

# Schedule Live Streams with Spinnaker

Remote Scheduling of Live Event Broadcasts over IP Networks

## Problem

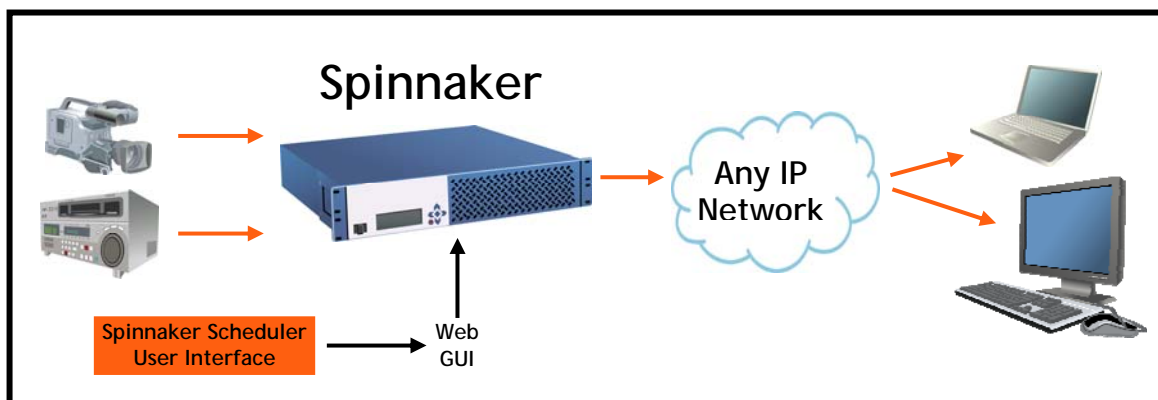
You've won the contract to broadcast real-time video streams over the Internet for a variety of live sporting events and concert venues. Now you need a live streaming encoder at each location, but you can't station operators at every site, just to start/stop each encoder locally. And you must ensure that each audio/video feed is running properly during the entire event.

## Solution

Inlet's Spinnaker streaming appliances not only deliver the highest quality live VC-1 and Flash video streams, they also make remote scheduling for live events easy. Spinnaker units located anywhere in the world can be scheduled to start and stop whenever you require it. Not only can you bring up and shut down live streams remotely, over any IP network, you can monitor the system performance using Inlet's Web GUI, Syslog, or SNMP interfaces.

## Background

Spinnaker is a professional streaming appliance that delivers VC-1 and Flash streams 24x7. Not only is it suitable as a round-the-clock live encoder, its remote scheduling capabilities make it ideal for one-time or periodic events. Using Spinnaker's Web GUI or SNMP interfaces, Spinnaker can be controlled from any computer connected to the Internet.



## How Spinnaker Remote Scheduling Works

The Master Scheduler in each Spinnaker keeps track of all events by storing the start and stop date and time. Spinnaker also lets you define presets to support events with different video formats, resolutions and bit rates. All of this information is stored in Spinnaker's internal database in non-volatile memory. So even if you shut down a unit for maintenance and then reboot, your programming information is preserved.

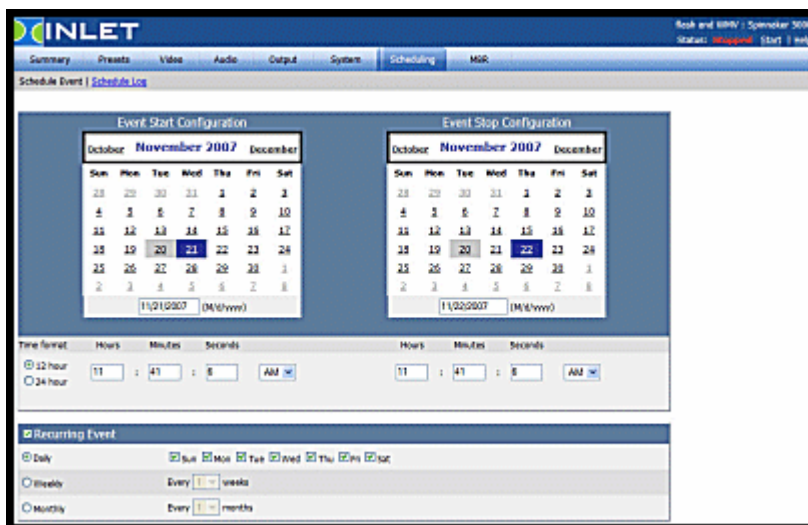
When a scheduled event starts, Spinnaker will load your selected preset - this includes settings such as resolution, NTSC/PAL, bit-rate, server location and frame rate. Streaming then begins and can be monitored from anywhere via our Web GUI, Front Panel Display, SNMP, or Syslog. When the event is finished, streaming stops automatically, and Spinnaker is ready for the next session.

## Step-by-step

To create a scheduled event:

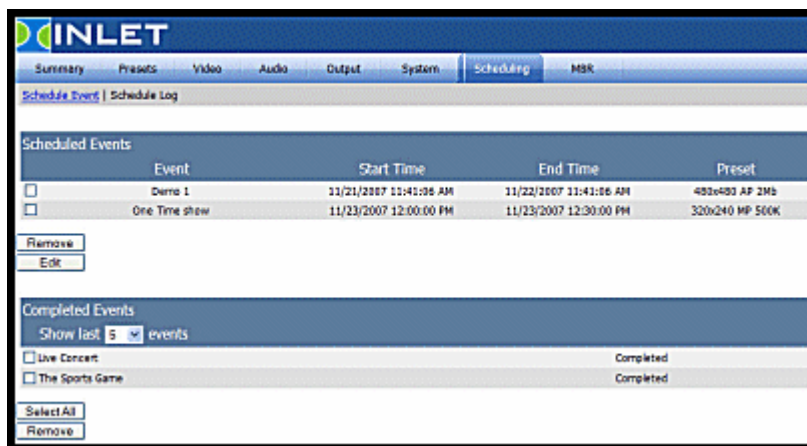
- 1) Log into the Spinnaker Web GUI and click "Scheduling"
- 2) Select the time and day to start

- 3) Select the time and day to stop
- 4) For recurring events, enter the days of the week and frequency.
- 5) Select your preset - with settings such as resolution, bit rate, etc.
- 6) Enter a Name for your session.
- 7) Click "Add Event"



To examine completed and upcoming events, click on "Schedule Log". The *Scheduled Events* section shows upcoming events, and lets you remove or edit them. Here "Demo 1" and "One Time Show" are set for 21 and 23 November.

The *Completed Events* section shows a history of streamed events and any related incidents. Here, "Live Concert" and "The Sports Game" have been streamed properly. The entire log can be exported to a file for reporting purposes.



## Results

With Spinnaker's remote scheduling technology, managing a complex schedule of programming across a variety of locations can be done from anywhere in the world. Now, a single operator in one central location can control, program and monitor a series of live broadcasts - without needing special operators at each location.



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