

# Slomo.tv Launcher

## Getting Started for Replays

<b>Description</b> .....	<b>3</b>
<b>Preconditions</b> .....	<b>3</b>
<b>Getting Started</b> .....	<b>3</b>
<b>"General" Tab</b> .....	<b>4</b>
<b>"DMR" Tab</b> .....	<b>6</b>
<b>"I/O Boards" tab</b> .....	<b>11</b>
<b>"Summary" Tab</b> .....	<b>12</b>
<b>Conclusion</b> .....	<b>13</b>

## Description

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**Slomo.tv Launcher** is an application for configuring and managing projects for the Slomo.tv recording server. This guide covers creating projects for replays and recording. The program's functionality is described in detail in the "Slomo.tv Launcher: User Guide".

## Preconditions

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To configure a project for replays and recording, you need:

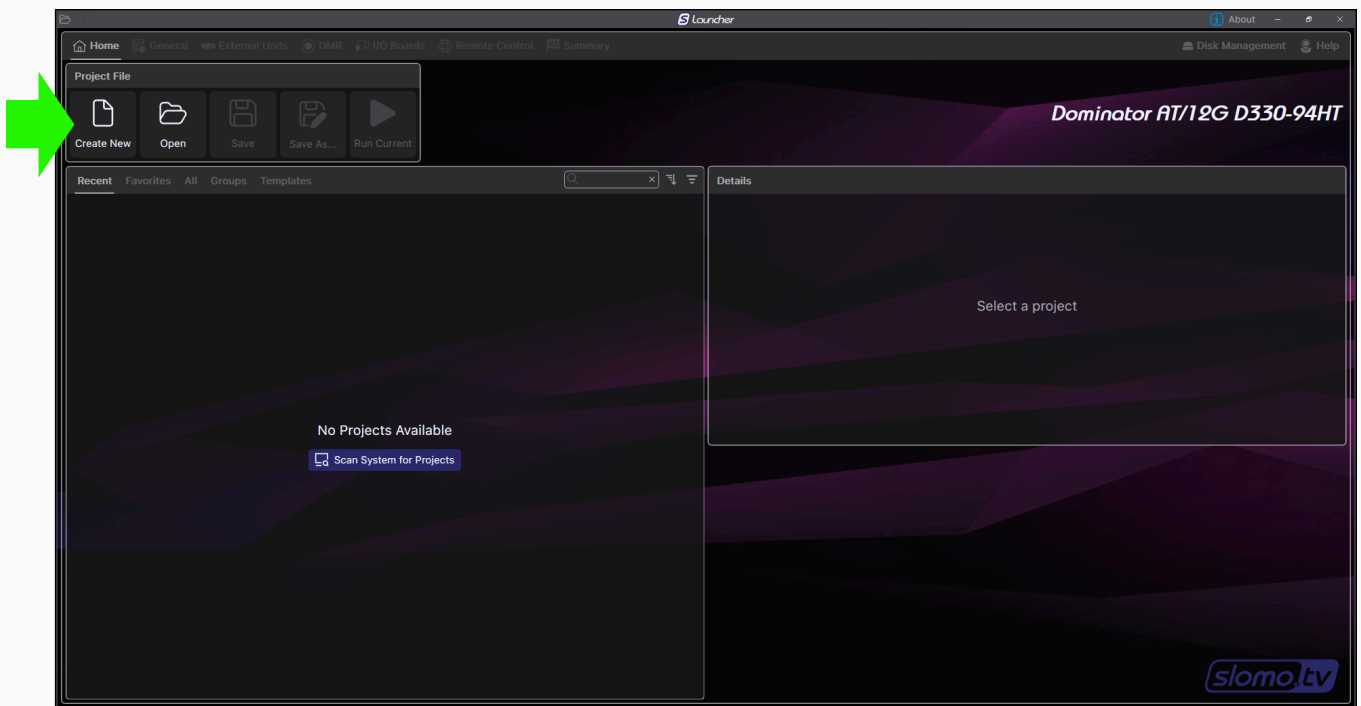
- **Replays license**,
- **DMR™ license** (optional).

