USER MANUAL

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MultiReview

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1. Product Overview

1.1. Description

MultiReview application is a new tool for a user who works in the OB VA/Mobile Production Truck to monitor and control the live production in the sports field. MultiReview can view and browse all the record channels of a production with minimum bandwidth consumption. This new perspective combined with new features will help the Live sports crews to do their jobs more efficiently

MultiReview works with XT3 servers and Multicam 12, which make available to the Low-Res of the servers. MultiReview can be controlled by Shuttle Pro.

Offline Mode:Also being called Standalone mode, without attaching to an EVS XT3,you can browse all cameras of the network and select camera angles to coordinate a replay sequence without directly controlling over EVS XT3 server channels.

Online Mode: Attaching to one of the XT3 LSM servers which are presented in the network to browse all cameras of the network,and to create playlists or load a camera to the preview channel. This mode requires to work in conjunction with a XT server of the network and contribute to the LSM remote's playlists and/or output channels.

1.2. Minimal Requirements

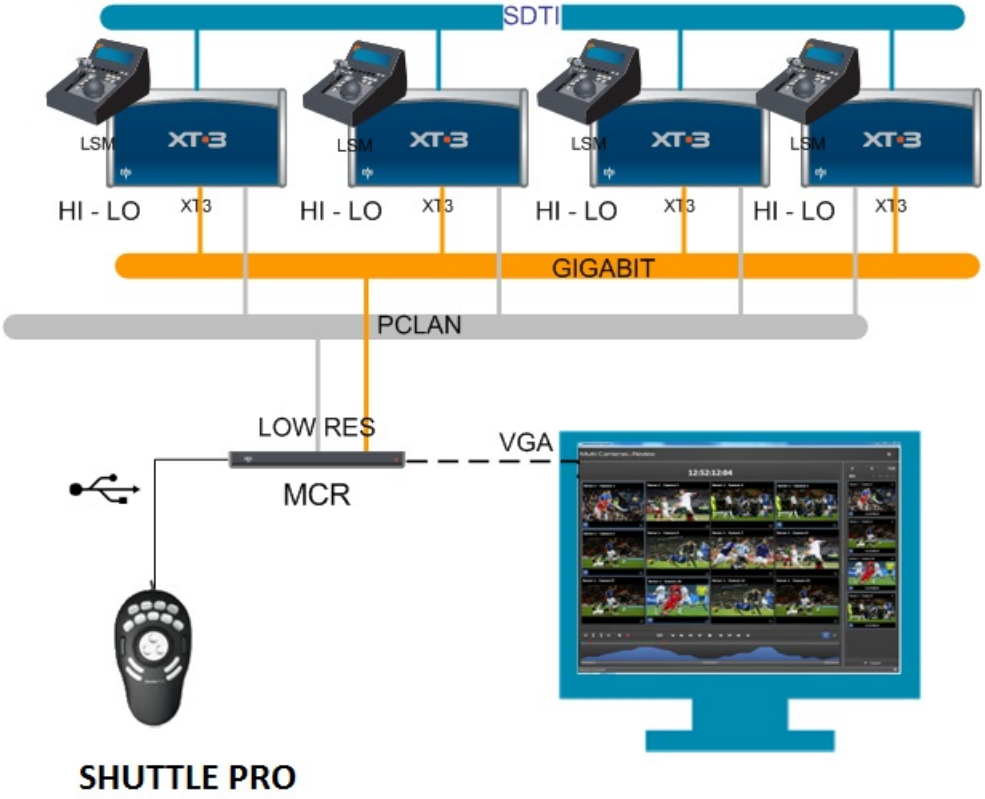
The guidelines of the minimum software and hardware requirements are as follows:

- **LSM:**
  - XT3
  - MU12.02 RELEASE
- **MultiReview:**
  - EVS PC 1U
  - OS: Windows 7 Pro 64 bits
  - Microsoft.Net Framework 4.5

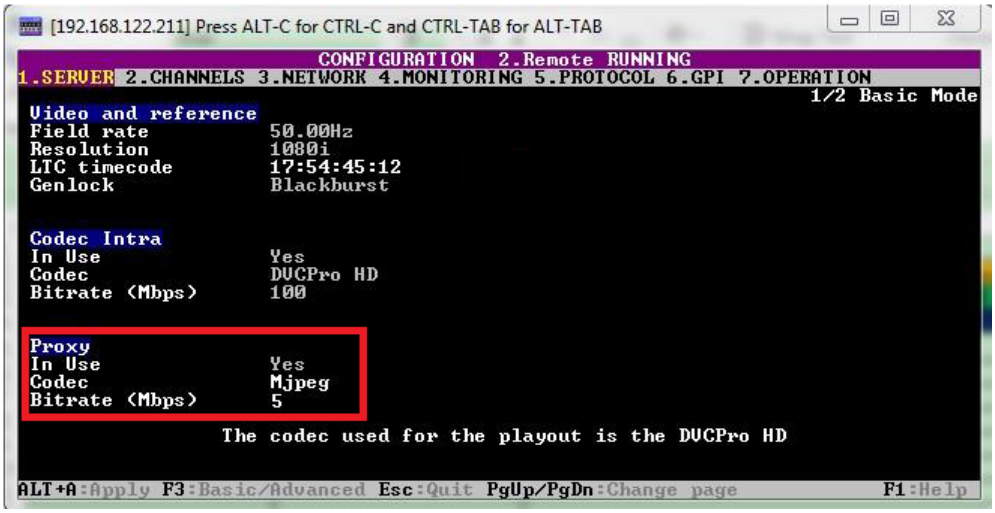
1.3. General Setup

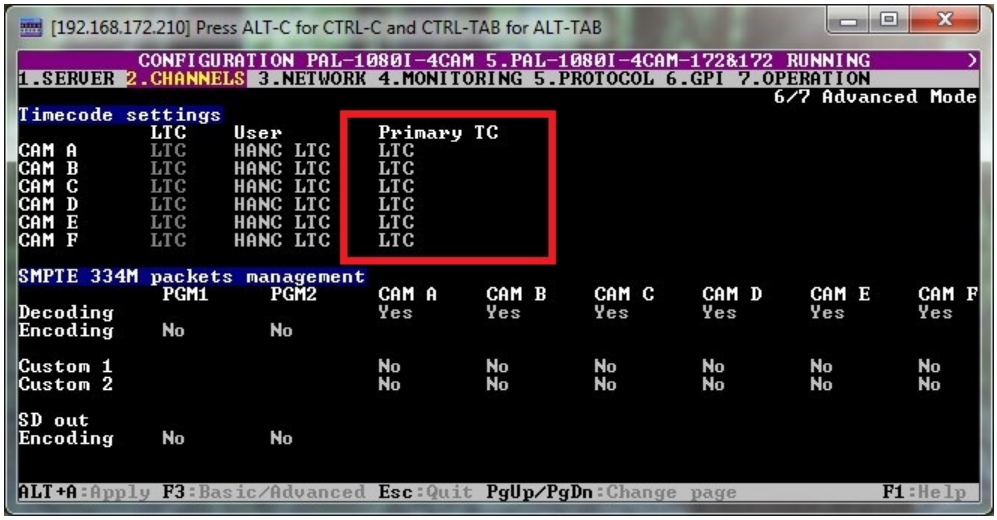
Typical Workflow

Please find below a typical MultiReview workflow.


SDTI
LSM
XT3
HI - LO
XT3
GIGABIT
PCLAN
LOW RES
VGA
MCR
SHUTTLE PRO

Config XT


[192.168.122.211] Press ALT-C for CTRL-C and CTRL-TAB for ALT-TAB
CONFIGURATION 2.Remote RUNNING
1.SERVER 2.CHANNELS 3.NETWORK 4.MONITORING 5.PROTOCOL 6.GPI 7.OPERATION
1/2 Basic Mode
Video and reference
Field rate 50.00Hz
Resolution 1080i
LTC timecode 17:54:45:12
Genlock Blackburst
Codec Intra
In Use Yes
Codec DVCPro HD
Bitrate (Mbps) 100
Proxy
In Use Yes
Codec Mjpeg
Bitrate (Mbps) 5
The codec used for the playout is the DVCPro HD
ALT+A:Apply F3:Basic/Advanced Esc:Quit PgUp/PgDn:Change page F1:Help



Multicam Version:MU12.02 RELEASE

Licences Codes:

-LoRes

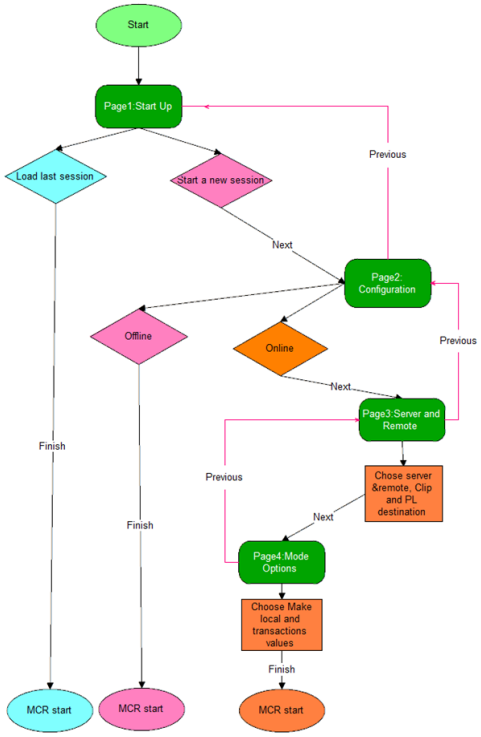
-Multicam LSM

Primary TC:LTC

Note
The bitrates can be set to 3Mbps or 5Mbps.

2. Startup

For starting MultiReview application, the workflow as below:



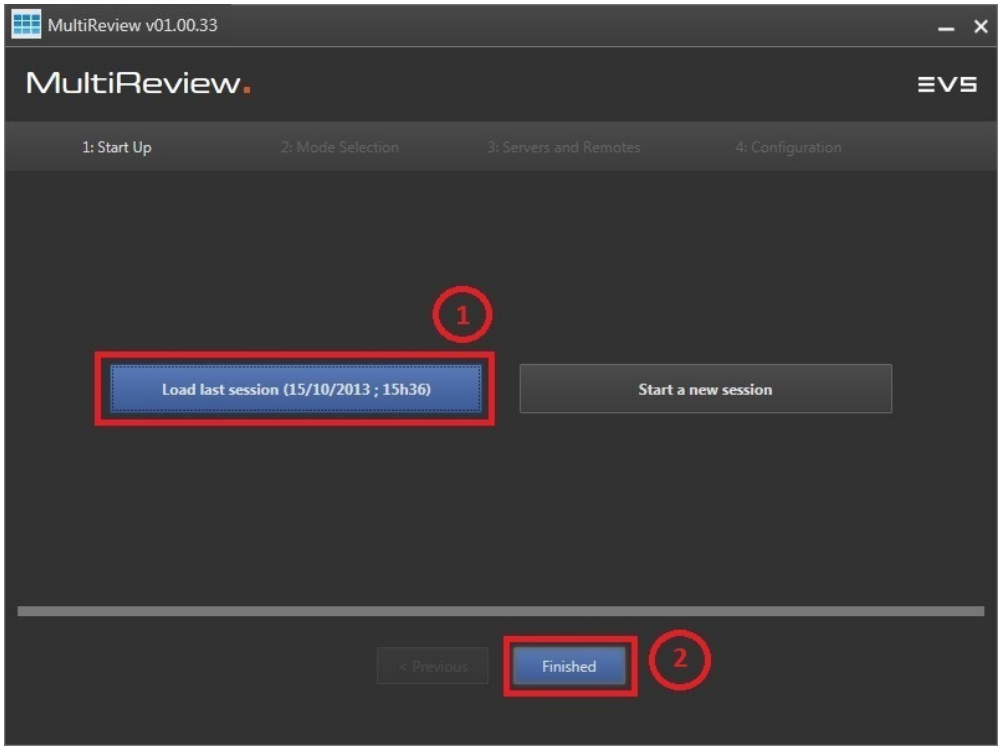
Double click MultiReview application icon .

2.1. Load Last Session

Load Last Session allows you to reload the last session saved before.It reloads the entire config including events, markers, server/remote config and layout. The date and time reminds you when this config has been saved.

Go to Load Last Session:

1. Click **Load last session** button.
2. Click **Finish** to go into Load last session mode.

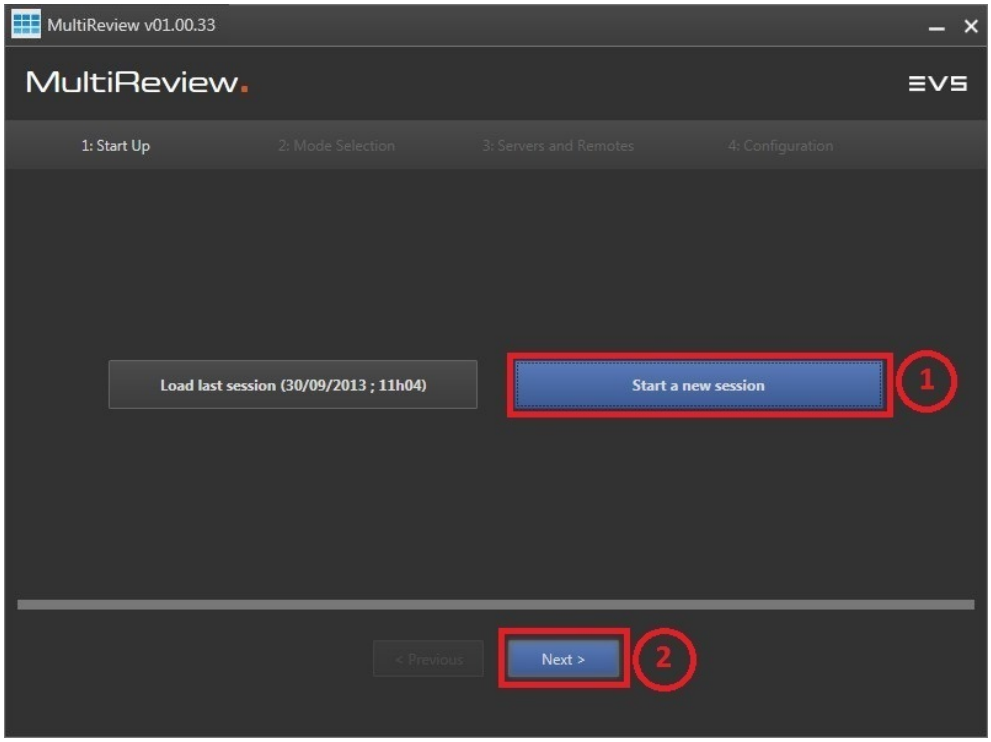


2.2. Start a New Session

Start a New Session which helps you to do new operations via different modes supplied.

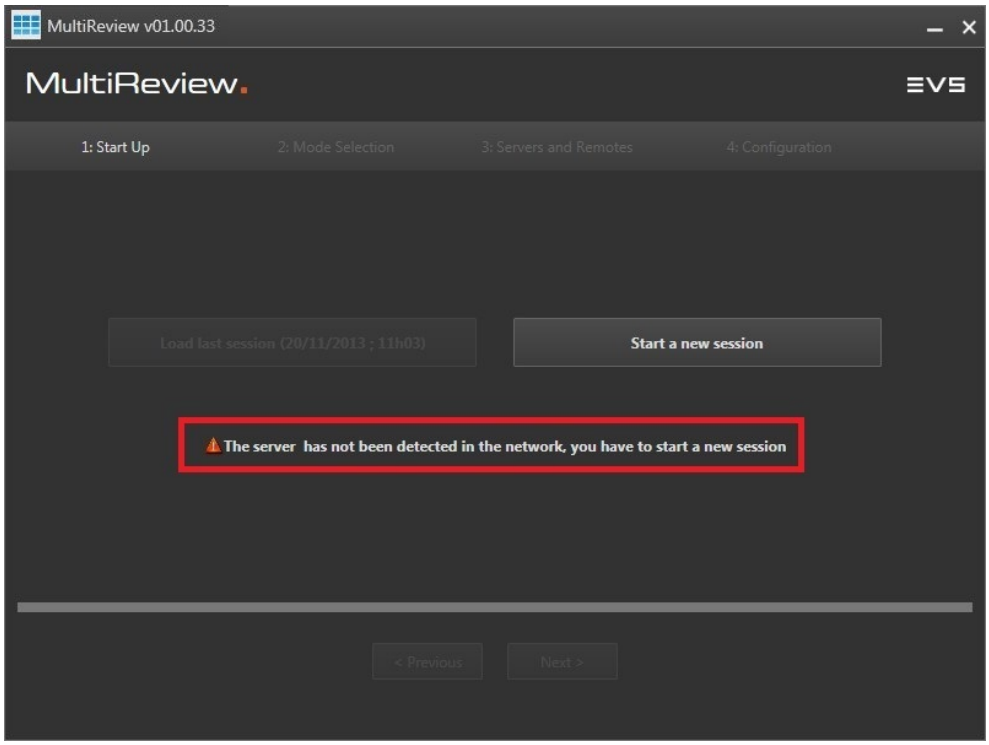
Go to Start a New Session:

1. Press **Start a new session** button.
2. Press **Next** to go into **Start a New Session**.



Later on,you can do more operations via different modes supplied.

Note
If the server attached last time has not been attached,you cannot load the last session.You have to start a new session.

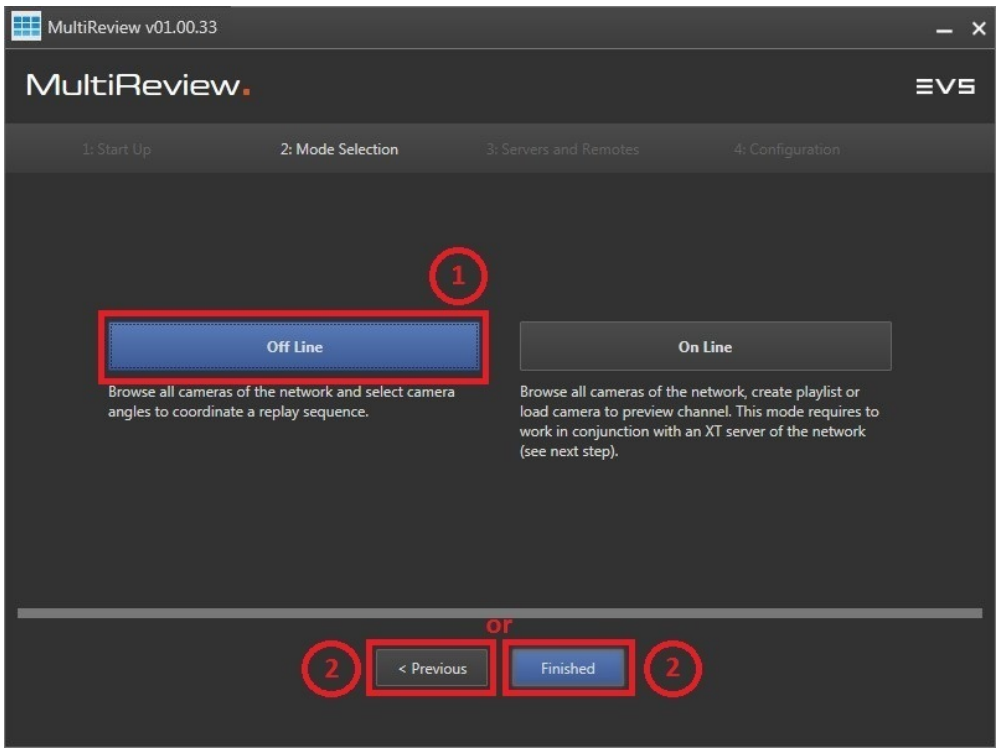


Off Line Mode/Standalone Mode

Off line mode is also called **Standalone** mode.You can browse all cameras in the network and create a play sequence without attaching to a server . If you choose this mode, MultiReview is to go to the default page.

Go to Off Line Mode:

1. Click **Off Line**.
2. Click **Finish** to go into Off Line mode.



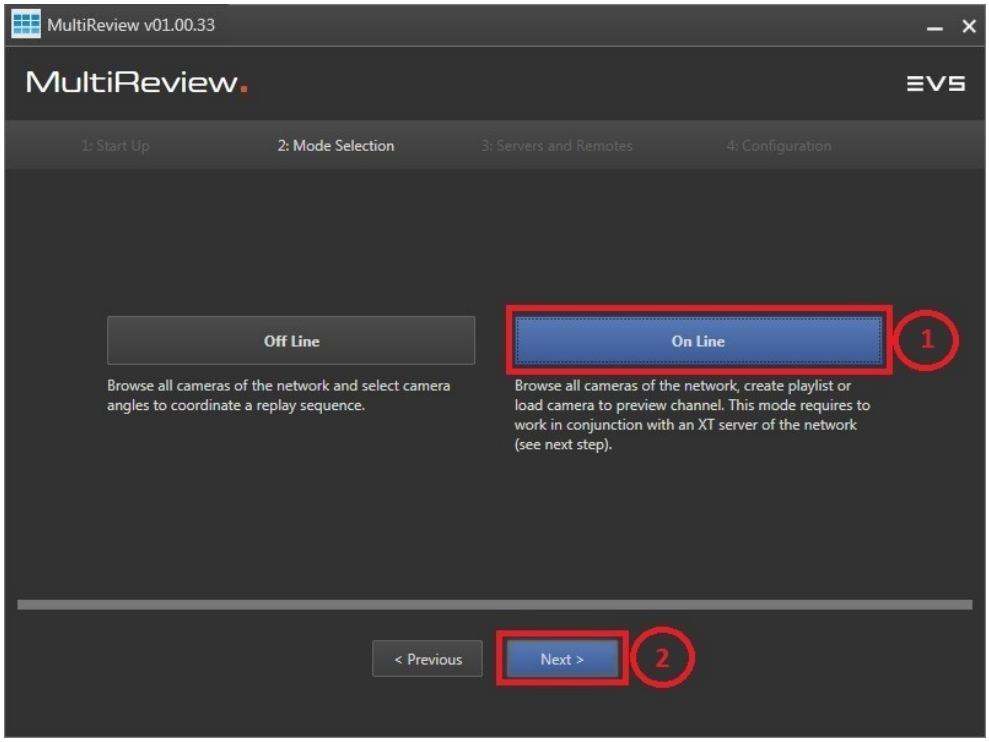
Note
Click **Previous** button you can go back to last step to rechoose.

On Line Mode/LSM Connected Mode

On line mode is also named **LSM Connected Mode**.

