



Install the drivers for your video device

If you use a video device from AJA, Blackmagic Design or our MIFamily (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 Mac OS

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 a Blackmagic-Design card, you may want to change whether the input is through an SDI or the HDMI connector.

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.

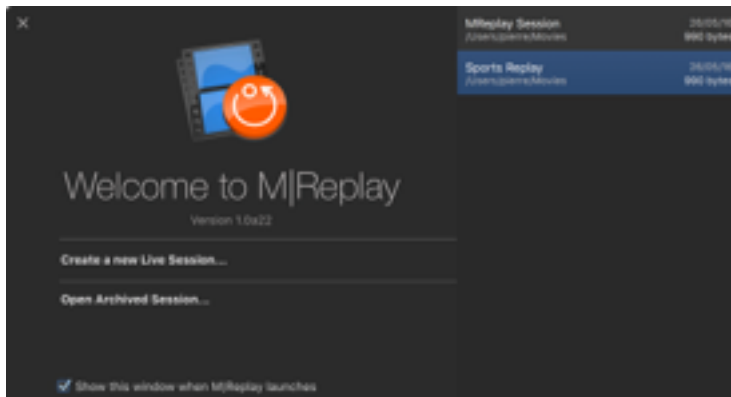
First start

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. 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!



Welcome Window

When you start M|Replay, a “Welcome window” is displayed.



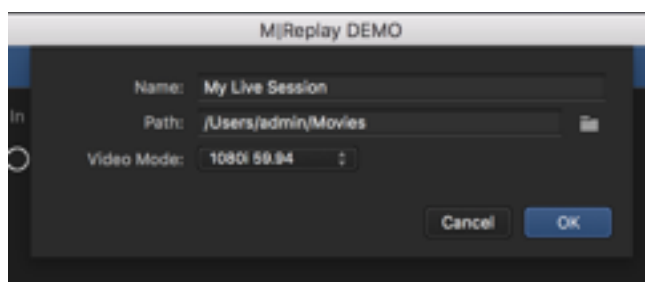
From this window you can either

- “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.

Create 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)
- Select the “Video Mode”. This will set the format of all the inputs and outputs.



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 output 1 as these inputs or outputs are either in or out.

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".

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 "p3 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.

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Clips and markers

- You can create clips by using the keyboard shortcuts I and O.
- You can create markers by using the keyboard shortcut M.

When a clip is created, you can simply double-click on it to start playing it back from its in point. Also, you can use the keyboard shortcuts shift+I or shift + O to go to the in or out points of the selected clip.

Note that currently you can not modify a clip's in and out points once it is created, you can only recreate a new clip if needed.

Playlists

You can also 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 the playlist is selected as the source of an output.

Keyboard shortcuts

(note that the keyboard shortcuts may not all work yet, and they may change for the release version. Please let us know your feedback and suggestions about those keyboard shortcuts too)

Viewers area - Playback Controls

J	Cycle through the different playback speed going backwards
K	Pause
L	Cycle through the different playback speed going forward
Space bar	Play/Pause
P	Go to "Live"
Home	Go to beginning of Session
End	Go to end of session
→	+ 1 frame
←	- 1 frame



Viewers area - Selecting Viewers and assigning inputs

1, 2, 3	Select the viewer you want to control
alt + 1, 2, 3	Assign the input located in the corresponding viewer to the selected output
cmd + alt + 1, 2, 3	Assign the first, second, third... playlist to the selected output

Clips and markers

I	Set an in point
O	Set an out point
Shift + I	Go to in point of selected clip
Shift + O	Go to out point of selected clip
E	Add selected clip(s) to the end of the current playlist
W	Add selected clip(s) before the selected clip of the current playlist

Playlists

Space bar	Play/Pause
alt + Space bar	Force cue of selected clip
alt + →	Skip to next
alt + ←	Skip to previous
Shift + O	Go to out point of selected clip
1, 2, 3	Select the output that the playlist should use (corresponds to the Viewers)
alt + 1, 2, 3	Assign an input to the selected clip(s)
alt + L	Set the current playlist in Loop mode
alt + C	Set the current playlist in Chain mode

UI navigation

→	Cycle in the different areas going forward
⇧ + →	Cycle in the different areas going backwards
cmd + ⇧ + S	Go to the Sources Pane
cmd + ⇧ + M	Go to the Viewers area
cmd + ⇧ + L	Go to the Clips and Markers area

