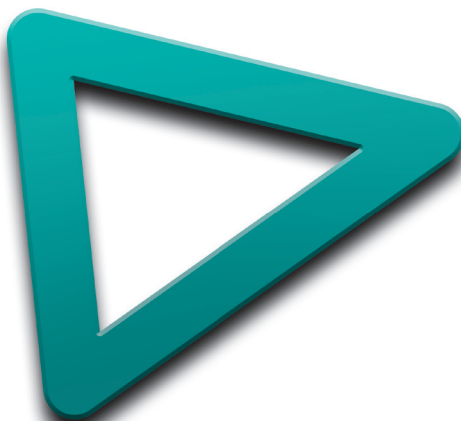




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## Reference Manual




**EDIUS** version **4.5**

**EDIUS** **Neo**

F095706282



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## Manual Explanation

- Information not described in this manual may be displayed in some cases. Make sure to read the text file attached to the disc.
- If there are any variations between the explanation in this manual and the actual application method, priority is given to the actual application method.
- This manual is common for both EDIUS Pro/Broadcast version 4.5 and EDIUS Neo. Descriptions and screens in this manual are based on EDIUS Pro version 4.5.
- This manual is written for people who have a basic knowledge of how to use a computer. If there are no special instructions, perform the same operation as a normal computer operation.
- Windows XP (collective term of Home and Professional editions) in this book means Microsoft® Windows® XP operating system.
- In this manual, EDIUS Pro version 4.5, EDIUS NEO, EDIUS Broadcast version 4.5, or EDIUS series are called 'EDIUS'.
- In this manual, Microsoft® Windows® XP Professional operating system is called Windows XP.



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# Summary

# 1

## About Manuals

### About Manuals Attached to EDIUS

---

#### **Manuals in the Package** ▶ *P3*

This section explains all manuals attached to EDIUS.

---

#### **How to Use Reference Manual** ▶ *P3*

This section explains how to use this manual.

---

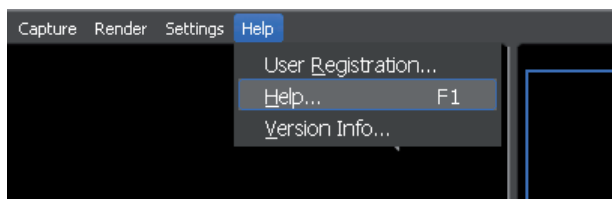
#### **How to Read Reference Manual** ▶ *P4*

This section explains about the structure of this manual and each page.

## Manuals in the Package

<b>Installation Guide</b>	You can refer how to install/uninstall EDIUS.
<b>User Guide</b>	You can refer basic operations that are necessary for your video editing, from starting up EDIUS to outputting your work to DVDs. You can also find functions for frequent use.
<b>Reference Manual (This manual)</b>	You can refer functions and operation procedures of EDIUS. * This manual is common for both EDIUS Pro/Broadcast and EDIUS Neo. The operation screens shown in this manual are those of EDIUS Pro and they may be different from those of EDIUS Neo.
<b>Help*</b>	You can refer the details of EDIUS operations, or the details of application software which are activated from EDIUS. * The help is common for both EDIUS Pro/Broadcast and EDIUS Neo. The operation screens shown in this manual are those of EDIUS Pro and they may be different from those of EDIUS Neo.
<b>Broadcast User Guide</b>	You can refer functions and operation procedures of each option, which are enabled after the installation of "BroadCast Upgrade".

\* You can display the help by clicking "Help" → "Help" on the menu bar, after starting up EDIUS.



## How to Use Reference Manual

You can refer pages of functions or operation procedure applicable for particular usages, with following search methods.

<b>Table of Contents</b>	Search from a title of functions or operations.
<b>Reference in Reverse</b>	It is useful to search from the purpose.
<b>Side Index</b>	You can search a chapter from Side index.
<b>FAQ</b>	You can find popular questions and answers.
<b>Index</b>	Search from Index to find a menu or a function name displayed with EDIUS.

# How to Read Reference Manual

## (1) Title

Related functions are described in a title.

## (2) Reference in reverse

You can find a function from the purpose.

## (3) Function name

The function name explained in the section is indicated.

## (4) Pro mark

This manual is for both EDIUS Pro/Broadcast and EDIUS Neo. Functions only available for Pro/Broadcast are described with this mark.

## (5) Reference page


The page is indicated for searching from the purpose or a related page.

(1) **1 Edit Settings**

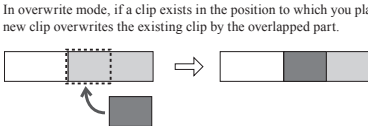
(2) **To Move Clips on Different Tracks Together**

(3) **Switching Insert Mode/Overwrite Mode** ▶P232

In insert mode, if a clip exists in the position to which you place a clip, the new clip moves the existing clip backward and is inserted in the position.



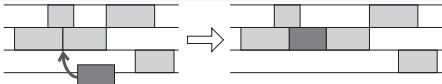
In overwrite mode, if a clip exists in the position to which you place a clip, the new clip overwrites the existing clip by the overlapped part.



(4) **Pro Sync Mode** ▶P232

In sync mode, the edition of a single track (such as inserting or moving clips) affects other tracks.

Ex. Adding a clip in insert mode






200 Chapter 5 Timeline Settings

This manual is provided with reference in reverse such as 'To do ...!' or 'About ...!', so that you can search a function by purpose to operate. Search the desired function in EDIUS, using exclusive contents for 'Reference in Reverse' in (2). When you find the desired function to operate, go to the page indicated in (4) for referring the detailed information in (3) "Function name".

(3) **Switching Insert Mode/Overwrite Mode** (6) **[Insert]**


1 Click **[Insert Mode]** or **[Overwrite Mode]**.  
Every click switches Insert and Overwrite modes.



 : Insert mode     : Overwrite mode


(4) **Pro Sync Mode**

1 Click the list button of **[Insert Mode]** or **[Overwrite Mode]**, and click **"Sync Mode"**.  
"Sync Mode" is checked when sync mode is set to on. Every click switches on and off.



(7) **Alternative**  
• Click "Mode" on the menu bar and click "Sync Mode".

(8) **POINT** • If you do not want the sync mode to affect a particular track when the sync mode is on, click **[Track lock]** in the track panel.  
**Ex. When setting [Track lock] to on**



(9) **Notes** • If a clip does not have a margin, transition/audio cross fade cannot be set (except in mixer area). You can extend the transition length by only the margin of clip.

(5) **Margin of Clip ▶P415**

1 Edit Settings    201

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**(6) Shortcut key**

The short-cut key for the function is indicated.

**(7) Alternative**

The alternative procedure is explained to operate the same function of the flow in a different process.

**(8) POINT**

You can find useful points to operate functions.

**(9) Notes**

You can find the points to be aware of or restricted to operate functions.

Operation procedure is introduced in the "Function name" reference to operate the function.

In addition, more useful information is introduced such as (6) Short-cut key, (7) Alternative operation procedure in different process, (8) Points or advanced details to operate, or (9) Points to be aware of or restricted.

Other than finding a function from your purpose, use Table of Contents, Side index or (1) Title, or search from Index when you have keywords to search.

\* The illustration shown above is an example. It differs from the page in the manual.

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# 2

## HDV

### About HDV Video

#### **HDV**

▶ P7

This section explains about HDV standard.

#### **AVCHD**

▶ P7

This section explains about the AVCHD standard.

#### **Canopus HQ Codec**

▶ P7

This section explains how to use high-vision videos with EDIUS.

## HDV

HDV is a standard format for recording high-vision videos, designed by 4 of camera manufacturers in Japan.

Despite its data rate same as the DV standard (25Mbps, approximately 13GB per hour), the HDV standard offers high-vision video recordings by incorporating the MPEG-2 technology as its video compression method. With the MPEG-2 technology that is incorporated by the HDV standard, you cannot divide data by 1 frame unit. More memory and CPU power is necessary for frame unit editing.

		HDV1080i	DV
<b>Recordable media</b>		DV tape	
<b>Recordable duration with 60 min. tape</b>		Approx. 60 min.	
<b>Video</b>	<b>Compress unit</b>	15 frame	1 frame
	<b>Bitrate</b>	25Mbps	25Mbps
	<b>Recording resolution</b>	1440×1080	720×480
	<b>Display resolution</b>	1920×1080	720×480
<b>Sound</b>	<b>Record format</b>	MPEG-1 Audiolayer-2	Uncompressed
	<b>Bitrate</b>	384kbps	1.5Mbps
	<b>Sampling frequency</b>	16bit/48kHz	

## AVCHD

AVCHD is an HD video camera standard for recording high-vision videos, designed by Sony Corporation and Matsushita Electric Industrial Co., Ltd. The AVCHD standard allows you to record high-vision videos in media such as 8cm DVDs or hard disks that are built in cameras, by means of compressing videos using the MPEG-4 AVC/H.264 format whose compression coding efficiency is higher than that of the HDV standard's compression method, MPEG-2. As for the audio, it supports the Dolby Digital format (1 - 5.1ch) and Linear PCM format (1 - 7.1ch).

## Canopus HQ Codec

EDIUS can capture high-vision video recorded in a tape converting the data to a format that is suitable for frame unit editing. A technology that is used for the conversion is the Canopus HQ Codec. By using the Canopus HQ Codec, the editing response time can be dramatically improved. When you use the Canopus HQ Codec, approximate file size will be 7 times larger than usual (it may vary depending on the video or settings). It is recommended to use a hard disk drive that is as fast and large as possible.

# 3

## Starting up EDIUS

### About Start-up/Exit of EDIUS

#### **How to Start up EDIUS**

▶P9

This chapter explains how to start up EDIUS.

#### **When Starting up EDIUS for the First Time**

▶P10

When you start up EDIUS for the first time after installation, specify the project files for editing are saved. Create a folder for saving in advance.

#### **How to Exit EDIUS**

▶P11

This chapter explains how to exit EDIUS.

# How to Start up EDIUS

## 1 Double-click the icon on the desktop.



The start up dialog box appears.

### ◆ Start-up Dialog Box

\* The screen differs when using EDIUS Neo.



<b>Pro</b>	<p>(1) <b>Profile</b></p>	<p>You can manage each profile of the window layouts, application settings, customized settings, etc, and use them by switching each. Select a profile. <i>Storing Profiles ▶ P42</i></p>
	<p>(2) <b>Description</b></p>	<p>Displays the information of the selected project (such as Project Name, the saved date or folder). When the preset project is selected, the preset contents are displayed.</p>

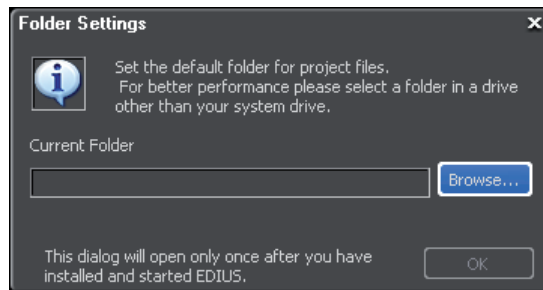
<b>(3) Recent Project</b>	Previously worked project files from the latest are displayed. Double-click the icon to open the corresponding project file. * No project name is displayed when no project file is saved.
<b>(4) Open Project</b>	The project file opens. Click it to open "Open" dialog box.
<b>(5) New Project</b>	Displays the stored presets of the project settings from the one currently used in order. Double-click the icon to open the new project file in the selected project preset. Select a project file to display it on the top of "Recent Project". <i>Creating New Project Preset ►P27</i> * Not displayed when no project preset is stored.
<b>(6) Start</b>	Opens a project file.
<b>(7) Close</b>	Exit EDIUS.

### Alternative

- Click [Start] to display the start menu, and click "All Programs" → "Canopus" →"EDIUS4" → "EDIUS4".

## When Starting up EDIUS for the First Time

### 1 Start up EDIUS.



"Folder Settings" dialog box appears.

### 2 Click [Browse] to specify the folder where the project files are saved.

### 3 Click [OK].

**POINT** • Click "Settings" on the menu bar to redefine 'Current Folder' in "Application" of Application Settings.  
*Application ▶ P90*

## How to Exit EDIUS

**[Alt] + [F4]**

**1** Click "File" on the menu bar, and click "Exit".

**2** Click [Yes].

Click [No] not to save the project. Click [Cancel] to cancel the exiting.

### Alternatives

• Click [ X ] in the preview window.



# 4

## Screen Configuration

### About Screen Used in EDIUS

#### **Whole Screen Configuration**

▶ *P13*

This section explains the screen configuration of EDIUS, to use it in dual monitor or single monitor.

#### **Preview Window**

▶ *P14*

This section explains about 2 types of the preview window, Player and Recorder.

#### **Timeline Window**

▶ *P18*

This section explains about the window to place clips or effects.

#### **Bin Window**

▶ *P19*

This section explains about the window for managing imported clips.

#### **Palette**

▶ *P20*

This section explains about the window for controlling the clip info, effect, or marker settings.

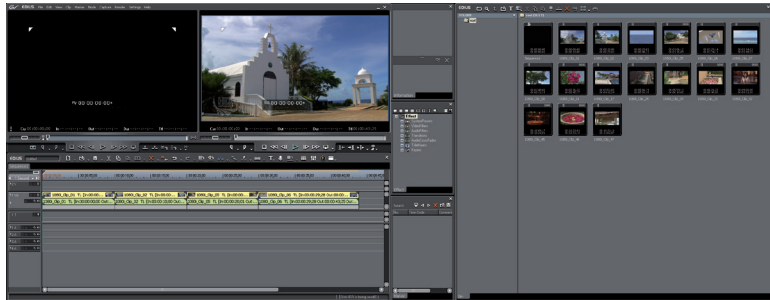
## Whole Screen Configuration

Various windows are displayed when using EDIUS. Basically you use 6 windows for editing video. You can easily edit video in dual monitor, as each window can be placed without overlapping with each other.

Each window can be resized by dragging its side line or the corner edge. As windows snaps to each other, you can place windows aligned by side line or corner edge. The window layout can also be saved.

*Customizing Placement ▶P110*

### When Displaying in Dual Monitor



### When Displaying in Single Monitor



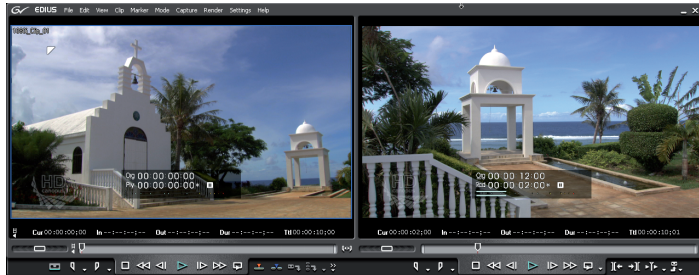
- POINT**
- When multiple windows are placed in alignment, all the snapped windows can be resized at one time by resizing one of them. Resize operation while holding down [Shift] key resizes only the selected window. However, this function may be unable depending on the setting of Windows.

## Preview Window

Switching Single Mode/Dual Mode ▶P123

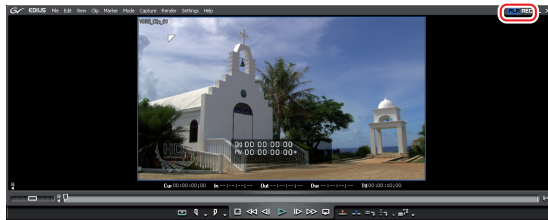
### Dual mode



Player appears on the left, and Recorder on the right in the dual mode.



### Single mode

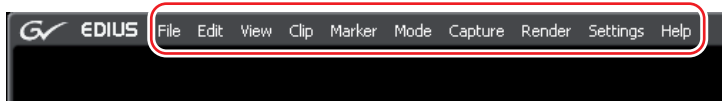
In single mode, switch the display window by clicking [Change to Player]/[Change to Recorder].



- POINT**
- Click GV icon  in the preview window to display the window layout menu.
  - Click EDIUS mark  in the preview window to display the menu of buttons available in the preview window, or select an optional application.

## About Menu Bar

You can execute most of the operations in EDIUS from the menu bar. Click and select an item.

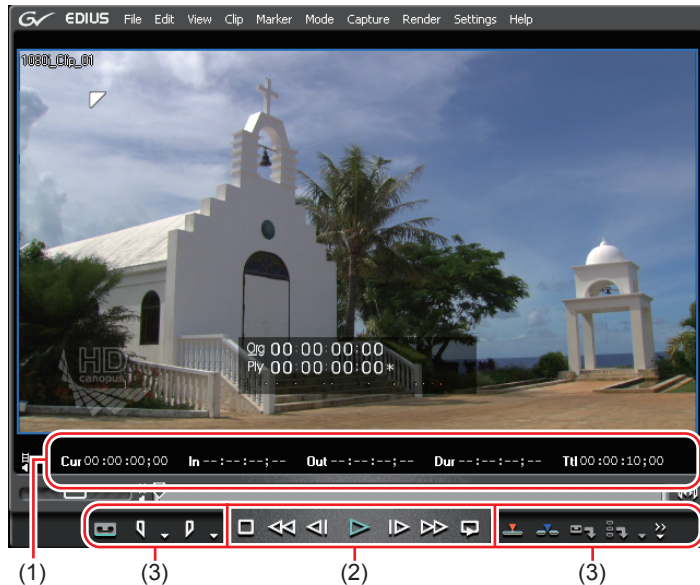


### POINT

- Click "Help" on the menu bar, and click "User Registration", to refer to the version information of EDIUS.
- You can refer to the help for how to use EDIUS.
  - Click "Help" on the menu bar, and click "Help"
  - **[F1]**
- Click "Help" on the menu bar, and click "Version Info", to refer to the version information of EDIUS.

## About Player

This window is used to play a clip or control external devices.



<b>(1) Timecode Area</b>	The playback position, In point, Out point, duration and the total length of the source data are displayed. If the setting is defined incorrectly, such as the setting that Out point is set before In point, the timecode turns red. The value can be changed by clicking the timecode. Copy and paste are also available by right-clicking the timecode.
<b>(2) Buttons for playing a source</b>	These buttons are used for playing a clip or controlling external devices (play, fast forward, stop, etc.) <i>Playback with Player Operation Buttons ▶ P173</i>
<b>(3) Buttons for editing a source</b>	These buttons are used for setting In and Out points, adding a clip on the timeline, capturing, or updating the bin.

## About Recorder

This window is used to play or handle a clip on the timeline.



<p>(1) <b>Timecode Area</b></p>	<p>The playback position, In point, Out point, duration and the total length of the source data are displayed. If the setting is defined incorrectly, such as the setting that Out point is set before In point, the timecode turns red.</p> <p>The value can be changed by clicking the timecode. Copy and paste are also available by right-clicking the timecode.</p>
<p>(2) <b>Buttons for timeline playback</b></p>	<p>These buttons are used for controlling clips placed on the timeline (play, fast forward, stop, etc.)</p> <p><i>Playback with Recorder Operation Buttons ▶ P345</i></p>
<p>(3) <b>Buttons for editing a clip</b></p>	<p>These buttons are used for setting In and Out points, jumping to the edit point (the border of clips), or outputting to file or tape.</p>

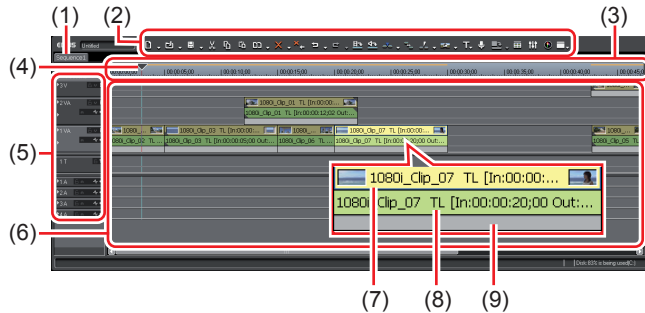
## Timeline Window

Place the clips on the track or apply effects.

Clips are placed from left to right of the timeline in time series.

Track Settings ► P238

Placing Clip ► P254



(1) <b>Sequence tab</b>	Tab for using clips on the timeline as a set.
(2) <b>Operation buttons</b>	For using various operations.
(3) <b>Time scale</b>	It is the scale for the time on the timeline.
(4) <b>Timeline cursor</b>	It indicates the playback position or edit position of the clip.
<b>V track</b>	Place video clips in this area.
<b>VA track</b>	Place video clips and the corresponding audio clips in this area.
(5) <b>T track</b>	Place title clips or adjust the title position in this area.
<b>A track</b>	Place audio clips or display the waveform of audio in this area.
(6) <b>Timeline</b>	Place clips in this area.
(7) <b>Video part</b>	It indicates the presence of video in the clip.
(8) <b>Audio part</b>	It indicates the presence of audio in the clip.
(9) <b>Mixer area</b>	Set effects or other items in this area.

**POINT** • Click EDIUS mark **EDIUS** in the timeline window to show all the setting menus on the timeline.

## Bin Window

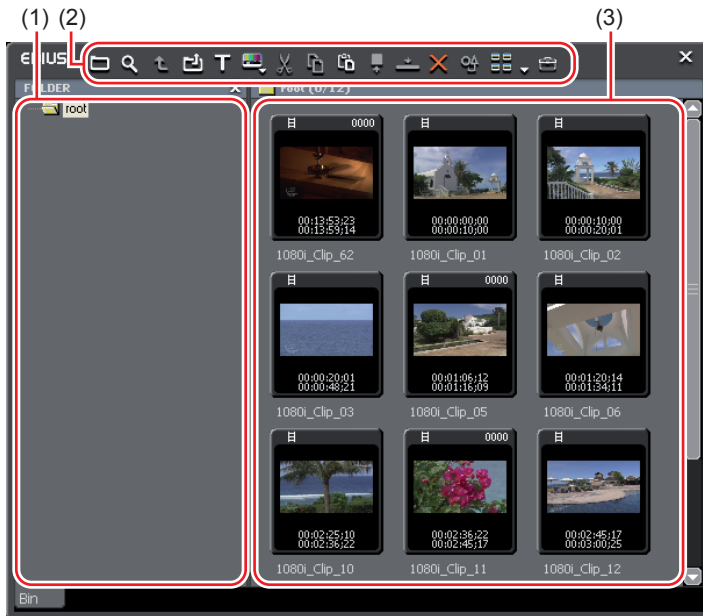
You can manage clips imported in EDIUS.

Show/hide of the folder view can be switched. The display of the clip view can be switched in 5 patterns.

Management, display of the list, or search for digitized clip are available.

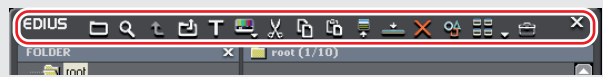
Correct the clip information (in the aspect ratio, frame rate, or poster frame).

*Clip Management ▶ P187*



(1) Folder view	Display folders in tree structure.
(2) Operation button	For using various operations
(3) Clip view	Display clips in the folder as a list.

**POINT** • The upper and lower part of the Bin Window are extended by every double-click on a position of the title bar (without any button) in the bin window. Double-click it again to return to the previous status.

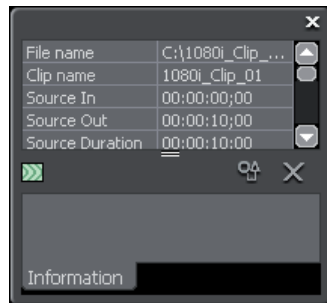


## Palette

There are 3 types of palettes of the information palette, effect palette, and marker palette.

### ◆ "Information" Palette

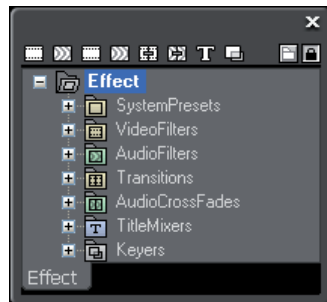
*"Information" Palette Show/Hide ▶P450*



- The information of the clip placed on the timeline is displayed.
- Information on the set effects is displayed, and you can set whether to apply effects or the order.
- You can adjust the set effects.

### ◆ "Effect" Palette

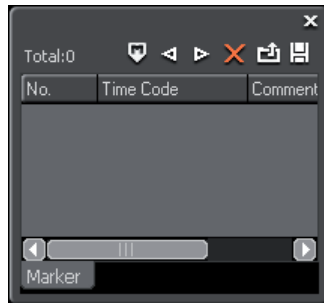
*"Effect" Palette Show/Hide ▶P395*



- Video or audio effects to add to clips are stored.
- You can save or delete customized effects.

## ◆ "Marker" Palette

"Marker" Palette Show/Hide ▶P336

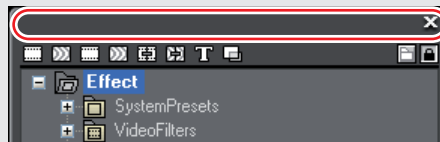


- A marker can be set or deleted on the timeline.
- You can jump to a desired marker or add comments.
- Marker list can be imported or exported.

### POINT

- Follow the step below to show/hide 3 palettes together.
  - Click "View" on the menu bar, and click "Show (Hide) All Palettes".
  - **[H]**
- You can combine 3 palettes into 1 palette. All palettes can be combined to the bin window.
 

*Combining Bin Window and Palette ▶P113*
- Every double-click on the title bar of a palette expands the palette vertically. Double-click again, to return the palette to the original size.



# 5

## Entry of Value

### To Enter Value with Keyboard/Mouse

This part explains about the setting operation for the values in each setting dialog box.

#### **Direct Input of Value** ▶P23

---

You can directly enter values with [0] to [9] keys.

#### **Offset Input** ▶P23

---

You can enter variation values in the input field.

#### **Setting with Arrow Key** ▶P23

---

You can enter values with keys on the keyboard.

#### **Entering with Mouse Wheel** ▶P24

---

You can enter values with the mouse wheel.

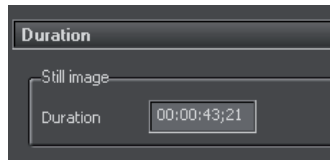
## Direct Input of Value

### 1 Select the input field and enter the value.

You can enter the value in HHMMSSFF format (H: hour, M: minute, S: second and F: frame). For example, enter '43S21F' or '4321' in only numerics for 43 seconds and 21 frames. Enter '10M' or '100000' for 10 minutes. Even if entering '3H2M1S0F', the value is '03:02:01:00'.

### 2 Press [Enter] key.

Ex. When entering '4321'



## Offset Input

### 1 Select the input field and enter the variation value from the current set value.

### 2 Press [Enter] key.

Enter '-' before the value to decrease the set value.

Enter '+' before the value to increase the set value.

Ex. When entering '- 4100'



**POINT** • Offset input is only available for entering the timecode.

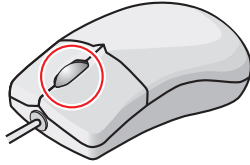
## Setting with Arrow Key

### 1 Select the input field and set the value with arrow keys on the keyboard (↑, ↓, ←, →).

### 2 Press [Enter] key.

## Entering with Mouse Wheel

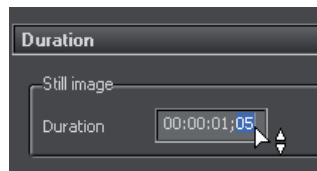
The set values can be changed with the mouse wheel. The mouse wheel is in the center of the mouse.



### 1 Move the mouse cursor near the input field.

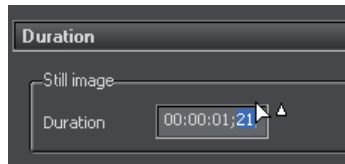
The shape of the mouse cursor changes.

### 2 Click the value and rotate the mouse wheel.

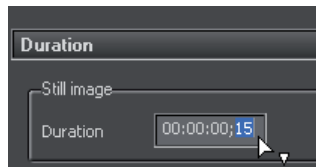


### Alternative

- Hold the right button of the mouse in the settings input field, and drag upward to increase the value. The value continues to increase while the mouse is dragged. The value increases accordingly, when the mouse is moved away from the initial drag position.



- In the same way, hold the right button of the mouse, and drag downward to reduce the value.



- Hold the left button of the mouse, and drag upward to increase the value by the movement of the mouse. In the same way, drag downward to reduce the value. In this case, the value does not change unless you move the mouse.

# CHAPTER 1

# **Project Settings**

# 1

## Operation of Project

### To Create New Project

#### **Creating New Project Preset**

▶P27

You can set export destinations, formats, and channel maps of the projects you create, and store them as presets.

#### **Creating New Project when Starting up EDIUS**

▶P28

You can select whether or not to create a new project when starting up EDIUS.

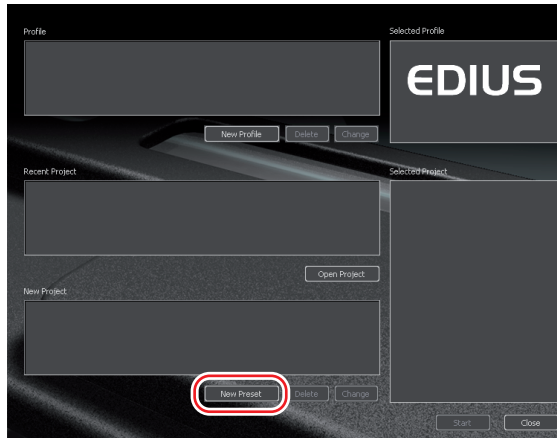
#### **Creating New Project from Current Project**

▶P28

You can create a new project after starting up EDIUS.

# Creating New Project Preset

- 1 After starting up EDIUS, click [New Preset] in the start up dialog box.



"Project Settings" (Detail) dialog box appears.

"Project Settings" (Detail) Dialog Box ▶P29

- 2 Set the project settings of each item and click [OK].
- 3 Enter a project preset name to "Name", and click [OK].

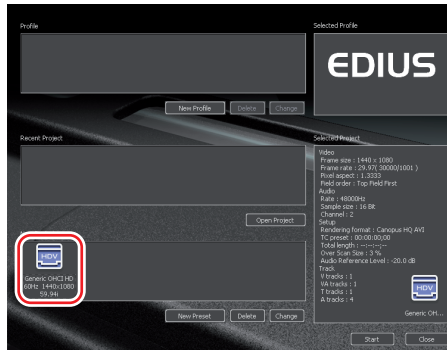
**POINT** • You can use any image you like as an icon. Click [...] and select the file of the image.

- 4 Select a project preset, and click [Start].
- 5 Enter a project name, and click [OK].

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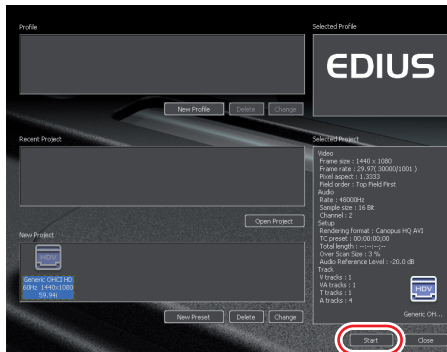
# Creating New Project When Starting up EDIUS

- 1 After starting up EDIUS, select a project preset in the start up dialog box.



**Notes** • No project preset appears when no project preset is stored.  
*Creating New Project Preset ▶ P27*

- 2 Click [Start].



# Creating New Project from Current Project [Ctrl] + [N]

- 1 Click the list button of [New sequence], and click "New Project".



A confirmation dialog box appears to confirm to save the current project when you create a new project while editing.

"Project settings" (Simple Settings) dialog box appears.

"Project settings" (Simple Settings) Dialog Box ▶P32

### Alternative

- Click "File" on the menu bar, and click "New" → "Project".

**POINT** • When creating a new project, the clips in the bin are initialized (all deleted).

**2** Enter a project name to "Project name" in the "Project file" field.

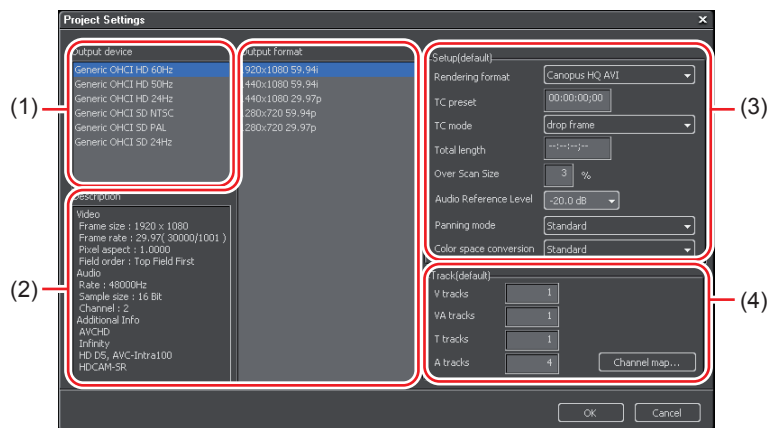
**3** Select a project preset and click [OK].

If you want to store a new project preset, click [New Preset] to set the project settings.

"Project Settings" (Detail) Dialog Box ▶P29

### ◆ "Project Settings" (Detail) Dialog Box

\* The screen differs when using EDIUS Neo.



<b>(1) Output device</b>	Select the hardware device that you wish to use for output. <i>Input/Output Format ▶P582</i>
<b>(2) Output format</b>	Select the format. Details of frame size and frame rate will be displayed in the "Description" box. <i>Input/Output Format ▶P582</i>

Pro

(3) Setup  
[default]

### **Rendering format**

Select the default codec to be used for rendering. RGB, UYVY and YUY2 are uncompressed AVI.

### **TC preset**

Type in the start timecode of the timeline.

### **TC mode**

If NTSC has been selected in "Output Device", you can select either drop frame or non drop frame for the timecode display.

### **Total length**

You can set the length of the timeline by entering the value when the final total length is fixed. When the project exceeds this length, the color of the timeline section that is over the limit changes.

### **Over Scan Size**

Enter the ratio when you use overscan. The value can be set from 0 to 20%. If you do not use overscan, set the value to 0.

### **Audio Reference Level**

Set the sampling value to set '0' when "Audio reference scale" is set in the indicator setting, in "Audio Mixer" dialog box.

### **Panning mode**

Set the panning mode when [Audio channel] of the track panel is defined as "Monaural channel". Audio rubber band of pan appears on the upper part (L100%, R0%), on the lower part (R100%, L0%) in "Standard" or on the center (L/R 100%) in "EDIUS Pro3 compatible", and sound is output from the one channel of L/R. If you have been using EDIUS Pro3 or the previous versions, this mode provides the operation according to the specifications of those versions.

### **Color space conversion**

Select "Standard" to detect each color space in different formats automatically to convert to the appropriate color. Select "EDIUS Pro3 compatible" to use original color spaces of the source even when multiple formats are mixed. If you have been using EDIUS Pro3 or the previous versions, this mode provides the operation according to the specifications of those versions.

**Pro** (4) **Track [default]**

**V/VA/T/A tracks**  
 Set the number of tracks you require.  
 You can add or delete any track after opening a project.

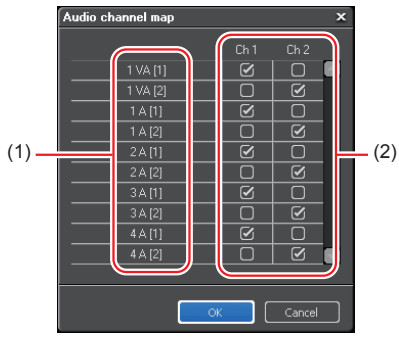
**Channel map**  
 Set the audio output channels for each track in "Audio channel map" dialog box.  
*"Audio channel map" Dialog Box ▶P31*

Entry of Value ▶P22

**POINT** • Using clips that do not match the project setting may cause the realtime processing performance such as export to drop.

**Pro** ◆ **"Audio channel map" Dialog Box**

Select the final output channel from the track.



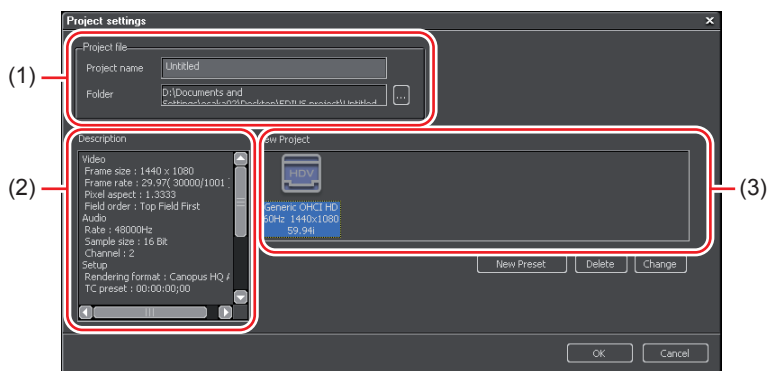
**(1) Track** You can output 2 channels maximum from 1 track. The number or type of track to be displayed differs depending on "Track" project settings.

**(2) Channel** The number of channels to be displayed differs depending on your hardware and the project settings.

## POINT

- In audio channel selected in the track panel, set the audio channel for the clip to be placed to each track.  
*Audio Channel Settings ▶P248*
- To output a project with 8ch audio to Dolby Digital(AC-3), you can select the format for 5.1 channel. When you select formats for multiple channels to output as in the case mentioned, set the output destination of each track with the audio channel map in advance. If the output destination is not specified, the sound is muted. To play the sound in 5.1 channel surround, the sound is required to be created to be suitable for surround play. Note that the surround effect is not applied automatically only by setting the audio channel map and selecting 5.1 channel for the output format.

## ◆ "Project settings" (Simple Settings) Dialog Box



	<b>Project name</b> Click the input field to enter a project name.
<b>(1) Project file</b>	<b>Folder</b> Set the destination to save projects. To change the destination, click [...] and select a folder.
<b>(2) Description</b>	Displays the settings of the project preset that is currently selected in "New Project".

<b>(3) New Project</b>	<p>Displays the stored presets of the project from the one currently used in order. Double-click the icon to open a new project file in the selected preset setting.  <i>Creating New Project Preset ▶P27</i></p> <p>No project preset is displayed when there are no preset is stored.</p>
	<p><b>New Preset</b>  Click it to display "Project Settings" (Detailed Settings) dialog box where you can create a new project preset.  <i>"Project Settings" (Detailed Settings) Dialog Box ▶P29</i></p>
	<p><b>Delete</b>  Click it to delete the selected project preset.</p>
	<p><b>Change</b>  Click it to display "Project Settings" (Detailed Settings) dialog box where you can change the settings of the selected project preset.</p>

**POINT** • In EDIUS Neo, the project presets saved by default cannot be deleted or changed.

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# Switching Project Settings

## **Switching Project Settings** ▶P35

---

You can change project settings while editing by switching project presets.

## **Changing Project Settings** ▶P35

---

You can change the settings of project preset. Also you can change the name of the project preset or icons, and create a copy.

## **Deleting Project Preset** ▶P37

---

You can delete a Project Preset.

## **Importing Project Settings** *(Import)* ▶P38

---

You can import a project preset.

## **Exporting Project Settings** *(Export)* ▶P38

---

You can export a project preset.

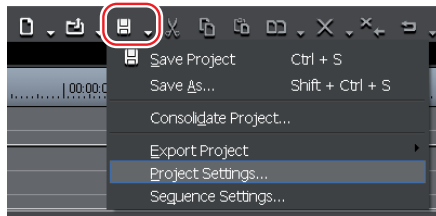
## **Pro** **Sequence Settings** ▶P39

---

You can change the settings of the sequence in "Sequence Settings" dialog box.

## Switching Project Settings

- 1 Click the list button of [Save project], and click "Project Settings".



### Alternative

- Click "Settings" on the menu bar, and click "Project Settings".

- 2 Select a project preset and click [OK].

Click [New Preset] to add a new project preset.

*"Project Settings" (Detail) Dialog Box ▶P29*

### Notes

- In EDIUS Pro/Broadcast, when changing the settings for "TC preset", "TC mode", "Total length", "Channel map", "Panning mode" or "Color space conversion" in the project settings while editing a project, the change does not affect the created sequence. Change the settings of the created sequence in "Sequence settings" dialog box for each sequence.  
*Sequence Settings ▶P39*

## Changing Project Settings

### Notes

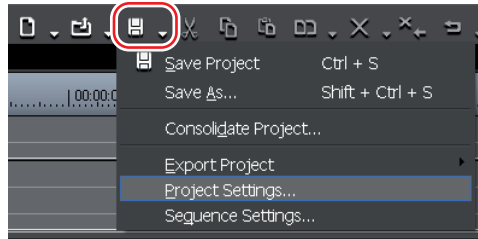
- In EDIUS Pro/Broadcast, when changing the settings for "TC preset", "TC mode", "Total length", "Channel map", "Panning mode" or "Color space conversion" in the project settings while editing a project, the change does not affect the created sequence. Change the settings of the created sequence in "Sequence settings" dialog box for each sequence.  
*Sequence Settings ▶P39*

## Changing Project Settings of Editing Projects without Creating Project Preset

This section explains how to change the settings of the editing project without creating a project preset. The changes will not be saved as a project preset by this operation. To save the changed settings as a project preset, create a new project preset or change the settings of project presets.

*Switching Project Settings ▶P35*

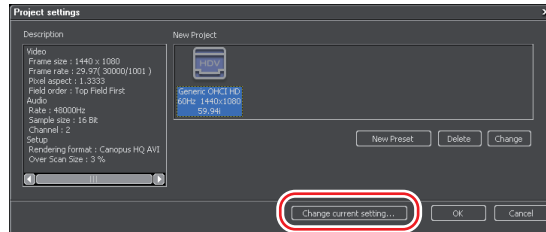
### 1 Click the list button of [Save project], and click "Project Settings".



### Alternative

- Click "Settings" on the menu bar, and click "Project Settings".

### 2 Click [Change current setting].



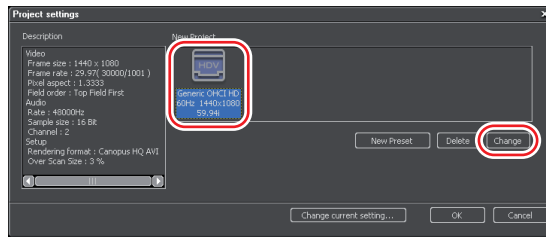
"Project Settings" (Detail) dialog box appears.

*"Project Settings" (Detail) Dialog Box ▶P29*

### 3 Change the necessary settings and click [OK].

## Changing Project Settings of Project Presets

**1** In the project preset list, select the preset and click "Change".



### Alternative

- In the project preset list, right-click the preset to change the settings and click "Change preset".

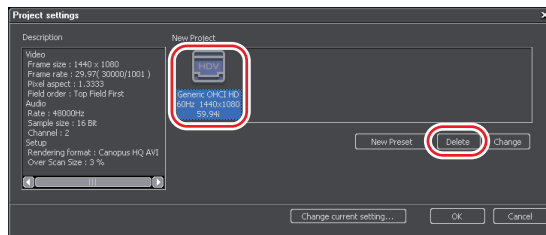
**POINT** • Right-click a project preset to change the preset name or icon, and duplicate a project preset.

**2** Change the necessary settings and click [OK].

**POINT** • In EDIUS Neo, the project presets saved by default cannot be changed.

## Deleting Project Preset

**1** Select a preset in the project preset list, and click [Delete].



**2** Click [OK].

### Alternative

- Right-click a preset in the project preset list, and click "Delete".

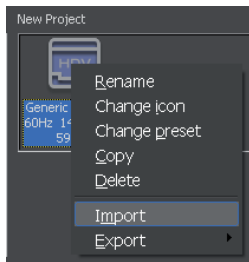
## Notes

- You cannot delete the preset (current setting) of the editing project.
- In EDIUS Neo, you cannot delete project presets stored by default.

## Importing Project Settings (*Import*)

---

- 1 In the project preset list, right-click the icon to import and click "Import".



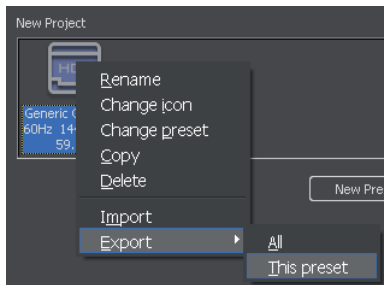
- 2 Select a project preset, and click [Open].

## Exporting Project Settings (*Export*)

---

- 1 In the project preset list, right-click a project preset to export and click "Export" → "This preset".

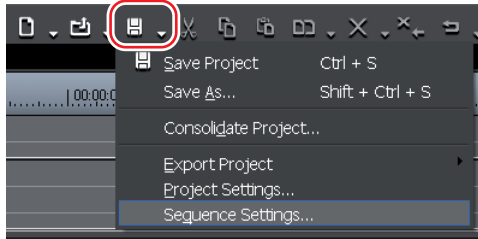
Click "All" to export all the saved presets.



- 2 Define the saving destination, and click [OK].

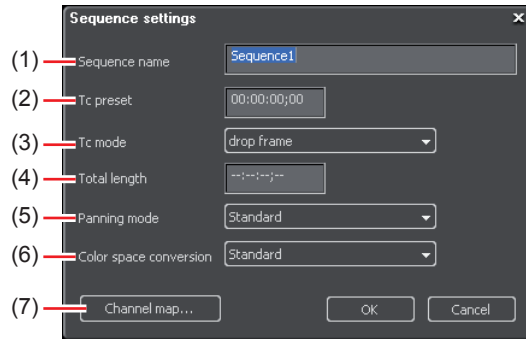
**Pro** **Sequence Settings**

- 1 Click the list button of [Save Project], and click "Sequence Settings".



"Sequence settings" dialog box appears.

