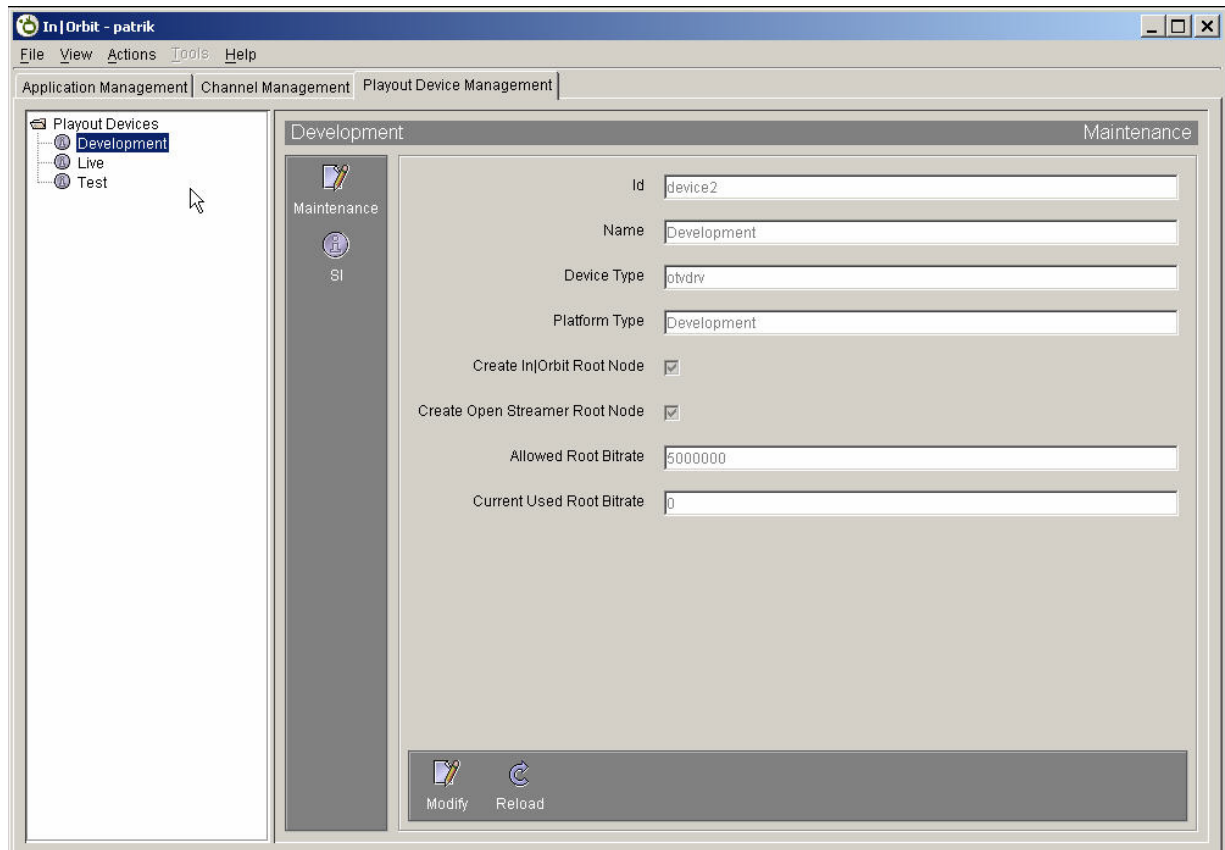


## Playout Device Management:

When you click the tab, "Playout Device Management", you find the playout devices that are set up to be controlled by InOrbit.

In this case, there are 3 OpenStreamers, one for development purposes, one for testing purposes, and one for the live network.

