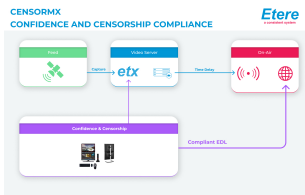


EA2232 ETERE CENSORMX SIMPLE

A reliable, powerful and scalable live censorship and time delay solution to quickly edit, or delay any video segment as well as replace any audio segment.



CensorMX Diagram



CensorMX Dual Monitor



CensorMX

Etere CensorMX Simple is a reliable, powerful and user-friendly Live Censorship and Time Delay platform that allows you to edit or replace any video segment, insert clips or advertisements on the fly, as well as easily mute or bleep any audio segment. It features a dual-monitor design that enables Hi-Res preview alongside a second monitor that is capable of displaying the CensorMX Simple interface with full controls for a seamless operation. CensorMX Simple also offers workspace customization that allows the user to pick the layout that they want or use a default setting. The software is also a client server application that allows a single client to control multiple servers with zero delay technology for preview, making Etere CensorMX Simple a flexible, reliable and cost-effective solution.

Etere CensorMX Simple comes equipped with a comprehensive editing suite containing all essential tools to allow broadcasters to quickly and efficiently replace footages. Its load balanced architecture ensures a fault-resilient and powerful performance. With CensorMX Simple, broadcasters are able to build a library of clips that can be inserted without delay, into time-critical live footages.

Optimised to accomodate smaller broadcasters, CensorMX Simple offers all the necessary features of the usual CensorMX but on a smaller scale, and a lower price.

Censorship Edits

- **Video Editing Capabilities:** Insert new footage, replace existing content, delete unwanted segments, conceal visual elements, and apply censorship techniques such as video bleeping
- **Audio & Signal Control:** Mute audio selectively, execute a "cut to mute" function to halt the on-air audio feed, or implement a "cut to black" to interrupt the live video signal and display a black screen

