

V_matrix



SOFTWARE-DEFINED
IP CORE ROUTING, PROCESSING
& MULTI-VIEWING PLATFORM



FLEXIBLE
FORCEFUL
FUTURE-PROOF



V__matrix

SOFTWARE-DEFINED IP CORE ROUTING, PROCESSING & MULTI-VIEWING PLATFORM

Some call it cloud, some call it virtualization – we call it: V__matrix. This new IP broadcast video core infrastructure product will change your idea of what a broadcast facility looks like from legacy to future, quickly transforming any broadcast installation into a flexible, future-proof production facility, addressing a wide range of workflows and supporting your transition to a totally IP-based environment. V__matrix is the first of its kind. Free from the restrictions of legacy hardware platforms it offers a completely virtualized real-time routing and processing infrastructure. Instead of connecting single purpose modular products in elaborate production chains the V__matrix is based on the data center principles of flexibility, fabric computing and COTS economics and makes these available to any live production broadcast environment. Whether an OB truck, a TV studio or a broadcast operation center, V__matrix creates a fully virtualized facility infrastructure.

The V__matrix ecosystem is based on generic high capacity FPGA-based processing blades upon which Virtual Modules (VM) are loaded to create the functionality required. Multiple cores are connected through redundant 40GE (or 4x 10GE) Ethernet interfaces to an IP network to form a distributed IP routing and processing matrix that provides frame-accurate, clean switching just like a legacy baseband matrix.

The V__matrix ecosystem scales linearly from tens to thousands of I/O and processing functions which make it ideal for any size live broadcast facility, small or large. Capabilities easily scale as well. An entire production workflow can be remapped in minutes when requirements change from production to production. The functionality of any processing blade can be exchanged, enabling system capabilities to easily be modified or upgraded to address your constantly changing business requirements. The V__matrix pool of generic processing blades provides ultimate flexibility; with software-defined functionality they can be configured and called upon to handle the peaks and troughs of seasonal production demands and with Lawo's innovative licensing model, Virtual Modules can be assigned to a particular processing blade or be stored in an on-site license server allowing for unprecedented flexibility.

PROUDLY SUPPORTING



RAVENNA



OUR DEFINITION OF FUTURE-PROOF: SOFTWARE-DEFINED HARDWARE

The V__matrix ecosystem can be divided into two parts: the physical and the virtual. The physical consists of the C100 processing blade and associated hardware which provides the compute and processing capacity of the platform. Simply put: the more compute power you have the more functions you can run.

The virtual world is centered around the software which defines the functionality of the platform. The software packages are called Virtual Modules (VM) and in the V__matrix they allow the function-agnostic core processing hardware to build complex workflows by simply running the appropriate VM. I.e. typical broadcast processing functionality normally only found in dedicated hardware is instead defined by the various VMs.

Therefore, the abilities of the system and the functionality of the signal chains are no longer defined by the hardware and its physical interconnectivity, but rather by the VMs and the way the control system connects multiple VMs together over a COTS IP network to build workflows and processing chains. And as all functions can easily be changed and all VMs are connected to each other over the IP network, these workflows and processing chains can easily be changed on-the-fly during runtime as demands change.

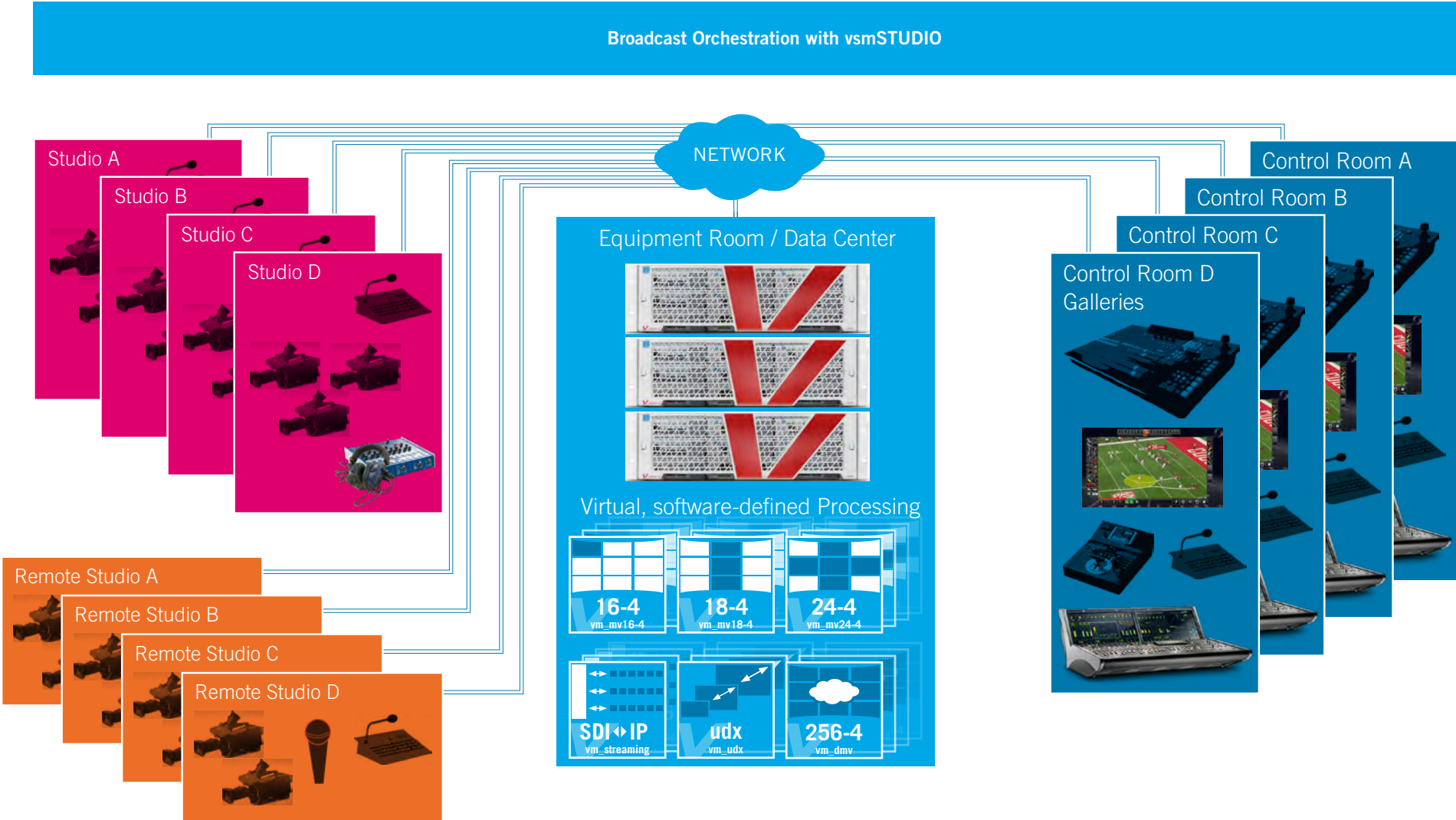
Since V__matrix is a fully IP-based platform, the C100 processing blade can be placed anywhere there is an IP network. It can be decentralized and spread over one or more facilities or centralized in a core facility or OB truck. A hybrid approach is also possible where some core equipment is kept on-site while a pool of processing power is kept in a remote data center. This decentralized approach allows for example the technical operation center to be situated in a purpose-built data center outside of town where space, power and cooling is inexpensive, while talent and studios can be in another area. V__matrix is

not only game-changing in increasing the flexibility of broadcast installations in OB trucks, fly-away kits or studios – it delivers a truly future-proof core infrastructure based on open standards with significantly less rack-space, less power consumption and fewer restrictions for broadcast operations.

