

Slomo.tv Launcher

Getting Started for R-vR

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Description

Slomo.tv Launcher is an application for configuring and managing projects for the Slomo.tv recording server. This guide covers the creation of R-vR projects – simultaneous operation of an instant replay operator and a video referee.

The program's functionality is described in detail in the "Slomo.tv Launcher: User Guide".

Preconditions

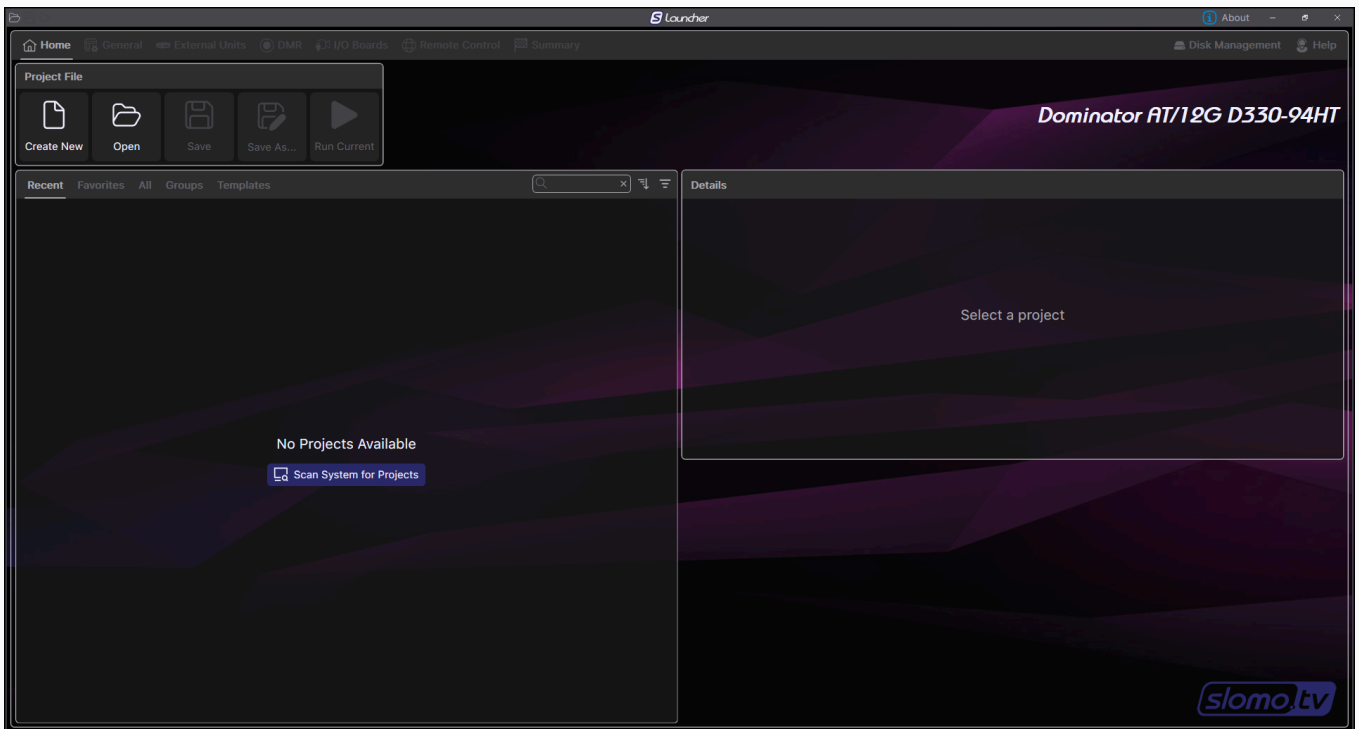
To configure a project for R-vR, you need:

- **videoReferee® license**,
- **Replay license**,
- **Video RRA license** (optional).

Getting Started

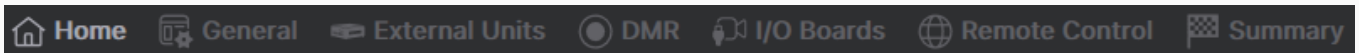
Upon the first launch of the program, to begin working, you need to create a new project. In the "Project File" area, click the **Create New** button.

Figure 1 – Slomo.tv Launcher main 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.

