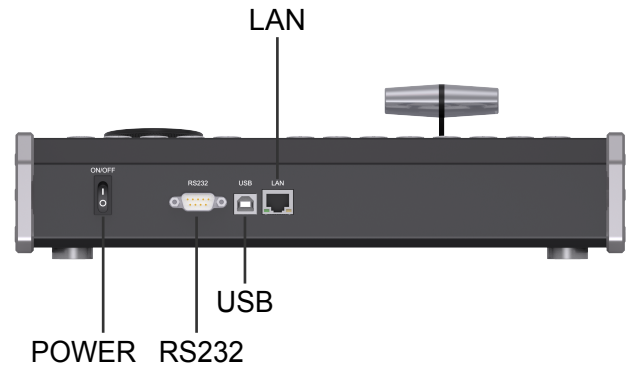


Slow Motion Replay Controller

User Manual

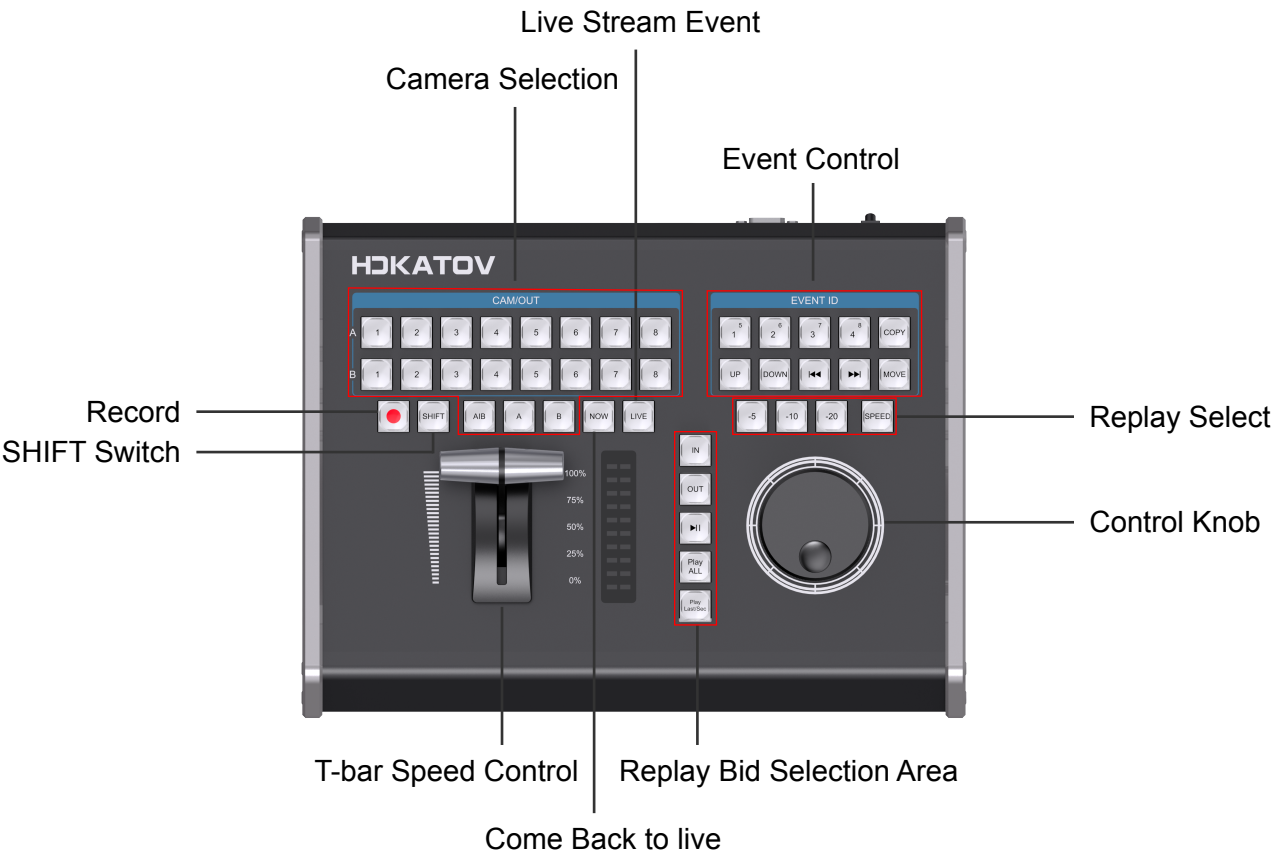


1. Interface Function



Interface	Function
POWER	The main power switch of the entire control panel, for enabling and disabling the control panel.
RS232	Composite communication interface, used for docking communication with software other than MIDI communication and for upgrading the panel itself
USB	Power supply for the keyboard is achieved through USB, and two-way communication of MIDI or USB data is carried out between the panel and the control host.
LAN	Network communication interface, used for communication between the software of the network slow-motion system and the panel (interface reserved)

