Cinegy Encode 26.2 Manual

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Built 18.11.2026

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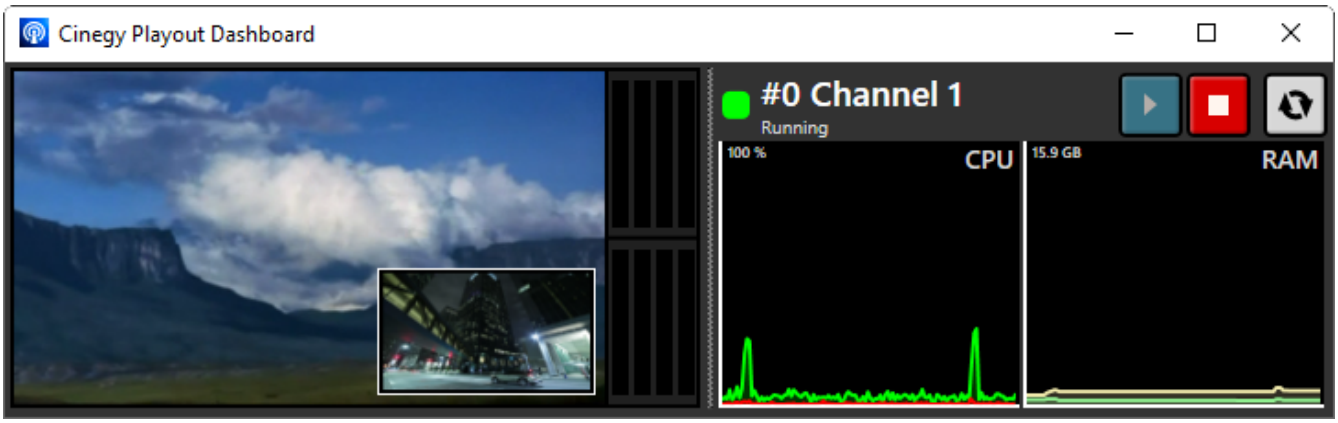
Cinegy Encode is a bridge or gateway that allows broadcasters to migrate from an SDI to an IP-based infrastructure in a gradual, step-by-step manner.

It has the ability to convert SDI streams into broadcast-quality, SMPTE-compliant RTP/UDP/SRT streams or vice versa. Cinegy Encode can convert multiple streams simultaneously with user-definable quality settings that meet the most demanding broadcast requirements.

It also provides full SRT support to securely send or receive IP streams via the Internet or contested WAN or LAN networks being able to convert them into any of the supported formats.

Cinegy Encode has full support for Newtek NDI as source or target format further increasing its versatility.

Cinegy Encode uses the same core engine as Cinegy Air and shares its design for reliability and performance.



Quick Start Guide

Chapter 1 Installation

1.1 Prerequisites

Make sure the machine you are using has the required Microsoft Windows operating system installed along with the latest service packs. Cinegy Encode system recommendations are available here.

Make sure that you have at least local administrator rights required to install and configure applications on your computer.

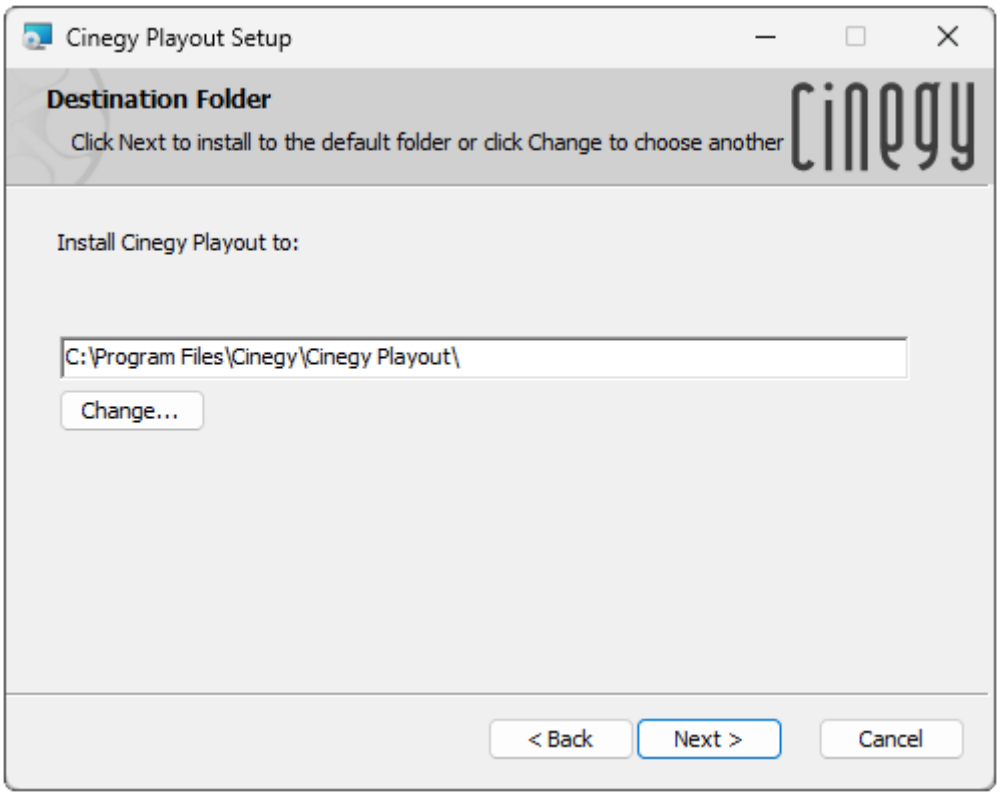
Download the latest Cinegy Air installation package, which contains the Cinegy Playout installer, from either the Cinegy Partner portal or the Cinegy Customer portal.

Make sure the "Core Engine" license is applied as per instructions from your sales manager.

1.2 Cinegy Playout Installation

Cinegy Encode works as a special configuration of Cinegy Playout.

