

Real-Time Media Network Based DVR (nDVR)

Features

- Real-time capture of locally encoded content
- Integrated with Tribune Media feed to easily record broadcast content
- Easy to use operator UI supports schedule generation
- Content available for nDVR 30 minutes after broadcast ends
- Real-Time Catcher records 75 channels simultaneously
- Real-Time propagation has built-in resiliency (re-pitches)
- Scalable and expandable
- Supports centralized and distributed systems
- Compatible with deployed Concurrent systems



Concurrent's network DVR technology – **Real-Time Media™** – is a powerful tool for service providers, enabling them to deliver enhanced services to subscribers. With network-based digital video recording (nDVR) and emerging On-Demand applications, real-time encoding becomes a critical component for competitive and successful product offerings. Real-Time Media by Concurrent enables subscriber access to real-time content, including select local sports, news and affiliate channel programming, on demand. This distinctive feature gives viewers the ability to pause, rewind and fast forward broadcast programs shortly after they have aired, while providing service providers with a manageable and cost-effective revenue generator.

As an optional component to the **MediaHawk™ On-Demand Platform**, Concurrent's Real-Time Media has a modular design. Real-Time Media is a natural extension of the **MediaMatrix™** architecture, allowing individual components to be added as needed, with connections via standard interfaces to the rest of the system. Real-Time Media can be easily overlaid on the MediaMatrix, with content access available to all servers within the MediaMatrix system. Also, since Real-Time Media was designed from the ground up to be a flexible architecture, employing open interface standards for all control and propagation functions, integration with third party vendors is easily facilitated.

Real-Time Media Hardware Components

The **Real-Time Pitcher™ 2000** accepts encoder outputs and multicasts those streams to the **Real-Time Catchers™**,

on either an enterprise or regional level. The Real-Time Pitcher can accept up to eight broadcast input signals at once. Adhering to the modular design, the Real-Time Media channel capacity of the system can be expanded by simply adding additional Real-Time Pitchers. The Real-Time Media content propagation interface is Gigabit Ethernet between the Real-Time Pitcher and multiple Real-Time Catchers. The video inputs can be either Gigabit Ethernet or DVB-ASI, and the control interface is Gigabit Ethernet.

The Real-Time Catcher 2000 acts as the writer of the Real-Time Media content into local storage units. The Real-Time Catcher monitors Real-Time Pitcher multicasts, accepts the appropriate packets and then rebuilds the content, creates the trick files (to enable fast forward and rewind) and writes to a local **MediaStore™** through a **MediaMatrix switch**. Each Real-Time Catcher is capable of writing up to 15 simultaneous channels, enabling it to accept programs from up to three Real-Time Pitchers at one time.

The **Real-Time Schedule Director (RTSD)** provides an intuitive, easy-to-use interface for scheduling recording of programs. Integrated with the Tribune Media feed or other source of schedule and asset (metadata) information, the RTSD tracks and maintains programming information for ease of scheduling recordings. It also provides the ability to set rules related to content loading and distribution and recording of all programs. **The Real-Time Database Server** provides a single location for all programming data and rules.



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