◆ "Sequence settings" Dialog Box



(1) <b>Sequence name</b>	Enter the name of the sequence.
(2) <b>Tc preset</b>	Set the start timecode of the timeline.
(3) <b>Tc mode</b>	If NTSC has been selected in "Output device" in the project settings, you can select either drop frame or non drop frame for the timecode display.
(4) <b>Total length</b>	Set the total length of the timeline of the sequence by entering the value. When the timeline exceeds this length, the color of the timeline section over the limit changes.

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<p>(5) <b>Panning mode</b></p>	<p>Set the panning mode when [Audio channel] of the track panel is defined as "Monaural channel".</p> <p><b>Standard</b> Audio rubber band of pan appears on the upper part (L100%, R0%) or the lower part (R100%, L0%), and sound is output from the one channel of L/R.</p> <p><b>EDIUS Pro3 compatible</b> Audio rubber band of pan is displayed in the center (L/R100%), and sound is output evenly from both L/R channel. If you have been using EDIUS Pro 3 or another older version, select this setting.</p>
<p>(6) <b>Color space conversion</b></p>	<p><b>Standard</b> Detect each color space in different formats automatically to convert to the appropriate color.</p> <p><b>EDIUS Pro3 compatible</b> Use original color spaces of the source even if multiple formats are mixed. If you have been using EDIUS Pro 3 or another older version, select this setting.</p>
<p>(7) <b>Channel map</b></p>	<p>Set audio output channel for each track.</p>

*Entry of Value ▶P22*

### **Alternative**

- Click "Settings" on the menu bar, and click "Sequence Settings".
- Right-click the sequence tab and click "Sequence Settings".
- Right-click the sequence clip in the bin, and click "Sequence Settings".

## **2 Change the setting, and click [OK].**

# **Pro** To Store and Switch Editing Environments Easily

## **Storing Profiles** ▶ P42

---

You can manage window layouts, application settings, and custom settings for each profile and switch the settings to use.

## **Changing Profiles** ▶ P42

---

You can change the name or icon of a profile.

## **Deleting Profiles** ▶ P43

---

You can delete stored profiles.

## **Switching Profiles** ▶ P43

---

You can switch the profile while editing, and continue editing.

## **Importing Profiles** (*Import*) ▶ P44

---

You can import a profile.

## **Exporting Profiles** (*Export*) ▶ P44

---

You can export a profile.

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## Pro Storing Profiles

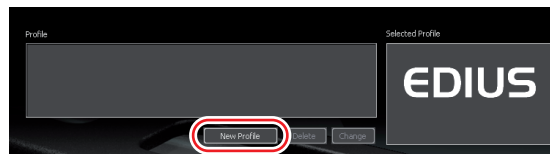
If you store profiles in advance, you can switch the following settings for each profile.

- Window layouts
- Application settings
- Custom settings
- Plug-in settings

However, the following settings and information will not be included in a profile.

- Hardware settings
- Changes to the "Effect" palette
- Preset exporters

**1** Click [New Profile] in the start up dialog box.



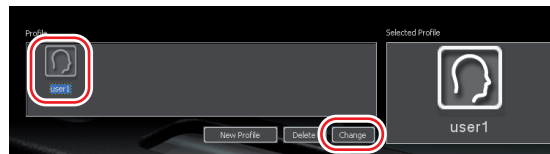
**2** Enter a name and click [OK].

An icon is displayed in the profile list.

- POINT**
- You can edit a project without storing a profile.
  - You can use any image you like as an icon. Click [...] and select the file of the image.

## Pro Changing Profiles

**1** Select a profile in the profile list, and click [Change].



**2** Make necessary changes and click [OK].

### Alternative

- Right-click a preset in the profile list, and click "Rename" or "Change icon".

**POINT** • Right-click the profile and click "Copy", to duplicate the profile.

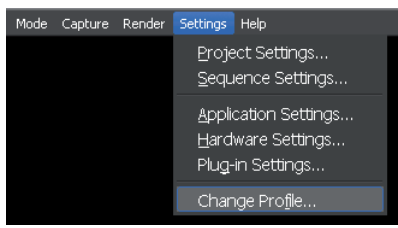
**Pro** **Deleting Profiles**

**1** Select a profile in the profile list, and click [Delete].



**Pro** **Switching Profiles**

**1** Click "Settings" on the menu bar, and click "Change Profile".



"Change Profile" dialog box appears.

**2** Select a profile and click [OK].

**Notes** • You cannot perform operations such as storing new profiles or changing profiles in "Change Profile" dialog box.

## **Pro** **Importing Profiles** (*Import*)

---

- 1** Right-click in the user profile list, and click "Import".
- 2** Select a file and click [Open].

## **Pro** **Exporting Profiles** (*Export*)

---

- 1** Right-click a profile in the profile list, and click "Export" → "This profile".  
Click "All" to export all the saved profiles.
- 2** Select the destination and click [OK].

# To Save Project

A project file is saved as an ezp file. The file name of the project currently being edited is displayed in the timeline operation area.



## Overwriting

► P46

The project is saved with the project name entered when creating the project.

## Saving in Another Name

► P46

You can save the current project (the one being edited) by another name.

## Auto Save/Backup

► P47

The project file is automatically saved at certain intervals.

The backup file is created simultaneously when saving the project file.

### Notes

- After saving the project file, do not move or delete source files that are used for reference in the project. However, if the source file is in the folder where the project file is created, the folder as a whole can be moved.

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## Overwriting

**[Ctrl] + [S]**

- 1 Click [Save project].



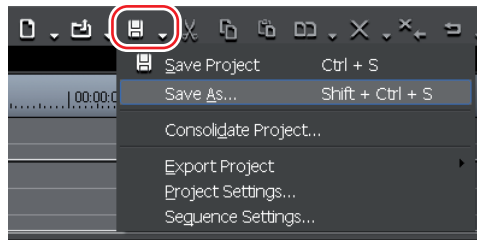
### Alternative

- Click the list button of [Save project], and click "Save Project".
- Click "File" on the menu bar, and click "Save Project".

## Saving in Another Name

**[Shift] + [Ctrl] + [S]**

- 1 Click the list button of [Save project], and click "Save As".



- 2 Enter a file name and select the saving destination folder in "Save As" dialog box, and click [Save].

### Alternative

- While holding down [Shift] key, click [Save project].
- Click "File" on the menu bar, and click "Save As".

## Auto Save/Backup

Backup files are only used when the project files are damaged or the system goes down while editing, etc. Not for the normal use.

Auto save file is created when auto save is set.

You can set the auto save function in "Application" of the application settings.

*Application* ►P90

### The Saving Destination and File Name of Auto Save File and Backup File

- Saving destination

Auto save file → "Project Name"/"Project"/"AutoSave"

Backup file → "Project Name"/"Project"/"Backup"

- File Name (Common for Auto save file and Backup file)

Project name-Year, Month, Day - Hour, Minute, Second.ezp

#### Notes

- Auto save files or back up files are created automatically in the relative folder of the project file.

Copy (transfer) the auto save/back up file to the folder where the project file is originally saved and import the file, to recover the project from the auto save/back up file.

- Auto save/back up files are in the attributes of "Read-only" and cannot be overwritten.

Change the attributes of the file from Windows Explorer in advance, or save as the different file.

*Opening Project File When Starting up EDIUS* ►P49

*Saving in Another Name* ►P46

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## To Open/Export Project File

### **Opening Project File When Starting up EDIUS** ▶P49

---

You can select a project to open, when starting up EDIUS.

### **Opening Project File from Current Project** ▶P49

---

You can open a new project while working on a project.

### **Pro Import Sequence** ▶P50

---

You can import a sequence created in another project.

### **Pro Consolidate Project** ▶P52

---

You can remove unnecessary clips from the project folder, and extract just the used areas.

### **Pro Import AAF File** ▶P54

---

You can import an AAF file to edit in EDIUS.

### **Pro Import EDL File** ▶P54

---

You can import an EDL file (Edit Decision List), to edit online.

### **Pro Export AAF File** ▶P57

---

You can export a project file that you edited in EDIUS as an AAF file.

### **Pro Export EDL File** ▶P62

---

A project file created with EDIUS can be exported as an EDL file.

# Opening Project File When Starting up EDIUS

- 1 After starting up EDIUS, double-click a project icon in "Recent Project" from the start up dialog box.



Previously worked project files from the latest are displayed in "Recent Project".

## Alternative

- Click [Open Project], then specify a file and click [Open]. The icon of the specified project is added in the latest position of the list. Select the project icon and click [Start].
- Select a project icon from [Recent Project], and click "Start".

## Opening Project File from Current Project **[Ctrl] + [O]**

- 1 Click [Open Project].



- 2 Select the project file to open in "Open" dialog box and click [Open].

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## Alternative

- Click the list button of [Open Project], to select the desired file in the history of recently used files.
- Click "File" on the menu bar and select a file from "Recent Project" → a recently used file.
- Click "File" on the menu bar, and click "Open Project" to select a project.

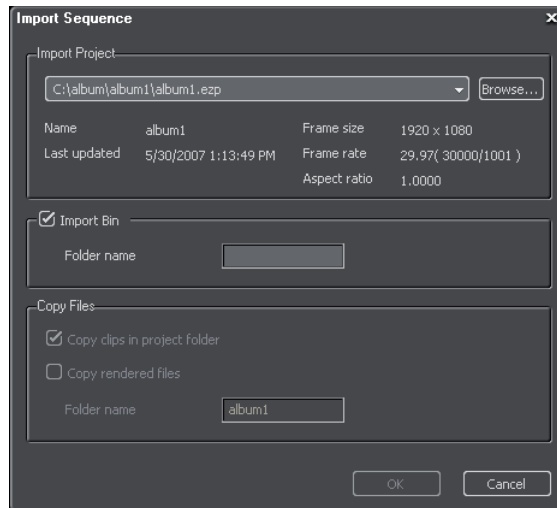
## Pro Import Sequence

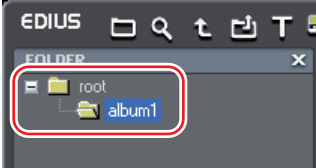
- 1 Click the list button of [Open Project], and click "Import Sequence".



"Import Sequence" dialog box appears.

### ◆ "Import Sequence" Dialog Box



<b>Import Project</b>	Click the list, to select the desired file in the history of recently opened files. Click [Browse] to select a file from "Open" dialog box. Select a project file to display the detailed information such as the project name or date. The information is displayed in red when the frame size or the aspect ratio differs.
<b>Import Bin</b>	<p>You can merge the bin contents. Enter the folder name for management in the "Folder name" to open the bin folder. The folder will be created under "root" folder in the bin.</p> <p><b>Ex. When imported with the entered folder name of 'album1'</b></p> 
<b>Copy Files</b>	<p><b>Copy clips in project folder</b> Check here to copy the files used in the merged project.</p> <p><b>Copy rendered files</b> Copy the rendered files.</p> <p><b>Folder name</b> Set the folder name for managing copied files. The folder is created under the project folder.</p>
<p><b>Notes</b></p> <ul style="list-style-type: none"> <li>• You cannot copy when the project folder is the same as the one to be merged.</li> <li>• You cannot combine a project with different frame rates.</li> <li>• When combining a project with different frame size, aspect ratio or overscan size, the original image may be changed, and also the rendered files cannot be copied.</li> </ul>	

## 2 Set each item and click [OK].

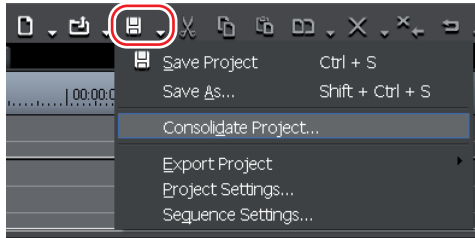
### Alternative

- Click "File" on the menu bar, and click "Import Sequence".

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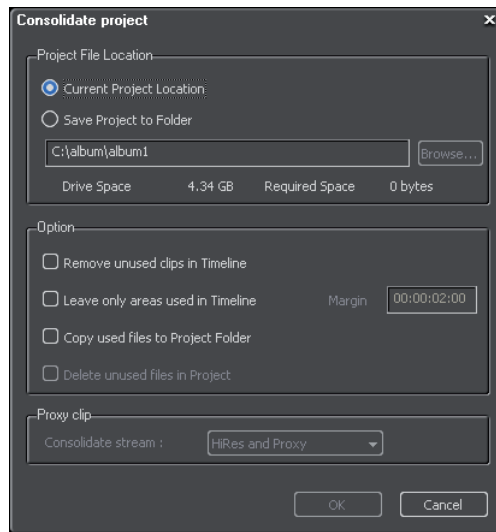
## Pro Consolidate Project

- 1 Click the list button of [Save project], and click "Consolidate Project".



"Consolidate project" dialog box appears.

### ◆ "Consolidate project" Dialog Box



#### Project File Location

##### **Current Project Location**

Overwrite and save the current project.

##### **Save Project to Folder**

Set the save destination.

##### **Drive Space/Required Space**

Display the available disk space of the selected drive and the whole file size to be created (copied) by consolidating. It is displayed in red when the required space is larger than the available disk space.

<b>Option</b>	<p><b>Remove unused clips in Timeline</b> Remove clips that are not used in the timeline from the bin.</p> <p><b>Leave only areas used in Timeline</b> Check here to save the areas used in the timeline as another file, and then switch the file in the timeline to the new file (available for AVI files only). The margin of areas in the timeline to be used can be set between '00 : 00~00 : 00' and '00 : 01~00 : 00'</p> <p>* The newly created files are saved in the folder created in the project folder.</p> <p><b>Copy used files to Project Folder</b> Check here to copy all the clips used in the project to the project folder.</p> <p><b>Delete unused files in Project</b> Delete the unnecessary files from the project folder when consolidating. You can set this option only when any of the other optional items is checked.</p>
	<p><b>Proxy clip</b> If any proxy clip is used, select the data type to be consolidated from the list.</p>

**Notes**

- Even when "Delete unused files in Project" is checked, there may be some cases that the files are not deleted due to the right of access to folder or file. In that case, no message appears. Check the user authorization when logging in.

## 2 Set each item and click [OK].

Check any of the optional items to enable [OK].

When "Delete unused files in Project" is checked, a confirmation message is displayed. Click [Yes] to continue.

### Alternative

- Click "File" on the menu bar, and click "Consolidate Project".

**POINT**

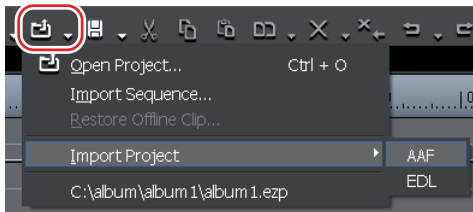
- When the message 'Not enough disk space for consolidating' appears, change the save destination.

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## Pro Import AAF File

- Notes**
- Certain conditions must be met as below so that you can import AAF files using EDIUS.
    - AAF files output by frame.
    - When source and AAF file are not the same (Embedded AAF files are not supported.)

- 1 Click the list button of [Open project], and click "Import Project" → "AAF".



- 2 Select the AAF file to import in the "Open" dialog box, and click [Open].

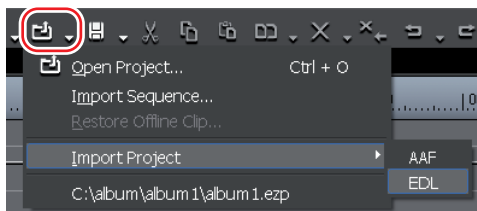
- POINT**
- If "New sequence" is checked, a new sequence is created to import an AAF file. If it is unchecked, a new track is created to import an AAF file.

### Alternative

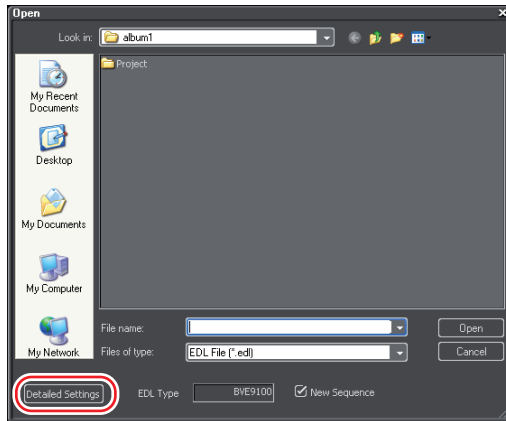
- Click "File" on the menu bar, and click "Import Project" → "AAF".

## Pro Import EDL File

- 1 Click the list button of [Open project], and click "Import Project" → "EDL".



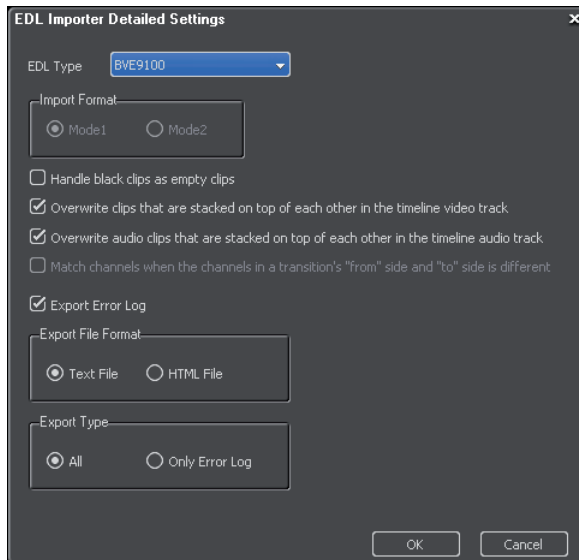
- 2 Select the EDL file to import from the "Open" dialog box.
- 3 Click [Detailed Settings].



"EDL Importer Detailed Settings" dialog box appears.

**POINT** • If "New Sequence" is checked, a new sequence is created to import an EDL file. If it is unchecked, a new track is created to import an EDL file.

### ◆ "EDL Importer Detailed Settings" Dialog Box



<b>EDL Type</b>	Select the EDL type to input.
<b>Import Format</b>	<p>This setting is available when you select CMX options in "EDL Type". Select the format to calculate the Out point for the source file with the speed set.</p> <p><b>Mode1</b> Add (subtract) the value of source duration multiplied by DMC to Player In timecode, and calculate the Out point timecode. Using the Player In timecode as reference, add if the speed is a positive value, or subtract if it is a negative value.</p> <p><b>Mode2</b> Use the timecode of Player Out point, not calculating Out point when Player In and Out points become the timecodes of source In and Out points.</p>
<b>Handle black clips as empty clips</b>	Handle the clip as black clip, when their reel names (given for each tape) are BL/BLK/BLACK, and handle the black clip as empty clip.
<b>Overwrite clips that are stacked on top of each other in the timeline video track/ Overwrite audio clips that are stacked on top of each other in the timeline audio track</b>	Overwrite the current clips when the clips are stacked on the timeline of the 1VA (1V, 1A) track when importing without checking on "New Sequence" on the "Open" dialog box. Remove the check not to overwrite, but to place the stacked clips on 2VA or 3VA (2V, 3V, 2A, 3A) track. If there is no 2VA, 3VA (2V, 3V, 2A, 3A) tracks, a new track is created.
<b>Match channels when the channels in a transition's "from" side and "to" side is different</b>	Copy the number information of video or audio channel in To side to From side, for align when the number of channels in From and To sides are different. This setting is available when you select CMX options in "EDL Type".
<b>Export Error Log</b>	Export the log as a file when an error occurs at importing. "Export File Format" and "Export Type" can be set. When "All" is selected in "Export Type", the imported contents and error location are to be specified.

#### 4 Set each item and click [OK].

## 5 Click [Open].

An EDL file is imported, and "Find offline clip" dialog box appears. Restore the offline clip.

*Restoring Offline Clip ►P68*

### Alternative

- Click "File" on the menu bar, and click "Import project" → "EDL".

### Notes

#### Information not supported

- BVE5000/BVE9100  
EditMode Filed : ASMBL, ASSY1 not supported  
EditType Filed : Only C, W, D supported  
GPI data line : not supported  
Learn data line : not supported
- CMX340/CMX3600  
EditType Filed : Only C, W, D supported

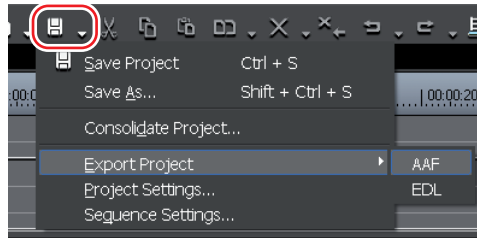
## Pro Export AAF File

### Notes

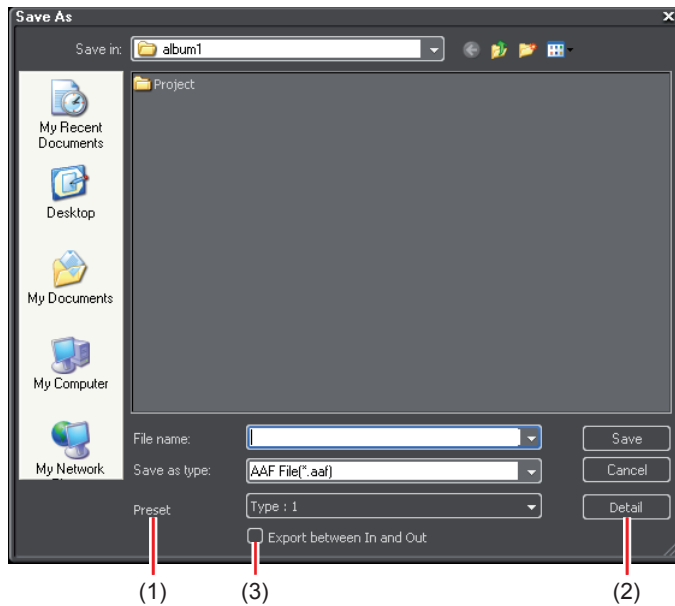
- Only the active sequences will be exported.
- The following information will not be exported.
  - Tracks with no clip
  - Audio tracks with no channel map setting
  - Title track
  - Tracks with mute setting
  - All effects (As for the pan and volume settings, source files that reflect their settings will be exported.)
- Transition/cross fade sections will be exported as clips.
- You cannot add an In point side margin to a clip that is positioned at the top of the timeline.
- You cannot specify network drives as export destination. However, you can mount network drives to use as export destination.
- When you select an exporter which does not support the export of the timecode, the file is not exported properly.

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**1** Click the list button of [Save project], and click "Export Project" → "AAF".



"Save As" dialog box appears.



<b>(1) Preset</b>	<p><b>Type : 1</b>  The audio clip information is written in an AAF file by sample unit, and the source that the audio clip is referring to is exported as an AIFF file. Although the video information is not written in an AAF file, the video corresponding to the range that is exported to an AAF file is exported as a MPEG-1 file. Select type 1 when you import the AAF file with audio editing software.  * Video files must be imported manually.</p> <p><b>Type : 2</b>  The video clip information is written in an AAF file by frame unit, and the source that the video clip is referring to is not copied or exported. The audio information of the audio corresponding to the range that is exported to an AAF file is exported as an AIFF file, and the information is written in an AAF file by frame unit as a single clip. Select type 2 when you import the AAF file with composition software.</p> <p><b>Type : 3</b>  The information of the video and audio clips is written in an AAF file by frame unit. The source that the clips are referring to is not copied or exported.</p>	
	<b>(2) Detail</b>	Displays the "AAF Export Detail Settings" dialog box. <i>"AAF Export Detail Settings" Dialog Box ▶ P60</i>
	<b>(3) Export between In and Out</b>	Check it to export only between In and Out points if In/Out points are set.

## 2 Set a file name and the destination in the "Save As" dialog box.

## 3 Select a preset and click [Save].

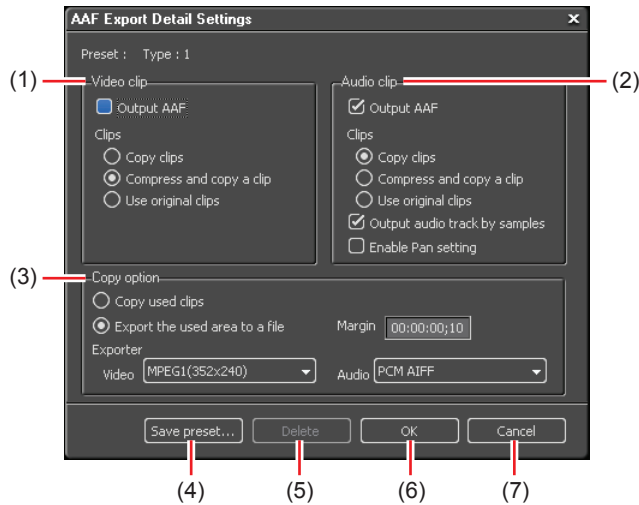
The export of the AAF file is started.

If you want to check the preset settings or change export settings, click "Detail".

The "AAF Export Detail Settings" dialog box appears.

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## ◆ "AAF Export Detail Settings" Dialog Box



Specify how video clips will be handled.

### **Output AAF**

Check it to add video clip information to AAF files.

### **Clips**

#### **Copy clips**

Copy (or export) the source that is used for video clips to refer the copied source.

#### **Compress and copy a clip**

The video clips of the timeline will be handled as one clip. The clip/file names of the first clip with the smallest track number will be used as the clip/file names of the exported files.

#### **Use original clips**

Refer the original source directly without copying.

### (1) Video clip

## (2) Audio clip

Specify how audio clips will be handled.

### **Output AAF**

Check it to add video clip information to AAF files.

### **Clips**

#### **Copy clips**

Copy (or export) the source that is used for video clips to refer the copied source.

#### **Compress and copy a clip**

The audio clips of the timeline will be handled as one clip. The clip/file names of the first clip with the smallest track number will be used as the clip/file names of the exported files.

#### **Use original clips**

The original source will be referenced directly without copying.

#### **Output audio track by samples**

Check it to export audio tracks by sample unit. Remove the check to output audio tracks by frame unit.

#### **Enable Pan setting**

Check it to export stereo tracks as monaural tracks of individual channels.

The clip names will be 'clip name + .L' for 1ch (L side) tracks and 'clip name + .R' for 2ch (R side) tracks.

If it is unchecked, stereo tracks will be downmixed and exported as monaural clips.

If the track number is an odd number, the 1ch (L side) of the track will be used for the channel map, and if the track number is an even number, the 2ch (R side) of the track will be used.

The clip names will be 'clip name + .L' for odd number tracks and 'clip name + .R' for even number tracks.

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(3) <b>Copy option</b>	<p>Specify how the source will be copied when you select "Copy clips" in "Video clip" and "Audio clip".</p> <p><b>Copy used clips</b> Source files that are used by the clips on the timeline will be copied.</p> <p><b>Export the used area to a file</b> Only the ranges that are used by the clips on the timeline will be exported. In this case, the setting of "Margin" is enabled to export the file adding the specified time margins at In/Out points.</p> <p><b>Exporter</b> Select the exporters to export video/audio files.</p>
(4) <b>Save preset</b>	<p>Store the current settings as a new preset. Enter the preset name and click [OK].</p>
(5) <b>Delete</b>	<p>Delete the currently selected preset. However, type 1, type 2, and type 3 cannot be deleted.</p>
(6) <b>OK</b>	<p>Click it to change the settings for the selected preset of AAF export temporarily. Click [Save preset] and save the modified settings to register the preset, as the changes are not saved by this operation.</p>
(7) <b>Cancel</b>	<p>Cancel the settings and return to "Save As" dialog box.</p>

## **Pro** Export EDL File

### Items That Can Be Exported

#### ■ Track

Export the following tracks. The clips placed on other tracks not mentioned below are not exported.

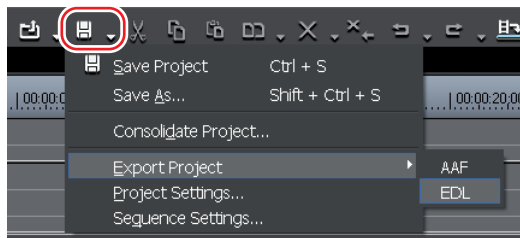
- 1VA to 2VA (1V to 2V) tracks
- 1A to 4A tracks
- T Tracks (All tracks)

■ Audio

The audio clips in 1VA to 2VA tracks are not exported. Export channel range for 1A to 4A tracks is different depending on EDL type.

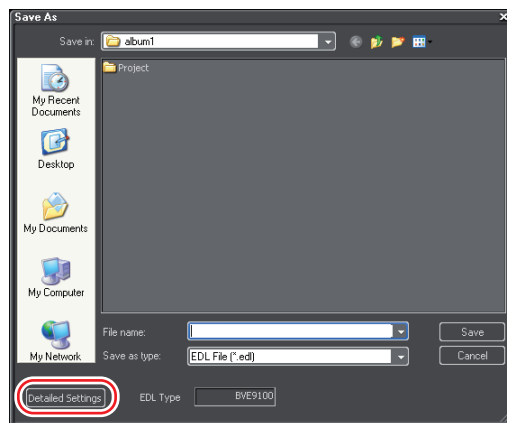
EDL Type	Track
BVE5000	1A to 2A
BVE9100	1A to 4A
CMX340	1A to 2A
CMX3600	1A to 4A

- 1 Click the list button of [Save project], and click "Export Project" → "EDL".



- 2 Set a file name and the destination folder in "Save As" dialog box.

- 3 Click [Detailed Settings].



"EDL Exporter Detailed Settings" dialog box appears.

## ◆ "EDL Exporter Detailed Settings" Dialog Box

<b>EDL Type</b>	Select the EDL type to export.
<b>Export Format</b>	<b>Mode1</b> Comment lines are not added.
	<b>Mode2</b> Comment lines are added. Select it when you cannot correctly import EDL files by products of other companies.
<b>Handle empty clips as black clips</b>	Handle the empty spaces on timeline as black clips. Check "Use longest clip as reference", to handle Out point at the end edge of timeline, and handle the track space between them as black clips.
<b>Link clips with sequential time codes</b>	Handle a series of multiple clips as one clip when their timecodes are sequential. However, they are not linked when a transition is set between them.

<b>Export EDL for each track</b>	Export the project file for each track. The following characters are added to the end of each file name. - 1VA (1V) track : '_V' - A track : '_A' - 2VA (2V) track : '_INSERT' - T track : '_T' When 2VA (2V) track has transition, replace it with center cut.
<b>Replace transitions with center cuts</b>	Replace all set transitions or audio cross fades with the center cuts.
<b>No split information</b>	Release group between video and audio, and handle the video clips and audio clips separately. Check it when you cannot correctly import EDL files. It cannot be set when "Handle split clips separately" is checked. <i>Splitting Clips to Handle Separately</i> ►P67
<b>Handle split clips separately</b>	Fragment the split part of the clip with split, to eliminate the split. Note that when the speed of clips is changed, the clips are not handled separately. This setting is not available when "No split information" is checked. <i>Splitting Clips to Handle Separately</i> ►P67
<b>When reverse speed, reverse player In/Out timecode</b>	The reverse speed is displayed in the direction from Player Out point to In point. The reverse speed is normally displayed from the Player In point to Out point. This setting is available when you select CMX options for EDL type.
<b>When reverse speed, add 1 to player In timecode</b>	When reverse speed is set, add 1 frame to the player In timecode. Check it when you cannot correctly import EDL files. It prevents the original timecode from slipping off 1 frame forward. Normally, add 1 frame to Player Out point at reverse speed.
<b>Combine Insert Tracks</b>	Check it to overwrite a VA1 (or V1) track with images of a VA2 (or V2) track and to export both tracks as a VA1 (or V1) track together.

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### Create Reel List

The list of reel numbers is created.

### Master reel number

You can set the master reel number used in BVE9100. The setting range is from '0' to '9999'.

### Block number

You can set the block number used in BVE5000 or BVE9100. The setting range is from '0' to '999'.

### Adjusted Data Settings

#### Master reel number

When A/A roll (transition among the clips with the same reel number) exists, this reel number is to use the replaced file in the same location. When the original clips have the same reel number, decrease the number incrementally to avoid the number duplication.

#### Block number

You can set the block number used in BVE5000 or BVE9100. The setting range is from '0' to '999'.

#### Preroll area

Set the margin added to In and Out points of source clips.

#### Offset time code

Check it to enter the optional start timecode.

#### Regenerate setting

Set the start timecode to In point of the first source clip.

#### Jam sync setting

Set the In and Out points of source clip to In and Out points of the timeline.

**4** Set each item and click [OK].

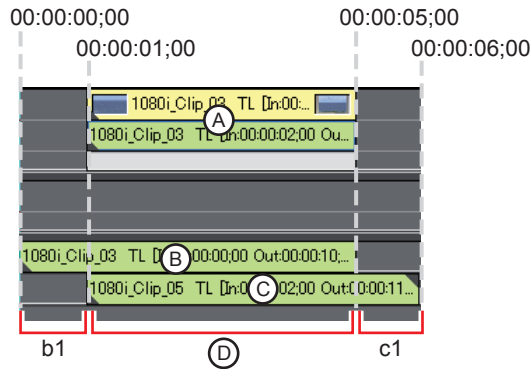
**5** Click [Save].

### Alternative

- Click "File" on the menu bar, and click "Export project" → "EDL".

## Splitting Clips to Handle Separately

When the clips placed on different tracks are grouped and the clips have a gap less than 3 seconds between them, they are split on exporting the EDL file. When the clips have split information, the export result of EDL files differs depending on the settings in "EDL Exporter Detailed Settings" dialog box. Here explains an example when the grouped clips placed in 3 different tracks.



### ■ When "No split information" is checked

Release group of clips to handle each clip separately. The information is separated into 3 periods of time as ranges A, B, and C.

- (1) Information for A (00:00:01:00 to 00:00:05:00)
- (2) Information for B (00:00:00:00 to 00:00:05:00)
- (3) Information for C (00:00:01:00 to 00:00:06:00)

### ■ When "No split information" is not checked

Gaps between the clips are split. Areas of b1 and c1 in the figure are split, and the information is separated into 1 period of time as range D.

- (1) Information for D (00:00:01:00 to 00:00:05:00, including the split information for b1 and c1)

### ■ When "Handle split clips separately" is checked

Separate the gap between tracks, to eliminate the split. The information is separated in 3 periods of time as ranges b1, c1, and D.

- (1) Information for b1 (00:00:00:00 to 00:00:01:00)
- (2) Information for c1 (00:00:05:00 to 00:00:06:00)
- (3) Information for D (00:00:01:00 to 00:00:05:00)

**Notes** • The clips with the speed changed are not split or handled separately, as their group is released.

# 2

## Restoring Offline Clips

### To Restore the Link to the Source

#### **About Restoration of Offline Clips** ▶P69

This function helps to restore the original reference source file when you lost the link from the clip. Off line clips can be relinked when project file is opened.

#### **Relink and Restore** ▶P71

You can search the source file from the hard disk drive to relink.

#### **Capture and Restore** ▶P73

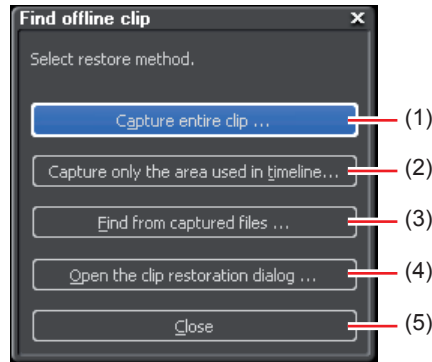
Recapture from the original source (recorded DV tapes) to restore the project.

## About Restoration of Offline Clips

Clips saved in the bin are linked with their source files. If a source file is moved, renamed or deleted after the project file is saved, clips linked to the source file become 'offline clips'.

The following dialog box appears when a previously created project file is imported and the project file contains offline clips.

### ◆ "Find offline clip" Dialog Box



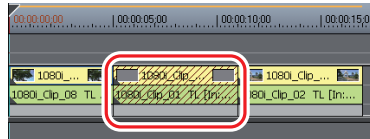
- |            |  |
|------------|--|
| <b>(1)</b> | <p><b>Capture entire clip</b><br/>         "Batch Capture" dialog box appears. Capture the entire file.<br/> <i>Capturing Source All Together (Batch Capture) ►P225</i></p>  |
| <b>(2)</b> | <p><b>Capture only the area used in timeline</b><br/>         "Batch Capture" dialog box appears. Capture only the part used in timeline. If there are multiple offline clips, replace each offline clip with the captured file.</p>   |
| <b>(3)</b> | <p><b>Find from captured files</b><br/>         Search files by reel number (Ubit) and timecode (between In and Out points) among already captured files. If no file is found, you can click [Select Folder] in "Restore offline clip" dialog box to change the searching target. To restore files, click [Restore All] in "Restore offline clip" dialog box. To restore files individually, select the clip name from the list and click [Restore].</p> |
| <b>(4)</b> | <p><b>Open the clip restoration dialog</b><br/>         "Restore offline clip" dialog box appears. Relink the offline clip to a file in your disk.<br/> <i>Relink and Restore ►P71</i></p>   |

## Close

Click [Close] and click [Yes], to display the operation screen without restoring the offline clip. In this case, the offline clip is displayed as shown below, and the video and audio are muted during the playback.

### Ex. Offline clip on the timeline

(5)

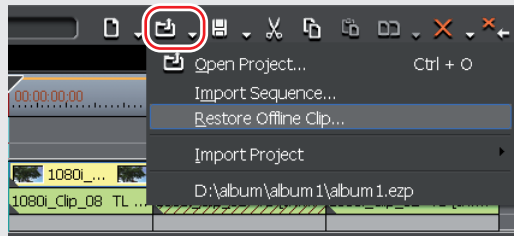


### Ex. Offline clip in the bin



## POINT

- You can choose to restore offline clips at any time after importing a project. Click the list button of [Open project], and click "Restore Offline Clip". Or click "File" on the menu bar, and click "Restore Offline Clip".

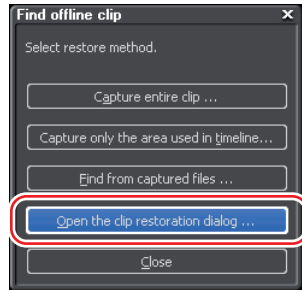


## Notes

- When storing reference AVI files as clips, the clips become offline clips if the source reference AVI is moved. In such cases, the offline clips cannot be restored.
- Files can be captured or restored only when matching the following conditions.
  - When video information is existed
  - When the reel name is set
  - When the extensions of source files are one of avi, m2t, or mov

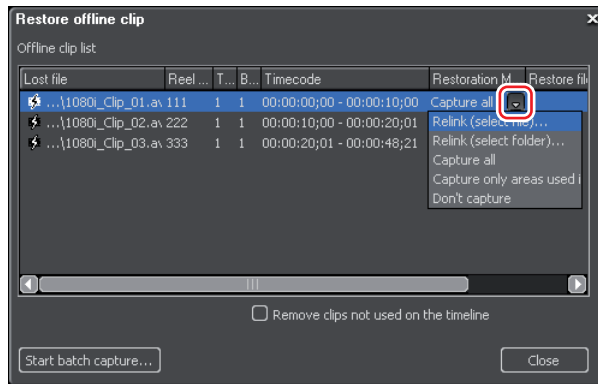
# Relink and Restore

- 1 Click [Open the clip restoration dialog] in "Find offline clip" dialog box.



"Restore offline clip" dialog box is displayed.

- 2 Select the clip(s) from "Offline clip list", and select "Relink (select file)" or "Relink (select folder)" from the list of "Restoration Method".



<b>Restoration method</b>	<b>Relink (select file)</b> Display "Open" dialog box. Select the source file to relink.
	<b>Relink (select folder)</b> "Browse For Folder" dialog box appears. Search the source file with the same name in the specified folder to relink.
	<b>Capture all</b> Click [Start batch capture] to display "Batch Capture" dialog box. Register the information for the whole clip. <i>Capturing Source All Together (Batch Capture) ►P225</i>
	<b>Capture only areas used in timeline</b> Click [Start batch capture] to display the "Batch Capture" dialog box. Register the information for the clips used in timeline.
	<b>Don't capture</b> Offline clips are not relinked or captured.

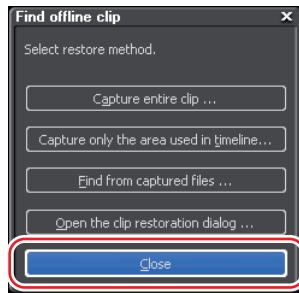
### 3 Select the source from "Open" dialog box and click [Open].

[Open] is activated only when the file selected in "Open" dialog box matches the original source information.

When you click "Relink (select folder)" in step 3, select a folder in "Browse For Folder" dialog box and click [OK].

### 4 Click [Close].

### 5 Click [Close] in "Find offline clip" dialog box.



### Alternative

- Double-click the offline clip on the timeline or in the bin window, to select a source file from "Open" dialog box.

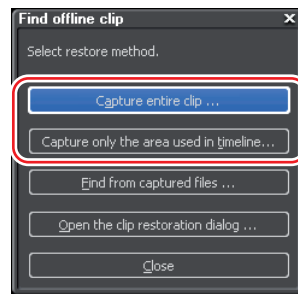
**POINT**

- Select "Capture all" or "Capture only the areas used in timeline" from the list of "Restoration Method" on the "Restore offline clip" to enable [Start batch capture].
- Check "Remove clips not used on the timeline" on the "Restore offline clip" to display only the clips used in timeline in "Offline clip list".
- When restoration of all the clips is not completed, click [Close] on the "Restore offline clip", to display the message to notify the unfinished restoration.

## Capture and Restore

When the source file of the offline clip does not exist in the hard disk, you can capture again to restore the offline clip.

- 1 Click [Capture entire clip] or [Capture only the area used in timeline] in "Find offline clip" dialog box.



"Batch Capture" dialog box appears.

*Capturing Source All Together (Batch Capture) ▶P225*

- 2 Execute the batch capture.

### Alternative

- You can select "Capture all" or "Capture only areas used in timeline" from the list of "Restoration Method" in "Restore offline clip" dialog box.



# CHAPTER 2

## **Edit Settings**

# 1

## "Settings" Dialog Box

### To Change the Settings of Editing Operation and Screen Display

There are 3 types of "Settings" dialog; 'Application Settings', 'Hardware Settings' and 'Plug-in settings'. The settings can be changed even during the editing operation.

#### **Application Settings**

---

▶P77

You can set the operation of EDIUS.

#### **Hardware Settings**

---

▶P93

You can set the Hardware Settings.

#### **Plug-in Settings**

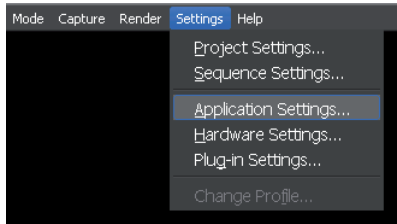
---

▶P101

You can set the Plug-in.

# Application Settings

**1** Click "Settings" on the menu bar, and click "Application Settings".



"Application Settings" dialog box appears.

**2** Click "Application Settings" tree, and click an item to set.

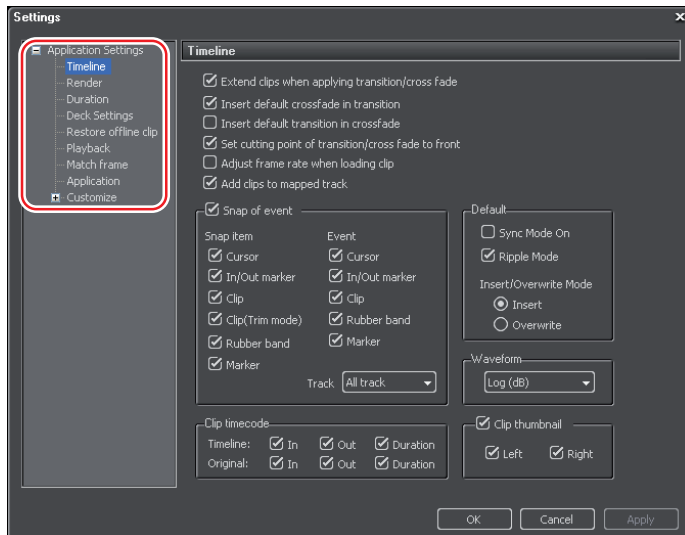
Click "Customize" tree to set each item in "Customize".

**3** Set each item and click [OK].

Click [Apply] to continue other settings.

## ◆ "Application Settings" Dialog Box

\* The display screen differs when using EDIUS Neo.



### Timeline

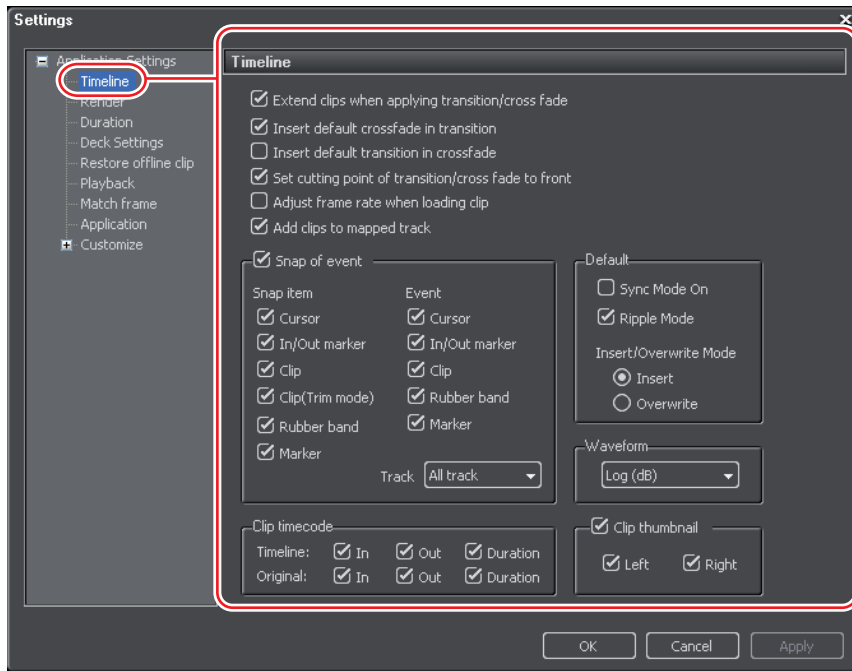
Sets the operation or display on timeline.

