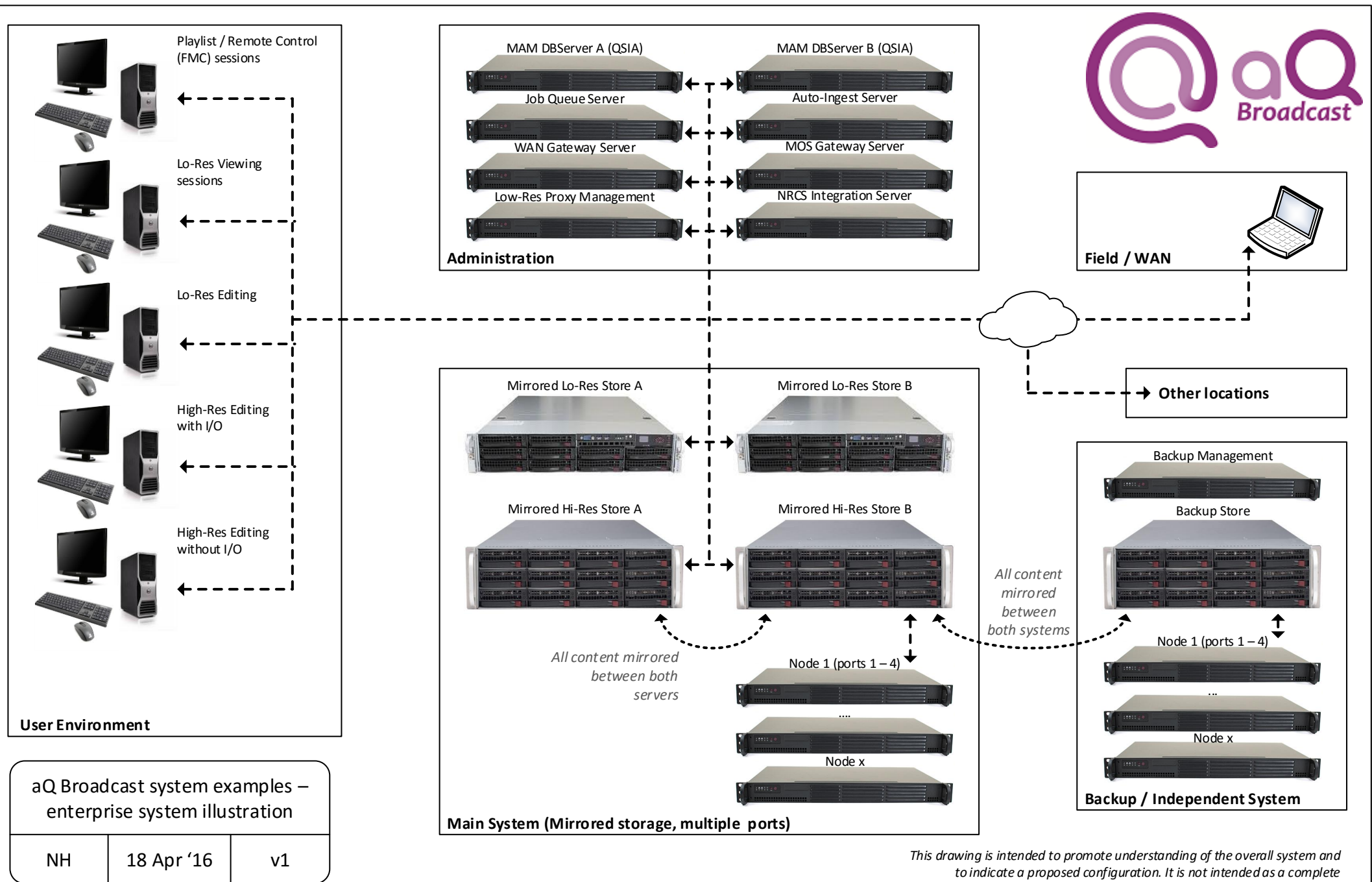*This drawing is intended to promote understanding of the overall system and to indicate a proposed configuration. It is not intended as a complete engineering drawing. The images used are for representation purposes only.*

aQ Broadcast system examples – entry-level transmission playout		
NH	10 Jun 2016	v1

Newsroom, Video Server & Media Management Broadcast Solutions

Store (e.g. 12 TB)

Emergency Loop

Media content

Transmission
(with local storage)

Video Out – Channel A

Video Out – Channel B

Video Out – Channel C

Video Out – Spare

Transmission
(with local storage)

Video Out – Channel D

Video Out – Channel E

Video Out – Channel F

Video Out – Spare

Separate Router Infrastructure

aQ Broadcast system examples –
entry-level transmission playout

| NH | 12 Jul 2016 | v1 |

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Playlist / Remote Control (FMC) sessions

Lo-Res Viewing sessions

Lo-Res Editing

High-Res Editing with I/O

High-Res Editing without I/O

User Environment

aQ Broadcast system examples – enterprise system illustration

| NH | 18 Apr '16 | v1 |

Administration

MAM DBServer A (QSIA)

MAM DBServer B (QSIA)

Job Queue Server

Auto-Ingest Server

WAN Gateway Server

MOS Gateway Server

Low-Res Proxy Management

NRCS Integration Server

Field / WAN

Other locations

Mirrored Lo-Res Store A

Mirrored Lo-Res Store B

Mirrored Hi-Res Store A

Mirrored Hi-Res Store B

All content mirrored between both servers

Node 1 (ports 1 – 4)

....

Node x

Main System (Mirrored storage, multiple ports)

All content mirrored between both systems

Backup Management

Backup Store

Node 1 (ports 1 – 4)

...

