

BATON® Media Player



BATON® Media Player (BMP) is an industry grade media player for enhanced debugging, which works in sync with BATON fast and frame accurate manual review of the media content. BMP lets the users cut short the debugging time and navigate to the erroneous location with a single click. As an add-on player with the capability to open BATON verification reports, the user can pinpoint and play the media around the error location and manually validate the severity of the error. With features like "Slow playback around error", "Play all errors", BMP plays all the detected faults/errors in an automated manner without requiring any manual intervention.

Salient Features

- View eyeball QC checks enabled in the BATON Test Plan, and add necessary errors, as well as mark each manual task as reviewed
- User interface available in Chinese, Japanese, Spanish and Portuguese languages
- Easy to use interface to play and debug the erroneous files verified by BATON
- Easily navigate to the different error locations using thumbnails, time codes, and error messages; Navigate to previous error, next error, all/selected errors one by one
- Easily add error, ignore error, restore error, add comments etc. while manually reviewing the verification report
- Play, pause, rewind, fast forward, go to timecode, jog and shuttle, move to next/previous frame etc.
- Play the error frames in slow motion, control play duration and more
- Get detailed information of the errors and attributes of the audio and video tracks
- Use Region Marking options to highlight the portion of the video frames that contributed to an error (RGB, VSL, Light level, Dropout)
- Enlarge thumbnails to examine error points in details; Refer Error Boundaries marked for enhanced analysis
- Use the Error Timeline feature for an overview of the errors present in the content according to the time
- Use Live Loudness Meter to highlight current loudness levels
- Monitor the color intensity and range during playback using RGB Parade and Vector Scope
- Use the Mark-in Mark-out feature to manually define and validate different segments of the content
- Playback from different content locations: Local, UNC, FTP, Amazon S3, Avid interplay, Google Cloud Storage (GCS), Azure Blob storage, HTTP server etc.

BMP Supports

- Various audio, video, and container formats
- Different Closed Captions/Subtitles formats
- SDI Playout options using AJA and BlackMagic Card
- Both Windows and Mac OSX platform

Streams and Formats Support

Container Formats	LXF, MXF, GXF, AVI, MP4, MXF, MOV, MPEG-2 Transport, MPEG-2 Program, ASF, REDCODE RAW(.R3D), DV, DCP, WebM, MKV, VP9 video codec in WebM/ MKV containers
Packages	CPL (Composition Playlist Format), ISM (Smooth Streaming), DCP (Digital Cinema Package), Related Audio Video Files, AAF (Advanced Authoring Format), MPEG DASH and Fragmented MPEG DASH, Apple Fairplay, HSS, HLS, Spanned P2 clips, SONY XDCAM, Supplemental IMF package, Supplemental IMF package
Video Codecs	Kodak Cineon (.cin), TARGA, TIFF, DPX Video, MPEG-1, MPEG-2, AVC, JPEG2000, QuickTime, DV Video, Cineform, DNxHD, MPEG-4, Uncompressed RGB, VC1 Video (Advanced Profile), Uncompressed YUV (Support extended for Y42B fourcc code), J2C, HEVC (CC in HEVC), Canopus HQ, MPEG-4 SStP, Sony RAW, Sony X-OCN and RED2 video codec
Audio Codecs	LPCM, AC3, Dolby E, AES3, AAC, MPEG-Audio, WMA Audio, MP3, Vorbis, FLAC audio codec
Elementary Formats	H.264, MPEG-2 Video, WAV, AAC, AC3
Closed Captioning Formats	EIA-608 and EIA-708 CC data in MXF, Quantel Closed Caption data in MXF, GXF, LXF formats and in MPEG2 and H.264 User data, Divicom 608, SCTE-20 608 CC data in MPEG-2 Video
Subtitle Formats	CineCanvas in DCP, STL, WebVTT, WebVTT inside HLS, SRT, SAMI, Scenarist SCC, TTML, TTML-DFXP, TTML-SMPTE2052, ASS, iTunes, CineCanvas, VBI lines, IMSC1 present in MXF, ARIB

Media Player for Validation / Debugging



24x7 Post Sales Support

BATON's renowned technical support is available anytime to ensure users are always up and running.