



**broadcast & IP** > **compliance** • **recording** • **multiviewer** • **monitoring**  
software – under your control – local or in the cloud

# Logger

- Capture: MPEG-TS, OTT, NDI, SDI, AES67
- Up to UHD H.265 video and 24bit PCM audio
- Local, virtualized or in the cloud

## The best broadcast & IP compliance logger for TV, OTT & radio

- software running on generic Windows Platforms
- runs on premise, remote or in the cloud
- scalable, affordable, easy to use and rock solid
- friendly for non-tech users and engineers alike
- up to 64 video or 256 audio channels per server
- up to thousands of sources, hundreds of users
- up to 10 years of online storage per channel
- up to UHD H.265 video and 24bit PCM audio
- IP capture: any MPEG-TS, OTT, NDI®, AES67
- thru hardware: RF, SDI, HDMI, audio
- mix SD, HD, UHD and audio only channels
- multiple AV proxies, optional hardware encoding
- metadata captured: EPG, subtitles/CC, teletext, SCTE35, as-run, ratings, GPI
- metadata measured: loudness, signal levels
- instant access, export within seconds of recording
- frame accurate export with metadata to MP4, MOV, TS & audio files
- automated, scripted exports
- available soon: SRT capture

## with the most powerful timeline based player

for workstations  
smartphones  
& tablets



# Stirlitz Media Logger – specifications

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- Multi-channel audio and video (SD, HD, 4K/UHD) recording, accompanied by multiple levels of metadata
- Server runs on – Windows Server 2022, Windows Server 2019, Windows Server 2016, Windows 10 Enterprise
- Video channels:
  - MPEG-TS over IP (SPTS/MPTS, over UDP/RTP, HLS, RTSP, NDI®, Web Streaming including YouTube and Dailymotion)  
from receivers: DVB, ISDB, ATSC, ASI  
from encoders: HDMI, HD/SD SDI, CVBS (composite)  
– Video: H.264/AVC, H.265/HEVC, MPEG2 (optional resize/recompression to H.264)  
– Audio: AC3, E-AC3, MPEG 1/2, AAC, HE-AAC (optional recompression to AAC)
  - OTT Streams from IP sources, encoders and IP cameras: HLS, RTSP  
– Video: H.265, H.264, MPEG2  
– Audio: AAC, MPEG 1/2, MP3, PCM/PCMA/PCMU and others
  - Capture using cards: Blackmagic DeckLink - SDI, HDMI, Analog (software or accelerated H.264)  
– Video: H.264 (with optional GPU encoding)  
– Audio: AAC (single or multichannel, 2.0 and 5.1)
  - Export formats: MPEG-TS (if source is MPEG-TS), MP4/MOV – original or recompressed, WMV
  - Capture using cards: Blackmagic DeckLink up to 24 inputs, software compression (PAL/NTSC, SD/HD, inputs: composite, component, SDI, HDMI)
  - Capture from IP: any MPEG Transport Stream (including DVB) or IP camera stream, optional recompression
  - Capture from ASI: any MPEG Transport Stream (including DVB), using ASI-to-IP adapters, optional recompression
  - Records up to 64 stations per server
  - Import and display metadata from MPEG-TS: DVB Subtitles (multiple languages), DVB Teletext, DVB eventinfo, SCTE35, CEA-608/708 CC
  - Burn graphic or dynamic watermarks in recorded video
  - 12 users can access SML server simultaneously through their Players (hundreds in the Enterprise edition – depending on hardware and configuration)
- Audio channels:
  - compression: MP3 up to 320kbit, PCM (24bit option with AES67 sources)
  - Runs with any Windows-compatible sound cards, AoIP drivers or our own virtual sound cards for audio capture, virtually all IP streams, streams played by players embedded on web pages
  - records up to 256 stations per server
- Direct AES67 sources support, up to 24bit uncompressed. Support for Axia, Dante, Wheatnet-IP and other AES67 compatible systems. No driver required.
- 24 users can access the SML server simultaneously through their Players (hundreds in the Enterprise edition).
- Configure every channel with its own archiving quality, one or more video or audio proxy and retention time up to 4000 days
- Supported metadata sources include: Payout history/ASR, EPG, DVB subtitles, Teletext, ATSC CC, GPIs, SCTE35, Ratings, Loudness, Signal level and more
- Detect EBU R128, ITU-R BS.1770-1, ITU-R BS.1770-3 loudness breaches; manual loudness calculator
- Launch and forget. After a detailed, but very simple installation procedure, the system hardly needs maintenance
- The system is rock solid – due to its unique software architecture. Vital functions, such as recording of video and audio, events and metadata, are separated from other functions of the software, reducing the chance of system crashes to the absolute minimum
- The client/server operations are based on TCP/IP protocol, using a single socket and are easy to encrypt & tunnel
- SML Player(s) are using a single TCP connection, and are designed to work over any VPN. Secure HTTPS protocol is available for webPlayer.
- Access restrictions guarantee secure access – any station can have different security settings, including restricting access to station, metadata and export based on internal or Active Directory authentication or IP address
- Recorded audio and video can be streamed via the company network and Internet to client applications (Players)
- Recorded audio and video can be exported to multiple file formats using client applications or over HTTP/HTTPS
- The system automatically sends out alarms on predefined errors such as signal loss or extended periods of silence via e-mail or SNMP
- SML (web)Players can access channels on multiple (remote) servers
- Supported storage configurations: local RAID – NTFS filesystem and optional NAS – over SMB for secondary live storage; NAS – over iSCSI protocol, NTFS filesystem; SAN – over Fiber Channel, NTFS filesystem
- Automated scripted exports of audio, video and metadata through Podcaster application

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