



# PlaybackPro 2.4 User Guide



PlaybackPro is a professional, high-definition, non-linear media playback application for macOS. It is tailored to meet the unique demands of live-event experts and makes professional media playback on a Mac quick and simple.

## About PlaybackPro

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PlaybackPro is designed to make professional media playback on a Mac quick and simple. Utilizing the best in Apple video technology, PlaybackPro has been optimized to play virtually any modern Mac file type. The intuitive interface allows you to rapidly add media, organize and play clips, apply custom settings and save playlists, all without altering the original files.

Automatic output resolution and aspect ratio functions are built-in, with real-time manual adjustments available for sizing, stretching, cropping, as well as gain, saturation, black levels and volume.

Connecting a PlaybackPro system is simple too. By using modern Apple video adapters or third party converters, PlaybackPro easily connects with high-resolution monitors, video projectors, LED video walls, professional switchers and converters. PlaybackPro is not compatible with video output devices such as an Aja T-TAP or Blackmagic UltraStudio device. [Please visit our FAQ for current information.](#)

## Also From DT Videolabs

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<h3>PlaybackPro Plus</h3>  <p>PlaybackPro Plus is the expansion of the core PlaybackPro feature set and includes a mixer for crossfades and direct cuts between clips, support for still images and remote control over ethernet.</p> <p><a href="#">Read More</a></p>	<h3>InstaCue</h3>  <p>Professional audio playback for Macs with instant clip recall, organization and layering. Use anywhere music, voice over announcements and sound effects are needed.</p> <p><a href="#">Read More</a></p>	<h3>SpeakerTimerPro</h3>  <p>Mac software to keep live events and speakers on schedule by providing a highly readable and customizable digital timer.</p> <p><a href="#">Read More</a></p>
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# 1 Before You Begin

## 1.1 PreFlight

Each version of macOS has specific settings which have a great impact on playback performance. Before you begin, please visit [www.dtvideolabs.com/preflight](http://www.dtvideolabs.com/preflight). This page also includes a link to a printable PDF if needed.