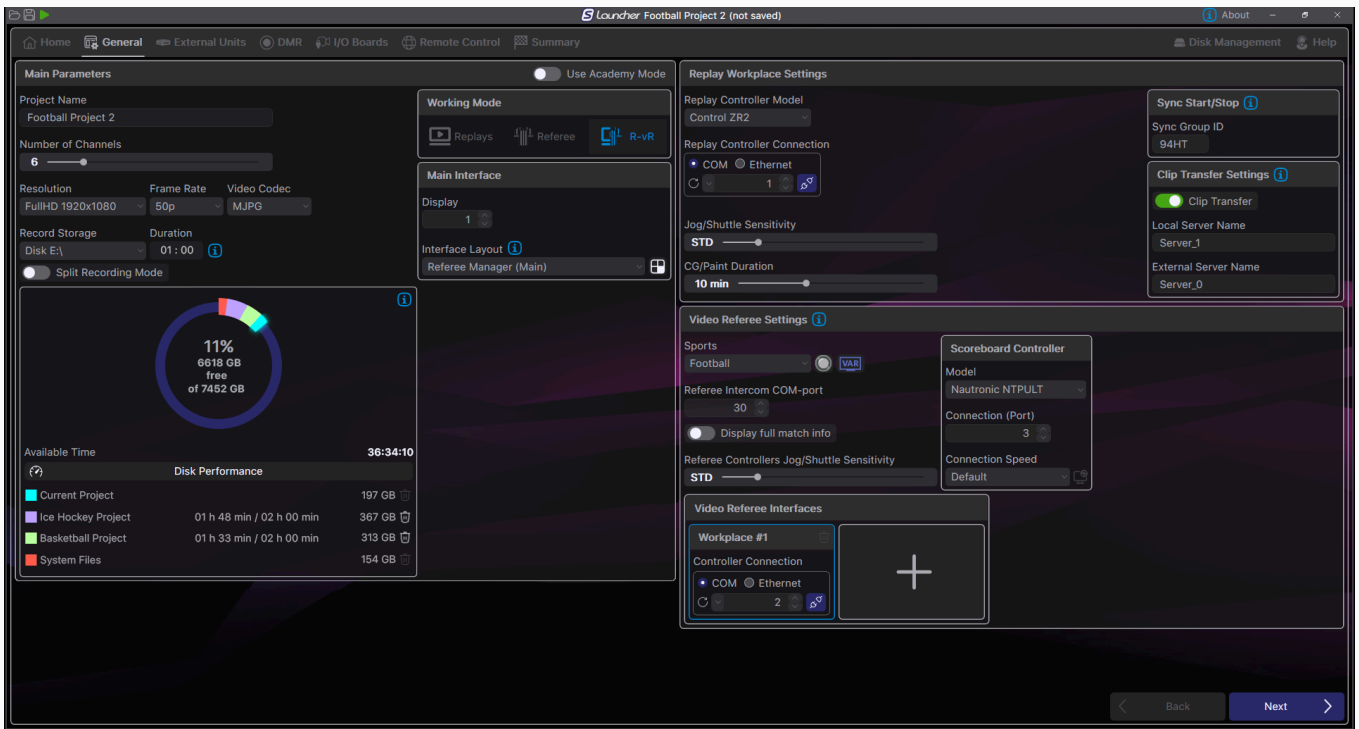
Figure 2 – Tabs



"General" Tab

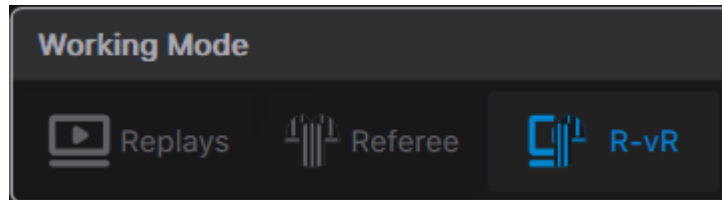
After creating a project, the **General** tab will open ([figure 3](#)).

Figure 3 – "General" Tab



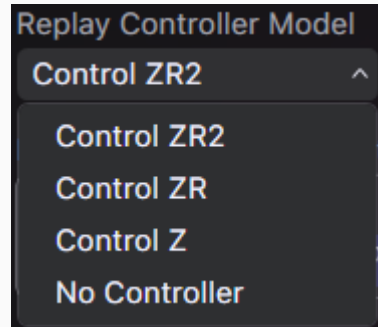
The appearance of the "General" tab depends on the license and selected Working Mode and may differ from the documentation.

