Sport In The Box Support

How to use replays

Dmitri Peredera - 2026-11-04 - Comments (0) - Common questions

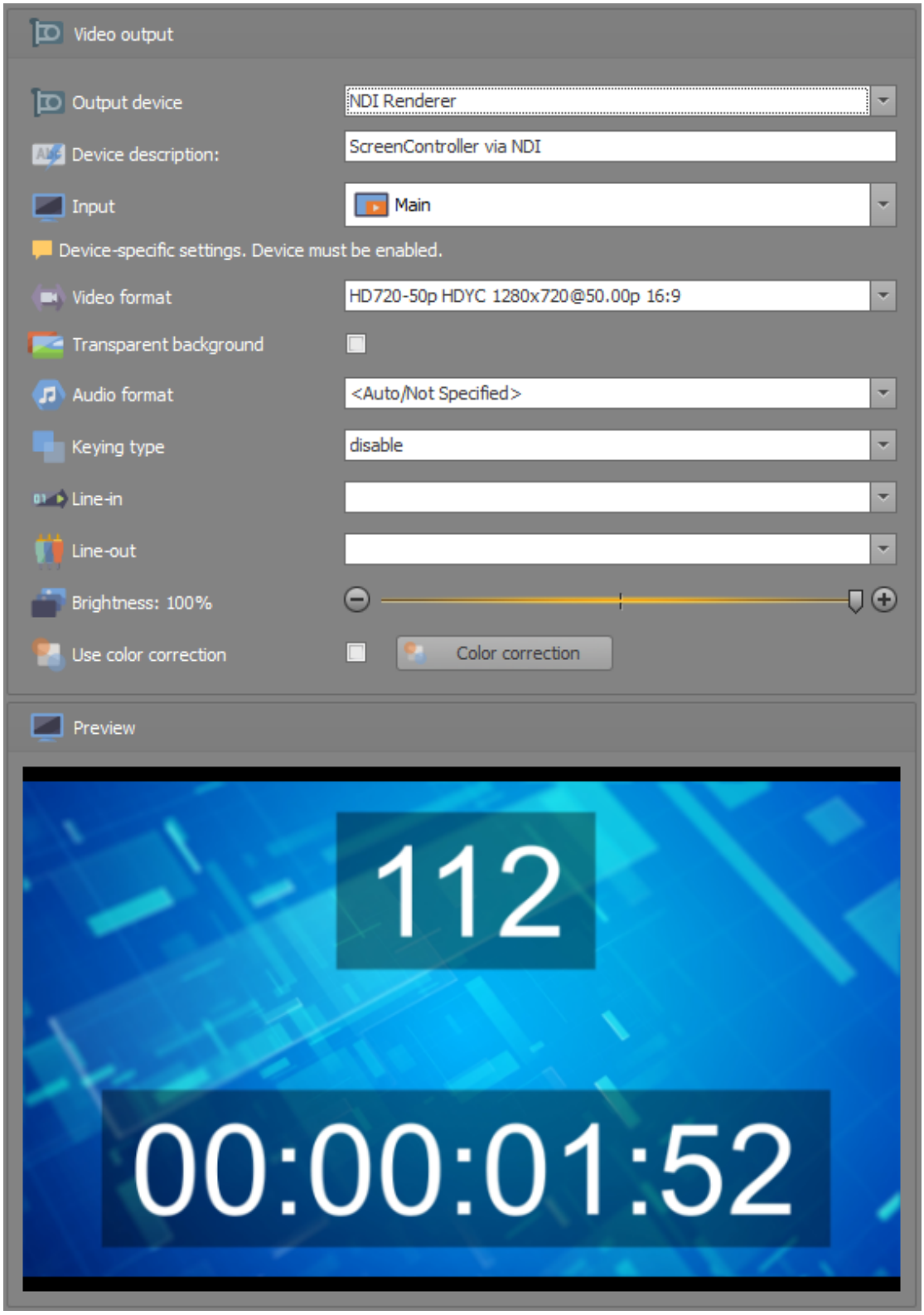
Preparations

To demonstrate the features, we are going to use a file with time code embedded and add it to the playlist with loop enabled. Start file.



To simulate a video source, go to the *settings*, select *Video outputs* and add *Main* ScreenController as source.

Change video format to *720@50p*.