Go to On Line Mode:

1. Click **On Line**.
2. Click **Next** to go into On Line mode.



Server and Remote

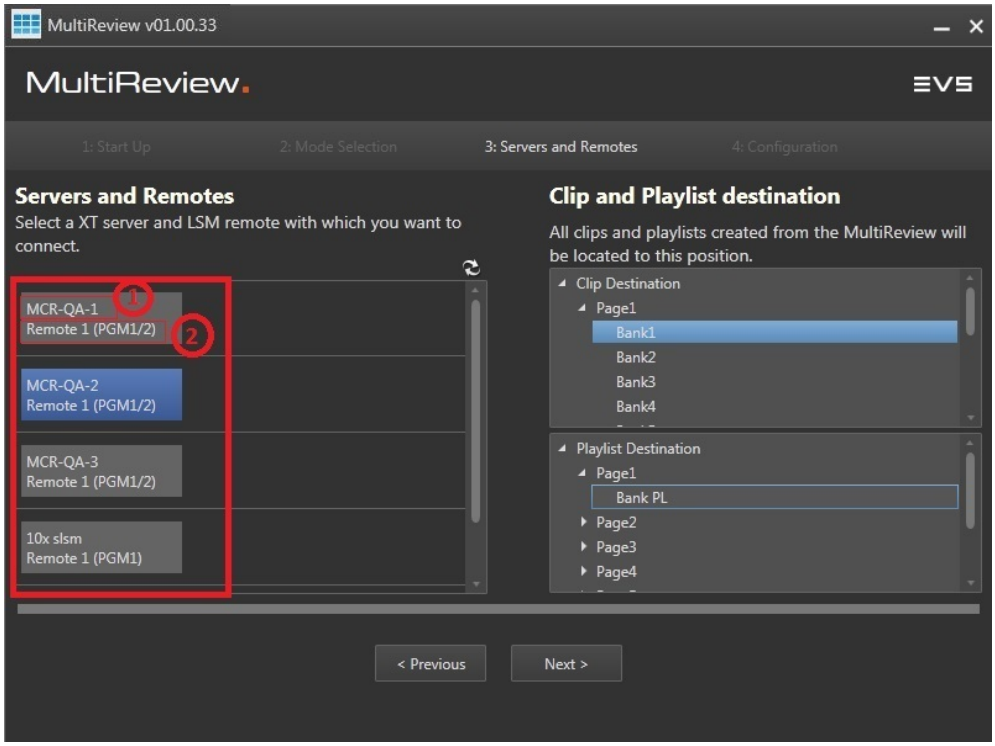
You should select a XT server in the network.

Select a XT server,proceed as follows,

Click one of the XT servers which are presented in the Servers and Remotes list,then the one you selected is to be highlighted.

In the screen shot below:

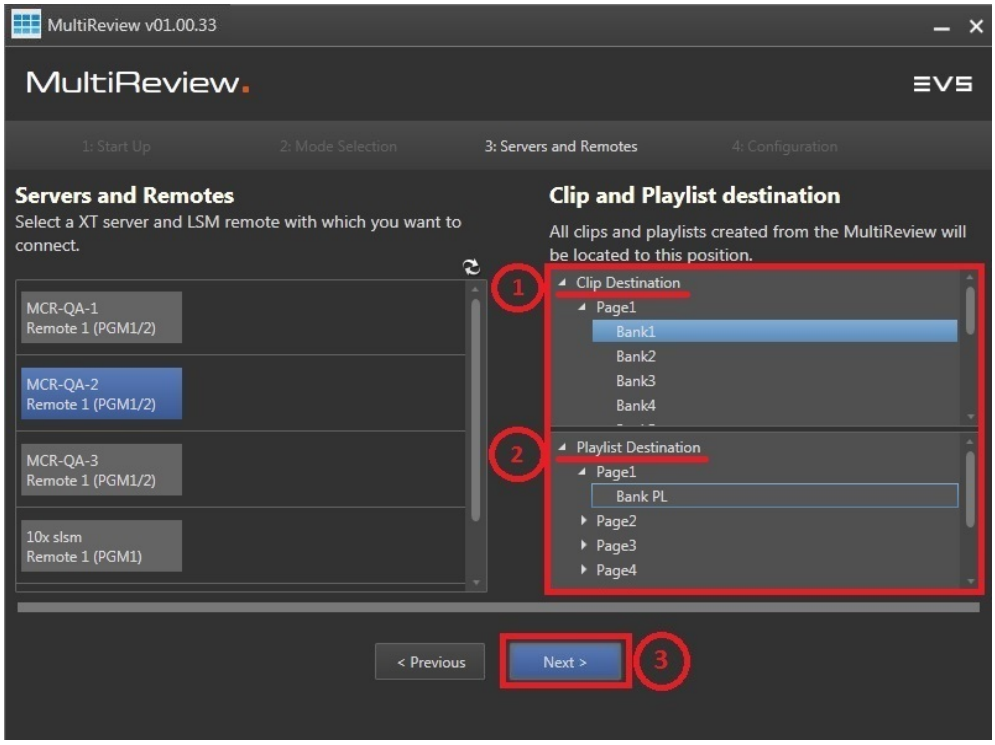
- No.1 stands for which server you attached to.
- No.2 stands for which remote is with the sever you attached to.But if there's no remote with the server you also can select a server to attach to.



Clip and Playlist Destination

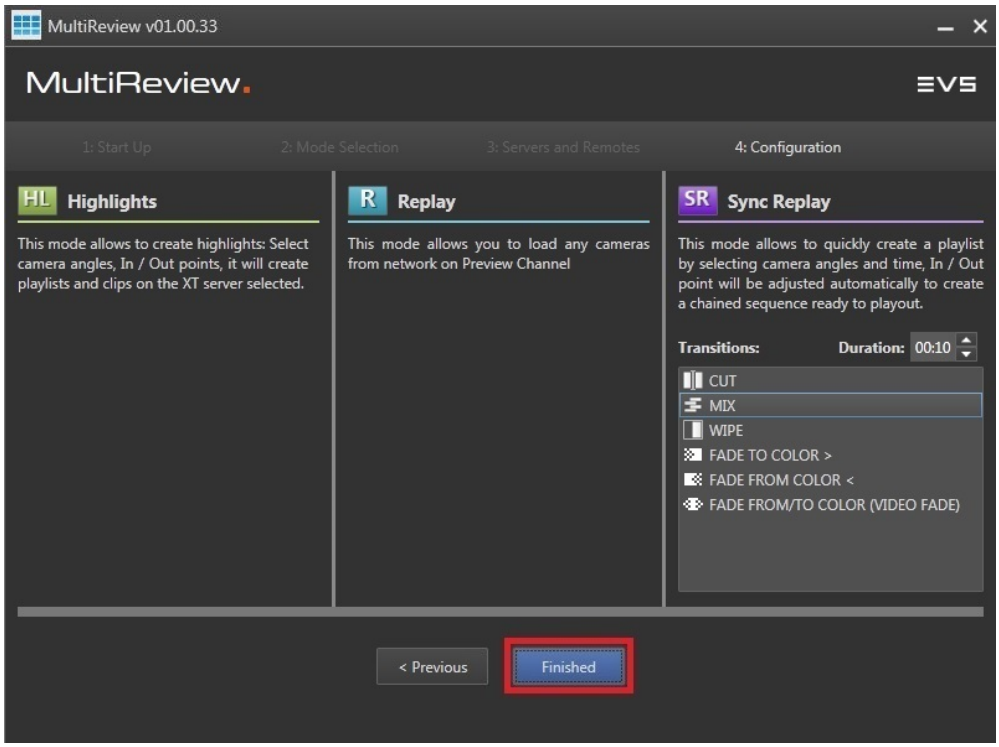
After attaching to a server,you need to choose a clip destination and a playlist destination for the clips and playlists which is to be created.

1. Click a **Bank** of the Clip Destination.
2. Click a **Bank** of the Playlist Destination.
3. Click **Next** to continue.



Mode Setting

1. You can review the features of three different modes,Highlights,Repaly and Sync Repaly in On Line Mode.
2. Click **Finish** to go to the default application page.



3. User Interface

Overview

The following screen shot provides an overview of the MultiReview user interface, the various areas highlighted as the screen shot below that are to be explained in detail in the following table:

Area	Description
1. Mosaic area	This area contains the mosaic of maximum 16 record channels per view.
2. Event List	This area contains thumbnails of events. An event list is a list of camera selections related to a same action.
3. Interactivity	This area which contains the interactivity between MultiReview and servers which can be described by three modes:Highlights mode,Replay mode and Sync Replay mode.
4. Transport	This area contains different commands.The functions of them are sent simultaneously to all channels.
5. Timeline	This area contains timeline marker controller.

Area	Description
6. Status Bar	This area contains: • An information about the connection with the Shuttle Pro • Information about interactivity with the server
7. Title Bar and Configuration bar	This area contains Application name, time box, Layout configuration and Setting menu.

3.1. Timeline & Timecode

Timeline

Description

The screen shot below shows the timeline area which is with a red border.

The Components of Timeline

The screen shot below shows what the timeline contains:

- the cues added via **Mark** or **Live**: Green Markers

- the marker for each event (created by MultiReview):Orange Markers
- zoom area:

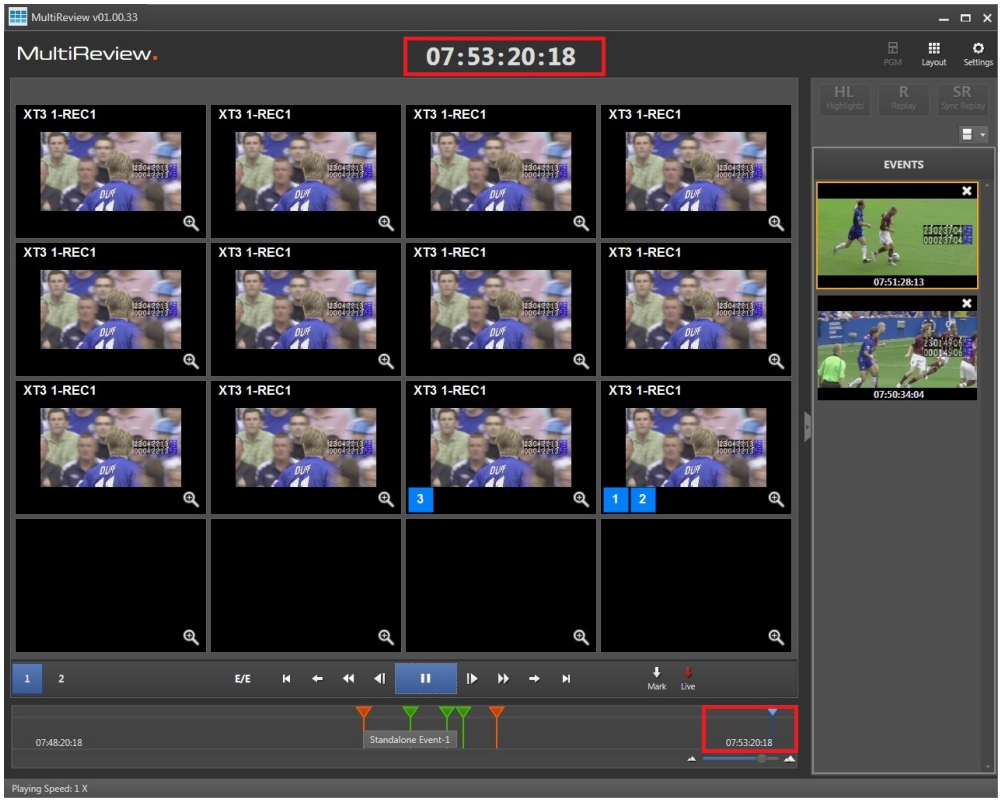
Timeline can be zoomed out and in to change the time scope.

  - Zoom max: the visible scope is 1 minute.
  - Zoom min: the visible scope is 24 hours
  - Rates are Divided into 1, 2, 5, 10, 20, 45, 90, 180, 360, 720, 1440(min)

Time Scope of Timeline

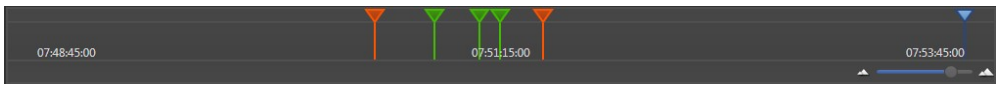
The time scope of Timeline is different which depends on the situation:

In E/E mode: the end of the timeline is the head of the record train (live).



Markers

The screen shot below demonstrates three categories of makers on timeline.



Marker	Description
Blue Marker	The Blue marker on the timeline represents the current position of the timecode during the browse.
Green Marker	Both markers marked by **Mark** or **Live** are graphically represented by the green markers on the timeline

Marker	Description
Orange Marker	The orange markers on the timeline are the event markers. Each time a new event is created with at least one camera inside,an orange marker is to be added on the timeline at the timecode.

You can add two kinds of markers (Marker=CUE),green marker and event marker,manually via the GUI **Mark** /**Live**.

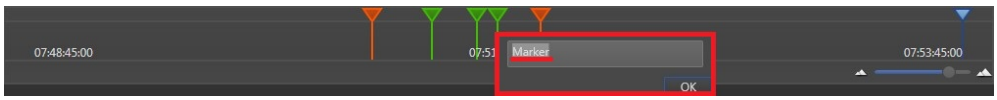
- **Mark** : add a marker on the timeline at the current timecode
- **live** : add a marker on the timeline at the LIVE timecode

Note
If you jog the video backward to review an action, you can add a marker by clicking **Mark** (white arrow on GUI) .In the mean time,if there is something interesting happening in the live program, you can click **LIVE**(red arrow on GUI) to store the live timecode on the timeline.

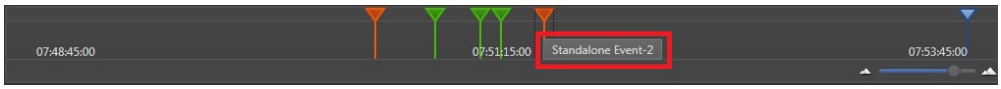
Marker Name

- You are allowed to name green markers in the timeline area.

Click a green marker,then input the name you want into the bar as the screen shot shows below.



- Regarding the "event marker", the playlist name is the default name of an event marker,as the screen shot shows bellow.In addition,you are not allowed to rename it.



Marker Action

Double click a marker(green one or orange one) on timeline,

- Marker(green):you are to set sources at the frame of this marker,and the blue marker is to be set to be at the right place of the green marker.

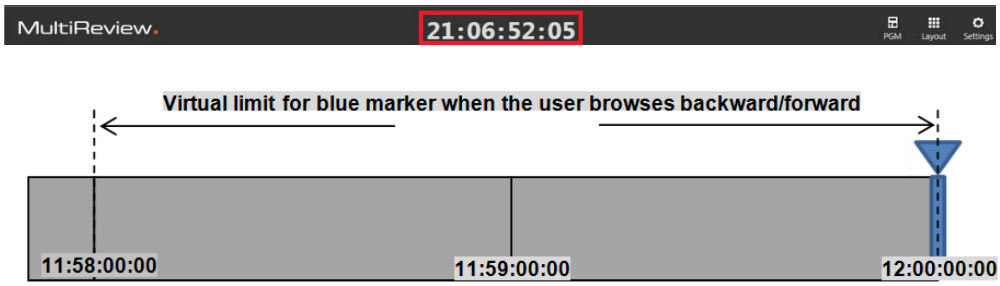
- Event Marker:you are to load the event in the event list (it becomes the current event),and the blue marker is to be set to be at the right place of the orange marker.

Timecode

Description

The screen shot below shows the **Timecode** area of MultiReview interface.Timecode is displayed by the blue marker on Timeline.

The format of Timecode is **Hour:Minute:Second:Frame**.



There are 4 modes on Timeline:

- EE
- Browsing train
- Browsing the clips defined by mark **In** and mark **Out** in the playlist
- Go to timecode

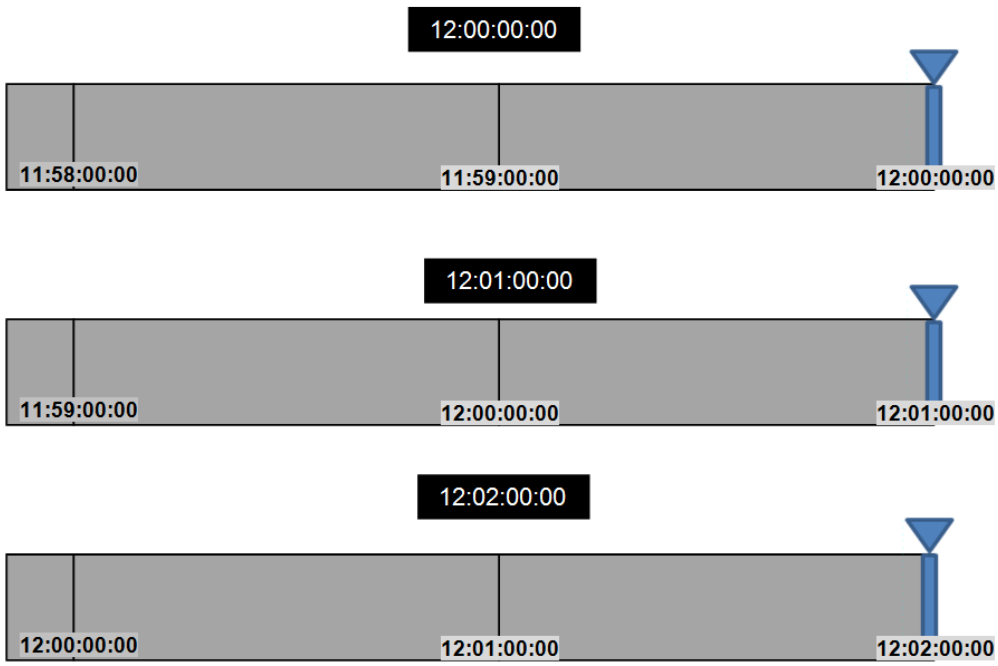
Timecode Mode

EE Mode

The timeline slides from right to left.

Blue Marker = Live Timecode.

The blue marker remains at the same place.

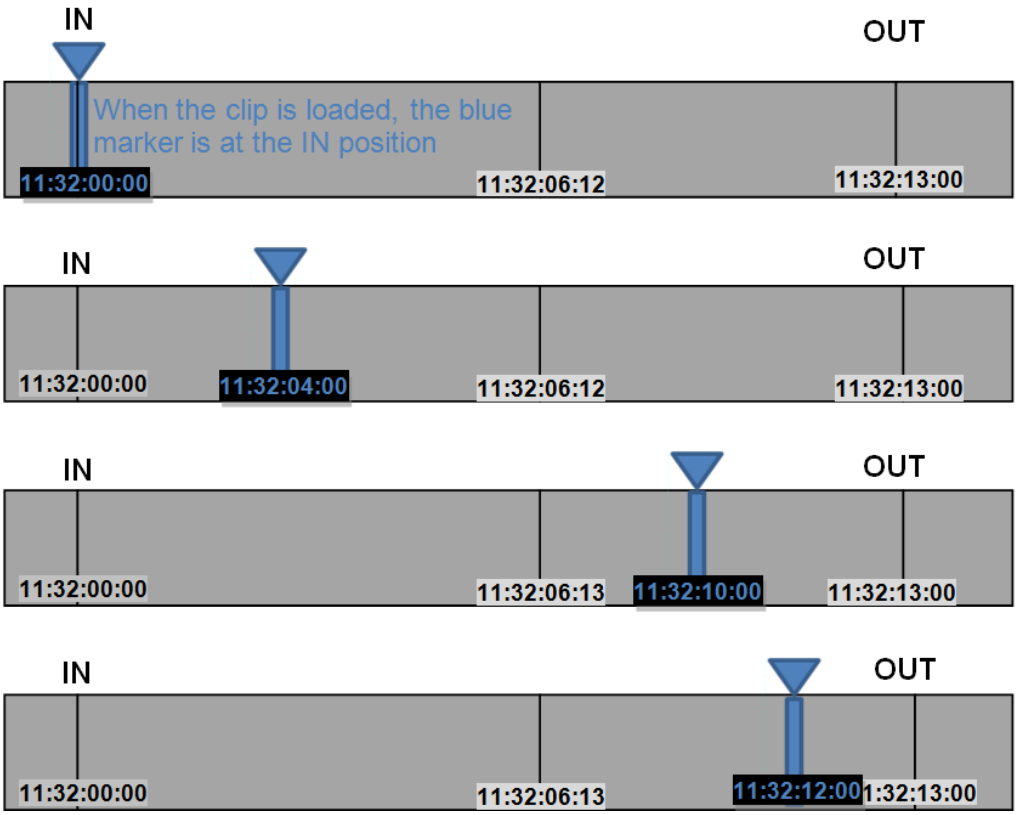


Clip Browsing Mode

The timeline scope is adjusted to fit the clip duration (+margin).

The timeline does not slide unless the browse is between the mark in and the mark out of the selected clip.

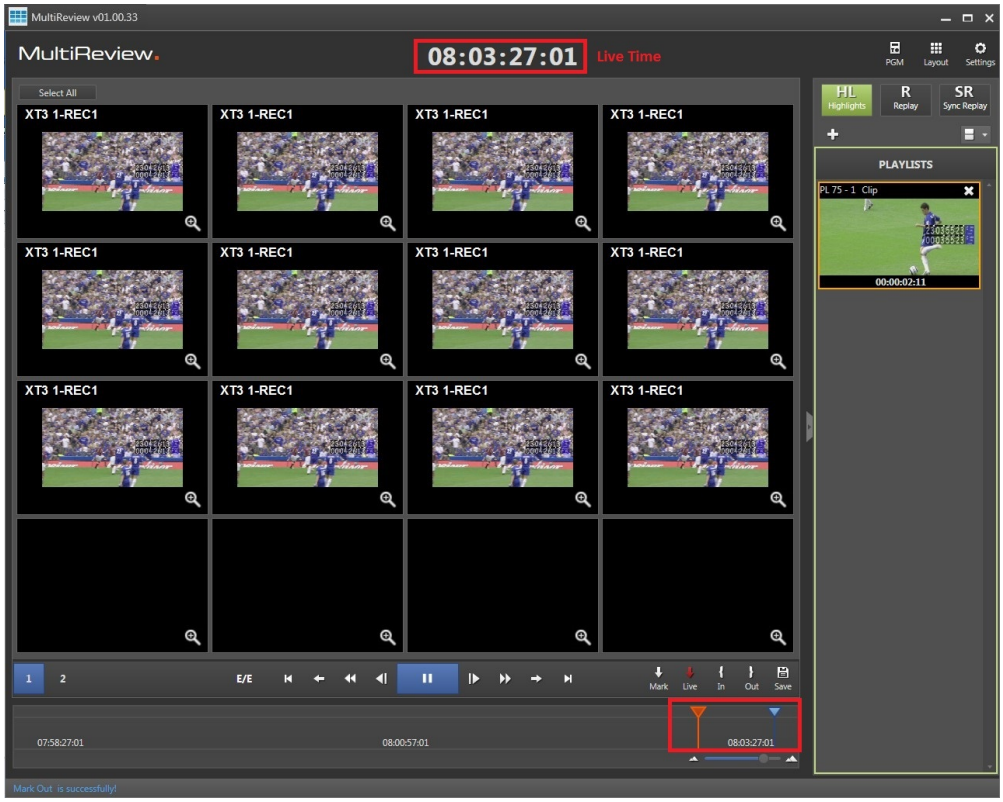
Blue marker = position of the current timecode during the browse.



