MediaReactor Lite for Adobe v7

User Guide

January 12, 2026

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1 Introduction

This manual is for MediaReactor Lite version 7.x software from Drastic Technologies, Ltd.

1.1 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.

1.2 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

1.3 System Requirements

1.3.1 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.

1.4 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	
CIN	Cineon	10 Bit RGB	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	X	
MOV	QuickTime	DNxHD 36/145/220 (licensable)	X	X
MOV	QuickTime	AVCi, MPEG-2, XDCam	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	
STREAM	S3, HTTP, HTTPS	Web assets on S3, HTTP, or HTTPS storage, in formats supported by the product licensed	X	
VRW	Varicam Raw	Panasonic Varicam Raw	X	

***** = *(third party) licensable codec*

2 Getting Set Up

2.1 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.

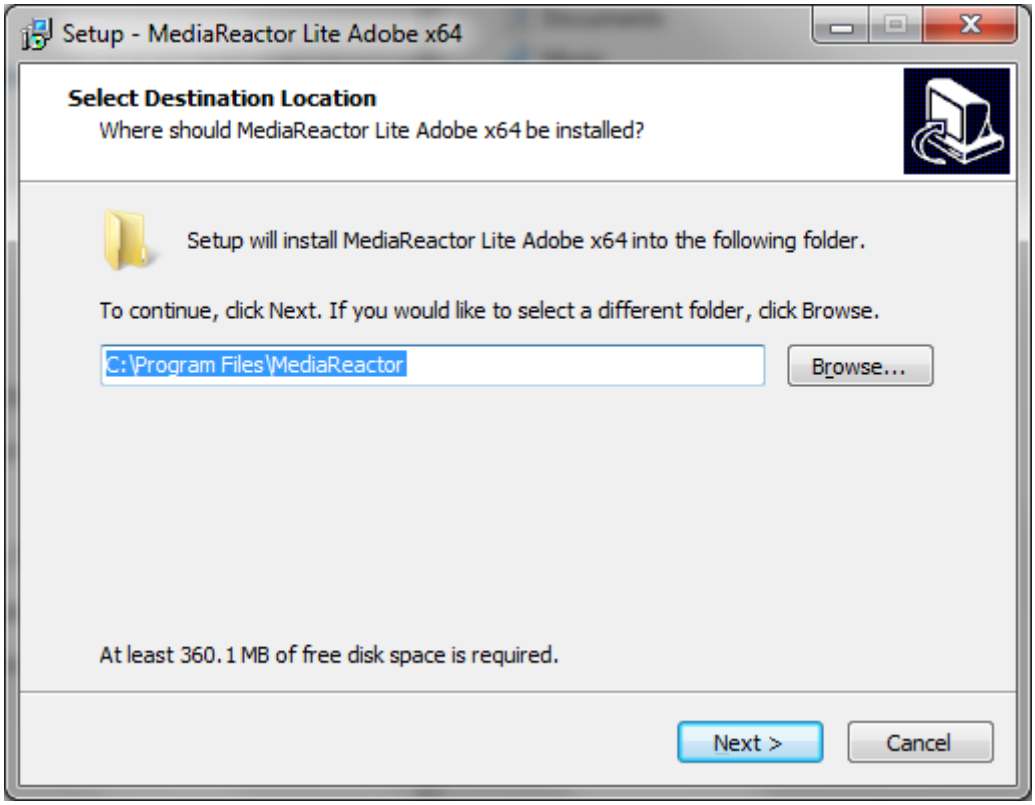
IMPORTANT! Log on as Administrator. If the user name and password entered do not extend Administrator privileges, the software will not install properly. If unsure as to what level of privilege the logon provides, consult a System Administrator.

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:



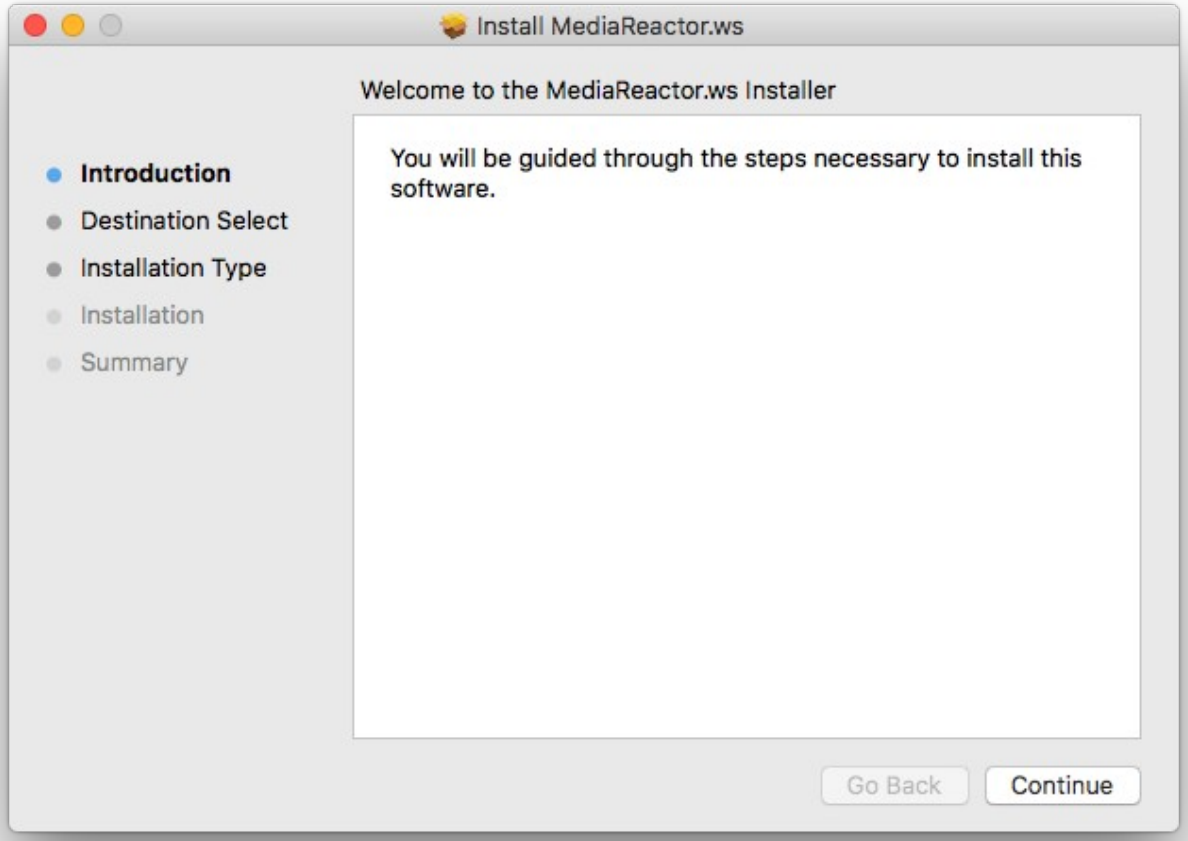
The user will be prompted to move through each step of the install by pressing the “**next**” or “**finish**” button. Carefully read the instructions that are provided.

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_7_#_###

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**.

2.2 Where to find your files

2.3 Windows

C:\Program Files\MediaReactor\
C:\ProgramData\Drastic\
Application specific plugin directories
Links to applications are available under the Start menu, MediaReactor folder

2.4 macOS

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

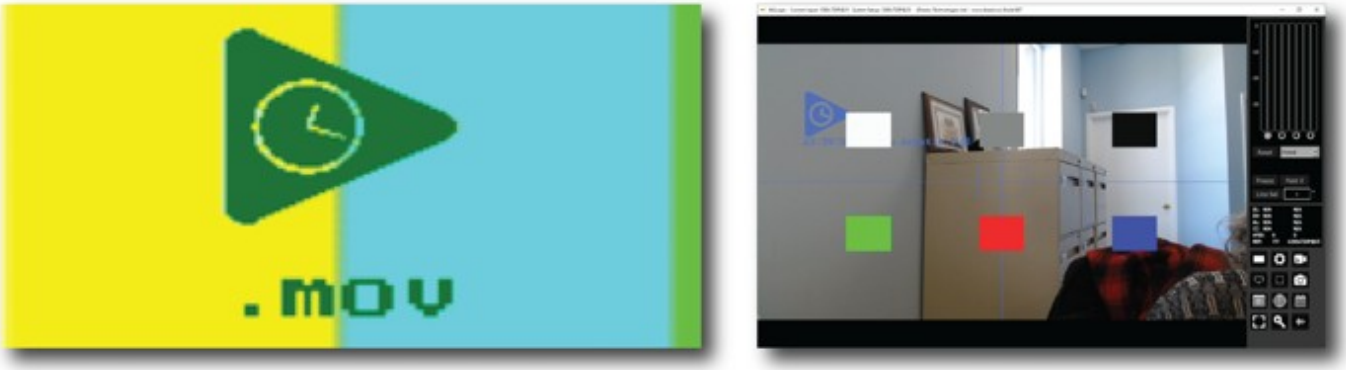
2.5 Linux

/opt/mediareactor/
Application specific plugin directories

2.6 License the Software

2.6.1 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.