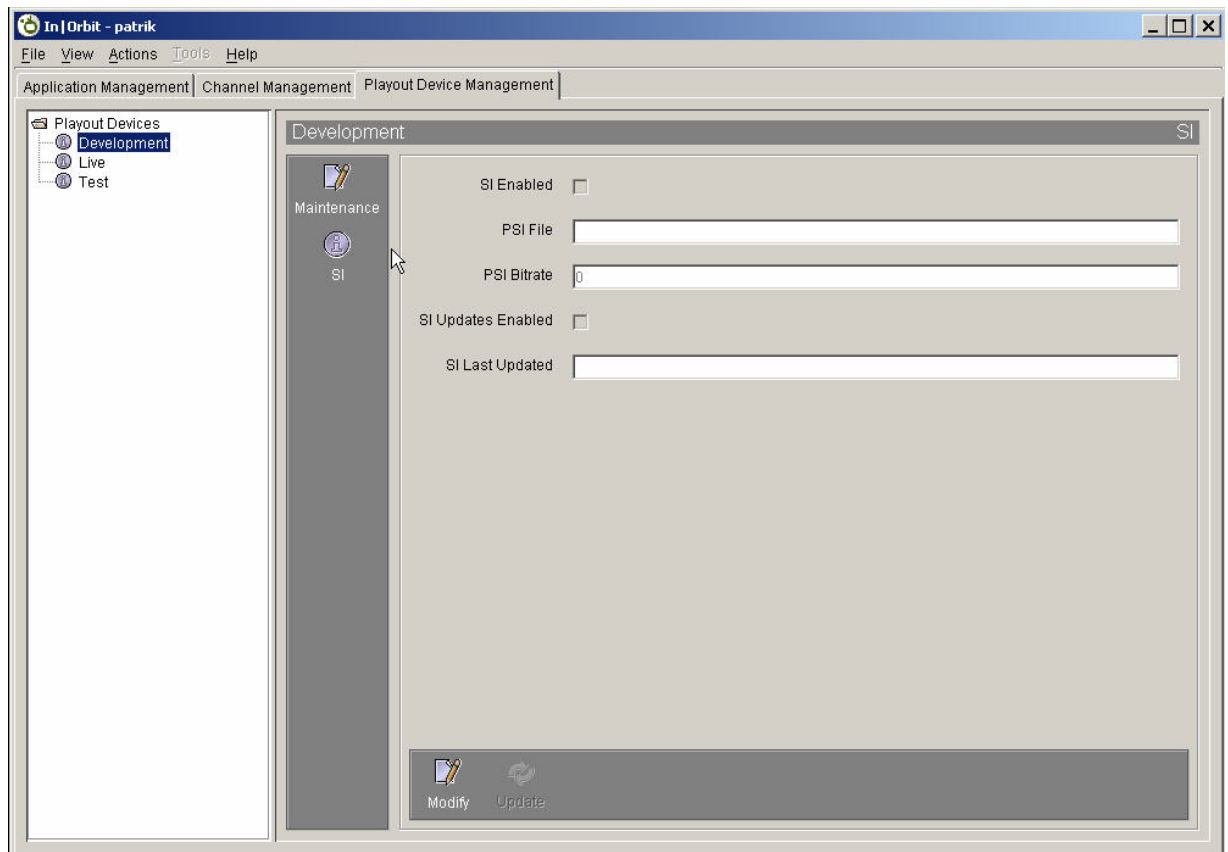
Each of the different streamers can be set up to be controlled by InOrbit in different ways.



For example, the development device is totally controlled by InOrbit, meaning that InOrbit will create the interface mode but it will also create a multi-PID mode that is the InOrbit root mode, and this configuration can be changed at any point in time to allow you to achieve the most flexible solution for how InOrbit should integrate with your OpenStreamer. This applies for any of the different devices that you can control with InOrbit.