Node x

Backup / Independent System

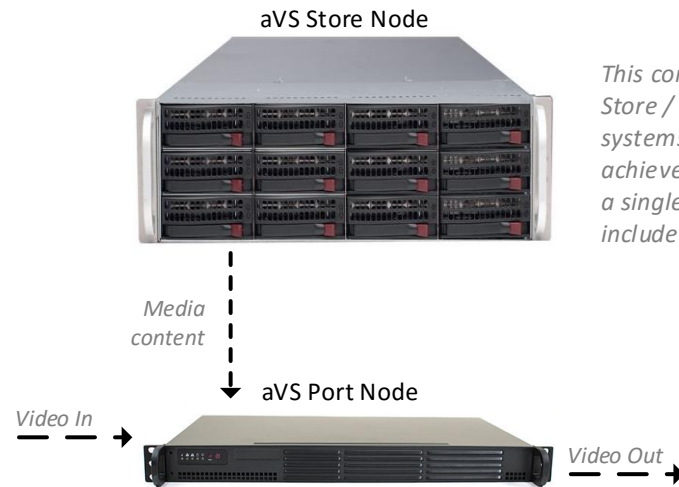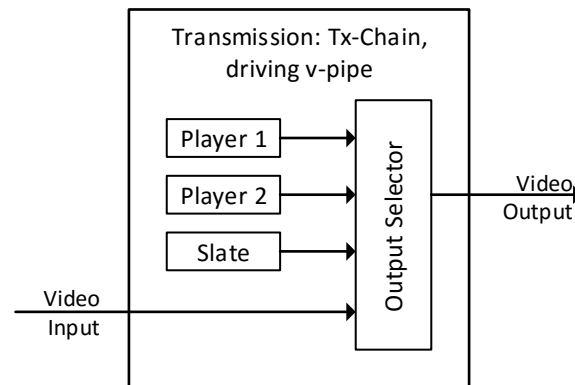*This drawing is intended to promote understanding of the overall system and to indicate a proposed configuration. It is not intended as a complete engineering drawing. The images used are for representation purposes only.*

aQ Broadcast

Newsroom, Video Server & Media Management Broadcast Solutions

aVS Store Node

This configuration shows a standard Store / Port combination. For small systems, it is also possible to achieve the same functionality with a single Hybrid (Storage and I/O included within the same chassis).

Media content

aVS Port Node

Video In

Video Out

The standard Port node can be configured to run the 'video-pipeline' components, which includes virtual internal players, still stores and routers. This allows the single video output to be switched between a live input, a manual player, an image (e.g. station logo) and a player under control of the transmission sequence handling.

Transmission: Tx-Chain, driving v-pipe

Player 1

Player 2

Slate

Output Selector

Video Output

Video Input

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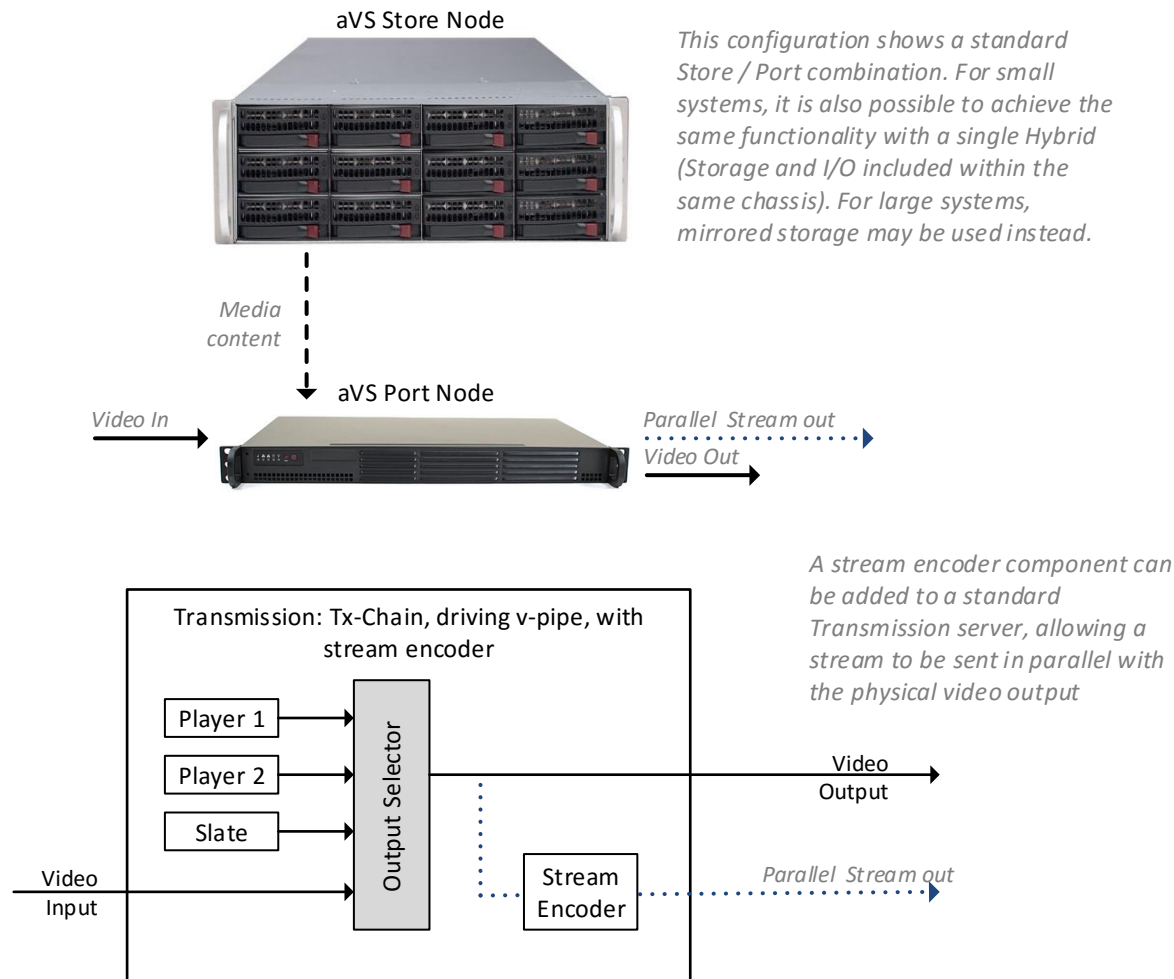
aQ Broadcast system examples – transmission playout (virtual player)		
NH	3 Feb '16	v1

Newsroom, Video Server & Media Management Broadcast Solutions

This configuration shows a standard Store / Port combination. For small systems, it is also possible to achieve the same functionality with a single Hybrid (Storage and I/O included within the same chassis). For large systems, mirrored storage may be used instead.

