

Calibrated{Q} MXF Import – Read Me

Please read the entire ReadMe and Software License Agreement before installation and/or use. By installing and/or using this software you are agreeing to the Software License Agreement.

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Introduction

Calibrated{Q} MXF Import is a cross-platform QuickTime plugin for **NATIVE** Importing and Playback of P2, XDCAM, AVID, Ikegami, and many other types of MXF Files in QuickTime Player on Windows & OSX, and in Final Cut Studio 2 & 3 Applications and other QuickTime enabled applications on OSX.

SUPPORTED MXF FILES

Panasonic P2 MXF Files *(with separate video and audio tracks seen as 1 file¹)*

AVC-Intra
 DVCPProHD
 DV50
 DV25

Sony XDCAM:

XDCAM HD (35Mb and 25Mb)²
 XDCAM EX (converted via Sony Clip Browser)²
 XDCAM HD 422 (50Mb)²
 IMX³
 DV25

Avid (from Media Composer 3.1)⁴

DNxHD
 DVCPProHD
 1-1
 1-1-10b
 DV50
 DV25
 Meridien⁵

Feature Summary

Natively import P2, XDCAM, Ikegami, AVID and many more types of MXF Files into Final Cut Studio Apps(OSX) and QuickTime Player

Remove PullDown instantly for select frame rates without affecting your MXF Files on disc

TimeCode and ReelName Support

P2 and Ikegami MXF Video and Audio seen as 1 file in QuickTime Player

QuickTime Pixel Aspect Ratio, Frame Type (Progressive, Upper or Lower Interlaced) and Aperture Support

Auto-Save QuickTime Reference Movies

Easy to use Options panel

Free Calibrated MXF Spotlight plugin(OSX only) and Free Calibrated MXF QuickLook plugin (OSX 10.5/10.6 only)

Free Calibrated MXF QuickStat application

Ikegami GFCam (with separate video and audio tracks seen as 1 file⁶)

I-Frame MPEG2 100Mb 1080/720²
Long-GOP MPEG2 50Mb 1080/720²
I-Frame MPEG2 50/40/30Mb SD²

Thomson/Grass Valley K2 Media Server

Long-GOP MPEG2 50Mb 1080/720²
Long-GOP MPEG2 35Mb 1080/720²

Grass Valley, Matrox, Cinegy, Quantel, and many others

¹**On OSX, Final Cut Pro 7 or Calibrated{Q} AVC-Intra Decode required for AVC-Intra decoding. Calibrated{Q} MXF Import does not support 'auto-assembling' P2 spanned MXF Files in Final Cut Pro. When using Calibrated{Q} MXF Import, users must manually assemble spanned P2 MXF Files based on timecode in a Final Cut Pro sequence. Calibrated{Q} MXF Import will only 'auto-join' the separate video/audio P2 MXF Files when they are in the proper P2 MXF Folder structure.**

²**To work with XDCAM HD MXF, Ikegami MXF, and other types of Indexed MXF Files efficiently in FCP and other applications, auto-referencing should be enabled. Please see [AutoReferencing.pdf](#) for further details.**

³**IMX Audio needs to be rendered when imported into Final Cut Pro and some applications will not 'see' audio**

⁴**Avid support requires the use of the free Avid QuickTime Codecs – please download and install v1.10 of the Avid QuickTime Codecs.**

⁵**Avid Single and Multi Meridien files are not supported. To work with Avid Meridien MXF files efficiently in FCP and other applications, auto-referencing should be enabled. Please see [AutoReferencing.pdf](#) for further details.**

⁶**Only when Ikegami GFCAM MXF files are in the proper Ikegami GFCAM MXF Folder structure is video/audio clip marrying supported.**

Calibrated Software's unique solution successfully joins the separate video and audio of Panasonic P2 and Ikegami GFCAM MXF files so that Final Cut Pro and QuickTime see them all as ONE file - complete with TimeCode and Reel Name.

Once you setup auto-referencing with the Calibrated{Q} MXF Options application, every time you open a MXF file from within a QuickTime enabled application, you also save a QuickTime Reference Movie for that MXF file so that you can work with your MXF files in other 3rd party applications that support QuickTime. Auto-referencing is also needed to efficiently work with XDCAM HD MXF, Ikegami MXF and other types of Indexed MXF files in Final Cut Pro and other applications.

Calibrated{Q} MXF Import will only read the previously mentioned MXF Files, the applicable QuickTime Codecs still need to be installed on the computer to decompress video. So users need to either have Final Cut Pro 6.0.3 or greater OR Final Cut Pro 7 installed on their OSX computer or use Calibrated{Q} MXF Import with the appropriate Calibrated{Q} Decode codec on Windows or OSX. For Avid support, please download and install the free Avid QuickTime Codecs v1.10. Please see the *Licensing Options and License Requirements* section for further details.