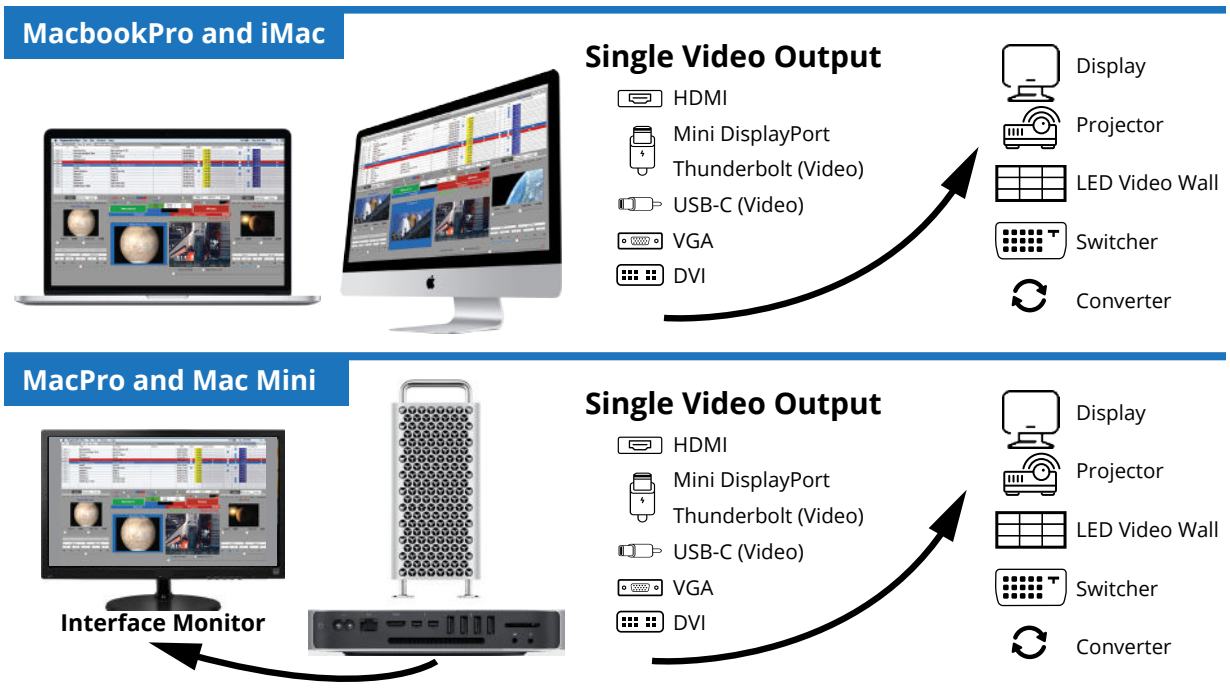


## 1.2 System Specifications

Using the right Mac system, configured with recommended codecs and container files is key to successful high resolution playback with PlaybackPro. Please visit [www.dtvideolabs.com/system-recommendations](http://www.dtvideolabs.com/system-recommendations) for the most current specifications and Mac system recommendations.

# 2 Setup

## 2.1 General Hardware Setup

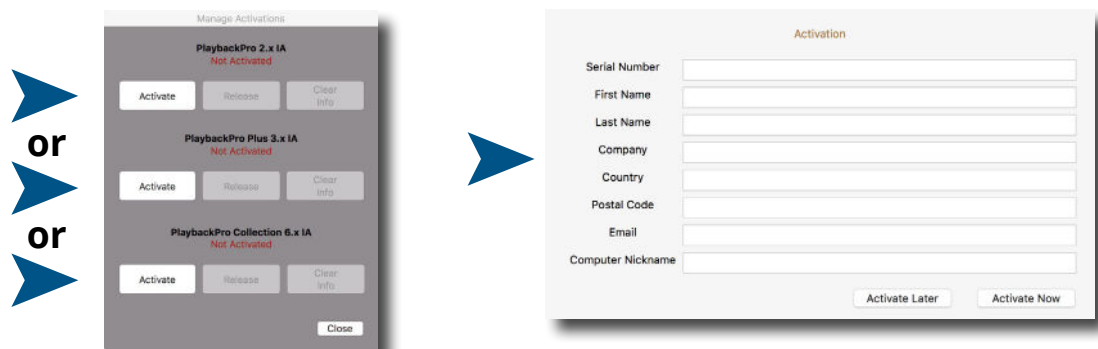


## 2.2 License Activation

### Activating an Internet Activated (IA) Serial Number

PlaybackPro can be activated using a serial code from either PlaybackPro or the PlaybackPro Collection.

- (1) Download the PlaybackPro IA application from the link provided in your purchase email or from the Internet Activated (IA) table on [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads)
- (2) Place the unzipped program file into the Applications folder then double click to launch.  
**A delay of up to 10 seconds can occur when launching the application. This is normal behavior as the application checks the license.**
- (3) In the dialog box click the “Activate” button under the name of the application to be activated
- (4) Enter the serial number provided at the time of purchase, including the dashes. A DT Videolabs serial number will always be 4 sets of 8 digits, separated by dashes. For example, xxxxxxxx-xxxxxxx-xxxxxxx-xxxxxxx. Enter your personal registration information in the remaining fields and click “Activate Now”. It is important that you enter something in each of the fields.



#### Notes

Internet access is required to activate or release a license, however it is not necessary for program use once a license is activated

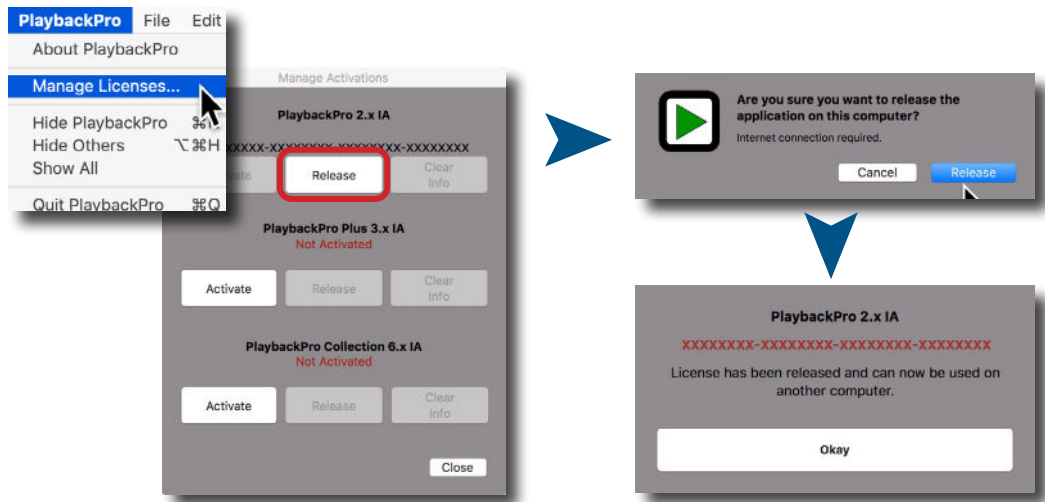
- Registration information can be unique each time an application is activated
- Licenses are single seat and allow for the use of one application at a time, on one computer at a time
- License may be released from one computer and moved to another using the release process outlined below and at [www.dtvideolabs.com/activation](http://www.dtvideolabs.com/activation)