Media content

aVS Port Node

Video In

Parallel Stream out
Video Out

A stream encoder component can be added to a standard Transmission server, allowing a stream to be sent in parallel with the physical video output

Transmission: Tx-Chain, driving v-pipe, with stream encoder

Player 1

Player 2

Slate

Output Selector

Video Input

Video Output

Stream Encoder

Parallel Stream out

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aQ Broadcast system examples – transmission (with streaming)

| NH | 22 Mar '16 | v1 |
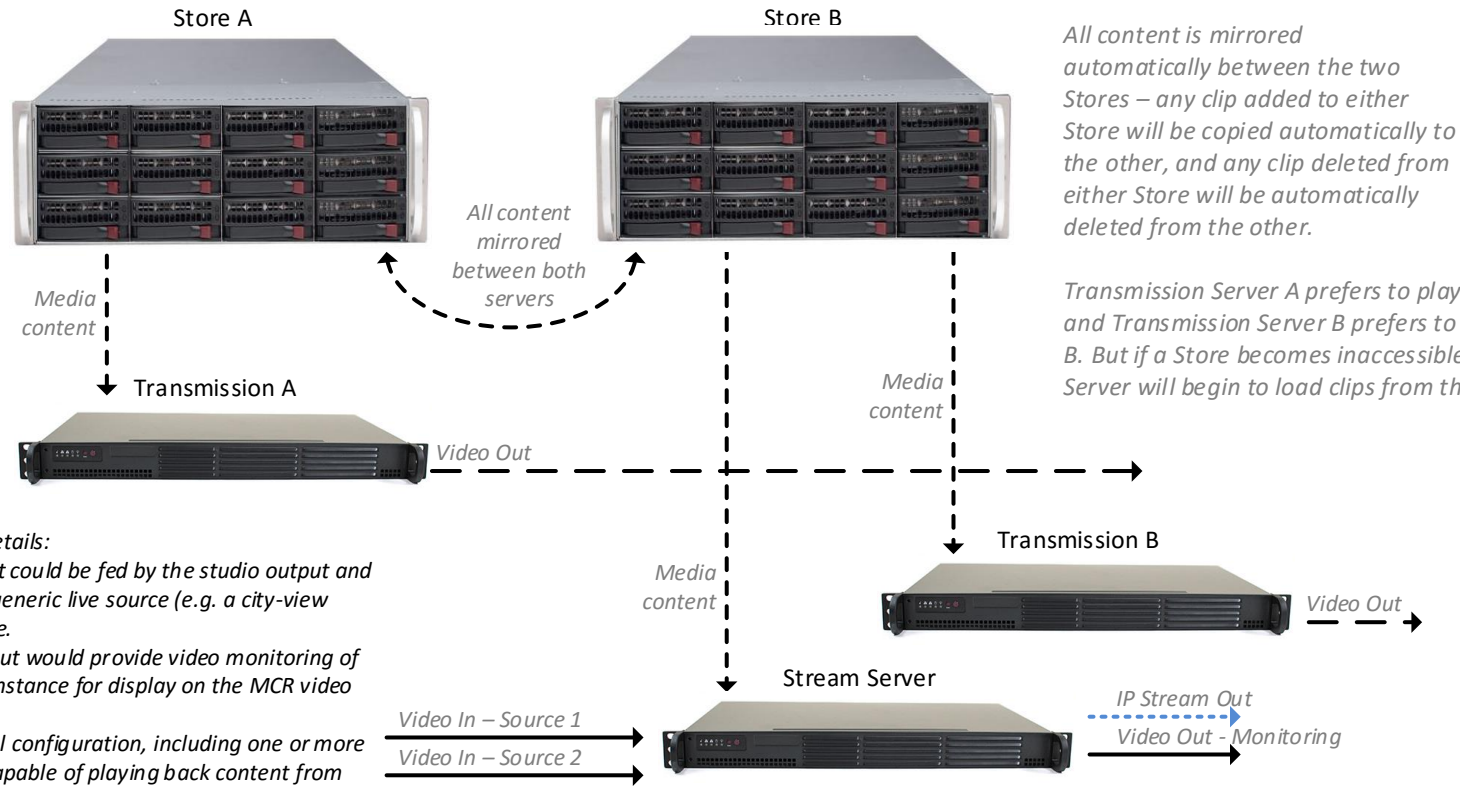
Newsroom, Video Server & Media Management Broadcast Solutions
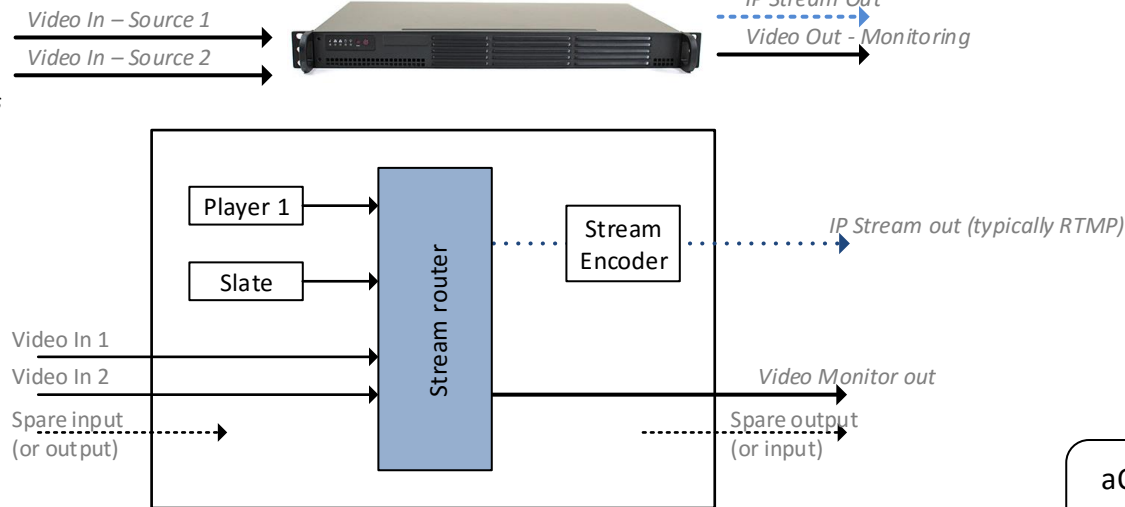
Store A

Store B

All content is mirrored automatically between the two Stores – any clip added to either Store will be copied automatically to the other, and any clip deleted from either Store will be automatically deleted from the other.

