

SOFTRON
record stream play

MIReplay 2

User Manual



Version 1.0
December 2018



MIReplay is the first instant replay software available for the Mac, and is an ideal solution for video production or as an adjudication system for referees. Like all Softron products, it is Affordable, Reliable, and Easy-to-use.

The MIReplay Manual is broken into two parts. Part 1 provides a **Quick Start Guide** to let you jump right in and start using the application. Part 2 provides a **Features Overview**, a brief description of all of the specific features available in MIReplay.

New with MIReplay 2

With MIReplay 2, we have added a number of new features:

- We have made the Viewers swappable (page 8)
- We have added (and changed) Keyboard Shortcuts (see page 10)
- We have added support the the SKAARHOJ XC8 and Elgato Stream Deck controllers (see pages 16 and 23 respectively)
- REST API integration: You may now control MIReplay remotely through a URL address (see page 24)



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Part 1: Quick Start Guide

Installing the drivers for your video device

If you use a video device from AJA, Blackmagic Design or our MIFamily (MI8R, MI80, MI62, MI44) make sure that the device is physically connected. Double check that all cables and hardware are installed correctly.

Also check that you have the appropriate version of the driver and OS:

1. On the Softron website, [check which driver and OS](#) is recommended for the card you use.
2. Download the appropriate driver from the [AJA](#), [Blackmagic-Design](#) or [Deltacast](#) website.
3. Make sure you use a compatible version of macOS

Once the drivers are installed, verify the settings of your card using the Preference pane or control application (if applicable) included with the hardware. For example, with the MI8R, (or when using a Blackmagic-Design Quad 2 card), you may want to modify the “Connector Mapping” to make sure you can use all 8 connectors independently.

In terms of licenses, you will need one license per channel. And each channel can be either in or out, so there is a lot of flexibility depending on the type of use that you want to have.

Software Installation

1. [Download the MIReplay software](#) from our website .
2. Unzip the downloaded file.
3. Drag and drop the MIReplay.app file in your Applications folder.

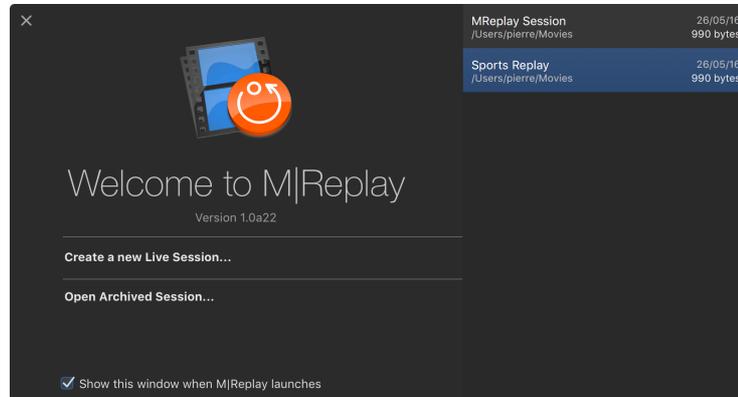
First start

1. Start the application: **Double click on the MIReplay icon** in your Applications folder
2. When prompted with the message “The “MIReplay.app” is an application downloaded from the Internet. Are you sure you want to open it?”, Click on **Open**.
3. A license agreement window will open. Enter your First and last name and a valid email address. Tick the check-box and click on **“Accept”**
4. Enter an **admin password**, to install the required components
5. **If you have a dongle connected** to the computer with valid licenses for MIReplay, the application will start right away.
6. **If you do not have a dongle connected**, a license window will open to offer you 3 choices:
 - **Register:** if you own a serial number, click on this button and follow the procedure to activate it. You can read more about the activation procedures on our support desk.
 - **Buy:** if you don't have a serial number, but want to buy one, click on that button.
 - **Demo:** if you want to try the application in DEMO mode, click here. In DEMO mode, MI Replay can only create new Live sessions, it can not reopen an archived session. When a new Live session is created, there will be blue frames recorded in the files as well as blue frames outputted to the outputs.
 - Note that the license window will only open the first time you start the application. If you want to add a license, and upgrade or option later on, you can access the license window in the Menu “MIReplay > Licenses...”
7. That's it — you are ready to use MIReplay!



The Welcome Window

When you start MIReplay, a “Welcome window” is displayed.



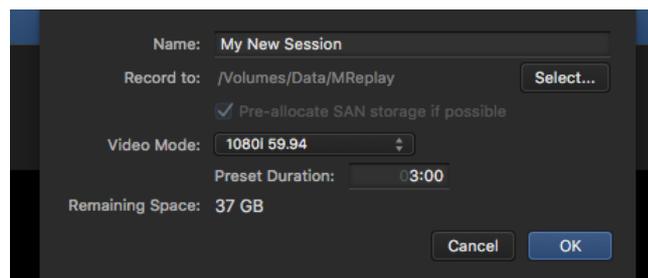
From this window you can either

- “Create a new Live Session...” if you want to start recording and replaying a new session, or
- “Open Archived Session...” to reopen a session that has already been recorded.

You can also see the list of sessions recently created or opened on the right, with their creation date, and size. If you right-click on any of these you can select to “Show in Finder” to be able to see where those sessions are saved and eventually delete them if you don't need them anymore.

Creating a New Live Session

When you click on “Create a new Live Session...”, this window will open:

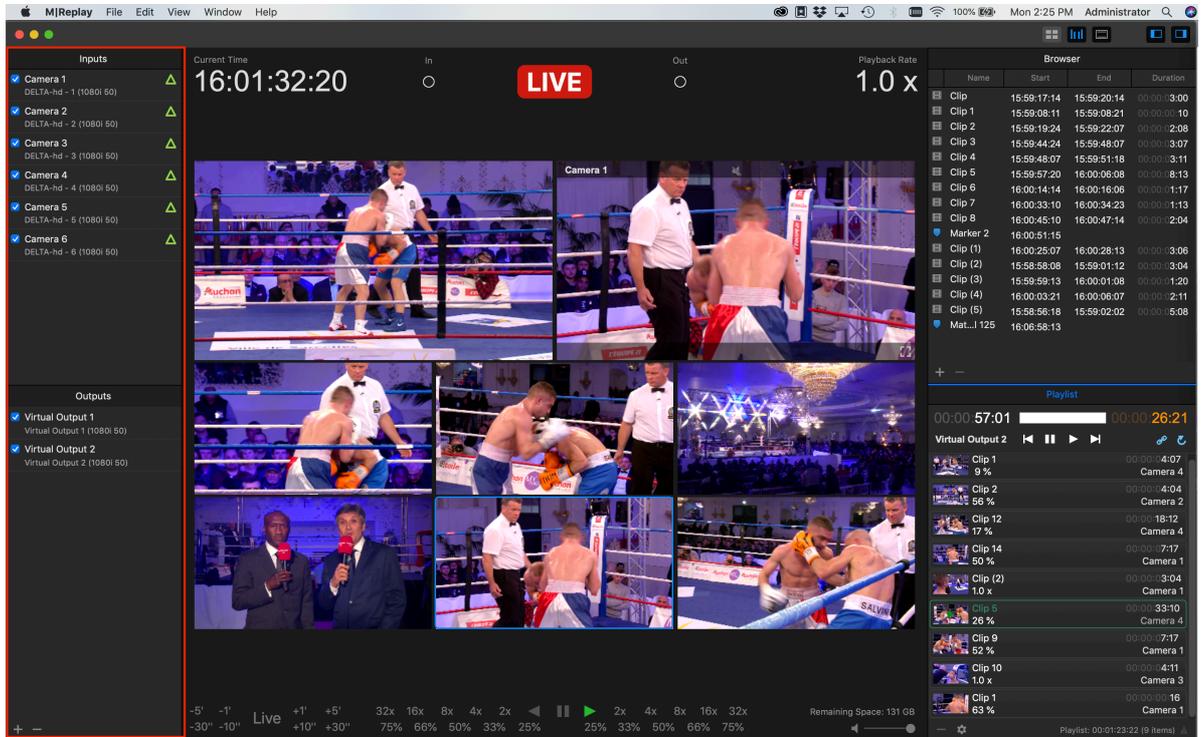


- Select a “**Name**” for your Live Session
- Set where you want to “**Record to**” (make sure to have enough disk space available)
- Set if you want to “**Pre-allocate SAN storage if possible**”. Some SAN Volumes allow for pre-allocation (such as Xsan). If possible we will try to preallocate the storage, so only one write request is done to the SAN. Note that this won't actually write or use the storage, it is "just" doing just one request at start, instead of a request overtime we need to write to the disk.
- Select the “**Video Mode**”. This will set the format of all the inputs and outputs.
- **Preset duration**: When you enable an input, we will start recording right away and create a “Classic” movie file (as in MovieRecorder) of the duration you specify here. Note that if your recording session is longer than that, we will extend the duration up to 9 hours which is the maximum duration of a recording session (because of a limit to the duration of QuickTime movies). When your session reaches 9 hours, recording will stop.
- **Remaining Space**: Already shows you how much disk space you have left on the selected destination.