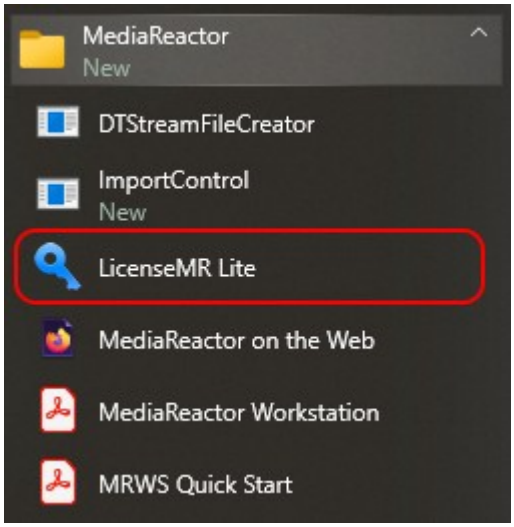


Sample watermarks

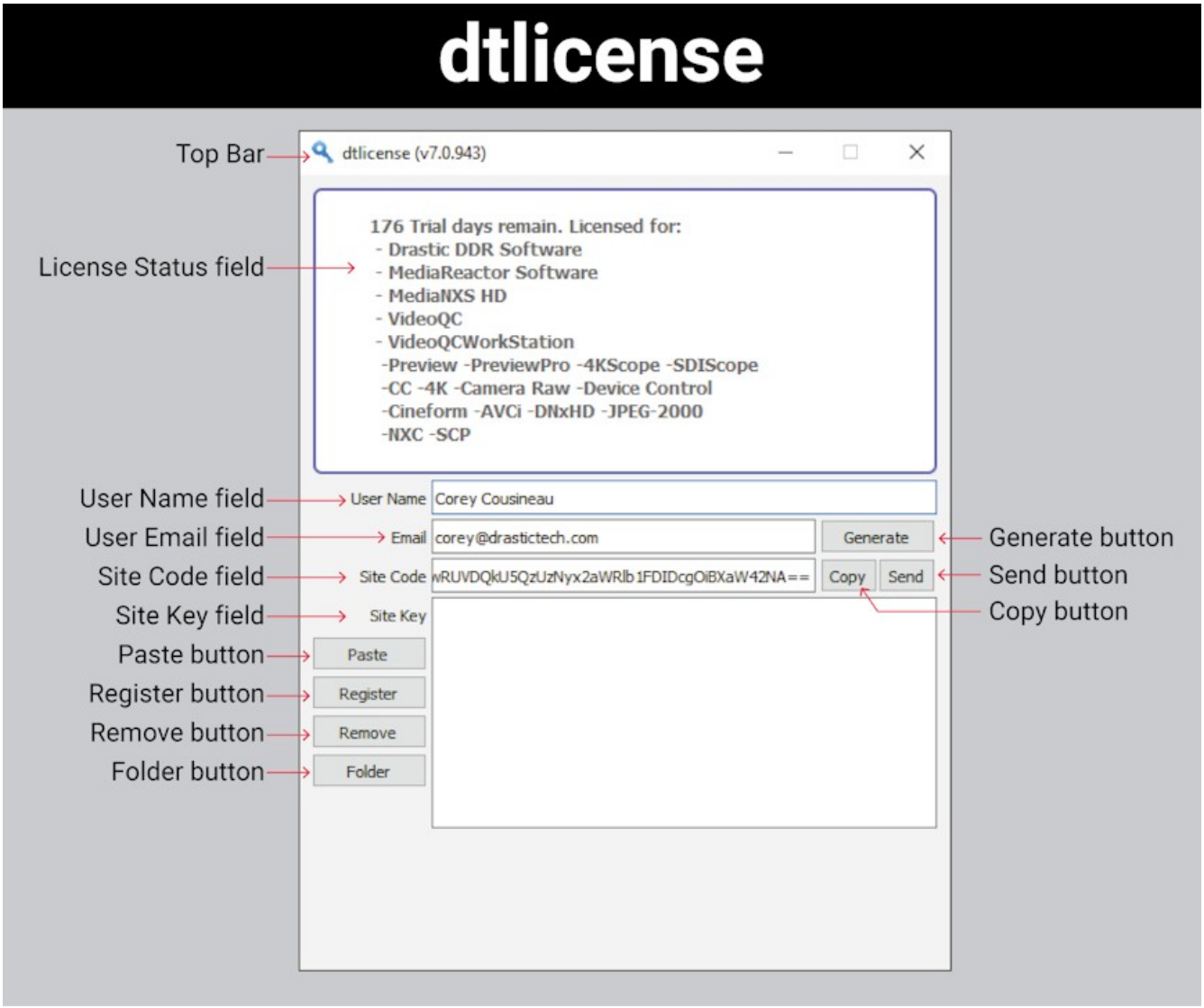
Here is how to license your installation of MediaReactor Lite for Adobe:

2.6.2 Licensing for Windows

MediaReactor Lite installs an application called **dtlicense**, 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 be pressing the **Remove** button.
- Once the user is finished with the licensing process, they may press the **Close** button to close **Drastic Licensing** window.

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.

2.6.3 Licensing for Linux and macOS

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.

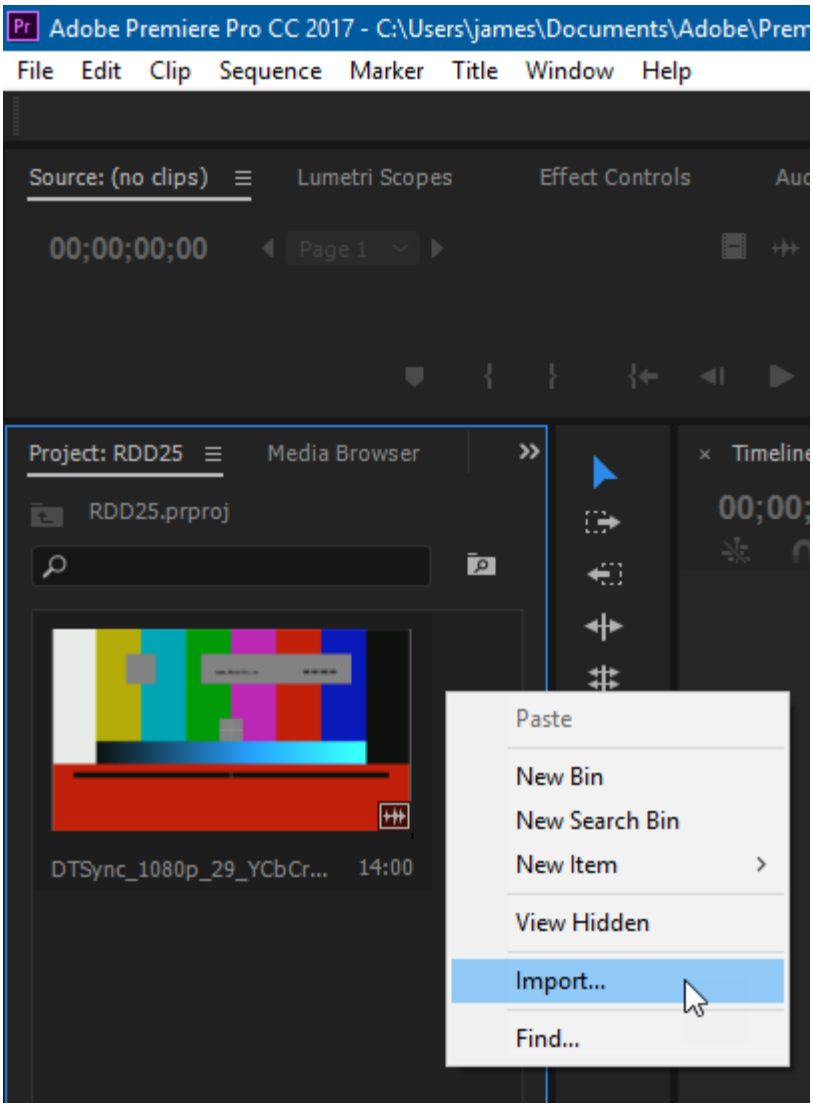
3 Using MediaReactor Lite for Adobe

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.