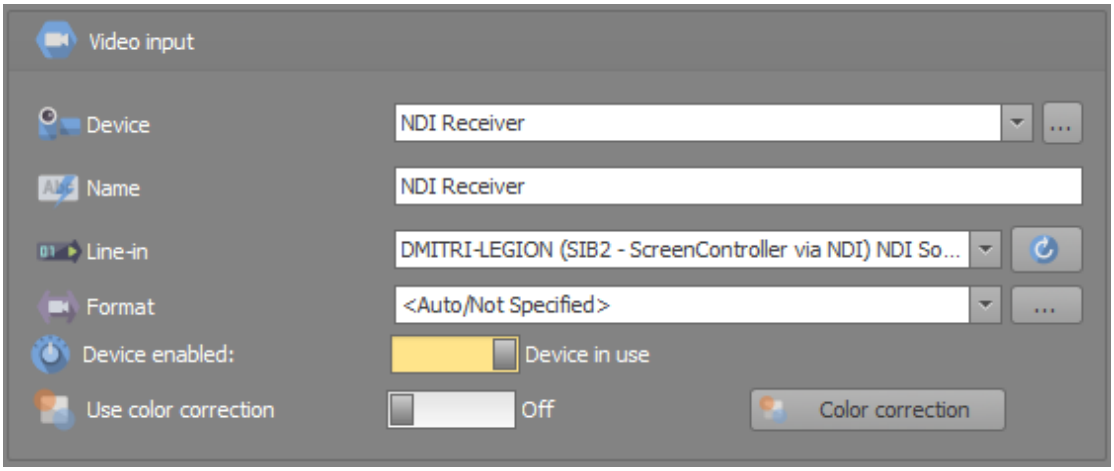


Add video input

Go to the *settings*, select *Video inputs*. Press the *Add* button to add new source.



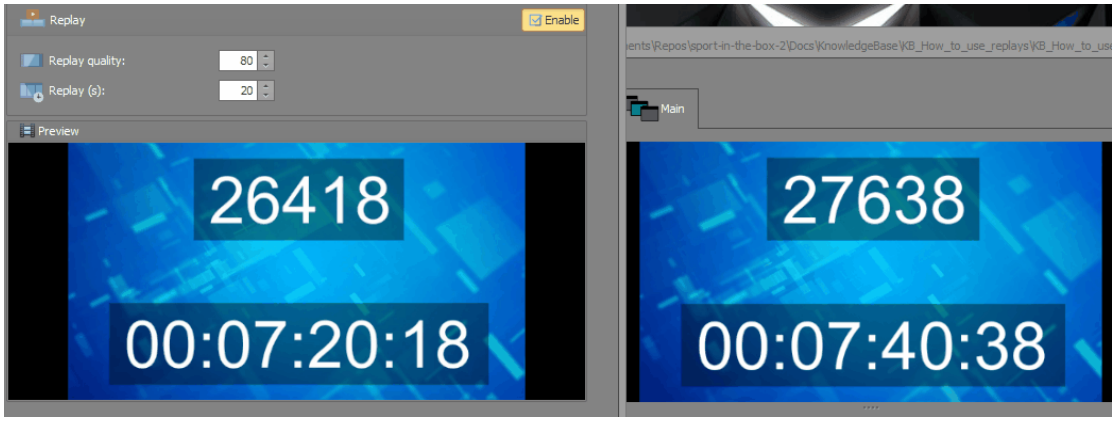
In the sources list, select *NDI Receiver* with *line-in* from previous step.



Press on *Replay* group header to enable replay. Double-click on group header to show options without enabling.



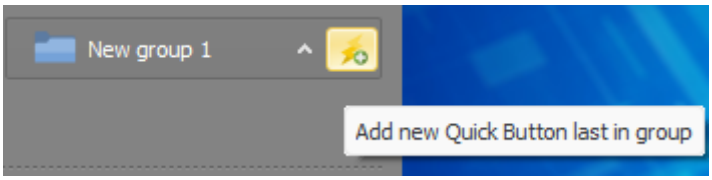
Compared with the ScreenController preview, current object is now delayed with 20s.



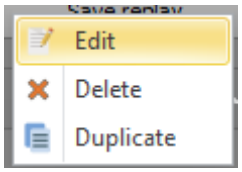
Close settings.

