VPlay™

Broadcast Center
in a BOX (BiaB)

Reliable, Flexible, Scalable

4K UHD   **SMPTE** ST 2110   **SRT**   **NDI**

Deliver Broadcast Quality playout with a solution that can scale with your business growth!
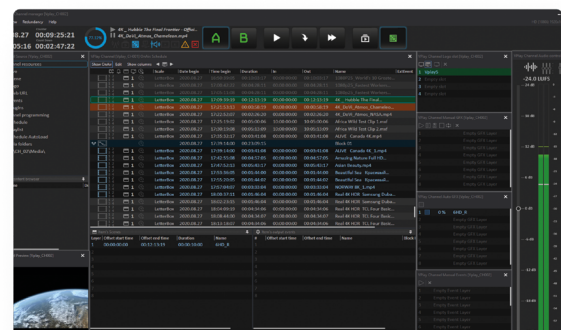
Vplay5™ integrated mission-critical playout, offering complete IP/SDI multi format flexibility with UHD/HD/SD support, delivering an end-to-end workflow ecosystem from ingest to compliance recording and media management. The system's high density, low power consumption and rock-solid reliability further reduce operating expenses while providing high availability.

As a software-based ecosystem, Vplay5™ may be deployed on premise, in the cloud or in a hybrid environment. The architecture affords speedy deployment and ease of launching new channels and services.

This in turn translates to reduced total cost of ownership and provides a cost-effective means of introducing new revenue streams through different mediums such as OTT, social media, broadcast, mobile or any other platform.

Features

Adding additional outputs in different formats to your existing channel has never been easier. Stream multiple HLS profiles, IP Transport streams as well as SDI from the same channel effortlessly.

For the single channel broadcaster, Vplay5™ can power your scheduling, CGI, and ingest needs. Empower your reach with multi-format outputs and the ability to originate and broadcast your content with ease, from a single solution. In effect, a complete Broadcast Center in a Box (BiaB).

For the larger broadcaster Vplay5™ is highly scalable with a distributed architecture that feels at home in the cloud. The system enables a content aggregator to resell playout as a service and provide personalized access with the ability to segment channels and offer playout to multiple customers. Making this the perfect platform for large deployments. Vplay5™ enables you to originate a single channel or build a Broadcast Center that caters to hundreds of channels.
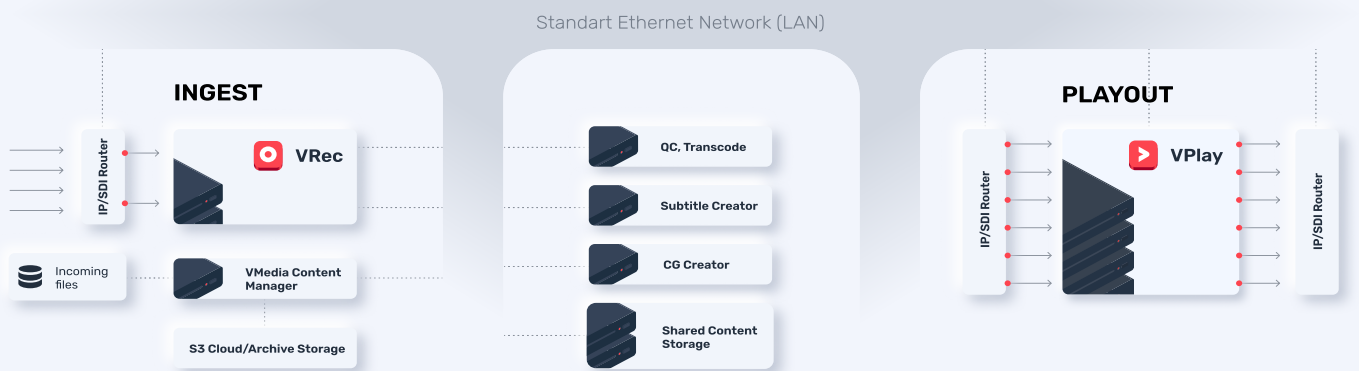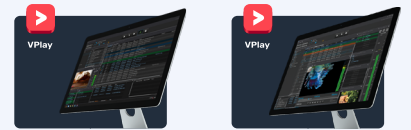
Main functionality

- Simultaneously work with several channels for independent AD insertion and broadcasting;

- Client–Server architecture. Remote server control using client machines;

- Distributed architecture allowing different workstations for broadcast management, scheduling and graphic design.
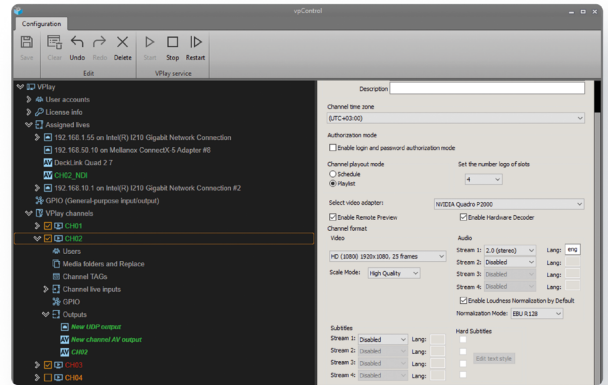
Third-Party Traffic System