- 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.
- In the **Working Mode** area select **R-vR**:




- In the **Replay Workplace Settings** area, configure:


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

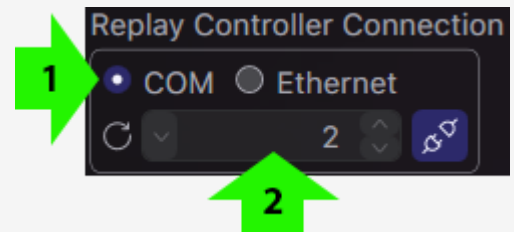


Replay Controller Connection:

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.

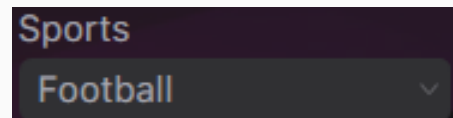
If using COM, you can also click the "Refresh" button  and then find the connected controller in the list.

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



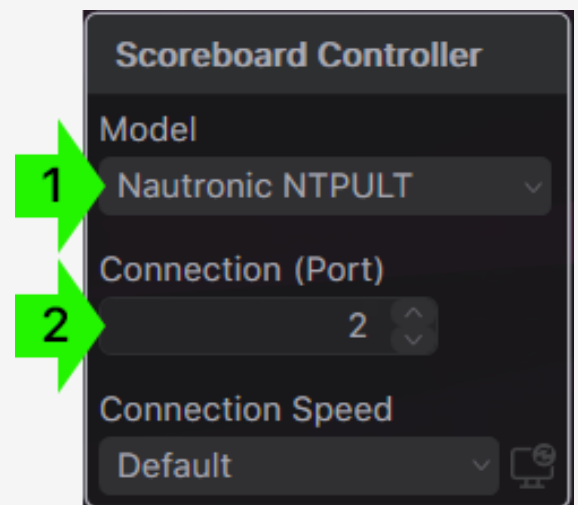
4. In the **Video Referee Settings** area, configure:

Sports: Select the sport for refereeing;





Scoreboard controller:

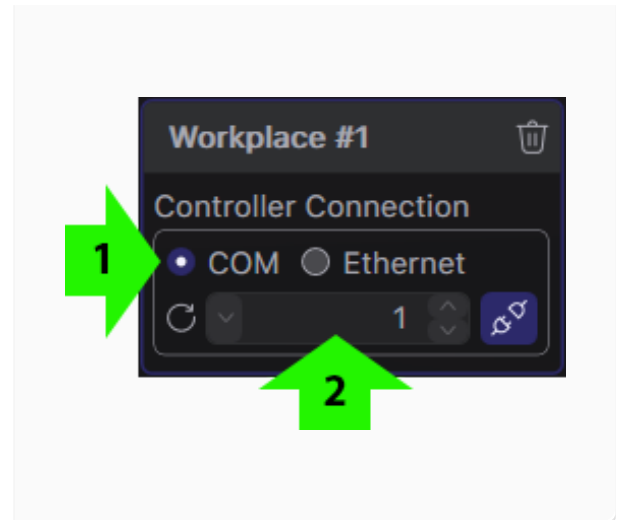
1. Select the scoreboard controller model from the list;
2. Enter the COM port number in the input field.



Video Referee Interfaces:

1. Select the connection interface for the referee 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 – .




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

"I/O Boards" Tab

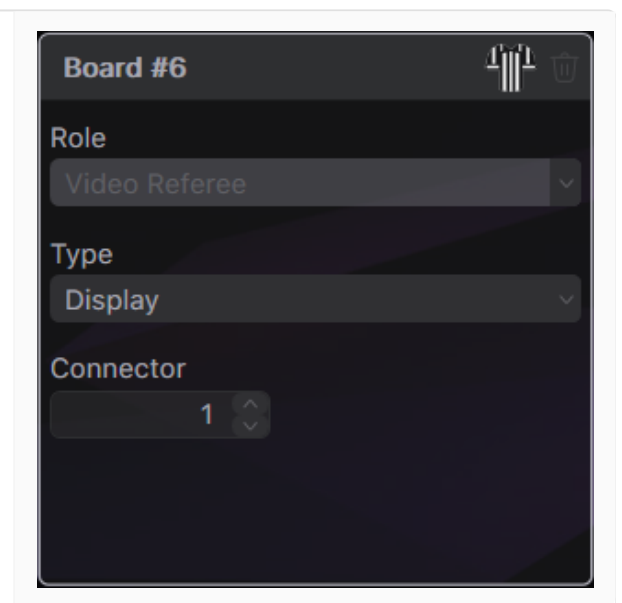
Depending on the specified number of input channels, the same number of boards will be automatically created.

