

REFERENCE MANUAL

MediAx Studio Software



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Welcome to MediAx Studio

MediAx Studio brand new state-of-the-art video mixing software, allowing unprecedented control over visual presentations.

Installing MediAx Studio (software only)

1. To install the MediAx Studio software, **insert the installation CD into your computer's CD-ROM drive.**
2. **Double-click on the installation file**, located in the root directory of the CD. This will launch the Install-shield Wizard.
3. **Follow the on-screen instructions.**
4. **Once the installation is complete, click "Finish"**. MediAx Studio software is now ready to be used.
5. **Insert Key into spare USB socket**

Overview

MediAx Studio is a software application, which allows you to seamlessly integrate real-time video and audio with hard drive stored content in any type of presentation situation serving two layers of media and boasting a very wide array of file types.

MediAx Studio is designed to work using a dual video output computer setup. The main output will display the interface of the software and the previews while the second output will send the full resolution image to an external hardware display like a projector, a plasma screen, or an LED panel etc.

Input boxes



All input boxes allow direct input of numbers, just click with a mouse and type using numeric keys to enter data.

You can also change the data by clicking on the box and while holding the left mouse button drag mouse up or down.

The box also responds to location click. I.e. if you click the right side of the box while dragging mouse this will cause the data to move in small amounts, the left side of the box will cause the data to move in large amounts.

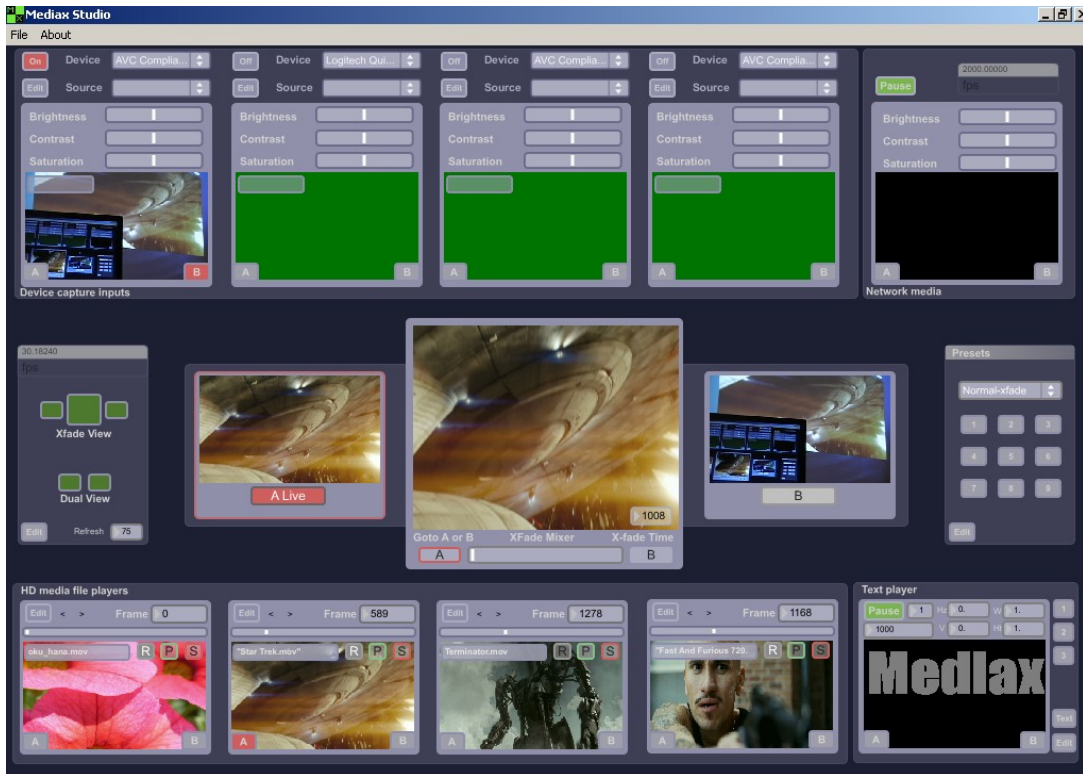
Tool Tip



Mediap Studio has pop up instruction information on most of it's controls. Just place your mouse over the object and a yellow box will appear with information on that item.

This section describes the different application panels and their functionality

Below is a full screen-shot of the application:



Setting up Workspace

Output Panel



Workspace

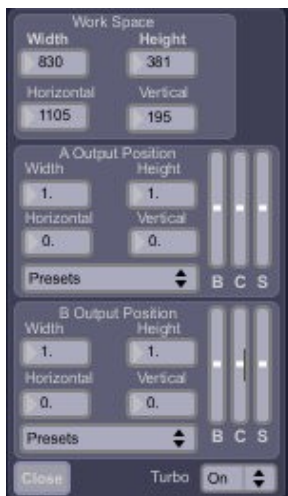
The workspace can be thought of as one large canvas in which two layers: Layer A and Layer B are displayed.

So the workspace is the total dimensions of the area you wish to display to (for example 1920 x 1080).

Then you would pick your A and B size and location within this workspace.

To edit these setting select **edit** on the output panel.

