

Haivision SRT Hub powered by Azure

Intelligent Media Routing in the Cloud

RED5PRO



**GLOBAL
AZURE REACH**



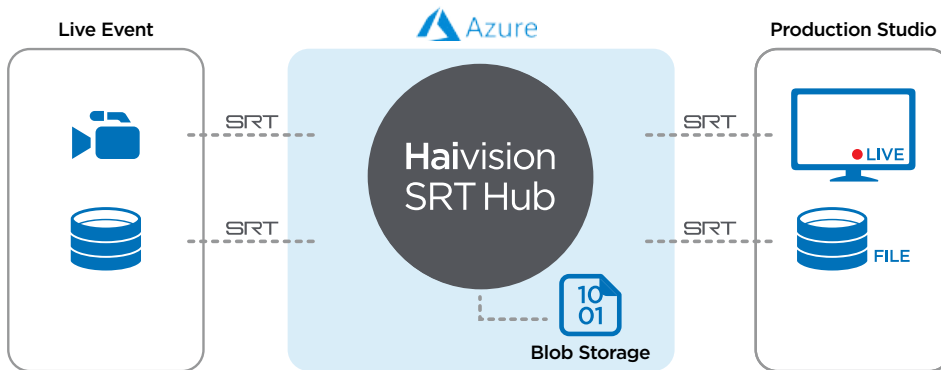
**INTELLIGENT
AUTOMATED ROUTING**



**CONNECTED
HUBLET ECOSYSTEM**

REACH. ROUTE. CONNECT.

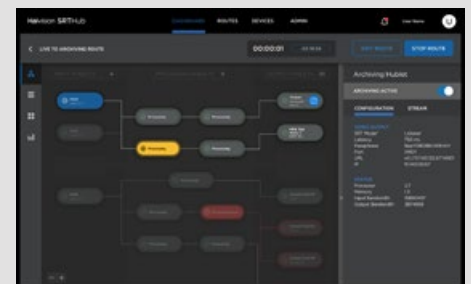
Haivision SRT Hub is a cloud-based service for routing low-latency, secure and reliable media for broadcast contribution, production, and distribution workflows. SRT Hub is the ideal solution for broadcasters seeking alternatives to costly satellite links, purpose-built fiber networks, or proprietary transport solutions.



USER INTERFACE



Dashboard:
Quick overview of cloud resources, routes, devices, high-level statistics



Routing:
Connect I/O hublets to create live & file routes from, and to, any worldwide Azure region

KEY FEATURES

Automated Routing	Built on cloud-native micro-services architecture
Live and File	Transport content securely and reliably
Easy-to-Use	Intuitive drag and drop workflow
Remote Device Control	Provision and manage end-points with IoT
Flexible Hublets	Connect SRT Hub to your production ecosystem
Powered by SRT	High-quality content across the global Microsoft Azure backbone

SRT HUB DEVELOPMENT PARTNERS



Microsoft



info@haivision.com
haivision.com

North America: 1.877.224.5445
International: +1.514.334.5445

Haivision



Deliver live broadcasts to millions of concurrent viewers with real-time latency under 500 ms making live interactivity a reality.

MILLISECONDS TO MILLIONS FOR LIVE INTERACTIVE BROADCASTS ACROSS ALL DEVICES

- Live camera feed is encoded by Makito X4 with H.264 and SRT protocol then sent to North Europe input region in SRT Hub
- SRT Hub delivers stream to Red5 Pro ingest server running on Azure instance in US EAST
- Red5 Pro Origin instance distributes the live stream through the globally distributed cluster (Relay and Edge nodes) running on Azure
- Live stream is then delivered from the Red5 Pro Edge nodes to customers over WebRTC with a total end to end latency of less than 500 ms

Live, high-quality, secure, scalable, globally-distributed, real-time video delivery with latency measured in milliseconds.

