

MediaReactor™ Lite

MediaReactor Lite for Avid User Guide



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

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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, macOS 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 Avid

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

MediaReactor Lite for Avid is a streamlined version of MediaReactor Workstation

[MediaReactor Workstation](#)

with a smaller supported file set specifically for Avid products such as Media Composer, NewsCutter and Symphony. Check the product page:

[MediaReactor Lite for Avid](#)

If you are editing with Adobe products, MediaReactor Lite for Adobe provides a targeted set of the most commonly requested read and write formats for products such as Premiere, Prelude, Media Encoder and After Effects. Check the product page:

[MediaReactor Lite for Adobe](#)

System Requirements

Recommended Environment

MediaReactor Lite for Avid 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

Recommend 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 Avid 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, DNxHD*, CineForm*, CineForm3D*, RGBA, RGB-10 (DPX), YCbCr 8 & 10 SD/HD, standard codecs	X	
MOV	QuickTime	(FFMPEG) ProRes (ProRes, ProRes LT, ProRes HQ, ProRes Proxy), h264/AAC	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 Avid. Attach a standard keyboard, mouse and VGA monitor to the system. Plug the system in and turn it on.

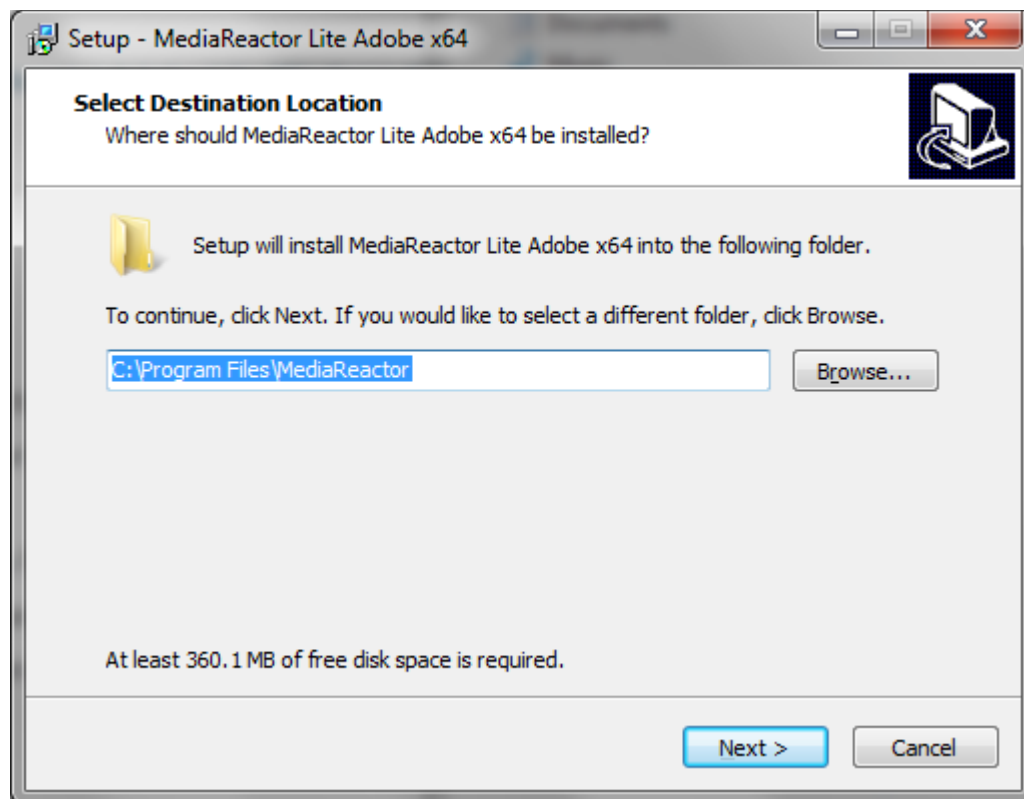
IMPORTANT! Log on as Administrator. If the user name and password entered do not extend Administrator privileges, MediaReactor Lite for Avid will not install properly. If unsure as to what level of privilege the log-on provides, consult a System Administrator.