In a nutshell: V__matrix opens the door to an entire format and function agnostic infrastructure that finally provides broadcasters the flexibility and capability to cope with the challenges of the future.

V__matrix KEY FEATURES

- World's 1st virtualized broadcast ecosystem with software defined functionality based on high-capacity generic compute modules
- Unified routing, processing & multi-viewing core infrastructure
- Support for source-timed and destination-timed deterministic frame-accurate clean switching
- Distributed processing over multiple networked processing blades
- Seamless SDI to IP migration utilizing one unified control system (VSM)
- High-density IP conversion for legacy SDI equipment (up to 160 I/O in 3RU)
- Optimum utilization of resources: Significantly reduced footprint, power consumption, spare pooling and cabling
- Sophisticated multi-layer redundancy for signal, network, control and hardware layers
- Designed for both decentralized operation and data center style centralized operation
- Fully based on open standards in-line with the AIMS roadmap: ST2110-10/20/30/40, ST2022-6/-7, ST2042 (VC-2), AES67



V__matrix

SYSTEM OVERVIEW

LIMITED COMPONENTS, LIMITLESS POSSIBILITIES



V__matrix FRAMES

The V__matrix frames provide power and protected housing for the V__matrix processing blades. Each frame has a dedicated 1GE management port that provides connectivity for control and monitoring to all installed processing modules of the frame. Although the V__matrix ecosystem is designed for IEEE1588 / PTP synchronization, the frame also has a central video reference input (blackburst or tri-level) that optionally distributes sync to each card slot if required.

V__matrix frames are available in 1RU, 2RU and 3RU versions with slots for 2, 5 or 8 C100 processing blades respectively. A 2RU Silent Frame for two V__matrix C100 processing blades is available for applications in noise-sensitive places such as control rooms or audio booths.



V__matrix C100 PROCESSING BLADE

The C100 processing blade forms the powerful epicenter of the V__matrix ecosystem and is the generic compute core upon which all the various virtual modules are loaded. Each module has dual front serviceable 40GE QSFP+ ports for connectivity to redundant IP core switches. In addition, each C100 module has a dedicated 1GE management port, a USB port for saving and loading configurations and a mini-USB serial console port. The C100 processing blade slots in from the front of the V__matrix frame into the midplane and optionally into a rear mounted IO interface module. In combination with Lawo's VSM Broadcast Control and SMART System Monitoring and Realtime Telemetry solutions, multiple C100 processing blades form a fully scalable, large, distributed routing and processing ecosystem with software-defined functions, workflows and signal chains.



V__MATRIX REAR-PLATE I/O MODULES

The V__matrix rear-plate I/O modules provide additional interfaces on the back of the processing blade. These rear-plates house a variety of application specific physical interface connectors in order to provide connectivity to legacy broadcast equipment such as baseband video and audio components. All IP native processing functions are automatically handled from the dual front mounted 40GE QSFP+ ports. The design of the V__matrix platform allows the processing blade to be replaced from the front without touching any of the physical connectors on the back, greatly simplifying maintenance.

Available V__matrix rear-plates:*

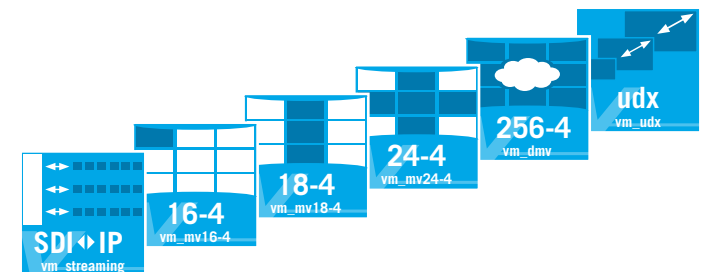
*io_bnc_10+10: Provides 12G(**)/3G/HD/SD SDI interfacing with 10 inputs and 10 outputs. Plus analog REF with loop-thru via micro-BNC connectors.*

*io_bnc_2+18: Provides 12G(**)/3G/HD/SD SDI interfacing with 18 inputs and 2 outputs. Plus analog REF with loop-thru via micro-BNC connectors.*

*io_bnc_18+2: Provides 12G(**)/3G/HD/SD SDI interfacing with 18 inputs and 2 outputs. Plus analog REF with loop-thru via micro-BNC connectors.*

io_bnc_2+2+16: Provides 3G/HD/SD SDI interfacing with 2 inputs, 2 outputs and software switchable Inputs/outputs. Plus analog REF with loop-thru via micro-BNC connectors. (This rear plate does not support 4K via 12G Single Link.)

All rear plates except the io_bnc_2+2+16 support SD, HD, 3G and 4K (via 2SI Quadlink) video. Additionally, half of their inputs and outputs support 4K via 12G Single Link. C100 processing blades and rear-plate IO modules are hot swappable.



V__matrix_vm VIRTUAL MODULES

The V__matrix Virtual Modules are the brains and intelligence of the V__matrix system allowing the user to build elaborate signal chains fulfilling all processing requirements in a fully virtualized environment. As all V__matrix core functionality resides in the software-based Virtual Modules, the platform is prepared from the start for the development of many more processing functions.



VSM IP BROADCAST CONTROL SYSTEM

Lawo's Virtual Studio Manager (VSM) Control System forms the orchestration and control layer of the V__matrix platform. Recognized as the most open and powerful broadcast control system on the market today, VSM enables operators to switch and route signal flows in both the IP and SDI domain. With support for a wide range of 3rd party equipment, VSM is the perfect control system to integrate a V__matrix platform to any legacy broadcast environment. Its highly intuitive and customizable user interface allows operators to continue working in a familiar environment while under the surface, production capabilities can be gradually migrated to an IP infrastructure at a pace that makes sense both logistically and economically.

