

MediaReactor 2.00

Frequently Asked Questions:

Who would use MediaReactor?

MediaReactor is an essential tool for any professional working with digital media. Some of its applications are:

- Post-Production facilities use it to do all digital transfers between editing suites. Eliminate the use of tape.
- Streamline collaboration by creating streaming media for use as dailies or approval copies.
- Broadcasters use it re-purpose content for diffusion on the Web.
- Corporations who need to distribute training and marketing material via intranet or internet.

What do I need to run MediaReactor?

MediaReactor works on industry standard Pentium/Xeon class single or multiprocessor workstations and servers running Windows NT/2000/XP. You will also need to access the media you wish to transcode. Any storage device or network interface that is supported by the Windows operating systems can give you access to media. Use the highest possible bandwidth to access the media you are transcoding in order to achieve the best performance.

Do I need to buy a copy of MediaReactor for everyone in my facility?

No, MediaReactor offers a flexible network licensing scheme. MediaReactor may be installed on any or all of the workstations in the facility. When a user runs MediaReactor it will borrow a license from a license server then return it when finished. The number of licenses on the server becomes a pool which can be shared between any of the MediaReactor workstations.

Can I control MediaReactor from another application?

Yes, MediaReactor provides an SDK allowing you to develop your own interface to the media conversion engine. The conversion engine provides an industry standard COM interface for programmers. Any language or application that works with COM will let you develop your own program to control MediaReactor.

We use Apple and SGI computers as well as Windows computers. Can MediaReactor help me?

Yes, MediaReactor can help you. Many systems used in production run on Apple or SGI computers. MediaReactor doesn't run on Apple or SGI computers but it can access media that is on both kinds of systems and transcode it to a new format.