

MediaReactor™ Lite

MediaReactor Lite for Adobe User Guide



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Further information regarding this limited warranty may be obtained by writing:

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523 The Queensway, Suite 201
Toronto, ON, M8V 1J7
Telephone: (416) 255-5636

Introduction

This manual is for MediaReactor Lite version 6.x software from Drastic Technologies, Ltd.

Conventions

This manual assumes the following:

That the user knows how to operate a mouse and keyboard and perform the basic functions of Microsoft Windows, OS-X or Linux operating system.

That the user is familiar with the video editing software in use.

That the user has access to technicians capable of placing the device on the network and setting up any SAN systems if necessary.

The name of a control or display present on the interface will be displayed in **bold** text.

Where a portion of the manual is referred to the name of section mentioned will be displayed in italics.

Certain images in this document may have been grayed out where it is useful or necessary to place indicator marks to show specific controls or displays above a darker background.

About MediaReactor Lite for Adobe

MediaReactor Lite for Adobe provides plugin components to allow Adobe applications to access supported file types in real time without a transcoding step.

MediaReactor Lite is a streamlined version of MediaReactor Workstation

[MediaReactor Workstation](#)

with a smaller supported file set specifically for Adobe products, such as Premiere, Prelude, Media Encoder and After Effects. Check the product page:

[MediaReactor Lite for Adobe](#)

If you are editing with Avid products, MediaReactor Lite for Avid provides a targeted set of the most commonly requested read and write formats for products such as Media Composer, NewsCutter and Symphony. Check the product page:

[MediaReactor Lite for Avid](#)

System Requirements

Recommended Environment

MediaReactor Lite for Adobe software must be installed on a system at least as powerful as the configurations listed below.

Minimum Hardware Platform

Post 2000 multi core processor capable of running the host application.

Recommended Hardware Platform

Recommended hardware from the host application vendor. Multi cores and OpenCL, Cuda and shader GPUs will be used if available, but are not absolutely required.

Demo downloads of MediaReactor Lite software are available for the user to test their application and to confirm their workflow. Faster and more powerful hardware will provide better performance. In some cases, specific hardware will be required in order to enable resource-intensive, advanced or optional features.

Supported Operating Systems / File Types

MediaReactor Lite provides support for Adobe products in Windows 64 and OS-X 64 bit

Extension	File Format	Codec	Read	Write
CDX	Codex	Codec raw bayer stills	X	
CINE	Phantom	Phantom 10, 12 and 14 bit bayer	X	
CRM	Canon	Canon camera raw stream	X	
DASH	h.264	DASH Fragmented MP4 and Smooth Streaming	X	
DNG	CinemaDNG	10, 12 and 16 bit bayer	X	
KRW	Kinefinity	KineRAW Compressed Raw Stills and Stream	X	
MLV	Magic Lantern	Raw 14 bit bayer with PCM audio	X	
MOV	QuickTime	DVSD, DV25, DV50, DVHD, AVCi100, CineForm*, CineForm3D*, RGBA, RGB-10 (DPX), standard codecs	X	
MOV	QuickTime	YCbCr 8 & 10 SD/HD		
MOV	QuickTime	DNxHD 36/145/220 (licensable)	X	X
MOV	QuickTime	(FFMPEG) ProRes (ProRes, ProRes LT, ProRes HQ, ProRes Proxy)	X	X
MOV	Reference File	MOV reference file pointing at h264, ProRes, DV, AVCI	X	
MP4	AVC1, h.264	Apple h.264, h.264 AVC	X	X
MP4	HEVC, h.264	HEVC/265	X	
MP4	XAVC-S	Sony XAVC-S HD/4K Cameras	X	X
MP4	MPEG-2	Sony/Canon camera	X	
RMF	RMF	Canon C500 raw 10 bit bayer files	X	
SEQ	Bayer	Raw camera seq bayer files	X	

SIV	Bayer	Raw camera siv bayer files	X	
VRW	Varicam Raw	Panasonic Varicam Raw	X	

* = *(third party) licensable codec*

Getting Set Up

Installation

Here is how to install MediaReactor Lite for Adobe. Attach a standard keyboard, mouse and VGA monitor to the system. Plug the system in and turn it on.

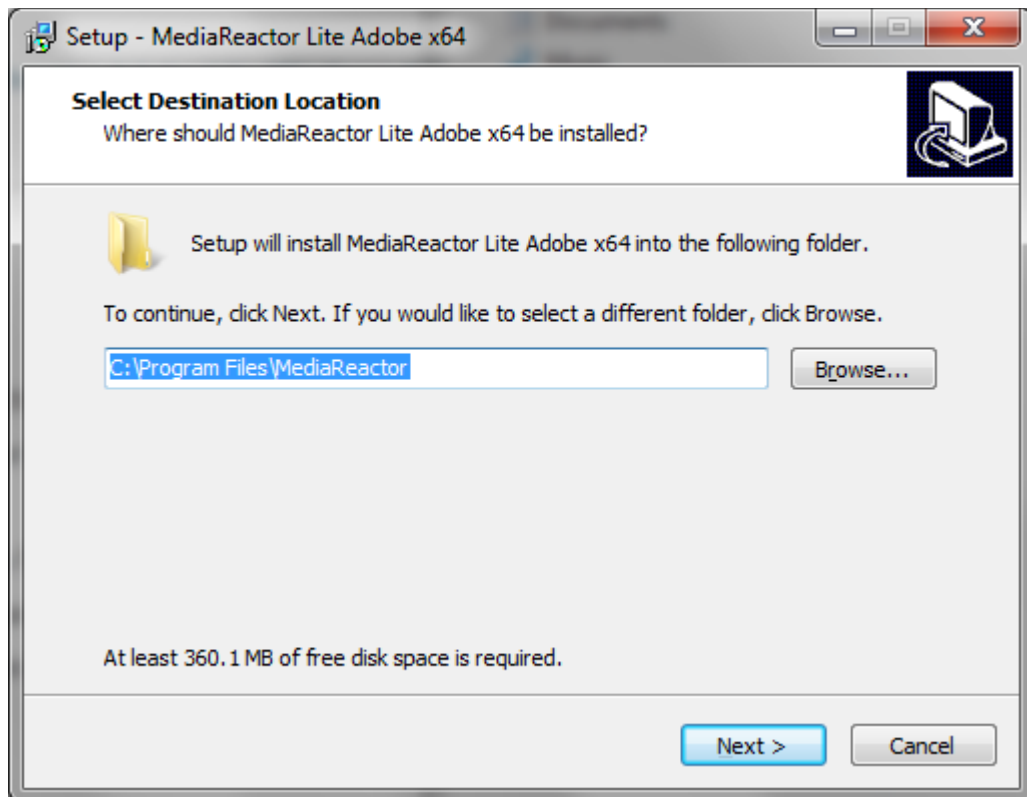
IMPORTANT! Log on as Administrator. If the user name and password entered do not extend Administrator privileges, the software will not install properly. If unsure as to what level of privilege the logon provides, consult a System Administrator.

Confirm that any other programs are closed before starting this installation.

Make sure the system clock is properly set. Open the **Control Panel**, go to **Date/Time**. If the time is reset while running a duration-limited license, it may destroy the license.

For Windows: Double-click or run the executable installation file.

Depending on your OS setup, you may need to allow the installer to run. Once you have done this, and selected the installer language, you will see a dialog similar to this:



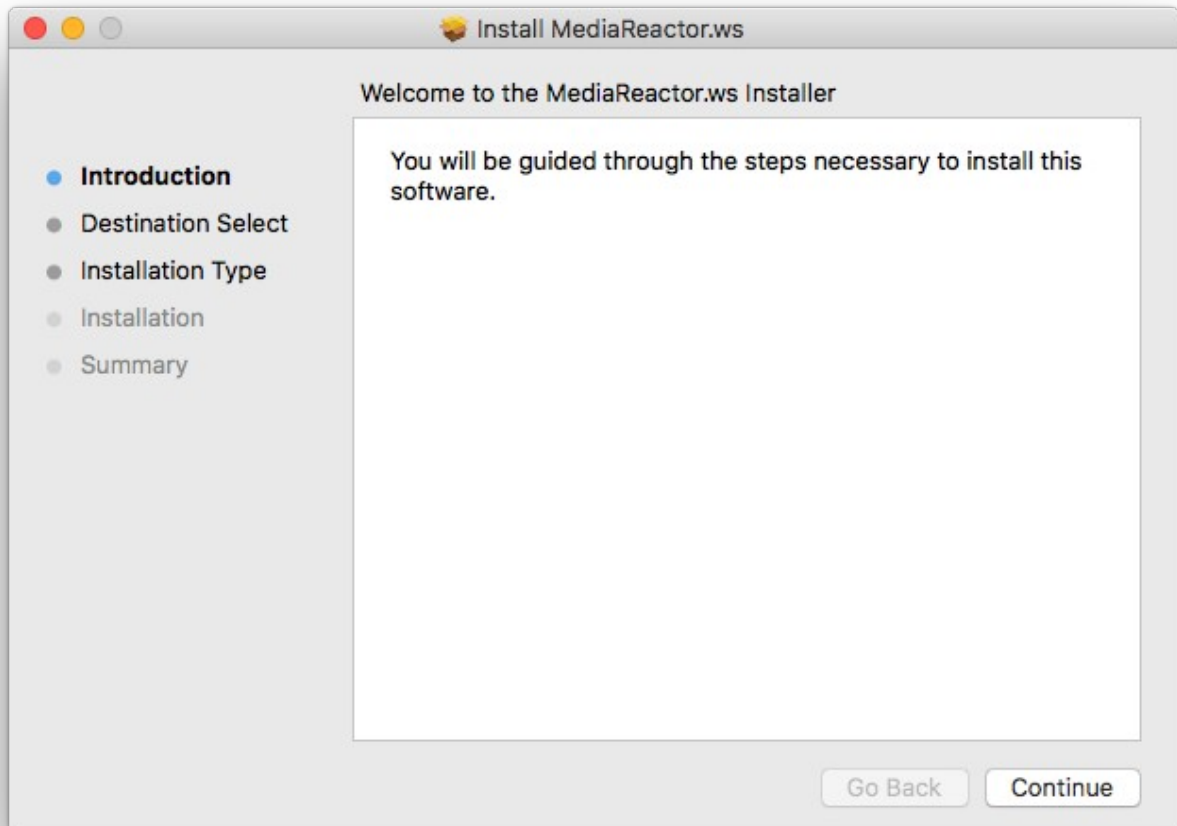
The user will be prompted to move through each step of the install by pressing the "next" or "finish" button. Carefully read the instructions that are provided.

