TVTechnology

# Audio Consoles Integrate AES67 Advances

## SMPTE ST 2110 should accelerate IP adoption

Gary Eskow  Jan 22, 2018

NEW YORK—Thanks to the adoption of the SMPTE ST 2110 standard, 2018 promises to be the year when integration of audio and video becomes easier and faster.

The synchronization of all streams will simplify the process of recording content, pulling apart audio and video in order to work individually on the components and then bind them back together. How will console manufacturers respond to the new requirements?

*Phil Owens, senior sales engineer, Wheatstone*

AES67 will be the required audio format. Every packet in an AES67 stream is time-synched, making it possible to re-synch audio and video. Phil Owens, senior sales engineer at Wheatstone in New Bern, N.C., says that the new SMPTE standard will be good for his company.

"In the past, with HD-SDI, audio was embedded in the video stream," he said. "You had to de-embed it—which required a bunch of hardware—then re-embed it, which required even more hardware. It's going to take a while for stations to adopt AES67, but when they are looking at new systems they will have to make sure they support the SMPTE ST 2110 requirements.

"For us, it's good because we have a whole IP infrastructure we've developed over the last decade, which has been used in a large number of radio and TV facilities," Owens continued. "Our Wheatstone Blade network is an IP audio network that's perfectly suited to supporting the SMPTE ST 2110 spec. If a station is looking at IP-based systems, the Blade offers great connectivity between various systems."

Owens pointed to a second benefit to AES67 adoption. "All of the different platforms that are in use—house routers, audio systems, intercoms, for example, will now have a common protocol," he said. "We're constantly adding new features to the Blade network. The most recent is a utility that can be built in that will let a Blade connect to a Dante network. We're continuing to develop control surfaces—what we used to call audio boards—that take advantage of our Blade network and use it as their backbone."