SurCode for
DOLBY AUDIO™

SurCode for Dolby E

The Industry Standard for Dolby E on Your Workstation

Dolby E is the industry standard method of transporting multichannel digital audio across an asset's entire post–production life cycle, and SurCode for Dolby E is the industry's benchmark for file–based processing of Dolby E. As the first and most complete tool kit for Dolby E, SurCode for Dolby E is a certified Dolby E encoder and decoder suite that allows fast and easy processing and management of file-based Dolby E assets and metadata.

- Structured workflow
- Increased productivity
- Flexible license handling
- Encode, decode & monitor
- Broad platform support —Avid, Adobe, Final Cut & VST
- Interoperable with Dolby hardware
- Lowest cost Dolby monitoring solution in the industry

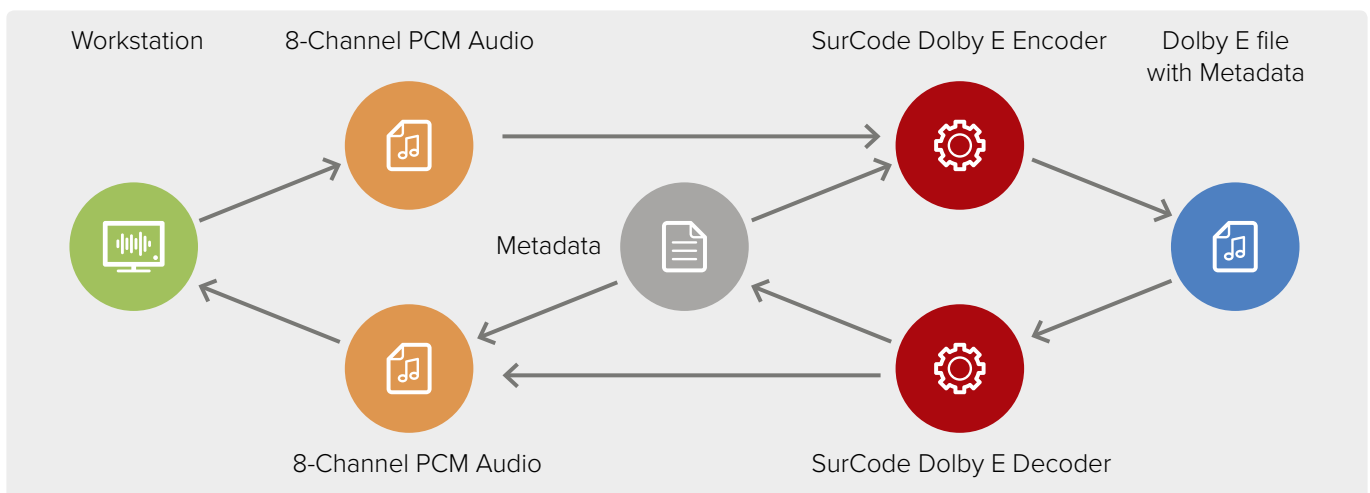### Easy & Flexible Workflow

SurCode for Dolby E provides a simple and flexible workflow tailored specifically to your platform and workstation. All platforms, including Pro Tools, Media Composer, NewsCutter, Symphony, Adobe Premiere Pro, VST, Final Cut, and Windows/Mac standalone are included on a single license.

- Settings are conveniently embedded in your session for instant recall or rework
- Supports all Dolby metadata
- Choose the best way to integrate into your own workflow

Complete Metadata Management

SurCode for Dolby E generates and preserves all Dolby metadata. This gives broadcast professionals the ability to control channel mode, downmix parameters, profiles, dialog level and other ancillary metadata. Browse or drag and drop DBMD to read existing metadata since SurCode for Dolby E imports and exports metadata as:

- DBMD - add your Dolby metadata
- chunk into WAV headers
- XML - universal format for AudioTools Server
- or any XML–aware application
- Text - human–readable metadata for manual QC

Workstation   8-Channel PCM Audio   SurCode Dolby E Encoder   Dolby E file with Metadata

Metadata

8-Channel PCM Audio   SurCode Dolby E Decoder

Dolby E Encoder

SurCode for Dolby E Encoder provides in–depth Dolby E encoding, supporting all Dolby E encoder program configurations. Dolby E and program metadata are displayed and can be updated, all via a simple, tabbed user interface. The SurCode for Dolby E Encoder plug–in seamlessly integrates with your workstation using the current session information.

