

Slomo.tv Launcher

User Guide

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Important Information



Users should have the skills to use a computer running Windows, the rules for working safely with a computer and know the basics of working with Windows.



Important! The Slomo.tv system is a hardware and software complex of high complexity. During its development, all hardware, system, and software components were carefully evaluated and selected for joint long-term operation. Therefore, any attempts to independently change the system, including the installation of additional software, updates of drivers or operating system, changing the settings of network or disk configuration, virus, or antivirus software – with a high will lead to unstable operation or system failure.

This case is not covered by a warranty!

It is strongly not recommended to run the system on the Internet or connect it to a local network that is not protected by the Firewall.



All Slomo.tv systems come with a **USB Recovery Stick**, designed to quickly restore the system's performance.

USB Recovery Stick has an image of your system, unique for your server, the components installed in it and pre-installed programs.

The data available on the USB Recovery Stick must be carefully stored, not removed and, if possible, back up to a third-party drive!

Using the included USB Recovery Stick, you can restore the original configuration of programs on your own and get a fully functional system shortly.

Additional Information

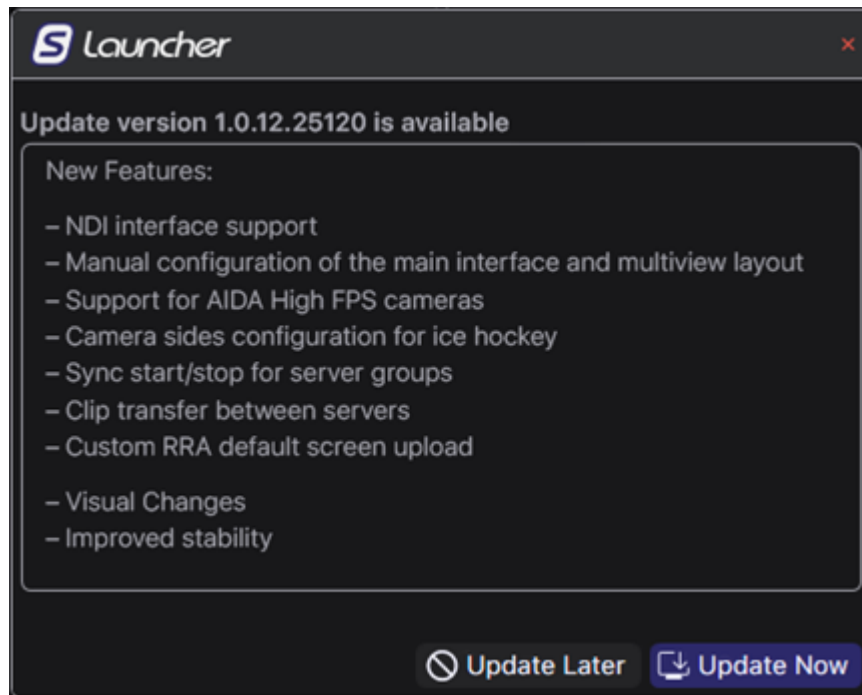
Extra information is available in the program interface when you hover the mouse pointer over the images , , .

Description

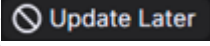
Slomo.tv Launcher is an application for configuring and managing Slomo.tv server projects.

Auto-update

When launched, the program checks for updates for Slomo.tv Launcher and server software. If a new version is available, the program will open the update window, which displays the version and changelog.



To update the program, click the **Update Now** button ().

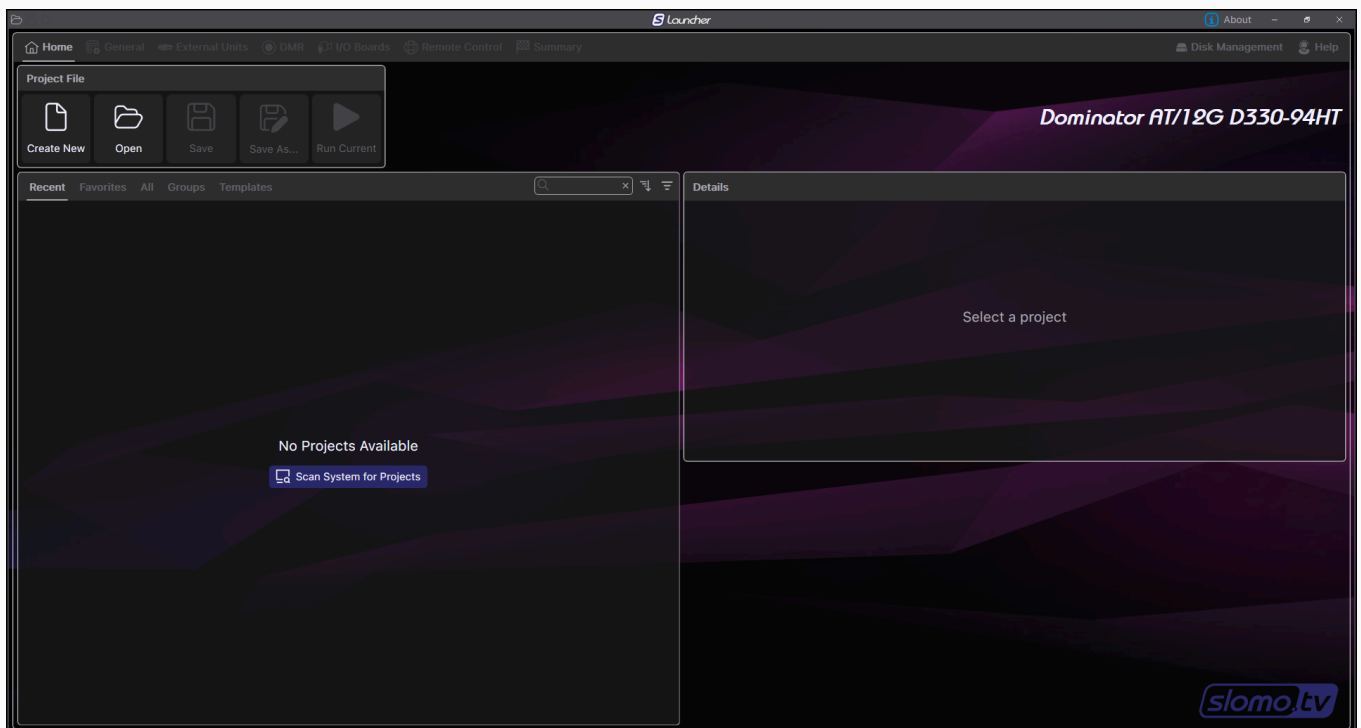
To defer the update until the next launch, click **Update Later** () or **Close** ().

Beginning

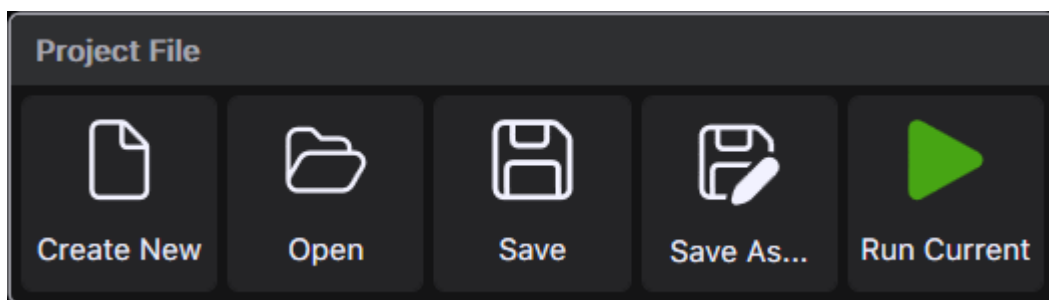
The main page of the Slomo.tv Launcher is the **Home** tab ([Figure 1](#)). There you can see the server's name and serial number at the top right.

On the first launch, the **Home** tab displays only the controls:

Figure 1 – Slomo.tv Launcher main page – "Home" tab



The following controls are available in the **Project File** area:



- ▶ **Create New** – create a new project,
- ▶ **Open** – load an existing project from an INI file. After clicking, the Explorer window will open to select the INI file,
- ▶ **Save** – save the currently open project to an INI file without changing the name,
- ▶ **Save as...** – save the open project to an INI file with a specified name,
- ▶ **Run Current** – starts server for the currently open project.

Below is the **Lists** Section:



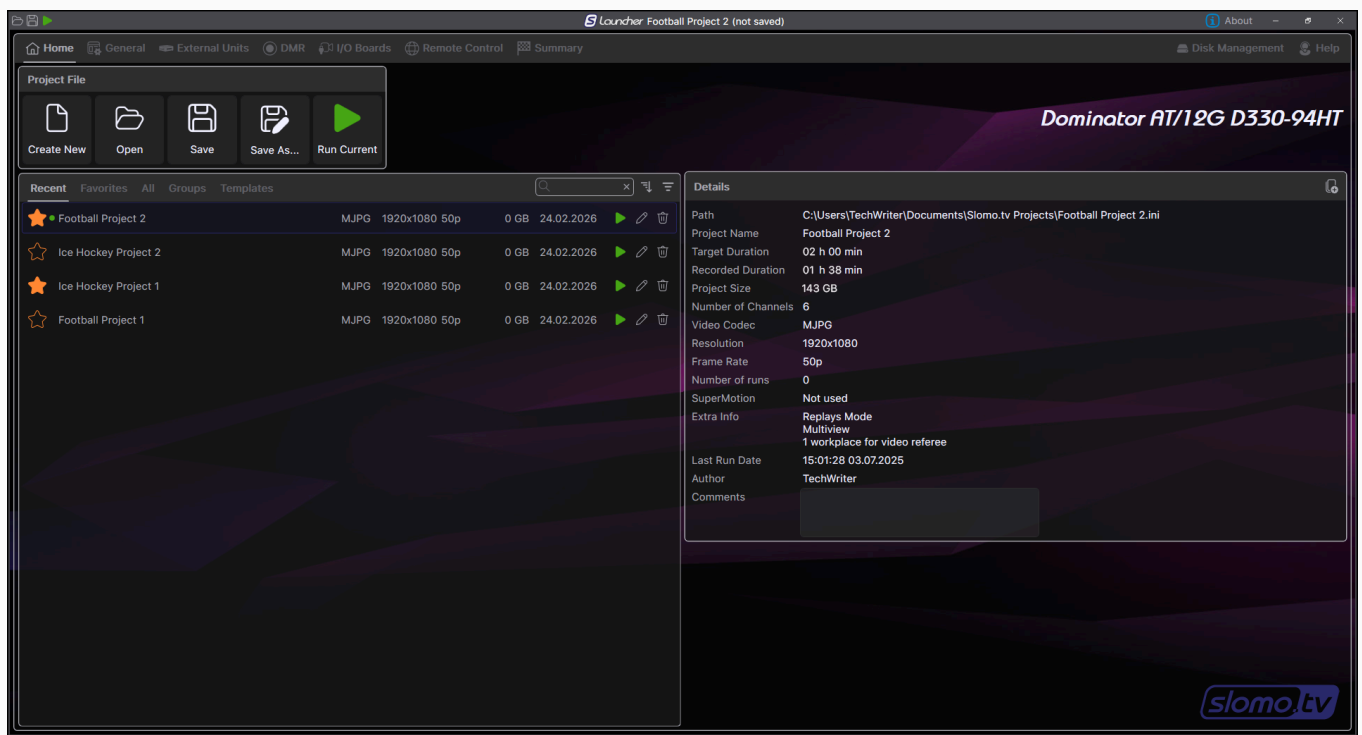
- ▶ The **Recent** list displays the most recent (up to 15) open projects,

- ▶ The **Favorites** list displays projects marked with , as favorites,
- ▶ The **All** list displays all the projects ever opened with Slomo.tv Launcher,
- ▶ The **Groups** list displays all created groups. For more details about Groups, see the "[Groups and Additional Workplaces](#)" section,
- ▶ The **Templates** list displays preconfigured project templates.

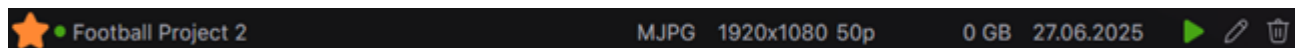
A search bar and a customizable filter are available to quickly find the project you need –



Figure 2 – The "Home" Tab with a projects



For each project there is the following information (from left to right):

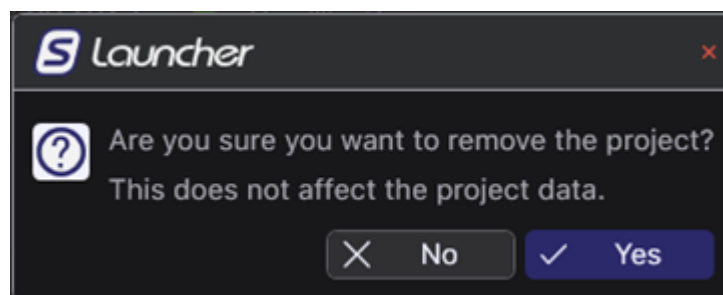
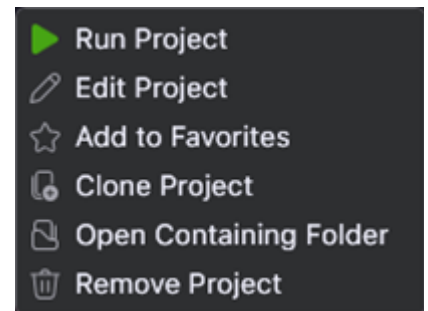


- ▶  – mark to add to **Favorites**. Once added, it changes to ,
- ▶  – current project Indicator,
- ▶ **Project name** – configured at project creation,
- ▶ **Video Codec** – displays type of the selected codec,
- ▶ **Video format** – displays Resolution and Frame rate settings,
- ▶ **Project Size** – the amount of memory occupied by the project,

- ▶ **Last usage date**,
- ▶  – project run button. Starts the recording server with the given configuration. Also, you can launch the project by double-clicking on the project name,
- ▶  – the **Edit** button. Opens the project for editing,
- ▶  – the **Delete** button. Removes the project.

Right-clicking on a project opens a **context menu**. The **context menu** has the following items:

- ▶ **Run Project** – runs a new project;
- ▶ **Edit Project** – opens the project editing menu;
- ▶ **Add to Favorites** – adds the project to favorites. The favorited project will change its icon from an empty star  to a filled one . Can be used also as "Remove from Favorites";
- ▶ **Clone Project** – makes a copy of the project and opens it for editing;
- ▶ **Open Containing Folder** – opens the folder containing the selected project;
- ▶ **Remove Project** – deletes the selected project. However, the server-side files used by the project will remain untouched. Before performing the operation, the program will prompt the user for confirmation:



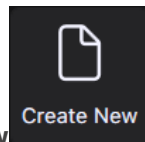
Details area of selected project displays:

- ▶ **Path** – the path to the project configuration file location;
- ▶ **Project Name** – configured at project creation;
- ▶ **Target Duration** – time reserved for project recording on disk;
- ▶ **Recorded Duration** – current project duration;
- ▶ **Project Size** – the amount of memory occupied by the project;
- ▶ **Number of Channels** – displays the number of input channels the project is configured to work with;
- ▶ **Video codec** – displays type of the selected codec;
- ▶ **Resolution** – the video resolution set for the project;
- ▶ **Frame Rate** – the video frame rate set for the project;

- **Number of runs** – project usage count;
- **SuperMotion** – number of phases of SuperMotion cameras (if used);
- **Extra Info** – Presence of Replays Mode / Video Referee Workplaces and I/O Boards Roles;
- **Last Run Date** – date and time of the project's last use;
- **Author** – displays the name of the project creator from the computer's user account;
- **Comments** – a text field for adding project-related notes.

Details	
Path	C:\Football Project 2.ini
Project Name	Football Project 2
Target Duration	02 h 00 min
Recorded Duration	01 h 38 min
Project Size	143 GB
Number of Channels	6
Video Codec	MJPEG
Resolution	1920x1080
Frame Rate	50p
Number of runs	0
SuperMotion	Not used
Extra Info	Replays Mode Multiview 1 workplace for video referee
Last Run Date	15:01:28 03.07.2025
Author	TechWriter
Comments	

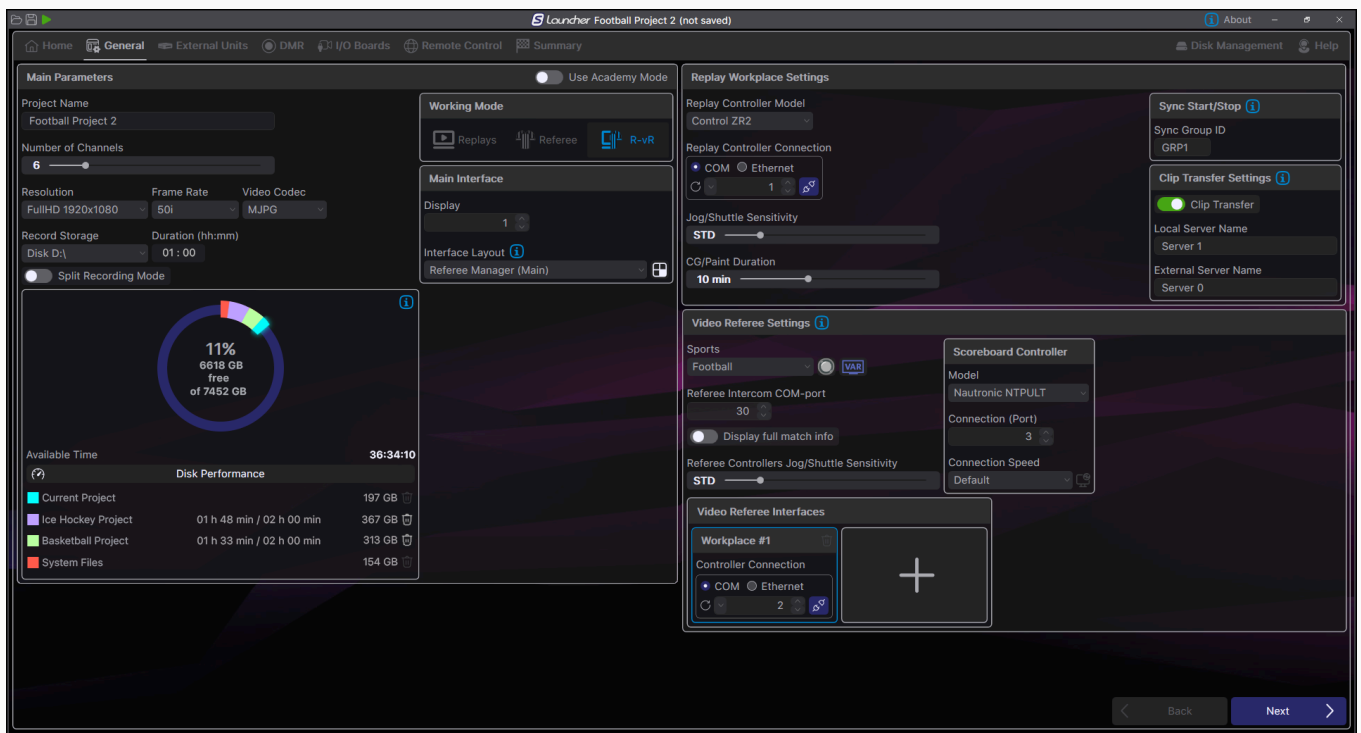
Creating a Project



To create a project, click the **Create New** button in the **Home** tab.

After clicking, you will go to the **General** tab:

Figure 3 – Creating a project – "General" tab



To create a project, you will need to specify its parameters. The project parameters are in different tabs, so we will go through all the tabs of the program sequentially to set the project parameters and generate a configuration file.

General Tab

In this tab, you can set the basic settings of the project ([Figure 3](#)).

In the **Main Parameters** area, the system working mode is defined and general settings common to all system types are configured.

In the **Replay Workplace Settings**, you can specify settings for Simple R, Arrow, Fulcrum, Dominator, BlackJack series servers.

In the **Video Referee Settings** area, you can set the settings for video refereeing systems.



The availability of the **Replay Workplace Settings** and **Video Referee Settings** areas is determined by the presence of the corresponding license on the server.



The availability of the **Replay Workplace Settings** and **Video Referee Settings** areas is determined by the selected working mode in the **Working Mode** area. The **Working Mode** area is described in the "[Working Mode](#)" section.



If a previously created project that already contains recorded material is opened, "Main Parameters" of the project will be unavailable. This behavior occurs because such projects switch to Read-only mode in order to protect the user from unintended modification of existing settings. Read-only mode is described in the "[Read-only Mode](#)" section.

Main Parameters

In the **Main Parameters** area, the following parameters are configured:

- ▶ **Use Academy Mode** – **Use Academy Mode:** when this parameter is activated, the project will be launched in Academy Mode. If the current project does not contain recorded material, the user will be prompted to select another project.
For more information about this setting, see the "[Academy Mode](#)" section.



Academy Mode availability depends on the license.

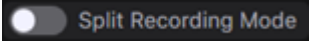
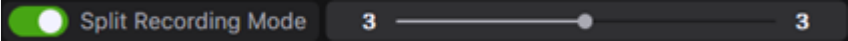
- ▶ **Project Name** – Enter a name of the project;
- ▶ **Number of Channels** – Sets the number of input channels;
- ▶ **Resolution** – Select the required resolution from the dropdown list;
- ▶ **Frame Rate** – Select the required frame rate from the dropdown list;
- ▶ **Video Codec** – Select the required codec from the dropdown list. The ProRes and DNxHD codecs have additional settings: Bit Depth (8/10-bit) and Quality.



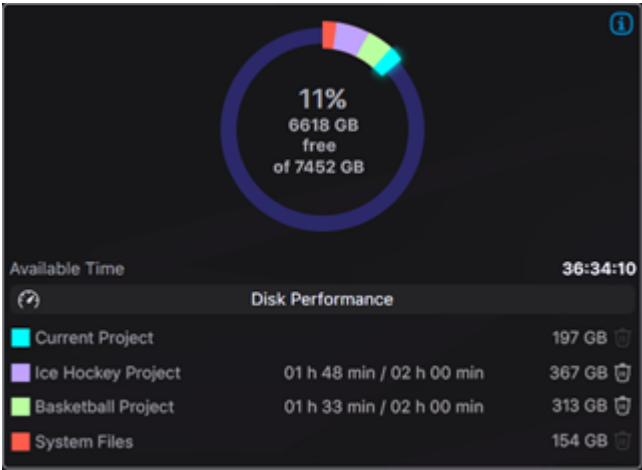
Codec selection is unavailable in video refereeing mode. This mode uses the MJPG codec.

- ▶ **Record Storage** – Select the disk for recording from the dropdown list;
- ▶ **Duration** (hh:mm) – Enter the project recording duration in HH:MM format, where HH is hours and MM is minutes;
- ▶ **Split Recording Mode** – If multiple storages are installed in the system, you can configure channel partitioning into disk arrays ([Figure 4](#)). For example, for a 6-channel system, you can specify a 3-channel partition – 3 channels will be written to each disk array if there are 2 disks in the system.

Figure 4 – Split recording mode

	
Split recording mode is disabled	Split recording mode is enabled, disk partitioning is available

At the bottom of the **Main Parameters** area, there is a pie chart that displays free/used space on the selected disk and estimated project size with current settings.



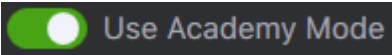
This section duplicates the functionality of the "Disk Management" tab. For detailed information, refer to the "[Disk Management Tab](#)" section in the documentation.

Academy Mode

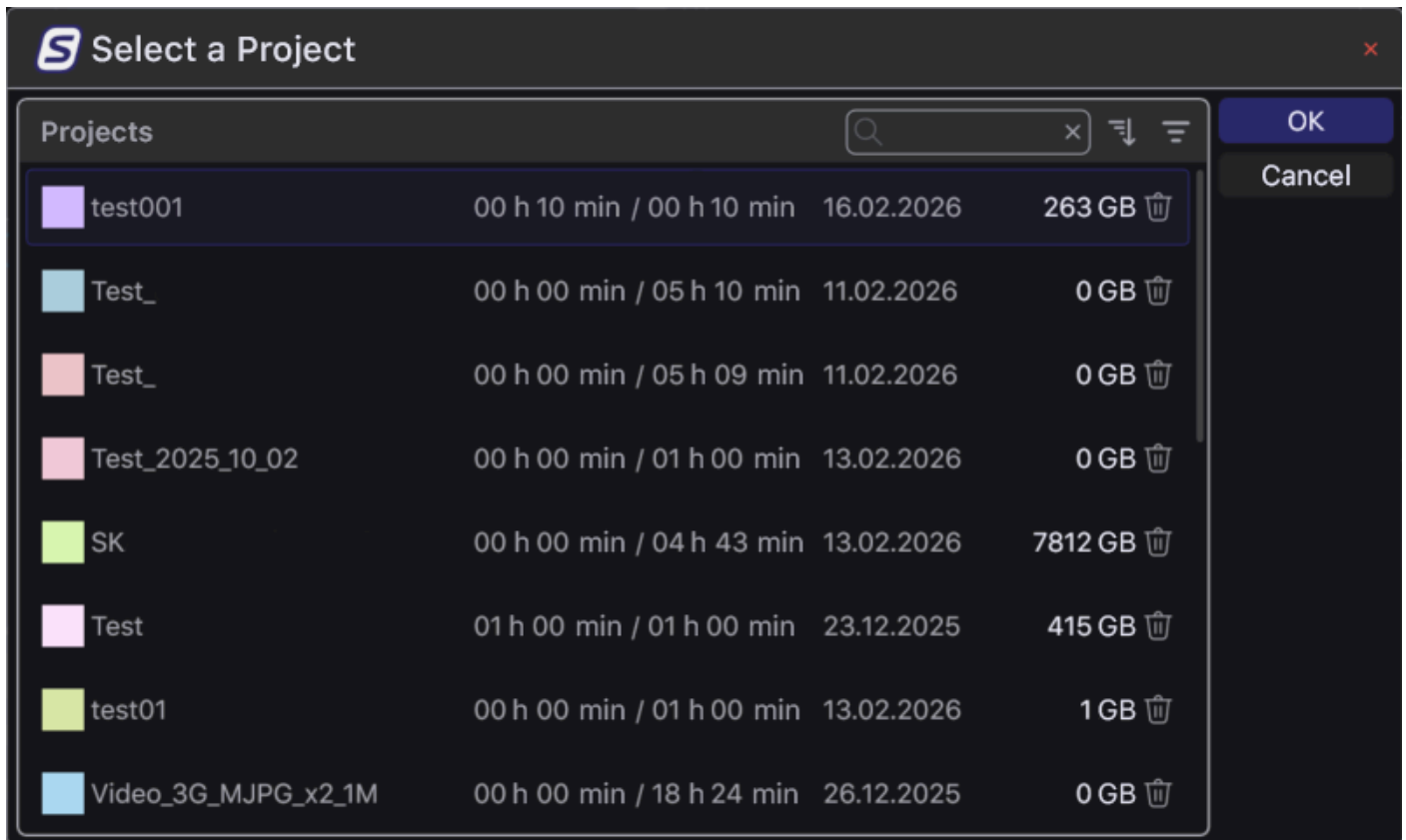


Academy Mode availability depends on the license.

The **Academy** option is intended to simulate synchronous 3G/HD/SD SDI video signals with audio. Thus, "Academy" transforms the server into a full-featured training system.

To apply Academy Mode, enable the **Use Academy Mode** toggle:  – the mode will be activated for the current project if it contains recorded files.

If no recorded materials are present in the project, the "Select a Project" window will open:

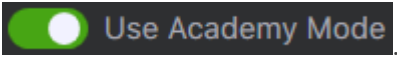


Select the project whose files and configuration will be used for "Academy".

For convenient project search, you can use the search area () and filters () located in the upper-right corner of the window.

After selecting a project, click **OK** () to use the selected project for "Academy".

To cancel, click **Cancel** ().

If no projects are available, or if it is required to use Academy Mode for the currently open project, close the "Select Project" window by clicking the **Close** button () or **Cancel** (). After that, Academy Mode will be activated in the current project, which is confirmed by the active **Use Academy Mode** toggle in the "Main Parameters" area: .

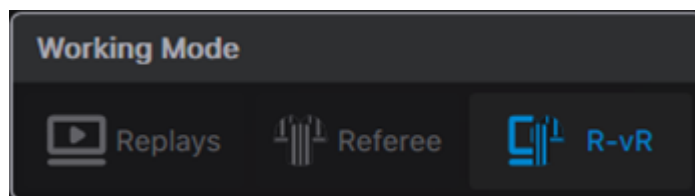
To disable Academy Mode in this project, switch the **Use Academy Mode** toggle to the off position.

When Academy Mode is activated, most project settings become unavailable, except for the following:

- "Main Interface" in the "General" tab,
- Settings in the "DMR" tab,
- Settings of existing I/O Boards and SuperMotion in the "I/O Boards" tab.

Working Mode

This section determines the working mode for your system and controls the availability of certain settings in Slomo.tv Launcher.



Available 3 operation modes:

- ▶ **Replays:** Mode for video replays and recording for editing purposes;
- ▶ **Referee:** Mode for video refereeing operations;
- ▶ **R-vR:** Combined mode integrating both replay and video refereeing functionality on a single server.