Note: When installing on a Windows 64 bit system make sure to install both the 32 bit and 64 bit versions if you are also running 32 bit applications.

For macOS: Double click on the OS-X PKG installer:

SetupMRWS_MacOS-X_5_#_#_#_#

This should display a dialog similar to this:



Click Continue and carefully follow the instructions to install the software.

Upon install completion, MediaReactor Workstation will prompt the user to **Restart**. Agree to **Restart**.

Where to find your files

Windows

C:\Program Files\MediaReactor\
C:\ProgramData\Drastic\
Application specific plugin directories

Links to applications are available under the Start menu, MediaReactor folder

macOS

/Applications/MediaReactor/
/Libraries/Frameworks/
 DrasticDDR.framework
 Intel_IPP.framework
Application specific plugin directories

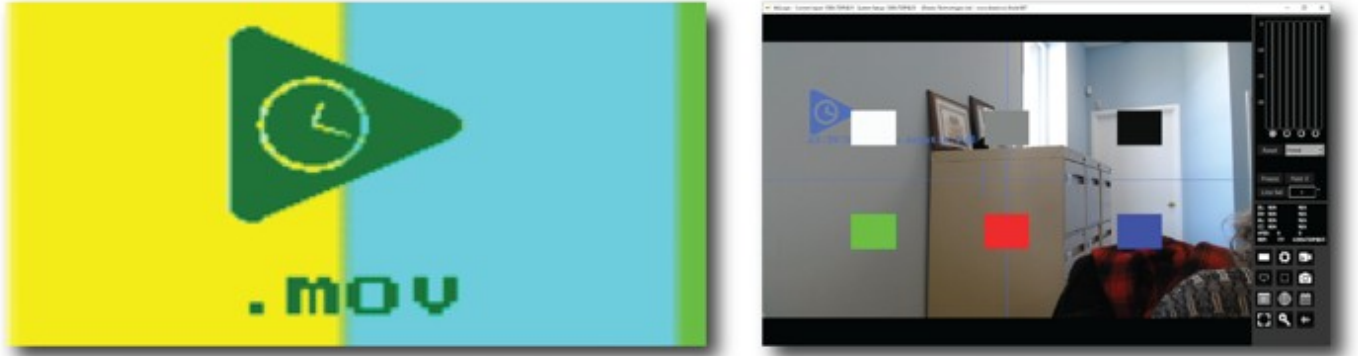
Linux

/opt/mediareactor/
Application specific plugin directories

License the Software

How Do I Remove the Watermarks?

If you run Drastic software without a license, many of the features will be unavailable. Also, there will be watermarks you cannot remove (image below), 10 second media duration, length of run limitations, no hardware support, nag screen, auto-shutoff, and other significant limitations. To remove these limitations, you will need a valid license.



Sample watermarks

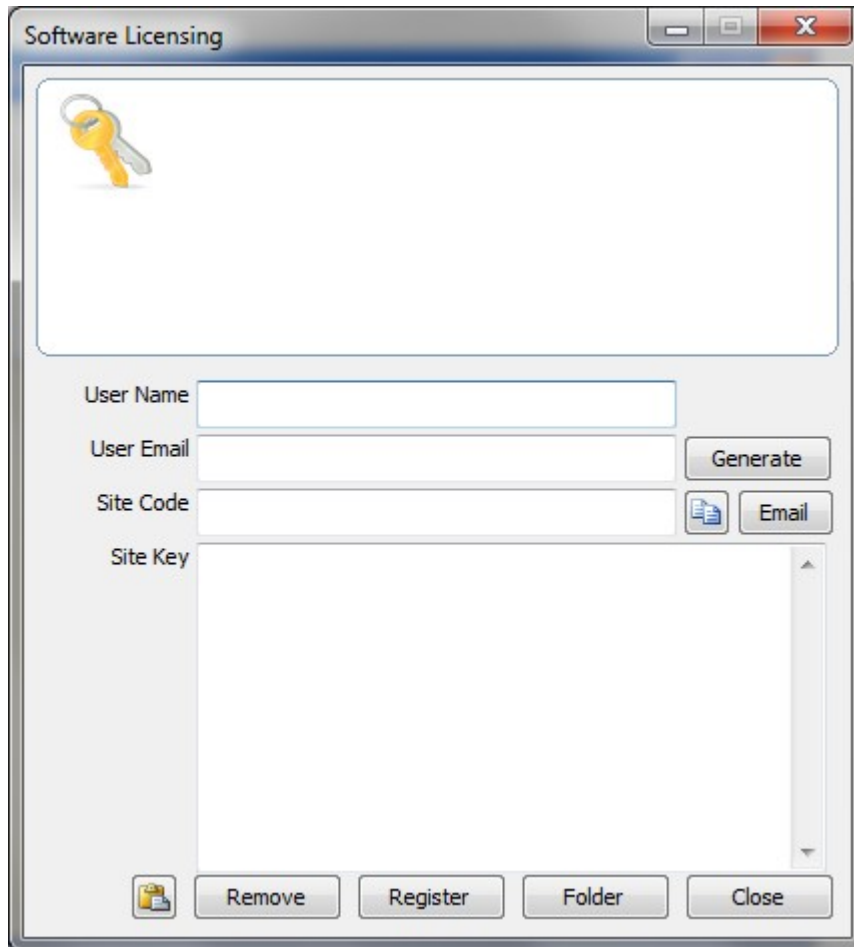
Here is how to license your installation of MediaReactor Lite for Adobe:

Licensing for Windows

MediaReactor Lite installs an application called **LicenseMR Lite**, which is included in the program folder.



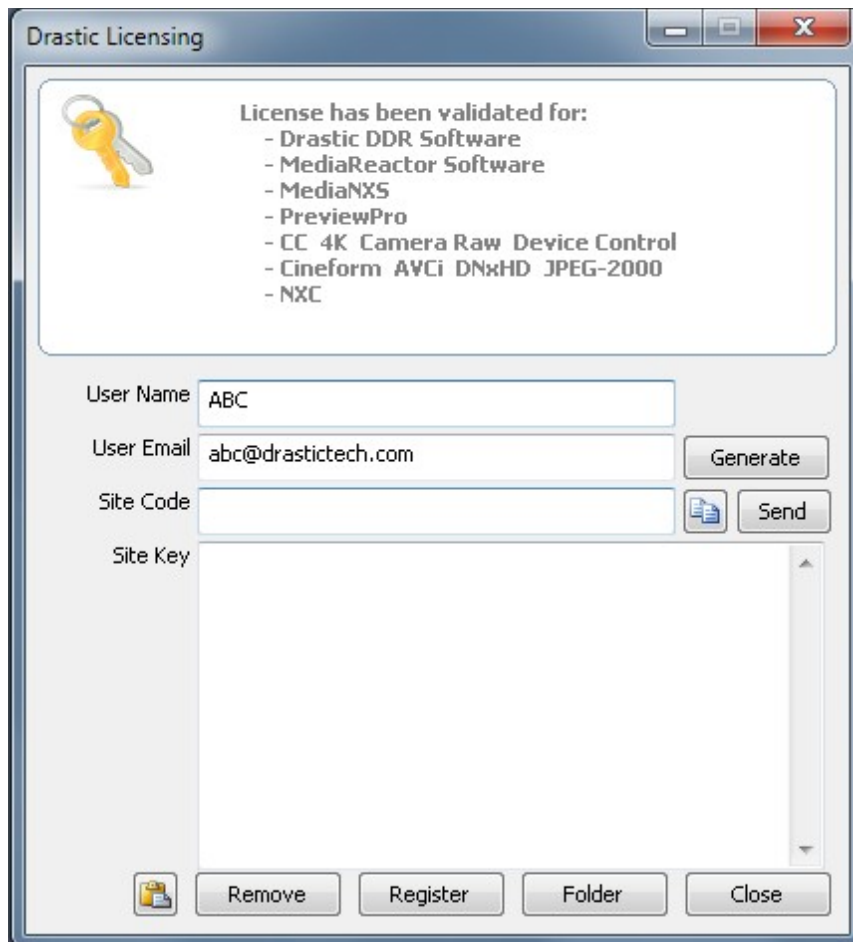
Run **LicenseMR Lite** and you will see the following interface:



- Type the user name into the **User Name** field.
- Type a valid email address into the **User Email** field. This is the email address at which the user will receive the required site key, so make sure it can be accessed by the operator of the system upon which the Drastic software is installed.
- Press the **Generate** button. This will populate the **Site Code** field with the site code. The site code is a seemingly random string of alphanumeric characters which will be used to generate the site key.
- If the system is set up with email, the user may press the **Send** button. This opens a new email addressed to Drastic with the site code in the body of the email. If the system is not set up with email, the user may copy (either select the site code and use a standard Copy command, or press the **Copy** button which is just to the right of the **Site Code** field) and paste (use a standard Paste command) the site code into a text file, and open the text file in a system that is set up with email. In this case, create a new email addressed to authorization@drastictech.com . it would be useful to type a quick explanation regarding which software is to be licensed, and the reason for the license request (such as demo, update license, add software etc.). Send the email.
- We will reply with an email containing another seemingly random string of alphanumeric characters - this will be the site key.