## Getting Started

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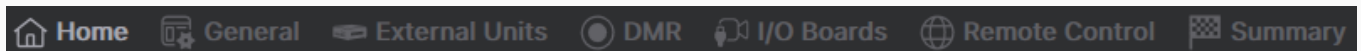
Upon the first launch of the program, to begin working, you need to create a new project. In the "Project File" area, click the **Create New** button.

Figure 1 – Slomo.tv Launcher Home Page – "Home" tab



Pay attention to the **Tabs** ([figure 2](#)) at the top of the interface. We will switch between some of them during project creation.

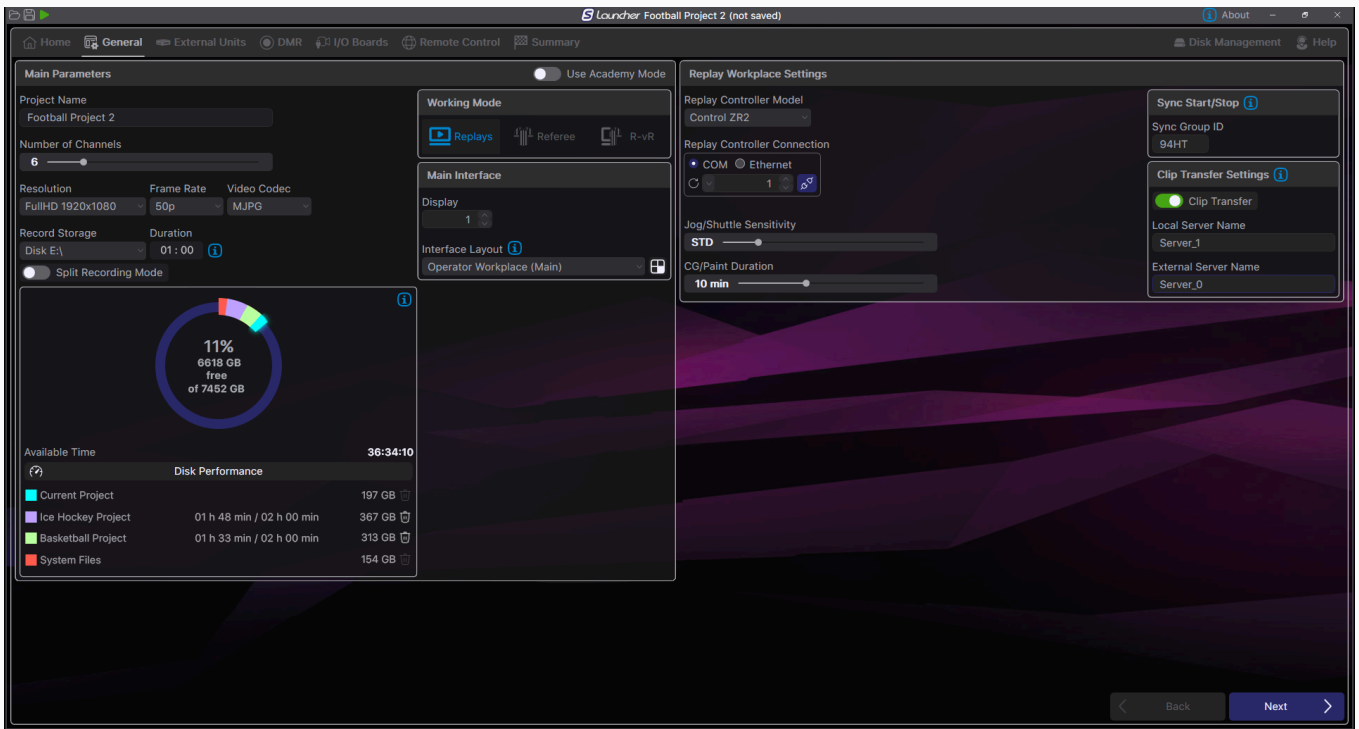
Figure 2 – Tabs



## "General" Tab

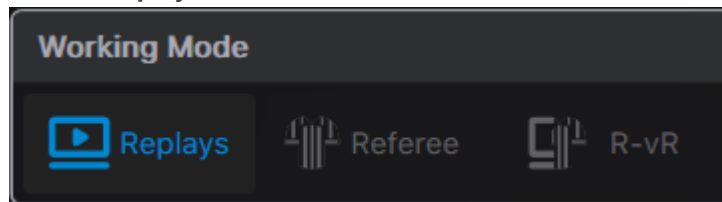
After creating a project, the **General** tab will open ([figure 3](#)).

Figure 3 – "General" Tab



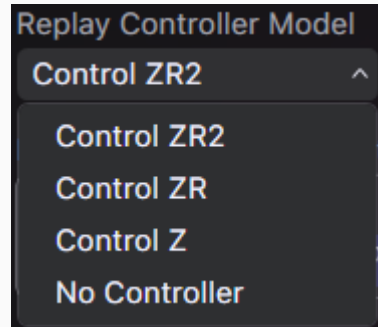
The appearance of the "General" tab depends on the license and selected Working Mode and may differ from the documentation.

1. In the **Main Parameters** area, configure:
  - ▶ **Number of channels:** Use the slider to set the number of input channels;
  - ▶ **Resolution:** Set the project resolution;
  - ▶ **Frame rate:** Set the project frame rate.