Input channel boards are marked with a camera icon – .

For each referee workplace output board will be automatically created, labeled with the icon  and the "Video Referee" Role.

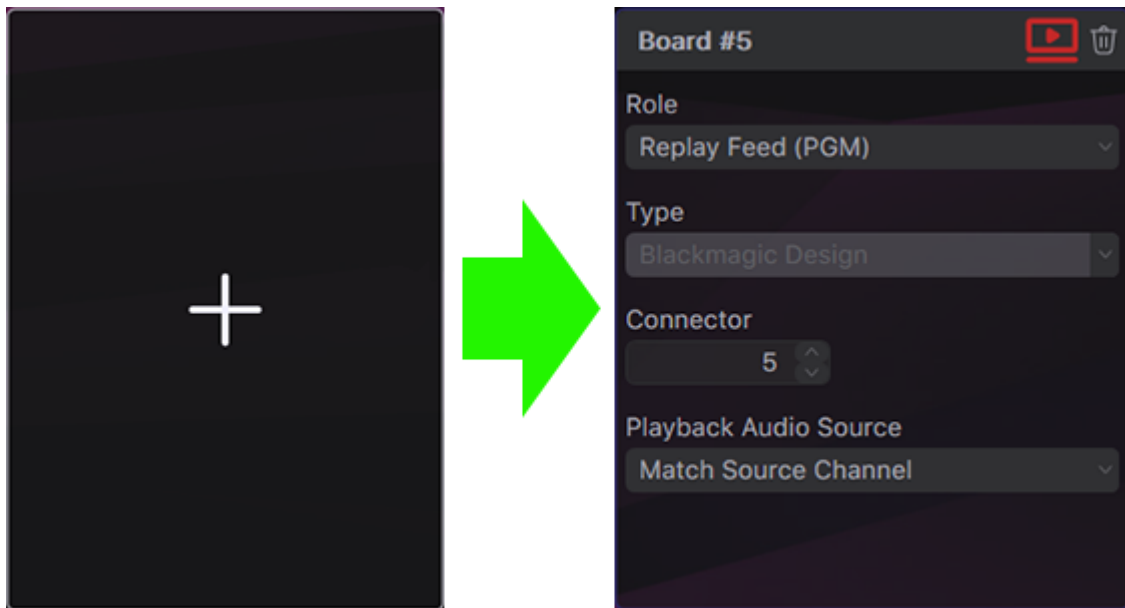
Configure:

- ▶ **Type:** Video capture card or display;
- ▶ **Connector:** Select the connector number or display where video refereeing will be output.