Enabling Inputs and outputs

In the left pane you will see **all the inputs and outputs that are available on your Mac.**



Depending on which video device you use, you will be able to see more or less of them. Note that for some devices (such as with the Decklink Quad 2), if you enable for example the input 1, you won't be able to enable the corresponding output 1 as these inputs or outputs share the same connector.

If you use the MI8R or a Decklink Quad 2 or Duo 2, make sure to [read the article of our knowledge base that explains the things to know about the "Connector Mapping"](#)

Important note: **As soon as you enable an input (by ticking the checkbox in front of it), the recording starts, there is no start record button.** If you want to stop recording on that specific input, just disable it. To enable an input, you can also simply drag and drop it on any of the Viewers in the central Viewers area.

You can also enable the outputs that you need for the production simply by enabling the checkbox or drag-and-dropping the output on any of the Viewers.

Note that you can also create "Virtual Outputs" simply by clicking on the + icon at the bottom of the list. Delete them using the - icon. Note that "Virtual Outputs" are used rather for testing purposes, or for example to preview a playlist on screen, without using a "Real video output".

The Viewers Area

The Viewers area is the main area. The Viewers can either be used to monitor inputs or outputs. You can assign an input or output to a Viewer either:

- Drag and drop the inputs or outputs from the left pane to the Viewer(s) you want to assign them to.
- Click on the popup menu on the top left of the Viewers and select the input or output you want to monitor in that specific Viewer.



Assigning an input to an output

When an output is selected, you will also see a popup menu at the top right that allows you to select the input that is “sent” to that output.

You can also change that using keyboard shortcuts:

- First make sure that the “Viewer” with the output you want to control is selected (circled in blue). For that you need to either:
 - click on it
 - use the keyboard shortcuts 1, 2, 3... to select the first Viewer, the second, etc...
- Then once the viewer is selected, either:
 - alt+click on the viewer of an input to “assign it” to the selected output
 - use the keyboard shortcuts alt + 1, 2, 3... to assign the input in the first Viewer, the second, etc... to the selected output.

Playback controls in the Viewers area

You can control the playback in the Viewers area in one of these manners:

- At the bottom of the user interface are some playback controls to play forward, backward, or at variable speed.
- Use the keyboard shortcuts. For example the standard JKL, space bar, left, right arrows and “P” to go back in “Live”. (See a more complete list below)
- Use a [Contour Shuttle](#) USB device. (See diagram below)

Note that when you use those playback controls, all the inputs will be controlled in sync, so you can see what happens on all angles at a specific moment.

Swapping Viewers

As of MIReplay 2.0, you may swap the locations of viewers. You may simply click on a viewer and drag it over another viewer, release the mouse, and the two viewers will change position.

Clips and Markers

Creating clips and markers

To create clips and markers, make sure that the “Viewers” area is active, then go to the position you want and use the following keyboard shortcuts:

- I to create an in point
- O to create an out point
- M to create a marker

Note that when you have set an in point the ‘In’ icon will be shown.

- If you use try to set an in point again, the in point value will be modified
- Then if you set an out point, the clips will be immediately created and shown in the Browser area.

You can also use the following keyboard shortcuts:

- alt + I (or O) to clear the in or out point
- alt + x to clear both in or out points
- shift + I (or O) to go to the in or out point



Modifying clips and markers

To modify a clip and marker, you can :

- click on its name to modify its name
- click on its in or out points to modify manually their value

Using clips and markers

From the Clips and markers are, you can:

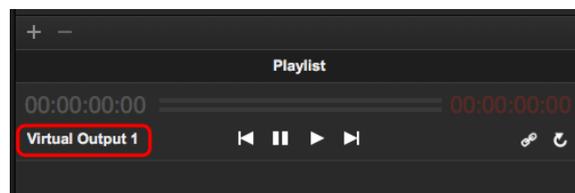
- double-click on a clip to start playing it back from its in point. If you hit play it will play until its out point
- double-click on a marker to start playing from that point

Creating Playlists

You can drag and drop clips to the playlist area. You can use clips from the clips and markers area above, or other clips from your storage.

When a clip is in the playlist area, you can select the “angle” that you want to play out as well as the playback speed.

To play the playlist, you need to make sure that an output is selected for that playlist.

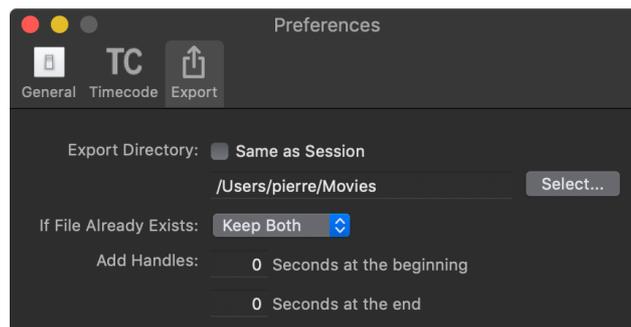


Exporting Clips and playlists

You can export clips and playlists so they can be reused later on.

Changing the export settings

As we want things to go quick during a live session and don't want to have menu asking for settings, the export settings are done in the preferences of the application.





You can set:

- **In point handle:** set the number of seconds you want to add before your in point to the exported clip
- **In point handle:** set the number of seconds you want to add after your out point to the exported clip
- **Export Directory:** set where the clips will be exported

Exporting Clips

From the “Browser” area, select the clips you want to export. Then right click on it and select “Export” from the drop down menu. The export will start right away. Note that all angles of the clip will be exported.

You can cancel the export of one or more clips by selecting the clips for which you want to cancel the export, right click on it and choose “Cancel Export”.

Exporting Playlists

Note that currently only clips from the recorded angles will be exported. External clips will be skipped during export. The method to export playlists is the same as the one for clips. Note that the if you modify the playlist after you have started an export, it won't reflect in the exported file, you will have to export again the playlist.

Keyboard shortcuts

A number of keyboard shortcuts are available to control the UI, in addition to Mouse and other controls (see below for available Controllers). Note that some of the keyboard shortcuts have changed from MIReplay version 1 (“Old”) and 2 (“New”).

Viewers area - Playback Controls

OLD	NEW	FUNCTION
J	J	Cycle through the different playback speed going backwards
K	K	Pause
L	L	Cycle through the different playback speed going forward
Space bar	Space bar	Play/Pause
G	G	Go to “Live”
ctrl + G	ctrl + G	Go to “Specific Timecode” (enter TC)
+	+	Go to “+ x time” (enter TC)
-	-	Go to “- x time” (enter TC)
Home	Home	Go to beginning of Session
End	End	Go to end of session



OLD	NEW	FUNCTION
→	→	+ 1 frame
←	←	- 1 frame

Viewers area - Selecting Viewers and assigning inputs

OLD	NEW	FUNCTION
1, 2, 3	SHIFT + 1, 2, 3,..	Select the viewer you want to control
alt + 1, 2, 3	1, 2, 3,..	Assign the input located in the corresponding viewer to the selected output

Clips and markers

OLD	NEW	FUNCTION
I	I	Set an in point
O	O	Set an out point
Shift + I	Shift + I	Go to in point
Shift + O	Shift + O	Go to out point
Alt + I	Alt + I	Clear the in point
Alt + O	Alt + O	Clear the out point
Alt + X	Alt + X	Clear both in and out points
E	E	Append selected clip(s) to the end of the current playlist
W	W	Insert selected clip(s) before the selected clip of the current playlist
cmd + E	cmd + E	Export the selected Clips to the location defined in the preferences
cmd + shift + E	cmd + shift + E	Export the selected Clips to a location that you will define