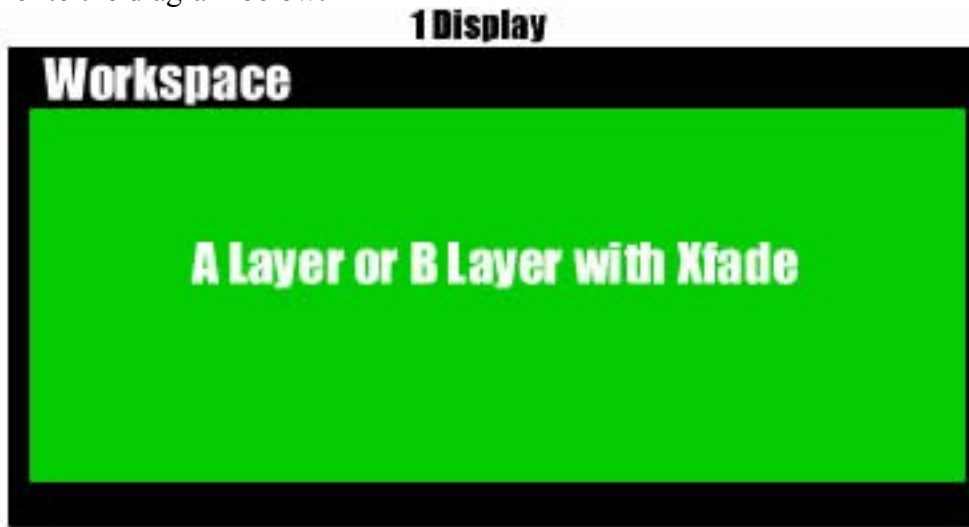
If your external display is 1920x 1080 (HD) then that is the width and height you would set in the workspace box.



The horizontal position is where you wish your workspace to be in relationship to your monitor screen. For example:. I have two monitors, one has the Mediastudio application on it at 1024 x 768 resolution, my output display is a projector at 1920 x 1080 so for this

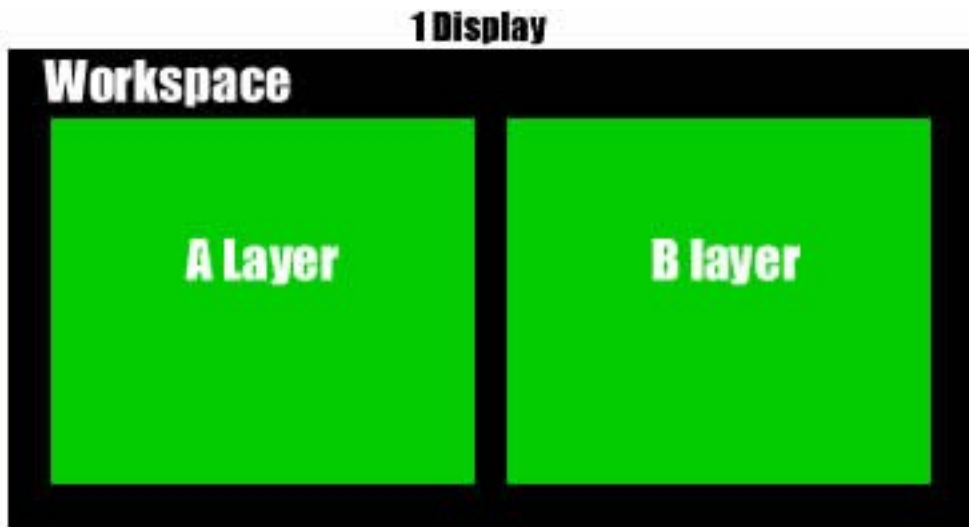
option I would need a workspace of 1920x1080 and a horizontal position 1024 and a vertical position of 0 (assuming my displays are setup to be side by side and the projector is on the right of my application display)

Refer to the diagram below:



In normal X fade mode you would X fade from A preview to B preview with one layer being displayed at a time.

In dual mode you can display two layers in any size and position you like.



To do this you have two other boxes in the output panel marked A output position and B output position. These boxes are marked in decimal representations of the percentage of screen size and position.

So 1 = 100% 0.5 = 50% and so on, the horizontal and vertical are 0 (no change from their center justified position). So for two layers displayed in one output, set A to 0.5 (50%)

width and height to 1 (100%) then set B to width 0.5 and 1 for height and the change horizontal position on A to -0.5 (left 50% of screen) and B to 0.5 (right 50% of screen)

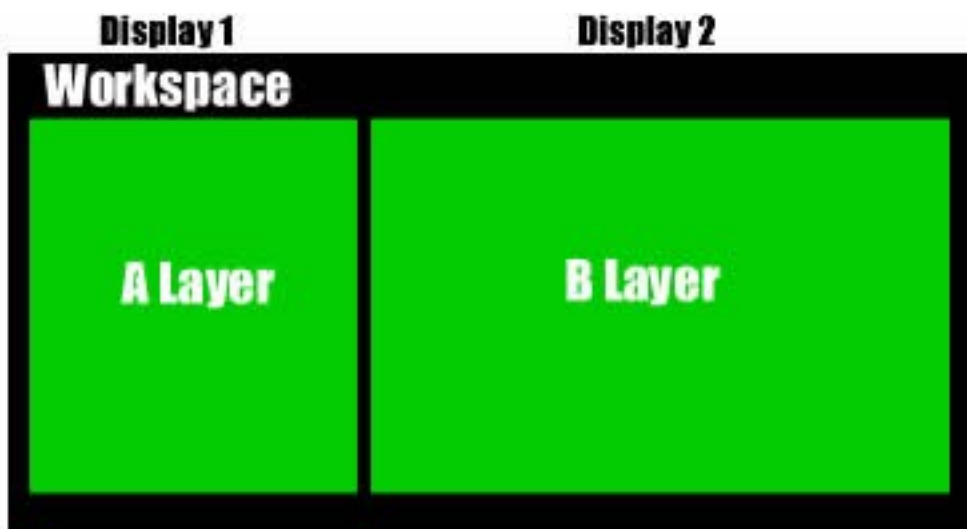
Why not just mark them as pixel positions?

The problem with most presentations is that many people bring files of differing formats and sizes and connect capture devices that are at different resolutions and output sizes, but we need to display them on our output display and have the media fit our resolution and size.

So any media sent to preview A or B will be sized automatically to fit the workspace. If the workspace is expanded then preview A and B will be scaled to fit but keep their respective percentage size and position.