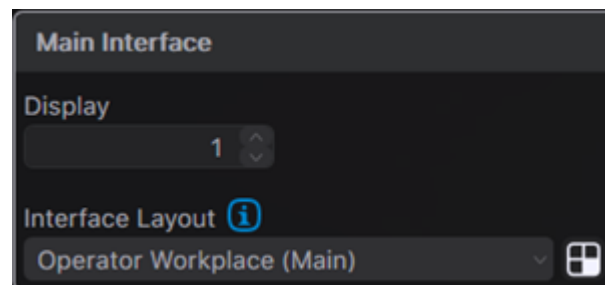


The availability of each operation mode depends on the corresponding server license.

Main Interface

In the **Main Interface** area, you can specify:

- ▶ **Display** – Select the number of the monitor to display the main interface or select "Auto" to have the system display the interface on the display to which the main desktop is attached;
- ▶ **Interface Layout** – allows selecting the number and arrangement of displayed channels on the screen. There are 2 available layouts for replay mode and 2 layouts for video refereeing mode;
- ▶  **Configure Layout** button opens the window for modifying the selected layout.



Interface Layout Configuration

To configure the number and arrangement of displayed channels in the main interface:

- ▶ In the **Interface Layout**, expand the dropdown list and select the layout you want to modify;
- ▶ Click the **Configure Layout** button (.

After clicking, the **Channels Interface Layout** window will open.

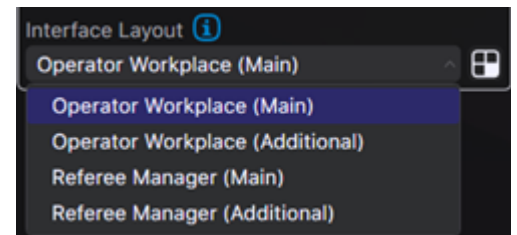
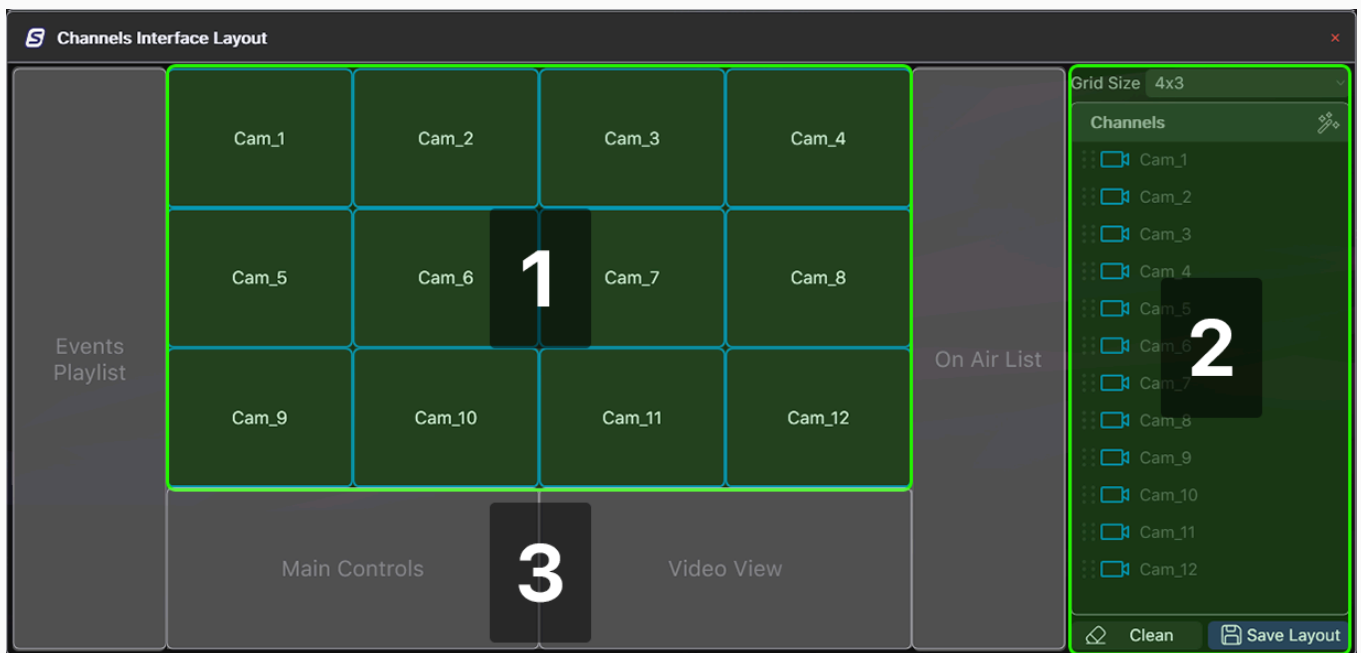


Figure 5 – "Channels Interface Layout" window



The window is functionally divided into three areas:

1. **Channel Placement Area** – used to rearrange channels. Channels in the main interface of the application will be arranged in the same way as they are arranged in this area.

The area will be filled with channels by default if the "Channels Interface Layout" window is opened in the project for the first time, or if the previous layout has not been saved.

2. **Channels Area** – contains a list of all input channels in the project. Includes options:

- **Grid Size** (Grid Size 4x3) – this parameter defines the grid resolution of the "Channel Placement Area" ([Figure 5 – 1](#)).



The "Grid Size" setting becomes available if 10 or more channels are configured in the project.

- **Smart Layout** (Smart Layout icon) – automatically places channels from the **Channels** list ([Figure 5 – 2](#)) into the **Channel Placement Area** ([Figure 5 – 1](#)).

- **Clean** ( **Clean**) – removes all channels from the **Channel Placement Area**.
- **Save Layout** ( **Save Layout**) – saves the layout created in the **Channel Placement Area**.

3. Schematic representation of the program's main interface.

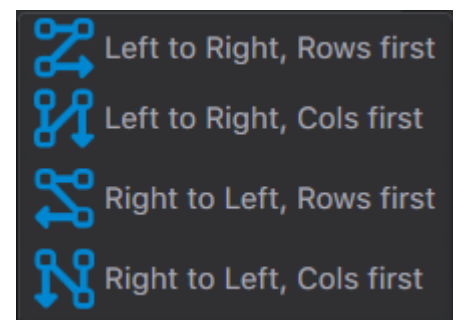
The channel arrangement in the **Channel Placement Area** ([Figure 5 – 1](#)) can be modified either automatically or manually.

Automatic Channel Placement

To automatically arrange channels, click the **Smart Layout** () button in the upper-right corner of the **Channels** list ([Figure 5 – 2](#)).

From the dropdown menu, select a placement method:

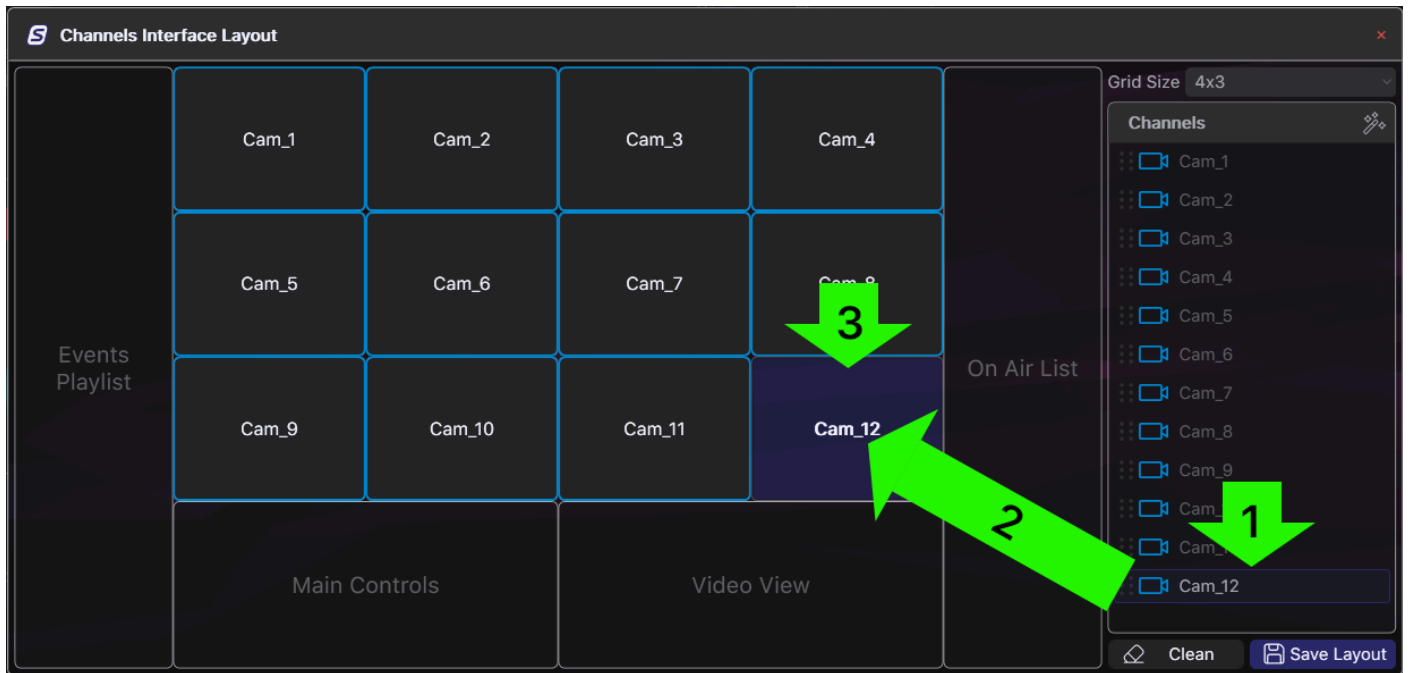
- **Left to Right, Rows first** – sequentially places channels in rows (horizontally) from left to right. After completing a row, placement continues in the next row;
- **Left to Right, Cols First** – sequentially places channels in columns (vertically). After completing a column, placement continues in the next column to the right;
- **Right to Left, Rows First** – places channels in rows (horizontally) from right to left;
- **Right to Left, Cols First** – places channels in columns (vertically). After completing a column, placement continues in the next column to the left.



Manual Channel Placement

Manual channel placement is performed by dragging a channel name from the **Channels** area ([Figure 5 – 2](#)) to the **Channel Placement Area** ([Figure 5 – 1](#)).

Hover the cursor over a channel in the **Channels** area (1). Hold the left mouse button and drag the cursor to the **Channel Placement Area** (2). Place the channel in an empty cell and release the button (3).



You can also drag a channel from the list into a cell occupied by another channel. In this case, the moved channel will replace the previous one, and the replaced channel, in turn, will become available again in the channel list.



The same channel cannot be placed in the Channel Placement Area twice. If a channel is already placed, it will be unavailable in the Channels list.

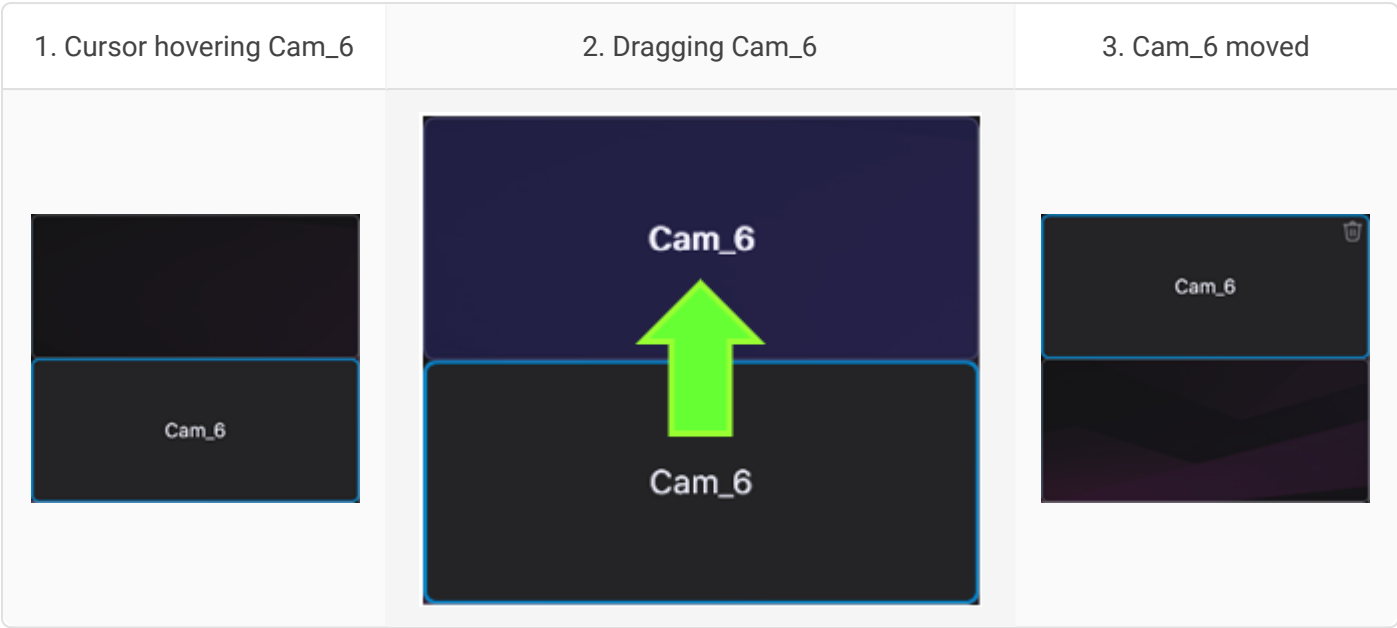


Channels not added to the Channel Placement Area will still be marked when event marks are applied.

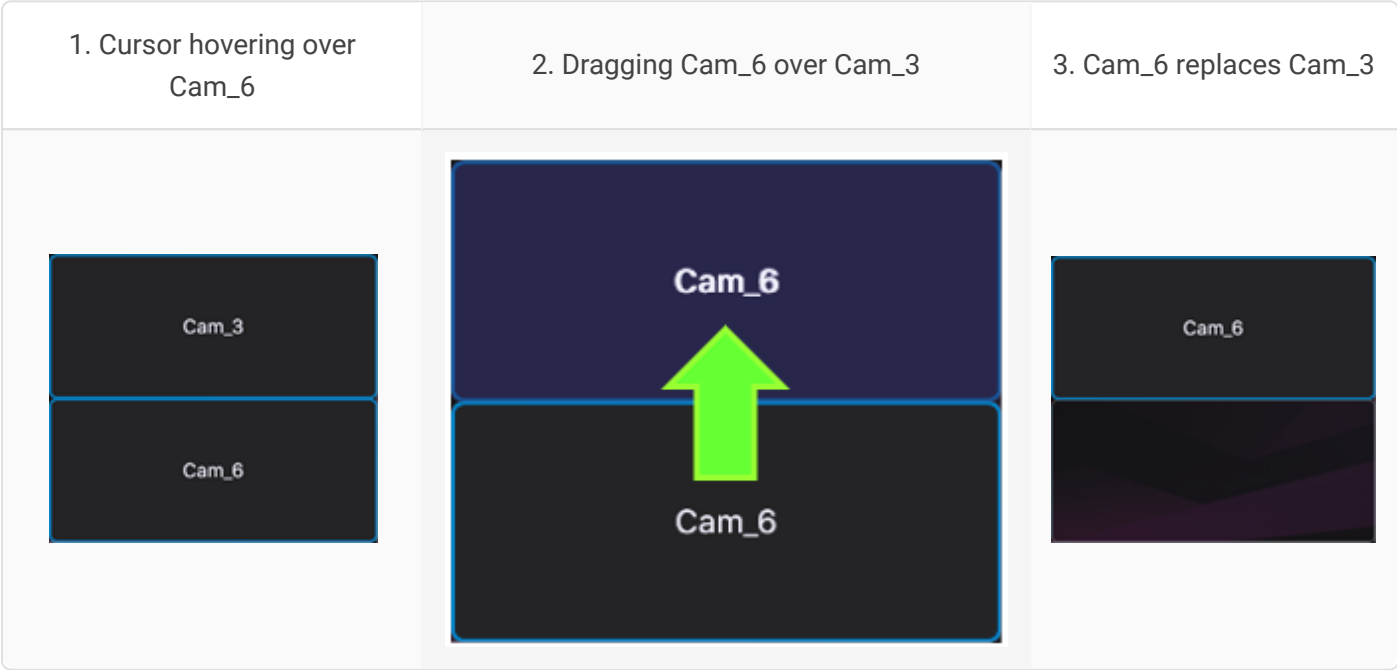
Editing the Channel Placement Area

Channels placed in the **Channel Placement Area** ([Figure 5 – 1](#)) can be moved or deleted.

To move a channel hover the cursor over its rectangle (1), hold the left mouse button and drag the channel to another cell (2).

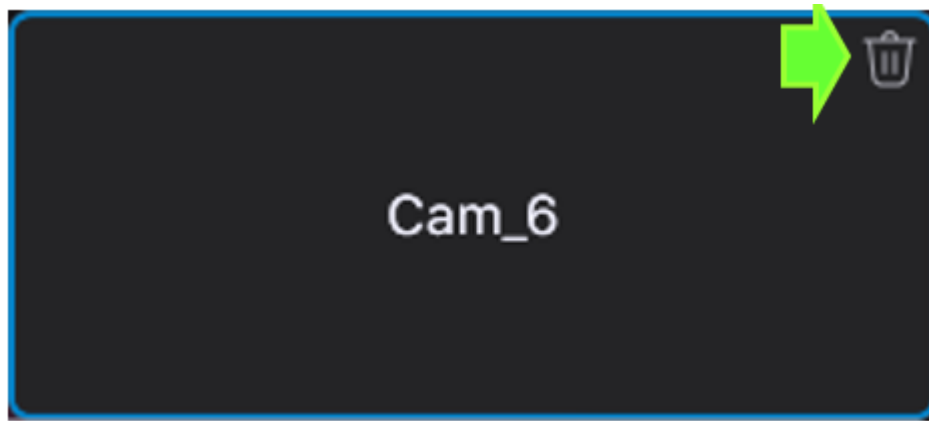


If a channel is moved into a cell occupied by another channel, the new channel will replace the existing one.



The replaced channel will become available again in the **Channels** list.

To remove a channel from the placement area, hover the cursor over it and then click the **Delete** button (🗑️) in its upper right corner. After deletion, the channel will become available in the **Channels** list.



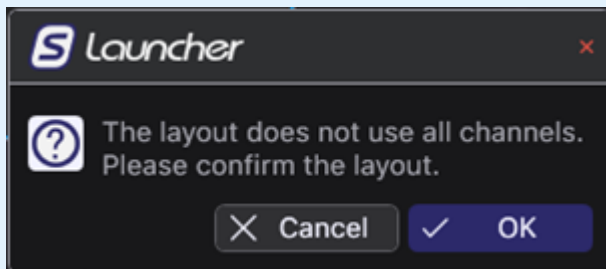
Quick Clear of the Channel Placement Area

To remove all channels from the **Channel Placement Area**, click the **Clean** button ( **Clean**) in the **Channels** area.

Saving Channel Arrangement

To save the channel layout, click the **Save Layout** button ( **Save Layout**) in the **Channels** area. The saved layout will be applied to the program's main interface.

If not all channels are placed when saving, the program will require confirmation.



Settings for Replay and Recording Systems



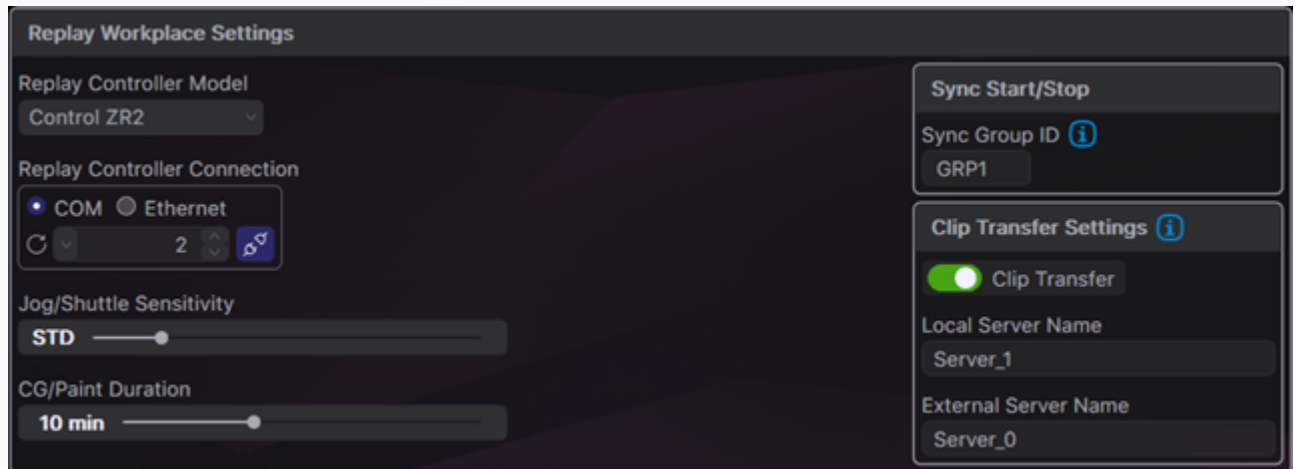
A special license is required to use the replay mode.



Before configuring the replay and recording system, ensure that **Replays** mode is selected in the **Working Mode** section.

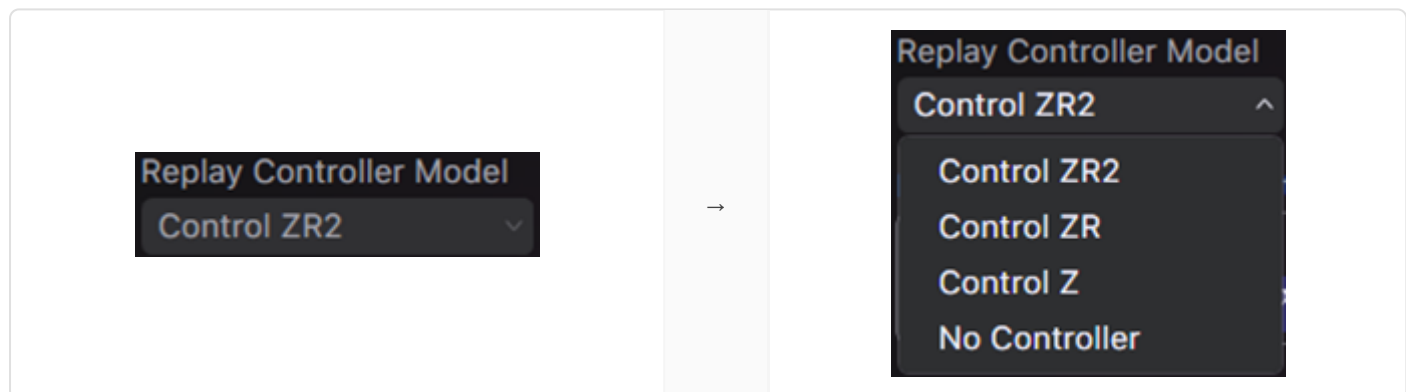
Settings for replay and recording systems are configured in the **Replay Workplace Settings** area ([Figure 6](#)):

Figure 6 – "Replay Workplace Settings" area

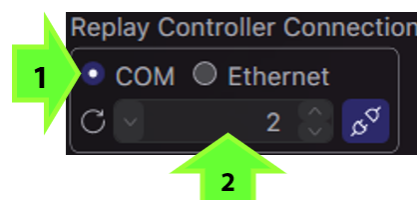


Replay Controller model

Select the replay controller model from the dropdown list:

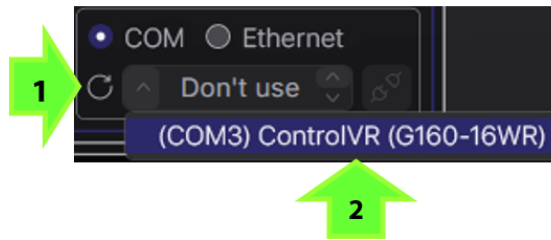


Replay Controller Connection

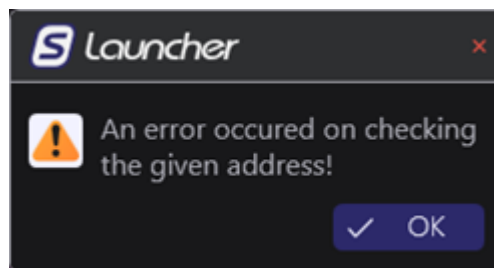


1. Set the interface for connection: COM port or Ethernet;
2. Below, enter the port number for the COM or IP address for the Ethernet.

You can also use the COM port auto-detection function: click the **Refresh** button (C) (1), then find and select the controller in the dropdown list (2).



To check the correctness of the specified settings, it is recommended to press the check button (checkmark icon) of the connected controller. If the specified parameters are correct, Slomo.tv Launcher shows a message with the detected controller model. Otherwise, an error message will be displayed about the connection to the controller:



Jog/Shuttle Sensitivity

This setting adjusts the sensitivity of the **Jog/Shuttle** wheel on the replay controller. To change the sensitivity, move the slider. The current multiplier or "STD" (standard sensitivity) is displayed to the left of the slider.



We recommend keeping the standard (STD) **Jog/Shuttle** sensitivity and not changing it unless necessary.

CG/Paint duration

This setting determines the time (disk space) reserved for external graphics usage. To adjust the duration, move the slider. The selected reserved time is displayed to the left of the slider. Minimum duration: 10 seconds, maximum duration: 24 hours.

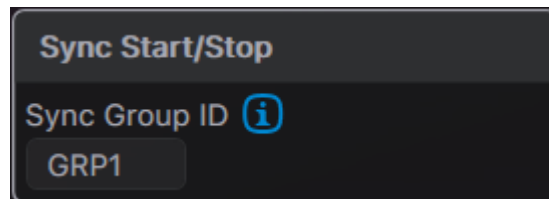


Sync Start/Stop

The **Sync Start/Stop** option allows you to control the start/stop of video recording on multiple servers simultaneously if they are connected in the same network.

To enable **Sync Start/Stop**, enter the server group name in the field.

The group name must not exceed 4 characters.



For the **Sync Start/Stop** option to work, all servers in the group must be assigned the same group name.

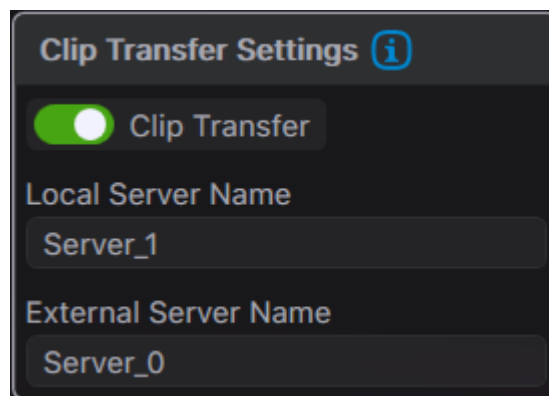
Clip Transfer Settings

Clips can be transferred between servers connected to the same network.

To enable clip transferring activate the **Clip Transfer** toggle switch;

In the **Local Server Name** field, enter your server's name – other servers will identify it by this name;

In the **External Server Name** field, enter the name of the server with which you want to exchange clips.



Settings for Video Refereeing Systems



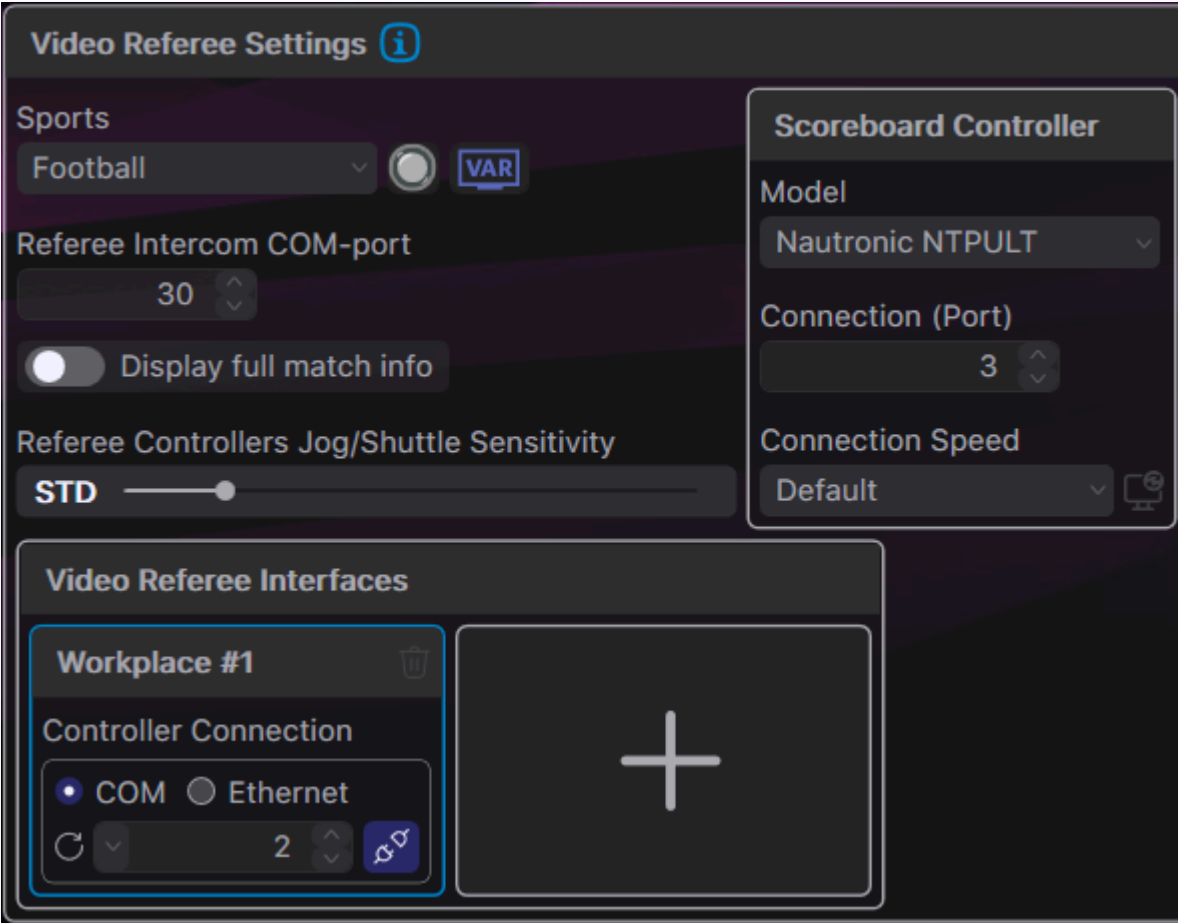
A special license is required to use the Referee mode.