All content mirrored between both servers

Transmission Server A prefers to play clips from Store A, and Transmission Server B prefers to play clips from Store B. But if a Store becomes inaccessible, a Transmission Server will begin to load clips from the other.

Media content

Transmission A

Media content

Video Out

Transmission B

Media content

Video Out

Stream Server details:
* one video input could be fed by the studio output and another from a generic live source (e.g. a city-view cam) for instance.
* one video output would provide video monitoring of the stream, for instance for display on the MCR video wall
* flexible internal configuration, including one or more virtual players capable of playing back content from the mirrored storage and one or more still/logo images
* the various internal and video sources would be switchable via the internal router, which would control both the output being streamed and the monitoring output.
* the routing and internal clip playback would be controlled using the same Tx-Chain handling as the existing A and B servers, with the schedule originating either from QSeries or from a simpler Tx-Lite sequence list.
* because this unit would have the same basic capability as the main Transmission servers, it could be immediately used as a spare in the event that either failed. It would essentially be a 'Transmission-C' server which could be set to play any schedule when required.

Stream Server

IP Stream Out

Video In – Source 1

Video In – Source 2

Video Out - Monitoring

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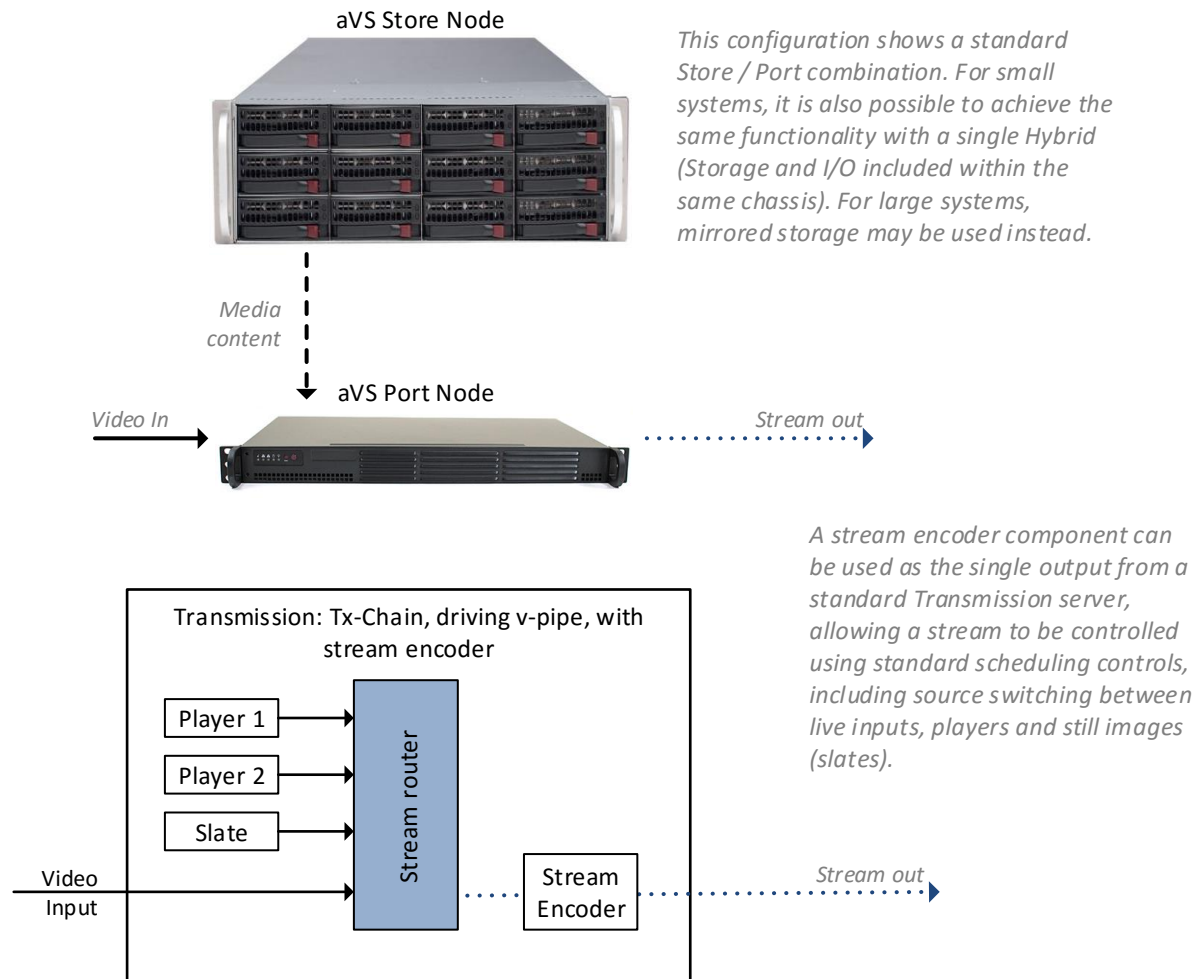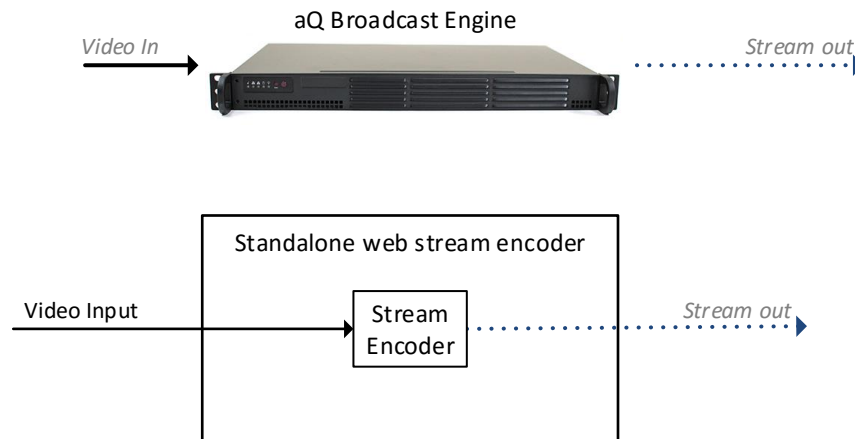
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Player 1