Once activated, the Application Control Window will appear. If you encounter any problems during activation, please visit [www.dtvideolabs.com/contact](http://www.dtvideolabs.com/contact) or email [technical@dtvideolabs.com](mailto:technical@dtvideolabs.com).

### Releasing an Internet Activated Serial Number

Connect the computer to the internet

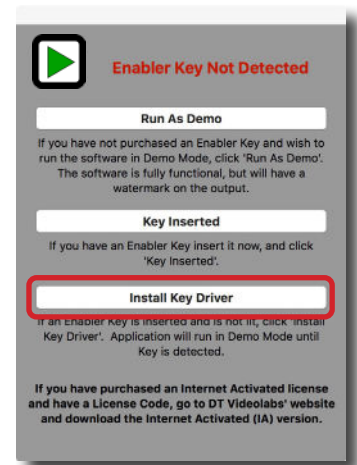
- (1) Launch PlaybackPro
- (2) Go to the PlaybackPro menu (to the left of the File Menu), select "Manage Licenses"
- (3) Store the serial number. A DT Videolabs serial number will always be 4 sets of 8 digits with dashes in-between.
- (4) Click on "Release License". The system will report when the license has been successfully released and available to activate on another system.



**\*\*\*IMPORTANT\*\*\*** License information will be retained on your system after you release a license. Users of previous versions will notice the addition of the "Clear Info" button which removes previous license info from your system and can aid in troubleshooting. If you have trouble activating a license, clear the info and try activating again. If you use the "Clear Info" button, it is important for you to retain a copy of your license number so you can reactivate.

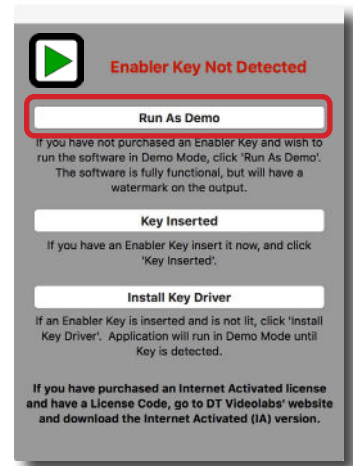
### New USB Installation Collection Instructions

- (1) Insert the USB Enabler key into the system
- (2) If you haven't already, go to [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads) to download the Collection
- (3) Place the unzipped program files into the Applications folder then double click an application to launch
- (4) If running an application on a system for the first time, a window will open after you attempt to create or open a show. Select "Install Key Driver" and follow the on-screen instructions



### 2.3 Demo Mode

If you need to evaluate PlaybackPro or set up a show off-line, you can use Demo mode. It is fully functional but has a watermark on the fullscreen output. Download the USB version of PlaybackPro (Internet Activated versions do not offer a demo mode) from [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads), launch it, click on "New Show." After a few moments, you will get a dialog box with options for the USB key. Select "Run as Demo."



### 2.4 Top Keyboard Commands

- New Show ..... **Shift** + **Command** N
- Save Show ..... **Command** S
- Open Show ..... **Command** O
- Close Show ..... **Command** W
  
- New Clip ..... **Command** N
- Duplicate Clip ..... **Command** D
- Delete Clip ..... **Command** Delete
  
- Take ..... Enter
- End All ..... Escape
- Toggle Play/Pause ..... **Shift** + **Option** Space
  
- Preview Mark In ..... **Command** [
- Preview Mark Out ..... **Command** ]
- Preview Mark Slate ..... **Command** \

See [Section 5](#) for a complete list of keyboard commands.

