



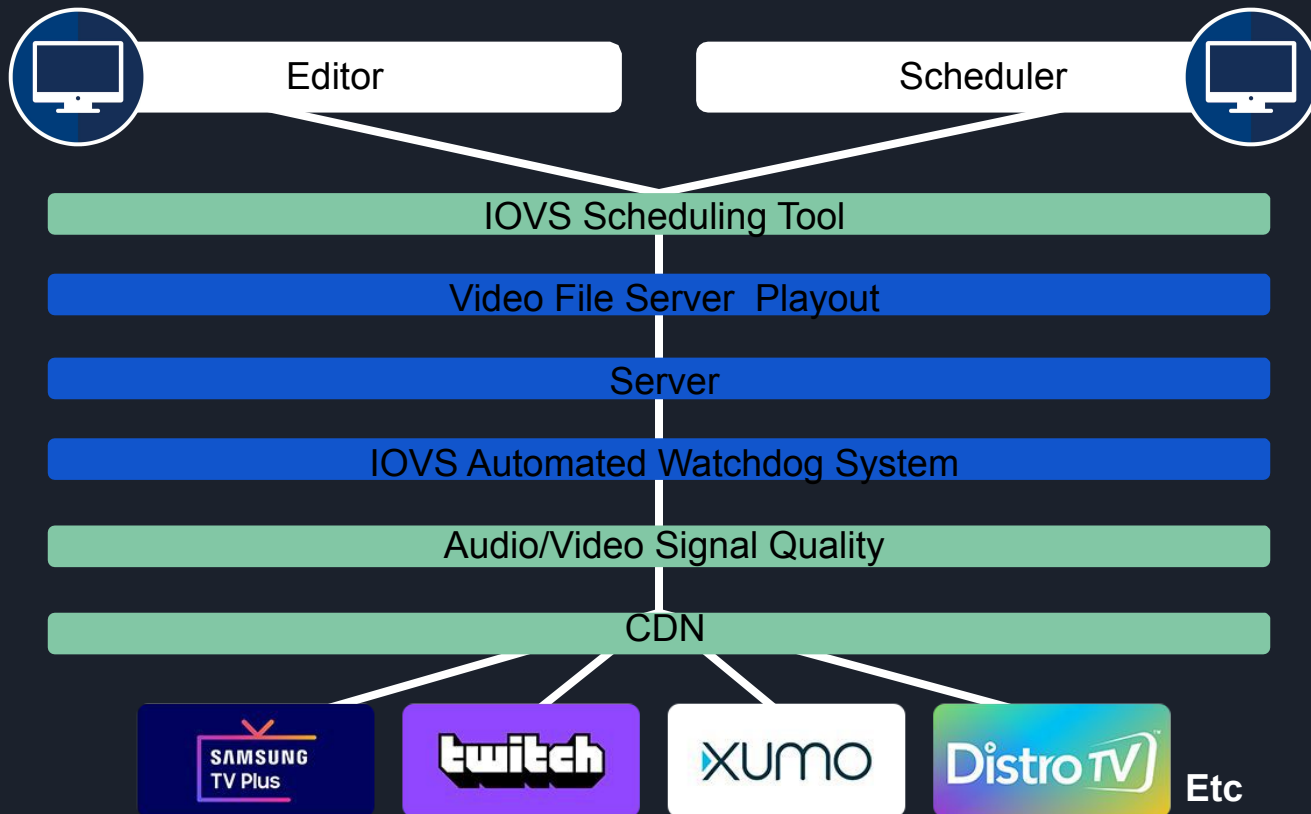
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Proprietary Map Playout

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Proprietary Map Playout





Scheduler

- Tool: "IOVS 24-7 Scheduling System" complete with error checking and warnings (missing content, mismatched show codes, etc)
- What it does: Drives content by acting as a syncing system between Video File Server and and Playout Server
- Speed wins: Changes in schedule are reflected in the playout workflow within 10 minutes after publishing changes when all servers are synced
- *Detailed feature:* scheduling show segments along with SCTE tags or custom ad break content



Video File Server

- *Formats accepted:* mp4, mov, avi, mxf
- *Adaptable:* Syncs with AWS, Dropbox or similar file redundancy
- *Cloud storage for client assets, with redundancy*
- *Workload:* Supports edited segments OR full files with MRSS
- "IOVS 24-7 Scheduling System"

Playout Server



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- *What it does:* Syncs cloud storage files with the Video File Server
- *Ads activated:* using SCTE advertising cues from predetermined (time) trigger slates
- RTMP and HLS for both playout and live events

IOVS Watchdog System



- *Monitoring around the clock:* Automated 24-7 troubleshooting system that predicts and alerts possible systems interruptions including: missing content, black on air, video silence on air, frozen video.
- Tiered alerting system: iOS, Android and SMS alerts for minor issues and 24-7 telephone based system for major system interruptions

- Generate SCTE Advertising cues from predetermined trigger slates
- Extended black video (can both Generate SCTE Advertising or send alarm if bad source video)
- Extended Silent Audio (can trigger similarly to black video)
- Generate SCTE Advertising from the schedule (an "AD" is scheduled for a specific amount of time.
- Communicates with the Hosting server to modify existing HLS manifests to generate SCTE Advertising cues
- Alerts designated users of issue with any of the running systems.



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