1. To begin Cinegy Playout installation, run the Setup.exe file from the "Cinegy Playout" directory of your installation package. The setup wizard will be started.
2. Press "Next", read and accept the license agreement to proceed.
3. Define the folder where Cinegy Playout will be installed:



4. Press the "Next" button to proceed with installation. At the next step press the "Install" button to begin installation. The progress bar will show the progress of the installation process.
5. Press the "Finish" button to exit the setup wizard.

6. A message will inform you that computer restart is required. Press "Yes" for Cinegy Playout installation to be completed.



After restart, the Cinegy Playout Dashboard icon will appear in the notification area of the taskbar.

Chapter 2 Configuration

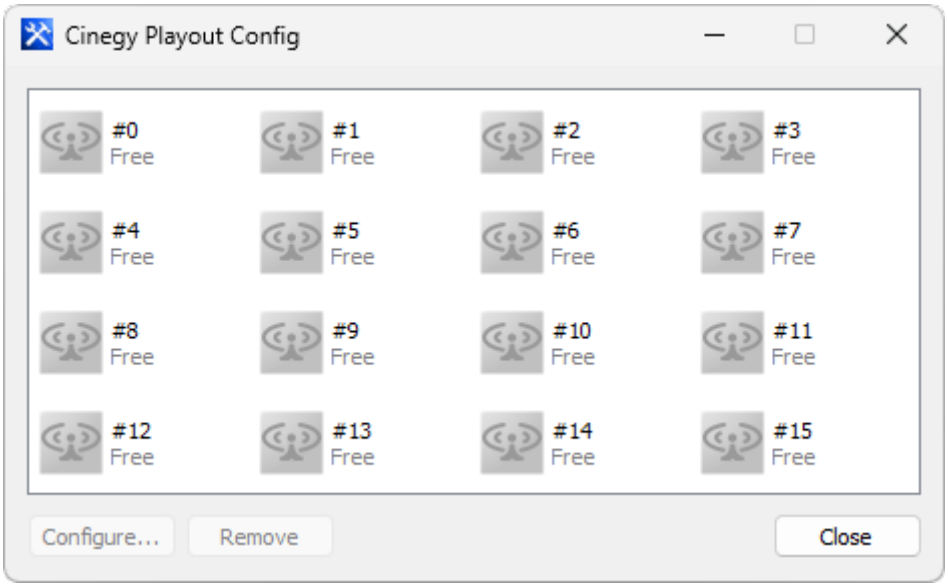
Several Cinegy Playout instances can be started on the same machine.

	A separate license is used for each Cinegy Playout instance.

With the help of the Cinegy Playout Configurator you can add/remove Cinegy Playout instances and configure each of them individually.

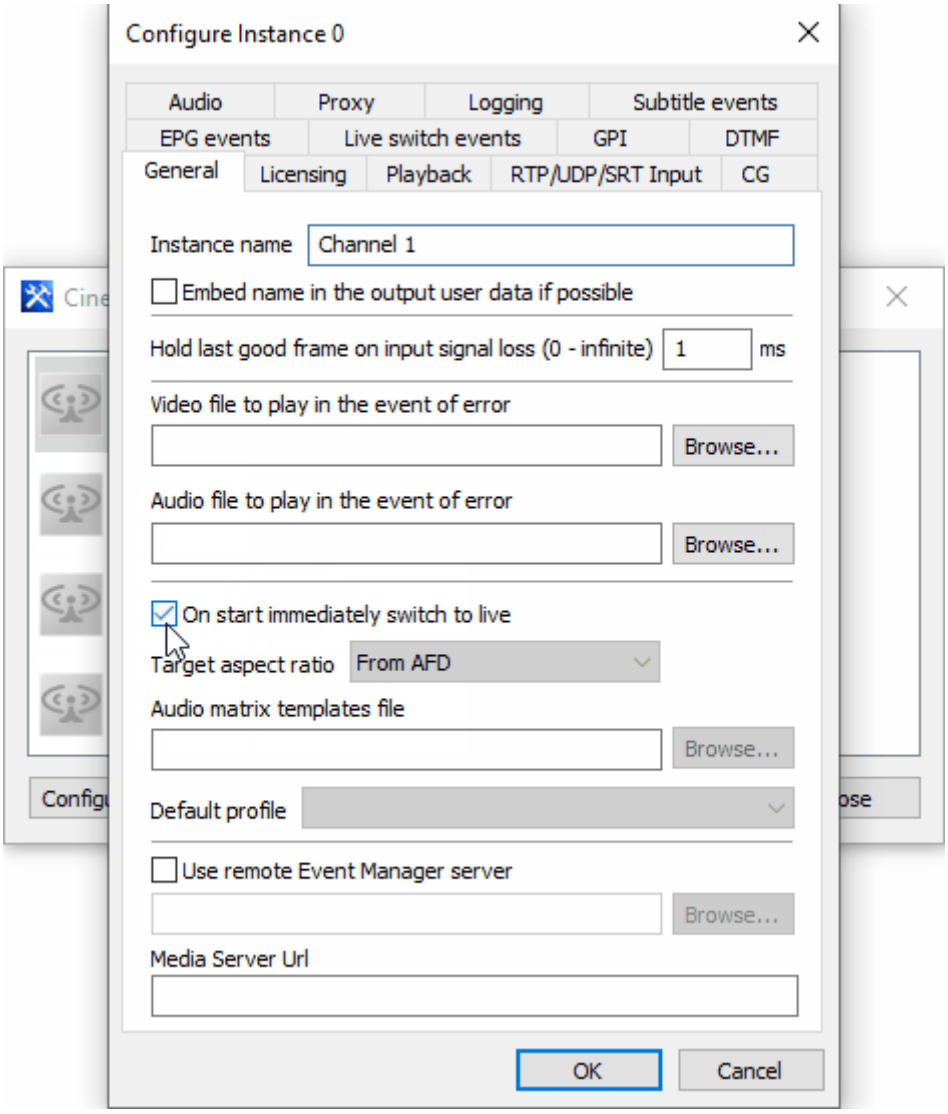
The "Cinegy Playout Config" dialog can be launched from *Start* > *Cinegy* > *Cinegy Playout Config*.