*Timeline* ▶ P79

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<b>Render</b>	Sets the reference of rendering options or the timing to delete rendering files. <i>Render ▶P81</i>
<b>Duration</b>	Sets the duration of still image clips or V-mute placed on timeline. <i>Duration ▶P83</i>
<b>Deck Settings (Neo: Capture)</b>	Sets the cooperative operation of the deck and EDIUS. Sets the deck or EDIUS operation after capturing and the condition of file division. <i>Deck Settings (Neo: Capture) ▶P84</i>
<b>Restore offline clip</b>	Sets the default values for the combined margin or options for restoration. <i>Restore offline clip ▶P86</i>
<b>Playback</b>	Sets the preliminary operation time during play or play operation. <i>Playback ▶P87</i>
<b>Match frame</b>	Select the searching direction or track. <i>Match frame ▶P89</i>
<b>Application</b>	Make settings of EDIUS across categories, such as how to display the history files or the default titler settings. <i>Application ▶P90</i>
<b>Customize</b>	Sets EDIUS view or keyboard shortcut assignment. You can make the view settings for operation buttons, screen display information, or bin details. <i>Customize ▶P92</i>

## ◆ Timeline



### Extend clips when applying transition/cross fade

When setting clip transitions/audio cross fades to clips on timeline, the clips on the left and right extend, to overlap with each other. The total length does not change.

*Extend Mode* ► P235

*Fix Mode* ► P236

### Insert default crossfade in transition

When setting a transition to a video clip on VA track, the default audio cross fade of the same length is simultaneously added to the audio clip at the same position.

*Changing Default Effect* ► P421

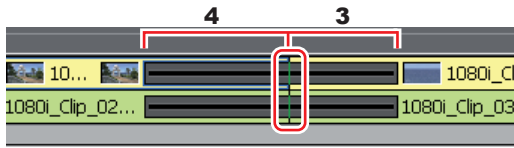
### Insert default transition in crossfade

When setting a cross fade to an audio clip on VA track, the default transition of the same length is simultaneously added to the video clip at the same position.

*Changing Default Effect* ► P421

### Set the cutting point of transition/cross fade to front

Sets the cut points of clip transition or audio cross fade to forward. For example, when you set the transition for 7 frames, the cut point (green line) is set between 3rd frame and 4th frame.



### Adjust frame rate when loading clip

Check it to automatically adjust the frame rate of clips when importing the clips to bin (or timeline). When enabling this option, realtime playback no longer requires frame rate conversion, reducing the load on the system. The frame rate is only adjusted when the project settings and the clip have the following pairing.

29.97 : 30.00  
59.94 : 60.00  
23.976 : 24.00

### Add clips to mapped track

Check to overwrite the clips when a clip already exists in the selected track. When you remove the check, the clips automatically sorted to an empty track.

### Snap of event

Check it to enable the snap function.

**Snap item:** Select the item to snap.

**Event:** Select the event to be displayed as snap destination.

**Track:** Select the effective range for snapping the event.

### Default

Change the default setting for the editing mode when creating a new project file.  
*Edit Settings ▶ P230*

### Waveform

Sets the display of waveform on the timeline to "Log (dB)" or "Linear (%)".

### Clip timecode

Displays the checked timecode.

### Clip thumbnail

Check it to display the thumbnails of In and Out points at the clip edge on the timeline.

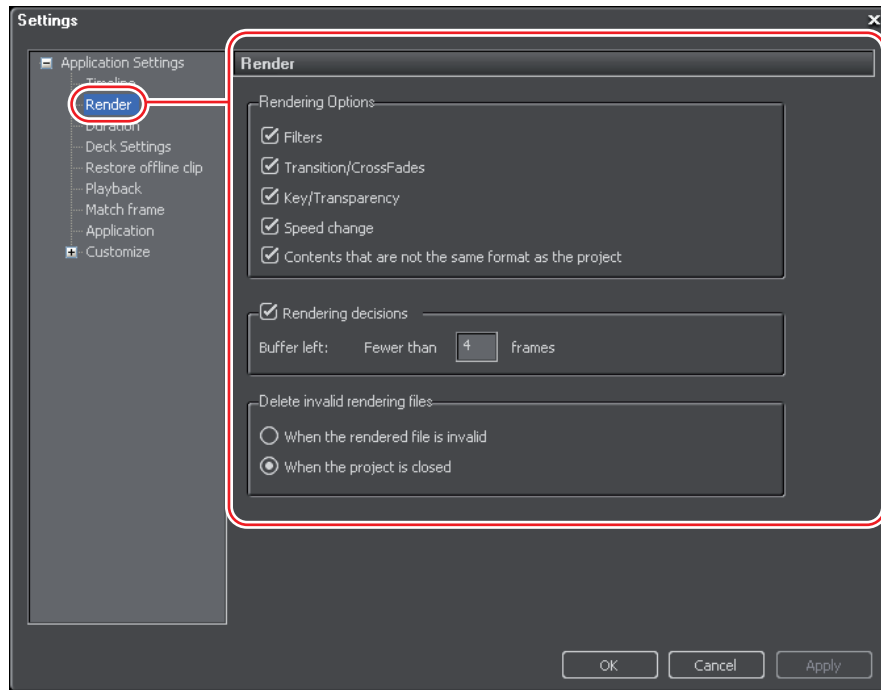
Remove the check not to display the thumbnail.

**[Alt] + [H]**

## Alternative

- The frame rate of the clips can be changed in "Clip Properties" dialog box of the clips.  
*Editing in Properties ► P183*

## ◆ Render



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## Rendering Options

Select the rendering target. For example, when you apply a filter a clip placed on the timeline, an orange line appears below the timeline ruler, covering the area where the clip is placed. By removing the check of "Filters" the orange line will not appear when applying filters. By default, all options below are checked.

### Filters

Select to set video filters for the rendering target.

### Transition/CrossFades

Select to set transition and title mixers for the rendering target.

### Key/Transparency

Select to set key effect and transparency (when changed from the default) for the rendering target.

### Speed change

Select to set clips that feature any speed adjustments from the default value of 100% for the rendering target.

### Contents that are not the same format as the project

Select to set clips with any of the following formats for the rendering target.

- Clip with different frame size specified in the project setting
- Clip with different aspect ratio specified in the project setting
- Clip with different frame rate specified in the project setting
- Clip with different field order specified in the project setting
- Clip with different compressing format from the CODEC specified in the project setting
- Clip including alpha information

## Rendering decisions

Check it to render when the buffer becomes less than the set value in "Buffer left" while playback.

### Buffer left

Set the value for remaining buffer during playback as the basis for rendering judgment.

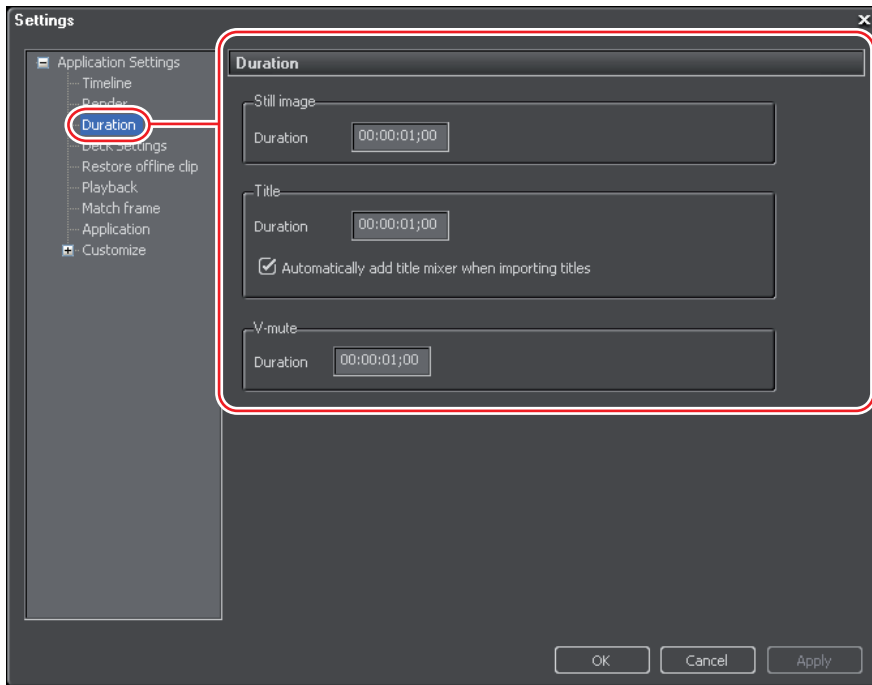
## Delete invalid rendering files

Select the timing to delete rendering files.

*Rendering Overload Area in Entire Sequence ▶P357*

*Rendering Overload Area between In and Out Points ▶P359*

## ◆ Duration

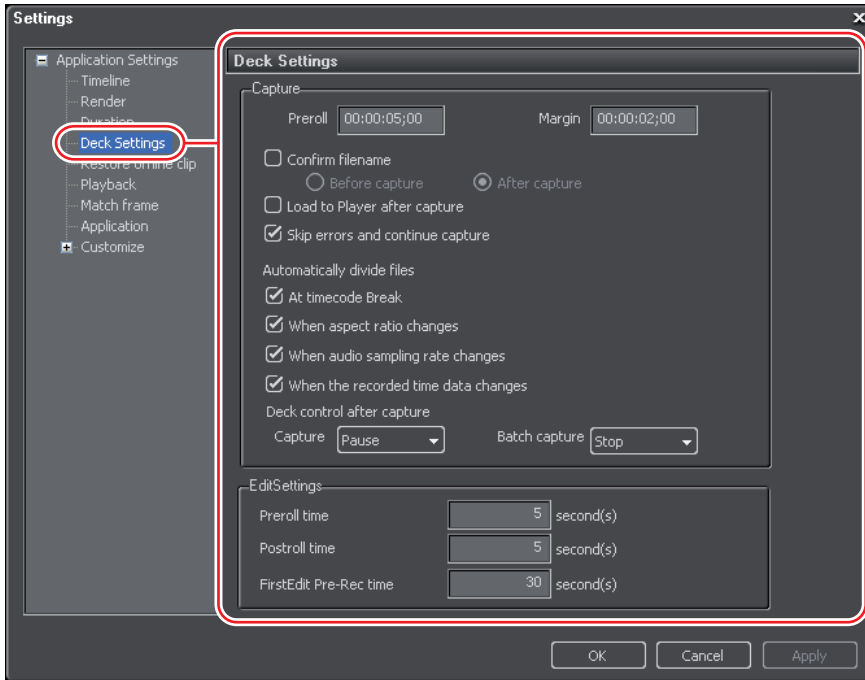


<b>Still image</b>	Sets the default duration when placing a still image clip.
<b>Title</b>	Sets the duration of title clip. When placing a title on the track, the default title mixer is automatically applied upon checking "Automatically add title mixer when importing titles".
<b>V-mute</b>	Sets the default duration of V-mute. V-mute function eliminates audio sounds by frame unit, which is applicable to delete small audio noise.

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## ◆ Deck Settings (Neo: Capture)

\* The screen differs when using EDIUS Neo.



### Capture

#### **Preroll**

Sets the preliminary operation time (preroll) from the capture position.

#### **Margin**

Sets the length of the margin added at In and Out points during capture operation.

#### **Confirm filename**

The file name of the AVI file generated at the time of capturing can be checked or set. If you select "Before capture", you can set the destination and file name before performing the capture operation. If you select "After capture", you can set the destination and file name after the capture operation is finished.

#### **Load to Player after capture**

The AVI file created after capturing can be played automatically.

#### **Skip errors and continue capture**

The capture operation continues even when errors occur during batch capture.

## Automatically divide files

Select conditions in which captured data are automatically divided into multiple AVI files during capture operation. Conditions for automatic division are as follows.

- At timecode Break
- When aspect ratio changes
- When audio sampling rate changes
- When the recorded time data changes

## Deck control after capture

Select the deck status after capture from the list.

**Pro**

## EditSettings

### Preroll time

Sets the preliminary operation time (Preroll).

### Postroll time

Sets the post operation time (Postroll).

### FirstEdit Pre-Rec Time

Sets the draft (margin) length at FirstEdit (recording the control signal automatically at top of tape as the standard for editing).

## POINT

- Set the preroll for voice in "Playback" in the application settings. You can also set the voice over margin with "Margin" in "Deck Settings" (Neo: Capture).

*Playback ▶P87*

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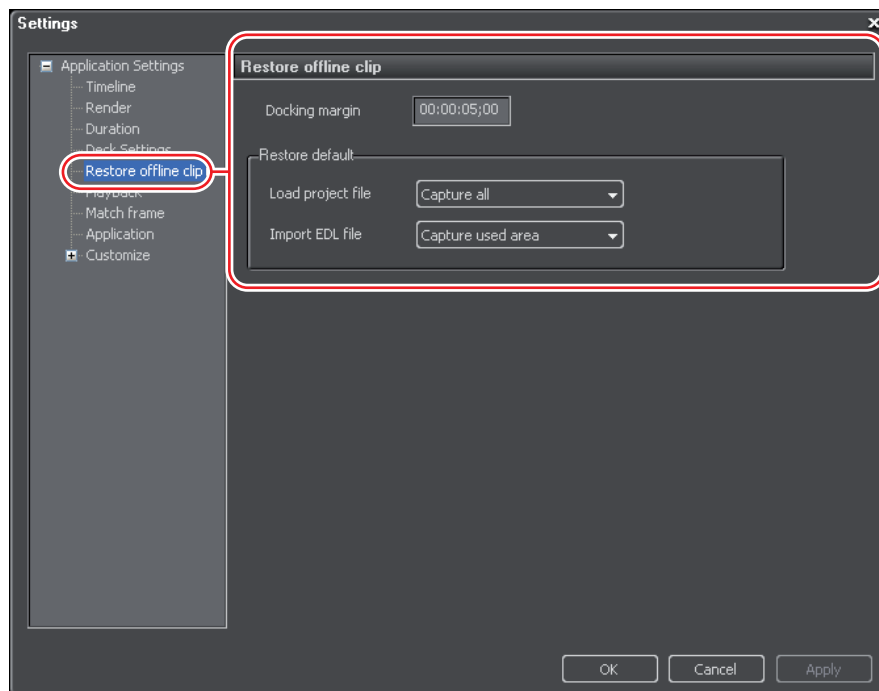
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## ◆ Restore offline clip

\* The screen differs when using EDIUS Neo.



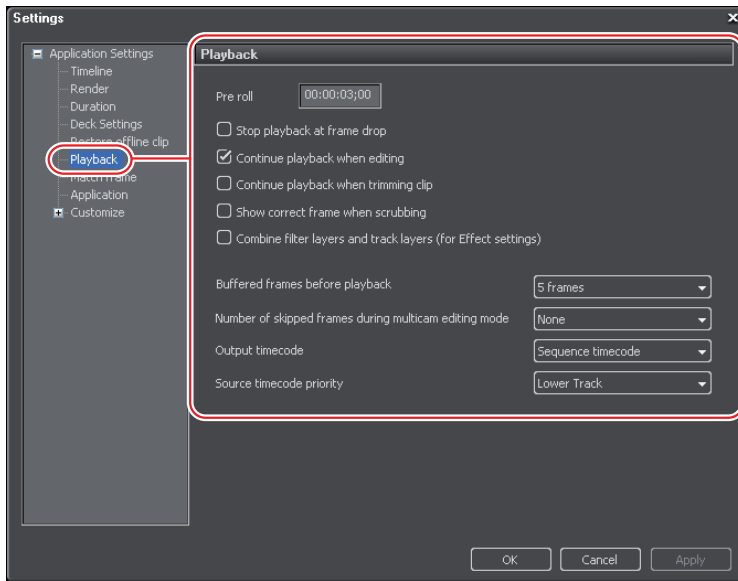
### Docking margin

When capturing only necessary areas (used in timeline), set the margin to use for optimization (merger of capture area). When multiple offline clips are placed in closer position than docking margin time, they are combined into 1 clip (optimization).

### Restore default

Sets the restoring method displayed in "Restoration Method" of "Restore offline clip" dialog box.  
*"Find offline clip" Dialog Box ▶ P69*

## ◆ Playback



### Pre roll

Set the preliminary operation time (Preroll) for playback with [Play the Cursor Area].  
*Playback around Timeline Cursor ►P349*

### Stop Playback at frame drop

By selecting this option, playback will stop when the playback processing cannot keep up with the playback speed.

### Continue playback when editing/Continue playback when trimming clip

By selecting this option, the playback continues even when each editing operation is executed at the timeline playback.

### Show correct frame when scrubbing

Display the image of the specified frame all the time even while scrubbing (dragging a mouse on the timeline cursor). Some of the frames are skipped by checking off when displaying. This setting is effective when scrubbing on MPEG file or Windows Media file.

### Combine filter layers and track layers (for Effect settings)

Check it to display composite clips to which you applied effects when previewing in the effect setting dialog boxes. For example, if this option is checked, the composite image of the V1 and V2 images will be displayed when you open the setting dialog box for the video filter that is applied to the V1 track after placing clips in the V1 and V2 tracks. If it is unchecked, only the image of the V1 track is displayed.

*Setting Effect ▶ P402*

### Buffered frames before playback

Sets the number of frames buffered when starting the playback. When the playback stops because it does not keep up with the speed just after starting the playback, the situation may be improved by increasing the number of frame.

### Number of skipped frames during multicam editing mode

Set the skipped number of frames to play during multicam editing mode. You can reduce CPU loading of your PC by increasing the number of frames.

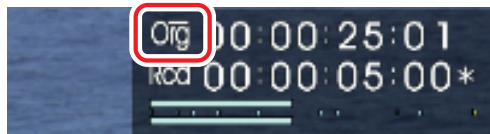
### Output timecode

Select the timecode to be exported when performing file or tape exports.

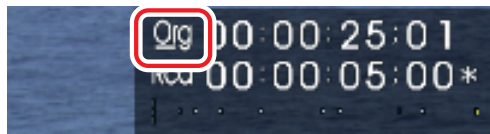
### Source timecode priority

When exporting or displaying the source timecode, set the track to display timecode. These are selected from the tracks (including Title tracks) that have the clips with timecode information placed on them.

#### Priority on the upper track



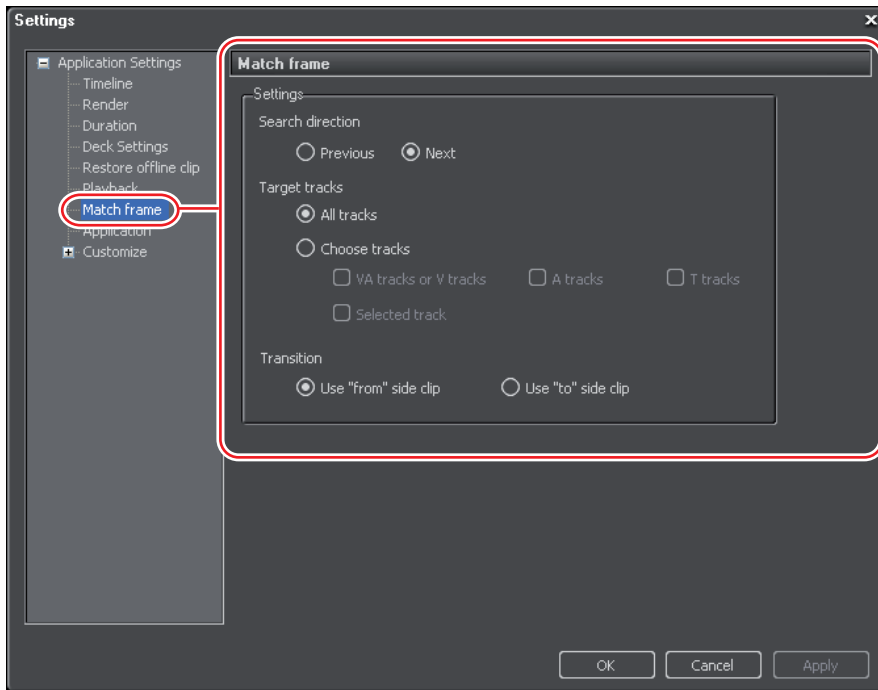
#### Priority on the lower track



### POINT

- Even when "Lower Track" is selected, if the transparency of the upper track is not set (transparency is 100%), the source time code of the lower track is not displayed.

## ◆ Match frame



### Settings

#### Search direction

Click [Match frame - Player > Recorder], to select the direction to search clips. After searching to the end, search starts from the beginning.

#### Target tracks

Select the track to search. Check "Choose tracks", to specify each track.

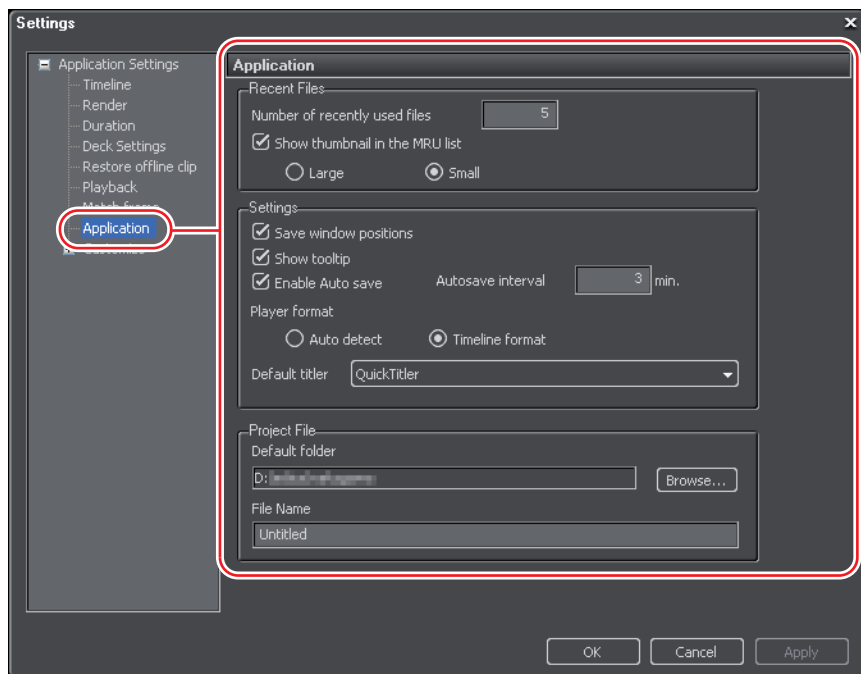
#### Transition

When you apply match frame in the point with transition set, select whether to use "from" side clip or "to" side clip.

*Match Frame* ► P352

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## ◆ Application



### Recent Files

#### Number of recently used files

Click the list button of [Open project] or click "File" → set the number of files to be displayed as "recently opened project".

#### Show Thumbnail in the MRU List

Click "File" on the menu bar → the thumbnails are displayed in "Recent Clip". You can also select the size of the thumbnails ("Large"/"Small").

## Settings

### Save window positions

By selecting this option, the window and palette positions are used when EDIUS is started next time.

### Show tooltip

By selecting this option, tooltips are displayed when the mouse cursor is positioned on effect names.

### Enable Auto save

By selecting this option, auto save of the project file is performed at specified intervals. When you use the auto save function, set the "AutoSave interval" value.

### Player format

Select ("Auto detect"/"Timeline format") for the player to be used in file playback. In video monitors for HD it may not be possible to show an SD signal.

### Default titler

Select the start up titler (title authoring software) when clicking [Add Title] of the bin or timeline.

## Project File

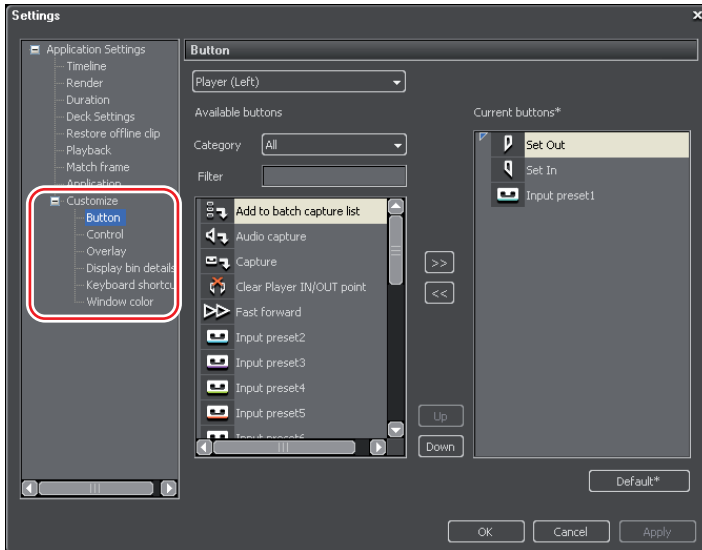
### Default folder

Change the folder which is selected as the saving destination of project files. Click [Browse] to display the "Browse For Folder" dialog box, and select the desired folder.

### File Name

Change the default project file name given when a new project is created. Enter a new name in the text box to change the name.

## ◆ Customize



*Button* ▶ P115

*Control* ▶ P128

*Overlay* ▶ P126

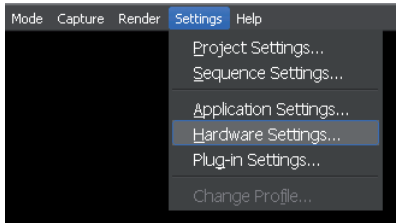
*Display Bin Details* ▶ P134

*Keyboard Shortcut* ▶ P140

*Window Color* ▶ P137

# Hardware Settings

1 Click "Settings" on the menu bar, and click "Hardware Settings".



The "Hardware Settings" dialog box appears.

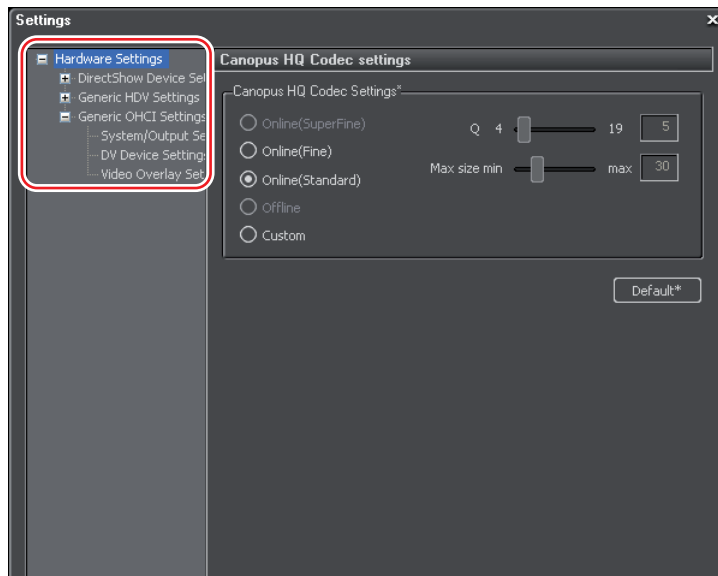
2 Click "Hardware Settings" tree, and click the device tree.

3 Click an item to set.

4 Set each item and click [OK].

Click [Apply] to continue other settings.

## ◆ "Hardware Settings" Dialog Box



*DirectShow Device Settings* ► P94

*Generic HDV Settings* ► P97

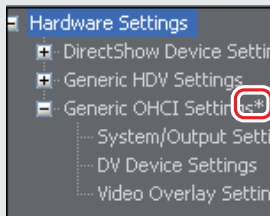
*Generic OHCI Settings* ► P99

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## POINT

- The mark \* on upper right or of the hardware indicates an output device which is selected in the project settings.

"Project Settings" (Detail) Dialog Box ▶P29



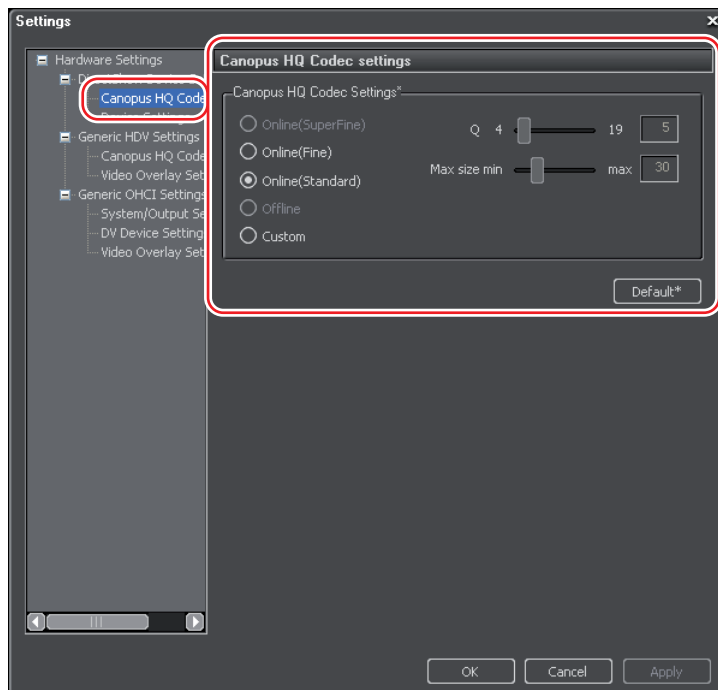
- Items available to be set vary depending on hardware installed in PC. Before setting, connect the external devices to synchronize the input signal, if available.
- Set the input settings in "Input Settings" dialog box.

"Input Settings" Dialog Box ▶P210

## DirectShow Device Settings

You need to set the DirectShow device settings when you use a DirectShow-based Web camera or microphone as a capture device. By setting these settings in advance, you can select a device from "Input device" in the "Input Settings" dialog box.

### ◆ Canopus HQ Codec Settings



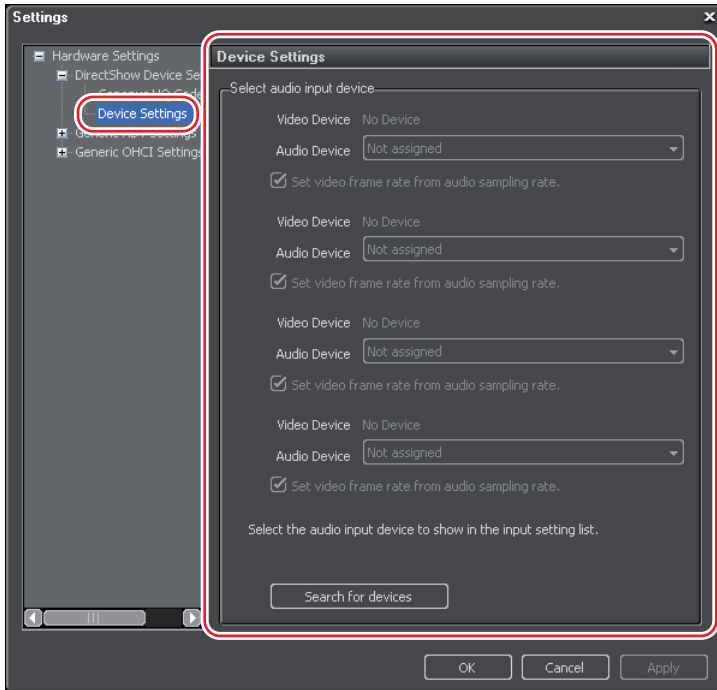
<b>Online (SuperFine)</b>	This option is not available now. Wait for the future upgrade information.
<b>Online (Fine)</b>	Provides the highest image quality, but the file size becomes large. Select this when high image quality scanning is needed.
<b>Online (Standard)</b>	Normally you can obtain the sufficient quality in this setting.
<b>Offline</b>	This option cannot be selected now. See future upgrade information.
<b>Custom</b>	<p>Check this option to adjust "Q" and "Max size".</p> <p><b>Q</b> Adjust image quality. Set the value between 4 and 19. Smaller set value provides higher quality.</p> <p><b>Max size</b> Set the maximum bitrate. You can set to limit the file size that grows unexpectedly large if there is too much noise on the video. Setting value of [100] % means the same bitrate before codec compression. For example, 100% for 1440 x 1080 59.94i is approximately 750Mbps. If you want to set upper limit to 200Mbps, set Max size to [27]%.</p>
<b>Default</b>	Return to the default settings.

**Notes**

- "Canopus HQ Codec settings" is the setting for capturing HDV video with HQ capture. It is not the settings for rendering when selecting HQ in the project settings, or for HQ file export. *Importing Source (Capture Operation)* ► P209

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## ◆ Device Settings



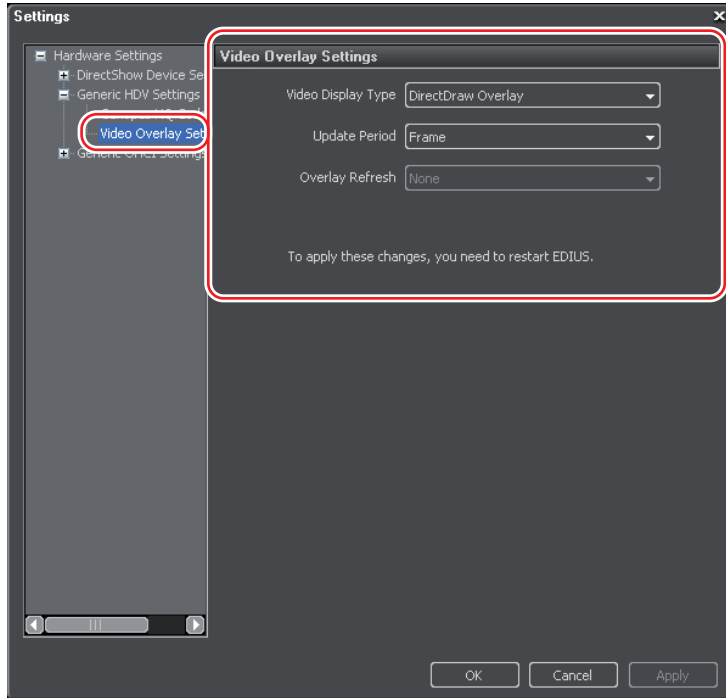
<b>Video Device</b>	Displays the video capture device(s) connected to the system.
<b>Audio Device</b>	Displays the audio capture device(s) connected to the system. Select the audio capture device that supports the video capture device. Select "Not assigned" to clear the selection.
<b>Set video frame rate from audio sampling rate.</b>	Check it calculate the frame rate from the number of samples and duration time of the audio. Remove the check to perform calculation from the frame rate that is provided by the video capture device, and convert the audio sampling rate according to the frame rate.
<b>Search for devices</b>	Searches the connected device(s) again. Click [Search for devices] when you connect a device after the "Hardware Settings" dialog box is displayed.

## Generic HDV Settings

### ◆ Canopus HQ Codec Settings

Canopus HQ Codec Settings ►P94

### ◆ Video Overlay Settings



<b>Video Display Type</b>	Select a method to display the video. "DirectDraw Overlay" displays the video using the overlay surface, and "Direct3D9" displays the video using the GPU function.
<b>Update Period</b>	Sets the refresh rate for the video preview screen. When you display interlaced images, the motion of the objects may be smoothed and accidents (such as reversed field orders) can be checked visually by refreshing the screen with a field rate (twice as fast as the frame rate). <b>Field</b> For example, when the frame rate is set to 29,97 fps, the screen is refreshed 59.94 times per second. <b>Frame</b> For example, when the frame rate is set to 29,97 fps, the screen is refreshed 29.97 times per second. * There is no difference for both settings when displaying progressive images.

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## Overlay Refresh

This option is enabled only when the Grass Valley's DVStorm series device is equipped and its software is installed. When the video preview does not display properly, it can be corrected to display properly by periodically notifying the video graphics chip that the overlay surface is rewritten.

### **None**

No refresh is performed. This option provides the highest speed operations.

### **Lock/Unlock**

The refresh is performed with the Lock/Unlock method. This option provides relatively high speed operations, but the situation may not be improved depending on the environment.

### **UpdateOverlay**

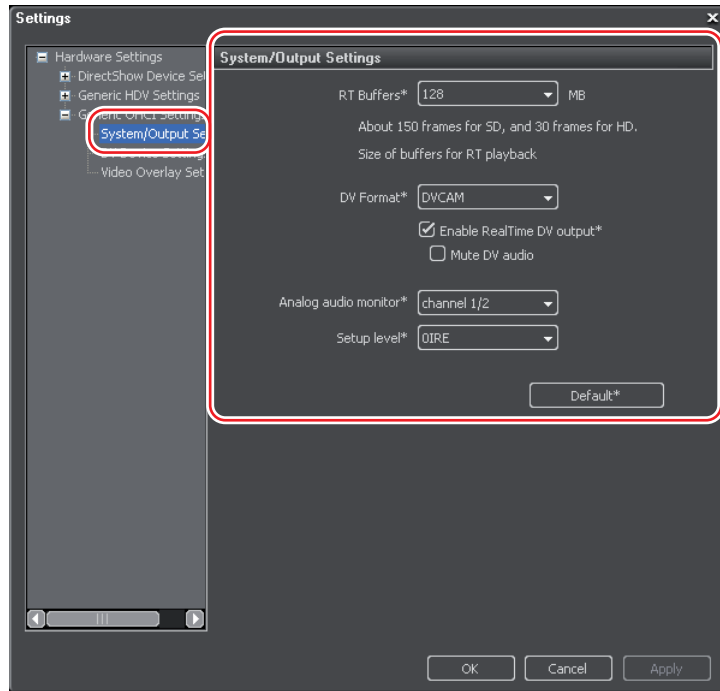
The refresh is performed with the UpdateOverlay method. This option provides low speed operations, but the situation may not be improved in many environments.

## Notes

- Be sure to restart EDIUS after changing the overlay settings.
- In an environment where the DVStorm series device is equipped and its software is installed, "DirectDraw Overlay" is selected for "Video Display Type" and "Frame" is selected for "Update Period".

## Generic OHCI Settings

### ◆ System/Output Settings



#### RT Buffers

Set the number of buffer frames by M byte unit.

#### DV Format

Select the desired encoding format ("DV"/"DVCAM") for the software DVCODE.

#### Enable RealTime DV output

Select whether or not to perform DV Encode processing. By checking this option, EDIUS always performs DV Encode processing. Check "Mute DV audio" to mute the audio during DV output.

#### Analog audio monitor

When you select a format that can handle more than 3 channels of audio track, select the channel to output from sound card ("channel 1/2"/"channel 3/4"/"channel 5/6"/"channel 7/8").

#### Setup level

Sets the setup level (black level). 0IRE is used in Japan, and 7.5IRE is used in North America.

#### Default

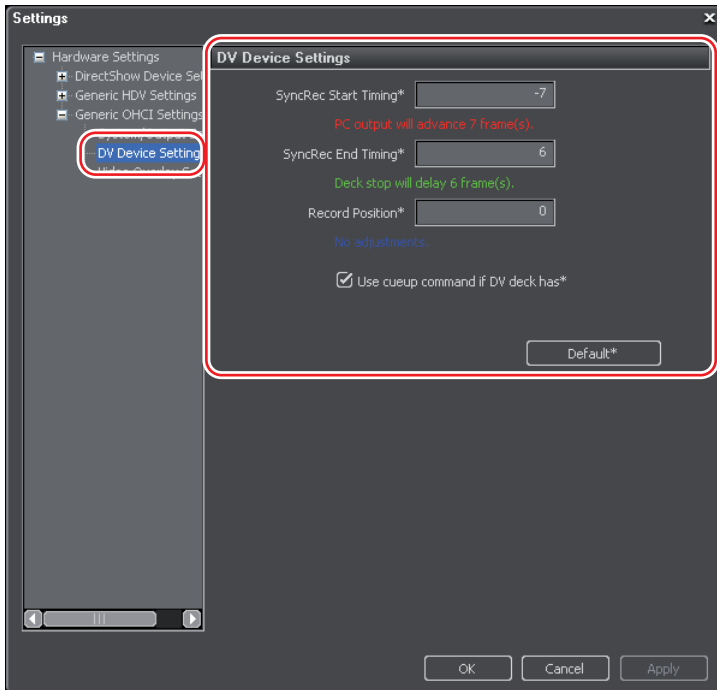
Return to the default settings.

#### Notes

- Be sure to restart EDIUS after changing RT buffers.

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## ◆ DV Device Settings



### SyncRec Start Timing

Set the timing adjustment at the beginning of PC playback in number of frames.

### SyncRec End Timing

Set the timing adjustment when stopping recording on the deck in number of frames.

### Record Position

Set position adjustment when starting to record in number of steps.

### Use cueup command if DV deck has

Check to help speeding up the cueup operation if the deck has the cueup function.

### Default

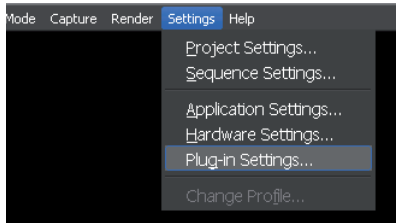
Return the items to the default settings.

## ◆ Video Overlay Settings

*Video Overlay Settings* ►P97

# Plug-in Settings

1 Click "Settings" on the menu bar, and click "Plug-in Settings".



"Plug-in Settings" dialog box appears.

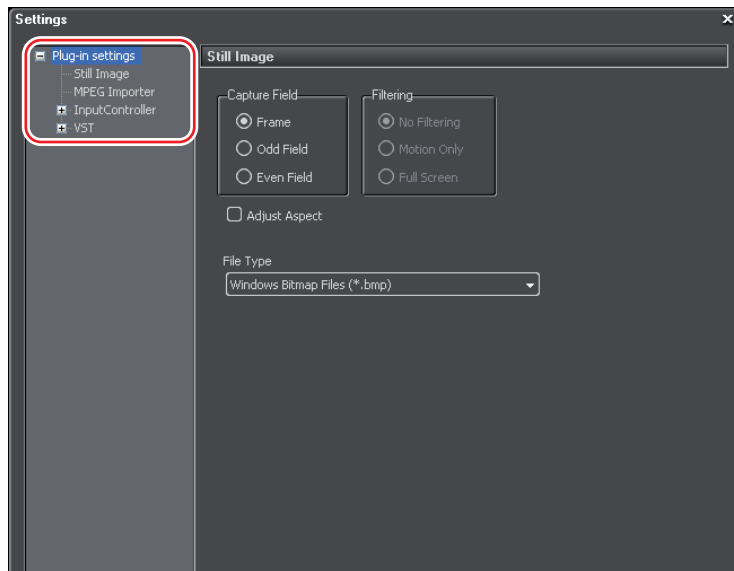
2 Click "Plug-in Settings" tree, and click an item to set.

3 Set each item and click [OK].

Click [Apply] to continue other settings.

## ◆ "Plug-in Settings" Dialog Box

\* The display screen differs when using EDIUS Neo.



Still Image ▶P102

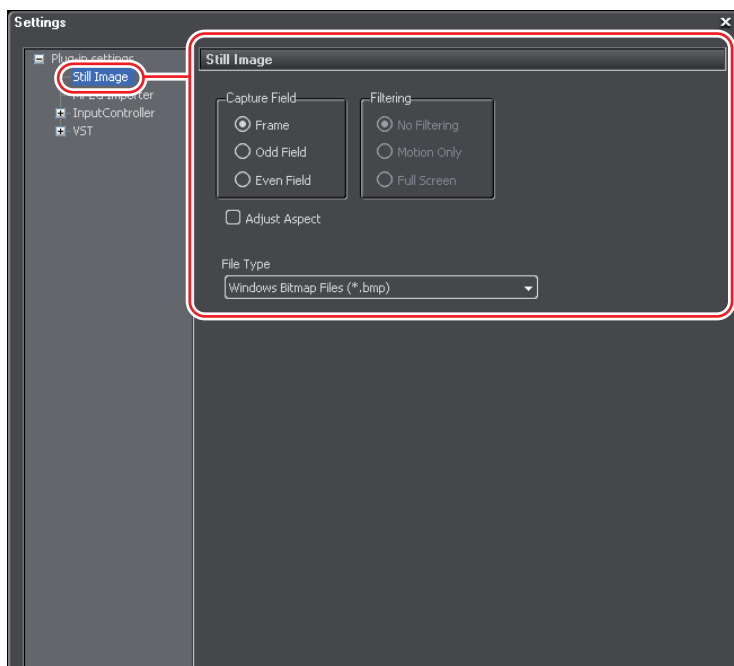
MPEG Importer ▶P103

InputController ▶P104

VST ▶P108

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## Still Image



### Capture Field

Images in the highest quality are "Frame", however, some of them in extremely big and motion may be blurred. In that case, select "Odd Field" or "Even Field".

### Filtering

The function supplies the lower image quality when selecting "Odd Field" or "Even Field" in "Capture Field". The setting "Motion Only" is suited when blurring partly, and "Full Screen" is for the entire video.

### Adjust Aspect

The aspect ratio differs in video for editing and still images for PC. Check it and the aspect ratio is adjusted when displaying on the monitor PC.