Here is an example of how we use Dual View:

I have three displays, one has the Mediastudio application on it with the resolution of 1024 x 768. My display 1 is a projector at 1024 x 768 and my display 2 is a projector at 1920 x 1080. In this case, I would need to add the horizontal pixel size together of my two external displays $1024 + 1920 = 3000$ so my workspace would be 3000 x 1080. 1080 being the maximum height of my largest display. My horizontal position would still be 1024 which is the right hand side of the monitor with the Mediastudio application running on it and 0 in the vertical position box.



Workspace presets

We have some easy factory presets for A and B layers. Just click the menu with the word “presets” in and select one from the menu.



Turbo Mode

This allows us to boost performance. The default is on but can be switched to off if you experience instability.

Layer color controls

Each layer has it's own color controls ie **B** = brightness **C** = Contrast **S** = saturation. This enables you to adjust the color globally for all media that is played though that layer. To reset slider to factory settings, click the letter under the respective slider.

When finished with the output panels edit mode just click **close**.

There is one other box at the bottom of the output panel marked **refresh**,

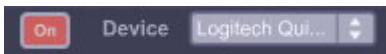
This allows you to slow the preview content update time in milliseconds, if you run into decreased performance.

Device Capture Inputs



MediaX studio has a total of 4 capture inputs each with the same feature set and located across the top of the software application.

MediaX will scan your system for available devices at start-up, if you forget to plug in a device after the application has started there is no need to restart, just click the word “Device” on the capture panel and MediaX will rescan your system.



You can select your device from the pull-down window and select “on”



You will now see a preview of your selected capture device.

Above the preview you can adjust some quick settings like brightness etc by moving the sliders with your mouse.



To get back to factory settings just click the slider name (e.g. to put brightness back to factory, click “Brightness”).

For more adjustments click **edit**



Mediastreamer gives you the option to change the capture dimensions regardless of the native resolution of the selected device.

You can pick from quick common presets (at the top of the panel), use the pull down menu or type in your own custom resolution.

Deinterlace

If the device uses interlacing you can switch on DE-interlaced to remove unwanted lines in the video.

Frame

Again, we have a frame control to offset the incoming video frames in milliseconds to improve performance or for special time lag effects or to reduce 60fps to 30fps etc.

Interpolation

This is used to improve the readability of text at low resolutions or to remove the jagged edges of low quality capture devices

V Device (Video device)

Click to adjust driver related settings (if available).

Check capture device's owners guide for settings.

A Device (Audio device)

Here you can select your audio capture device for Mediavox to control.

This settings box is a global control so you don't have to change the settings on every input capture panel.



First select the device from the pull-down menu. If you added the device after you started Mediavox studio click the word device to rescan your PC.

Once you have your selection you can choose the sampling rate and buffer size,

Sampling rate

The sampling rate is the speed your audio device samples your audio. The higher the rate the better the quality but system performance will be reduced.

Buffer size

This allows you to adjust your sample buffer size. Low values reduce the time your PC takes to pass the audio through the system achieving less out of sync audio to video but again, the system has to work harder.

If you hear any pops or garbled sounds you have reduced the buffer size too low.

Different audio capture devices and the way they are connected will give totally different performances. Check on the Floridamusicco.com website for recommendations. The best performance audio capture devices use the asio2 system

Test

To check you amplifier speaker configurations click test, you should hear a test tone.

Output and Inputs

The number of inputs and outputs is just for information as we have 4 capture devices the max we need is 8 inputs or 4 stereo inputs.

Click **X** close and return to the edit window



Now pick the audio input from the audio capture device you just selected in the **A device** window. If you wish to pass a stereo signal through the system you will pick one input for left channel and one different input for right channel. In the case of mono pick the same input for both channels. Next, adjust the volume slider to your desired level. This slider adjusts both left and right channels.

Link

This allows MediaX to switch audio on and off according to the A and B selection located at the bottom of the Capture inputs preview box. If A or B is selected and video from this input device is in one of the A/B preview windows, audio will also be playing through the selected audio inputs.

Xfade

By switching this **on** the audio can be controlled by the mixer window's cross fader. This can be used if you want to fade one input capture to another allowing the audio to cross fade also.

Now you have finished setting up you input device press **close**

Switching Inputs To A Preview or B Preview (layers)

Now you have setup your inputs and workspace its time to try some video switching. Underneath each capture preview screen are two switches marked A and B. These send the output from the capture devices' audio and video (if Selected) to the A or B preview window on the mixer display in the middle. In the picture below our capture input has a camera connected and the A button selected. This sends the signal to the A preview in the mixer section. To the right of that is the live preview showing the same image. (This is because the xfade slider is to the left). Also note that the A preview window's name has changed to **A Live**.

Note:

The A and B buttons on all the various capture inputs and media players will switch off another panel's A or B selection allowing fast content switching to live output.



Preview Window



The preview window allows you to visualize what is being sent out to your displays.

The center window shows the current image being displayed on your selected output display and the two windows either side are the preview windows A and B.

The concept (Xfade Mixer)

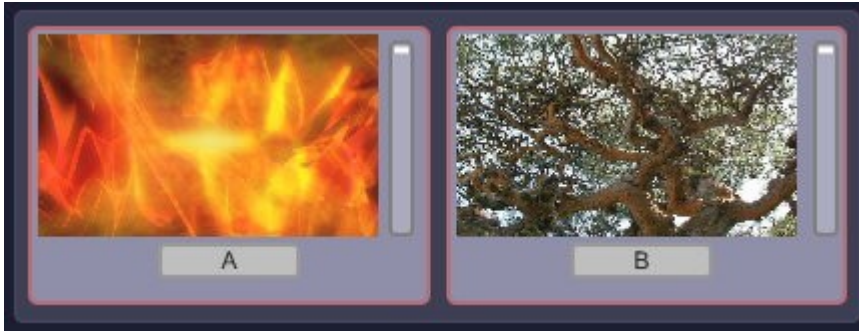
Just as with a DJ style audio mixer we can think of the preview mixer in the same way. Send a video signal to preview A and when ready, slide the Xfade slider to the letter A and the center screen will show the same media confirming that the new content is being displayed. Also the letter A on the preview panel will change to A live in a red color.