Go to Timecode

There are two ways to go to Timecode,proceed as follows:

- Manually enters a time to reach the timecode(You don't need to select a camera).
- Click **Previous Cue** or **Next Cue** to reach timecode.



Edit Timecode

To edit Timecode,proceed as follows:

- Double-Click the specific part of Timecode you want edit,hour,minute,second or frame.

- Enter the specific time,then press **ENTER** button of keyboard to go to timecode.

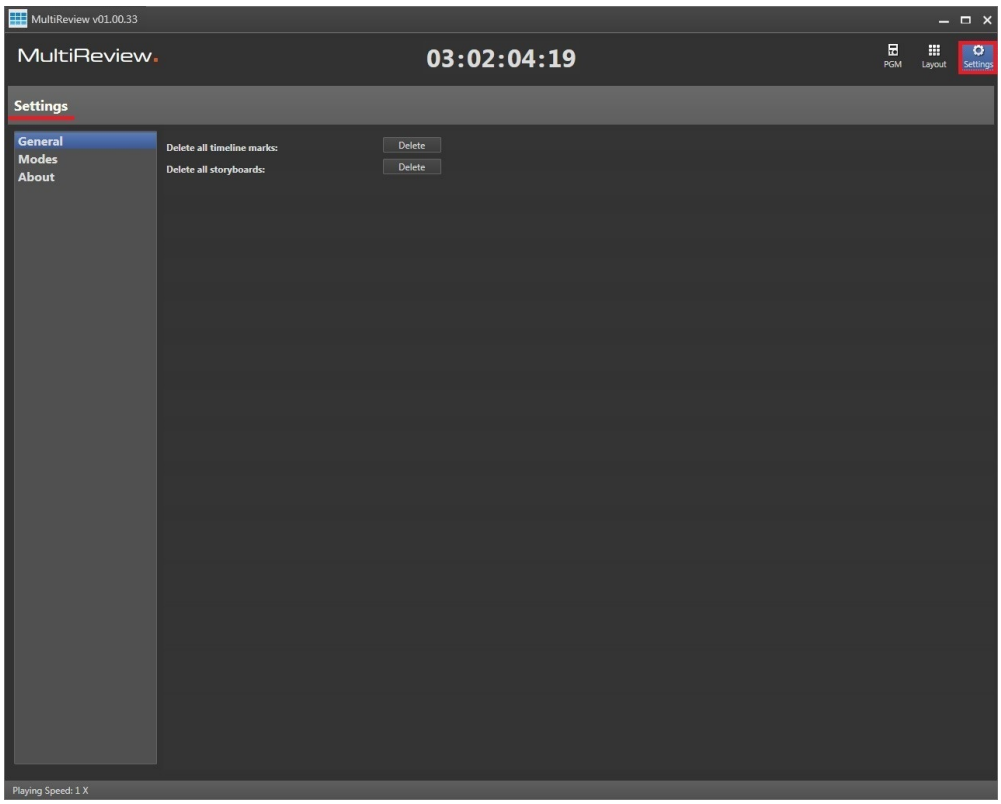
Note
The time you enter should exist on server,or you cannot go to timecode.

3.2. Settings Menu

Description

Tool bar contains setting menu button.

Click **Settings** button which is to be highlighted .The screen shot below is the interface of Settings Menu.



General

The interface of General setting is the default interface of setting menu,as the screen shot below shows.

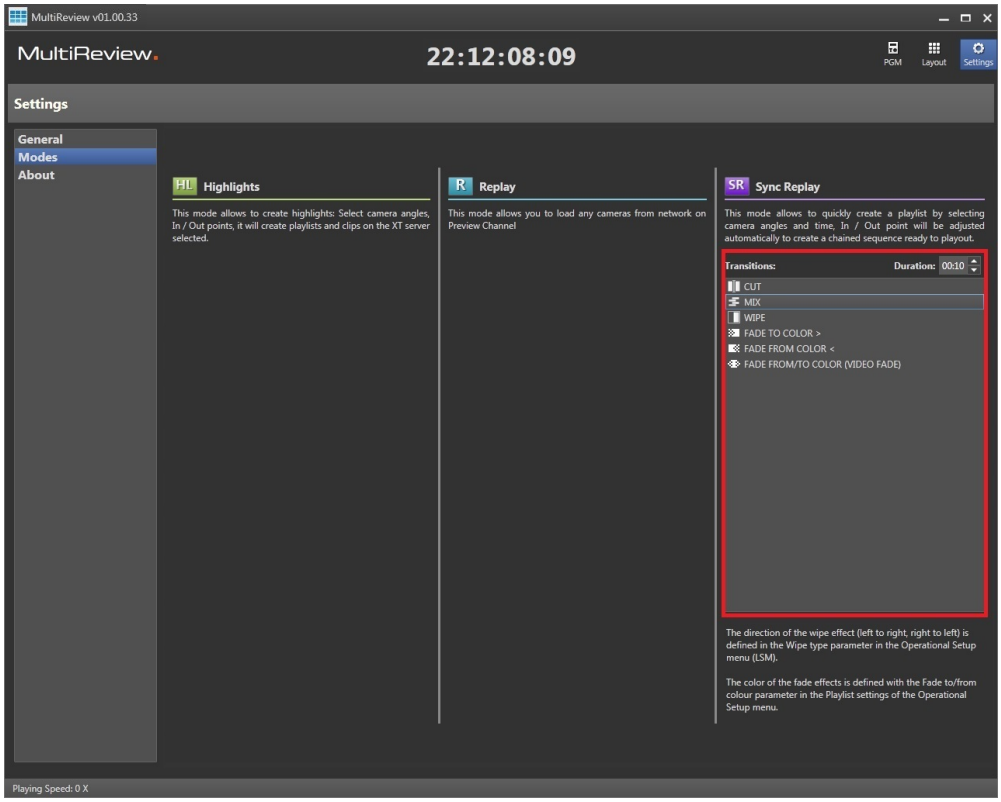
It contains "delete all time markers"and "delete all events" buttons.

Option	Description
Delete all timeline markers	Allow you to clear all the timeline markers in the meantime.
Delete all events	Allow you to delete all the events in the meantime.

Modes

You can check which mode you are in from this panel,when you are in On Line Mode.

In addition,when you are in Sync Replay mode,you are allowed to apply transitions to cameras and edit the duration of the transition effects (see **Chapter 5.3**).



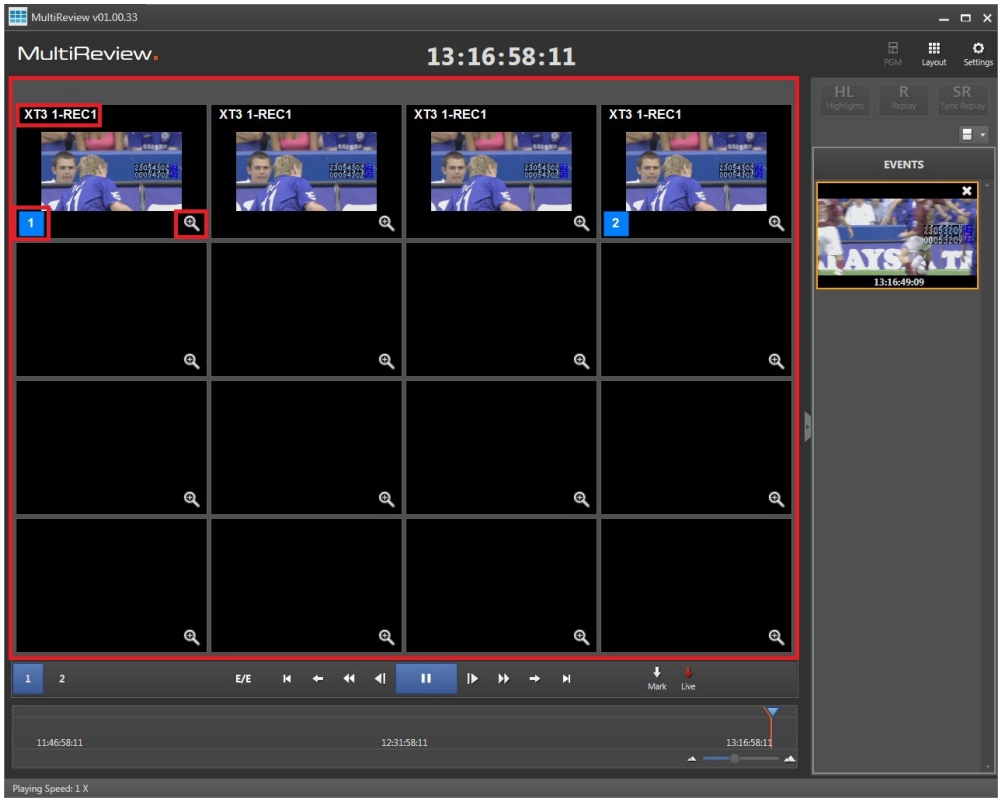
3.3. Mosaic and Transport

Mosaic

Overview

Mosaic player is dedicated to preview the cameras or channels which are presented in the network for you to edit more easily or arrange sequences in the event list to view.Mosaic area contains the mosaic of maximum 16 record channels in one page. If there are more than 16 cameras, there's another mosaic available.

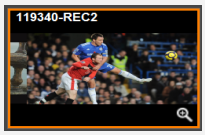
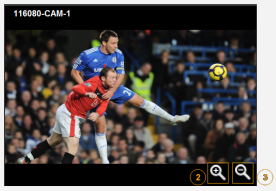
4*4 is the default start up layout byMultiReview.



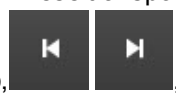
Mosaic Cell Description

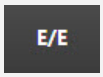
Each cell of mosaic contains zoom out icon and OSD information which includes server name, camera name and the sequence of the thumbnail in the event list.

	Description
MCR-QA-1-REC1 **OSD Server info**	The OSD is : SERVER NAME (NET NAME) – CAMERA NAME
Zoom Out	A cell only can be enlarged four times as big as the original size.
Zoom In	Re-size the enlarged cell to its original size.
1 **Sequence**	the sequence of the thumbnail in the event list

	Description
Normal Low Resolution	
4 X	

Transport

The screen shot below shows the transport area.These transport functions are sent simultaneously to all channels except these two,  ,which can only be used in Highlights mode.

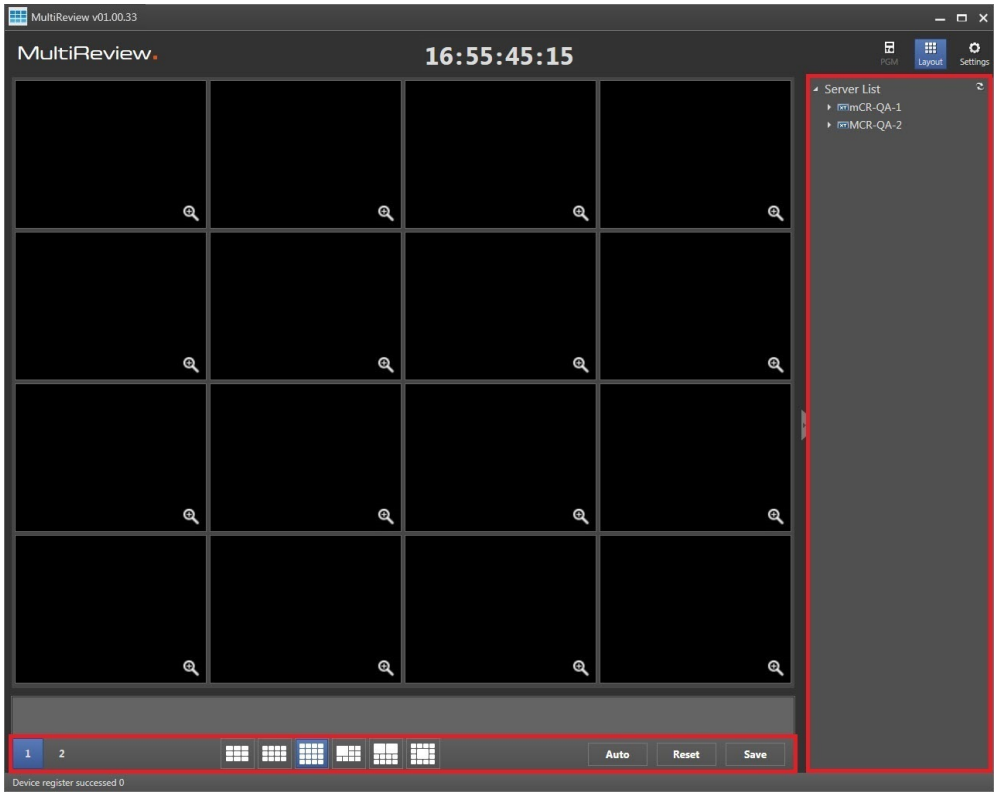
Command	Description
 **Back to live**	Go back to the Live train.
Go to in	Go back to the point which was defined by **Mark In**(see Chapter 5.1) previously.
Go to out	Go to the point which was defined by **Mark Out**(see Chapter 5.1) previously.
Previous cue	Go to the last cue defined by **Mark**.
Next cue	Go to the next cue defined by **Mark**.
Fast rewind	There are 4 speeds for the Fast rewind.To click once is 1X, twice is 2X.... The maximum speed is four times the original speed.
Fast forward	There are 4 speeds for the Fast forward.To click once is 1X, twice is 2X.... The minimum speed is minus four times the original speed.

Command	Description
Previous frame	Go to Previous Frame from the browsing train or clips
Next frame	Go to Next Frame from the browsing train or clips
Play	Play command on the browsing train or clips
Pause	Pause command on the browsing train or clips
Mark	To add a marker on timeline at the current timecode.
Live	To add a marker on timeline at the LIVE timecode.

3.4. Layout Menu

Description

You can change the layout of mosaic area and assign channels to the mosaic cells from the server in the layout configuration page.



By default, the mosaic is a grid of 4*4.

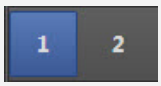
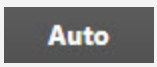
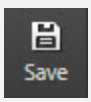
If there are more than 16 cameras (Record channels), a second page of mosaic cells are assigned in the same way.

Between 17 and 25 cameras, the second layout will be a grid of 3 * 3.

Between 26 and 28 cameras, the second layout will be a grid of 3 * 4.

Between 29 and 32 cameras, the second layout will be a grid of 4 * 4.

If there are more mosaic cells than record channels, they are to stay empty.

Command	Description
	Mosaic page number,the number with blue highlight indicates the current page number for the mosaic page.
	Clicking **Auto**, • the layout is to restore default layout; • MultiReview is to detect all servers presented in the network and assign each record channel to each part of the mosaic automatically.
	All record channels assigned previously are to be canceled and the layout configuration is to be set to 4*4 for Layout 1 and 2.
	Every time the changed layout configuration need to be saved by clicking **Save** button.

Command	Description
	Six forms of layout configuration,representing the girds of 3*3, 3*4,4*4,1+2(based on 4*3),2+8 (based on 4*4) and 1+8(based on 4*3) respectively.The one you choose is to be highlighted.
	Quadruplicate the mosaic cell.
	Re-size mosaic cell to its original size.

Server List

Server list is available on the right side of the layout configuration.

All record channels in the network are to be detected and presented in the drop-down list of **Server list**.

Layout Customization

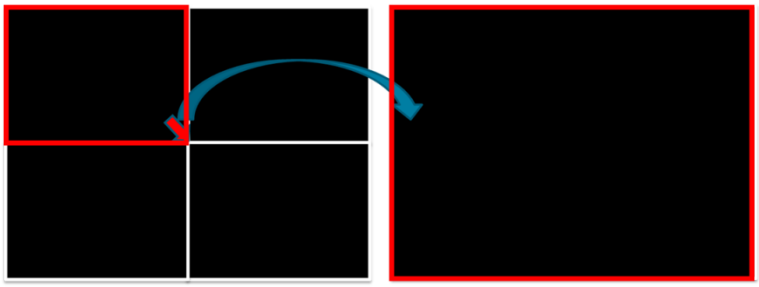
You can customize a standard layout by pressing one form of mosaic configurations, .

The customization allows you to have larger mosaic cells.

A cell can only be four times as large as its original size by pressing .The enlarged cell can be re-sized to its original size by pressing .

The customization as follows,

- A 3*3 can be transformed into 1 large + 5 normal cells.
- A 3*4 can be transformed into 2 large + 4 normal cells.
- A 4*4 can be transformed into a 2*2.



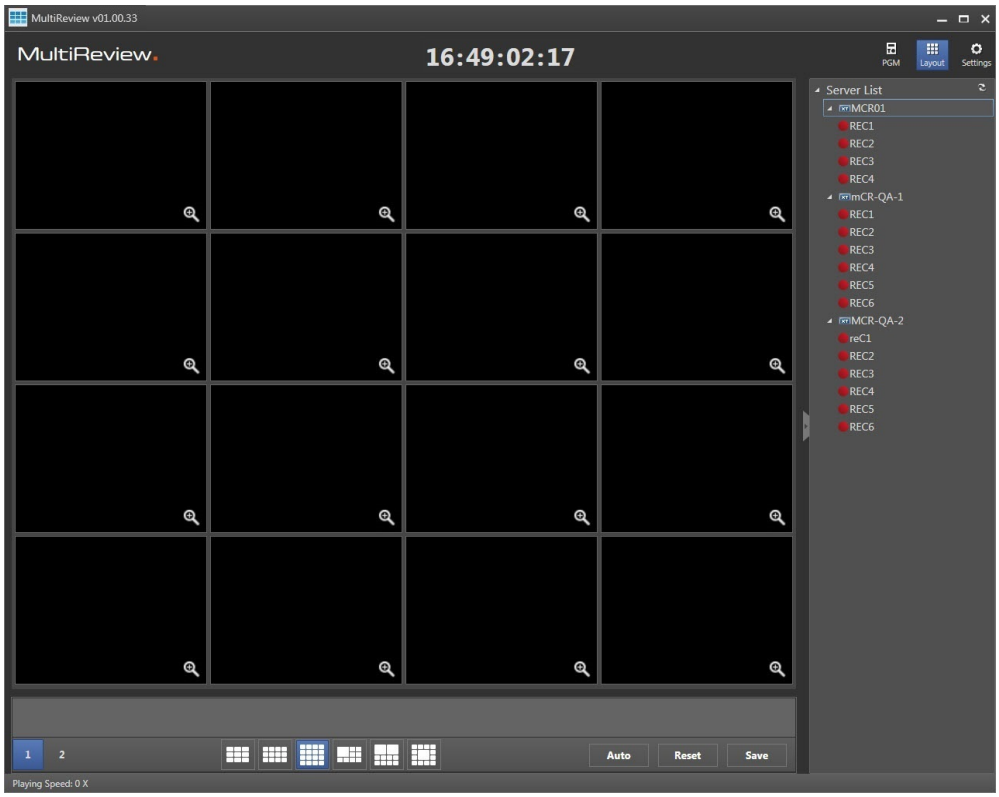
How to Assign Channels

MultiReview can automatically assign all the record channels (up to 32 channels) of the servers to each mosaic cell in the same network .

You are also allowed to change layout,proceed as follows,

- Press **Layout**,

,which allows you to change the current configuration of your layout.



- Press **Reset** ,

,to cancel the current layout setting.
- Drag and drop the record channels in the **Server List** tree into the mosaic cells one by one.(Assigned record channels are to be in bold in the **Server List**.)
- Press **Save**,

,to preserve the change of layout.

Or Click **Layout**/**Settings** button to leave layout interface, then there will be a pop-up window to ask if you want to save the changes. Click **Yes** to save it.

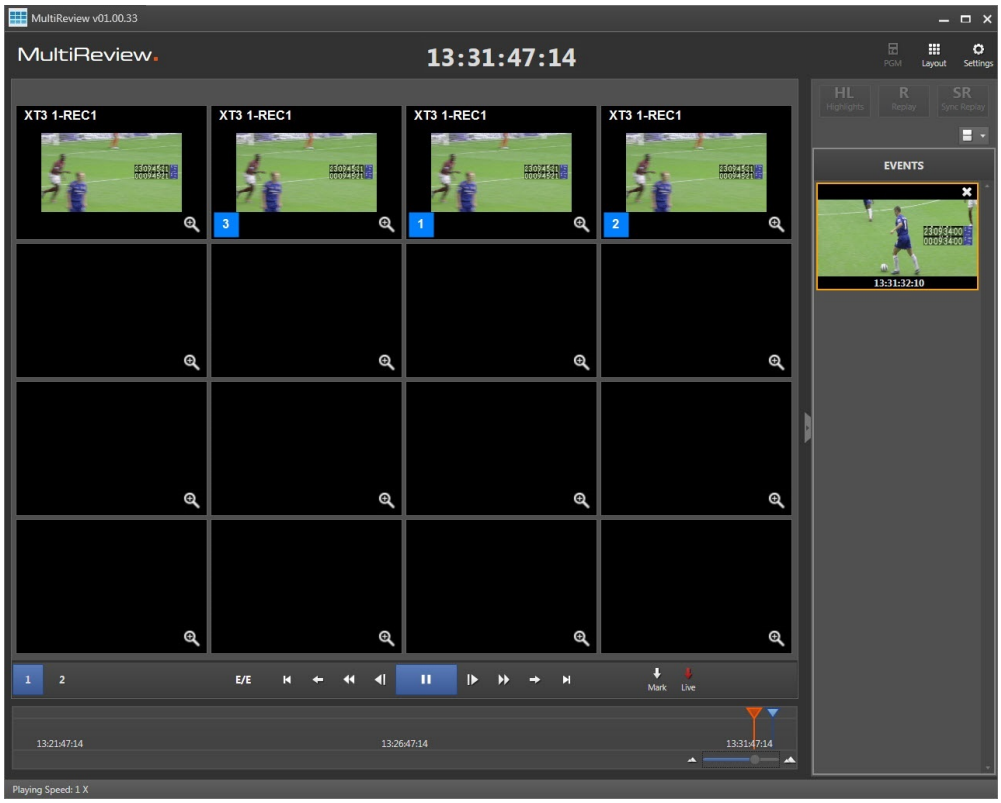
4. Off Line Mode/Standalone Mode

In the Off Line mode(or called Standalone mode),you can monitor and browse all the record channels and cameras in the network and select camera angles to coordinate a replay sequence.