Playlists

OLD	NEW	FUNCTION
Space bar	Space bar	Play/Pause
alt + Space bar	alt + Space bar	Force cue of selected clip
alt + →	alt + →	Skip to next
alt + ←	alt + ←	Skip to previous
alt + cmd + →	alt + cmd + →	Go to 5 seconds before the end of the current clip
alt + cmd + ←	alt + cmd + ←	Go to 5 seconds before the end of the previous clip
Shift + O	Shift + O	Go to out point of selected clip
alt + L	alt + L	Toggle the playlist Loop mode
alt + C	alt + C	Toggle the playlist Loop mode
cmd + E	cmd + E	Export the selected Playlist to the location defined in the preferences
cmd + shift + E	cmd + shift + E	Export the selected Playlist to a location that you will define

UI navigation

OLD	NEW	FUNCTION
→	→	Cycle in the different areas going forward
⇧ + →	⇧ + →	Cycle in the different areas going backwards
cmd + ⇧ + S	S	Go to the Sources Pane
cmd + ⇧ + M	V	Go to the Viewers area
cmd + ⇧ + L	B	Go to the Browser area
cmd + ⇧ + P	P	Go to the Playlists area

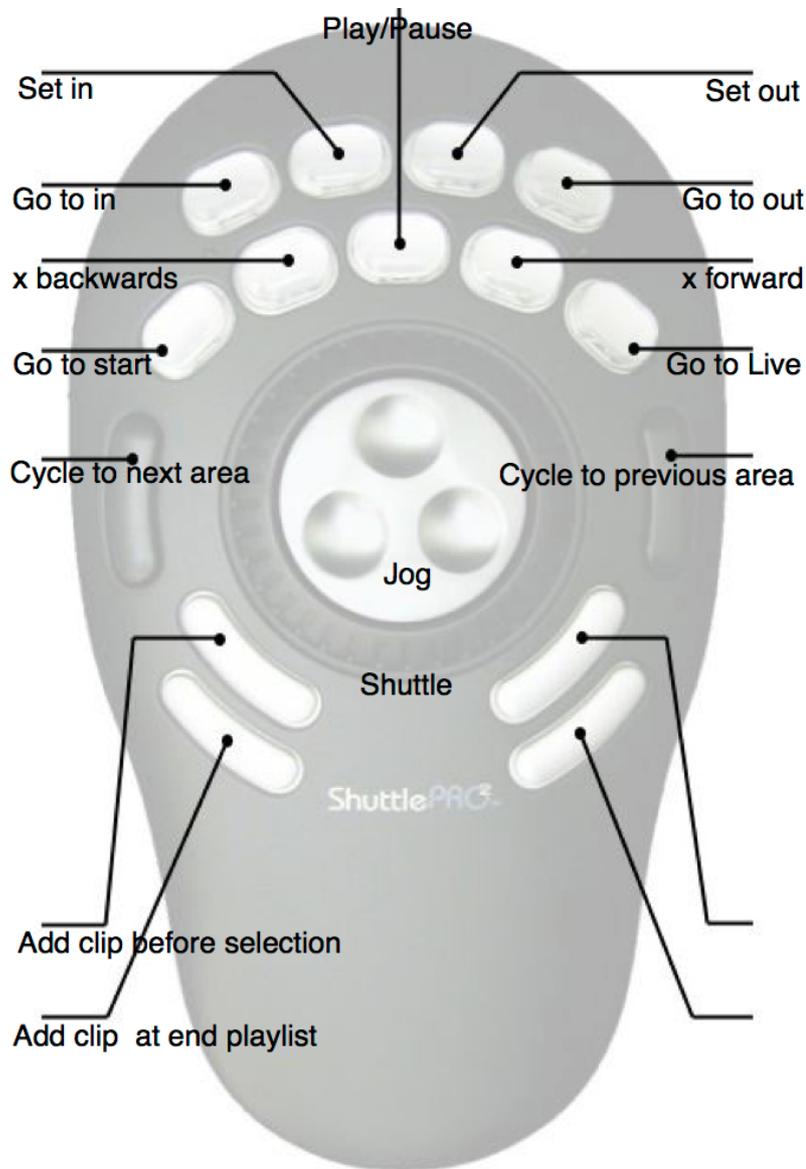


Controllers

Currently MIReplay supports the Contour ShuttlePRO v2, SKAARHOJ XC8, and Elgato Stream Deck controllers. We will add more controllers over time — don't hesitate to let us know which one you would like to be supported.