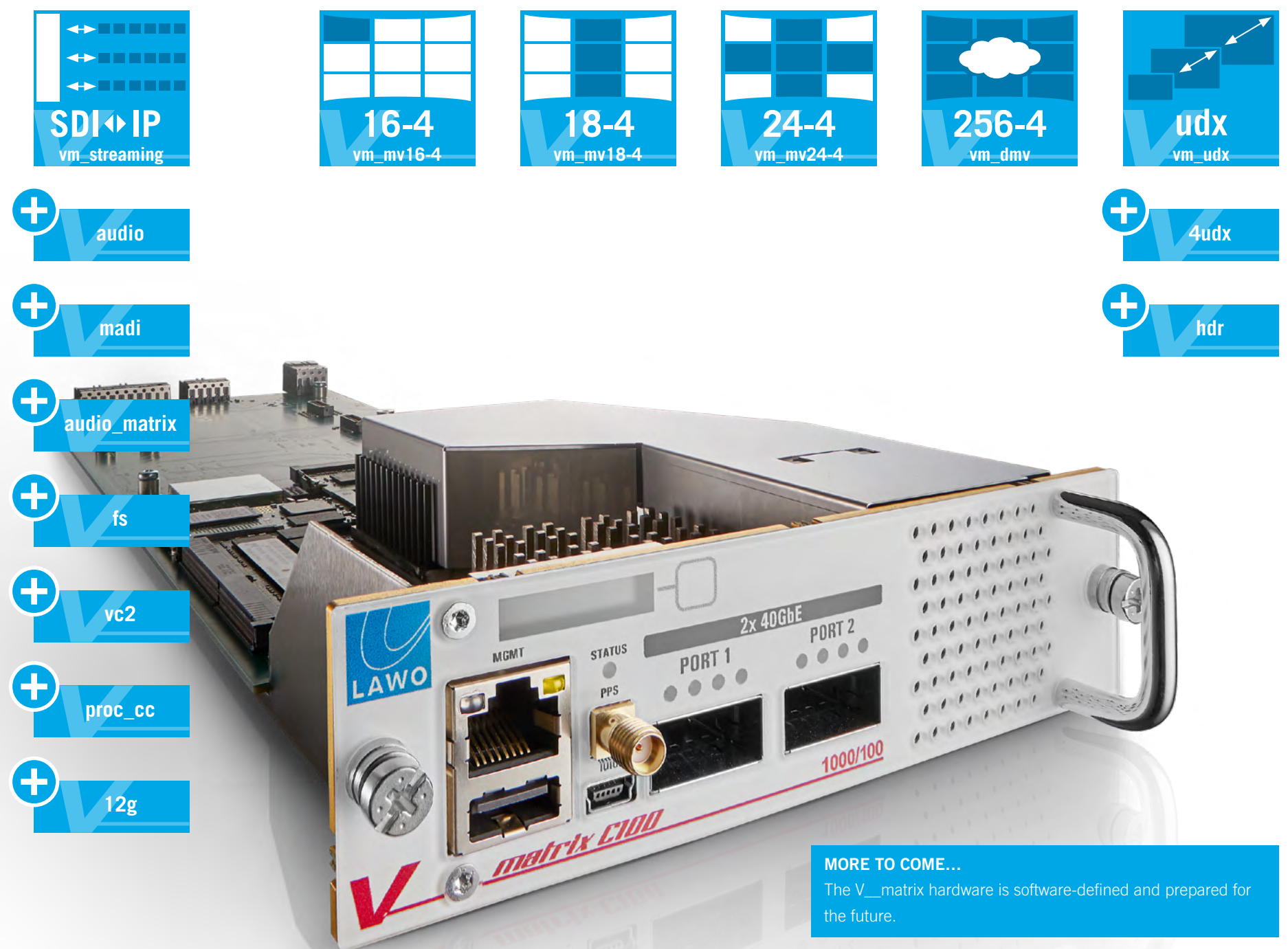
* The BNC connectors can also be configured for MADI interfacing (48kHz, 64 channels) by adding the +madi option for vm_streaming. ** 12G available on half of the connectors.

Virtual Modules

FLEXIBLE SIGNAL CHAINS – FOR TODAY, TOMORROW & BEYOND

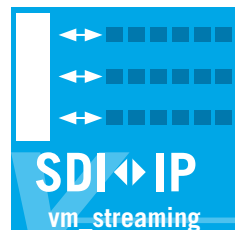
If the processing blades are the muscle, the Virtual Modules are the brain of the V__matrix platform. Combining VMs together allows the creation of complete production chains fulfilling all broadcast requirements in a fully virtualized environment. As all functions of the V__matrix ecosystem are software-defined it is the ultimate future-proof platform. Changing the functionality of your broadcast plant is as easy as changing the software modules loaded onto the processing blades. By cascading multiple VMs together, the V__matrix scales linearly up to thousands of SDI I/O and audio/video processing functions for unparalleled scalability, flexibility, versatility and cost-efficiency.

The current line-up of V__matrix Virtual Modules includes:



4K/HDR Streaming & Processing

vm_streaming – SDI-to-IP Gateway and more



The V__matrix vm_streaming virtual module is a versatile audio and video processing software application that provides routing, processing and glue functionality for the V__matrix eco-system when loaded on a C100 processing blade.

As base functionality the vm_streaming app provides encapsulation and de-encapsulation of 3G, HD and SD-SDI (ST2022-6/7 only) to IP ST2022-6 and ST2110-20/21/30/31/40. With its base functionality, vm_streaming is the logical choice for both gateway and purely IP-based A/V processing, providing up to 160 SDI<->IP conversions in 3RU.

vm_streaming includes ST2022-7 seamless protection switching as standard, IP stream format conversion and frame accurate video switching using destination-timed clean and quiet switching (MBB & BBM) with audio V-fade during switching.

Designed as a complete IP infrastructure solution the vm_streaming app also provides a multitude of audio and video processing functions. When combined with the +AUDIO license option vm_streaming adds audio shuffling and routing as well as audio sample rate conversion and audio gain. If you need even more the +AUDIO_MATRIX license option increases the amount of audio transceivers to 128TX and 88RX and an internal audio router of up to 5,312 by 5,312.

Users who need to exchange audio signals with a MADI environment can install the +MADI option and conveniently switch BNC connector(s) on the rear plates from SDI to MADI operation.

The +FS license option enables frame syncing functionality and delay for video as well as sample-rate conversion and delay for audio. +FS provides a pool of 24 video and 64 audio delay-instances that can be used for both IP and SDI sources and destinations. The +PROC_CC license option enables a pool of 8 RGB/YUV color correction engines.

With the +VC2 license option the vm_streaming virtual module gets 20x VC-2/DiracPro ultra low latency video codecs @3G. This SMPTE standardized and open codec originally developed by BBC provides visually lossless compression at ratios between 2.5-4.4:1 with less than 20 lines of end-to-end delay. This makes it a great option for 4K/UHD or in remote production applications where bandwidth is limited but minimal delay is crucial.