Slate

Stream router

Stream Encoder

IP Stream out (typically RTMP)

Video In 1

Video In 2

Video Monitor out

Spare input (or output)

Spare output (or input)

Transmission: Tx-Chain, driving v-pipe, with stream encoder (other configurations are possible)

aQ Broadcast system examples – redundant transmission & stream

NH	17 Jun '16	v1

Newsroom, Video Server & Media Management Broadcast Solutions

aVS Store Node

This configuration shows a standard Store / Port combination. For small systems, it is also possible to achieve the same functionality with a single Hybrid (Storage and I/O included within the same chassis). For large systems, mirrored storage may be used instead.

Media content

aVS Port Node

Video In

Stream out

A stream encoder component can be used as the single output from a standard Transmission server, allowing a stream to be controlled using standard scheduling controls, including source switching between live inputs, players and still images (slates).

Transmission: Tx-Chain, driving v-pipe, with stream encoder

| Player 1 |
| Player 2 |
| Slate |

Stream router

Video Input

Stream Encoder

Stream out

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aQ Broadcast system examples – transmission (stream only)
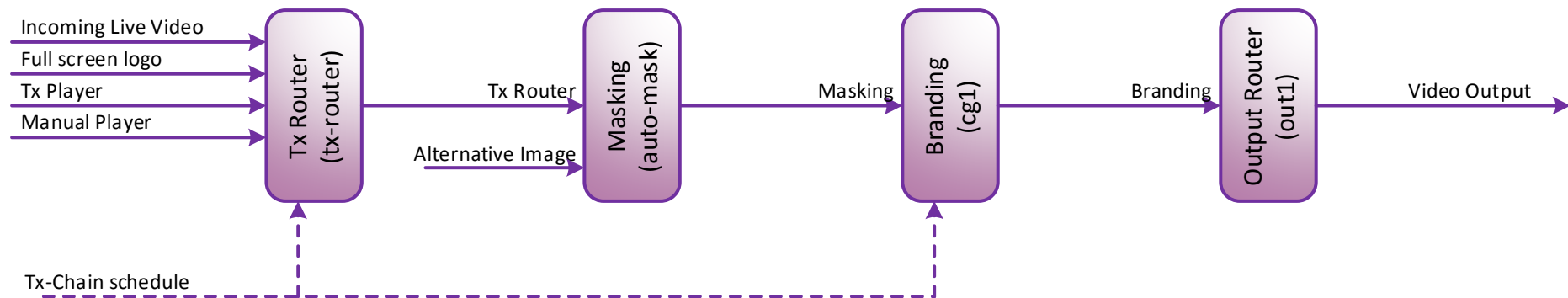
| NH | 22 Mar '16 | v1 |

Newsroom, Video Server & Media Management Broadcast Solutions

aQ Broadcast Engine

Video In →

Stream out ·········▶

An aQ Broadcast Engine can be used as a standalone web stream encoder, taking a video input and converting it to a web stream in RTMP or RTSP format.

Standalone web stream encoder

Video Input → | Stream Encoder |

Stream out ·········▶

aQ Broadcast system examples – standalone Web Stream encoder		
NH	22 Mar '16	v1

When running under control of an automation sequence, tx-router is switched by tx-chain in order to select the correct input based on the active schedule.

This 'mask' processor overlays the 'slate' graphic automatically when the incoming video matches the stored reference frame within the defined active detection area.

This 'cg' processor can add branding elements such as logo, clock, ticker, etc. Elements can be shown/ hidden manually or under control of the active schedule

The output router controls the ultimate output from the server. Any of the inputs and internal sources can be switched directly to the output, bypassing any other internal routing and processing.

Incoming Live Video

Full screen logo

Tx Player

Manual Player

Tx Router
(tx-router)

Tx Router

Alternative Image

Masking
(auto-mask)

Masking

Branding
(cg1)

Branding

Output Router
(out1)

Video Output

Tx-Chain schedule

Information provided by this drawing is for proposal purposes only and is subject to change without notice. All details will be confirmed as part of the order process.
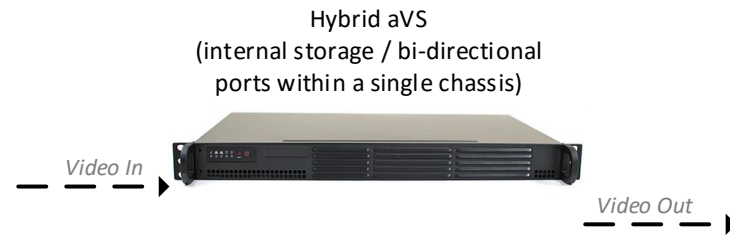
This drawing is intended to promote understanding of the overall system and to indicate a proposed configuration. It is not intended as a complete engineering drawing. The images used are for representation purposes only.

aQ Broadcast system examples – Video Pipeline illustration

| NH | 18 Apr '16 | v1 |

Newsroom, Video Server & Media Management Broadcast Solutions

Hybrid aVS
(internal storage / bi-directional
ports within a single chassis)

Video In

Video Out

Simple delay application – e.g. profanity delay for live shows.

The incoming live video is buffered for a set period (e.g. 5 seconds) and then emitted from the video output. In the event of a problem, the audio may be muted on the output or replaced with a generic looped track, or both the video and audio can be replaced.