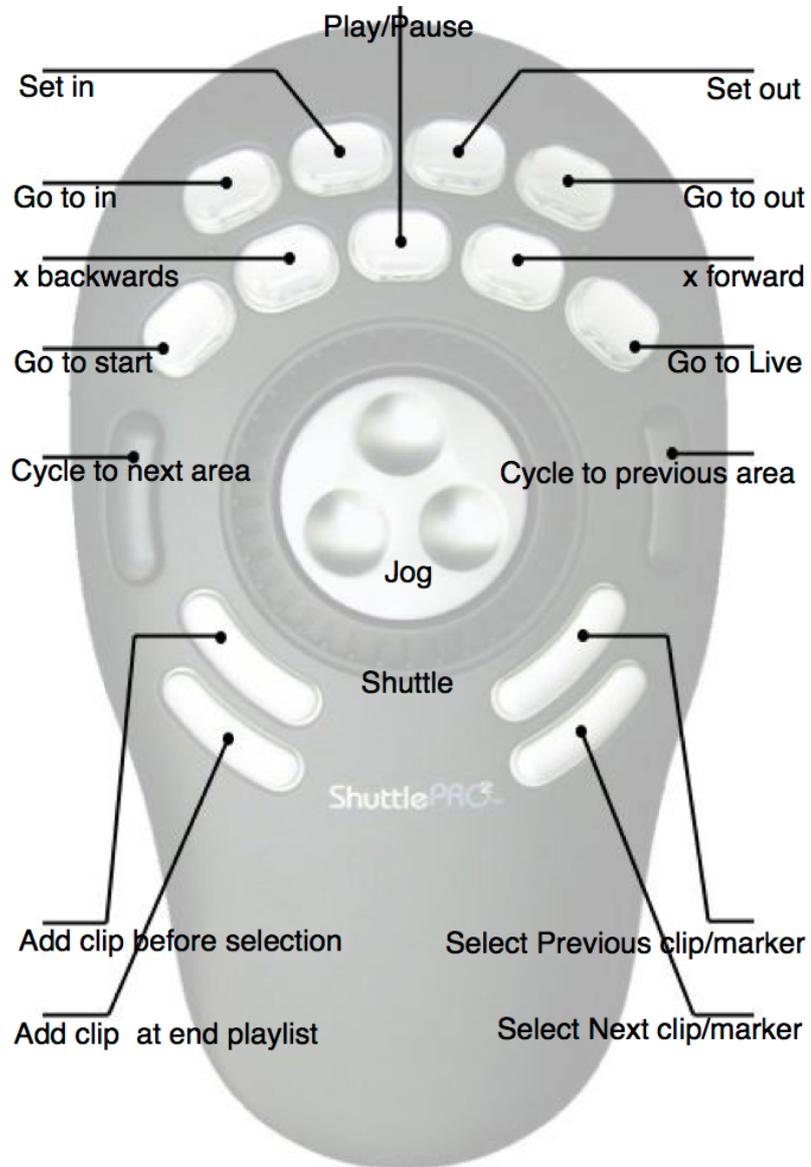
Contour ShuttlePRO v2

Viewers area



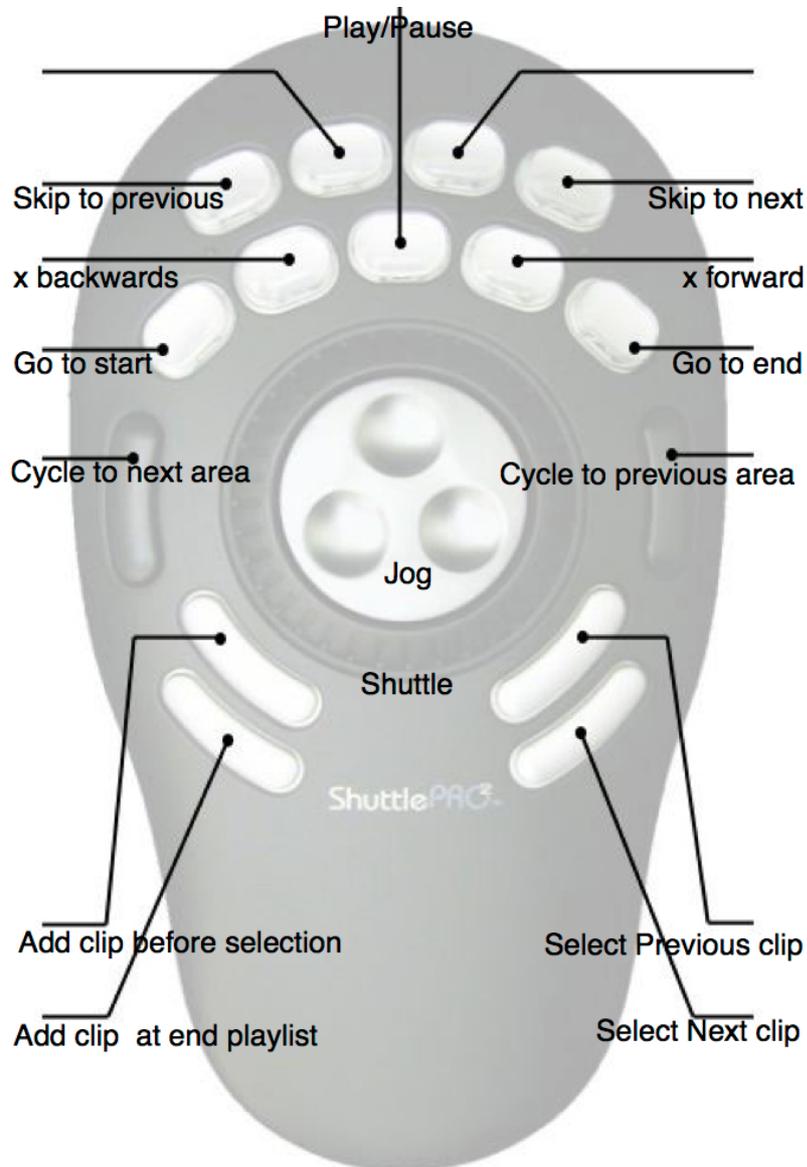


Clips and Markers Area





Playlists Area





SKAARHOJ XC8

Starting with MIReplay 2.0, we have added the support for the SKAARHOJ XC8 hardware controller. This allows for higher efficiency when using it as a replay system as a lot of functions are readily available at your fingertip.



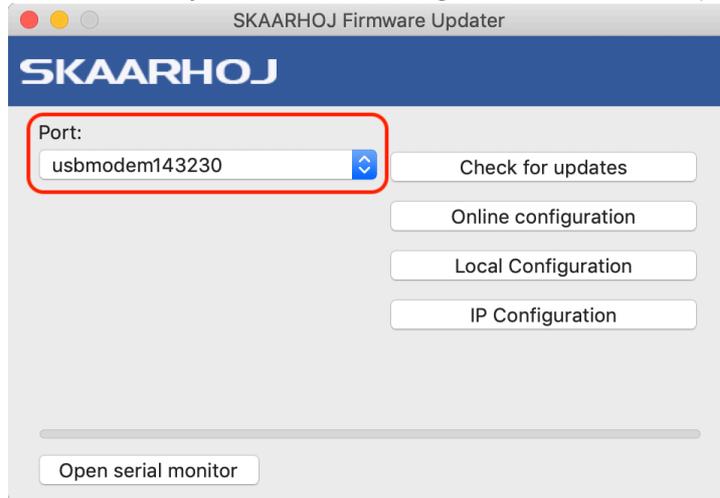
Requirements for the setup

To setup your XC8:

- First you will need to connect your XC8 in USB to your Mac (you'll only have to do this once).
- Then download the firmware updater application from SKAARHOJ: <https://www.skaarhoj.com/support/firmware-updater/>
- Install the application and start it.



- Make sure that you do see something like this in the "Port" popup menu:



- If the menu is empty, check your USB connection to the XC8.

If you see something like usbmodem143220 in the popup menu, you are ready to set it up.

Note that:

- the USB connection is only needed for the setup part, not to control the XC8 after it has been setup. Control later on is done through ethernet.
- the USB connection is mandatory for the setup part, you can not do the setup through ethernet

Setting up the XC8 as a "Raw Panel"

Note that your XC8 may come already configured as a "Raw Panel", and in this case you can skip this step, you won't need an internet connection, and you just can setup the IP address if needed (see below). But if your XC8 is not configured as a Raw Panel (for example it was used with another software or hardware), you will need an internet connection the first time you want to setup your XC8 following these steps.

- (first follow the steps above for the App. Once setup, click on the "Online Configuration" Button:
- This should open a web page on SKAARHOJ's website where you can make sure that it's the "**XC8-Raw Panel**" configuration that is Active, if not, click on the radio button, so it shows as Active.



Configuration of your XC8 Standalone with S/N

The following default configurations are available for your controller:

Advanced

Configuration	Description	Installed Devices
<input type="radio"/> vMix Replay		
<input checked="" type="radio"/> XC8-Raw Panel Active	In Raw Panel mode the controller will work as a TCP Client connecting to a server IP address on port 9923. The server receives simple action commands when buttons, encoders, faders etc are activated. In return the server sends button colors and display content. The API is documented as "UniSketch TCP Client" on our GitHub repository. In Raw Panel mode, all the logic is placed on the server, which is typically a custom written software application.	

Network configuration

DHCP Static

IP	192	168	0	80
Subnet	255	255	255	0
Gateway	192	168	0	1
DNS	192	168	0	1

Devices

Enabled	Name	IP
<input checked="" type="checkbox"/>	UniSketch Raw Panel	192 168 0 154

- Note that the screenshots here are with the "simple" configuration. Note that there is an "Advanced" button on the page that can show you more settings. You can work with the Advanced view too, just make sure to configure the panel as a "Raw-Panel"...



- Then at the bottom of the window set the Network configuration. The first part is the IP configuration of your XC8:

SKAARHOJ



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DNS	192	168	0	1

Devices

Enabled	Name	IP
<input checked="" type="checkbox"/>	UniSketch Raw Panel	<input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="0"/> <input type="text" value="154"/>

- And the last part, in the "Devices" area, setup the IP address of the computer that will control the XC8 (note that these IP configurations can be modified directly from SKARHOOJ's application on your Mac, you won't always need an internet connection just to change the IP



address):

SKAARHOJ



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<input checked="" type="radio"/> XC8-Raw Panel Active	<p>In Raw Panel mode the controller will work as a TCP Client connecting to a server IP address on port 9923. The server receives simple action commands when buttons, encoders, faders etc are activated. In return the server sends button colors and display content. The API is documented as "UniSketch TCP Client" on our GitHub repository. In Raw Panel mode, all the logic is placed on the server, which is typically a custom written software application.</p>	

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DNS	192	168	0	1

Devices

Enabled	Name	IP
<input checked="" type="checkbox"/>	UniSketch Raw Panel	192 168 0 154

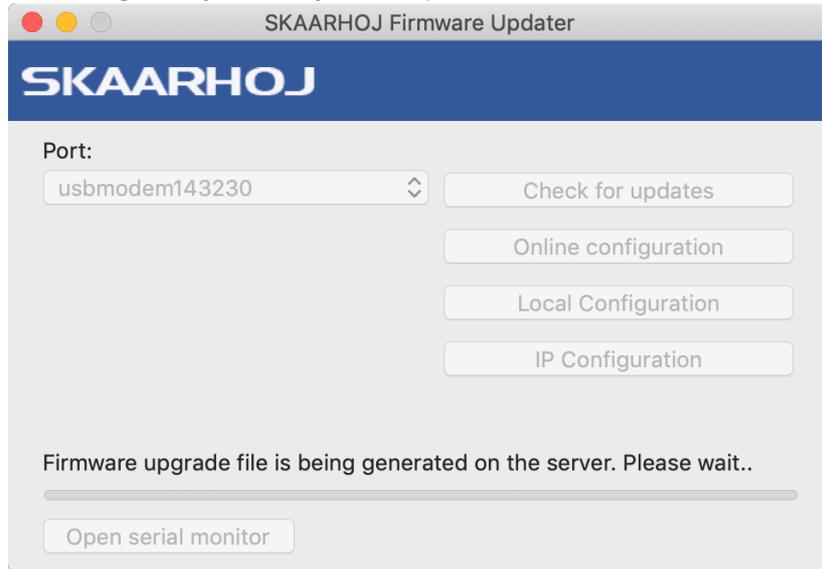
- Now save on the "SaveNetwork Configuration" button at the bottom of the page:

Save Network Configuration

- Now that you have saved that configuration, you can go back to SKAARHOK App, and click on the "Check for updates" button, and you should see that a new firmware is created (based on



the settings that you have just done):

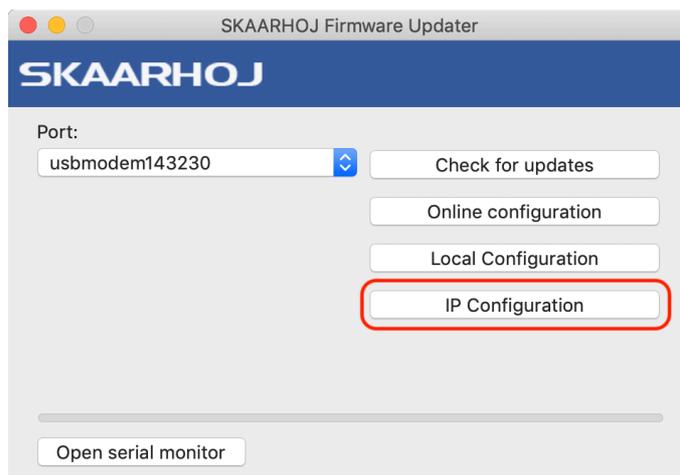


- Then you should see different phases, (updating, verifying, etc...) and when it says that the Firmware was updated, your XC8 has rebooted, and you should be good to go.
- Now you can start MIReplay, create a new session and the button will light up (note that the buttons will only light up once a session is created or opened).

Modifying the IP configuration with the App (no internet access)

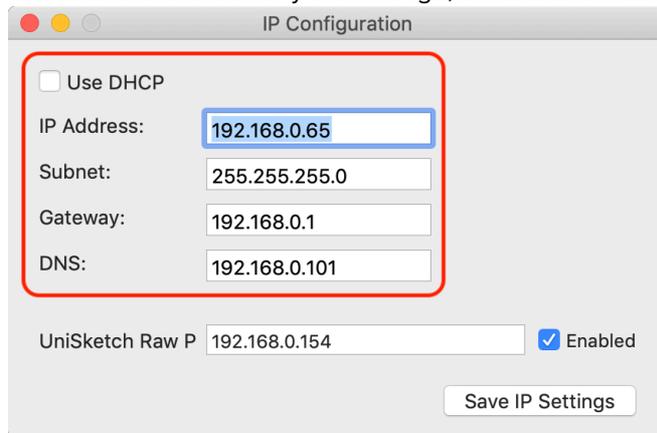
Again the steps above are only if you have to configure the XC8 as a "Raw Panel", if you just need to change either its IP address, or the IP address of the computer that controls it, you can do that simply with the SKAARHOJ App:

- First click on the "IP Configuration" button:

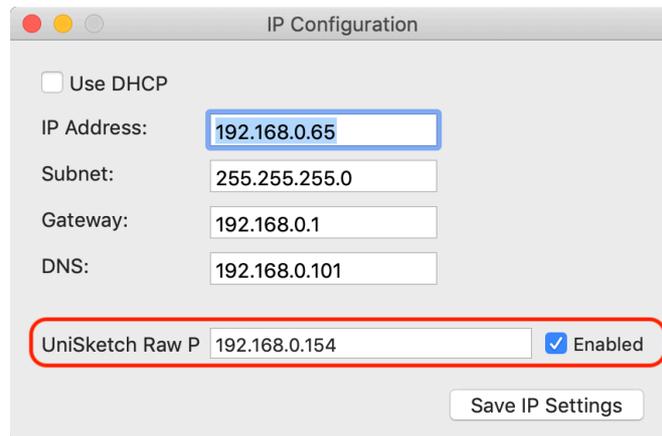




- In the window that opens, you will be able to set first the IP settings of the XC8 itself. Enter an IP address that is within your IP range, or enable the DHCP setting.



- Then in the second part of the window, even more important, set the IP address of the computer that will control the XC8, and make sure that the "Enabled" checkbox is indeed enabled:



- Then click on "Save IP Settings"

Understanding the configuration and IP recommendations

As you can understand from the last part of the setup, it is the XC8 controller that will in fact connect to your computer, and not the other way around. You don't need to set any IP address of the XC8 on your computer itself or the MIReplay preferences. It's the XC8 who know who it will talk to.

The downside of this is that it means you will need to connect to your XC8 with USB every time you want to use a different computer with MIReplay or every time your IP address changes. This is why if you can enable DHCP for the XC8 itself, **it is recommended to use a fixed IP address for your computer and not DHCP**. Otherwise, you may lose connection to your XC8 when restarting your computer (as your DHCP server may attribute you with a different IP address).

Cores vs Raw Panel

If you are familiar with SKAARHOJ, you may know that they are using the concept of "Cores", which are basically the ability to control other devices. SKAARHOJ's controllers can be used in many ways, and one device can sometimes control multiple pieces of equipment. All this needs to be configured. The idea that they had is that you configure your device on their website, add "Cores" (such as a Core



to control an ATEM, one to control a Camera), then setup what each button will do on your SKAARHOJ's device. Then once you have configured it, you save a firmware that is then loaded on your device.

This is very nice in terms of flexibility, but at Softron we try to do things that are "plug and play". So this is why we have not implemented Cores, and have done all the work for you. ;-) Once the panel is configured as a Raw panel, we will just control it, there is nothing that you need to setup. But don't search for Softron's core then...

TROUBLESHOOTING

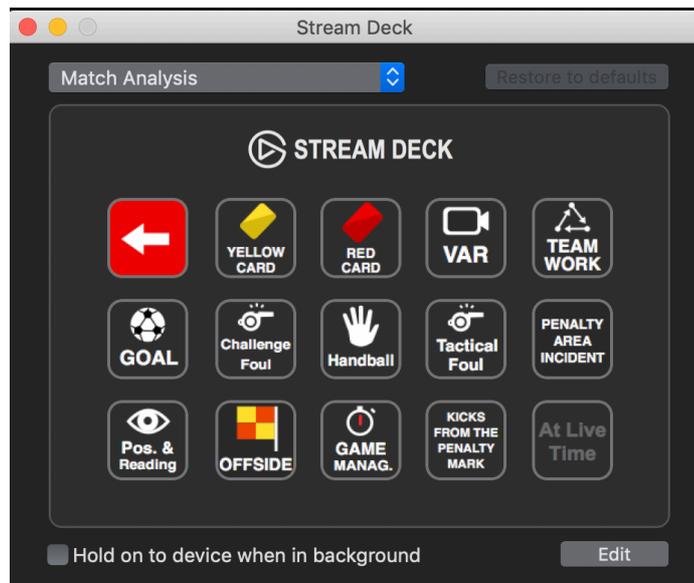
If after you have followed the steps above, you still can not control it, check the following:

- double-check that it is configured as a "Raw Panel"
- make sure of your network connections. Check the IP of your computer, then check what you have set in the "Unisketch Raw Panel" preference in SKAARHOJ App > IP Configuration. The 2 must match. If they match, make sure that you can "ping" the XC8 from your computer, there might be a network issue. Don't forget that MIReplay connects to the XC8 with Ethernet, not with USB.



Elgato Stream Deck

As of version 2.0, MIReplay is compatible with Elgato's Stream Deck Controller. Simply plug the Stream Deck's USB into your Mac, and MIReplay will recognize the device. From the Controller you will be able to quickly and easily create pre-labeled Markers. A number of sample Markers are preprogrammed with MIReplay (see below), but the Stream Deck is customizable so you can add your own pre-labeled markers.





Using REST API to Control MIReplay

With MIReplay, you can create markers in the user interface but also using a REST API. This means that you can create markers remotely from simple web page.

Currently the only thing you can do with the REST API is to add new markers. If you have any additional request, please let us know.

MIReplay uses port 8082 by default, but this can be configured in the preferences of MIReplay.