When started for the first time, no instance is configured:



To activate an instance, select any "Free" instance and configure it by pressing the "Configure…" button and specifying all the necessary parameters. To deactivate the configured instance, select it and press the "Remove" button.

To configure the Cinegy Playout instance to work in Cinegy Encode mode, follow the instructions below.



1. In the "General" tab, specify the instance name and select the "On start immediately switch to live" option.
2. In the "Licensing" tab, do not select any connection. Make sure you have the "Core Engine" license.
3. Proceed to the "Playback" tab. Here define the basic TV video format system that you want to use for conversion from the "Player mode" drop-down list.
4. To configure the SDI input, select "Input" for the configured TV format and press the "Add device…" button. In the dialog that appears select the desired supported SDI device. Then press "Next" and define the corresponding device settings.

> The detailed description of all supported input devices configuration is given in the **Input Devices** article within **Cinegy Playout Manual**.

5. To add the output device for the defined channel, select "Output" and press the "Add device…" button. In the following dialog choose an output device.

> The detailed description of output devices configuration is given in the **Output Devices** article within **Cinegy Playout Manual**.

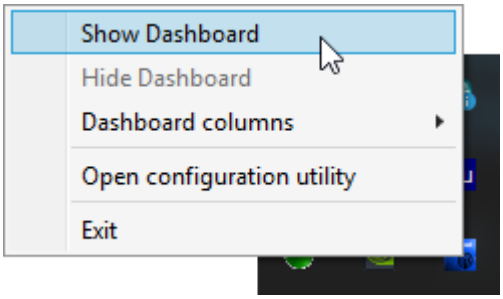
In the illustration above the RTP/UDP/SRT output configuration is shown.

6. Press "OK" button to finish the instance configuration.

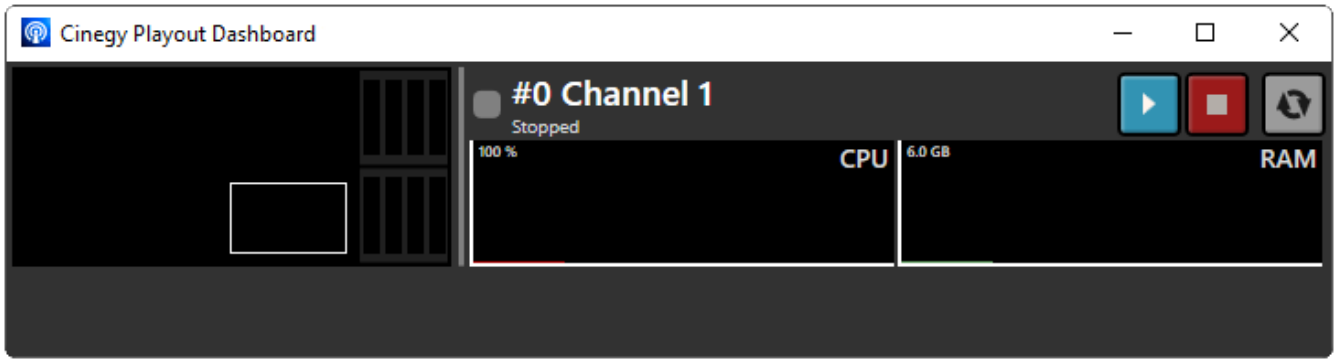
Chapter 3 Operating

Cinegy Playout is responsible for the playlist items playback. When configured as Cinegy Encode, the Cinegy Playout engine performs conversion of the signal from defined input device into configured output.

By default, Cinegy Playout is loaded automatically at system startup and restarts automatically in case of failure. When Cinegy Playout is started, the corresponding icon is displayed in the notification area of the taskbar. To see and control the status of all instances, right-click the icon in the taskbar and select the "Show Dashboard" command:



The following Cinegy Playout Dashboard window will appear:



Here you can see the control monitors of all configured Cinegy Playout instances.

As an example, the configuration of a single Cinegy playout instance #0 is described in this quick guide.

 Press the "Start" button to start the signal conversion.

User Manual

Chapter 4 Overview

Cinegy Encode bridges the gap between SDI and IP, allowing cross-conversion between baseband and modern IP streams, supporting SDI conversions to or from MPEG Transport Streams (TS) in MPEG-2, H.264 or H.265. Cinegy Encode can enable video and audio transport across standard Ethernet networks over UDP packets either as one-to-one (unicast) or one-to-many (multicast) transmissions.

As well as supporting medium conversion, Cinegy Encode can be used to perform other adjustment operations, such as codec conversion, frame raster conversion for operations like HD to SD downscaling, audio remapping or remixing.

Finally, Cinegy Encode is integrated directly with Cinegy Route, allowing selectable, switchable input IP streams from Cinegy Route Browser, bringing total flexibility and workflows that can map directly from the traditional routed SDI world.

Chapter 5 Installation

5.1 Prerequisites

Make sure the machine you are using has the required Microsoft Windows operating system installed along with the latest service packs.



Please refer to the **Cinegy Encode System Recommendations** document for details.

Make sure that you have at least local administrator rights required to install and configure applications on your computer.