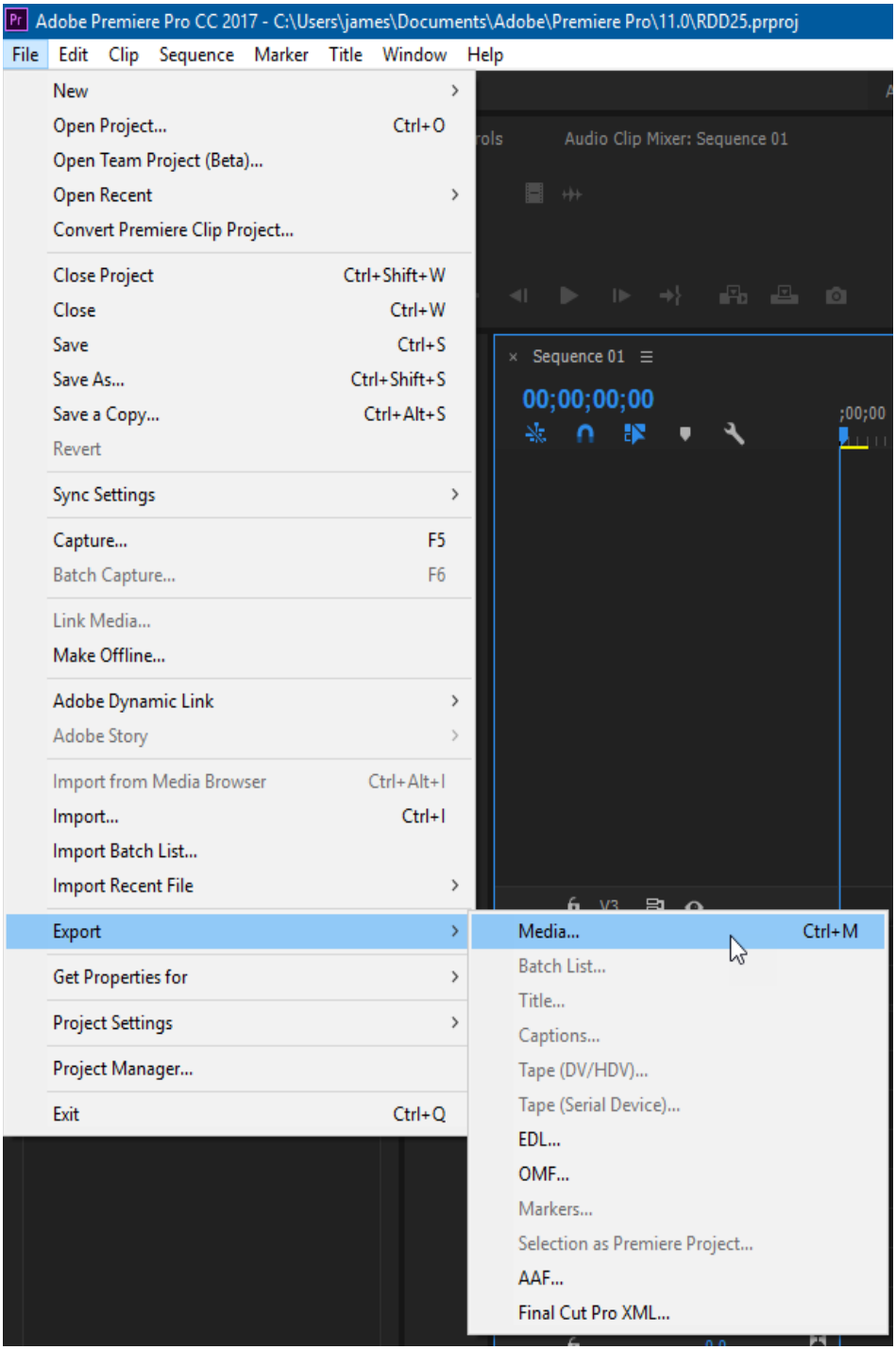
3.1 …with Adobe Premiere CC

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

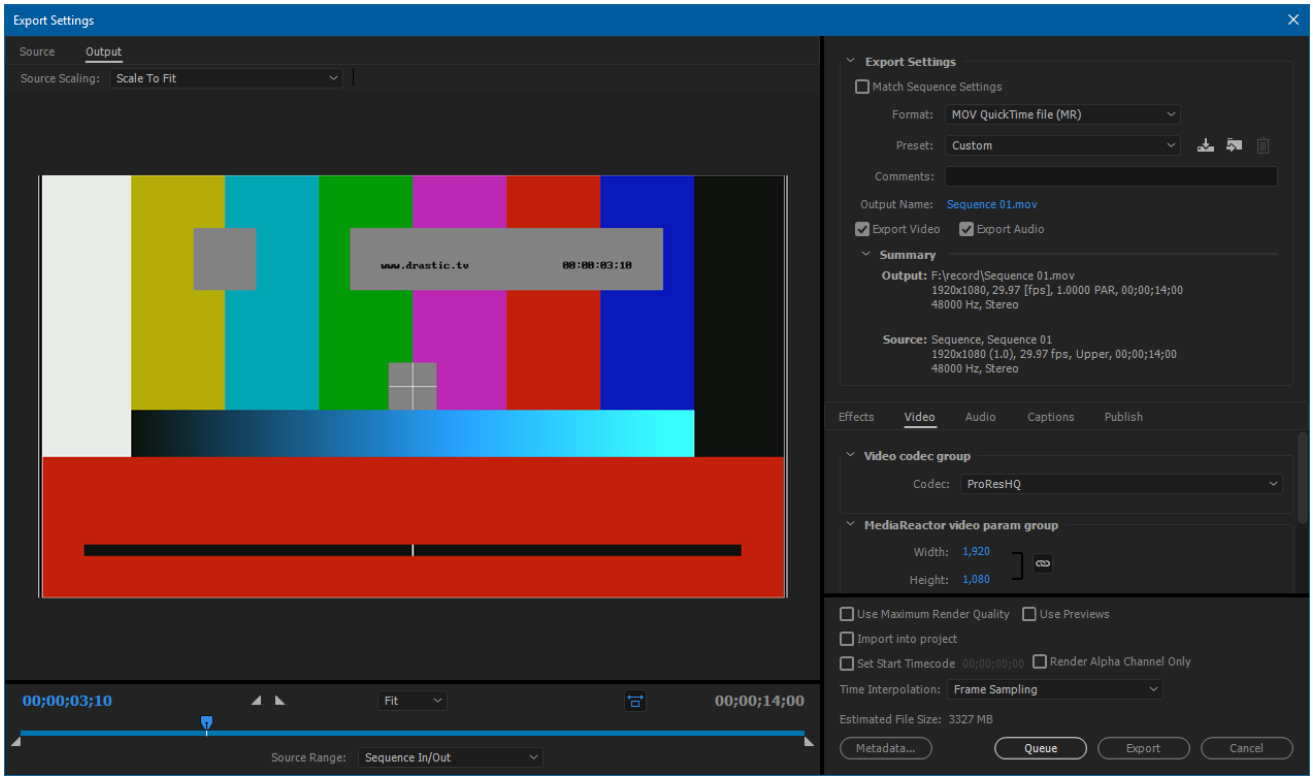


Adding files via the Media Browser area is also supported.

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



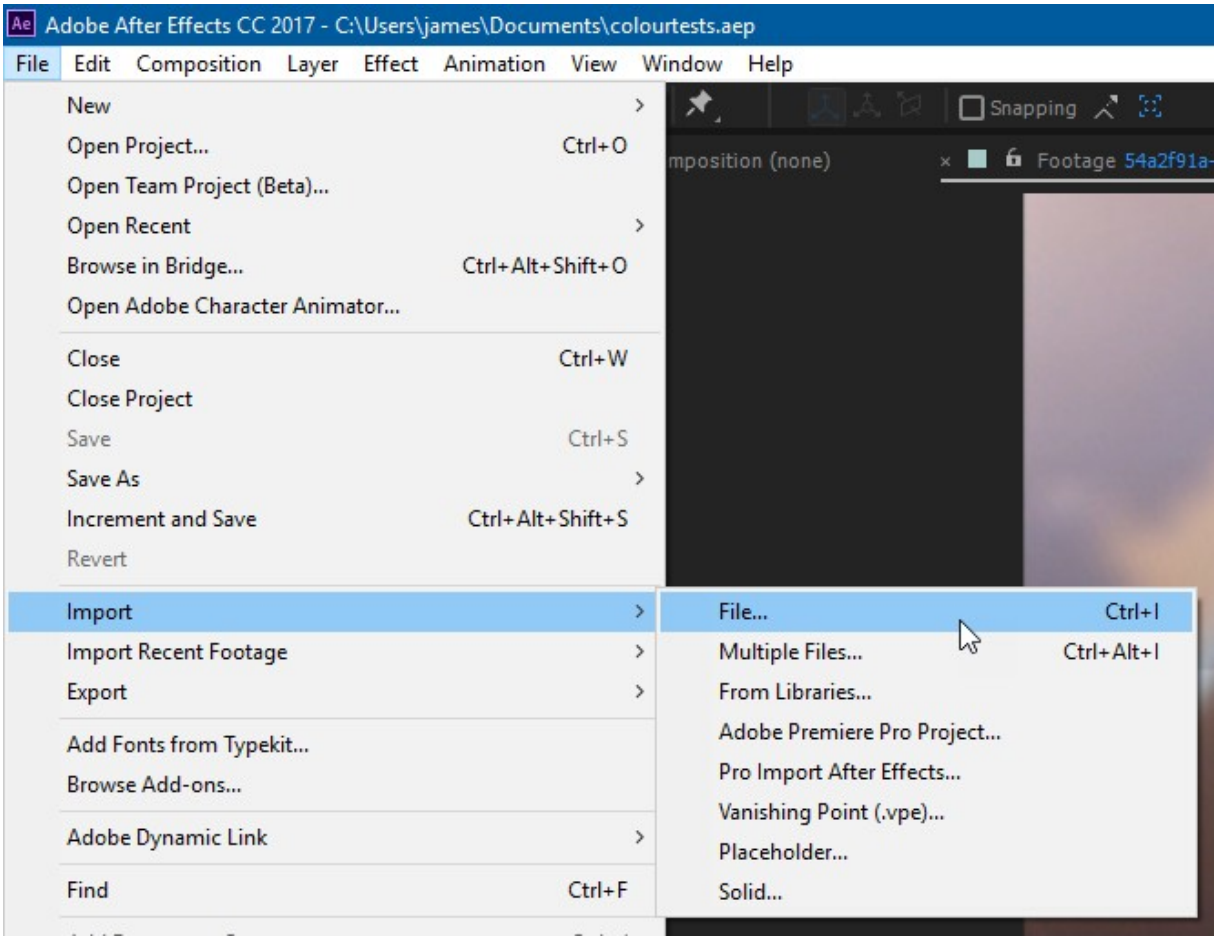
This loads the file into the dialog box.