Hybrid aVS
(internal storage / bi-directional
ports within a single chassis)
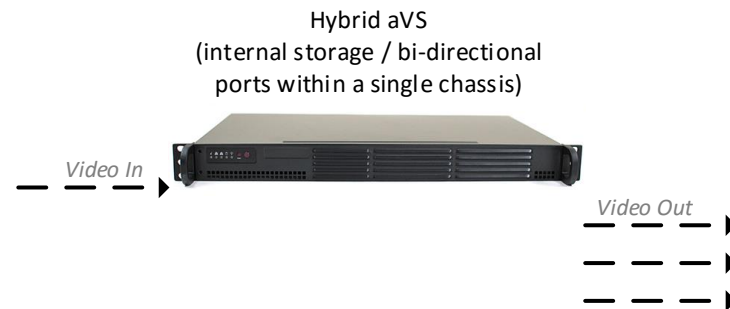
Video In

Video Out

Multiple delay application – e.g. station output delayed for different time-zones

The incoming live video is buffered for a set period and then emitted from each video output after a set period. For instance, one output could provide a delay of one hour, a second output could provide a two-hour delay and another output could provide a three-hour delay.

Information provided by this drawing is for proposal purposes only and is subject to change without notice. All details will be confirmed as part of the order process.
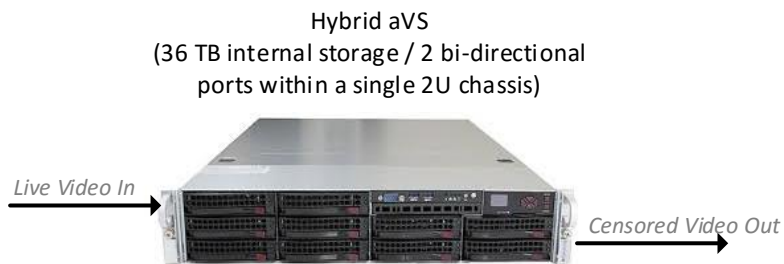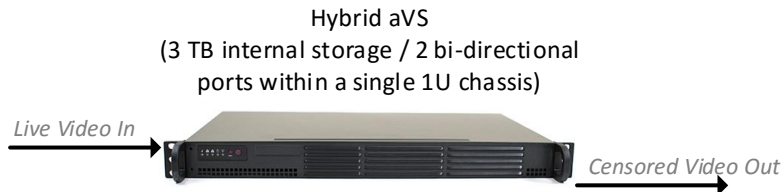
This drawing is intended to promote understanding of the overall system and to indicate a proposed configuration. It is not intended as a complete engineering drawing. The images used are for representation purposes only.

aQ Broadcast system examples – standalone aVS Delay units		
NH	3 Feb '16	v1

Newsroom, Video Server & Media Management Broadcast Solutions

Hybrid aVS
(3 TB internal storage / 2 bi-directional
ports within a single 1U chassis)

Live Video In

Censored Video Out

Hybrid aVS
(36 TB internal storage / 2 bi-directional
ports within a single 2U chassis)

Live Video In

Censored Video Out

The censorship workflow operates as follows:

1)   There will be a live video input, which will be recorded as the 'raw' version of the session.

2)   There will be a censored video output, which will normally operate about 30 minutes behind real time (but could be less, see below). This will show all uncensored material from the raw recording. Censored material will not be shown on this output.

3)   An operator will monitor the live input for 'non-parliamentary conduct'. If something happens that needs to be censored, the operator will use the raw recording to mark a portion which is not to be shown (or included anywhere else).

4)   The will be a 'censored' recording, which will contain all raw footage that has not been censored. Where content is censored, the raw footage will play continuously around it - i.e. there will not be a 'hole' left, rather the last raw frame before the censored portion will run directly into the first raw frame after the censored portion.

5)   Similarly, the censored output will show all raw footage that has not been censored. Again, where content is censored, the raw footage will play continuously around it - i.e. there will not be a 'hole' left, rather the last raw frame before the censored portion will run directly into the first raw frame after the censored portion. This may mean that the effective delay on the censored output reduces - an initial 30 minute delay will be reduced to 20 minutes if 10 minutes of content is censored. If the amount of censored content removed exceeds the delay (e.g. 35 minutes has been censored and the delay is only 30 minutes) then the output can show an alternative output - e.g. video and audio from a clip which is looping in the background, similar to profanity delay handling.

6)   To summarise, the censored output is effectively playing back the censored recording, and the censored recording is being generated on-the-fly from the raw recording, with marked portions being removed.

The smaller unit will allow recordings for a few days to be stored locally. The larger unit will allow recordings to be stored for around 90 days (both raw and censored versions).