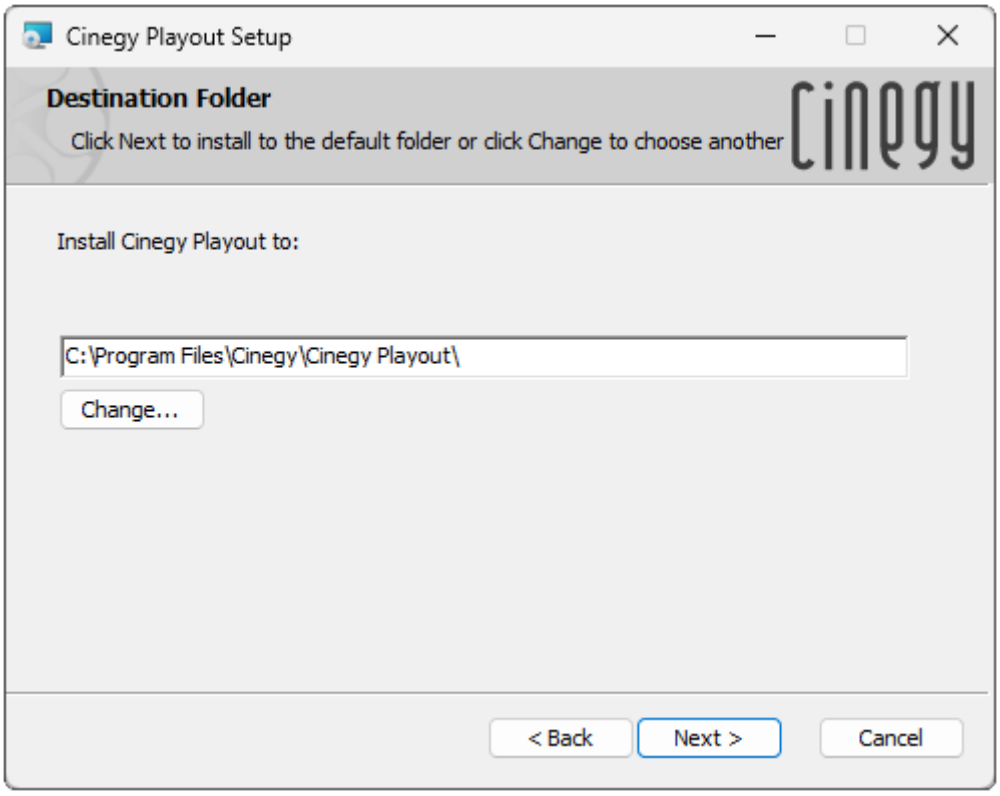
Download the latest Cinegy Air installation package, which contains the Cinegy Playout installer, from either the Cinegy Partner portal or the Cinegy Customer portal.

Make sure the Cinegy Encode license is applied as per instructions from your sales manager.

5.2 Cinegy Playout Installation

Cinegy Encode works as a special configuration of Cinegy Playout.

1. To begin Cinegy Playout installation, run the Setup.exe file from the "Cinegy Playout" directory of your installation package. The setup wizard will be started.
2. Press "Next", read and accept the license agreement to proceed.
3. Define the folder where Cinegy Playout will be installed:



4. Press the "Next" button to proceed with installation. At the next step press the "Install" button to begin the installation. The progress bar will show the progress of the installation process.
5. Press the "Finish" button to exit the setup wizard.

6. A message will inform you that computer restart is required. Press "Yes" for the Cinegy Playout installation to be completed.



After restart, the Cinegy Playout Dashboard icon will appear in the notification area of the taskbar.

Chapter 6 General Configuration

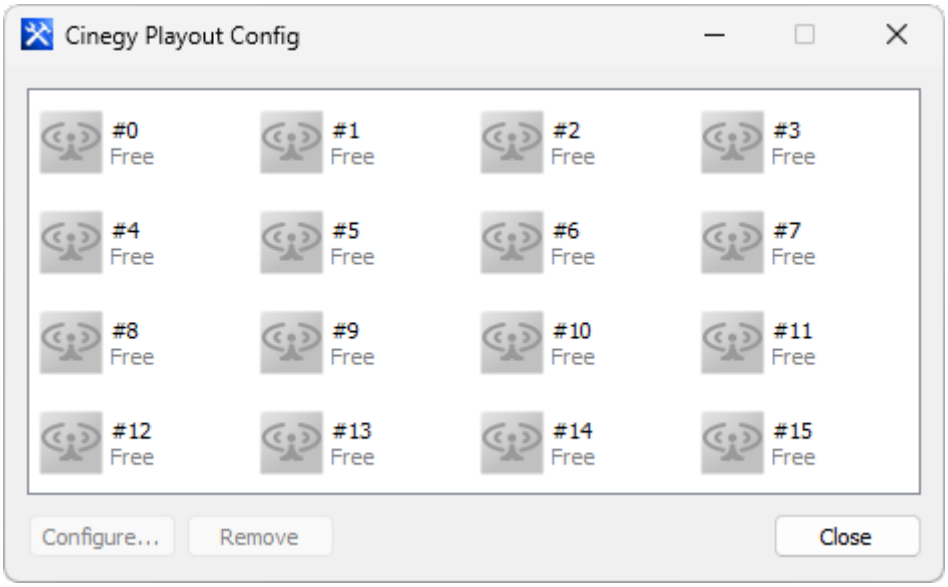
Several Cinegy Playout instances can be started on the same machine.

	A separate license is used for each Cinegy Playout instance.

With the help of the Cinegy Playout Configurator you can add/remove Cinegy Playout instances and configure each of them individually.

The "Cinegy Playout Config" dialog can be launched from *Start* > *Cinegy* > *Cinegy Playout Config*.