- Copy the site key from the email into the buffer, and paste it into the **Site Key** field, either using a standard paste command, or by pressing the **Paste** button (the button with the icon to the left of the **Remove** button).
- Press the **Register** button, and restart the software. This will update the license status and enable all the features supported by the requested license level.
- To view the folder in which the license is located, press the **Folder** button. This opens the folder containing the license, which may be useful in cases where the user may need to move or delete the license.
- The license may be removed simply by pressing the **Remove** button.
- Once the user is finished with the licensing process, they may press the **Close** button to close **Drastic Licensing** window.

Here is an image of the Drastic licensing application in a system that has a valid license for various Drastic products. The status of the license is displayed in the top field, with a list of all software and other components that have been licensed and are available for use.



Licensing for Linux and OS-X

To access the site code using LicenseMR Lite under Linux:

Open the command line and navigate to the opt/mediareactor directory i.e `cd /opt/mediareactor`

Run the license application as a super user, i.e `sudo ./licensemr4`

After the application is opened, fill in your username and email and click on the Generate button. This will generate the site code which you will need to send to the authorization dept to issue a site key. Paste the key in the Site Key field and click on register to activate the license.

To access the site code using LicenseMR Lite under macOS:

Go to Applications and open the MediaReactor folder. In that folder will be the LicenseMR Lite application.

After the application is opened, fill in your username and email and click on the Generate button. This will generate the site code which you will need to send to the authorization dept to issue a site key. Paste the key in the Site Key field and click on register to activate the license.

Through DDRSetup (Linux and macOS):

There is a license app installed with MediaReactor Lite called ddrsetup. On the command line go to its directory and type:

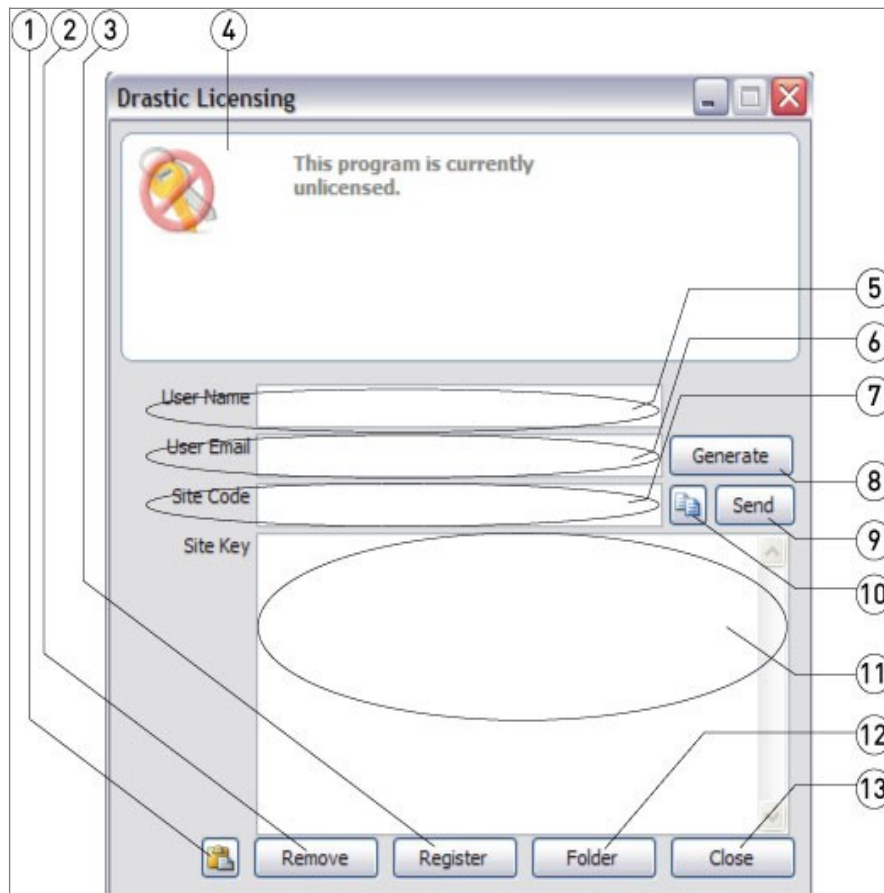
```
./ddrsetup -l -n "Your Name" -e "your.email@company.com"
```

In the command above, use the quotes.

Copy and paste the output and send it to authorization@drastictech.com. Drastic will reply with an email containing the Site Key.

Licensing Controls and Displays

Here is a close look at the Licensing interface.



1	Paste button	Pressing the Paste button pastes the contents of the clipboard into the Site Key field.
2	Remove button	Pressing the Remove button deletes the existing license.
3	Register button	Pressing the Register button matches the Site Key with the Site Code , and provides a license if the combination is valid.
4	License Status field	Displays the current status of the license.
5	User Name field	In the license generation process, the user will need to enter a first and last name into this field.
6	User Email field	In the license generation process, the user will need to enter a valid email into this field. Note that the email provided to Drastic in this dialog will be the recipient of the Site Key , which is required to complete the license generation process.
7	Site Code field	This field displays the Site Code , if one has been generated.

8	Generate button	In the license generation process, once the user has entered a name and email, pressing the Generate button will populate the Site Code field.
9	Send button	If the system is set up with email, pressing the Send button creates an email containing the site code, addressed to authorization@drastictech.com .
10	Copy button	Pressing the Copy button copies the Site Code to the clipboard.
11	Site Key field	This field is where the user will paste the Site Key in order to proceed with the license generation process.
12	Folder button	Pressing this button opens the folder in which the license is contained.
13	Close button	Pressing this button closes LicenseMR Lite.

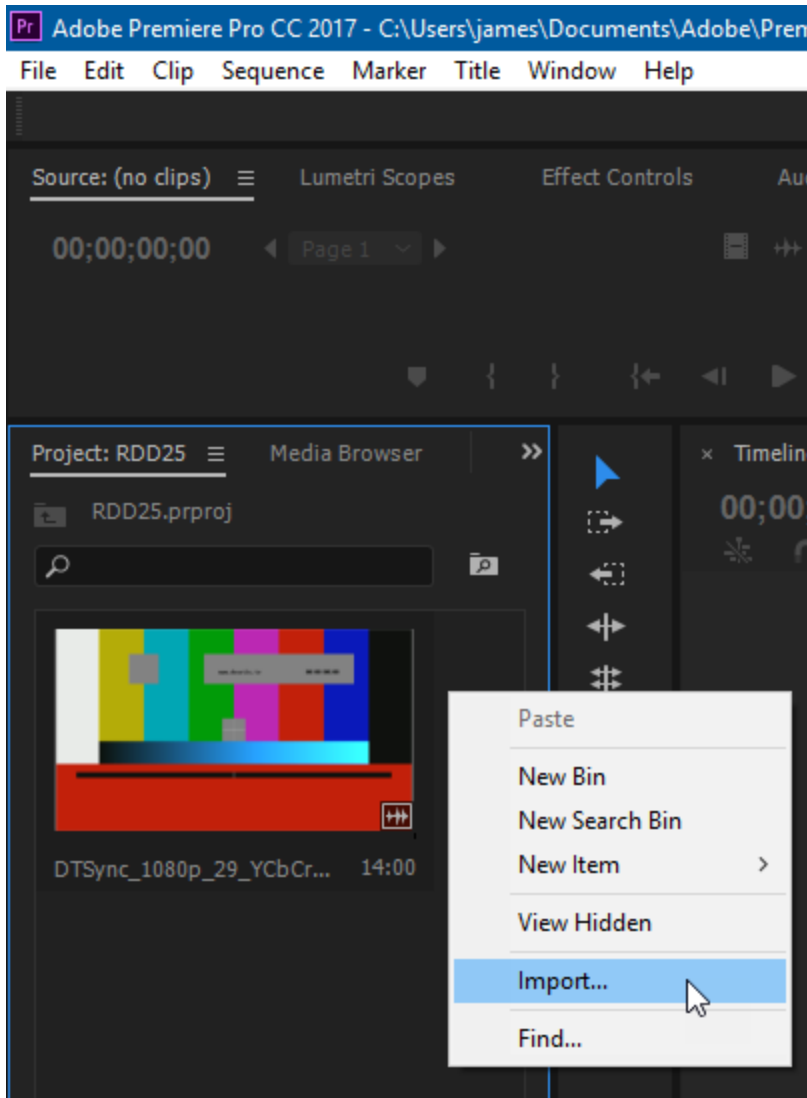
Using MediaReactor Lite for Adobe

MediaReactor Lite for Adobe is designed to provide direct, real time editing of non editor native formats for Adobe.

