

# **User's Manual for the V1Xserver**

# **Sch Browser**

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# **1 Definition of terms**

## **1.1 Audiovisual file:**

A file that contains video, audio, and time code recorded into the server.

## **1.2 Program :**

A program is the ensemble of video clips or cues that are to be played in sequence.

## **1.3 Session :**

A session consists of multiple audiovisual files edited and assembled into a finished program to be played On-Air or Off-Air on a specific V1 Digital Video Disk Recorder.

## **1.4 On-Air :**

On-Air means that the V1 is playing on a broadcast channel.

## **1.5 Off-Air :**

Off-Air means that the V1 is playing on a local video monitor.

## **1.6 TimeLine :**

The timeline is the time code position at which the editing takes place.

## **2 Introduction**

The **Scheduler** is the software that allows the user to prepare and edit audiovisual material to be played by a specific V1. In normal operation, you start a **Scheduler Session** for a specific V1. Then you use the **Load Cues** menu option to select an audiovisual file, copy it into the clipboard, then paste it into the session. You can then edit the file and move it around to fit the program you are constructing.

### **3 V1 Operational modes**

Each V1 has 2 modes of operations, Master mode and Chase-Play mode.

#### **3.1 Master mode :**

When in master mode, the V1 generates its own time code and the user is free to use the V1 as he wishes. This mode of operation is most common Off-Air. It also allows more flexibility to edit the audiovisual files and prepare them as cues to be played later, On-Air.

#### **3.2 Chase mode :**

When in chase mode, the V1 receives time code through the time code port or through a RS-422 serial port. The V1 reads the time code and plays the session according to the incoming time code. This mode of operation is most common On-Air. The user can still edit the session while it is playing.

## **4 File definitions**

### **4.1 “.dvf”:**

Doremi video file. This file contains raw audio, video and time code information. When you record a new file, it comes up on the screen as a new “.dvf” file.

### **4.2 “.dcl”:**

Doremi cue file. This file contains edited audio, video and time code information. When you edit one or more “.dvf” files, you can save your editing information as a “.dcl” file. This file allows you to load pre-edited information into you main cue list.

### **4.3 “.xcl”:**

Doremi extended cue file. Files of this category contain all the information that a “.dcl” file has. In addition, they also contain information specific to a session, such as compression ratio and other parameters. When you load an “.xcl” into a specific V1, it is as if you inserted a new cassette into a VCR.

### **4.4 “.conf”:**

Doremi configuration file (Files of this type are supplied by Doremi). They are specific to a server installation and should not be modified by the user without consulting a server product specialist.

### **4.5 “.temp”:**

Doremi temporary file. This category of files is used by the Doremi software to exchange information between application software. They should not be modified by the user.

## 5 The Scheduler Window

Control View

Edit Entry View

July-1-1999.xcl on ASUS-2 (Editable)

File Edit Control Move Help

02:04:22.02 F2  
PLAY

MASTER  CHASE   
AT  TC

SHUTTLE

PLAY STOP REC RR FF

TimeLine 02:04:22:02.  
Edit Dur 00:00:00:00.  
Edit In 00:00:00:00.  
Edit Out 00:00:00:00.

cue	Title	Description	Status	Time in	Duration
2	Paid_Advertising	Bank	READY	01:21:00:00.1	00:00:44:11.1
3	Paid_Advertising	Cleaner	READY	01:21:44:11.1	00:00:30:00.1
4	Late_Show	Part_One	READY	01:22:14:11.1	00:20:00:00.1
5	Paid_Advertising	Package_One	READY	01:42:14:11.1	00:02:00:00.1
6	Late_Show	Part_Two	READY	01:44:14:11.1	00:20:00:00.1
7	Paid_Advertising	Package_Two	READY	02:04:14:11.1	00:02:00:00.1
8	Late_Show	Part_Three	READY	02:06:14:11.1	00:20:00:00.1
9	News	Regional	READY	02:26:14:11.1	00:05:00:00.1
10	Paid_Advertising	Package_Two	READY	02:31:14:11.1	00:02:00:00.1
11	News	International	READY	02:31:14:11.1	00:03:45:00.1
12	Paid_Advertising	Package_Six	READY	02:34:59:11.1	00:02:00:00.1
13	News	Local	READY	02:34:59:11.1	00:02:45:00.1
14	TV-Series	Part-1	READY	02:37:44:11.1	00:11:50:00.1
15	Paid_Advertising	Airline	READY	02:49:34:11.1	00:01:00:00.1
16	TV-Series	Part-2	READY	02:50:34:11.1	00:51:50:00.1
17	Paid_Advertising	Package_One	READY	03:42:24:11.1	00:02:00:00.1
18	TV-Series	Part-3	READY	03:44:24:11.1	00:00:30:00.1
19	Teaser	Concert	READY	03:44:54:11.1	00:00:44:11.1
20	Announcement	Network	READY	03:45:38:22.1	00:02:00:00.1
21	Thriller	Part-1	READY	03:47:38:22.1	00:30:00:00.1
22	Paid_Advertising	Airline	READY	04:17:38:22.1	00:01:00:00.1
23	Paid_Advertising	Bank	READY	04:18:38:22.1	00:00:44:11.1