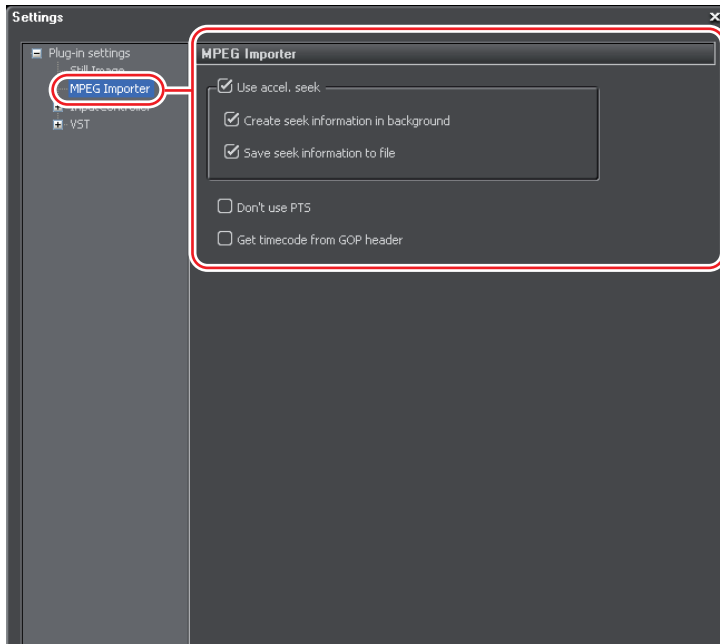
### File Type

Set the default file format when saving still images.

*Exporting Still Image Clip from Timeline ▶P362*

*Exporting Still Image ▶P555*

# MPEG Importer



## Use accel, seek

Speed up the seek of MPEG files. For speed up, check this item first, and then check the following items if necessary.

### Create seek information in background

Collect the time stamp information of MPEG files at idling, to speed up the seek.

### Save seek information to file

Save the seek result information as reusable file.

## Don't use PTS

Some MPEG files may not have valid PTS (time stamp information). You can check it when decoding files not including PTS.

## Get timecode from GOP header

Some MPEG files may have TC information in the header. Check on this item to use TC information.

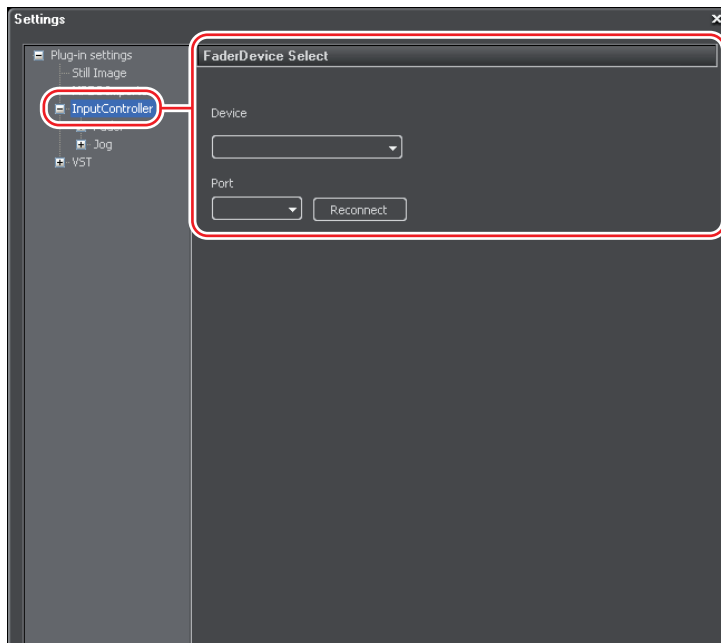
## Pro InputController

When using the optional fader controller or jog controller, you can assign the controller to the port and assign the keys to the controller buttons. It also supports the following products other than the option products.

- Fader controller 'BCF2000' by Behringer
- Remote controller for non linear editing device 'MKB-88' by Musashi

### Notes

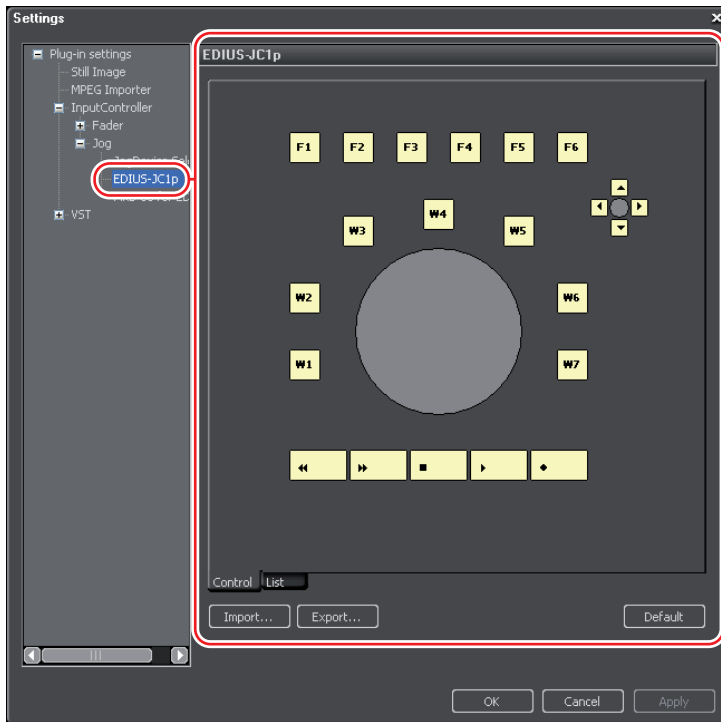
- When you set Behringer BCF2000 for the first time, a message appears to notify that the preset is required to be installed. Select the preset No. to install from the list of "Preset No." and click [Next]. Click [Start] to start the installation.  
This operation is needed only at the first time.



<b>Device</b>	Select the controller to use.
<b>Port</b>	Select the port to assign to the controller.

## ◆ "Key Assign" Dialog Box

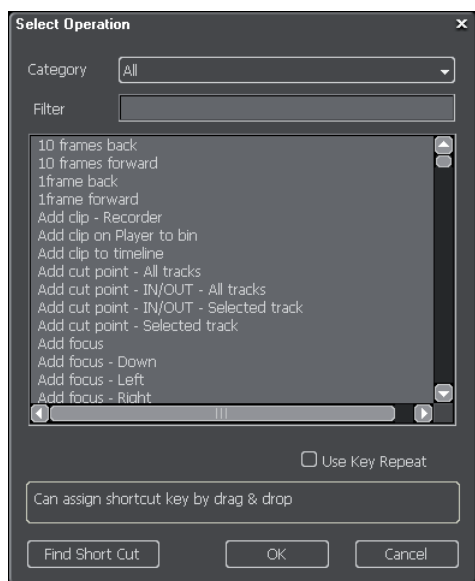
Ex. The screen for "EDIUS-JC1p"



<b>Controllers</b>	<b>"Control" tab</b> The overview of the controller is displayed. Buttons that have operations assigned are displayed in yellow. If you click a button to assign an operation, "Select Operation" dialog box appears.
	<b>"List" tab</b> Displays the buttons, assigned operations, and repeat enable/disable in a list. Click the list and click [Assign...] to display the "Select Operation" dialog box. Click "No assign" to release the operation assignment.
<b>Import/Export</b>	Imports and exports the controller settings.
<b>Default</b>	Returns the items to the default settings.

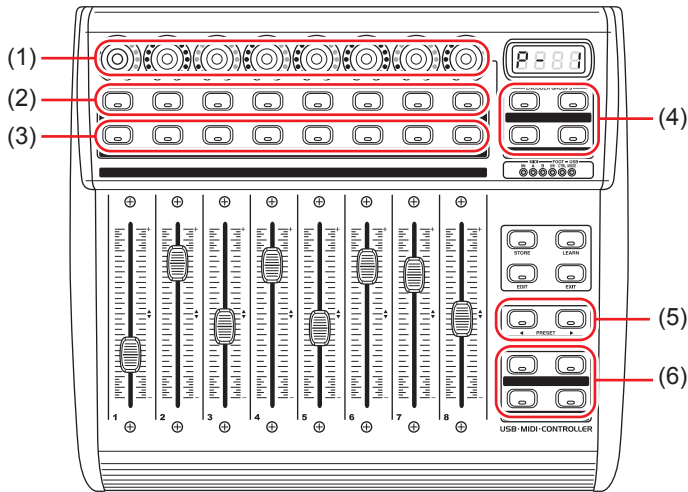
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		Edit Settings									

## ◆ "Select Operation" Dialog Box



<b>Category</b>	Select operation categories from the list to narrow down the items.
<b>Filter</b>	Enter a keyword to narrow down the items.
<b>Operation list</b>	Displays the operations available for assignment. You can also drag and drop operations onto the buttons or list in "Key Assign" dialog box to assign operations.
<b>Use Key Repeat</b>	Check it to perform the operation repeatedly when holding down the key.
<b>Find Short Cut</b>	Click it and press any key on the keyboard to select the shortcut operation that is assigned to the key.

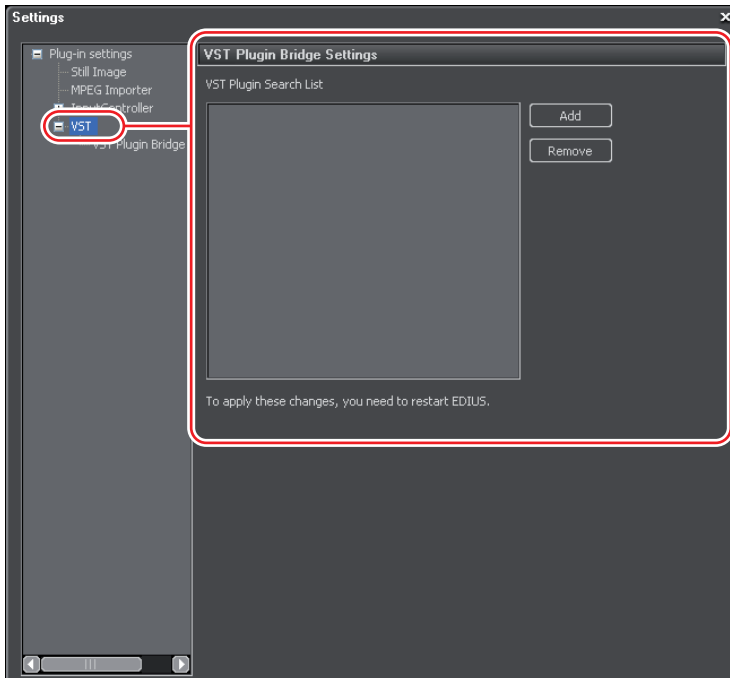
## ◆ How to use Behringer BCF2000



(1) Encoder knob	You can use the encoder knob as the button. The operation when the button is pressed can be selected by the encode selection button. No operation is assigned to the rotation direction of the encoder knob.
(2) Upper button	This button functions as the SELECT button for the learning mode.
(3) Lower button	This buttons is used for emulation for touch operations. The emulation is performed in the touch sensor part for the fader. Press the button for the break status, release the button for the release status.
(4) Encode selection button	Upper left: SELECT Upper right: AUX Lower left: SOLO Lower right: MUTE
(5) Preset selection button	You can select a preset No. To use this function from EDIUS, presets are required to be installed.
(6) Function button	This button can be customized by key assignment.

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## VST



<b>Add</b>	Specify the folder containing VST plug-in to add to "VST Plugin Search List". Restart EDIUS after the registration.
<b>Remove</b>	Remove the folder from "VST Plugin Search List".

### VST plug-in Registration

Save the VST plug-in (DLL files of VST) in a folder on your PC.

#### 1 Display "Plug-in Settings" dialog box, and click its tree menu.

*Plug-in Settings ▶ P101*

#### 2 Click "VST".

#### 3 Click [Add], specify the folder containing VST plug-in in "Browse For Folder" dialog box and click [OK].

The folder is registered and displayed in "VST Plugin Search List".

#### 4 Click [OK] and restart EDIUS.

The VST folder will be registered in "AudioFilters" of "Effect" palette. You can select VST plug-in from the VST folder.

When adding new VST plug-in (DLL file of VST) to the folder registered in step 3, you do not need to register the folder.

### Alternative

- Copy DLL file of VST directly to "EDIUS4" folder in the hard disk where EDIUS is installed → "PlugIn" → "VST".
- \* Normally, "EDIUS4" folder exists in "C drive" → "Program Files" → "Canopus".

### POINT

- Select a folder from "VST PlugIn Search List" in step 3 and click "Remove", to delete VST folder.

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# 2

## Customizing Placement

### To Change Screen Layout

#### **Layout Registration**

▶P111

You can store the customized placement and size of the operation screen layout.

#### **Changing Layout Name**

▶P111

You can change the name of the registered layout.

#### **Applying Layout**

▶P112

Apply the stored layout to change the layout as you like.

#### **Deleting Layout**

▶P112

You can delete the saved layouts.

#### **Combining Bin Window and Palette**

▶P113

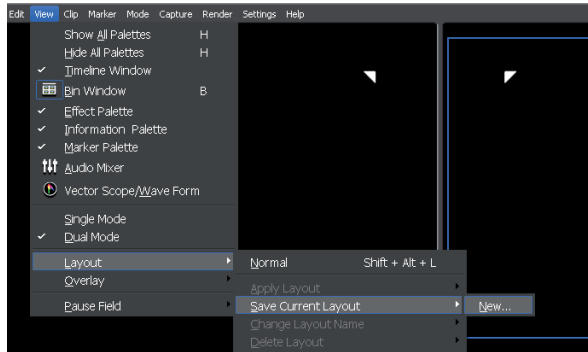
You can combine the bin window and various palettes to use the display area on the screen more conveniently.

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## Layout Registration

Place the window and palette to the layout you wish to apply, before you start operation.

- 1 Click "View" on the menu bar and select "Layout".
- 2 Select "Save Current Layout" and click "New".

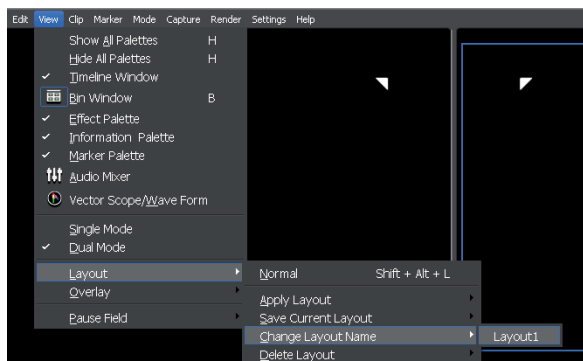


- 3 Enter the name and click [OK].

**POINT** • You can save 10 types of layouts. To register a new layout while 10 of them are already registered, select the layout to be overwritten among the registered ones in step 2.

## Changing Layout Name

- 1 Click "View" on the menu bar and select "Layout".
- 2 Select "Change layout Name", and click the layout to change the name.



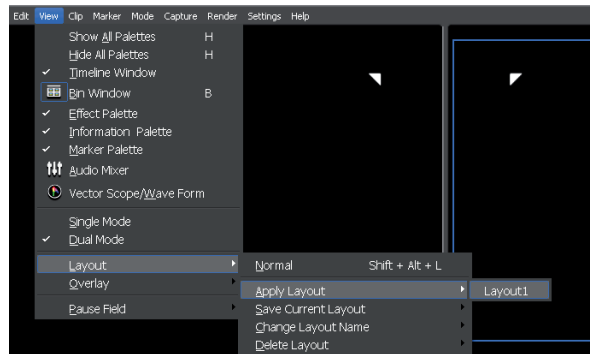
3 Enter the name and click [OK].

## Applying Layout

---

1 Click "View" on the menu bar and select "Layout".

2 Select "Apply layout", and click the layout to apply.



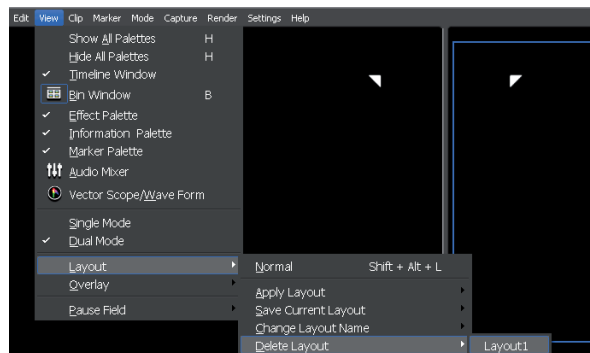
- POINT**
- Click "View" on the menu bar → "Layout" → "Normal", the setting returns to the default.
  - Return the layout to the standard: **[Shift] + [Alt] + [L]**

## Deleting Layout

---

1 Click "View" on the menu bar, and click "Layout".

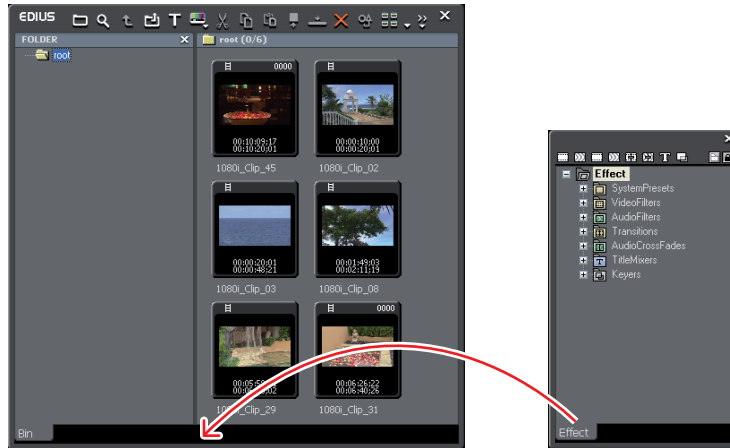
2 Select "Delete Layout", and click a layout to delete.



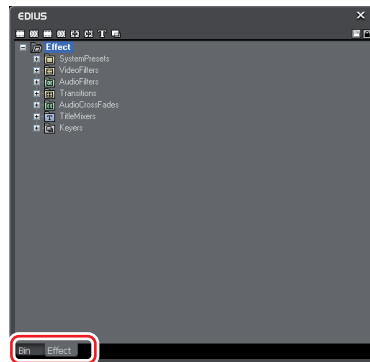
3 Click [Yes].

# Combining Bin Window and Palette

## 1 Drag the palette tab on the tab of bin window.



The bin window and palette are combined, and a tab is added. Click the tab to switch the display window.



### POINT

- You can freely combine the bin window with any of the palettes. Combination is also available, such as 3 palettes to 1 palette, or the bin window and 3 palettes to 1 window.  
"Marker" Palette ▶P336  
"Effect" Palette ▶P396  
"Information" Palette ▶P451
- To release the combination of palettes or bin, drag the tab outside the frame.

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# 3

## Customizing Screen

### To Change Operation Buttons to be Displayed

#### **Setting Operation Buttons**

▶P115

You can add, delete or change the order of the operation buttons to be displayed on the screen.

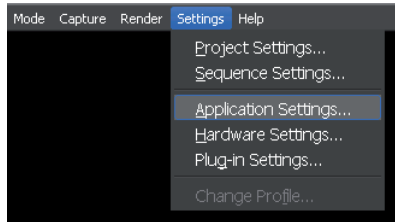
#### **Buttons and Functions Available to Add**

▶P118

To add the operation buttons to be displayed that is not displayed by default, the operation effectiveness improves.

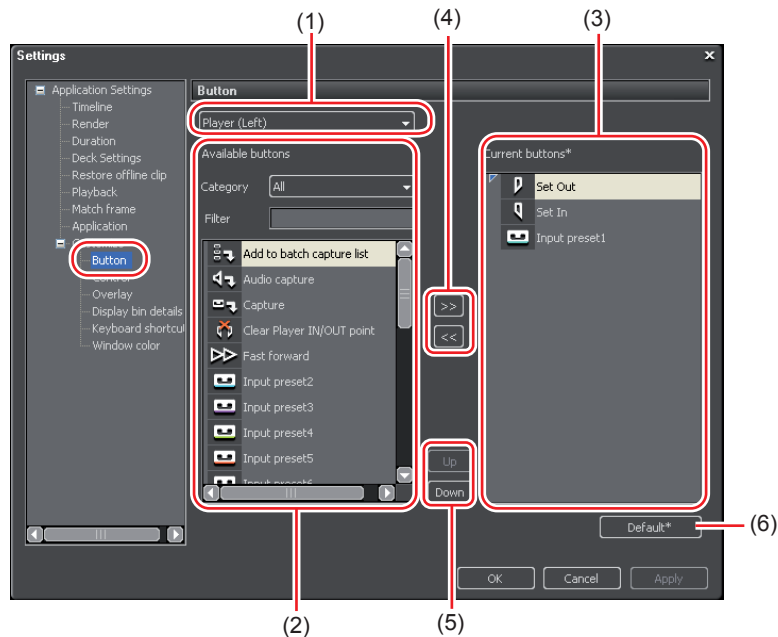
# Setting Operation Buttons

- 1 Click "Settings" on the menu bar, and click "Application Settings".




- 2 Click "Application Settings" tree, and click "Customize" tree.
- 3 Click "Button" and select an area to customize from the list.

## ◆ Button



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(1) <b>Area</b>	 <p>A: Player (Left)  B: Player (Center - Left)  C: Player (Center - Right)  D: Player (Right)  * Same for Recorder</p> <p>Bin            Operation buttons in the timeline window  Timeline      Bin window operation buttons  Effect        Operation buttons in "Effect" palette</p>
(2) <b>Available buttons</b>	<p><b>Category</b>  Select categories to narrow down the buttons displayed in "Available buttons".</p> <p><b>Filter</b>  Enter a keyword to narrow down the buttons displayed in "Available buttons".</p>
(3) <b>Current buttons</b>	The displayed buttons are listed.
(4) <b>Add/Remove</b>	Adds or deletes the buttons to show.
(5) <b>Up/Down</b>	Changes the button position.
(6) <b>Default</b>	Returns to the default settings

**4 From "Current buttons" list, select the button one position below the insert position.**

**5 Select a button to add from the "Available buttons" list and click [Add].**

The selected button is added to the "Current buttons" list. Add "Space" to create a space between two buttons.

### Deleting Buttons

Select a button to delete from the "Current buttons" list and click [Remove].  
Select "Space" to delete a space between two buttons.

### Changing the Position of Buttons

Select a button to move from the "Current buttons" list and click [Up] or [Down].  
Each click moves the selected button to up or down by one position.

**6 Click [OK].**

Click [Apply] to continue other settings.

## Alternative

- Select the one lower from the button to be inserted from "Current buttons" list, and double-click the button to add from "Available buttons" list.
- To add a button, drag and drop a button to add from the "Available buttons" list to the "Current buttons" list.
- To delete a button, double-click it from "Current buttons" list.
- To delete a button, drag and drop a button to delete from the "Available buttons" list to the "Current buttons" list.
- To change the position of a button, drag and drop the button in the "Current buttons" list.

### Notes

- If too many buttons are added to the Player (Center - Left)/Player (Center - Right) or Recorder (Center - Left)/Recorder (Center - Right), only the buttons that can be shown within the area are displayed.

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## Buttons and Functions Available to Add



### ◆ Player

Function	Button
Update bin	
Clear Player IN/OUT point	
Set In	
Set Out	
Overwrite to timeline	
Insert to timeline	
Audio capture	
Capture	
Toggle status	
Toggle safe area display	
Add to batch capture list	
Match frame - Player > Recorder	
Loop	
Stop	
Move to start	
Input preset1 to 8	
Play	
Previous frame	
Review	
Fast forward	









### ◆ Recorder

Function	Button
Clear Recorder IN/OUT point	
Set In	
Set Out	
Play the cursor area	
Toggle status	
Toggle safe area display	
Export	
Display master clip	
Loop	
Stop	
Move to start	
Play	
Previous frame	
Review	
Fast forward	
Move to end	
Next frame	
Next edit point	
Set focus clip IN/OUT point	
Review selected clips	


### ◆ Player








Function	Button
Move to end	
Next frame	
Space	-

### ◆ Bin

Function	Button
Folder	
Search	
Move Up	
Add File	
Add Title	
New Clip	
Cut	
Copy	

### ◆ Recorder





















Function	Button
Previous edit point	
Space	-

Function	Button
Paste	
Show in Player	
Add to Timeline	
Delete	
Properties	
View	
Tools	
Space	-






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## ◆ Timeline

Function	Button
New sequence	
Open project	
Save project	
Cut to clipboard (Timeline)	
Copy to clipboard (Timeline)	
Paste to cursor location (Timeline) from clipboard	
Replace clip (Timeline)	
Delete	
Ripple delete	
Undo	
Redo	
Set add video	
Set add audio	
Toggle insert/overwrite	
Set ripple mode	
Add cut point - Selected track	
Set default transition	
Create title	
Toggle voice over display	
Render IN/OUT - Render overload area [red]	
Display bin window	

Function	Button
<b>Pro</b> Toggle audio mixer display	
<b>Pro</b> Toggle vector scope/waveform display	
Toggle palette display	
Ripple delete - Between IN/OUT	
Delete - Between IN/OUT	
V mute	
Snap to event	
Ripple delete audio clips	
Display thumbnail	
Toggle extend clips when applying transition/cross fade	
Ripple delete video clips	
Fade-in	
Fade-out	
Display master clip	
<b>Pro</b> Multi cam	
Add marker	
Add/delete rubber band points	
Create a freeze frame	
Delete audio of selected clip	
Delete video of selected clip	
Space	-

◆ **Effect**

Function	Button
Hide Effect View	
Move up one folder	
Folder Link	
Add to Timeline	
Delete	

Function	Button
Property	
View	
lock	
Space	-

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## To Change Preview Window Display

### **Switching Single Mode/Dual Mode** ▶P123

---

You can select single mode or dual mode for the preview screen.

### **Show/Hide of Preview Window** ▶P124

---

You can select the setting to show/hide for the safe area, status area or the center.

### **Display Settings for Safe Area/Status Area** ▶P125

---

The display contents of the timecode/level meter can be set.

### **Settings of Timecode/Shuttle/Slider/Button Display** ▶P127

---

You can set the display item or the size of the timecode/shuttle/slider button.

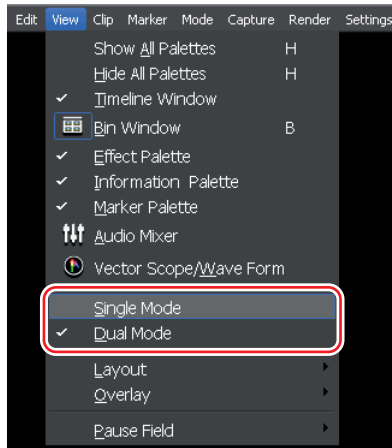
### **Switching Display when Stopping Playback** ▶P129

---

You can switch the display of the preview window to each field, when stopping playback.

# Switching Single Mode/Dual Mode

- 1 Click "View" on the menu bar, and click "Single Mode" or "Dual Mode".



The display of the preview window switches to Single or Dual mode.

Preview Window ►P14

## POINT

- Click "Change to Player" or "Change to Recorder", to switch Player and Recorder in the single mode.



(1) Switching to Player

(2) Switching to Recorder

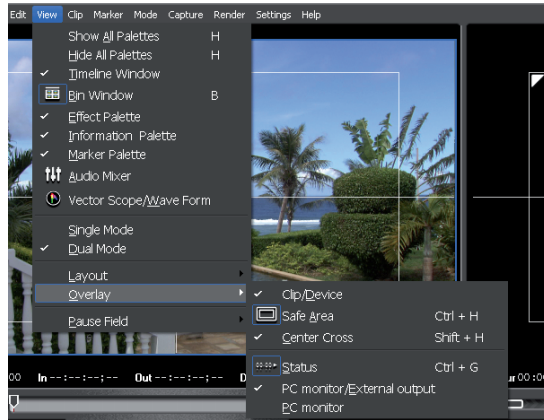
- Select the shortcut key to switch Player and Recorder.
  - Switch to Player: **[Ctrl] + [Alt] + [P]**
  - Switch to Recorder: **[Ctrl] + [Alt] + [R]**
  - Switch Player/Recorder: **[Tab]**

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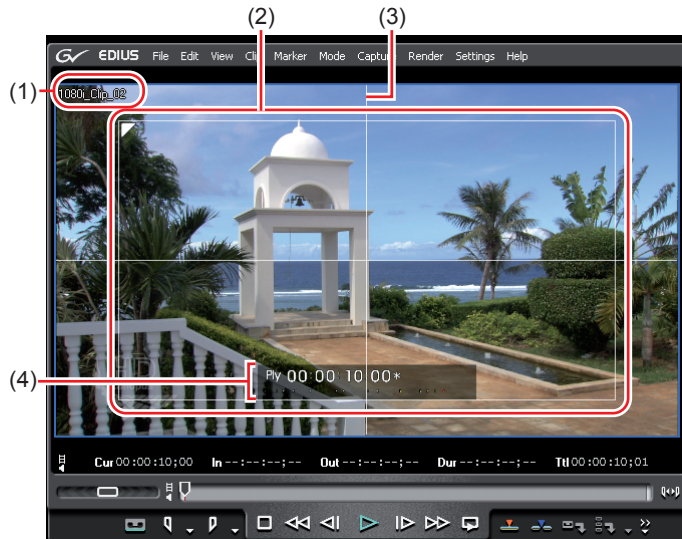
# Show/Hide of Preview Window

- 1 Click "View" on the menu bar, and click "Overlay" → an item to show.

The selected information is displayed on the preview window. When the status is being displayed, you can choose whether to display it also in the external monitor in addition to the PC screen. Click "PC monitor/External output" or "PC monitor".



## Ex. Player



- (1)Clip/Device    (2)Safe area    (3)Center Cross    (4)Status

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\* When the status is displayed, and a white triangle mark appears on the up-left or up-right of the safe area to indicate the start or end frame.

*Display Settings of Safe Area/Status Area ▶P125*

### Alternative

- Display safe area: **[Ctrl] + [H]**
- Display center: **[Shift] + [H]**
- Display status: **[Ctrl] + [G]**

## Display Settings of Safe Area/Status Area

*Show/Hide of Preview Window ▶P124*



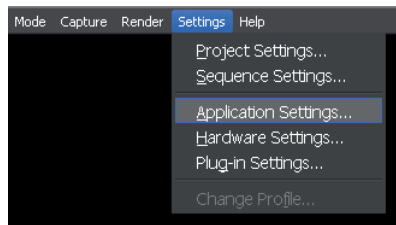
(1)

(2)

(3)

- (1) Safe area      (2) Status (Timecode)      (3) Status (Level meter)

**1** Click "Settings" on the menu bar, and click "Application Settings".

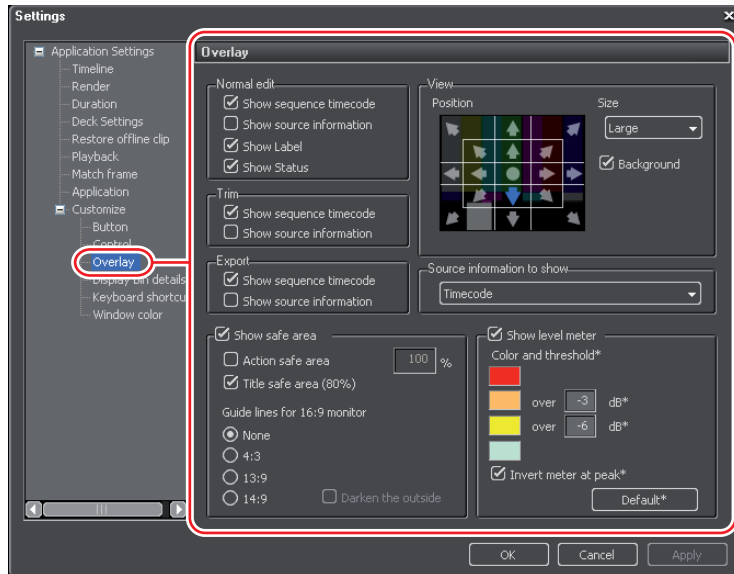


"Application Settings" dialog box appears.

**2** Click "Application Settings" tree, and click "Customize" tree.

**3** Click "Overlay".

## ◆ Overlay



### Normal edit

Check the timecodes or information to display for each operation.

### View

#### Position

Select the display position of the status in the monitor.

#### Size

Select the font size of the status.

#### Background

Shows the back ground of the status by checking.

### Source information to show

For captured clips, information such as recorded dates can be displayed. Select the information to display from the list.

**Show safe area**

Check it to display the safe area in Player and Recorder. **[Ctrl] + [H]** Switch to show/hide "Action safe area" and "Title safe area". The display of action safe areas can be set as necessary.

**Guide lines for 16:9 monitor**

Select the guideline to display when the frame aspect ratio of the overlay is 16 : 9.

If you check "Darken the outside", the area outside the guideline is displayed in a dark color.

**Show level meter**

Select whether or not to show the level meter. Click [Default] to return to the default settings.

**Color and threshold**

Sets the color and threshold value of the level meter. Click a color sample to open "ColorSelect" dialog box.

**Invert meter at peak**

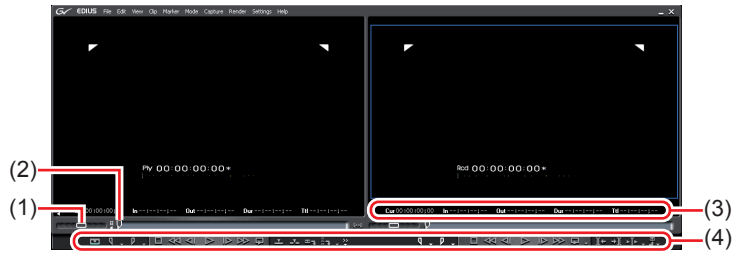
Select whether or not to invert the level meter at peak.

**4 Set each item and click [OK].**

Click [Apply] to continue other settings.

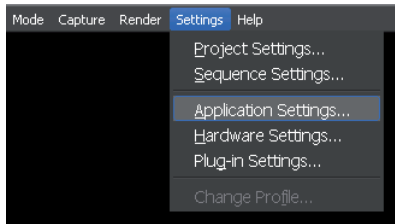
**POINT** • The source timecodes of muted tracks are not displayed.

**Setting of Timecode/Shuttle/Slider/Button Display**



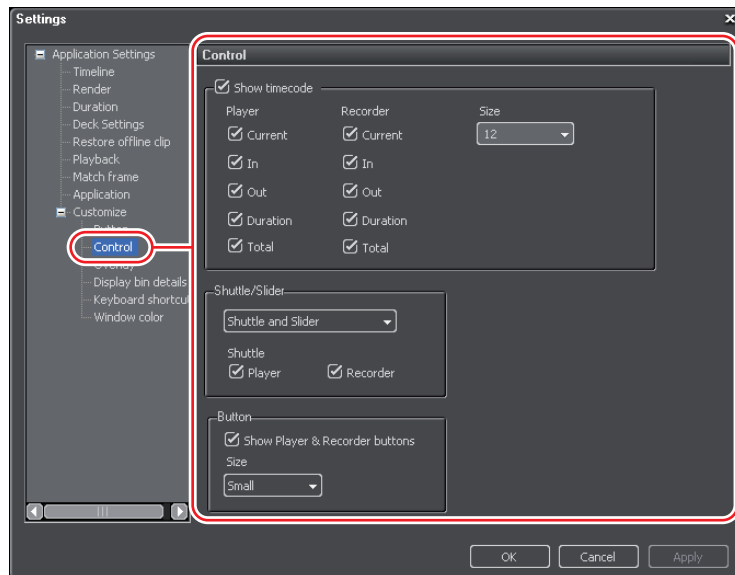
(1) Shuttle      (2) Slider      (3) Timecode      (4) Button

- 1 Click "Settings" on the menu bar, and click "Application Settings".



- 2 Click "Application Settings" tree, and click "Customize".
- 3 Click "Control".

#### ◆ Control



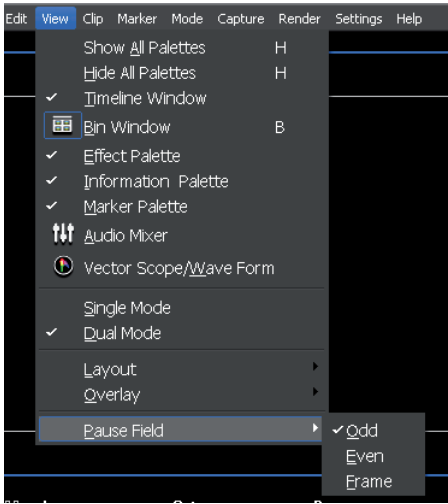
#### Show timecode

Select the size and whether to show/hide the display of the different timecode items ("Current"/"In"/"Out"/"Duration"/"Total") in the preview window.

<b>Shuttle/Slider</b>	Select whether to show/hide the shuttle and slider in the preview window.
<b>Button</b>	Select the size and whether to show/hide and the size of the operation buttons in the preview window.

## Switching Display When Stopping Playback

**1** Click "View" on the menu bar, and click "Pause Field" → display type.



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## To Change Bin Window Display

The Bin window consists of the folder view in which the clips are stored and the clip view in which the clips are displayed.

*Bin Window* ▶P19

---

### **Folder View Show/Hide** ▶P131

You can switch show/hide of the folder view.

---

### **Changing Size of Folder View/Clip View** ▶P131

You can change the size of the folder view and the clip view.

---

### **Clip View** ▶P132

You can switch the display of the clip view.

---

### **Detail Display Item Settings of Bin** ▶P133

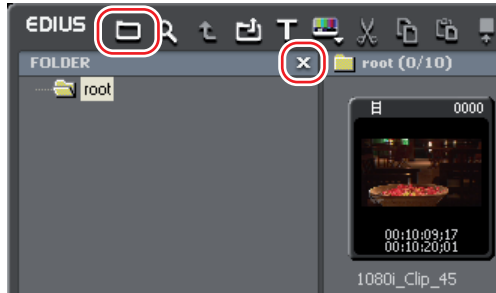
You can change the detail display item settings for each.

## Folder View Show/Hide

[Ctrl] + [R]

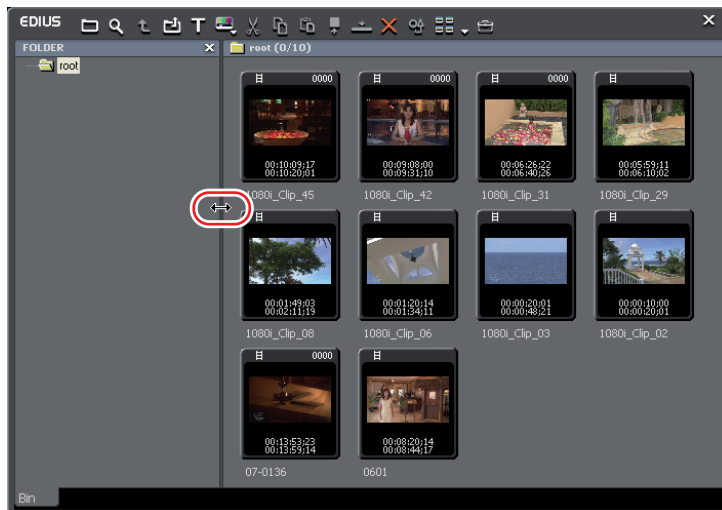
### 1 Click [Folder] in the bin window.

Every click switches the show/hide of the folder view.  
Click [Close] and you can also hide the folder.



## Changing Size of Folder View/Clip View

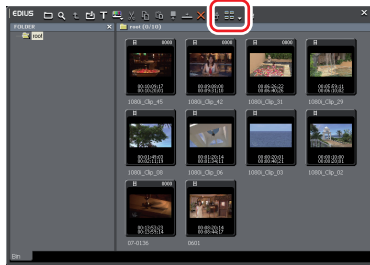
### 1 Drag the border between the folder view and the clip view in the bin window.



# Clip View

## 1 Click [View] in the bin window.

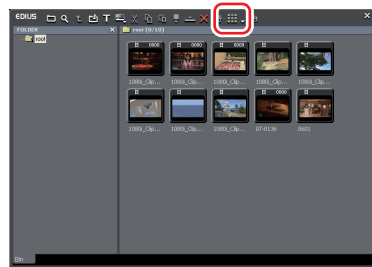
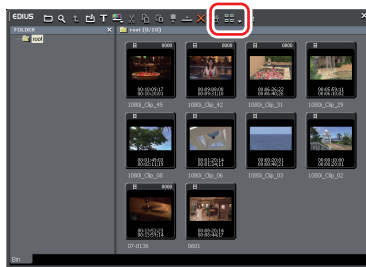
Every click changes the display type.



Clip Width (Large)



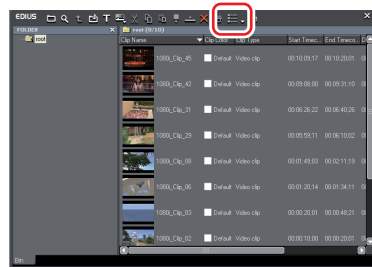
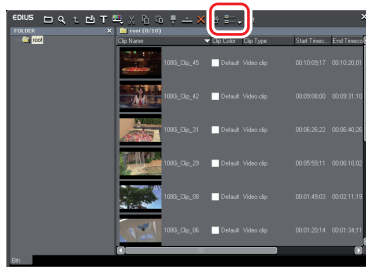
Clip Width (Small)



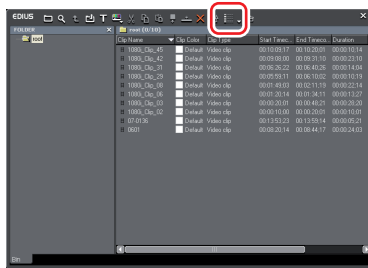
Detail Text (Large)



Detail Text (Small)



## Detail Icon

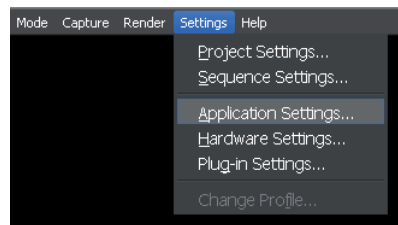


## Alternative

- Click the list button of [View] to select the display.
- Right-click the blank area of the clip view, and click "View" → select the display.

## Detail Display Item Settings of Bin

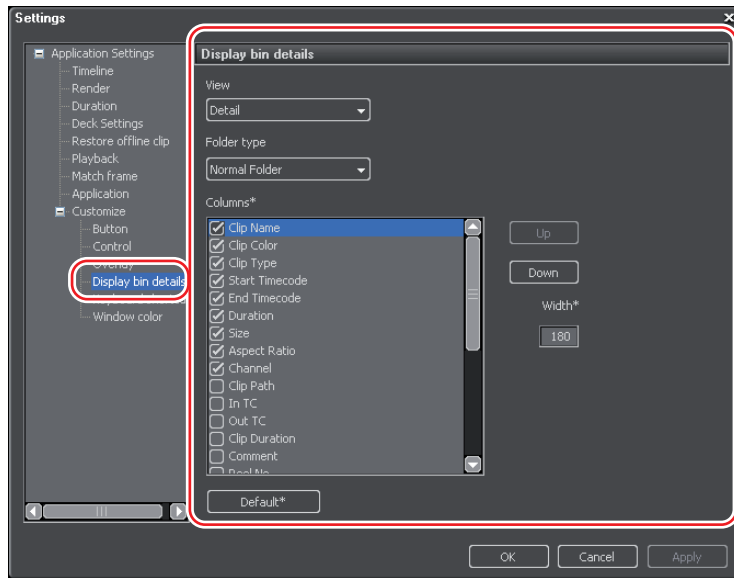
- 1 Click "Settings" on the menu bar, and click "Application Settings".



- 2 Click "Application Settings" tree, and "Customize" tree.
- 3 Click "Display bin details".

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## ◆ Display Bin Details



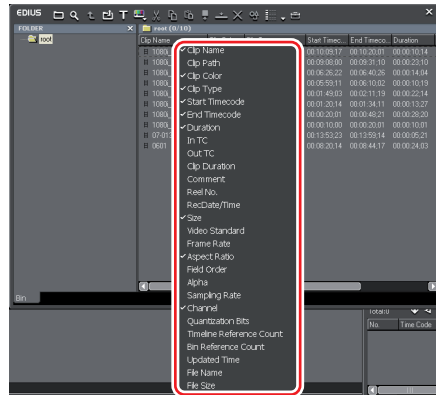
<p><b>View</b></p>	<p>The items to be displayed can be set by detail display of the clip view.</p> <p><b>"Large Thumbnail (Tooltip)"/"Small Thumbnail (Tooltip)"</b> You can define the item to be displayed when the mouse cursor is placed on the position the clip in the bin, while the clip view display is set to "Clip Width (Large)"/"Clip Width (Small)".</p> <p><b>"Detail"</b> You can define the item to be displayed on the clip view in the bin, while the clip view display is set to "Detail Text (Large)"/"Detail Text (Small)"/"Detail Icon".</p>
<p><b>Folder type</b></p>	<p>You can apply the different view settings in "Normal Folder" and "Find Folder" (Search results folder).</p>
<p><b>Columns</b></p>	<p>Check the items you wish to display.</p>
<p><b>Up/Down</b></p>	<p>The items can be sorted. Every time you click "Up" or "Down" with an item selected, the selected item moves up or down by one position.</p>
<p><b>Width</b></p>	<p>Select an item, and enter a new value. Selectable only when "Detail" is set in "View" setting.</p>
<p><b>Default</b></p>	<p>Returns to the default.</p>

### 4 Set a tab item and click [OK].

Click [Apply] to continue other settings.

## Alternative

- When clip view is set to "Detail", the following operations are available.
  - Sorting items by dragging
  - Changing the item width by dragging the end
  - Selecting items to be displayed from right-click menu on the item name



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# To Change Color of Operation Screen

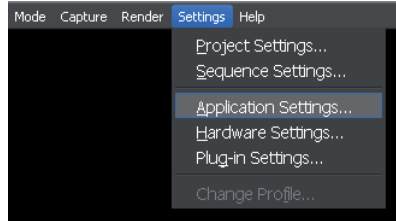
## **Changing Color of Operation Screen** ▶P137

---

The color of the operation screen such as window or palette can be changed as you like.