MediaReactor Lite for Adobe installs a series of plugins which allow editors to add media (which would normally have required a transcoding step) directly into their editing package, and use the media as if it were a natively understood format.

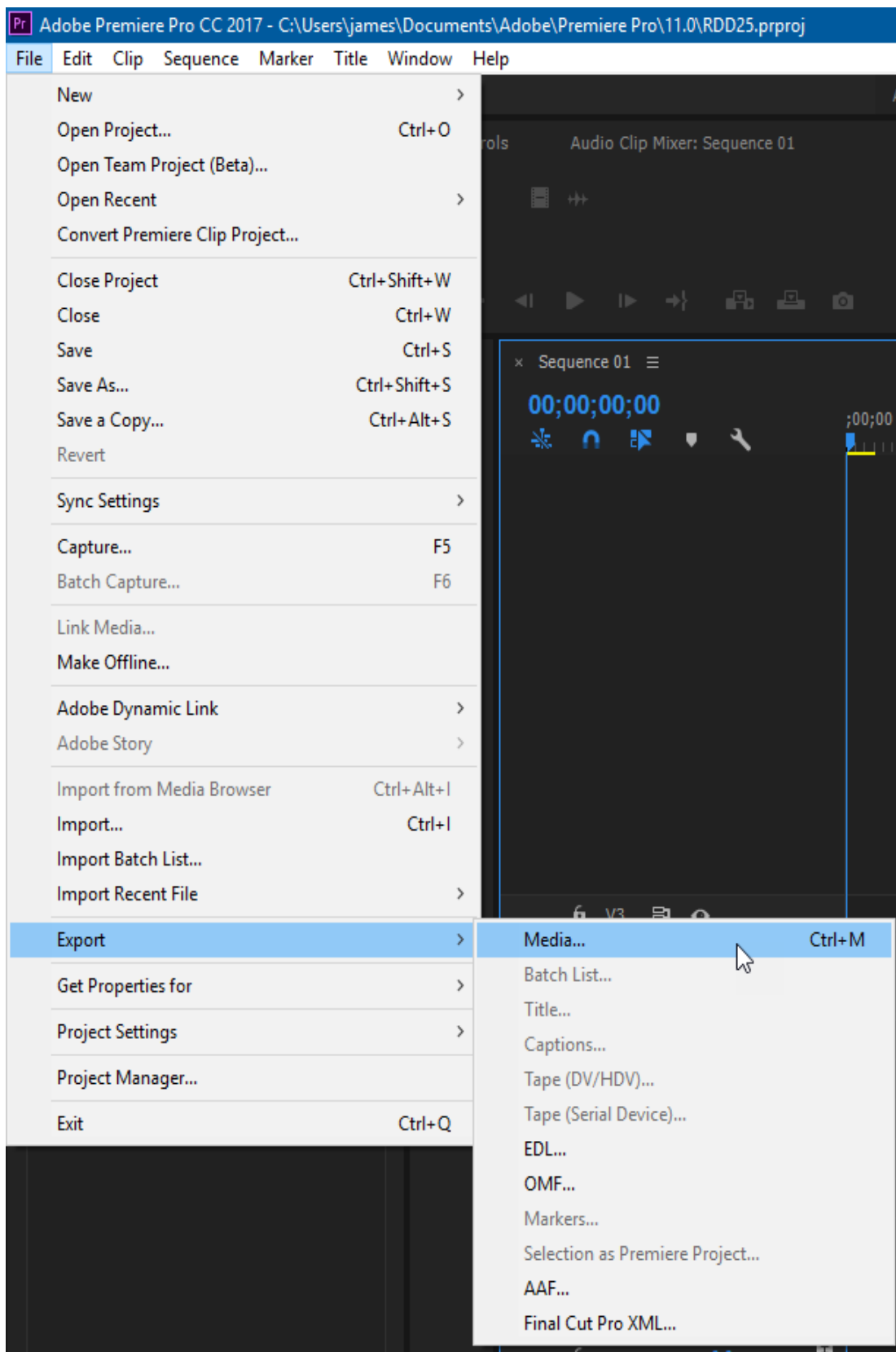
...with Adobe Premiere CC

To bring a file into Premiere for editing, select the menu **File | Import** or right click in the Project area and select **Import**.

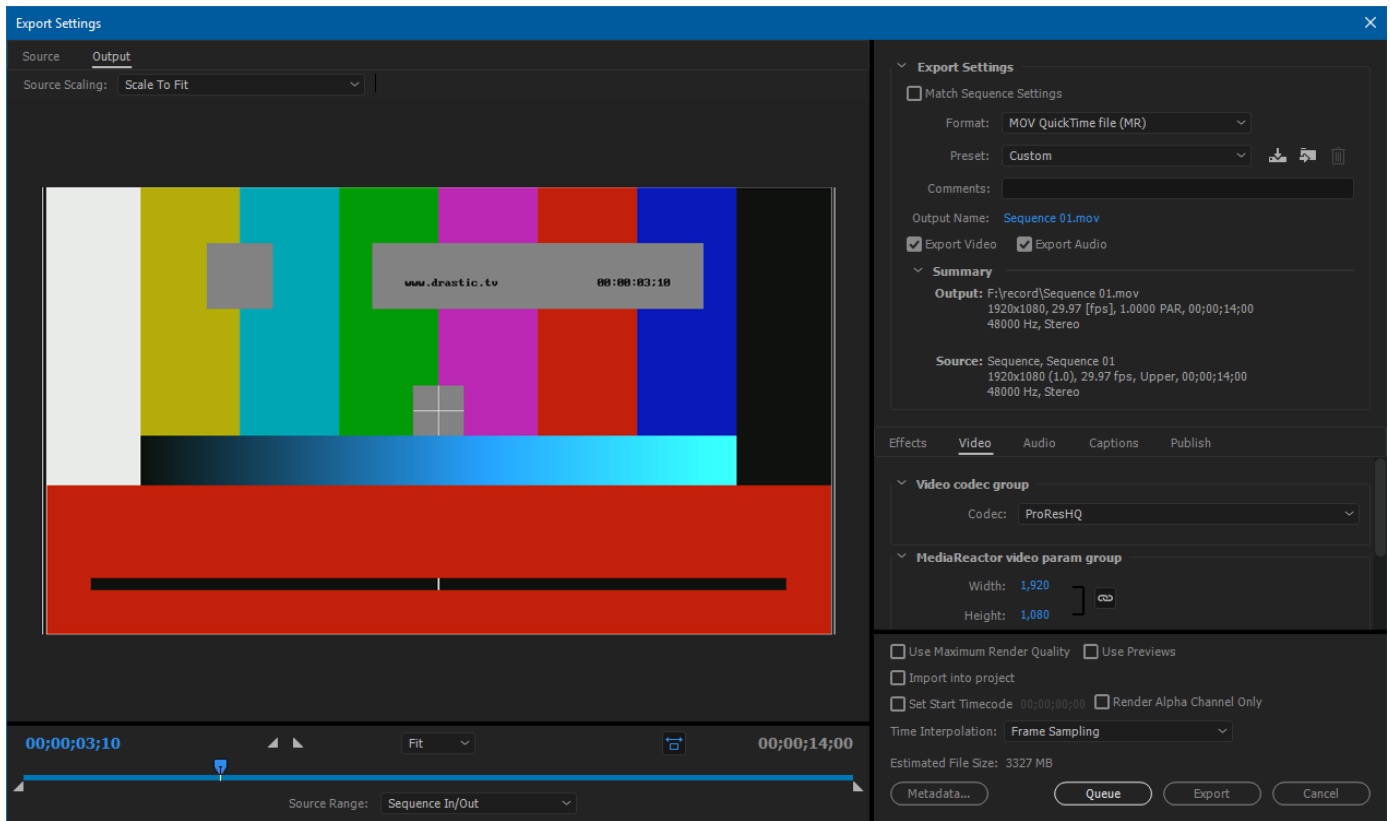


Adding files via the Media Browser area is also supported.

To export a file from Premiere, select the menu **File | Export → Media**.