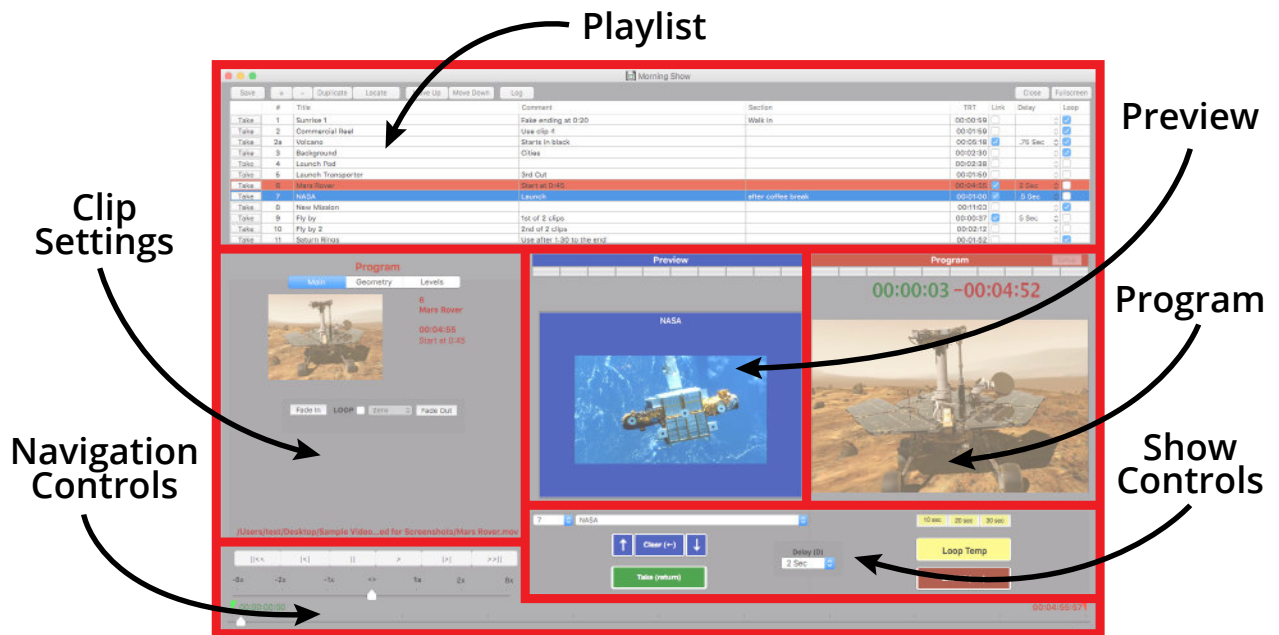
### 2.5 Audio

Currently audio is handled by macOS. To change the audio output go to System Preferences, Sound, Output. Multi-channel audio is possible with PlaybackPro. Please contact us for current instructions.

Common compatible codecs are AAC, AIFF/AIFC, MP3 and .WAV.

# 3 Interface

## 3.1 Layout



## 3.2 Preview / Program

PlaybackPro is designed on a Preview/Program paradigm, similar to a production switcher.

**Preview** - Preview is what will play next. Preview is always in blue. When a clip is selected from the playlist, it is placed in Preview and will automatically transition to Program when a Program clip ends. Preview is used to set in/out points, set levels, fades and geometry.

**Program** - Program is what's going to the output. Program is always in red. When a clip is Taken from Preview, it transitions to Program and plays with any attributes you've set (in/out Points, fades, geometry, levels, etc). The Program window shows the clip exactly as it appears on the external output. When a clip in Program ends, whatever is in Preview will automatically transition to Program, known as a roll-through.

**Green Counter** - The green counter is located over the Preview and Program window and shows the time elapsed relative to the In Point.



**Red Counter** - The red counter is located over the Preview and Program window and shows the time remaining relative to the Out Point.

**Setup** - The aspect ratio of the output is reflected in the Preview and Program sections. To change the output resolution use the “Setup” button in the red Program area and select the desired resolution.