KEY FEATURES

- High density IP/SDI gateway with up to 160 conversions in 3RU
- 4K/HDR 12G-SDI encap/decap to ST2110 as well as conversion between quad-link (2SI) and single-link
- Up to 5,312x5,312 mono audio matrix with full audio embedding/de-embedding and shuffling between SDI/IP, IP/IP and SDI/SDI with ST2110-30/-31/RAVENNA/AES67.
- Provides common glue and processing functionality such as framesync, RGB/YUV color correction, audio gain and test signal generation
- 20 instances of VC-2/DiracPro ultra low latency codec enables high quality ultra-low latency compression
- Designed for WAN environments with hitless merge protection and large receive buffers
- Built-in programming, configuration and streaming telemetry capabilities
- Deeply integrated management and control through Lawo VSM makes operation imperceptible from a traditional baseband environment while maintaining all of the benefits of an IP system

OPTIONS



audio

Option to vm_streaming that adds embedding/de-embedding and shuffling of audio from both IP and baseband I/O with sample rate conversion. Provides 40 TX and 40 RX instances of RAVENNA/AES67/ST2110-30/-31 streaming and an audio crossbar of 512 x 512. Level adjustments, x/y-fades on all outputs.



vc2

Option to vm_streaming that adds visually lossless VC2/DiracPro ultra-low latency encoding and decoding (each 20 pooled instances @ 3G-SDI; one 12G 4K signal uses 4 instances). ST2042 low-delay profile with RAW headers. Compression configurable between 2.50/3.33/4.00/4.44 to 1. Latency < 20 lines



madi

Option for vm_streaming that allows to use BNC inputs and outputs for interfacing with MADI signals (AES10, 48kHz, 64 channels).



proc_cc

Option for vm_streaming that adds YUV & RGB color correction, test pattern generator/inserter, and test tone generator. 8 pooled @ 3G-SDI (one 12G 4K signal uses 4 instances).



audio_matrix

In addition to the specifications of the +audio option, the +audio_matrix option provides a total of 88RX and 128TX instances of RAVENNA/AES67/ST2110-30/-31 streaming and an increased audio crossbar of up to 5,312 x 5,312.



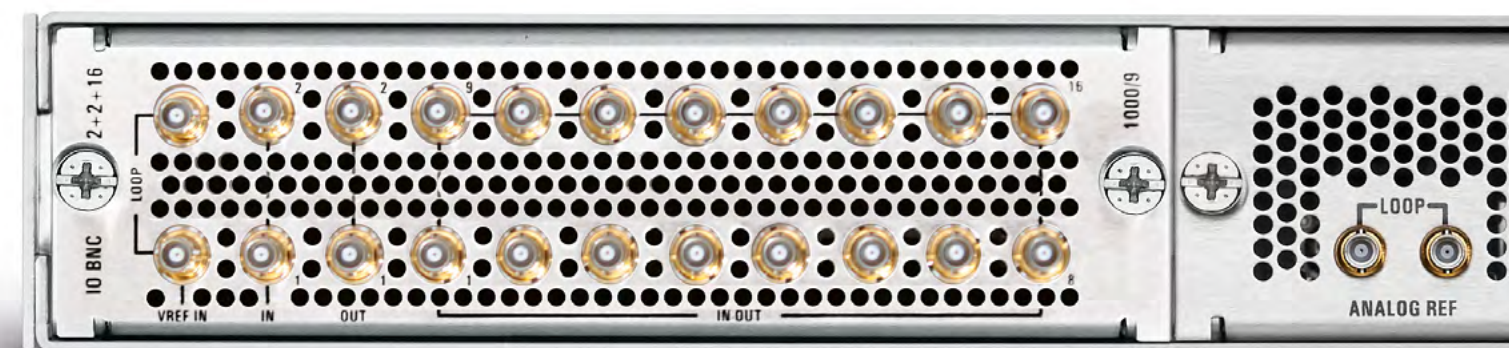
12g

Option for vm_streaming that adds support for 12 Gbps video standards (2160p 23.976;24;25;29.97;50;59.94;60Hz SMPTE ST2081,2082). Also provides cross conversion capabilities between UHDTV1 Single-Link and Quad-Link (2SI).



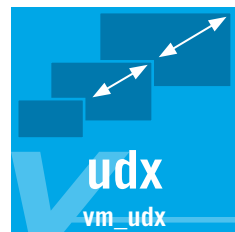
fs

Adds framesync, frame phaser, sample rate conversion and audio/video delay functionality for both IP and baseband video inputs. Pool of approx. 30 seconds @3G assignable across the 24 video delay instances (a 12G 4K signal uses 4 instances). Pool of approx. 49 seconds @16chan@48kHz assignable across 64 audio delay instances). Also provides Dolby-E auto-alignment functionality.



4K/HDR Format Converter

vm_udx – IP Up/Down/Cross and Color Space Converter



The V__matrix vm_udx virtual module is a software application (app) that provides format conversion between SD, HD, 3G and UHD formats in the V__matrix eco-system when loaded on a C100 core processing blade.

In addition to up, down and cross conversion the vm_udx also provides audio embedding/de-embedding, proc amp and RGB/YUV color correction and color space conversion (SDR to/from HDR) functionality.

Fundamentally designed with IP networking in mind the vm_udx app natively supports both ST2022-6 and ST2110-20 IP video as well as ST2110-30/-31/AES67 and Ravenna IP audio streams. Conversion between IP video and IP audio standards is also possible, e.g. ST2022 to ST2110. To ensure high availability ST2022-7 hitless protection switching is natively supported.

The vm_udx app provides a format conversion engine capable of processing four SD, HD, 3G or one UHD path for IP and/or SDI signals.

Each path provides audio embedding/de-embedding/shuffling functionality. Audio gain, delay and sample rate conversion can be accessed through independent processing blocks, which can be inserted at any point of the processing chain. Equally, eight instances of broadcast quality RGB and YUV color correction and video proc are also available as processing blocks for use by any video source whether it's SDI or IP and available both pre- and post-format conversion.

A second format conversion engine can be unlocked with the +4UDX option doubling the amount of conversion capabilities in the C100.

The +HDR option enables four instances of SDR<->HDR color space conversion using 3D LUTs. A large selection of LUTs especially developed for live production are included and custom LUTs can also be uploaded and used. The included LUTs allow for conversion between SDR and HDR in HLG and PQ.



With the optional io_bnc rear-plates for the C100, connection to legacy SD-, HD-, 3G- and UHD-SDI is possible. The vm_udx supports both single-link 12G-SDI as well as quad-link (2SI).



4udx

Option for a second format conversion engine with additional four paths of up/down/cross conversion for vm_udx, resulting in a total of eight paths.



hdr

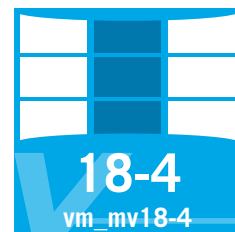
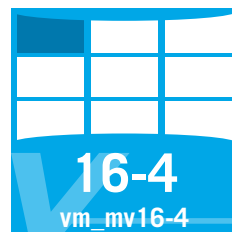
The +hdr option adds professional quality High Dynamic Range (HDR) to Standard-Dynamic Range (SDR) conversion using 3D LUTs for both HLG and PQ formats to the vm_udx app.

KEY FEATURES

- Four instances of up/down/cross conversion between SD/HD/4K (1 instance when converting to/from 4K)
- Four additional instances can be added with the +4udx option
- HDR <-> SDR conversion with 3D LUTs via the +HDR option
- Audio matrix with full audio embedding/de-embedding and shuffling between SDI/IP, IP/IP and SDI/SDI with ST2110-30/-31/RAVENNA/AES67 support
- Includes RGB/YUV color correction and proc-amp
- 4K 12G-SDI single-link inputs/outputs when combined with the io_bnc rear-plates
- Built-in programming, configuration and streaming telemetry capabilities
- Deeply integrated management and control through Lawo vsmStudio provides baseband-like operation while maintaining all benefits of an IP system

4K Multiviewer

vm_mv16-4, vm_mv18-4 & vm_mv24-4



The vm_mv24-4, vm_mv18-4 and vm_mv16-4 virtual modules are software applications (apps) for the V__matrix C100 core processing blade and provide high quality multiviewer functionality.