aQ Broadcast system examples – aVS for censorship application		
NH	11 May '16	v1
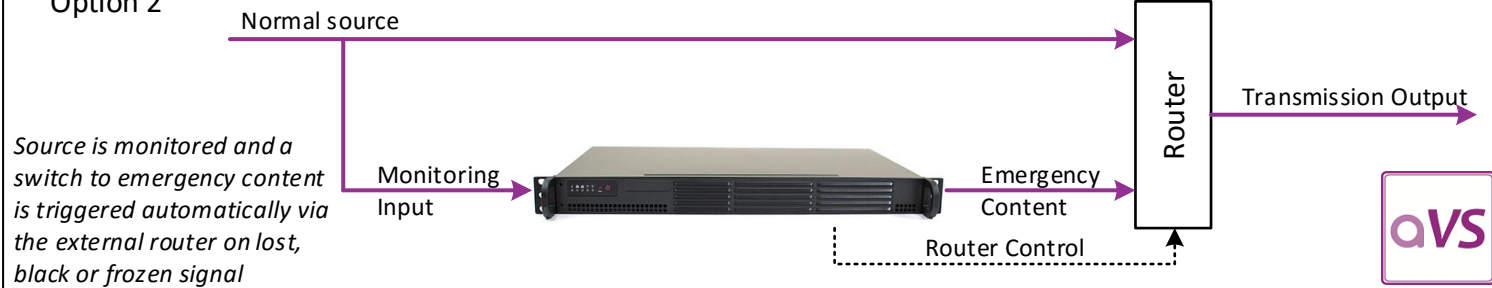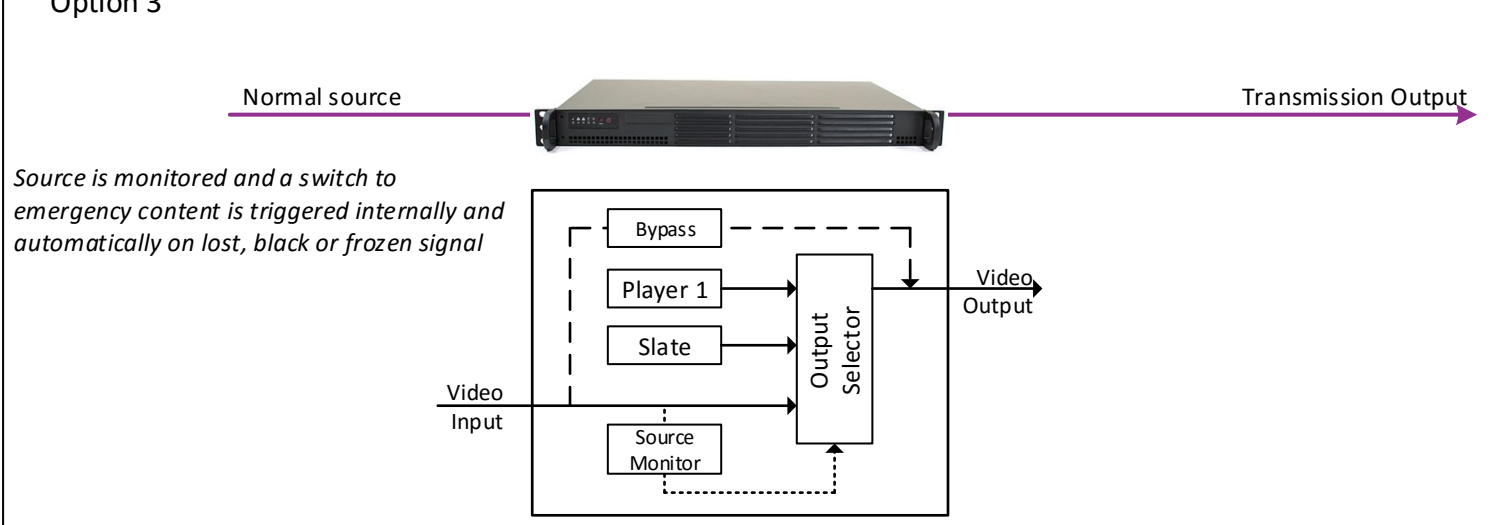
Newsroom, Video Server & Media Management Broadcast Solutions

Option 1

Normal source

Router

Transmission Output

Server is operated manually, and the router switchover to the emergency content is triggered by hand

Emergency Content

aVS

Option 2

Normal source

Router

Transmission Output

Source is monitored and a switch to emergency content is triggered automatically via the external router on lost, black or frozen signal

Monitoring Input

Emergency Content

Router Control

aVS

Option 3

Normal source

Transmission Output

Source is monitored and a switch to emergency content is triggered internally and automatically on lost, black or frozen signal

Bypass

Player 1

Slate

Output Selector

Video Output

Video Input

Source Monitor

aQ Broadcast system examples – Disaster Recovery options

| NH | 3 Apr '16 | v2 |

Newsroom, Video Server & Media Management Broadcast Solutions

Asset Transcoding (media volume handling)

aVS Store

aVS

Media Volume

Media Folder Structure

Select Clip(s) to be transcoded → Right-click to select transcode job → Transcode operation handled by Job Queue

New clip generated within Media Volume

Any clip (accessible from any Asset List – locally on the server or remotely via FMC) can be transcoded to another format, triggered by the user from the right-click context menu.

File Transcoding (watch-folder handling)
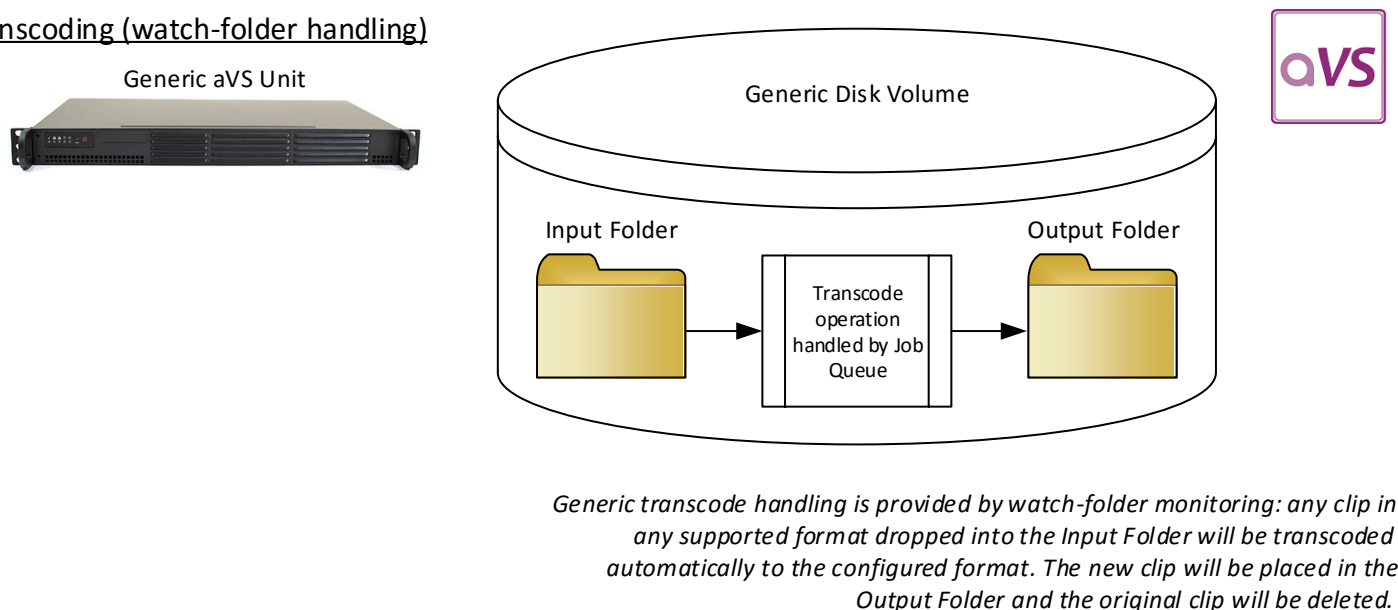
aVS

