

Stream Software Comparison

version 3.3

One of two levels of the Stream software is included with each **StreamZ™**, **StreamZHD™**, **DRC-Stream™** and **Flux™** based solution, offering a streamlined interface for high-quality video and audio ingest, encoding, transcoding and live streaming with simultaneous output to multiple formats. **Stream LE™** provides all core functionality, while **Stream FE™** (Facility Edition) adds expanded workflow automation, integration tools, publishing capabilities and more. A third software configuration, **Stream Live™**, is included with the **StreamZ Live™** family of dedicated live streaming encoders.

Bundling	Flux	DRC-Stream	StreamZ	StreamZHD	StreamZ Live
Stream LE	•	•			
Stream FE	○	○	•	•	
Stream Live					•

• standard ○ optional

Format Support

Standard and optional codec and container support is evolving constantly. Please see our web site for the latest information.

Input Formats and Containers (File-Based)

	Stream LE	Stream FE
AVI ¹	•	•
MPEG-1, MPEG-2 (including VOB), MPEG-4/H.264	○	•
QuickTime® (Media and Reference files; incl. Apple® ProRes and Avid DNxHD® in MOV with free third-party codecs) ¹	•	•
Microsoft Windows Media/SMPTE VC-1	•	•
WAV (inc. RF64, Broadcast WAV), MP3 and AAC ² audio	•	•
Avid DNxHD® in MXF ⁶	○	○
MXF ^{1,3}	○	○
Omneon (MOV) ¹	•	•
GXF ¹	○	○
LXF ¹	○	○
Sony XDCAM/XDCAM HD (up to 4:2:2 at 50Mb/s) in MXF ⁶	○	• ⁶
DV/DVCPRO 25/50/100(HD) in MXF ⁶ (incl. P2), AVI	○	○
DV/DVCPRO 25 in MOV	•	•
RED Camera (R3D)	○	○
JPEG2000 in MXF ⁶	○	○
Image Sequence import (18 still image formats)		•
AES3 audio (SMPTE 331M and 302M, AES3-2003)		•
Closed Caption/Timed Text file (SCC, DXFP)		•

Output Formats (Streaming)

	Stream LE	Stream FE	Stream Live
VC-1 (Microsoft® Silverlight® incl. IIS Smooth Streaming; Windows Media WMV)	•	•	Included formats vary by StreamZ Live model.
H.264 (AVC) progressive with AAC/MP3 Audio (RTMP for Adobe® Flash® incl. Dynamic Streaming; RTP/RTSP; Microsoft IIS Smooth Streaming)	○	○	
H.264 (AVC) for Apple® iPhone® with integrated segmenter; AAC audio	○	○	Please see StreamZ Live and StreamZHD Live ABR brochures for details.
Advanced H.264 (AVC) with AAC Audio (RTP/RTSP)		○	
On2 VP6 (Adobe Flash 8)	○	○	
3GPP (H.263, H.264, MPEG-4 Part 2, AAC and AMR audio)	○	○	
MPEG-2 in Transport Stream (UDP/RTP with RTSP)	○	•	
H.264 (AVC) in Transport Stream		○	
Dolby® Digital and Dolby® Digital Plus (stereo or surround) in Transport Stream	○	○	

Output Formats and Containers (File-Based)

	Stream LE	Stream FE
VC-1 (Microsoft® Silverlight® incl. IIS Smooth Streaming; Windows Media WMV; Elementary Streams)	•	•
H.264 (AVC) – DRC AVC for Web (Adobe® Flash® incl. Dynamic Streaming; Microsoft® Silverlight® incl. IIS Smooth Streaming; progressive .FLV/F4V/MP4/MOV/3GP file output; ACC and MP3 audio)	○	○
H.264 (AVC) for Apple® iPhone® with integrated segmenter; AAC audio	○	○
H.264 (AVC) - DRC Studio Encoder (H.264 Elementary Streams)		○
H.264 (AVC) – DRC Studio AVC Encoder Bundle (H.264 ES, H.264 in Transport Stream, H.264 in .MP4 file; AAC & MPEG Layer 2 audio)		○
Dolby® Digital and Dolby® Digital Plus audio (stereo or surround)	○	○
Dolby® Pulse (AAC) audio	○	○
Advanced encoding/muxing for Sony® PlayStation® 3, PSP® and other Sony devices		○
MPEG-4 Part 2 (via QuickTime®)	•	•
3GPP (H.263, H.264, MPEG-4 Part 2, AAC and AMR audio)	○	○
On2 VP6 (Adobe® Flash® 8)	○	○
AVI	•	•
MPEG-1 and MPEG-2 (4:2:0 and 4:2:2, compatible with CableLabs® VOD specifications)	○	•
QuickTime®	• ⁴	•
Avid DNxHD® in MXF ⁶		○
MXF ^{1,3}		○
GXF ¹		○
LXF ¹		○
Omneon (MOV) ¹	○	○
Sony XDCAM/XDCAM HD (up to 4:2:2 at 50Mb/s) in MXF ⁶		• ⁶
DVCPRO 25/50/100(HD) in AVI	○	○
DVCPRO 25/50/100(HD) in MXF ⁶ , MOV		○
JPEG2000 in Image Sequence, MXF ⁶	○	○
RealVideo / RealAudio (Helix) 9 & 10	•	•
Image Sequence (18 still image formats)		•
WAV audio (multi-channel, RF64, Broadcast WAV)	•	•
AES3 audio (SMPTE 331M and 302M, AES3-2003)	•	•
MP3 audio (stereo and surround)	○	•
Closed Caption file (SCC, SAMI, SRT) ⁵	•	•

