



## **Superslide Instant Replay Control System**



**SuperSlide Instant Replay Control Panel**

### **The SuperSlide System**

*The SuperSlide is an instant replay control system that controls up to five ASC/Leitch VR300 video server systems. It uses an approach that keeps the creative control in the hands of the Director, while giving the Replay Operator the ability to control more channels than ever before. The SuperSlide consists of an eight by ten inch control panel and a one rack unit remote processor. No VGA monitor or mouse is needed. Each VR300 has one channel always in record, and one playback channel. All VR300s in a system record to and playback from a common Fibre Channel disk array that uses RAID-3 redundancy architecture to prevent adverse affects if a disk failure occurs. All playback channels have instant access to any record channel's video and also to prerecorded segments. Audio recording and playback is standard, and audio scrub (slow motion with audio) is supported.*

### **System Configuration**

*The system is intended to be set up as follows: Each VR300 input is fed by an isolated camera (or router) feed. Each VR300 output is fed into a primary switcher (vision mixer) input. Input and output signals also are fed into small monitors viewable by the Replay Operator and also to ones viewable by the Director. Switcher tallies corresponding to the replay signal inputs (VR300 outputs) of the switcher are fed into the SuperSlide, this allows replay channels to roll automatically as they are punched-up online.*

### **The Game**

*During a game, the VR300 input channels are always in record, typically using time-of-day timecode. A loop record feature is used that reuses disk space after a preset duration is recorded. As replays are marked, they are saved and will not be recorded over. When the Replay Operator sees action he wants available for replay, he hits a button on the SuperSlide panel. Up to five clips of the different input camera feeds are created and cued to a point a predetermined length of time before the button was pushed. These five still frames appear on the five outputs (switcher inputs and B&Ws) at the push of another button. If the Director sees one he likes, he asks the Technical Director to take it. As soon as the replay appears on-air, it begins to roll from its first frame. The Replay Op is free to ride speed using the SuperSlide's speed control. As any other replay channel is taken on-air, it begins to roll and the old channel re-cues for subsequent replay. If a dissolve from one replay channel to another is used, the new channel starts to roll as the dissolve begins, and the old channel continues to tail-out until off-air, then it re-cues. If a split screen of two replay channels is set up on a mix/effect, as it is taken on-air both channels roll in synch. All the while the Replay Op can ride speed.*

### **Flexibility**

*The Replay Op can load prerecorded segments on any output channel and still use the remaining channels for replays. As new action is marked, all angles are preserved and can be called up on the outputs at any time. Old replays can be recalled also. If multiple replay channels are selected, one button push loads multiple replay angles into the channels that created them. If just one replay channel is selected, a replay angle that was created on another channel can be cross-loaded into that channel.*

### **The Highlights Editor**

*An additional VR300 can be added to the system to be used by a separate operator. His job is to prepare the highlights and meltdown packages. He doesn't need to be concerned with on-air matters and can take his time to polish his work. As the on-air Replay Op marks action, it immediately becomes available to the Highlights Editor. To help the Editor identify clips, the Replay Op can add comments to clips as he creates them by entering numbers and preset words with a quick sequence of keystrokes. The on-air Replay Operator is not affected by the Highlights Editor's actions in any way.*