2. In the **Working Mode** area select **Replays**:




3. In the **Replay Workplace Settings** area, configure:


**Replay Controller Model:** select the controller model from the list.

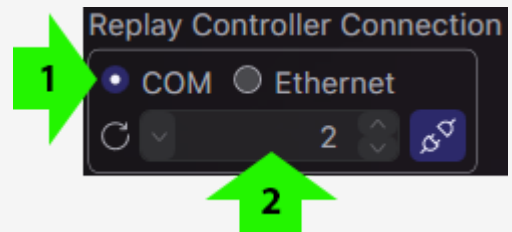


**Replay Controller Connection:**

1. Select the connection interface for the replay controller: COM or Ethernet;
2. Enter the COM port number or controller IP address in the input field.

If using COM, you can also click the "Refresh" button  and then find the connected controller in the list.

To test the connection with the controller, click the test button – .



If parallel recording to other media is required (DMR™ recording ), proceed to the "[DMR](#)" tab to continue configuration. Otherwise, go to the "[I/O Boards](#)" tab.

## "DMR" Tab



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

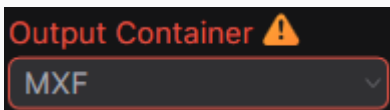
To access DMR™ settings, enable the **DMR** toggle switch in the "Parameters" section. After activation, detailed settings can be configured.



In the **Parameters** area configure:

1. **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;