Creating markers

To add a marker, you need to use the POST method and pass a json dictionary with "name" to set the title of the marker. The marker will be added at the same position that the "playhead is". So if the user is playing back something in the past, it will use the current TC, not the "Live" TC.

```
POST markers
{
  "name" : "This is my Marker"
}
```

About the authentication

If the user has enabled the option to require a password, then you need to specify it with your requests. The default password is "1234".

```
POST markers?password={password}
{
  "name" : "This is my Marker"
}
```

Retrieving markers

You can also retrieve the list of markers that were already created:

```
GET markers
```

This will return a dictionary with the list of sources available for a MovieRecorder, which should look like this:

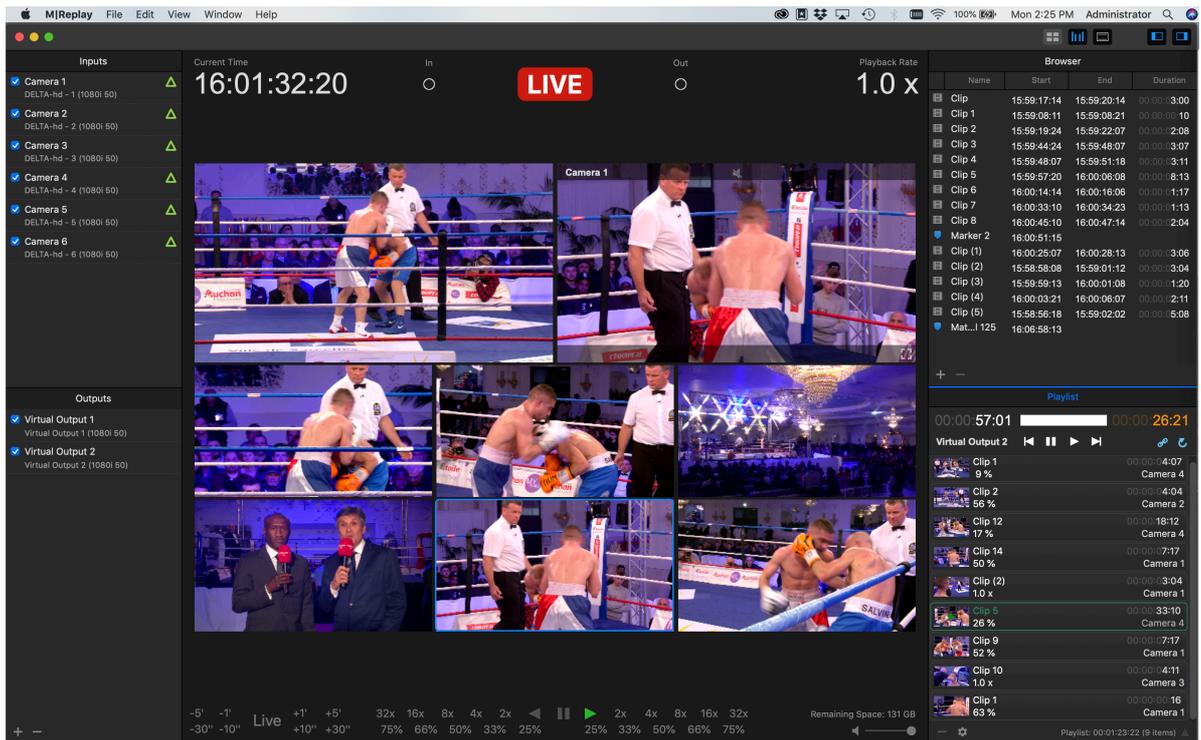
```
[
  {
    "name": "My First Marker",
    "start": 511090399.1733954
  },
  {
    "name": "My Second Marker",
    "start": 511090848.9727454
  },
  {
    "name": "My Third Marker",
    "start": 511090850.8913287
  },
]
```



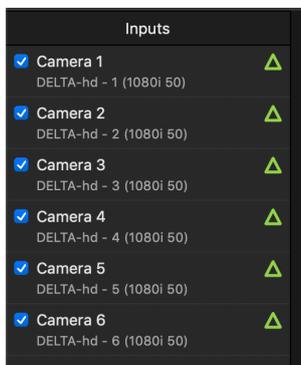
Part 2: Features Overview

The User Interface

Almost everything that needs to be done in **MIReplay** can be accomplished from the **User Interface**. As such, we will first describe the features available in the UI, and then we will go over the features available in the **Menu**.



There are five main panels on the UI: the **Inputs**, the **Outputs**, the **Viewers**, the **Browser**, and the **Playlist**. Each is described below:



The Inputs

MIReplay automatically detects all **Input** devices that are available to your Mac, and lists them in this section. Each **Input** can be enabled (or disabled) by checking (or unchecking) the box to the left of the Input's name. You may change the name of the Input devices by right-clicking on the current name, and then typing in the new name.

The Outputs

MIReplay also automatically detects output devices that are connected to your Mac, and lists them in the **Outputs** panel. As each license of **MIReplay** can be used for **Input** or **Output**,

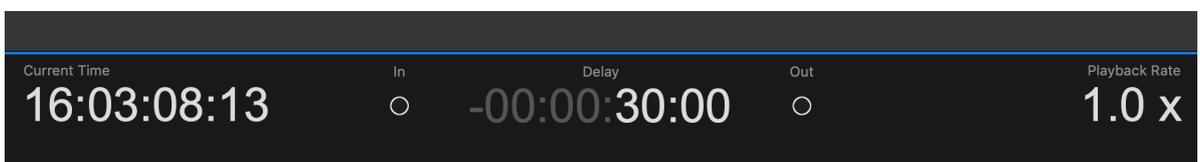


Output channels (or click on the “-“ button to remove **Output** channels). You may also change the name of the **Output** devices by right-clicking on the current name, and then typing in the new name.

The Viewers

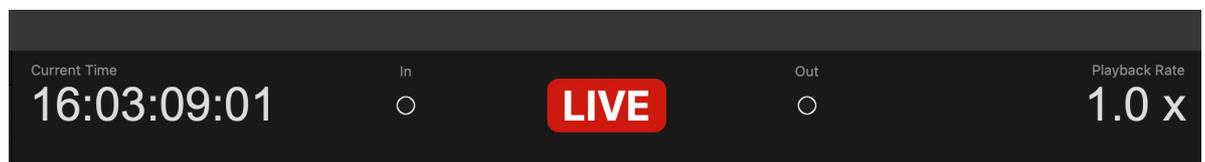
The **Viewers** panel displays a number of important elements of **MIReplay**: the **Current Time**, the **Delay**, the **In and Out Point Controls**, the **Playback Rate**, the **Viewers**, and the **Playback Controls**, as well as a few other UI Controls.

Each of these elements is described below. This screenshot shows the **Current Time**, the **Delay**, and the **In and Out Point Controls**:



Current Time: This is the actual current time.

Delay: This shows the number of hours, minutes, seconds, and frames behind the Current Time, and is displayed when the clip has been rewind. Note that while the clip is Delayed, it is still recording Live. If the clip is *playing* Live in the Viewers, this display will show “Live,” rather than as a Timecode display.



The **In and Out Point Controls**: Flanking the **Delay** display are two round buttons, the one on the left labeled “**In**” and the one on the right labeled “**Out**.” Clicking the **In** button will begin recording multiple clips — one per **Input** — and clicking on **Out** will stop the recording. While the clips are being recorded, the **In** button will be a solid white color, rather than an empty circle. Once the recording is stopped, the clip will appear in the **Browser** panel to the right of the **Viewers**. You may also use keyboard shortcuts to start and stop recording a clip: “I” to set the In Point, and “O” to set the Out Point.

The **Playback Rate**: This is the rate in which the **Viewers** are displaying the playback of the video inputs. The **Playback Rate** is set using the **Playback Controls** at the bottom of the **Viewers** panel.



The **Viewers**: Each **Viewer** may be set up to view an **Input** or an **Output**. When **MIReplay** is first opened, each **Viewer** will be dark, with the **Softron** logo and a prompt in the upper left-hand corner asking you to “**Select a Source...**”

You may click on the prompt and select the **Input** or **Output** source from the selection offered, or you may simply drag and drop an **Input** or **Output** source from the appropriate panel to the left. If you select



an **Output**, a second prompt asking you to “**Select a Source...**” will appear in the upper right-hand corner of the **Viewer**. You may either drag and drop an item from the **Input** or **Output** panels, or you may click on the prompt and select a source from the list provided — which will include the **Playlist** in addition to the **Inputs**.

Once your sources have been selected, the **Viewers** will display the **Input** or **Output** at whatever **Playback Rate** you select, and the **Source** name will be displayed at the top of the **Viewer**. Also present on each viewer is a speaker icon, where you may turn the volume on or off.



Below the **Viewers** are the **Play-back Controls**.



The left-most group of numbers allow you to jump forward or backward 5 minutes (+/- 5'), 1 minute (+/- 1'), 30 seconds (+/- 30''), or 10 seconds (+/- 10''), or to return to Live playback.

