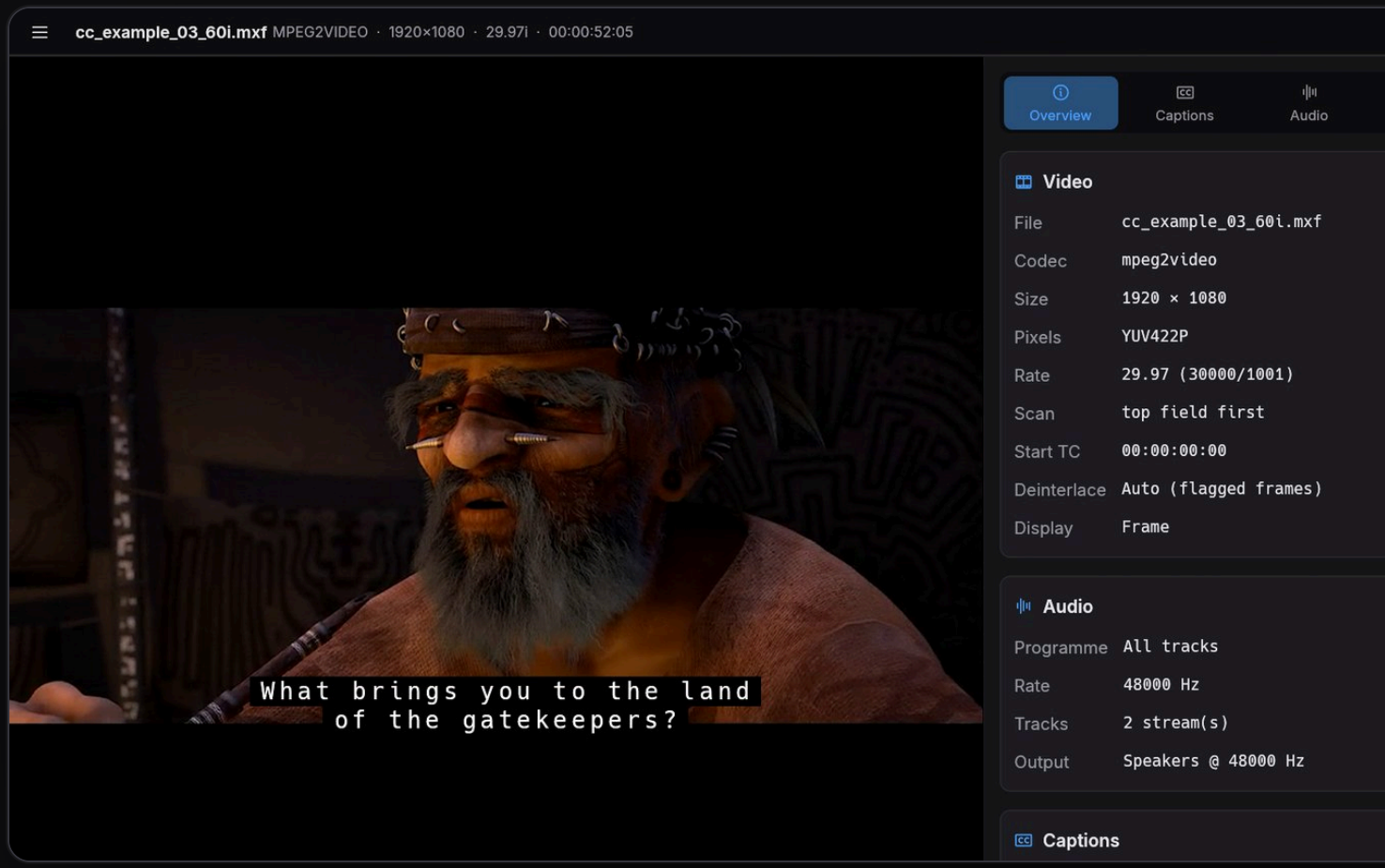
Closed Caption
Player

USER GUIDE · VERSION 1.0.0

Closed Caption Player

Broadcast caption and media QC for Windows, macOS and Linux. Play every format, read every caption channel, and check loudness, frame by frame.



Closed Caption Creator Inc. · closedcaptionplayer.com

November 2026

Closed Caption Player User Guide

Version 1.0.0 · November 2026

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Closed Caption Player uses FFmpeg (LGPL 2.1, dynamically linked), MediaInfo (BSD-2-Clause), the Inter typeface (SIL Open Font License) and Phosphor Icons (MIT). Licence texts are installed with the application.

Screenshots show sample media: *Sintel* © Blender Foundation, durian.blender.org (CC BY 3.0), and NASA imagery in the HLS sample.

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CHAPTER 1

Welcome

Closed Caption Player is a desktop QC player for people who deliver captioned media: broadcasters, post houses, caption vendors and streaming teams.

About Closed Caption Player

Open a master file and see exactly what a viewer's decoder would show, frame by frame: every CEA-608 channel, every CEA-708 service, caption files you load beside the media, audio on every track and the programme's loudness, all in one window.

Every broadcast format

MXF (OP1a, XDCAM, AVC-Intra), QuickTime MOV, MP4, MPEG-TS and PS, and local HLS playlists. XDCAM 50, ProRes, DNxHD, H.264 and HEVC.

Captions as decoders show them

608 CC1–CC4 and 708 services 1–6 from ANC, VC-3, MOV caption tracks, SEI and MPEG-2 user data. XDS and V-chip.

Caption files as tracks

SCC, MCC, EBU STL, SRT, WebVTT, TTML/DFXP and more, aligned to the media's timecode and compared side by side.

Audio on every track

Up to 16 channels metered at once, with mute and solo routing and programme layouts from stereo to 5.1.

Loudness

Live and whole-file BS.1770-4 loudness, loudness range and true peak, checked against EBU R128 or ATSC A/85.

Frame-accurate tools

Field view, deinterlacing, safe areas, Go to timecode, J/K/L shuttle and a full MediaInfo report.

Conventions in this guide

YOU SEE	IT MEANS
`Ctrl` + `G`	Press these keys together. On macOS, use `⌘` wherever this guide shows `Ctrl`.
☰ › **Captions** › **Next channel**	Open the ☰ menu at the top left, then choose each item in turn. The same commands are in the control bar's ⋯ menu and when you right-click the picture.
Loudness	A button, tab, field or menu item in the app.
1	A numbered callout on a screenshot. The list under the picture explains each number.

> **Note**
> Gives extra detail about how something works.

> **Tip**
> Shows a faster way to do something.

> **Important**
> Something that can affect your results or your licence.

System requirements

PLATFORM	DOWNLOAD	REQUIRES
Windows · x64	`ClosedCaptionPlayer-Setup-x64.exe`	Windows 10 or 11 (64-bit)
macOS · Apple Silicon (ARM64)	`ClosedCaptionPlayer-arm64.dmg`	macOS 12 Monterey or later, M1 or newer
Linux · x64	`ClosedCaptionPlayer-x86_64.AppImage`	64-bit distribution with glibc 2.31+ (Ubuntu 20.04, Debian 11, RHEL 9 or newer)

You also need a display of at least 1280 × 720, an audio output device to hear and meter sound, and an internet connection once to activate (computers that never connect can use an offline code, see Computers without internet). MediaInfo is installed with the player.

CHAPTER 2

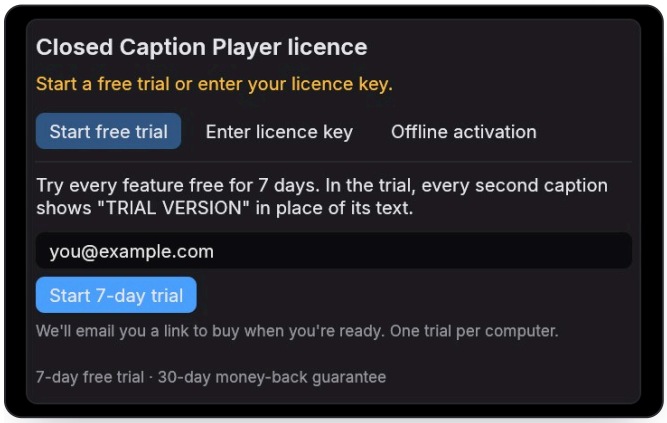
Install and activate

One installer covers both the free trial and the full version. Download it, install it, then start a trial or enter your licence key.

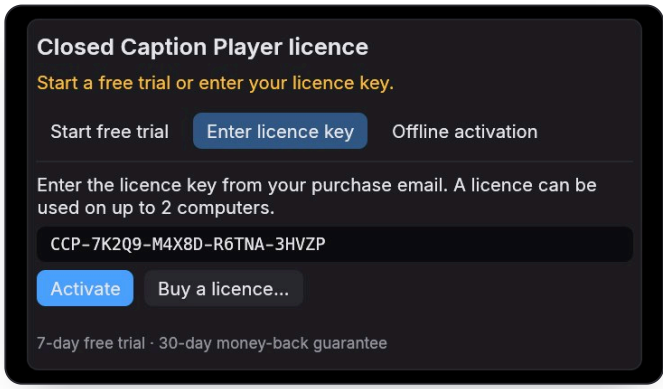
Installing

1. **Download** the installer for your computer from **closedcaptionplayer.com/downloads**. Each download lists its SHA-256 checksum, so you can check the file before you run it.
2. **Windows:** run `ClosedCaptionPlayer-Setup-x64.exe` and follow the steps. **macOS:** open the `.dmg` and drag Closed Caption Player to Applications. **Linux:** make the `.AppImage` executable (`chmod +x`) and run it.
3. **Open Closed Caption Player.** The first time, the licence window opens so you can start the trial or activate.

Starting the free trial



Start free trial. Enter your email address to begin the 7-day trial.



Enter licence key. Paste the key from your purchase email, then choose Activate.

The trial unlocks every feature for 7 days. Choose **Start free trial**, enter your email address and choose **Start 7-day trial**. There is one trial per computer, and no credit card is needed. While the trial runs, a pill in the title bar shows the days left; click it to open the licence window. See Trial limits for how the trial marks captions.

Activating a licence key

1. Open the licence window: ☰ › **Licence...**, or click the pill in the title bar.
2. Choose **Enter licence key** and paste the key from your purchase email. It looks like `CCP-XXXXX-XXXXX-XXXXX-XXXXX`.
3. Choose **Activate**. The window shows *Licensed. Thank you!* and the date your included updates run to.

Tip
Bought a licence during the trial? Activate it right away: the trial marks disappear at once, without reopening the file.

