

TelePorter™

Live Video ENG System via bonded 3G/4G wireless



Video Delivery over bonded 3G/4G

The TelePorter transports a video/audio signal from a remote location to a headquarter location for live video contribution applications. Teleporter is ideal for TV broadcasters, teleconferencers, emergency response and any video streaming application to provide live video from a remote location, with high quality, high reliability and very low glass-to-glass latency. Videographers can simply plug in the analog or digital video/audio feed from the video camera to the industry standard connectors of the Teleporter field unit, add the cellular aircards and start streaming to the Teleporter Receiver(s) at the headquarter office(s) which provides video/audio output. Teleporter also supports streaming directly to a web-page and mobile devices.

Low latency video delivery - TelePorter provides very low glass-to-glass latency, enabling interactive video applications, such as live interviews, breaking news and events.

High Reliability video - TelePorter leverages a technology based on Network Calculus that minimizes the effects of the wireless channel variations of the cellular links, therefore enabling a very unique and highly reliable video feed.

High Quality video - The cutting-edge resource allocation algorithms at the mobile location, combined with the custom video encoder provides a high quality video stream with high resolution and high frame rate.

Adaptive video delivery - TelePorter dynamically adapts to the available bandwidth and provides the best possible video feed at any given time.

Broadcast standard inputs & outputs - TelePorter uses industry standards, including S-video, composite, SD/HD/3G-SDI inputs. Teleporter field unit can be attached to a camera via its Anton-Bauer mount or V-mount so that a single battery can power the Teleporter as well as the camera.

**Live
Video
Delivery**

FEATURES

Video Streaming over bonded cellular - TelePorter leverages cellular aircard bonding technology and various optimization algorithms for video delivery. This provides an IP transport that is optimized for live video distribution. No need for a satellite or microwave truck.



Teleporter Receiver



Teleporter

MOBILE MODULE SPECIFICATIONS	
Mechanical	7.75"x8.25"x3.12", Anton Bauer or IDX V-mount for attaching to camera & optional backpack
Weight	4.2 lbs (1.91 Kgs) without the battery
Input Power Requirement	Anton Bauer (or IDX) power adaptor or Anton Bauer (or IDX) re-chargeable battery (sold separately), optional built-in battery with hot-swap
USB ports	8 (for cellular data cards)
LAN ports (GbE)	1 (RJ-45 Ethernet connector)
Wired WAN ports	8 (via the optional USB-to-Ethernet converter kit)
Wifi Access Point	Built-in 802.11n/g
Video / Audio input options	Composite, S-video (NTSC/PAL) SD/HD-SDI (optional) 2x stereo audio, 1xAC3 Pass-through
Temperature Range	-4 - 140 F, -20 - 60°C (operating), -22 - 158 F, -30 - 70°C (storage)
Relative Humidity Range	5% - 95% non-condensing
Cooling	Active cooling with fan
Video/Audio Encoding	H.264 High Profile (up to level 4.1), Main, Baseline profiles CIF, half, 480i, 576i, 720p, 1080i, 1080p Mpeg-1 Layer2, Mpeg2, Mpeg4 AAC-LC, AC3 Audio encoding with 32, 44.1, 48KHZ (4 mono / 2 stereo pairs)
Video Armor Technology	Outages/fades on the 3G/4G cards are shielded from video
Adaptive Encoding	Video encoder adjusts rate 4 times/sec to adapt to bandwidth
Internet Access	Highspeed Internet access via built in WiFi Access Point
QoS	Built-in Network Calculus algorithms for video streaming

HEADQUARTER MODULE SPECIFICATIONS	
Mechanical Dimensions	16.92"(W)x11.85"(D)x1.73"(H), 19-inch rack mountable
Weight	19 lbs.
Power Requirement	Built in 270 ATX Power supply operated by 110/220V AC
Video / Audio output	HDMI, Composite, S-video output, HD/SD-SDI output
IP transport	4 Gigabit Ethernet WAN ports 2 Gigabit Ethernet LAN ports
Certifications	FCC, CE, RoHS-5, ICES-03, UL, cUL
Temperature Range	0 - 50°C (operating), -20 - 70°C (storage)
Humidity Range	10-95%, non-condensing (operating)
Cooling	Rear-panel fans