



Automatically transcode your MPEG assets for cross platform video server interoperability

Most broadcast facilities today own and use several video server devices from different manufacturers that span several generations. The only way to move content from server to server is via traditional baseband methods - until now.

The MassAccess system from Masstech Group enables automatic cross platform MPEG transcoding, permitting content encoded on one video server to be played out from another, even if their content formats are not compatible.

When integrated in a MassStore environment, MassAccess can be used to automatically transcode content as it is being transferred to a video server based on an automation request. The MassStore system tracks the encode format of all incoming assets, it knows what format each video server is capable of playing, and it will use MassAccess to transcode between formats as required. For example, if content has been ingested on a Thomson Profile XP video server but needs to play out on a Pinnacle MediaStream video server, MassAccess takes care of it. Once an MPEG file has been transcoded to a different format, the MassStore system can maintain multiple versions of the content and uniquely identify them by their encode format, avoiding additional transcode operations in the future.

Not only is MassAccess able to transcode content during a MassStore restore operation, but it can also be used to generate different formats of incoming content as well. When used in a non-MassStore environment, MassAccess can be controlled via its GUI or through an open XML API, like most other Masstech Group products.

MassAccess Features

- Fully automatic MPEG transcode engine provides simple and hands-free video-server-to-video-server interoperability
- Tight integration with MassStore nearline, archive, and asset management system provides transparent format conversion
- Delays equipment obsolescence and preserves existing equipment investments by allowing continued use of previous generation video servers or servers from multiple manufacturers within a unified environment