Computers without internet

For edit bays and air-gapped facilities, choose **Offline activation** in the licence window. It shows this computer's **Machine ID** with a **Copy** button.

1. On any device with internet, open **closedcaptionplayer.com/activate**, enter your licence key and the Machine ID.
2. Copy the activation code it creates, paste it into the player and choose **Use code**.

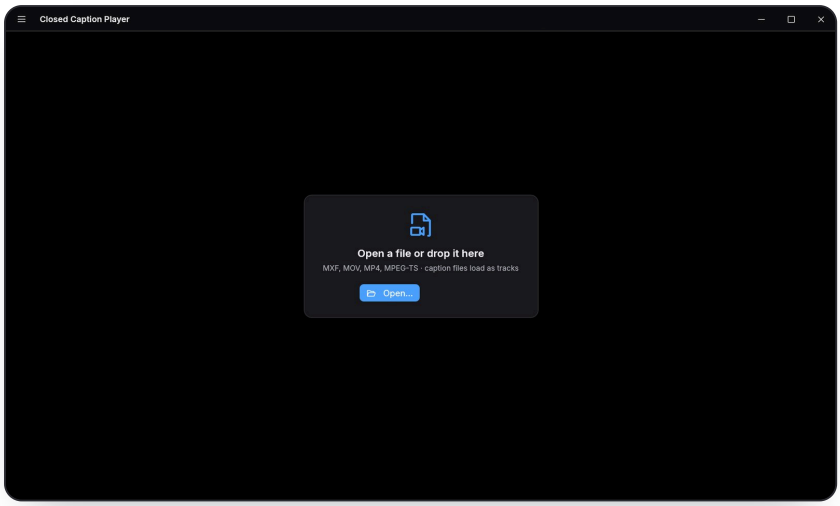
An offline code is valid for one year. Make a new one the same way before it runs out.

CHAPTER 3

Quick start

The essentials, start to finish: from opening a file to a loudness report.

Check a file in six steps



The start screen. Drop a file anywhere on the window, or choose Open.

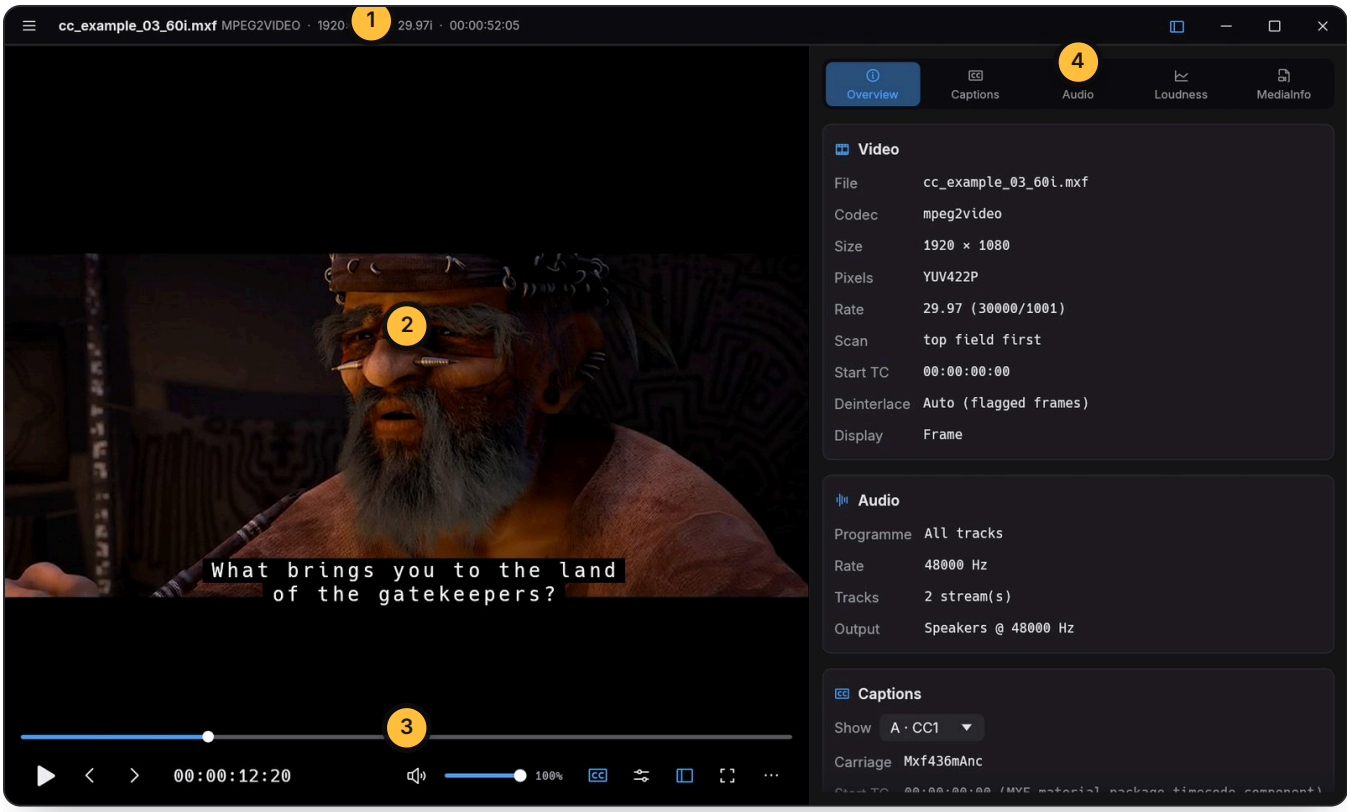
1. **Open the file.** Drag it onto the window, choose **Open...**, or press `Ctrl` + `O`. Caption files with the same name (for example `show.scc` beside `show.mxf`) load with it.
2. **Play.** Press `Space`. Use `←` / `→` to step a frame, or hold `L` to play and let go to stop.
3. **Pick captions.** The player shows the first channel that has text. Press `C` to step through channels, or click CC in the control bar to choose one.
4. **Check safe areas.** Click ⚙ and turn on **SMPTE ST 2046-1** to see whether captions sit inside title safe.
5. **Read the captions as a list.** Press `Tab` to open the inspector, then **Captions** › **Cues**. Double-click a cue to go to it.
6. **Measure loudness.** Open the **Loudness** tab (`Alt` + `4`) and choose **Scan loudness**. The report shows pass or fail against EBU R128 or ATSC A/85, and you can copy or save it.

CHAPTER 4

The player window

One window: the picture, a control bar over it, and an inspector on the right that you can show or hide.

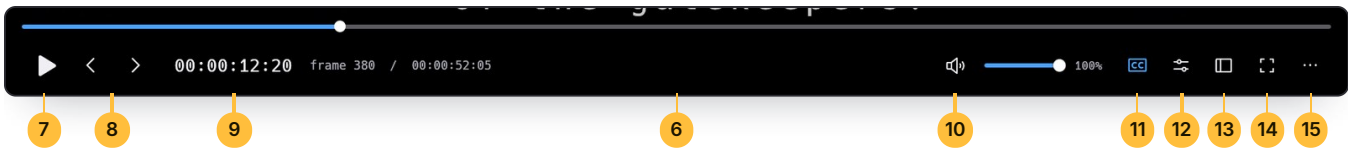
Window at a glance



1. **Title bar:** the menu, the file and its summary, and the window buttons.
2. **Picture**, with captions and overlays drawn over it. Double-click for full screen; right-click for the menu.
3. **Control bar:** seek bar, transport, timecode and the picture, caption and audio controls.
4. **Inspector:** Overview, Captions, Audio, Loudness and MediaInfo tabs (`Alt` + `1` – `5`).



The title bar.

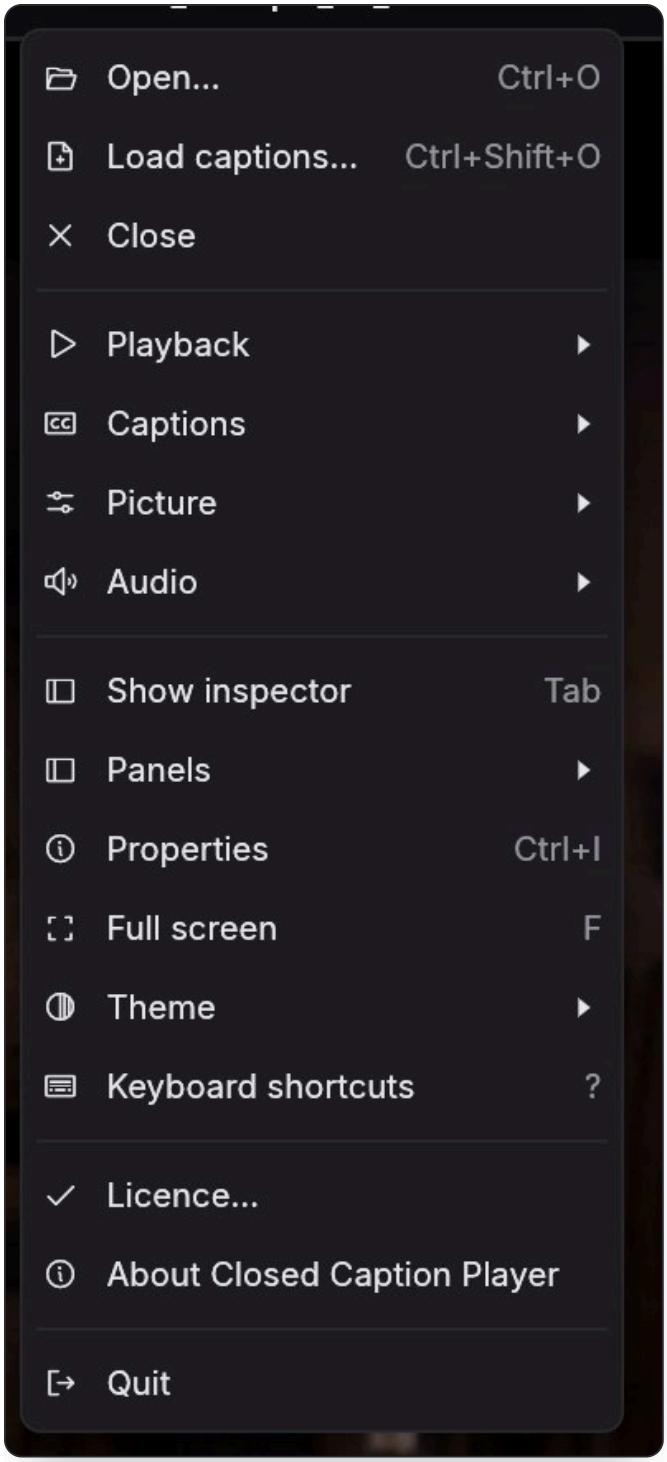


The control bar on a wide window.