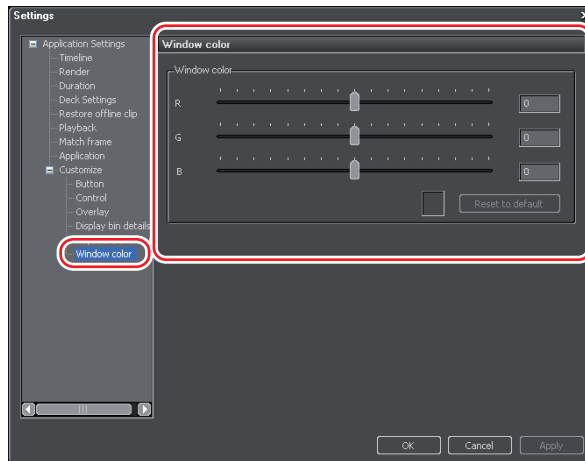
# Changing Color of Operation Screen

- 1 Click "Settings" on the menu bar, and click "Application Settings".



- 2 Click "Application Settings" tree, and click "Customize" tree.
- 3 Click "Window color".

## ◆ Window Color



<b>Window color</b>	Set RGB values to customize the screen color as you like. You can see the color in the color sample.
<b>Reset to default</b>	Returns to the default.

- 4 Set each item and click [OK].

Click [Apply] to continue other settings.

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# 4

## Shortcut Keys

### To Use Shortcut Keys

#### **About Shortcut Keys**

▶ *P139*

You can operate EDIUS efficiently with shortcut keys.

#### **To Change Shortcut Keys Assigned to Keyboard**

▶ *P139*

Each operation of shortcut keys on keyboard can be changed.

## About Shortcut Keys

You can operate EDIUS more effectively by using keys on the keyboard (keyboard shortcut), or a combination of the mouse and key (mouse shortcut).

### ▣ Keyboard Shortcut

#### Ex. Playback and stop

Press [Enter] in keyboard when the preview window or timeline is active. Playback (or stop) the video.

#### Ex. Delete space

Click the clip just after the space on timeline, and press [Backspace] key on keyboard.

### ▣ Mouse Shortcut

#### Ex. Move linked

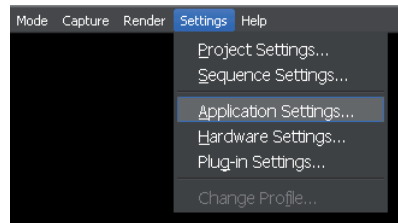
While holding down [Shift] and [Alt] keys, drag the clip with mouse.

#### Ex. Save project

Click [Save Project] with the mouse, while holding down [Shift] key.

## To Change Shortcut Keys Assigned to Keyboard

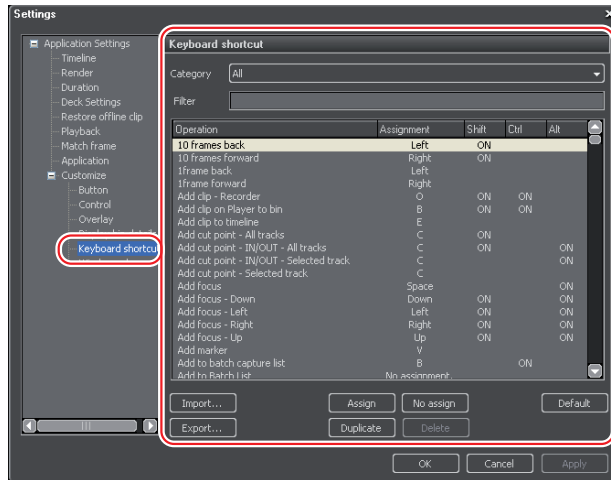
- 1 Click "Settings" on the menu bar, and click "Application Settings".



- 2 Click "Application Settings" tree, and click "Customize" tree.
- 3 Click "Keyboard shortcut".

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## ◆ Keyboard Shortcut



<b>Category</b>	Select categories to narrow down the shortcut operation.
<b>Filter</b>	Enter a keyword to narrow down the shortcut operations.
<b>Assign</b>	Keyboard is displayed to set key assignment.
<b>No assign</b>	Change the assigned shortcut keys to "No assign".
<b>Duplicate</b>	Duplicate the "Operation" of the shortcut. Assigned key(s) is set to "No assignment".
<b>Delete</b>	When shortcut is duplicated with "Duplicate", you can delete one of the shortcut keys of the same "Operation" setting.
<b>Default</b>	Return the key assignment to the default setting.
<b>Import</b>	Import the contents of shortcut keys on the keyboard shortcut.
<b>Export</b>	Export the contents of shortcut keys.

#### 4 Select an item in "Operation" to change, and click [Assign].

The "Key Assign" dialog box appears.

You can also display "Key Assign" dialog box by double clicking an item in "Operation".



#### 5 Click a key/keys to assign on the keyboard, and click [Close].

White keys indicate that they have no shortcuts assigned. If you click a key that has other operation assigned, a dialog box to confirm whether to change the current setting appears.

The entered shortcuts are displayed in "Assignment".

#### 6 Set each item and click [OK].

Click [Apply] to continue other settings.

#### POINT

- Some combination of keys cannot be accepted for key assignment.
- Customized shortcuts can be exported as another systems with EDIUS installed.
- The extension of the exported file is changed from dat to eap. Both dat and eap files can be imported.

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# CHAPTER 3

## **Opening Source**

# 1

## Source (Clip) Registration

### About Management of Source (Clip)

Store sources (clips) in the bin for management.

---

**Bin Window Display Show/Hide** ▶ *P145*

Select whether or not to show the level meter.

---

**Clip and File Format That Can Be Stored** ▶ *P145*

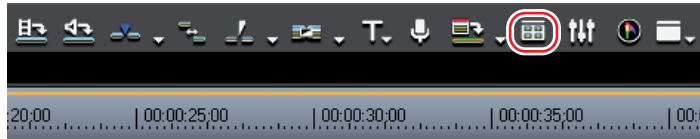
This section explains clips that can be stored in the bin.

## Bin Window Display Show/Hide

[B]

### 1 Click [Display bin window] on the timeline.

Click [Display bin window] to switch the display to show/hide.



### Alternative

- Click "View" on the menu bar, and click "Bin Window".

## Clip and File Format That Can Be Stored

### ▣ Clip

The following types of clips can be stored in the bin.

- Video clip
- Still image clip
- Audio clip
- Color bar
- Color matte
- Title clip (clips created with title authoring software)
- Timeline sequence clip
- Sequence clip

### ▣ File format (extension)

- MPEG Video Stream (\*.mpv, \*.m2v)
- MPEG Program Stream (\*.mpg, \*.mpeg, \*.m2p, \*.mp2, \*.vob, \*.vro)
- MPEG Transport Stream (\*.m2t)
- MPEG HDD MOVIE (\*.mod, \*.tod)
- MPEG Audio Layer-3 (\*.mp3)
- MPEG Audio Stream (\*.mpa, \*.m2a)
- AIFF File (\*.aif, \*.aiff)
- AVCHD (\*.m2ts, \*.mts)
- AVI File (\*.avi)
- DIF Stream (\*.dif, \*.dv)
- Sony HVR-DR60 Meta File (\*.idx)
- Ogg Vorbis File (\*.ogg)
- Macromedia Flash (\*.swf)
- Quick Time Movie (\*.mov)

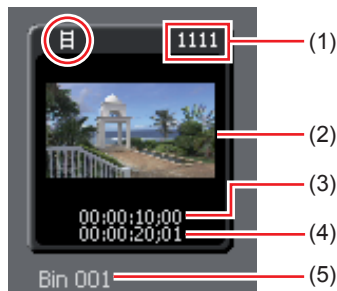
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- Wave File (\*.wav)
- Inscrber (\*.icg, \*.ips)
- Targa (\*.tga, \*.targa, \*.vda, \*.icb, \*.vst)
- Windows Bitmap (\*.bmp, \*.dib, \*.rle)
- JPEG (\*.jpg, \*.jpeg, \*.jfif)
- Flash Pix (\*.fpx)
- TIFF (\*.tif, \*.tiff)
- Photoshop (\*.psd)
- Portable Network Graphics (\*.png)
- PICT (\*.pic, \*.pct, \*.pict)
- Quick Time Image (\*.qtif, \*.qti, \*.qif)
- Silicon Graphics Image File (\*.sgi, \*.rgb)
- CompuServe GIF (\*.gif)
- Windows Meta File (\*.wmf, \*.emf)
- Maya IFF File (\*.iff)
- DPX (SAMPTE 268M-2003) File (\*.dpx)
- Quick Titler (\*.etl)
- Windows Media (\*.wmv, \*.asf)
- Windows Media Audio (\*.wma)
- Dolby Digital (\*.ac3)
- \* When VOB file cannot be imported, capture the file with DISCCapture.
- \* AIFF/AIFC files are only in PCM format.
- \* EDIUS does not support Electronic Arts IFF files (\*.iff).
- \* Grass Valley Imagine project files can be imported.

**POINT** • By using AVCHD Converter to convert an AVCHD data to an AVI file with Canopus HQ Codec, the editing response time can be improved. AVCHD Converter is included in "Tools" folder in the installation DVD attached to EDIUS. Click "setup.exe" and follow the screen instruction to install.

## Display of Clip

### Video Clip



(1) Reel name	Reel name appears when the name is set.
(2) Poster frame	The main image frame of the clip.
(3) Start time code	The start timecode of the clip is displayed.
(4) End time code	The end timecode of the clip is displayed.
(5) Clip name	The clip is automatically named after the file name.

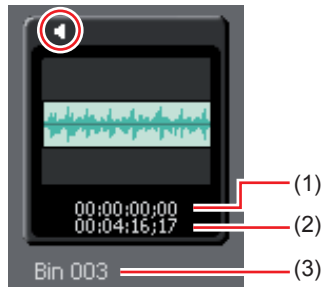
**POINT** • The poster frame, which is displayed when the clip view is shown as clip, can be changed with a simple mouse operation. Press and hold the mouse wheel button over the thumbnail and move the mouse left or right. Release the wheel button to complete the setting change.

### Still Image Clip



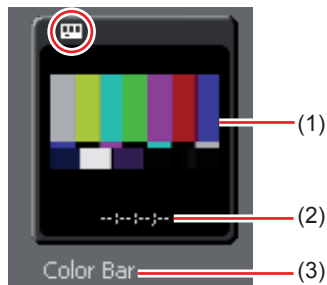
(1) Thumbnail display	Thumbnail is displayed.
(2) Duration	Duration is not defined at the point of creating. To set duration, place a clip on the track and store the clip in the Bin again.
(3) Clip name	The clip is automatically named after the file name.

### ■ Audio Clip



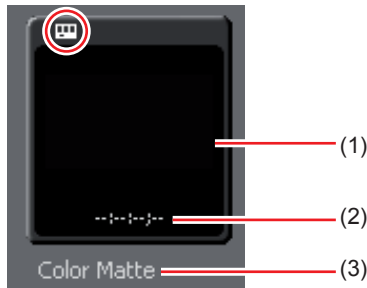
(1) <b>Start time code</b>	The start timecode of the clip is displayed.
(2) <b>End time code</b>	The end timecode of the clip is displayed.
(3) <b>Clip name</b>	The clip is automatically named after the file name.

### ■ Color Bar Clip



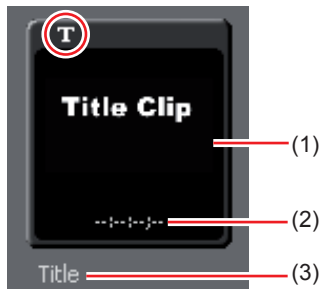
(1) <b>Thumbnail display</b>	Thumbnail is displayed.
(2) <b>Duration</b>	Duration is not defined at the point of creating. To set duration, place a clip on the track and store the clip in the Bin again.
(3) <b>Clip name</b>	The clip name is 'Color Bar' at the point of creating.

### ■ Color Matte Clip



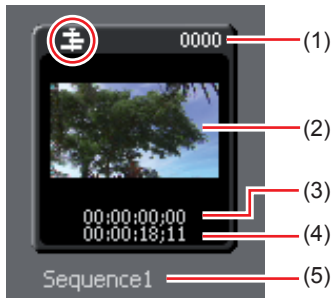
<b>(1) Thumbnail display</b>	Thumbnail is displayed.
<b>(2) Duration</b>	Duration is not defined at the point of creating. To set duration, place a clip on the track and store the clip in the Bin again.
<b>(3) Clip name</b>	The clip name is 'Color Matte' at the point of creating.

### ■ Title Clip



<b>(1) Thumbnail display</b>	Thumbnail is displayed.
<b>(2) Duration</b>	Duration is not defined at the point of creating. To set duration, place a clip on the track and store the clip in the Bin again. The duration is set for animation titles.
<b>(3) Clip name</b>	The clip name at the point of creating is its file name or the name created with the title authoring software.

### ■ Timeline Sequence Clip



(1) <b>Reel name</b>	Reel name appears when the name is set.
(2) <b>Poster frame</b>	The main image frame of the clip.
(3) <b>Start time code</b>	The start timecode of the clip is displayed.
(4) <b>End time code</b>	The end timecode of the clip is displayed.
(5) <b>Clip name</b>	The clip is automatically named at the point of creating.

### ■ Sequence Clip



(1) <b>Reel name</b>	Reel name appears when the name is set.
(2) <b>Poster frame</b>	The main image frame of the clip.
(3) <b>Start time code</b>	The start timecode of the clip is displayed.
(4) <b>End time code</b>	The end timecode of the clip is displayed.
(5) <b>Clip name</b>	The clip is automatically named at the point of creating.

## POINT

- For the created title file, click [Add File] in the bin window to display "Open" dialog box, and open a file. When no title file is prepared, click [Add Title] in the bin window, to start a title authoring software and create a title file.
- The clip name can be changed.
  - Select a clip, and click the clip name.
  - Right-click the clip, and click "Rename Clip".
  - Rename after selecting a clip in Bin window:**[F2]**

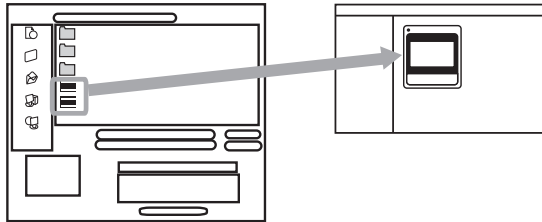
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## To Store Clip in Bin

### Storing Clip

►P153

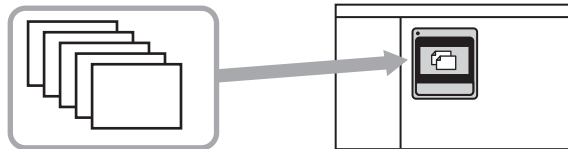
You can select a source and store in the bin.



### Storing Clip of Consecutive Still Image

►P154

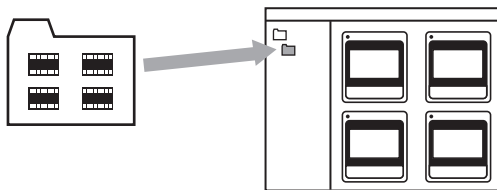
You can import the clips of consecutive still image files at one time, to store in the bin.



### Storing Folder

►P154

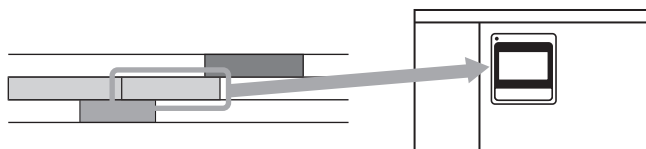
You can store a folder that contains sources that can be stored, with the folder structure maintained.



### Storing from Timeline

►P155

You can store clips placed on the track in the bin.



## Storing Clip

[Ctrl] + [O]

### 1 Click [Add File].



"Open" dialog box appears.

### 2 Select a file and click [Open].

#### Alternative

- Click "File" on the menu bar, and click "Open Clip".
- Double-click on a black space of the clip view, select a source from "Open" dialog box and click [Open].
- Right-click on a blank space of the clip view, and click "Add File". Select a source from "Open" dialog box, and click [Open].
- Display the folder with Explorer, and drag and drop the source to store, to the clip view or to a folder in the folder view.  
*Storing Folder ▶ P154*
- Drag and drop the source file displayed in Player to the bin.

## Storing Clip of Consecutive Still Image [Ctrl] + [O]

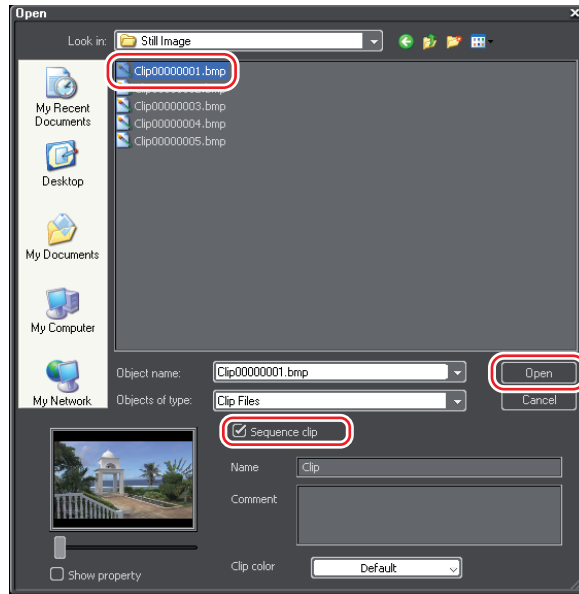
### 1 Click [Add File].



"Open" dialog box appears.

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**2 Select the first file of the consecutive files, check "Sequence clip", and click [Open].**



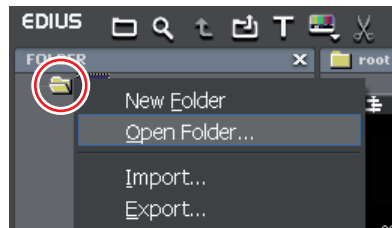
All the consecutive still image files in the same folder are stored as one sequence clip in the bin.

As consecutive files are regarded as one sequence clip, if of the file numbers is missed, files with the following numbers are not stored.

**POINT** • You can divide each sequence clip stored in the bin to a still image clip, or use it as a sequence clip.  
*Cancelling Sequence* ▶P165  
*Conjoining Multiple Clips (Set as Sequence)* ▶P164

## Storing Folder

**1 Right-click the folder to store in the folder view and click "Open Folder".**



The "Browse For Folder" dialog box appears.

**2 Select a folder and click [OK].**

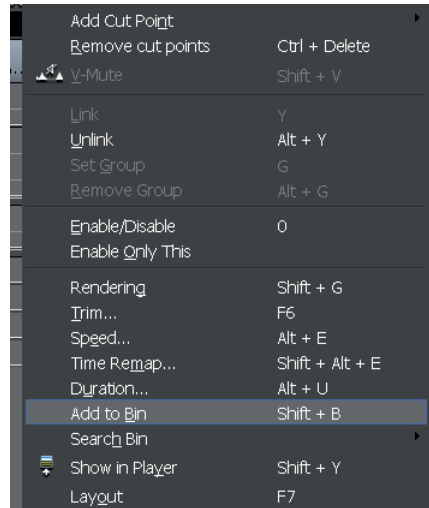
## Alternative

- Display the folder with Explorer, and drag and drop the folder to store, to the clip view or to a folder in the folder view.

## Storing from Timeline

[Shift] + [B]

### 1 Right-click on the clip to store and click "Add to Bin".



Exporting Video Clip from Timeline ► P361

## Alternative

- Drag and drop clips to the bin.
- Click "Clip" on the menu bar, and click "Add to Bin".
- Double-click a clip to display in the Player, and drag and drop the clip from Player to the bin.
- Double-click the clip to be displayed in the Player and select "Add Clip to Bin" from the list button of [Update Bin] in the Player.

**POINT** • Click [Update Bin] in the Player. When you change In and Out points of clips on the timeline, double-click a clip to display in Player and apply the information to the clips in the bin.

## **Pro** To Store Clip Automatically

Specify the watch folder with 'EDIUS Watch Tool' attached. When a file is added in the specified folder, the clip is automatically added in "Watch folder" in the bin, at starting up EDIUS next time.

### **Specifying Watch Folder** ▶P157

---

You can specify a folder to keep files to be automatically stored in the bin.

### **Watch Settings** ▶P159

---

You can set items regarding the watch function.

### **Prohibiting to Store in the Bin** ▶P161

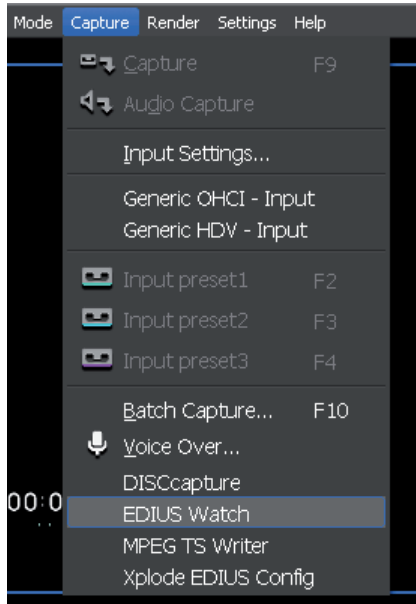
---

The detected file is automatically stored when starting up EDIUS next time. Not to store the file in the bin, delete it from the list before starting up EDIUS.

## Pro Specifying Watch Folder

### 1 Click "Capture" on the menu bar, and click "EDIUS Watch".

The program starts and the EDIUS Watch icon appears in the task tray on the bottom right side of the screen.

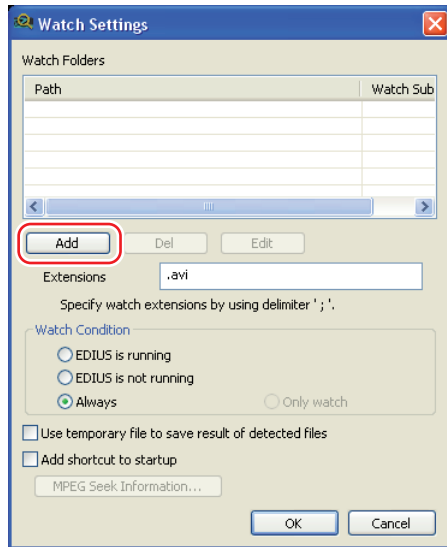


### 2 Right-click the icon of the watch folder in the task tray, and click "Configure".

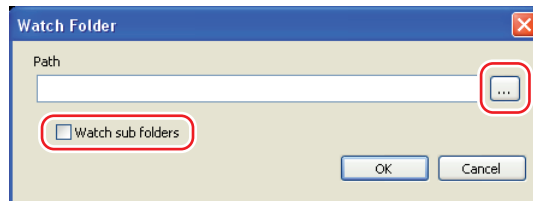
*Watch Settings ► P159*

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### 3 Click [Add].



### 4 Click [...] to specify the watch folder.



Check the "Watch sub folders" box to watch other sub folders in the specified folder.

### 5 Set each item and click [OK].

### 6 Click [OK].

It is normally displayed as a yellow icon, but the color changes as below according to the watch folder status.

Aqua blue: Watching folder

Red: New file being added in the watch folder

## POINT

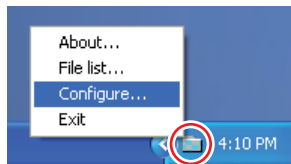
- 'EDIUS Watch Tool' works in the watch folder as follows.
  - Add file: Add a file in "Watch folder" in the bin. The file is not added when the same file name exists in the folder.
  - Delete file: Delete all files with the same file name in "Watch folder" in the bin.
  - Change file name: Replace all files with the same file name in the bin to ones with new file name. Note that a new file is added when you change the name of the file not saved in the bin.

## Notes

- If you move the folders in the watch folder, the files in the folders will be regarded as offline clips.
- Folders are watched only while running the program. Files added/ deleted while EDIUS is not running are not detected. You can set to automatically start 'EDIUS Watch Tool' when starting up Windows. *Watch Settings ▶ P159*

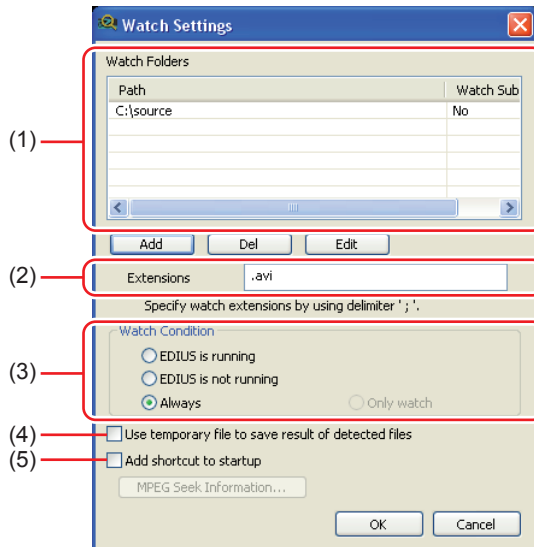
## Pro Watch Settings

- 1 Right-click the icon of the watch folder in the task tray, and click "Configure".



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## ◆ "Watch Settings" Dialog Box

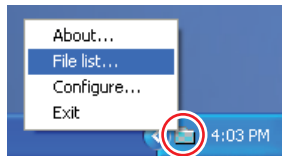


(1) <b>Watch Folders</b>	Display the list of watch target folders. Click each button to add/delete/edit the watch folder. Up to 10 watch folders can be set.
(2) <b>Extensions</b>	Enter the extension of files to be watched. You cannot use the wildcard (* or ?).
(3) <b>Watch Condition</b>	<p>Set the conditions of watching the folder.</p> <p><b>EDIUS is running</b> When a file is added in the watch folder while EDIUS is running, the file is automatically stored in the bin. The added file is not stored while EDIUS is not running.</p> <p><b>EDIUS is not running</b> Only when a file is added in the watch folder while EDIUS is not running, the file is automatically stored in the bin. The added file is not stored while EDIUS is running.</p> <p><b>Always</b> When a file is added in the watch folder, the file is always stored in the bin automatically.</p>
(4) <b>Use temporary file to save result of detected files</b>	Check it to temporarily save the detected results in the file to restore the last status when starting up EDIUS next time. Remove the check if you do not wish to reflect the last status or your environment has changed greatly.
(5) <b>Add shortcut to startup</b>	Start up 'EDIUS Watch Tool' at the same time when starting up Windows.

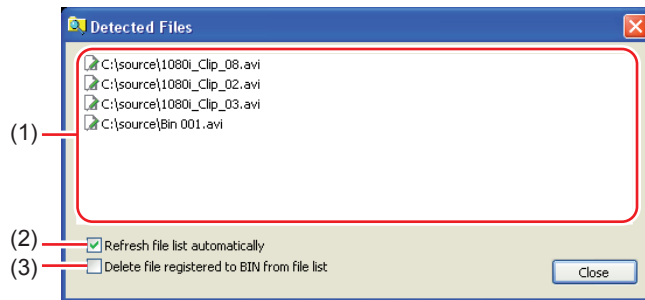
**POINT** • When you watch the folders on network, release protection by user name or password.






**Pro** **Prohibiting to Store in the Bin**

**1** Right-click the icon of the watch folder in the task tray, and click "File list".



◆ **"Detected Files" dialog box**



<p><b>(1) List</b></p>	<p>The detected files or files saved in the bin are displayed in the list. The following icons show each file status.</p> <ul style="list-style-type: none"> <li> : Files not saved</li> <li> : Files detected the change in file name</li> <li> : Files of which deletion is detected</li> <li> : Files saved in the bin</li> <li> : Files that do not exist at present</li> </ul>
<p><b>(2) Refresh file list automatically</b></p>	<p>The list is automatically updated, when a new file is added.</p>
<p><b>(3) Delete file registered to BIN from file list</b></p>	<p>The file is deleted after it is stored in the bin. This change is valid after restarting the program.</p>

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## 2 Select and right-click the file not to store from the list into the bin, and select "Delete from List".

The file is deleted from the list.

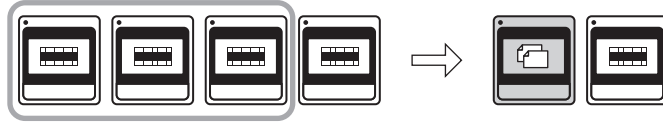
**POINT** • Move the mouse cursor to the icon in the task tray, to display the number of files not stored in the bin. Files which have been already stored in the bin are not included in the number of files to display.

**Notes** • Even when deleting the file name from the list, the file in the watch folder is not deleted.

# To Conjoin Multiple Video Clips as One Clip

## Conjoining Multiple Clips (Set as Sequence) ▶ P164

You can conjoin multiple clips as one sequence clip.



## Cancelling Sequence ▶ P165

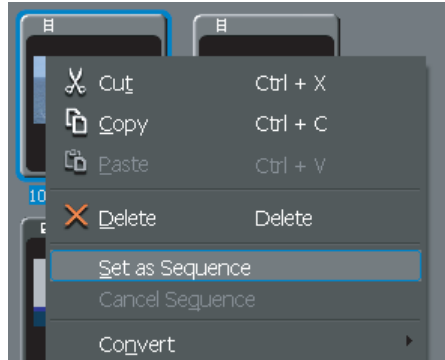
Cancel the combined setting of a sequence clip.



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## Conjoining Multiple Clips (Set as Sequence)

- 1 Select multiple clips in the bin and right-click on them.
- 2 Click "Set as Sequence".



The created clip is stored in the bin as a sequence clip.



Storing Clip of Consecutive Still Image ▶P153

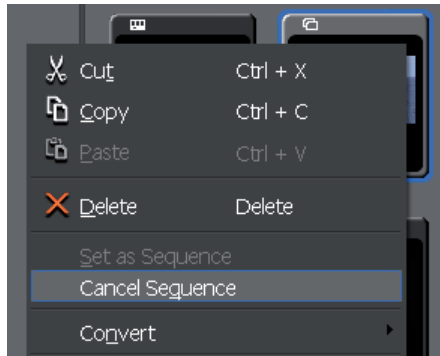
**POINT** • Clips are conjoined in the sorting order of the bin.

**Notes**

- The In and Out points settings for original clips are disabled in the newly created sequence clip.
- Conditions for sequence setting are as follows.
  - The clip type, image size, and aspect ratio of all clips are the same.
  - For video, the field order and frame ratio of all clips are the same.

## Canceling Sequence

- 1 Right-click a sequence clip and click "Cancel Sequence".



The clip names after cancelling sequence become sequential based on the first clip in combined order.

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## To Create Unique Clip

### **Color Bar Clip**

---

▶ *P167*

You can create a color bar clip.



### **Color Matte Clip**

---

▶ *P168*

You can create a color matte clip.



### **Title Clip**

---

▶ *P171*

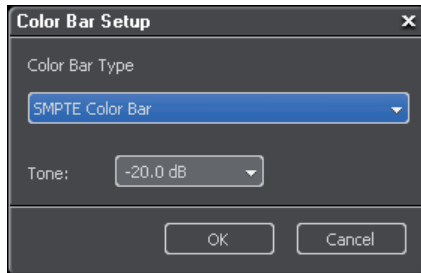
You can create a title clip.

# Color Bar Clip

## 1 Click [New Clip], and click "Color Bars".



"Color Bar Setup" dialog box appears.



## 2 Define the settings of the color bar and click [OK].

### Alternative

- Click "File" on the menu bar, and click "New" → "Color Bars". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Right-click on a blank space of the clip view, and click "New Clip" → "Color Bars".
- Click "Clip" on the menu bar, and click "Create Clip" → "Color Bars". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Click the list button of [Create title] on the timeline, and click "Color Bars". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Define In and Out points on the timeline, right-click the track to place a clip and click "New Clip" → "Color Bars". A clip with the time range between In and Out points is placed on the timeline.

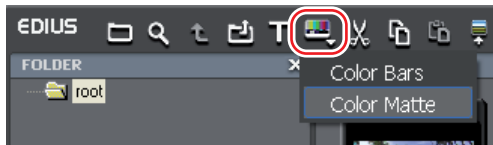
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- POINT**
- You can change the settings in "Color Bar Setup" dialog box by the following operations.
    - Right-click the color bar clip and click "Edit".
    - Double-click the color bar clip placed on the timeline.
    - Right-click the color bar clip placed on the timeline and click "Edit".
    - Double-click the color bar clip in the bin.

## Color Matte Clip

---

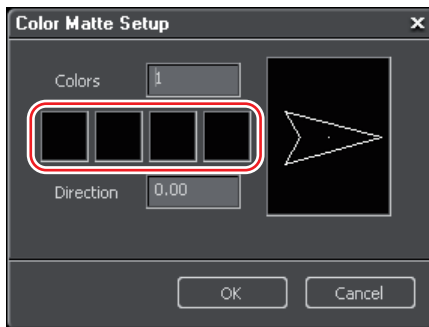
### 1 Click [New Clip], and click "Color Matte".



"Color Matte Setup" dialog box appears.

### 2 Click a color palette.

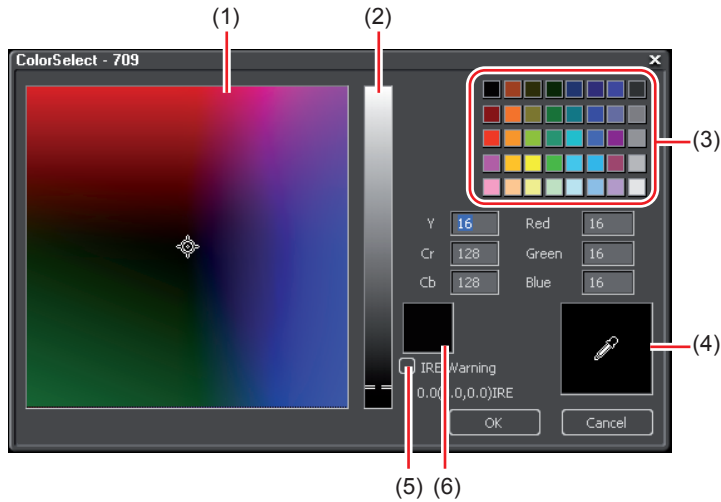
Set the color palette from the left in order.



"ColorSelect" dialog box appears.

### 3 Set the color.

## ◆ "ColorSelect" Dialog Box



(1) Color chart	Drag the cursor and set the color.
(2) Color bar	Drag the cursor and set the color.
(3) Color box	Select a color. You can also select a color by entering the value.
(4) Color picker	Select a desired color from the displayed image in Player/Recorder. Click "Color picker", and click a color in Player/Recorder.
(5) IRE Warning	The luminance of the color chart and the color bar is limited within the safe color range.
(6) Preview box	Display the defined color.

### 4 Click [OK].

Returns to "Color Matte Setup" dialog box. For gradation setting, enter a value of 2 or larger in "Colors" of "Color Matte Setup" dialog box and repeat step 2 to 4.

### 5 Set the direction of gradation and click [OK].

It can be specified by entering the value in degrees, using the mouse wheel or dragging.

## Alternative

- Click "File" on the menu bar, and click "New" → "Color Matte". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Right-click on a blank space of the clip view, and click "New Clip" → "Color Matte".
- Click "Clip" on the menu bar, and click "Create Clip" → "Color Matte". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Click the list button of [Create title] on the timeline, and click "Color Matte". The clip is placed on the timeline cursor position on the active track as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- Define In and Out points on the timeline, right-click the track to place a clip and click "New Clip" → "Color Matte". A clip with the time range between In and Out points is placed on the timeline.

### POINT

- You can change the settings in "Color Matte Setup" dialog box by the following operations.
  - Right-click the color matte clip and click "Edit".
  - Right-click the color matte clip placed on the timeline and click "Edit".
  - Double-click the color matte clip in the bin.
  - Double-click the color matte clip placed on the timeline.

# Title Clip

[Ctrl] + [T]

## 1 Click [Add Title] in the bin.



QuickTitler starts up.

## 2 Create a title clip.

QuickTitler ►P476

### Alternative

- Click "Clip" on the menu bar, and click "Create Clip" → "QuickTitler".
- Click [Create title] on the timeline to select any of the menu.  
*Starting up QuickTitler ►P477*
- Right-click on a blank space of the clip view, and click "Add Title".
- Click "File" on the menu bar, and click "New" → "QuickTitler". The clip is placed with the position of the timeline cursor of the active track set as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- When using EDIUS Pro/Broadcast and setting the titler to TitleMotion Pro by default, you can start Quick Titler following the steps below.
  - Define In and Out points on the timeline, right-click the track to place a clip and click "New"→"QuickTitler". A clip with the time range between In and Out points is placed on the timeline.

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## To Play Clip

### **Displaying Clip in Player** ▶P173

---

Display a clip in Player.

### **Playback with Player Operation Buttons** ▶P173

---

You can play or move the clip by frames with the operation buttons of Player.

### **Playback with Shuttle/Slider** ▶P175

---

You can play back a clip dragging shuttle/slider of Player.

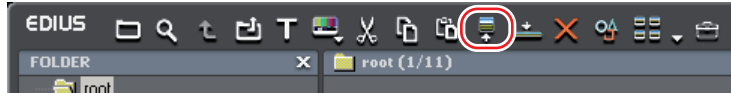
### **Playback with Mouse** (*Mouse Gesture*) ▶P176

---

You can play back a clip by moving the mouse in Player.

## Displaying Clip in Player

**1** Select a clip in the clip view and click [Show in Player].



**2** Click [Play] in Player.



*Playback with Player Operation Buttons ▶P173*

### Alternative

- Drag a clip and drop it on to Player screen.
- Right-click a clip and click "Show in Player".
- Double-click the clip.
- Select a clip and press [Enter].

## Playback with Player Operation Buttons [Enter]

*Playback with Recorder Operation Buttons ▶P345*

*Setting Operation Buttons ▶P115*

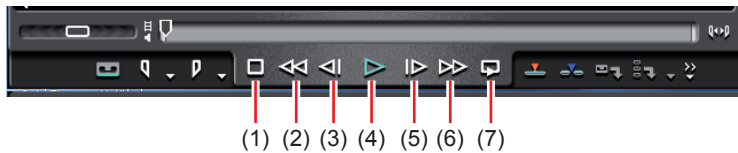
**1** Click [Play] in Player.

Preview starts in Player.

**2** Click [Stop] in Player.

Playback stops.

## Operation Buttons in Player



(1) Stop	Stop playing back the source. <b>[K], [Shift] + [↓]</b>
(2) Review	Rewind the source. Every click switches the speed of playing in the reverse direction 4 times or 12 times. <b>[J]*1</b>
(3) Previous frame	Every click rewinds the source by one frame in the reverse direction. Keep clicking to play the clip in the reverse direction in the normal speed. For deck control, the clip is step rewind. <b>[←]</b>
(4) Play	Play the clip in the normal direction. When clicking the button during playback, the source pauses. Click again to restart playback. <b>[Enter], [Space]</b>
(5) Next frame	Every click forwards the source by one frame in the normal direction. Keep clicking to play in the normal direction in the normal speed. For deck control, the clip is step forwarded. <b>[→]</b>
(6) Fast forward	Fast forward the source. Every click switches the speed of playing in the normal direction 4 times or 12 times. <b>[L]*2</b>
(7) Loop	Repeat playback between In point and Out point of the source. If no In point is defined, the source is repeated from the beginning, or if no Out point is defined, the source is repeated to the end. If In and Out points have been set for audio, they are played from the first In point to the last Out point, including the In and Out points for video. <b>[Ctrl] + [Space]</b>

\*1 Every click of [J] key switches the review speed in 6 levels between 2 to 32. Press [L] key to slow down. Press it while pausing to play in the reverse direction in the normal speed.

\*2 Every click of [L] key switches the fast-forward speed in 6 levels between 2 to 32. Press [J] key to slow down. Press it while pausing to play in the normal direction in the normal speed.

**Notes**

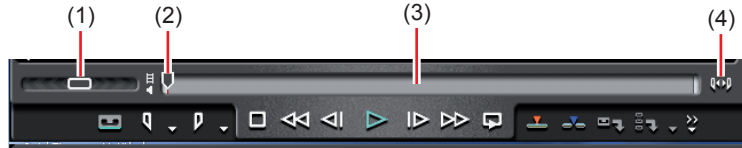
- The operation in fast-forward or review may be limited depending on the deck when using deck. And [Loop] functions as pause.

# Playback with Shuttle/Slider

## 1 Drag the shuttle/slider.

A frame of the slider position is displayed in Player.

### Shuttle/Slider



(1) Shuttle	Drag the shuttle to the right direction to play in the normal direction, and to the left to play in the reverse direction. Release the drag to return the shuttle to the center, and playback pauses. Playback speed is available to select from 21 levels both in the normal/reverse directions, from 1/20 to 16 times.
(2) Slider	Click the optional position on the position bar to move the slider and show the frame. You can also drag the slider on the position bar.
(3) Position Bar	Indicates the timeline of the clip displayed with Player.
(4) Expand Slider	Click a clip with In and Out points to display the range between In and Out points on the position bar. The remained range other than that between In and Out points are hidden.

### Alternative

- Shuttle (fast forward)<sup>\*1</sup> : **[Ctrl] + [L]**
- Shuttle (review)<sup>\*2</sup> : **[Ctrl] + [J]**

\*1 Every click of [Ctrl] + [L] keys switches the fast-forward speed in 12 levels between 1/16 to 32. Press [Ctrl] + [J] to slow down.

\*2 Every click of [Ctrl] + [J] keys switches the review speed in 12 levels between 1/16 to 32. Press [Ctrl] + [L] keys to slow down.

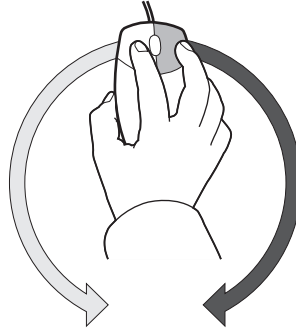
**Notes** • The slider operation for playing is not available with non-digitized data.

## Playback with Mouse *(Mouse Gesture)*

---

### 1 Position the mouse cursor in Player, and move the mouse as if to draw a circle, while holding right-click.

Draw the circle clockwise to playback in the normal direction, and counterclockwise in the reverse direction. The playback speed changes in proportion to the speed of the mouse action.



Playback in reverse direction

Playback

### Alternative

- Move the mouse cursor on Player, and move the mouse wheel in circles around.

**Notes** • The mouse operation for playing is not available with non-digitized data.

# To Set In and Out Points

## **In and Out Points Settings** ▶P178

Define In (start) and Out (end) points of the source files. Specify In/Out points in advance to place the image only between them.

## **In and Out Points Settings for Video/Audio** ▶P178

Set In/Out points separately for video section and audio section of video clip with audio.

## **Playing the Portion between In and Out Points (Loop)** ▶P180

Play back the clip repeatedly between In and Out points. Playback starts from the current position of the slider bar.

*Playback with Shuttle/Slider* ▶P175

## **Moving to In and Out Points** ▶P180

You can move the slider on position bar to In (Out) point.

*Playback with Shuttle/Slider* ▶P175

## **Removing In and Out Points** ▶P181

You can remove In (Out) point.

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## In and Out Points Settings

[I][O]



(1) In point setting      (2) Out point setting

- 1 Play a clip, and click [Set In] on the frame to set In point in Player.
- 2 Play the following part of the source, and click [Set Out] on the frame to set Out point in Player.

### Alternative

- Place a clip on the timeline to define In or Out point by trimming.  
*Operation for Trimming ▶ P317*

#### POINT

- Drag the In slider or Out slider to change the position of In or Out point.



- The position bar between In and Out points turns red and a part of the timecode is displayed in red, when placing Out point before In point.

## In and Out Points Settings for Video/Audio

- 1 Click the video/audio mark on the timecode.



Every click on Video/Audio mark switches between Video → Audio → Video/Audio in order. Display the mark of the part you wish to set In and Out points.

## Ex. Setting In and Out points of the video



[Set In (Out)] in Player changes to [Set video IN (OUT) point] or [Set audio IN (OUT) point].



(  ) : Set Video (Audio) In



(  ) : Set Video (Audio) Out

### 2 Play a clip, and click [Set video (audio) IN point] on the frame to set In point.



The position bar is horizontally divided into two levels. The upper level is the video part and the lower level is the audio part.

### 3 Play the following part of the source, and click [Set video (audio) OUT point] on the frame to set Out point.

#### Alternative

- Click the list button of [Set In (Out)] in Player, and click "Set Video (Audio) In" on the frame to set In point. Play the following part of the source, and click [Set Video (Audio) Out] on the frame to set Out point.
- Click "Marker" on the menu bar, and click "Set Audio In" or "Set Audio Out".
- Setting audio In/Out points: **[U]/[P]**

## POINT

- Drag the In slider or Out slider of the video (audio) part, to adjust the video (audio) In and Out points.

**Ex. When dragging the slider in the video part**



- Place the mouse cursor on the left or right edge of the position bar, and the shape of the mouse cursor changes. Click at the position while holding down [Ctrl] key, and the position bar is horizontally divided in 2 levels.

**Ex. When placing the mouse cursor at the right edge**



- When setting In/Out points only for video section or audio section, you can place only video (audio) part on the track. When setting In and Out points for both video section and audio section, you can place both of the clips as one clip on timeline.

## Notes

- When setting In and Out points in video (audio) section, information for audio (video) section is not recognized.

## Playing the Portion between In and Out Points (Loop) [Ctrl]+[Space]

### 1 Click [Loop] in the Player.

Playback starts from the current position of the slider.

