

Product Sheet

# MediaPlay

## Play-out automation in MCR Application Module

**SI MEDIA s.r.l.**

**HeadQuarters:** Via Vostanza, 5 - 31039 Riese Pio X (TV) - Italy

**T** +39 0423 750075 **F** +39.0423 750150 **E** info@si-media.tv

**www.si-media.tv**

 @SIMedia1978

 SI Media

**APAC Branch Office:** 21 Serangoon North Ave 5, #06-04

Ban Teck Han Building, 554864 Singapore

**T** +65 8432 5394

## MediaPlay

**MediaPlay** is the SI Media application for Playout Automation in MCR. **MediaPlay** is able to play different types of programs: Files (in many different formats), live sources (satellite, studio cameras and other sources) and other sources like VTRs, Video Servers, etc.

**MediaPlay** also can control, using **MediaDevice**, several types of devices like: audio/video routers, master control switches, graphic and character generators, logo generators, GPI, aspect ratio converters and others.

**MediaPlay** interfaces both branded Video Servers and IT solutions.

It allows to do changes in the playlist during the on-air session: skip to the next event, insert and delete programs on-the-fly, change the playlist order and add graphics among others. **MediaPlay** generates automatically log files used to create the as-run-log playlist. It is fully integrated with the other SI Media applications, mainly with **MediaList** the playlist generator.

A smart use of fillers manages possible advances and delays in the playlist in order to avoid them.

### Key Features:

- User friendly GUI
- Integration with 3rd party Traffic Systems
- Last second event insertion and deletion
- Automatic Bumper (Filler) insertion
- Numeric and graphical configurable countdowns
- Toolbar and keyboard shortcuts for the most important functions
- Skip (Next) command for all events
- Stand-by (Loop) command for live and clip events
- Automatic check of playout system components with error alerting
- Fully customizable grid layout
- Check of all the devices connected
- Automatic or manual graphics management



## User friendly GUI



( MediaPlayer, User Interface )

**MediaPlayer's** GUI is very intuitive: the screen is divided into two horizontal parts: the upper part contains operative information and the command toolbar, the lower one contains the grid with the playlist.

The user can see details for every event in the playlist: scheduled date and time, duration, real start time, type of event, etc.

The user also can customize the grid layout choosing which fields he wants to see and their order.

The application highlights always the on-air event and its status.

## Integration with 3rd party Traffic Systems

**MediaPlay** loads and plays the playlist created with the traffic program. **MediaPlay** can import the playlist from **MediaList**, the SI Media traffic application, or from 3rd party traffic applications.

The first option guarantees the best compatibility between **MediaPlay** and **MediaList** since they share the same MS SQL database. So the playlist created will be loaded and played automatically without any file exchange. In this way last second event insertion and deletion will be done without any intervention and, moreover, any change made by the user in the **MediaPlay** playlist will be automatically reflected into the **MediaList** playlist. The second option is to import the playlist from a 3rd party traffic: this solution is a little more complex because needs a file exchange but guarantees the same stability and functionalities of the first option.

## Last second event insertion and deletion



( MediaPlayer, Adding a program using the Program Archive )

Using the ARCHIVE command it's possible to open the Program Archive to find one or more programs you want to add in the playlist. There are several filters that can help to find more quickly the programs you are looking for. Just using drag and drop you can add the programs in the playlist and after you can move them up or down as you want. All the programs in the playlist can be copied, pasted or deleted using the button combinations CTRL-C, CTRL-V, CTRL-Z. For each event it's possible to edit in **MediaPlay** their respective graphic projects.



