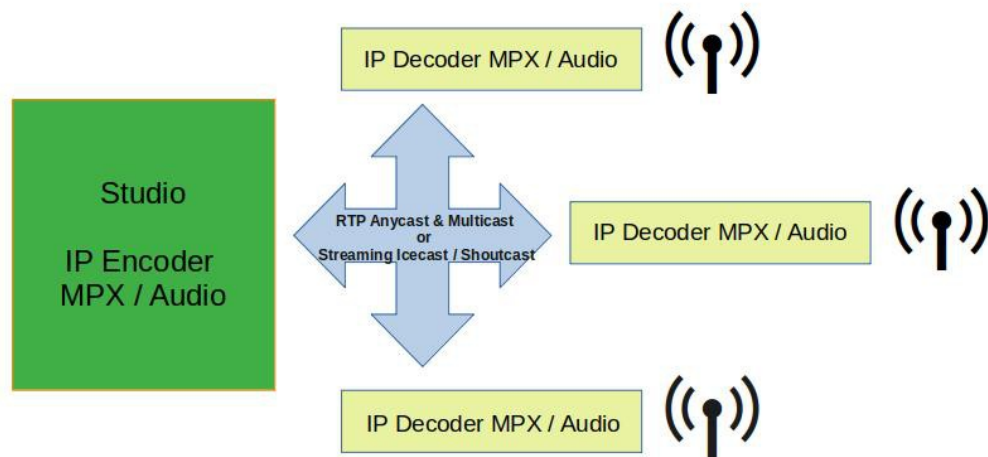


# BasdIP

## Broadcast Audio Sync Distribution IP

Below an example of common distribution IP systems on the market

### Schema STL Network IP



#### RTP Anycast & Multicast

Pro:

- Low delay

Contro:

- **No sync audio / MPX tra i decoder**
- Infrastruttura di rete complessa
- IP pubblici statici o rete privata
- Impegno di banda elevato
- Sensibilità elevata al QoE

#### Streaming Icecast / Shoutcast

Pro:

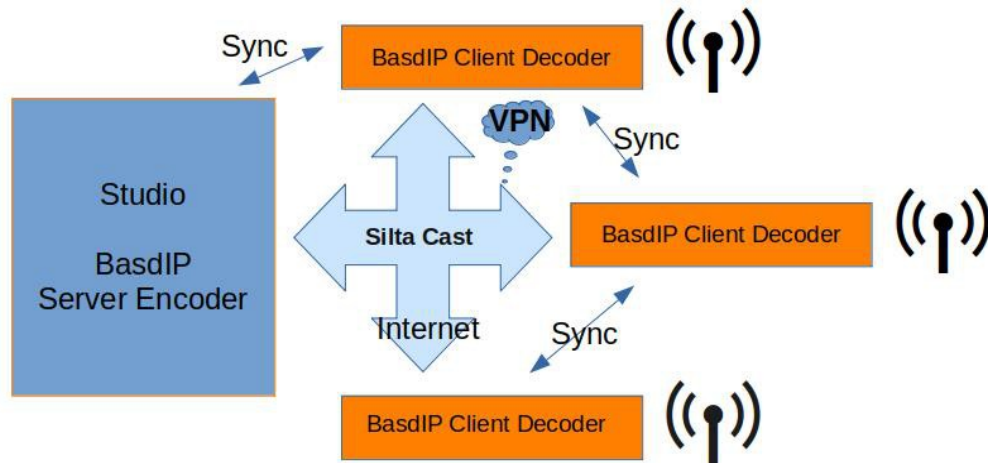
- Impegno di banda molto basso
- Bassa sensibilità al QoE

Contro:

- **No sync audio tra i decoder**
- No MPX solo audio
- Delay elevato
- Utilizzo di server esterni (in genere)

In the example below our system instead maintains audio in complete synchronicity both in audio and in MPX. All Decoders are connected to the Server Encoder.

#### Schema BasdIP



#### BasdIP & Silta Cast

Pro:

- Sync MPX / Audio tra tutti i decoder
- Server VPN integrato
- Controllo remoto del decoder
- Utilizzo di banda limitato

Contro:

- Delay min 800ms – tipico 2sec

In addition we introduce the concept of server and client with different advantages like remote control or integration of a dedicated Virtual Private Network.