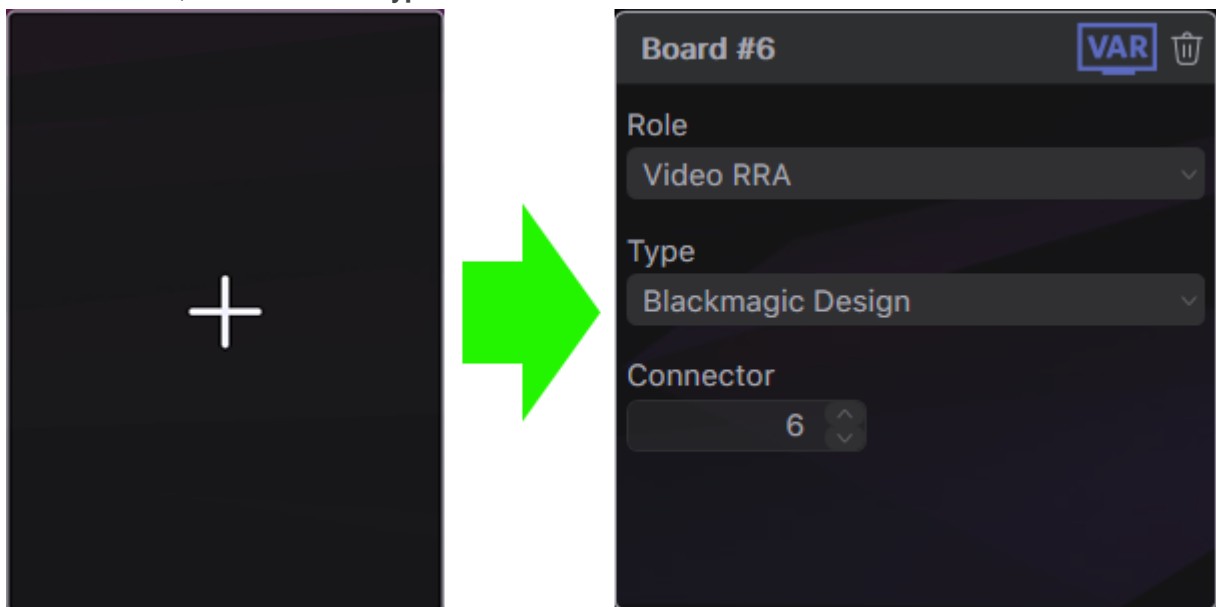


Create and configure a new device:

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



You may also need an output board for the video assistant referee (RRA). To do this, create another board, assign it the **RRA Video Role**, and select the **Type** and **Connector**.



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, while the video refereeing output (if not assigned to a display) will appear in white.

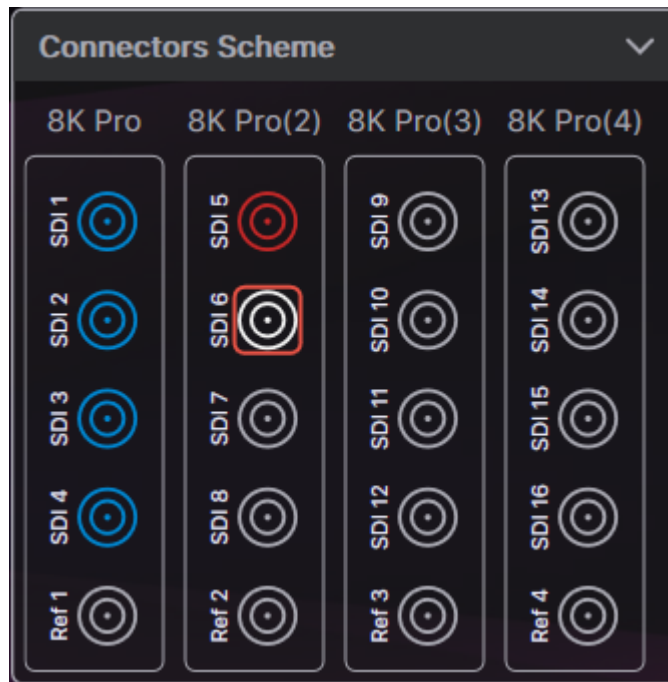
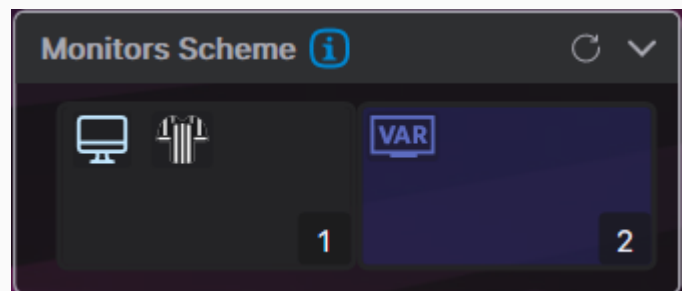


Figure 4 – Connectors Scheme

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

Also, check the **Monitors Scheme**. Using the icons marking the displays, verify that you have correctly assigned devices and roles to them.

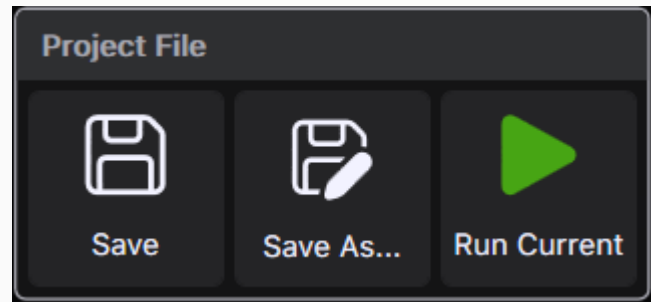


Proceed to the **Summary** tab.

"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.



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

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".