

Next-Gen Arm SDKs

Transition to Arm-powered chipsets with codecs optimized for performance and usability

Video production workflows face unique challenges, often demanding immense processing power and the flexibility to operate reliably across a variety of devices, formats and platforms. With the introduction of Arm-powered devices, video software providers and users need to think critically about how to rearchitect applications and workflows. Among the most important considerations is codec performance. However, with MainConcept, the API remains the same, so you don't have to change your code and your transition is seamless.

LEADING THE WAY IN CODEC TECHNOLOGY FOR ARM

The PC chipset market has expanded beyond the traditional x86 offerings. Apple Silicon and Qualcomm Snapdragon X, both built on Arm architecture, have shown impressive performance and low power consumption, as well as a friendly price tag. Today, all new Apple Mac systems come with Apple Silicon while Snapdragon X Windows-based laptops are available from many vendors, including Microsoft, Samsung, HP, Lenovo, Asus and Acer.

HIGH-PERFORMANCE CODECS FOR ARM-POWERED CHIPSETS

We've taken MainConcept's award-winning codecs and engineered them to be Arm-ready, with a familiar API, expanded functionality, professional camera support and more. Your software should perform reliably, regardless of the device or processor it is run on.

USE CASES FOR MAINCONCEPT'S SDKS FOR ARM

The MainConcept libraries for Arm enable software for broadcast, professional production or video-editing to deliver the same amazing experiences users have come to expect from x86 processors. The MainConcept SDKs for Arm running Windows, macOS and Linux allow developers to focus their efforts on higher-level development, saving organizations both time and money.

SYSTEM REQUIREMENTS

	Arm
Windows	Windows 11 Arm
Linux	Ubuntu 20.04 LTS – 22.04 LTS
macOS	macOS 11.x – 12.x

BENEFITS

FAST

2x faster encoding & decoding performance compared to unoptimized codecs.¹

EFFICIENT

Integration ready for macOS, Linux and Windows operating systems.

RELIABLE

Engineered for the most demanding video production workloads.

KEY FEATURES

- Professional camera support.
- Seamless transition as no API code change is required.
- Multi-seat, on-prem to cloud production workflows to at-home studio use cases.
- Regardless of the target use-case and workflow, the MainConcept SDKs for Arm cover all markets where video processing is key.
- Best-in-class video codecs for Apple Silicon, AWS Graviton, Ampere Altra, Snapdragon X and similar Arm CPUs running macOS, Linux or Windows.
- Built-in hardware decoding on Qualcomm Snapdragon X chipsets with Adreno GPU
- Use NVIDIA GPUs on Arm systems running Linux for AV1, AVC/H.264 and HEVC/H.265 encoding and decoding

OPTIMIZE WITH MAINCONCEPT PROFESSIONAL SERVICES

¹ When compared to unoptimized codecs; based on MainConcept's integration and performance testing.

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MAINCONCEPT ARM DESKTOP CODECS AND PRODUCTS

- HEVC/H.265
- AVC/H.264
- VC/H.266
- AV1
- MPEG-4 Part 2/H.263
- MPEG-1/2
- DV/DVCPRO 25/50/HD
- xHE-AAC/AAC
- MPEG Audio
- Converter & Scaler
- File Format
- SCTE-35
- Network Source, Renderer and related utilities
- OTT Content Creation (HLS, MPEG-DASH, CMAF)

ABOUT MAINCONCEPT

MainConcept provides audio and video codec solutions that fuel creativity and business across the globe—from professional video production, multimedia, broadcast, digital signage, and gaming to the medical and security verticals. Our software development kits, transcoding applications and plugins deliver the simplicity you need with the customer experience you deserve. Since 1993, MainConcept codecs have been used by hundreds of organizations including Adobe, Autodesk, Corel, Dalet, Encoding.com, Endeavor Streaming, Grass Valley, Intel, MAGIX, Nikon, PlayBox Neo, Soliton and Wowza. For more information, visit www.mainconcept.com.

More Information

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