2. Panel Function



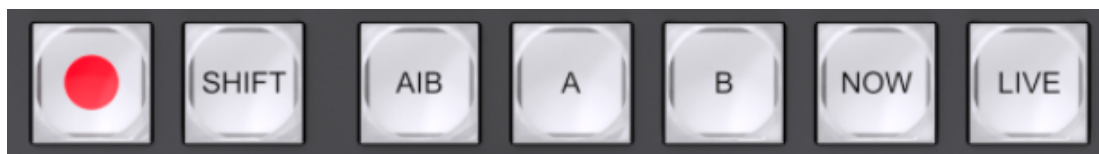
2.1 Slow-motion camera position output control area:


When performing playback (PVW) or output (PGM) 1-8, can be selected through the 8 camera.



2.2 Slow-motion camera position output selection area

CAM/OUT



Button	Function
	Recording button, when pressed, the red light will be on, and the camera screen will start recording.
SHIFT	8-channel A and B dual-channel video signal switching keys. After SHIFT is activated, it is the editing mode.
A/B	A/B key: You can select the AB screen simultaneously and use it with other keys to set it. The A or B keys as a single choice.
A	The selected 1-8 channels of A input signals will be previewed in real time and output.
B	The selected 1-8 channels of B input signals will be previewed in real time.

2.3 Event control area

EVENT ID: The slow action playback system provides 4 event folders, the recorded playback video clips can be copied and moved to the desired event folder as needed. This makes playback and broadcasting easier, especially with more frequent shots during breaks.



Button	Function
1.2.3.4.5.6.7.8 Button	Event card switching (5-8 can only be switched after SHIFT is activated)
COPY	Copy and event card switch to complete the copy of the current node to the corresponding event card
MOVE	Move and event card switch to complete the movement of the current node to the corresponding event card
⏮	Select and play back the video backward in the event
⏭	Select and play back the video forward in the event
DOWN	Select the next event
UP	Select the previous event



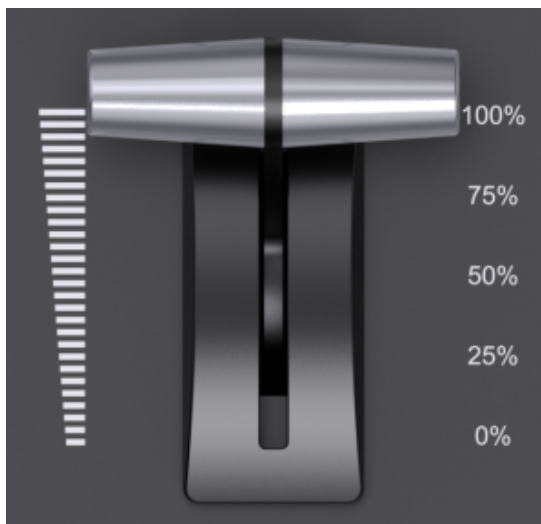
2.4 Slow-motion marking selection area: For example, in a basketball game, when the red team enter into the blue team area, set the point in, and when the red team scores, set out point out. This operation can quickly and effectively replay exciting scenes. If the pointline is too long, we don't need that much time. We can use quick selection of videos from the first 5 seconds after scoring for playback, which makes playback more convenient.

Button	Function
IN	Manually mark the input point for the camera position. After SHIFT is activated, it is the editing mode.
OUT	Manually mark the output point for the camera position. After SHIFT is activated, it is the editing mode.
▶/	Play or pause the preview screen
PLAY ALL	Play all videos
PLAY LAST/Sec	Select the last playback video in the event or the selected video to play (switch through the SHIFT key). The default state is PLAY LAST

2.5 Quick selection control area : Quick playback marker selection hotkey, in event, highlights fleeting, and sometimes it is too late to select in and out points. Therefore, you can quickly select the missed highlights in the last 5 seconds, 10 seconds, and 20 seconds play back as long as your REC button keep recording



Button	Function
-5	Go back 5 seconds from the current time
-10	Go back 10 seconds from the current time
-20	Go back 20 seconds from the current time
SPEED	Switch the shuttle selection speed

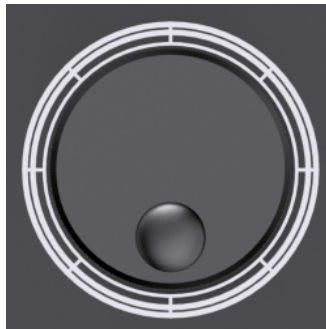


2.6 Speed control T-bar:

The T-bar corresponds to the playback video played during the event. When previewing or broadcasting playback videos, the playback speed of the video can be controlled through T-bar, and the speed can be manually controlled between 0 and 100%. Pushing upwards accelerates the output video, and pushing downwards decelerates the output video.