1. **Menu ☰.** Every command, with its shortcut.
2. **File name.** Shortened when the window is narrow.
3. **Summary.** Codec, frame size, rate (i = interlaced) and duration.
4. **Inspector** on or off (`Tab`).
5. **Minimise, maximise, close.** On macOS, the usual window buttons sit at the top left.
6. **Seek bar.** Hover to see the timecode under the pointer; drag to scrub.
7. **Play / pause** (`Space` or `K`).
8. **Previous / next frame** (`←` / `→`; Shift steps 10).
9. **Timecode.** Click it, or press `Ctrl` + `G`, to type a timecode to go to. The frame number and duration follow it.
10. **Mute and volume.** Right-click the speaker for the audio menu.
11. **Captions** CC: choose a channel, track or Off.
12. **Picture** ⚙: deinterlace, field view and overlays.
13. **Inspector** on or off.
14. **Full screen** (`F`).
15. **More** ⋯: the full command menu.

Title bar and menu

The title bar shows the file name and a one-line summary. Drag it to move the window and double-click it to maximise. When something needs your attention about the licence (trial days left, or a licence that needs to check in), a pill appears at the right; click it for the licence window.



The ☰ menu. File, playback, captions, picture, audio, panels, theme and licence commands.

The menu groups every command. Items with a triangle open a submenu:

- **Open..., Load captions..., Close**
- **Playback:** play, frame and second steps, skips, slow motion, Go to timecode.
- **Captions, Picture, Audio:** the same menus as the control-bar buttons.
- **Show inspector, Panels:** show the inspector or jump to a tab.
- **Properties** (`Ctrl` + `I`) opens MediaInfo.
- **Full screen, Theme, Keyboard shortcuts.**
- **Licence..., About, Quit.**

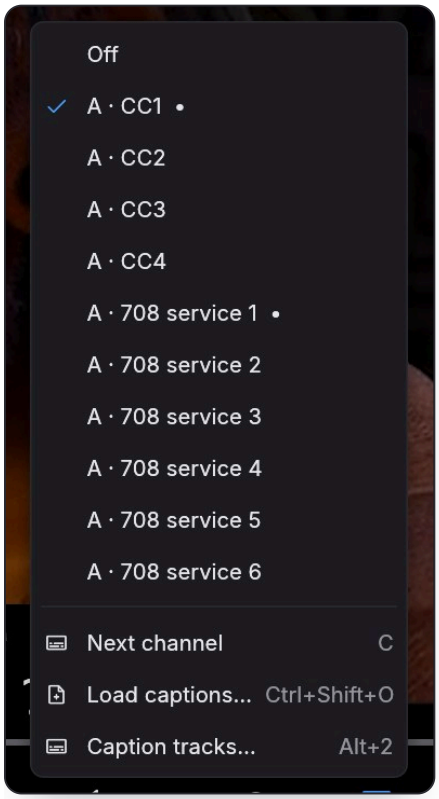
Right-click the picture or the title bar for the same menu.

Control bar

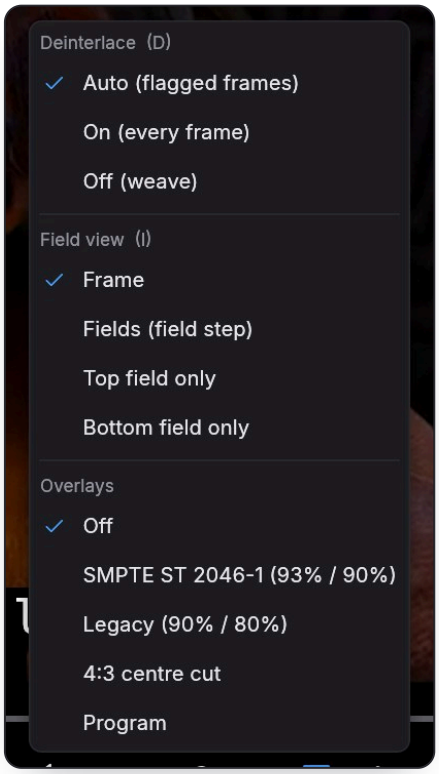
The control bar sits over the bottom of the picture. From left to right: play, frame step, the timecode and (when there is room) the frame number and duration; then on the right mute and volume, captions, picture, inspector, full screen and More.

> **Narrow windows**
> When the window is narrow, the control bar drops the least-used controls first: the frame number, then the volume slider, inspector, picture and frame-step buttons. Anything not shown is still in the ··· menu.

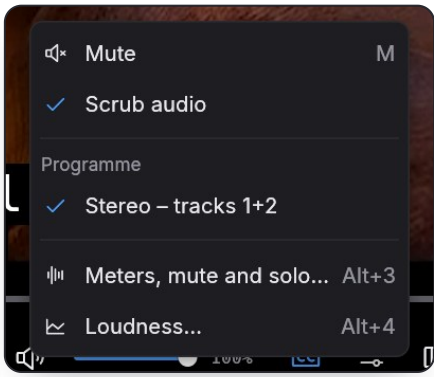
Badges appear next to the timecode when they apply: the **field** you're looking at in field view (amber), and the **playback speed** in slow motion or reverse (blue).



Captions CC. A dot marks channels with text.



Picture ⚙. Deinterlace, field view and overlays.



Audio (right-click the speaker). Mute, scrub audio, programme, and links to the Audio and Loudness tabs.

Inspector

The inspector is the panel on the right. Show or hide it with `Tab` or ▭, and drag its left edge to resize it (up to half the window). It has five tabs:

TAB	SHOWS	KEY
ⓘ Overview	Video, audio and caption summary, and HLS variants. See Overview tab.	`Alt` + `1`
CC Captions	Caption tracks, details, cue table, XDS. See Captions tab.	`Alt` + `2`
Audio	Meters for every track, mute and solo. See Meters.	`Alt` + `3`
Loudness	Live loudness and the whole-file scan. See Loudness.	`Alt` + `4`
MediaInfo	The full MediaInfo report. See MediaInfo tab.	`Alt` + `5`

Full screen and auto-hide

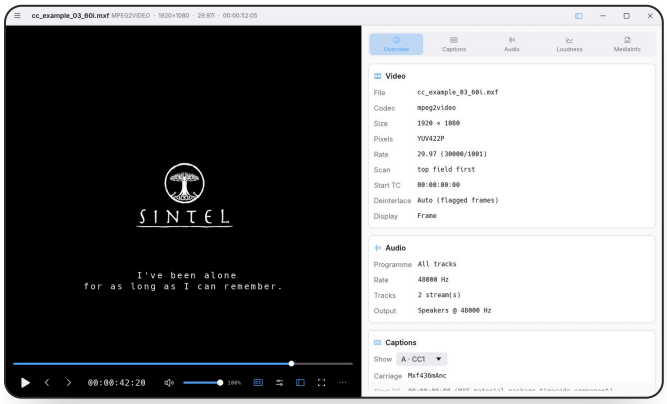


Full screen. The file name shows at the top while the controls are visible.

Press F, click ⛶ or double-click the picture to fill the screen; press Esc or F to leave. While a file plays, the control bar and pointer fade after two seconds without mouse movement and return when you move the mouse. They stay up while paused, while a menu is open and while you type a timecode.

Short messages (on-screen toasts) appear at the top left of the picture to confirm actions with no other visible effect, such as *Captions: CC1*, *Deinterlace: On* or *Muted*.

Light and dark themes



The light theme.

Choose ☰ › **Theme** and pick **Dark**, **Light** or **System** (follows your operating system). The picture area stays black in both, so colours and captions look the same.

CHAPTER 5

Playback and navigation

Frame-accurate movement in both directions, at any speed, with audio that follows along.

Play, pause and step

KEYS	ACTION
`Space` / `K`	Play or pause.
`←` / `→`	Previous or next frame (previous or next field in field view).
`Shift` + `←` / `→`	Back or forward 10 frames.
`Ctrl` + `←` / `→`	Back or forward 1 second. Add Shift for 10 seconds. Playback keeps going if it was playing.
`Home` / `End`	First or last frame.

Hold an arrow key to keep stepping. Audio is the master clock: the picture follows the sound, so lip sync is what your audio device plays.

J, K and L shuttle

As in most editing systems: tap `J` or `L` to step one frame back or forward. **Hold** `J` or `L` to play backward or forward at normal speed, and let go to stop. `K` pauses.

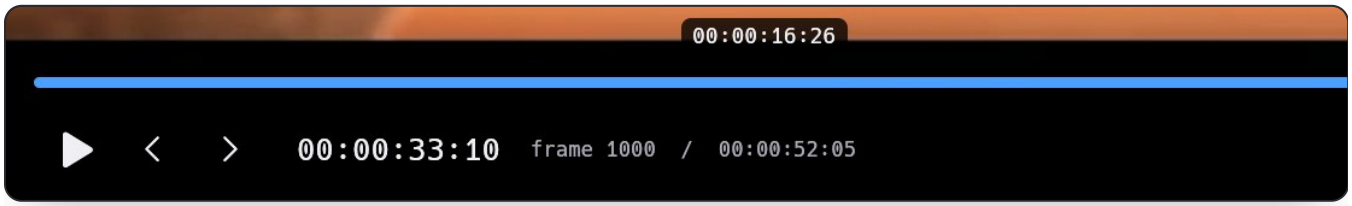
Slow motion and reverse



The speed badge shows ½× forward slow motion.

`Shift` + `L` plays forward at ½ speed; press it again for ¼. `Shift` + `J` does the same backward. Forward slow motion plays the audio slowed down (varispeed). Backward playback shows each frame with a short burst of its sound when scrub audio is on, and stops at the first frame. Press `Space` or `K` to return to normal.

Seek bar and scrubbing

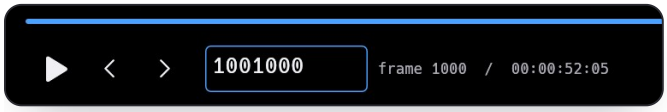


Hovering over the seek bar shows the timecode at that point.

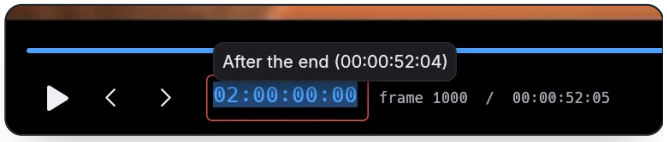
Click anywhere on the seek bar to go there, or drag the handle to scrub. Playback pauses while you drag and resumes when you let go. The picture updates many times a second while you drag, and the frame you release on is the one shown. With **Scrub audio** on (the audio menu), stepping and scrubbing play one frame of sound so you can find a cut or a word by ear.