How to Add Cameras to Events List

You can add cameras from Mosaic area to **EVENTS**, steps as follows:

1. Double click the camera you would like to add,which is to be indexed(Thumbnail 1 is created in **EVENTS** list as screen shot shows below).

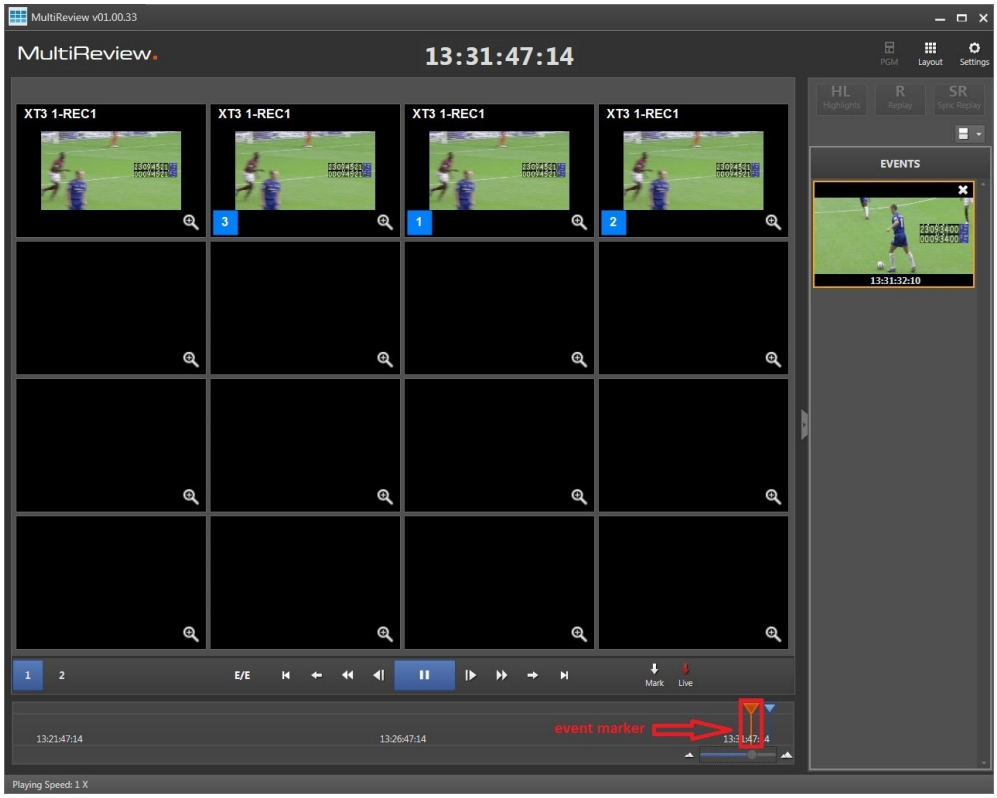


2. Double click the second camera you would like to add,which is to be indexed.
3. Double click the third camera you would like to add,which is to be indexed.

.....

Note
Only the thumbnail of the first added camera is to be displayed in **EVENTS** list.There's no view detail supplied for you to check the event.

as screen shot shows below



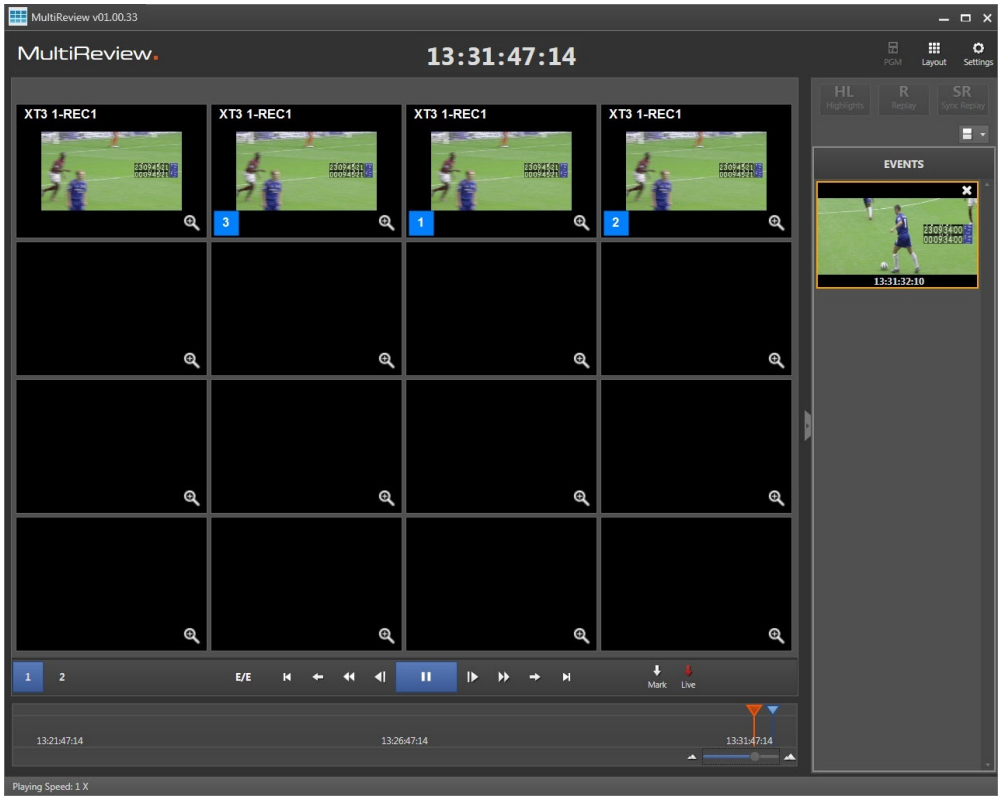
In the mean time,there is to be an event marker created on timeline when an event is created.

How to Add Events in Events List

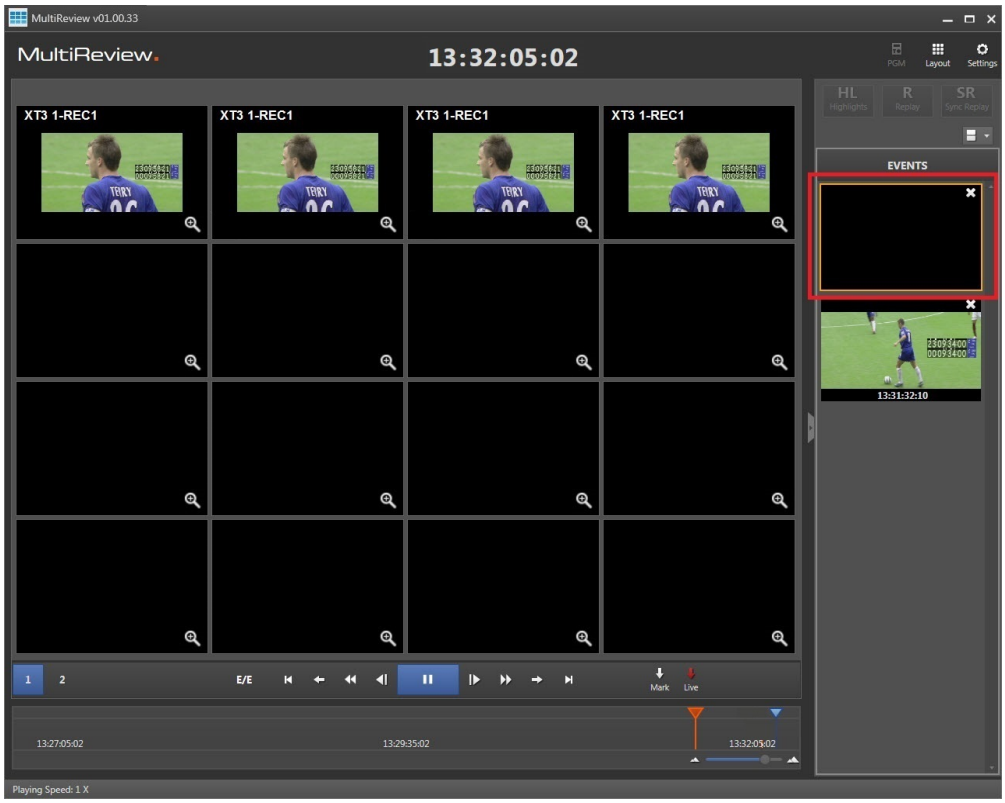
Add New Events

You are allowed to add more than one events in Events List, steps as follows:

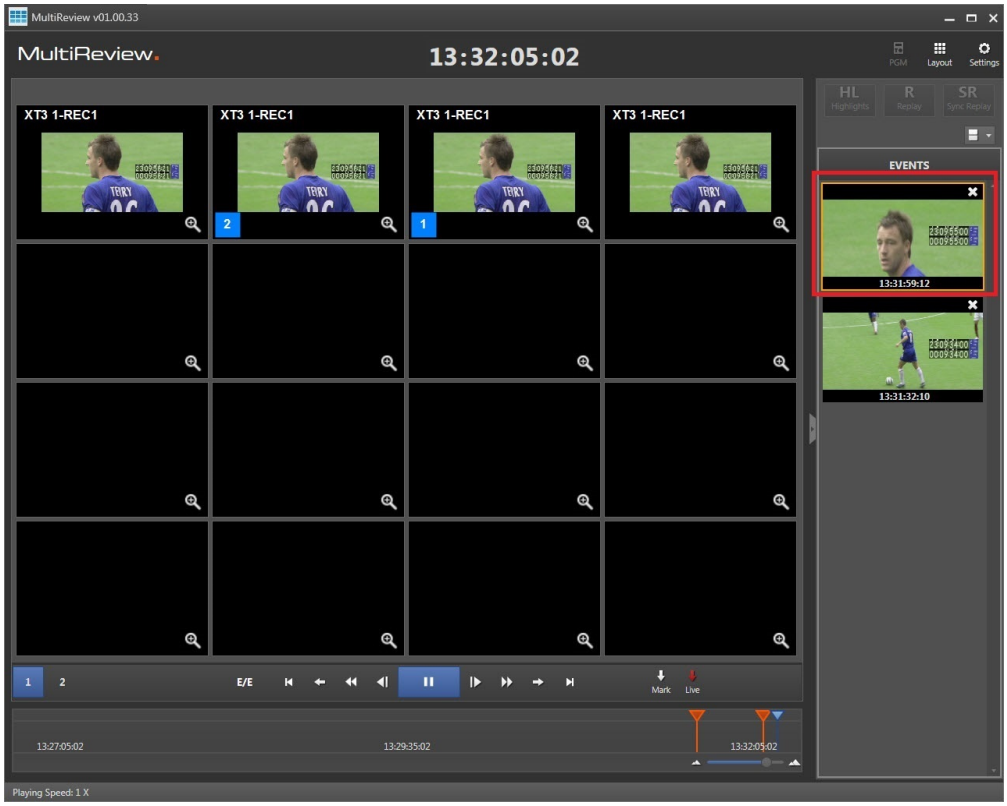
1. Double click the cameras you want to choose,and there is to be an event in **Event List**,as the screen shot shows below.



2. Press **E/E**,then there is to be an empty event in **Event List**,as the screen shot shows below.



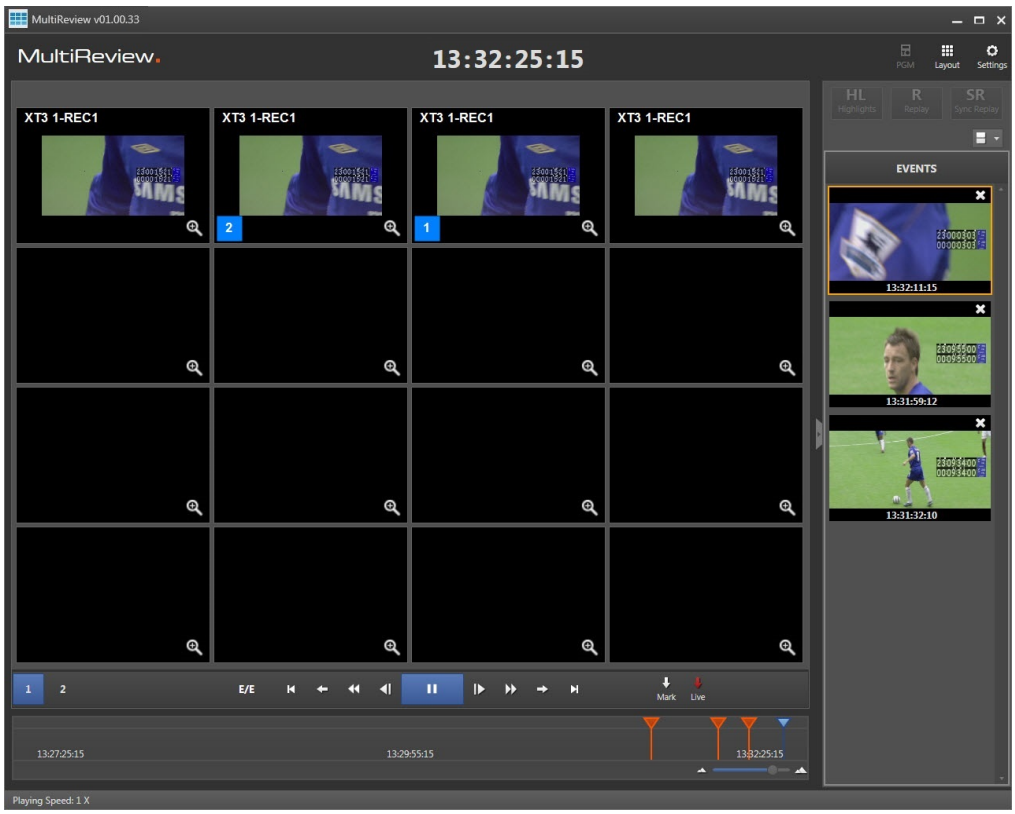
3. Double click the cameras you would like to add,and they are to be in the new event in **Event List**,as the screen shot shows below.



4. If you want to add more events,follow the steps above.

How to Recall an Event

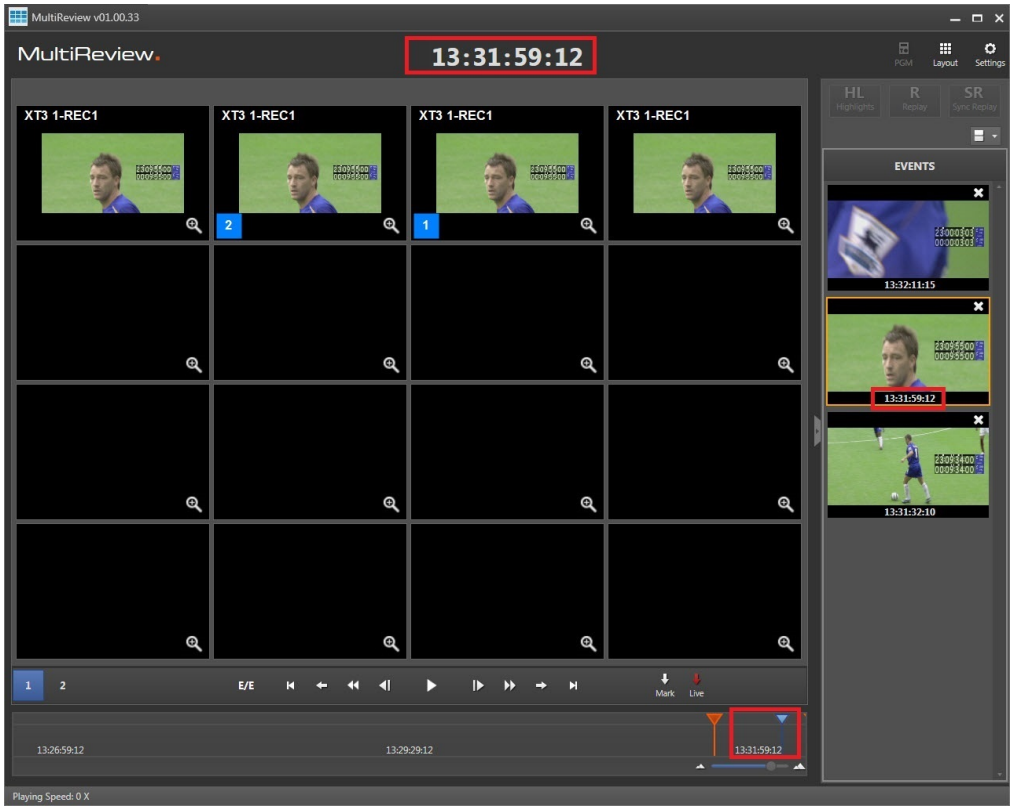
The screen shot below is of the latest event.



Double click the certain event marker to recall the corresponding event you would like to browse.

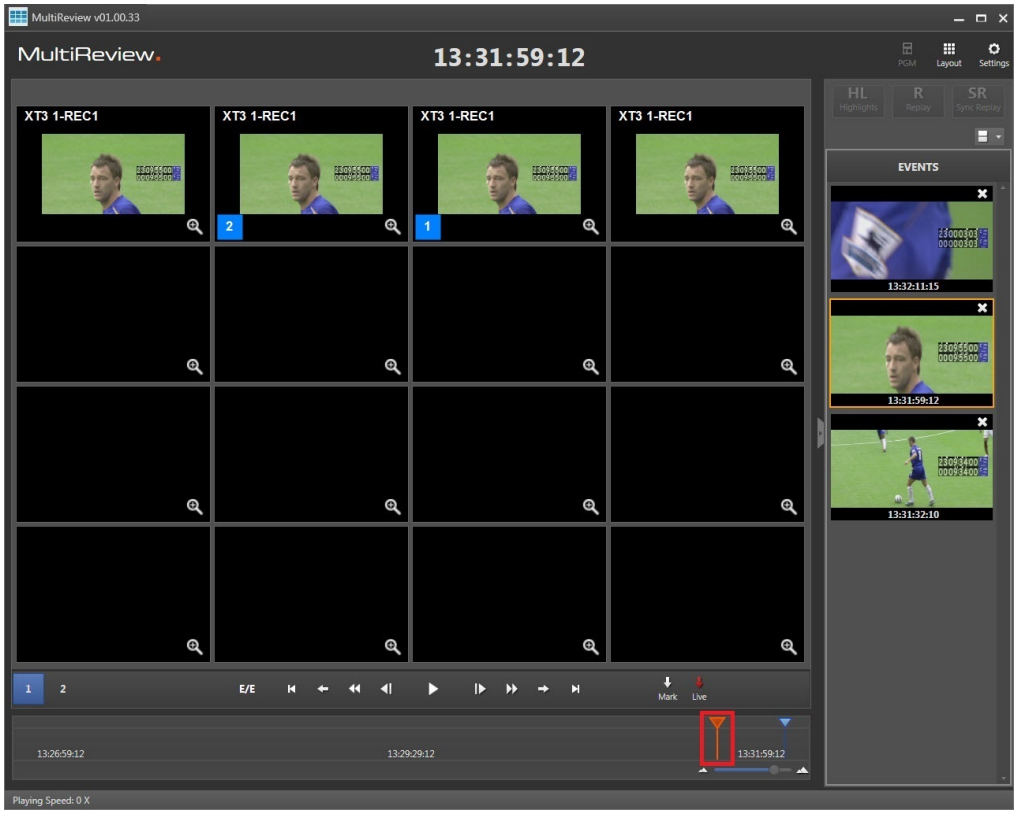
- The timecode is to reflect the corresponding time;
- The blue marker located at the right position of the event marker;
- That event represented in orange bolder.

as screen shots below:

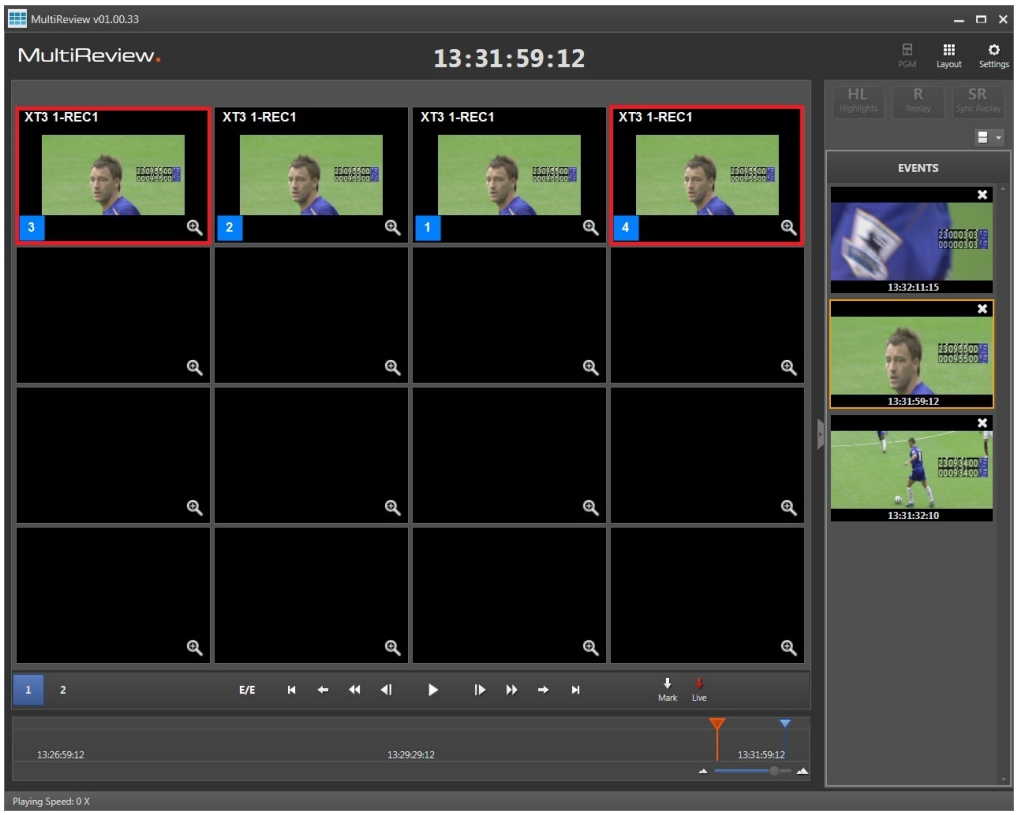


Add New cameras to the Previous Event

1. Recall the event you want to add new cameras,following the step in last section.



2. Add cameras as the steps described in last section,**Add New Events**.

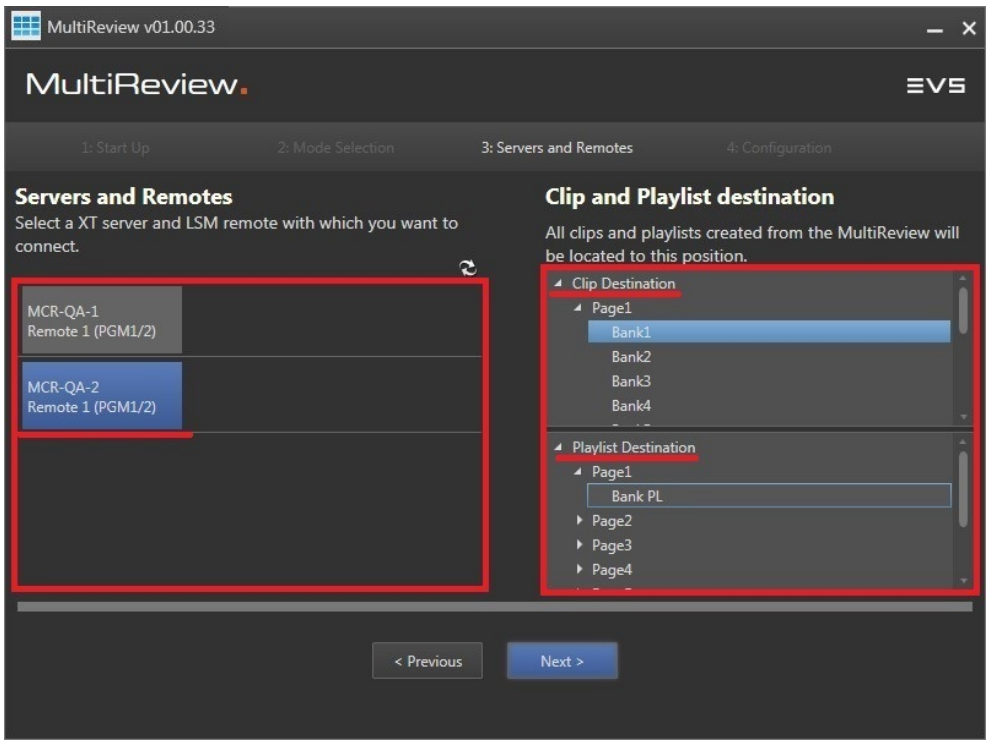


5. On Line Mode/LSM Connected Mode

On Line Mode is also called LSM Connected Mode,in which you can browse all cameras of the network,and create playlist or load cameras to preview channel.This mode requires to work in conjunction with an XT server of the network.