Add QuickButton to save replay

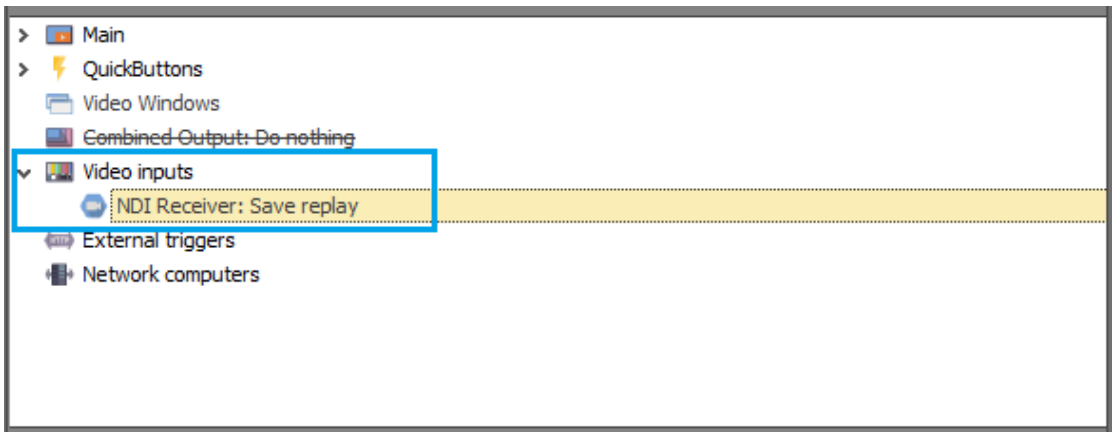
On the left panel, press *Add* icon to add new *QuickButton* to the panel.



Press the *right mouse button* and open the editor menu.

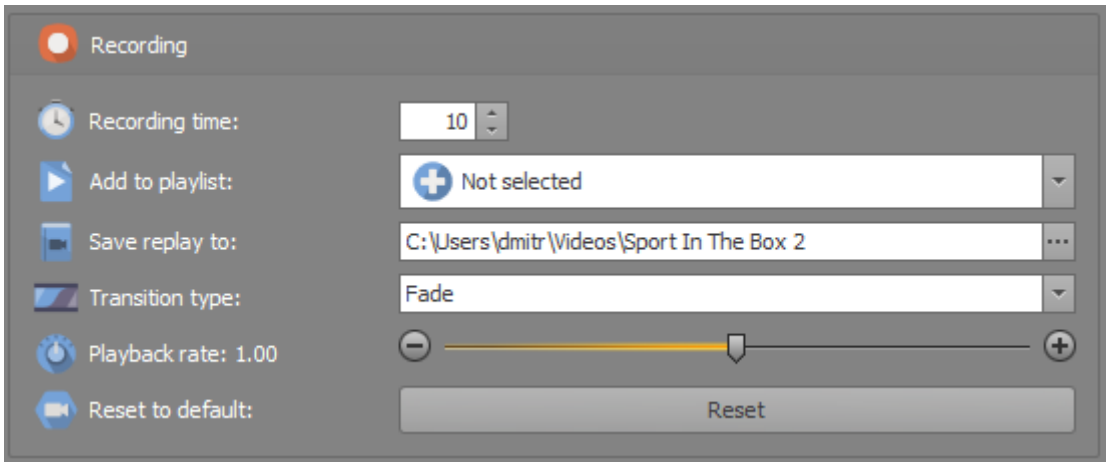


Select the current source under the *Video inputs* node.



Choose *Save replay* as action.

Customize additional properties, those are taken from setting by default.



Add to playlist - recorder file will be added to the playlist.

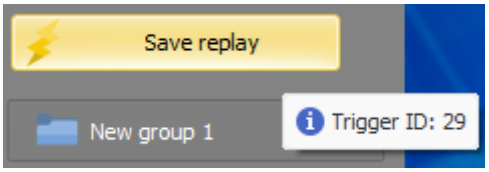
Save replay to - location for replay files.

Transition type - transition in playlist, save as in file settings.

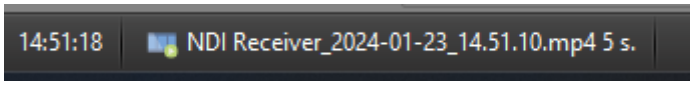
Playback rate - same as in file settings, doesn't actually change the replay file.

Make replay

Press the button to start recording the replay.



Each replay will report and remaining time in the status bar.



- Tags
- Video Tutorial