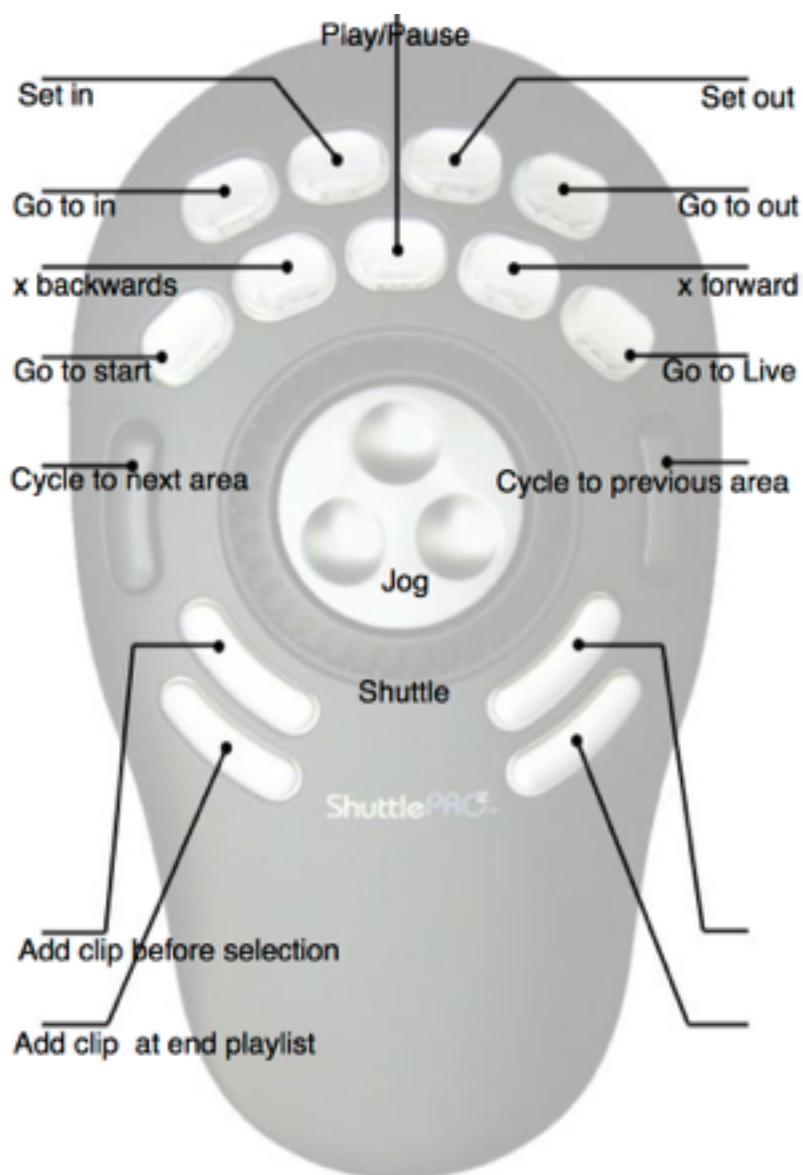


cmd + ⌘ + P	Go to the Playlists area
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Controllers

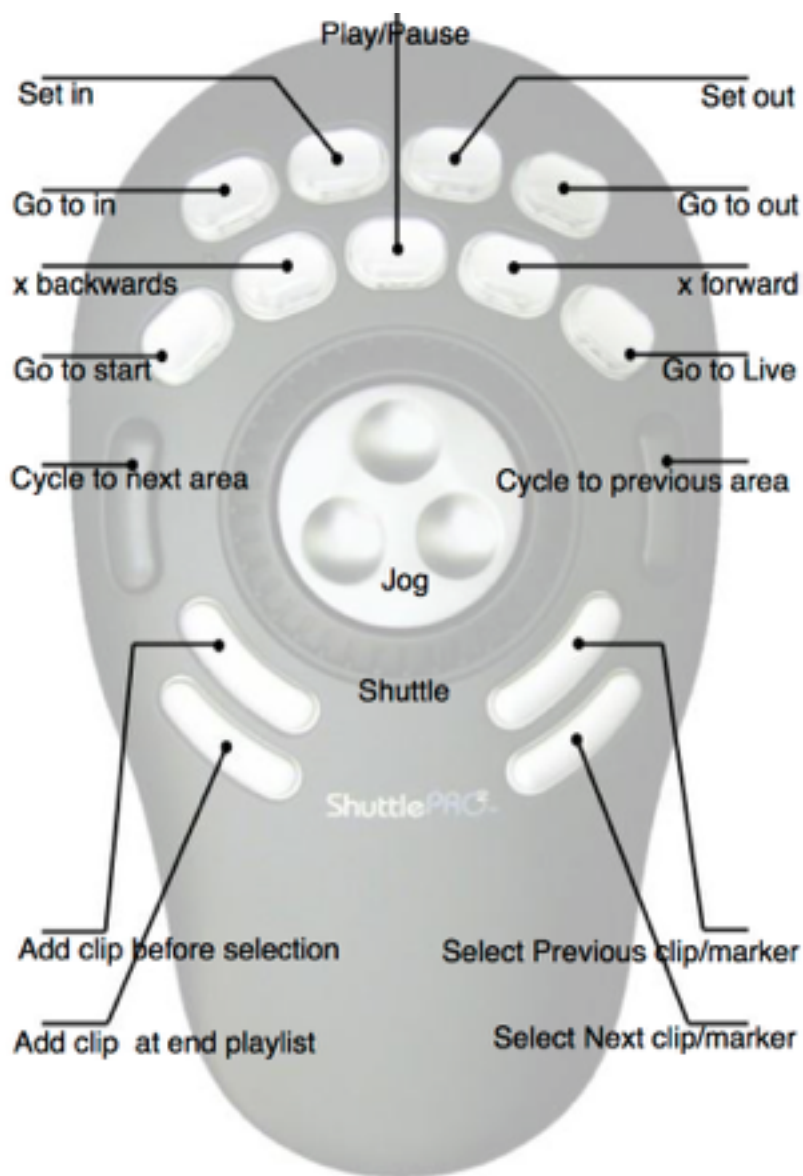
Currently MIReplay only supports the Contour Shuttle USB controllers. We will add more controllers over time, don't hesitate to let us know which one you would like to be supported.

Viewers area





Clips and Markers Area





Playlists Area