Highlights mode,Replay mode and SyncReplay are included in it.

Note
Before going to choose the three modes,you must **attach to a server** and **choose the destination of clip and playlist** listed respectively.They are to be highlighted after selecting,as the screen shot shows below.

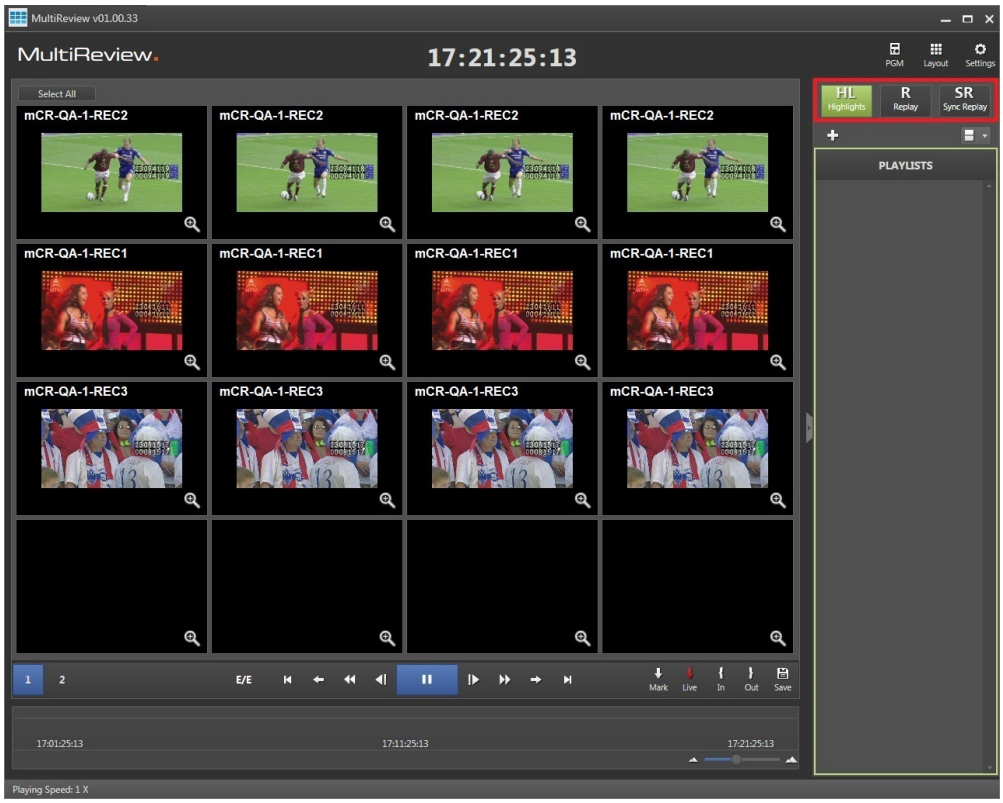


5.1. Highlights Mode

Description

Highlights Mode allows you to create one or more than one highlights.You can monitor all cameras,and select interesting camera angles and In/Out points,afterwards there are to be events and clips on the server selected.

Note
Please make sure that the mode is activated.
Click the specific icon which is to be highlighted.

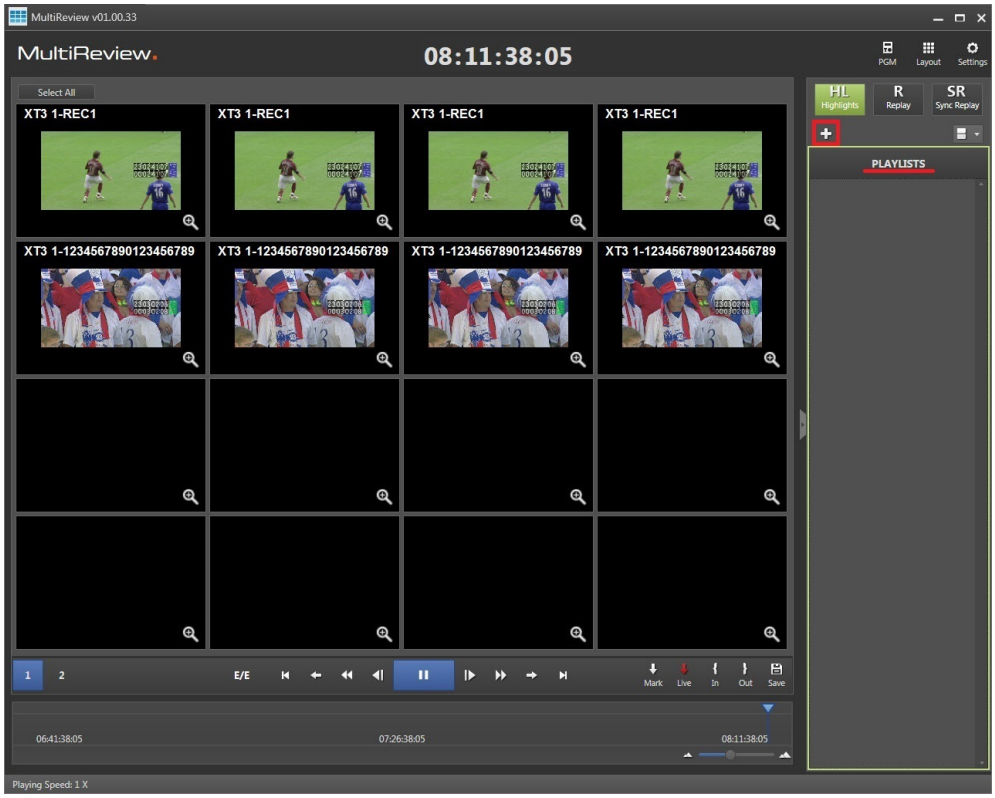


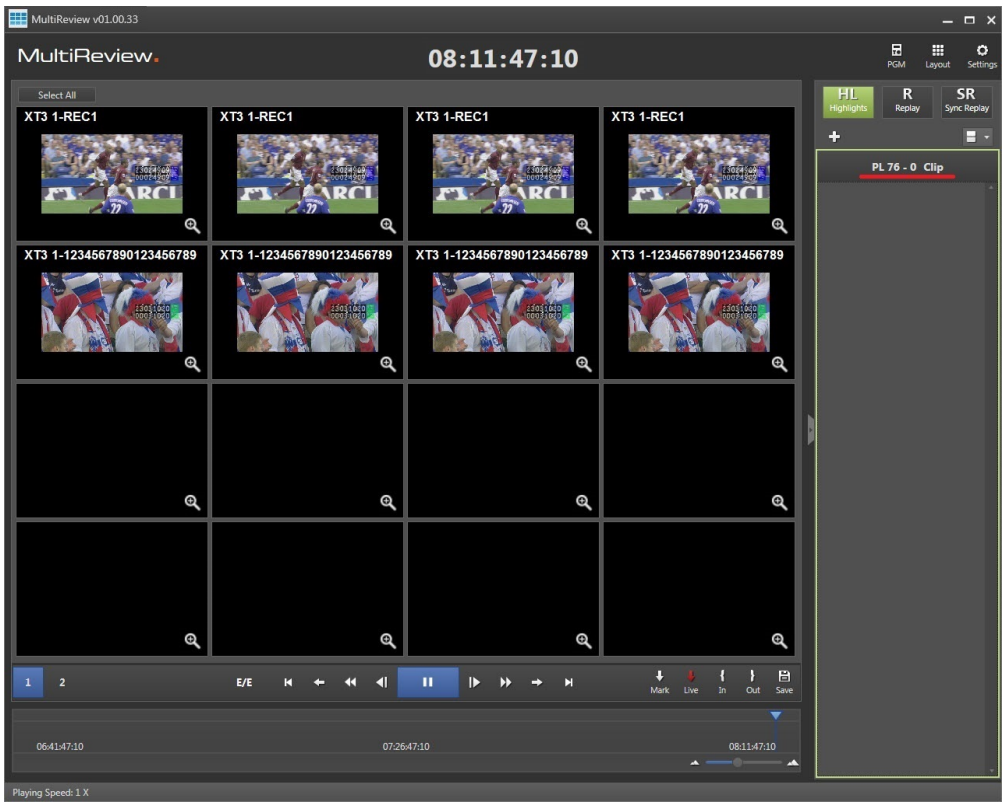
How to Create a Playlist

In highlights mode, You are allowed to select camera angles to create playlist.

Create a playlist in PLAYLISTS,proceed as follows,

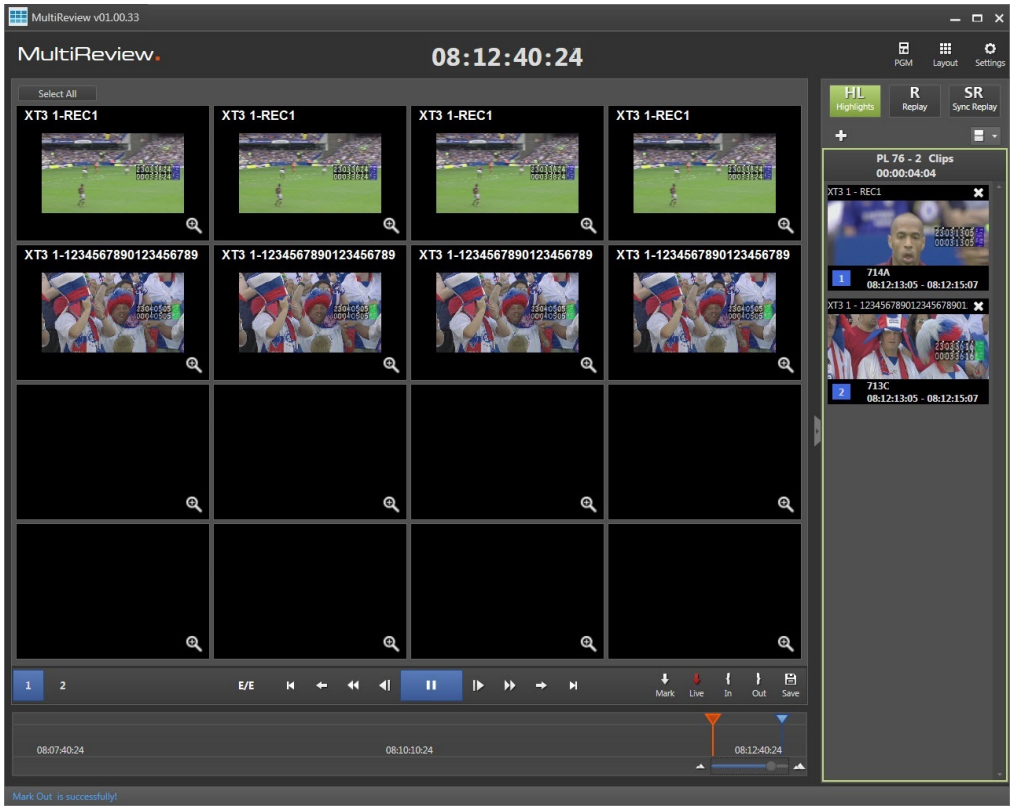
1. Add a new playlist by clicking ,and it is to be in the detail view of the new playlist created.





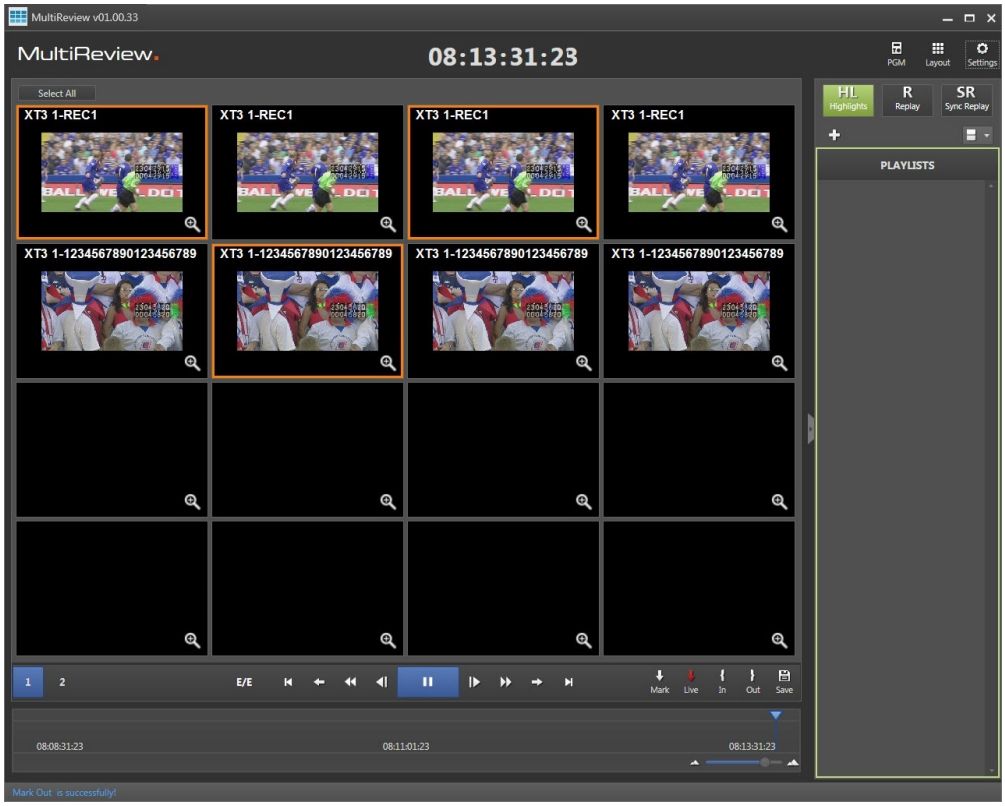
2. If you want to create more playlists,after filling the Playlist,follow the steps above.

Note
The current selected playlist is to be in an orange border.

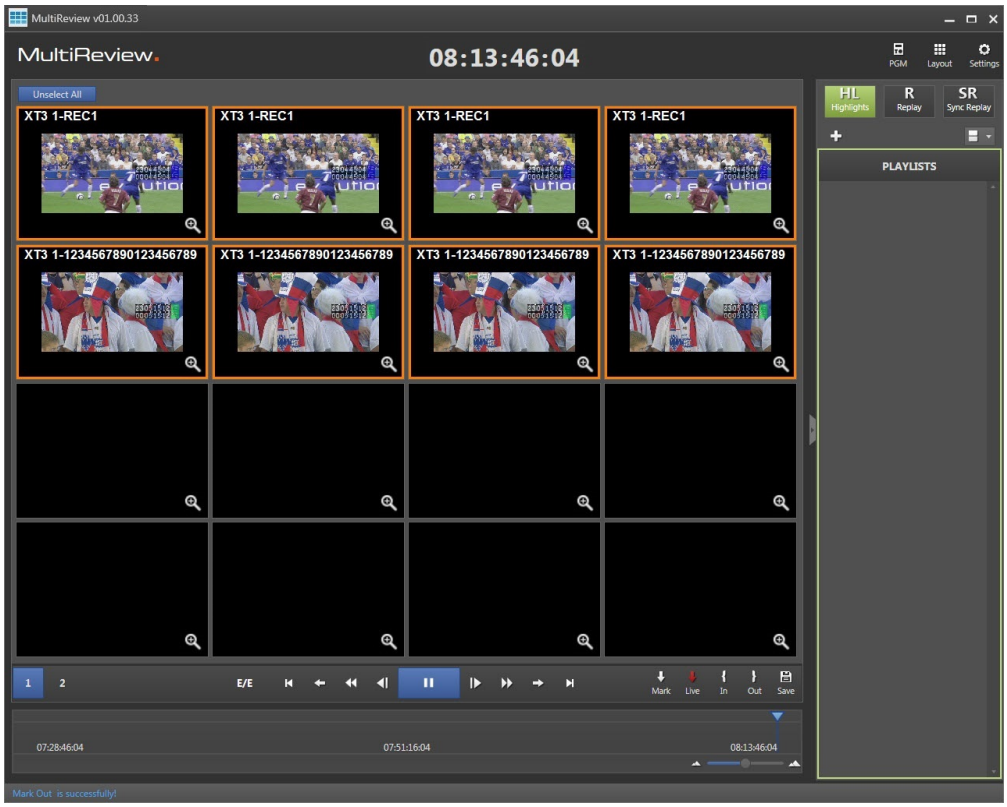


How to fill the Playlist

1. Create a playlist.
2. Double click a camera or more than one camera in the mosaic area .



Or Click Select All to select all the cameras in the mosaic area.

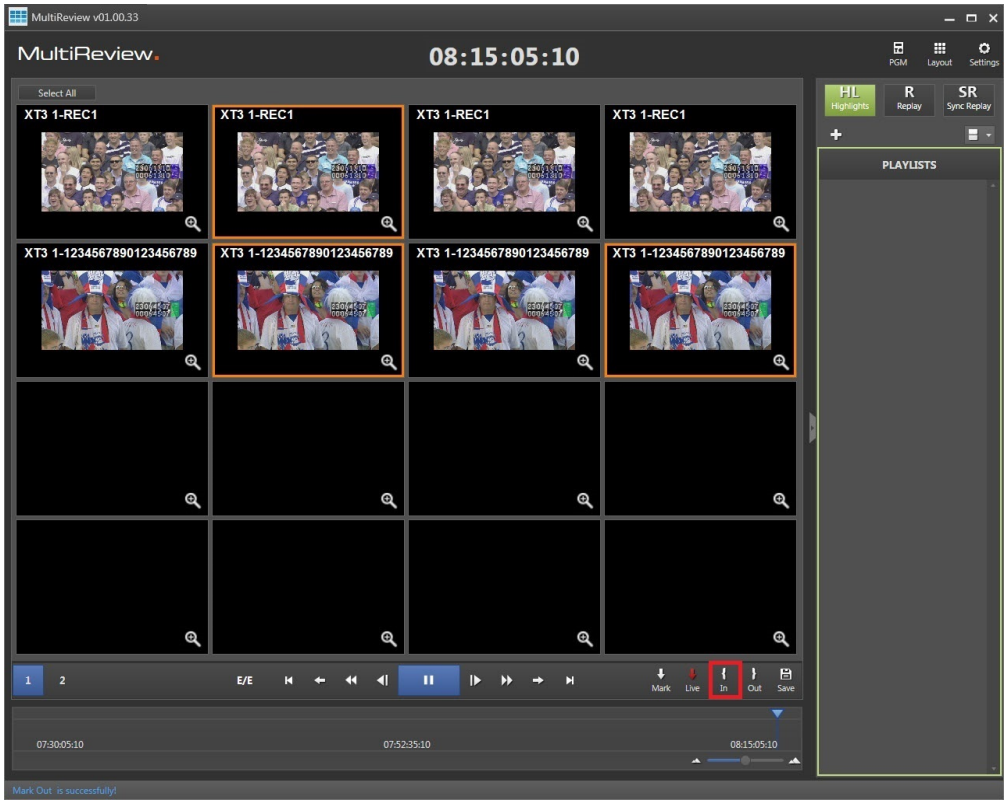


Note

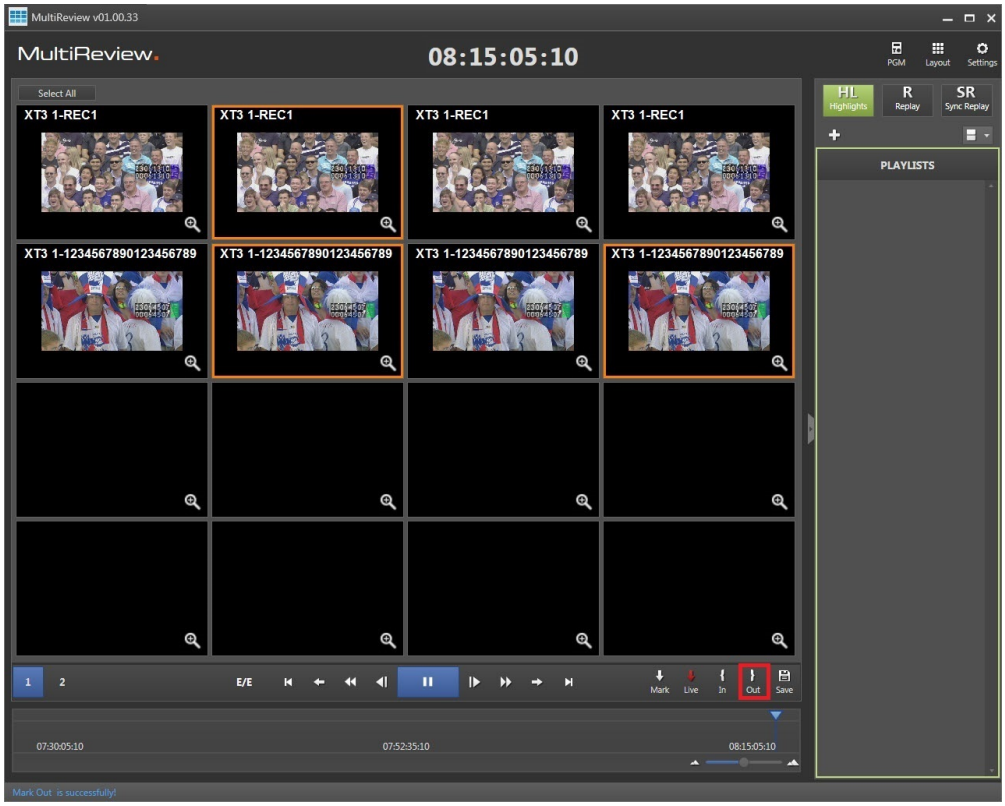
If you would like to cancel the cameras what you have selected,proceed as follows:

- Double click the camera,then it is to be canceled and to be without orange bolder.
- If you have selected all the cameras and you want to cancel all of them,click Unselect All to cancel all.

