

PRODUCT BROCHURE



Cosmos

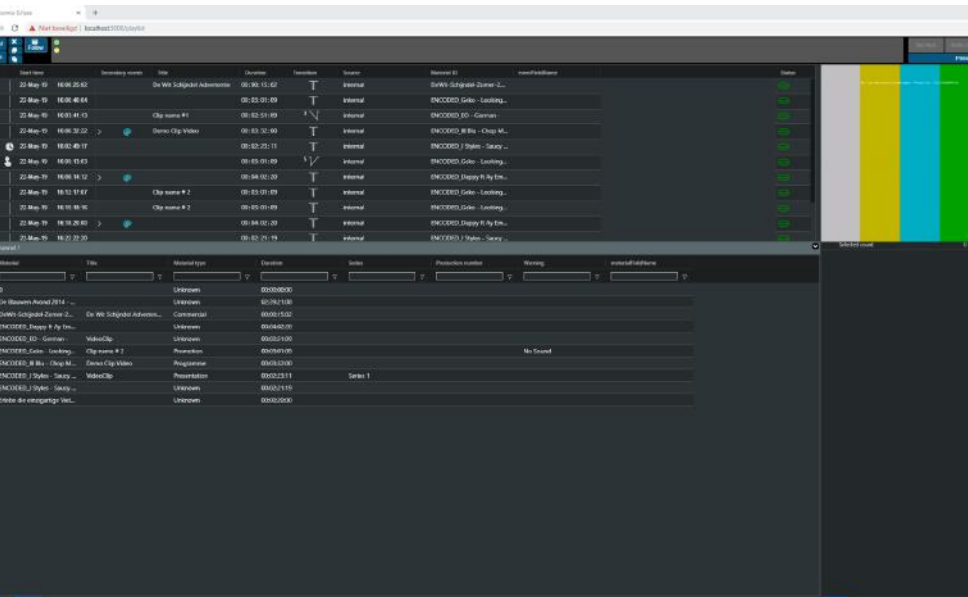
Virtualized playout solution

ABOUT COSMOS

Cosmos provides software based playout engines for Broadcasters, Over The Top service providers and Broadcast Services companies. The distributive virtualised architecture of the playout engine from Cosmos provides a fast and trusted cloud based playout solution enabling broadcasters and service providers to spin up both OTT and traditional TV channels in a few minutes thus lowering the cost of ownership. Channels can be hosted from data centres or from your own Master Control Room over a private or public cloud. Cosmos also gives you the ability to playout both file based and live services.

Cosmos is an open system which enables all the features of a playout engine be implemented on a service basis. Cosmos reduces the need to invest in capital infrastructure. It removes the need to find space for technical equipment and the ongoing cost of technical maintenance. Channel owners in worldwide gain the freedom to outsource practically all the technical equipment traditionally required for broadcasting. Cosmos virtualises the process of channel management under control from a standard enterprise computer via a firewall-protected secure internet connection. Programme playout can be automated to any required extent while always retaining the freedom to insert live content.

Cosmos offers established broadcasters and content owners the ability to introduce new programme channels at very short notice, whether a permanent additional to an existing bouquet or a supplementary programme stream covering a temporary event. It can be matched to a wide variety of deployment models, enabling consistent operation across baseband, hybrid IP, and virtualised, cloud-based networks. Cosmos Technology also enables independent content producers to establish television channels without the high start-up cost usually inherent in such ventures. Cosmos Technology delivers unsurpassed flexibility in format handling and transcoding. It supports practically any technical standard in today's fast-evolving television industry, whether for terrestrial, satellite or online viewing, live, near-live or catch-up.





Why Broadcasting is Transitioning to IP Workflows

IP PROMOTES EFFECTIVE COLLABORATION

By virtue of being a digital, cloud-based system, broadcasting employees no longer have to be on-site. Media creation can now take place anywhere in the world, and network speeds have advanced enough to allow for real-time audio and video distribution. You can collaborate across teams, divisions, companies, and more, which opens the door to all kinds of groundbreaking innovation!

IP IS NATURALLY MORE AGILE

Thanks to IP workflows, broadcasters will be able to significantly reduce time to air. In an industry that increasingly demands faster speeds and better quality, being able to air new content faster than competitors can be crucial. Additionally, an end-to-end digital workflow can enable you to adapt to new business demands, allowing you to scale your production and service needs as your business grows.

IP CAN REDUCE COSTS

What really has the industry's attention is IP's cost-reduction. With IP, broadcasters can create new OTT and channels in a matter of minutes, significantly lowering the cost of ownership, while independent content producers can establish channels without the high start-up cost. Less on-site equipment and maintenance is required, reducing capital and operational costs.

