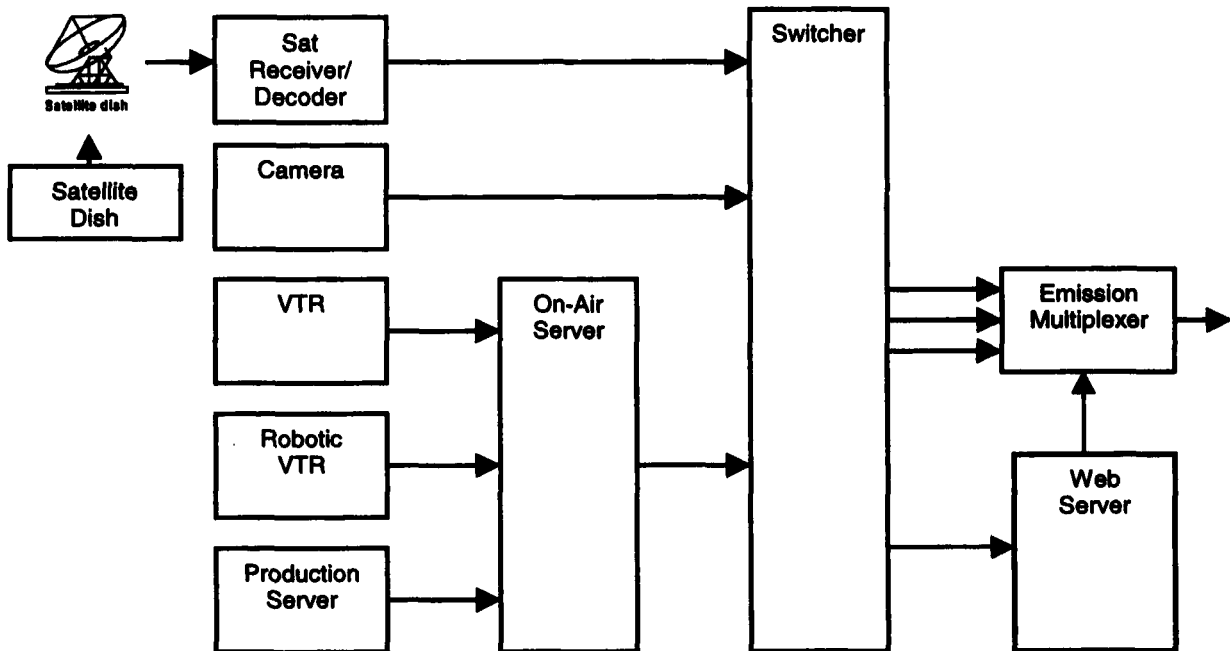


## Appendix A: Sample System

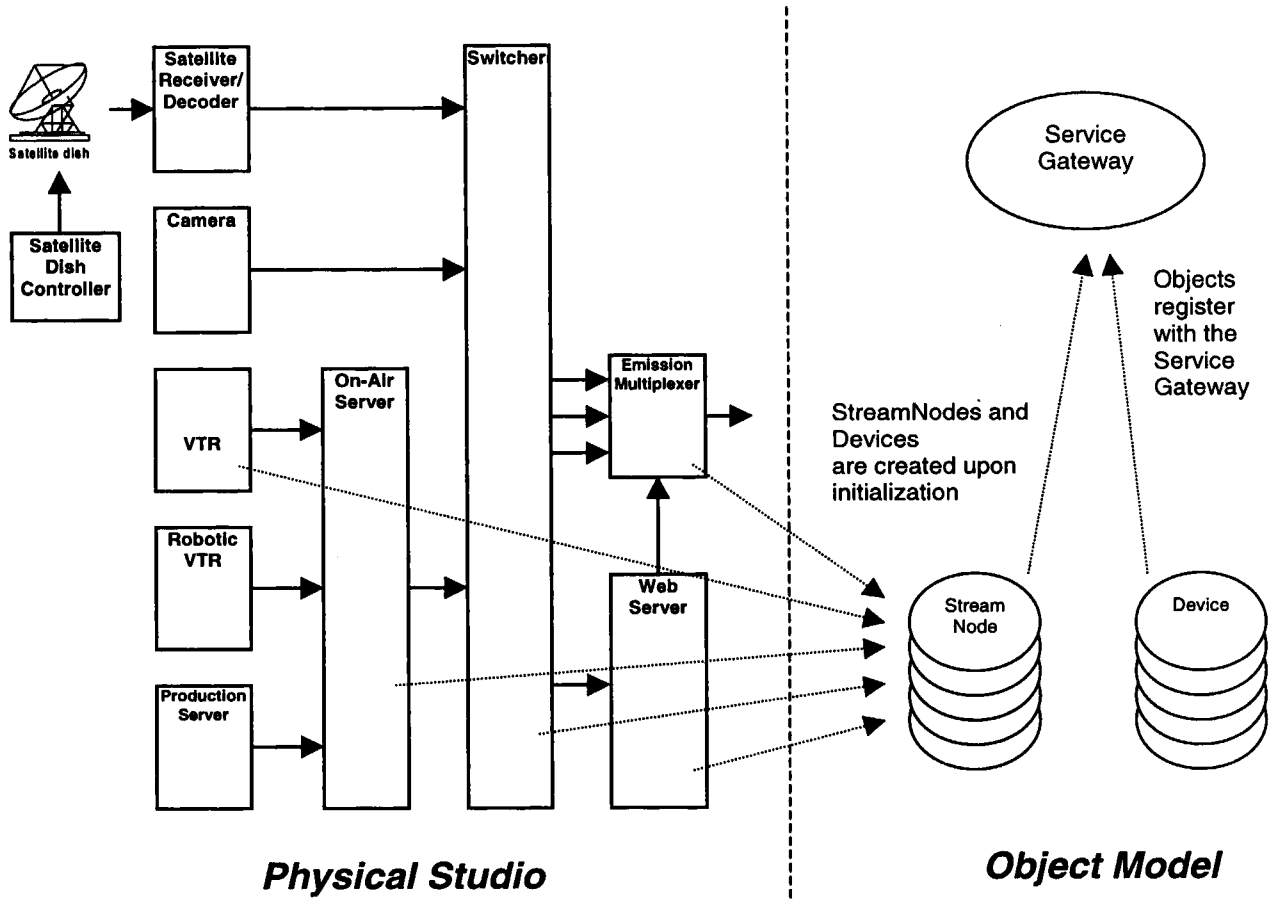
This appendix outlines a sample system that is representative of a simple studio. It includes basic functionality and equipment that support the mixing of off-air and stored source material into a fundamental program stream for distribution. Section A.1 represents a simple block diagram of such a studio. Section A.2 shows how a simple command, "play a program to air", is implemented by the studio object model as it applies to this example studio.