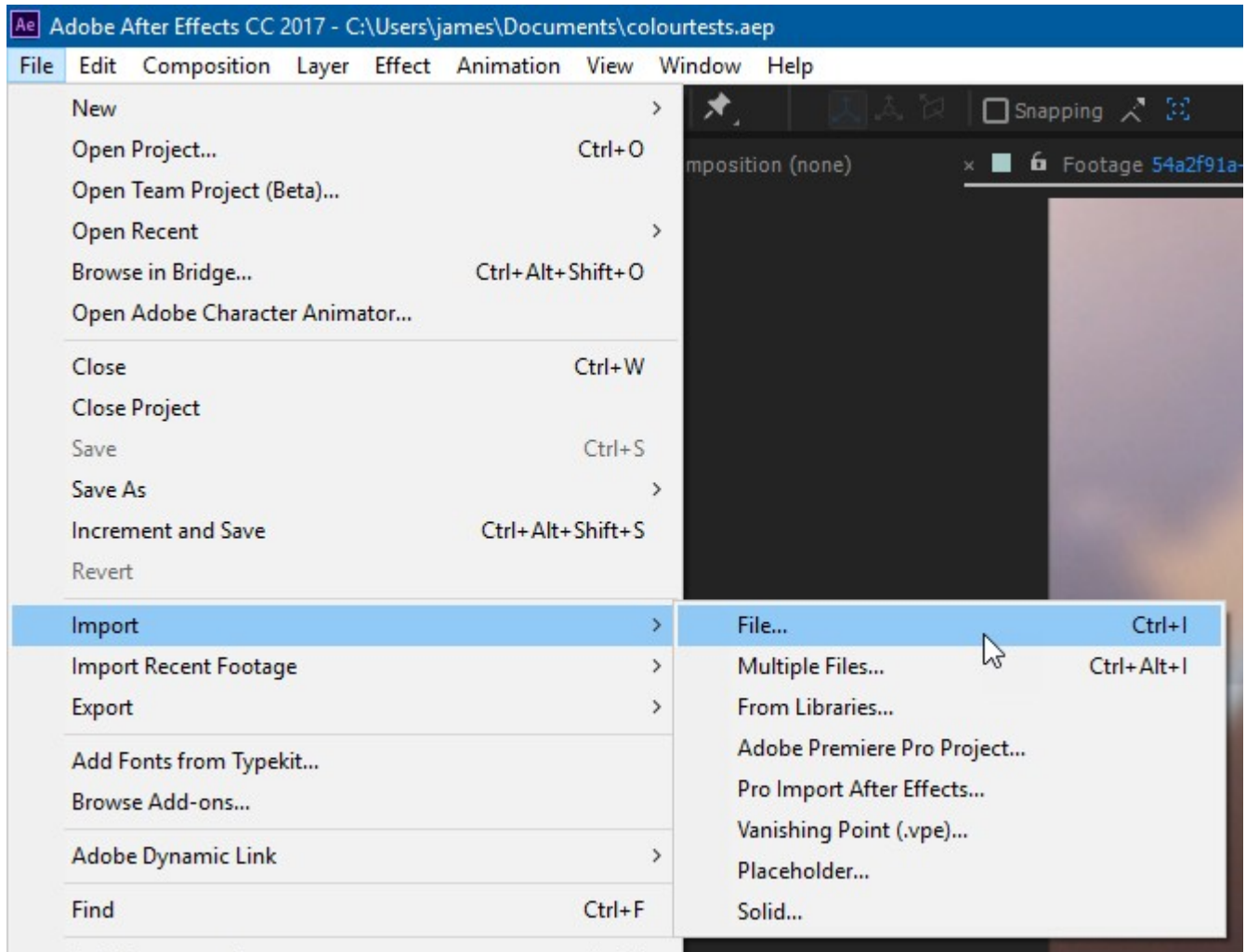
This loads the file into the dialog box.



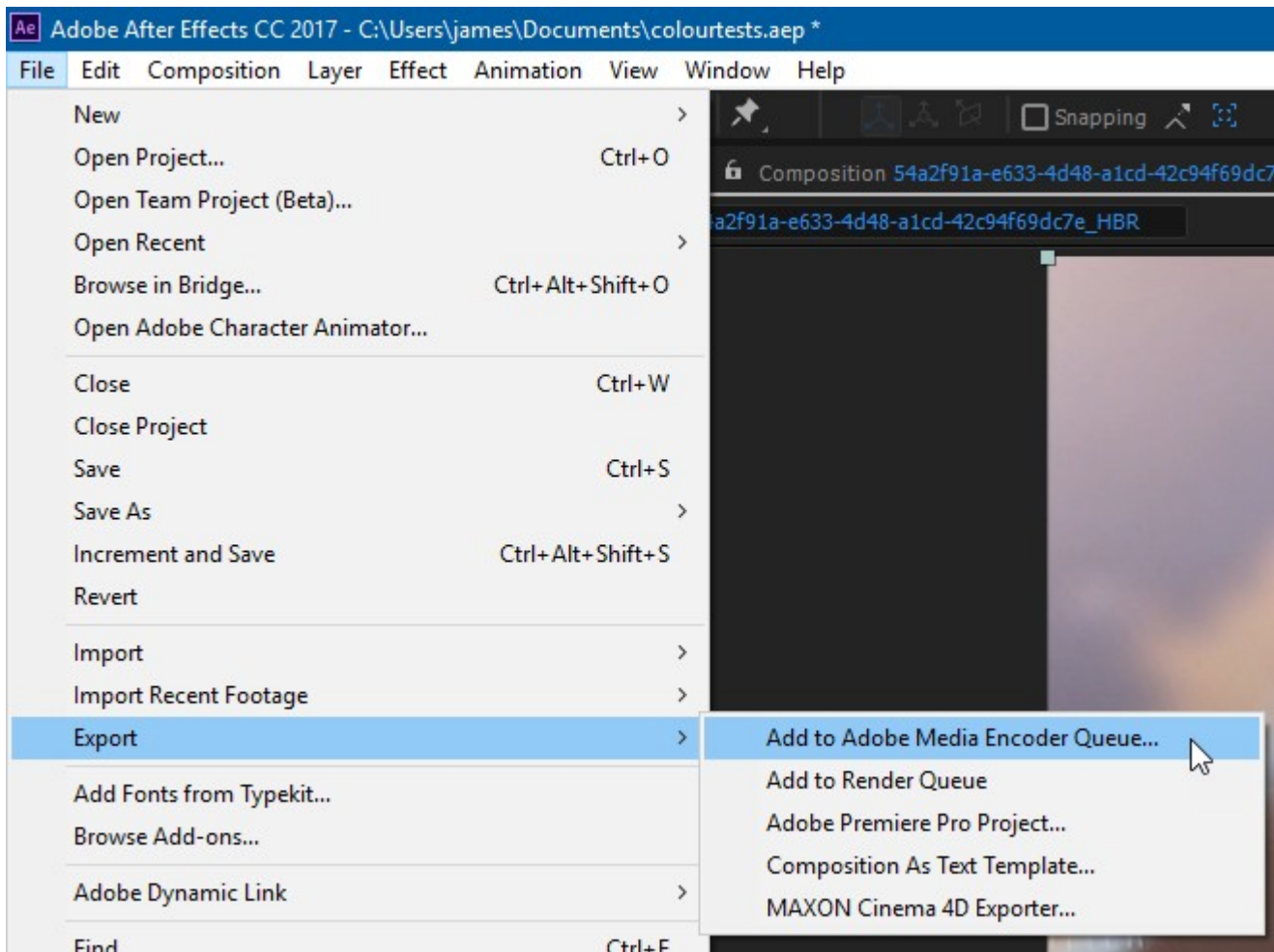
Select the Format drop down to select the type. Set the settings and click the Export button.

...with Adobe After Effects CC

To bring a file into After Effects for editing, select the menu **File | Import** or right click in the Project area and select **Import**.



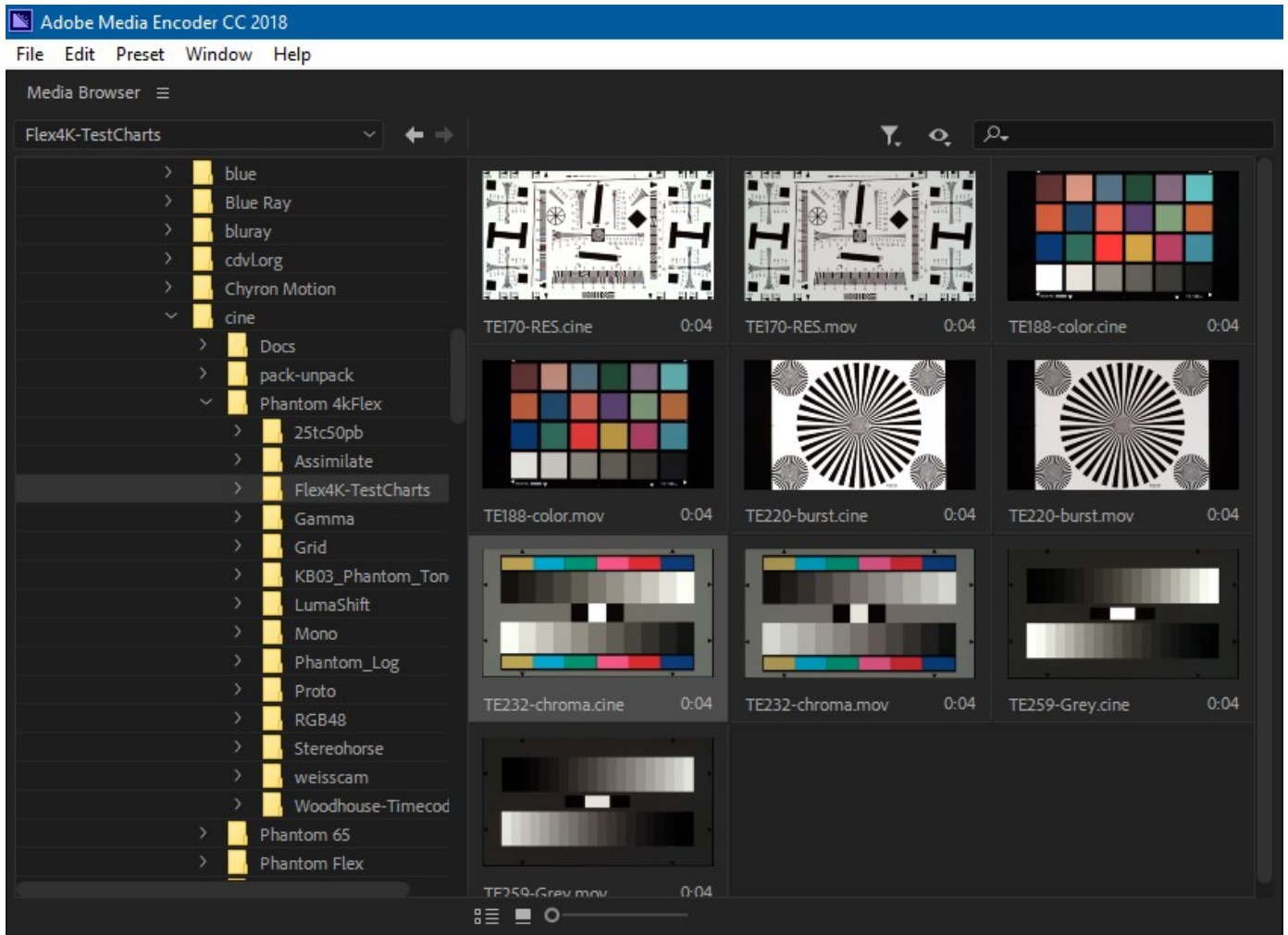
To Export a project via MediaReactor, select the File and Export menu



