

Episode Engine

SDK - software developer kit



The Episode Engine SDK provides the tools you need to integrate Episode Engine into your workflows. It consists of several interfaces, from command-line to platform independent web services making your integration seamless.

Episode Engine is the smart choice for transcoding of digital media in new media, broadcast, post-production or any media encoding workflow environment. Simply set up your input monitors (watch folders) or use the new Episode Engine SDK for a complete integration tailor-made for the demands of your workflows.

SDK Functionality

The Episode Engine SDK lets you:

- Submit encoding jobs to Episode Engine
- Monitor the status of the encoding jobs on an Episode Engine (whether submitted through the SDK or not)
- List available source and output folders where your media is located
- Manage your encoding settings for a specific Episode Engine. This includes functionality such as: *list settings* and *add* and *delete* a setting.

SDK Interface

Depending on your needs and preferences you can choose between different SDK interfaces. They all have the same functionality but are developed to provide the easiest integration possible.

The interfaces that are included in the SDK are: two platform independent web services (XML RPC and SOAP) and two interfaces developed specifically for the Mac OS X platform, the Command line application and the Objective-C framework. All implementations use TCP/IP to communicate with Episode Engine.

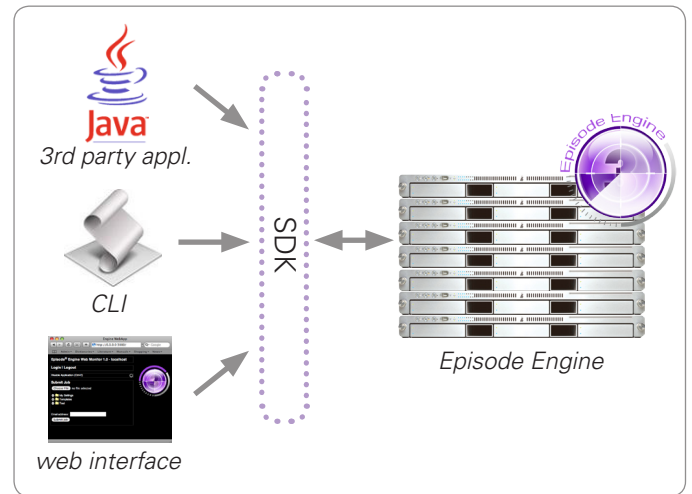
Command line interface (CLI)

The Command line interface can be used from a terminal or called by shell scripts. It is suited for scripted integration or with Mac OS X applications.

For more information - visit Telestream.net

Specifications subject to change without notice. Copyright © 2007 Telestream, Inc. Telestream and Episode are registered trademarks of Telestream, Inc. All other trademarks are the property of their respective owners.

April 2008



Objective C framework

The Objective C framework gives you an Application Programming Interface with instruction for implementing the SDK functionality. It is intended for integration with Objective C applications. The HTTP Proxy that is included with the SDK is an example of an application that uses this framework.

Web Services

The SDK implements two different web-based interfaces for remote procedure call via HTTP : XML-RPC and SOAP. They are both simple XML based protocols defining only a handful of data types and commands. Both of them are platform independent and are easy to use for any type of integration.

Sample Applications

The Episode Engine SDK package includes the source code of two example applications that demonstrate how to use the SDK.

HTTP Proxy

HTTP Proxy is a server application built using the Objective C framework. The proxy offers access to Episode Engine through HTTP; you can then write an application that communicates with Episode Engine through the proxy.

Episode Engine WebApp

Episode Engine WebApp is a Ruby on Rails application on top of the Command line interface. It runs as a web server that can be queried through a web interface. You can submit jobs with settings through the web form and see the progress of current jobs and the job history.

Contact us at:
Stockholm, Sweden
Nevada City, CA USA
tel +1 530 470 1300
www.telestream.net
episodesales@telestream.net