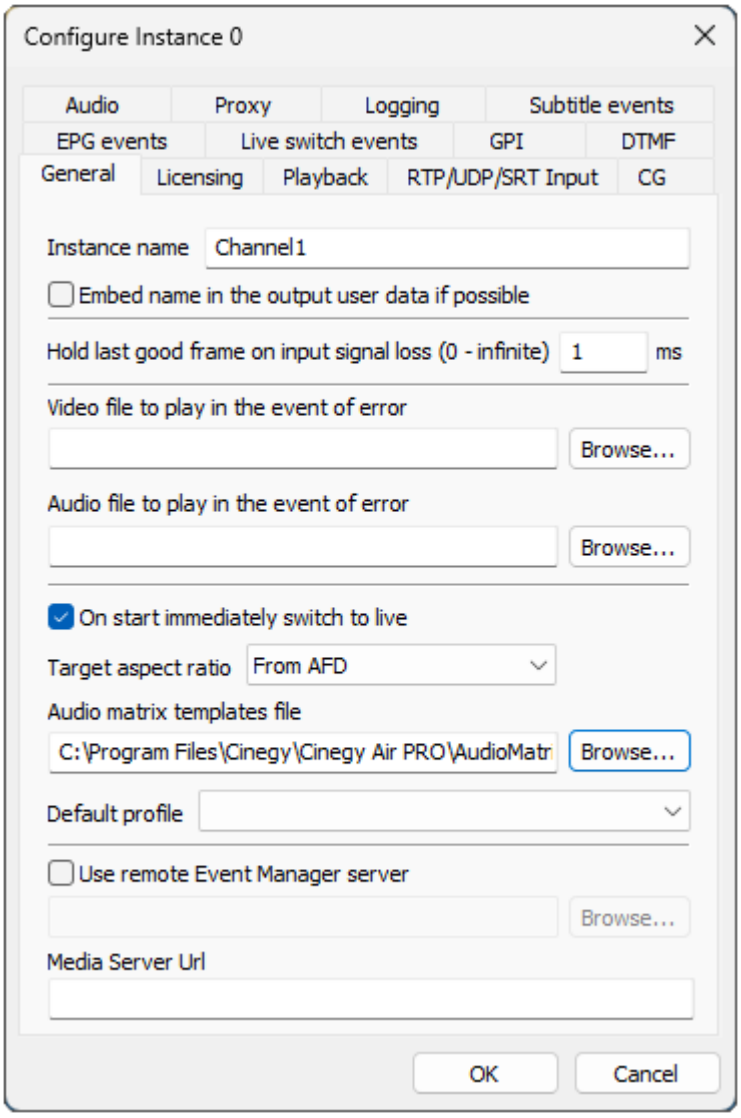
When started for the first time, no instance is configured:



To activate an instance, select any "Free" instance and configure it by pressing the "Configure…" button and specifying all the necessary parameters. To deactivate the configured instance, select it and press the "Remove" button.

Follow the instructions below to begin configuring the Cinegy Playout instance to work in Cinegy Encode mode:

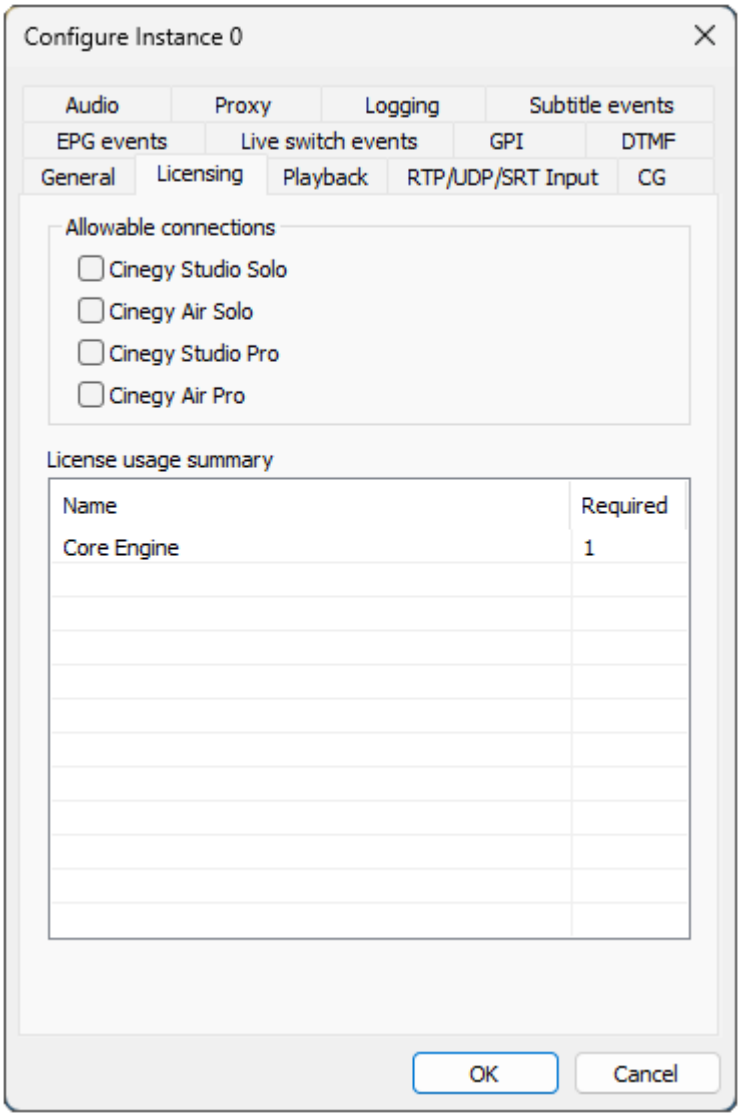
1. In the "General" tab, specify the instance name and select the "On start immediately switch to live" option:



When this option is enabled, the "Audio matrix templates file" selection becomes available. You can leave this field empty, then each audio input will be mapped to its corresponding audio output as is.

> There is a default pre-created audio matrix XML file in the Cinegy Air installation folder. Browse for it and select the audio mixing profile. Custom audio matrix profiles are created via Audio Profile Editor tool.