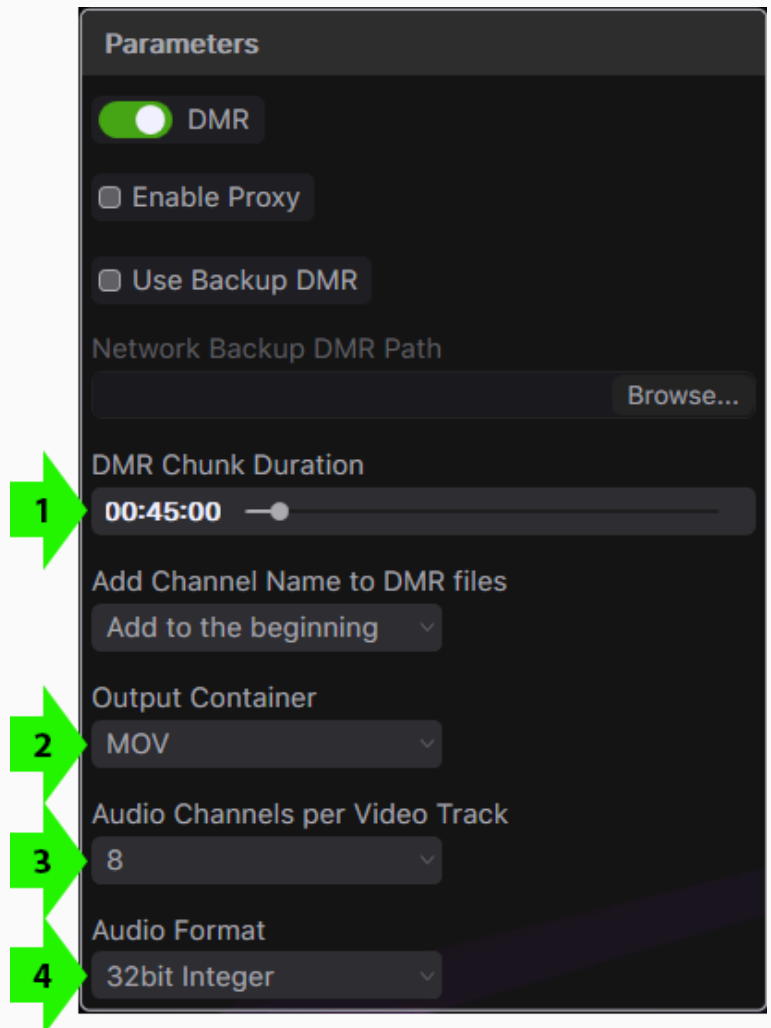
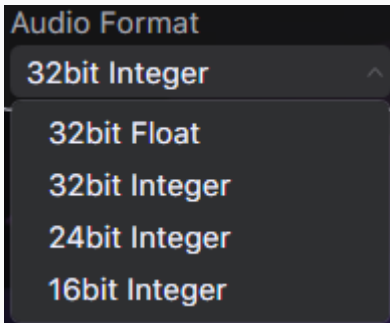
2. **Output Container** – select the file format for the DMR™ recording. If the output container is incompatible with the previously selected video codec (the "Common" tab), Slomo.tv Launcher displays a warning about the presence of a selection error:



In this case, you need to change either the output container or the video codec;

3. **Audio Channels per Video Track** – Setting the number of audio channels for DMR™ recording;

4. **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.