## SI information:

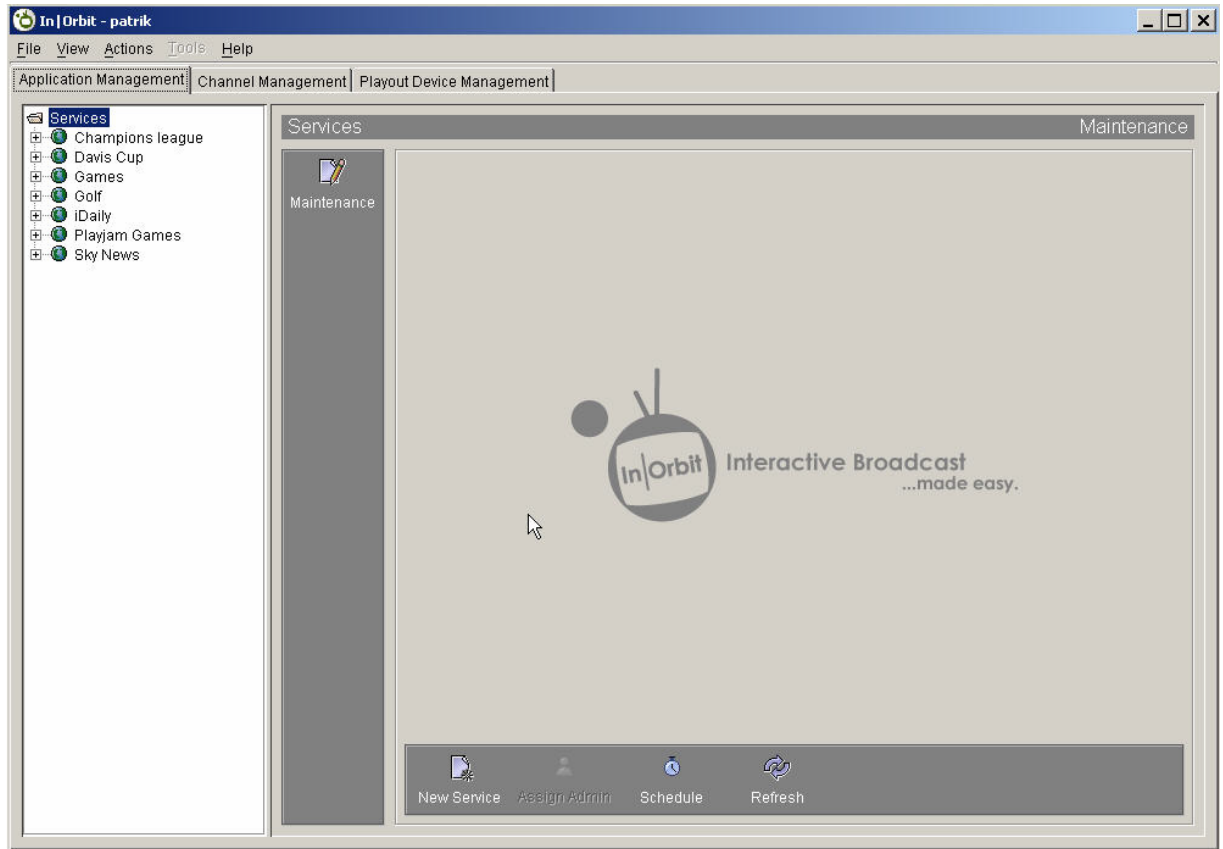
Under SI, you will find a means to set up the SI information that should go with your broadcast.