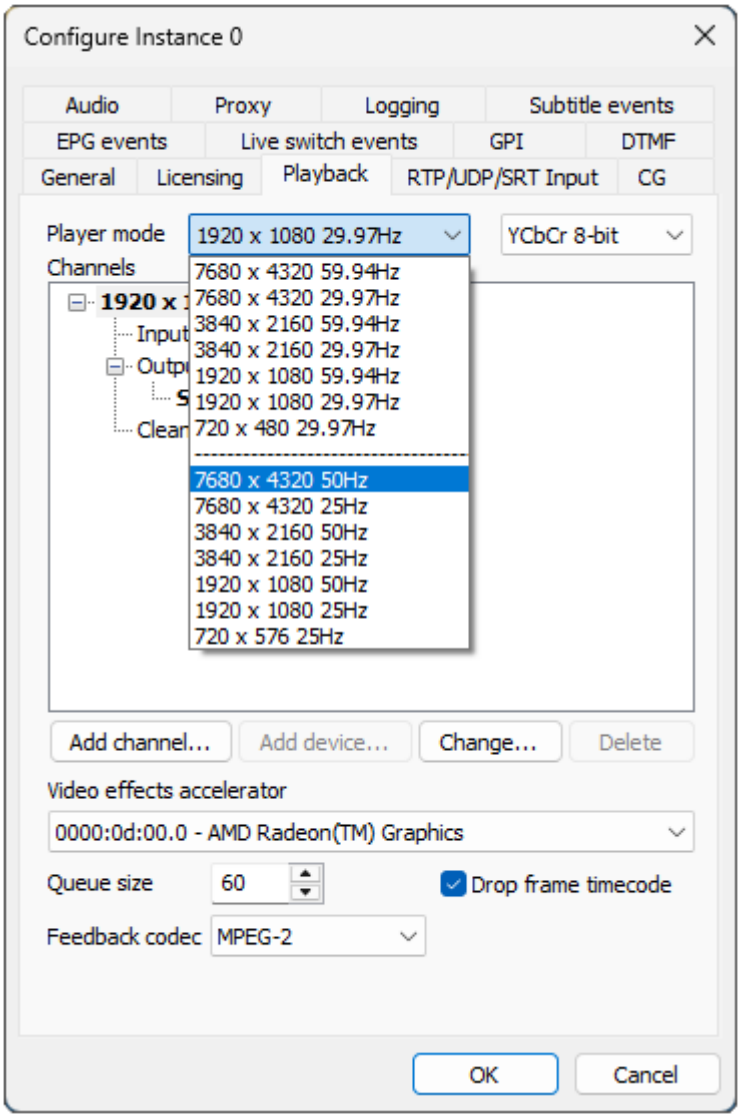
2. In the "Licensing" tab, do not select any connection:



Make sure you have the "Core Engine" license.

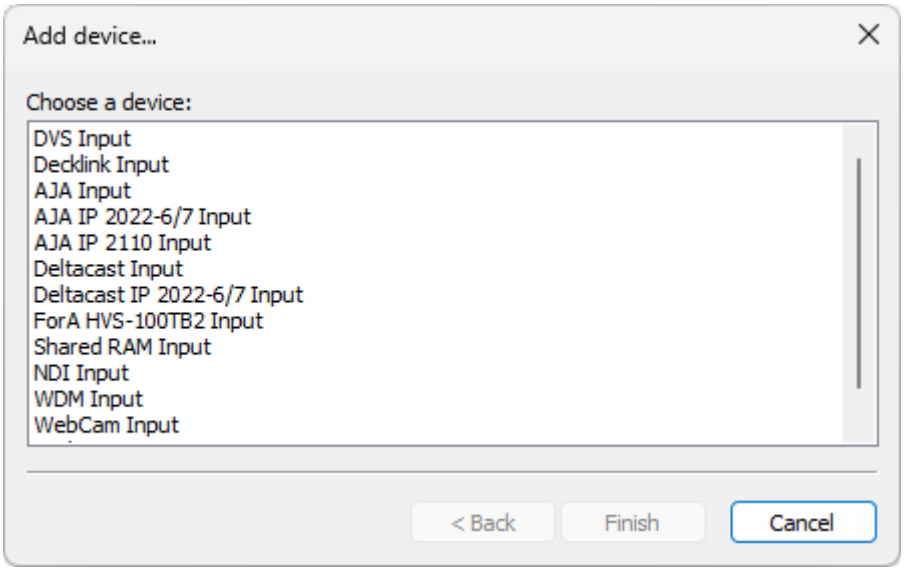
Chapter 7 Input Configuration

In the "Playback" tab of the Cinegy Playout Configurator, you can define player mode, as well as configure channels and devices. From the "Player mode" drop-down list choose the basic TV video format system that you want to use for conversion:



7.1 Input Configuration

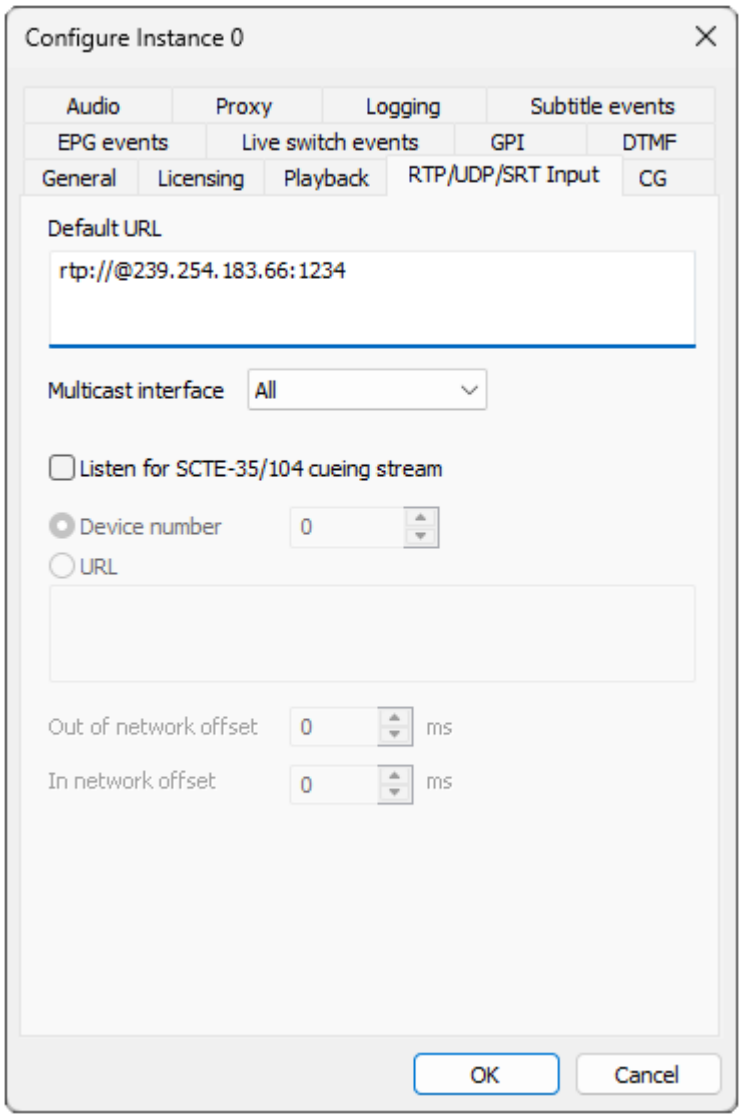
To configure an input, select "Input" for the configured TV format and press the "Add device…" button. In the dialog that appears select the desired supported input device. Then press "Next" and define the corresponding device settings.