### 3.3 Playlist

The clips are shown in the Playlist and attributes are applied as clips are played. The clips are only being referenced, PlaybackPro is nondestructive to original clips.

Take	1	Sunrise 1	Fake ending at 0:20	Walk In	00:00:59				
Take	2	Commercial Reel	Use clip 4		00:01:59				
Take	2a	Volcano	Starts in black		00:05:18	✓	.75 Sec		
Take	3	Background	Cities		00:02:30				
Take	4	Launch Pad			00:02:38				
Take	5	Launch Transporter	3rd Cut		00:01:59				
Take	6	Mars Rover	Start at 0:45		00:04:56	✓	2 Sec		
Take	7	NASA	Launch	after coffee break	00:01:00	✓	.5 Sec		
Take	8	New Mission			00:11:03				
Take	9	Fly by	1st of 2 clips		00:00:37	✓	5 Sec		
Take	10	Fly by 2	2nd of 2 clips		00:02:12				
Take	11	Saturn Rings	Use after 1:30 to the end		00:01:52				
Take	12	Marsbat	Use entire clip		00:00:00				

#### Adding clips

Select the “+” button in the program interface  
 “File” menu and select “New Clips”  
 Press **Command** + N  
 Drag and drop from a Finder window

#### Removing clips

Select the “-” button in the program interface  
 “File” menu and select “Remove Clip”  
 Highlight clip and press **Command** + Delete

#### Duplicating clips

Select the “Duplicate” button in the program interface  
 Highlight clip and select “File” and “Duplicate”  
 Highlight clip and press **Command** + D

Duplicated clips create a new clip entry in the playlist but do not create a new file on a hard drive.

#### Ordering clips

Clips can be reordered by dragging and dropping, or by using the “Move Up” and “Move Down” buttons in the program interface.

## Locating Clips

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If a clip has been moved from an original location or is off-line, its text will be grayed out. The “Locate” button allows you to redirect the reference to a new location, however the clip must have the same name.

## Playlist Fields

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**# Field** - Enter alpha numeric text to help organize clips. The clip number field is for operator convenience, and does not affect the order in which the clips are played.

**Title** - Allows you to rename the reference of the clip for easier selection. Changing the title in this field does not change the filename of the original file stored on a hard drive.

**Comment** - Enter text / production notes for the clip

**Section** - Enter text / production notes for the clip

**TRT** - Total runtime of the clip

**Link** - When checked, the next clip in the playlist will automatically load into Preview and will automatically transition to Program after the current clip completes playback

**Delay** - A delay (black screen) between clips can be set with a range of .25 seconds to 5 seconds

**Loop** - Select to loop an individual clip. When playback begins for a clip which is set to loop, the “Loop Temp” button in Show Controls is activated. See page 13 for more information on Show Controls. An entire playlist may be looped by selecting the “Link” checkbox for each clip.

## Log

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Log is designed to track the number of times a clip is played during a PlaybackPro session. This is helpful for live events where advertisers pay based on the number of times an ad is played.

## Print playlist

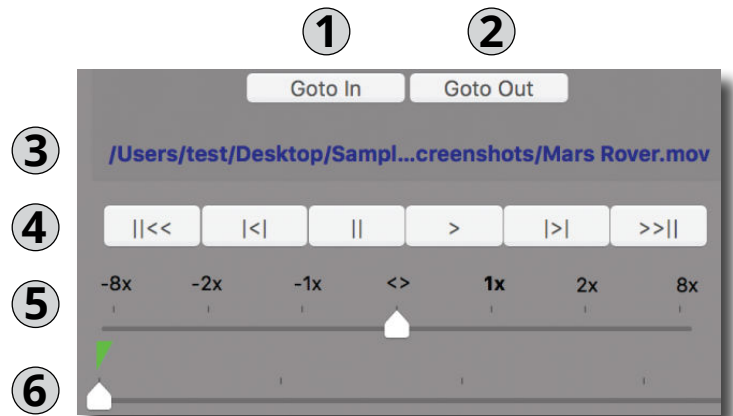
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The playlist can easily be printed or saved as a PDF file by using the File menu and selecting Print.

## 3.4 Navigation Controls

Navigation Controls are used for finding specific parts of a clip to set the In and Out points and the Slate image. Although they control the clip while in Program, they are primarily used to set up a clip in Preview.