There are two other ways you can use Xfade. You can Xfade between the A and B previews using keyboard keys left arrow and right arrow. You can also use the A and B buttons on the live mixer window .

Xfade time

When using the A and B buttons you will notice that the slider moves smoothly across from one side to the other. This is because we have the Xfade timer set to 1008 Milliseconds. You can either type the time in using your keyboard or select the number with your mouse and while holding down your left mouse button, move your mouse up and down.

Dual View



Dual view allows two layers A and B to be displayed within the same screen or on separate screens depending on the layer's location settings. You can fade their output amounts using the slider to the right of the preview windows.

To switch views click X fade view or Dual view on the output panel pictured below.



Network Media Input



This box allows MediAx to bring in media from another remote PC connected by cat 5 cable. You must first have the MediAx Network Send software installed on your remote PC (follow the instructions supplied with the send software). If the connection has been

made correctly the word **OK** appears in green on the panel above. Now select the pause button (it will display run) and the preview screen will show the remote media.

Second Screen Capture

The network media input could also capture screen content from a second display on the same PC .

First add a second display screen and run your application (maybe something like power point) then select **edit** on the Network Media panel.

You should now see the screen below:



You will notice that ip-input is selected. This is the factory default setting. Now select Screen-Capture and the dimension of the screen you wish to capture. If you select smaller dimensions than the second screen resolution is set to it will zoom that area to fit the A/B setting in your workspace.

Screen location

If you have multiple screens on one PC you need to give Medias the location of the screen capture box. For example, you have three displays attached to your computer. All are 1024 x 768 resolution. Screen one has the Medias Studio software displayed on it, screen two has power point displayed ready for capture and screen three is our projector to the audience.

The workspace discussed earlier will have a width of 3072 (3 x 1024) and a height of 768.

Our horizontal position for the output will be 2048 and 0 again for our vertical position. So our capture screen location if we want the whole screen of our PowerPoint presentation will be 1024 x 0 (the start resolution of our second screen) assuming we selected 1024 x 768 as our capture dimensions.

HD Media File Players



The media file players are responsible for playing internal or external stored content. It can play large resolutions but at a performance cost (3000 x 2000 or more). Check the specs at the bottom of this reference for all file types.

On the front panel are some quick controls for common functions.

R = Read a single media file from drive

P = Play the loaded media file (not needed for VR files or static images)

S = stop playing media file

The current position of the media file is shown by the position slider and the position box. It can be controlled by moving the slider or by changing the number in the position box. This can be adjusted even when the player is running. (Not used for VR files or static images)

VR files

VR (virtual reality) (also known as QTVR) is a type of image file format supported by Apple's QuickTime. It allows viewing of photographically captured panoramas and the exploration of objects through images taken at multiple viewing angles.

If loaded you can navigate the image using the mouse on the media players preview panel. While holding down the left mouse button drag the mouse left or right. You can also zoom the image by first pressing the **Ctrl** key on your keyboard before using the mouse.

Mp3 files

As there is no image associated with this file type the preview window will show the current song name (songs can also be played sequentially using the folder player)

The name box shows the current loaded file name.

At the bottom of the player are the standard A/B selectors.

For more functions press edit for the panel below



At the top of the edit panel we have the remote network media player. Just type in the ftp or HTTP address of the media and click **play remote**.

For some streaming media you may have to press the play remote a second time for all the content.

Clear Media

This removes the media file from memory and the player.

Folder Player

This will play media from an entire folder. Just add all the media in one folder and click **R**

Navigate to your media folder and select it and the pull-down menu will show a list of your folder content.

You can now select the media to play by clicking on the menu and selecting the name of the file item. Then switch back to the main player screen by clicking close and then press **P** for play.

Another way of selecting through your media is to use the two small <> icons on the player. A good use for this is to cycle through static images like power-point.

Play all folder Content Unattended

To do this, go back into the edit window and to the right of the file read button you will see a green pause button. Click pause to read run and the media player will automatically run through each media in your folder from start to finish sequentially.

Mixed media content

If your media folder also contains static images(jpg bmp) as well as movie file types you need to tell MediaX how to handle them. Select the image timer's run time (up to 60 seconds) and press the pause button to the right of the timer. The pause button will change to "run". When the player finds a static image it plays the images according to the time you have set in the image timer.

Audio from Media

Adjust the volume slider to your desired level. This slider adjust all audio channels present in the media.

Mute

Select to mute the media sound and unselect to go back to the previous volume setting.

Link

This allows Mediax to switch audio on and off according to the A and B selection buttons located at the bottom of the media player preview box,. If A or B is selected and video from this media player is in one of the A/B preview windows, audio will also be playing through the selected windows device outputs.

Xfade

By switching this on the audio is controlled by the mixer window cross fader. This can be used when you are fading one media to another allowing the audio to cross fade also.

Now you have finished setting up media player, press **close**

Text Player

To enter text first select edit on the text player panel, the screen will be displayed below.



Font Color

This is the color of the text displayed. Just click the circle and while holding the left mouse button down move your mouse to the desired color.

Background color

This is the background that your text will be displayed on. Just click the circle and while holding the left mouse button down move your mouse to the desired color

Font type

There are three pull-down menus that control the font . The first picks the font type, the second the font face, the third the font alignment.

Now we have to add some text.

There are three text holders marked text1 though text3. Click one of the boxes and enter some text .

Once entered you can use it immediately or choose to save it to file for future use. You can also import a saved text file with the read or write buttons.

Press close to return to the text player main panel



Now you see the panel above, click the numbered buttons on the right corresponding to the text holder that holds your text message. You will now see your message.

There are four boxes on the top of the text player that allow text placement and size.

