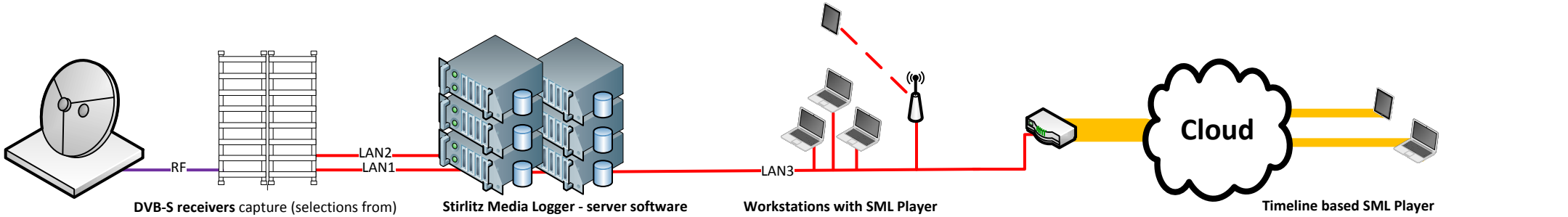
Project: TV Platform – 300 channel SML server installation

- 50 HD channels, source: LAN, store in original format, keep 1 month
- 50 HD channels, source: satellite, store in original format, keep 1 month
- 200 HD channels, source: satellite, store in H.264 240p, keep 6 months

Office - headquarters



DVB-S receivers capture (selections from) up to 12 transponders per receiver and make them available as MPTS over IP

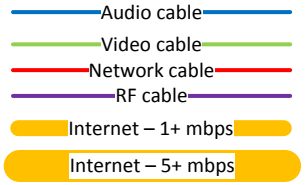
Stirlitz Media Logger - server software
Captures the Transport Streams
Makes stations available to SML Players

Workstations with SML Player
Timeline based Player, runs on Windows, OSX, iOS & Android devices.

Timeline based SML Player
Selected users access recorded video and metadata on laptops, tablets and smartphones.

Capture

- **200 satellite stations:** Rack mounted receivers with DVB-S modules capture up to 12 transponders per receiver and make them available as MPEG MPTS (UDP) over IP (LAN1).
- **50 'own stations':** are already available as MPEG MPTS over IP on LAN2.



Stirlitz Media Logger - server software

- 50 'own' channels are captured from LAN2 and stored in original TS format.
- 50 'own' channels are captured from LAN1 (as received from satellite by the receivers) and stored in original TS format.
- 200 channels are captured from LAN1, recompressed to H.264 and resampled to 240p.
- recorded video and metadata are made available to SML Players on workstations and mobile devices on LAN3 and WAN
- with a standard license, up to 12 Players can connect to one server at the same time; this can be expanded by license, when hardware permits.

Server hardware requirements

- 28 servers, dual-six core CPUs, 16GB RAM each; OS: Windows Server 2008 R2 or Windows Server 2012/2012 R2.
- Storage: local/iSCSI/FC – with NTFS filesystem; 100 HD stations, one month: 380TB @ 10mbps; 250 SD/2 stations, 6 months: 380TB @ 664kbps.
- Networks: dedicated gigabit network for multicast (UDP) traffic; regular office gigabit network for SML Player access.