

> EuroSport

Transmissions Management

Eurosport is a subsidiary of TFI which is not only the leading French general-interest television channel but also an integrated communications group. Eurosport as the name implies is dedicated to sport and is Europe's leading sports TV channel and sports multimedia platform. Over 120 sports are routinely covered, 50% of them live.

■ The Project

- To provide a single interface to control all incoming satellite signals.
- To facilitate and to secure the reception of satellite signals.
- To provide a customised interface to suit Eurosport's needs.

■ OpenNet Solution

- NETIA's Nodal Master is used to select the satellite from which there will be an incoming signal.
- Nodal Master indicates which satellite dishes are available to access the satellite.
- If the satellite dish is motorised Nodal Master positions it automatically to the correct satellite.
- Nodal Master is used to select one or more IRDs to decode the signal. The radio frequency grid automatically switches the satellite dish to the selected IRDs.
- Nodal Master is also used to set the parameters for the selected IRDs.
- After validation the signal is made available within Eurosport as a serial digital interface.

■ Product Benefits

- Simple and rapid transmission control no matter the resources used.
- Effortless control of several simultaneous transmissions via a single interface and remote piloting of equipment.
- Different operators can use the system as resources are managed concurrently: Nodal Master ensures that a resource selected is not included in another transmission.
- Real time management of alarm messages from the equipment.



■ Productivity Benefits

- Reliable transmissions: the software indicates the availability of the chosen resources.
- Time saving: less time is required to setup a transmission.
- Security of stored settings: by Db Share ensuring the security of stored settings for each item of external equipment and by the presence of 2 proxy.

*Software used in the
OpenNet range:*

Nodal Master