Go to timecode

Click the timecode in the control bar, or press `Ctrl` + `G`. It turns into a field with the current timecode selected; type and press `Enter`, or `Esc` to cancel.



Short entry: `1001000` fills from the right to 01:00:10:00.



Out of range: the field stays open and says why.

YOU TYPE	GOES TO
`01:00:10:00`	That timecode. Any separator works: `:` `;` `.` or `,`.
`1001000` or `10:00`	Short entries and plain digits fill from the right: 01:00:10:00 and 00:00:10:00.
`+10` / `-10`	10 frames forward or back.
`+100` / `-1:00` / `+1:00:00`	Relative entries use the same form: one second forward, one second back, one minute forward.

> **Drop frame**
> Drop-frame timecode follows the media, whatever separator you type. If you type a label that drop frame skips (such as 00:01:00;00), the player goes to the next valid frame.

CHAPTER 6

Picture

See interlaced material as it really is, field by field, and check framing against broadcast safe areas.

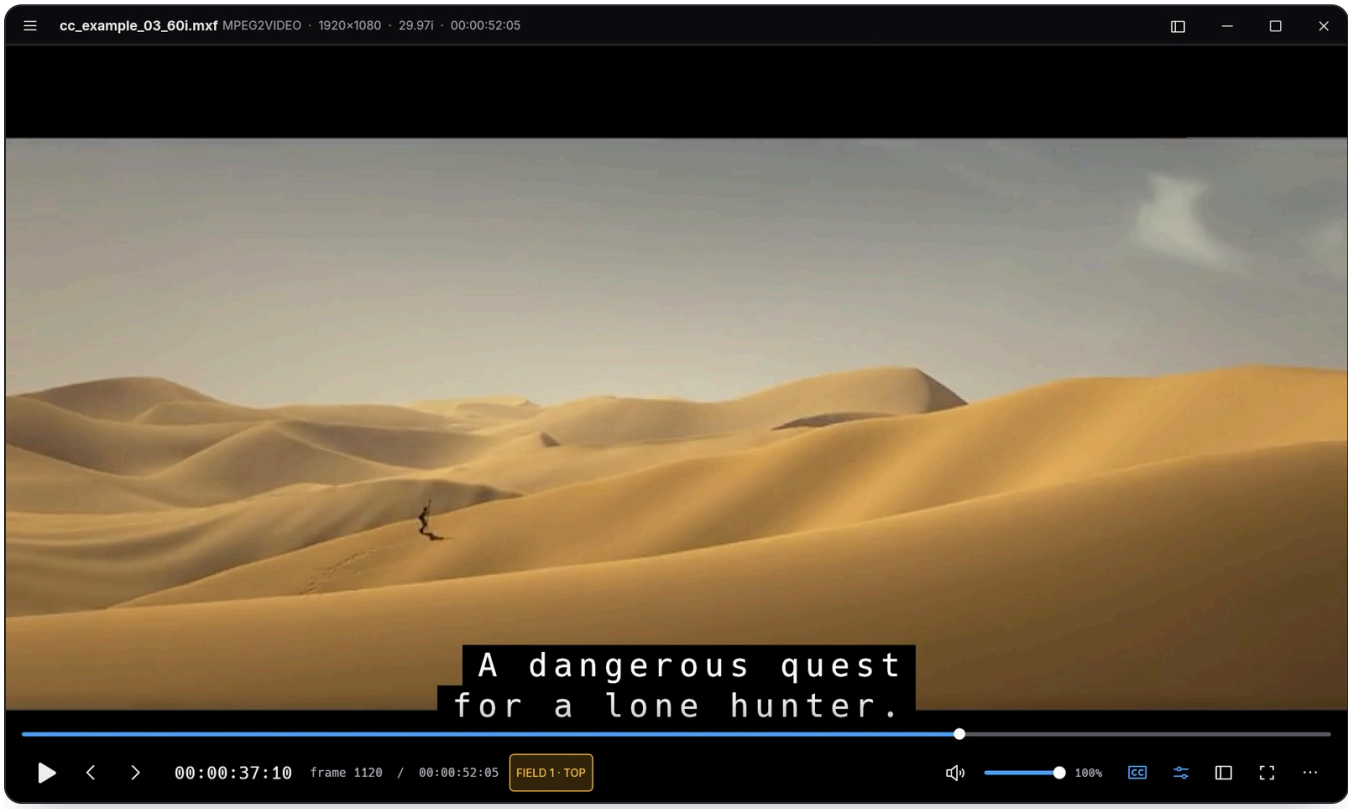
Deinterlacing

Choose a mode from the picture menu, or press `D` to cycle:

Auto (flagged frames)	The default. Deinterlaces frames the file marks as interlaced and leaves progressive frames untouched.
On (every frame)	Deinterlaces every frame, for files with wrong flags.
Off (weave)	Shows both fields woven together, as stored. Use this to see combing on motion.

The player uses a high-quality motion-adaptive deinterlacer that outputs one frame per frame, so frame numbers and timecode never change.

Field view



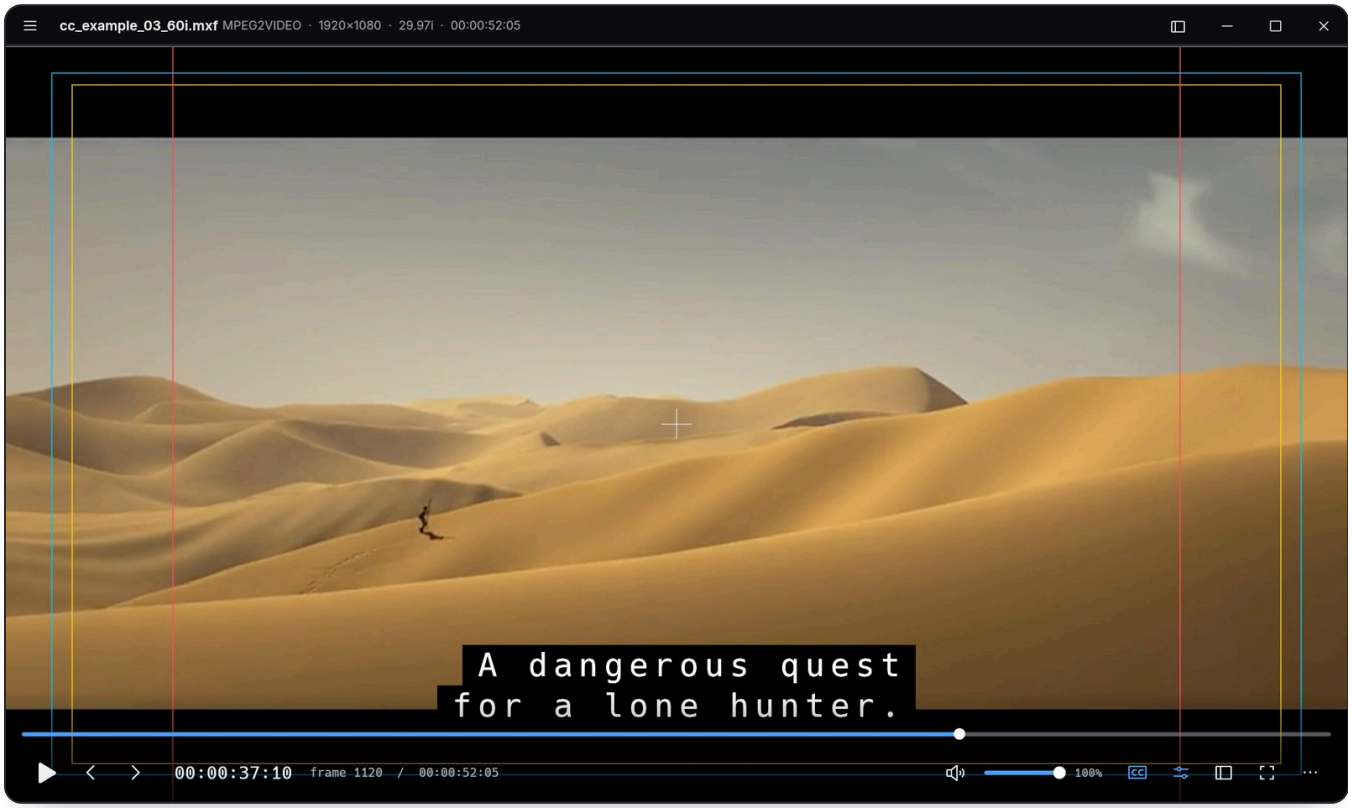
Fields mode on 1080i: the amber badge says which field is on screen.

Press `I` or use the picture menu to choose:

- **Frame**: the normal view.
- **Fields (field step)**: `←` / `→` step one field at a time, in the file's field order (top or bottom field first), and playback shows fields at the field rate.
- **Top field only** / **Bottom field only**: one field, line-doubled, to spot a field that is out of place.

Field views turn deinterlacing off while they are on, and bring back your chosen mode when you return to Frame. The Overview tab shows the scan type and field order.

Safe areas and overlays



Overlays: SMPTE ST 2046-1 safe areas (action in blue, title in amber), the 4:3 centre cut (red) and the Program outline.

SMPTE ST 2046-1 (93% / 90%)	Today's safe action and safe title areas for 16:9.
Legacy (90% / 80%)	The traditional action and title safe areas.
4:3 centre cut	The 4:3 area of a 16:9 picture, for centre-cut downconversions.
Program	A line just outside the active picture, so you can see where letterboxed or pillarboxed video ends against the black of the window.

Overlays are remembered for all files.

CHAPTER 7

Captions

Embedded 608 and 708 captions, XDS, and caption files you load beside the media, drawn the way a decoder draws them.

Embedded captions

When you open a file, the player reads its caption data in the background (the Overview tab shows progress) and indexes it frame by frame. It finds captions in every common carriage:

MXF
SMPTE 436M ancillary data (VANC, as in XDCAM and AVC-Intra), VC-3 (DNxHD) ANC and line 21.

QuickTime MOV
The closed caption track (c608 / c708).

MP4, MPEG-TS, HLS
H.264 and HEVC SEI (ATSC A/53) user data.

MPEG-2
Picture user data (ATSC A/53).