Windows Install/Uninstall

To Install: Quit any application using QuickTime. After running the Calibrated{Q} MXF Installer, a "Calibrated" folder will be placed in the [System Drive]\[Program Files] directory. The "Calibrated" folder will contain the Calibrated{Q} MXF Options application, Calibrated MXF QuickStat application, Manual, and ReadMe.

The CalibratedMXFQ.qtx will be auto-copied to the

[System Drive][Program Files][QuickTime][QTComponents] directory.

You may have to restart your computer for the plugin to be registered by QuickTime.

To Uninstall:

1. If Licensed, backup CalibratedComponent.lic file to a temp directory.
2. Go to the Control Panel – ‘Add/Remove Programs’
3. Remove Calibrated{Q} MXF and then restart.

OSX Install/Uninstall

To install: Quit any application using QuickTime. After running the Calibrated{Q} MXF Installer, a “Calibrated” folder will be placed in the “/Applications” directory. The “Calibrated” folder will contain the Calibrated{Q} MXF Options application, Manual, and ReadMe.

The CalibratedMXFQ.component will be auto-copied to the “/Library/QuickTime” directory. You may have to restart your computer for the plugin to be registered by QuickTime.

To Uninstall:

1. If Licensed, backup CalibratedComponent.lic file to a temp directory.
2. If no other Calibrated Software is installed, then delete the directory:
/Applications/Calibrated
3. If other Calibrated Software is installed, then only delete:
 - a. /Applications/Calibrated/Applications/Options/CalibratedQMXFOptions.app
 - b. /Applications/Calibrated/Plugins/QuickTime/CalibratedMXFQ.component
 - c. /Applications/Calibrated/Docs/CalibratedQMXFOptions.pdf
 - d. /Applications/Calibrated/Docs/ReadMe-Calibrated{Q}MXFImport.pdf
4. Delete the file:
/Library/QuickTime/CalibratedMXFQ.component
6. Delete the file:
/Library/QuickLook/CalibratedMXFQL.qgenerator (Leopard Only)
7. Delete the file:
/Users/[user]/Library/Preferences/com.calibratedsoftware.CalibratedMXFQ.plist

Use in Windows

Open QuickTime Player. Choose from the QuickTime Player Menu – “File” and then “Open File”. In the Open File Dialog, choose the Extension Combo Box in the Bottom-Right of the Dialog and choose the option “All Files (*.*)” and then select the supported MXF file you wish to open.

The Calibrated MXF QuickStat application is installed as the default application to open MXF Files. (see the Calibrated MXF QuickStat Manual for more details)

Users can also choose QuickTime Player as the default application for MXF Files. To do so – navigate to a MXF file within Windows Explorer and then right-click on the MXF file and choose ‘Open With...’ and then navigate to QuickTime Player when prompted by Windows Explorer in asking how to open the file.

To create QuickTime Reference Movies of MXF files in QuickTime Player, users should change “Create TC Track” to “On Disc” in the Calibrated{Q} MXF Options Panel. If this is not done, then QuickTime Player will try to flatten the entire MOV file. See Calibrated{Q} MXF Options Manual for further details.

Use in OSX

After installing, you will be able to natively import MXF files into QuickTime Player and the following Final Cut Studio 2 & 3 Applications: FCP, Compressor, Motion, Sound Track Pro, and Shake. **With Shake**, users must set the BaseFile Type to QuickTime Movie. Other QuickTime-enabled applications may work as well but the user should test out those applications to insure compatibility.

Auto-referencing is also needed to efficiently work with **XDCAM HD MXF, Ikegami MXF, and other types of Indexed MXF** files in Final Cut Pro and other applications. **Please see [AutoReferencing.pdf](#) for further details.**

Users can choose QuickTime Player as the default application for MXF Files. To do so – navigate to a MXF file within Finder and then right-click on the MXF file and choose ‘Get Info’ and then choose QuickTime Player as the default application for the file.

If Final Cut Pro 6.0.3 or greater OR Final Cut Pro 7 is not installed, then Calibrated{Q} Decode Codecs would be needed to decompress DVCPProHD, IMX, or XDCAM video. **DO NOT INSTALL CALIBRATED{Q} DECODE CODECS ON ANY MAC COMPUTER WITH ANY VERSION OF FINAL CUT PRO INSTALLED**

Features

(See Calibrated{Q} MXF Options Manual for more in-depth explanations)

- (P2 only) Removal of Advanced PullDown of 1080i29.97 and 480i29.97 material and regular PullDown of 720p59.4(29.97 and 23.976) and 720p50.00(25.00) material.
- TimeCode conversion for files with PullDown(Advanced PullDown Only for 1080i29.7 and 480i29.97).
- The Display Name for the MXF file will be the Clip Name found in the MXF or P2 XML file. The Display Name only seems to adjust the name when viewing the file in QuickTime Player only.
- IMX Audio (AES3) audio is supported HOWEVER when using with FCP – the audio will need to be rendered.

Demo Limitations

- Calibrated{Q} MXF Import will only read up to 30 seconds of media. If MXF media is less than 30 seconds then only half of the media will be read.