DOREMI

Cue List View

Figure 1

## 5.1 The control view :

This view allows standard transport control functions. It also features an LCD like display, which duplicates the V1 LCD display.



### 5.1.1 Master/Chase switch :

This switch enables the user to switch between the Master mode and the Chase-Play mode explained earlier in the manual.

### 5.1.2 AT/TC Switch :

Enables the user to switch between Absolute Time and Time Code. This switch only affects the time code sent by the V1 through the LTC out and the RS422 connection. Even when this switch is set to TC, the cue list can only be displayed in Absolute Time.

### 5.1.3 Nudge buttons :

These 4 buttons, (“—”, “-“, “+”, “++”), are used as follows:

- a) In Master mode, they will advance/retard the timeline by -4 fields, -1 field, + 1 field, +4 fields respectively.
- b) In Chase mode, they will advance/retard the selected cues by -4 fields, -1 field, + 1 field, +4 fields respectively.

### 5.1.4 Transport Controls :

The V1 standard tape-style transport controls are:

- REW** Rewind control button with a speed of 20 times normal. When the rewind is close to the beginning of the recording, the speed is slowed down to normal until it reaches the start.
- FF** Fast forward button with a speed of 20 times normal. When the fast forward is close to the end of the recording, the speed is slowed down to normal until it reaches the end.
- PLAY** Play control button. If the active drive has recorded material, pressing the **PLAY** key will start playback from the current location at normal speed.
- STOP** Stop control button. The **stop** key will cause the V1 to stop any transport control (Play, record, rewind, fast forward).

**REC** Record control button. Clicking the REC button will put the unit in E-to-E mode. To record click the **PLAY** button while holding down the **Shift** and **Alt** keys.

## 5.2 The Edit entry view :

This view features the most common editing functions presented as buttons that the user can click to execute those commands. It also has text boxes to allow manual edit point entries.

[	]	TimeLine	07:30:17:03.2
▶ ◀		Edit Dur	00:00:00:00.1
◀	▶	Edit In	00:00:00:00.1
◀	▶	Edit Out	00:00:00:00.1

### 5.2.1 Mark Start “[” :

This button will set the start of the selected cue to the timeline. This is not a move function, the cue is edited (stretched or shortened).

### 5.2.2 Mark End “]” :

This button will set the end of the selected cue to the timeline. This is not a move function, the cue is edited (stretched or shortened).

### 5.2.3 Capture “>|<” :

This button has the same function as the “Move” menu’s Capture command.

### 5.2.4 Locate to Edit In “<” :

In Master mode, click on this button to locate the V1 to the Edit In point.

### 5.2.5 Set Edit In “>” :

Click on this button to copy the Timeline value to the Edit In field.

### 5.2.6 Locate to Edit Out “<” :

In Master mode, click on this button to locate the V1 to the Edit Out point.

### 5.2.7 Set Edit Out “>” :

Click on this button to copy the Timeline value to the Edit Out field.

### **5.3 The Cue List view :**

The **Cue List (CL)** is the main view of the scheduler.

