

SurCode for Dolby E

Dolby E is the industry standard for transporting multichannel digital audio, and SurCode for Dolby E brings Dolby E to your workstation. As the first complete file-based tool kit for Dolby E, SurCode for Dolby E is a full Dolby E Encoder and Decoder application suite that allows quick processing and management of file-based Dolby E assets and metadata right on your digital workstation or on your computer.

- Structured workflow
- Increased productivity
- Ease of integration
- Faster than real-time use
- Flexible license handling

- Settings are conveniently embedded in your session for instant recall or rework
- Stay in sync since the encoder uses session frame rate and session start time while the decoder synchronizes with the host time line
- Supports all Dolby Metadata
- Use the decoder as a real-time Dolby E stream player for quality control
- Pro Tools, VST, Audio Tools AWE and stand alone versions included on a single license
- Choose the best way to integrate into your workflow

DOLBY E Encoder/Decoder for Broadcast and Post Production



Integrated or Standalone

Imagine Dolby E right in your workstation. SurCode for Dolby E contains Encoder and Decoder plug-ins for Pro Tools, Audio Tools AWE and VST versions for qualified surround-capable workstations such as Nuendo, Pyramix, Fairlight or Sequoia. It also includes a stand-alone version so you have complete flexibility to work in your DAW, on a separate computer or, in conjunction with existing hardware and traditional gear.

Easy, Flexible Workflow: File Based or Tape Based

SurCode for Dolby E provides faster than real-time Dolby E encoding directly from your Pro Tools timeline. If you need to integrate Dolby E into an existing tape based work flow, SurCode for Dolby E Decoder can directly decode Dolby E streams from your Pro Tools timeline or from a live AES/EBU input feed from your deck. You can also lay back Dolby E assets to tape while using SurCode for Dolby E Decoder as a live input confidence monitor for real-time Dolby E decoding.

Complete Metadata Management

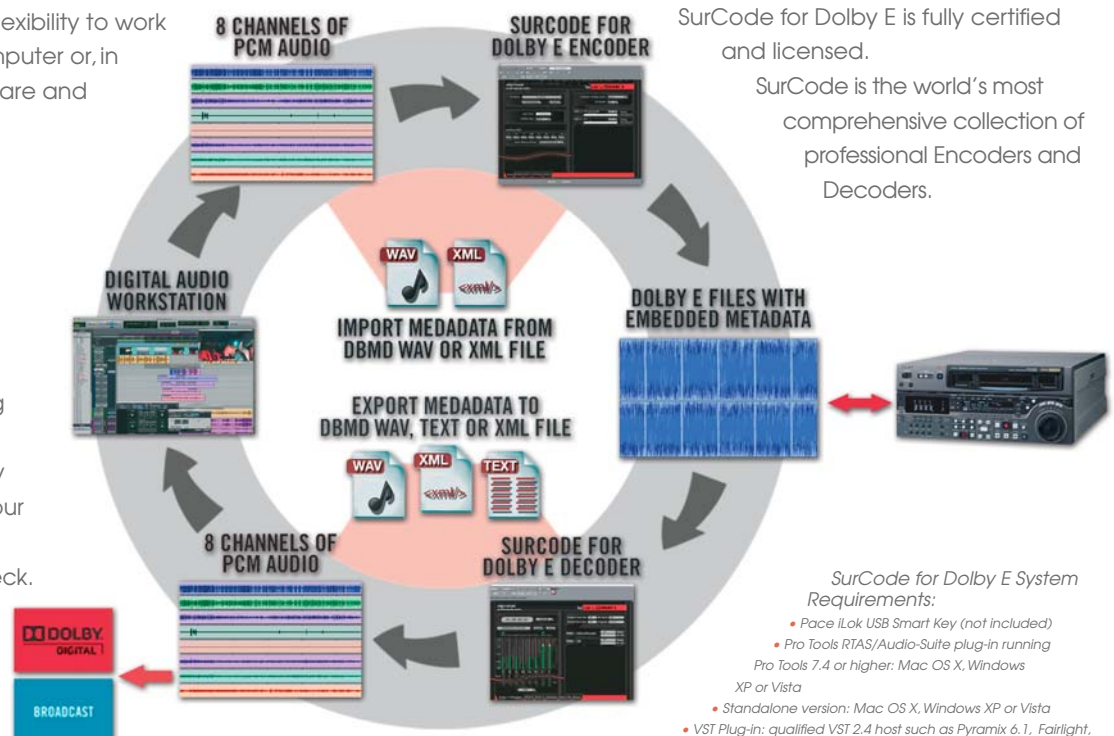
SurCode for Dolby E generates and preserves all Dolby metadata. This gives broadcast professionals the ability to control downmix, dialog level and other essential metadata. SurCode for Dolby E imports and exports metadata as:

- DBMD – write Dolby Media Data chunk into WAV file
- XML file – Minnetonka Audio Software defined XML format

Fully Certified

As with all members of the SurCode family, SurCode for Dolby E is fully certified and licensed.

SurCode is the world's most comprehensive collection of professional Encoders and Decoders.



SurCode™ for Dolby® E Encoder and Decoder

Features:

- Faster than real time encoding
- Writes Dolby E WAV files and supports all Dolby metadata
- Frame Rates: 23.976, 24, 25, 29.97 & 30 fps
- Channels: Up to 8 input channels with flexible input routing
- Supports all Dolby E encoder program configurations including 5.1 +2
- Dolby E Data Bit Depth: 20 or 16 bit
- Dolby E Metadata Import: browse or drag & drop from WAV files containing DBMD chunk or XML files
- Display and update Dolby E and per-program metadata
- Save user-defined presets
- Frame offset control for tape based delivery or use with Dolby hardware

SurCode for Dolby E Encoder

SurCode for Dolby E Encoder provides full 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 user interface. SurCode for Dolby E Encoder plug-in seamlessly integrates with your workstation using the current session information, while

the Audio-Tools AWE and standalone versions offload and automate the workflow from the DAW.

- Pro Tools AudioSuite, VST plug-in (M/W)
- Faster than real-time encoding
- Full Metadata management
- Use plug-in templates as presets
- DBMD import: browse or drag and drop DBMD WAV
- Option to use DP600 like settings for guard band and other file settings
- Option to enable or disable timecode in the encoded file

Features:

- Use the decoder as a real-time Dolby E stream player for quality control – decode from track stream or live input
- Decode all 8 channels in one pass
- Accepts Dolby E WAV files and supports all Dolby metadata
- Provides both peak and RMS metering
- Frame Rates: 23.976, 24, 25, 29.97 and 30 fps
- Channels: Up to 8 output channels
- Supports 24, 20 or 16 bit Dolby E material
- Program configurations: all Dolby E configurations
- Flexible channel routing, per-program configuration
- Full metadata display
- Outputs metadata to a TXT or XML file
- Writes DBMD Metadata chunk to selected .wav file
- Frame offset control for tape based delivery or use with Dolby hardware
- Automatic channel configuration in Pro Tools LE.

SurCode for Dolby E Decoder

SurCode for Dolby E Decoder decodes Dolby E files and provides output and routing of audio streams. The user interface displays program configuration, output metering, and metadata 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. While the SurCode for Dolby E Decoder plug-in allows integrated access to Dolby E files, the Audio Tools AWE and standalone versions offload and automate the workflow from the DAW.



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