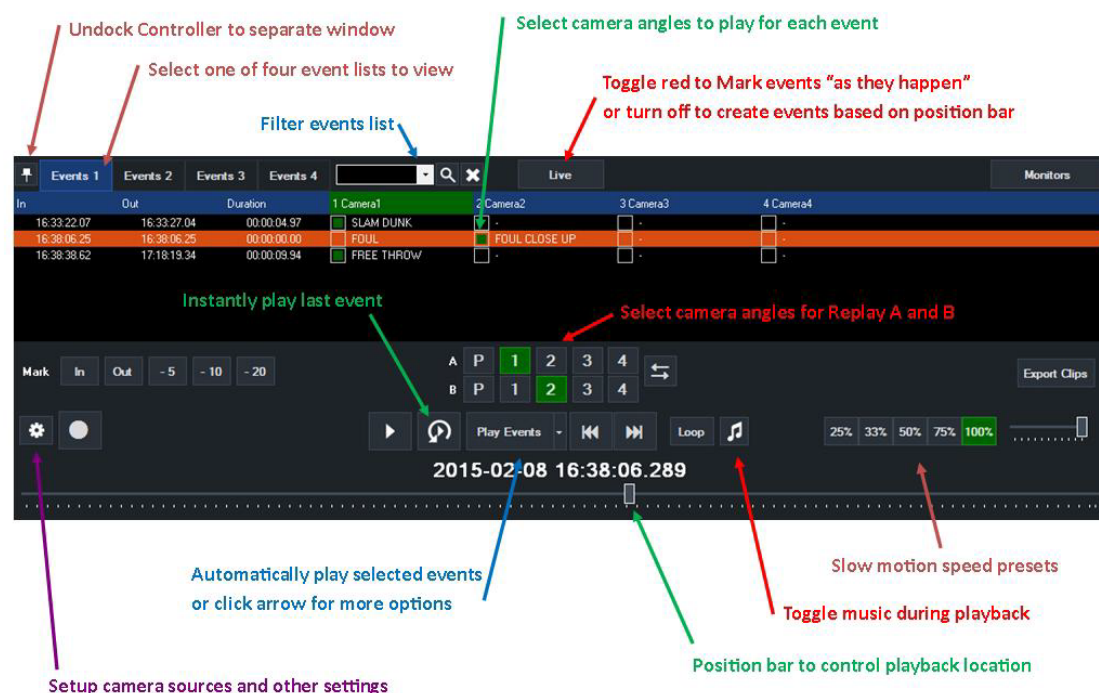
2.7 SPEED 100% 75% 50% 25% 0: Display speed control. We have prefabricated 5 speed on the panel, corresponding to 0, 25%, 50%, 75%, and 100% respectively. 25% corresponds to 1/4 second, and 50% corresponds to

1/2 second. Push inward when previewing or broadcasting a video, select the corresponding speed to control the playback speed of the video.



2.8 Precision slow-motion control knob: In sports events, there are often wonderful shots that require replay or arbitration. At this point, it is necessary to replay the video at the frame level. We can use a precision playback search dial for search and selection, with the inner dial rotate 1 means 10 frames and the outer dial rotate 1 tickle 1 frame.

vMix System Shows



Specifications

Signal Source	8-channel A and B camera
Backlit function keys	Red and green-two colorful crystal buttons
T-BAR fader	T-type speed control handle
Jog Shuttle	4-Level Variable-Speed Jog Shuttle
Supported Software	vMix, SINSAM and other MIDI communication compatible software can be used
Control Interface	RJ45, RS232, USB
Input Voltage	USB 5V
Input Current	0.15A
Rated Power	1W
Powered by USB	Support(rely on the USB power supply capability of the computer)
Environment	Indoors
Operating temperature	-25℃ -60℃
Humidity environment	Less 90%
Dimensions	272*247.4*73.1mm
Weight	2.5KG
Material	Aluminum Alloy
Color	Black