A typical **CL** is shown in *Figure 1*

Each line corresponds to an audiovisual “**cue**”, in the **CL**. Multiple cues can be taken from the same source **Audiovisual File**. A “**cue**” is an “empty” cue, if it has not yet been recorded, or has not had an existing File “**conformed**” to it. Each cue has the following fields:

#### **5.3.1 Edit Number :**

This is the **Edit** number for each line or Row in the sequence. This field is not editable.

#### **5.3.2 Title :**

The “**Title**” field is for entry of relevant text that may be necessary to describe the cue. To change the text, **double-click** within this field to pop-up a dialog box that will allow you to modify the Title.

#### **5.3.3 Cue Name :**

This is an arbitrary name given to the cue. Multiple cues can exist as parts of the same title, each with a different “**cue name**”. To change the text, **double-click** within this field to pop-up a dialog box that will allow you to modify the cue name.

#### **5.3.4 Status :**

This is the status of the cue. This field is only relevant in Chase-Play mode. Its meaning is as follows:

##### **5.3.4.1 DONE :**

The cue has been played already.

##### **5.3.4.2 PLAY :**

The cue is being played now.

##### **5.3.4.3 READY :**

The cue is cued and ready to be played.

##### **5.3.4.4 EDIT :**

The cue is being edited.

##### **5.3.4.5 OFF:**

The cue is off. It is visible in the CL but is not to be played.

**5.3.5 Time In :**

This field shows the time at which the cue will play in Chase-Play mode.

**5.3.6 Duration :**

This indicates the duration of the cue.

## **6 Menu Commands**

### **6.1 File Menu Commands**

#### **6.1.1 New :**

Open a new empty session.

#### **6.1.2 Open :**

Open an existing “.xcl” session file.

#### **6.1.3 Update :**

Not Implemented.

#### **6.1.4 Save :**

Save all changes to the opened “.xcl” file.

#### **6.1.5 Save As :**

Save all changes to a new “.xcl” file.

#### **6.1.6 Load Cues :**

Load edited and prepared program material, which was previously saved as a “.dcl” file. This command loads the cues into the opened CL session.

#### **6.1.7 Save Cues :**

If cues are selected in the CL view, this command saves all the selected cues into a “.dcl” file.

#### **6.1.8 Quit :**

Quit the application. This command undoes all the unsaved commands before quitting the application.

### **6.2 Edit Menu**

#### **6.2.1 Undo :**

Undoes the last editing command. There are 32 levels of “undo” in the system. Undo will step back through the last 32 edit moves.

### 6.2.2 **Redo :**

Redoes the last undone command. Will step forward through 32 levels of “Undo” to re-trace the edit moves.

### 6.2.3 **Cut :**

Removes all the selected cues from the CL view, and places them to the clipboard.

### 6.2.4 **Cut Edit :**

Removes the region between by the “Edit In” and the “Edit Out”, and places it in the temporary clipboard for possible further action. If cues are selected, this command applies to the selected cues in the CL view. This command removes the region and ripples (pull-up) the selection below the “Edit Out”. If no **cues** are selected then all the cues falling “**between the Edit Region**” selectors would be “**Cut**” and everything **after** the “Edit Out” will be “**pulled up**”.

### 6.2.5 **Copy :**

Saves the selected cues into the clipboard.

### 6.2.6 **Copy Edit :**

Copies the region defined by the “Edit In” and the “Edit Out” from the selected cues, and places it in the clipboard for possible further action. If no **cues** are selected then all the cues falling “**between the Edit Region**” selectors would be copied.

### 6.2.7 **Paste :**

Pastes the cues that were previously saved in the clipboard into the CL view.

### 6.2.8 **Clear :**

Clears the region defined by the “Edit In” and the “Edit Out”. This command applies to all the selected cues in the CL view. This command removes the region but does not ripple the selected cues. Instead, it replaces the region with video black. This command saves the region to be cleared into the clipboard.

### 6.2.9 **Clear Edit :**

Clears the region defined by the “Edit In” and the “Edit Out” from the selected cues. If no **cues** are selected then all the cues falling “**between the Edit Region**” selectors would be cleared.

#### **6.2.10 Insert:**

Inserts the contents of the clipboard at the time line location.

#### **6.2.11 Duration :**

Sets the duration of the clip from the start time.

#### **6.2.12 Select All :**

Selects all cues in the CL view.