Before configuring the video referee system, ensure that **Referee** mode is selected in the **Working Mode** section.

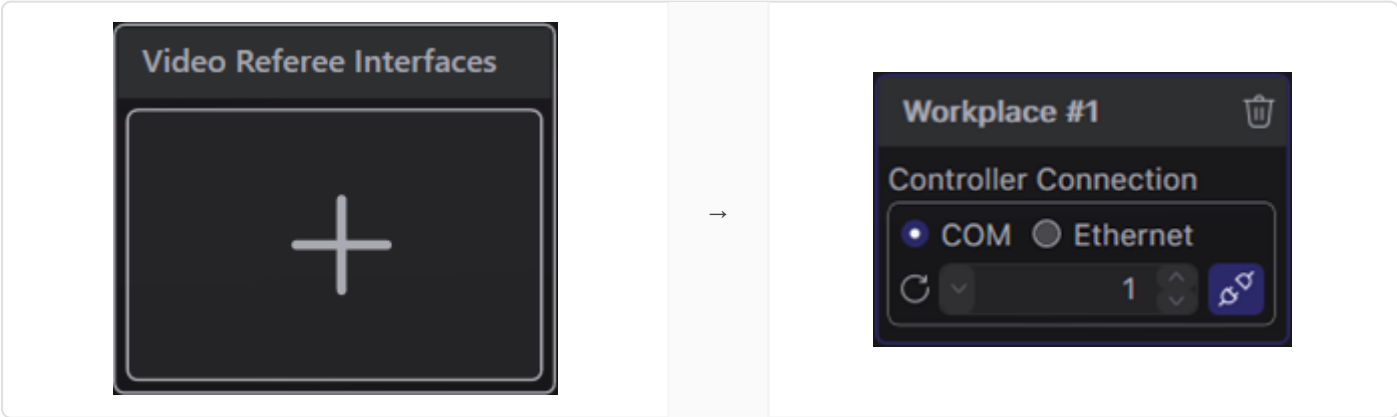
The configuration of parameters for video refereeing systems is performed in the **Video Referee Settings** section (Figure 7).

Figure 7 – "Video Referee Settings" area



Video Referee Interfaces

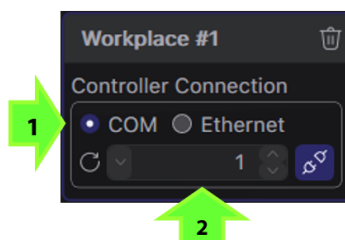
The **Video Referee Interfaces** section contains at least one referee workplace. You can create and configure multiple referee workplaces. To add a workplace, click the + button:





The number of available video referee workplaces is set by the license.

A workplace is deleted by clicking the **Delete** () button in the upper-right corner of the workplace. The last remaining workplace cannot be deleted.



Configure the workplace:

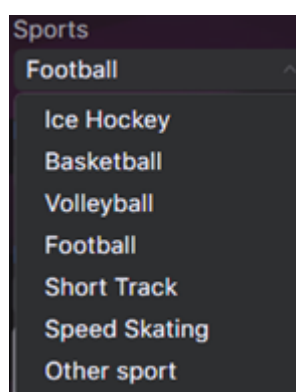
Controller Connection – set up the connection interface: select COM port or Ethernet (1). Below, enter the port number for COM or IP address for Ethernet (2).

When using a COM port, you can also automatically detect the controller – click the **Refresh** button () and select the device from the list.

To verify the correctness of the specified settings, press the connected controller test button – .

Sports

In the dropdown list, select the sport in which refereeing will be performed. The selection will affect event marks and the operating logic of the connected scoreboard controller.



Referee Intercom COM-port



The "Referee Intercom COM-Port" setting is available only for the "Football" sport type.

Specifies the port number for the intercom connection.

Display full match info



The "Display full match info" setting is available only for the "Football" sport type.

This parameter determines whether metrics from the scoreboard controller will be displayed on the referee video output.

Referee Controllers Jog/Shuttle Sensitivity

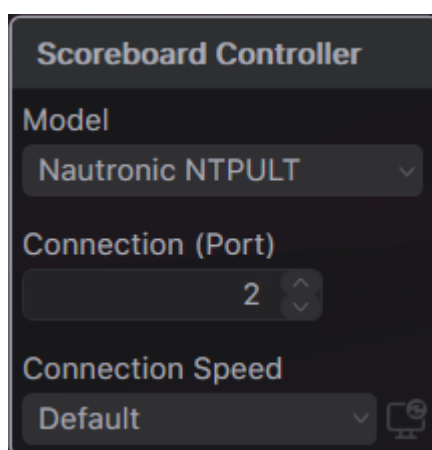
This setting adjusts the sensitivity of the **Jog/Shuttle** wheel on the referee controller.

To change the sensitivity, move the slider. The current multiplier or "STD" (standard sensitivity) is displayed to the left of the slider.



We recommend keeping the standard (STD) **Jog/Shuttle** sensitivity and not changing it unless necessary.

Scoreboard Controller



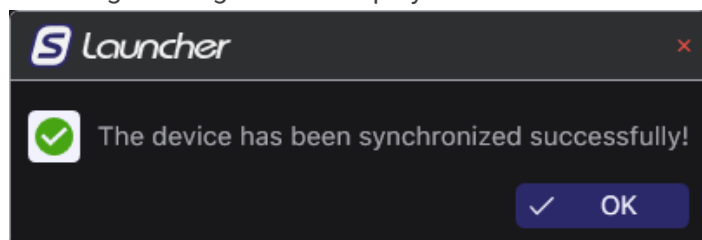
- **Model** – select the scoreboard controller model from the drop-down list;



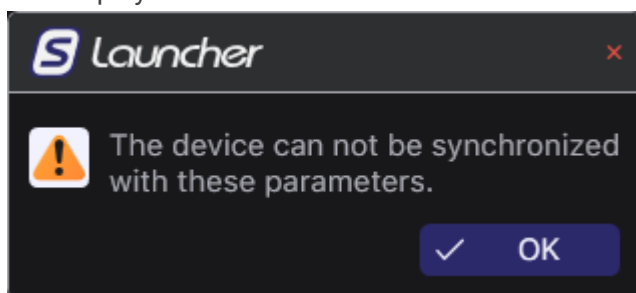
If you don't see the type of scoreboard controller you need, contact slomo.tv technical support to resolve the issue.

- **Connection** – Select the COM port number to which the scoreboard controller is connected.

- **Connection Speed:** this parameter sets the speed at which data exchange between the server and the scoreboard controller takes place.
Change this parameter only if communication with the scoreboard controller is disrupted while the "Default" setting is applied.
If communication with the scoreboard controller is disrupted, expand the drop-down list and select the connection speed.
After that, click the "Synchronize Scoreboard Controller" button: .
If the connection is established successfully, the following message will be displayed:



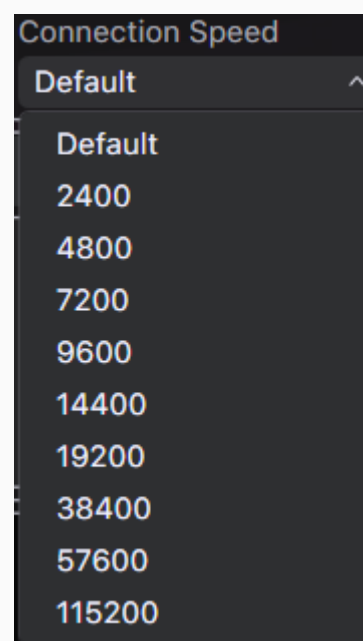
If the connection attempt fails, the following message will be displayed:



In this case, try connecting at a different speed.



If attempts to connect to the scoreboard controller at different speeds do not produce results, contact Slomo.tv Technical Support.



Referee Buttons and Event Marks

To proceed to configuring referee buttons and event marks, click the button to the right of the **Sports** setting.



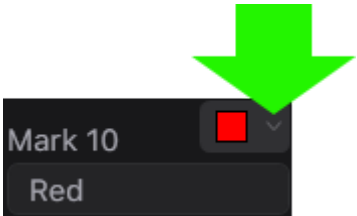
The **Event Marks and Buttons Configuration** window will open ([Figure 8](#)).

Figure 8 – "Event Marks and Buttons Configuration" window



In the **Event Marks** ([Figure 8 – 1](#)) field, you can assign a custom value for each mark – to do this, left-click on one of the text input fields and enter the required value.

You can also define the color used to highlight the tag in the main interface. To do this, expand the color drop-down list to the right of the tag and select a color:



i Marks in the "Event Marks" area remain assigned only to the selected sport type.

In the **Buttons** area ([Figure 8 – 2](#)), configure the referee buttons. For each button, set:

- ▶ **COM port:** Select the number of the COM port to which the button is connected;
- ▶ **Intercom:** Determine whether the intercom will be activated when this button is pressed.



The "Intercom" setting is available only for the "Football" sport type.

- ▶ **Color:** Choose the color for the button's backlight;
- ▶ **Event Mark:** Select one of the marks from the **Event Marks** section ([Figure 8 – 1](#)) to be triggered when the button is pressed.

Click the **Test Connection** button () to verify communication with the button.

Below, in the **Operator Mark** setting () you can also select the mark that will be applied by the replay operator.

Configure Camera Sides (Ice Hockey only)

The **Configure Camera Sides** option divides input channels according to the two halves of the hockey rink. This separation is required for export of recordings in two groups: left side and right side.

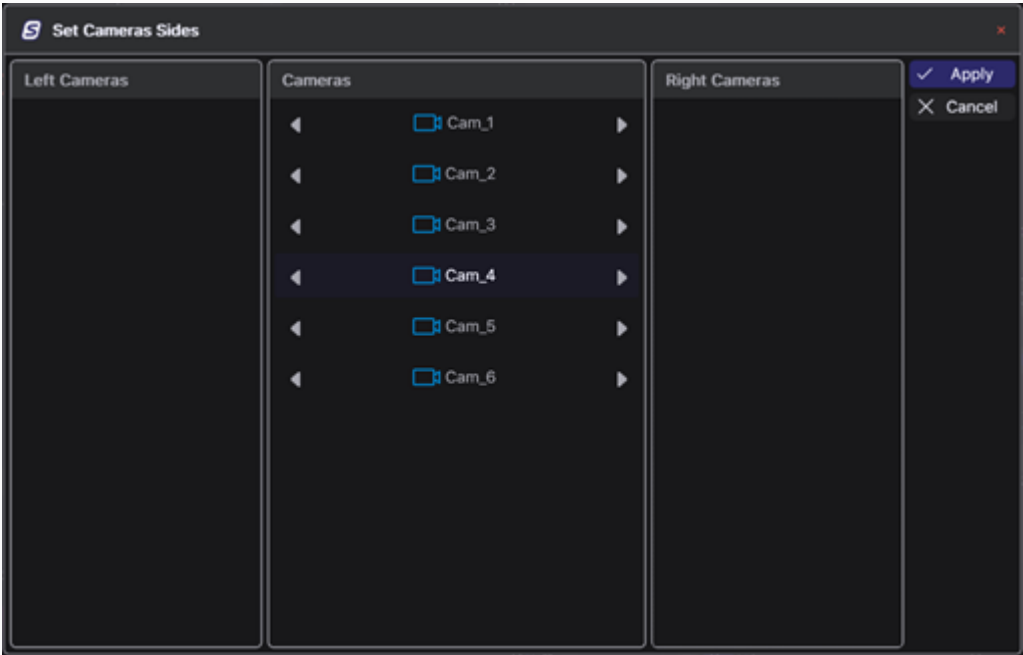
To configure sides, click the  button to the right of the **Sports** setting.



If the  button is not visible, ensure "Ice Hockey" is selected in the **Sports** setting.

The **Set Camera Sides** window will open:

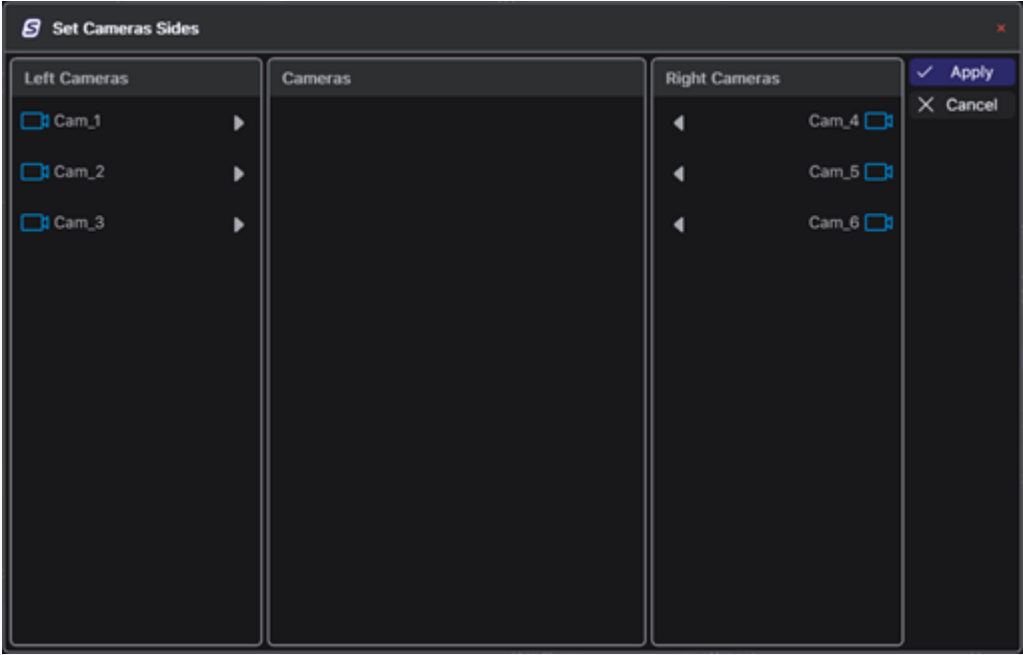
Cameras Before Assignment



Channels are divided by moving them from the central **Cameras** area to either the **Left Cameras** or **Right Cameras** areas.

To assign a channel to one of the sides, click the left or right arrow next to it. After clicking, the channel will be assigned to the left or right side accordingly.

Cameras Assigned to Sides



To return an assigned channel to the **Cameras** area, click the arrow next to the channel.
Unassigned channels will not be exported.



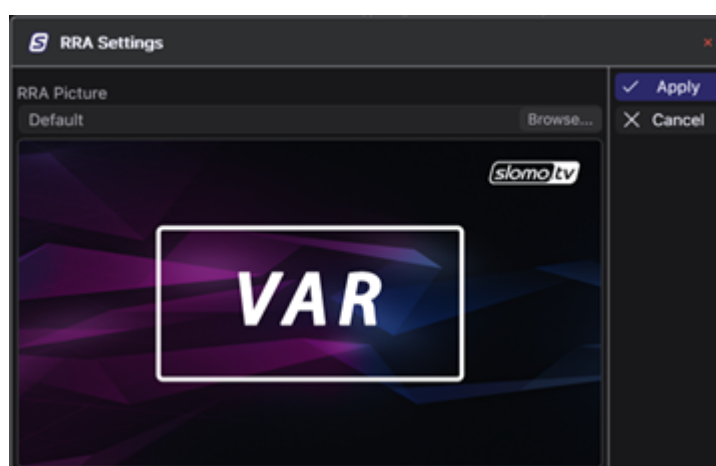
If channel side assignment was not performed, Slomo.tv Launcher will automatically divide them. In this case, priority will be given to the right side - if the project contains an odd number of input channels, the right side will contain one more channel.

RRA Settings

This option allows changing the RRA monitor default screen that is displayed when no signal is received. By default, the Slomo.tv screen is applied.

To change the default screen, click the **RRA Settings** button () located to the right of the **Sports** setting.

In the opened **RRA Settings** window, click the **Browse...** button and then select the required image in Windows Explorer. You can upload images in PNG, JPG, BMP, and TIFF formats.



After selecting an image, click the **Apply** button.

Touch Screen Configuration for Video Refereeing

Slomo.tv systems support the use of touch screens for operation with the video refereeing interface.

If you use touch screens for video refereeing, configure them as described in the "[Connecting the Video Referee Touch Screen](#)" section.

Settings for R-vR Systems



Using R-vR mode requires both a video replay license and a video refereeing license.



Before configuring the **R-vR** system, ensure that R-vR mode is selected in the **Working Mode** section.

R-vR is an working mode that combines video replays and video refereeing on a single server. Therefore, when using the system in R-vR mode, configuration of two areas is required: **Replay Workplace Settings** and **Video Referee Settings**. Their configuration is covered in the previous sections: "[Settings for Replay and Recording Systems](#)" and "[Settings for Video Refereeing Systems](#)".

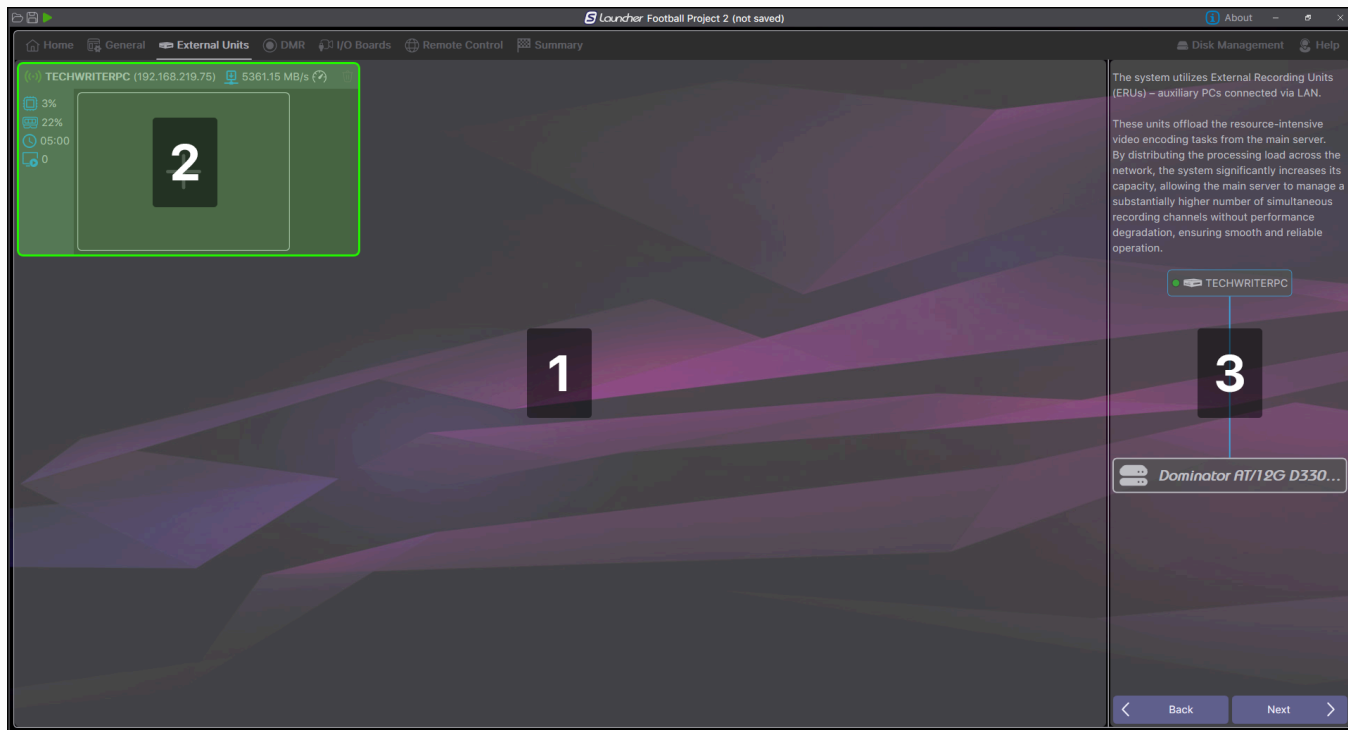
External Units Tab



The availability of settings in the "External Units" tab is determined by the presence of the corresponding license on the server.

The **External Units** tab ([Figure 9](#)) is used to configure external recording units — eRU — that process incoming camera signals.

Figure 9 – "External Units" tab



The tab contains several areas:

1. The general external units area,
2. The external unit and camera configuration block,
3. The information area, which includes the external units connection diagram.

The main operations with external units and cameras are performed in the external units blocks ([Figure 9 – 2](#)). Cameras are added and configured in these blocks.

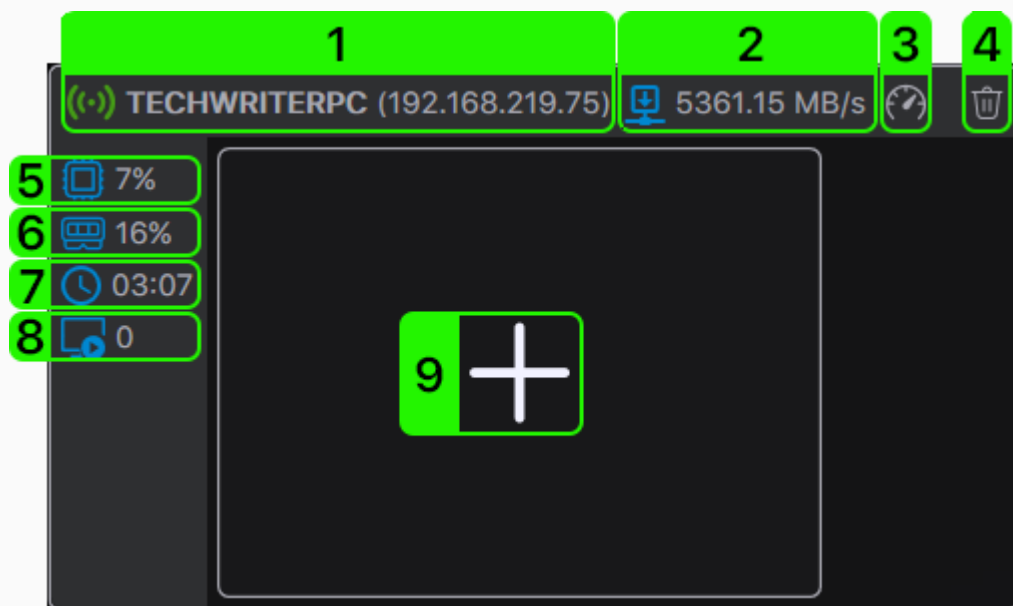


External units connected to the system are automatically detected by the application.

External Unit Block

When an external unit is detected by Slomo.tv Launcher, it will appear as follows:

Figure 10 – External Recording Unit Block and Its Interface Description



1. Connection status indicator, external recording unit name, and its IP address,
2. Connection speed between the system and the external unit.



Recommended connection speed: at least 100 Mbps per connected camera.

3. Connection speed test button,
4. External unit block removal button.



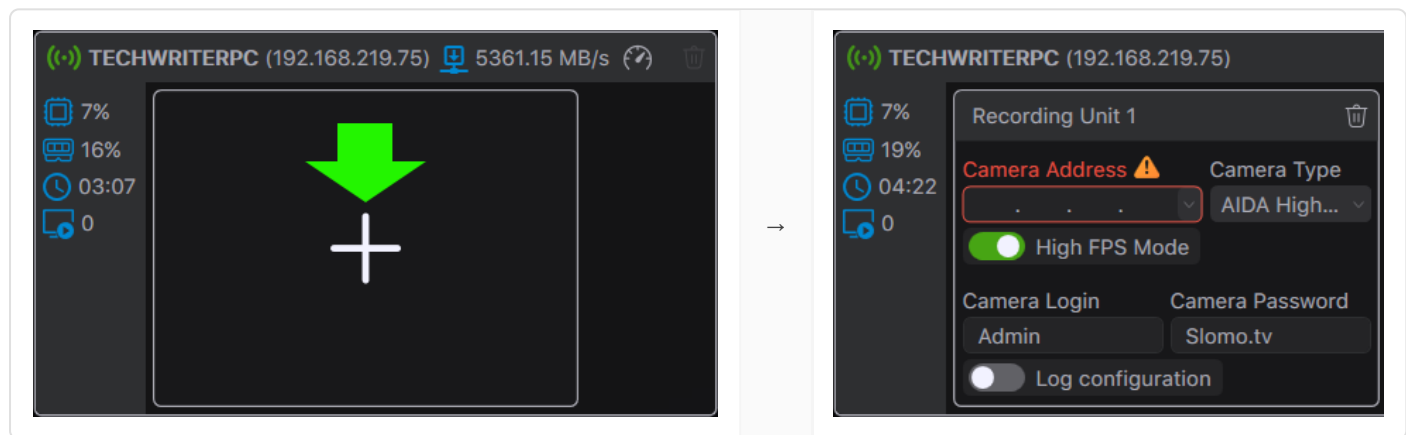
Removal of the unit block is available only if there is no connection to this unit.

5. External unit CPU load,
6. External unit RAM usage,
7. External unit uptime,
8. Number of cameras transmitting video streams to this unit,
9. Button for adding a camera to the block.

To receive video signals from cameras physically connected to an external unit, they must be added to that unit's block.

Adding and Configuring Cameras in an External Unit

To add and configure a camera, click the "+" button in the unit block – the camera will be added.



Add all cameras connected to this unit in the same way.



The number of cameras available for addition is determined by the corresponding license.



Added cameras occupy existing input channels in the "[I/O Boards](#)" tab. If you encounter an inability to add cameras in the quantity permitted by the license, make sure that the number of channels set in the "[Number of Channels](#)" setting in the "General" tab is sufficient.

Please note that one AIDA camera operating in High FPS mode occupies two input channels.

Configure the added camera:

- **Camera Address:** enter or select from the drop-down list the IP address of the camera connected to the external unit.



The camera will appear in the drop-down list only if it is already connected to the system and powered on.

- **Camera Type:** select the type of the connected camera: "Standard" or "AIDA High FPS".



If the "AIDA High FPS" option is selected, also configure the **High FPS Mode** parameter.

- **High FPS Mode:** this parameter defines the operating mode of the AIDA High FPS camera:
 - Off: the AIDA High FPS camera operates at 50/60 fps;
 - On: the AIDA High FPS camera operates at 100/120 fps.



This parameter is available only for the "AIDA High FPS" **Camera Type**.

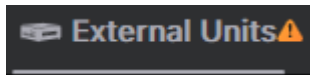


When using AIDA cameras in High FPS mode, it is necessary to configure SuperMotion for them. SuperMotion configuration is described in the "[Configuring SuperMotion Cameras](#)" section.

- **Camera Login:** enter the camera login assigned in its native interface.
- **Camera Password:** enter the camera password assigned in its native interface.
- **Output to Log:** when this parameter is enabled, the camera configuration will be output in JSON format to the main application logging window after the project is launched.

If a project with added external units was saved and they were later disconnected from the system, the next time this project is opened the application will notify you about the absence of connected external units using the

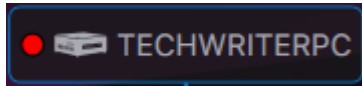
following indicators:



– "Warning" in the "External Modules" tab,



– "Offline" in the external units configuration area,



– red indicator in the external units connection diagram.

In addition, adding new cameras to external unit blocks will be unavailable while the connection is absent.

In this case, to continue operation, connect to the system the external recording units that were previously configured in the project, or remove them by clicking the "Delete" button () if these units are no longer required.

DMR™ Tab

Use this tab to configure the DMR™ record settings.



The tab is available only if the server has a license to work with DMR™.



