

OmniaSST

Audio Processing Software



OVERVIEW

This full-featured, professional audio processing software transforms Windows PCs into high-end audio processors. Based on a powerful processing engine designed by Hans van Zutphen, OmniaSST is the first processor to support the Telos Alliance’s revolutionary Omnia μ MPX[®] codec. μ MPX, a specialized codec purpose-built for FM radio, is able to transport high-quality Multiplexed FM signals over a small 320kbps data pipe. Reduced data requirements mean high-quality multiplexed audio and RDS signals can be directly routed over IP from your processor into a decoder application, opening up tremendous possibilities for efficient MPX audio transport.

Omnia SST audio processing software is the only processor with the 3 Ds for your audio needs: Declipper, Delossifer, and Dehummer. With Declipper, OmniaSST repairs incoming audio, optimizing it before it hits compression, limiting, and final processing stages, Delossifer repairs the sound of lossy compressed audio such as MPEG2/MP3 material. While Dehummer removes unwanted sounds such as 50/60 Hz hum from bad cables. These remarkable pre-processing tools result in clean, loud, and open sound.

Finally, OmniaSST audio processing software includes purpose-built Omnia presets, FM pre-emphasis, stereo and RDS encoding, and shares the same FM reception-improving composite final clipper as found on the Omnia 9SG. Using an i7 class processor, latency can be reduced to as low as 5ms. A streamlined, HTML-5 based GUI means easy, intuitive operation.