- (1) **Goto In** - Moves the playback position to the In point
- (2) **Goto Out** - Moves the playback position to the Out point
- (3) **File Path Indicator** - Shows the path and name of the referenced file
- (4) **Control Buttons** - Fast Reverse, Step backward by frame, Pause, Play, Step Forward by frame and Fast Forward (in order from left to right)
- (5) **Shuttle** - Temporarily changes the playback speed. Primarily used to set up a clip in Preview, however it can be used in Program. Clips in Program always begin playback at normal speed.
- (6) **Scrubber** - Used to quickly find specific parts of a clip so that In, Out, and Slates can be set. This is primarily used in Preview, however, it can be used while in Program. When a Preview clip is Taken to Program, it starts from its In Point regardless of the Scrubber Position.



# 4 Functions

## 4.1 Clip Settings

The clip settings are found on the Preview side and determine how a clip appears in Program. Clip settings only affect the selected clip, whether in Preview or Program. All settings are saved when the playlist is saved.

### Main Tab

**Fade-In** - Tells clip to Fade-In on start

**Fade-Out** - Tells clip to Fade-Out on end

**Loop** - Changes the time that will elapse between loops. For additional looping and fading controls see the Looping and Fading [in section 4.3](#).

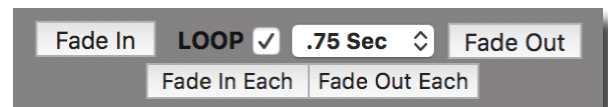
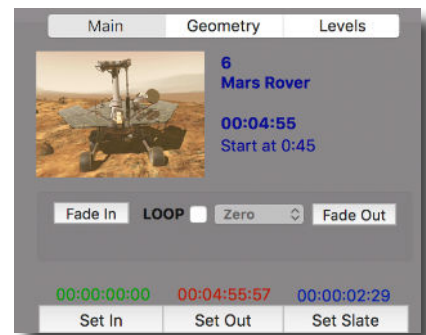
**Fade In Each** - Fade in at the beginning of each looped clip

**Fade Out Each** - Fade out the end of each looped clip

**Set In** - Sets where clip will begin playback

**Set Out** - Sets where clip will end playback

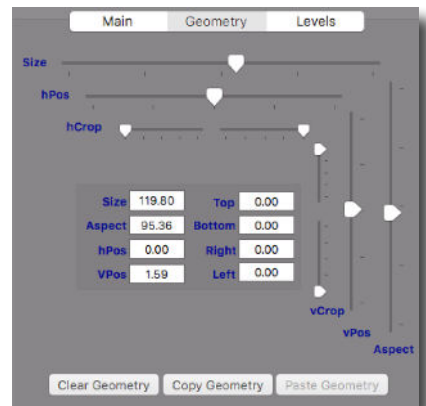
**Set Slate** - Sets the Slate image for the clip



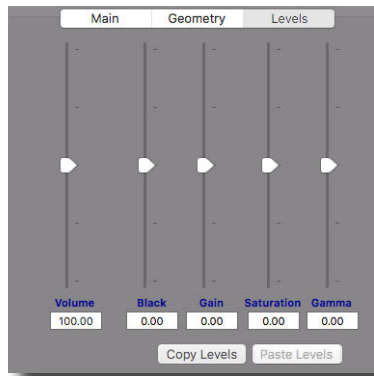
### Geometry

Geometry settings are available on the Preview side to control the size, aspect ratio, cropping and positioning of clips. If a clip is in Program, changes are seen on the video output, as well as in the Program section.

Geometry settings can be copied and pasted between clips using the "Copy Geometry" and "Paste Geometry" buttons.



