

SUPPORT

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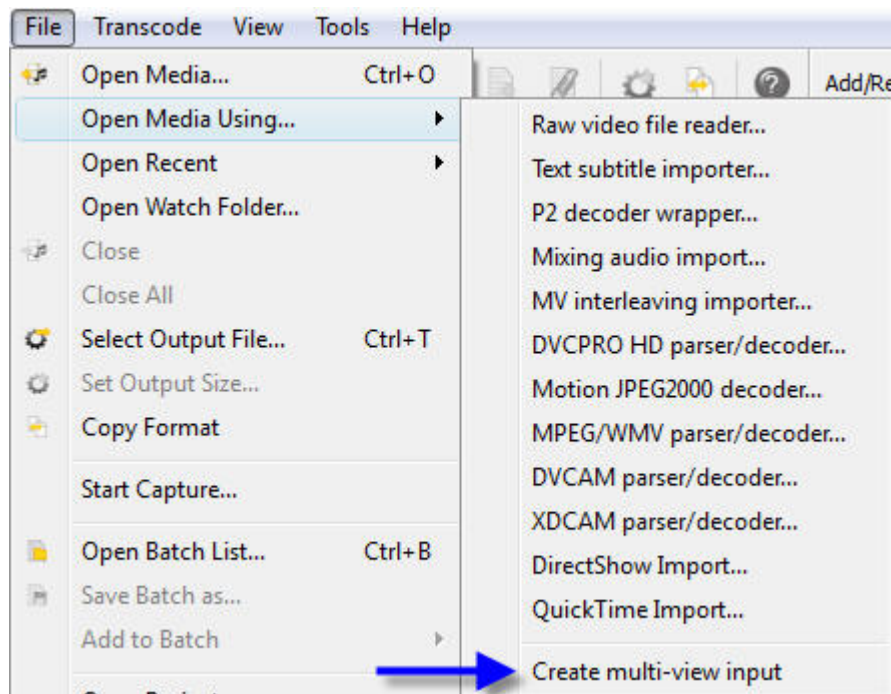
MAINCONCEPT™

REFERENCE BLU-RAY 3D/MVC BETA

PROFESSIONAL TRANSCODING APPLICATION

Q: How can I import multi-view files in Reference Blu-ray 3D/MVC?

A: The import of source streams for Blu-ray 3D transcoding works differently in the Reference Blu-ray 3D/MVC Beta version. Due to the fact that the software requires two input streams, e.g. one stream for each view for Blu-ray 3D (base and dependent), you have to go to **File > Open Media Using... > Create multi-view Input**. In the following window, you can select the corresponding streams. During file import, Reference creates a metafile (*.mmf) with the information about the first and second view, and you can use it as a regular input file afterwards.



Q: Why do I get the error message: “Engine exception caught*** Assertion failed at core/mctranscodetask.cpp(200)”?

A: This error message appears when the source files were not imported using the above described **Create multi-view Input** menu option.



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Q: Why is it not possible to import stereoscopic files in MVC via Drag & Drop?

A: Files imported via Drag & Drop will not be recognized as a compound stream (base and dependent streams). This will lead to an “Engine exception error” while attempting to start the transcoding process.

Q: How can I playback generated Blu-ray 3D files?

A: The Reference Blu-ray 3D/MVC Beta currently supports encoding only, so there is no 3D preview functionality yet. However, it will be probably included in one of the next versions. At this stage the created content can be used for further processing with authoring tools or playback on suitable hardware devices.

Q: Can I create more than two views?

A: This version of Reference Blu-ray 3D/MVC Beta focuses on Blu-ray 3D and its specification as this is currently the most demanded format. Therefore, it is limited to two views only. We will offer a general MVC Transcoder solution soon which will allow creating multiple views as well.

Q: How can I import RAW files?

A: You can import RAW files in the same way as other file types using the menu option **File > Open Media Using... > Create multi-view Input**. If you try to open RAW streams, such as *.raw, *.rgb, *.yuv or similar, Reference Blu-ray 3D/MVC will open a specific **Raw File Import Dialog** where you can specify the proper import settings. If this dialog does not appear, please check the **Import Modules** section of the **Modules** dialog option whether the file extensions are set appropriately or not.

For more details about the import options, please refer to the *MainConcept Reference 2.1 User's Guide, Appendix, Page 136*.