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QuickEdge AUTOMATION

WHEN EVERY SECOND MATTERS

Today's Broadcast arena is incomplete in the absence of a robust fail-safe Playout Automation. The role played by automation is immense in maximizing Productivity and Benefits to a broadcast setup, hence the choice of Automation Solution is a key decision made in the design and implementation of an Automated Broadcast Channel. Efficient and fail-safe playout necessitates a proper file-based digital workflow from the Media Server to the playout Servers.

QuickEdge Automation Solution is purpose-built for Multichannel, Integrated, File-based playout operations. It Offers quick, easy and reliable transition from manual to Automated Digital Payout workflow.

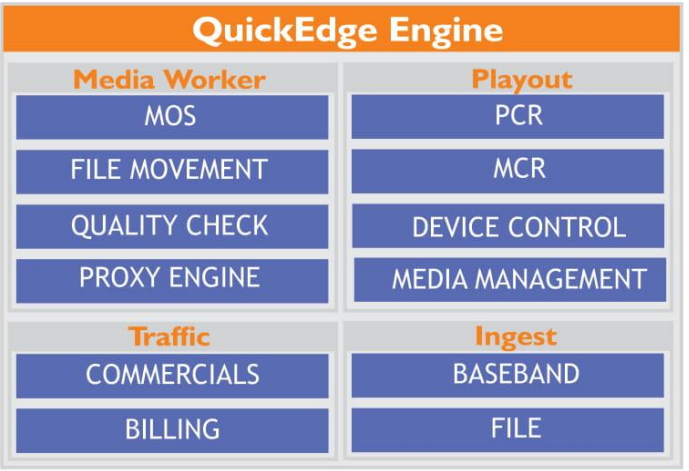
Workflow simplicity was the key design principle to ensure smooth, seamless and simplified workflow for the users. This has resulted in easier transistion to a tapeless workflow.

The new 2.0 Version provides a major transformation in architecture and design with highest emphasis on reliability and robustness.

QuickEdge fits into a multitude of workflow-based systems compatible with most of the Industry Standard Newsroom and Media Asset Management Systems, it adopts across different platforms and makes your Broadcasting a hassle-free and easy go experience every single minute!

Salient Features

- Drag and drop playlist editing
- Linux based server with client server architecture and inbuilt fail –over identification and switching
- User Configurable UI layout with Memory
- Support industry standard MOS protocol
- User changeable shortcut key combinations
- Powerful ingest scheduling options
- Precise as run logs with options to export to standard reporting formats
- Integrates tightly with Traffic Solution
- Detailed Audit Trail with powerful filters
- Controls Various devices like VTR, CG etc
- Web based core system control with secured access for critical maintenance tasks



Supports third party Video cards

High end workflow in now affordable to even small and medium sized Broadcasters. QuickEdge now support third party video cards for playout, utilizing the same rock solid engine that is used to control Industry leading Media servers