### A.1 Localized Studio

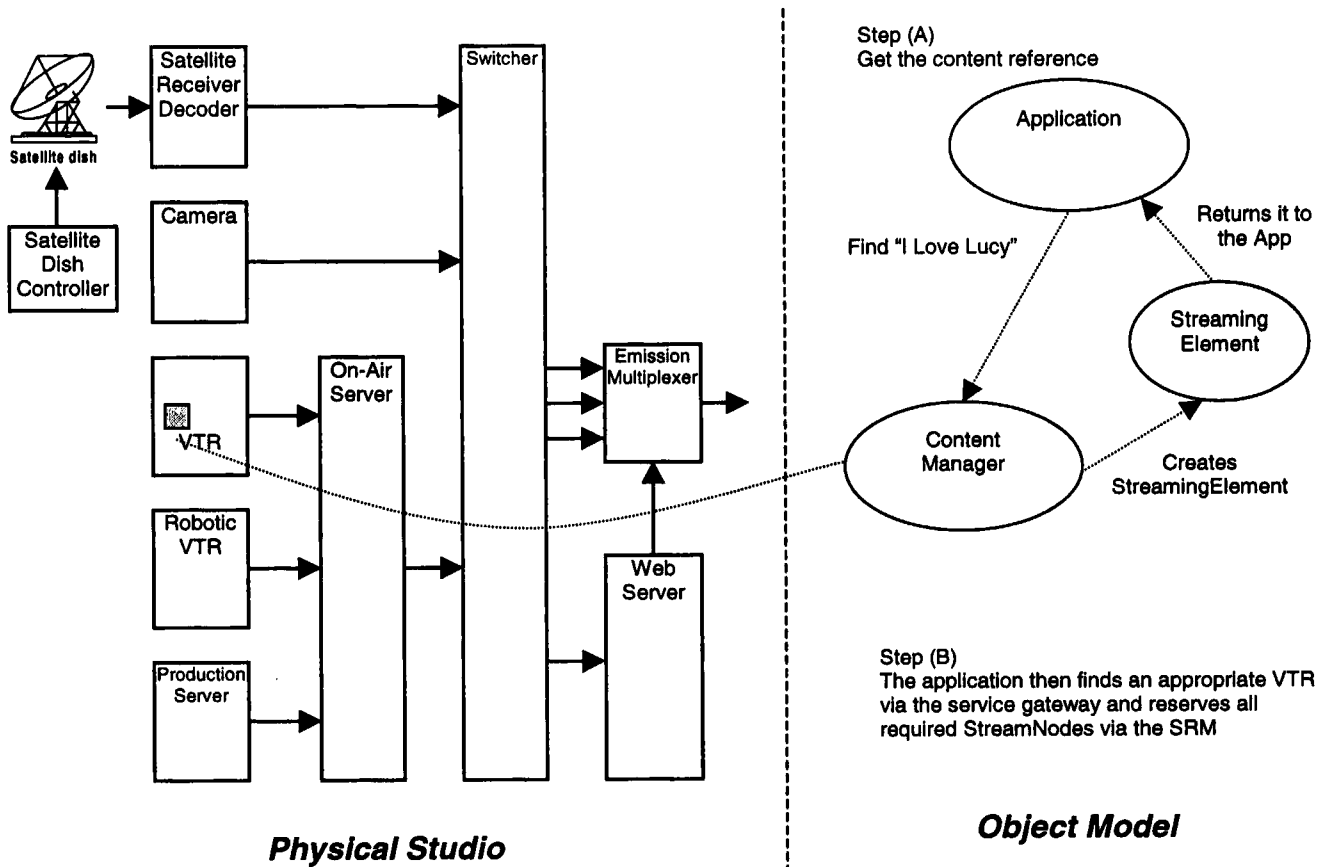


## A.2 Application of the Object Model