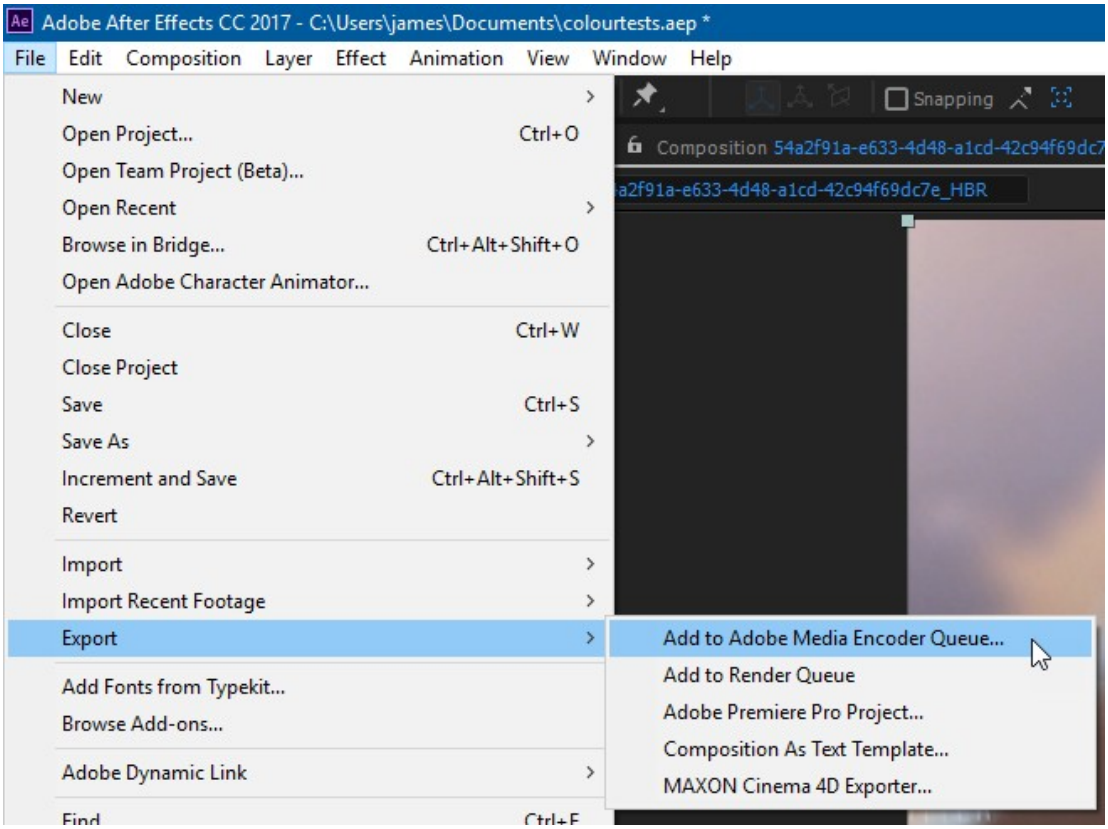
Select the **Format** drop down to select the type. Set the settings and click the **Export** button.

3.2 …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**.



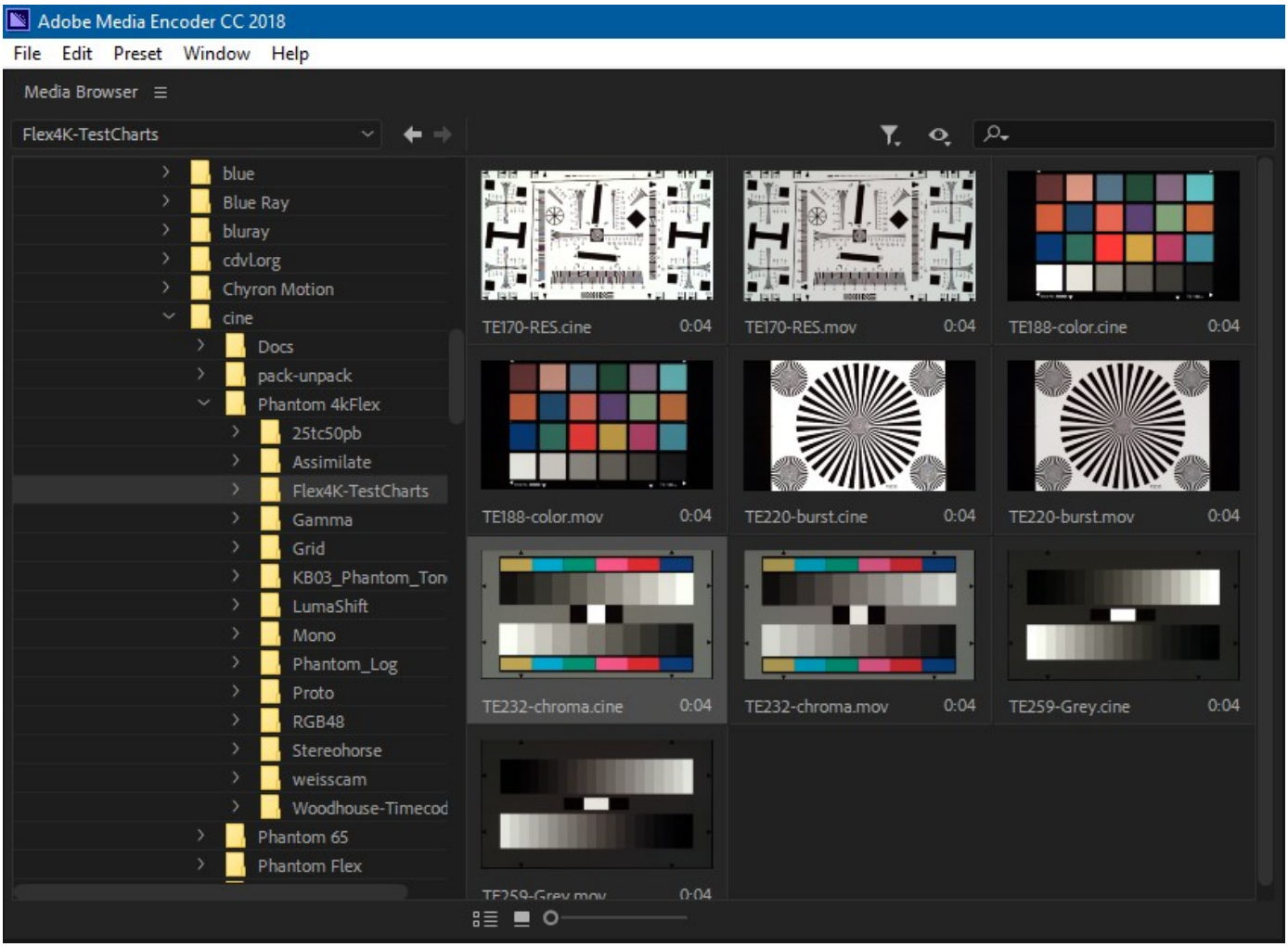
To Export a project via MediaReactor, select the File and Export menu