#### **6.2.13 Deselect :**

Deselects all selected cues in the CL view.

#### **6.2.14 Separate :**

This command separates the selected cue into 2 pieces. This command is useful when the user records multiple video segments into the same video file. The user will locate to the beginning of every segment and execute a Separate command to have every segment into an individual cue.

#### **6.2.15 Splice :**

Makes one cue out of the two shift selected cues and but splices them together (if there was a gap between the 2 cues, it will disappear).

#### **6.2.16 Assemble :**

Assembles all the selected cues into one cue. The gaps between cues will be replaced by blank (No but splicing).

#### **6.2.17 Add Cue :**

This command adds a new empty cue to the CL view. This cue will play as black video.

### **6.3 Control :**

#### **6.3.1 Go to :**

GoTo brings up a dialog box that allows the user to specify (in Time code) a position to locate the timeline to. When entering numeric values, there is no need to type leading zeros or separators, except the “.” to specify field 2.

In Master mode, the user can locate to the beginning of a cue by double-clicking on the “Time In” field of that particular cue.

In Master mode, the user can locate to the end of a cue by double-clicking on the “Duration” field of that particular cue.

### **6.3.2 Loop Selection :**

In Master mode, this command locates to the beginning of the selected cues, then Play-loop the selection. The V1 will stay in loop until the user executes an action on the software.

### **6.3.3 Loop Edit :**

In Master mode, this command locates to the Edit In, then Play-loop the between the Edit In and the Edit Out. The V1 will stay in loop until the user executes an action on the software.

### **6.3.4 Play :**

Replicates the Play Button.

### **6.3.5 Stop :**

Replicates the Stop Button.

### **6.3.6 Set end of video :**

Allows the user to limit the work area between A-Time 00:00:00:00.1 and the A-Time specified in the pop up window invoked by this menu command. To set the end of video at the end of the last cue in the list, double click on the duration field of the last clip and select this menu command and accept the default value by hitting OK.

If the user switches to Time Code, the work area will be limited by the Time Code recorded on the LTC input during the recording of the clip.

## **6.4 Move :**

### **6.4.1 Capture :**

Capture moves the start of the selected cues to the Timeline.

## 7 File Browser

THE FILE BROWSER IS ONLY NEEDED WHEN YOU WANT TO DELETE FILES TO GAIN DISK SPACE.

The file browser has two main functions:

### 7.1 Select:

Clicking on Select will place the highlighted cue in the clipboard and make it available to paste in as a cue in the Scheduler. This function can be replaced by **Load Cues** in the **File Menu**.

### 7.2 Remove:

Clicking on Remove will delete the highlighted cue file (dcl) and the audio video (dvf) file associated with it. This function should be used carefully, if one dvf file is used in 2 different dcl cues, erasing one of the dcl cues will erase the associated dvf file making the other cue unusable.

The user is encouraged to rename all the cues that are saved in the cues folder and using a naming convention that shows that more than one cue is associated with the same audio video file.

Example:

Open a Scheduler window for a specific V1 channel. Every time you would record the Scheduler will ask you for the cue name in this example type: ColaAdd1.org (Project Cola Advertisement, first recording, original clip)

Separate the cue in the middle, you will notice that both new cues will have the same name "ColaAdd1.org". If you need to save the new cues to be used by another Scheduler session on the same or on a different V1 channel, use the Save cue command and name both cues: ColaAdd1.x1 and ColaAdd1.x2. This way when you open the File Browser, the original file will appear first followed by all the cues associated with it. This will give you an indication if the original audio video file is used in more than one cue file.

## **8 Vlauncher for Windows NT 4.0 and Windows 98**

You can run the Vlauncher application from a PC connected to your V1Xserver to get the same functionality as the Linux version and more; you can find the application package at <ftp://www.doremilabs.com/v1server/serversoftware.zip>

1. Extract all the files in the “serversoftware.zip” into one folder
2. Edit the IP address in the file apps.conf to match your V1Xserver’s IP address
3. Edit the field accurate option.
4. Edit the automatic cue naming prompt option.
5. Save the file.