## Levels

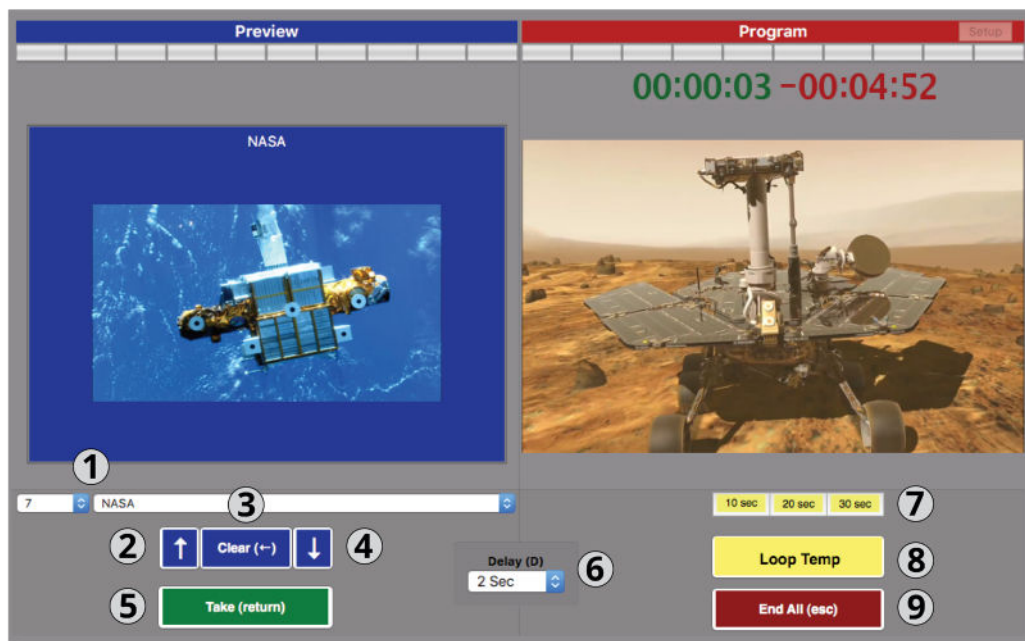


Levels affect the black level, gain, gamma, color, and volume of the current clip. If a clip is in Program, changes are seen on the video output as well as in the Program section.

Levels can be copied and pasted between clips using the “Copy Levels” and “Paste Levels” buttons.

## 4.2 Show Controls and Clip Transitions

The Show Controls breakdown into 2 areas: Take and End All. They are not saved in the playlist and have no permanent effect on a clip.

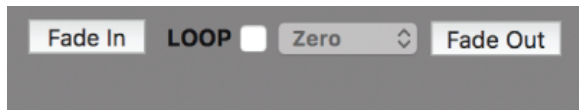


- (1) **Quick Select** - Allows you to select a clip by number or name
- (2) **Select Previous** - Selects the Previous clip in playlist
- (3) **Clear** - Clears the clip loaded in Preview
- (4) **Select Next** - Selects the Next clip in playlist
- (5) **Take** - Takes Preview clip to Program
- (6) **Delay** - Changes the amount of time that will elapse between Preview and Program clip

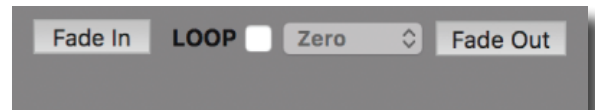
- (7) **Goto Buttons** - Sets the Playback position to 10, 20 or 30 seconds from the Out Point
- (8) **Loop Temp** - Temporarily Loops or Un-loops the Program clip. Click “End All (esc)” to immediately end a loop, or Take if a clip is loaded in Preview. This does not affect the clip’s permanent Loop setting.
- (9) **End All (esc)** - The audio and video of the Program clip will fade, and the clip loaded in Preview will not play

### 4.3 Looping and Fading

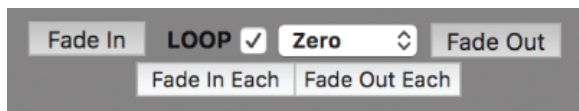
PlaybackPro gives you advanced control over looping and fading. The “Fade In Each” and “Fade Out Each” buttons are only visible when Loop is selected. To end a loop while in Program, click “Loop Temp” in Show Controls. It’s best to experiment with these controls to master them. Here are a few typical examples:



