

Upgrade Current Hardware

		Smart VPU T1U	Smart VPU T1A	Smart VPU T2A	оем VPU Т1М
		SCHOOL CONTRACTOR	QUADRA KRIN	QUADAA *Hiti	NEINT NEINT
ASIC Hardware		G5	G5	2x G5	G5
Size / Form Factor		U.2	AIC	AIC	M.2
Power Consumption		17W	20W	40W	8-10W
Artificial Intelligence		15 TOPS	15 TOPS	36 TOPS	0
Performance	Encode	32x 1080p30 8x 4Kp30 2x 8Kp30		64x 1080p30 16x 4Kp30 4x 8Kp30	20x 1080p30 5x 4Kp30
	Decode	12x 4	80p30 Kp30 Kp30	96x 1080p30 24x 4Kp30 8x 8Kp30	25x 1080p30 6x 4Kp30
Codecs	Encode	H.264, HEVC, AV1, JPEG, HEIF, AVIF			
	Decode	H.264, HEVC, VP9, JPEG			
Features		Capped bitrate CRF / scaling / graphic overlay / color conversion			

Benefits

- Accelerate Deployment
- Reuse existing hardware
- Reduce CAPEX



Quadra Video Servers





- AV1, HEVC, H.264 encoding
- Up to 8K rez, 10-bit HDR
- 180 TOPS AI DNN engines
- Server contains 10 VPUs
- Supermicro chassis, 1RU



Quadra Mini Server with Quadra T1M Half rack

 Ideal for mobile broadcast - on-site event recording and distribution of single stream with edge processing.



• Push multiple simultaneous streams to social sites.



- Includes T1M Smart VPU
- Includes SDI capture card inside





Infrastructure-as-a-Service (laaS)

 A VPU infrastructure with significant and impressive cost reductions in monthly subscription costs and egress fees







VPUs delivered:

- Mature and proven highdensity video decoding and encoding in cloud with a large customer base
- Build a Hybrid Approach





Supported Software Stack:

NETINT API via libxcoder



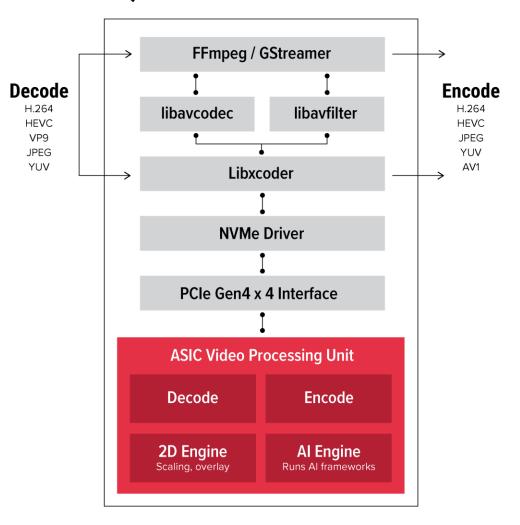
v5.1, v6.1, v7.1 and v8 (coming soon)



1.22, 1.24, 1.26

Upstreaming our SDK package along with features and bug fixes. NETINT is committed to **giving back to the open-source community.**

Quadra Software Workflow

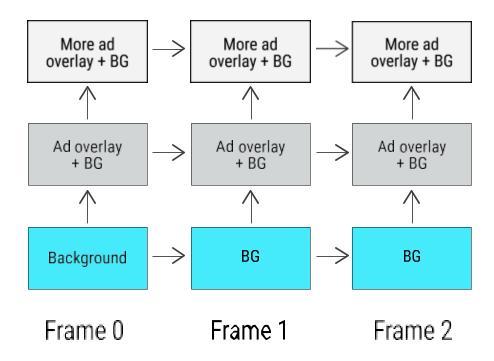




Supported SDK Feature

Multilayer AV1 Encoding

Multiple layers for creative variations of ads and effects



VPUs delivered:

- Up to 4 layers (BL, EL1-3)
- Customizable reference structure
- Realtime 1080p60 performance

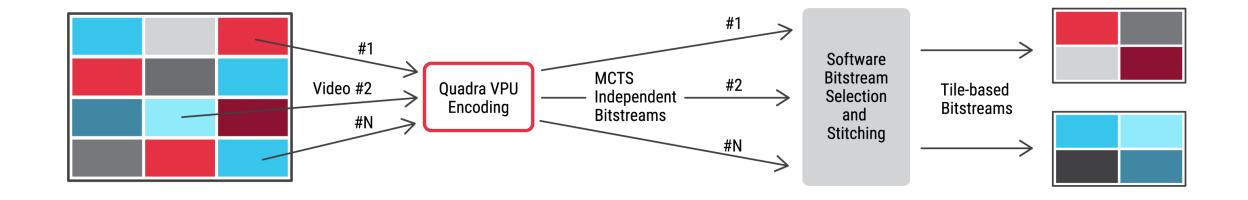
Supported SDK Feature

Multiview Encoding

- For live streaming multiple games simultaneously in user-defined quad split screen
- YouTube, NBA etc have this feature, ideal for fantasy sports, watching and betting