Each frame's caption data is decoded the way a TV or set-top box would: CEA-608 for channels CC1–CC4, and CEA-708 (DTVCC) for services 1–6.

Choosing a channel

By default the player shows the first channel that has text. To change it, click CC in the control bar (channels with text have a dot), press `C` to step through every channel and track, or use ☰ › **Captions**. Channels are labelled by track: **A** is embedded, **B**, **C**… are caption files you loaded. Your choice is remembered for the next file.

CEA-608 display



A CEA-608 pop-on caption on CC1.

608 captions are drawn on the standard 15-row by 32-column grid, inside the 4:3 centre of the picture, in a monospaced font on a black box, as caption decoders show them. Pop-on, roll-up and paint-on modes, colours, italics, underline and mid-row codes are supported.

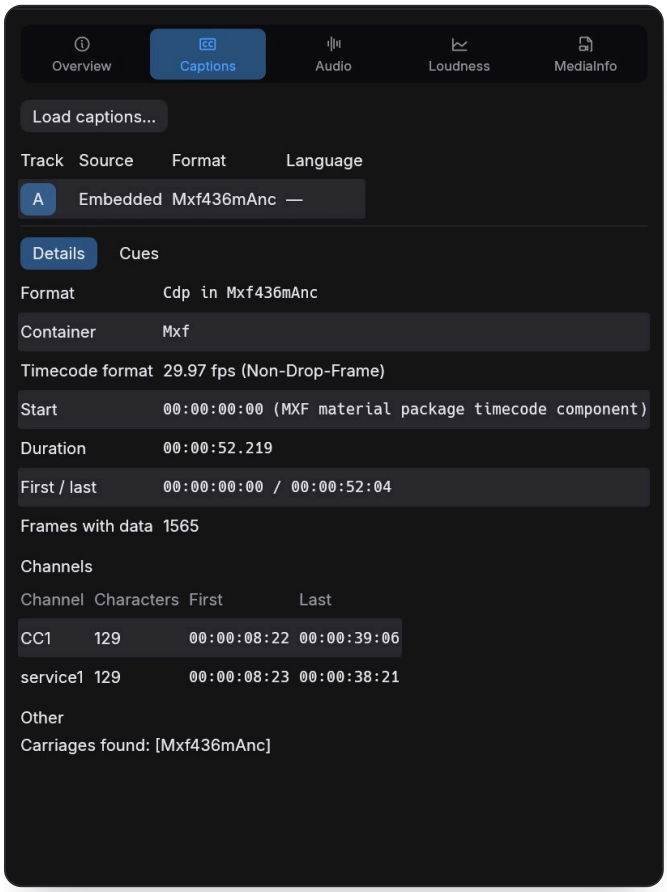
CEA-708 display



A CEA-708 window (service 1) on XDCAM 50.

708 captions are drawn as windows with their own position, size, colours, pen styles and justification. The player picks the right grid for each service: 4:3 (32 columns) or 16:9 (42 columns, using 80% of the full picture). A service counts as 16:9 if any of its windows anywhere in the file is wider than 32 columns or anchored past the 4:3 area, so a programme doesn't jump between grids.

Captions tab



Captions › Details for the embedded track.

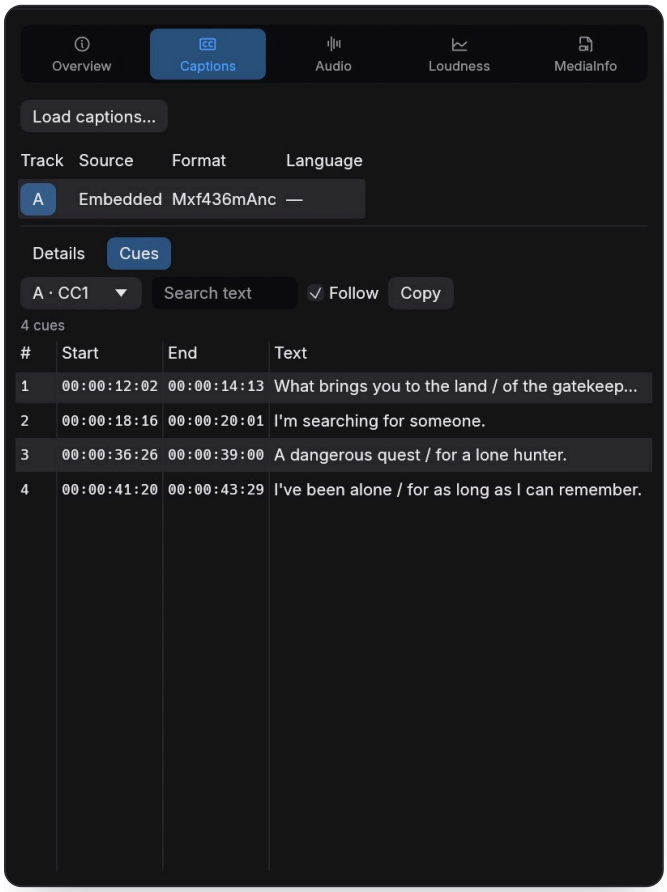
The top of the tab lists the **tracks**: **A** embedded, then each caption file, with its format and language. Choose **Load captions...** to add files, or **Remove** to drop one.

Details describes the selected track:

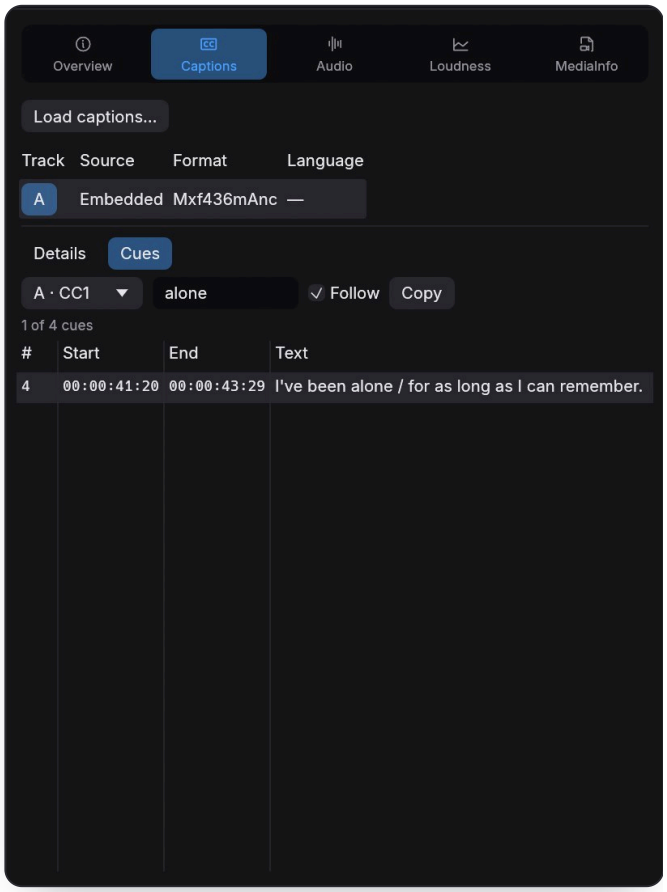
- **Format and container**: for example CDP in SMPTE 436M ANC.
- **Timecode format**: the rate and drop or non-drop frame.
- **Start, duration, first / last** caption data.
- **Frames with data**.
- **Channels**: every channel with text, its character count and the first and last time it shows text.
- **Other**: every carriage found, and notes such as a missing or odd timecode.

The raw caption bytes at the current frame and the XDS panel are on the Overview tab's Captions card.

Cue table



Captions › Cues: every caption of a channel, with the one on screen highlighted.



Search narrows the list as you type.

Choose **Cues** to see every caption on one channel as a list: number, start, end and text (line breaks shown as /). Pick the channel from the drop-down.

- **Double-click** a cue to go to its first frame.
- **Search text** filters the list as you type.
- **Follow** keeps the cue on screen in view while you play.
- **Copy** copies the list as tab-separated text, ready to paste into a spreadsheet or QC report.

Pop-on captions are one cue each. Text that only grows (paint-on, or pop-on built word by word) extends the open cue, and each roll-up line is its own cue.

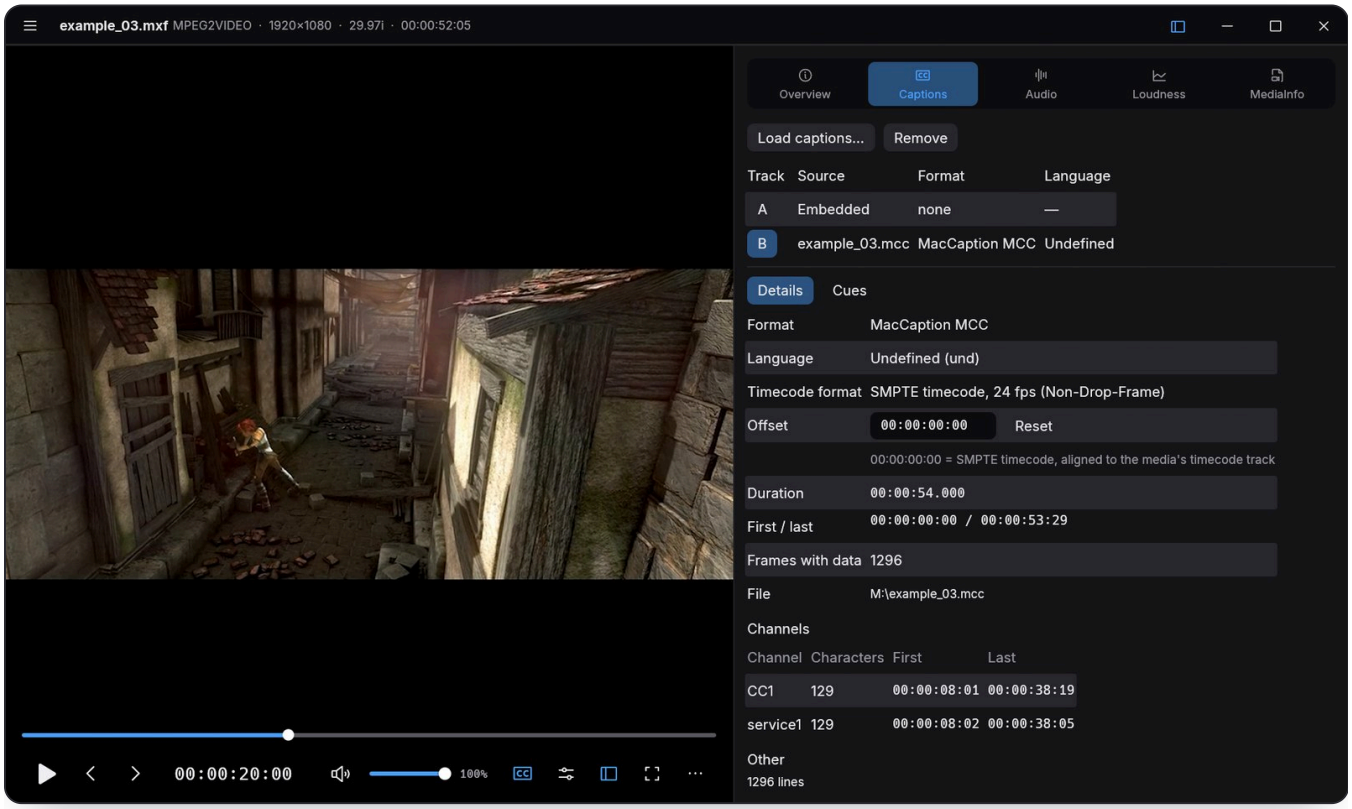
XDS and V-chip

Extended Data Services travel on field 2 of the 608 data. The **XDS / V-chip** card on the Overview tab decodes them frame-accurately, showing what a receiver would know at the current frame:

- **Content advisory (V-chip):** MPA, U.S. TV Parental Guidelines with D, L, S, V and FV, and Canadian English and French ratings.
- **Programme name, network name and call letters.**
- **Raw packets:** the most recent XDS packets with their class and type, for anything else the file carries.

