

Multicamera Function (Multicamera Clips)

A multicamera clip allows you to select a camera during playback. Any clips in the media database will be considered multicamera if their mediaid will be in the following format: base_name-{k}, where base_name is an arbitrary clip name, k is the video track (camera) number from 1 to 16.



This function can be used together with [function Screen Output](#) (output images to projectors and video walls in scenery).

Creating

Multi-camera clips can be produced as follows:

- Recording with the LSM module (Instant replay or [slow motion](#))
- Recording with RecManager in multi-camera recording mode
- Multiple clips can be renamed manually to have the same base name and appropriate suffixes (-{k}).

Processing

Trimming or keyframe addition operations in MediaBrowser / FileMonitor for one multi-camera clip are automatically applied to other clips with the same base name.

Viewing

In [File Monitor](#), you can easily switch between cameras by pressing the corresponding number (1, 2, 3, etc.) button on the keyboard.

Playback

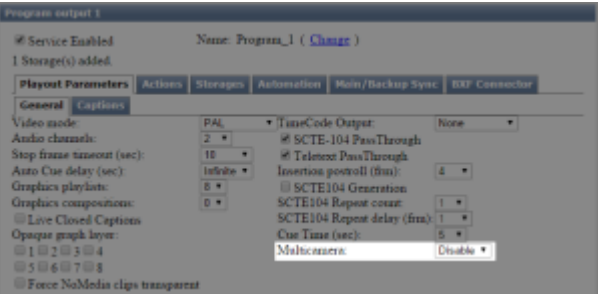
As a single clip in a playlist (simple mode)

Any multi-camera clip can be queued for playback in the programme channel playlist.

The camera is selected in the [Change camera...](#) item available in the right-click menu when clicking on a multi-camera clip in the playlist. The clip with the MediaId specified in the Media column of the playlist will be played.

As a camera group in ProgramOutput (multi-camera mode)

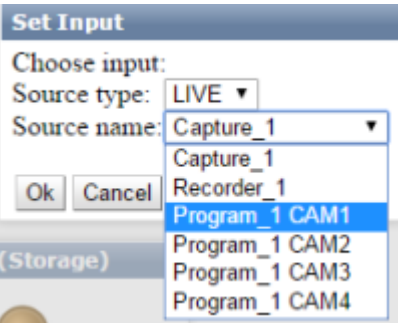
Starting with [version 2.0.52](#), there is a new option in the ProgramOutput configuration:
Administrator Control Panel→Manage→Program Outputs→Program output N→Playout Parameters→Multicamera



Option Value	Description
Disabled	The option is set to “Disabled” by default, which means that the programme channel operates in simple mode.
1-8	Select the number of cameras. Switches the ProgramChannel to multi-camera mode with the number of outputs corresponding to the selected value.

If multi-camera mode is selected, ProgramChannel creates a number of internal output streams: “SERVICE_NAME CAM#” where SERVICE_NAME is the name of the programme channel and # is the selected number of cameras.

These streams can be associated with the physical outputs of one or more graphics cards.



When playing back multi-camera clips, cameras are automatically routed to internal output streams according to their number. Example:

- Clip base_name-{1} → Programme_1 CAM1
- Clip base_name-{2} → Programme_1 CAM2
- ...
- Clip base_name-{#} → Programme_1 CAM#

All actions such as “Set Background”, “Set Logo”, etc. are routed to all outputs equally.

If a simple clip that does not have a multi-camera suffix (-{k}) is played in this mode, it will play in parallel in each output stream.

From:

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Permanent link:

http://wiki.skylark.tv/modules/program/multicamera_clips

Last update: **2025/01/16 09:33**