The right-most group of numbers allows you to set the **Playback Rate** for the **Viewers**. Those numbers flank those buttons to **Play Backward**, **Pause**, or **Play Forward**. The numbers to those buttons are the **Reverse Playback Rates**, while the numbers to the right are the **Forward Playback Rates**. The 32x, 16x, 8x, 4x, and 2x **Playback Rates** are **Fast Rates (Fast Forward or Fast Reverse)**, while the **Playback Rates** marked with percentiles are **Slow-Motion Rates (Slow-Motion Reverse or Slow-Motion Forward)**.

Below the **Play-back Controls** are some general UI controls. From left to right, they allow you to **Show/ Hide** the **Input/ Output Panels**; Select the number of **Viewers** present on the User Interface; **Show/ Hide VU Meters** on the **Viewers**; **Show/ Hide Timecodes** on the **Viewers**; view the **Remaining Space** on your storage device; and **Control Volume, Show/ Hide** the **Browser/ Playlist Panels**.

The Browser

The **Browser** panel shows the **Clips** you have created by using the **Input and Output Controls**. It also shows any **Markers** you have created (by hitting “M” on your keyboard, or by clicking on the “+” button at the bottom left of the panel).

The **Browser** includes four headings: **Name** (the name of the **Clip** or **Marker**, which can be modified by highlighting and then clicking on the name, and then typing in the new name); **Start** (the start time of the clip); **End** (the end time of the clip); and **Duration** (the Duration of the **Clip**, in Hours: Minutes: Seconds: Frames). Note that **Markers** do not show an **End** time or **Duration** — the **Marker** presents only the time that it was created. **Clips** are identified



Browser				
	Name	Start	End	Duration
📄	Clip	15:59:17:14	15:59:20:14	00:00:03:00
📄	Clip 1	15:59:08:11	15:59:08:21	00:00:00:10
📄	Clip 2	15:59:19:24	15:59:22:07	00:00:02:08
📄	Clip 3	15:59:44:24	15:59:48:07	00:00:03:07
📄	Clip 4	15:59:48:07	15:59:51:18	00:00:03:11
📄	Clip 5	15:59:57:20	16:00:06:08	00:00:08:13
📄	Clip 6	16:00:14:14	16:00:16:06	00:00:01:17
📄	Clip 7	16:00:33:10	16:00:34:23	00:00:01:13
📄	Clip 8	16:00:45:10	16:00:47:14	00:00:02:04
📄	Marker 2	16:00:51:15		
📄	Clip (1)	16:00:25:07	16:00:28:13	00:00:03:06
📄	Clip (2)	15:58:58:08	15:59:01:12	00:00:03:04
📄	Clip (3)	15:59:59:13	16:00:01:08	00:00:01:20
📄	Clip (4)	16:00:03:21	16:00:06:07	00:00:02:11
📄	Clip (5)	15:58:56:18	15:59:02:02	00:00:05:08
📄	Mat...l 125	16:06:58:13		

with a film strip icon to the left of the name, while **Markers** are identified with blue pointer icons.

Right-clicking on a **Clip** opens a pop-up menu that allow you to **Export** (to the destination presented in the **Preferences** tab of the **Menu**), **Export To...** (a destination chosen when you select this item), **Cancel Export**, **Show in Finder** (shows the location of the exported files in Finder), **Go to In** (takes the **Viewers** to the **In Point** of the **Clip**), **Go to Out** (takes the **Viewers** to the **Out Point** of the **Clip**), or **Delete** (deletes the Clip).

Right-clicking on a **Marker** opens a pop-up menu that allows you to **Go to In** (takes the viewers to the **In Point** of the **Marker**) or **Delete** (deletes the **Marker**).

Double-clicking on a **Clip** takes the **Viewers** to the **In Point** of the **Clip**, and the **Viewers** will play until it reaches the **Out Point**, at which time the **Viewers** will **Pause**.

Double-clicking on a **Marker** takes the **Viewers** to the **In Point** of the **Markers**, and the **Viewers** will play from that point.

You may delete any **Clip** or **Marker** by selecting it and then clicking on the “-“ button at the bottom left of the panel (or by right-clicking on it and selecting **Delete** on the pop-up menu).

Playlist

You may create a **Playlist** here to play out highlights of the event you are recording. To do so, simply drag and drop any desired clips from the **Browser** to the **Playlist** panel.

Playlist		
00:00:14:16	Progress Bar	00:01:09:06
Virtual Output 2	⏮️ ⏪️ ⏩️ ⏭️	🔗 ↺️
Clip 1	9 %	00:00:04:07 Camera 4
Clip 2	56 %	00:00:04:04 Camera 2
Clip 12	17 %	00:00:18:12 Camera 4
Clip 14	50 %	00:00:07:17 Camera 1

At the top of the **Playlist Panel** are two **Timecodes**. The one on the left shows the time played on the currently playing **Clip** (and is also showed as a bar to the right — the lower of the two bars). The **Timecode** on the right shows the time remaining for the entire **Playlist** (displayed as a bar to the left — the uppermost bar).

Below the left **Timecode** is the **Select Output** button. Clicking on it allows you to select the **Output** on which you would like to play out the **Playlist**. To the right of that are standard **Playback Controls** (**Play Previous Clip**, **Pause**, **Play**, and **Play Next Clip**), and then buttons to



Chain the **Clips** (play each clip in sequence) and to **Loop** the **Clips** (replay the selected **Clip** over and over, or to replay the entire **Playlist** if both the **Chain** and **Loop** buttons are active). When the **Chain** or **Loop** buttons are active, they will be displayed in blue.

Below the **Playback Controls** are the **Clips** you have dragged from the **Browser**. Each **Clip** has a thumbnail to the left, the **Playback Rate** below the name (adjustable by highlighting the clip and then clicking on it, which opens a window with a sliding bar and numeric indicator, both of which can be used to adjust the **Playback Rate**). To the right the **Clip Duration** is displayed, below which is shown the selected camera-angle (which may be changed by clicking on and then selecting the **Input** you would like to use).

Right-clicking on a **Clip** opens a window that allows you to **Export Playlist** (to the default destination, as determined in the **Preferences** menu), **Export Playlist To...** (a destination chosen when you select this item), or to **Cancel Export**.

At the bottom-left of the **Playlist Panel** are two buttons: a "-" and a gear. The "-" button allows you to delete a clip (by selecting the clip and then clicking the "-" button). Clicking the gear button opens the same **Export** window accessed by right clicking on a **Clip**.

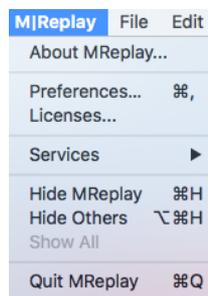


The Menu Items

There are six tabs available in the **M|Replay Menu Bar**: **M|Replay**, **File**, **Edit**, **View**, **Window**, and **Help**.

M|Replay

There are 8 items in the **M|Replay** tab: **About M|Replay**, **Preferences**, **Licenses**, **Services**, **Hide M|Replay**, **Show All**, and **Quit M|Replay**.



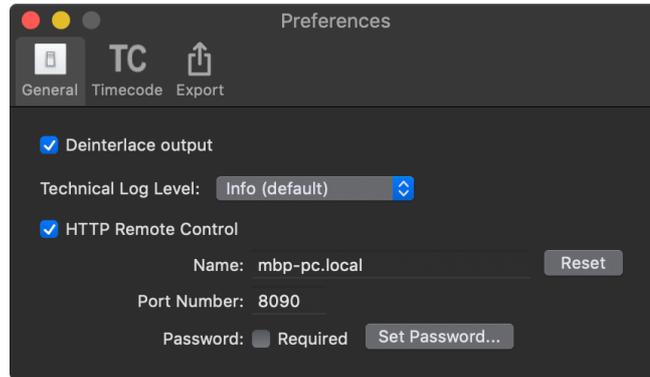
About M|Replay: This opens a window that displays the **Version Number**, **License Info**, and **Copyright** information.



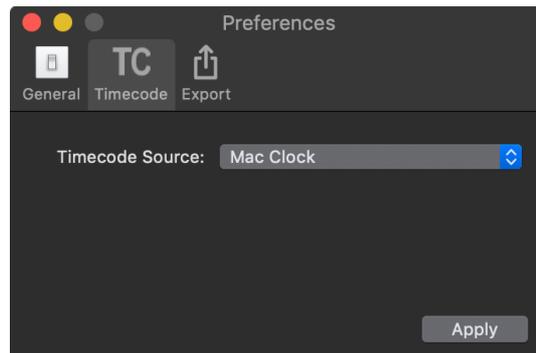


Preferences: This opens the **Preferences** window, which includes three tabs: **General**, **Timecode**, and **Export**.

