

# Encoders

The encoders tab is where you go to take an input, encode it and stream it somewhere.

The signalTRX 2x3 has 8 on board hardware encoders (at 1080p60). 4 of these hardware encoders are available to the user. Each of these encoders also generates a low resolution sub-encode which is available as a webRTC source for the Sygnal system to use for things such as multi viewers and iPad camera multiviews.

The encoders tab is split into three columns: Source, Encoder, Stream. If you have not yet created an encoder, click on the "add hardware encoder" button, then select your chosen codec. This will create a new row with a source, encoder and stream.

## Source

In this column, the user chooses from the list of available sources to feed into the encoder. The options are:

- SDI input 1
- HDMI input 1
- Prompter Moudle Out
- Playback Module Out
- Bars Generator
- No Source

Select one of these from the dropdown list, and click 'set'. Changing the source will - obviously - interrupt the streams. So don't do this while on air!

In the top right corner of the stream block is an 'x' which sets the source back to 'No Source'.

Next to this there is a restart button which restarts the input, which can be useful for giving the system a "kick" in the unlikely event that the source changes format and the signalTRX does not detect this change automatically.

In the body of the stream block, useful information is displayed such as the format and frame rate.

In the top left corner of the stream block is a status light. Green means a valid signal is present. Red means there is no valid signal present.

## Encoder

In this column you can configure the encoder profile.

Select the cog in the top right corner of the encoder to change these settings. There are tooltips which describe each parameter in detail. For further details, tooltips contain links to the glossary of terms. LUTs can also be applied here. Simply upload the .cube file in browser, or browse from our selection of pre-installed LUT files.

Once you are happy with your changes, press 'set'. Or if unhappy, press 'cancel' to cancel. Changing some parameters in the encoder will cause the stream to stop and restart, dropping a frame or more. If this is the case, a message will alert you to this next to the set button. If you are happy with your parameters and wish to save them as a default, press the "save" button next to the preset dropdown, and give it a name when prompted. If you wish to copy the settings to quickly apply them to another encoder, press the "copy" button and then the "paste" on the destination encoder.

In the top center of the encoder block, there is a toggle switch to enable and disable the encoder.

In the top right of the encoder block, there is a restart button: to restart the encoder; a cog: to configure the encoder; and an 'x' which deletes the encoder.

In the body of the encoder block, useful information is displayed such as the codec, format, frame rate and which LUT is currently applied.

In the top left of the encoder block is a status light. Green means that the encoder is running and encoding successfully. Red means that the encoder is not currently running and encoding successfully.

## Stream

In the streams column, you can add, manage and delete streaming destinations.

To add a stream, click add, and then configure the streaming destination. There is a field for entering a human readable name like "Jamie's Facebook Live", so that you can easily keep track of which stream is which.

To delete a stream, click the 'x' icon at the top right of a streaming block.

To edit a stream, click the cog icon at the top right of a streaming block. If you are happy with your parameters and wish to save them as a default, press the "save" button next to the preset dropdown, and give it a name when prompted. If you wish to copy the settings to quickly apply them to another encoder, press the "copy" button and then the "paste" on the destination stream.

In the top center of the streaming block there is a toggle switch to turn a streaming destination on or off.

In the top left of the streaming block is a status light. Green means it is successfully streaming to its destination. Red means it is not successfully streaming.

# Assigning the user button to a function

Some functions, such as enabling and disabling a stream can be assigned to the [SYGNAL user button](#) on the side of the device. To quickly add a function to the user button, click the signal logo icon next to that button, and click "yes" when it asks if you wish to add that function to the user button. To remove the function, click the signal logo icon again. A list of functions that the user button is currently configured to perform can be found in the [system page](#).

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