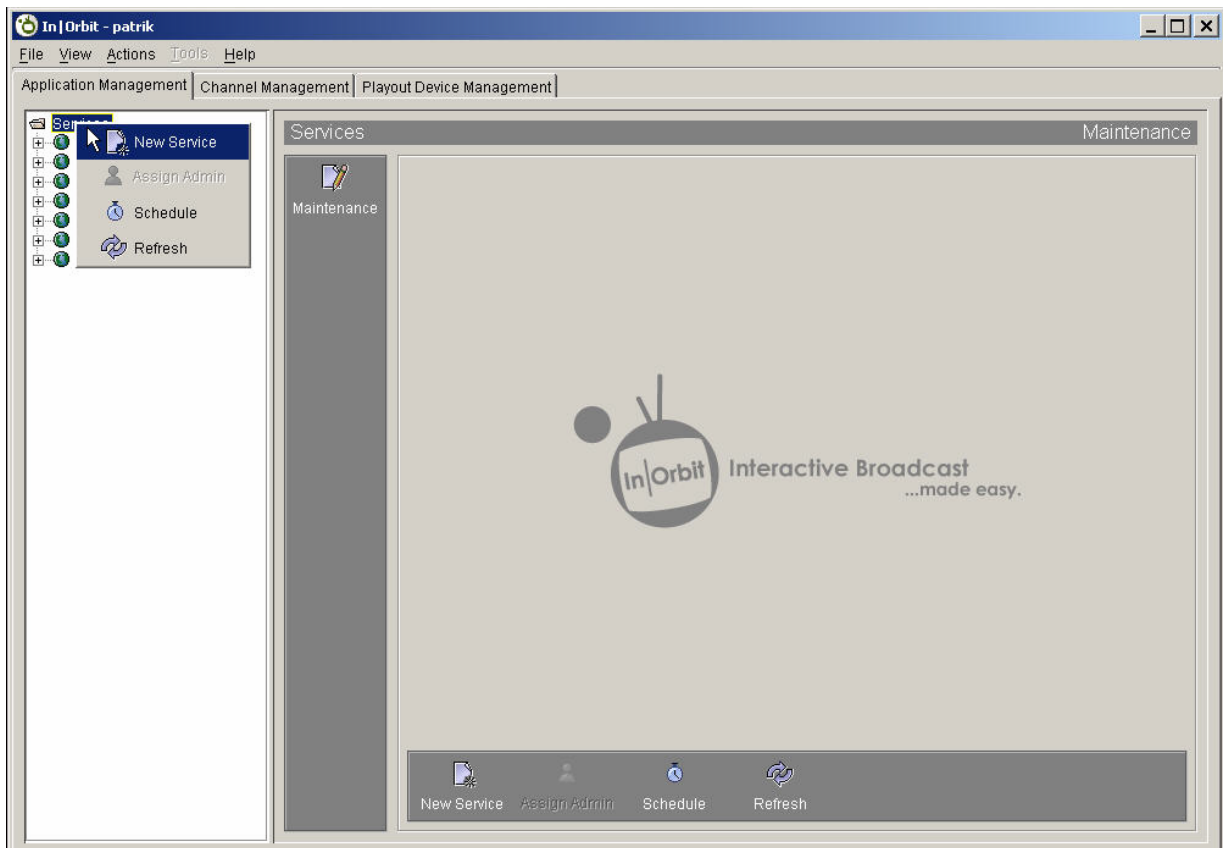
Most often this is done outside InOrbit, but in some cases, especially for development and testing purposes, it might be feasible to actually let InOrbit take care of the playout of SI information.

Introducing a new application for InOrbit to control:

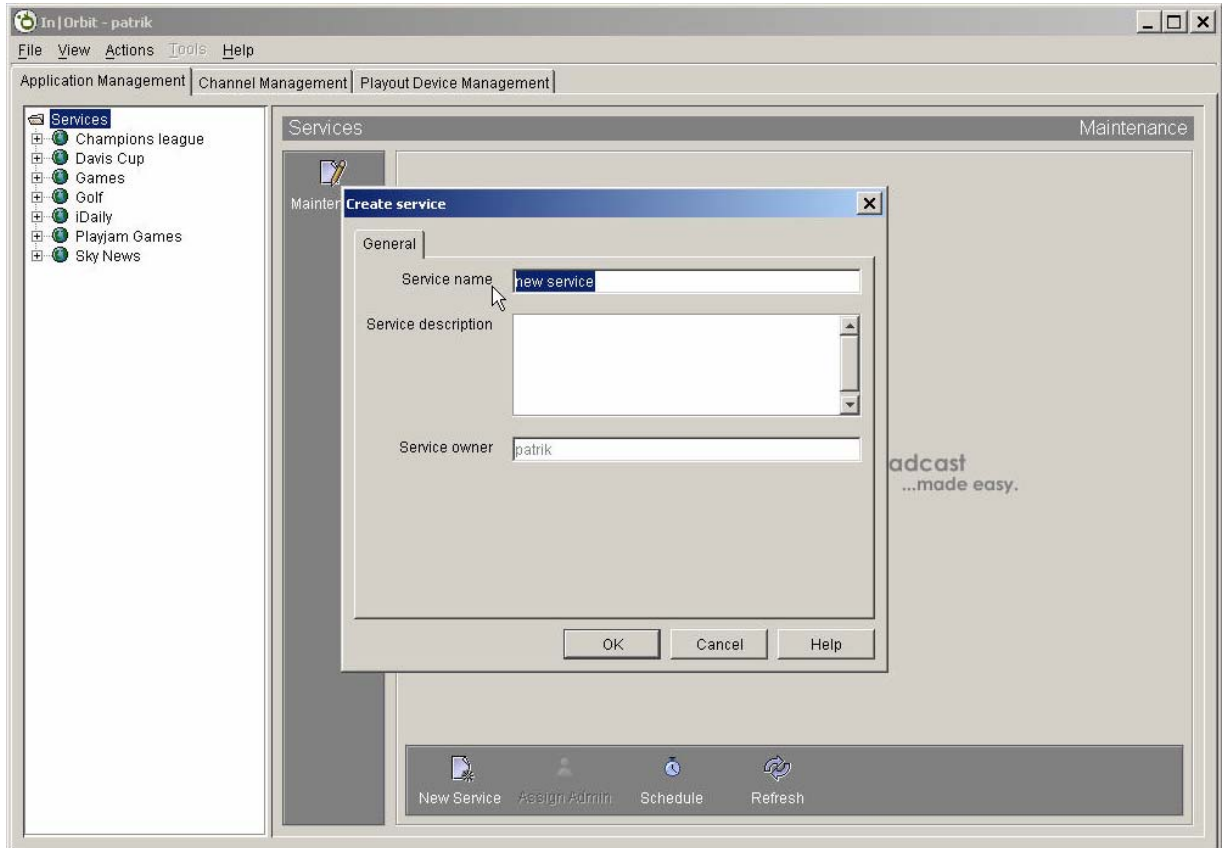
To introduce a new application to be controlled by InOrbit, one clicks on "Application Management" to create a new service.



