## SurCode for Dolby E

## The Industry Standard for Dolby E On Your Workstation

Dolby E is the industry standard method of transporting multichannel digital audio across an asset's entire post–production life cycle, and SurCode for Dolby E is the industry's benchmark for file–based processing of Dolby E. As the first and most complete tool kit for Dolby E, SurCode for Dolby E is a certified Dolby E encoder and decoder suite that allows fast and easy processing and management of file-based Dolby E assets and metadata.

- Structured workflow
- Increased productivity
- Flexible license handling
- · Encode, decode & monitor
- Broad platform support —Avid, Final Cut & VST
- Interoperable with Dolby hardware
- Lowest cost Dolby monitoring solution in the industry

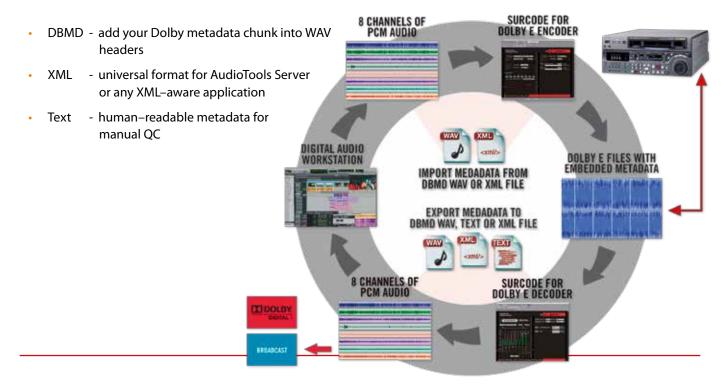
## **Easy & Flexible Workflow**

SurCode for Dolby E provides a simple and flexible workflow tailored specifically to your platform and workstation. All platforms, including Pro Tools, Media Composer, NewsCutter, Symphony, VST and Final Cut are included on a single license.

- · Settings are conveniently embedded in your session for instant recall or rework
- Supports all Dolby metadata
- Choose the best way to integrate into your own workflow

## **Complete Metadata Management**

SurCode for Dolby E generates and preserves all Dolby metadata. This gives broadcast professionals the ability to control channel mode, downmix parameters, profiles, dialog level and other ancillary metadata. Browse or drag and drop DBMD to read existing metadata since SurCode for Dolby E imports and exports metadata as:



## **SurCode for Dolby E Encoder**

SurCode for Dolby E encoder provides in–depth Dolby E encoding, supporting all Dolby E encoder program configurations. Dolby E and program metadata are displayed and can be updated, all via a simple, tabbed user interface. The SurCode for Dolby E Encoder plug–in seamlessly integrates with your workstation using the current session information.

- Pro Tools, Media Composer & NewsCutter AudioSuite; cross-platform VST & Final Cut Pro Export
- Up to 8 input channels, with flexible input routing
- Full metadata management
- Includes plug-in templates & presets
- DBMD import/export
- DP600 emulation option for guard band & other file settings
- Optionally enable or disable timecode in encoded files
- Frame offset control for tape-based or Dolby hardware layback
- Writes 20, 24 or 32 bit WAV files
- Supports both dual mono or single interleaved WAV files
- Stream metadata from legacy hardware via optional USB-to-RS-422 serial cable



## **SurCode for Dolby E Decoder**

SurCode for Dolby E Decoder decodes Dolby E files or streams, and provides output and routing of audio streams. Playback control is at your fingertips, with convenient program selection that optionally routes stereo essence automatically to your default 1/2 bus pair, eliminating the need to repatch. The user interface displays program configuration, output metering, metadata, decoding status and a decoding error indicator for both the Dolby E file and individual programs. SurCode for

Dolby E Decoder also enables real time testing and playback for tight and consistent quality control.

- Supports all Dolby E encoder program configurations including 5.1 + 2
- Dolby E Data Bit Depth of 20 or 16 bit
- Up to 8 output channels per file or stream
- Import DBMD chunk or XML metadata file
- Provides both peak & RMS metering (VST, RTAS & AudioSuite only)
- Display & update Dolby E + per-program metadata
- Save user–defined presets

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## **SurCode for Dolby E Stream Player**

The SurCode for Dolby E Stream Player plug–in delivers real–time decoding capability for all your post–production stake-holders, even when they are only equipped for stereo routing playback. As a complement to a complete Dolby E workflow or, a low cost quality control solution for any of your rooms, SurCode for Dolby E Stream Player easily integrates the Dolby E format into existing workflows across platforms and applications, providing more choice for video post production profes-

sionals. It's a problem solver for broadcasters, contractors, second units, location crews and anyone who needs to incorporate Dolby E into their workflow without the bulk and expense of full surround. SurCode for Dolby E Stream Player enhances NewsCutter, Media Composer, Symphony, Pro Tools, Final Cut Pro 6 or 7 plus Nuendo, Pyramix and Fairlight or qualified VST hosts.

- Real-time downmixing of 5.1 to stereo
- Downmix parameters taken directly from Dolby E metadata for a true emulation
- Real-time program selection during playback
- Adjustable downmix headroom control
- Comprehensive Dolby E metadata display
- Export metadata to XML or text



## The Dolby E Ecosystem

As the experts in cross–platform support for Dolby formats, Minnetonka Audio's Dolby E support is deep and wide. We also distribute a number of 3rd party Dolby E production tools that complement any Dolby E workflow...

