

CLOUD MEETS ON-PREM

Flexible cloud-connected contribution

Beam for contribution is engineered to meet the demands of modern live content acquisition, delivering pristine video quality with maximum efficiency. Its flexible architecture allows for field reconfiguration for IP or satellite contribution, up to 4:2:2 10-bit UHD targeted at a range of server options. It's ideally suited to live events, where we can offer the flexibility of paying on a pure consumption basis.

Beam connects to the cloud, enabling direct and automated control, monitoring and life cycle management via the MK.IO cloud portal for the ultimate in efficient operations.

Tech specs



INPUT	
Baseband input	12G/3G/HD/SD-SDI, SDI over IP (SMPTE ST 2022-6) SMPTE ST 2110 with NMOS IS-04, IS-05

OUTPUT	
Formats	SPTS, MPTS
Protocols	IP, UDP, RTP, RTMP/RTMPS, ASI
Reliable transport	SRT, RIST, Zixi
Satellite modulation	DVB-S, DVB-DSNG, DVB-S2, DVB-S2X

CONTENT SECURITY	
Encryption	BISS Mode 1 & E, BISS CA, Fixed key 128/256 AES

VIDEO ENCODING	
Video codecs	HEVC, H.264, MPEG-2, JPEG-XS
Depth	4:2:2 10-bit / 8-bit 4:2:0 8-bit (10-bit UHD)
Resolutions	480i (SD), up to 2160p (UHD)
Framerates	23.98, 24, 25, 29.97, 50, 59.94

AUDIO ENCODING	
Audio codecs	MP1L2, AAC, HE-AAC v1 & v2, HE-AAC 5.1, Dolby Digital 2.0, 5.1, Dolby AC3, Dolby Digital Plus 5.1
Audio channels	Up to 8 stereo pairs per service
Passthrough	Linear PCM, Dolby E, DD, DD+
Data rate	From 4.75 kbps to 320 kbps (from 64 to 1024 kbps for DD+)

METADATA	
Subtitles	Passthrough and translation for EIA-608/CEA-608 and EIA-708/CEA-708 Closed Captions, SCTE-20, DVB Teletext, DVB Subtitles, SCTE-27

MONITORING & CONTROL	
Cloud control	MK.IO
Interface	Web interface or REST API
Standard protocols	SNMP, NTP, IGMP

Commercial

MK.IO Beam is charged on-demand, per channel to align with your contribution consumption.

PAY AS YOU GO

	Per channel rate	
Standard	\$124 /month	\$5.14 /hour
Premium Adds UHD and JPEG-XS	\$260 /month	\$10.96 /hour

PERPETUAL

	Per channel rate
Standard	\$3,400
Premium Adds UHD and JPEG-XS	\$7,200

Pricing valid until 06/30/2026

Dimensioning

MK.IO Beam runs on certified COTS servers or on servers provided by MediaKind.

A-SERIES

Short form factor, economical, low density

Maximum capacity	
HD 4:2:2	4 channel
SDI inputs	16 inputs

C-SERIES

Standard form factor, high density, high I/O

	Maximum capacity
HD 4:2:2	4 channels
UHD 4:2:2	1 channel
SDI inputs	48 inputs

E-SERIES

Standard form factor, high density, high I/O

Maximum capacity	
HD 4:2:2	16 channels
UHD 4:2:2	2 channels
SDI inputs	24 inputs

H-SERIES

Standard form factor, very high density

Maximum capacity	
HD 4:2:2	24 channels
UHD 4:2:2	3 channels
SDI inputs	24 inputs

X-SERIES

Ruggedized short form factor, high density, high I/O

	Maximum capacity
HD 4:2:2	10 channels
UHD 4:2:2	1 channels
SDI inputs	24 inputs

Support

HARDWARE SUPPORT

Beam Hardware

For Beam deployments on Beam hardware.

- ✓ Hardware repair services
- ✓ MediaKind remote diagnostics
- ✓ Coverage includes Beam hardware and I/O cards (not software)

SOFTWARE SUPPORT

Beam Base

- ✓ Access to ticketing system

Beam Enhanced

Everything in Beam Base and:

- ✓ Reactive support services with service-level agreement (SLA) and service credits
- ✓ Access to latest software releases
- ✓ Technical support ops available on chargeable basis

Beam Premier

Everything in Beam Enhanced and:

- ✓ Assigned customer success manager
- ✓ Dedicated Slack channel
- ✓ 5 hours per month of technical ops support
- ✓ Additional technical support ops hours at discounted rate

SLA response times

Severity	1 – Critical	2 – Major	3 – Minor	4 – Technical query
Response	30 min	1 hour	12 business hours	5 business days
Remedy	8 hours	16 business hours	Date shared within 20 business days	–
Restore	Date shared within 10 business days	Date shared within 20 business days	–	–

Cold spares

Customers are encouraged to purchase cold spares:

- Ideal for mission-critical environments
- Beam software entitlements are easily transferred to spare units
- Beam licences tied to MK.IO account for seamless reallocation