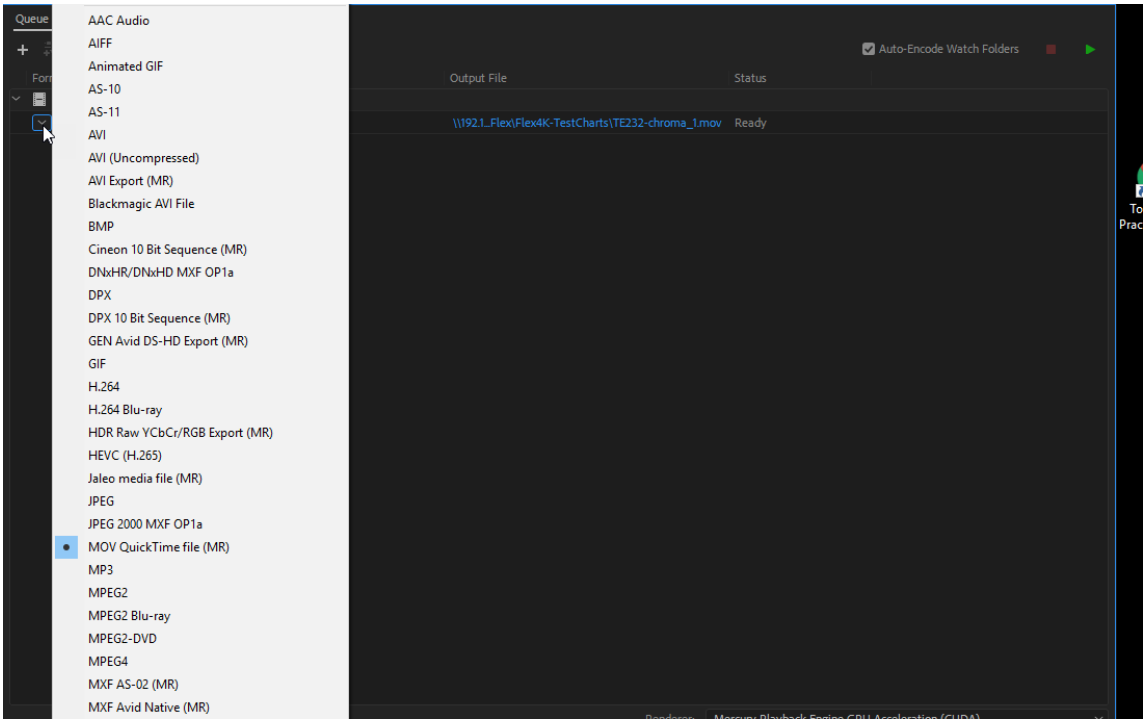
For more information on exporting, see the *Premiere CC* or *Media Encoder CC* sections of this manual.

3.3 …with Adobe Media Encoder CC

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



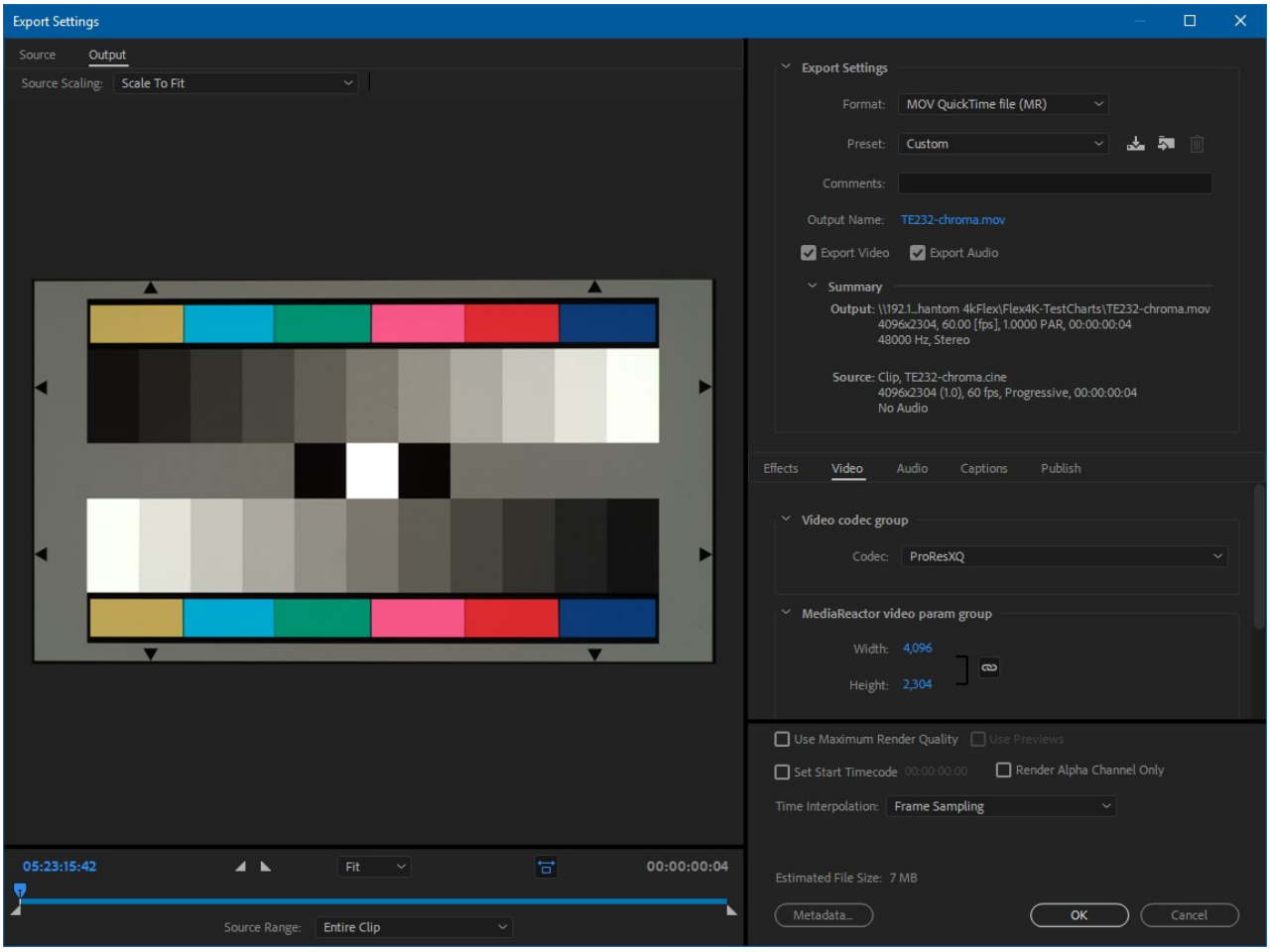
Double click on the file to add it to the Queue. Click on the first drop down to select the output file type.



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**.

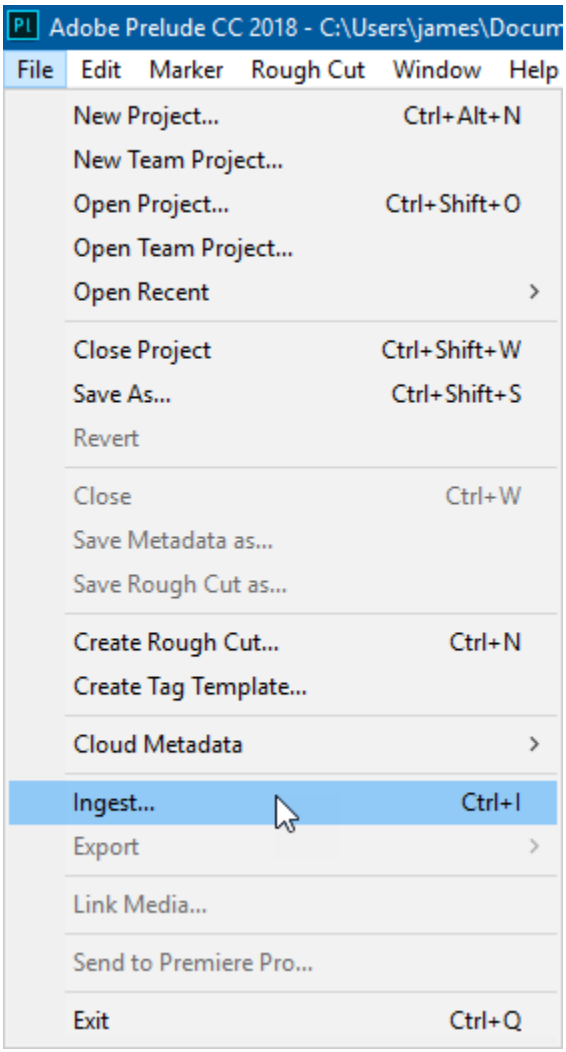
This loads the file into the dialog box.