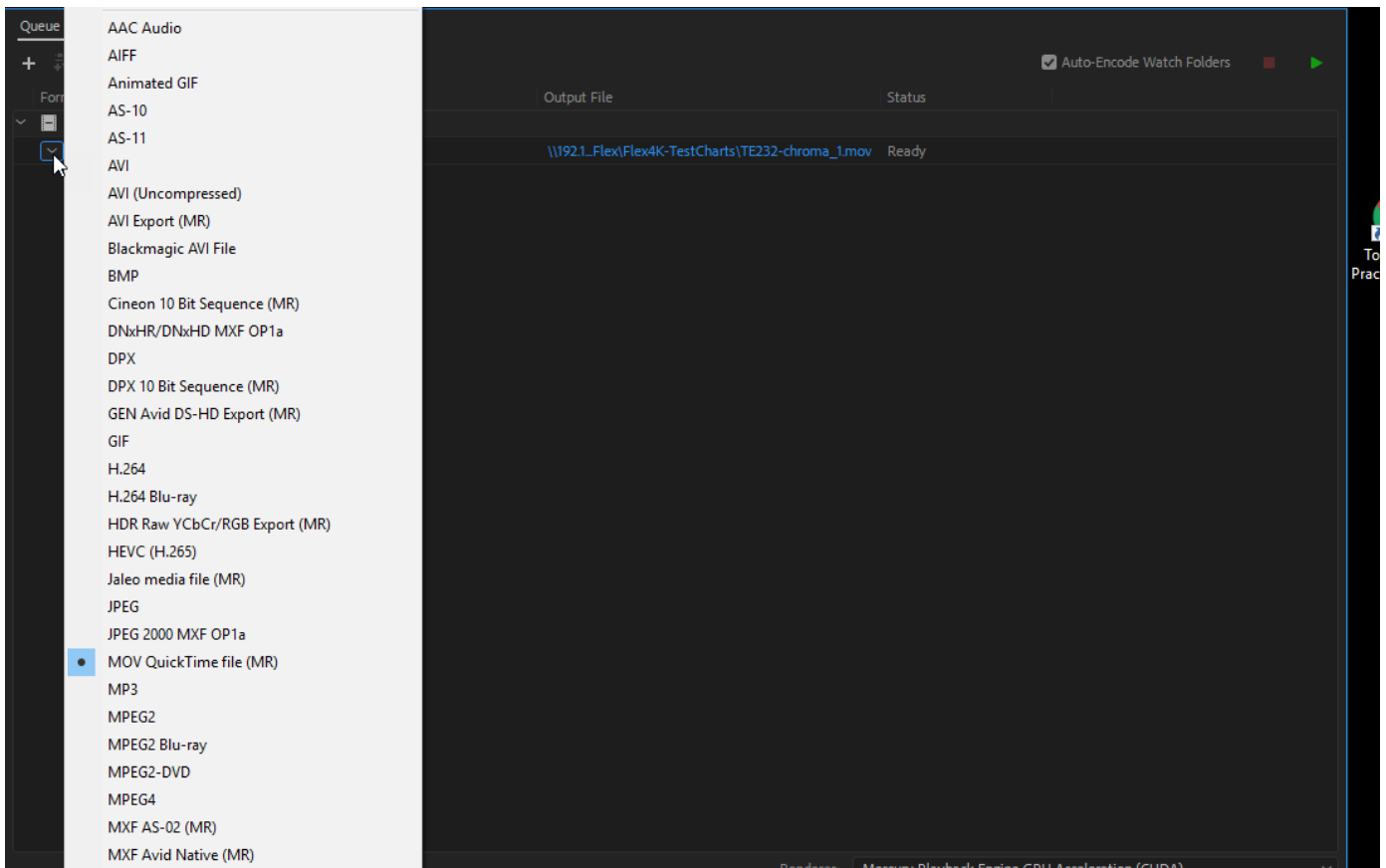
For more information on exporting, see the Premiere CC or Media Encoder CC sections of this manual.

...with Adobe Media Encoder CC

In Media Encoder, use the Media Browsers to find the file you want to convert.



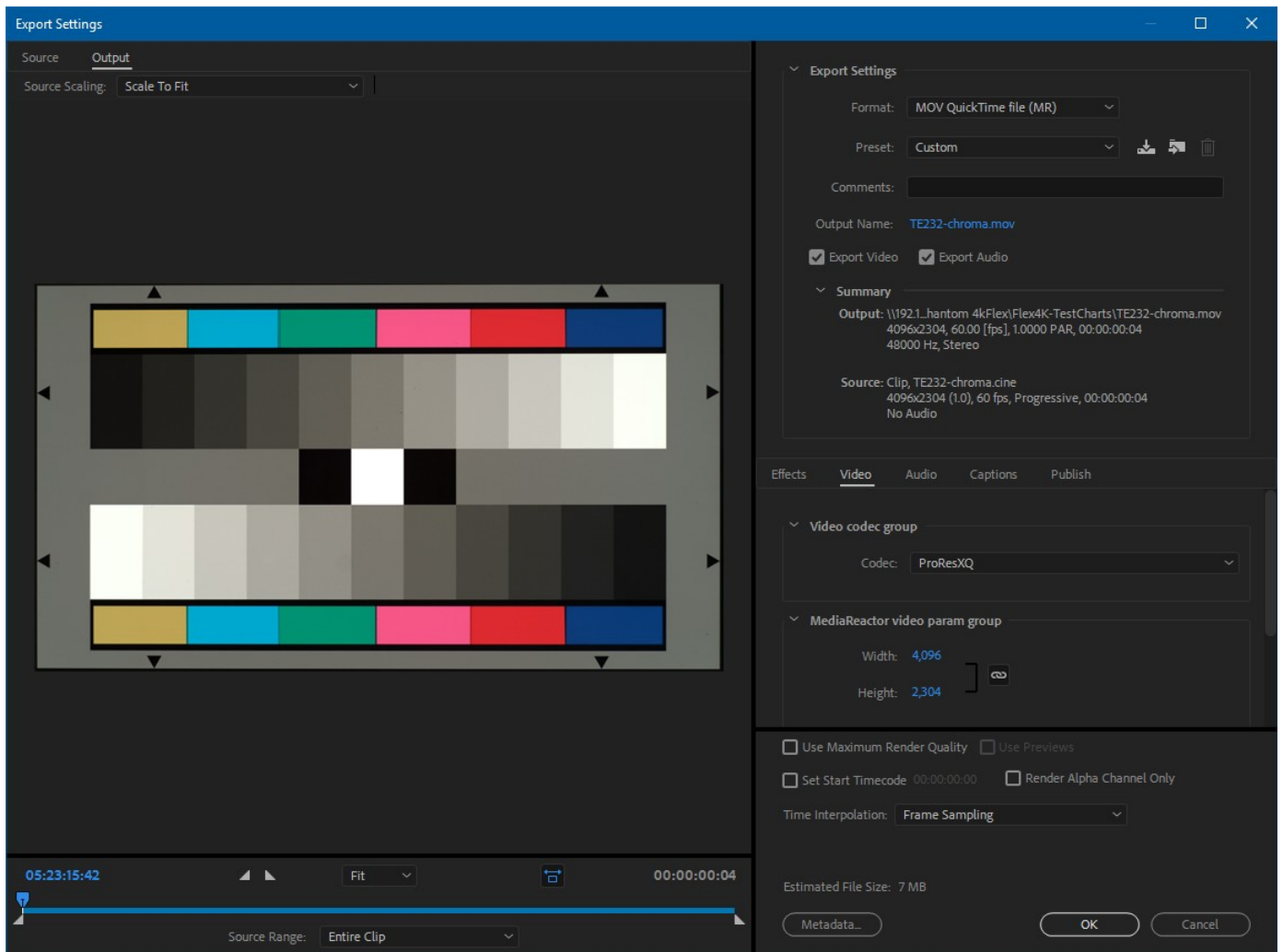
Double click on the file to add it to the Queue. Click on the first drop down to select the output file type



Once you have selected the output file type, clicking on the Output link will bring up the Export settings dialog.

