

Multimedia Audio Processor DTV DAB HD Radio



TECHNICAL SPECIFICATIONS	
Analog audio input	Sampling frequency 48KHz/24bits Input level +12/-12dBu XLR connectors, electronically balanced
Digital audio input	Accepts AES/EBU and SPDIF sample rates from 32 to 96KHz, XLR connector with balanced transformer
Analog audio output	Output level +12/-12dBu XLR connectors, electronically balanced
Headphones output	1/4" front panel jack Output: 100mW RMS over 50 ohm
Latency	Audio processor 8mS
SDI Interface (DTV version)	1 SDI BNC 75 ohm input 3 SDI BNC outputs, one with auto bypass in case of equipment failure Loudness control ITU-R BS.1770 standard
Remote control	All functions can be managed remotely with an included software.
Interfaces	RS-232 (standard on all models) Ethernet streaming card (optional) Ethernet UDP card (optional)
Power supply	100-240VAC 50/60Hz
Physical	1 x 19" rack unit 44mm x 483mm x 156mm Weight 2,5 Kg

Digital Multimedia audio processor suited for DTV, DAB – HD-Radio, webcasting, audio postproduction and everywhere **effective audio leveling and peak limiting**. Audio processing chain comprises a two bands AGC which feeds the six bands limiter-compressor, followed by a final clipper-limiter operating at 96KHz, optimized for distortion masking, thus obtaining a cleaner and clipping artifacts free sound. **Audio processing** are realized through DSPs, allowing a stable operation over time and the possibility to implement new functions through software updates. The **loudness limiter** can equalize the perceived loudness among different audio program sources such as live shows, commercials, films, music videos. It operates according to the **ITU-R BS.1770** standard. D-TV version is equipped with **SDI audio embedder-deembedder** with automatic bypass in case of failure. This version can process **the audio stream already embedded into the SDI signal**, or can be used as an **audio embedder** to insert the audio coming from an external source into the SDI signal. An adjustable **delay line** will help in **lip-syncing the embedded audio to the incoming video**.