The first two marked Hx and V control the horizontal and vertical placement.
The second two marked W and H are for width and height of the text.

Text Timing

The timing control allows you to choose how long the text will be displayed before switching to the next text holder.

Enter a message in each of the three text holders and switch on the timing. Click the pause button to run. Beneath the pause button is the timer in milliseconds (1000=1 second). This is the time each text message will be displayed before it moves on to the next message holder.

If you don't have any text in text holder 3 (for example) you can use the entry box to the right of the pause button to set the number at which the rotation should stop. Hence, enter "2" to make the sequence stop at 2 then repeat..

Text

This button will remove the text from the display allowing you to use the text player as a color wash or for fades to black etc

At the bottom of the player are the standard A/B selectors.

Output presets

The panel below allows us to save the workspace and A and B layer positions. To recall presets we can use the pull-down menu and select the preset by name or use the numeral buttons to select it by number. You can also use keyboard keys 1 though 9.

The preset in slot number 1 is the default recalled at start up



Now press the edit button and you will see the panel below.

Once you have made your workspace and A and B layer settings you can save a total of 9 presets of them at a time. At the top of the panel, you can enter the preset name for any preset number. The numeric buttons let you choose the memory location. Then click the save preset button .You have now saved one preset.

You can now save all nine presets to a single file by clicking the write button and then name the presets file for later re-call using the read button .

The factory preset file is located inside the folder called MediAx studio in the programs folder and named "presets". This is the file MediAx loads at start-up.



Multiple Outputs Devices

Dual Head Graphic Card

If you only have a dual head graphic card and would like to achieve multiple outputs, you will need to use both adapters and, since you have no more monitors available, you will lose the interface display.

Dual Head Graphic Card + Single Head Graphic Card

Adding a supplementary graphic card to the setup described above will allow you to use it with your desktop monitor to display Medias Software interface and control the software while you use the dual head graphic card and its two outputs for the wide screen or multi-screen outputs.

Dual Head Graphic Card + Additional Hardware

Using an external hardware such as the Matrox DualHead2Go allows splitting one video output into two separate signals (the DualHead2Go is a palm-sized box that sits outside of your system and has one VGA input and two VGA outputs).

This system allows computers with a dual head graphic card to use one of the graphic card outputs for the software interface and its second output to send the visuals that will be split across two different screens. This very affordable solution will also fit perfectly with most modern laptops.

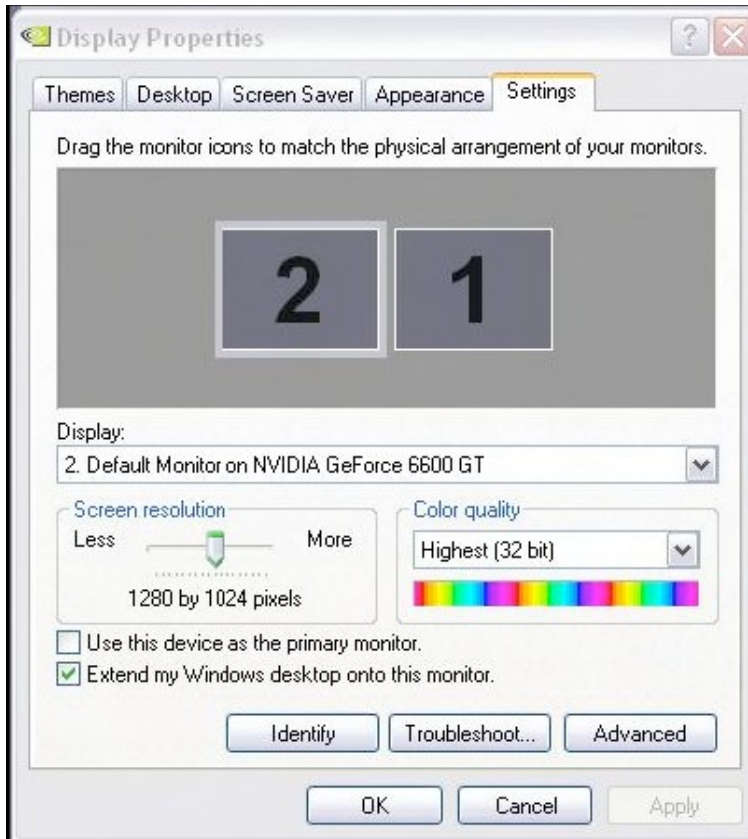
Under windows, it is the graphic card that is responsible for spanning the big display across the various heads. In a sense, you create one “virtual display” covering two “physical displays”.

In Windows terms, this is called Horizontal Span or Vertical Span, depending on the display orientation you will select.

As an example, we will explain the different steps to configure a virtual display over multiple screens both with nVidia and ATI graphic cards. Other graphic cards may be capable of achieving such a setup and the configuration settings should not be too

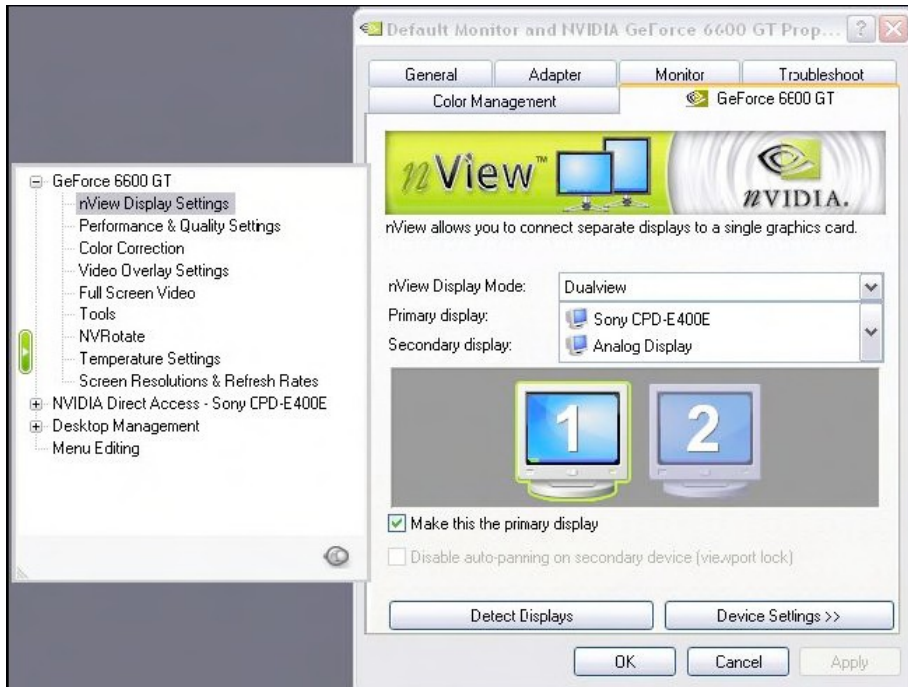
different from the ones explained below. In any case, please refer to your graphic card manufacturer's documentation.