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:

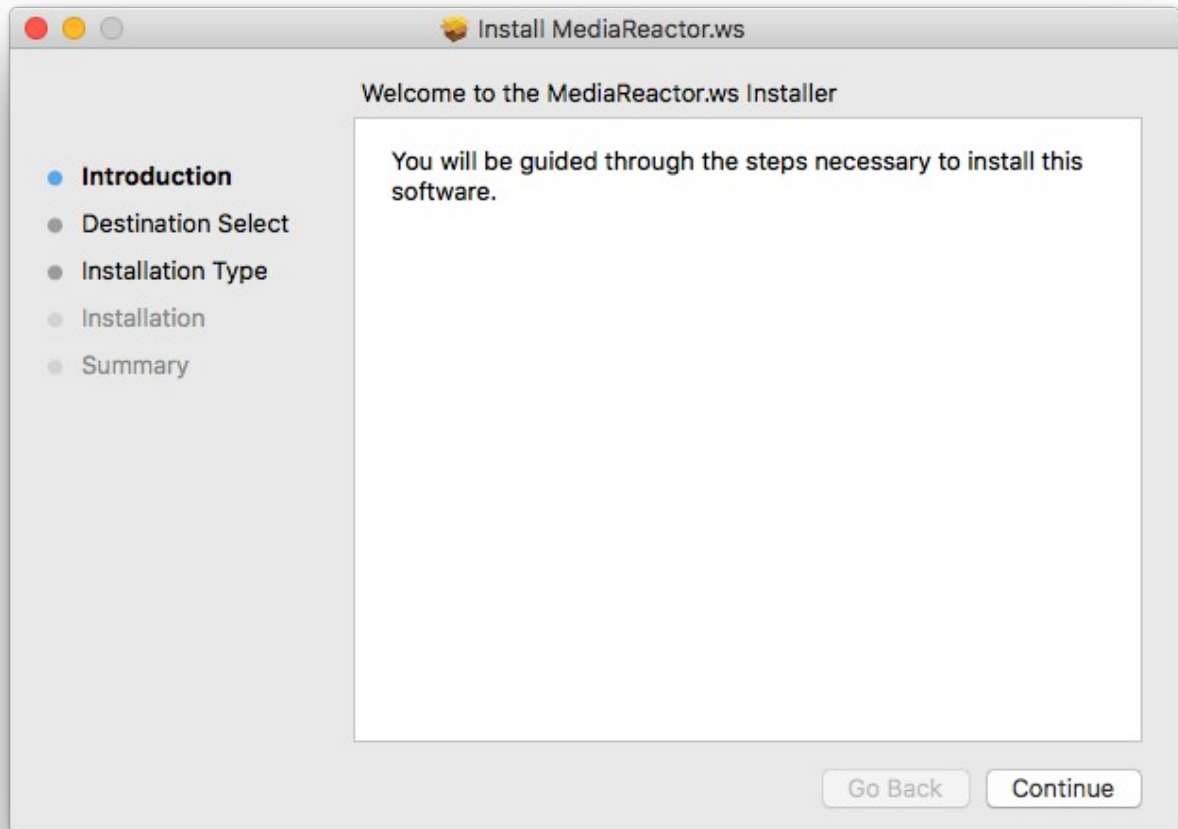


The user will be prompted to move through each step of the install by pressing the "next" or "finish" button. Carefully read the instructions that are provided.

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 macOS PKG installer:

This should display a dialog similar to this:



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

Upon install completion, MediaReactor Lite for Avid 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