Packets with a bad checksum are flagged, and interrupted packets are reassembled as a decoder would.

Caption files (sidecars)



An MCC file loaded automatically beside its MXF, as track B.

Caption files load as extra tracks you can choose, compare and list like embedded captions. There are four ways to load them:

- **Automatically:** files that start with the media's name load with it (`show.mxf` → `show.scc`, `show-eng.srt`).
- ☰ › **Load captions...** or `Ctrl` + `Shift` + `O`.
- **Drag and drop** caption files onto the window while a file is open.
- From the command line: `ccp show.mxf show.scc show.srt`.

SCC and MCC files carry real 608/708 data, so they go through the same decoders as embedded captions and look exactly the same. Text formats (SRT, WebVTT, TTML and others) are drawn as subtitles. See Supported formats for the full list.

Timecode alignment and offset

Files that use SMPTE timecode (SCC, MCC, STL, CAP and others) are lined up with the media's timecode track, so a caption at 01:00:10:00 appears on the frame labelled 01:00:10:00. Files in media time (SRT, WebVTT and others) start at the first frame.

To move a track, select it in the Captions tab and edit **Offset**. 00:00:00:00 is the automatic alignment; `-01:00:00:00` moves the captions an hour earlier. **Reset** returns to 00:00:00:00. The tab shows the track's first and last caption as media timecodes, and warns you when captions fall outside the media.

⚠ **Check the start timecode**
If a caption file seems an hour out, the media and the caption file probably use different start timecodes (00:00:00:00 and 01:00:00:00 are both common). Compare the media's **Start TC** on the Overview tab with the file's first caption, and set the Offset.

CHAPTER 8

Audio

Every audio channel in the file is decoded and metered. Choose the programme you monitor, then mute or solo any track.



Tracks and programme

The player decodes every audio channel in the file, up to 16. The **programme** is the layout you listen to and measure loudness on. By default it's the first stereo pair. Choose another from the Audio tab's **Programme** menu or the audio menu (right-click the speaker): stereo pairs, 5.1 on tracks 1–6 or 3–8, or a multichannel stream. Surround programmes are folded down to stereo (Lo/Ro) for your headphones or speakers; changing the programme doesn't interrupt playback.

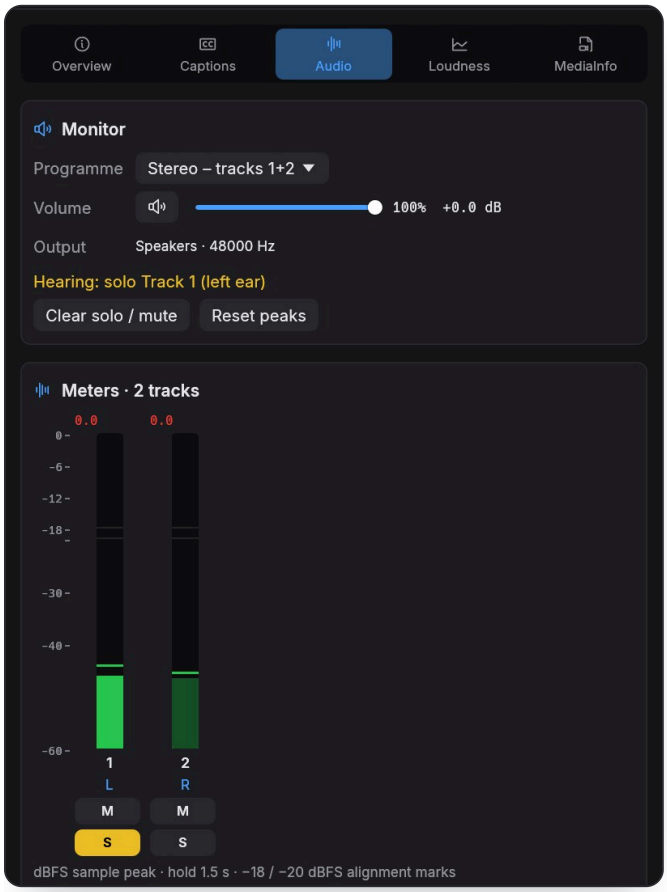
Meters



The Audio tab on an 8-track XDCAM 50 file with tone on tracks 1 and 2.

The Audio tab has a strip for every channel: sample peak in dBFS, a scale from 0 to −60 with −18 and −20 dBFS alignment marks, a peak hold for 1.5 seconds, and the highest peak since the last reset above each strip. **Reset peaks** clears them. Meters show each channel as it is in the file, before mute, solo and volume.

Mute and solo



Track 1 soloed: the Hearing line says it's in the left ear.

Each strip has **M** (mute) and **S** (solo) buttons. They change only what you hear, never the meters or loudness.

- **Solo** plays only the soloed channels. A programme channel keeps its side, so a soloed left channel is in your left ear only. Others are centred; a lone centre, LFE or mono track plays in both ears at full level.
- **Mute** always wins, and never moves the other channels.
- The **Hearing** line says exactly what you hear and in which ear.
- **Clear solo / mute** returns to the programme.

Volume and scrub audio

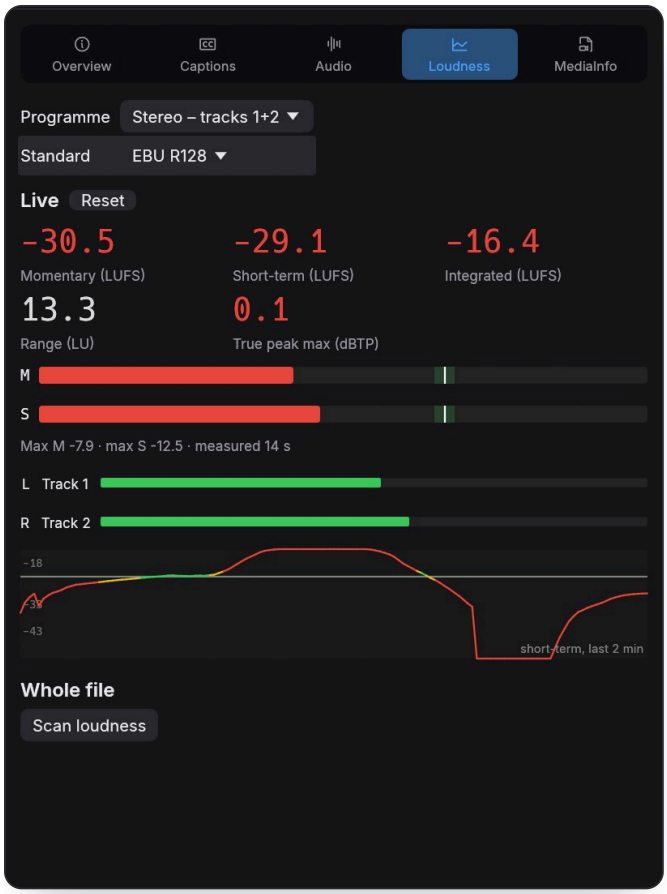
Drag the volume slider in the control bar or the Audio tab, and press `M` to mute. Volume is remembered per file; mute is not. Meters and loudness measure before the volume, so turning it down never changes a reading. **Scrub audio** (in the audio menu, on by default) plays a frame of sound when you step or scrub.

CHAPTER 9

Loudness

ITU-R BS.1770-4 loudness of the programme, live while you play and for the whole file, checked against EBU R128 or ATSC A/85.

Live loudness



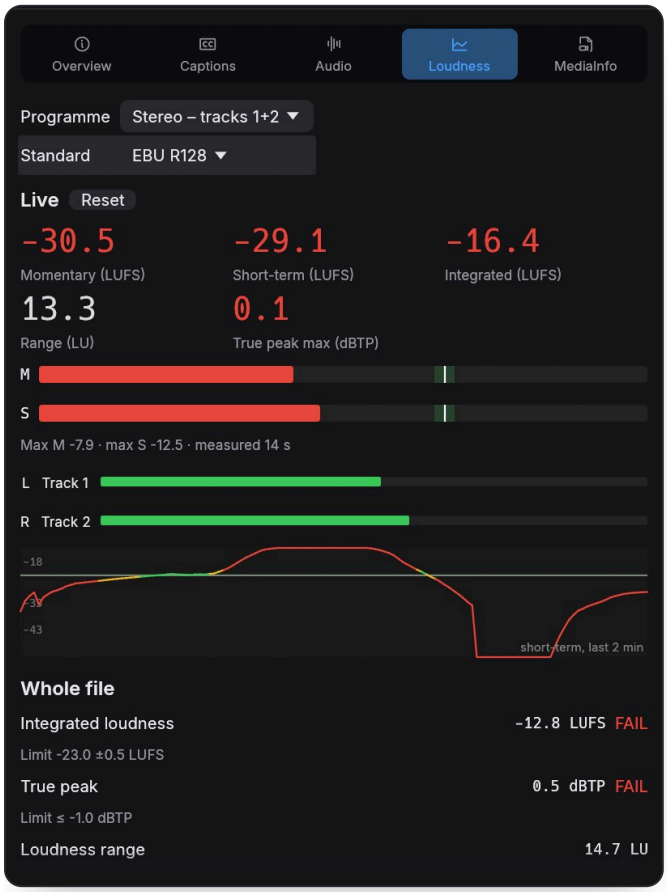
Live loudness during playback.

