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## → Globe Trotting

**XOR Media and FilmPartners Bring Collaboration in a Video Production Environment**

XOR Media (formerly SeaChange Broadcast), has collaborated with post-production technology provider FilmPartners. XOR and FilmPartners will offer media companies a powerful file-based production workflow. The integration uses the XOR Universal.

MediaLibrary as a scalable shared storage and FilmPartners' MXF server software as a production file system enables close collaboration in a multi-client and multi-platform post-editing environment.

In a typical broadcast production setup, a mix of individual and disparate systems makes collaboration and productivity a challenge for editors and post-production personnel. Files need to be copied from a central storage and edited in a local workstation, dramatically increasing storage requirements in the facility and creating redundancies and inefficiencies in the workflow.

In the XOR-FilmPartners workflow, the XOR Universal MediaLibrary (UML) enterprise storage system consolidates the storage requirements of different production servers - AVID Media Composer, Apple Final Cut Pro and Adobe Premiere Pro. The UML is a robust media storage that supports both real-time play-to-air and high-performance production. It is unique in its ability to support NAS and SAN connectivity simultaneously, so that media files are accessed without volume reconfiguration or gateways. It is an open, cloud-capable, and media-centric storage that can scale from a per-node capacity of 16TB to a cluster capacity of up to 64ZB, all in a single global namespace.

The UML also allows edit-while-ingest with several ingest devices for live broadcasting stations, giving the production team the ability to manipulate files before ingest is completed so that content is edited and played near to live.

To enable true collaboration among multiple non-linear editing (NLE) systems, FilmPartners' MXFserver adds an application layer on top of the shared storage. The MXFserver allows different NLEs to work on a single project housed in the central, cloud-based UML storage. It also activates effective shared operations with virtual media files through Bin Locking for Avid and multi-user locking for FCP 7 and Adobe Premiere Pro CS6. This means that there will be no duplication of media and that full security will be implemented. Personnel can edit directly in any editing station and work on Sony XDCam, Panasonic P2, and QuickTime files in any codec supported by NLEs.

**Conax Wins Ecuador Contract**

Conax, a solutions provider for protecting multi-device digital content, has formed alliance with Grupo TV Cable in Ecuador. Along with its partner Evolution Digital LLC, a competitive STBs provider, Conax has deployed a highly cost-effective and flexible content security solution for enabling Grupo TV Cable with smooth digital migration and additional services including pre-paid voucher and pay-per-view. The security provider's aim is to help Latin American pay-TV operators position their offerings for the future with proven digital video broadcasting (DVB) open standards solutions through the option to choose from a wide selection of proven, highly secure, reliable, and economical client devices for a total platform.

**DTS Completes Acquisition of SRS Labs**

DTS Inc. has acquired SRS Labs Inc., dealing in audio processing and enhancement technologies. The acquisition follows the satisfaction of all conditions to the closing of the transaction, including receipt of certain regulatory and transaction approvals by stockholders of SRS Labs. SRS Labs' common stock has ceased trading on the NASDAQ global market.

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