The detailed description of all supported input devices configuration is given in the **Input Devices** article of the **Cinegy Playout Manual**.

7.2 RTP/UDP/SRT Input

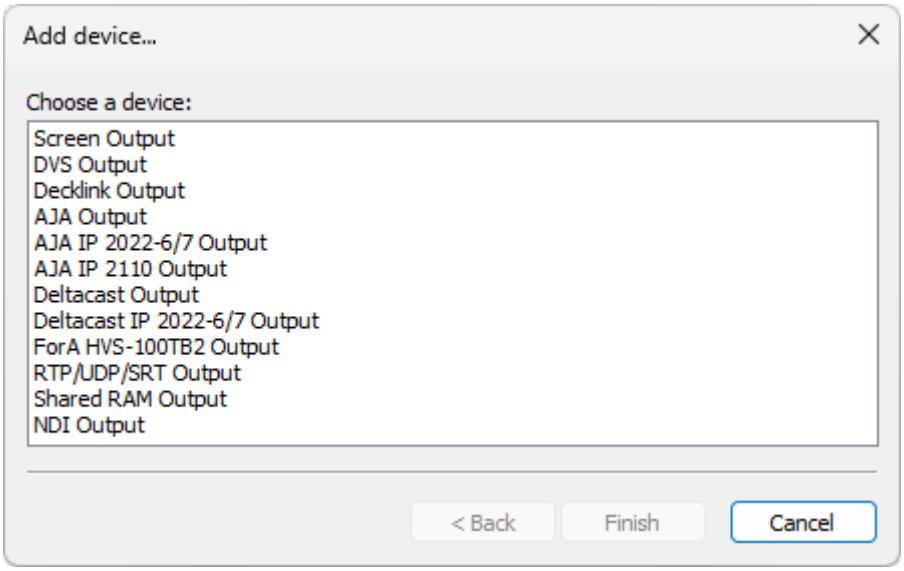
To configure the MPEG-TS input, go to the "RTP/UDP/SRT Input" tab and specify the source URL:



RTP/UDP/SRT live input defined in the "Item properties" has priority over another input (SDI, NDI, Shared RAM, etc.) if it is configured.

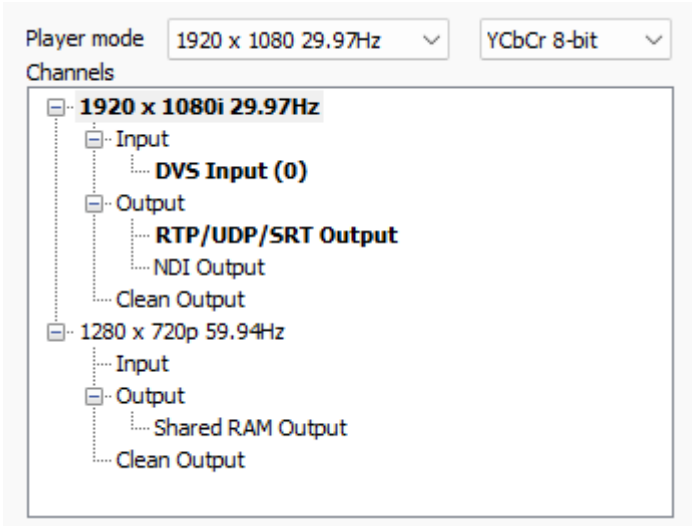
Chapter 8 Multichannel Output

To add an output device for the defined channel, select "Output" and press the "Add device…" button. In the dialog box that appears choose an output device:



The detailed description of output devices configuration is given in the **Output Devices** article within the **Cinegy Playout Manual**.

You can set one input device and define one or several outputs for a channel. An input device can be specified only for the main channel (it is shown in bold in the channels list):



If several channels are configured, the "Multichannel I/O and Simulcast" license will be used and displayed in the "License usage summary" list in the "Licensing" tab.