In the **General** tab you may enable **MIReplay** to **Deinterlace** the output by checking the appropriate box. Here, as well, you may set the amount of information present in the logs by clicking setting the **Technical Log Level**.

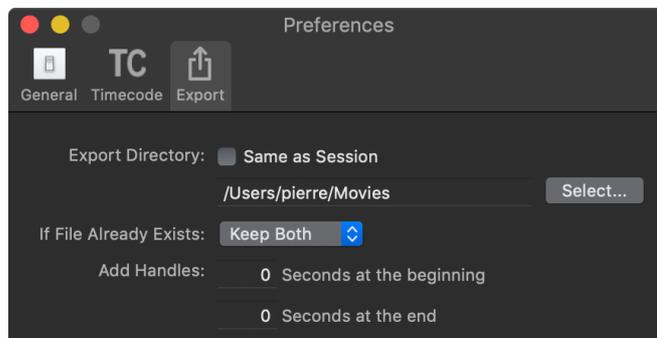


In the **Timecode** tab you may set the **Timecode Source**. Note that you must hit the Apply button to apply any changes made to the **Timecode Source**.



In the **Export** tab you may set up the default settings for exporting clips or playlists.

The **Export Directory** presents the destination for any exported clips or playlists, and can be changed by clicking on the **Select** button and choosing the destination's path.



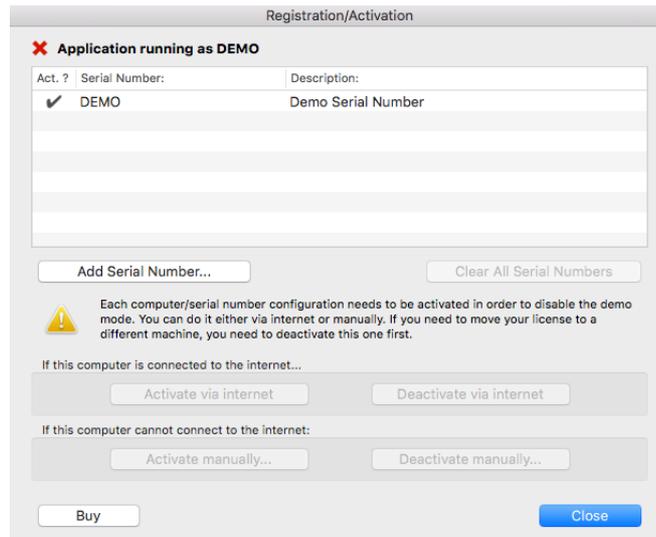
The **If File Already Exists** box allows you to automatically decide what to do with a clip or playlist if you already have one of the same name in the destination.



You may also add **Handles** to the clips. Entering a number in the **Seconds at the beginning** box will add extra seconds at the beginning of clip, while entering a number in the **Seconds at the end** box will add extra seconds at the end of a clip. This gives the user some extra margin in case he needs to do fade in/out, etc...

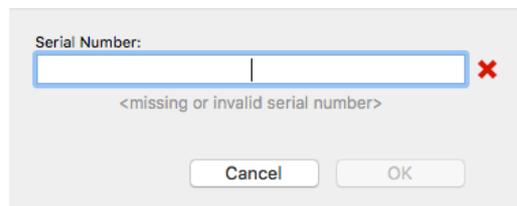
Licenses...:

This pulls up the registration and activation panel.



It will display the serial numbers and description (including the version number) of the installed **MIReplay** software, and if the serial number is activated a ✓ will be displayed to the left of the number.

Directly below the serial number box are two buttons: **Add Serial Number...** and **Clear All Serial Numbers**. Clicking the **Add Serial Number...** button opens a box wherein you may type in (or cut and paste) a purchased serial number.



The **Clear All Serial Numbers** button allows you to clear all expired serial numbers from your system — recommended before you add new serial numbers, to prevent potential conflicts when your computer is searching for active numbers.

Once a serial number is entered, it must then be activated. If the computer is connected to the internet you may click on the **“Activate via internet”** button.

To deactivate a serial number you would click on the **“Deactivate via internet button”** to the right. You must deactivate your license **BEFORE** doing any of the following:

- you move your disk from one computer to another
- you have made a clone of your hard drive and you want to start from the cloned hard drive



- you reformat your drive and reinstall it
- you upgrade your system OS (for example from 10.6.x to 10.7.x)
- you delete or modify the file (example for MIReplay) : /Library/Application Support/Softron/MIReplay System ID

If your computer is not connected to the internet, you may activate or deactivate your serial number manually by clicking on the appropriate button near the bottom of the panel.

There is also a button at the bottom left of the panel that will take you to the Softron website, where you may purchase a new serial number.

At the bottom right of the panel is the **Close** button, which will close the **Licenses...** panel.

Services is an OS feature, so we will not go into it.

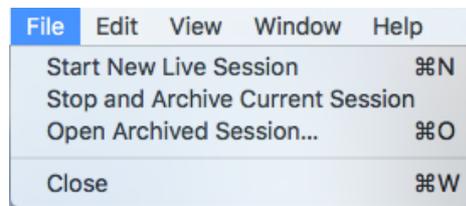
Hide MIReplay sends the application into the background.

Hide Others sends all other software operations except MIReplay to the background.

Quit MIReplay shuts down the application.

File

The **File** tab includes four items, each of which are self-explanatory: **Start New Live Session** (just as in the **Welcome to MIReplay** window), **Stop and Archive Current Session** (stops the recording and archives the session), **Open Archived Session** (opens Finder and allows you to select an archived session, just as in the **Welcome to MIReplay** window), and **Close** (which closes the **MIReplay** application).



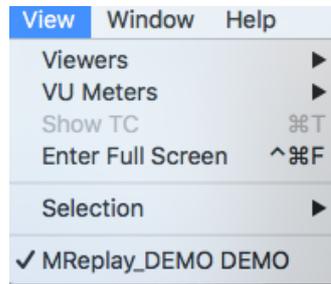
Edit

The **Edit** tab is standard for the OS X, and will not be detailed here.

View



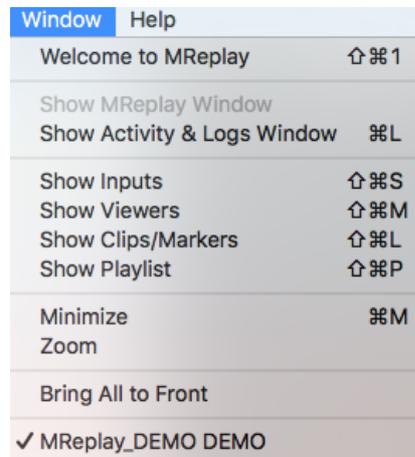
The **View** tab provides some modifications you may make to the User Interface.



Here you may set the number of **Viewers** displayed on the UI, the number of **VU Meters** displayed on each **Viewer**, or command the the User Interface to **Enter Full Screen**.

Window

The **Window** tab allows you to **Show** or **Hide** the various panels and windows available in **MI Replay**, including the **Welcome to MReplay** window, the **Activity & Logs Window**, the **Inputs** (and **Outputs**) **Panel**, the **Viewers**, the **Browser**, and the **Playlist**. Here you are also able to **Minimize** or **Zoom** the UI window.



Help

The **Help** menu provides the means to seek assistance with **MReplay**.

The **Search** box allows you to search MacHelp, and also allows you to search for and open a menu item (for example, typing “Schedule” would open the window on the right).

Contact Softron Support... opens a window that allows you to gather logs and open a support ticket if you are encountering a situation that you were unable to solve by means of our Knowledge Base web site.

MReplay Help is not currently available.



Welcome

SOFTRON
record stream play

Looking for assistance ?

First make sure that you have searched the [Knowledge Base](#) and the website.

If you did not find an answer in the Knowledge Base, select **Submit a New Ticket Online** or **Update an Existing Ticket Online**.

If you are not connected to the Internet, select **Gather Logs**.

What do you want to do ?

- Submit a New Ticket Online
- Update an Existing Ticket Online
- Gather Logs

Retrieving System Profile. Be patient, this may take a while...

Version 1.0.3

Help

Search

Contact Softron Support...

MReplay Help