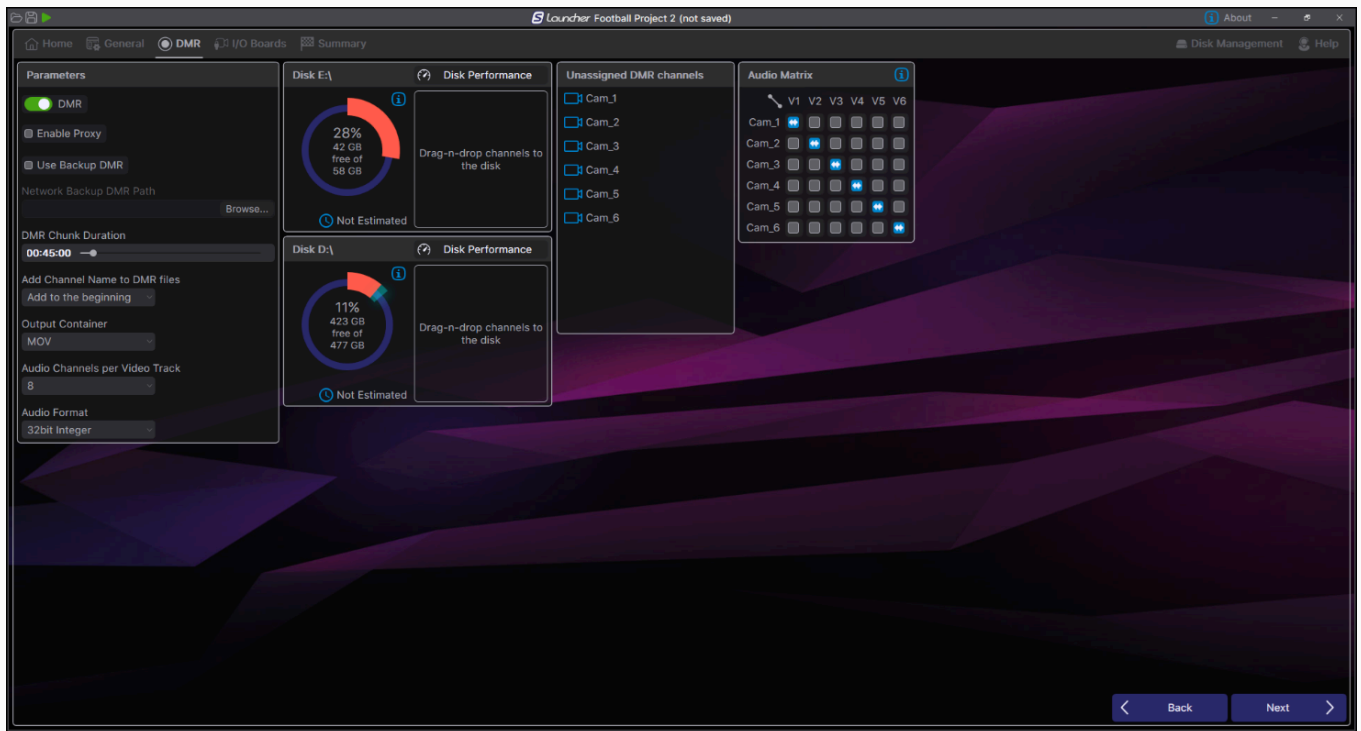
For the video refereeing mode, working with DMR is not available. To enable DMR, you need to disable the video refereeing mode.



Settings in the DMR™ tab differ for the XDCAM codec. DMR™ configuration for XDCAM is described in the "[DMR™ Settings for XDCAM Codec](#)" section.

To access the DMR™ settings, enable the **DMR** toggle switch in the **Parameters** area. You can then configure the detailed settings.

Figure 11 – "DMR" tab



In the **Parameters** tab, you can set the following:

- **Enable Proxy** – when this option is enabled, the system records Proxy files at the same time as the DMR™ files at the same folder;

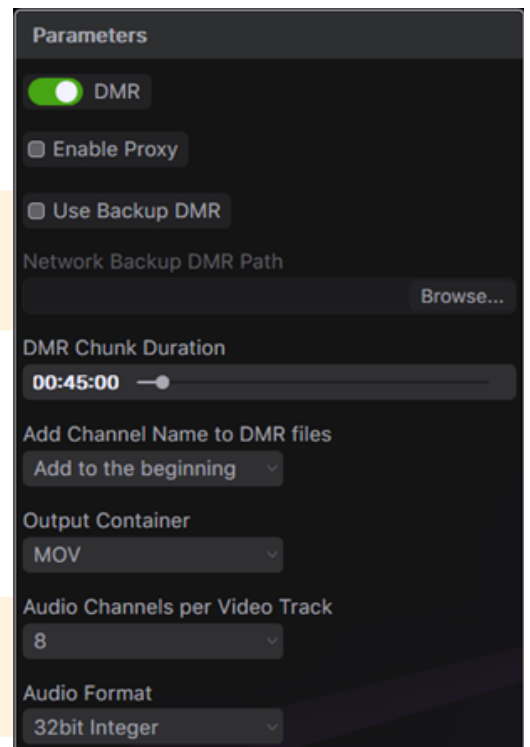


The **Enable Proxy** option is available if you have an extra DMR license.

- **Use Backup DMR** – activate this option if you need to record DMR to an additional location;
- **Network Backup DMR Path** – when you click **Browse...** specifies a path to a folder to record backup DMR™ files;



The **Use Backup DMR** and **Network Backup DMR Path** options are available if you have an extra DMR license.

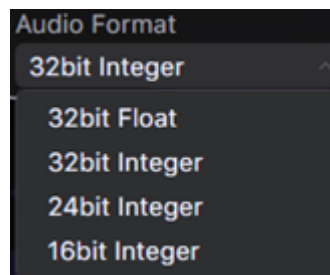
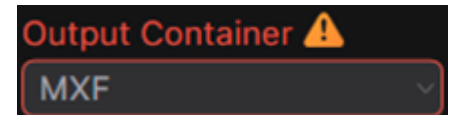


- **DMR Chunk Duration** – Specifies duration of each of the DMR™ files. Once a current recording fragment has the specified duration, the DMR™ record switches to the next fragment;



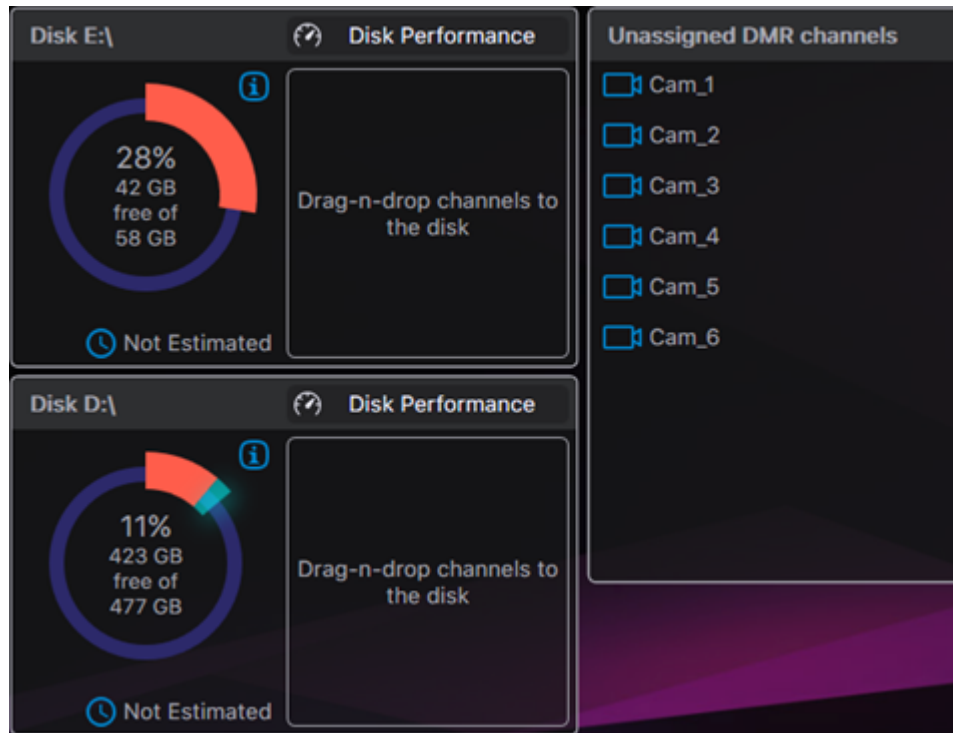
We recommend setting a short duration for DMR fragments—this reduces the risk of data loss in emergencies and allows editing of recorded video fragments even before shooting is complete. Consider the specifics of your editing system – avoid recording excessively large or small DMR fragments.

- ▶ **Add Channel Name to DMR files** – Specifies whether the DMR™ system needs to use the name of the incoming channel in the names of the resulting DMR™ files and, if so, whether to add it to the beginning or end of the name;
- ▶ **Output Container** – select the file format for the DMR™ recording. If the output container is incompatible with the previously selected video codec (the "Common" tab), Slomo.tv Launcher displays a warning about the presence of a selection error →
In this case, you need to change either the output container or the video codec;
- ▶ **Audio Channels per Video Track** – Setting the number of audio channels for DMR™ recording;
- ▶ **Audio Format** – Selecting audio parameters from the drop-down list:



After setting the basic DMR recording parameters, you need to distribute video channels to disks for recording. If you are using a system with more than four channels, we recommend writing data to different DMR™ disks to improve speed and reliability. For example, when using a six-channel system, you can write the first two channels to one DMR™ disk, the next two to a second DMR™ disk, and the remaining two to a third DMR™ disk.

To the right of the **Parameters** area are available **Disks** and **Unassigned DMR channels**:



Disks assigned for primary recording ("General" tab → "Main Parameters" → "Record Storage") are unavailable for DMR™ recording and won't be displayed.



If the system has no available disks for DMR™ recording, a warning will appear:

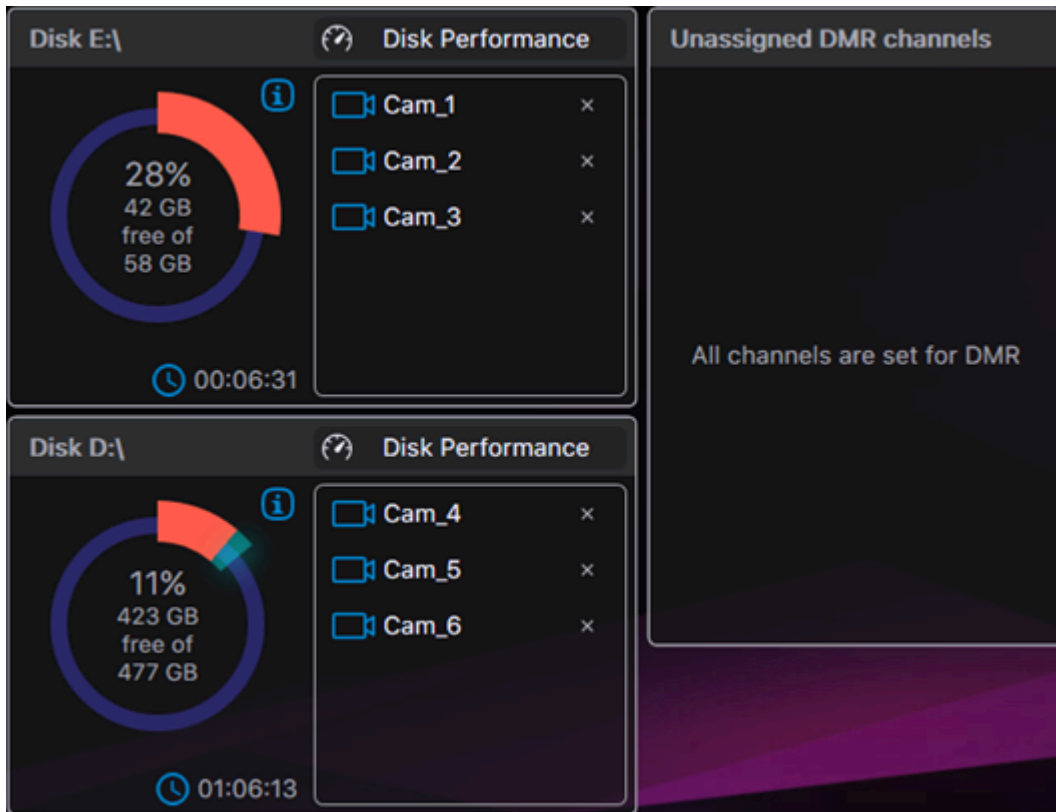


No DMR Drives available

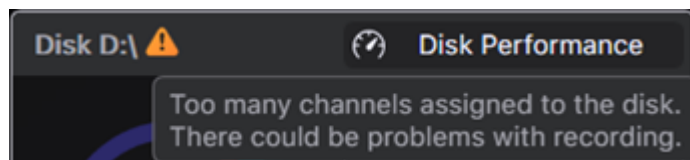
In this case, DMR™ recording will be disabled.

To distribute channels, drag channels from the **Unassigned DMR Channels** area to the disk area labeled "Drag-n-drop channels to the disk".

After the distribution of channels, these areas will take the following form:



While setting the disks, the system analyzes the performance of the disks and may issue a warning (⚠️) when using disks that are not suitable for recording this number of channels →



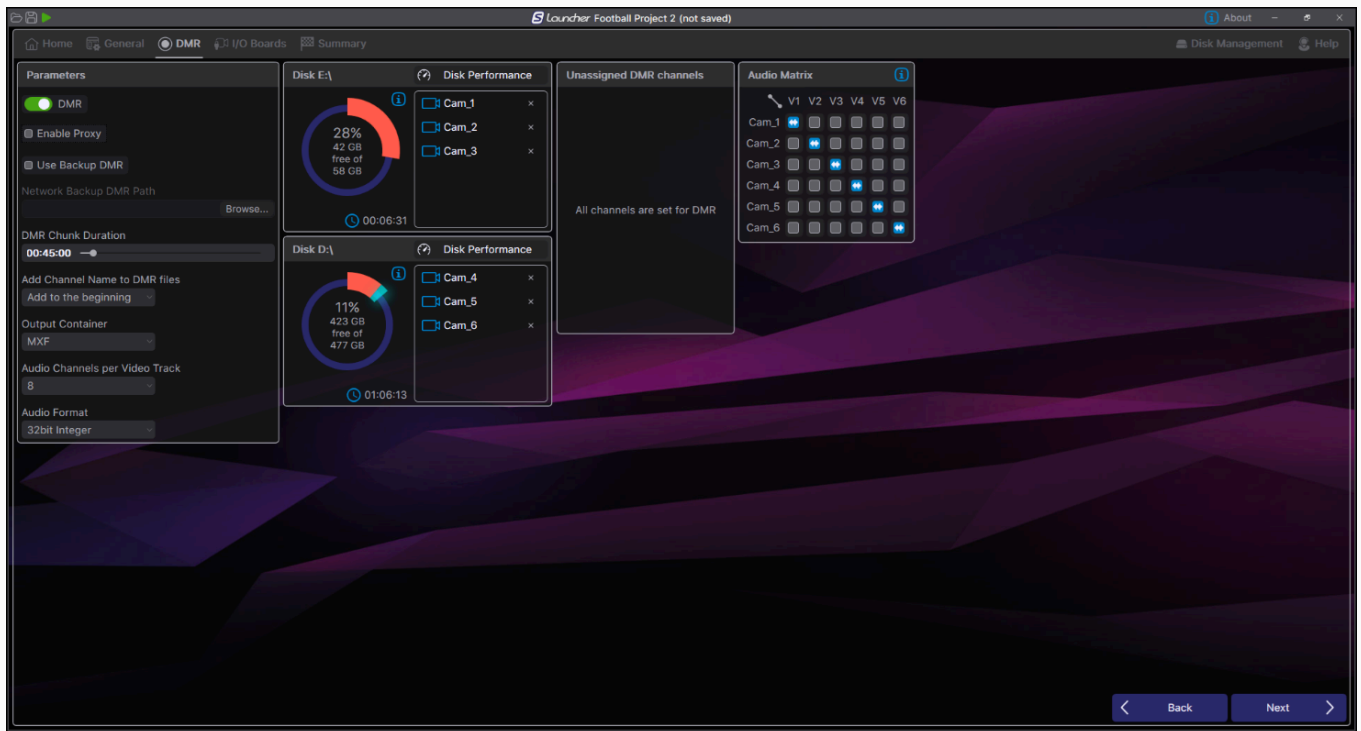
In this case, it is recommended that you either redistribute the video channels or use different disk drives.



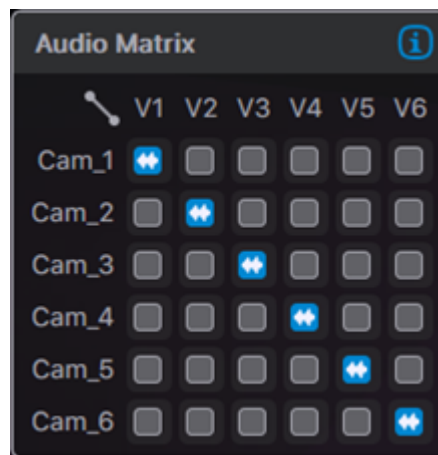
If a channel hasn't been assigned to any disk and remains in the "Unassigned DMR channels" area, the channel won't be recorded.

For example, [Figure 12](#) shows the DMR™ tab with the settings made.

Figure 12 – DMR™ tab with settings



After you have distributed the channels to be recorded, you need to distribute the audio source(s). To do this, use the Audio Matrix:



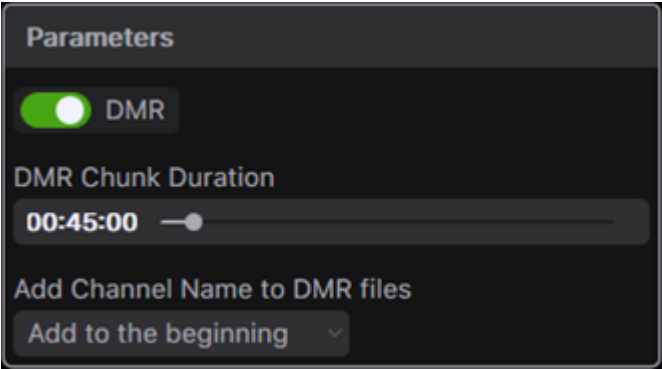
Horizontally are the sound sources, vertically are the channels in which the sound needs to be recorded. Labels are used to set the audio distribution. Untagged means that the channel is recorded without sound.

DMR™ Settings for XDCAM Codec

Due to XDCAM codec specifics, DMR™ recording parameters are limited to "DMR Chunk Duration" and "Add channel name to DMR files" settings. These settings are described in "[DMR™ Tab](#)" section.

If XDCAM codec is selected, channels from "Unassigned DMR channels" area will be automatically distributed to

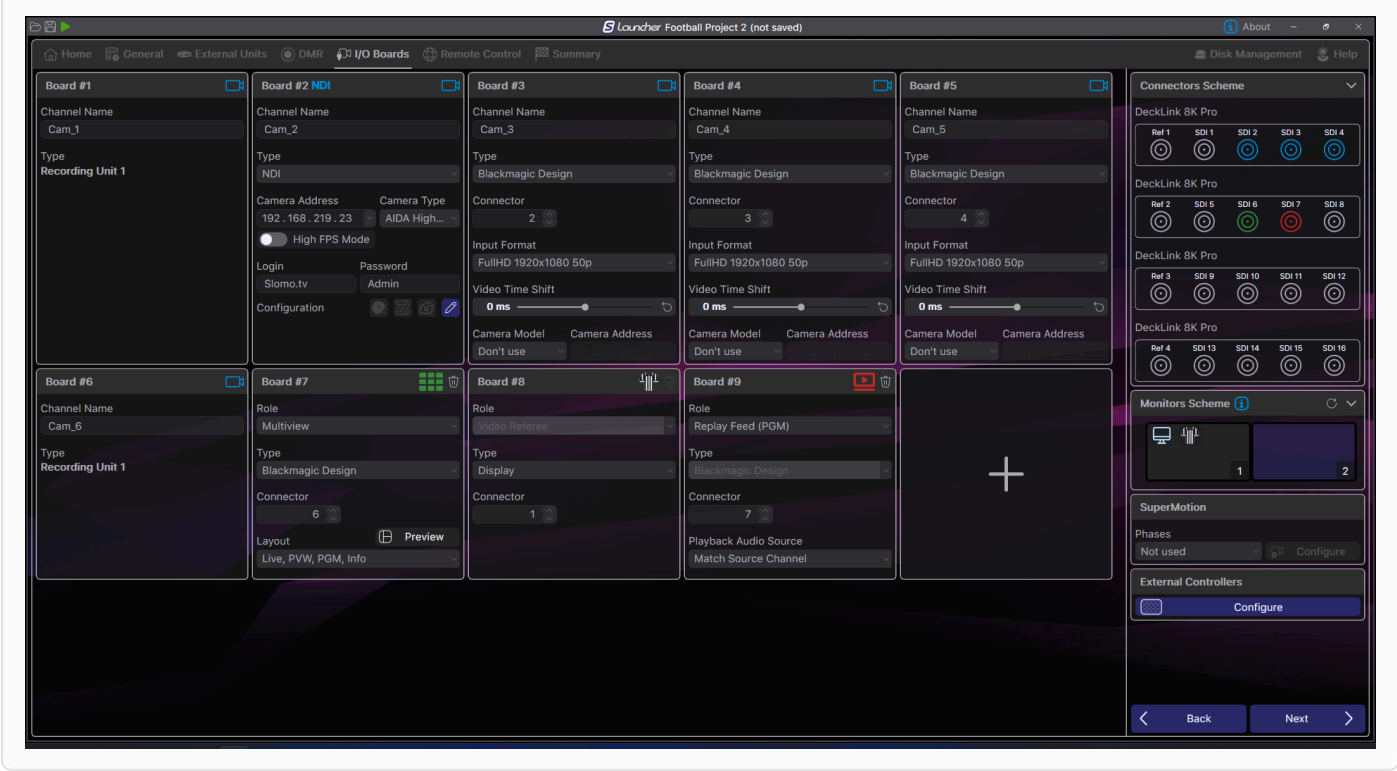
available disks.
Audio sources in Audio Matrix must be distributed manually.



I/O Boards Tab

On this tab, you can configure the I/O boards available on server.

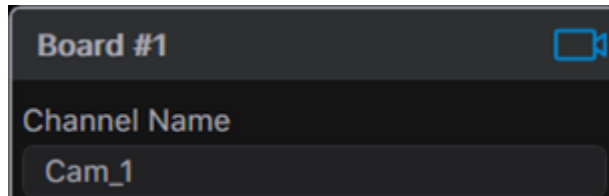
Figure 13 – "I/O Boards" tab



Configuring Input Boards

The system automatically creates the same number of boards as specified input channels. By default, all such boards are assigned a type depending on the video capture card used, for example, Blackmagic Design. If [external recording units](#) are configured in the project, some devices will be automatically assigned the "Recording Unit" type.

For input channel identification, they are automatically named "Cam" + sequential number. The name can be changed.



Board settings depend on the input type selected in the **Type** setting. In total, input I/O Boards can operate in three types:

- ▶ **Blackmagic Design** (video capture card),
- ▶ **NDI**,
- ▶ **Recording Unit**.

Blackmagic Design Type

For the **Blackmagic Design** type, the following settings are configured:

Connector indicates the input number when connected;	
Input Format selectable based on input signal parameters;	
Video Time Shift in milliseconds. The button sets the value back to zero.	

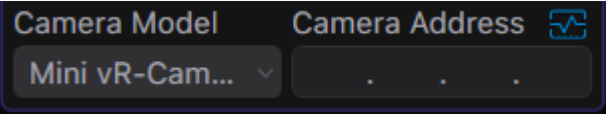
Additional Settings of Input Boards for Blackmagic Design type

If Referee or R-vR Working Mode is active in the project, additional input board settings will be available to you:

Camera Model – select a camera connected to the board from the list;

Camera Address – enter the IP address of the connected camera in the field;

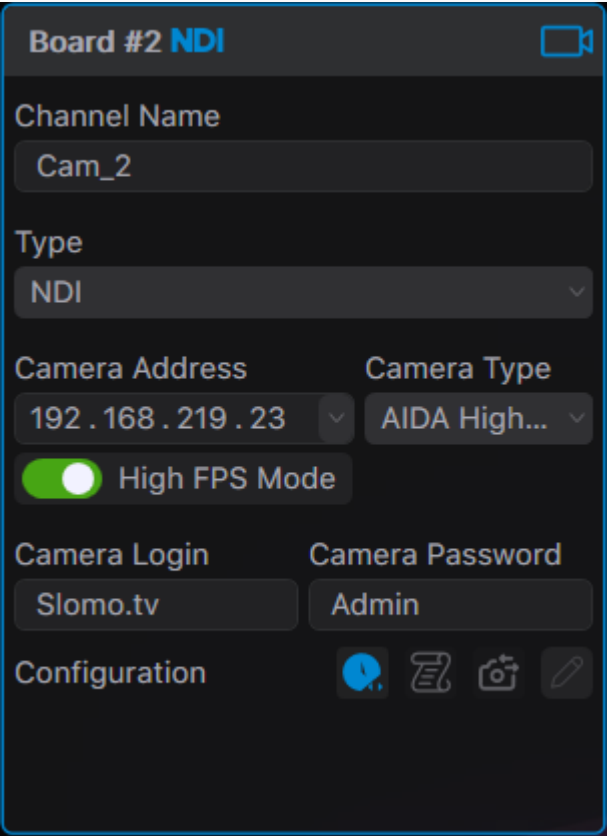
Synchronization Off/On button – click to designate this camera as the "master" – other cameras will sync to its frequency. Synchronization is only available for Mini vR-Cam Zoom cameras.



Camera Model	Camera Address
Mini vR-Cam... ▾	. . .

NDI Type

Figure 14 – "NDI" type board



Board #2 NDI 

Channel Name
Cam_2

Type
NDI ▾

Camera Address
192 . 168 . 219 . 23 ▾

Camera Type
AIDA High... ▾

☒ High FPS Mode

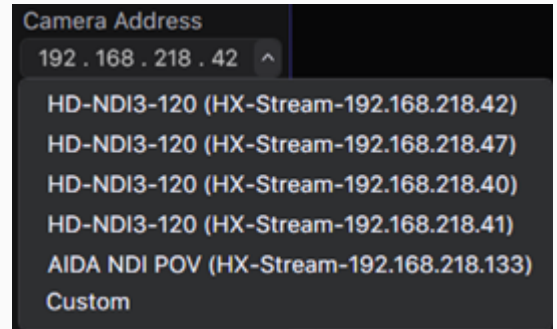
Camera Login
Slomo.tv

Camera Password
Admin

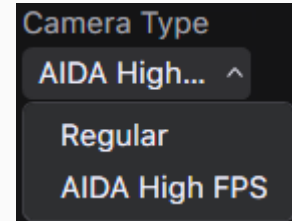
Configuration    

For the **NDI type**, the following settings are configured:

- ▶ **Camera Address:** enter the camera's IP address in the input field or select it from the dropdown list if the camera is already powered on.
After selection, the camera's IP address will be displayed in the input field. To manually specify an IP address, select the "Custom" option from the dropdown list.



- ▶ **Camera Type:**
 - ▶ "Regular" – set for all cameras except AIDA cameras in high-speed mode (High FPS);
 - ▶ "AIDA High FPS" – set for AIDA cameras in high-speed mode (High FPS).



The **Camera Type** must correspond to the camera specified in the **Camera Address**. Otherwise, the camera will operate incorrectly.

- ▶ **High FPS Mode:** this parameter defines the operating mode of the AIDA High FPS camera:
 - ▶ Off: the AIDA High FPS camera operates at 50/60 fps;
 - ▶ On: the AIDA High FPS camera operates at 100/120 fps.



The parameter is unavailable if the "Regular" option is selected in the **Camera Type**.



When using AIDA cameras in High FPS mode, it is necessary to configure SuperMotion for them. SuperMotion configuration is described in the "[Configuring SuperMotion Cameras](#)" section.

- ▶ **Camera Login:** enter the camera login configured in its native interface;
- ▶ **Camera Password:** enter the camera password configured in its native interface;
- ▶ **Configuration:** contains camera configuration parameters:
 - ▶  /  – **Override Timecode:** replaces the timecode received from the camera with the system timecode;
 - ▶  /  – **Log Configuration:** the configured settings will be output in JSON format to the main application logging window after the project is launched;

- ▶  /  – **Save Configuration:** this parameter is intended for saving the selected configuration in JSON format and for its subsequent editing in Slomo.tv Launcher. The application of this parameter is described in the "[Editing Camera Configuration](#)" section;
- ▶  – **Edit Configuration:** this button is intended for editing the saved configuration. Configuration editing is described in the "[Editing Camera Configuration](#)" section.