## **Dolby Media Meter 2**

Dolby® Media Meter 2 measures loudness in programming for broadcast, packaged media, cinema trailers, VOD, and games. Dolby Media Meter 2 features optional Dialogue Intelligence™ technology, which automatically detects speech in the audio track and only then measures loudness. Dolby Media Meter 2 supports ITU-R BS.1770-1 and 1770-2, plus the EBU R 128 loudness measurement specifications.

- Leq(A)
- True Peak
- Dialogue Range
- Amplitude meters
- Real-time graphing
- Leq(m) for cinema trailers & commercials
- Included a high quality, user-adjustable peak limiter
- Adjustable warnings with user–selectable function & threshold



## **Dolby Media Emulator**

Dolby® Media Emulator is a software tool for authoring and post that provides real-time emulation for Dolby broadcast formats. Acting as a plug-in for popular digital audio workstations, Dolby Media Emulator lets an operator preview the results of differing metadata values when decoding Dolby Digital, Dolby Digital Plus, and HE-AAC audio formats.

- Accurately simulate playback through licensed consumer electronics
- True monitoring of LtRt & downmixes from all sources
- Determine accurate dialogue normalization metadata values
- Loudness meter supports ITU-R BS.1770, ITU-R BS.1770-2/3
  & EBU R 128 + Dialogue Intelligence™



## Dolby E WaveFileAnalyzer

Dolby E WavFileAnalyzer automates content verification and correction for Dolby E essence. Designed for use by broadcasters, service providers and content delivery, Dolby E WavFileAnalyzer evaluates the audio content along with the container. It performs conformance and quality analysis plus a range of customized checks

specifically for Dolby E, including correction of the line position.

- BWF file to mono WAV conversion
- Mono WAV to BWF conversion
- SMPTE frame alignment
- 3 levels of log generation
- Information (INFO)
- Warnings (WARN)
- Errors (ERROR)
- 16, 24 & 32 bit compliant

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## **Broad Platform Support**

SurCode for Dolby E includes encoder and decoder plug-ins for Pro Tools, Final Cut, Symphony, Media Composer, NewsCutter, and VST versions for qualified surround-capable workstations such as Nuendo, Pyramix, Sequoia and Fairlight.

## SurCode for Dolby E — for Media Composer, Symphony & NewsCutter

For faster–than–realtime processing, the SurCode for Dolby E plug–in appears as an AudioSuite encoder and decoder, right in the AudioSuite menu of your Avid workstation. For realtime audition from the timeline, the SurCode for Dolby E Decoder RTAS plug–in is also included. The time saving Mixdown feature for Media Composer, Symphony and NewsCutter allows you to apply the RTAS decoder, in a faster–than–real time capacity, to a multichannel bus. It not only decodes the audio but automatically creates a multichannel track, and prints the decoded PCM audio to that track.

Looking for a low cost way to monitor Dolby E with only stereo? With the ability to downmix all eight channels of Dolby E to stereo, SurCode for Dolby E Stream Player lets you invest only in what your customers and workflows dictate.

## SurCode for Dolby E — for Pro Tools



For faster-than-realtime processing, the SurCode for Dolby E plug-in appears as an AudioSuite encoder and decoder, right in the AudioSuite menu of your Pro Tools workstation. For realtime audition from a file, the timeline, or a live input, the SurCode for Dolby E Decoder RTAS plug-in is also included, with AAX arriving soon. When only QC or confidence monitoring is required, the low cost SurCode for Dolby E Stream Player saves money and frees up more costly resources.

## SurCode for Dolby E — for Nuendo

For faster-than-realtime processing, the SurCode for Dolby E VST Encoder encodes by selecting the NUENDO Audio Mixdown option in the File Export menu. The SurCode for Dolby E Decoder VST plug-in allows realtime audition from a file, the timeline, or a live input as an Insert plug-in on your multichannel track. SurCode for Dolby E Stream Player saves you time and resources, decoding in Nuendo in stereo.

## SurCode for Dolby E — for Pyramix



Pyramix For faster-than-realtime processing, the SurCode for Dolby E VST Encoder encodes by selecting the Project menu, where you select Mix Down. The SurCode for Dolby E Decoder VST plug-in allows realtime audition from a file, the timeline, or a live input as an Insert pluq-in on your multichannel track. For your B room, SurCode for Dolby E Stream Player saves time and money, with stereo decoding in Pyramix.

## *SurCode for Dolby E — for Fairlight*



For encoding, use the Insert Config menu in the Mixer Megamode. For faster-than-realtime processing, the SurCode for Dolby E VST Encoder encodes by selecting the Wave menu in the Editor Megamode.

## SurCode for Dolby E — for Final Cut



For faster-than-realtime processing, the SurCode for Dolby E Encoder and Decoder appear as options in the File Export menu. For confidence monitoring and QC in a stereo environment, SurCode for Dolby E Stream Player is the lowest cost solution available.

## SurCode for Dolby E — for Sequoia



For realtime processing, the SurCode for Dolby E VST Encoder encodes via the Plug-ins menu, where you select VST FX. The SurCode for Dolby E Decoder VST plug-in gives you realtime auditioning from a file or the timeline, and SurCode for Dolby E Stream Player lets you monitor Dolby E in stereo right in Sequoia.

### **System Requirements**

For specific system requirements and product bundles, visit our web site at www.minnetonkaaudio.com.