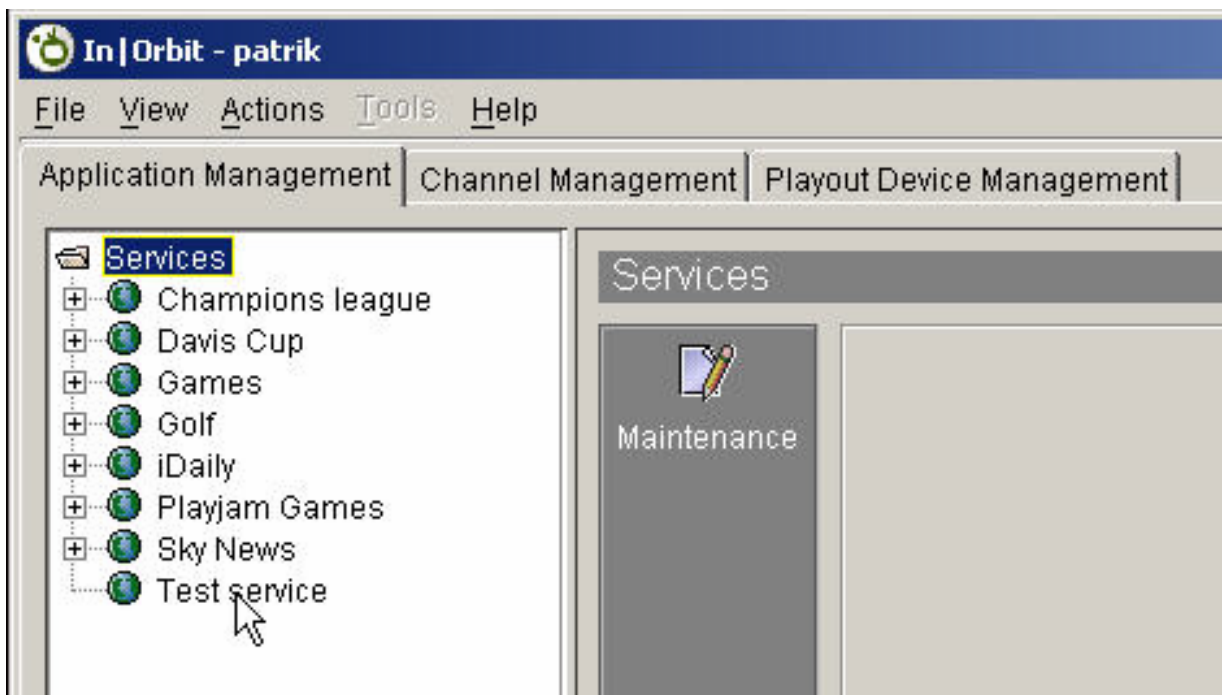
The services are revealed in the "services" menu tree. To create a new service, you create a placeholder for the application that lets you set the user experience of a service.



Once you have created a service, you can then create an application underneath that service.



In this case, I create a simple application called "Test service" ...



...consisting of an OpenTV mux file that I intend to playout.