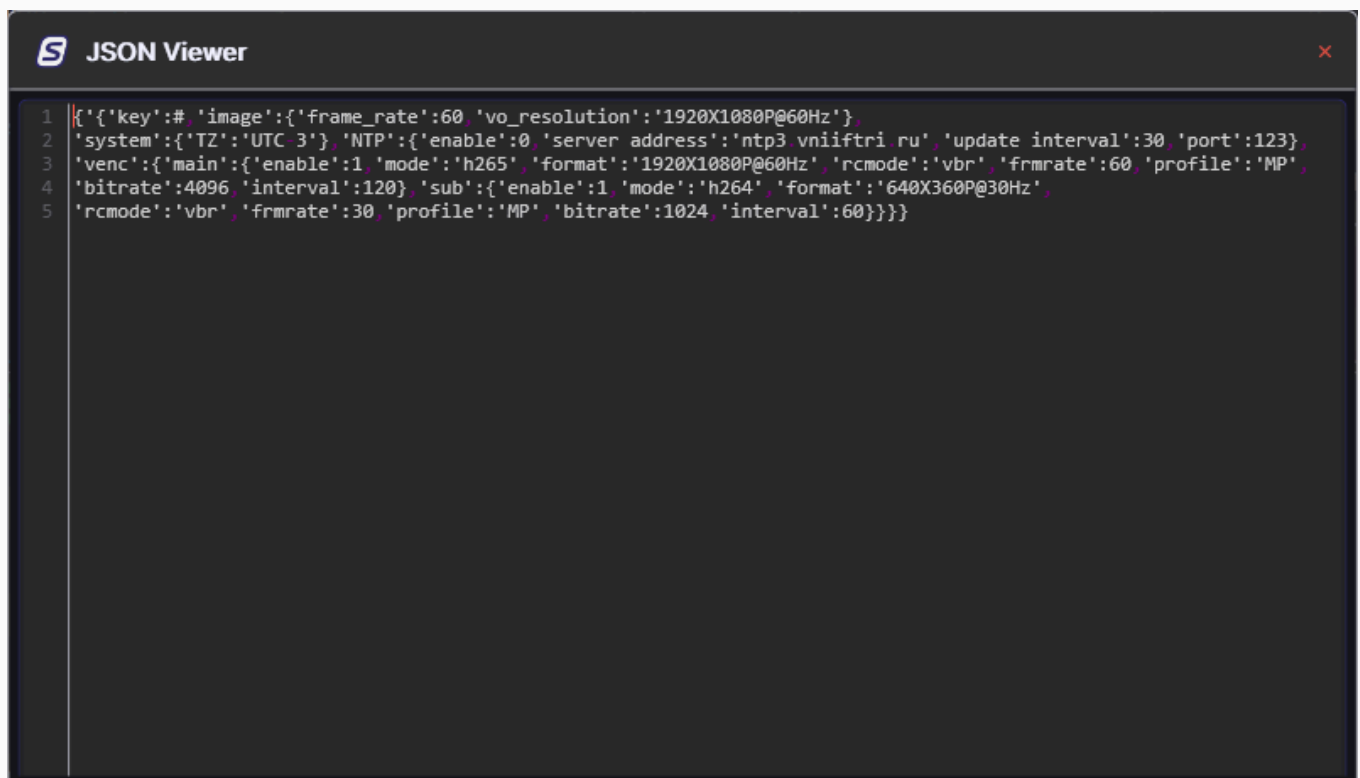
Editing Camera Configuration

To edit the camera configuration, perform the following sequence of actions:

1. Enable the "Save Configuration" setting – ;
2. Launch the current project and wait for the main application to start;
3. Close the main application – Slomo.tv Launcher will start again;
4. Click the "Edit Configuration" button – .

After that, the JSON configuration editing window of the saved configuration will open:

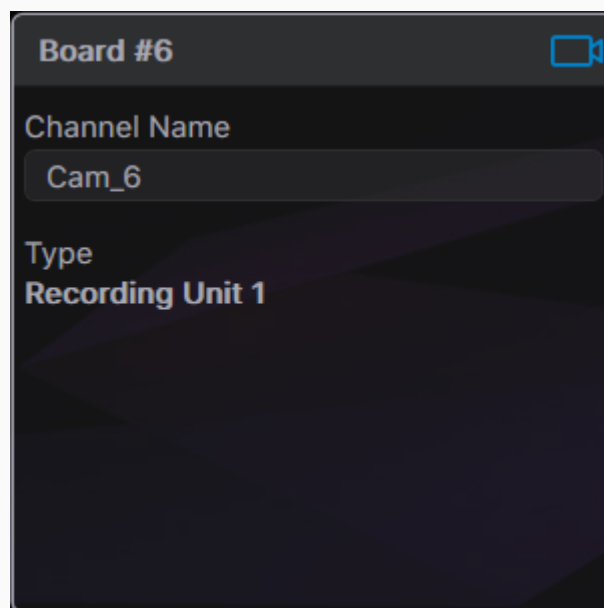
Figure 15 – JSON Viewer – Configuration Editing Window



Make the required changes and close the window – the data will be saved.

Recording Unit Type

Figure 16 – "Recording Unit" Type Board



Boards with the "Recording Unit" type are allocated for each camera added in the "[External Units](#)" tab. These devices are not configurable in the "I/O Boards" tab, with the exception of their channel name. This is because in this tab they serve only a representative role, while their configuration is performed in the "External Units" tab.

In addition, devices with the "Recording Unit" type have two specific characteristics:

1. Depending on the "Camera Type" set for this camera in the "External Units" tab, either one board may be allocated if the "Standard" type is selected, or two boards may be allocated if the "AIDA High FPS" type is selected. This is due to the fact that the "AIDA High FPS" type implies the use of two SuperMotion phases, resulting in the formation of two separate channels;
2. Boards allocated for cameras with the "AIDA High FPS" type are not placed consecutively: the first-phase board is placed before all other input boards, while the second-phase board is placed after them.



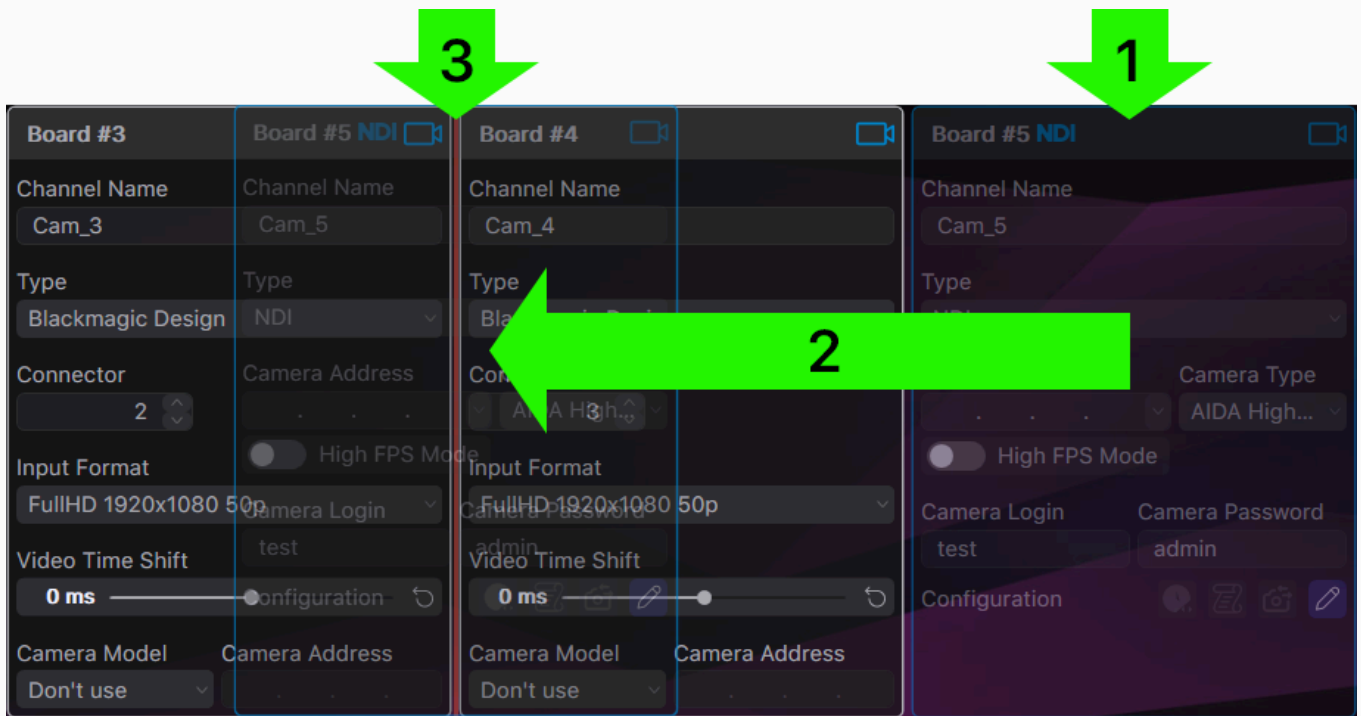
Devices with the "Recording Unit" type occupy already existing channels. Take this into account when setting the number of channels in the "Number of Channels" setting in the "[General](#)" tab.

Rearranging Input Boards

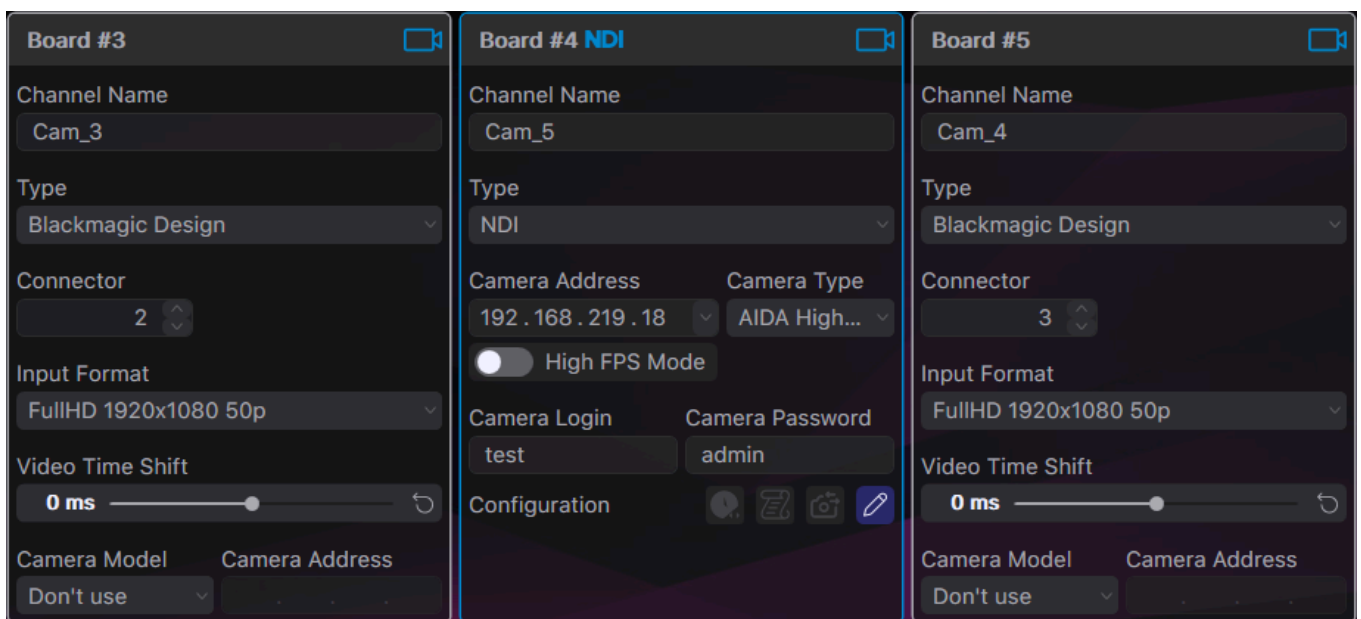
The order and placement of input devices in the "I/O Boards" tab can be changed. To do this, point to the device you want to move (1), press and hold the left mouse button, and drag the device (2) to the position where you want to place it (3).

Pay attention to the red vertical line – when dragging, it indicates between which channels the moved channel will be inserted.

Dragging the channel "Cam_5" between the "Cam_3" and "Cam_4" channels



The "Cam_5" channel has been moved



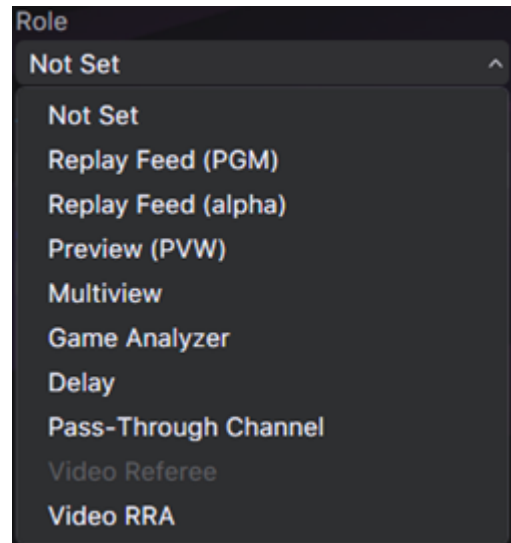
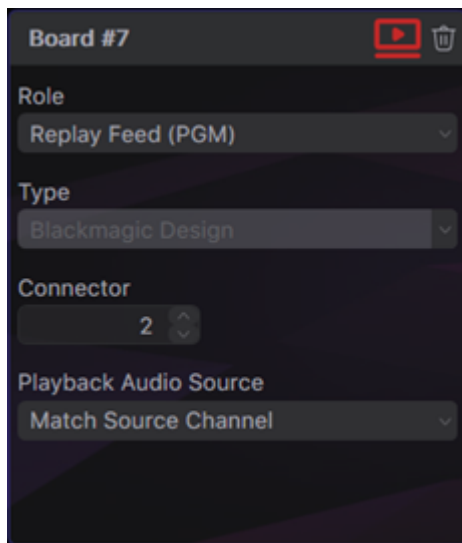


[Output](#) boards cannot be rearranged.

Configuring Output Boards

Output boards can be added depending on the tasks. To add a board, click on the **+** in the **I/O Boards** tab. You can set:

- **Role** – Depending on the type of board, selected working mode, and license, different roles are available. Roles are described in detail in the "[Output Board Roles](#)" section.



The availability of roles for boards is set by the license.

When a role is selected, its corresponding icon will appear in the board's upper-right corner.

In the Connectors Scheme, each SDI connector is dynamically color-coded to reflect its currently configured role ([Figure 17](#)).

Figure 17 – Color Indication of Connectors Roles



- ▶ **Type** – board type: display or capture card (Blackmagic Design);
- ▶ **Connector** – shows the output / display number.



If multiple boards are assigned to one display, they will be available for switching as Multiskin interfaces.

Output Board Roles

Depending on the board role you choose, more settings may be available for the board.

- ▶  – **Replay Feed (PGM)** – for the output of the Feeder Source. Includes an additional setting **Playback Audio Source**. Here you can select the audio source for PGM;
- ▶  – **Replay Feed (alpha)** – Outputs the alpha channel of the Feeder Source;
- ▶  – **Preview (PVW)** – Displays PVW;
Includes additional settings:
 - ▶ **Playlist99 Playback**: when enabled, the preview will display content from Playlist99.
 - ▶ **Playlist99 Loop**: when enabled, Playlist99 will restart automatically upon completion.



For Playlist99 playback to work, the playlist must be created in the main program.

- ▶  – **Multiview** – Outputs the multiview signal. Includes:
 - ▶ **Layout** setting for selecting channels displayed on the Multiview output. Layout selection and custom configuration are described in the "[Multiview Layout Configuration](#)" section;
 - ▶ **Preview/Configure Layout** button to preview the selected layout/edit custom layouts.

- ▶  – **Game Analyzer** – displays a signal for working with graphics. Has other settings:
 - ▶ **Source Channel** – input channel for graphics overlay;
 - ▶ **Monitor Number** – display number of monitor where the overlay interface is displayed.
- ▶  – **Delay** – outputs the delayed signal. Includes additional settings:
 - ▶ **Output Delay in Seconds** – Set the required delay time;
 - ▶ **Delayed Channel** – Select the channel to apply the delay to.
- ▶  – **Pass-Through Channel** – the board routes the input video signal to another board. The destination board is selected in the **Channel to Transfer** settings;
- ▶ **Replay Feed (extra)** – the board outputs an additional replay feed (PGM) to the specified connector/display.



The "Replay Feed (extra)" role in some cases implies control via an external controller. For information about configuring external controllers, see the "[External Controllers](#)" section.

- ▶  – **Video Referee** – the signal output settings for the referee monitor. Automatically assigned when selecting **Referee** or **R-vR** Working Mode.
- ▶  – **Video RRA** – allows you to set the RRA signal output settings (Referee Review Area).

To remove the board, use the **Remove** button – . You cannot remove boards with the **Input Channel** role. To change the number of the Input Channel boards, you should go back to the General tab and change the **Number of Channels** value.

Multiview Layout Configuration

For I/O boards with the **Multiview** role, you can select a predefined layout or create a custom one. To change the layout expand the dropdown list in the **Layout** setting and select one of the options.

For manual configuration, select **Custom** and click the **Configure Layout** () button. The **Multiview Configuration** window will open ([Figure 18](#)).

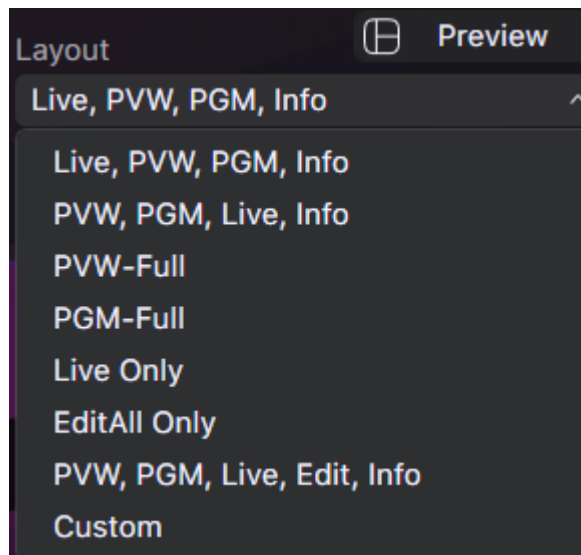


Figure 18 – The "Multiview Configuration" window



The window consists of two areas:

1. **Channel Placement Area** ([Figure 18 – 1](#));
2. **Channels** list ([Figure 18 – 2](#)). Contains buttons:
 - ▶ **Smart Layout** () – Automatically arranges channels from the **Channels** list ([Figure 18 – 2](#)) into the **Channel Placement Area** ([Figure 18 – 1](#));
 - ▶ **Clean** ( **Clean**) – Removes all placed channels from the **Channel Placement Area**;

- **Save Layout** () – Saves the channel layout in the **Channel Placement Area**.

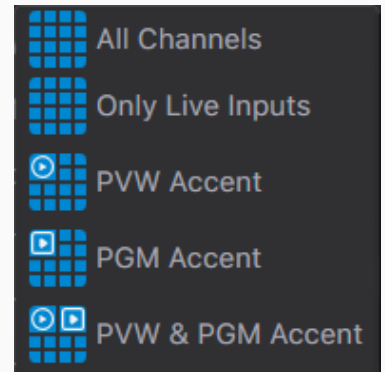
You can modify channel positions in the **Channel Placement Area** ([Figure 18 – 1](#)) manually or automatically.

Automatic Multiview Channel Placement

To auto-arrange channels, click **Smart Layout** button () in the top-right corner of the **Channels** list ([Figure 18 – 2](#)).

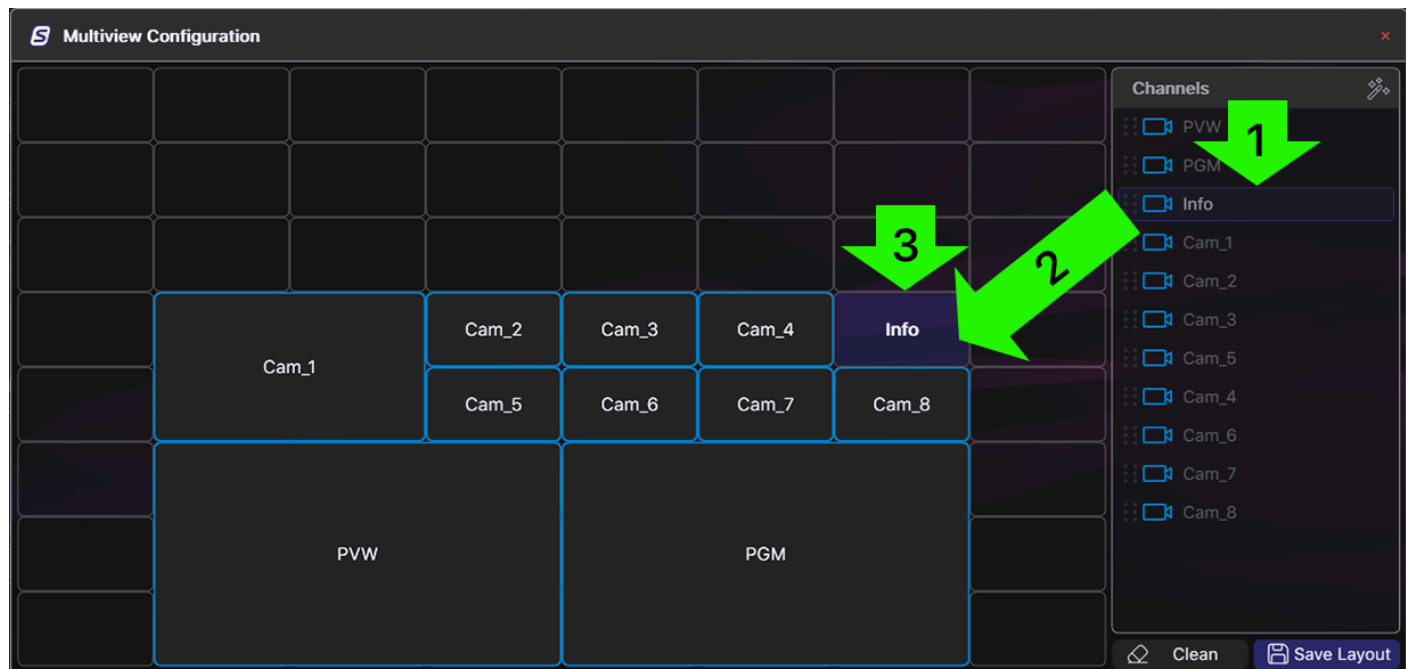
Select a placement method from the dropdown menu:

- All Channels** – Arranges all channels + PVW, PGM, and Info,
- Only Live Inputs** – Arranges only input channels (excludes PVW, PGM, and Info),
- PVW Accent** – Arranges all channels + PVW and Info (excludes PGM),
- PGM Accent** – Arranges all channels + PGM and Info (excludes PVW),
- PVW & PGM Accent** – Arranges all channels, with enlarged PVW and PGM.



Manual Multiview Channel Placement

To place a channel hover over a channel in the **Channels** area (1), hold the left mouse button and drag it into the **Channel Placement Area** (2). Drop it into an empty cell (3).



You can also drag a channel from the list into a cell occupied by another channel. In this case, the moved channel will replace the previous one, and the replaced channel, in turn, will become available again in the channel list.

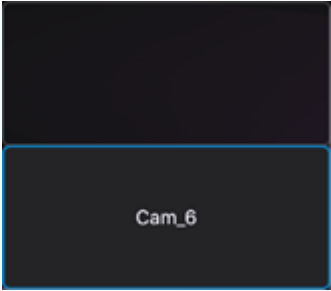
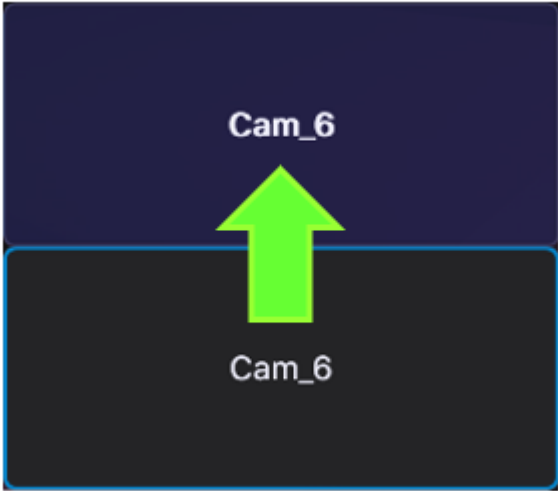
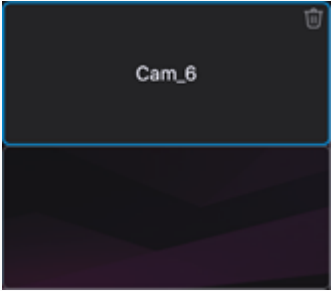


The same channel cannot be placed in the Channel Placement Area twice. If a channel is already placed, it will be unavailable in the Channels list.

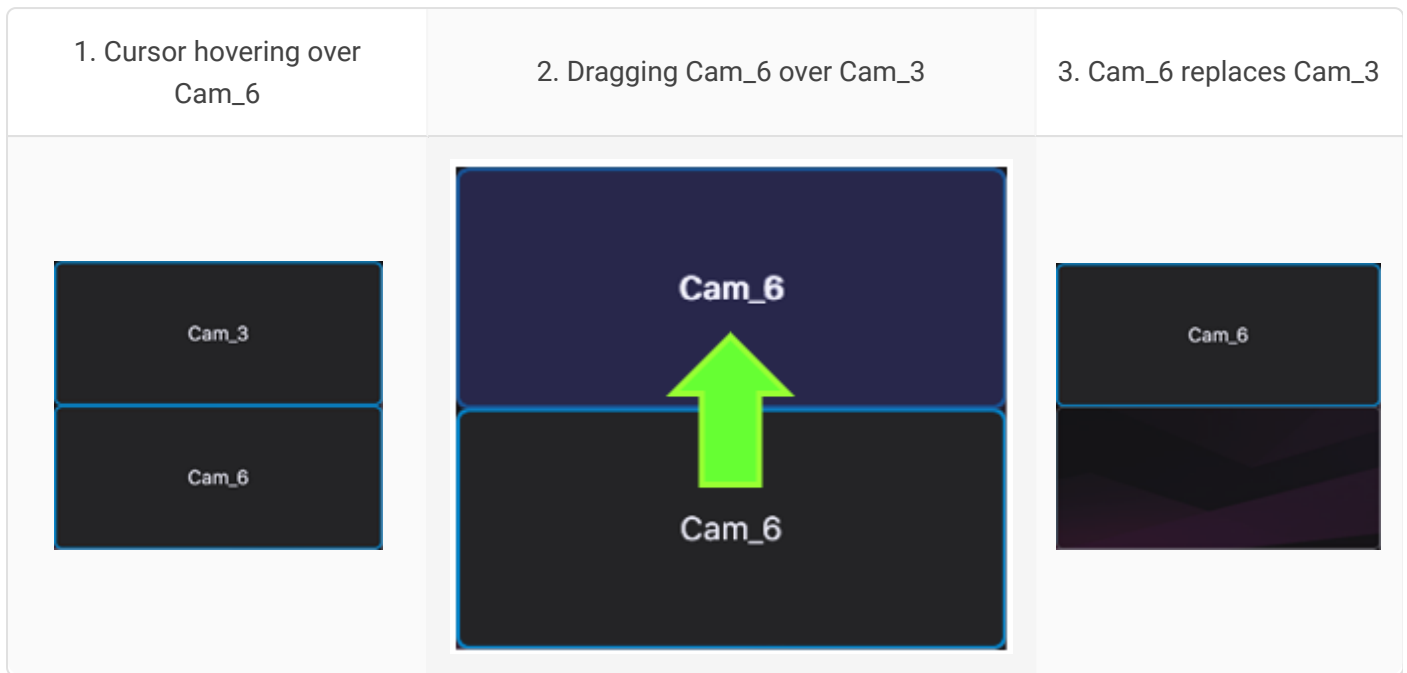
Editing the Channel Placement Area

Channels placed in the **Channel Placement Area** can be moved or deleted. The size of each channel can also be adjusted.

To move a channel hover the cursor over its rectangle (1), hold the left mouse button and drag the channel to another cell (2).

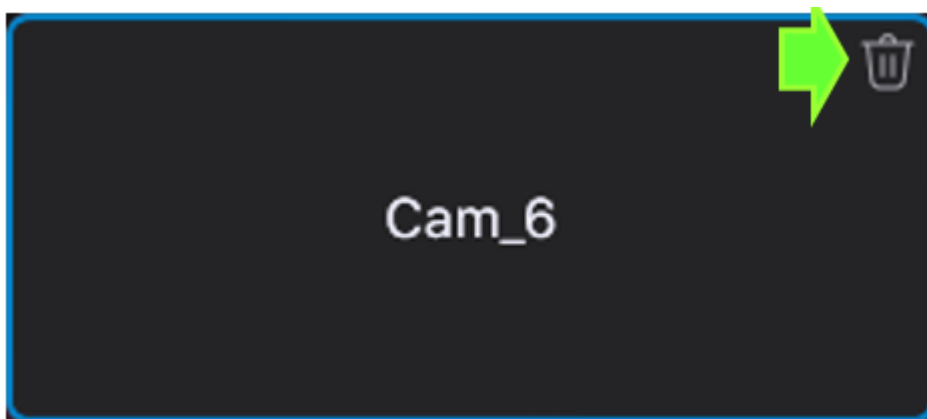
1. Cursor hovering Cam_6	2. Dragging Cam_6	3. Cam_6 moved
		

If a channel is moved into a cell occupied by another channel, the new channel will replace the existing one.



The replaced channel will become available again in the **Channels** list.

To remove a channel from the placement area, hover the cursor over it and then click the **Delete** button (🗑️) in its upper right corner. After deletion, the channel will become available in the **Channels** list.



To resize a channel:

1. Hover over its bottom-right corner / bottom edge / right edge;
2. Hold the left mouse button and drag to adjust. Release when the required size is reached.

1. Click and drag in one of the directions	2. The channel has been enlarged

Quick Clear of the Channel Placement Area

To remove all channels from the **Channel Placement Area**, click the **Clean** button (**Clean**) in the **Channels** area.