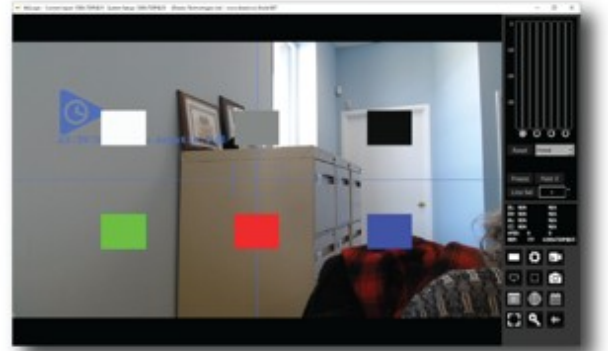
Linux

/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

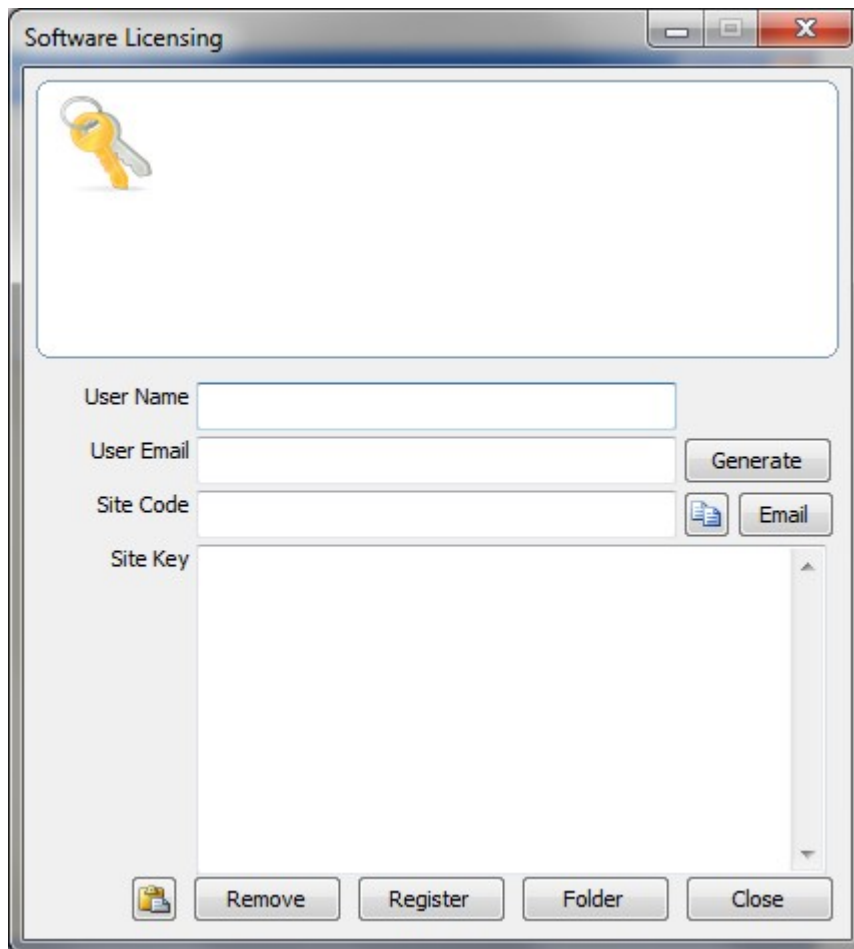
Here is how to license your installation of MediaReactor Lite for Avid:

Licensing for Windows

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



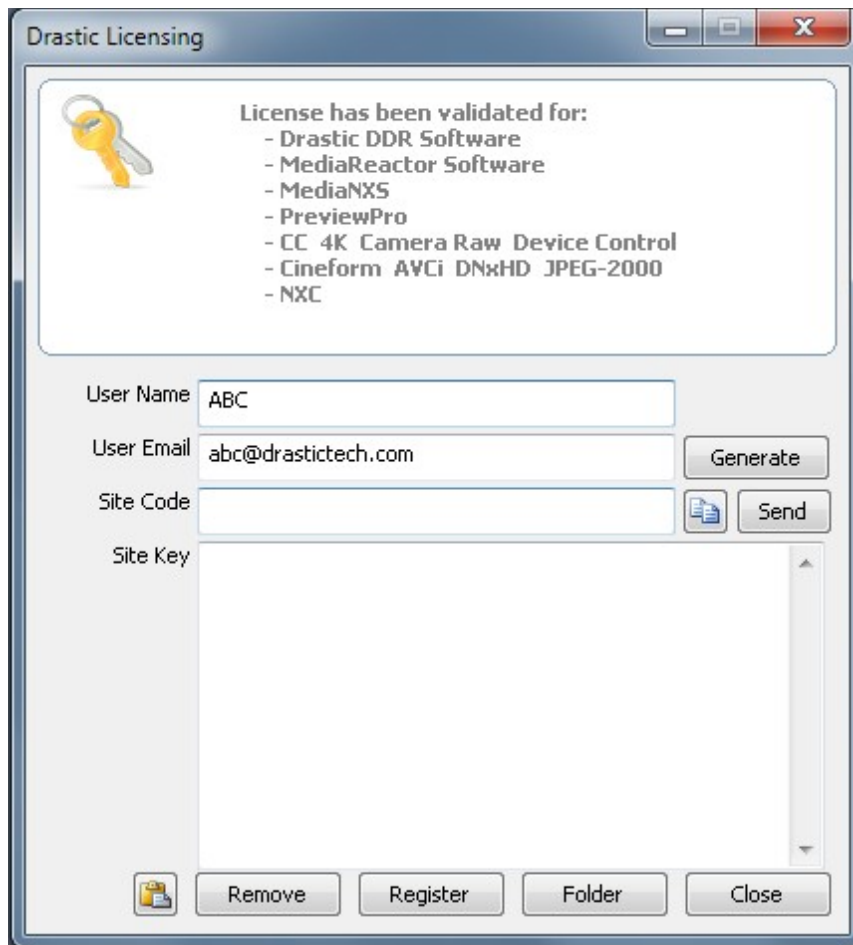
Run **LicenseMR Lite** and you will see the following interface:



- 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 OS-X:

Go to Applications and open the MediaReactor folder. In that folder will be the LicenseMR 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 OS-X):

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

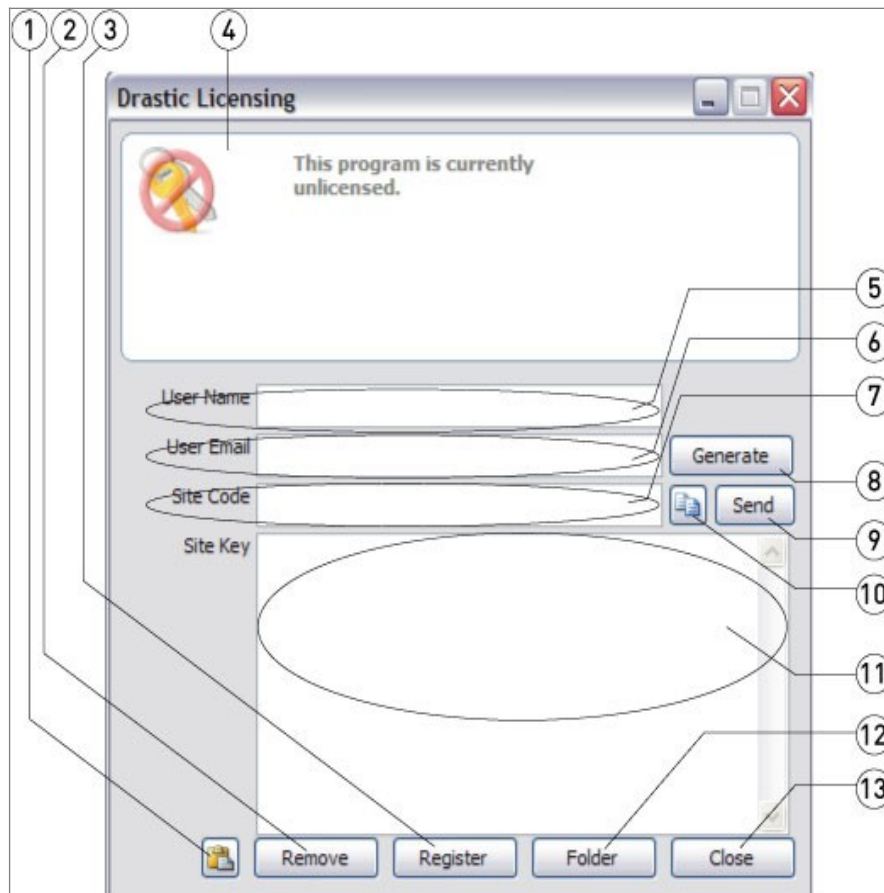
```
./ddrsetup -l -n "Your Name" -e "your.email@company.com"
```

