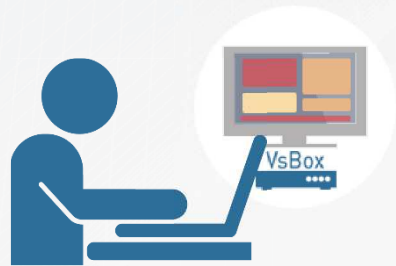


Multiplex Server

MULTIPLEX Server



SVS editing station
Local board

- Sequencing Zone control and banners
- Validation result on screen of control
- Publications distributed in the multiplex server
- Maintenance of remote sites



Periodic
synchronization
on one of the
broadcast
channels

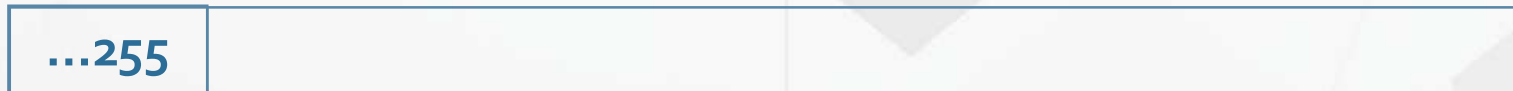
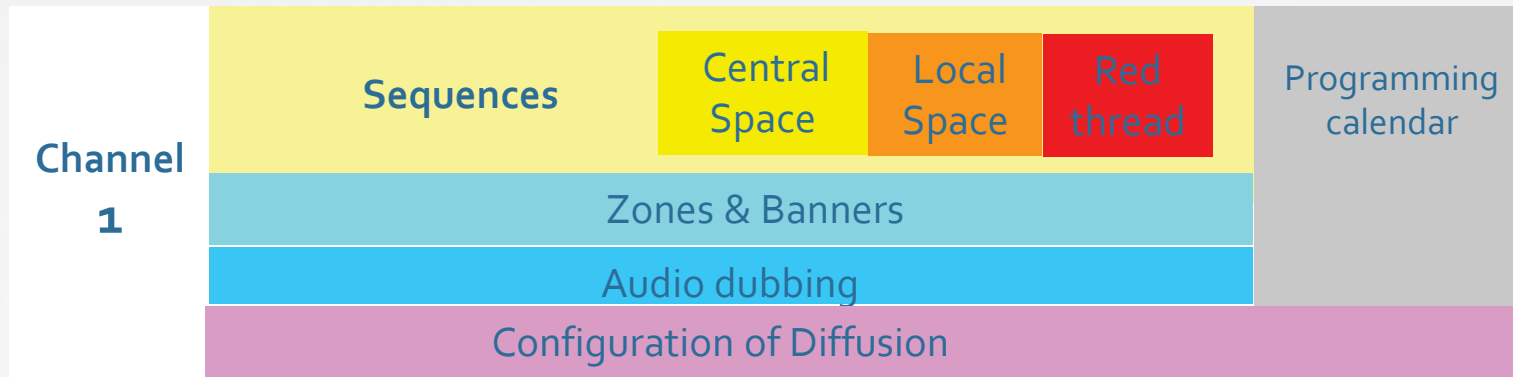


Server Station
256 broadcast channels

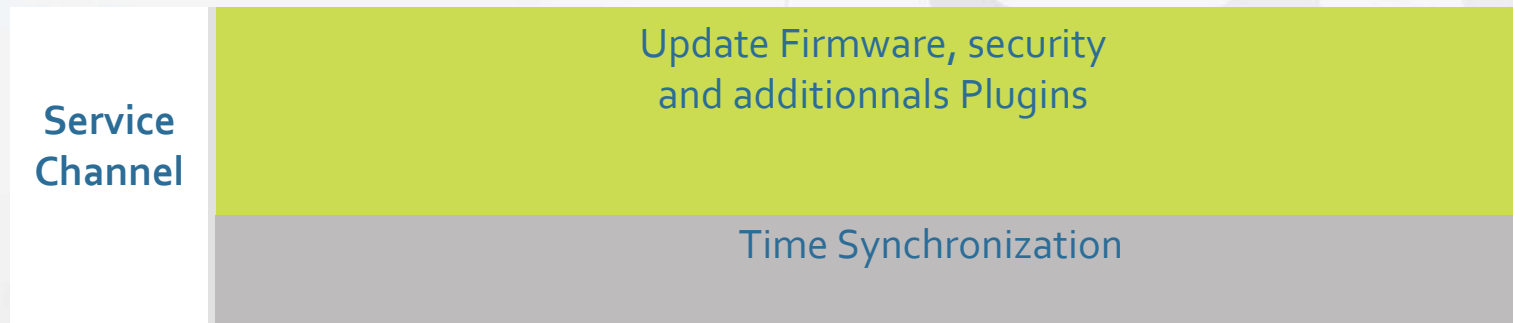


Point of
diffusion





255 Diffusion channel
+ 1 update channel and
Time synchronization



Some Definitions

Multiplex Server

This is an application package that integrates a station that can be a hardware server, a virtual machine, or cloud hosting. The term "Mulptex" is an analogy to the "Multiplex" of cinema that offers a multiple choice of films

Diffusion channels

Access to a broadcast storage space of the Station. This space also called "Program of diffusion" includes the data of the spaces Central and Local (sequences, red thread, media), the banners, the audio, the programming time of the sequences and banners, the configuration diffusion.

Architecture

The control office controls all the broadcast points through a central server. The use of this solution is justified in the context of architectures with numerous distribution points distributed over heterogeneous networks (fiber, VDSL, ADSL, 3G / 4G).

The broadcast point synchronizes to the broadcast channel assigned to it on the Server. This method allows operation on an infrastructure of traditional type, cloud or saas.

The "Multiplex" server provides a set of 255 broadcast channels and 1 service channel for fleet updates and maintenance.

Advantages over streaming solutions

The broadcast is not live, it avoids the strong constraints related to bandwidth and server capacity. For this reason, it is possible to offer a very good broadcast quality up to 4K, without slowing down other applications using the network.

End of Presentation