Choose the **Standard** at the top: **EBU R128** (target −23 LUFS ±0.5, true peak ≤ −1 dBTP) or **ATSC A/85** (−24 LKFS ±2, ≤ −2 dBTP). While you play, the tab shows:

- **Momentary** (400 ms) and **Short-term** (3 s) loudness, with bars.
- **Integrated** loudness and **Range** (LRA) since the last reset.
- **True peak max**, per channel too.
- A graph of the last two minutes of short-term loudness.

Values outside the standard turn red. **Reset** restarts integrated, range and maxima. Seeking restarts the momentary and short-term windows.

Whole-file scan and report



Scan results with pass and fail against EBU R128.

Choose **Scan loudness** to measure the whole programme in the background, faster than real time. You can keep working while it runs, and cancel it.

The result lists integrated loudness, true peak and loudness range, each with the standard's limit and **PASS** or **FAIL**, and a short-term curve of the whole file.

- **Copy report**: plain text for an email or QC note.
- **Save report...**: a .txt file.
- **Save curve CSV...**: the short-term curve for a spreadsheet.

> **Accuracy**
> Integrated loudness, loudness range (EBU Tech 3342) and true peak agree with FFmpeg's reference ebur128 filter on our test material, and the EBU Tech 3341 reference tones read exactly.

CHAPTER 10

Overview and MediaInfo

Everything about the file at a glance, and the complete technical report when you need it.

Overview tab



Overview: video, audio and captions.

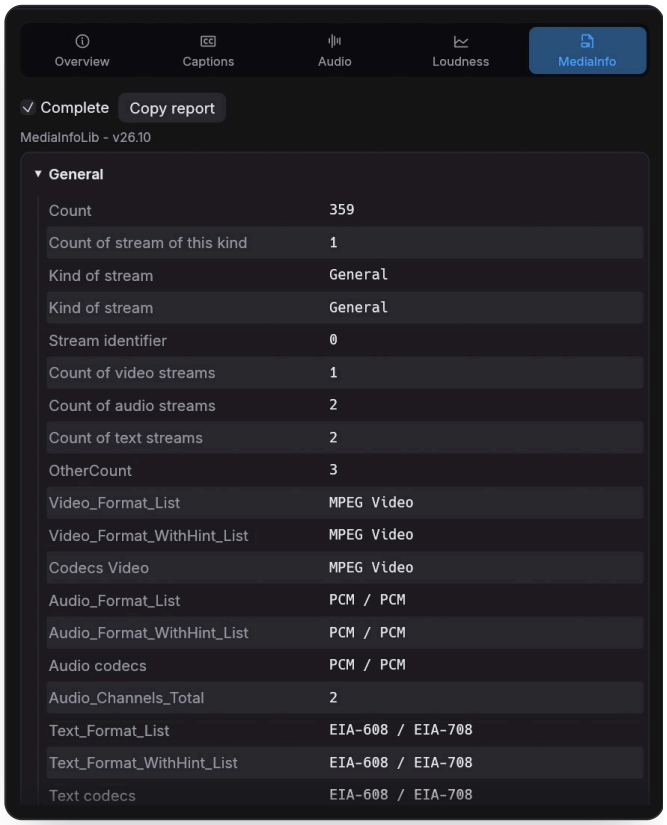
The Overview tab shows cards for:

- **Video:** file, codec, size, pixel format, frame rate, scan type and field order, start timecode, deinterlace mode, display mode and frame count.
- **Audio:** the programme, sample rate, number of streams and the output device.
- **Captions:** the channel shown, the carriage and start timecode found, how many frames have captions and which channels have text, and the raw **cc_data at this frame** (click to expand).
- **XDS / V-chip:** ratings, programme and network details and recent packets (see XDS and V-chip).
- **HLS variants** for playlists (see HLS playlists).

MediaInfo tab



MediaInfo, sectioned by track.



Complete shows every field MediaInfo knows.

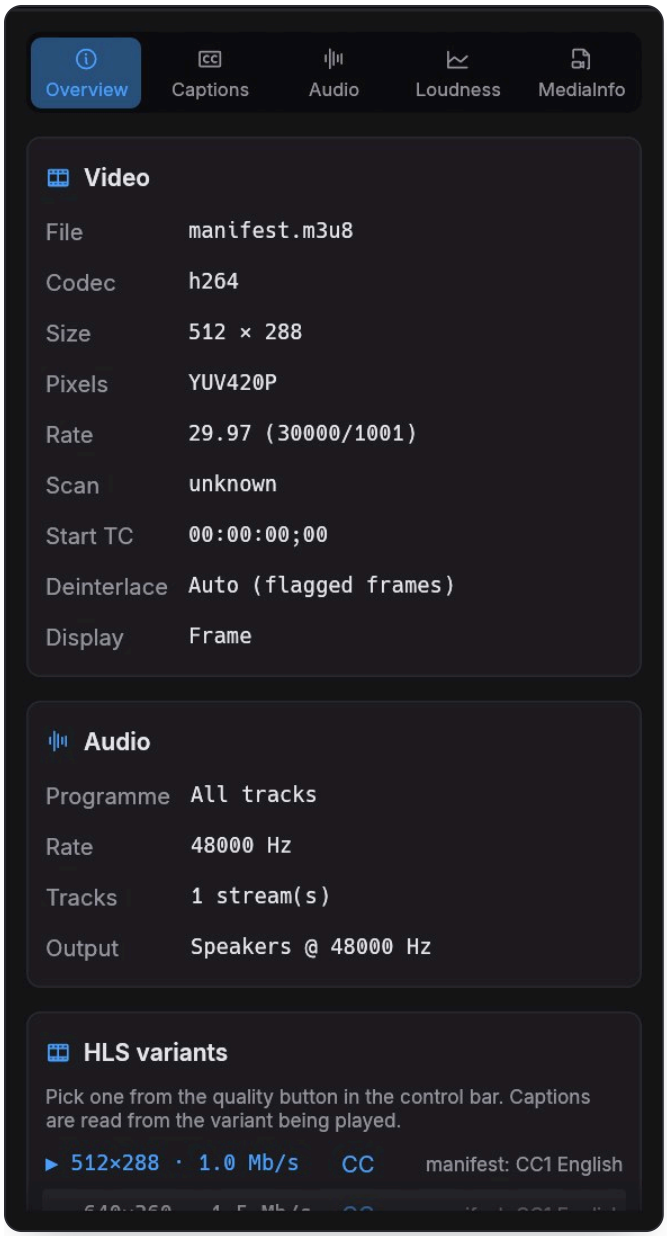
The MediaInfo tab (`Ctrl` + `I`, or ☰ › **Properties**) runs MediaInfo on the file in the background and shows the report in collapsible sections: General, Video, each Audio and Text track, Other. Tick **Complete** for every field, and choose **Copy report** to copy it as text.

CHAPTER 11

HLS playlists

Check streaming deliverables before they go out: open a local HLS package and switch between its variants.

Opening a playlist



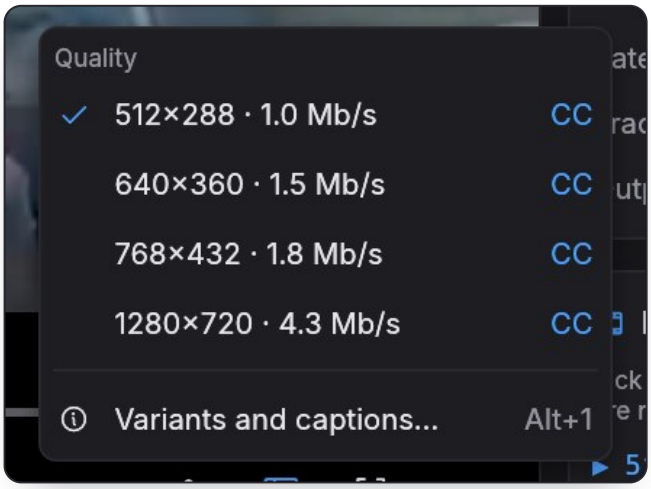
HLS variants on the Overview tab.

Open the master playlist (`.m3u8`) of an HLS package on your computer or a network share. The player plays the first variant it can read and lists every variant on the Overview tab's **HLS variants** card, with its resolution, bit rate and declared captions.

A variant that can't be played says why, for example a missing segment, a live playlist, or a remote address.

Caption data is read from the variant on screen, across all of its segments, so timing and channels are exactly what that rendition delivers.

Quality and captions



The Quality button (here 288p) in the control bar. CC marks variants with captions.

Click the quality button in the control bar to switch variants. Playback carries on at the same point, with the same volume, caption files and caption choice. In the background the player checks every variant for captions; a **CC** badge marks the ones that have them, and a message tells you if only another variant carries captions.

> **Note**
> Local playlists with MPEG-TS segments are supported. Remote (https) playlists and fMP4/CMAF segments are planned.

CHAPTER 12

Licensing

A perpetual licence you pay for once, for two computers, with a year of updates.

Your licence

Perpetual
Pay once. Your version keeps working for as long as you like.

2 computers
Per licence, at the same time, any mix of Windows, macOS and Linux.

12 months
Of updates included from the day you buy.

30 days
Money-back guarantee.

Closed Caption Player is sold as a **perpetual licence** activated with a licence key. You buy it once; there is no subscription. For current prices and volume pricing, see **closedcaptionplayer.com/pricing**. Buying for six or more computers or several facilities? Contact **sales@closedcaptioncreator.com** about volume pricing, site licences, quotes and purchase orders.

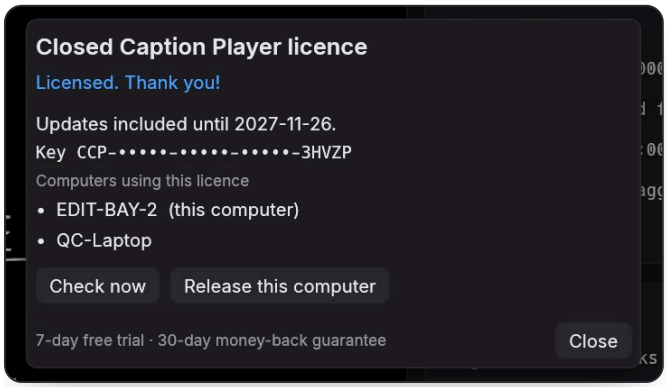
Number of computers

Each licence can be **active on 2 computers at the same time**, for example an edit bay and a laptop, or a Windows QC station and a Mac. Any mix of Windows, macOS and Linux is fine. A licence bought by an organisation may be used by its employees and contractors on the activated computers.