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 Avid

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

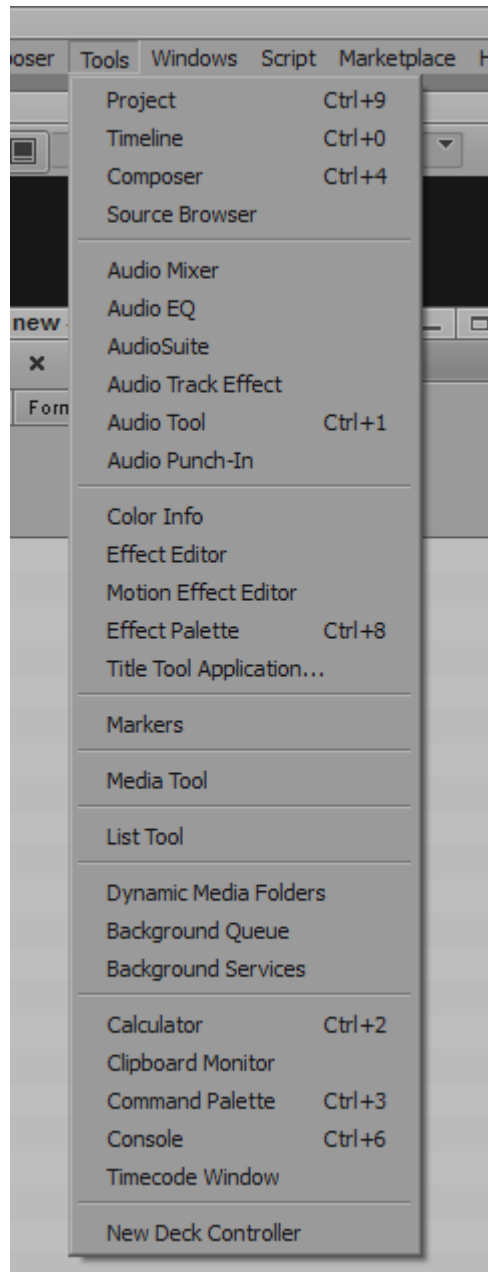
MediaReactor Lite for Avid installs a series of plugins which allow editors to add media (which would normally have required a transcoding step) directly into their editing package, and use the media as if it were a natively understood format.

...with Avid Media Composer

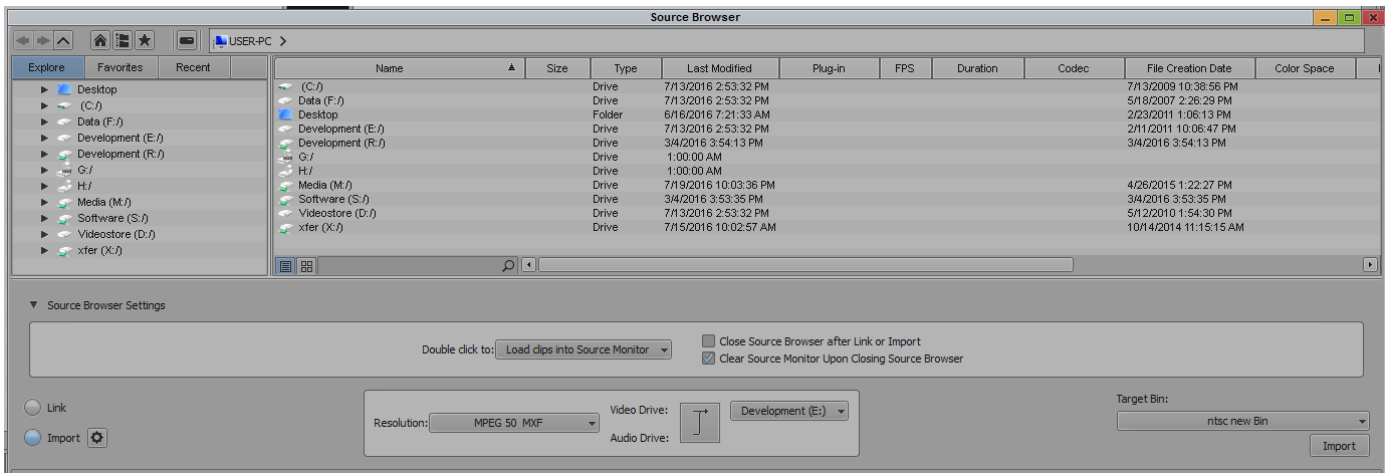
Avid Media Composer 8.6 and greater

In version 8.6, Avid changed the way AMA linking is done. The following section applies to linking media in versions 8.6 and onward.