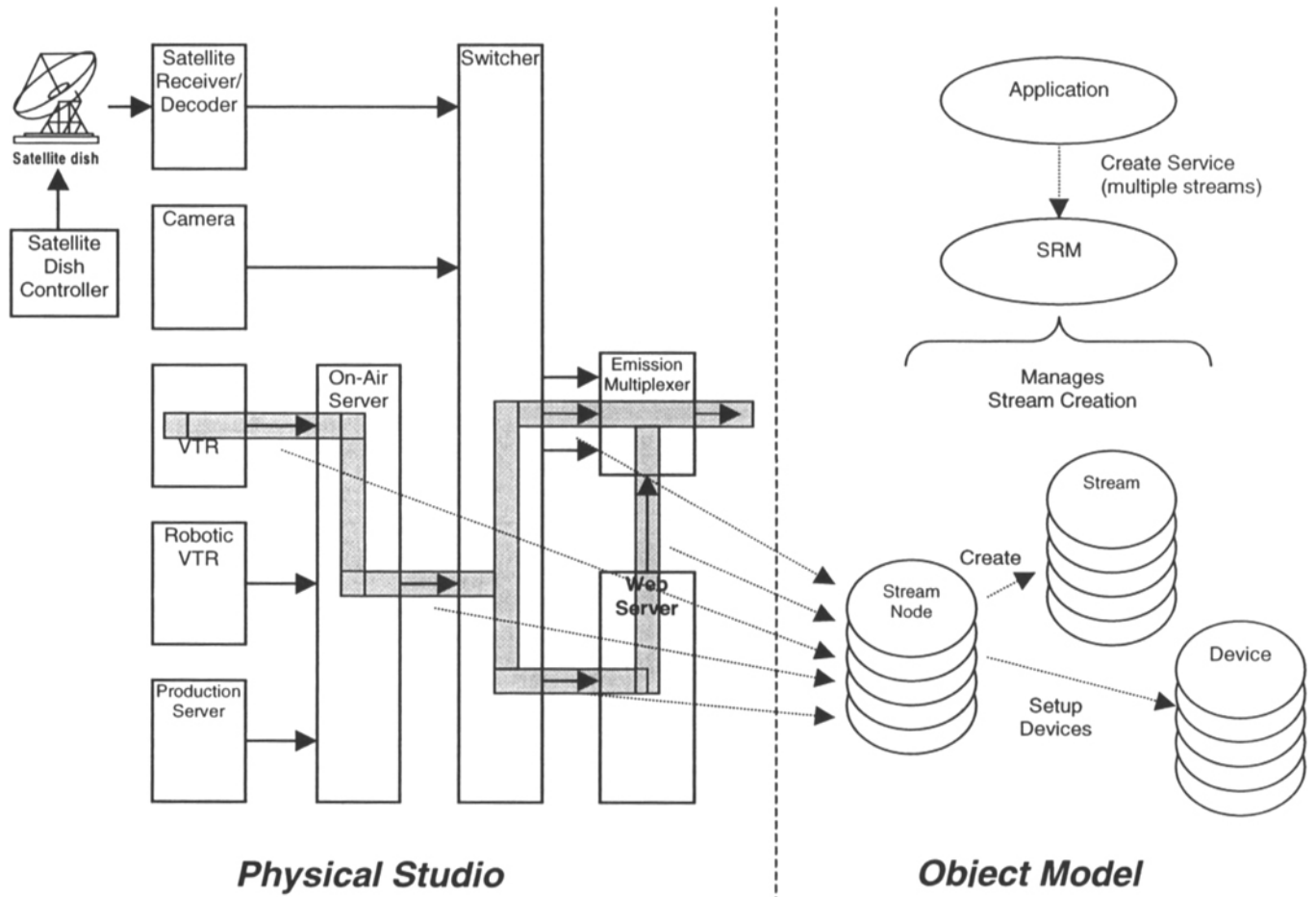
### A.2.1 System Initialization



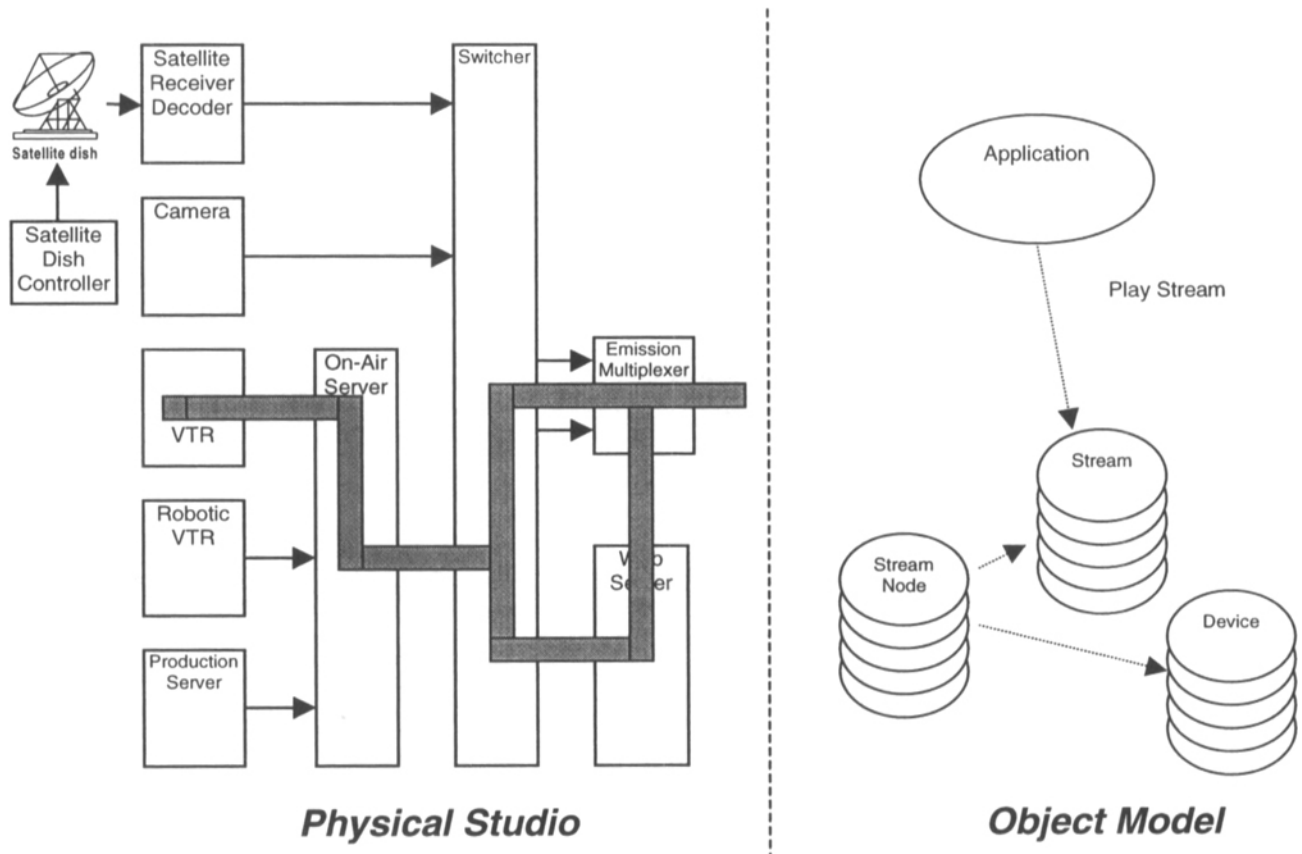
### A.2.2 Content Instantiation



### A.2.3 Stream Instantiation



### A.2.4 Stream Usage



### A.2.5 Resource De-allocation