- Pro Tools, Media Composer & NewsCutter AudioSuite
- Adobe Premiere Pro
- cross–platform VST & Final Cut Pro Export
- Windows/Mac standalone
- Up to 8 input channels, with flexible input routing
- Full metadata management
- Includes plug–in templates & presets
- DBMD import/export
- DP600 emulation option for guard band & other file settings
- Optionally enable or disable timecode in encoded files
- Frame offset control for tape–based or Dolby hardware layback
- Writes 20, 24 or 32 bit WAV files
- Supports both dual mono or single interleaved WAV files
- Stream metadata from legacy hardware via
- optional USB-to-RS-422 serial cable

SurCode for Dolby E Decoder

SurCode for Dolby E Decoder decodes Dolby E files or streams, and provides output and routing of audio streams. Playback control is at your fingertips, with convenient program selection that optionally routes stereo essence automatically to your default 1/2 bus pair, eliminating the need to repatch. The user interface displays program configuration, output metering, metadata, decoding status and a decoding error indicator for both the Dolby E file and individual programs. SurCode for Dolby E Decoder also enables real time testing and playback for tight and consistent quality control.

- Supports all Dolby E encoder program configurations including 5.1 + 2
- Dolby E Data Bit Depth of 20 or 16 bit
- Up to 8 output channels per file or stream
- Export DBMD chunk, XML or text metadata
- Provides both peak & RMS metering (AAX, VST, RTAS & AudioSuite only)
- Pro Tools, Media Composer & NewsCutter AudioSuite;
- cross–platform VST & Final Cut Pro Export
- Windows/Mac standalone
- Display & update Dolby E + per-program metadata
- Save user–defined presets

SurCode for Dolby E Stream Player

The SurCode for Dolby E Stream Player plug–in delivers real–time decoding capability for all your post–production stakeholders, even when they are only equipped for stereo routing playback. As a complement to a complete Dolby E workflow or, a low cost quality control solution for any of your rooms, SurCode for Dolby E Stream Player easily integrates the Dolby E format into existing workflows across platforms and applications, providing more choice for video post production professionals. It's a problem solver for broadcasters, contractors, second units, location crews and anyone who needs to incorporate Dolby E into their workflow without the bulk and expense of full surround. SurCode for Dolby E Stream Player enhances NewsCutter, Media Composer, Symphony, Pro Tools, Final Cut Pro 6 or 7 plus Nuendo, Pyramix, Adobe Premiere Pro or qualified VST hosts.

- Real–time downmixing of 5.1 to stereo
- Downmix parameters taken directly from Dolby E
- metadata for a true emulation
- Real–time program selection during playback
- Adjustable downmix headroom control
- Comprehensive Dolby E metadata display
- Export DBMD chunk, XML or text metadata

The Dolby E Ecosystem

As the experts in cross–platform support for Dolby formats, Minnetonka Audio's Dolby E support is deep and wide. We also distribute a number of 3rd party Dolby E production tools that complement any Dolby E workflow.

Dolby E WaveFileAnalyzer

Dolby E WavFileAnalyzer automates content verification and correction for Dolby E essence. Designed for use by broadcasters, service providers and content delivery, Dolby E WavFileAnalyzer evaluates the audio content along with the container. It performs conformance and quality analysis plus a range of customized checks specifically for Dolby E, including correction of the line position.

- BWF file to mono WAV conversion
- Mono WAV to BWF conversion
- SMPTE frame alignment
- 3 levels of log generation
- 16, 24 & 32 bit compliant
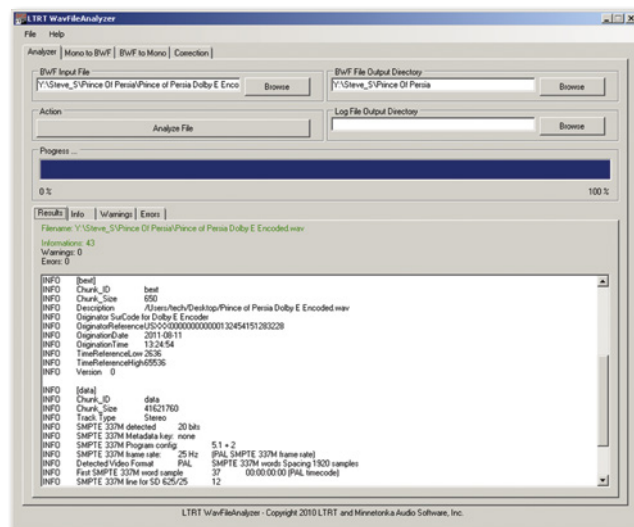
Broad Platform Support

SurCode for Dolby E includes Windows/Mac standalone encoder and decoder and plug–ins for Pro Tools, Final Cut, Symphony, Media Composer, NewsCutter, and VST versions for qualified surround–capable workstations such as Adobe Premiere Pro CC, Nuendo, Pyramix, and Sequoia.