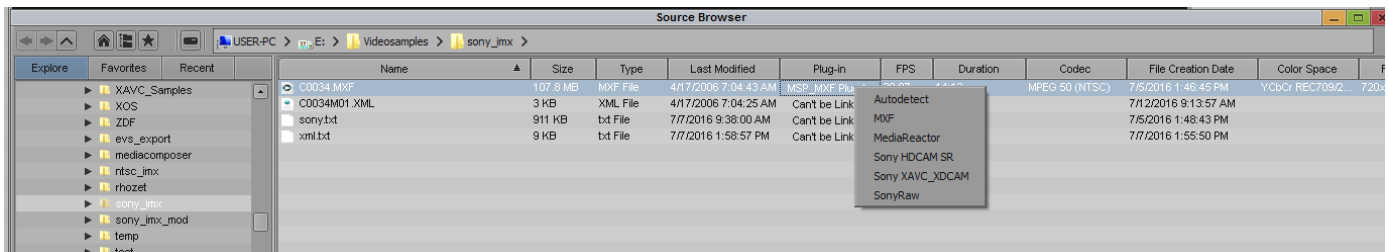
To bring a file into Avid Media Composer for editing: In the tools menu, select the Source browser.



In the source browser, make sure the AMA link is selected (button in the lower left corner), then browse to your media.

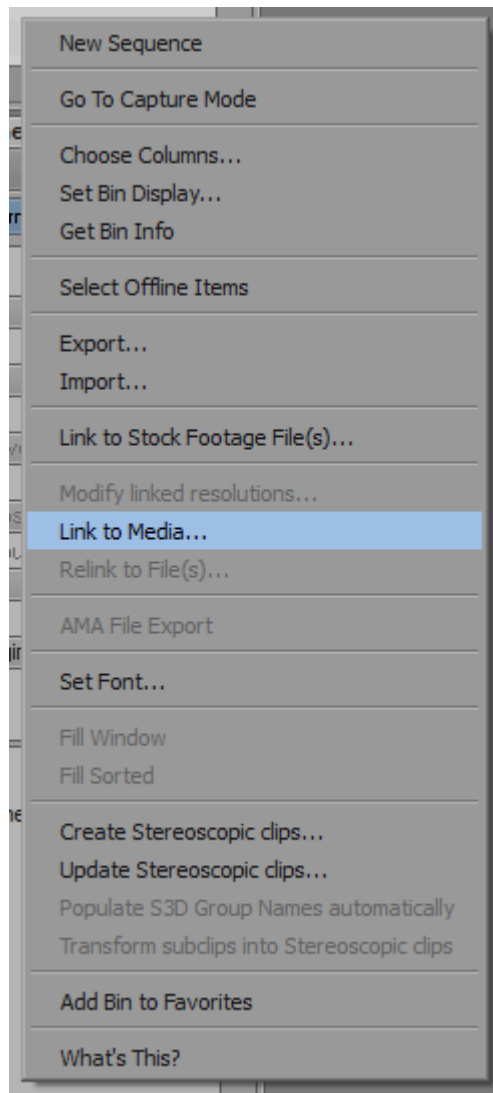


Once you have selected the media, click on the plugin section of that row to bring up the plugin choices. Select MediaReactor.