To use the licence on another computer, release one first (see below), then activate the new one. Releasing and moving a licence is meant for normal changes, such as a new computer or a rebuilt bay. Need more computers at once? Buy another licence; each one adds 2.

⚠ **Keep your key private**
Your licence key is for your own use. Don't share it outside your organisation: you're responsible for its activations.

Managing activations



An active licence. The computers using it, with Check now and Release this computer.

Open ☰ › **Licence...** on an activated computer to see:

- The date your included updates run to.
- The end of your key, and **the computers using this licence** (choose **Show computers on this licence**).
- **Check now**: check in with the licence server straight away.
- **Release this computer**: frees this computer's place so you can activate another.

Can't reach the old computer (it was replaced, stolen or rebuilt)? Go to **closedcaptionplayer.com/activate**, enter your key, and release it from there. The same page creates offline activation codes.

Check-ins and offline use

After activation the player works offline. It checks in with the licence server about once a week when it can, in the background. If it can't connect, it keeps working for **30 days**; near the end, the title bar asks you to connect so the licence can check in, and after that you'll need to go online and choose **Check now**. Computers that never connect use an offline activation code, valid for one year (see Computers without internet).

Moving your computer's clock back doesn't extend these periods.

Trial limits



In the trial, captions show normally...



...except every second caption, which reads TRIAL VERSION.

The 7-day trial includes every feature, with one difference: **every second caption reads "TRIAL VERSION"** in place of its text, on screen, in the cue table, in search and when you copy cues. Its position, timing and style stay as in the file, so you can still check placement and timing. Raw caption data and XDS are not changed. There is one trial per computer. When it ends, files won't open until you activate a licence key; activating removes the marks at once.

Updates, renewals and refunds

- **Updates for 12 months.** Every release in the 12 months after you buy is included. The licence window shows the date.
- **After 12 months** you keep using every version released while you were covered, for as long as you like. To get newer versions, renew updates for another 12 months at closedcaptionplayer.com/pricing#updates. If you install a version released after your updates ended, the player says so and offers to renew; you can also go back to an earlier version.
- **30-day money-back guarantee.** Ask for a refund within 30 days of buying. When it's issued the licence key is revoked, and the player stops working on every computer it was activated on.

CHAPTER 13

Preferences and privacy

The player remembers how you like to work, and keeps your media to yourself.

What the player remembers

For the app

Theme; whether the inspector is open and which tab; safe area, 4:3 centre cut and Program outline; window size and position.

For each file you open

Deinterlace mode, field view, volume, scrub audio and the embedded caption channel. Mute is not kept, so a file never opens silent by surprise.

A remembered caption channel is used when the new file has text on it; otherwise the player picks the first channel with text. Choosing Off is remembered too. Caption files you loaded are not carried over to other media.

Data and privacy

- **Your media never leaves your computer.** Files are read locally; nothing is uploaded.
- **Licence checks** send your licence key and a one-way hash (SHA-256) of the computer's ID. Activating also sends the computer's name, so you can tell your activations apart. Starting a trial sends the email address you enter.
- Settings are stored in your user profile's application data folder. The licence is in `license.json` in the Closed Caption Player config folder (on Windows, `%APPDATA%\Closed Caption Creator\Closed Caption Player\config`).

The full privacy policy is at closedcaptionplayer.com/privacy.

CHAPTER 14

Keyboard shortcuts

Every shortcut in one place. Press ? or F1 in the player to see this list on screen.



Shortcut reference

Playback

`Space` / `K`	Play / pause
`J` / `L`	Previous / next frame
`J` / `L`	Hold: play backward / forward until released
`Shift` + `J` / `Shift` + `L`	Slow motion backward / forward (½×, ¼×)

Navigation

`←` / `→`	Previous / next frame (field in field view)
`Shift` + `←` / `→`	Back / forward 10 frames
`Ctrl` + `←` / `→`	Back / forward 1 second
`Ctrl` + `Shift` + `←` / `→`	Back / forward 10 seconds
`Home` / `End`	First / last frame
`Ctrl` + `G`	Go to timecode

Captions & picture

`C`	Next caption channel
`D`	Cycle deinterlace
`I`	Cycle field view

On macOS, use `⌘` in place of `Ctrl`.

Audio

`M`	Mute

Panels

`Tab`	Show / hide inspector
`Alt` + `1 … 5`	Overview, Captions, Audio, Loudness, MediaInfo
`Ctrl` + `I`	MediaInfo

File & window

`Ctrl` + `O`	Open
`Ctrl` + `Shift` + `O`	Load captions
`F`	Full screen
`Esc`	Exit full screen
`?` / `F1`	Keyboard shortcuts

Mouse

Double-click picture	Full screen
Right-click picture or title bar	Command menu
Right-click speaker	Audio menu
Click timecode	Go to timecode
Double-click title bar	Maximise / restore
Double-click cue	Go to the cue

CHAPTER 15

Reference

Formats, fixes for common problems, and the terms used in this guide.

Supported formats

Media

CONTAINERS	VIDEO CODECS	AUDIO
MXF (OP1a, XDCAM, AVC-Intra), QuickTime MOV, MP4/M4V, MPEG-TS (.ts, .m2ts, .mts), MPEG-PS (.mpg, .mpeg), elementary MPEG-2 (.m2v), local HLS (.m3u8)	MPEG-2 (XDCAM HD 422, IMX), ProRes, DNxHD/DNxHR (VC-3), H.264/AVC (including AVC-Intra), HEVC/H.265, and others FFmpeg decodes	PCM (MXF and MOV tracks), AAC, AC-3/E-AC-3, MPEG audio; mono tracks or multichannel streams, up to 16 channels

Caption files

FORMAT	EXTENSIONS	TIMING
Scenarist SCC	.scc	SMPTE timecode (aligned to the media's timecode)
MacCaption MCC	.mcc	SMPTE timecode (aligned to the media's timecode)
EBU STL	.stl	SMPTE timecode (aligned to the media's timecode)
Cheetah CAP	.cap	SMPTE timecode (aligned to the media's timecode)
Cheetah ASCII	.asc	SMPTE timecode (aligned to the media's timecode)
Cavena 890	.890	SMPTE timecode (aligned to the media's timecode)
Cavena CIP	.cip	SMPTE timecode (aligned to the media's timecode)
Screen PAC	.pac	SMPTE timecode (aligned to the media's timecode)
Screen FPC	.fpc	SMPTE timecode (aligned to the media's timecode)
Cinecanvas	.cin	SMPTE timecode (aligned to the media's timecode)
SubRip	.srt	Media time (from the first frame)
WebVTT	.vtt, .webvtt	Media time (from the first frame)
YouTube SBV	.sbv	Media time (from the first frame)
SubStation Alpha	.ssa	Media time (from the first frame)
Advanced SubStation Alpha	.ass	Media time (from the first frame)

FORMAT	EXTENSIONS	TIMING
SAMI	.smi, .sami	Media time (from the first frame)
TTML	.ttml	Read from the file
DFXP	.dfxp	Read from the file
TTML (XML)	.xml	Read from the file
iTunes Timed Text	.itt	Read from the file
IMSC Rosetta	.imscr	Read from the file
Subtitle (SUB)	.sub	Read from the file
Text captions	.txt	Read from the file

Only files with these extensions are added as caption tracks. `.xml` files load automatically only when they look like TTML, and `.txt` files never load automatically.

Troubleshooting

PROBLEM	WHAT TO DO
No captions show	Check the Overview tab's Captions card: it says whether captions were found and which channels have text. Press `C` to try other channels; a file may carry only 708, or captions on CC3. Captions may start some time into the programme. If the card says no captions were found, the file has no 608/708 data in a carriage the player reads.
Caption file is out of sync	Compare the media's Start TC with the file's first caption, and set the Offset in the Captions tab (see Timecode alignment and offset).
No sound or no meters	The Overview tab's Audio card shows any output error. Check that an output device is connected and not in exclusive use by another app, then reopen the file. Check that nothing is muted or soloed in the Audio tab.
MediaInfo tab is empty	MediaInfo is installed with the player. If it was removed, reinstall Closed Caption Player.
"Licence needs to check in"	Connect to the internet and choose **Check now** in the licence window.
"Already active on its maximum number of computers"	Release a computer in its licence window, or at closedcaptionplayer.com/activate, then activate again.
"Updates ended"	This version came out after your 12 months of updates. Renew updates, or install a version released while you were covered.
Interlaced picture looks combed	Set Deinterlace to Auto or On (`D`), and check that Field view is Frame (`I`).

Glossary

608 (CEA-608, EIA-608)
The analogue-era caption standard (line 21), still carried in digital video. Four caption channels, CC1–CC4, and XDS.

708 (CEA-708, DTVCC)
The digital TV caption standard: up to 63 services (players show 1–6), with windows, colours and fonts.

ANC / VANC
Ancillary data carried with video; in MXF, captions are stored in SMPTE 436M ANC packets.

CDP
Caption Distribution Packet (SMPTE 334-2): the packet that carries 608 and 708 data with each frame.

Drop frame (DF)
29.97 and 59.94 fps timecode that skips labels (not frames) so it keeps pace with clock time. Shown with a semicolon (01:00:00;00).

Field
Half of an interlaced frame: every other line. 1080i has two fields per frame, top and bottom, captured at different moments.

HLS
HTTP Live Streaming: a playlist (.m3u8) of short segments, often in several variants (qualities).

LUFS / LKFS
Loudness units relative to full scale (EBU and ATSC names for the same scale).

LRA
Loudness range: how much the loudness of a programme varies, in LU (EBU Tech 3342).

Pop-on, roll-up, paint-on
608 caption styles: whole captions appear at once, lines scroll up, or text appears as it arrives.

Sidecar
A caption file delivered beside the media file rather than inside it.

True peak (dBTP)
The highest level of the reconstructed analogue waveform, which can exceed the sample peak.

XDS
Extended Data Services: programme information and V-chip ratings carried on 608 field 2.

Getting help

Support
support@closedcaptioncreator.com
closedcaptionplayer.com/contact

Licences and activations
closedcaptionplayer.com/activate

Downloads and updates
closedcaptionplayer.com/downloads

When you write to support, include the version (☰ › About), your operating system, and if possible the MediaInfo report (MediaInfo › Copy report) and the timecode where the problem shows.