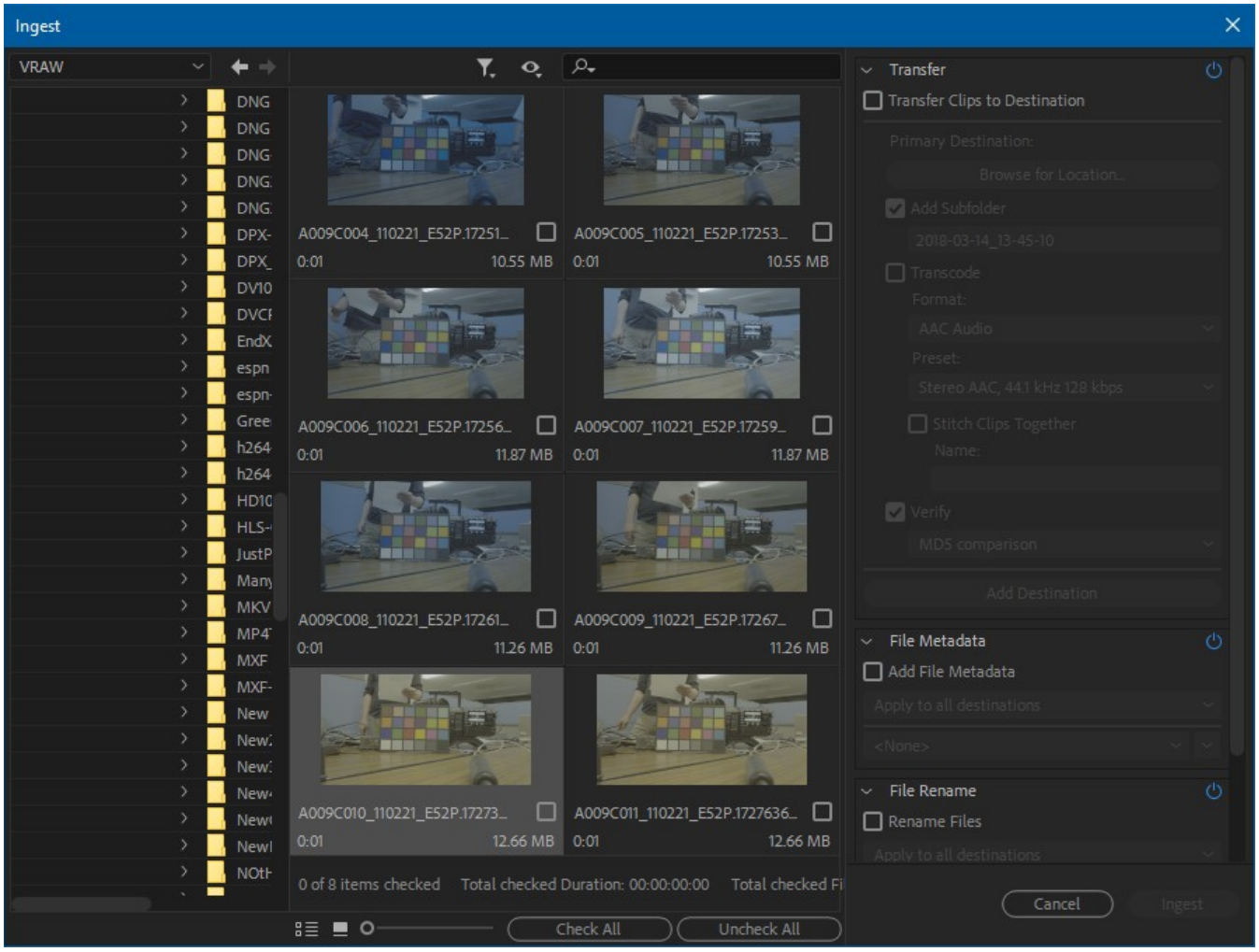
Select the **Format** drop down to select the type. Adjust or confirm the settings and click the **Export** button.

3.4 …with Adobe Prelude CC

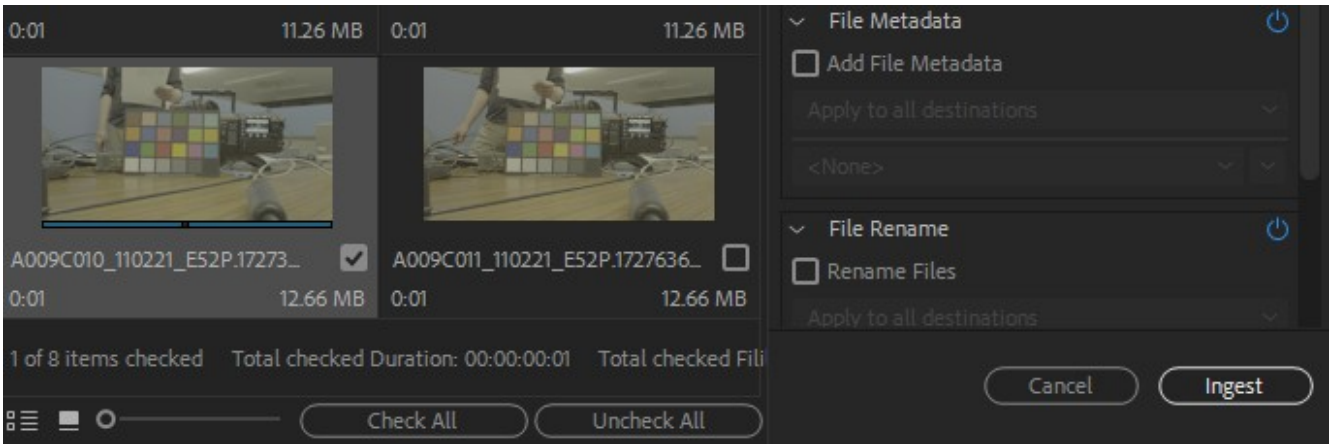
To bring a file into Prelude for logging, select the menu **File | Ingest** or double click in the Project area.