Saving Channel Arrangement

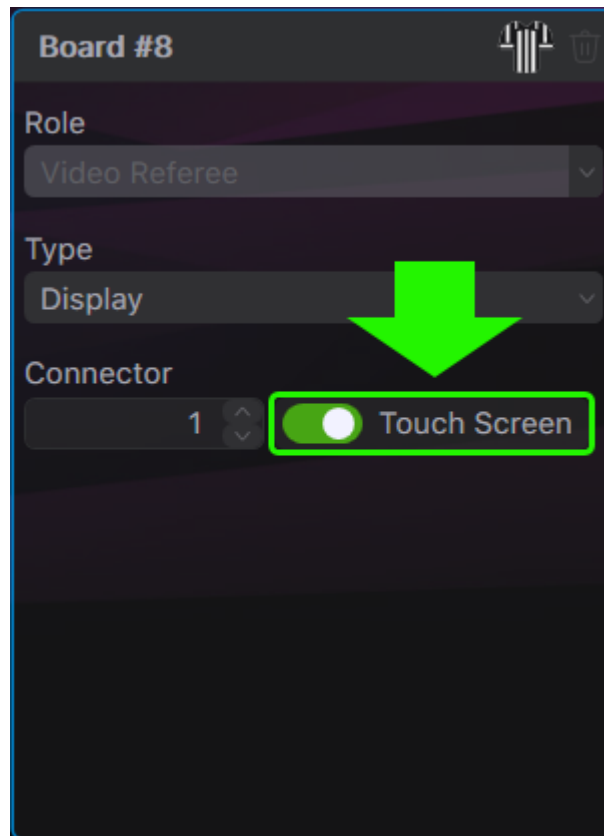
To save the channel layout, click the **Save Layout** button (**Save Layout**) in the **Channels** area. The saved layout will be applied to the program's main interface.

Connecting the Video Referee Touch Screen

Before configuring the touch screen, make sure that it is physically connected to the system via the DP or HDMI interface, as well as via USB.

Touch screen connection is available only for "Video Referee" boards whose **Type** is set to "Display".

Slomo.tv Launcher automatically detects connected touch screens.
When such a screen is connected, an additional **Touch Screen** setting will appear in the "Video Referee" boards:

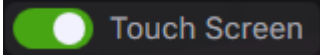


Select one of the "Video Referee" boards whose interface must be displayed on the touch screen and perform the following actions:

1. Make sure that the "Display" **Type** is selected;
2. Make sure that the correct display number is set in the **Connector** parameter — it must correspond to the touch screen.



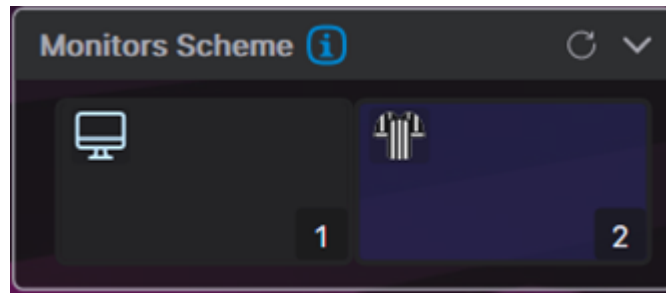
If you do not know which number is assigned to the touch screen, use the monitor identification tool of the operating system.

3. Enable the **Touch Screen** toggle —  — and the interface of this board will become available on the touch monitor.

If you use multiple touch monitors, configure them in the same way.

Monitors Scheme

The Monitors Scheme displays all currently connected system monitors according to the operating system's display settings.



Each display shows a role indicator icon in its top-left corner. The monitor which was selected for showing the main interface is marked with a monitor icon – .

If the **Monitors Scheme** does not display changes, click the **Refresh** () button.

To collapse the **Monitors Scheme** section, click the **Collapse** () button in the upper-right corner of the section.

Configuring SuperMotion Cameras

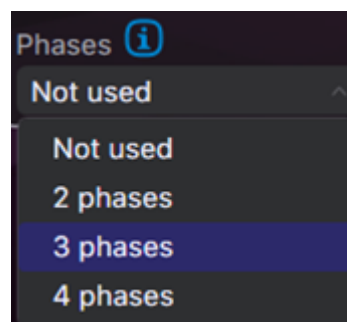
When using SuperMotion cameras, you need to configure them.

SuperMotion for Replays

If the project operates in **Replays** mode and uses SuperMotion cameras, you will only be able to work with SuperMotion cameras.

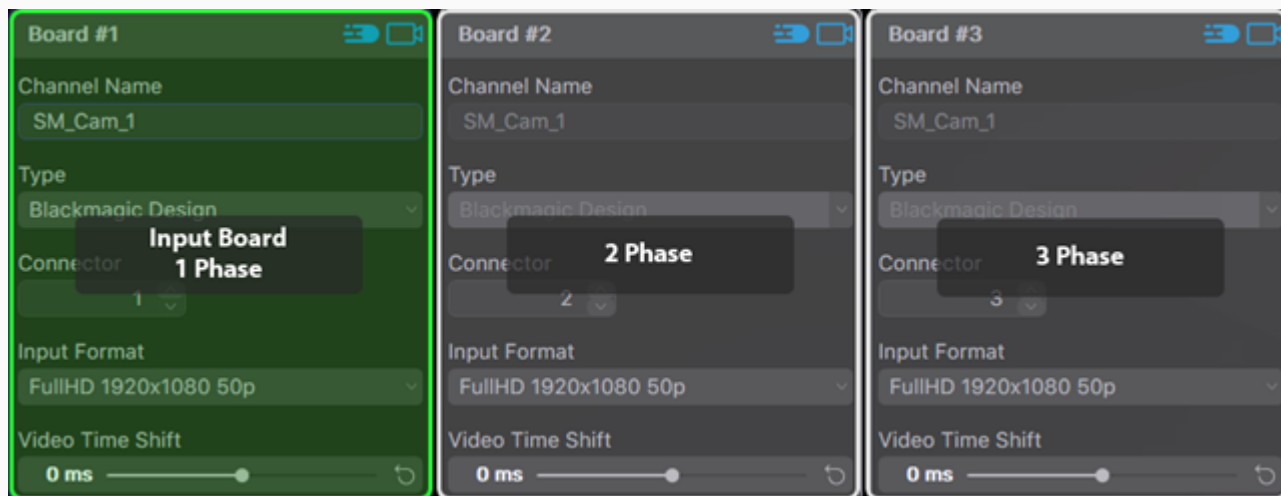
When setting the number of SuperMotion phases, you can select a value supported by your system – between 2 and 4 phases.

To choose the number of phases, adjust the **Phases** count setting below the connection diagram on the right.



Once the number of phases is set, new boards will appear in the I/O Boards tab with the quantity equal to the selected number of phases. The first phase is assigned to an existing input channel board, and the remaining phases follow after it.

In this example, 3 phases are selected: Phase 1 is assigned to the input board and for Phases 2 and 3 were automatically created new boards



The **Type** of new boards (Blackmagic Design/NDI) will be automatically assigned to match their input channel type.

Each SuperMotion board is responsible for processing one SuperMotion phase and is marked with a bullet icon

– . You cannot rename these boards directly, but you can rename the input channel board – the remaining SuperMotion boards (phases) will inherit its name. You can use this same feature to visually distinguish existing channel boards from additional SuperMotion boards. Names of channel boards are not shaded and can be edited, while names of additional boards are shaded and cannot be changed.

SuperMotion for Refereeing and R-vR

If the project operates in **Referee** or **R-vR** Working Mode, you can simultaneously work with both standard cameras and SuperMotion cameras. Consequently, in video refereeing and R-vR mode, SuperMotion phases are assigned manually.



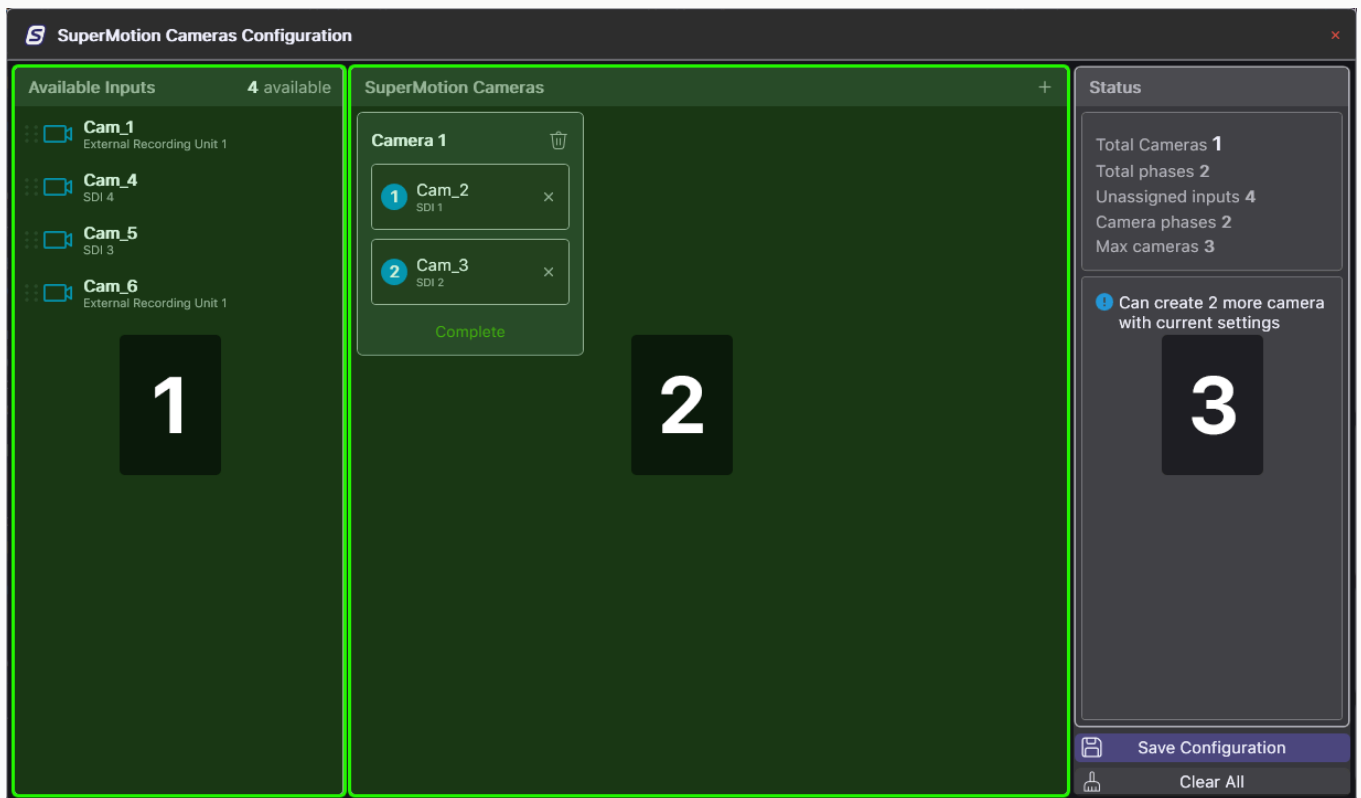
When assigning SuperMotion phases in "Referee" or "R-vR" Working Mode, new boards for these phases are not created. The phases are assigned to already existing input boards. If you lack channels for assigning phases, change their quantity in the "Number of Channels" setting in the "General" tab.

1. To set up the SuperMotion camera configuration, adjust the **Phases** parameter located in the SuperMotion area:



2. Click the "Configure" ( **Configure**) button to the right of the "Phases" setting. After that, the "SuperMotion Cameras Configuration" window will open:

Figure 19 – "SuperMotion Cameras Configuration" window



In this window, SuperMotion cameras are created and existing input boards are assigned to their phases. The window is divided into three main areas:

1. **Available Inputs** — contains the project's input boards that can be assigned as SuperMotion camera phases;
2. **SuperMotion Cameras** — used to create SuperMotion cameras and assign phases to them;
3. **Status** — information area. It contains information about the number of created SuperMotion cameras and their phase configuration, as well as general tips. For more details about the contents of the "Status" area,

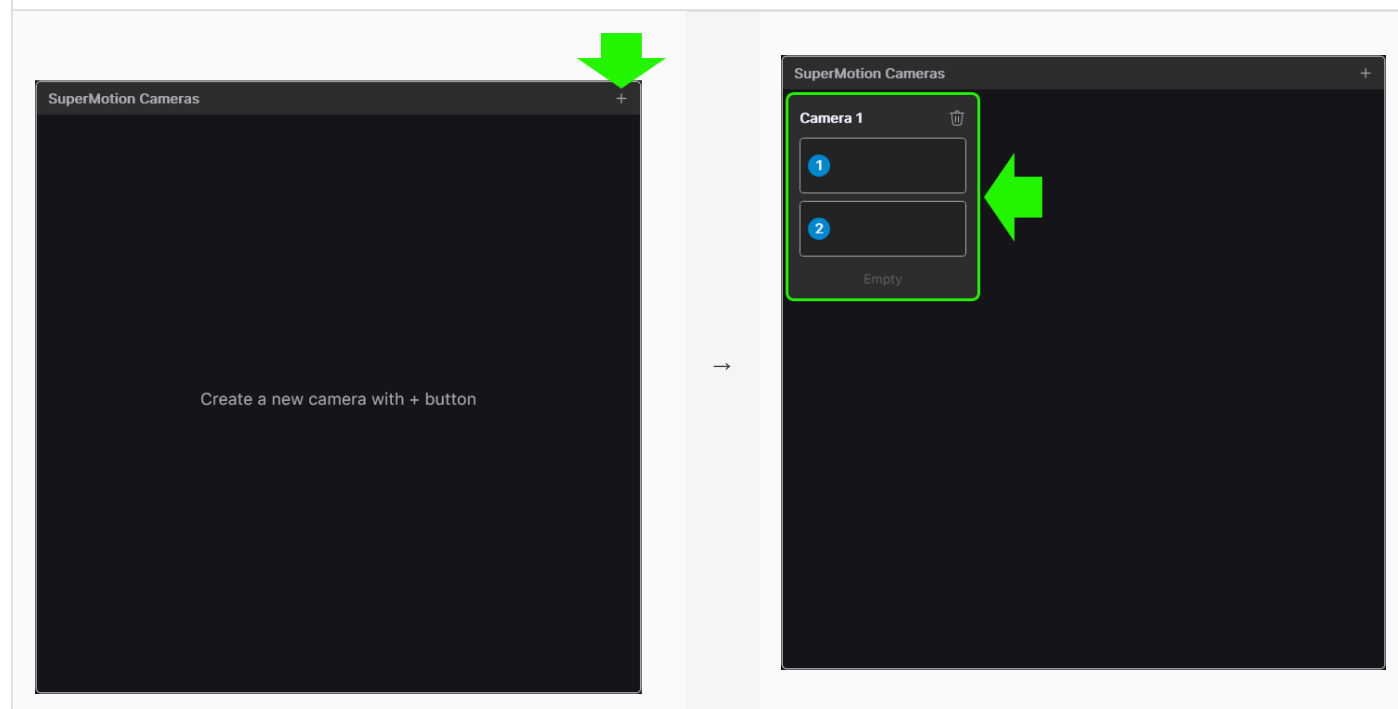
see the "[SuperMotion Camera Configuration – Status Area](#)" section.

SuperMotion Camera Configuration in Refereeing and R-vR Modes

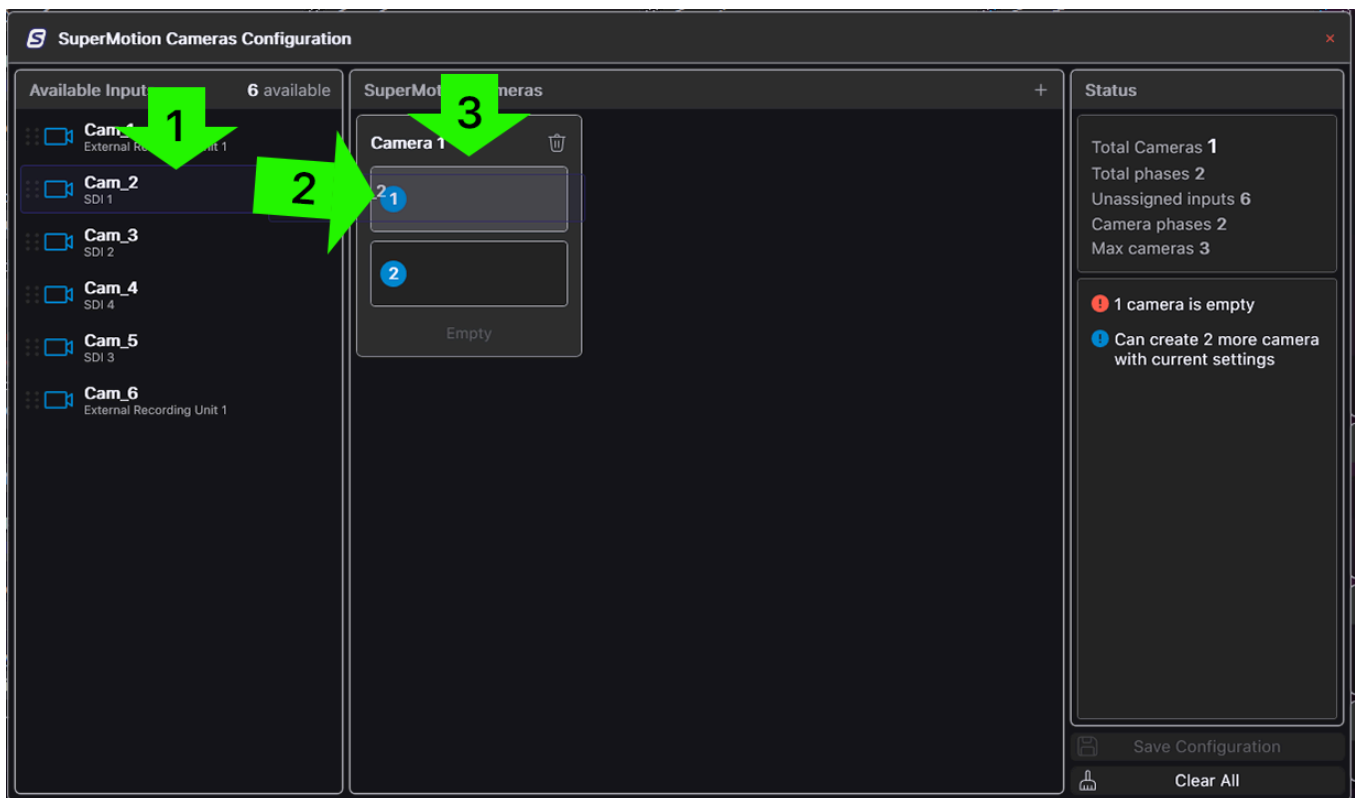
To configure SuperMotion cameras in Refereeing and R-vR modes, perform the following steps:

1. Create a SuperMotion camera: click the "+" button in the "SuperMotion Cameras" area ([Figure 19 – 2](#)). After that, a block of the created camera will appear in this area ([Figure 20](#)).

Figure 20 – Creating a SuperMotion Camera



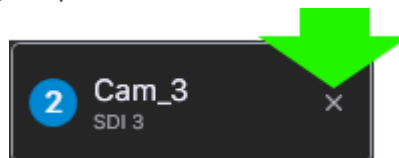
2. Assign input channels to the phases of the created camera. To do this, press and hold (1) and drag (2) a channel from the "Available Inputs" area to the camera phase (3).



Then assign the remaining phases of this camera.

If you assign as a camera phase a device with the "Recording Unit" or "NDI" type that has the "High FPS Mode" parameter enabled, its remaining phase I/O Boards will be automatically assigned to the same camera.

If you need to remove a previously assigned phase, click the delete button to the right of that phase:



Make sure that the configured settings correspond to the actual setup: the input channels assigned to the phases and their connectors must correspond to the physical connectors of the SuperMotion camera. The same applies to input channels with the "Recording Unit" and "NDI" connection types — their parameters must correspond to the settings of the connected camera.



When assigning SuperMotion phases in Referee or R-vR modes, no new channels are created for these phases. Phases are assigned to already existing input channels. If there are not enough channels available for phase assignment, change their number in the "Number of Channels" setting in the ["General"](#) tab.

Add and configure the required number of SuperMotion cameras in this way.

If you need to delete a SuperMotion camera, use the "Delete" button () in the block of that camera. You can also delete all created SuperMotion cameras by clicking the **Clear All** button —



— in the lower-right corner of the window.

3. To save the settings, click the **Save Configuration** button —  — in the lower-right corner of the window. After saving, the "SuperMotion Cameras Configuration" window will be closed.

In the "I/O Boards" tab, each board assigned for phase processing will be marked with a bullet icon — .

SuperMotion Camera Configuration — Status Area

The **Status** area is intended to display information about the current state of the SuperMotion cameras configuration in the project.

The area is divided into two information blocks:

The upper block contains:

- ▶ **Total Cameras** – the number of SuperMotion cameras created in the "SuperMotion Cameras" area;
- ▶ **Total Phases** – the total number of all phases assigned to the created SuperMotion cameras;
- ▶ **Unassigned inputs** – the number of input channels (the "Available Inputs" area in [Figure 19 – 1](#)), that can be distributed as SuperMotion camera phases. This line displays only the channels that have not yet been assigned to phases;
- ▶ **Camera Phases** – the phase count of SuperMotion cameras set in the "Phases" setting;
- ▶ **Max Cameras** – the maximum number of SuperMotion cameras that can be created in the project.



The maximum number of SuperMotion cameras available for creation is defined by the license.

The lower block provides tips regarding the number of cameras to which phases have not been assigned or have been partially assigned, and how many additional SuperMotion cameras can still be created based on the current settings: the number of free input channels, the number of phases selected in the "Phases" setting, and the maximum number of SuperMotion cameras defined by the license.

Status

Total Cameras **2**
Total phases **4**
Unassigned inputs **5**
Camera phases **2**
Max cameras **3**

! 1 camera has incomplete phase assignments

! 1 camera is empty

! Can create 1 more camera with current settings

External Controllers



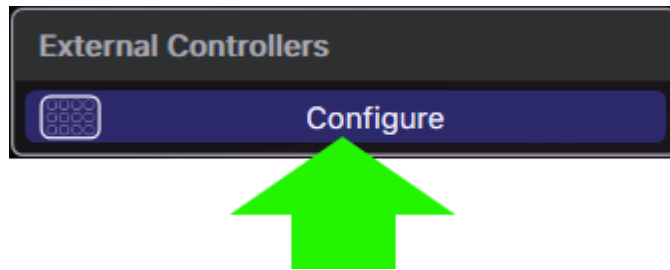
The **External Controllers** setting becomes available only if at least one output board with the "Replay Feed (PGM)" or "Replay Feed (Extra)" role is configured in the project.



Before configuring an external controller, make sure that it is physically connected to the system.

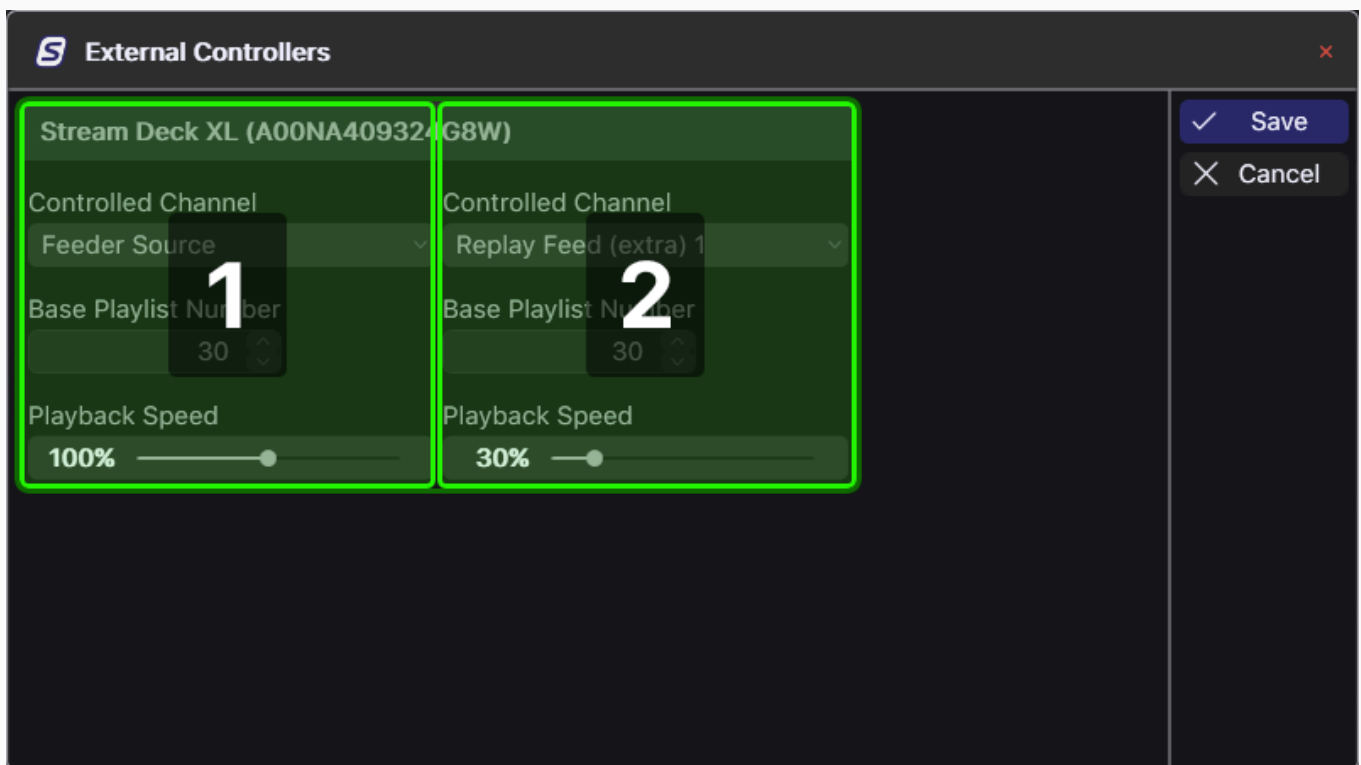
The "External Controllers" area is intended for configuring external controllers used for additional control of playback of the main and additional program outputs (PGM).

To configure an external controller, click the **Configure** button in the "External Controllers" area:



In the opened "External Controllers" window, the external controller area is displayed:

Figure 21 – The "External Controllers" window



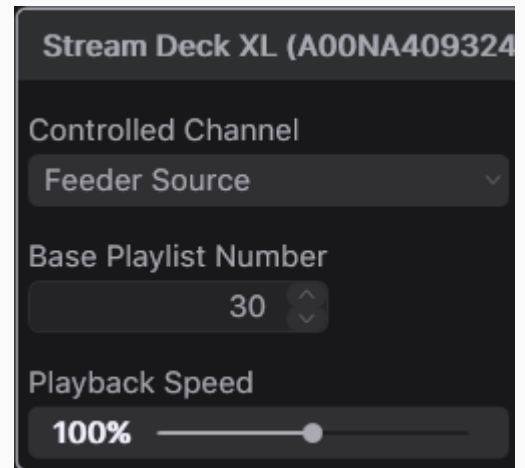
Since the functionality of the physical controller implies splitting its keyboard into two functional halves corresponding to the first and second output, the controller area in the interface is also divided into two halves (numbers 1 and 2 in [Figure 21](#)), containing identical settings.

Start the configuration with the left half:

Controlled Channel – select which PGM output playback will be controlled by this half of the controller keyboard;

Base Playlist Number – set the number from which playlist numbering will begin on this half of the controller keyboard;

Playback Speed – set the alternative PGM playback speed assigned from this half of the controller keyboard.



Configure the second half of the external controller keyboard in the same way.

After completing the configuration, click the **Save** button  to apply the changes.

To discard the changes and close the window, click the **Cancel** button .