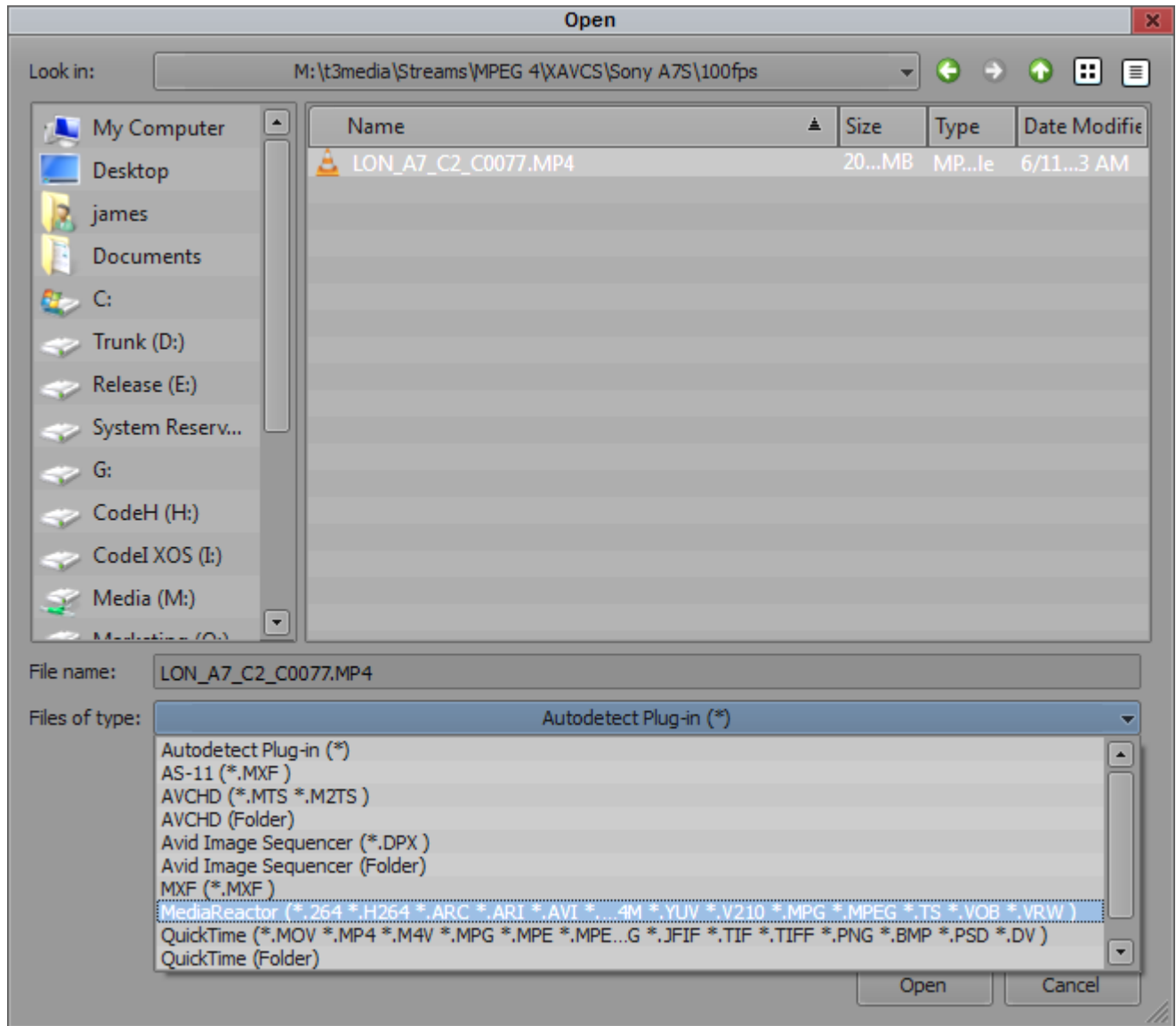
Avid Media Composer Before 8.6

To load a file into Avid Media Composer, right click on the bin to bring up a context menu

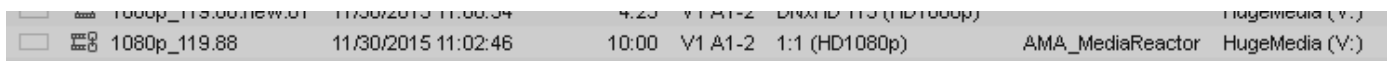


Select **Link to Media**.

In the file selection dialog, click on the Files of type pulldown menu make sure the MediaReactor line is selected.



You can then double click on the file, or click open, to bring it into the bin. If the MediaReactor plugin was not selected you will see Unsupported Format in the bin and Wrong Format when you try to play it. If it is loaded properly, the bin should have a line that looks like this:



Avid Media Composer 6 (Symphony, NewsCutter)

To bring a file into the editor, right click on the bin and select the Link To AMA Files... menu and select the file. This menu is also available under the File menu. If your source files are on a network drive, you need enable this in Media Composer. Open a Console window (menu

Tools | Console) and type 'alldrives' without the quotes and hit Return. This only needs to be done once.

Compressor

To convert from an MRWS file, create an output profile and drag the source file on top of the output profile and drop it.

Motion

To use an MRWS file in Motion, simply use the built in browser to find and select the file. Supported files will appear as a picture of one of the frames in the browser.

Contact Technical Support

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