

SkyCoder



Leading edge media distribution from BlackStar Group

The Best Global Distribution of Secure, Lossless Content

SkyCoder is the unmatched alternative to the exorbitant costs of dedicated fiber transmission.

Broadcast with Confidence

Unique SkyCoder user features provide pre-transmission checks and ongoing integrity assurances.

Transmission Without Compromise

With SkyCoder, no transcoding is required. Every pixel of input is distributed across the BlackStar Content Defense Network. Content arrives pristine for broadcast on the platform of choice.

Single Source, Multiple Formats

SkyCoder utilizes in-network encoding equipment, aligning content to the ideal format of the chosen broadcast platform.

Online to On-Air

SkyCoder brings linear broadcasting capabilities to any event, venue, or stream without the need of any additional equipment.

For more information about SkyCoder contact BlackStar Group
443.977.6611 info@blackstargroup.org

Transmission Protection and Quality

- Secure end to end delivery
- No transcoding required

Signals of the highest quality sent to SkyCoder are conveyed around the world and delivered to broadcast partners for ingest without degradation. Transcoding or conversion via SkyCoder is only done by explicit client instruction.

- Multiple formats
 - 720p50, 720p59.94, 720p60
 - 1080p24, 1080p25, 1080p29.97, 1080p30, 1080p50, 1080p59.94, 1080p60
 - 1080PsF23.98, 1080PsF24, 1080PsF25, 1080PsF29.97, 1080PsF30
 - 1080i50, 1080i59.94, 1080i60
 - 4K
- Linear Broadcast Support
 - No additional requirements for digital linear (RTMP/SRT)
 - Broadcast Fiber access available via Trusted Partner
 - SRT Push & Pull with multiple audio channel/video track options
 - RTMP Push & Pull
- Direct Client Interface
 - Individual log-in for client control and confidence*
 - Stream Management
 - Adding and defining broadcast streams*
 - Name / Description
 - Source / Ingest
 - Destination / Stream Key
 - Mid-Point Verification
 - Preview feeds without broadcasting live*
 - Transmission testing
 - Audio sync inspection
 - Active monitoring while broadcasting