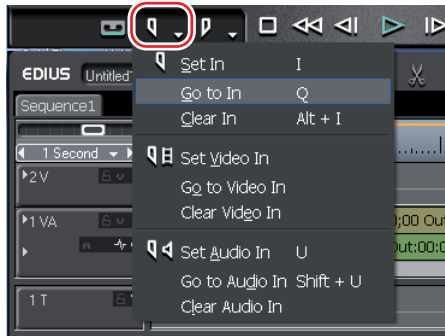


## Moving to In and Out Points

[Q]/[W]

### 1 Click the list button of [Set In (Out)] in Player.

## 2 Click "Go to In (Out)".



To move to In (Out) point of audio section or video section, click "Set Audio In (Out)" or "Set Video In (Out)".

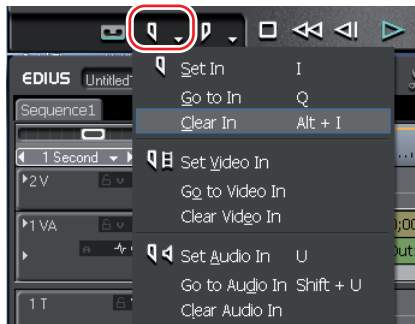
### Alternative

- Click [Set In (Out)] while holding down [Shift] key. Operate the same way for [Set Video In (Out)] or [Audio In (Out)].
- Move to the In point: **[Shift] + [I]**
- Move to the Out point: **[Shift] + [O]**
- Move to the audio In point: **[Shift] + [U]**
- Move to the audio Out point: **[Shift] + [P]**

## Removing In and Out Points **[Alt] + [I]/[Alt] [O]**

1 Click the list button of [Set In (Out)] in Player.

2 Click "Clear In (Out)".



### Alternative

- Move the slider to In (Out) point and click [Set In (Out)] while holding down [Shift] key. Operate the same way for [Set Video In (Out)] or [Audio In (Out)].

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## To Edit Clip

### **Editing in Properties** ▶P183

---

You can change the clip frame rate or specify the start timecode in the "Properties" dialog box.

### **Editing in Setting Dialog Box** ▶P184

---

You can change settings for color bar, color map, or title clip in settings dialog box.

### **Checking Saving Destination of Clip** ▶P185

---

You can display a folder for the saving destination of the clip.

### **Opening with Software** ▶P186

---

You can open a file with application software associated to the file.

# Editing in Properties

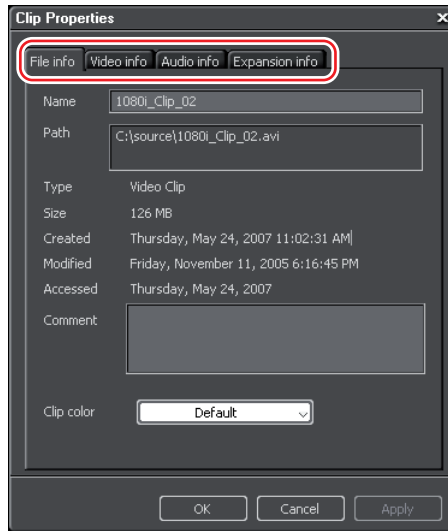
[Alt] + [Enter]

1 Select a clip in the clip view and click [Properties].



"Clip Properties" dialog box appears.

## ◆ "Clip Properties" Dialog Box



The displayed tab varies according to the type of clip.

<b>File info tab</b>	You can check types or data size of a file. Changing the filename (clip name) or adding a comment is also available.
<b>Video info tab</b>	You can check the start TC (timecode), end TC or image size. Or changing of the reel name, setting change of the start TC, poster frame, aspect ratio, field order or frame rate are also available. Click [Back to default settings] to restore the settings in capturing.
<b>Audio info tab</b>	You can retrieve the start TC, end TC or wave information (waveform representation of audio) again, and redefine the playback settings.
<b>Expansion info tab</b>	Display the clip information.
<b>Still image info tab</b>	You can check format types or image size. Setting change of duration is aspect ratio is also available.

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## Alternative

- Right-click a clip and click "Properties".
- Select a clip placed on the track to display the information in "Information" palette.

## Editing in Setting Dialog Box **[Ctrl] + [Enter]**

### 1 Right-click the color bar clip, color matte clip or title clip, and click "Edit".

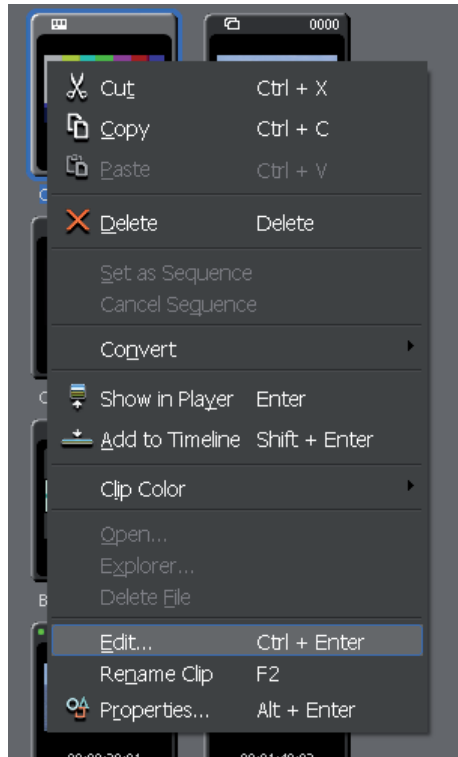
The setup dialog box appears for color bar clip or color matte clip.

*Color Bar Clip* ▶P167

*Color Matte Clip* ▶P168

The title authoring software starts up for title clip.

*QuickTitrer* ▶P476



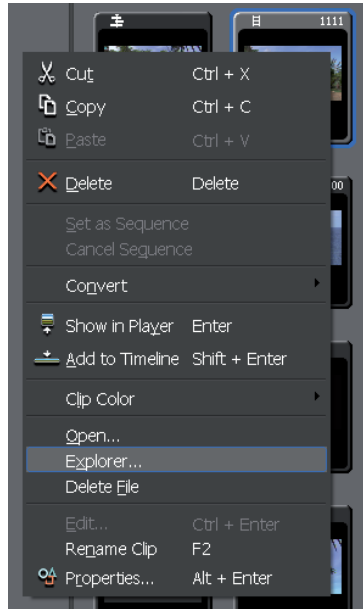
## Alternative

- Double-click the clip in the bin.
- Right-click the clip placed on the timeline and click "Edit".
- Double-click the clip placed on the timeline.
- Edit the clip placed on the timeline: **[Shift] + [Ctrl] + [E]**

# Checking Saving Destination of Clip

## 1 Right-click the clip and click "Explorer".

Explorer starts and a folder for the saving destination of the clip is displayed.



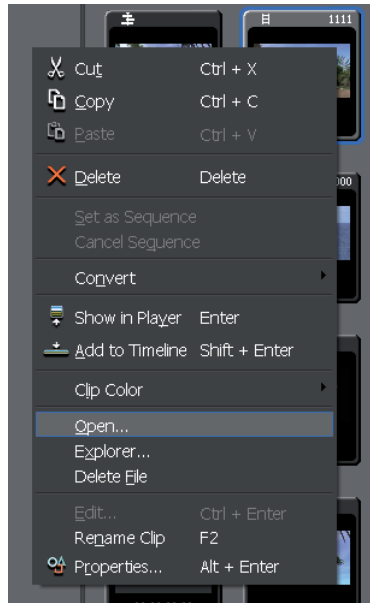
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## Opening with Software

---

### 1 Right-click the clip and click "Open".

You can open a file with application software associated to the file.



### Alternative

- Right-click a clip placed on the timeline and click "Open".
- Open the clip placed on the timeline: **[Shift] + [Ctrl] + [P]**

# 2

## Clip Management

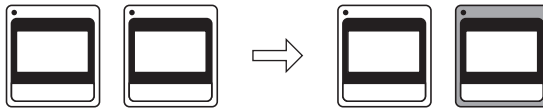
### About Operations in Clip View

Clip View ▶P132

#### Selecting Clip

▶P189

You can select a clip from the clip view. The color of the selected clips changes.



#### Copying Clip

▶P189

You can copy a clip.

#### Cutting Clip

▶P189

You can cut a clip. the cut clip is deleted from the bin.

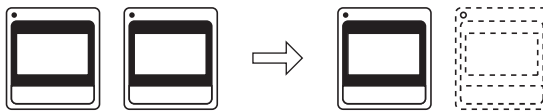
#### Pasting Clip

▶P190

You can paste a clip being copied or cut.

#### Releasing Clip

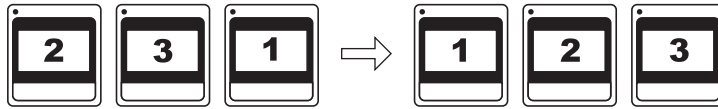
▶P190



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## Sorting Clip

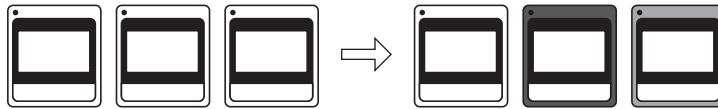
►P191



## Clip Color

►P192

You can set the color on clips displayed in the bin.



## Selecting Clip

### 1 Click a clip.

When selecting more than one clip, frame them with the mouse.

**POINT** • Click the clip while holding down [Ctrl] key, to add or release the clips one by one. All clips can be selected together by holding down [Shift] key and clicking on the top and bottom clips within the desired range.

## Copying Clip

**[Ctrl] + [C]**

### 1 Select a clip and click [Copy to clipboard (Timeline)].



You can continuously paste the copied clip.

#### Alternative

• Right-click a clip and click "Copy".

## Cutting Clip

**[Ctrl] + [X]**

### 1 Select a clip and click [Cut to clipboard (Timeline)].



You can continuously paste the copied clip.

#### Alternative

• Right-click on a clip and click "Cut".

## Pasting Clip

**[Ctrl] + [V]**

### 1 Select a clip and click [Copy to clipboard (Timeline)].

Paste is also available when you use [Cut].

*Copying Clip ▶P189*

*Cutting Clip ▶P189*

### 2 Click [Paste to cursor location (Timeline) from clipboard].

To paste to another folder, select a folder and click [Paste].



#### Alternative

- Right-click on a clip and click "Paste".
- Right-click the blank area in the dip view and click "Paste".

## Releasing Clip

**[Delete]**

### 1 Select a clip and click [Delete].



#### Alternative

- Right-click on a clip and click "Delete".

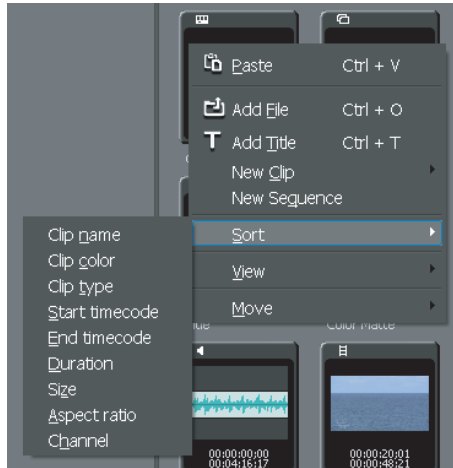
**Notes**

- Once you released (deleted) the clip(s), you cannot restore them (cancel the release operation).
- Even when a clip is released from the bin, the source data is not deleted.

# Sorting Clip

Detail Display Item Settings of Bin ▶P133

**1** Right-click on a blank space of the clip view and select [Sort].



**2** Click the item name to sort.

## Alternative

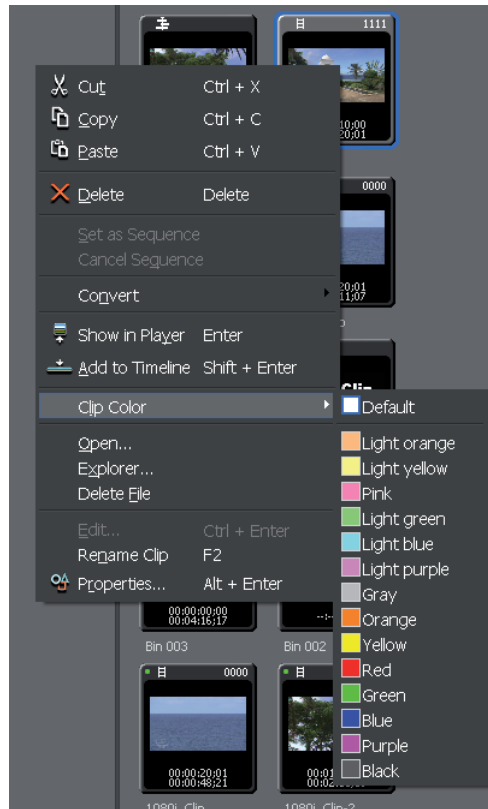
- When the detailed clip view is shown, and every click switches the sorting order to be ascending or descending.

## Clip Color

---

You can set the color on clips in the bin.

### 1 Right-click the clip and click "Clip color".



### 2 Click a color you like.

#### Alternative

- Click "File info" tab in "Properties" dialog box. Select the color you like from the list of "Clip color".

*"Clip Properties" Dialog Box ► P183*

# About Operations in Folder View

Clips can be stored and classified by each folder. Folders can be added under the "root" folder in a hierarchical structure.

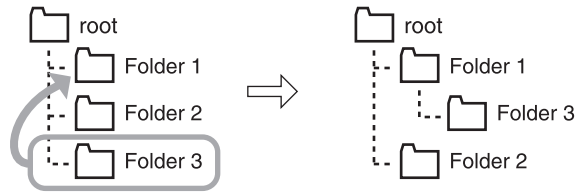
Folder View Show/Hide ▶P131

- POINT**
- The "root" folder cannot be moved or copied.
  - A folder independent from the "root" folder cannot be created.

## Creating Folder ▶P194



## Moving Folder ▶P194



## Duplicating Folder ▶P194

You can duplicate a folder.

## Deleting Folder ▶P194

You can delete a folder.

## Selecting Display Folder ▶P195

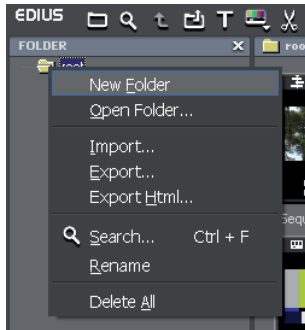
You can switch the folder to be displayed.

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## Creating Folder

---

- 1 Right-click on the folder and click "New Folder".



A new folder is created under the selected folder. The folder name can be changed.

## Moving Folder

---

- 1 Drag a folder and drop it on to the destination folder.

**POINT** • The "root" folder cannot be moved.

## Duplicating Folder

---

- 1 Drag the folder and drop it on to the destination folder, while holding down [Ctrl] key.

The stored clips are also duplicated.

**POINT** • The "root" folder cannot be copied.

## Deleting Folder

---

- 1 Select a folder to delete and click [Delete].



A dialog box appears to confirm the deletion.

## 2 Click [OK].

### Alternative

- Select a folder, press [Delete] key, and click [OK].
- Right-click on a folder, click "Delete", and click [OK].

**POINT** • If you delete the "root" folder, all clips (including clips in "root") and folders except the "root" folder are deleted.

**Notes** • Once you deleted the folder(s), you cannot restore them (cancel the delete operation).  
 • If you delete a folder, all the clips and folders stored in the folder are deleted.

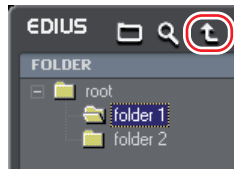
## Selecting Display Folder

### 1 Click a folder to display.

If the folder view is closed, select "Move" from the right-click menu on a blank space of the clip view, and click on the name of the destination folder or "Up one Folder".

### Alternative

- Click the [Move Up] to switch.



- Move up one folder: **[Backspace]**

## To Export/Import Bin Information

### **Exporting Bin Information** (*Export*) ▶P197

---

Bin information is exported.

### **Importing Bin Information** (*Import*) ▶P197

---

Bin information is loaded.

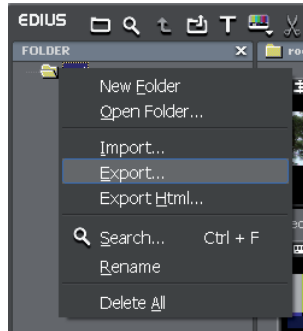
### **Exporting Stored Information** (*Export html*) ▶P198

---

You can export the clip information stored in the bin to HTML file.

## Exporting Bin Information *(Export)*

**1** Right-click on the folder to export and click "Export".



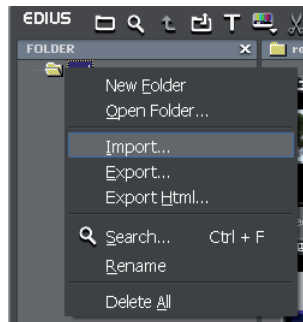
"Save As" dialog box appears.

**2** Set the file name and export destination and click [Save].

- Notes**
- Bin information can be exported in ebd file format, with the folder structure maintained.
  - If the filename is the same, the file is overwritten.
  - Timeline sequence clip is not exported.

## Importing Bin Information *(Import)*

**1** Right-click on a folder to import and click "Import".



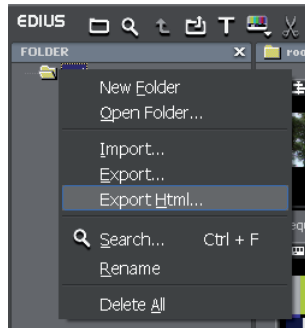
"Open" dialog box appears.

**2** Select a file to import and click [Open].

## Exporting Stored Information *(Export html)*

---

**1** Right-click on the folder view and click "Export Html".



"Save As" dialog box appears.

**2** Define the file name and export destination settings and click [Save].

You can use the style sheets to display a style as you like.

# To Search Clip Stored in Bin

Clips stored in the bin can be searched according to search criteria specified by the user. The search results are stored as "Search results" folder in the folder view and can be viewed.

## **Searching in Bin** ▶P200

---

You can search clips stored in the bin. After searching, "Search results" folder is created.

## **Searching Unused Clip** ▶P202

---

You can search a clip that is not used on the timeline.

## **Removing Search Result** ▶P203

---

You can remove "Search results" folder that will not be used any more.

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Opening Source

## Searching in Bin

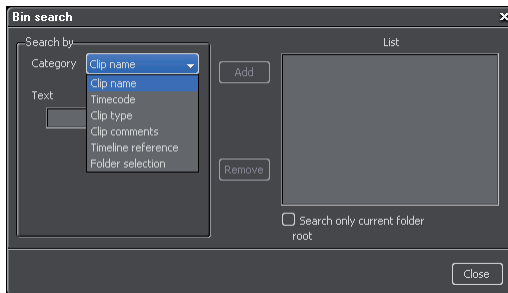
**[Ctrl] + [F]**

- 1 Click [Search] in the bin window.



"Bin search" dialog box appears.

- 2 Select search criteria from "Category" in "Search by".

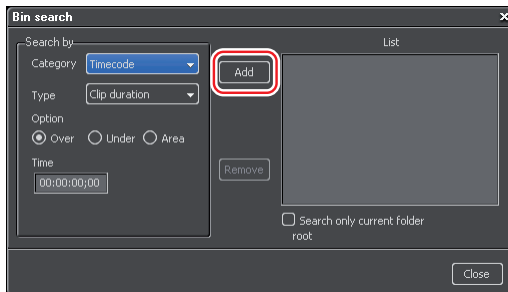


The bin search dialog box changes to a category specific search dialog box.

- 3 Set search criteria and click [Add].

Multiple searching criteria can be added.

Ex. When selecting 'Timecode' as "Category".



All added search criteria are listed in "List". Clips matched with the search conditions are displayed in "Search results" folder at the same time.

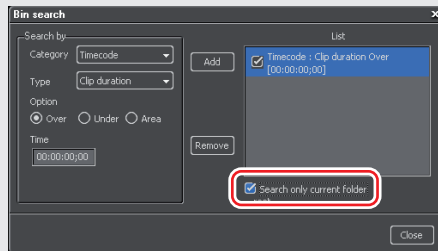
- 4 Click [Close].

### Alternative

- Right-click the folder view and click "Search In".

## POINT

- You can refine the search for clips in "Search results" folder.
  - Right-click on "Search results" folder, and click "Search In".
  - Follow the operations in step 1 to 4 in 'Bin search' after selecting "Search results" folder.
- To delete a search criterion, select it from "List" and click [Remove].
- Right-click "Search results" folder and click "Change Search Settings", to change the search criteria.
- Check "Search only current folder" to search only in the currently selected folder. Sub folders are excluded from the search target.



- Still image clips, color bar clips, color matte clips or title clips have no In/Out points. Therefore, you cannot find these clips when searching by In and Out points.
- "Clip duration" of "Timecode" is the length between In point and Out point. Even when adding "Clip duration" in searching criteria, the clips with no In and Out points set cannot be searched. (You can check clip duration in the "Properties" dialog box of the clips.)  
*"Clip Properties" Dialog Box ▶ P183*
- When selecting "Folder selection" from "Category" in "Search by" to select a folder to search, all the clips in the selected folder and its treed folders. You can find the desired clip easily with refined search, even if the folder structure is more complicated.

## Notes

- "Search results" folder cannot be moved.

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## Searching Unused Clip

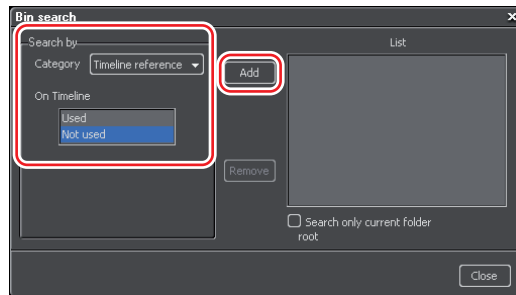
1 Click [Search] in the bin window.



"Bin search" dialog box appears.

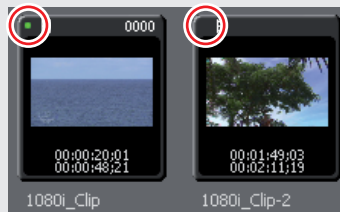
2 Select "Timeline reference" from "Category" in "Search by".

3 Select "Not used" and click "Add".



### POINT

- To delete the source file of the clips not used on the timeline, select "Delete file" from right-click menu on the clip.
- To release the clips not used on the timeline, select the clip and click "Delete".
- The green circle in the top left of the clip display appears turns orange when the clip is used on the timeline. When a clip is not used on the timeline, the circle does not appear.



# Removing Search Result

1 Select "Search results" folder and click [Delete].



A dialog box appears to confirm the deletion.

2 Click [OK].

## Alternative

- Right-click on "Search results" folder, click [Clear], and click [OK].
- Select "Search results" folder, press [Delete] key, and click [OK].

**POINT** • Once you deleted "Search results" folder(s), you cannot restore them.

**Notes** • When releasing each clip in "Search results", the linked clip in "root" is also released. You cannot restore them (cancel the release operation).

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# CHAPTER 4

## **Importing External Source**

# 1

## Item to Check before Importing

### Item to Check before Importing Source

#### **Checking Settings**

▶P207

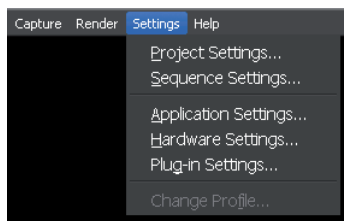
This section explains items to check before importing a source.

## Checking Settings

Before setting, connect the external devices to synchronize the input signal. The following cases may be caused as well according to the characteristics of input devices and recording status of the tape.

- Batch capture works properly.
- Unnecessary files are created by automatic division.
- Unnecessary files are created when starting capture.

### 1 Click "Settings" on the menu bar.

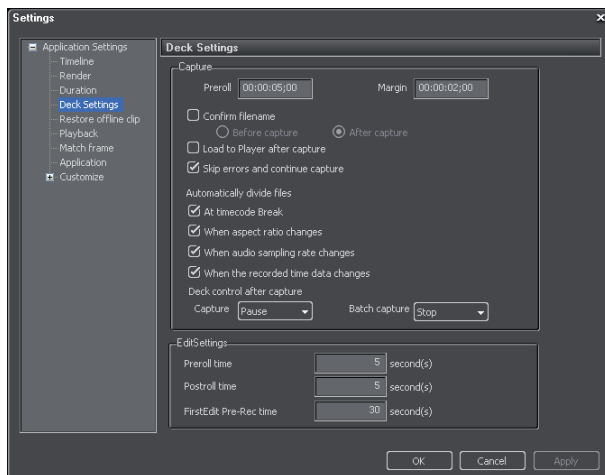


### 2 Check or change each item in Hardware Settings or "Deck Settings" of Application Settings, and click [OK].

When using EDIUS Neo, check or change each item in Hardware Settings or "Capture" of Application Settings.

*Hardware Settings* ▶P93

*Deck Settings (Neo: Capture)* ▶P84



# 2

## Importing Source from External Devices

### To Import Sources in Various Ways

#### **Importing Source** (*Capture Operation*) ▶P209

---

You can import sources in DV or HDV format, with simple operations.

#### **Importing from Devices Not Controlled by Deck** ▶P213

---

In Grass Valley's real time/non-linear editing systems, the following products support capture function from analog devices. You can also capture by connecting Grass Valley's analog DV converter ADVC series to the OHCI board.

#### **Importing from Web Cameras** ▶P215

---

You can import sources from devices such as DirectShow-based Web cameras or microphones.

#### **Importing from DVD/CD** ▶P217

---

Use attached 'DISCcapture' to import the video or audio of DVD/CD disc.

## Importing Source (Capture Operation)

With your camera connected to a PC, you can capture HDV and DV format sources converting them with the original codec, Canopus HQ. First, you need to set the input settings according to the frame size and frame rate of your device, then you can operate your device to capture sources using EDIUS.

In addition, you can also capture DVCPRO HD and DVCPRO 50 format sources by adding optional codecs.

*Canopus HQ Codec* ▶P7

*Input/Output Format* ▶P582

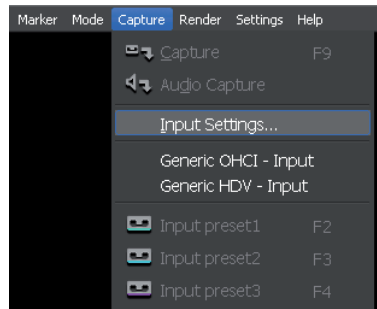
### Notes

- When connecting HDV device to PC connect to the generic OHCI IEEE1394 terminal board, connect to DV terminal of the main board (SHX-E1, SHX-E2, NHX-E1, NHX-E2) with the expansion board combined and set. Or the DV terminals of Grass Valley editing system except the above specifications cannot be used for HDV capture.
- If you are using the main board (SHX-E1, SHX-EX1, NHX-E1, NHX-E2) with the expansion board, connect HDV device to the DV terminal of the main board.
- When your HDV device supports HDV mode, set the device to HDV mode. For more information on setting, see the instruction manual for your HDV device.

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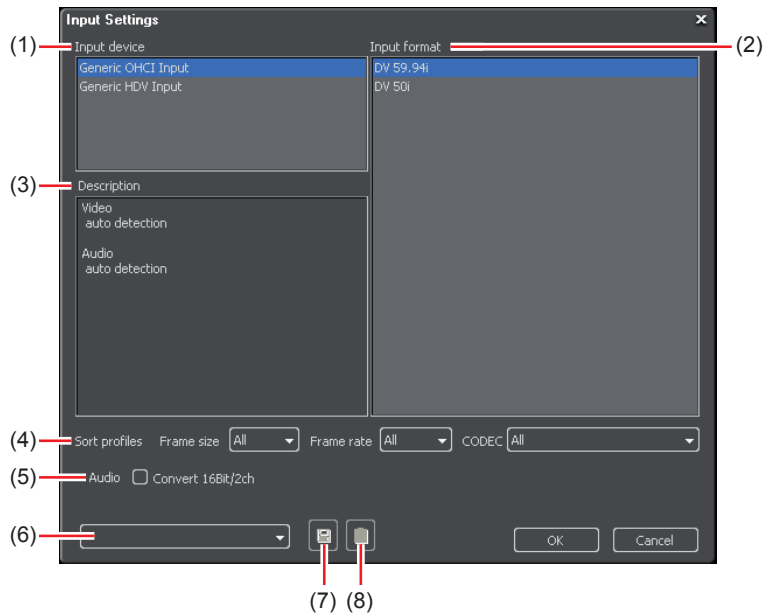
## Ex. Importing sources from HDV device

1 Click "Capture" on the menu bar, and click "Input Settings".



"Input Settings" dialog box appears.

### ◆ "Input Settings" Dialog Box



#### (1) Input device


Select a device to use for input. When a device supporting EDIUS is connected, the device name is displayed.

#### **Generic OHCI Input**

Select when importing DV format.

#### **Generic HDV Input**

Select when importing HDV format.

(2) <b>Input format</b>	Select a format. Specify each item of "Frame size", "Frame rate" and "CODEC" in "Sort profiles" to display only the corresponding format. <i>Input/Output Format ▶ P582</i>
(3) <b>Description</b>	Display the contents of the selected format.
(4) <b>Sort profiles</b>	Specify each item from the list of "Frame size", "Frame rate" and "CODEC" to sort a format.
(5) <b>Audio</b>	Check on "Convert 16Bit/2ch" to download the sound in 16bit/2ch.
(6) <b>Preset list</b>	Save the current settings as the preset. Select "Not registered", and click "save".
(7) <b>Register</b>	Select a preset and register the current settings. Enter the name of the preset in "Register input preset" dialog box, and click [OK] to save the current settings. When saving completes, you can click one from "Input preset1" to "Input preset8" in "Capture" on the menu bar. [Input preset] is also activated. 
(8) <b>Delete</b>	Click Preset list button, select a preset and click [Delete] to delete the preset.

**POINT**

- When the setting is stored in an unregistered preset, [Input preset2 to 8] is not displayed by default. Define the setting to display the button on the preview window in advance.  
*Setting Operation Buttons ▶ P115*
- Input preset1: **[F2]**
- Input preset2: **[F3]**
- Input preset3: **[F4]**

**2** Click "Generic HDV Input" in "Input device", and select a format in "Input format".

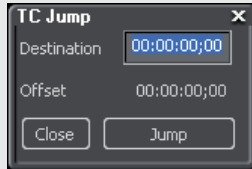
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### 3 Click [OK].

You can operate HDV device with Player operation buttons.

*Playback with Player Operation Buttons ▶P173*

- POINT**
- Click the timecode of "Cur" in Player, and "TC Jump" dialog box appears. Enter the timecode for "Destination" and click [Jump], to display the frame of the specified timecode.



- Notes**
- If your PC does not recognize HDV camera, check if it is recognized as "AV/C Tape Device" for "Sound, video and game controllers" of Device Manager. If not recognized, check that Windows XP Service Pack 2 is applied, and that HDV camera is set to HDV fixed mode (HDV-DV convert is OFF).

### 4 Play back the source to capture and set In and Out points.

You can capture the entire source without setting In and Out points.

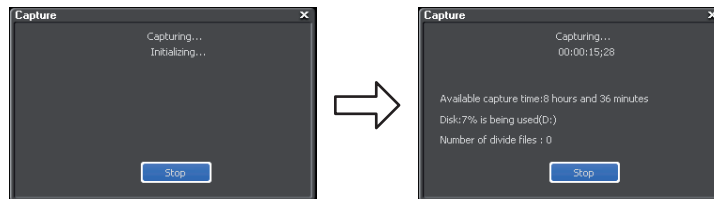
*In and Out Points Settings ▶P178*

### 5 Click [Capture].



Start capturing. "Capture" dialog box appears and capturing ends automatically at Out point.

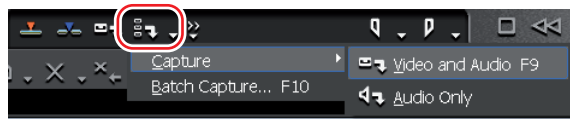
Click [Stop] to stop capturing halfway.



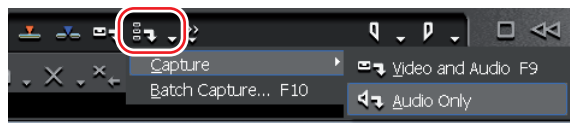
The captured clip is saved in the bin.

## Alternative

- Press [F9] key after step 4.
- Click the list button of [Add to batch capture list], and click "Capture" → "Video and Audio".



- Select "Audio Only" to capture the audio part only.



- Click "Capture" on the menu bar, and click "Capture".
- Click "Capture" on the menu bar, and click "Audio Capture".

### POINT

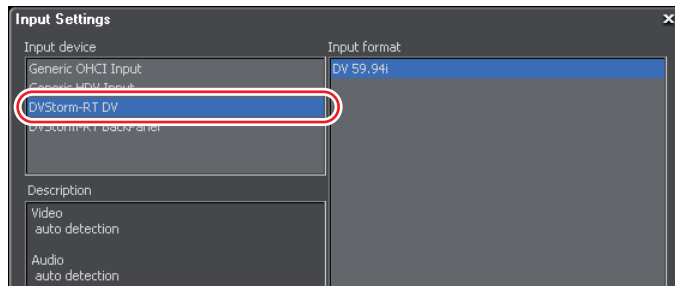
- Files can be automatically divided when capturing. *Deck Settings (Neo: Capture) ▶P84*
- Batch capture function is available only for the devices that can retrieve the timecode. Some devices may not support the timecode.
- The previously set "Input Settings" can be easily displayed. Click "Capture" on the menu bar, and click an input device name such as "Generic HDV - Input".

## Importing from Devices Not Controlled by Deck

- 1 Search the starting point of capture part with the external input devices.**
- 2 Click "Capture" on the menu bar, and click "Input Settings".**  
 "Input Settings" dialog box appears.  
*"Input Settings" Dialog Box ▶P210*

**3 Click the external input name connected with "Input device" and select "Input format".**

The displayed external input name varies depending on products you use.  
*Input/Output Format ▶ P582*



**4 Click [OK].**

**5 Click [Capture] in Player.**



Start capturing.

**Alternative**

- Press [F9] key after step 4.

**6 Playback the external input device.**

**7 After finishing capturing of necessary parts, click [Stop] in "Capture" dialog box.**

When stopping capturing, the captured clip is registered in the bin.

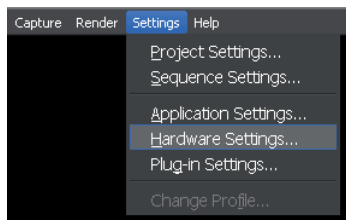
**8 Stop the playback of external input devices.**

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## Importing from Web Cameras

You can capture sources from DirectShow-based video capture devices and audio capture devices.

**1 Click "Settings" on the menu bar, and click "Hardware Settings".**



The "Hardware Settings" dialog box appears.

**2 Click the "DirectShow Device Settings" tree, and click "Device Settings".**

*DirectShow Device Settings ▶ P94*

**3 Set the audio device and click [OK].**

Once you set the audio device, no further setting is needed from the next time.

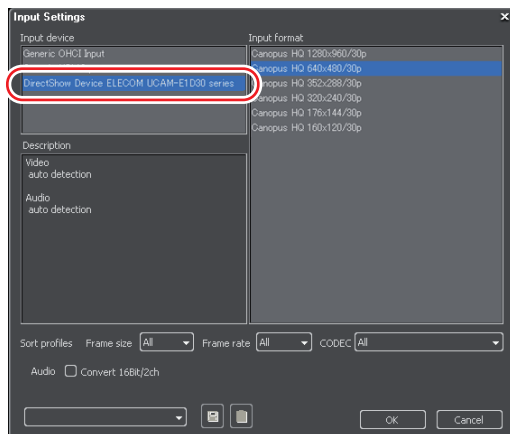
**4 Click "Capture" on the menu bar, and click "Input Settings".**

The "Input Settings" dialog box appears.

*"Input Settings" Dialog Box ▶ P210*

**5 Click the device name of DirectShow Device in "Input device", and select a format in "Input format".**

The displayed device name varies depending on products you use.



**Notes** • No device name is displayed if the audio device has not been set in the DirectShow Device settings.

**6** Click [OK].

**7** Click [Capture] in Player.



Start capturing.

**8** After finishing capturing of necessary parts, click [Stop] in "Capture" dialog box.

When stopping capturing, the captured clip is registered in the bin.

### Alternative

• Press [F9] on the keyboard after Step 6.

**POINT** • The settings of DirectShow Device can be easily displayed. Click "Capture" on the menu bar, and click an input device name such as "DirectShowDevice - xxx".

**Notes** • The source settings, such as bitrate or field angle, vary depending on your device.

## Importing from DVD/CD

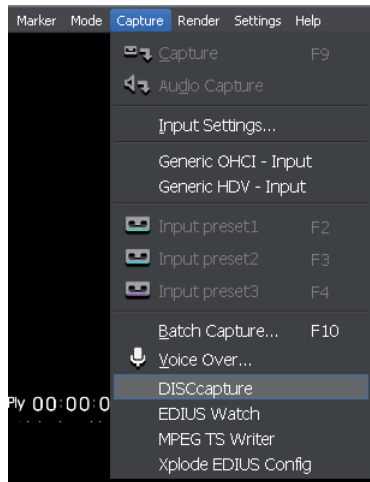
You can capture the video or audio in the following formats.

- Audio CD : WAV file
- DVD-Video : MPEG-2 file
- DVD-VR : MPEG-2 file

**POINT** • DISCcapture supports DVD-VR format of DVD-RW and DVD-RAM.

**Notes** • You cannot capture from the disc with copy protection.

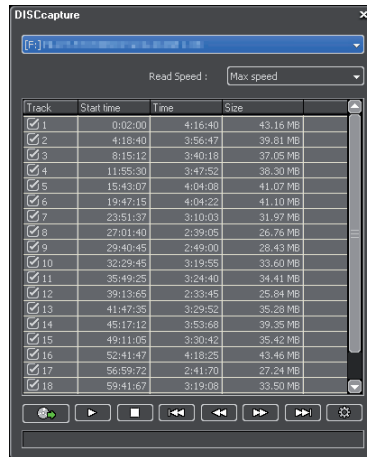
**1** Click "Capture" on the menu bar, and click "DISCcapture".  
'DISCcapture' starts up.



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## 2 Select the drive to be used for capturing, and set the disc.

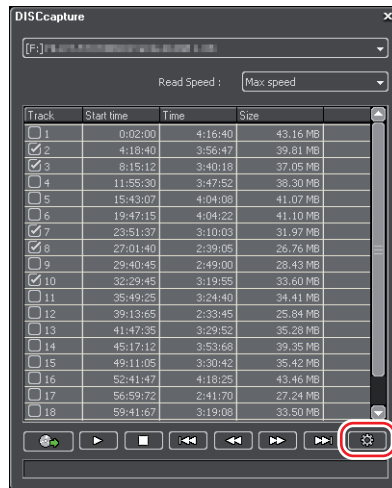
Information in the disc is displayed in the list. The display contents vary according to the inserted disc.



Select a track for CD and click [Play] to playback the music.

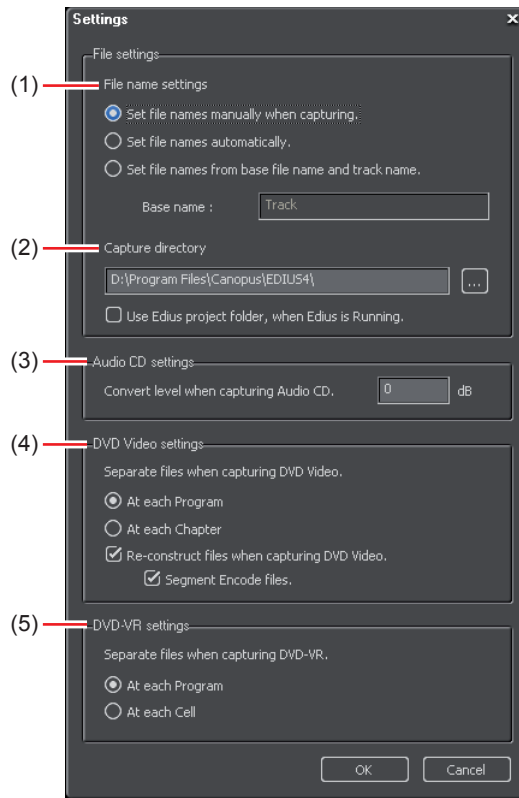
## 3 Check only the track to be captured, and click [Settings].

Right-click on the list and select "Clear All Selections". You can release all checks in the list. Click "Select All Tracks" to check on all tracks.



"Settings" dialog box appears.

## ◆ "Settings" Dialog Box of DISCcapture



### (1) File name settings

Set the saving name of capturing files.

**Set file names manually when capturing.**

Set the file name per track.

**Set file names automatically.**

Automatically create the file name by combining the current date, time and track number.

**Set file names from base file name and track name.**

Automatically create the file name by combining the base file name and track number. Check it to allow you to input "Base name".

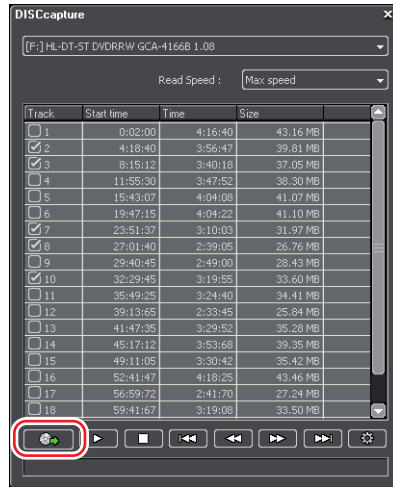
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(2) <b>Capture directory</b>	Specify the directory to save the file. <b>Use EDIUS project folder, when EDIUS is Running.</b> Check it to capture files into the project folder of EDIUS when starting up EDIUS, regardless of the destination setting of DISCCapture.
(3) <b>Audio CD settings</b>	Reduce the audio level in dB unit based on the original volume.
(4) <b>DVD Video settings</b>	Set the dividing method when capturing files. Normally, select [At each Program]. When you cannot play back a video file that is captured from DVD whose data is recorded by a DVD recorder, the situation may be improved if you check "Re-construct files when capturing DVD Video.". If you check "Segment Encode files.", only the necessary parts are re-encoded.
(5) <b>DVD-VR settings</b>	Set the dividing method when capturing files. Normally, select [At each Program]. Select "At each Cell" to divide the file in small units. However, this may create MPEG files that cannot be played back (incompatible with MPEG standard) when importing into the stream.

**4 Set how to specify the filename or how to divide the file, and click [OK].**

## 5 Click [Capture].

Start capturing. If you set "Set file names manually when capturing." in "File name settings", "Save As" dialog box appears. Set the file name and saving destination.



## 6 Click [OK].

### Alternative

- Right-click on the list, and click "Capture This Track". Click "Start Capture" to capture all checked tracks.

### POINT

- When setting the ExtraCD, only audio tracks are displayed.
- You can adjust the loading speed from the drive (only within the range supported by the drive). When the noise occurs at capturing, slowing down the speed may improve the condition.

# 3

## Special Capturing Method

**To place Clip on Timeline at the Same Time with Capturing**

**Placing Clip on Timeline at the Same Time with Capturing**

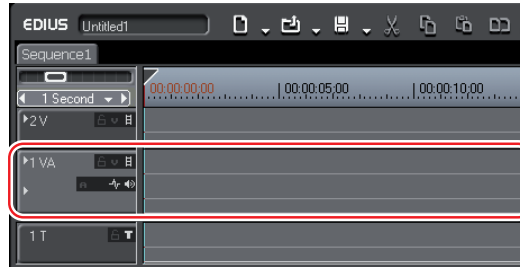
► *P223*

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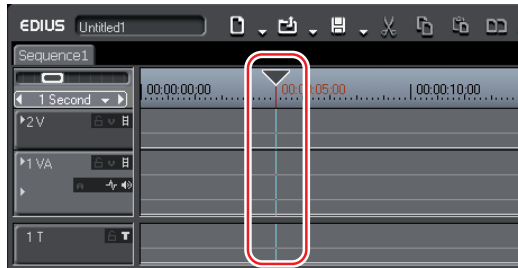
Place a captured source directly to the timeline.

# Placing Clip on Timeline at the Same Time with Capturing

1 Click VA track on which to place a source.



2 Move the timeline cursor to the position to place a source.



*Track on Which a Clip is Placed ▶ P259*

3 Playback the source to be captured and set In and Out points.

You can capture the entire source without setting In and Out points.

*In and Out Points Settings ▶ P178*

4 Click [Insert to timeline] or [Overwrite to timeline] .



 : Overwrite to timeline

 : Insert to timeline

After capturing, the clip is placed on the track with the position of the timeline cursor set as In point. It is also saved in the bin.

Click [Overwrite to timeline] to place the clip in the overwrite mode.

*Placing Clip between In and Out Points of Timeline (3 Point Editing) ▶ P265*

*Placing In and Out Points of Clip between In and Out Points of Timeline (4 Point Editing)*

*▶ P266*

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## To Capture Source All Together

### **Capturing Source All Together** (*Batch Capture*) ▶P225

---

You can set the capturing destination in advance and capture all together later.

### **Saving Batch Capture List** ▶P227

---

You can save all captured sources as a list.

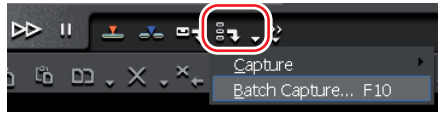
### **Loading Batch Capture List** ▶P228

---

You can load the saved batch capture list.