3. Click In,the **Mark In** button,to define the clip IN point.



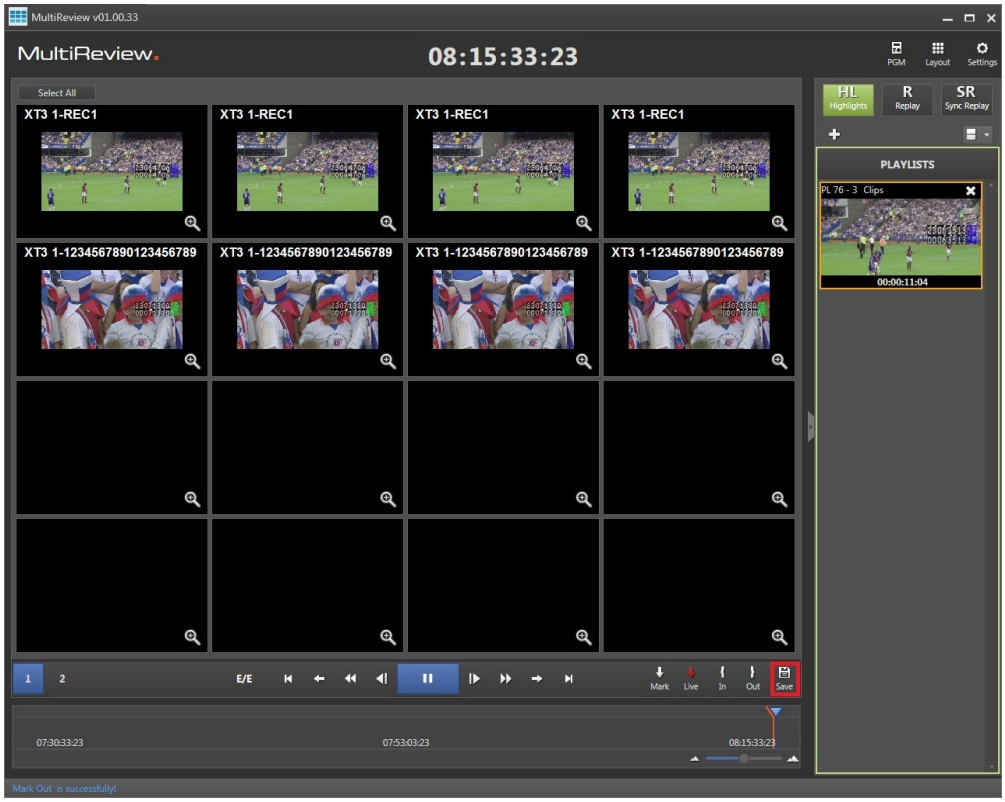
4. Click Out,the **Mark Out** button,to define the clip OUT point.

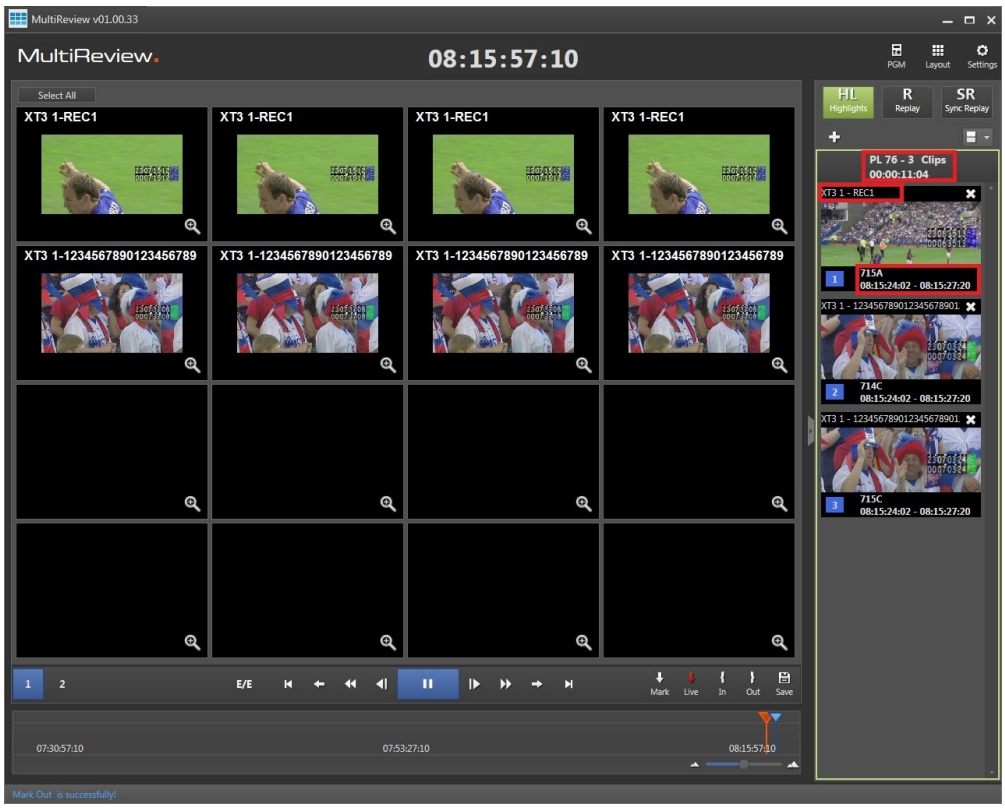


Note
You are not forced to Click **Mark In** before **Mark Out**,proceed as follows:

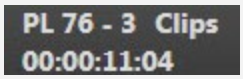
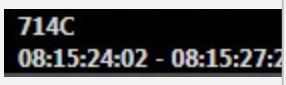
- Click ,the **Pause** button.
- Click ,to define the clip OUT point.
- Click ,the **Previous Frame** button,to return back to a specific previous frame and define it as the IN point with clicking .

5. Click ,the **Save** button,to create a clip or clips in the playlist. In the meanwhile,thumbnail is to be displayed in the Playlist with **OSD info**(see the introduction below).





Note
There is to be an orange event marker on timeline.

OSD info	Description
	• **PL 76 - 3 Clips** indicates **Playlist Name - the Number of Clips**. • **00:00:11:04** indicates the duration of the playlist.
	• **XT31 - REC1** indicates **Server Name - Channel Name**. ◦ **XT31** indicates the **Server Name**. ◦ **REC1** indicates the **Recorder Name**.
	• **714C** indicates the **Clip Name**. • **08:15:24:02 - 08:15:27:20** indicates **IN Point - OUT Point**.

Modify the Playlist

Change order

After finish creating clips, you are allowed to change the sequence of the clips in the playlist.

Change the sequence of the clips,proceed as follows,

1. Double-click the playlist,you can see the clips are indexed.
2. Drag the specific clip which you would like to change the sequence to the specific place you want.

Remove clips

You are also allowed to delete playlists or clips by clicking in the thumbnail.

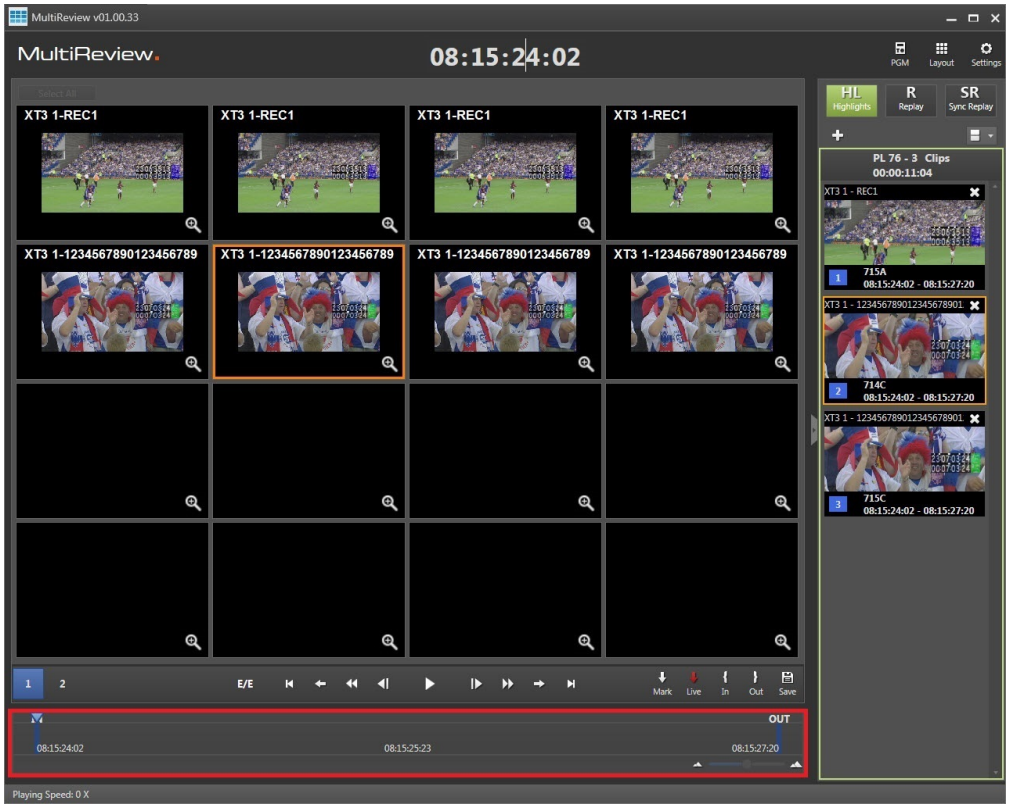
Load a Clip on the Timeline

After creating playlists,you can browse or trim them ,proceed as follows:

1. Recall a specific playlist you would like to browse or trim,then you get into the detail view of that playlist.

2. Double click the a certain clip ,then that clip is to be loaded on the timeline.

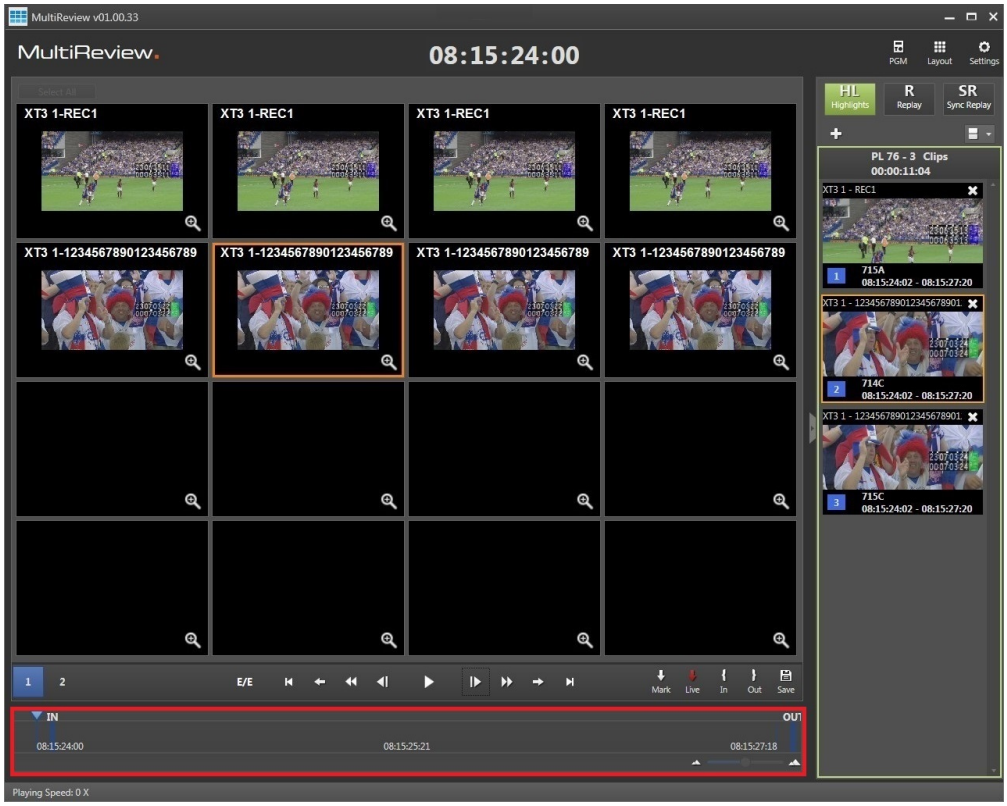
When the clip is loaded on timeline,you can see there's an IN point and an OUT point on timeline.In addition,the blue marker is to locate at the IN point.



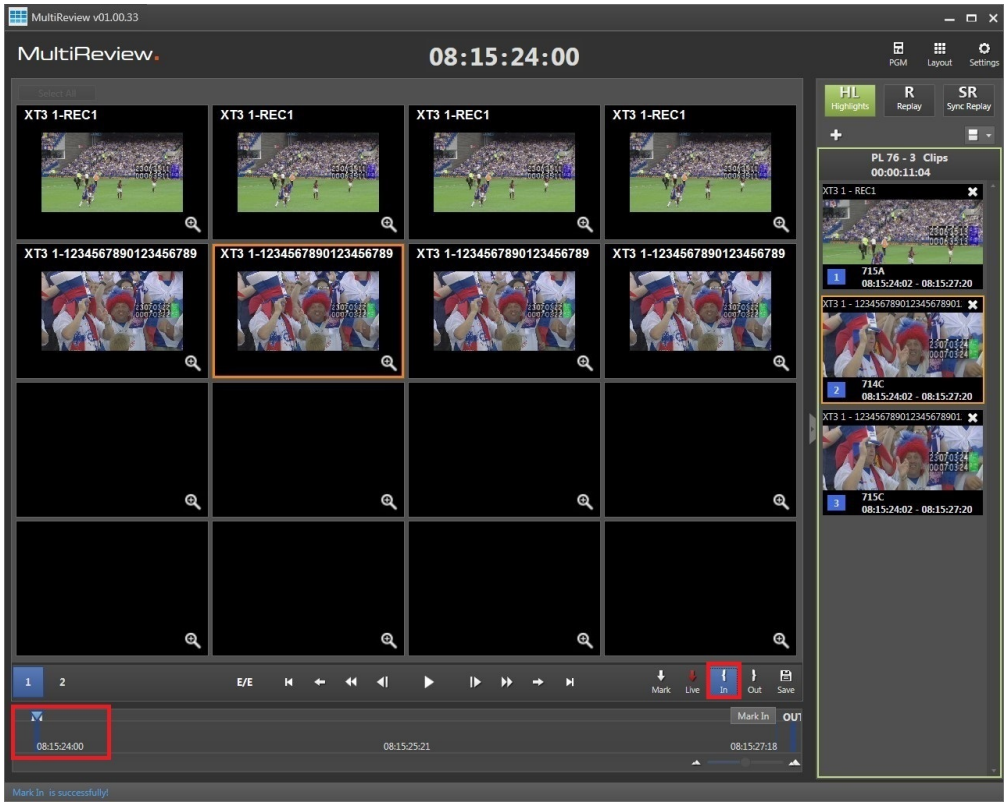
Trim a Clip

Trim a Clip,follow the steps below:

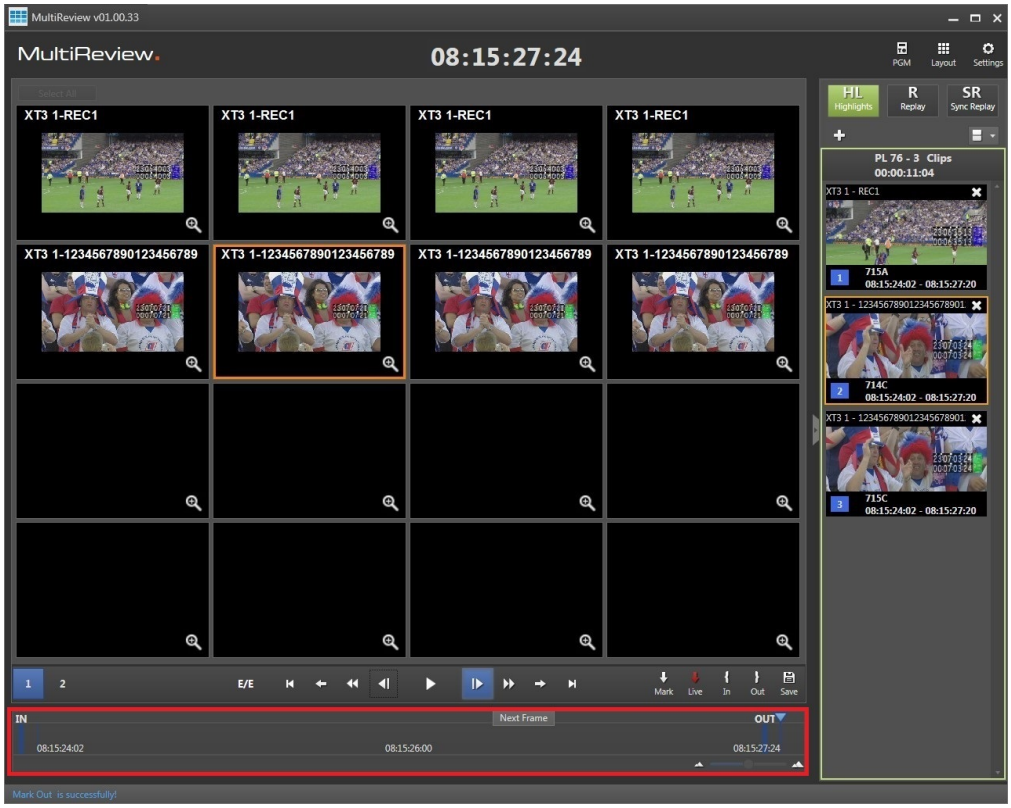
1. Load an specific clip on timeline.
2. Click or to get to the specific frame.



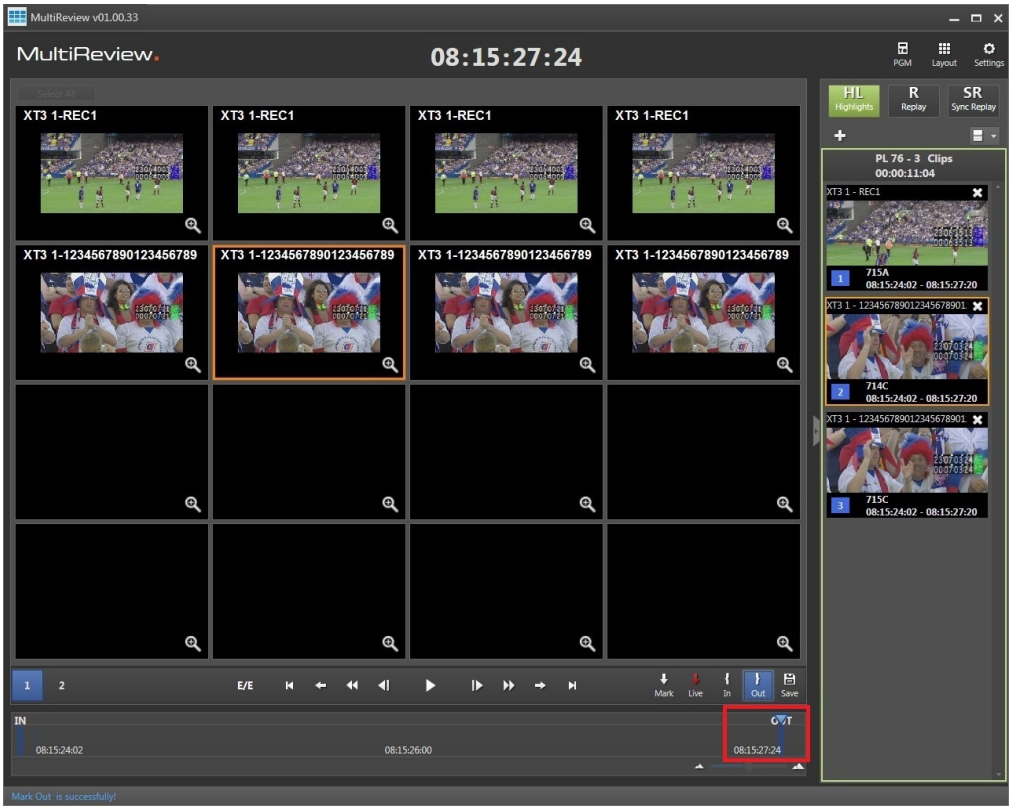
3. Click to define the clip IN point.