VPUs delivered:

- Stitching 4 independent bitstreams into one tile-based bitstream
- MCTS encoding to prevent motion vectors from crossing tile boundaries
- Encode only once for each stream, not for each combination



Ideal Users



Streaming platforms without in-house software development

Service providers, broadcasters, and linear TV operations

Teams
managing on-prem
hardware with limited
dev resources

Organizations with compliance requirements and auto-recording needs

Basically, any business needing powerful tools without building from scratch.



Core Features

- Configurable ladder templates
- View outbound streams in player
- VOD Recording
- Multiple outputs on the same input
- Convert DVB Teletext/Subtitles to WebVTT (HLS only)
- Convert DVB Teletext/Subtitles to TMLL (CMAF only)
- File to File Transcoding
- Push to Origin Servers

System Overview:

- Code-free UI for FFmpeg
- Visual Dashboard for: Streaming Error Alerts, System Health Check, and CPU/VPU capacity loads
- Generates report logs
- Template based configurations
- Web app or custom API management

Specifications

Input

- RTMP
- SRT
- RTSP
- Multicast/UDP
- SDI
- DASH/HLS

Codecs

- H.264/AVC
- H.265/HEVC
- AV1

Output

- SRT
- UDP Multicast
- RTMP
- SRT
- AWS MediaPackage v2
- CMAF
- File (Continuous 24/7/365)
- DASH/HLS



Feature Roadmap

End of 2025

- WebRTC (WHIP)
- RTP Input
- Audio Level Control (ALC)
- E-AC3/OPUS Audio Codec
- SMPTE-2110