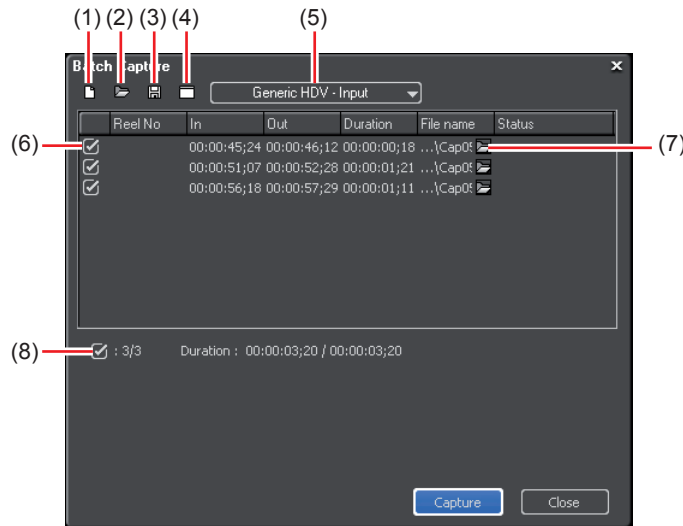
## Capturing Source All Together (Batch Capture) [F10]

- 1 Click the list button of [Add to batch capture list], and click "Batch Capture".



"Batch Capture" dialog box appears.

### ◆ "Batch Capture" Dialog Box



(1) Create new capture list	Create new batch capture list.
(2) Load capture list	Load the saved batch capture list (ECL, CSV, RNL file).
(3) Save capture list	Save the contents of batch capture list as ECL or CSV file.
(4) Show the setup dialog	Display "Deck Settings" (Neo : Capture) dialog box.
(5) Input Settings	Define the settings of input device and input format.
(6) Source to be captured	Check the source to capture from the list.

(7) <b>Open File</b>	Enter the name of file in the source to be captured.
(8) <b>The number of source and duration</b>	Display the number of sources being checked/total number of sources in the list and each duration. Duration available to capture, the current disk space and the file division number are displayed while capturing.

## 2 Playback the source to be captured and set In and Out point.

When Out point is placed ahead of In point on the timeline, the text in that row is colored in red. This colored range is not captured.

*In and Out Points Settings* ► P178

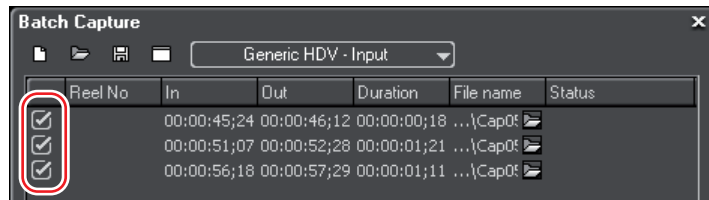
## 3 Click [Add to batch capture list].



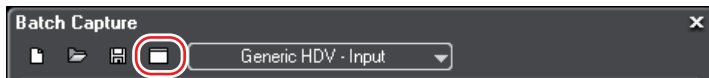
## 4 Repeat the step 2 and 3.

## 5 Check the check button of source to capture from the list of "Batch Capture" dialog box.

The check box is checked just after the clip is added to the list.



## 6 Click [Show the setup dialog].



"Deck Settings" in Application Settings (Neo: Capture) appears.

## 7 Set the performing conditions of batch capture, and click [OK].

*Deck Settings (Neo: Capture)* ► P84

## 8 Click [Capture].

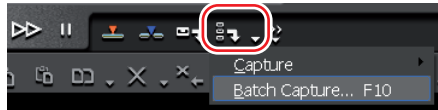
The captured clip is stored in the bin.

### Alternative

- Click "Capture" on the menu bar, and click "Batch Capture".
- Add to batch capture list: **[Ctrl] + [B]**

## Saving Batch Capture List

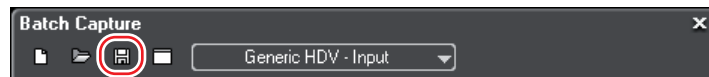
- 1 Click the list button of [Add to batch capture list], and click "Batch Capture".



"Batch Capture" dialog box appears.

"Batch Capture" Dialog Box ► P225

- 2 Click "Save capture list".



- 3 Set the file name and the saving destination, and click [Save].

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## Loading Batch Capture List

- 1 Click the list button of [Add to batch capture list], and click "Batch Capture".



"Batch Capture" dialog box appears.

"Batch Capture" Dialog Box ►P225

- 2 Click [Load capture list].



- 3 Select one of the ECL, CSV, RNL file and click [Open].

### POINT

- RNL file is the file created by Grass Valley products such as StormNavi, RexNavi, RaptorNavi, and EzNavi. ECL file is the batch capture list file in binary format. CSV file is the text file, dividing the data with comma. You can edit the file with spread sheet software or text editor software.

# CHAPTER 5

## **Timeline Settings**

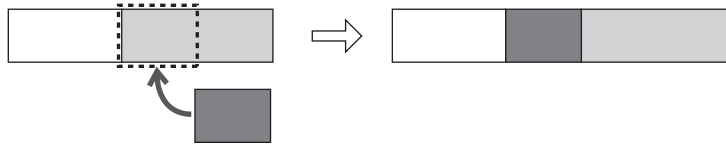
# 1

## Edit Settings

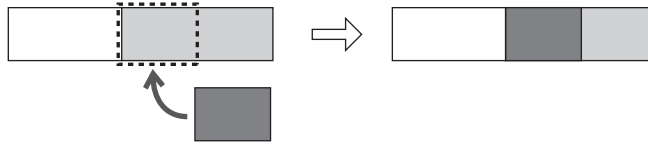
### To Move Clips on Different Tracks Together

#### Switching Insert Mode/Overwrite Mode ▶P232

In insert mode, if a clip exists in the position to which you place a clip, the new clip moves the existing clip backward and is inserted in the position.



In overwrite mode, if a clip exists in the position to which you place a clip, the new clip overwrites the existing clip by the overlapped part.

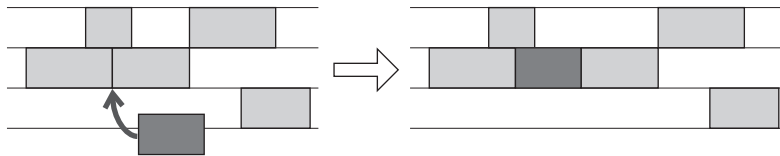


#### Sync Mode

▶P232

In sync mode, the edition of a single track (such as inserting or moving clips) affects other tracks.

**Ex. Adding a clip in insert mode**

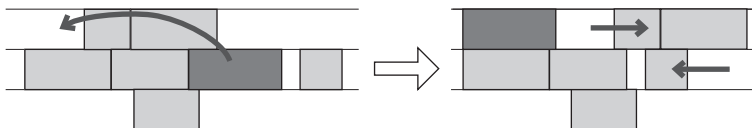


## Ripple Mode

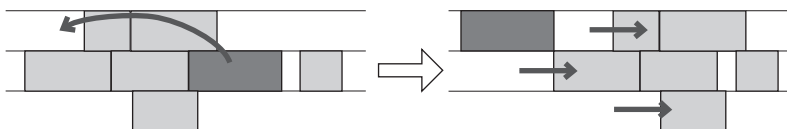
► P233

In ripple mode, when a clip is deleted or trimmed, the subsequent clip move forward, not to make a space on the timeline. When inserting a clip, you can move the subsequent clip without changing the space on the insert position. Clip operation is available on the related tracks, and all the tracks are linked by also setting the sync mode to on.

**Ex. When inserting a clip with the ripple mode on, sync mode off (Insert mode)**



**Ex. When inserting a clip with the ripple mode on, sync mode on (Insert mode)**



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## Switching Insert Mode/Overwrite Mode *[Insert]*

### 1 Click [Insert Mode] or [Overwrite Mode].

Every click switches Insert and Overwrite modes.

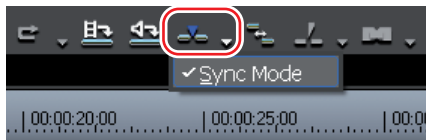


 : Insert mode     : Overwrite mode

## Sync Mode

### 1 Click the list button of [Insert Mode] or [Overwrite Mode], and click "Sync Mode".

"Sync Mode" is checked when sync mode is set to on. Every click switches on and off.



### Alternative

- Click "Mode" on the menu bar and click "Sync Mode".

**POINT** • If you do not want the sync mode to affect a particular track when the sync mode is on, click [Track lock] in the track panel.  
**Ex. When setting [Track lock] to on**



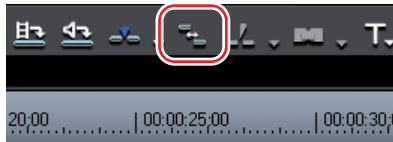
# Ripple Mode

[R]

## 1 Click [Set ripple mode].

Every click switches on and off.

A button icon appears when it is set to on, and the slash line is added on the icon when it is set to off.



## Alternative

- Click "Mode" on the menu bar, and click "Ripple Mode".

### POINT

- Ripple mode is ON by default.

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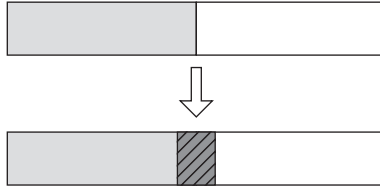
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# To Add Transition without Changing Length of Clip

## Extend Mode

►P235

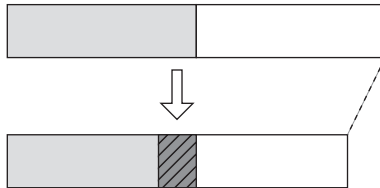
You can add a transition or an audio cross fade without changing the length of the whole clip.



## Fix Mode

►P236

You can add a transition or an audio cross fade without changing the length of each clip. The total length of the whole clip shortens.



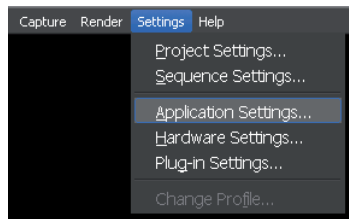
## Extend Mode

Even when adding/deleting a transition or an audio cross fade between clips, the length of the whole clip on the timeline is not changed.

*Clip Transition* ►P416

*Audio Cross Fade* ►P418

- 1 Click "Settings" on the menu bar, and click "Application Settings".



- 2 Click "Application Settings" tree, and click "Timeline".

- 3 Check "Extend clips when applying transition/cross fade".

### When setting transition/audio cross fade...

As In/Out points of right and left clips extend when setting or changing the length of transition, total length of clips on the timeline does not change.



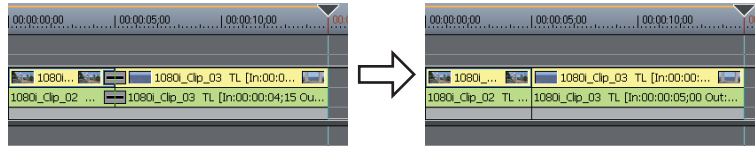
### Notes

- If a clip does not have a margin, transition/audio cross fade cannot be set (except in mixer area). You can extend the transition length by only the margin of clip.

*Margin of Clip* ►P415

## When deleting transition/audio cross fade...

Clips contract by the extended amount due to the setting, and total length of clips on timeline remains unchanged.



**POINT** • When one of the clips with transition is deleted, the transition is deleted at the same time. The length of the remained clip changes, extending to the middle point of the transition (the length including the extended amount when setting the transition).

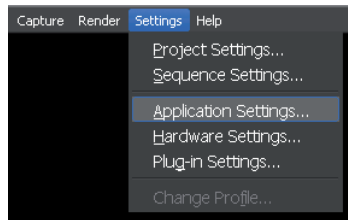
## Fix Mode

When adding (deleting) a transition or an audio cross fade between clips, the length of the whole clip on the timeline shortens (lengthens).

*Clip Transition* ► P416

*Audio Cross Fade* ► P418

**1** Click "Settings" on the menu bar, and click "Application Settings".



**2** Click "Application Settings", and click "Timeline" tree.

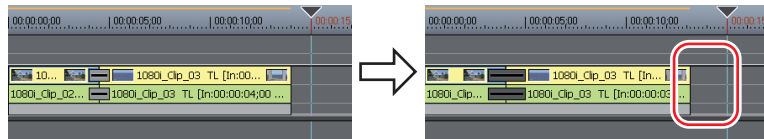
**3** Uncheck "Extend clips when applying transition/cross fade".

## When setting transition/audio cross fade...

Right and left clips overlap with each other by the preset transition amount. The total length of the whole clip on timeline shortens.

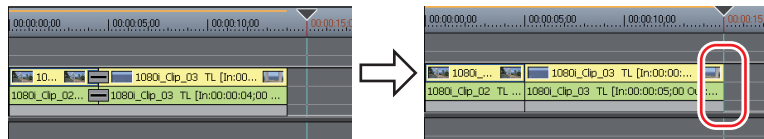


When the length of transition is changed, clips move to the left, and total length of clips on timeline changes according to the transition length.



## When deleting transition/audio cross fade...

Total length of the whole clip on timeline lengthens by the preset transition amount.



### POINT

- Length of the whole clip on timeline after transition also differs respectively depending on the setting of insert/overwrite mode or Sync mode.  
*Switching Insert Mode/Overwrite Mode ▶P232*  
*Sync Mode ▶P232*
- To move clips on other tracks together, set the sync mode.

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# 2 Track Settings

## To Change Track Settings

### **Pro** Track Settings

►P239

This section explains the settings of tracks.

### **Track Panel**

►P239

You can make settings for each track with simple operations on track panel, to lock the track for preventing the place clips from moving, to make the track specific for audio clips, and so forth.

## Pro Track Settings

You can set the following items in "Project Settings" (Detail) dialog box.  
You can also set the track settings for each sequence in "Sequence Settings" dialog box.

- TC preset
- TC mode
- Total length
- The number of tracks\*
- Audio channel map

\* The number of tracks cannot be set in "Sequence Settings".

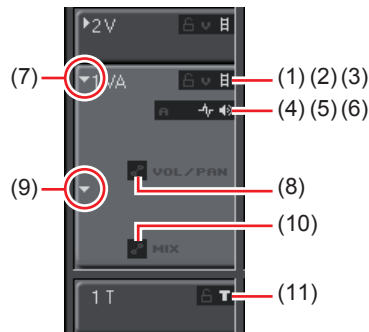
"Project Settings" (Detail) Dialog Box ▶P29

"Sequence settings" Dialog Box ▶P39

## Track Panel

You can set the following items in track panel.

The button color is white when it is set to on, and gray when it is set to off.



(1) Track lock	Turn on/off the track lock. Track is locked and the editing is disabled when it is turned off. <b>[Alt] + [L]</b>
(2) Video Channel	Turn on/off the video channel settings. When turning on the video channel, only the video area of video clips with audio and color bar clips, the video area of color matte clip and title clips are placed on the track. You can turn on either V or VA track.
(3) Video mute	Turn on the video mute, not to play the video in the track. <b>[Shift] + [W]</b>

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(4) <b>Audio channel</b>	Set the audio channel assignment. Turn on any of the tracks, to place an audio clip on the track.
(5) <b>Wave</b>	Turn on the wave, to display the audio in a waveform. <b>[Ctrl] + [W]</b>
(6) <b>Audio mute</b>	Turn on the audio mute, to mute the audio in the track. <b>[Shift] + [S]</b>
(7) <b>Expand 1</b>	Click to display the [VOL/PAN] button. <b>[Alt] + [S]</b>
(8) <b>VOL/PAN</b>	Every click of [VOL/PAN] switches between volume adjustment mode and PAN adjustment mode.
(9) <b>Expand 2</b>	Click to display the [Mix] button. <b>[Alt] + [W]</b>
(10) <b>Mix</b>	Switch on/off of the transparency adjustment mode. <i>Transparency ► P440</i>
(11) <b>Title</b>	The title button is displayed only in T track. Switch the display show/hide of the title. Set it to hide, not to play.

### Alternative

- Move Selected Track : **[↑] / [↓]**

- POINT**
- Enable both "Video Channel" and "Audio channel" in VA track to place both video and audio in the track.
  - Shortcut keys are available on the selected track.

# To Customize Display of Track Panel

## **Changing Width of Track** ▶ *P242*

You can change the width of track panel.

## **Changing Height of Track** ▶ *P242*

You can change the height of track panel. When you make track panel higher, the thumbnails showing the first and the last frames of the clip are displayed larger.

## **Changing Track Name** ▶ *P243*

You can change track name.

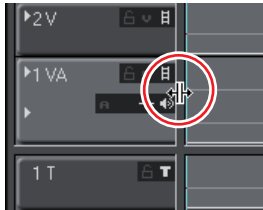
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## Changing Width of Track

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- 1 Drag the right end of track panel.

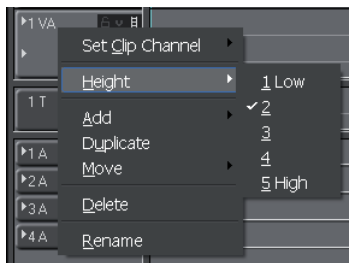


## Changing Height of Track

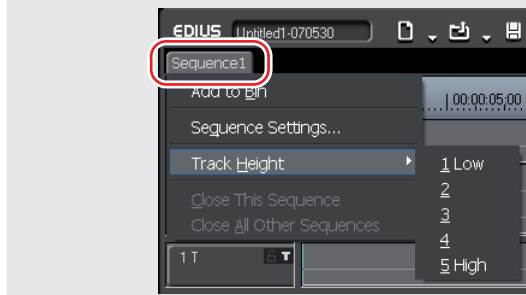
---

- 1 Right-click the track panel to change.
- 2 Select "Height" and click the height you like.

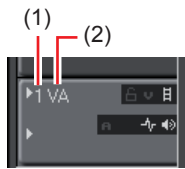
The height of the selected track is changed.



- POINT**
- You can adjust the height of the tracks all at the same time. Right-click the sequence tab, select "Track Height", and click the height you like.

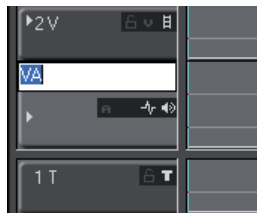


## Changing Track Name



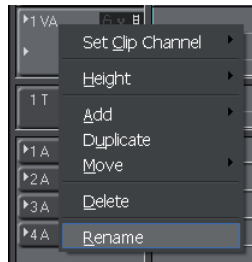
(1) Track number (2) Track name

**1** Click the track name of the track panel to change and enter a track name.



### Alternative

- Right-click the track panel to change, click "Rename", and enter a new name.



### POINT

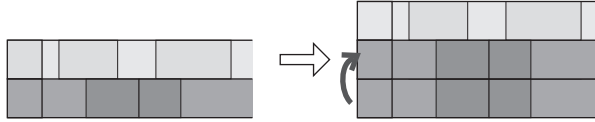
- The track number always displays the sequence of the tracks.
- Up to 30 characters can be used in the track name. Tracks with the same name can also be used. Track names that exceed the display range can be checked with the tooltip.
- When a track is duplicated, the name is also duplicated.
- The default track names are as follows.
  - Video track V
  - Video/audio track VA
  - Audio track A
  - Title track T

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# To Change the Number or Move Tracks

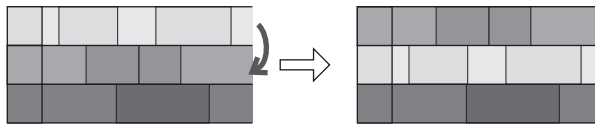
## Copy Tracks

►P245



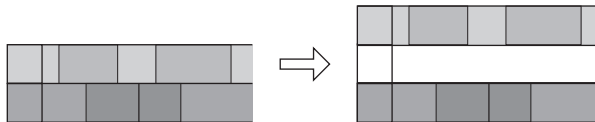
## Move Tracks

►P245



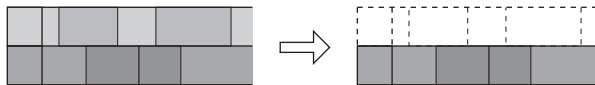
## Add Tracks

►P246



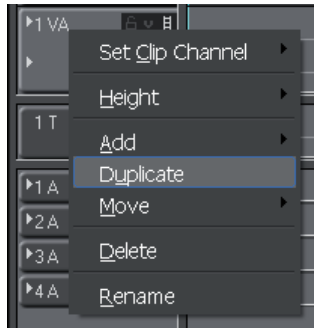
## Delete Tracks

►P246



## Copy Tracks

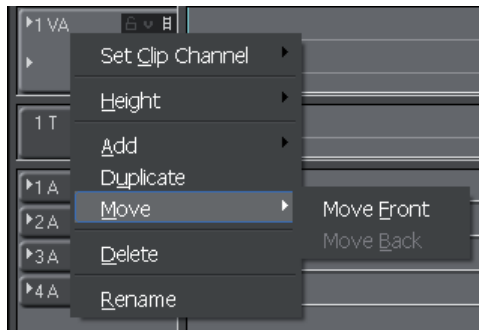
- 1 Right-click track panel of the track to copy and click "Duplicate".



The track is copied on the right-clicked track panel.

## Move Tracks

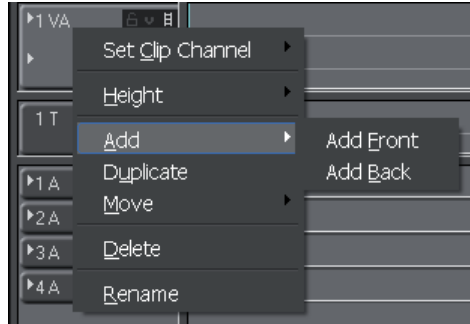
- 1 Right-click track panel to move.
- 2 Select "Move" and click "Move Front" or "Move Back".



## Add Tracks

---

- 1 Right-click track panel.
- 2 Select "Add" and click "Add Front" or "Add Back".

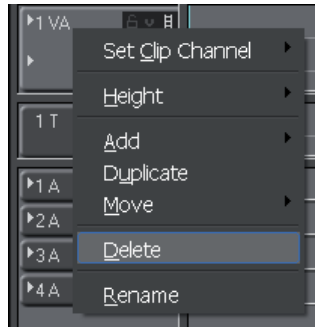


- 3 Enter the track number to add.  
When you right-clicked on V/VA track, select the track to add.
- 4 Click [OK].

## Delete Tracks

---

- 1 Right-click track panel to delete and click "Delete".



The track with no track placed is deleted at this point.

- 2 Click [OK].

# To Make Channel Settings

## **Video Channel Settings** ▶ P248

You can set the video channel on V/VA track. The video clips are placed only on the track with video channel.

## **Audio Channel Settings** ▶ P248

You can set the audio channel on A/VA track. The video clips are placed only on the track with audio channel.

When placing audio clips with multi-channels, assign the channel to each track to automatically divide and place them to the corresponding track.

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## Video Channel Settings

[7]

### 1 Click [Video Channel] on track panel.

Every click switches on and off.

Ex. When set to on



## Audio Channel Settings

### 1 Click [Audio channel] on track panel.

### 2 Select a channel to assign from the displayed menu.



<b>Stereo Channel 1, 2 (3, 4 to 7, 8)</b>	Place the audio clips with 2 channels in one track. Select this option to handle 2 channels together as stereo source.
<b>Monaural Channel 1 (2 to 8)</b>	Place the audio clips with 1 channel in one track. Select this option to handle multiple channels as separate monaural source.
<b>Clear Audio Only</b>	Clear audio channels in all tracks. [8]
<b>Clear All Tracks</b>	Clear video/audio channels in all tracks. [9]

## Alternative

- Stereo channel 1, 2: **[5]**
- Stereo channel 3, 4: **[6]**
- Monaural channel 1 (2 to 4): **[1]** (**[2]** to **[4]**)

### POINT

- Set the channel to all tracks of the same type as the selected track with following operations. Set the channel in order from the smallest track number.
  - Right-click the track panel, and click "Set Clip Channel". Click "Monaural Audio" or "Stereo Audio".
  - Monaural channel: **[Shift] + [X]**
  - Stereo channel: **[Shift] + [Ctrl] + [X]**
- In the default setting, the 1st audio channel in each track is assigned to the 1st channel in output destination, and the 2nd audio channel, assigned to the 2nd channel in output destination.  
*"Audio channel map" Dialog Box ►P31*

### Notes

- The same channel is not assigned to multiple tracks.

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Timeline Settings

# 3

## Time Scale Display Settings

### About Signs on Time Scale

#### **Marking on Time Scale**

▶P251

You can set In and Out points to define the operational range, or marks to be the base to move on the time scale.

#### **Display Unit of Time Scale**

▶P251

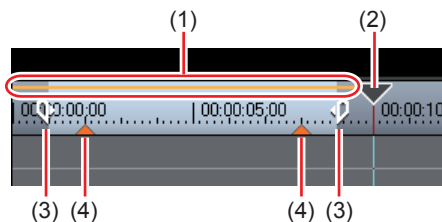
You can change the display unit for the time scale.

#### **Time Scale Settings**

▶P252

You can change the settings for time scale.

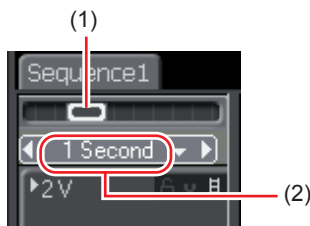
## Marking on Time Scale



(1) <b>Rendering options</b>	The requiring level of rendering for timeline preview is displayed in color by level. <i>Color Code on Time Scale ▶P356</i>
(2) <b>Timeline cursor</b>	Drag it to the right or left, to freely move the timeline cursor.
(3) <b>In/Out points</b>	Define In and Out points of the timeline. The range to apply the operation can be restricted between In and Out points. <i>Setting In and Out Points on Timeline ▶P255</i>
(4) <b>Mark</b>	It is the marking set on timeline. The color of the marker changes to yellow when the mouse cursor is pointed on the marker, and the timecode or comment (if set) is displayed. <i>Marker Settings ▶P337</i>

## Display Unit of Time Scale

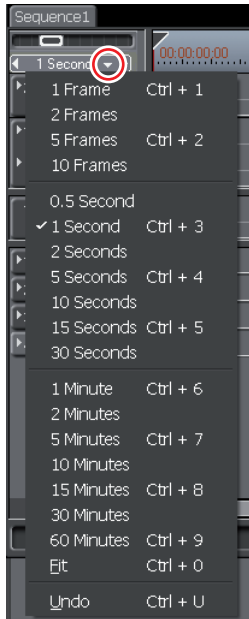
Time scale can be displayed in the following units; frames, seconds, minutes, or Fit (automatic adjustment of display unit to fit the display range of timeline window).



(1) Time scale controller      (2) Time Scale Settings

# Time Scale Settings

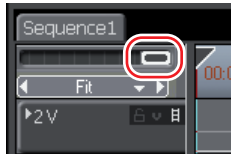
## 1 Select the display unit from the list of [Time Scale Settings].





Click "Fit" to adjust the time scale to display all clips on the timeline. Click "Undo" to return to the previous display unit.

### Alternative

- Click [Time Scale Settings] to switch the display unit and "Fit".
- Drag the time scale controller. Move the slider to the left to reduce the display unit, or to the right to increase. The right end is "Fit".



- Click  1 Second  . Click the button to the left to reduce the display unit, or click the button to the right to increase.

### POINT

- If a clip is on the timeline, you can adjust finely the time scale settings between the range from "1Frame" to "Fit", by dragging with the time scale controller. The scale is shown as "----" while fine-adjusting.

# CHAPTER 6

## **Timeline Editing**

# 1

## Placing Clip

### To Set In and Out Points on Timeline

#### **Setting In and Out Points on Timeline** ▶P255

By setting In and Out points on the timeline, you can restrict the range to apply the operation between In and Out points, or place the clip based on In and Out points.

#### **Setting In and Out Points on Ends of Clip** ▶P256

Set In and Out points on the both ends of the clip placed on the timeline.

#### **Deleting In and Out Points on Timeline** ▶P257

You can delete In and Out points on the timeline.

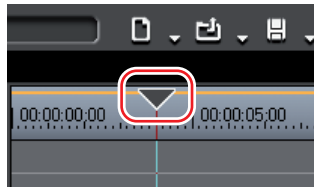
# Setting In and Out Points on Timeline [1][1][0]



(1) Setting In point

(2) Setting Out point

**1** Move the timeline cursor to the position to set In point.



**2** Click [Set In] in Recorder.

**3** Move the timeline cursor to the position to set Out point.

**4** Click [Set Out] in Recorder.

## Alternative

- Move the timeline cursor to the position to set In and Out points, and right-click on the time scale. Click "Set In" or "Set Out".
- Move the timeline cursor to the position to set In and Out points, and click "Marker" on the menu bar. Click "Set In" or "Set Out".

## POINT

- You can drag In point slider or Out point slider on the time scale to change the position of In and Out points.



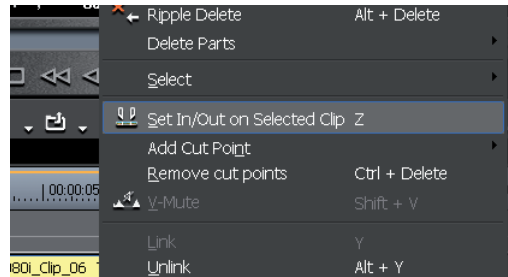
- The time scale between In and Out points turns red and a part of the timecode of Recorder is displayed in red, when placing Out point before In point.

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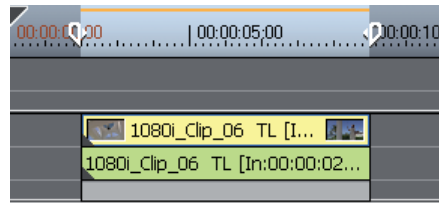
## Setting In and Out Points on Ends of Clip [Z]

Placing Clip ► P259

### 1 Right-click on the clip and click "Set In/Out on Selected Clip".



In and Out points are set on both ends of the clip.



### Alternative

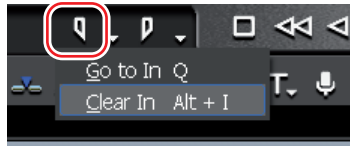
- Select a clip and click "Marker" on the menu bar, and then "Set In/Out on Selected Clip".
- Select a clip and double-click the time scale above the clip.

## Deleting In and Out Points on Timeline **[Alt] + [I]/[Alt] + [O]**

**1** Click the list button of [Set In (Out)] in Recorder.

**2** Click "Clear In (Out)".

Ex. When clicking the list button of [Set In]



### Alternative

- Right-click on the time scale and click "Clear In" or "Clear Out".
- Click "Marker" on the menu bar, and click "Delete In" or "Delete Out".

### POINT

- You can delete In and Out points at one time by the following operation.
  - Right-click on the time scale and click "Delete In/Out".
  - Click "Marker" on the menu bar, and click "Delete In/Out".
  - **[X]**

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## To Place Clip

### **Placing Clip** ▶P259

---

You can place the clip stored in the bin on the timeline.

### **Setting In/Out Points and Place Clip** ▶P262

---

You can set In and Out points to the clip and place only the necessary area on a track.

### **Placing Only Video/Audio Clip** ▶P263

---

You can place only video part or audio part of video clip with audio in a track.

### **Placing by Channel** ▶P264

---

When setting audio or video channel, you can freely divide the video and audio parts (or audio channel) of video clip with audio to place them on each track.

### **Placing Clip between In and Out Points of Timeline (3 Point Editing)** ▶P265

---

You can place a clip between In and Out points of the timeline. Clip is positioned by the length between In and Out points.

### **Placing In and Out Points of Clip between In and Out Points of Timeline (4 Point Editing)** ▶P266

---

Set In and Out points to the clip and place it to a position within the range. The speed between In and Out points of a clip is adjusted automatically, according to the length between In and Out points of the timeline.

### **Placing Unique Clips between In and Out Points of Timeline** ▶P267

---

You can create color bar clips, color matte clips, and title clips between In and Out points of the timeline.

# Placing Clip

**[Shift] + [Enter]**

Switching Insert Mode/Overwrite Mode ▶P232

Sync Mode ▶P232

Ripple Mode ▶P233

## 1 Click the track to place a clip.

### Track on Which a Clip is Placed

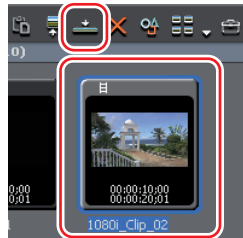


(1) V track	Video, still images, titles, color bar clips and color matte clips are placed on this track. Video clips with audio are placed as video clips with the audio part disabled.
(2) VA track	Video, audio, still image, title, color bar clips and color matte clips are placed on this track.
(3) T track	Video, still image, title, color bar clips and color matte clips are placed on this track. The title position can be adjusted. Video clips with audio are placed as video clips with the audio part disabled. <i>Adjusting Title Position ▶P509</i>
(4) A track	Audio clip is placed. Video clips with audio are placed as audio clips with the video part disabled.

## 2 Move the timeline cursor to the position to place a clip.

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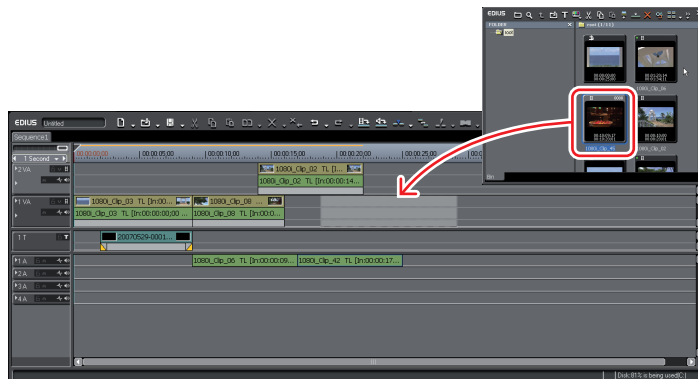
### 3 Select a clip in the bin and click [Add to Timeline].



The clip is placed on the track with the position of the timeline cursor set as In point.

#### Alternative

- Directly drag and drop the clip in the bin on to the timeline.

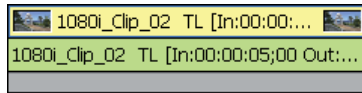
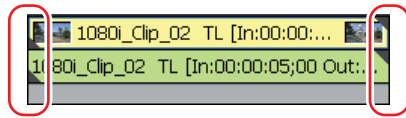


- Right-click on a clip in the bin, and click "Add to Timeline".
- Play the clip in Player, and drag and drop the clip on to the timeline.
- Play the clip on Player and click [Insert to timeline] or [Overwrite to timeline].
- Adding the video displayed in Player to the timeline: **[E]**
- Select a track and move the timeline cursor to the position where you wish to place a clip. If you drag and drop a clip to Recorder, the clip will be placed with the position of the timeline cursor set as In point.
- After moving the timeline cursor to the position where you wish to place a clip, right-click a track and click "Add Clip". Select a source from the "Open" dialog box and click [Open]. The clip is placed with the position of the timeline cursor set as In point.

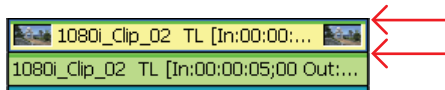
## Clips Placed

You can confirm that the filter or transition is set, by the clip display.

The triangular mark at both ends of the clip means the top (end) of source clip. The triangular mark disappears when the clip is trimmed.



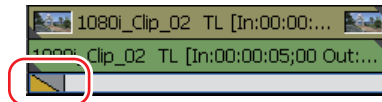
A green line appears on the rendered clip, and a aqua blue line appears on the clip with filter set.



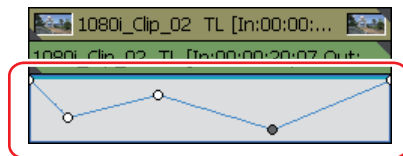
A frame shown below appears when a transition or audio cross fade is set between clips.



A triangle shown below appears in the mixer area when a track transition is set at the start point of a clip.



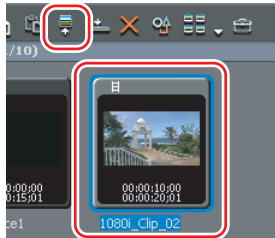
Click [Expand2] to display the lubber band of the transparency.



## Setting In/Out Points and Place Clip

---

- 1 Select a clip in the bin and click [Show in Player].



- 2 Set In and Out points of the source clip.

*In and Out Points Settings ▶P178*

- 3 Click the track to place a clip.
- 4 Move the timeline cursor to the position to place a clip.
- 5 Click [Insert to timeline].



The clip is placed on the track with the position of the timeline cursor set as In point.

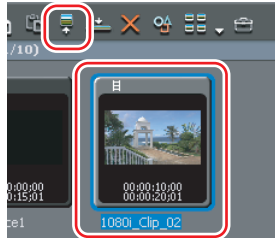
Click [Overwrite to timeline] to place the clip in overwrite mode.

### Alternative

- Drag and drop the clip to place it on to the timeline, after setting In and Out points to the source clip.
- Adding the video displayed in Player to the timeline: **[E]**

# Placing Only Video/Audio Clip

**1** Select a clip in the bin and click [Show in Player].



Check the video in Player, and if necessary set In and Out points.

*In and Out Points Settings ▶ P178*

**2** Click [Set add video] or [Set add audio].

Switch whether the video part or audio part is placed. If a button is displayed with a diagonal line, the corresponding clip will not be placed.

Ex. When enabling [Set add video]



**3** Click the track to place a clip.

**4** Move the timeline cursor to the position to place a clip.

**5** Click [Insert to timeline].



Only the video section or audio section of the clip is placed at the timeline cursor position on the track.

Click [Overwrite to timeline] to place the clip in overwrite mode.

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## Alternative

- After step 2, drag and drop the clip in Player on to the timeline to place it.
- You can set In and Out points for each of the video or audio part of the video clip with audio, and place it on the timeline by clicking [Insert to (Overwrite to) timeline]. In this case, regardless of set [Set add video] or [Set add audio], only the clips set with In and Out points are placed on the timeline.

*In and Out Points Settings for Video/Audio ▶P178*

- [Set add video] enable/disable: **[Shift] + [J]**
- [Set add audio] enable/disable: **[Shift] + [K]**

## Placing by Channel

The placement operations differ depending on the setting of [Video Channel] and [Audio channel] for the track.

When [Video Channel (Audio channel)] is set for any track, the video (or audio) part of the video clip with audio can be placed only on the track.

*Video Channel Settings ▶P248*

*Audio Channel Settings ▶P248*

*Placing Clip ▶P259*



(1) Video channel

(2) Audio channel

### 1 Click the channel to set on each track.

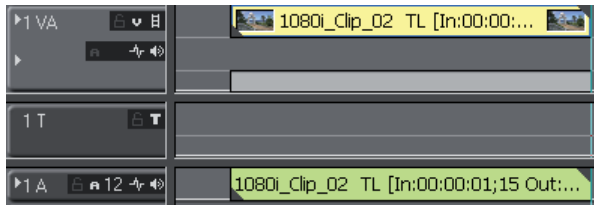
Ex. When setting [Video Channel] on VA track and "Stereo Channel 1, 2" in [Audio channel] for 1A track



### 2 Move the timeline cursor to the position to place a clip.

### 3 Select a clip in the bin and click [Add to Timeline].

The clip is placed on the track with the position of the timeline cursor set as In point.

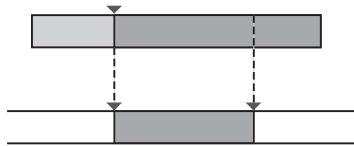


#### POINT

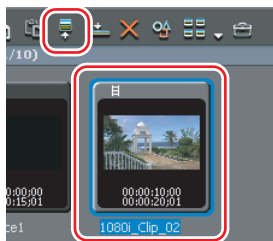
- Channels for an audio clip allowed to be placed are limited to the channel number set as [Audio channel].
- Divided and placed video and audio clips are categorized in groups.

*Removing Group ▶P278*

## Placing Clip between In and Out Points of Timeline (3 Point Editing)



### 1 Select a clip in the bin and click [Show in Player].



Check the video in Player, and set In and Out points if necessary.

*In and Out Points Settings ▶P178*

### 2 Click the track to place the clip.

### 3 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline ▶P255*

#### 4 Click [Insert to Timeline].

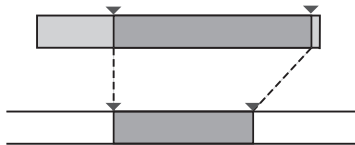


Clip is positioned trimmed in the length between In and Out points of the timeline. When setting In and Out points, the clip is positioned based on each point.

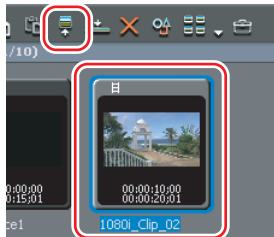
The playback speed of the positioned clip is unchanged.

Click [Overwrite to timeline] to place the clip in overwrite mode.

### Placing In and Out Points of Clip between In and Out Points of Timeline (4 Point Editing)



#### 1 Select a clip in the bin and click [Show in Player].



Check the video in Player, and set In and Out points.

*In and Out Points Settings* ▶P178

#### 2 Click the track to place the clip.

#### 3 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline* ▶P255

#### 4 Click [Insert to Timeline].



In and Out points of a clip are placed between In and Out points of the timeline. The speed between In and Out points of a clip is adjusted automatically, according to the length between In and Out points of the timeline. Click [Overwrite to Timeline] to place the clip in overwrite mode.

**Notes**

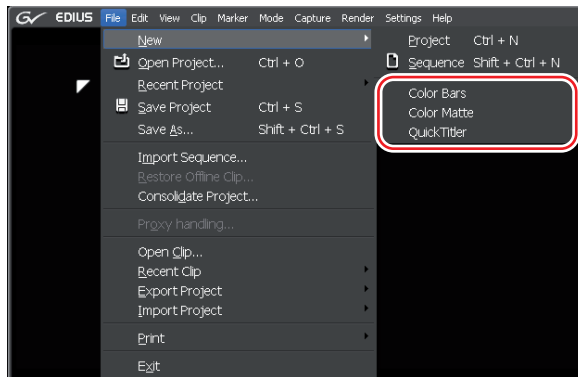
- When placing a clip with In and Out points set in 4 point editing, the playback speed of the clip is adjusted automatically, to stay between In and Out points on the timeline, with the range between In and Out points maintained.

## Placing Unique Clips between In and Out Points of Timeline

### 1 Set In and Out points on the timeline.

Setting In and Out Points on Timeline ►P255

### 2 Click "File" on the menu bar, and click "New" → a clip to create.



### 3 Create a clip.

Color Bar Clip ►P167

Color Matte Clip ►P168

Click "QuickTiter" to start up Quick Titer.

Main screen ►P478

A clip is placed by the length between the In and Out points.

### Alternative

- Right-click on the area between the In and Out points of the track to create a clip, and click "New Clip" → a clip to create.

**POINT**

- In EDIUS Pro/Broadcast, "TitleMotion Pro" can be selected when TitleMotion Pro is installed.

## To Move Clip to the Desired Position

Drag a clip placed on the timeline and drop it to the destination. The clips can be moved to any desired position, including different tracks.

### **Selecting Multiple Clips** ▶P269

---

You can select all the clips in the same track. Or you can select all the clips on the timeline.

### **Moving a Clip** ▶P270

---

You can move a clip by drag and drop. Or you can move multiple clips at the same time.

### **Moving Selected Clip and Subsequent Clips** ▶P271

---

You can move the selected clip and the subsequent clips within the same track, with each position maintained.

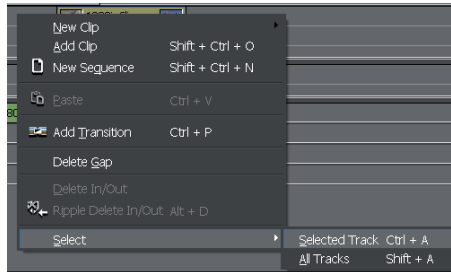
### **Changing the Order of Clips** ▶P272

---

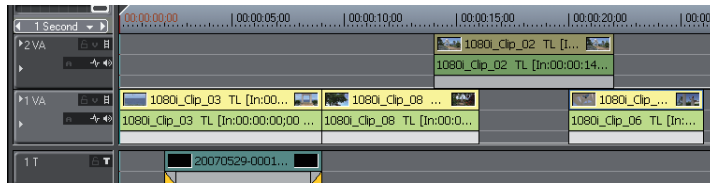
You can change the order of the clips.

# Selecting Multiple Clips

1 Right-click on the track or the clip and click "Select" → "Selected Track".



All the clips on the track are selected.



When clicking "All Tracks", all the clips on the timeline are selected.

## Alternative

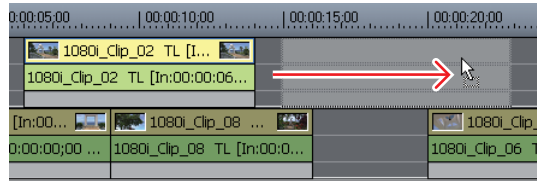
- Click a clip while holding down [Ctrl] key, to add or remove the clip one by one.
- Specify the clip by dragging around with the mouser, on the timeline.
- Click "Edit" on the menu bar, and click "Select" → "Select Track" or "All Tracks".
- Select all clips in the selected track: **[Ctrl] + [A]**
- Select all clips on the timeline: **[Shift] + [A]**

## Moving a Clip

You can also move multiple clips at the same time.