SurCode for Dolby E Encoder – Windows/Mac standalone

For faster-than-realtime processing, SurCode for Dolby E Standalone is available as an iLok protected standalone application. This single license also gives you access to the AAX, RTAS, VST or Final Cut Pro Export plug-in formats available for SurCode for Dolby E Encoder – providing a comprehensive solution for nearly any workflow. The standalone software is cross-platform for Mac and Windows, so if you don't have access to a DAW or NLE, or just need to encode your content to Dolby E on the fly, SurCode for Dolby E Encoder Standalone will deliver… so you can deliver.

SurCode for Dolby E – for Media Composer, Symphony & NewsCutter

For faster–than–realtime processing, the SurCode for Dolby E plug–in appears as an AudioSuite encoder and decoder, right in the AudioSuite menu of your Avid workstation. For realtime audition from the timeline, the SurCode for Dolby E Decoder AAX and RTAS plug–ins are also included. The time saving Mixdown feature for Media Composer, Symphony and NewsCutter allows you to apply the AAX and RTAS decoders, in a faster–than–real time capacity, to a multichannel bus. It not only decodes the audio but automatically creates a multichannel track, and prints the decoded PCM audio to that track.

SurCode for Dolby E – for Pro Tools

For faster–than–realtime processing, the SurCode for Dolby E plug–in appears as an AudioSuite encoder and decoder, right in the AudioSuite menu of your Pro Tools workstation. For realtime audition from a file, the timeline, or a live input, the SurCode for Dolby E Decoder RTAS and AAX plug–ins are also included. When only QC or confidence monitoring is required, the low cost SurCode for Dolby E Stream Player saves money and frees up more costly resources.

Broad Platform Support

SurCode for Dolby E - for Adobe Premiere Pro CC

® For faster–than–realtime processing, the SurCode for Dolby E Encoder is available as a WIBU protected export plug-in in the Adobe Media Encoder export engine. SurCode for Dolby E VST Decoder decodes directly from the Premiere Pro time line. Simply drop a Dolby E encoded file onto the time line and instantiate a SurCode for Dolby E Decoder in the Audio mixer to either audition or decode to PCM.

SurCode for Dolby E - for Nuendo

For faster–than–realtime processing, the SurCode for Dolby E VST Encoder encodes by selecting the Audio Mixdown option in the File Export menu. The SurCode for Dolby E Decoder VST plug–in allows realtime audition from a file, the timeline, or a live input as an Insert plug–in on your multichannel track. SurCode for Dolby E Stream Player saves you time and resources, decoding in Nuendo in stereo.

SurCode for Dolby E - for Pyramix

For faster–than–realtime processing, the SurCode for Dolby E VST Encoder encodes by selecting the Project menu, where you select Mix Down. The SurCode for Dolby E Decoder VST plug–in allows realtime audition from a file, the timeline, or a live input as an Insert plug–in on your multichannel track. For your B room, SurCode for Dolby E Stream Player saves time and money, with stereo decoding in Pyramix.

SurCode for Dolby E - for Final Cut

For faster–than–realtime processing, the SurCode for Dolby E Encoder and Decoder appear as options in the File Export menu. For confidence monitoring and QC in a stereo environment, SurCode for Dolby E Stream Player is the lowest cost solution available.

SurCode for Dolby E - for Sequoia

For realtime processing, the SurCode for Dolby E VST Encoder encodes via the Plug-ins menu, where you select VST FX. The SurCode for Dolby E Decoder VST plug–in gives you realtime auditioning from a file or the timeline, and SurCode for Dolby E Stream Player lets you monitor Dolby E in stereo right in Sequoia.

System Requirements

For specific system requirements and product bundles, visit our web site at www.minnetonkaaudio.com.

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