Finally, it is important to setup these options before launching MediAx since the application detects your displays upon start-up.

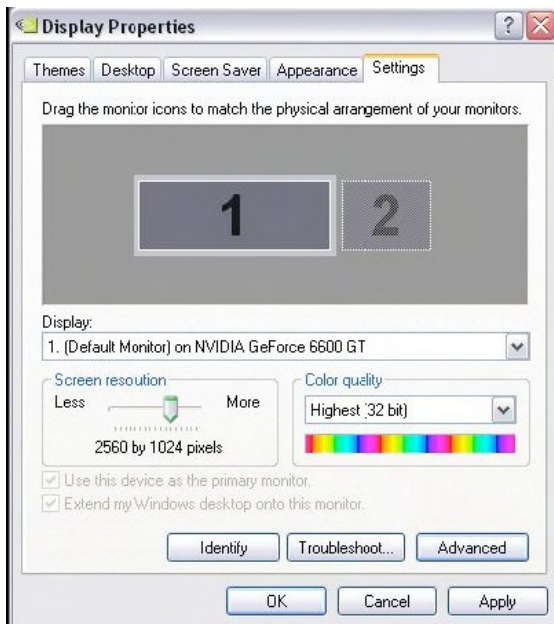


nVidia Graphic Cards

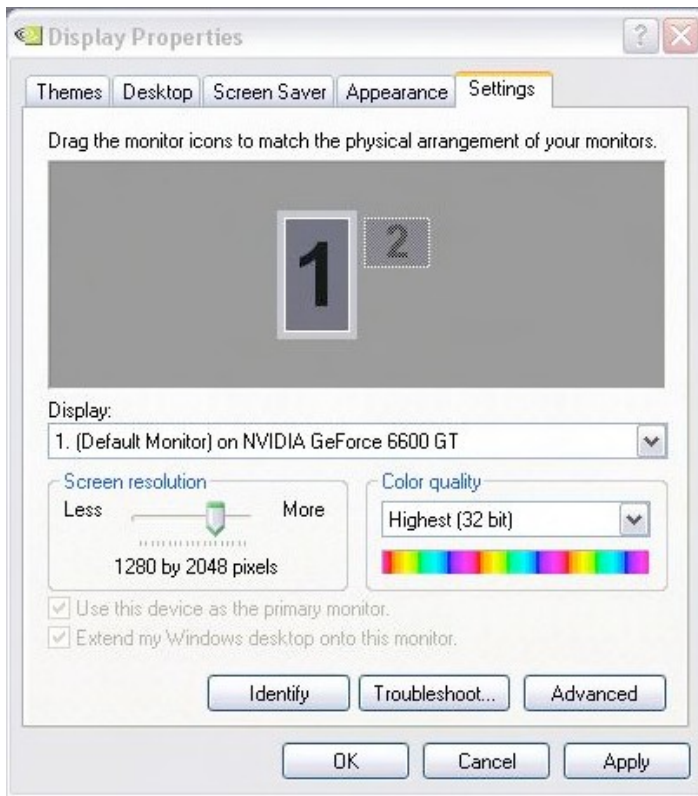
In the Windows Control Panel, open the “Display Properties” window and go to the “Settings” tab. You will see a classic dual monitor setup such as the one above. Click on the “Advanced” button and select the nVidia tab on the top right, this window will open:



In the menu next to “nView Display Mode”, select “Horizontal Span” or “Vertical Span” and click OK to apply. If you selected “Horizontal Span”, the two physical screens will be merged side by side in a single large display and the Windows display settings window will show a large screen.



In this case, the resolution is 2560x1024 because we used two 1280x1024 screens. If you selected “Vertical Span”, the two physical screens will be merged on top of each other in a single tall display and the Windows display settings window will show a tall screen