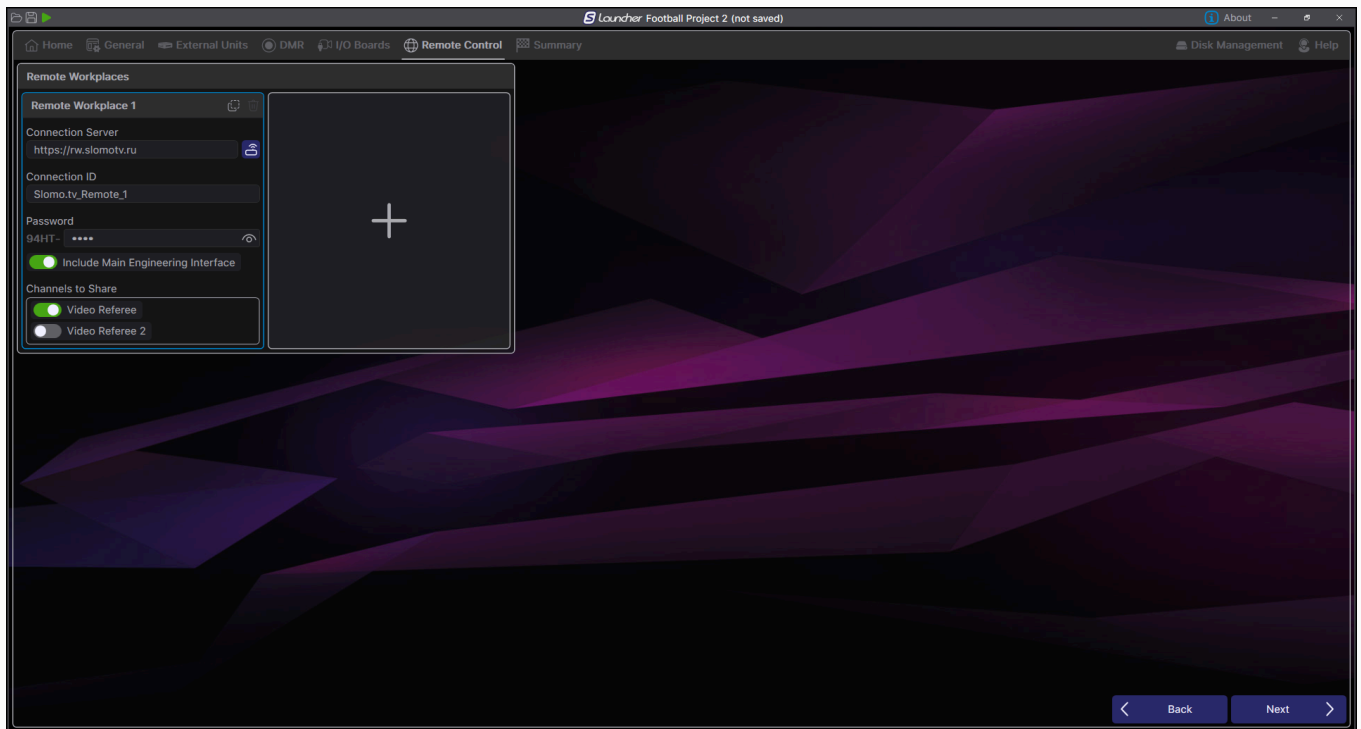
"Remote Control" Tab



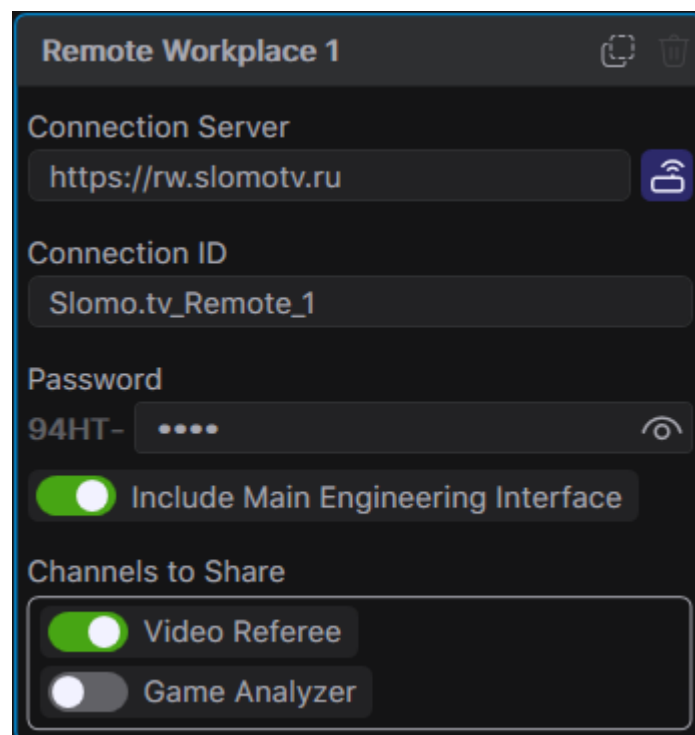
The availability of the "Remote Control" tab depends on the presence of the corresponding license on the server.

In the "Remote Control" tab ([Figure 22](#)), remote workplaces are configured, allowing multiple operators to work remotely in individual interfaces within a single system.

Figure 22 – "Remote Control" Tab



To connect a remote workplace, configure the following parameters:



- **Connection Server:** enter the address of the server through which data will be transmitted to the remote workplace.

To verify the connection to the specified server, click the "Check Server Connection" button — .

- **Connection ID:** set the connection ID of the workplace — it will be used when connecting to the system from this workplace;
- **Password:** set the workplace password — it will be used when connecting to the system from this workplace. To view the entered password, press and hold the button .
- **Include Main Engineering Interface:** when this parameter is enabled, the main engineering interface will be transmitted to the remote workplace;



The engineering interface can be transmitted to only one remote workplace.

- **Channels to Share:** select which project [output channels](#) will be transmitted to this remote workplace. For a channel to become available in the "Channels to Share" area and be transmitted, it must meet several requirements — they are described in the next section «[Channels to Share Requirements](#)».

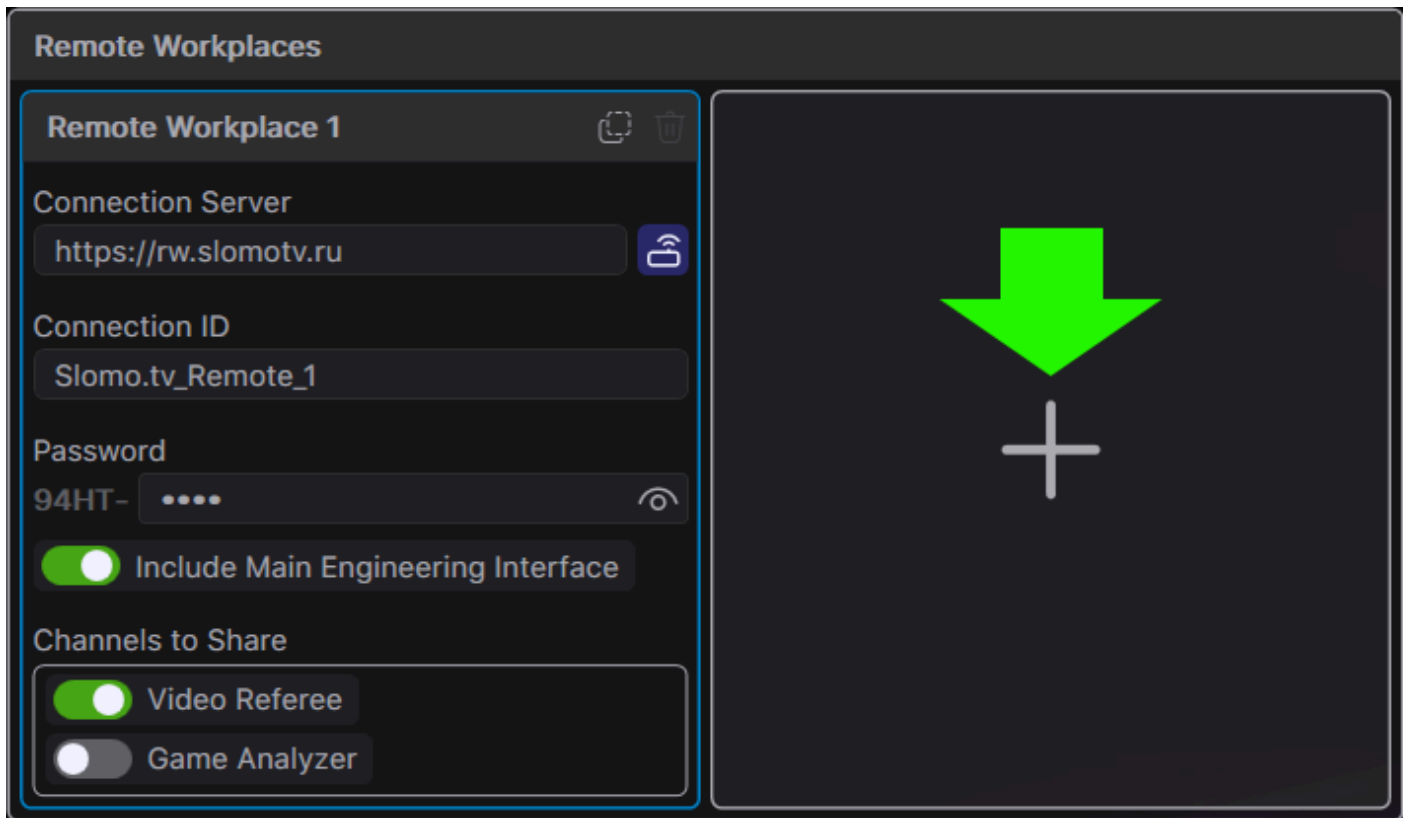


If multiple channels are selected for transmission, they will be available for switching on the remote workplace using the Multiskin function.



The same channel cannot be transmitted to multiple remote workplaces.

If additional remote workplaces need to be connected, add them by clicking the "+" button and configure them accordingly:



The number of remote workstations available for addition is defined by the license.

Channels to Share Requirements

Only output channels configured as follows can be transmitted to a remote workplace:

- ▶ The output board **Type** must be set to "Display";
- ▶ The board **Connector** must not be set to "0 (Window)";
- ▶ One of the **Roles** listed below must be assigned to the output device:
 - ▶ – Preview (PVW),
 - ▶ – Multiview,
 - ▶ – Game Analyzer,
 - ▶ – Delay,
 - ▶ – Video Referee.

Summary Tab

After configuring all project settings, the **Summary** tab will display the final configuration with basic project information, as well as provide buttons to save and launch the project.

Main Information

The **Main Information** window displays:

- ▶ **Project Name** – the assigned project name;
- ▶ **Duration** – the total project duration in HH:MM (HH – hours, MM – minutes);
- ▶ **Channels** – the configured number of input channels;
- ▶ **Video Codec** – the selected video codec (only MJPG codec is available in Video Referee mode);
- ▶ **Resolution** – the configured project video resolution;
- ▶ **Frame Rate** – the configured frames per second rate;
- ▶ **DMR** – displays DMR recording status in the project: "Enabled" / "Disabled". Below, the channel allocation across disks is specified;
- ▶ **Video Referee** – displays the presence of Video Referee Workplaces in the project: if none exist – "Disabled"; if present – "Enabled" + "Number of stations";
- ▶ **Replays Mode** – indicates whether replays mode is enabled: "Enabled" / "Disabled";
- ▶ **SuperMotion** – displays the presence of SuperMotion cameras: if none – "Not Used"; if present – "Enabled" + "number of SuperMotion phases".

Main Information	
Project Name	Football Project 2
Duration	00 h 25 min
Channels	6
Video Codec	MJPG
Resolution	FullHD 1920x1080
Frame Rate	50p
DMR	Disabled
Video Referee	Enabled
	1 workplace
Replays Mode	Enabled
SuperMotion	2 phases

Project File

In the **Project File** area, you can:

Project File

Save

Save As...

Run Current

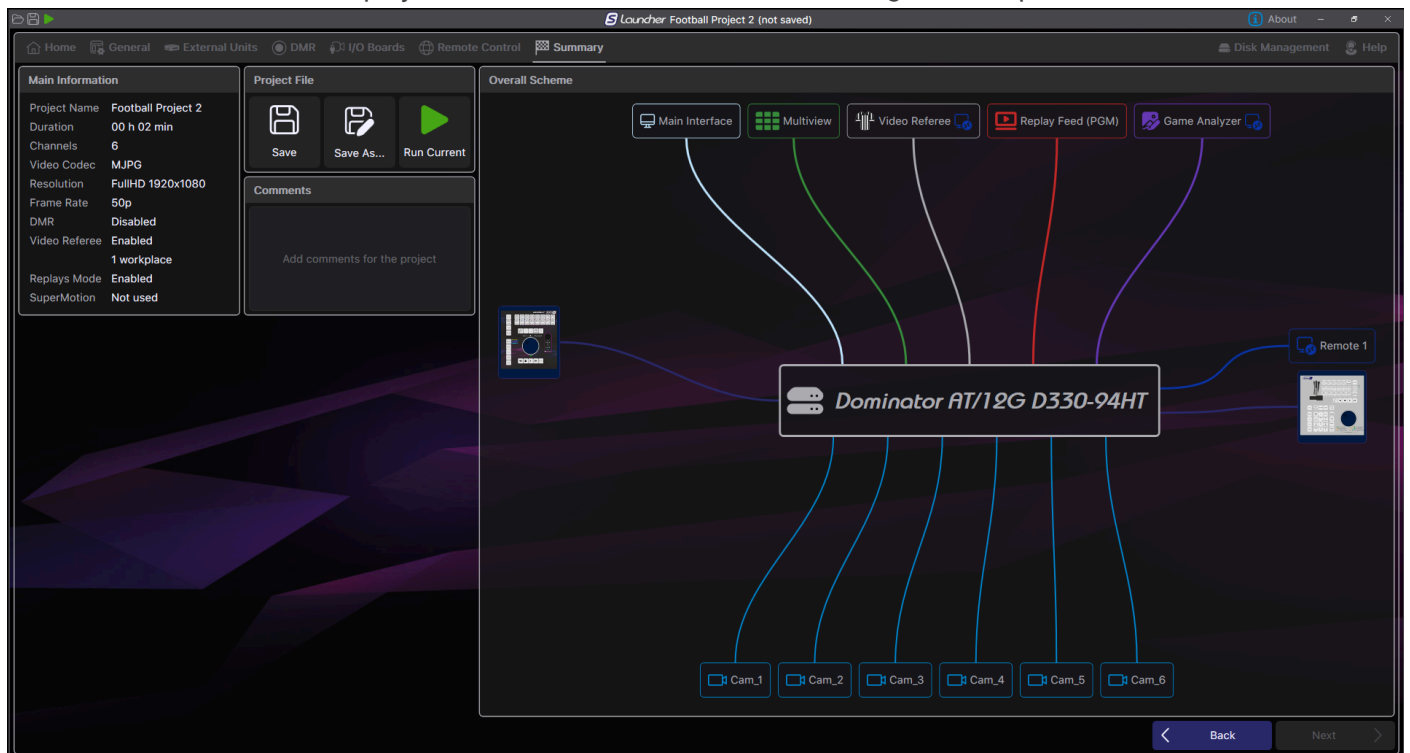
Comments

- **Save** – save the project under the current name,
- **Save As...** – save a project with a new name,
- **Run Current** – Launch the project.

Also, in the **Comments** section, you can add custom notes.

Overall Scheme

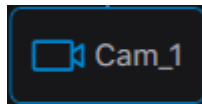
The **Overall Scheme** area displays an interactive schematic of the configured setup:



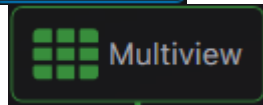
The **Overall Scheme** provides the following information and capabilities:

- The scheme displays all channels and devices connected to the project:

• Input channels –



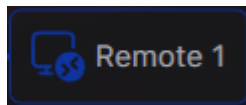
• Output channels –



• Remote controls and scoreboard controllers –

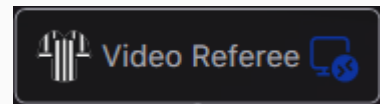


• Remote workplaces –



- Channels and their connections are color-coded according to their roles;

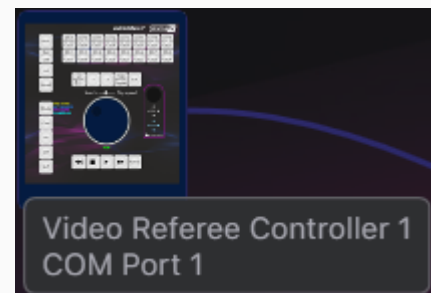
- Output channels transmitted to a remote workplace are marked with the icon



- If a device has no assigned COM port/IP address, its icon appears dimmed with a indicator;



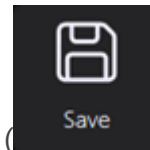
- Hovering over a device displays a tooltip with its details and connections;

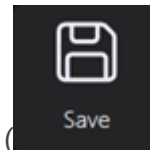


- You can quickly navigate from the Overall Scheme to a device's tab. To do this, left-click on the device's image.

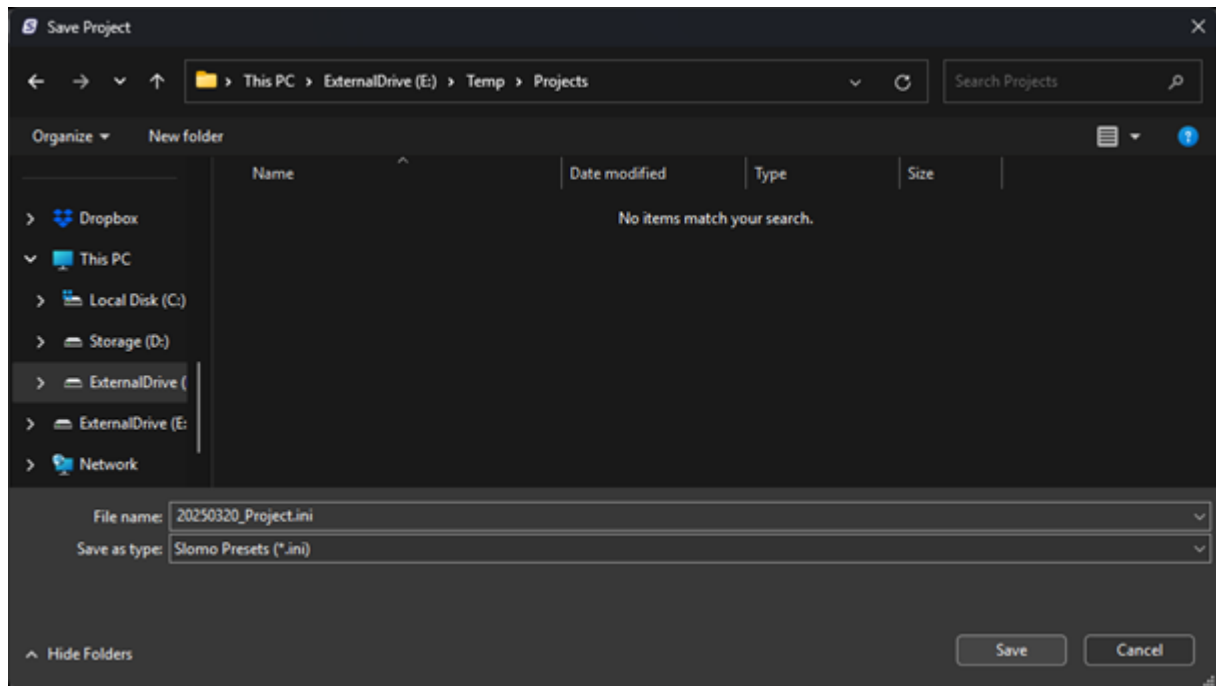
For example: clicking a replay controller or referee controller image will open the "General" tab with controller settings. Clicking an input or output device will open the "I/O Boards" tab.

Save a Project



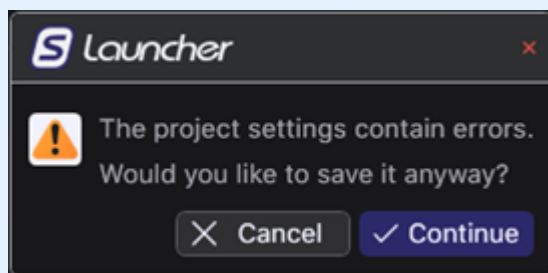
To save the project in the **Summary** or **Home** tab, click the **Save** () button.

In the **Save Project** window that opens, you can select a folder to save the configuration file and set its name in the "File name" field. To confirm, click **Save**.



After saving, the project will be available on the list of projects in the **Home** tab.

If errors were made during project creation and warnings are present (), the program will require action confirmation:



Save As

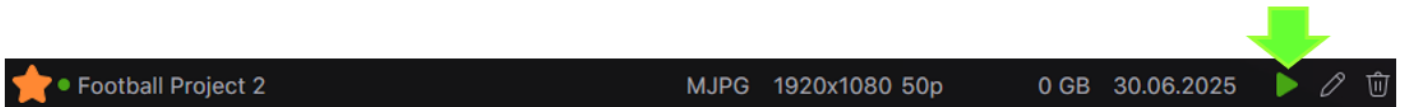
Use the **Save As...** to save an open project to an INI file with a different name. After clicking, the Explorer window will open to specify the name of the INI file and select a folder to save.

Run Project

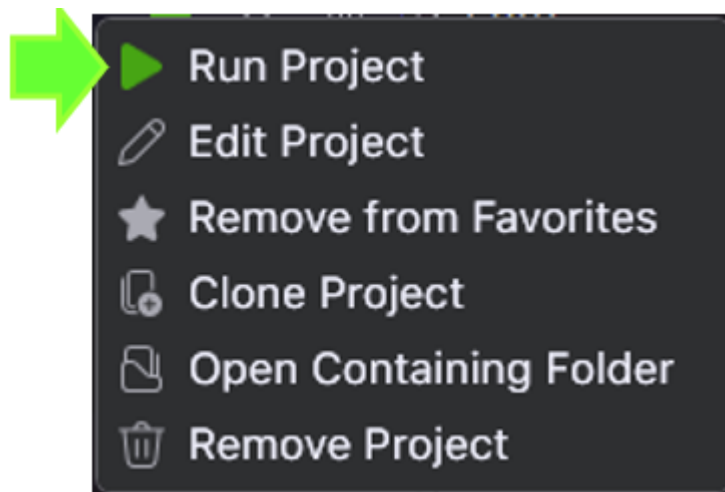
The project can be launched from the **Home** and **Summary** tabs.

Launching from **Home** can be done in 4 ways:

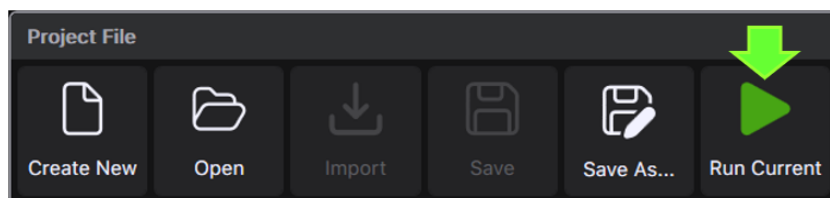
1. Double-click the project with the left mouse button;
2. Click the **Run Project** (▶) button on the right side of the project row;



3. Launch from the context menu: right-click the project and select **Run Project**.

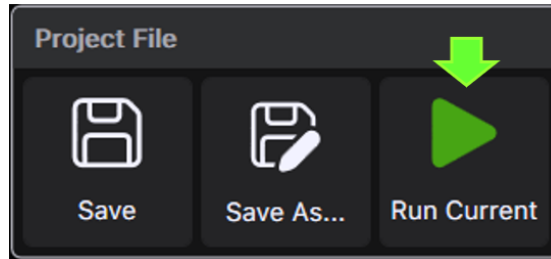


4. Clicking the **Run Current** button in the **Project File** section if the project is in editing mode (the project is marked with a ● indicator in the "Home" tab);



Launching from **Summary** is possible when you are in project editing mode.

To start a project, click the **Run Current** button in the **Project File** section.



After launching the project, the Slomo.tv Launcher window will close and the CESM.exe application with the created project configuration will open.

After closing the main application, Slomo.tv Launcher will reopen.

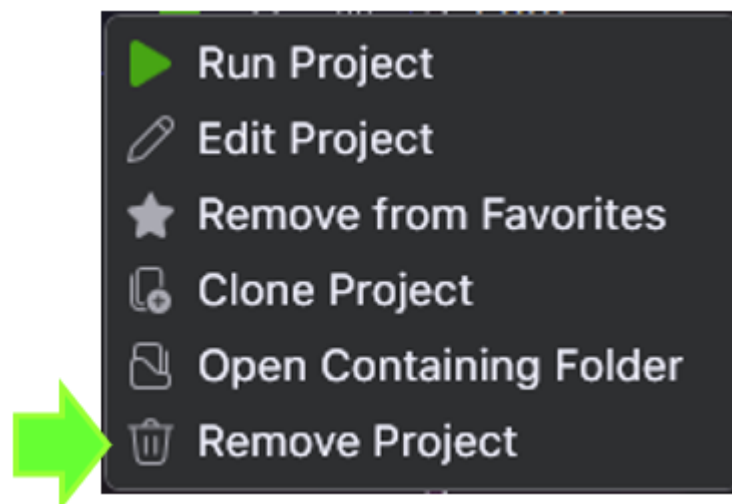
Deleting a Project

Project deletion is performed in the **Home** tab and can be done in two ways:

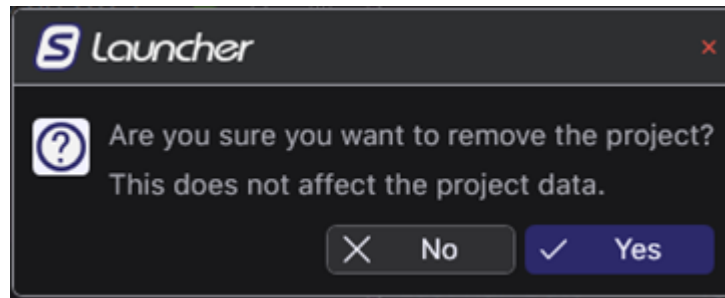
1. Clicking the **Delete** (🗑️) button on the right side of the project row;



2. Right-clicking the project and selecting **Remove Project** from the context menu;



When attempting to delete a project, a confirmation window will appear:



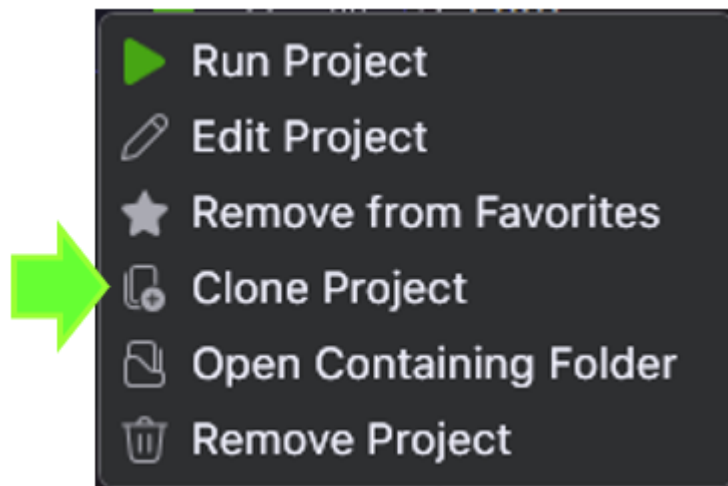
To complete the deletion, click **Yes**.

After this action, the project will be deleted while all recorded materials from this project will remain on the storage array.

Copying a project

A copy of a project is created in the **Home** tab in two ways:

- ▶ By clicking the **Copy** button () in the **Details** area;
- ▶ By right-clicking on the project and selecting **Clone Project** in the context menu.



After creating a copy, you must assign a new name to the project and save it.

Read-only Mode

In Read-only mode, "[Main Parameters](#)" of the project are locked for editing and become available only for viewing. The Read-only icon () in the "Main Parameters" area indicates that the project is in Read-only mode.

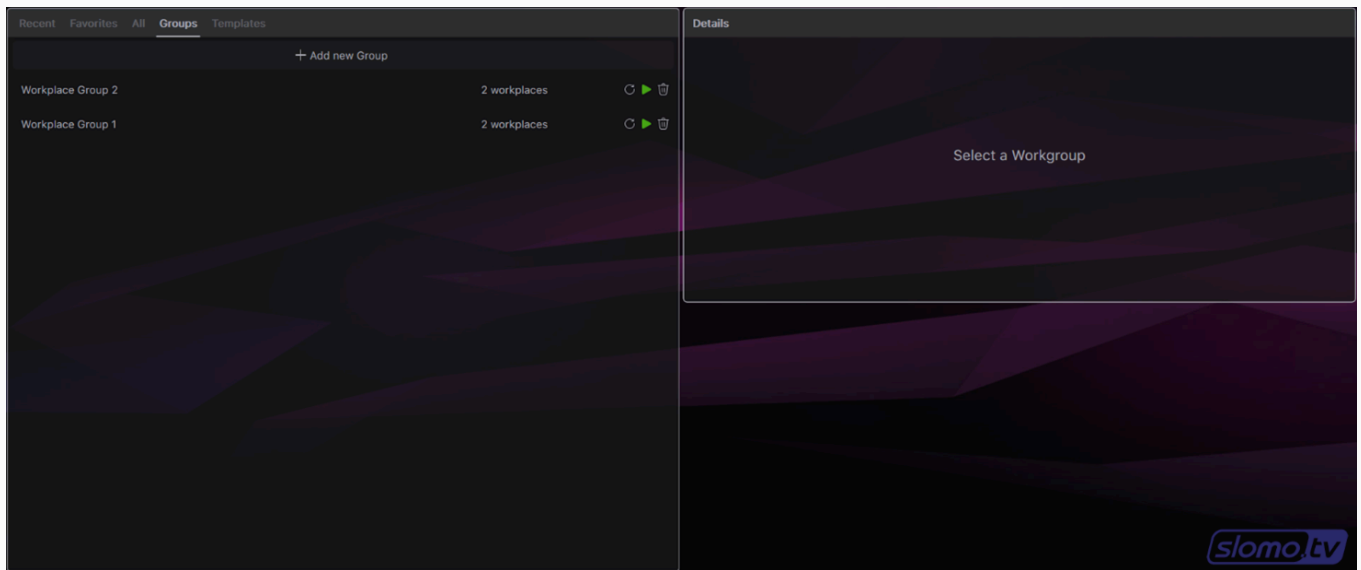
Read-only mode is intended to protect the user from unintended modification of settings in a project that has already been launched in the main application and contains recorded material.