Features

• standard ○ optional

General Functionality

	Stream LE	Stream FE	Stream Live
Capture/encode to files from live inputs	•	•	
Capture/encode to files from decks with RS-422 control	○	•	
Transcode from source media files	•	•	
Live streaming	•	•	•
Archive to files during live streaming	•	•	•

Input Functionality

Live video inputs	•	•	•
Live audio inputs (multi-channel)	•	•	•
Media file inputs	•	•	
Watch Folder for media file inputs		•	
RS-422 deck control	○	•	
Batch Encoding (real-time capture with auto transcode)		•	
Timecode (preserve, auto increment or time of day)	•	•	•
VBI capture (with Closed Caption support) ⁵	•	•	•
CEA-608/708 Closed Caption capture from SD/HD SDI	•	•	•
Clip Lists (multiple input clips to multiple or concatenated output)		•	

Video and Audio Processing

Interactive control of hardware-based pre-processing (motion adaptive de-interlacing, cropping, scaling, filtering, proc amp controls, gamma correction, etc)	•	•	•
Graphic overlay (hardware)	•	•	•
Cropping and de-interlacing (software)	•	•	•
Video processing plug-ins (software-based) – Graphic and Video overlay, scaling, adaptive Inverse Telecine, Closed-to-Open Captions, Burn-in Timecode/Time-of-Day and more		•	
Audio processing plug-ins (software-based) – Volume (Level), Track Mix-down, Channel Selection and Audio Mapping		•	
Support for third-party DirectShow and DMO audio and video plug-ins		•	
Audio volume control, sample rate conversion	•	•	•
Forensic video watermarking (Nexguard by Civolution)	○	○	
Content tracking/monitoring watermarking (Civolution Teletrax)	○	○	
YouTube Content ID reference file (fingerprint) generation	○	○	
Vobile VideoDNA fingerprint generation		•	

Publishing and Advanced Output

CEA-608 and 708 Closed Captioning support (including 608 to 708 translation from 608-only sources; codec-dependent)	•	•	
Active Format Description (AFD) insertion (MPEG-2)	○	•	
Template-based publishing interface	•	•	
Log publishing – per codec	•	•	
Log publishing – per project or persistent (all projects and codecs)		•	
DVD publishing (menuless or chapter-based menu from deck capture points or clip list)		•	
Direct DVD publishing to Rimage Producer III, Rimage Professional and Primera multi-disc production systems		•	
E-mail notification		•	
Automated FTP distribution		•	
Insert SCTE 35 Cueing Messages for Digital Program Insertion (requires optional Manzanita TS Muxer)		•	
Group codecs (including parallel file multiplexing from single encodes)		•	
Media file encryption/decryption		•	
Script command insertion into ASF (on-the-fly via Web Services API or from file)	•	•	•
Microsoft PlayReady protection for Smooth Streaming content with support for third-party providers (BuyDRM, CSG Systems, EZDRM, generic)	•	•	•
Windows Media DRM protection with support for third-party providers (Entriq, Irdeto DayPort, SyncCast, thePlatform, generic)	•	•	•

Workflow and Application Integration

GPI and keystroke encode trigger	•	•	
LTC timecode encode trigger	•	•	
Controllable via Digital Rapids Broadcast Manager [®]		○	○
Integration with Digital Rapids Transcode Manager [®] (sold separately)	•	•	
Web Services (SOAP) API	○	○	
WDM (Windows Driver Model) drivers ⁷	•	•	

1. Container (wrapper) support. Additional codecs may be required for encoding or decoding the compressed essence within the container.

2. AAC decoding may require additional decoder (included with many players) to be installed on the system
3. Powered by OpenCube technology.

4. QuickTime H.264, AAC, AMR not supported in Stream LE

5. Closed Caption on VBI capture with DRC-1000 boards and higher

6. Requires MXF module, sold separately

7. Standard-definition models (DRC-500 to DRC-2600 boards) only



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