4. Click or to get to the specific frame.

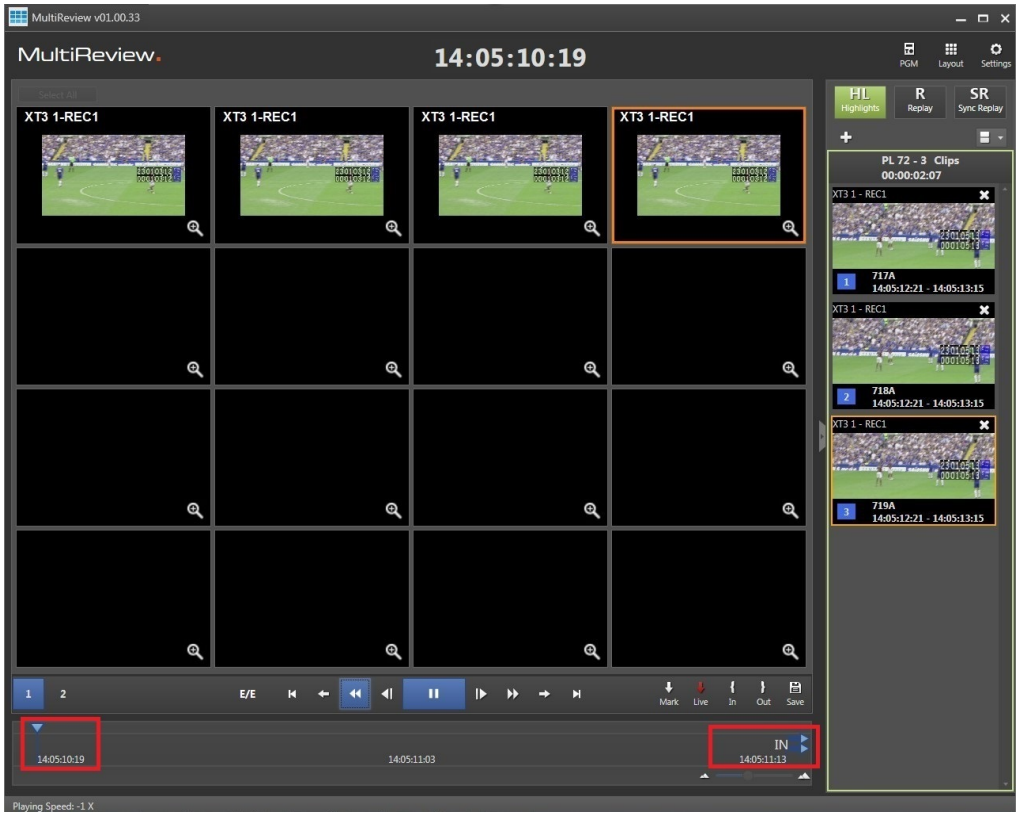


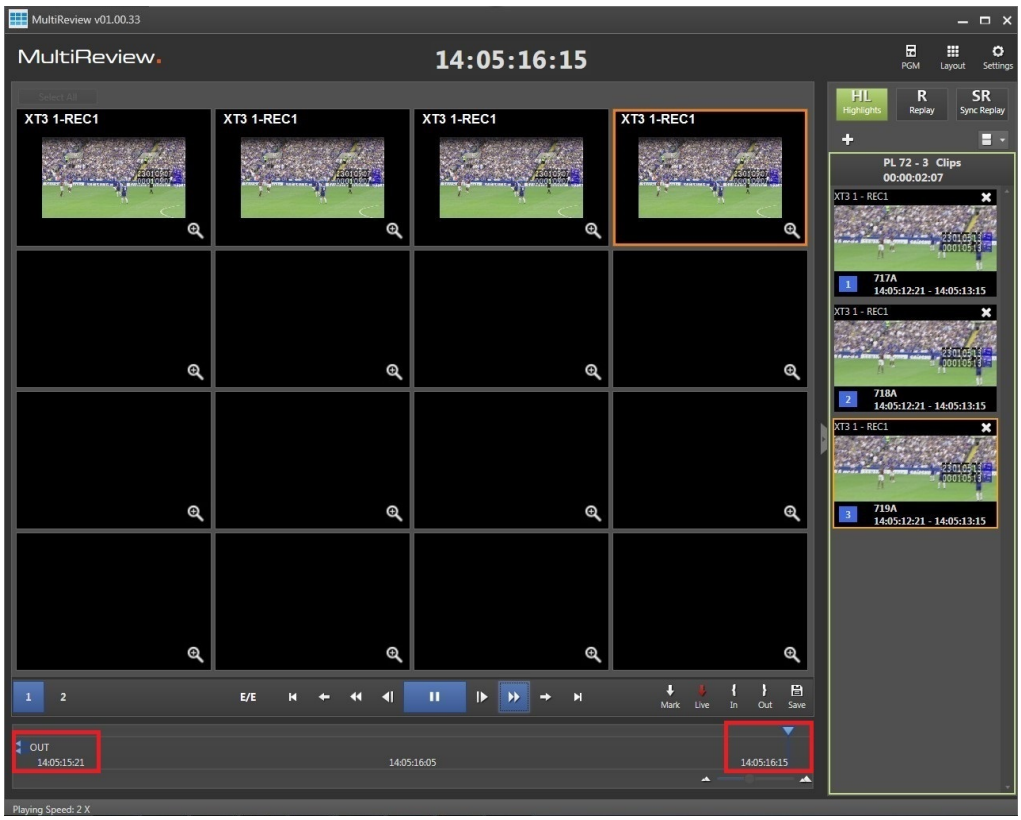
5. Click to define the clip OUT point.



Note

You can also click or to trim a clip,following the steps above.
If you fast rewind or fast forward out of the In Point or Out Point,there is to be a sign to show you where is the In Point or Out Point, .

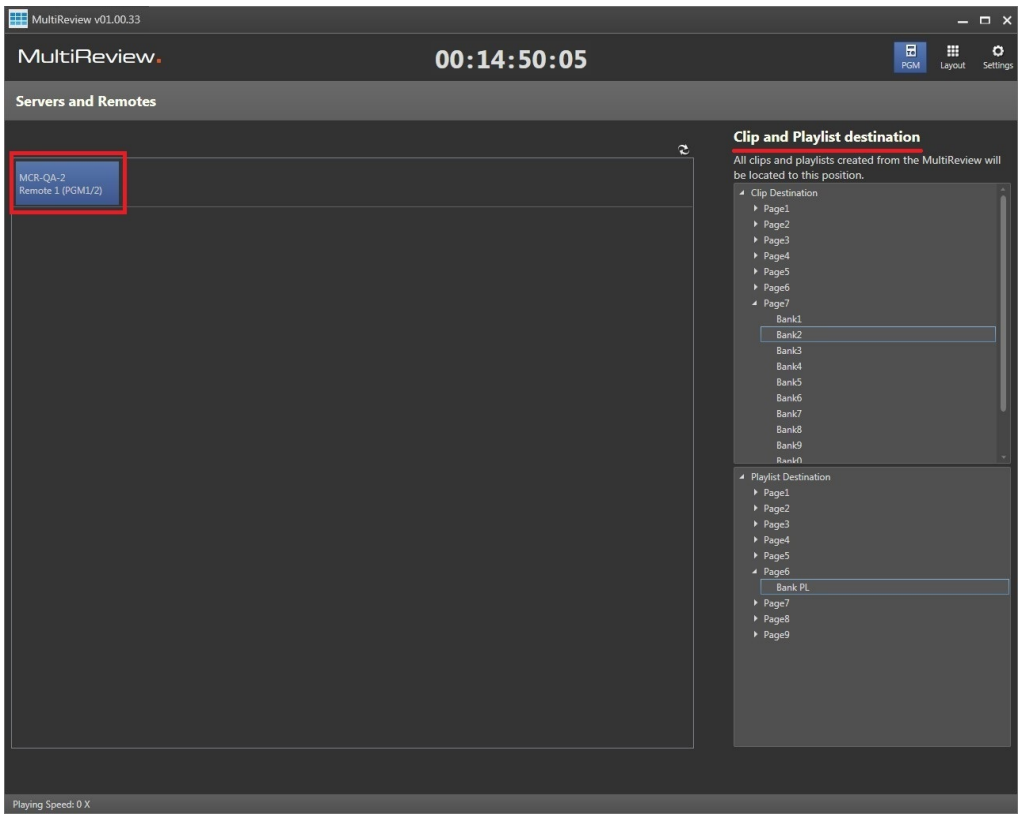

MultiReview v01.00.33
MultiReview.
14:05:10:19
PGM
Layout
Settings
XT3 1-REC1
XT3 1-REC1
XT3 1-REC1
XT3 1-REC1
HL
Highlights
R
Replay
SR
Sync Replay
PL 72 - 3 Clips
00:00:02:07
XT3 1 - REC1
717A
14:05:12:21 - 14:05:13:15
XT3 1 - REC1
718A
14:05:12:21 - 14:05:13:15
XT3 1 - REC1
719A
14:05:12:21 - 14:05:13:15
1
2
E/E
Mark
Live
In
Out
Save
14:05:10:19
14:05:11:03
IN
14:05:11:13
Playing Speed: -1 X


MultiReview v01.00.33
MultiReview.
14:05:16:15
PGM
Layout
Settings
XT3 1-REC1
XT3 1-REC1
XT3 1-REC1
XT3 1-REC1
HL
Highlights
R
Replay
SR
Sync Replay
PL 72 - 3 Clips
00:00:02:07
XT3 1 - REC1
717A
14:05:12:21 - 14:05:13:15
XT3 1 - REC1
718A
14:05:12:21 - 14:05:13:15
XT3 1 - REC1
719A
14:05:12:21 - 14:05:13:15
1
2
E/E
Mark
Live
In
Out
Save
OUT
14:05:15:21
14:05:16:05
14:05:16:15
Playing Speed: 2 X

PGM

Click **PGM**

,then you are allowed to check the XT server and LSM remote you have selected,which is highlighted in the list.In addition you can also not only check but also change the destination of clip and playlist.



5.2. Replay Mode

Warning

- Remember the **Remote** must be in **PGM + PRV**(Preview Channel) mode.
- Remember the **PRVCTRL** mode,

,of **Remote** must be on.

Description

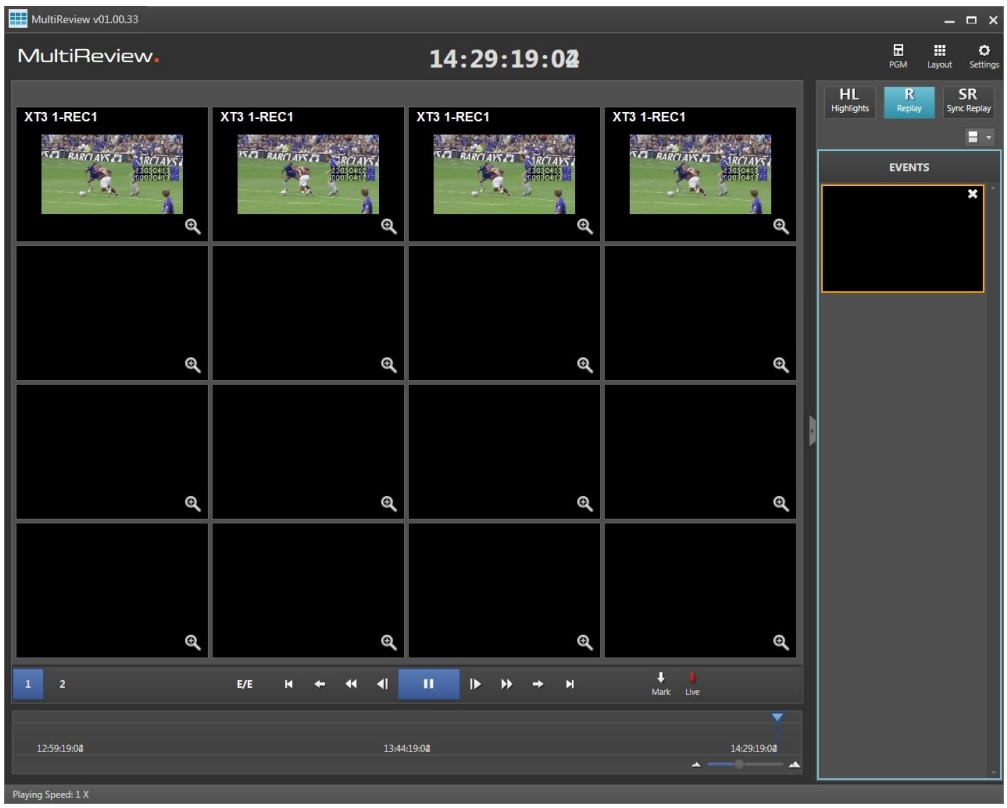
This mode allows you to load any cameras on the servers which are connected by SDTI in Replay Sequence onto **Preview Channel**.

Note
Please make sure that the mode is activated.
Click the specific icon which is to be highlighted.

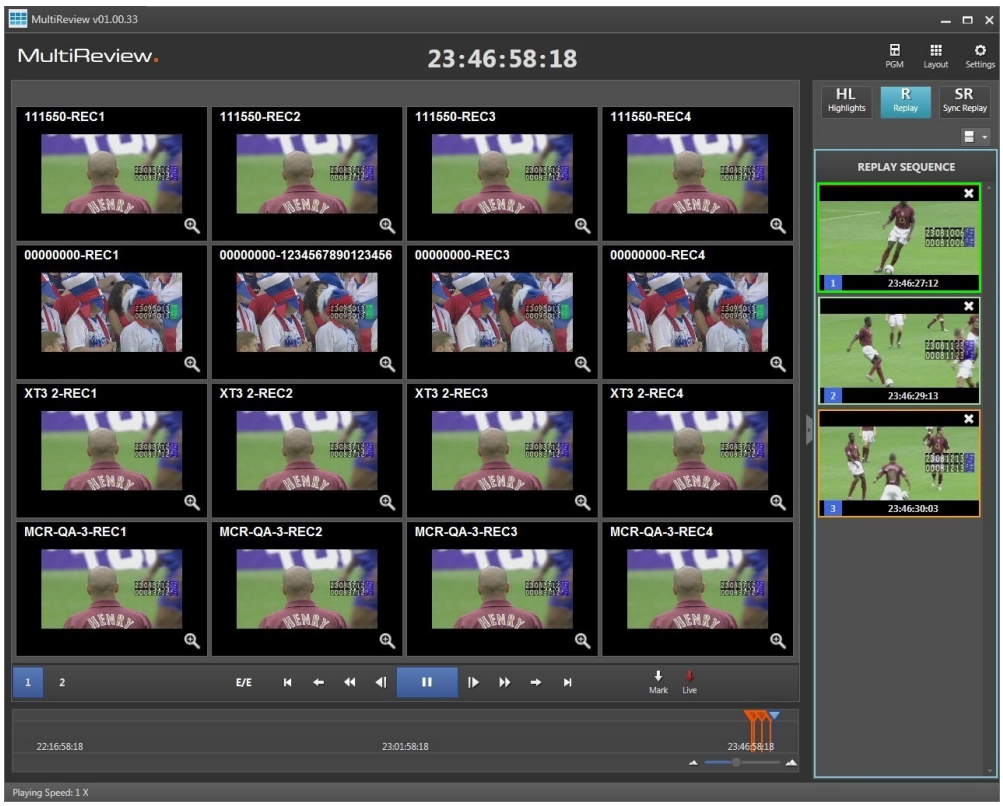
How to Create a Replay Sequence

In Replay Mode,you can create Replay Sequences,proceed as follows:

1. Click **E/E** to create an event,and there is to be an empty event in EVENTS List.



2. Double click the camera you would like to create in **Replay Sequence**.



Note

- After selecting the first camera,you are to enter into subordinate menu-Replay Sequence.
- You can see how many cameras you have selected.
- The first camera you selected is to be loaded on PRV automatically and be in green bolder.

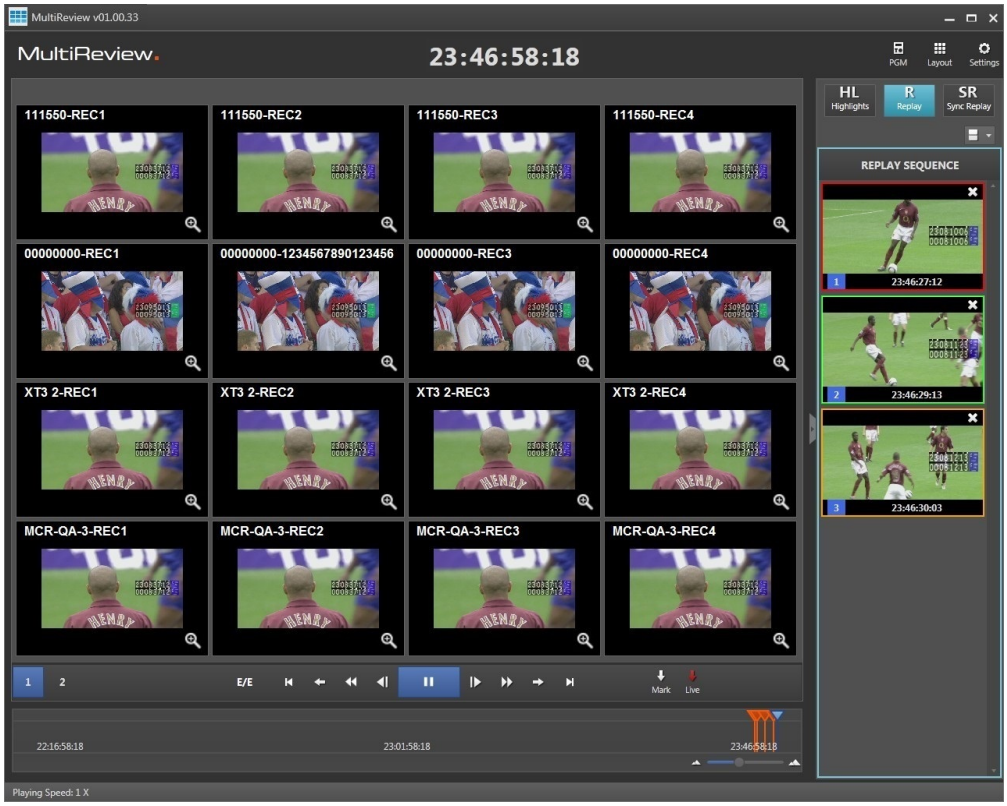
How To Take the Cameras onto PGM

Take the cameras onto **PGM**,proceed as follows,

1. Please make sure you are in a specific event-in the Replay Sequence.
2. Click

,take button on Remote,to take the first camera which is already on PRV automatically onto PGM.

- The camera loaded onto PRV is to be in green bolder.
- The camera taken onto PGM is to be in red bolder.
- After taking a camera onto PGM,the next camera is to be loaded onto PRV in sequence automatically.



3. Click

again,you are to take camera on PRV onto PGM.

Note
If you want to take the cameras onto PGM,you are required to take them right after creating the Replay Sequence.Or the cameras which are not taken in the Replay Sequence are to be deleted automatically after you creating another Replay Sequence.

Force the Load

If you would not like to load the specific cameras in sequence,then you are allowed to force the load to load the ones you would like by **double clicking**.

For instance:

1. The first one is already on PRV automatically,you are allowed to double click the last one to force it to load on PRV.
2. Click

to take it on PGM.

How to Recall a Replay Sequence

You are allowed to browse the Replay Sequence you have created before,proceed as follows:

- Double click the specific event marker on timeline.

OR

- Double click the event you would like to browse in EVENT list.

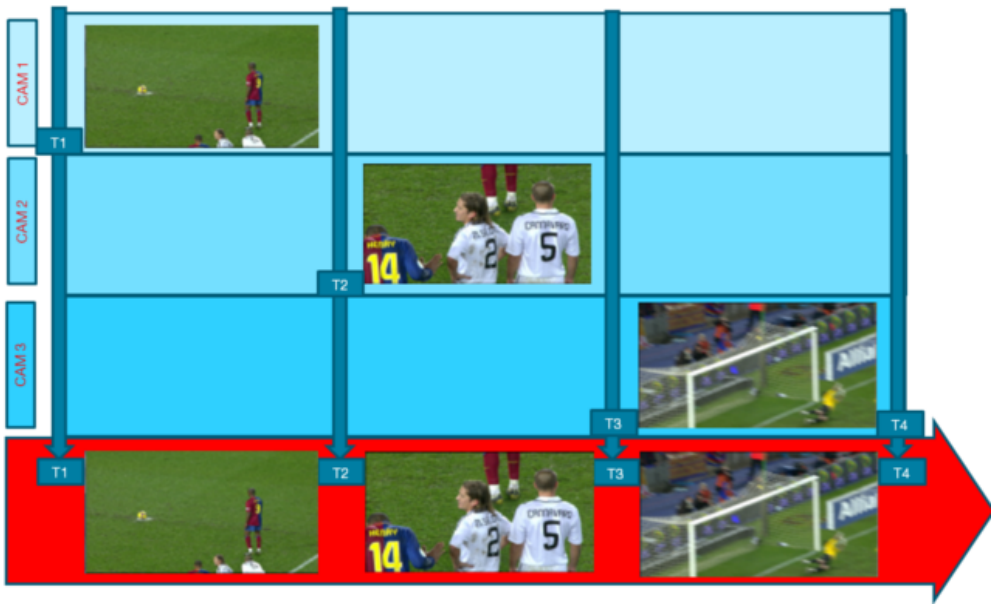
5.3. Sync Replay Mode

Description

This mode allows you to quickly create a playlist by selecting camera angles and time,IN/OUT point will be adjusted automatically to create a chained sequence to play-out.

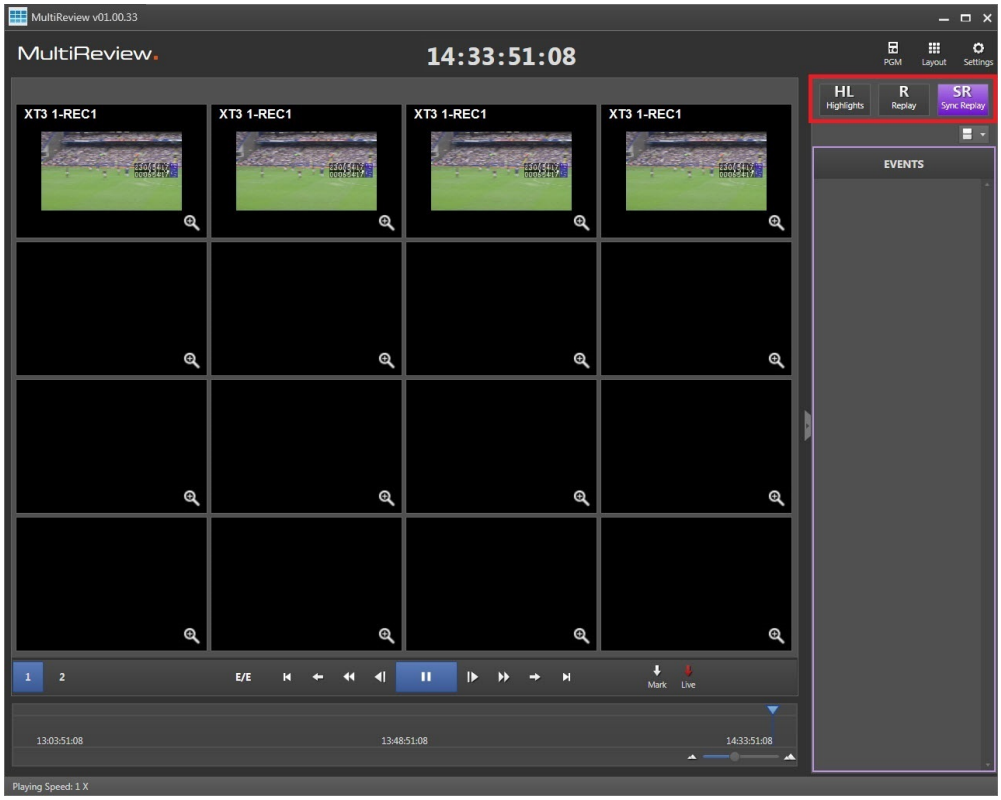
Explanation for In/Out point will be adjusted automatically

- Select CAM1 as a start,you are to make an IN point which is T1.
- Continue to select a new camera (CAM2),and the IN point is T2.
- This action defines the OUT point of the previous camera(CAM1),and creates the first clip in the PLAYLIST. This clip is automatically added on a playlist of your server, and this playlist is loaded to the PGM (ready to start playing).
- Continue to selects a new camera (CAM3),and the IN point is T3.
- This action defines the OUT points of CAM2, and creates the second clip in the PLAYLIST. This clip is appended to the ON AIR playlist.