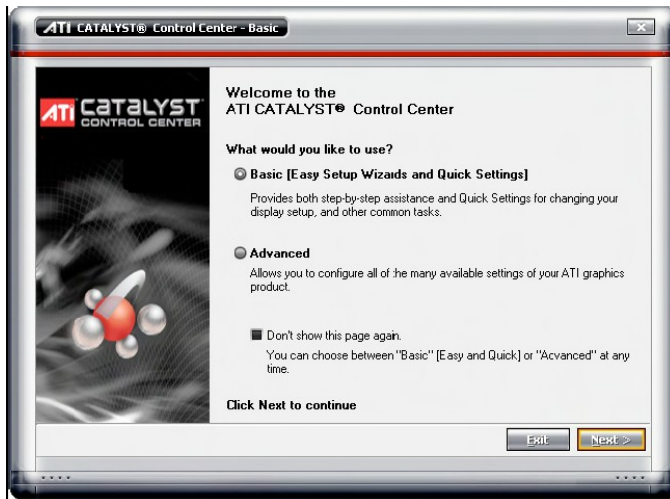


ATI Graphic Cards

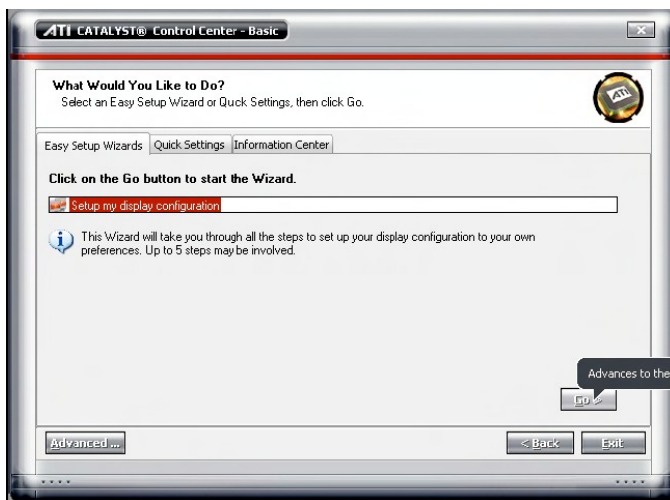
Setting up Horizontal or Vertical Span with ATI graphics cards is done through the “ATI Catalyst Control Center” which you can launch from Windows program menu or from the ATI icon in your system tray (next to the clock in the task bar).

Horizontal Span

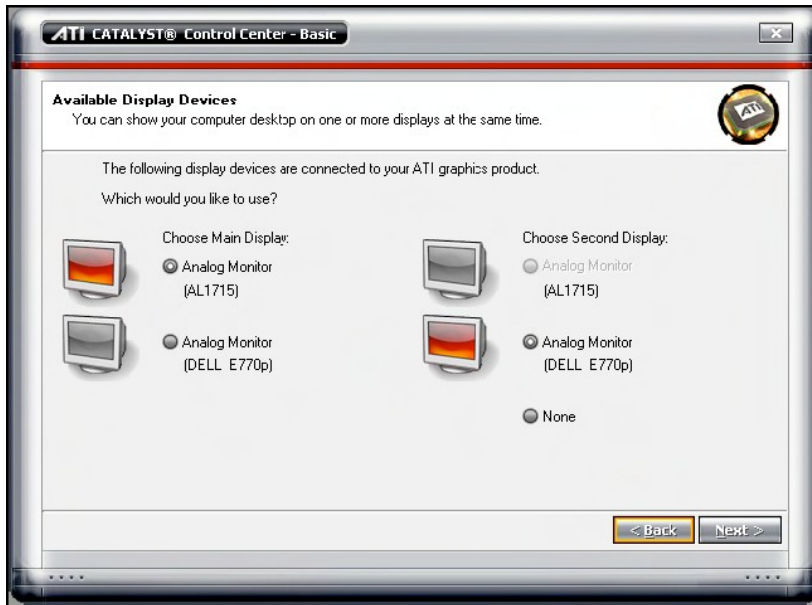
Once the “ATI Catalyst Control Center” window is open, to setup a simple Horizontal Span, select the Basic modes then click next.



The display configuration wizard will be displayed, click **Go** to start:

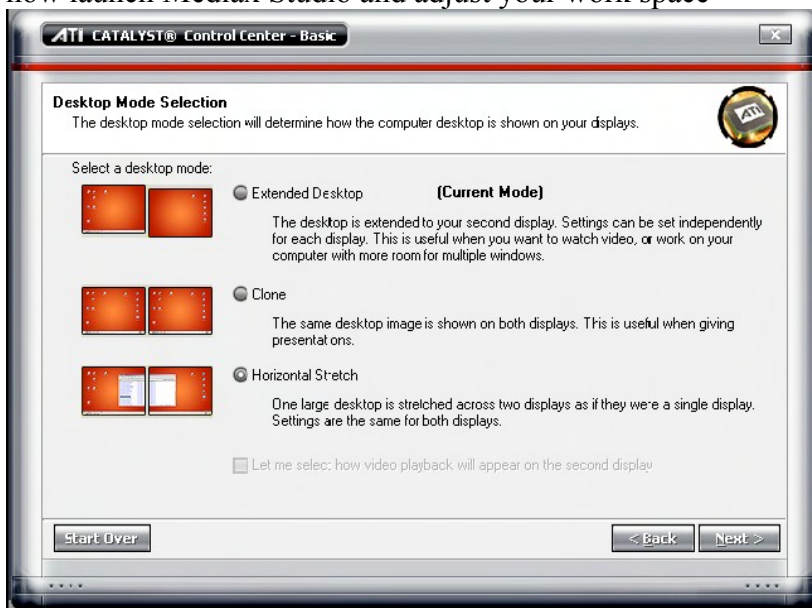


In the Available Display devices list, select which one is your primary monitor then click **Next**.



In the Desktop Mode Selection dialog, select the last option “Horizontal Stretch”
Then click **Next**.

You will end up with a single display spanning horizontally over two monitors. You can now launch Mediav Studio and adjust your work space



Performance

Achieving good performance with video can be difficult because it depends on many different factors.

The most important factors are:

CPU speed

Disk speed

RAM access speed

Video card & video bus speed

Movie compression

There is no easy way to give a definitive answer in terms of what is best for every computer.

With Mediav Studio, most of the graphic processing is done in the graphic chip of the video hardware, so the more powerful it is, the better performance you are going to get. The CPU is mainly used to decompress movie frames from the disk and send them to the video card. The faster your drives are, the faster frames will be loaded in the memory and the faster your CPU is, the faster it will decompress the frames.

Mediav's video engine is also heavily multi-threaded. Having several cores will help decompress movie frames in parallel, allowing a faster throughput.

To achieve a good frame rate with a given hardware, you can:

Use source material that is adapted to your hardware. If you have a slow disk or older generation of hardware, try working with smaller video sources to minimize the impact of loading and decompressing the movie. Since all calculations are done inside the graphic card, the automatic filtering applied when the images are scaled to the final resolution will minimize aliasing effects.

