VMedia™

Manage content and schedule distribution in your broadcast network

Import, convert & optimize content in your playout network

Network Optimization

Workflow Automation

VMedia 5 is a content management system that works with VPlay playout servers to automate the retrieval of schedules/playlists, content, media and CG.
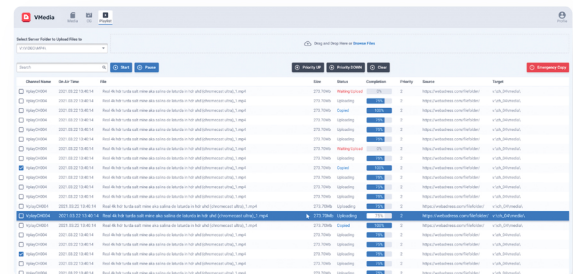
The system allows the operator to manage local content on VPlay playout servers and automates the retrieval of content from large repositories, hence making it readily available for playout.

Through automation, reduce content retrieval errors and manage your bandwidth to reduce the load on storage systems due to large file transfers. Efficiently move and manage media between Stream Labs products, storage and third party solutions.
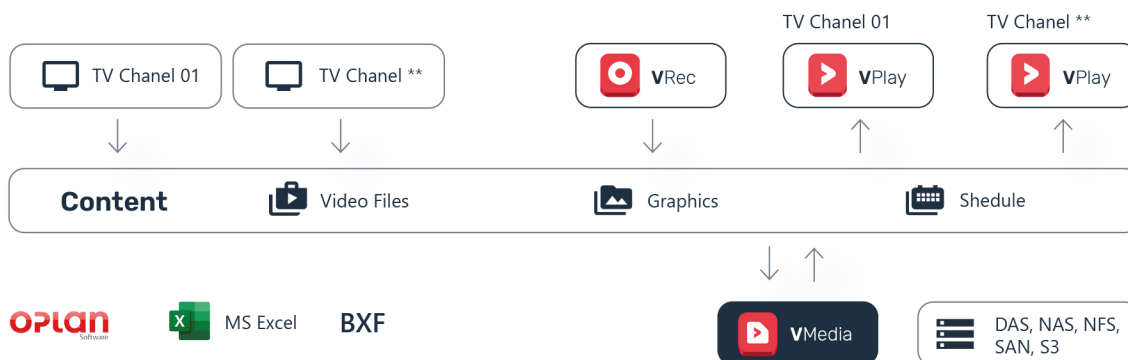
Integrate with third party vendor traffic and MAM systems and convert playlists and schedules to streamline your workflow.

Application

- Designed to be used in multichannel playout systems. Perfect for corporate providers of cloud broadcast services;

- An intuitive user interface to simplify remote VPlay5 playout servers operation;

- Increase efficiency by reducing errors and time wasted moving content and media for playout through automation;

- Manage, optimize and reduce disk space usage on broadcast servers.

VMedia under the hood

Key Functionality

- Copy content to broadcast servers for playback from local storage systems;
- Import graphic design files;
- Import and convert schedule/playlist files;
- Support for multiple VPlay5 servers and channels;
- Integration with a plethora of content sources;
- Content download throttling to reduce the load on playout local storage systems;
- Copy operations que prioritization;

- Content verification to check for VPlay5 compatibility (incompatible formats and codecs are not copied and flagged);
- Provides emergency content access for playback (available when On-Line storage systems are used);
- Content and schedule downloads via a web interface;
- Built-in mechanism for verification of content integrity during copying.

Specification

Supported storage systems

Local storage systems:
DAS, NAS, NFS and SAN

Supported cloud storage systems:
AWS and other S3 protocol compatible providers

Graphic file formats supported

TGA, GIF, PNG and MOVE

SD/HD/UHD formats and codecs supported

Formats:
AVI, MOV, MXF and MP4

Codecs:
DVCAM, DVCPRO25, DVCPRO50, DVCPRO100, HDV, IMX (30,40,50), XDCAM EX (SP, HQ), XDCAM HD (LP, SP, HQ), XDCAM HD422, DNxHD (36,145,220), AVC/H-264, MPEG2 GOP and Apple ProRes.