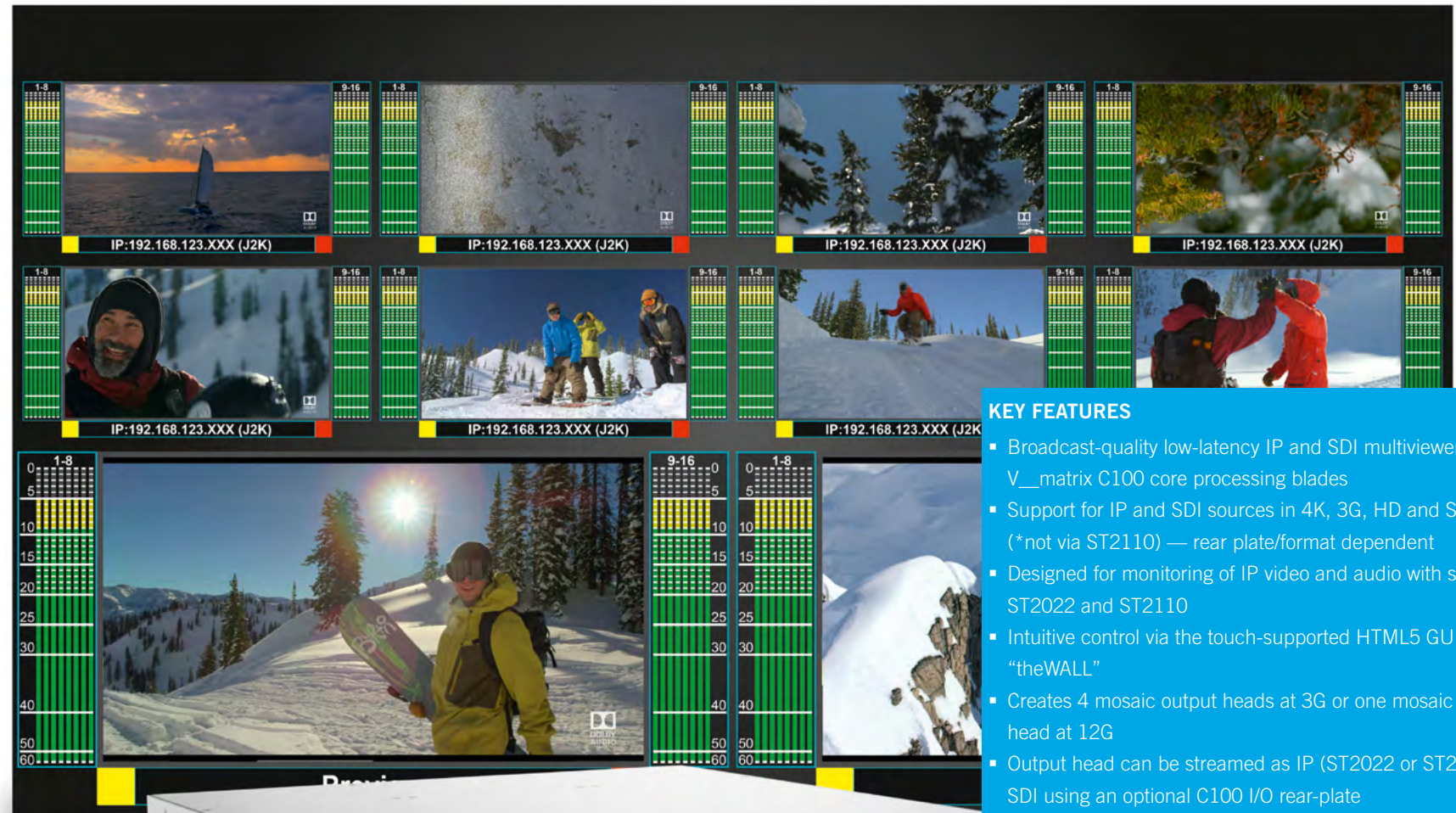
Capable of handling both IP and SDI sources these apps monitor uncompressed 4K, 3G, HD and SD video as well as both embedded and discrete audio while generating pixel perfect mosaics with ultra-low latency.

The vm_mv24-4 app can monitor up to 24 simultaneous sources from a combination of IP or SDI video while the vm_mv18-4 and vm_mv16-4 can monitor 18 and 16 sources respectively. All three multiviewer apps can generate up to 4x 3G output heads (or 1 @ 4K) and scale and display any source on any output head without limitation. The same source can be displayed on multiple output heads at different resolutions. The output heads can be configured as either 4x 3G or 1x 4K and output over IP as ST2110/2022 or SDI via the modular I/O rear-plate.



theWALL – SMART DRAG&DROP MULTIVIEWER CONTROL

The V__matrix multiviewer apps were designed to be controlled by Lawo's groundbreaking touch operated configuration system "theWALL". This unique HTML5 based GUI makes mosaic configuration with borders, colors, UMDs, tally etc. a simple case of drag and drop.



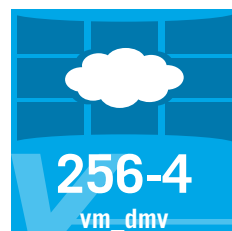
KEY FEATURES

- Broadcast-quality low-latency IP and SDI multiviewer apps for V__matrix C100 core processing blades
- Support for IP and SDI sources in 4K, 3G, HD and SD* (*not via ST2110) — rear plate/format dependent
- Designed for monitoring of IP video and audio with support for ST2022 and ST2110
- Intuitive control via the touch-supported HTML5 GUI in "theWALL"
- Creates 4 mosaic output heads at 3G or one mosaic output head at 12G
- Output head can be streamed as IP (ST2022 or ST2110) or SDI using an optional C100 I/O rear-plate



Distributed 4K IP Multiviewer

vm_dmv – WORLD'S 1ST FLEXIBLY EXPANDABLE MULTIVIEWER



Lawo's vm_dmv is the next-generation multiviewer solution for Lawo's V__matrix IP routing & processing platform. It turns the V__matrix C100 software-defined processing blade into a distributed, infinitely expandable, true IP multiviewer.

The vm_dmv is based on a distributed architecture where multiple modules

network together. These modules could be hosted together in the same V__matrix frame, in different frames or even at different geographical locations. Basically anywhere as long as they are networked together via IP.

Every vm_dmv has an input stage capable of receiving up to 24 sources of any combination of 4K/3G/HD/SD which is limited only by the physical connectors (up to 18 SDI inputs) or network I/O (2x 40GbE). These sources are downscaled by the vm_dmv and returned to the network as Lawo LiveView™ IP streams.

