MediaReactor v7

Quick Start Guide

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1 MediaReactor Workstation Quick Start Guide

MediaReactor installs as a plugin, and will not provide a GUI or other user interface. If you have software installed from Adobe, Avid, Apple, Assimilate, and/or other QuickTime, or DirectShow based products, it will install the plugin in the appropriate directory for your software. The file format support will be provided from within your editing software itself.

Please keep in mind, if for example you don't have an Adobe installation, MediaReactor Workstation will not find an Adobe plugin folder, and will not install the plugin.

Important: When installing on a Windows 64 bit system make sure to install both the 32 bit and 64 bit versions for complete functionality.

MediaReactor Workstation is designed to provide direct, real time editing of non editor native formats for Adobe, Avid, Apple, Assimilate, and other QuickTime or DirectShow based products.

1.1 Adobe Premiere CS5/6

To bring a file into Premiere for editing, right click in the Project area and select Import, or select the menu File | Import. Adding files via the Media Browser area is also supported.

To export a file from Premiere, select the menu File | Export → Media. Select the Format drop down to select the type. Set the settings and click the Export button.

1.2 Apple Final Cut Pro (Suite 3/7)

To bring a file into FCP for editing, right click on the bin and select Import->File. Browse to the file and select it. The Import->File is also available in the File menu.

To export a file from FCP, click on the sequence you want to export. Select the File menu, then Export->Using QuickTime Conversions... Open the Format list box and select the output type you want, then click the Options button to set the options. Set the name and add the correct extension (FCP will not do this for you). Click Save to export the sequence.

1.3 Assimilate Scratch/Lab

To bring a file in, from the TimeLine | Media area select Load Shot. The file browser will contain all the

compatible types. For types that are supported in Scratch and MediaReactor Workstation (e.g. Arri, MXF), select the Drastic Many file filter to force the MediaReactor Workstation plugin to be used.

To export a file, from the Output area, add a single node. Press the Play button (the circle with a triangle) to go to the output page. Click the Insert... button, and select the output type from the Drastic SPA Plug Ins. Adjust the parameters, and click the Process Range button to export.

1.4 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.

1.5 Compressor

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

1.6 Motion

To use a MediaReactor Workstation file in Motion, 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.

1.7 Adobe Media Encoder

To add a MediaReactor Workstation file, use the menu File | Add, or drag and drop the file on the application.

To convert to a supported output file: Once the input file is chosen an entry will appear for the file in the interface. Click on the Format or Preset column link to change the output type.

1.8 QuickTime Player

To open a file in QuickTime Player (free or full version), select the File | Open File menu. In Windows it is necessary to set the file filter to all (*.*) to see non mov/avi files.

To export a file from QuickTime Player (requires Workstation version), select the menu File | Export... In the export dialog, select the output type and options. Type in the file name and file extension.

1.9 Windows Media Player

To open a file in Windows Media Player, select the File | Open menu, or drag and drop the file on the Player.

1.10 MediaReactor Lite

- Click the Source button and select an input file
- Click the Target button and select an output directory
- Click the gear button (top line, third from the right). This will bring up the translation setup dialog. Select a Preset, or select a file type, compression and audio settings. Click the Accept button to save them.
- On the main dialog, click the Convert button to start the conversion

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Version 3, 29 June 2007
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