## Automatic Bumper (Filler) insertion

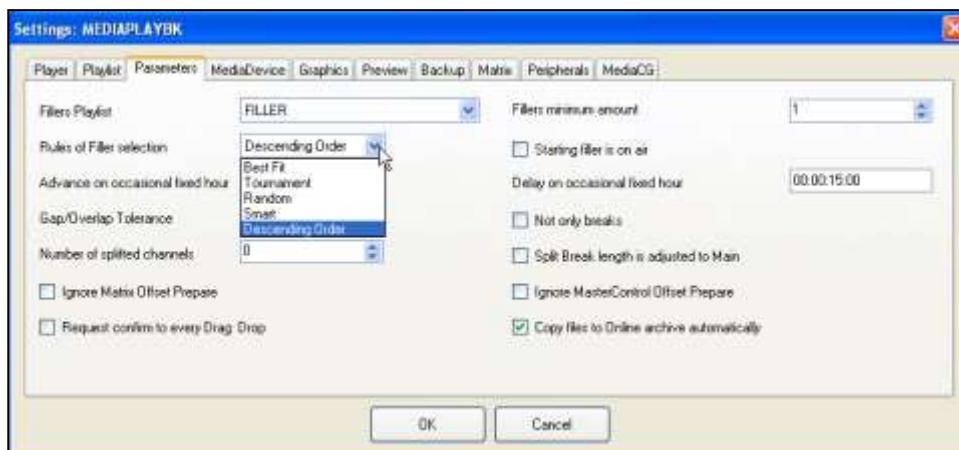


( MediaPlayer, Filler selection )

If in the playlist there's a live event that starts at a Fixed time (i.e. Locked time) and this event has a duration shorter than the scheduled one there will be an advance; **MediaPlayer** will use Fillers to reset the advance. The user can choose which are the Fillers choosing them from all the programs in the archive.

If in the playlist there's a clip that is not available **MediaPlayer** will replace it with Fillers for the same duration.

There are different rules for choosing Fillers. It's possible to choose for example the Fillers that fit better in the time slot, or inserting them in a specific order or randomly. It's also possible to choose some specific files to use in emergency cases and some other for replace Offline (i.e. Not-available) files.



( MediaPlayer, Rules of filler selection )

## Numeric and graphical configurable countdowns



( MediaPlayer, Detailed program information )

In the upper part of the screen **MediaPlay** shows information regarding the on-air event. It's possible to see the name, the total duration, the countdown and a progress bar. This information helps the user to monitor easily the on-air event.

## Toolbar and keyboard shortcuts for the favourite functions

The toolbar is in the center of the screen and shows all the most important commands in **MediaPlay**.

There's the NEXT command to skip to the next event, the STOP command to stop the automation (of course only after confirmation by the user), the STANDBY button to loop an event (file or live), REFRESH to recharge the playlist and the command ARCHIVE that opens the Program Archive. There is also the EMERGENCY button (first button on the left) that makes immediately start a specific program (file or live) stopping the event that is on-air.



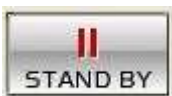
This command could be useful if someone needs to start immediately with a special edition news program (i.e. Breaking News) just pressing one button.

## Skip (Next) command for all events



The NEXT command allows to skip immediately to the next event in the playlist; the event on-air will be stopped. The command can be executed remotely using GPI.

## Standby (Loop) command for live and clip events



The STANDBY command can loop an event. This can be done both in live events or in files; the program will be played until someone will give manually a NEXT command. Usually the combination STANDBY-NEXT is used for live events that haven't a fixed duration. Also this command can be executed remotely using GPI.

## Automatic check of playout system components with error alert

The playlist loaded by **MediaPlay** is constantly monitored and automatically updated. The application checks the availability of the files and the correct functioning of all the external devices in the automation showing alarms if something is wrong.

## Details

The operator can view the program's detailed information in the playlist just pressing the command DETAILS in the bottom left part of the main screen. In this way it's always possible to verify the details of every program, and could be helpful for example if the operator doesn't have access to the traffic program.



## Check all the devices connected

**MediaPlay** can manage external devices like audio/video routers, master control switches, graphic generators, logo generators, aspect ratio converters, GPI, VTRs.

These devices are managed by **MediaDevice** application that receives from **MediaPlay** the requests for the command executions.

**MediaPlay** constantly monitors the connection with these devices showing possible malfunctioning.



## Error alarm

The alarms are represented as color lights to highlight possible problems for FILLER, DATABASE, VIDEOBOARD, MATRIX, DEVICE MANAGER. The green light means that everything is working properly, the red light instead points out a problem. For some alarms (Database and **Device Manager**) a yellow light will be shown when the system is working with the backup instance instead of the main one.