In parallel to the input stage, every vm_dmv also features an output stage capable of creating up to four 3G mosaics (or one 4K mosaic) with up to 64 PIPs each (128 in 4K). The output stage compiles a mosaic from the appropriate LiveView™ streams needed, automatically taking into account the size the user requests for the PIPs. The output stage can use LiveView™ streams

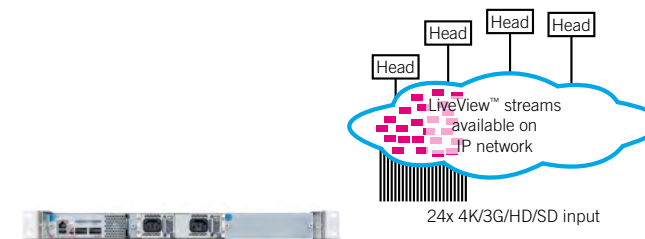
that it has generated from its own input stage or subscribe to other LiveView™ streams on the network.

As any vm_dmv can use any LiveView™ stream from any other vm_dmv on the network, it scales linearly with each vm_dmv app that is added to the network which results in an “infinitely” expandable and distributed multiviewer. Adding more heads or sources is a simple matter of adding C100 blades running the vm_dmv app.

The result is not only the world's 1st expandable multiviewer: this solution significantly reduces rack-space, weight and power-consumption. In addition, Lawo's V__matrix platform is already renowned for its software-defined functionality where C100 blades can be retasked at run-time by loading different virtual modules.

KEY FEATURES

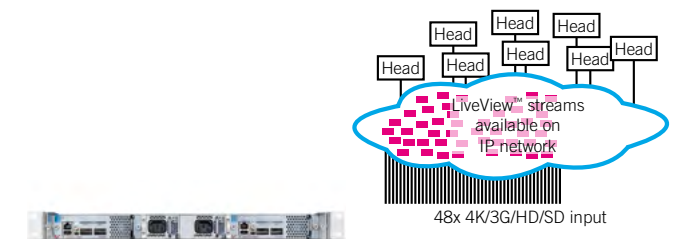
- Broadcast-quality low-latency IP and SDI multiviewer app for V__matrix C100 core processing blades
- Support for IP and SDI sources in 4K, 3G, HD and SD* (*not via ST2110) — rear plate/format dependent
- Designed for monitoring of IP video and audio with support for ST2022 and ST2110
- Intuitive control via the touch-supported HTML5 GUI in “theWALL”
- Creates 4 mosaic output heads at 3G or 1 mosaic output head at 12G
- Support for high-density mosaic layouts with up to 64 PiPs per 3G head or 128 PiPs per UHD head
- Unique LiveView™ signal distribution allows for bandwidth-optimized resource sharing across multiple mosaics
- Output heads can be streamed as IP (ST2022 or ST2110) or SDI (using an optional C100 I/O rear plate). In addition, all heads are available as LiveView™ streams for display in other vm_dmv heads
- Unique cluster solution manages all sources and heads in an IP cloud for unparalleled system architecture and scaling flexibility



24-4

1RU
1x V__matrix C100 processing blade

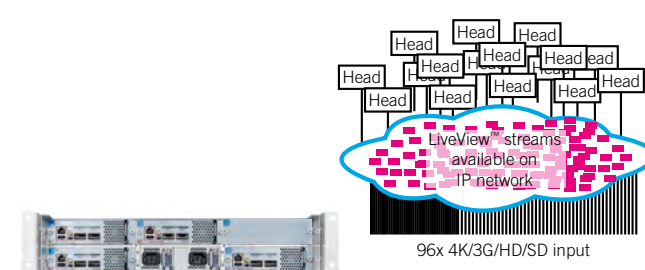
Input Stage: up to 24 x4k/3G/HD/SD signals
Mipmaps created and available: 24
Output Stage: 4x heads with max. 64 sources/PIPs each



48-8

1RU
2x V__matrix C100 processing blades
(in same frame, different frames, or at geographically distant locations)

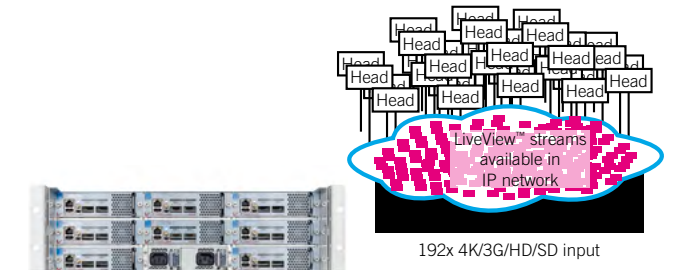
Input Stage: up to 48 x4k/3G/HD/SD signals
Mipmaps created and available: 48
Output Stage: 8x heads with max. 64 sources/PIPs each



96-16

2RU
4x V__matrix C100 processing blades
(in same frame, different frames, or at geographically distant locations)

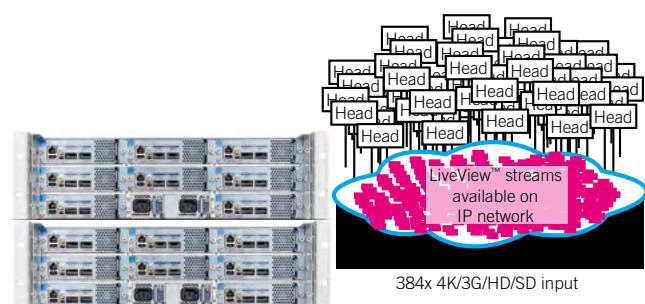
Input Stage: up to 96 x4k/3G/HD/SD signals
Mipmaps created and available: 96
Output Stage: 16x heads with max. 64 sources/PIPs each



192-32

3RU
8x V__matrix C100 processing blades
(in same frame, different frames, or at geographically distant locations)

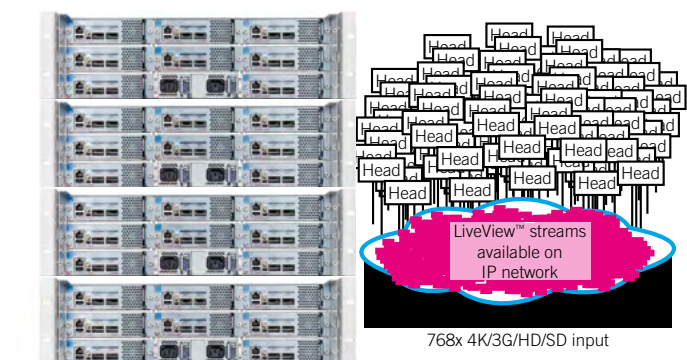
Input Stage: up to 192x 4k/3G/HD/SD signals
Mipmaps created and available: 192
Output Stage: 32x heads with max. 64 sources/PIPs each



384-64

6RU
16x V__matrix C100 processing blades
(in same frame, different frames, or at geographically distant locations)

Input Stage: up to 384x 4k/3G/HD/SD signals
Mipmaps created and available: 384
Output Stage: 64x heads with max. 64 sources/PIPs each



768-128

12RU
32x V__matrix C100 processing blades
(in same frame, different frames, or at geographically distant locations)

Input Stage: up to 768x 4k/3G/HD/SD signals
Mipmaps created and available: 768
Output Stage: 128x heads with max. 64 sources/PIPs each

HARDWARE OVERVIEW

Building a V__matrix solution is incredibly simple. Just choose the number of processing modules and associated Virtual Modules needed to meet your requirements and then populate them into the frame-size that works best for your application, be it a stagebox, an OB truck, a studio or a broadcast operations data center.