Read-only mode can be disabled in the current project only by deleting the recorded material of this project in the "[Disk Management](#)" tab.

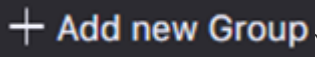
Groups and Additional Workplaces

Groups enable the organization of additional workplaces, allowing multiple operators to work in individual interfaces while sharing a single server. Depending on your license, up to 4 workstations can be created per group.

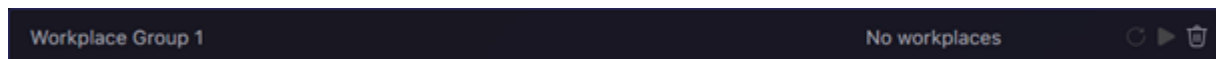
Figure 23 - "Groups" Interface



Working with Groups

To create a group, go to the **Home** tab, select **Groups**, and click the **+ Add New Group** () button.

The newly created group will then appear in the list.

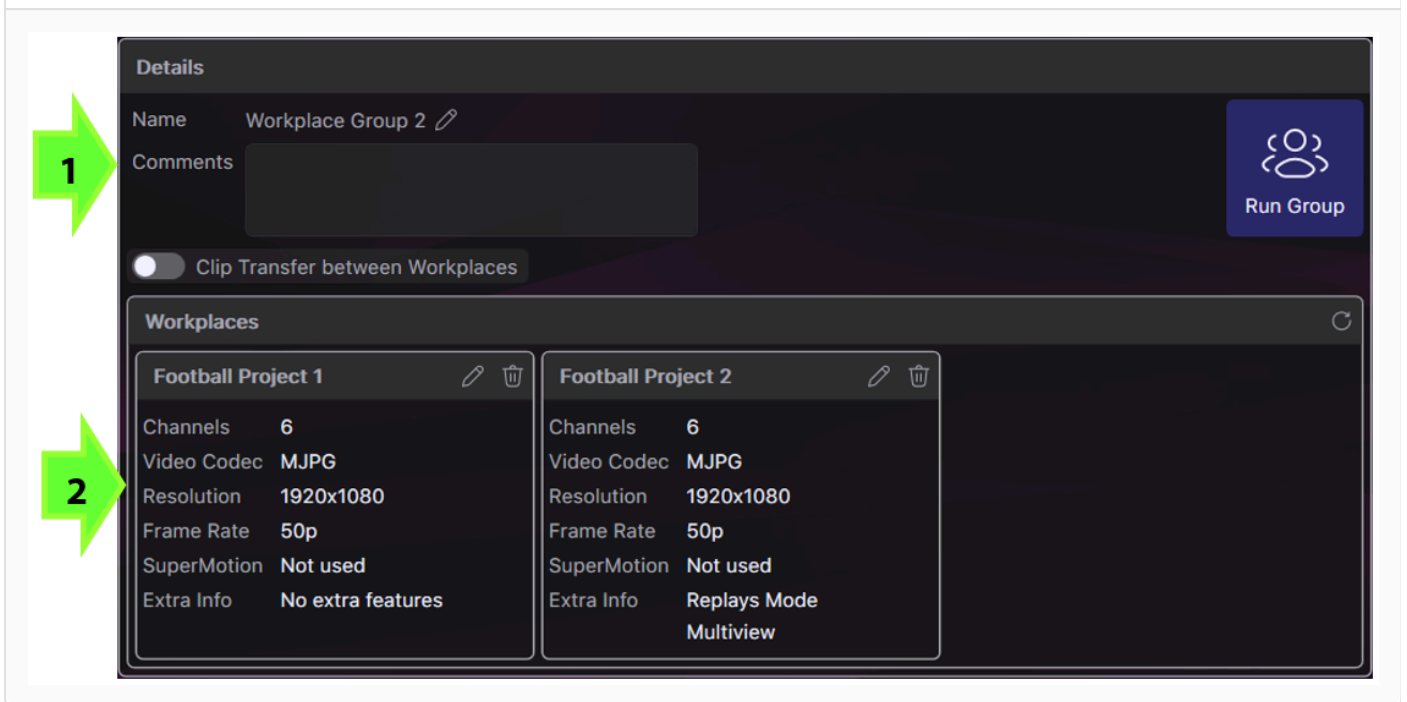


Group block displaying:

- ▶ **Group name** (default: "Workplace Group" + sequential number);
- ▶ **Number of workplaces** (projects) in the group.
At the right end of the group block, you'll find three action buttons:
- ▶ **Update** (): Refreshes group and project information. Use this when changes aren't yet visible;
- ▶ **Start** (): Launches the group on the server;
- ▶ **Delete** (): Removes the group.

To the right of the groups list is the **Details** panel ([Figure 24](#)), which displays information about the selected group and its constituent workplaces (projects). To view this information, click on a group.

Figure 24 - Group Details



Upper Section (1) Contains:

- ▶ **Group name** with a **Rename** button (). Click to edit the group name and enter the required text;
- ▶ **Comments field**. Left-click the gray comment area to add notes;
- ▶ **Run Group** () button. Launches the group on the server;
- ▶ **Clip Transfer between Workplaces** toggle switch. **Clip Transfer between Workplaces**

Activate to allow workplaces in the group to exchange clips with each other.



This option is only available for workplaces in recording/replay mode.
The maximum number of workplaces for this option is two.

Workplaces section (2) below displays all workplaces (projects) blocks comprising the selected group. Each project block shows Channel Count, Video Codec, Video Resolution, Frame Rate, SuperMotion camera usage and (In Advanced) Role-assigned boards and referee workplaces.

To change the workplace configuration, click the **Edit** button () in the upper-right corner of the block.

To delete a workplace, click the **Delete** button ().

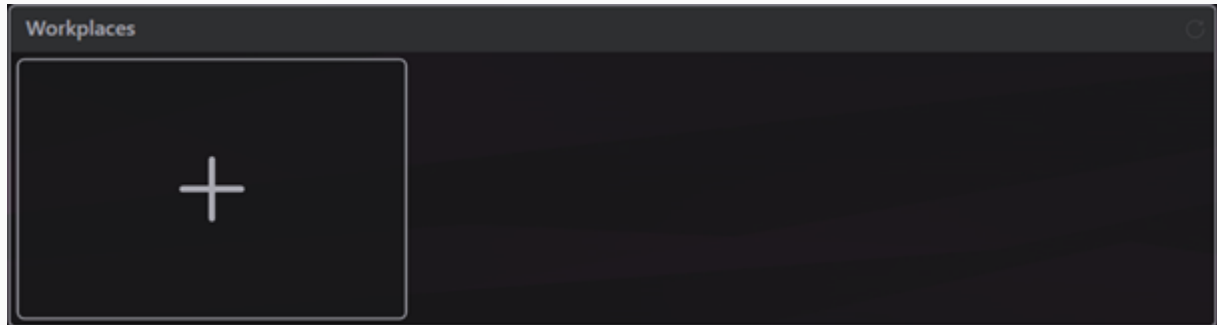
If any workplace in the group has changes that are not currently displayed in **Details**, click the **Update** button (

 in the upper-right corner of the **Workplaces** section.

Adding Projects to a Group

You can add previously created projects to a group. To do this, click the **+** button in the Workplaces area ([Figure 25](#)).

Figure 25 – "Workplaces" Area



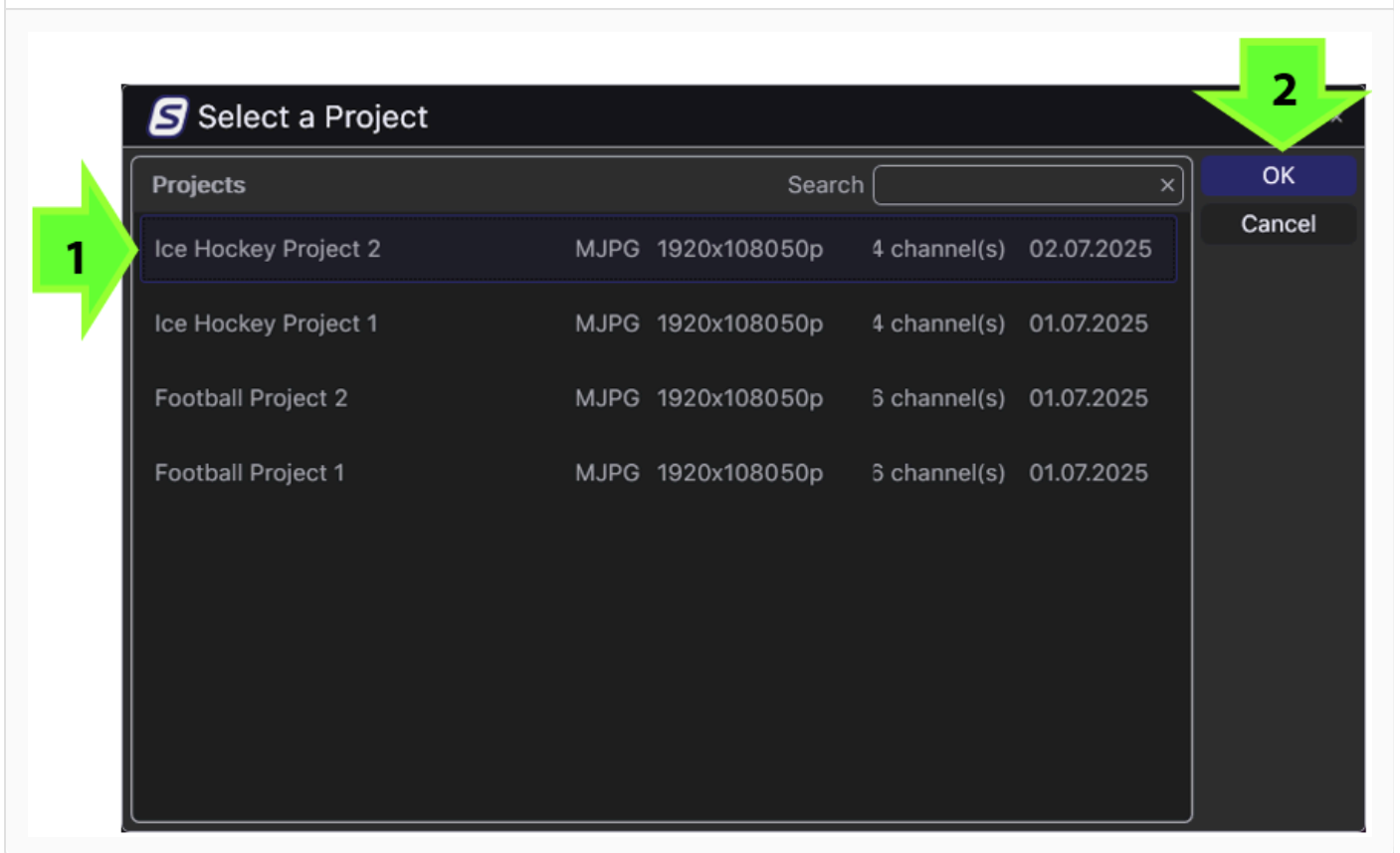
The maximum number of workplaces in a single group depends on the purchased license.

Then the **Select a Project** window will open ([Figure 26](#)): it displays projects you've worked with previously. Projects are sorted by date. For quick search, you can use the name search field –



To add a project to the group, left-click on one of the projects (1) and then click the **OK** button to confirm your selection (2).

Figure 26 – Project Selection for a Group



After this, the project will be added to the group as an additional workplace.

If the settings of projects within the group conflict with each other, the group will not be able to be launched, and a warning icon (⚠️) will appear on the right side of the group block and in the Workplaces area. Hover over it and wait for the tooltip to appear to learn the reasons.

The group launch may be unavailable if:

- ▶ Different projects in the I/O Boards tab use the same connectors in the connection diagram;
- ▶ Different projects use the same ports for connecting peripherals: remote control, match controllers;
- ▶ Different projects use the same storage for recording.

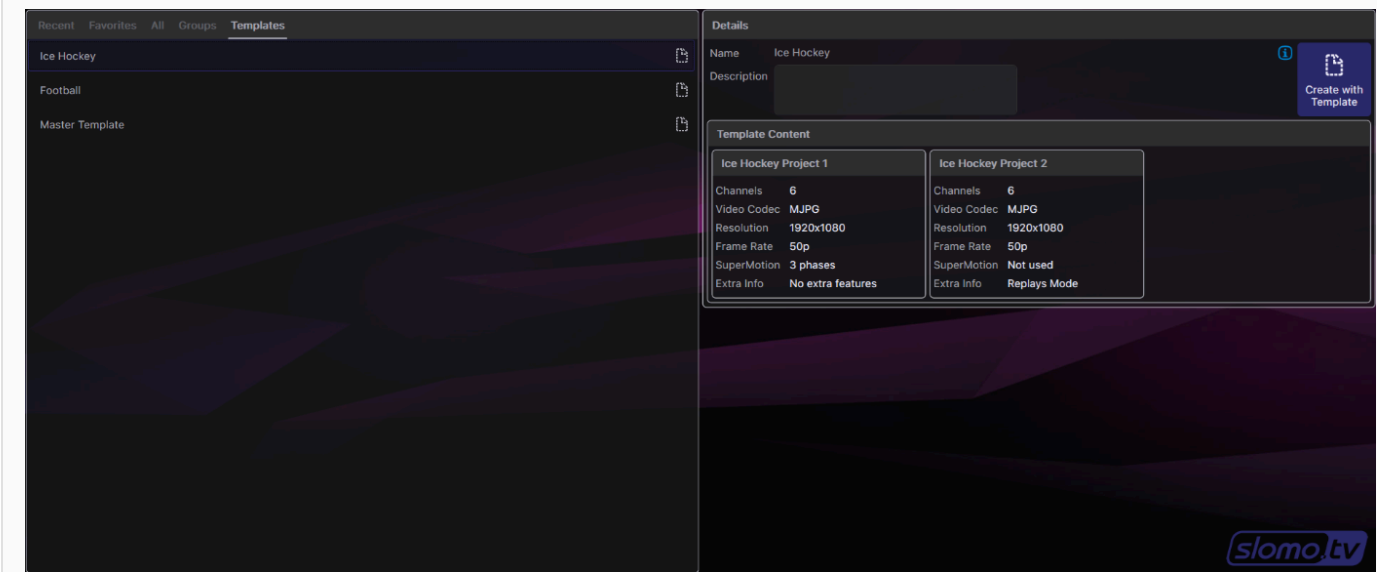
Templates

Templates are predefined configurations for projects and groups prepared by Slomo.tv engineers (users cannot create templates). Instead of manually creating and configuring projects, you can immediately select a suitable template and begin working. A template may contain either a single project or a group of projects configured to run as additional workplaces.

If a template consists of two or more projects, it can be converted into a group and then launched. If a template

contains only one workplace, it can be launched as a regular project.
To select a template, open the **Home** tab and click **Templates**.

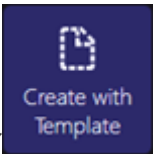
Figure 27 – "Templates" Interface

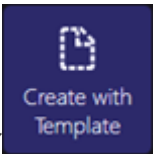


The left panel displays the list of templates. When selecting one, the right "Details" panel will show template information.

In the top section of the **Details** panel:

- **Template name** (cannot be modified),
- **Description:** field for entering notes,
-



Create with template () button: clicking this converts the selected template into a group and opens the "Groups" tab.

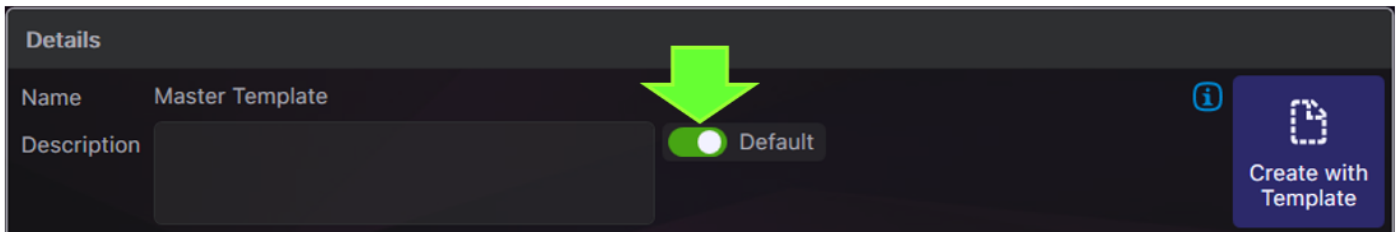
Similar buttons () appear after template names in the left panel.

The **Template Content** area displays information about its constituent workstations. Each project block contains details about Number of Channels, Video Codec, Video Resolution, Frame Rate, Usage of SuperMotion Cameras and (In "Extra Info") Presence of Role-assigned Boards and Referee Workplaces.

Default Template

You can set a default template. When creating new projects, their settings, devices and connections will replicate this template's configuration.

To set a default template select a template and activate the **Default** toggle in the **Details** section.

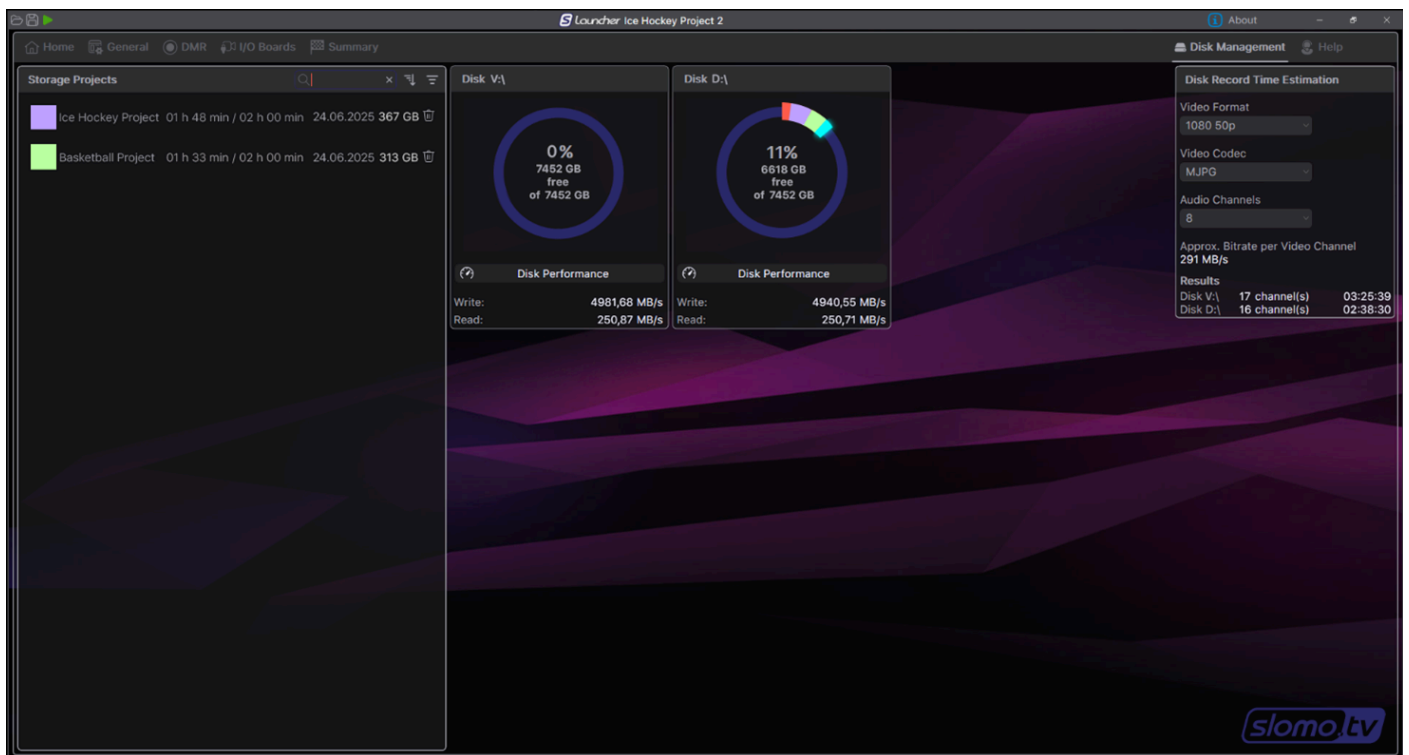


Only templates containing a single workplace can be set as default.

Other features

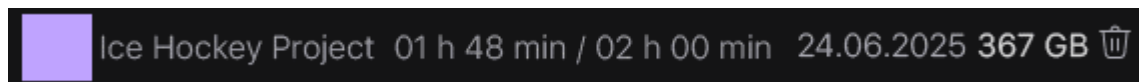
Disk Management Tab

In this tab the user can see the list of projects on the disks, their size, the number of disks connected to the system and free space on them, check the performance of disks and roughly calculate how much time is available for writing at different parameters.



Storage Projects

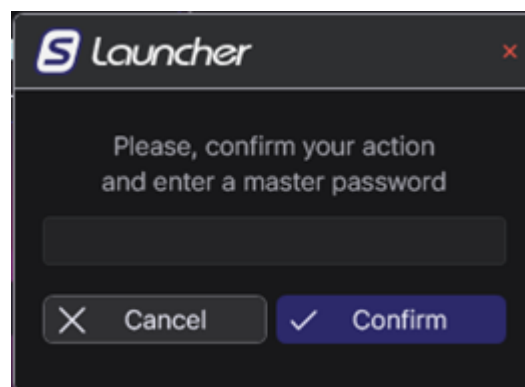
The left area **Storage Projects** lists all projects recorded on the server's storage.



Each project row contains (from left to right):

- ▶ Color indicator: Corresponds to the section color on the disk diagram,
- ▶ Project name,
- ▶ Current recording duration / Target duration,
- ▶ Creation date,
- ▶ Storage space occupied by project files,
- ▶ **Delete** button (🗑️): Removes project files from the storage array.

When deleting project files, the program will open a confirmation window for the operation:



The password is the last 4 characters of your device's serial number.

If you encounter issues entering the password, please contact technical support.

Disks

The center of the **Summary** tab contains disks areas. For each disk there is a pie chart, where segments illustrate individual projects. In the center of each diagram is a list of free and total disk space.



The **Disk Performance** button opens a window to run a set of tests that check the disk read and write speed in different modes. To run the test, select **Test File Size** and click the **Start Test** button. When the test is over, you can see a graph with the results, and you can save the graph as a PNG image, with the **Save** button.



To close the **Disk Performance** window, click the button  in the upper-right corner of the window.

Disk Record Time Estimation

On the right there is the **Disk Record Time Estimation** area. Here the user can get a rough estimate of how much material can be recorded on the available discs.

Disk Record Time Estimation

Video Format
1080 50p

Video Codec
MJPG

Audio Channels
8

Approx. Bitrate per Video Channel
291 MB/s

Results

Disk V:\	17 channel(s)	03:25:39
Disk D:\	16 channel(s)	02:38:30



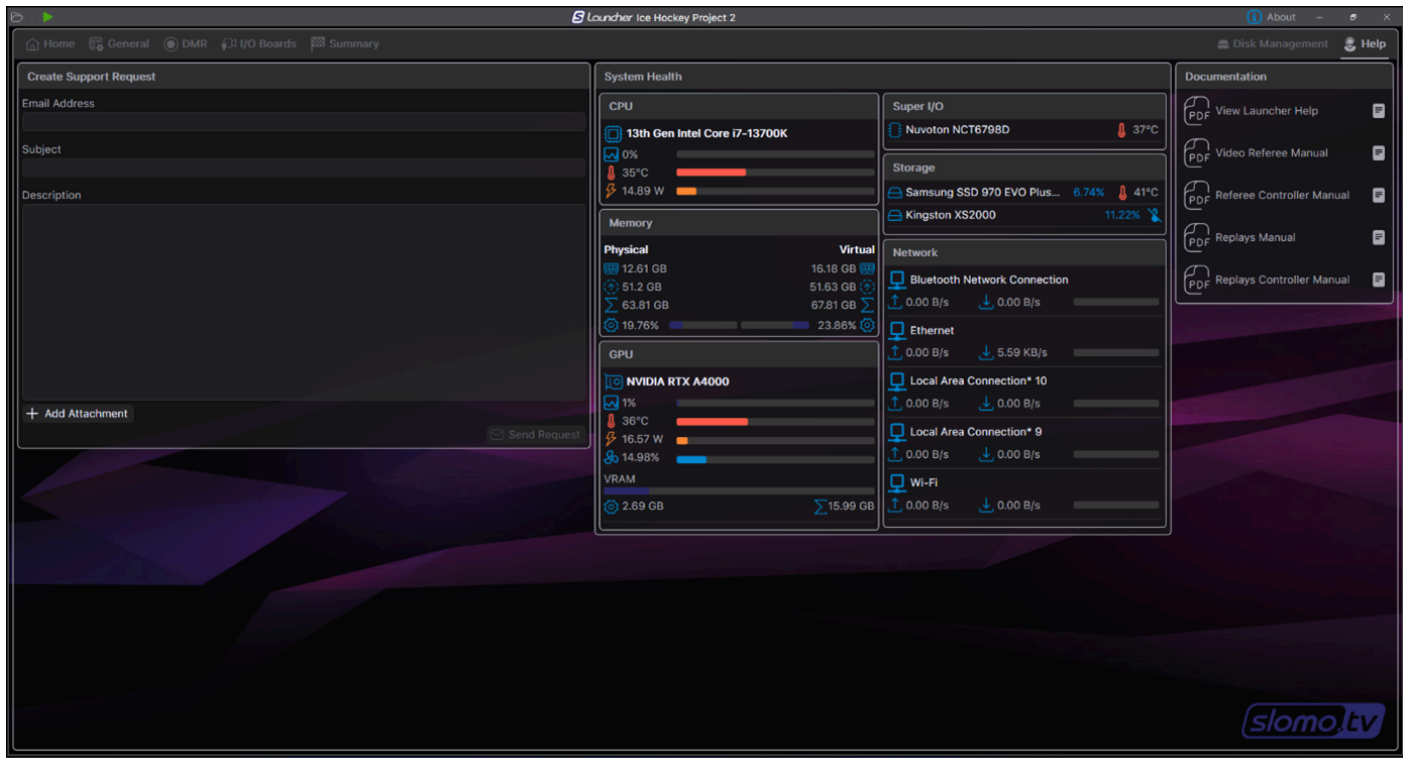
Important! These settings do not affect the settings of the recording server project but are only estimates.

Once the parameters are set, the bit rate for recording is estimated and the available time is calculated for the disks.

Help Tab

The **Help** tab contains three sections:

- ▶ Create Support Request,
- ▶ System Health,
- ▶ Documentation.



Create Support Request

To create a support request, specify:

- ▶ Email address for response,
- ▶ Subject,
- ▶ Description of the issue or question.

If you need to attach additional materials (e.g., images or videos), use the **Add Attachment** button.

Click **Send Request** to submit your request.

If any issues occur during submission, an error message will display indicating the problem (e.g., exceeded maximum file size, network connectivity issues preventing submission, etc.).



To send a message, you must connect the server to the Internet.

System Health

This section is designed for monitoring server node operations: load, temperatures, power consumption, and network connections. The monitoring displays status of:

- ▶ CPUs,
- ▶ RAM,

- ▶ GPUs,
- ▶ Storage drives,
- ▶ Network connections.

Documentation

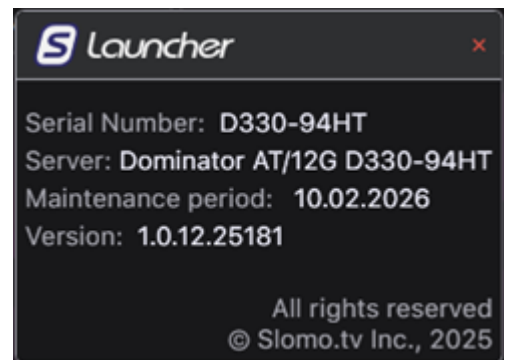
This section allows you to view documentation for Slomo.tv Launcher, main program and your hardware.

About

For information about the program, click on the inscription of the same name in the upper right corner of the window.

A window will open with information:

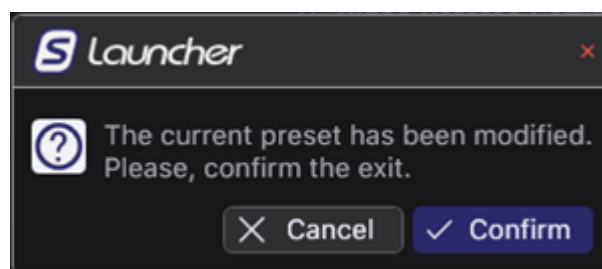
- ▶ Server serial number,
- ▶ Server name,
- ▶ Maintenance period,
- ▶ Slomo.tv Launcher version.



Closedown

To finish working with the program, click the close button  in the upper right corner of the window.

If the project contains unsaved changes, the program will display a warning when attempting to close it, prompting you to either cancel the exit or confirm it:



The slomo.tv  company is constantly improving its sports replay, video refereeing, and multi-channel recording systems, so there may be discrepancies between the documentation and the implemented features.

If you find any inconsistencies, incompleteness, or other problems in the documentation, please report it to

slomo.tv  technical support by e-mail: support@slomo.tv. We will send you an updated version of the documentation.