To export a file from Premiere, select the menu **File | Export → Media**.

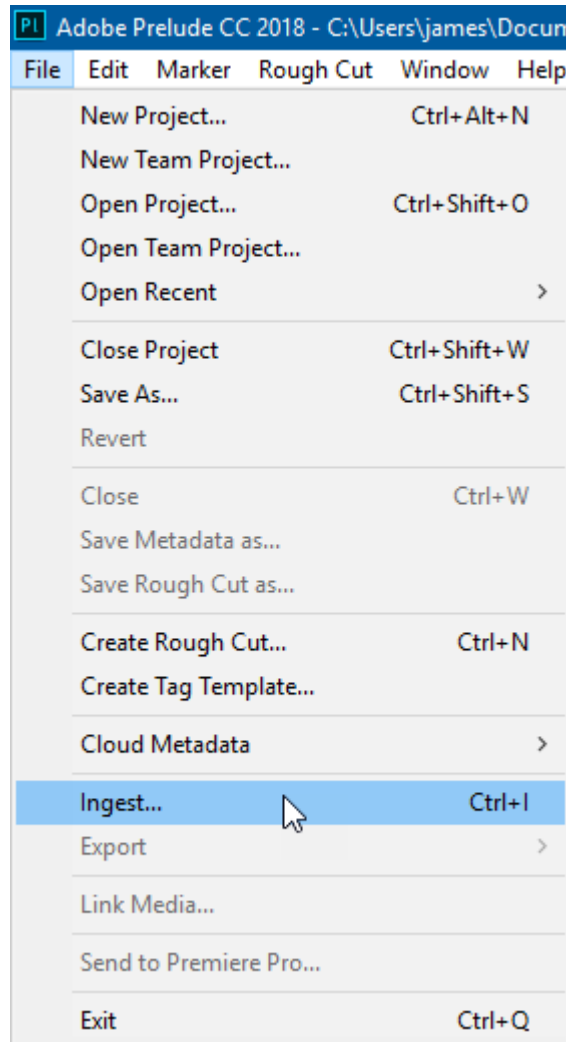
This loads the file into the dialog box.



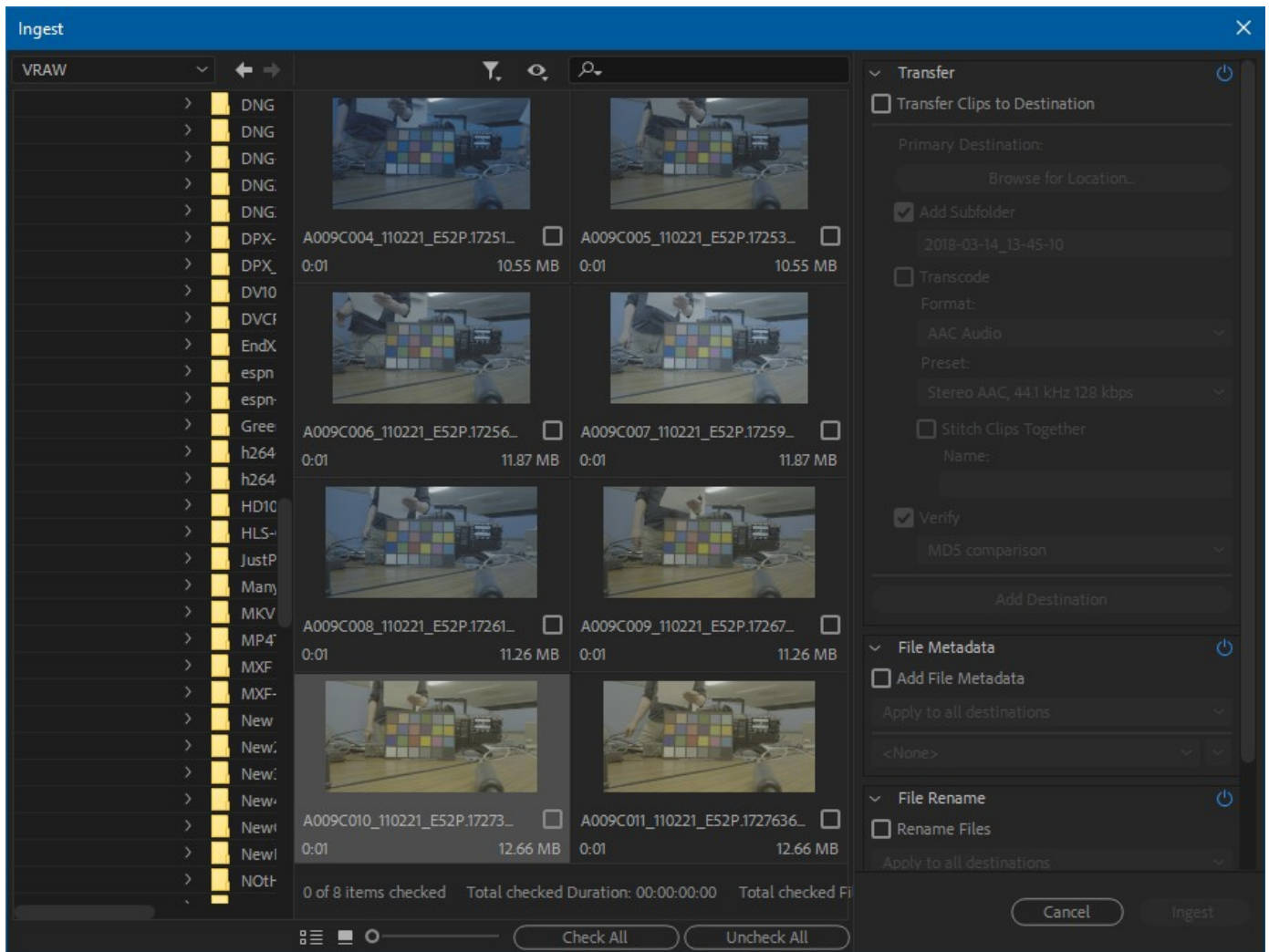
Select the Format drop down to select the type. Adjust or confirm the settings and click the Export button.

...with Adobe Prelude CC

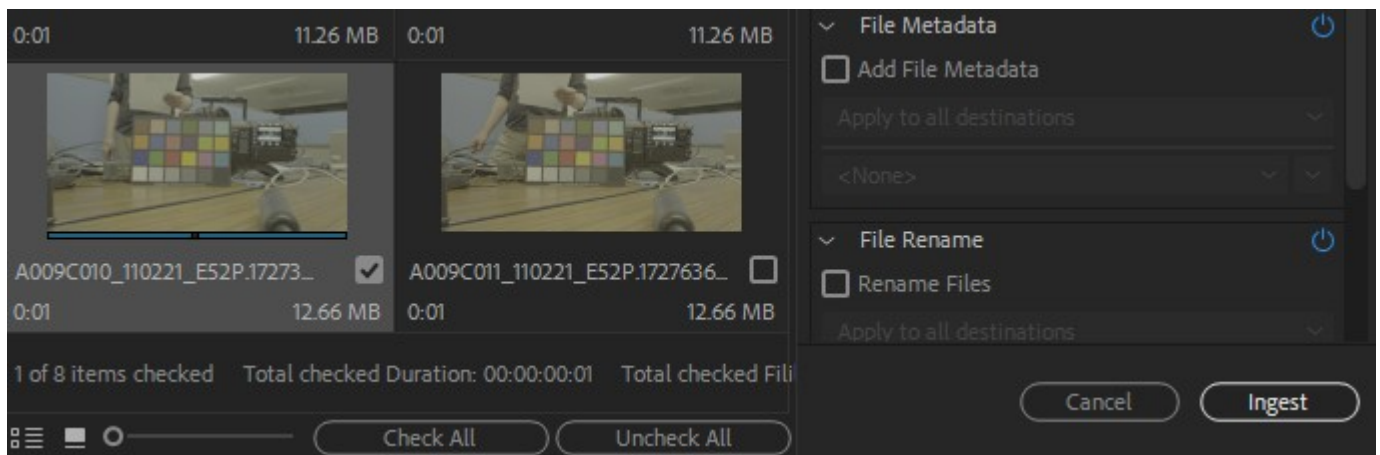
To bring a file into Prelude for logging, select the menu **File | Ingest** or double click in the Project area.