V__matrix 2



V__matrix 5



V__matrix 8



V__matrix Silent Frame



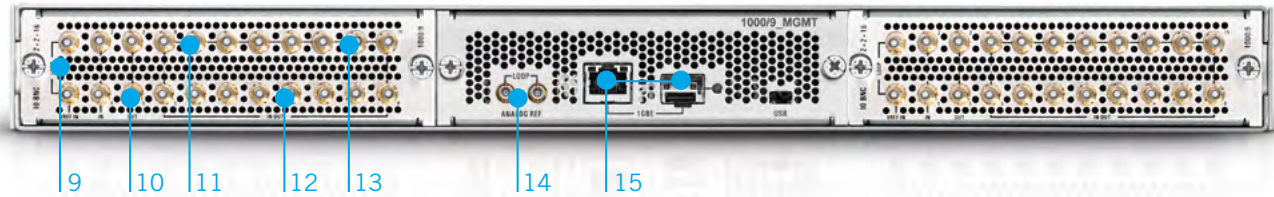
V__matrix 2 – FRONT VIEW (with front cover)



V__matrix 2 – FRONT VIEW (without front cover)



V__matrix 2 – REAR VIEW



- 1

Secure lock
- 2

Integrated cable duct
- 3

1 Gigabit Ethernet (control & monitoring)
- 4

USB port
- 5

Mini-USB as serial console port
- 6

2x 40 Gigabit Ethernet (QSFP+)
- 7

Fan
- 8

Redundant power supplies (hot-swappable)
- 9

Video reference input & loop-thru (blackburst or tri-level)
- 10*

5x SDI inputs (12G/3G/HD/SD)**
- 11*

5x SDI inputs (3G/HD/SD)**
- 12*

5x SDI outputs (12G/3G/HD/SD)**
- 13*

5x SDI outputs (3G/HD/SD)**
- 14

Video reference input & loop-thru; blackburst or tri-level distributed via backplane to all I/O modules in a frame
- 15

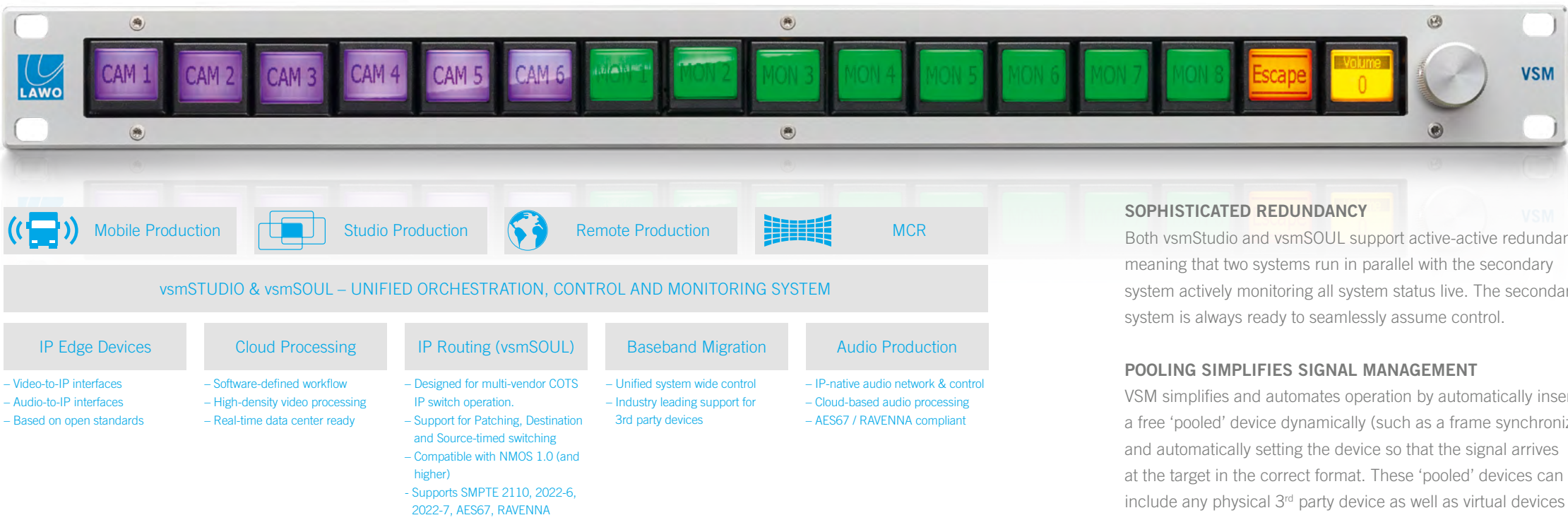
1x 1 Gigabit Ethernet available through RJ45 or SFP+ for control and monitoring (allows centralized access to all core processing blades in a frame)

* V__matrix_io10+10. Actual input/output configuration depends on type of I/O card.
** The BNC connectors can also be configured for MADI interfacing (48kHz, 64 channels) by adding the +madi option for vm_streaming.

VSM and vsmSOUL

UNIFIED CONTROL AND ORCHESTRATION OF

V__matrix, IP AND LEGACY SDI



VSM is the ideal orchestration system for broadcasters with legacy baseband infrastructures that are considering expanding into SDN and IP with a hybrid IP/SDI plant. With support for more protocols and devices than any other control system on the market, VSM makes transitioning from SDI to IP a seamless, step by step process at your own pace without disruption for the operators.

For control of the V__matrix, Lawo’s Seamless Orchestration and Unification Layer (vsmSOUL) is the ideal orchestration manager and deeply integrated with the V__matrix. vsmSOUL manages the routing of audio and video streams across any vendor IP network and is compatible across individual interfaces and technical solutions from 3rd party sources.

HITLESS MERGE

A network with vsmSOUL guarantees Hitless Merge (SMPTE 2022-7). This requires that a signal is packaged in two different streams and travels two separated networks, with vsmSOUL acknowledging both branches and stream addresses. Operationally, it appears that a single crosspoint is presented, but with two alarms, two sources and two multicast addresses.

ROUTING STATE RECOVERY

In case of a system failure or reboot, vsmSOUL can recall the network’s routing status. After a reboot, inconsistencies in stream flows are indicated and can be corrected.

SOPHISTICATED REDUNDANCY

Both vsmStudio and vsmSOUL support active-active redundancy, meaning that two systems run in parallel with the secondary system actively monitoring all system status live. The secondary system is always ready to seamlessly assume control.

POOLING SIMPLIFIES SIGNAL MANAGEMENT

VSM simplifies and automates operation by automatically inserting a free ‘pooled’ device dynamically (such as a frame synchronizer) and automatically setting the device so that the signal arrives at the target in the correct format. These ‘pooled’ devices can include any physical 3rd party device as well as virtual devices and functions of the V__matrix. As broadcast operations are mission critical, if one of the currently used pooled devices should fail, VSM will automatically re-route the signal to another spare device without user intervention.

