

Content

Brainsonic Live might send you graphic assets to use during production, that might includes:

- Background slate for multi frame or PiP compositions
- Full frame video animations including audio that intend to be played for physical audience

Protocol

Our operators are expecting a single stream sent to two different ingest endpoints (main/primary and backup/secondary)

The protocol we accept is SRT¹. SRT is compatible with a majority of encoding software and hardware like [VMix](#), [OBS](#) or [Tricaster](#).

Brainsonic Live provides two local (closest datacenters) SRT, of type `srt-listener`, ingest points IPs.

Those ingest points are reachable though port `10 000`.

A monitoring output (loop out of what you send on port `10 000`) is provided as well.

The final program output can be provided though SRT upon request.

¹ In some rare cases SRT cannot be used at event location. Even if we do not recommend it, we can accept RTMP ingest following the same encoding specifications.

Encoding

Protocol	SRT push
Latency	200ms
Video codec	H264
Video resolution	1920x1080 (1080x1920 for 9:16 ratio)
Video interlacing	Progressive
Video frame rate	25 or 30 fps
Video bitrate	5 to 7 Mbps - Constant Bitrate (CBR)
Audio codec	AAC
Audio tracks / Channels	1 track / 1 or 2 channels

Audio sampling rate	44,1 - 48kHz
Audio bitrate	128 - 256 kbps