When there's a problem an alert will appear in the window, so the user can immediately see that something is wrong. If there's an alarm it doesn't mean that the automation will stop: the application will switch automatically to the backup system without stopping the play-out.

## Automatic or manual graphic management



**MediaPlay** can use logo generators and graphic generators. The application supports two different types of graphic management: automatic and manual.

In the automatic mode the graphics are played as they are scheduled in the traffic, so the human intervention is not needed. In the manual mode instead it's possible to load several projects and play them manually pressing a button every time the user wants them on-air.



## Decoder and video formats

**MediaPlay** is the SI Media automation application but the real playout of the files takes place through a physical DECODER. There are two different types of decoders: the first type is a decoder board installed in the same machine where **MediaPlay** runs, the second one is inside an external Video Server.

The main Video Servers **MediaPlay** is able to control are:

- OMNEON (now HARMONIC)
  - Spectrum (including Channel Port and Media Center)
  - MediaDeck
- HARRIS
  - NEXIO
- EVS
  - XT
  - XS
- GRASS VALLEY
  - K2
- DVS
  - Venice
- XOR-MEDIA
  - MediaClient
  - MSV-1200

SI Media's versatility lets the customer choose the best solution for himself.

In the IT solutions proposed by SI Media we usually use AJA Video System boards; AJA Corvid, AJA Corvid22 and AJA LHe+ are the models used for the automation. AJA LHe+ board has analog and digital\SDI output that can be used at the same time. The AJA Corvid, AJA Corvid22 and AJA LHe+ models can support both the SD and the HD format.

The image shows an AJA OEM-LHe+ video board.



These are the specifics of AJA Boards we use for play out process.

## SPECIFICATIONS

### OEM-LH

PCI and PCI-X compatible

### OEM-LHe

PCIe 4-lane compatible

### Video Input

Digital:

HD-SDI/SDI, SMPTE-259/292/296

Analog:

SD and HD Input, BNC

HD: YPbPr, RGB

SD: YPbPr, RGB (component mode)

Composite/YC (composite mode)

12-bit A/D

### Video Output

SD and HD Output, BNC

YPbPr, RGB

SD: YPbPr, RGB (component mode)

Composite/YC (composite mode)

12-bit D/A

### Video Formats

SD:

525i 29.97

625i 25

HD:

720p 50

720p 59.94

720p 60

1080i 25

1080i 29.97

1080i 30

1080p 23.976

1080psf 23.976

1080p 24

1080psf 24

1080p 25

1080psf 25

1080p 29.97

1080psf 29.97

1080p 30

1080psf 30

### Audio Input

2-channel 16/24/32-bit AES/EB

sample rate

(asynchronous or Non-synchronous

sample rate conversion)

16/24/32-bit SMPTE-259 SDI embedded

audio, 8-Ch, 48kHz synchronous

Analog:

2-channel balanced input

+24dbu Full Scale Digital

16/24/32-bit A/D, 48 KHz sample rate

+/- 0.2db 20 to 20 KHz Frequency Response

### Audio Output

Digital:

2-channel 16/24/32-bit AES/EBU, 48KHz

sample rate

16/24/32-bit AES/EBU, 48 KHz sample rate

16/24/32-bit SMPTE-259 SDI embedded

audio, 8-Ch, 48 KHz synchronous

Analog:

2-channel balanced output

+24dbu Full Scale Digital

16/24/32-bit D/A, 48 KHz sample rate

+/- 0.2db 20 to 20 KHz Frequency Response

### Down-Conversion

Hardware 10-bit output, 16/24/32-bit internal processing

Anamorphic: full-screen

Letterbox: image is reduced with black top

and bottom added to image area with the

aspect ratio preserved

Crop: image is cropped horizontally

### Machine Control

RS-422, Sony 9-pin protocol Connector provided on OEM-LH/LHe breakout cable and

on optional KL-Box.

### Reference

Analog Color or HD Tri-level

1 BNC on standard breakout cable (75 ohm terminating)

KL-Box (optional): 2 BNCs, passive loop