Clients

VPlay

VPlay

Standart Ethernet Network (LAN)

INGEST

IP/SDI Router

VRec

Incoming files

VMedia Content Manager

S3 Cloud/Archive Storage

QC, Transcode

Subtitle Creator

CG Creator

Shared Content Storage
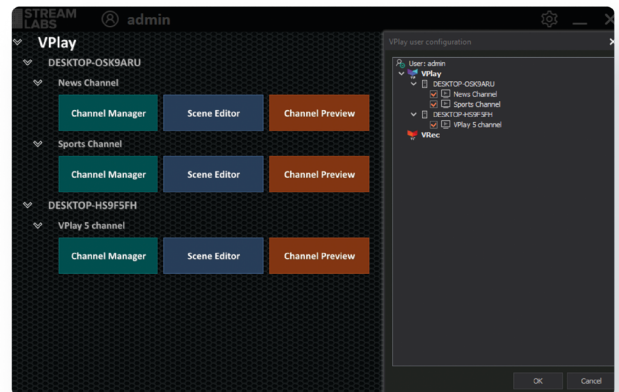
PLAYOUT

IP/SDI Router

VPlay

IP/SDI Router

Server

- Multiple file format support;

- Multiple input signal settings;

- Channel output signals may be routed to various hardware outputs;

- IP output support;

- Ability to route one input signal on multiple channels with different settings on each channel;

- IP and WEB broadcasting in parallel with AV signal output, while adjusting bitrates and resolution;

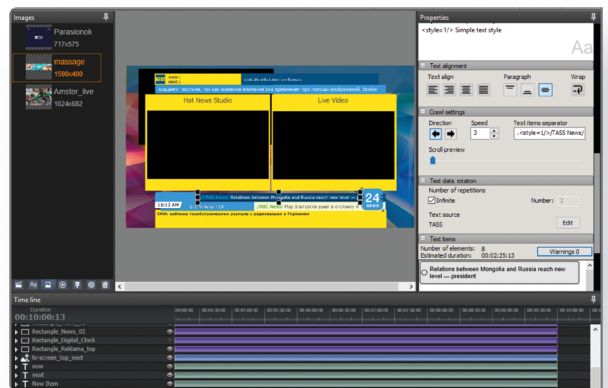- Ability to visually monitor any input or output on the server in real–time.

Playout

- Local or remote user interface for broadcast operations with multiple simultaneous users;

- User authorization and user rights management for each individual channel;

- Flexible user interface with support for multiple windows and multiple monitor setups;

- Different operating modes: looped playlist, scheduled playback;

- Pre-scheduling and live editing;

- Support for DTMF, SCTE 35/104, GPI;

- Player for verifying content creation and subtitle overlays;

- Channel graphic design and live graphic scene output verification;

- Using incomplete recorded files in playlist.

Graphics

- Support for multi–layer graphic scenes;

- Support for live inputs in PIP mode;

- Text banners, crawl, rolling text, RSS news, text files and dynamic data updates;

- Digital and analog clocks;

- Full frame graphic animation;

- Graphic design preview.

Specifications

Input

Interfaces and formats:

- SMPTE–2110 4K, NewTek NDI®
- SD/HD–SDI (Embedded audio)
- Composite/S–Video/YUV (Analog Audio: balanced/unbalanced)
- IP TS SD/HD (MPEG 2, AVC/H264, HEVC/H265)
- HDMI (576, 720p, 1080)
- WEB RTMP, RTSP, HLS, MPEG–Dash

Output

Interfaces and formats:

- SMPTE–2110 4K, NewTek NDI®
- SD/HD–SDI (Embedded audio)
- Composite/S–Video/YUV (Analog Audio: balanced/unbalanced)
- IP TS SD/HD (MPEG 2, AVC/H264, HEVC/H265)
- HDMI (576, 720p, 1080)
- WEB RTMP, RTSP, HLS Multi–Bitrate, MPEG–Dash

Channel

Key Features:

- UHD,HD,SD formats
- Up to 16 CG layers
- 8 audio stream (2.0, 4.0, 5.1)
- 8 subtitle/CC tracks, formats: OP42/OP47, EIA 608/EIA708 closed captions, burnt-in 1 language, DVB subtitles
- Online up/down conversion
- Automatic Loudness Control (ALC)

Channel branding

The rendering engine supports animated Logos, full frame animation and transparency mask layer. Full metadata support for system automation, PIP capabilities with live inputs, 2D DYE effects, text banners, tcrolling text, RSS with automatic data updates.

Supported media files

Formats:
AVI, MOV, MXF, MPG, BMP, TGA, GIF, PNG, JPG, TIF.

Codecs:
XAVC, AVC–Intra, XDCAM HD422, DVCPRO (25,50, I 00), DVCAM, HDV, IMX (30,40,50), XDCAM EX (SP, HQ), XDCAM HD (LP, SP, HQ), DNxHD (36,145,220), AVC/H–264, MPEG2 GOP, Apple ProRes.

Automated AD insertion

Support DTMF, SCTE–35/104, GPI.

Ingest/output cards

Supported cards:
StreamLabs, AJA, BlackMagic, Dektec

Subtitles

Burn subtitles, subtitles generation in UDP streams. Support for SRT files.