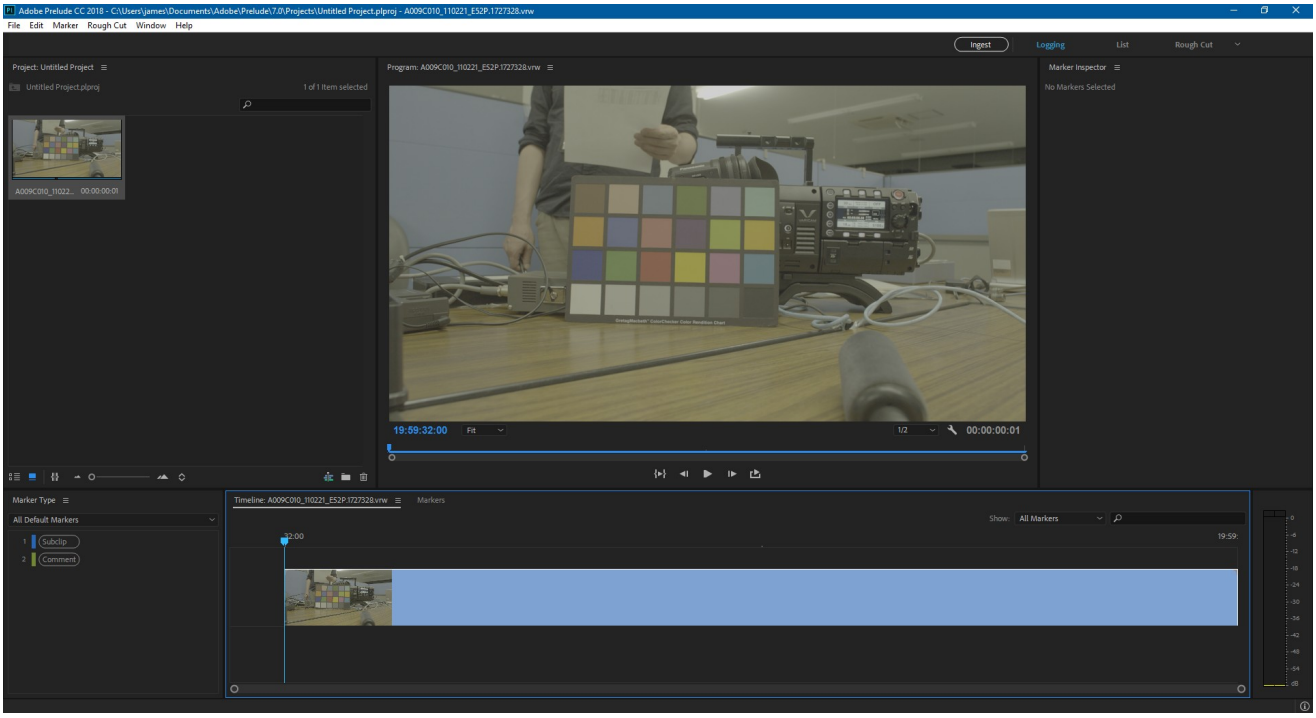
This will bring up the ingest dialog



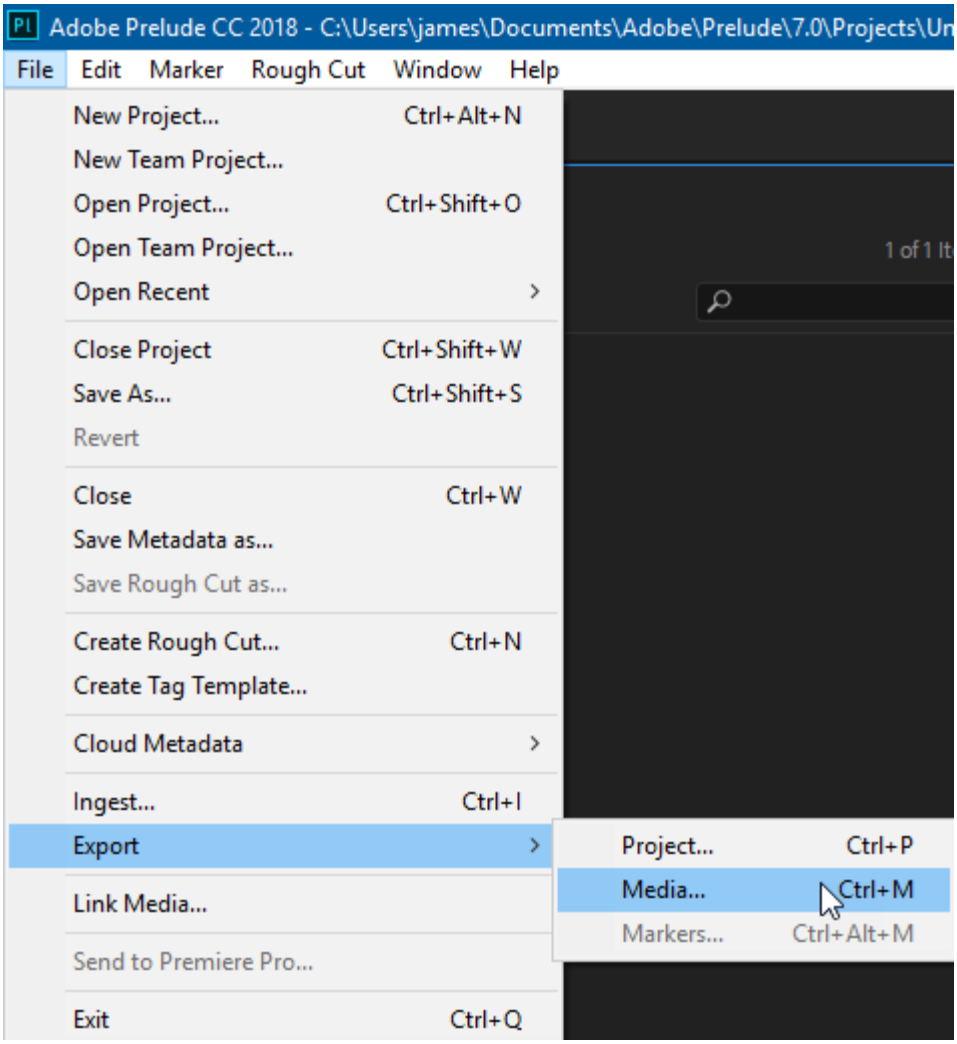
Checking one or more of the files, and clicking ingest will bring the files into Prelude



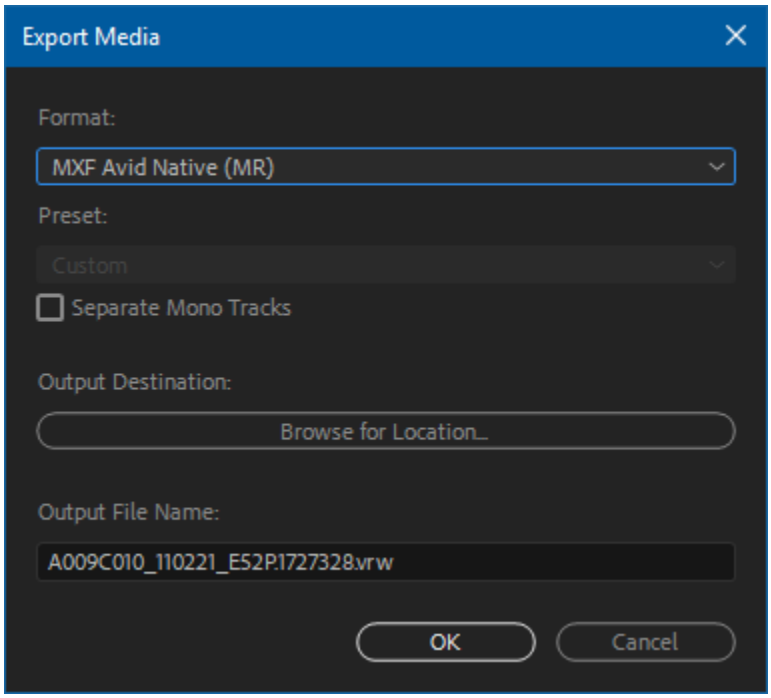
Once it is imported into the project, double clicking on its icon will bring it up in the player and timeline.



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



3.5 Accessing S3/HTTP/HTTPS Assets with .STREAM Files

Normally, Adobe Premiere, After Effects, Media Encoder, etc. require a physical file to be located on a standard file system, shared or local. MediaReactor Lite (and MediaReactor Workstation) allow all these software products to edit files directly from S3/HTTP/HTTPS file stores. The magic is performed by tiny local text files with the extension .stream. These are encrypted or unencrypted descriptions of the file's actual location, saved on a local or accessible network storage for Adobe to use.

3.5.1 Direct Access to Cloud Assets

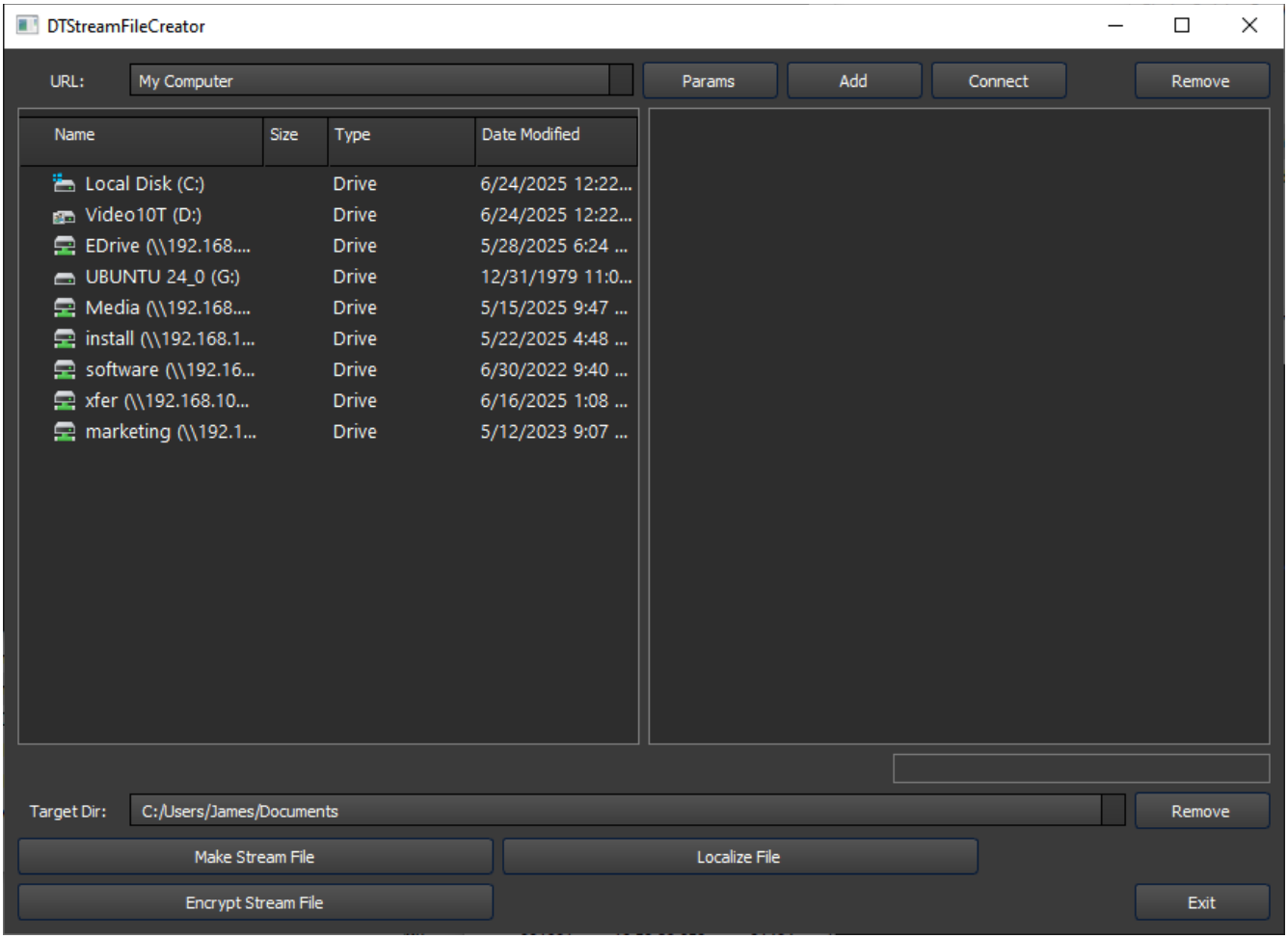
Adobe Premiere uses files, and cannot see ephemeral assets, such as streams on an S3 or HTTPS provider. Typically video files are into the hundred of MBs, sometimes GBs, so there is both a delay, and an added cost, to download a file from S3 before opening a local copy (and to upload it after saving).