## **9 File Browser for Windows NT 4.0 and Windows 98**

THE FILE BROWSER IS USED TO PREVIEW VIDEO FILES FROM THE SERVER.  
THE FILE BROWSER IS USED TO DELETE FILES TO GAIN DISK SPACE.

The file browser for Windows NT and Windows 98 has three main functions:

### **9.1 Select:**

Clicking on Select will place the highlighted cue in the clipboard and make it available to paste in as a cue in the Scheduler. This function can be replaced by **Load Cues** in the **File Menu**.

### **9.2 Remove:**

Clicking on Remove will delete the highlighted cue file (dcl) and the audio video (dvf) file associated with it. This function should be used carefully, if one dvf file is used in 2 different dcl cues, erasing one of the dcl cues will erase the associated dvf file making the other cue unusable.

The user is encouraged to rename all the cues that are saved in the cues folder and using a naming convention that shows that more than one cue is associated with the same audio video file.

Example:

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Separate the cue in the middle, you will notice that both new cues will have the same name "ColaAdd1.org". If you need to save the new cues to be used by another Scheduler session on the same or on a different V1 channel, use the Save cue command and name both cues: ColaAdd1.x1 and ColaAdd1.x2. This way when you open the File Browser, the original file will appear first followed by all the cues associated with it. This will give you an indication if the original audio video file is used in more than one cue file.

### **9.3 Viewing video files from the server:**

With the win32 version of VBrower your PC station can view the video files from the server.

1. Open a Vlauncher and select the File Browser application
2. In the File Browser window go to the folder vol0 and select a dvf file
3. Hit play

Only video files recorded with two audio tracks can be viewed in the File Browser.  
Video files recorded with zero or four audio tracks cannot be viewed in the File Browser.

NOTE: YOU NEED TO HAVE QUICK TIME FOR WINDOWS INSTALLED



## **10 Vlauncher for Macintosh**

You can run the Vlauncher application from a Mac connected to your V1Xserver to get the same functionality as the Linux version and more; you can find the application package at <http://www.doremilabs.com/v1server/serversoftware.sit>

1. Extract all the files in the “serversoftware.sit” into one folder
2. Edit the IP address in the file apps.conf to match your V1Xserver’s IP address
3. Edit the field accurate option
4. Edit the automatic cue naming prompt option.
5. Save the file.

## **11 File Browser Macintosh**

THE FILE BROWSER IS USED TO PREVIEW VIDEO FILES FROM THE SERVER.  
THE FILE BROWSER IS USED TO DELETE FILES TO GAIN DISK SPACE.

The file browser for Windows NT and Windows 98 has three main functions:

### **11.1 Select:**

Clicking on Select will place the highlighted cue in the clipboard and make it available to paste in as a cue in the Scheduler. This function can be replaced by **Load Cues** in the **File Menu**.

### **11.2 Remove:**

Clicking on Remove will delete the highlighted cue file (dcl) and the audio video (dvf) file associated with it. This function should be used carefully, if one dvf file is used in 2 different dcl cues, erasing one of the dcl cues will erase the associated dvf file making the other cue unusable.

The user is encouraged to rename all the cues that are saved in the cues folder and using a naming convention that shows that more than one cue is associated with the same audio video file.

Example:

Open a Scheduler window for a specific V1 channel. Every time you would record the Scheduler will ask you for the cue name in this example type: ColaAdd1.org (Project Cola Advertisement, first recording, original clip)

Separate the cue in the middle, you will notice that both new cues will have the same name "ColaAdd1.org". If you need to save the new cues to be used by another Scheduler session on the same or on a different V1 channel, use the Save cue command and name both cues: ColaAdd1.x1 and ColaAdd1.x2. This way when you open the File Browser, the original file will appear first followed by all the cues associated with it. This will give you an indication if the original audio video file is used in more than one cue file.

### **11.3 Viewing video files from the server:**

With the Macintosh version of Vbrowser your Mac station can view the video files from the server.

1. Open a Vlauncher and select the File Browser application
2. In the File Browser window go to the folder vol0 and select a dvf file
3. Hit play

Only video files recorded with two audio tracks can be viewed in the File Browser.  
Video files recorded with zero or four audio tracks cannot be viewed in the File Browser.

NOTE: YOU NEED TO HAVE QUICK TIME FOR MACINTOSH INSTALLED