



VIA MAP END-TO-END WORKFLOWS - TECHNICAL TRAINING

COURSE OBJECTIVES:

This training provides support engineers with the essential knowledge to operate, monitor, and troubleshoot VIA MAP end-to-end (E2E) workflows such as News, Sports Centers, Entertainment, MAM, and other key production environments.

It focuses on standard, production-proven workflows that reflect real-world customer use cases, emphasizing workflow behavior, monitoring, and operational support within a broadcast and Kubernetes-based environment, rather than workflow design.

TARGET GROUP:

Support Engineers

COURSE DURATION:

Training duration varies based on the selected applications and level of customization

PREREQUISITES:

- Basic broadcast workflow understanding and signal routing
- IP knowledge: Layer 2, Layer 3, Subnetting, Upper Layers, Multicasting, Gateways, DNS
- Unix/Linux Operating System – Basic Shell Commands
 - File & Directory Management
 - Text Viewing & Processing
 - Editing
 - Documentation
 - Archiving
- Keycloak
 - Basic knowledge of authentication and authorization concepts
 - Familiarity with Active Directory basics
- Kafka Debugger
 - Basic understanding of Kafka-based messaging workflows
 - Basic operational knowledge of Kubernetes, including command-line usage
- Docker/Containerization and Kubernetes
 - Basic working knowledge of Docker/Containerization and Kubernetes; practical experience is recommended

LANGUAGE:

English

COURSE CONTENT

1. VIA MAP overview – Introduction & Positioning
 - Introduction to PAM and the VIA MAP: context of use, integration in MediaCeption solutions



- VIA MAP app suite and typical workflows
 - VIA MAP apps overview
 - VIA MAP and IPDirector – Key differences Overview (optional)
2. VIA MAP Customer Readiness
 - System requirements overview
 - E2E workflow definition fundamentals (e.g. News/ Sports Center)
 - Deployment environment guidance
 - TLS/SSL essentials
 - Name resolution setup
 - Firewall fundamentals
 - Video server compatibility
 - Target creation and destination logic (Avid Interplay Integration)
 3. VIA MAP Architecture
 - E2E workflows standard architecture definition
 - System architecture fundamentals - CQRS, Event driven, Microservices, orchestration, Command/Event buses, Kafka, RabbitMQ, Kubernetes and Docker
 - Communication architecture overview - OpenGate, reverse proxy, and Keycloak for access control
 - Infrastructure service overview - Kong, Nginx, Keycloak, Postgres, Elasticsearch, and observability stack (Prometheus, Grafana, Loki, VictoriaMetric)
 4. VIA MAP deployment overview
 - Understanding a VIA MAP deployment
 5. Introduction to video servers
 - XS-Neo and XT/XS VIA server introduction and key differences overview
 - Server configuration
 6. VIA MAP Configuration
 - User settings
 - Infrastructure settings (including Router Control)
 - Application settings
 - System settings
 - VIA Manage configuration
 7. VIA MAP Workflow & Basic Operations
 - Workflow fundamentals – behavior, configuration, metadata handling and system interactions
 - Available resources overview
 - Scheduled workflow management
 - Building and analyzing a standard, pre-defined workflow inspired by News and Sports system demos – including all apps (Ingest, Import, Log, Manage, Cut, Create, Link, Melt, VIA Play and other integrations)



8. Customizations

- This section refers to custom developments performed by EVS and the scope and duration of the related training must be adapted to the associated workflow

9. VIA MAP Maintenance, Monitoring & Troubleshooting

- Use of VIA Pulse and VIA Trace, and Grafana for workflow monitoring and debugging
- Logs collection (EVS OPS-Toolkit, Workflow report, Kubernetes deployment logs)
- Reporting an incident to EVS support team

10. Q&A section with EVS Global Support team