Generic aVS Unit

Generic Disk Volume

Input Folder

Output Folder

Transcode operation handled by Job Queue

Generic transcode handling is provided by watch-folder monitoring: any clip in any supported format dropped into the Input Folder will be transcoded automatically to the configured format. The new clip will be placed in the Output Folder and the original clip will be deleted.

QaQ Broadcast

aQ Broadcast system examples – File & Asset Transcoding

NH	3 Apr '16	v1

Newsroom, Video Server & Media Management Broadcast Solutions

'Send-To' Handling (Transfer with optional transcode)

aVS Store / Generic aVS unit

Media Volume

Media Folder Structure

Generic Disk

Input Folder

Automatic watch folder monitoring

Select Clip(s) to be transcoded

Right-click to select function

Transcode operation handled by Job Queue

Transfer operation handled by Task Manager

FTP transfer (e.g. 3rd party)

Upload (e.g. YouTube)

Upload (e.g. Web Site)

Output Folder

3rd Party workstation or server (file transfer)

'Send-To' handling provides transfer to a variety of sources using a specified format. Existing media can be selected from the Media Volume (via any Asset list) or generic clips can be dropped into a watch-folder to be processed automatically. The items are transcoded to the required format (if necessary) and are then transferred to the specified destination, using the selected mechanism.

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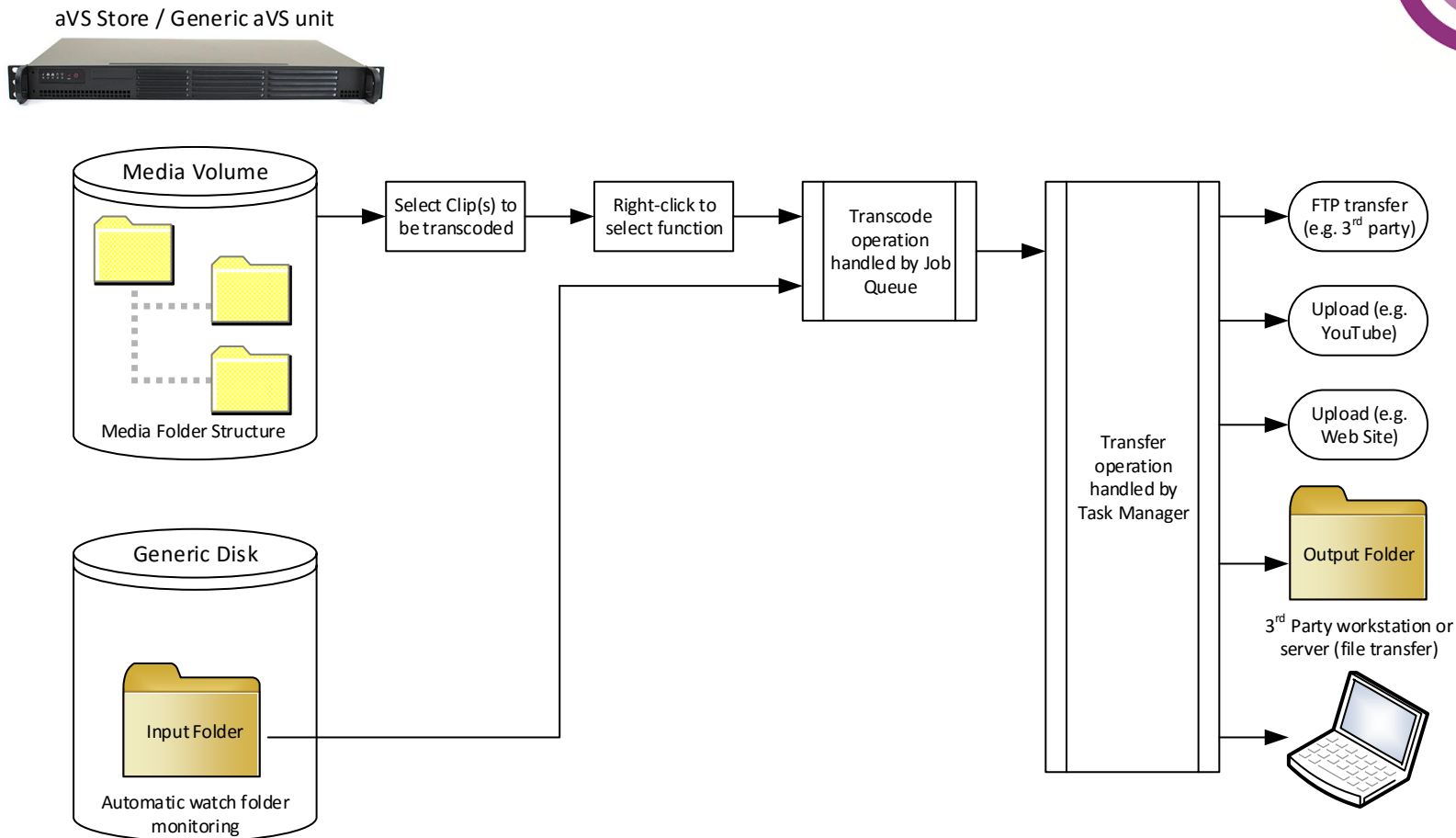
aQ Broadcast system examples – 'Send-To' Functions		
NH	3 Apr '16	v1

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