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

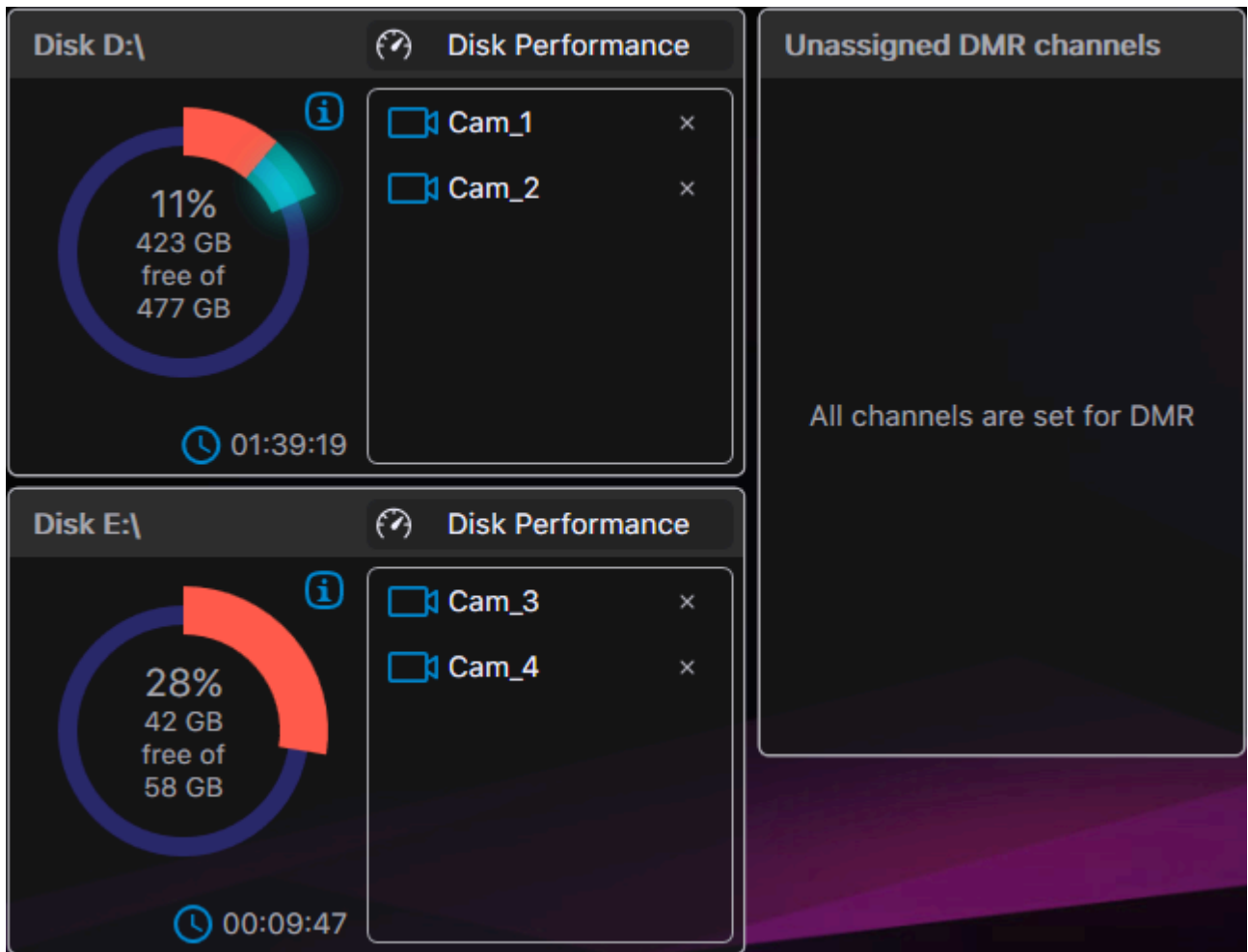
To distribute channels, drag channels from the **Unassigned DMR Channels** area to the **disk** area labeled "Drag-n-drop channels to the disk".

The screenshot displays a software interface with three main sections. On the left, there are two 'Disk Performance' panels. The top panel is for 'Disk D:\' and shows a circular progress indicator with 11% free space (423 GB free of 477 GB). The bottom panel is for 'Disk E:\' and shows 28% free space (42 GB free of 58 GB). Both panels include an information icon and a 'Not Estimated' status. On the right, there is a 'Unassigned DMR channels' panel listing four channels: Cam\_1, Cam\_2, Cam\_3, and Cam\_4, each with a camera icon and a selection box.


Disk	Free Space (%)	Free Space (GB)	Total Space (GB)
Disk D:\	11%	423	477
Disk E:\	28%	42	58

- Unassigned DMR channels:
  - Cam\_1
  - Cam\_2
  - Cam\_3
  - Cam\_4

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



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.



Proceed to the **I/O Boards** tab.