Clip will neither Loop nor Fade

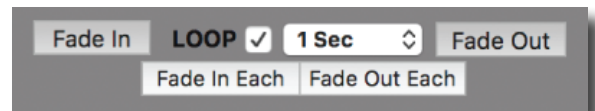


Clip will Fade-In and Fade-Out, but will not Loop



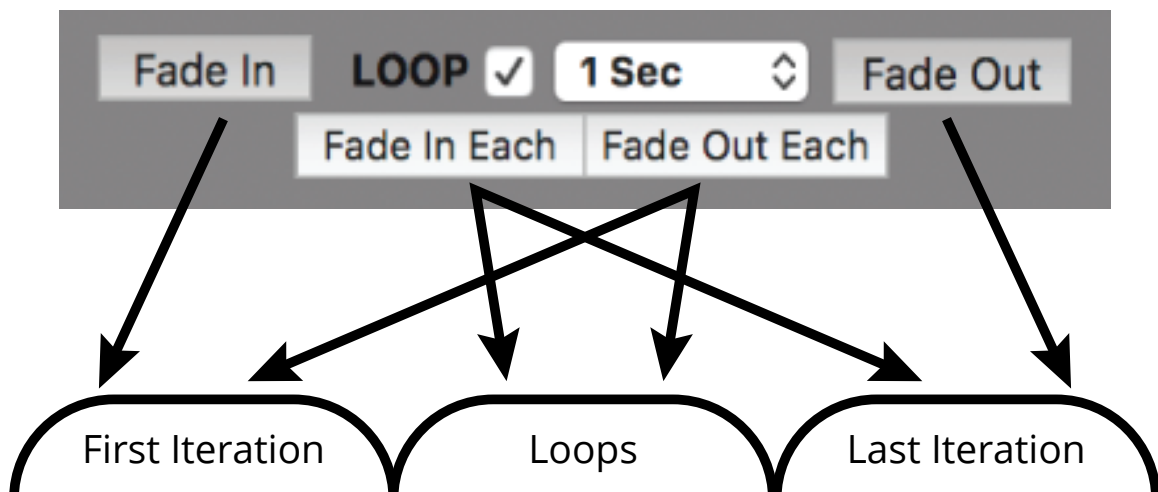
For true loops when the last frame is designed to match the first, clip will:

- (1) Fade-In then loop without delay or fades
- (2) Then Fade-Out on the last iteration



Clip will Fade-In and Fade-Out on each loop with a Delay between each

## Loops and Fades



# 5 All Keyboard Commands

## Show Files

New Show.....	Shift + Command	N
Open Show.....	Command	O
Close Show.....	Command	W
Save Show.....	Command	S
Save Show As.....	Shift + Command	S
Page Setup.....	Shift + Command	P
Print.....	Command	P

## Show Controls

Select Previous Clip.....		↑
Select Next Clip.....		↓
Clear Preview.....		←
Take.....		Return
End All Playback to Program.....		Esc
Toggle Delay.....	Option	D
Toggle LoopTemp.....	Option	L
Goto 10.....	Option	1
Goto 20.....	Option	2
Goto 30.....	Option	3

## Navigation Controls

Toggle Play.....	Option	Space
Step Forward.....	Option	→
Step Backward.....	Option	←
Play Faster.....	Option	↑
Play Slower.....	Option	↓

## Clips

New Clips.....	Command	N
Delete Clip.....	Command	Delete
Duplicate Clip.....	Command	D
Select Previous Clip.....		↑
Select Next Clip.....		↓
Mark In.....		[
Mark Out.....	Command	]
Mark Slate.....	Command	\
Toggle Fade In.....	Option + Command	[
Toggle Fade Out.....	Option + Command	]

## Edit

Cut.....	Command	X
Copy.....	Command	C
Paste.....	Command	V
Select All.....	Command	A

## Window

Toggle Full Screen.....	Command	F
Minimize to Dock.....	Command	M

## Help

Display Help.....	Shift + Command	?
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## 6 Controller Options

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**Single-System**

### 12-Key UC12



The UC12 is a proven single system performer. The easy to read color coded buttons provide essential show control functions for both PlaybackPro and PlaybackPro.

[Read More](#)

**Single-System**

### 40-Key UC40



The UC40 was built for single system PlaybackPro control. The buttons for clip setup and show control are color coded and easily accessible for all essential functions.

[Read More](#)

Controllers greatly improve the efficiency and ease of use for PlaybackPro and PlaybackPro Plus. The controllers offer dedicated keys for the most common commands such as Take, End, and Goto 10/20/30. We offer a 40-key controller for PlaybackPro Plus and a 12-key controller that works with PlaybackPro and PlaybackPro Plus.