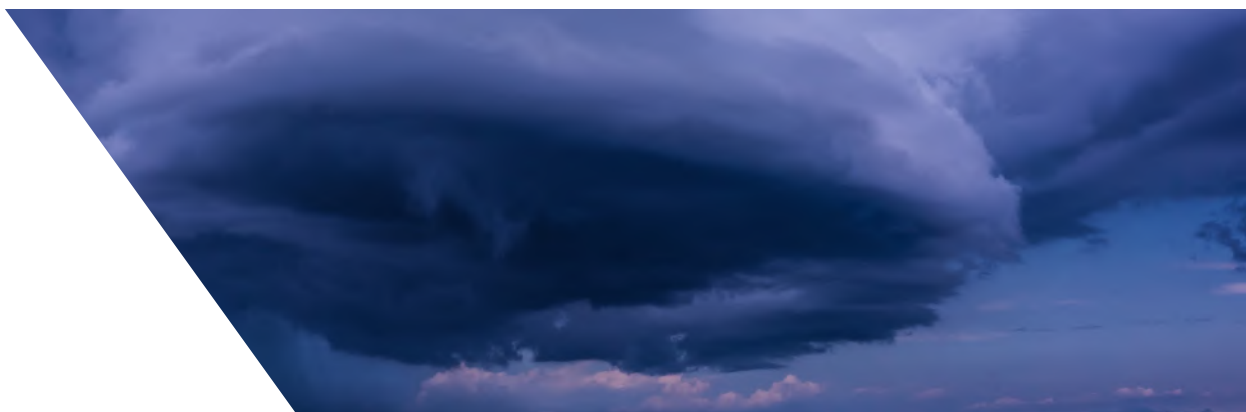
FEATURES

Compatible with a vast variety of compression types: MPEG-2, DV, DVCPro, DVCPro HD, AVC/H.264, HAVC/H.265, XAVC etc.

- Supports a multitude of media containers: MPEG-2 program and transport streams, AVI, QuickTime, MP4, MXF, GXF, LXF etc.
- SMPTE2016-3 AFD Support
- Advanced time-based scheduling
- Simultaneous video scaling of both live input and playlist output
- Mixing different media formats, frame rates and resolutions in a single playlist
- Ingest via FTP
- Playback of clips still being ingested
- Built-in static and animated logos support

Automatic audio routing and remapping based on audio language, type and other metadata

- Live sources from SDI, MPEG-2/4 TS (UDP/RTP), HTTP(S), SRT, RTMP, MMS(H)
- SCTE 35 generation for commercial insertion
- UDP/RTP/SRT/RTMP stream output
- Metadata support for text-rich graphics insertion
- Detailed playout log (AsRun log, System log)
- Live Show Clipboard for on-the-y event and live stream insertion
- Redundant Playout



SPECIFICATIONS

Video

Video Input IP

- SMPTE ST 2110, 2022-2 2022-6, 2022-7 • Up to 4-Channels input available • **SRT** • RTMP • HD SDI • H265, • H264 • MPEG2 • Single channel input HD
- Single channel input HD

Video Input SDI

- 2G-SDI, SMPTE-2082, 12-bit, 10-bit and 8-bit • 6G-SDI, SMPTE-2081, 10-bit and 8-bit • 3G-SDI, SMPTE-259/292/296/424/425, 12-bit, 10-bit and 8-bit • 1.5G-SDI, SMPTE 372M

Video Output IP

- SMPTE ST 2110, 2022-6, 2022-7 • Up to 4-Channels output available
- **SRT** • RTMP • HD SDI • H265, • H264 • MPEG2
- 2G-SDI, SMPTE-2082 • 12-bit, 10-bit and 8-bit 6G-SDI, • SMPTE-2081, 10-bit and 8-bit 3G-SDI, • SMPTE-259/292/296/424, 12-bit, 10-bit and 8-bit 1.5G-SDI, • SMPTE 292M, Single Link 4:2:2 (1x BNC), 10-bit and 8-bit

Video Output SDI

Video Formats

- (2K) 2048 x 1080p 23.98, 24, 25, 29.97, 30, 50, 59.94, 60 • (2K) 2048 x 1080PsF 23.98, 24, 25, 29.97, 30 • (HD) 1080p 23.98, 24, 25, 29.97, 30, 50, 59.94, 60 • (HD) 1080PsF 23.98, 24, 25, 29.97, 30 • (HD) 1080i 50, 59.94 • (HD) 720P 50, 59.94, 60 • (SD) 625i 50 • (SD) 525i 59.94 SMPTE ST 2110

Audio

Audio Input IP

Up to 16-Channel embedded audio (SMPTE 2022-6, 2022-7 HD SDI), 24-bit per channel, 48 kHz synchronous

Audio Output IP

Up to 16-Channel embedded audio (SMPTE 2022-6, 2022-7 HD SDI), 24-bit per channel, 48 kHz synchronous

Program features

Commercial Insertion

- SCTE 104/35 generation for commercial insertion • SCTE-104 Decoder for Digital
- SCTE-104 Decoder for Digital Program/Commercial Insertion

Timecode

LTC timecode input and output

Graphics

HTML 5 crawlers and rollers



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The strenght of stream