## "I/O Boards" tab

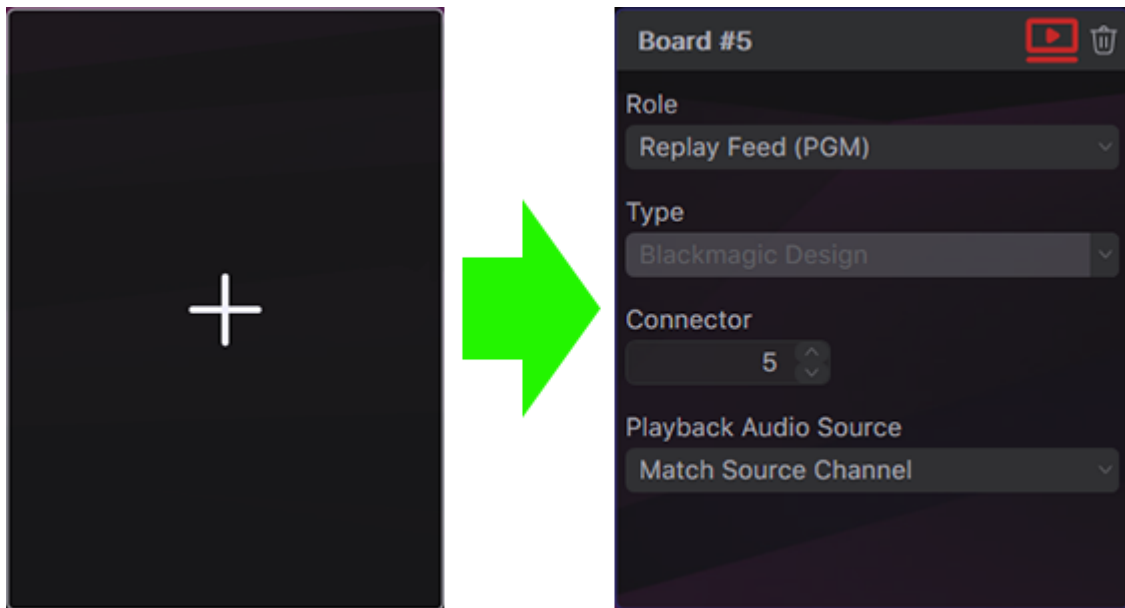
Depending on the specified number of input channels, the same number of boards will be automatically created.

Input channel boards are marked with a camera icon – .

You may need a **Replay Feed (PGM)** board.

Create and configure a new board:

- ▶ Click the **+** button – a new board will appear;
- ▶ Assign it the **Replay Feed (PGM) Role**;
- ▶ **Connector**: Select the connector number.



In the upper-right part of the "I/O Boards" tab, find the **Connectors Scheme** area ([figure 4](#)). It displays occupied (blue) and available (gray) connectors on your server. The connector selected for **Replay Feed (PGM)** will be highlighted in red if assigned.

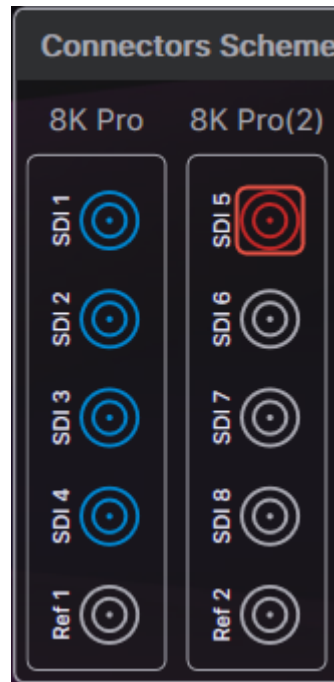


Figure 4 – Connectors Scheme

Ensure that the server's input channels match those in the connection diagram.


Proceed to the **Summary** tab.

## "Summary" Tab


This tab provides an overview of the project and its connections. Project saving and launching also occur here.

- ▶ Click **Save** or **Save as**;
- ▶ Launch the project by clicking the **Run Current** button.


Project File



Save



Save As...



Run Current

After launching the project, continue working in the main application of the Slomo.tv recording server. After closing the main application, Slomo.tv Launcher will reopen.

## Conclusion

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This brief guide is designed to quickly introduce users to the basic functions of the program. To fully utilize Slomo.tv Launcher, we recommend reviewing the main documentation – "Slomo.tv Launcher: User Guide".