Other companies have used proxy files with subsequent conform to mitigate the delay (and cost) editors face using cloud storage solutions. Drastic lets you access these files directly, with frame accurate time code, closed captions, and metadata intact. Now you can fully realize the advantages of a cloud based content creation workflow with immediate access to your media. Simply pass video data to and from S3 as required rather than dealing only with the local file system.

Drastic software products support direct access to cloud resources using HTTP, HTTPS, S3, and other file sharing methods. For the most part, the path to these files is a URL (e.g. https://someserver/somefile). Most software editing packages including Adobe's require that the file be directly accessible on local or network storage to be used. MediaReactor uses ".stream" files to bridge this gap and allow Adobe to read the file directly.

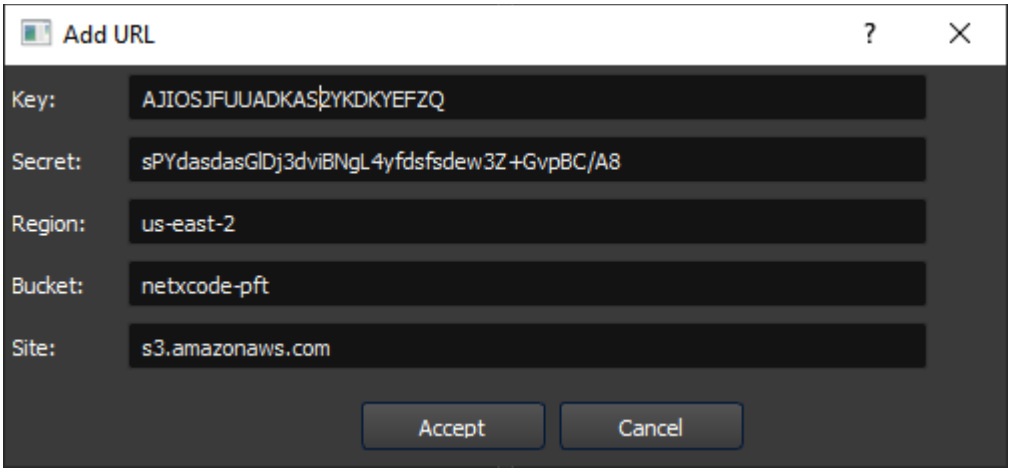
3.5.2 DTStreamFileCreator for S3 Access

Run **DTStreamFileCreator**. It will be located in the same folder as the Drastic software it is being used with, e.g. C:\Program Files\MediaReactor\DTStreamFileCreator.exe.



Click the **Add** button to add a new S3 site.

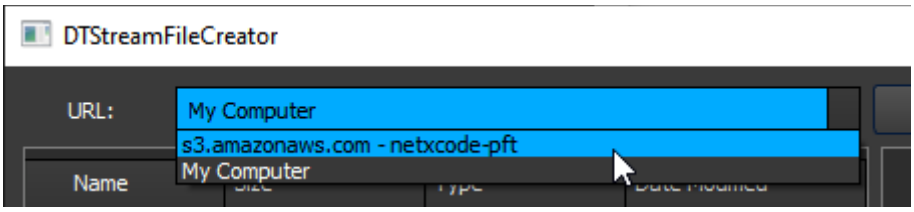
This opens the **Add URL** window, where you can enter the details of the S3 assets.



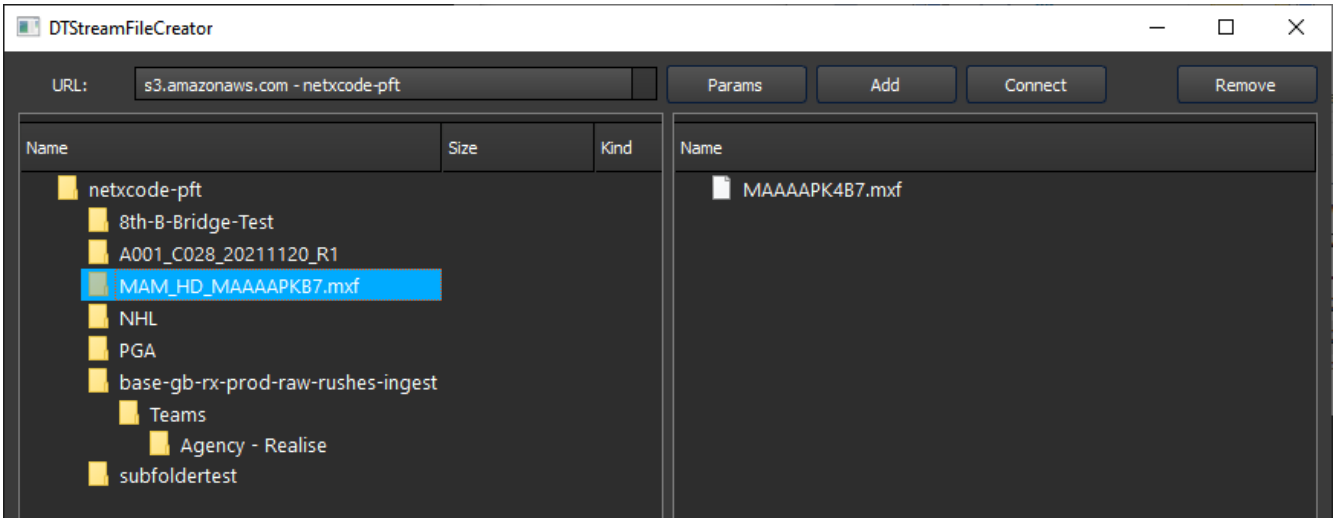
The parameters that need to be specified are:

- Key
- Secret
- Region
- Bucket
- Site

Once all the details have been entered, press the **Accept** button to create the .stream file. It will then appear in the dropdown, available for selection.



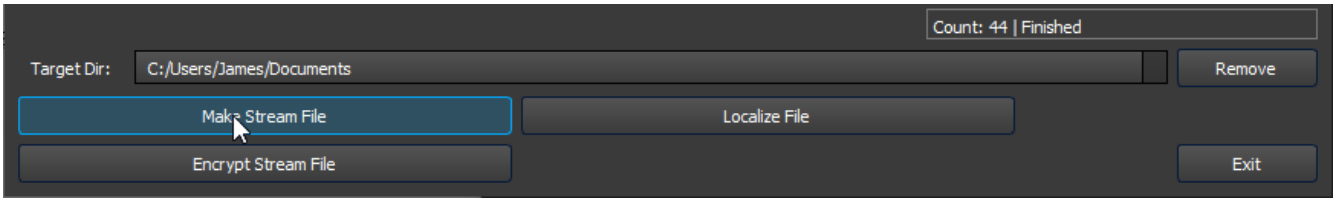
Select it, and click **Connect**. A properly formed .stream file will then show you the folder tree structure for the S3 assets you have specified.



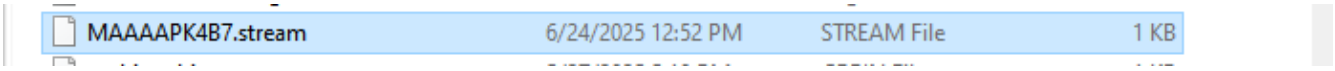
Select a file, and you will then be able to perform one of three actions.

3.5.2.1 Make Stream File

Make Stream File - the most common workflow. Make a .stream file to use for Adobe S3 access.



The .stream file is quite small, typically weighing in at 1KB.



Inside the file will be something like:
s3://AKdsadasddsadsaFZQ:dSCPYYlwhlJGasfsafasfsavpBC/A8@s3.amazonaws.com/netxcode-pft/MAAAAAPK4B77.mxf (this is not a real link btw)

3.5.2.2 Localize File

Localize File - copy a file to your target directory

3.5.2.3 Encrypt Stream

Encrypt Stream - make a .stream file as above, but also encrypt its contents so its details cannot be intercepted. Instead of a file with the actual data (which could be pilfered), its contents would look more like:

:xa0UBaxtGQDQPPBk9cDZxP2UhZj1gOBxSAVwNTxZNCUddGGkqeyB6EmAOZSdpD0AmGHILciF9CVFwHzFcFlpyNAJbMmIBYE8PNXYBNx95HHQEYAJuF2tVJ1okH2QXdBRuG2QdLUM6bmAPTgJfFFQORQNKAkkSVRojAn8WYl4HUwRSC0ITPGJIeApSFQ==

Direct access without a rootkey.csv is also supported by providing the ID:SecretKey on the URL before the site. The two parts must be separated by a colon (:) and the site name must be separated with an at sign (@): https://<id>:<secret>@s3.amazon.com/<bucket>/<file>. https://MEOWJDNGFSUIGNWCAT:djJFASTjfowljgwowf8473sdjhH@s3.amazonaws.com/netxcode-pft/sourceABR.mp4

For more information on setting S3 and Object Storage access, please see

Setting up Amazon S3 AWS Access

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