

EA9245 ETERE RADIO LIVE CLIENT SERVER

Maximize productivity and secure your information with the client architecture of Etere Radio-Live.



Radio Live Client Server



RADIO LIVE CLIENT SERVER

Etere Radio-Live uses a client-server software architecture comprising the Radio Live Playout, the client system, and the Radio Live Engine, the server system, all working on the same computer. This unique software model introduces a distributed client and server software system that distributes workload more efficiently.

Advantages of the System

The integration of the client-server architecture allows easy maintenance and a fault-resilient performance. With this, you can replace, repair, upgrade, or even relocate the Radio Live Playout without affecting the main engine. It is fully redundant and uses a native IP.

All your data is stored on the servers; the Radio Live Engine comes embedded with security features. The Radio Live Engine features better visibility, ensuring only those with appropriate permissions can access and alter data.

As the central hub for management, Radio Live Playout ensures seamless control; the Radio Live Engine is a redundancy for the entire broadcasting system. If your Playout system goes down, the Radio Live Engine will always stay available, your stream will never go off the air, and you can still edit the audio and video feeds through the Playout.

Etere Radio Live client-server features a fully redundant architecture, ensuring your system will never fail. This client-server enables Radio-Live to provide primary and backup storage for your data and allows multiple clients to connect.

Etere Radio Live's client-server is also entirely IP-based, ensuring better and more flexible connections that can be scaled up whenever necessary. Radio Live's IP connectivity provides a fully virtualised system that is easy to use. The entire IP connectivity makes customisation possible and ensures a faster connection with a more secure and reliable output and input.

Key Features

- □ Easy to maintain
- □ Secure data protection with client-server architecture
- □ Customisable security protocols
- □ Radio Live Playout and Engine runs on full redundancy for a fault-
- resilient performance
- □ Distributed architecture