It is very important to note that popular compression schemes such as mpeg, divx, DV and vob, are very inefficient for fast switching playback. Video files using these compression schemes will behave correctly when used at nominal speed (100%). If you use these compression formats, you will get poor performance from the software.

Movie Compression

Beside movie size, compression scheme has a huge impact both on the fluidity of the display and playability. The more complex the compression scheme, the more work the processor will have to do to recover specific frames, which often results in sluggish performance. In addition to the compression method itself, there's the issue of key frames. Most widely spread compression mechanisms work using incremental methods, which means they construct a frame by storing the difference between a frame and the previous one. In order to keep the process from deriving too much from the original material, they store an original frame every now and then, and start coding incremental information from that frame on. These original frames are called key frames. Using sparse key frames will mean that for Mediav to access a given frame, it will have to find the previous key frame and process all the intermediate frame differences until it reaches the desired one. As you can imagine, this process is rather slow and prevents fast access to frames, which is very important. That's why compression schemes like mpeg or DivX are not at all suited for video performance.

From our experience, the best compression scheme for video performance is

QuickTime's Photo JPEG with a quality setting of about 80% or more. This will ensure

smooth playback, effective performance and decent file size. If you want to use high definition content (HD) you can also use the H264 codec, part of Apple QuickTime 7.x.

Technical Specifications

Quick Presets

Store up to 9 named output configurations for image splits or output sizing and location.

Supports Multiple Video Formats

Multi-Format video player with SDI and HD support to 1080p delivers enhanced efficiency and reliability with audio control and cross fading.

The Mediastudio video presenter/switcher supports multiple image formats including HD (1080i and 720p) and SD video as well as still images. Regardless of the original format, Mediastudio outputs video from your video card in a variety of HD, or RGB formats.

Network Video

Network PC input makes it possible to add any PC on the network with Mediastudio as a live input (screen capture or file playback)

Monitor Capture

Allows any software to run on a second monitor and is captured and presented as if it was a media input up to 1080p resolution

Folder Playback

Plays a complete folders contents mixed format of stills and movies.

Movies playback in sequence , pictures have a timed display up to 60 seconds.

Folder content can be selected with a pull down menu or mouse click advanced for power point like changes.

Mp3 Folder Playback

Need some music before event starts use the folder player to play back mp3 files.(can be manually x-faded DJ style)

Dual Layer

Mediastudio is a dual layer system allowing two layers of content to be outputs at the same time in one or two displays with independent size and position.

Web Content

Add remote media with the built-in remote media player, just give the URL and click play.

Types: HTTP / FTP / file / rtp

Text Generator

provides the ability for you to create your own custom text.

change size / position / font type / weight / alignment / text color / background color.

Ability to read and save three text presets and sequence them.

Ability to use background only for color fades or color stage washes.

Video Formats:

Support for MPEG-2.

. Mpg
 . Mpeg
 .vob
 .vro
 .m2v
 .m2a
 .m2s

Standard Formats:

Animated GIF
 BMP
 Cubic VR
 GIF
 JPEG/JFIF
 MPEQuicktime 7G-1
 MP3 (MPEG-1, Layer 3)
 MPEG-4
 MQV
 M4A, M4B, M4P (iTunes 4 audio), M4V (iTunes video)
 PICT
 PNG
 QuickTime Image File
 QuickTime Movie
 Virtual Reality (VR)

Audio Support

Full media playback with audio, can be individually muted and returned to its previous position or continuously variable.

Ability to link with media x-fader and A / B selectors.

Audio Input

Control input audio devices with the capture input windows (total of 4 stereo inputs).

Asio device support for low latency

Ability to link with media x-fader and A / B selectors.

Medaix Studio Software Requirements

Minimum System (SD)

Intel or Amd Dual-core CPU 2.4ghz fast hd 7200rpm or above for performance (Slow drives = less media fps playback)

We recommend at least 2 GB of RAM for both SD and HD for Windows XP / XP Professional.

We recommend at least 4 GB of RAM for both SD and HD for Windows Vista /Vista 64.

optimized windows system

Dual output fast video card supporting

Directx 9 or above

Opengl 2.0 or above

Quicktime 7

The latest java runtime

Spare usb port for software key (**important keys not replaced if lost only if defective**)

Recommended System (Multi HD)

Quad core or more Itel or AMD 3.0ghz or better

Fast raid array system for max HD playback count

Windows Vista 64

8 gigs DDR 2 / 3 ram or better

Fast Graphic capture cards

optimized windows system

Dual output fast video card supporting

Directx 9 or above

Opengl 2.0 or above

Quicktime 7

The latest java runtime

Spare usb port for software key (important keys not replaced if lost only if defective)

Recommended Motherboards

Asus P5E

Asus P5B

Gigabyte EP45-DS3

Gigabyte x48DQ6

Intel D975XBX

XFx 790i Ultra

Recommended Graphics Cards

PCIe x16 or PCIe 2.0 x16

ATI FireGL Series

ATI Radeon 45X Series

nVIDIA Gforce 9x series

nVIDIA Quadro FX series

Disk Storage

Recommended Disk Storage for SD and HD Uncompressed 4:2:2

CalDigit HD Pro

Ciprico MediaVault series

G-Technology Gspeed

Maxx Digital Evo2 HD

Medéa VideoRaid FCR2X

Medéa VideoRaid XTRM4

Promise VTrak series

Sonnet Technologies Fusion 500P. Use 1 unit for SD, or 2 units for HD, in conjunction with a Tempo SATA E4P or X4P.

Recommended Disk Storage for SD and HD Uncompressed 4:4:4 and 2K

CalDigit HD Pro

G-Technology Gspeed

Maxx Digital Evo2 HD (on 64-bit Windows