“BOXING” MAKES TRUCKS OR STUDIOS HANDY AS BOXES

As resources become centralized, system capabilities dramatically increase in size, thus becoming difficult to manage. Virtualizing temporary setups of both physical and virtual resources in V__matrix, which can then be recalled to any studio environment in a preset, simplifies resource management even for the largest of systems. “Boxing” the resources into virtual environments means moving complete productions from one studio to another is as simple as one button push – workflow optimization at its best! Any available studio now becomes a backup for a production even if equipment is different – the ultimate disaster/recovery solution.

- KEY FEATURES OF vsmSTUDIO AND vsmSOUL
- Perfect integration with Lawo V__ units
 - A single control interface for numerous devices – learn one not many
 - Dynamic router and IP tie line management that includes transparent Tally logic
 - “Boxing” complete studios allows fast switching to emergency backup studios on the fly
 - Automatic resource management with administration and user rights
 - Combine hardware and software control interfaces for simplified control
 - Virtual signal paths provide unbeatable speed and flexibility for a constantly changing environment
 - Bundle different signal types together logically to route multiple signals from a device at the press of a button
 - Simple and flexible control panel design to adapt to or optimize existing production workflows
 - Strong redundancy architecture designed for 24/7 non-stop operation
 - Sophisticated SNMP and alarm management to avoid problems before they become critical
 - Northbound abstraction of the network through standard router protocols
 - Switch-API support southbound, with access to multicast routing
 - Agnostic to various switching mechanisms. Supported switching modes: Patching, Make-before-break, Break-before-make...
 - Supports ST2110, ST2022-6, ST2022-7, AES67, RAVENNA
 - Intuitive GUI for fast configuration

V__matrix

SPECIFICATIONS

V__MATRIX FRAMES

CENTRALIZED VIDEO REFERENCE INPUT

- 1x Analog genlock high definition trilevel sync SMPTE-274M/296M or Analog Genlock SD 1V BB SMPTE-170M/318M or SDI, 1x reference loop-back

CENTRALIZED MANAGEMENT PORTS

- 1x RJ45 100/1000Base-T, 1x SFP slot

FRAME MECHANICS

- DIMENSIONS: (H x W x D): 44/88/132mm, (1/2/3 RU) x 482mm (19“) x 535mm (21“)
- WEIGHT: V__matrix2: 5kg (11lb), V__matrix5: 7kg (15.5lb), V__matrix8: 8kg (18lb)
- INDICATORS: 2x power status per PSU
- POWER: Connector: 2x IEC redundant, Input Voltage: nominal 100-240V, AC +/- 10%, 50/60Hz, Hot swappable: Yes
- MAX. CONSUMPTION: V__matrix2 < 400W, V__matrix5 < 1,000W, V__matrix8 < 1,000W

C100 PROCESSING BLADE

INTERFACES

- 2x QSFP+: Each configurable as 40GE Ethernet or 4x 10GE Ethernet, 1x RJ45 100/1000Base-T Dedicated management port, 1x USB Console port, 1x PPS pulse per second output

VIDEO REFERENCE

- IEEE1588 PTPv2 / SDI / Analog Video Ref (Tri-Level, BB) / IP Vid-stream

PROCESSING

- Max. 36 Gbps of incoming (RX) traffic when in SPS mode or 54 Gbps when in discrete mode.
- Max. 40 Gbps of outgoing (TX) traffic when in SPS mode or 80 Gbps when in discrete mode.

MANAGEMENT AND MONITORING

- PROTOCOLS: HTTP, SNMPv2 & v3, WS/JSON API, Syslog, User interface: Embedded HTML5 user interface, Management interface: Out-of-band and in-band management with guaranteed min bandwidth for inband management & control
- INDICATORS: 1x status LED, 4x status LED: per QSFP+ port, 1x OLED status display: monochrome display with touch point

ENVIRONMENTAL SPECIFICATIONS

- OPERATING TEMPERATURE: 0°C to +30°C (+32°F to +86°F)
- STORAGE TEMPERATURE: -20°C to +70°C (-4°F to +158°F)
- RELATIVE HUMIDITY: < 90% non-condensing,
- VENTILATION/AIR-FLOW: front-to-back cooling, prerequisite airflow > 26 qbm/h per C100 blade, max 320 qbm
- NOISE EMISSION: < 58 dBA per C100 processing blade,
- ELECTROMAGNETIC ENVIRONMENT: E2 (EN55103-1,-2)

IO REAR PLATES

io_bnc_10+10 IO rear-plate

- 10x 12G* /3G/HD/SD SDI** inputs via micro BNC connector, 10x 12G* /3G/HD/SD-SDI outputs via micro BNC connector, 1x micro BNC analog video reference input with micro BNC loop-back

io_bnc_18+2 IO rear-plate

- 18x 12G* /3G/HD/SD SDI** inputs via micro BNC connector, 2x 12G* /3G/HD/SD SDI** outputs via micro BNC connector, 1x micro BNC analog video reference input with micro BNC loop-back

io_bnc_2+18 IO rear-plate

- 2x 12G* /3G/HD/SD SDI** inputs via micro BNC connector, 18x 12G* /3G/HD/SD SDI** outputs via micro BNC connector, 1x micro BNC analog video reference input with micro BNC loop-back

io_bnc_2+2+16 IO rear-plate

- 2x 3G/HD/SD SDI** inputs via micro BNC connector, 2x 12G* /3G/HD/SD SDI** outputs via micro BNC connector, 16x bidirectional 12G* /3G/HD/SD SDI inputs/outputs via micro BNC connector (switchable via software), 1x micro BNC analog video reference input with micro BNC loop-back

RETURN LOSS

- SD: > 15dB; HD: > 15dB; 3G-HD: >15dB 5 MHz-1.485 GHz, >10dB 1.485 GHz-2.97 GHz

CABLE LENGTH:

- SD: >350m (using Belden1694A), HD: >180m (using Belden 1694A), 3G-HD: >120m (using Belden1694A)

* 12G available on half of the connectors

** The BNC connectors can also be configured for MADI interfacing (48kHz, 64 channels) by adding the +madi option for vm_streaming.



LIVE ON AIR...

V__matrix, vm_mv24-4, theWALL, VSM/vsmSOUL and mc² 96/56 are the building blocks for NEP Australia's continent-spanning NEP HUB, broadcasting Australia's most-watched sports series for FOX Sports Australia.

V__matrix

SOFTWARE-DEFINED IP CORE ROUTING, PROCESSING & MULTI-VIEWING PLATFORM

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HEADQUARTERS

Lawo AG
Rastatt
GERMANY
+ 49 7222 1002 0
sales@lawo.com

INTERNATIONAL OFFICES

BENELUX	+ 31 6 54 26 39 78
CANADA	+ 1 416 292 0078
CHINA	+ 86 10 6439 2518
NORWAY	+ 47 22 106110
SINGAPORE	+ 65 9818 3328
SWITZERLAND	+ 49 7222 1002 0
UK	+ 44 333 444 5296
USA	+ 1 888 810 4468

RENTAL SERVICE

+ 49 7222 1002 0
rental@lawo.com



www.lawo.com

