

mh_PLAYer

Quick-Start Guide (v2.12)

Get up and running in five minutes

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mh_vfx_tools

New here? This guide covers the essentials. For the complete reference — including the EDL / Multi-Clip Timeline, Synced Remote Review, Plugins, and the full CLI and Plugin API — see [mh_PLAYer_v2_12_User_Manual.pdf](#), included in the distribution.

1. Install & Launch

mh_PLAYer is a single self-contained application — no Python, no dependencies. Install it either way; both are user-level and need no admin rights.

1. Portable ZIP: extract mh_PLAYer_v2_12_2.zip to any folder, then double-click mh_PLAYer_Win_x64_v2_12_2.exe.
2. Or installer: run mh_PLAYer_Win_x64_v2_12_2_Setup.exe for Start Menu / Desktop shortcuts, optional PATH set-up, and a managed uninstall.
3. Optional: to unlock the licensed features, choose Help → Install License... and select your signed license.dat. The core viewer is fully functional without one.

Shortcuts: Help → Manage Shortcuts... creates Desktop and Start Menu shortcuts that always point to the correct exe — even on OneDrive-redirected profiles.

Terminal use: Help → CLI PATH Setup... adds mh_PLAYer to your user PATH (no admin prompt).

 **Tip:** FFmpeg and OpenColorIO are bundled inside the distribution — nothing else to install. Set the \$OCIO environment variable before launch to auto-load your studio config.

2. Open Your Media

- Drag an EXR frame, image, or video onto the window — or use File → Open Sequence... (Ctrl+O).
- Image sequences are detected automatically from any frame (#### or %04d notation). Missing frames are reported on open.
- Drop a workspace (.mhplay) to restore a complete previous session.

Type	Formats
Image sequences	EXR (multi-layer), PNG, TIFF, JPEG, DPX, HDR
Video	MP4, MOV, MKV, AVI, WebM, WMV
Audio (imported)	WAV, MP3, FLAC, AIFF

3. Playback

- Space — play / pause. J / K / L — shuttle reverse / stop / forward.
- ← / → — step one frame. Home / End — first / last frame.
- Click the xN label in the transport bar to play every 2nd–5th frame for a fast overview of long sequences.

💡 **Tip:** Set the playback frame rate in the transport bar. mh_PLAYER holds playback start until the first frames are warm, so playback begins cleanly without a cold-start stutter.

4. Display & Colour

- Display modes: sRGB, ACES Filmic, Power Gamma, Linear, LUT (.cube / .3dl), OCIO, and False Colour — an exposure heat map keyed to 18% grey (Ctrl+Shift+F): green is correctly exposed, blue under, red/magenta over.
- EV ± 8 stops and gamma — adjust in the sidebar; Shift+R resets both.
- CDL grade (slope / offset / power) for quick look-matching.
- R / G / B / A isolate a channel; C returns to full colour; V inverts; P cycles proxy resolution.
- Aspect Ratio: pick a preset (1:1 ... 2.39 Scope ... 4K) in the transport bar or DISPLAY sidebar — saved per workspace.

NOTE On load, mh_PLAYER reads the colour space from the EXR header when present, so renders display correctly without manual setup.

5. Review & QC

- Set In / Out with I and O to scope playback and export to a range.
- HUD overlay shows frame number, SMPTE timecode (drop-frame-correct at 29.97 / 59.94), and a shot name (file / folder / custom).
- Scopes (waveform / parade), the pixel inspector (linear float + hex sRGB), and a live histogram are always available — no license required.
- A/B Compare — press [to wipe against a frozen B or an independent B sequence; Diff mode shows $|A-B| \times \text{amplify}$. (license)
- Multi-View Compare — View → Multi-View Compare... lays 1–9 stills or grabbed frames side by side with synced zoom and pan, for reviewing render versions and lighting variants. No license required.
- Annotations — press N for pen, line, arrow, rectangle, text, and voice notes. (license)

6. Going Further

Once you are comfortable with playback and review, these workflows are where mh_PLAYER earns its place in a pipeline. Each is covered in full in the user manual.

Playlist (license): queue shots for sequential review with per-shot trim, drag-reorder, and M3U / M3U8 import/export.

EDL / Multi-Clip Timeline (Studio Pro): assemble shots into a single cut, edit it live, round-trip with CMX 3600, and render headlessly.

Synced Remote Review (Studio Pro): keep several machines frame-accurate in sync on a LAN, with one-click session discovery. (A free browser Remote Review is also available for tablets and phones.)

Plugins (Studio Pro): extend the player with small Python scripts via mh_player_api.

Export (license): frames (PNG / TIFF / EXR) and video (H.264 / H.265 / ProRes), with slate and burn-in.

Command line: viewer, headless convert, and QC-check modes — including timeline render. Help → CLI PATH Setup... then mh_player --help.

Full manual Every feature above is documented step-by-step in mh_PLAYer_v2_12_User_Manual.pdf (Help → User Manual...), with a complete CLI reference (Appendix A) and Plugin API reference (Appendix B).

7. Essential Shortcuts

Key	Action	Key	Action
Space	Play / Pause	C	Full colour (RGB)
J / K / L	Shuttle rev / stop / fwd	V	Invert display
← / →	Step one frame	P	Cycle proxy
Home / End	First / Last frame	I / O	Set In / Out
R / G / B / A	Isolate channel	Ctrl+Tab	Toggle sidebar
F / 1	Fit / 1:1 pixel	Ctrl+G	Go to frame
Shift+R	Reset EV & gamma	Ctrl+S	Save workspace
Ctrl+O	Open sequence	Ctrl+F	Fullscreen
Ctrl+Shift+F	False Colour	Ctrl+Shift+C	Quick save frame
M	Toggle bookmark	Shift+O	Onion skin
N (license)	Annotation mode	[(license)	A/B compare
Ctrl+E (license)	Export frames	Ctrl+Shift+E (license)	Export video

Licensing

mh_PLAYer is free to download and use. The core viewer, all display and colour management, aspect ratio correction, stereo anaglyph, browser remote review, the QC toolkit, and the pipeline CLI work with no license and no time limit. A license unlocks the production features (Annotations, A/B Compare, Playlist, Audio, Export); Studio Pro adds the EDL / Multi-Clip Timeline, Synced Remote Review, and Plugin Scripting.

A 10-day full-feature trial — including all Studio Pro features — is available on request, with no payment required. Request one from Help → Register / Activate; when you receive your license.dat, install it with Help → Install License....