Licensing Options - Windows

- Calibrated{Q} MXF Import is licensed to open any MXF file that it is able to understand HOWEVER any applicable QuickTime Codecs are still needed to decompress video.
- Calibrated{Q} DVCPProHD Decode required to decompress DVCPProHD video
- Calibrated{Q} XD Decode required to decompress XDCAM video
- Calibrated{Q} IMX Decode required to decompress IMX video
- Calibrated{Q} DV50 Decode required to decompress DV50 video
- Calibrated{Q} AVC-Intra Decode required to decompress AVC-Intra video
- DV25 Codec is native in QuickTime
- Avid QuickTime Codecs v2.10 required for Avid MXF Files

Licensing Options - OSX

- Calibrated{Q} MXF Import is licensed to open any MXF file that it is able to understand HOWEVER any applicable QuickTime Codecs are still needed to decompress video.
- Either Final Cut Pro 6.0.3 or greater OR Final Cut Pro 7 needs to be installed OR Calibrated{Q} Decode codecs are required to decode AVC-Intra, DVCPProHD, IMX, and XDCAM video. **DO NOT INSTALL CALIBRATED{Q} DECODE CODECS ON SYSTEMS WITH FCP INSTALLED.**

- Final Cut Pro 7 required to decompress AVC-Intra video or Calibrated{Q} AVC-Intra Decode
- Avid QuickTime Codecs v2.10 required for Avid MXF Files

Known Issues and Limitations

- Non-ASCII file names are not supported.
- P2 PullDown Removal and TimeCode conversion for regular PullDown 1080i29.97 and 480i29.97 material is not supported.
- P2 PullDown can only be detected and removed thru parsing the XML file data. If the XML for a MXF clip is not present then pulldown cannot be detected or removed.
- Not all OP1a AVC-Intra/XDCAM HD/DVCPProHD/DV50/DV25 and IMX MXF Files are supported. If you have a MXF File that Calibrated{Q} MXF Import cannot open, please contact info@calibratedsoftware.com to see if support can be added.
- IMX Audio requires rendering when imported into FCP and some applications will not 'see' the AES3 audio.
- AVC-Intra playback requires Final Cut Pro 7 or Calibrated{Q} AVC-Intra Decode
- Sony XDCAM HD/EX ,Ikegami, and other types of Indexed MXF Files will take longer to open due to the variable length frame structure and to use these files efficiently in FCP you must have auto-referencing enabled for Indexed MXF files. **Please see [AutoReferencing.pdf](#) for further details.**
- With Shake on OSX, users must set the BaseFile Type to QuickTime Movie for MXF Files.
- Calibrated{Q} MXF Import does not support 'auto-assembling' spanned MXF Files (from any camera) in Final Cut Pro. When using Calibrated{Q} MXF Import, users must manually assemble 'spanned' MXF Files based on timecode in a Final Cut Pro sequence.
- Calibrated{Q} MXF Import will only 'auto-join' the separate video/audio P2 or Ikegami MXF Files when they are in the proper P2 or Ikegami MXF Folder structure.
- Avid Single and Multi Meridien files are not supported. To work with Avid Meridien MXF files efficiently in FCP and other applications, auto-referencing should be enabled. Please see [AutoReferencing.pdf](#) for further details.
- In Final Cut Pro, the only metadata that is currently imported into FCP is timecode and reelname, please see the Calibrated{Q} MXF Options manual on how to setup reelname.

Windows Requirements

- 32/64-bit Windows 7 or Vista (Business or Ultimate) or Windows 32-bit XP with SP3
- QuickTime 7.6.5 or higher
- Calibrated{Q} Decode codecs are required to decode AVC-Intra, DVCPProHD,DV50, IMX, and XDCAM video.

OSX Requirements

- Mac Intel with OSX 10.4.11(Tiger) or 10.5.8(Leopard) or 10.6.2 (Snow Leopard)
- Direct import of MXF Files only for these Final Cut Studio 2 & 3 applications: Final Cut Pro, Compressor, Motion , Sound Track Pro, and Shake. With Shake, users must set the BaseFile Type to QuickTime Movie. Other QuickTime-enabled applications may work as well but the user should test out those applications to insure compatibility.

- RealTime Playback in Final Cut Pro is dependent upon system.
- Either Final Cut Pro 6.0.3 or greater OR Final Cut Pro 7 needs to be installed OR Calibrated{Q} Decode codecs are required to decode AVC-Intra, DVCProHD, IMX, and XDCAM video. DO NOT INSTALL CALIBRATED{Q} DECODE CODECS ON SYSTEMS WITH FCP INSTALLED.

Calibrated MXF QuickLook Plugin for OSX

- Installed with Calibrated{Q} MXF Import for OSX
- Limitation – does not support video previews
- Limitation – does not support non-ascii filenames
- For XDCAM HD MXF files, the first I-frame is shown which is typically the 3rd frame in display order.
- Only for 10.5 Leopard or 10.6 Snow Leopard MacIntel

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