Chapter 9 Live Switch Events

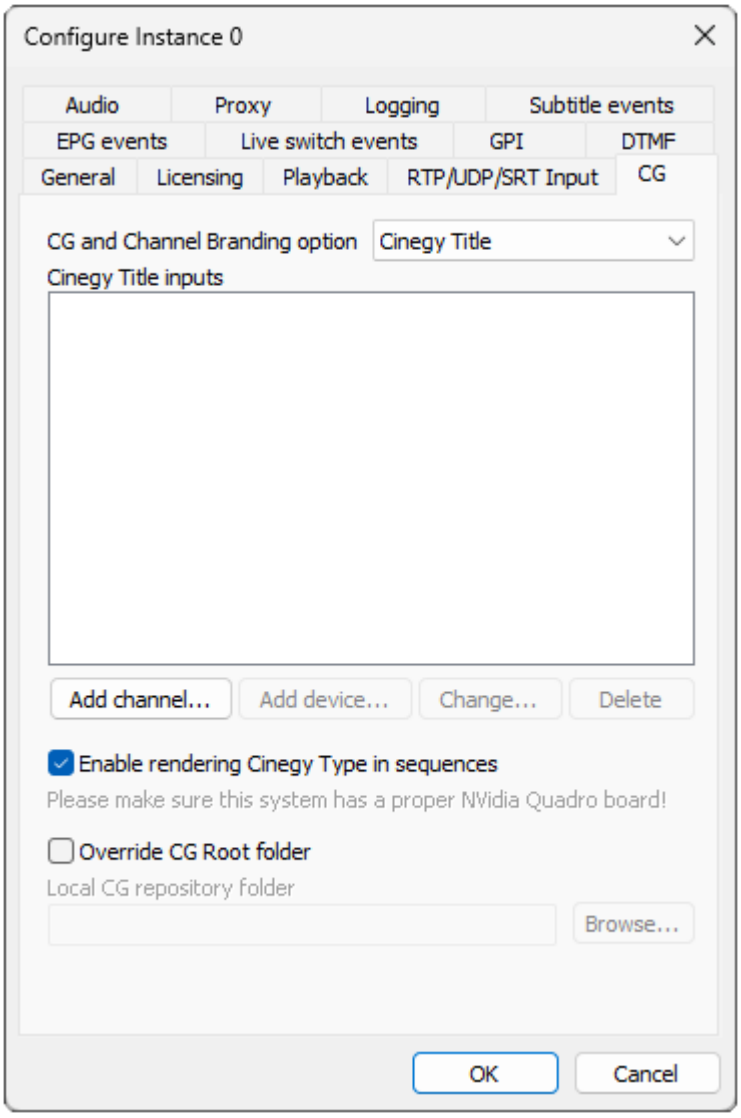
An event can be configured to run on the Cinegy Playout engine startup in Cinegy Encode mode. Cinegy Encode can handle all types of secondary events. For example, this could be a channel logo, added as basic overlay or Cinegy Title graphics.

To add a secondary event, for example, to overlay Cinegy Title graphics on the live feed immediately on its start, the Cinegy Title templates rendering should be enabled and Live switch events should be configured. You will also need a template previously created via the Cinegy Title application.

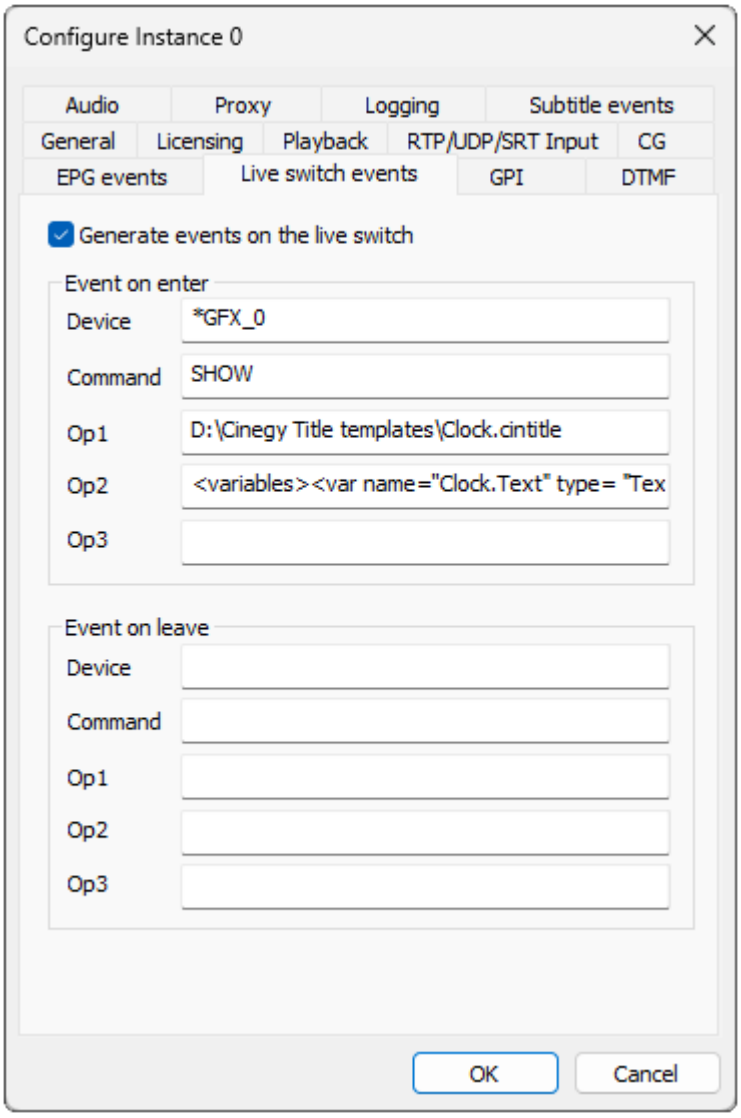


Refer to the **Creating a New Title Scene** article within the **Cinegy Title Manual** for detailed information on how to create Cinegy Title templates.

In the "CG" tab of the Cinegy Playout Configurator, select "Cinegy Title" from the "CG and Channel Branding option" drop-down list to enable playout of Cinegy Title graphics:



In the "Live switch events" tab, select the "Generate events on the live switch" option and specify the required parameters in the "Event on enter" configuration section only:



For Cinegy Title template displaying, use the following configuration:

The "Device" should be `*GFX_LOGO` or `*GFX_n`, where *n* is a graphics layer number in the 0-8 range.

The "Command" is `SHOW`.

In the "Op1" field specify the Cinegy Title template location.

The "Op2" field can contain the variables definition; the sample syntax is as follows:

```
<variables><var name="Var_text" type="Text" value="Text" macros="Text"/></variables>
```



To overlay Cinegy Title graphics, a separate "Cinegy Title" license will be used and displayed in the "License usage summary" list in the "Licensing" tab.