This picture shows the processes talked above.

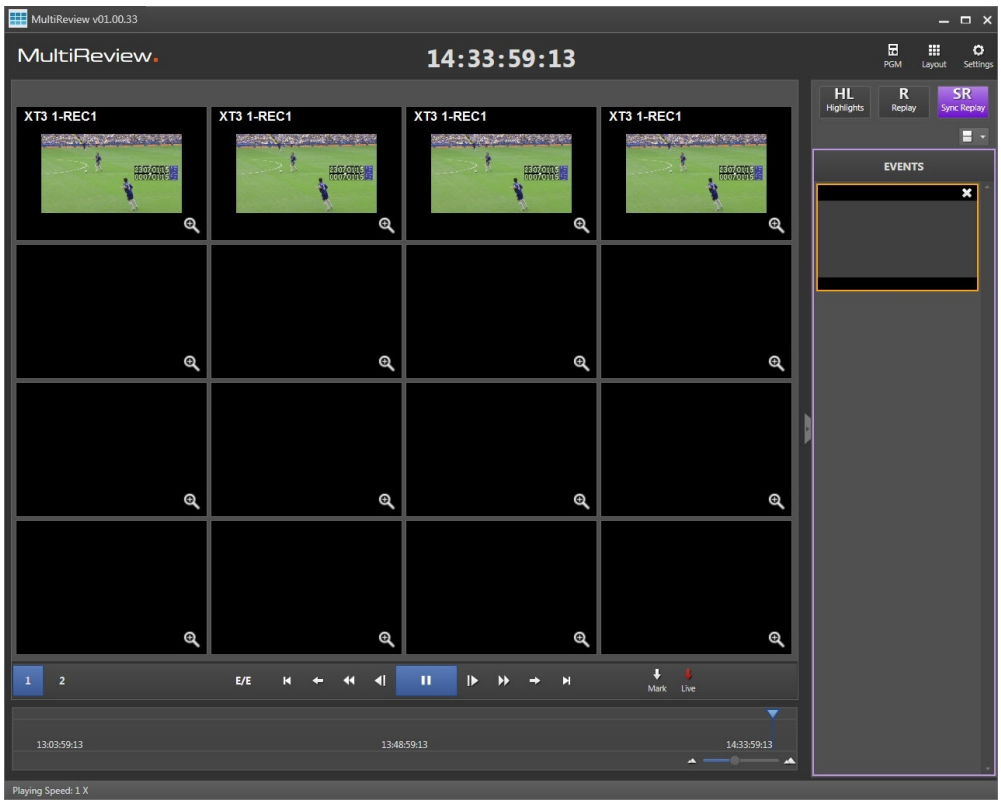
Note
Please make sure that the mode is activated.
Click the specific icon which is to be highlighted.



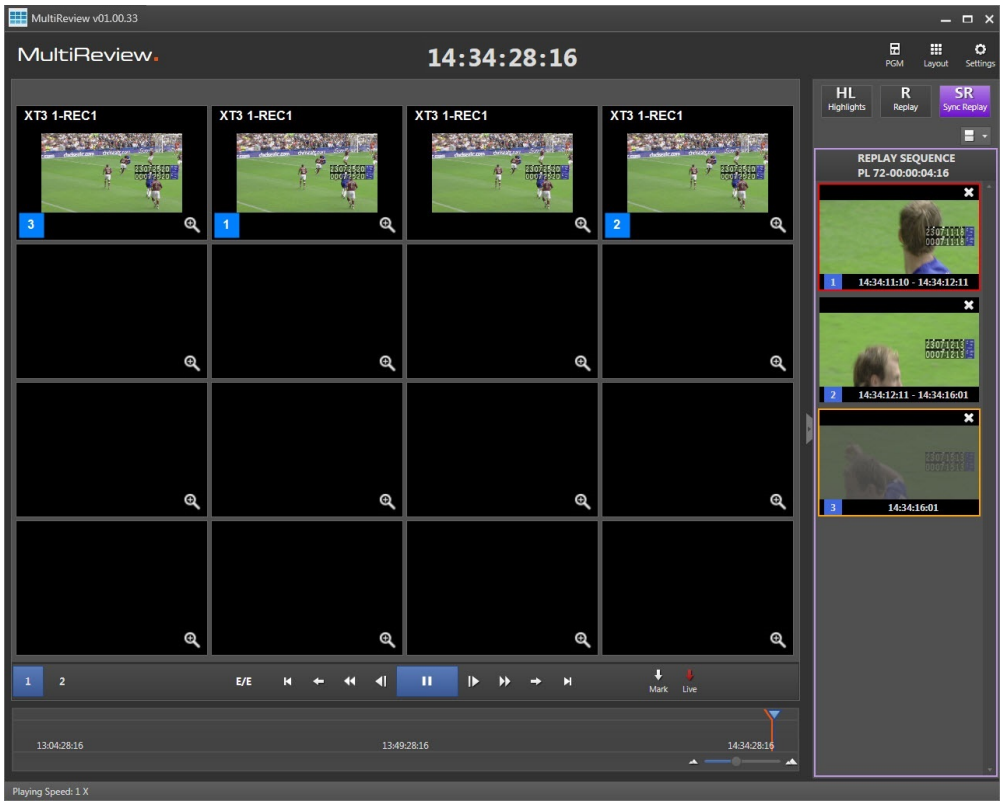
How to create a Replay Sequence

In Sync Replay Mode,you can create Replay Sequences,proceed as follows:

1. Click **E/E** to create an event,and there is to be an empty event in EVENTS List.



2. Double click the camera you would like to create in **Replay Sequence**.



Note

- After selecting the first camera,you are to enter into subordinate menu-Replay Sequence.
- The first camera in Replay Sequence is to be loaded on PGM automatically,which is in red bolder.
- You can see the last camera you have selected is to be in grey,because it does not have an OUT point.
- If the Playlist created in Sync Replay mode is modified from the LSM Remote,this Playlist is not to be synchronized anymore with the MultiReview.

How to reload a Replay Sequence

You are allowed to reload a Replay Sequence on PGM,proceed as follows:

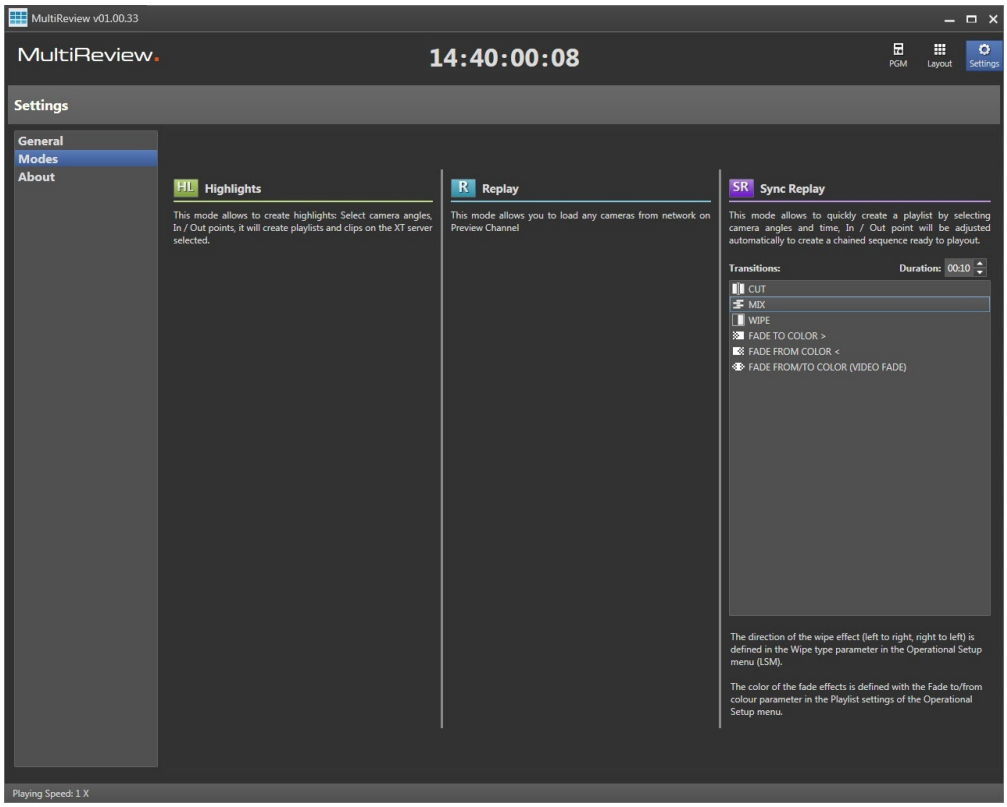
- Double click the specific event marker on timeline.

OR

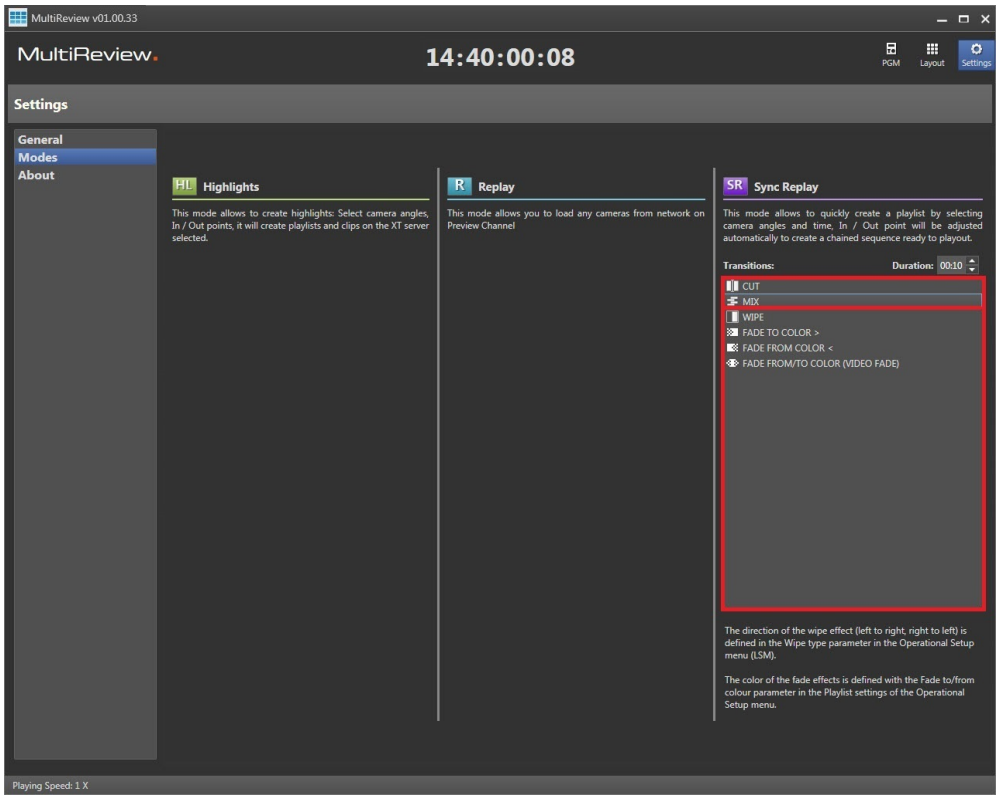
- Double click the event you would like to browse in EVENT list.

Settings

In Sync Replay Mode, if you go into **Settings**,you can review the features of three modes listed in configuration page in online mode.In addition,you are allowed to apply an transition effect between the cameras and edit the duration of the effect applied.

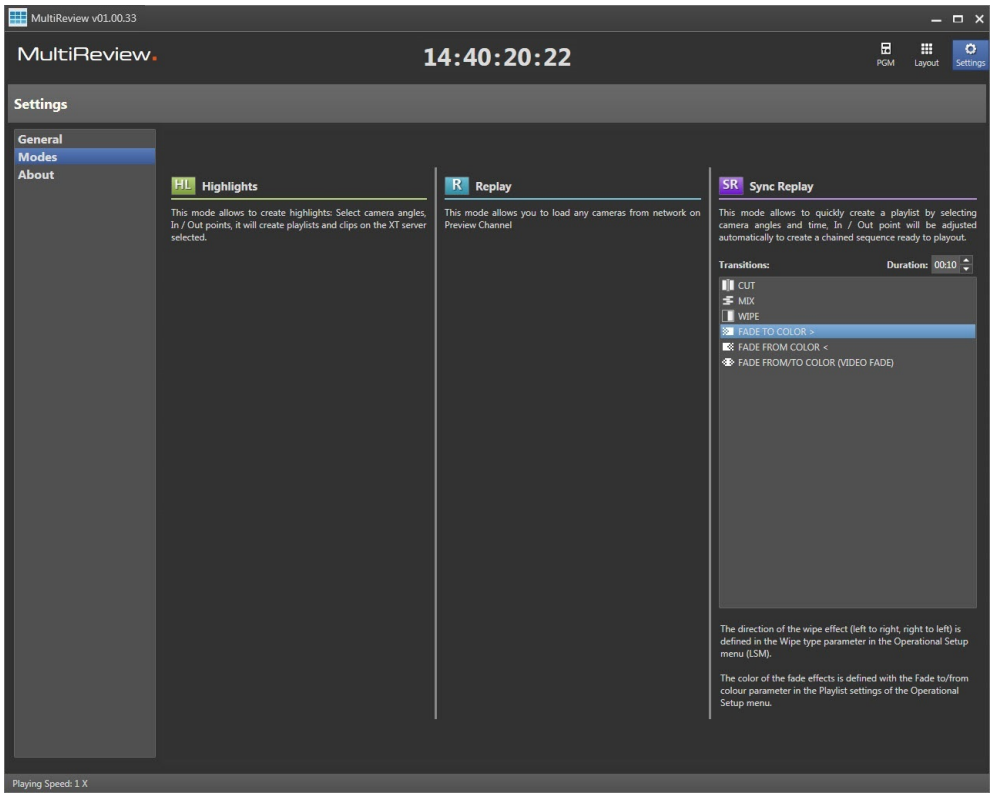


Change the Effect

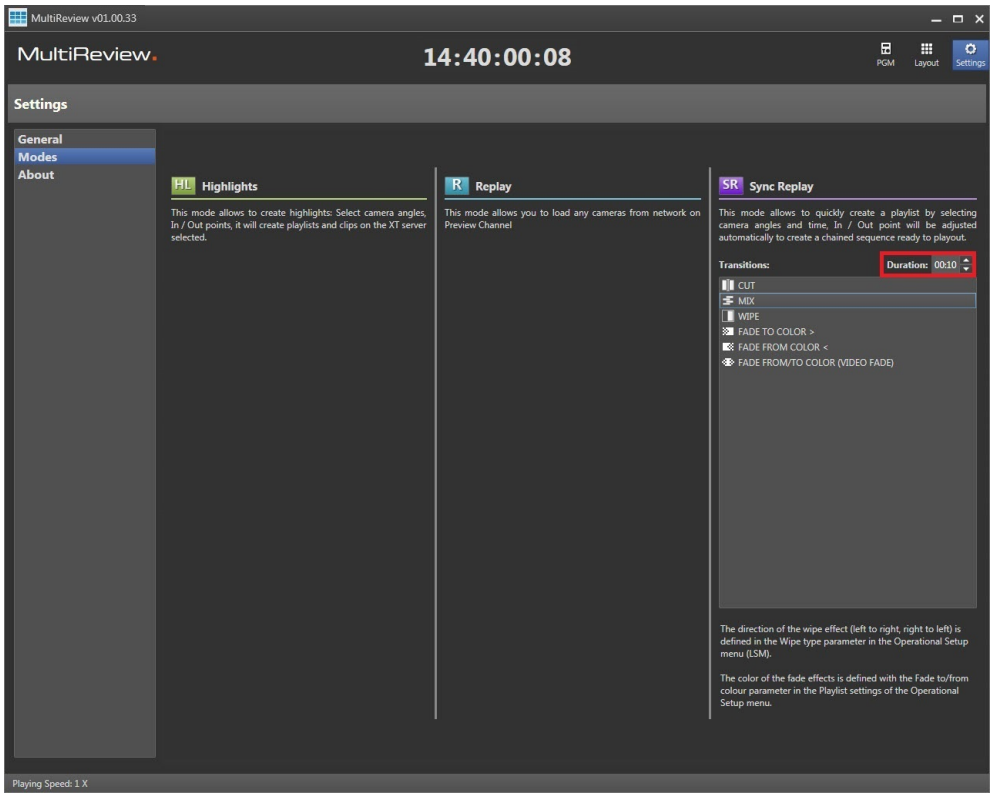


As the screen shot shows above,the effects of transition are listed and the Mix effect is the default effect.

You can change the effect by clicking the specific effect you would like to apply,and the effect is to be highlighted,as the screen shot shows.



Change the Duration



As the screen shot shows,there's an option of duration which allows you to change the duration of the effect you have applied before.And the duration is 10 frames by default.

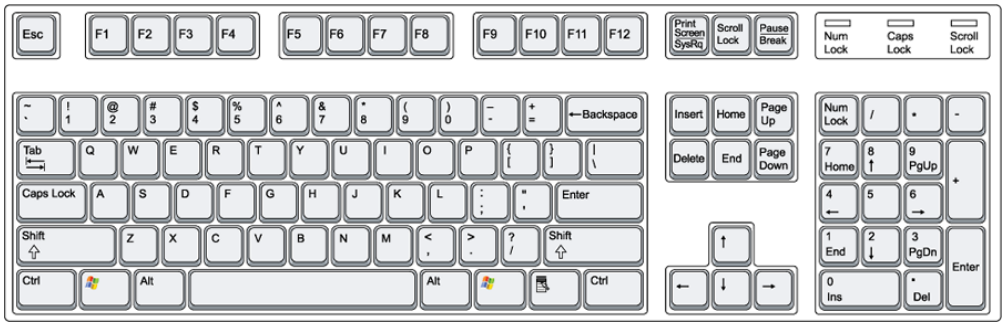
- Change the duration by inputting a figure into the duration circle manually.

6. Shuttle Pro and Keyboard Commands

Shuttle Pro Commands

Note
When the wheel is released the MR has to be in Pause (K).

Keyboard Commands

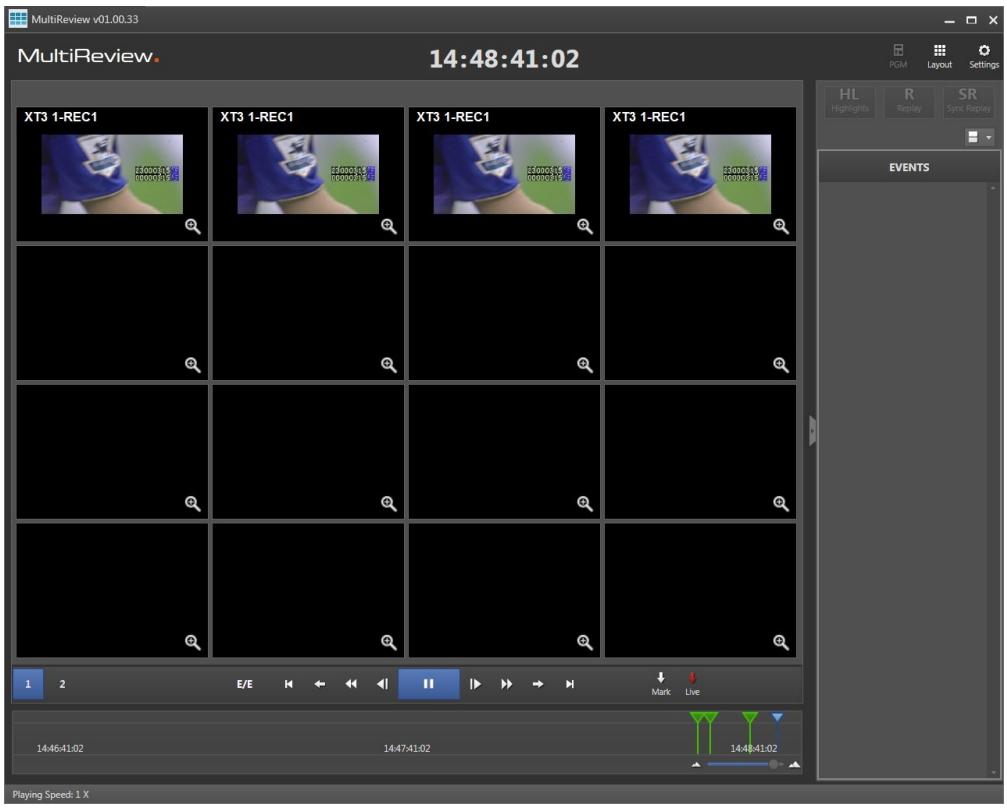


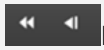
Button	Function
J	Play Backward (Speed increases at each press)
L	Play Forward (Speed increases at each press)
<	Prev frame
>	Next frame
K	Stop

Button	Function
I	Mark In
O	Mark Out
Shift + I / O	Go to Mark IN / OUT
+	Create new SB
E	E/E
SPACE	Play/Pause
ENTER	Save clip (Highlight mode)
TAB	Switch Layout
ARROWS L&R	Prev/Next event
HOME	Mark
END	Mark Live
PAGE UP / PAGE DOWN	Next Cue / Prev Cue
DELETE,CLEAR CUE	clear the current cue
F1	Load Layout configuration 1
F2	Load Layout configuration 2
F10	Select Highlight mode
F11	Select Replay Mode
F12	Select Sync Replay Mode

7. Browsing Train in Different Methods

When you would like to browse a train with MultiReview application, you can operate with GUI,Shuttle Pro or keyboard on the growing train to mark the interest angels.



Action	Description
JOG	When the user jogs, the mosaic shows the jog position and the timeline is in browsing mode. • GUI :  Fast Rewind/Previous Frame Next Frame/Fast Forward • Shuttle Pro: • Keyboard : J L Fast Rewind/Fast Forward < > Previous Frame/Next Frame
E/E	When going back to Live timecode during browsing or in /EE, all cameras are at the same TC value. • GUI : • Shuttle Pro: • Keyboard: E
Play/Pause	When the user makes a pause, all cameras are paused at the same TC. • GUI : • Shuttle Pro: • Keyboard : Space
CUE	When the user adds CUE in E/E or during browsing, the green marker will be added to the timeline for each CUE. • GUI: Mark/ Mark Live • Shuttle Pro: • Keyboard : Home End The CUE TC value is recalled if the user clicks on the marker in the timeline.

Action	Description
Previous Cue	• GUI: • Shuttle Pro: • Keyboard: Page up
Next Cue	• GUI: • Shuttle Pro: • Keyboard: Page Down