Coming in 2026

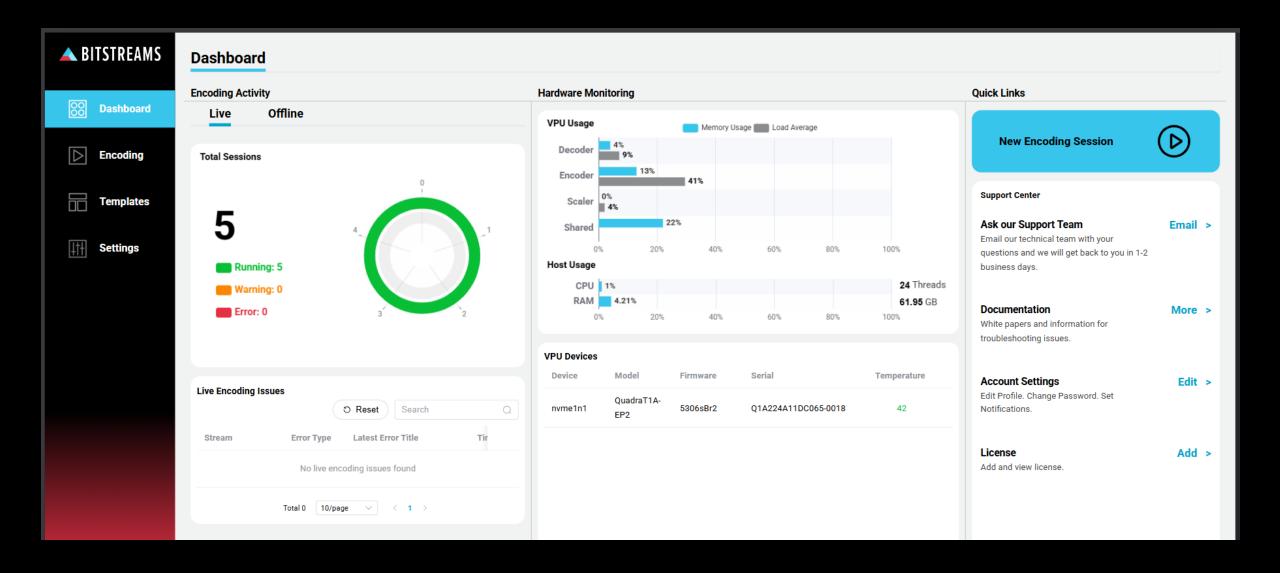
- RIST •
- NDI
 Additional Statistics

DRM

ZixiBitstreams Manager

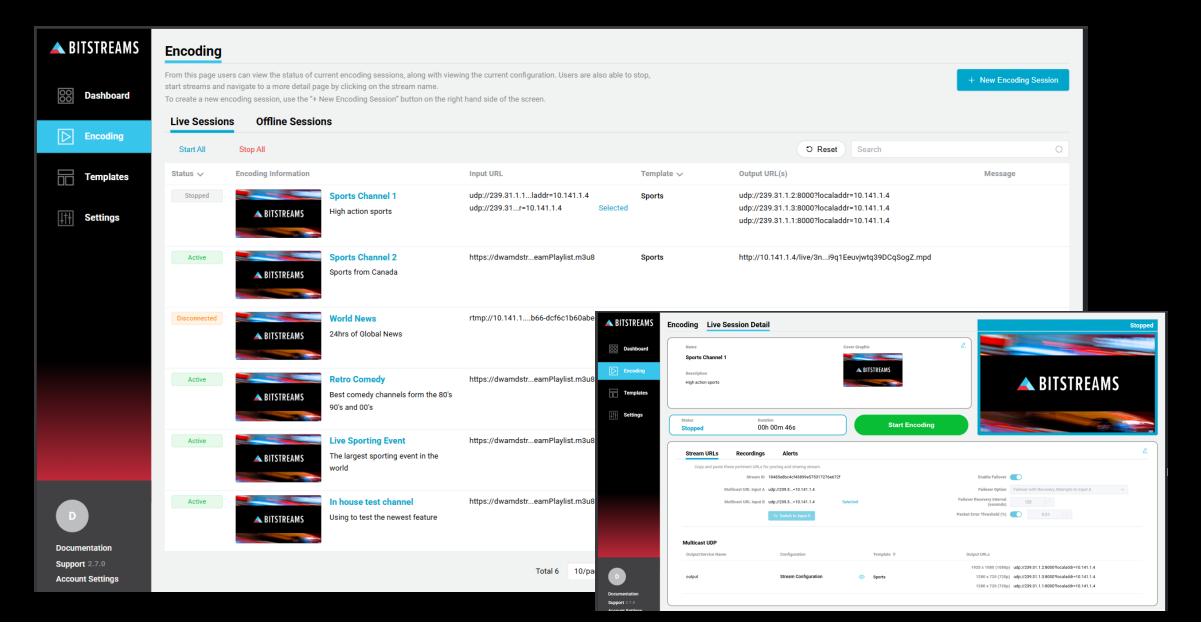






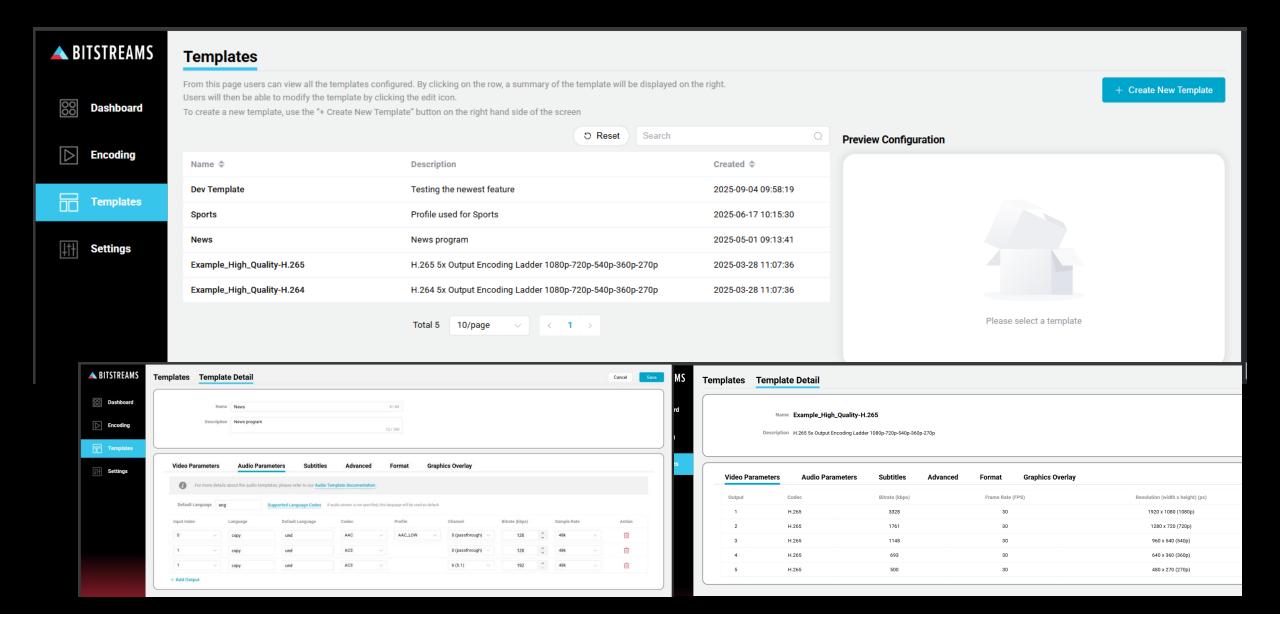
Dashboard

















Questions? Thank You

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