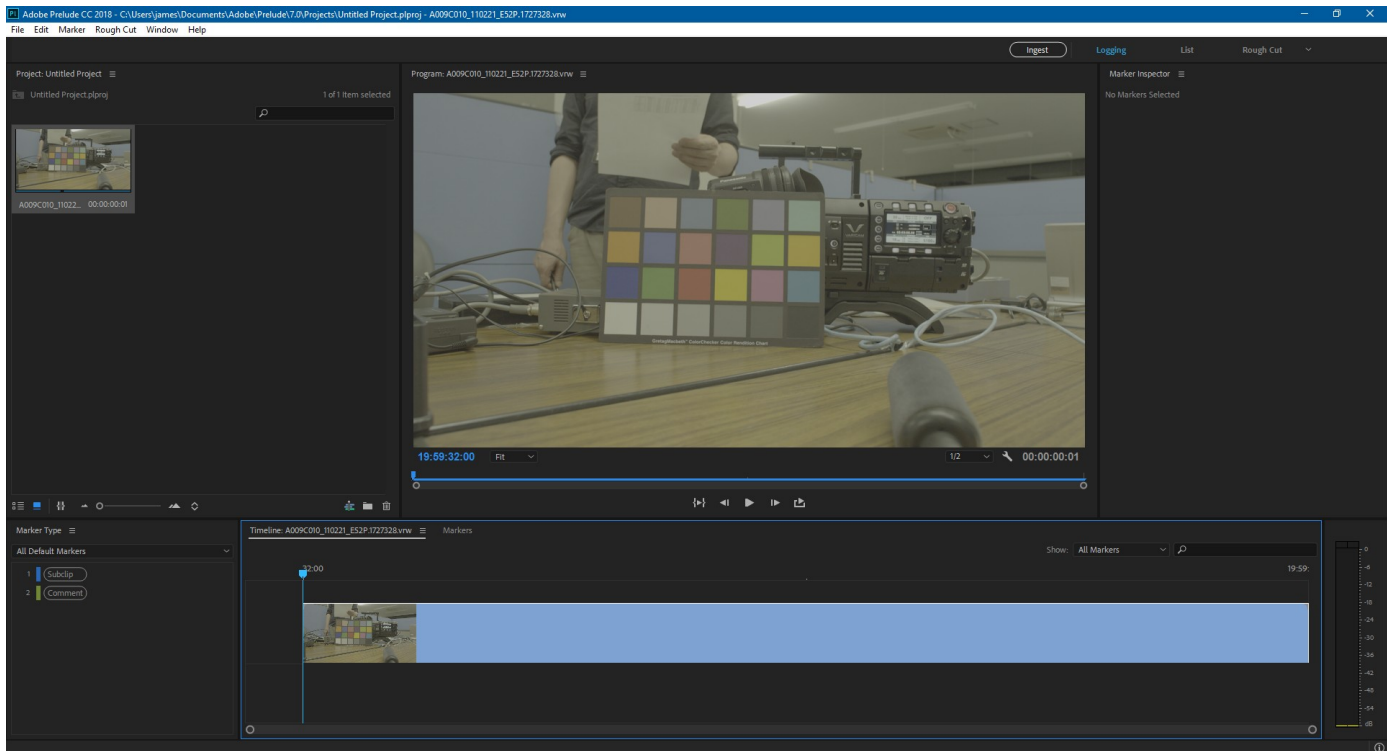
This will bring up the ingest dialog



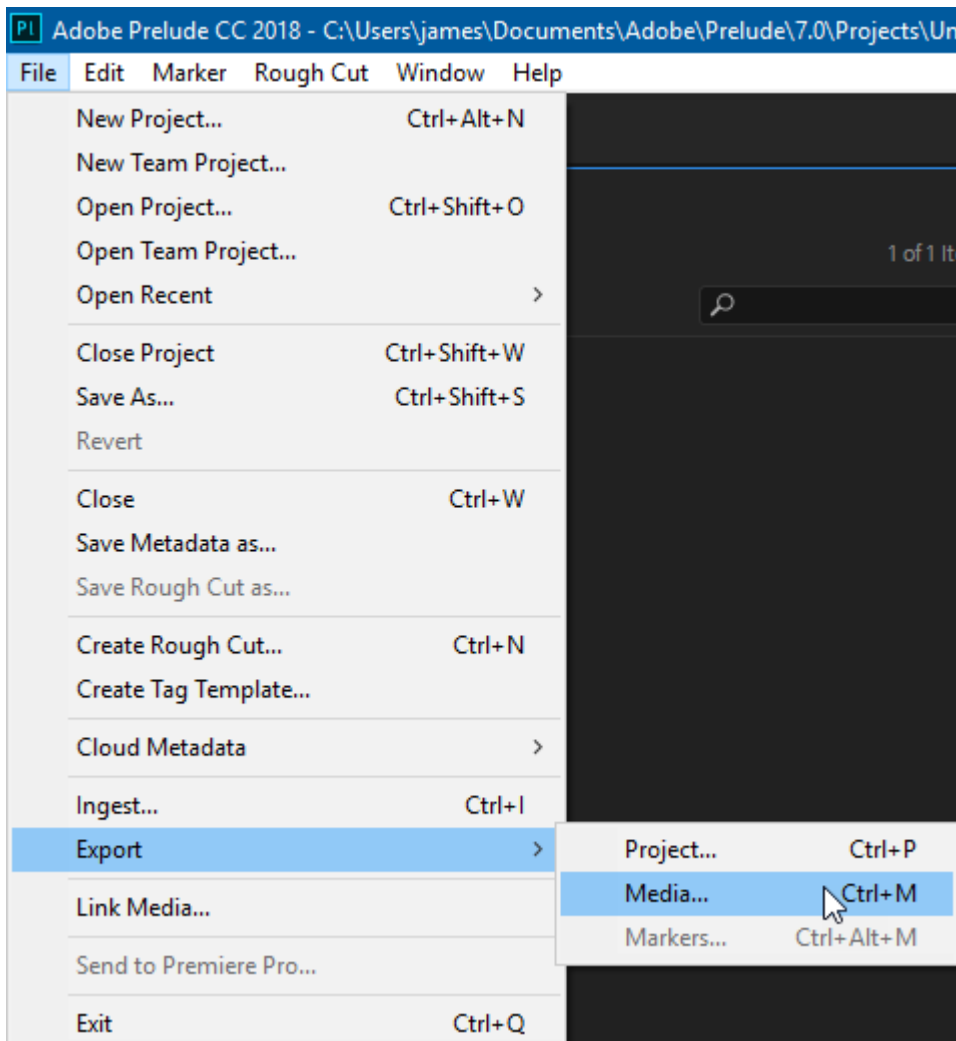
Checking one or more of the files, and clicking ingest will bring the files into Prelude



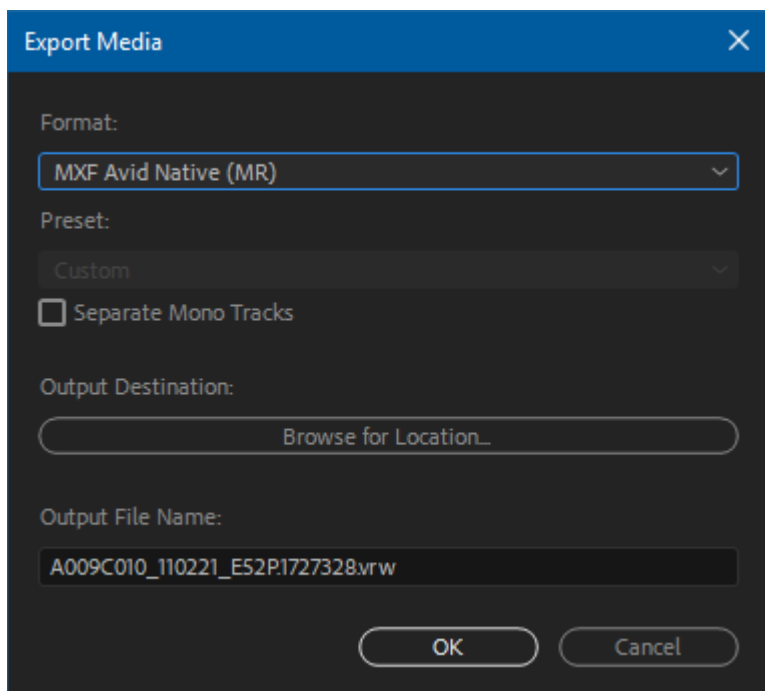
Once it is imported into the project, double clicking on its icon will bring it up in the player and timeline.



Clicking on the clip in the project will also allow you to export it as another format



The export type can be chosen in the Export Media dialog



Closed Caption Format Support

Drastic products generally support closed captions. Video I/O products can capture and play back closed caption information, depending on the capability of the software and the version. MediaReactor can convert closed caption formats along with the video and audio files.

Here is the list of closed caption formats supported by Drastic products:

- MPEG-2 'user' CC (read)
- MXF SMPTE 436 (read/write)
- MXF Avid embedded CC (read)
- MCC files side bar MacCaption/PC-Caption (read/write)
- SCC files side bar MacCaption/PC-Caption (read/write)
- MOV SD/HD CC tracks (read, and write with a special setup)

MediaReactor fully supports reading and writing the closed caption formats above. SCC and MCC are always written, along with other formats when available.

This manual has been compiled to assist the user in their experience using the **MediaReactor Lite for Adobe** plugin. It is believed to be correct at the time of writing. Every effort has been made to provide accurate and useful information. Any errors that may have crept in are unintentional and will hopefully be purged in a future revision of this document. We welcome your feedback.

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