Other salient features

- Automated and manual scheduled ingest, live ingest and crash recording supported
- Supports multiple layer graphics with dynamic scroll, aminated and static logos, bugs, real time clock, DVE Squeeze effects, lower thirds, PIP and more.. along with RSS feeds
- Template based graphics engine which can be easily modified or replicated by users. Graphic elements can be imported from all major graphic creation software's like Adobe
- Changes to all elements of playlist possible up to 5 seconds before the events.
- Scalable and modular architecture for enterprise needs
- Capable of multiple device control such as VTR, router, switcher etc
- Lightweight client system ensures that all operations from ingest, preview and playout can be carried our remotely
- Supports fully redundant architecture with redundancy in all critical aspects such as Playlist, database, application and more…
- Inbuilt scheduling application for playlist scheduling
- Supports mixed resolution(SD/HD) with inbuilt functionality to upconvert and down covert between SD and HD resolution. Playlist can include media from multiple formats as well. The same is supported across ingest, preview, playout and live ingest ports
- Ingested media are kept in open formats without any rewrapping.
- Detailed as run logs for each ports including option to export in all standard export formats.
- Supports all major codecs(DV, AVC Intra, MPEG, XDCAM, H264 family) and wrappers(Mov, MXF and mov)
- Frame accurate mirroring of content across video servers without frame loss during ingest and playout and live operations.
- Support for Play while ingest and edit while ingest functionality
- Audio visual alarm for important alerts such as playlist end, server failure etc.
- Audio gain control during ingest and playout with visual monitoring
- Integrates with all major traffic and scheduling solutions with an open API and XML based integration including support for all graphic elements and events
- SCTE-104 support for ad insertion and content replacement
- FTP Support for file movement enabled
- Supports all major NLE such as Adobe Production Premium, Apple FCP, Avid Media Composer etc.
- QuickEdge automation comes with an inbuilt metadata manager with options to edit metadata of ingested clips
- Graphic preview application to ensure safe placement of graphic elements.
- Supports all Unicode and OTF fonts from multiple languages including right to left languages.
- Supports import of graphic elements in all standard formats such as Targa, PNG, JPG, Tiff etc.
- All graphic elements can be arranged as secondary and tertiary events in the playlist
- Ability to on and off individual layers or graphic elements at run time
- Playlist can be imported and exported into standard formats such as Xls, Xml
- Intelligent Automated content fill during missing playlist time
- Inbuilt playlist loop functionality along with ability to lock the screen from accidental changes
- Automated file copy of missing files for playout
- Ability to record clean feed without graphics
- Multiple mark in and out functionality for media files
- Ability to pause and play the playlist along with resumption from last played time
- Inbuilt cut and dissolve functionality with audio fade in and out
- Audio play functionality
- Automated and manual switchover functionality in case of system interruption
- Inbuilt basic QC functionality, paraments such as resolution, format, codec etc. can be configured by the user
- Playlist supports both live feeds and prerecorded files in the same playlist
- Support for up to 20 layers of graphics

Media Management

From the simplest of rule to the most sophisticated ones, a multitude of rules can be configured to automate various tasks encountered in a broadcast workflow like automated file movement proxy generation, MOS communication, housekeeping and sync activities. Appropriate alerts can be set for critical system alerts such as network failure, strong full etc.

Tapeless Transition

MediaWorker Engine integrates with various workflow and the transaction to tapeless automation will have minimal or no impact on the ongoing operations.

Network based control

Leverage the existing IT infrastructure and use standard Ethernet base network controls for all server operations.

Scalability

Add any number of Encoder /Decoder ports as and when needed.

Cross Platform Client

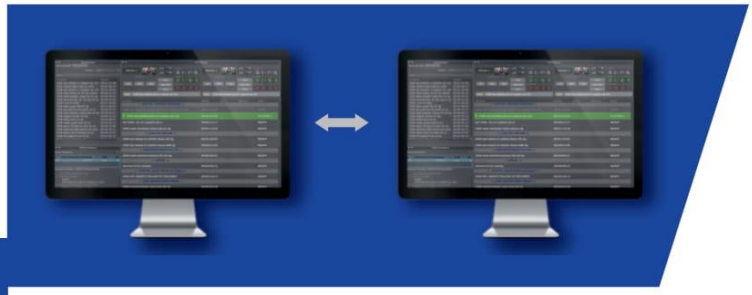
Whether you prefer windows, Mac or Linux with native client apps for each platform, the system adopts to your workflow needs thus giving you maximum flexibility and choice.

Intuitive user interface

QuickEdge user interface has been developed for precession and speed required in a broadcast environment. User can start working on the system with minimal training.

Traffic & Scheduling

With a host of features for order management, reconciliation and reporting, managing ads was never this easy.



MIRRORED PLAYOUT

NLE Integration

Using QuickEdge Media Worker plugin media available in the automation can be searched right within the NLE and imported on to the time-line for editing

Low Res Proxy

Frame accurate low res proxy and thumbnails are created for NRCS Preview

Hardware Requirements

Server	Client
Intel Xeon 4 core or better	Intel i3 or better
8GB DDR4 ram	4GB DDR4 ram
100GB SSD boot drive	100GB SSD boot drive
1Gbps network	1Gbps network
Linux ubuntu OS	Windows 10+

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QUICKEDGE AUTOMATION