*Selecting Multiple Clips* ▶P269

### 1 Select a clip and drag and drop it to the destination.

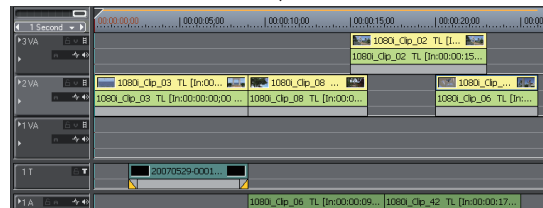
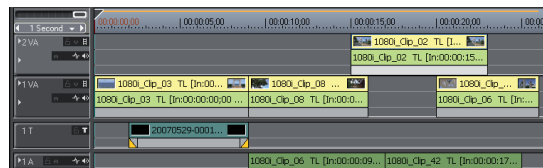


When the sync mode is set, clips in different tracks also move together.

*Sync Mode* ▶P232

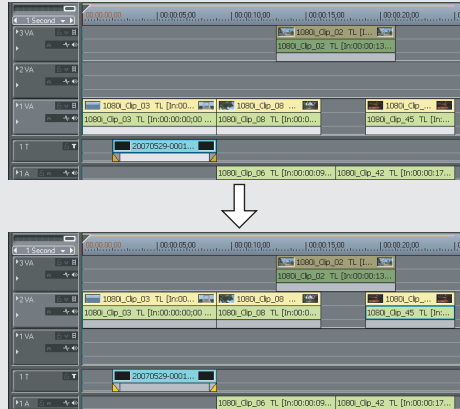
When you select the clips over the multiple tracks and move them to the area where the corresponding type of track does not exist, an additional track is automatically created.

**Ex. When selecting multiple clips on 1VA track and 2VA track, and drag and drop it to one track above**



## Notes

- When you drag the multiple clips placed across the different types of tracks, the clips only placed on the same type of tracks move.  
**Ex. When selecting multiple clips on 1VA, 1T, and 1A track, and drag and drop it to one track above**



- When you move only one of the clips with the clip transition or audio cross fade defined, the selected clip moves and the transition is released.

## Moving Selected Clip and Subsequent Clips

- 1** Click the first clip of the clips to move.
- 2** Press and hold [Shift] and [Alt] keys and drag the clip inside the track area.

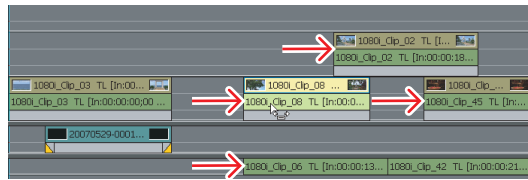
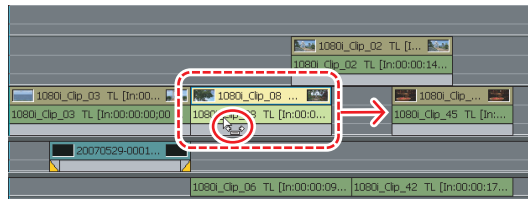
The shape of the mouse cursor is changed, and all the subsequent clips move together with the selected clip.

When the sync mode is set, clips in different tracks also move together.

*Sync Mode* ► P232

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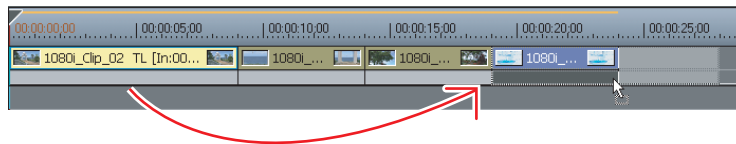
### Ex. When the sync mode is set



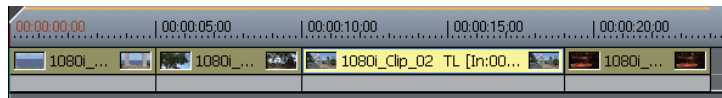
### 3 Drop the clip on the position to insert.

## Changing the Order of Clips

### 1 Drag the clip and drop it on the position to insert.



The clip order changes.



When the sync mode is set, all the tracks move together.

**POINT**

- Change the order after setting the insert mode and ripple mode to on.  
*Switching Insert Mode/Overwrite Mode ▶P232*  
*Ripple Mode ▶P233*

# To Search Clips Placed on Timeline in Bin

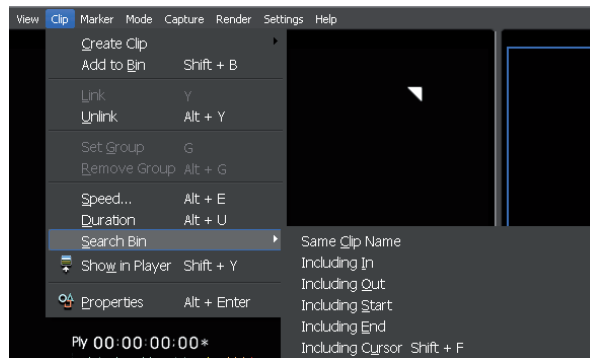
## **Searching Clips Placed on Timeline in Bin** ▶ *P274*

You can search clips on the timeline by specifying the criteria in the bin. The search results folder is created in the folder view of the bin.

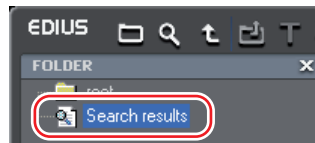
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## Searching Clips Placed on Timeline in Bin

- 1 Select a clip from the timeline to search.
- 2 Click "Clip" on the menu bar, and click "Search Bin".
- 3 Click a criterion to search.



The search result folder is created in the folder view of the bin to display clips which are matched to the criterion.



### Alternative

- Right-click the clip and click "Search Bin" → a criterion to search.

#### POINT

- The search result folder created once by specifying criteria starts searching a clip to match to the criterion by every time to open and check. Clips newly registered in the bin are also the target to be searched.
- You can change the setting to refine the search or search criteria for clips in the search result folder.

*Searching in Bin ►P200*

*Removing Search Result ►P203*

- When clicking "Including Cursor" in the search criteria, the search result folder is displayed as the source timecode.

# 2

## Clip Operation

### To Handle Video Part or Audio Part of Clip Individually

#### **Unlink**

► *P276*

The video and audio parts in a video clip on VA track can be separated. By releasing the link, you can handle them as independent clips.

#### **Link Settings**

► *P276*

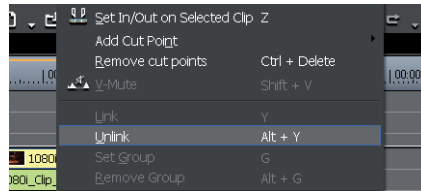
The unlinked video clip and audio clip can be relinked.

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## Unlink

[Alt] + [Y]

- 1 Right-click on the clip to be unlinked, and click "Unlink".



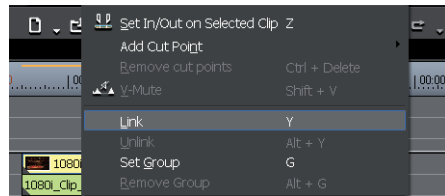
### Alternative

- Click "Clip" on the menu bar, and click "Unlink".

## Link Settings

[Y]

- 1 Select the video and audio clips to be linked.
- 2 Right-click the clip and click "Link".



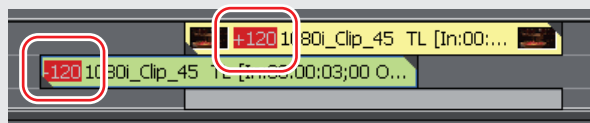
Link is set and you can handle it as a single clip.

### Alternative

- Click "Clip" on the menu bar, and click "Link".

### POINT

- Conditions for link settings are as follows
  - Clips placed on the same track
  - Clips with overlapped part
  - Clips referring to the same source
- When the start point of the video and audio clips with audio set have a gap, a red square appears on the head of the clip. The number in the square indicates the number of frame gap.



# To Handle Multiple Clips as One Clip

## Setting Group

► P278

You can handle multiple clips as 1 group. You can group the clips over different tracks.

## Removing Group

► P278

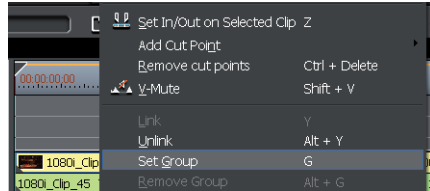
You can restore the grouped clips to the original separate clips.

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## Setting Group

[G]

- 1 Select multiple clips to be grouped.
- 2 Right-click the clip and click "Set Group".



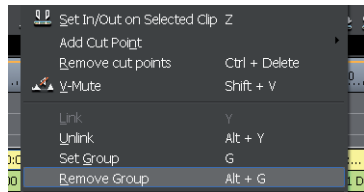
### Alternative

- Click "Clip" on the menu bar, and click "Set Group".

## Removing Group

[Alt] + [G]

- 1 Right-click the grouped clips and click "Remove Group".



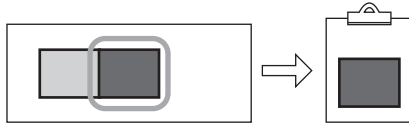
### Alternative

- Click "Clip" on the menu bar, and click "Remove Group".

# To Edit Clip (Cut, Change the Position, etc.)

## Copy

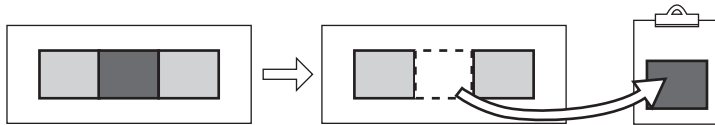
▶ P281



## Cut

▶ P281

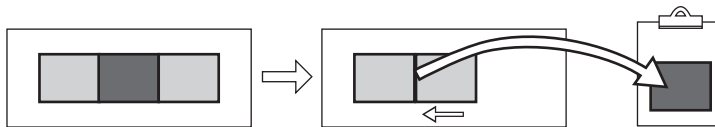
You can cut a clip. The cut clip is deleted from the original position.



## Ripple Cut

▶ P281

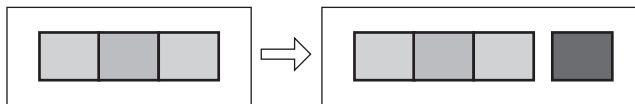
Cut a clip to move the space forward.



## Paste

▶ P282

You can place the copied, cut, or ripple cut clip on the timeline.



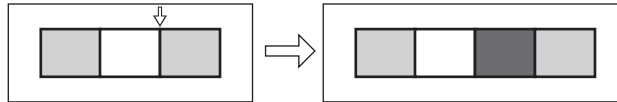
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## **Paste on In and Out Points of the Clip** ▶P283

---

You can insert a clip on (or in front of) In point or on (or behind) Out point of a specified clip.

**Ex. When pasting another clip to Out point of the white clip.**



## **Replace** ▶P284

---

You can replace the copied, cut, or ripple cut clip.

## **Replace Parts** ▶P284

---

You can replace the parts such as only filter or mixer.

## **Clip Color on Timeline** ▶P286

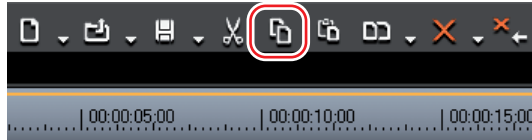
---

You can set the color code on clips placed on the timeline, to categorize it.

## Copy

**[Ctrl] + [C]**

- 1 Select a clip and click [Copy to clipboard (Timeline)].



You can continuously paste or replace clips.

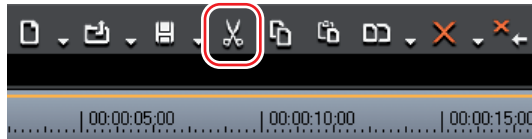
### Alternative

- Right-click a clip and click "Copy".
- Click "Edit" on the menu bar, and click "Copy".

## Cut

**[Shift] + [Delete], [Ctrl] + [X]**

- 1 Select a clip and click [Cut to clipboard (Timeline)].



You can continuously paste or replace clips.

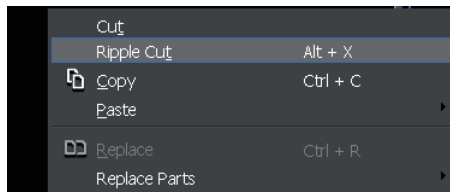
### Alternative

- Right-click on a clip and click "Cut".
- Click "Edit" on the menu bar, and click "Cut".

## Ripple Cut

**[Alt] + [X]**

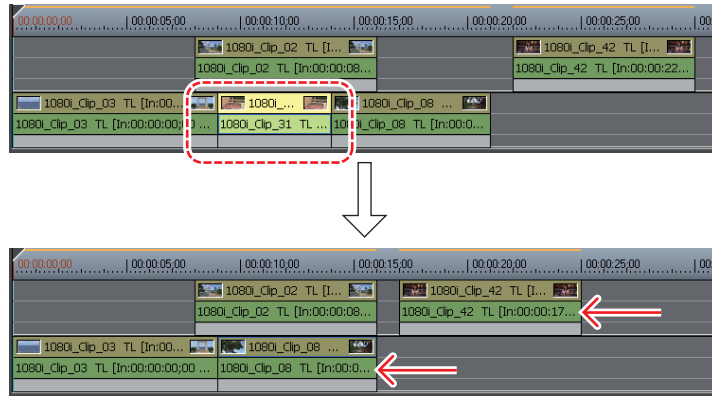
- 1 Right-click on a clip to cut, and click "Ripple Cut".



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The selected clip is deleted and the next clip on the same timeline moves forward. When the sync mode is set to on, the clips on different tracks move together.

### Ex. When the sync mode is set to on



You can continuously paste or replace clips.

### Alternative

- Click "Edit" on the menu bar, and click "Ripple Cut".

## Paste

**[Ctrl] + [V]**

### 1 Select a clip and click [Copy to clipboard (Timeline)].

You can also paste the clip when clicking [Cut to clipboard (Timeline)] or [Ripple Cut].

Copy ▶P281

Cut ▶P281

Ripple Cut ▶P281

### 2 Select the track to paste the clip.

### 3 Move the timeline cursor to the position to paste a clip.

### 4 Click [Paste to cursor location (Timeline) from clipboard].



The clip is placed with the position of the timeline cursor set as In point.

### Alternative

- Right-click on the track to paste the clip and click "Paste".
- Click "Edit" on the menu bar, and click "Paste" → "Cursor".
- Right-click on any of the clip on the track to paste the clip and click "Paste" → "Cursor".

**POINT** • If a clip is placed at the destination position, it is divided at the position of the timeline cursor and the cut clip overwrites the existing clip or is inserted between the divided clips.

## Paste on In and Out Points of the Clip

### 1 Select a clip and click [Copy to clipboard (Timeline)].

You can also paste the clip when clicking [Cut to clipboard (Timeline)] or [Ripple Cut].

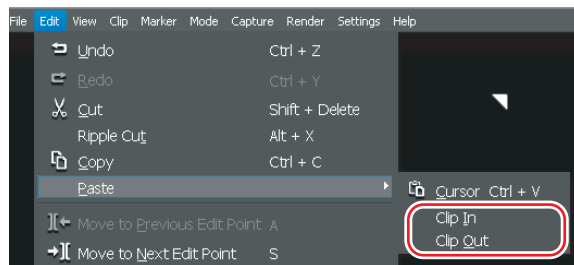
Copy ▶P281

Cut ▶P281

Ripple Cut ▶P281

### 2 Click the clip to be the base point to paste a clip.

### 3 Click "Edit" on the menu bar, and click "Paste" →"Clip In" or "Clip Out".



<b>Clip In</b>	Insert the clip on (before) In point of the clip.
<b>Clip Out</b>	Insert the clip on (after) In point of the clip.

### Alternative

- Right-click the clip to be the base point to paste the clip, and click "Paste" → "Clip In" or "Clip Out".

## Replace

**[Ctrl] + [R]**

### 1 Select a clip to be the source of replacement and click [Copy to clipboard (Timeline)].

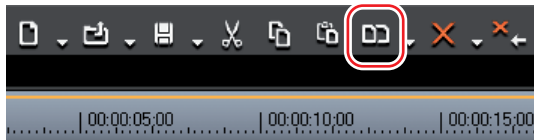
You can also replace the clip when clicking [Cut to clipboard (Timeline)] or [Ripple Cut].

*Copy ▶P281*

*Cut ▶P281*

*Ripple Cut ▶P281*

### 2 Click the replacing target clip and click "Replace clip (Timeline)".



All of the mixer and filter attached to the clip are also replaced.

#### Alternative

- Click the list button of [Replace clip (Timeline)] and select "All".
- Right-click the replacing target clip and click "Replace".
- Click "Edit" on the menu bar, and click "Replace".

**Notes** • The length of the clip to be the source of replacement is automatically adjusted, based on In point of the replacing target clip. The playback speed does not change.

## Replace Parts

### 1 Click the clip to be the source of replacement and click [Copy to clipboard (Timeline)].

You can also replace the parts of the clip when clicking [Cut to clipboard (Timeline)] or [Ripple Cut].

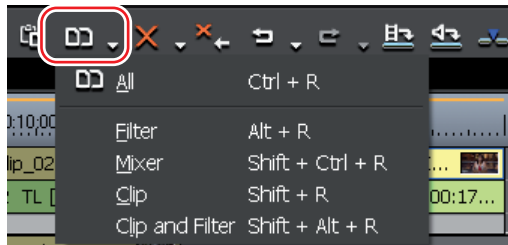
*Copy ▶P281*

*Cut ▶P281*

*Ripple Cut ▶P281*

### 2 Select the replacing target clip.

- 3** Click the list button of [Replace clip (Timeline)], and click the item to replace.



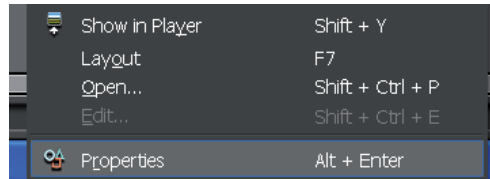
### Alternative

- Click "Edit" on the menu bar, and click "Replace Parts" → the item to replace.
- Right-click the replacing target clip, and click "Replace Parts" the item to replace.
- Replacing the filter: **[Alt] + [R]**
- Replacing the mixer: **[Shift] + [Ctrl] + [R]**
- Replacing the clip: **[Shift] + [R]**
- Replacing the clip to filter: **[Shift] + [Alt] + [R]**

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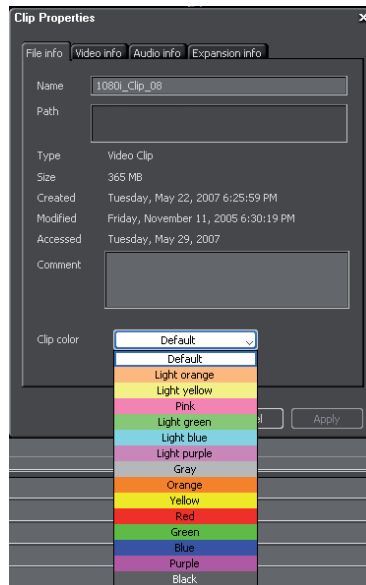
## Clip Color on Timeline

### 1 Right-click the clip and click "Properties".



"Clip Properties" dialog box appears.

### 2 Click "File info" tab, and select the color you like from the list of "Clip color".



#### POINT

- You can also display "Clip Properties" dialog box by the following operation.
  - Click "Clip" on the menu bar, and click "Properties".
  - **[Alt] + [Enter]**

# To Divide a Clip at the Desired Position

## **Dividing Clip at Timeline Cursor Position** ▶P288

You can divide a clip at the timeline cursor position. After dividing the clip, you can handle the divided fragments as independent clips.

## **Dividing Clip at In and Out Points** ▶P289

Set In and Out points on the timeline, to divide the clip at the position.

## **Combining Divided Clip** ▶P289

You can recombine a divided clip.

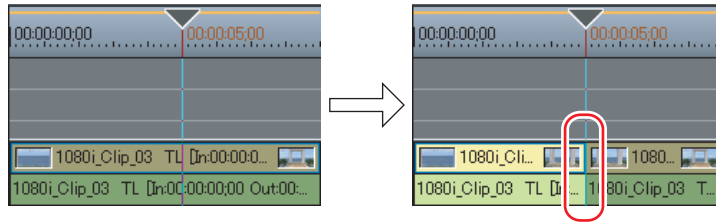
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## Dividing Clip at Timeline Cursor Position [C]

- 1 Click the track where the clip to be divided is placed.
- 2 Move the timeline cursor to the position to divide the clip.
- 3 Click [Add cut point].



The clip is divided at the timeline cursor position.



### Alternative

- Click the list button of [Add cut points], and click "Selected Track".
- Right-click on a clip to add a cut point and click "Add Cut Point" → "Selected Track".
- Click "Edit" on the menu bar, and click "Add Cut Point" → "Selected Track".

### POINT

- By the following operation, you can divide all the clips on the all tracks placed at the timeline cursor position.
  - Click the list button of [Add cut point], and click "All Tracks".
  - Right-click on any clip and click "Add Cut Point" → "All Tracks".
  - Click "Edit" on the menu bar, and click "Add Cut Point" → "All Tracks".
- **[Shift] + [C]**

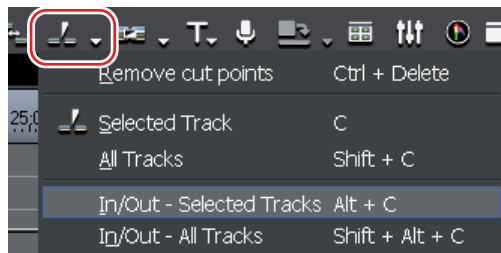
## Dividing Clip at In and Out Points [Alt] + [C]

1 Click the track where the clip to be divided is placed.

2 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline ▶P255*

3 Click the list button of [Add cut point], and click "In/Out-Selected Tracks".



### Alternative

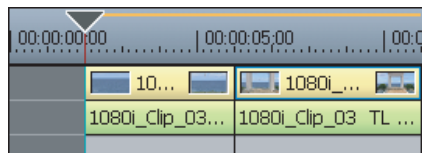
- Right-click on a clip to add a cut point and click "Add Cut Point" → "In/Out-Selected Tracks".

#### POINT

- By the following operation, you can divide all the clips on all tracks at In and Out points on the timeline.
  - Click the list button of [Add cut point], and click "In/Out-All Tracks".
  - Right-click on any clip and click "Add Cut Point" → "In/Out-All Tracks".
  - [Shift] + [Alt] + [C]

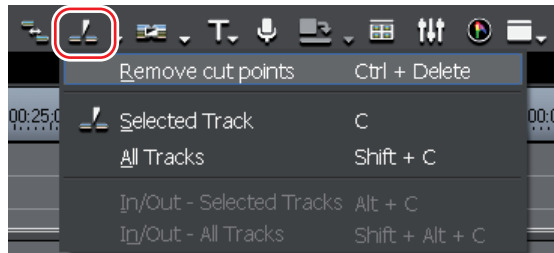
## Combining Divided Clip [Ctrl] + [Delete]

1 Select 2 clips to be combined.

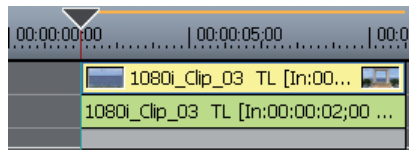


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**2 Click the list button of [Add cut point], and click "Remove cut points".**



The 2 clips are combined and can be handled as one clip.



**Alternative**

- Right-click on a clip and click "Remove cut points".
- Click "Edit" on the menu bar, and click "Remove cut points".

**POINT** • Three or more clips can be combined with the same operation.

**Notes**

- "Remove cut points" is available only when the neighboring clips refer to the same source.
- When combining clips, all the effect, layout or rubber band set return to the status before dividing.

# To Set Clip Unplayable

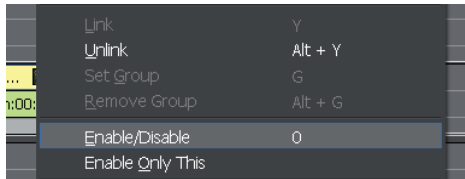
## Clip Enable/Disable

► P292

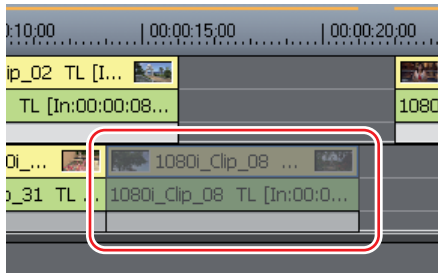
You can disable the clips placed on the timeline. The disabled clips are not played.

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## 1 Right-click the clip to disable and click "Enable/Disable".



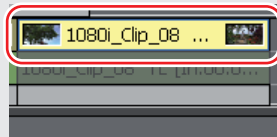
The disabled clips are grayed out regardless of their types.



### POINT

- You can enable the disabled clip with the same operation.
- You can enable only the selected clips among the clips set with link or group, or you can enable only the video section or audio section of video clip with audio. Right-click a clip and click "Enable Only This", to disable all of the other clips.

**Ex. When selecting the video part of a video clip with audio**



Link Settings ▶P276

Setting Group ▶P278

# To Delete Clip

## **Deleting Clip** ▶ *P294*

You can delete the clips placed on the timeline.

## **Deleting between In and Out Points on Timeline** ▶ *P294*

You can delete the range of the clip between In and Out points on the timeline.

## **Deleting Only Video/Audio Clip** ▶ *P296*

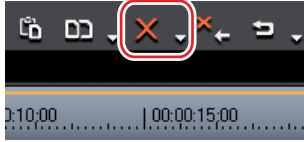
You can delete only video part or audio part of video clips with audio.

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## Deleting Clip

[Delete]

- 1 Select a clip and click [Delete].



The selected clip is deleted.

The result of delete operation by a button or shortcut differs depending on the editing mode.

*Sync Mode* ►P232

### Alternative

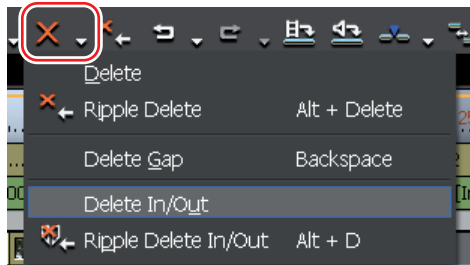
- Click the list button of [Delete], and click "Delete".
- Right-click a clip to delete and click "Delete".
- Click "Edit" on the menu bar, and click "Delete".

## Deleting between In and Out Points on Timeline [D]

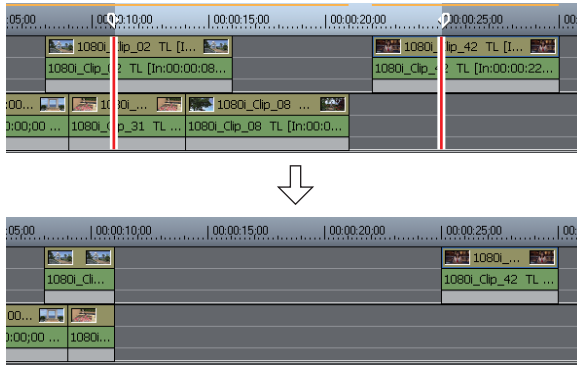
- 1 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline* ►P255

## 2 Click the list button of [Delete], and click "Delete In/Out".



All clips between In and Out points are deleted.



### Alternative

- Right-click the time scale, and click "Delete In/Out".
- Click "Edit" on the menu bar, and click "Delete In/Out".
- Right-click the track, and click "Delete In/Out".

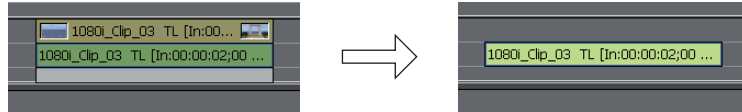
**POINT** • When setting only In point, the range of the clip after In point is deleted, and when setting only Out point, the range of the clip from the beginning of the timeline to Out point is deleted.

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## **Deleting Only Video/Audio Clip** *[Alt] + [V]/[Alt] + [A]*

- 1** Select a clip.
- 2** Click the list button of [Delete], and click "Delete Video Clip" or "Delete Audio Clip".

Ex. When deleting video clip



### **Alternative**

- Right-click a clip and click "Delete Parts" → "Delete Video Clip" or "Delete Audio Clip".
- Click "Edit" on the menu bar, and click "Delete Parts" → "Delete Video Clip" or "Delete Audio Clip".
- Remove the link of clips, select only the video clip or audio clip, and click [Delete].  
*Unlink ► P276*
- Once drag a clip and place it on A track (V track), the video (audio) part is deleted.

# To Delete Clip to Move Forward the Clip Behind

## **Ripple Deleting Clip** ▶P298

Delete the clip and move the space forward.

## **Ripple Deleting between In and Out Points on Timeline** ▶P298

You can ripple delete the range between In and Out points on the timeline.

## **Ripple Deleting Only Video/Audio Clip** ▶P299

You can ripple delete only the video part or audio part of video clip with audio.

## **Deleting Gap (Blanks)** ▶P300

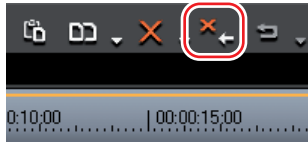
You can delete the blank spaces between clips and move the clip behind forward.

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## Ripple Deleting Clip

[Alt] + [Delete]

### 1 Select a clip and click [Ripple delete].



The clip is deleted and the subsequent clips move forward together. When the sync mode is on, clips in different tracks also move together.  
*Sync mode* ►P232

### Alternative

- Click the list button of [Delete], and click "Ripple Delete".
- Right-click a clip and click "Ripple Delete".
- Click "Edit" on the menu bar, and click "Ripple Delete".

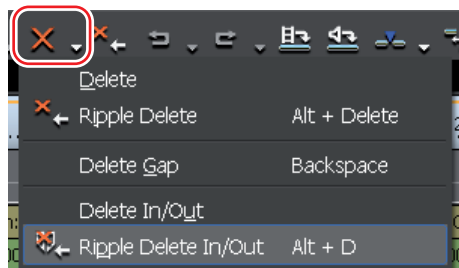
**POINT** • "Ripple delete" functions are available regardless of the setting of the ripple.

## Ripple Deleting between In and Out Points on Timeline [Alt] + [D]

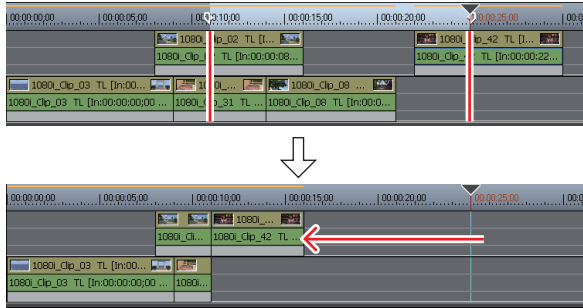
### 1 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline* ►P255

### 2 Click the list button of [Delete], and click "Ripple Delete In/Out".



All the clips between In and Out points are deleted, and the clips behind move forward.



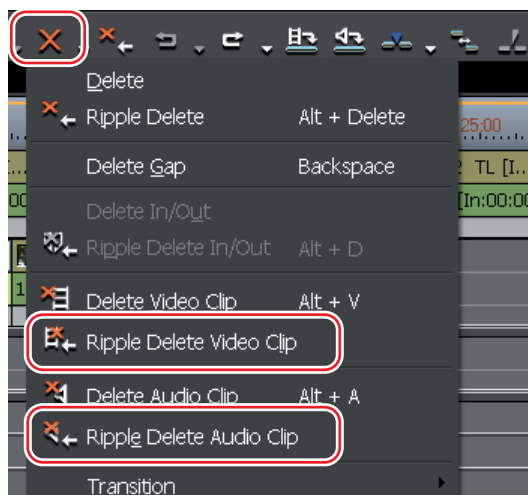
### Alternative

- Right-click the time scale, and click "Ripple Delete In/Out".
- Click "Edit" on the menu bar, and click "Ripple Delete In/Out".
- Right-click the track, and click "Ripple Delete In/Out".

**POINT** • When setting only In point, the range of the clip after In point is ripple deleted, and when setting only Out point, the range of the clip from the beginning of the timeline to Out point is ripple deleted.

## Ripple Deleting Only Video/Audio Clip

- 1 Select a clip.
- 2 Click the list button of [Delete], and click "Ripple Delete Video Clip" or "Ripple Delete Audio Clip".



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Only the video clip or audio clip is deleted, and the clips behind move forward together.

When the sync mode is on, clips in different tracks also move together.

*Sync mode* ▶ P232

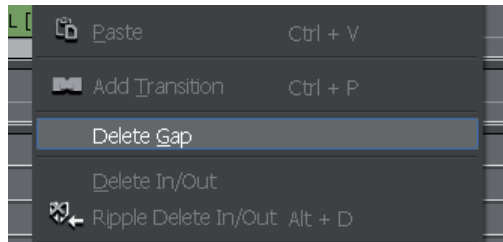
### Alternative

- Right-click the clip and click "Delete Parts" → "Ripple Delete Video Clip" or "Ripple Delete Audio Clip".

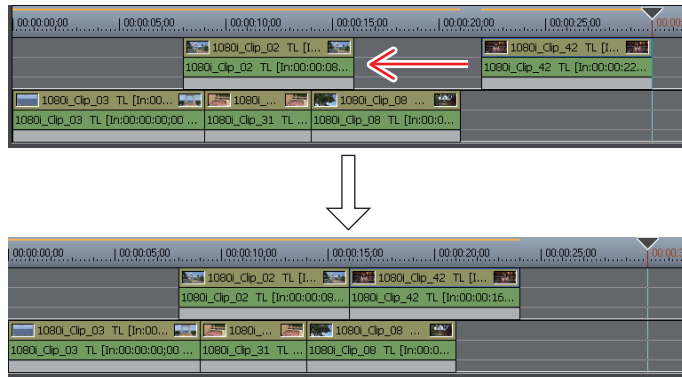
## Deleting Gap (Blanks)

---

- 1 Select the clip after the gap to be deleted and right-click the timeline, and click "Delete Gap".



The gap is deleted and the clips behind is connected to the previous clip.



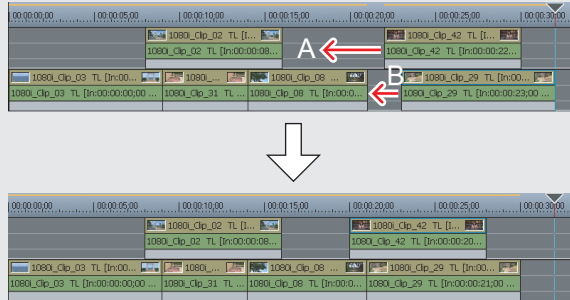
## Alternative

- Select the clip behind the gap to be deleted, click the list button of [Delete], and click "Delete Gap".
- Select the clip behind the gap to be deleted and press [Shift] + [Alt] + [S] or [Backspace] key(s).
  - \* Select multiple clips behind the gap to be deleted and perform the operation above, to delete multiple gaps at one time.

### POINT

- When the sync mode is on, the length of clips including linked tracks becomes the shortest by moving forward. If there is no space on other tracks, ripple delete does not function.

**Ex. To delete the gap of A when setting the sync mode on**



The gap delete of A remains within the gap length of B.

# To Change Playback Speed

## Changing Speed of Whole Clip

►P303

You can change the playback speed of clips.

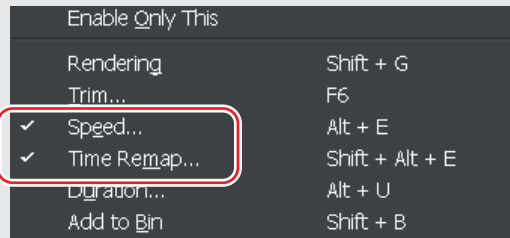
**Pro**

## Partially Changing Playback Speed (*Time Remap*) ►P304

You can remap a particular frame of a clip on the different position of the timeline. The remained frames are automatically interpolated and the speed of the previous/next frames are changed. In point of a clip, a frame of Out frame and the total length stay the same.

### POINT

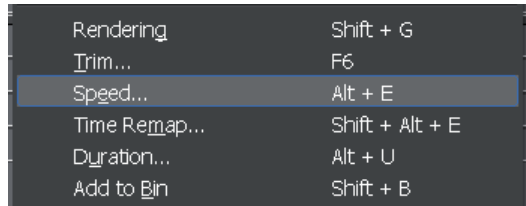
- Set "Speed" or "Time Remap", and the menu items to be displayed when setting are checked.



# Changing Speed of Whole Clip

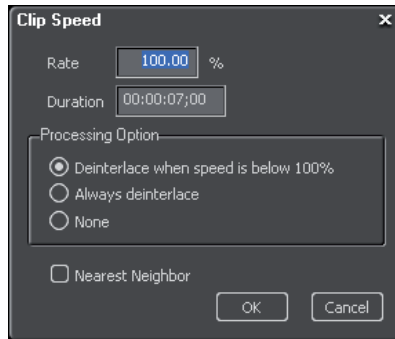
[Alt] + [E]

## 1 Right-click a clip and click "Speed".



"Clip Speed" dialog box appears.

### ◆ "Clip Speed" Dialog Box



<b>Rate</b>	Enter the ratio to the original speed to set the playback speed of the clip. Enter a negative value to play in the reverse direction. It is synchronized to "Duration".
<b>Duration</b>	Enter the play duration of the clip. It is synchronized to "Rate".
<b>Processing Option</b>	Select the processing option to reduce flicker in slow motion. When the video flickers, affected by scanning line, in slow motion, select "Deinterlace when speed is below 100%".
<b>Nearest Neighbor</b>	Interpolate the length of the clip in slow motion by continuously displaying the same frame.

## 2 Set the speed by "Rate" or "Duration".

Entry of Value ▶P22

## 3 Select one from "Processing Option" and click [OK].

### Alternative

- Click "Clip" on the menu bar, and click "Speed".

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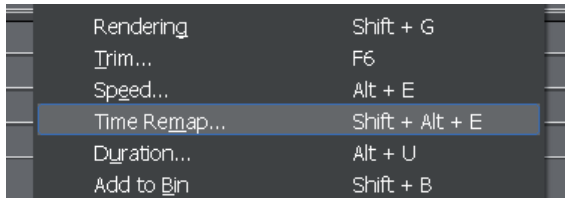
## Notes

- The playback speed cannot be changed for the split trimmed clips in VA track.

*Split Trim* ► P329

## Pro Partially Changing Playback Speed (*Time Remap*) [Shift] + [Alt] + [E]

### 1 Right-click a clip and click "Time Remap".

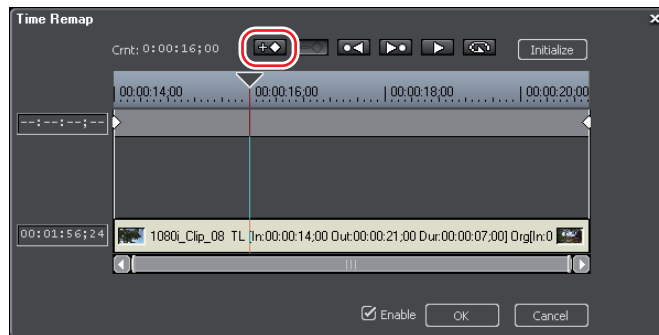


"Time Remap" dialog box appears.

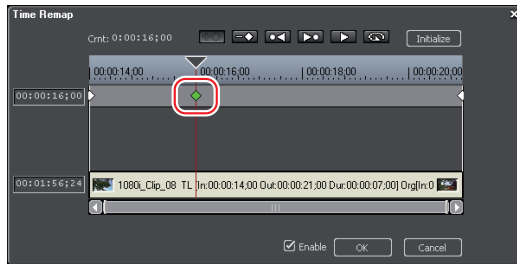
*"Time Remap" Dialog Box* ► P306

### 2 Drag a timeline cursor.

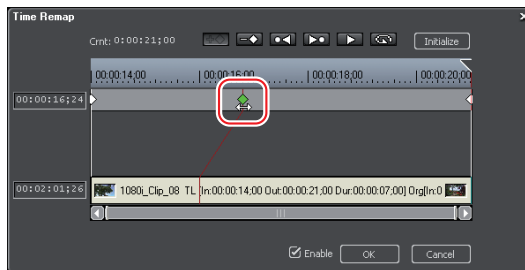
### 3 Click [Add Key] at the position to add a key.



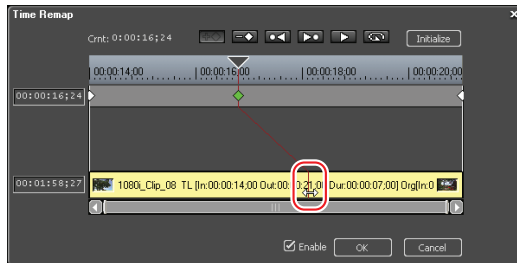
Key is added in the key setting field.



**4** Point the mouse cursor on the key and drag to the right or left.



The frame of the clip can also be dragged to the right or left.



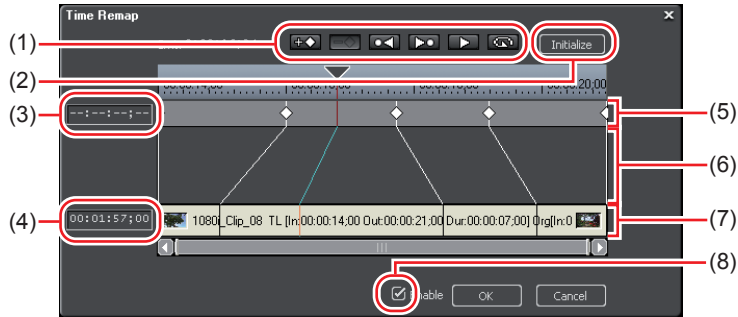
**5** Click [Playback] or [Loop Playback] to check the video.









The video is displayed in Recorder.

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## ◆ "Time Remap" Dialog Box



	Add a key at the position of the timeline cursor. <b>[Insert], [V]</b>
	Delete a key at the position of the timeline cursor. <b>[Delete]</b>
	Move the timeline cursor to the previous key. <b>[Page up], [A], [Ctrl] + [←]</b>
(1) 	Move the timeline cursor to the next key. <b>[Page down], [S], [Ctrl] + [→]</b>
	Play the video from the position of the timeline cursor to the end of the clip. When clicking the button during playback, the clip pauses.
	Repeatedly play the clip. When clicking the button during playback, the clip pauses.
(2) <b>Initialize</b>	Click [Initialize], and click [Yes], to delete all added keys and restore to the default.
(3) <b>Time code (Timeline)</b>	You can directly enter the value to specify the position on the timecode of the timeline to place the key at the position of the timeline cursor. The timecode is displayed when the timeline cursor is pointed on the key.
(4) <b>Time code (Clip)</b>	You can directly enter the value to specify the position on the timecode of the clip to place the key at the position of the timeline cursor.
(5) <b>Key setting field</b>	The space is used for key setting.
(6) <b>Time difference display area</b>	The space displays the connected line of the values of the time difference generated when adding keys.
(7) <b>Clip</b>	Display the line connecting the key and the corresponding frame on a position on the clip.
(8) <b>Enable</b>	Switch Enable/Disable of the setting of the time remap. Remove the check to disable the settings.

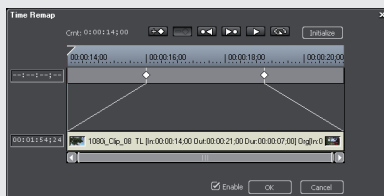
Entry of Value ► P22

## Alternative

- Right-click on "Time Remap" dialog box and click "Add Key", to add a key to the position of the timeline cursor.
  - Right-click on "Time Remap" dialog box and click "Delete Key", to delete a key on the position of the timeline cursor.
  - Moving the timeline cursor to the top frame of the clip: **[Home]**
  - Moving the timeline cursor to the last frame of the clip: **[End]**
  - Moving the timeline cursor to the previous frame: **[←]**
  - Moving the timeline cursor to the next frame: **[→]**
  - Moving the key/frame to 1 frame before\*: **[, ]**
  - Moving the key/frame to 1 frame behind\*: **[. ]**
  - Focusing on the key setting field: **[↑]**
  - Focusing on the clip: **[↓]**
- \* Enabled when the key setting field or a clip is focused, or the timeline cursor is positioned on the key or the frame.

### POINT

- Right-click on "Time Remap" dialog box and click "Timeline Time" to remove the check, to change the top frame of the clip to [00:00:00;00].
- Right-click on "Time Remap" dialog box and click "Information" to remove the check, to switch to hide the thumbnail displayed at the top and last of the clip, and the timecode.
- Right-click on "Time Remap" dialog box and click "Original Source Time" to remove the check, to display the timecode that In point of a clip is set as [00:00:00;00].
- A clip with no key added has keys at the beginning and end.
- For setting a range to keep the normal playback speed, save the range as another clip with [Add cut point], and apply the time remap to the specified range of the clip to change the speed.  
*Dividing Clip at Timeline Cursor Position ►P288*
- To set the top or end frame as a fixed image for the specified duration, drag the top or end key which is preset in "Key setting field" until the position to keep the duration. Display the top or end frame as a fixed image for the specified duration, and the speed of remained ranges becomes faster.



# To Specify Display Range of Video

## **Layout (Crop)**

▶ *P309*

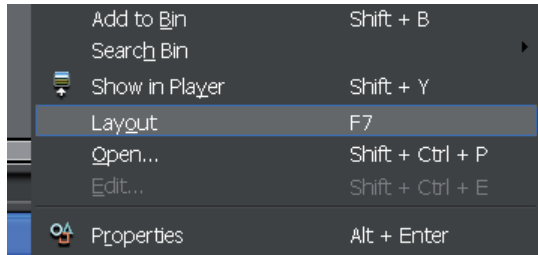
---

You can specify the display range of the video by rectangle or change the display ratio.

## Layout (Crop)

[F7]

- 1 Right-click the video part of V/VA clip on the timeline.
- 2 Click "Layout".



"Video Layout" dialog box appears.

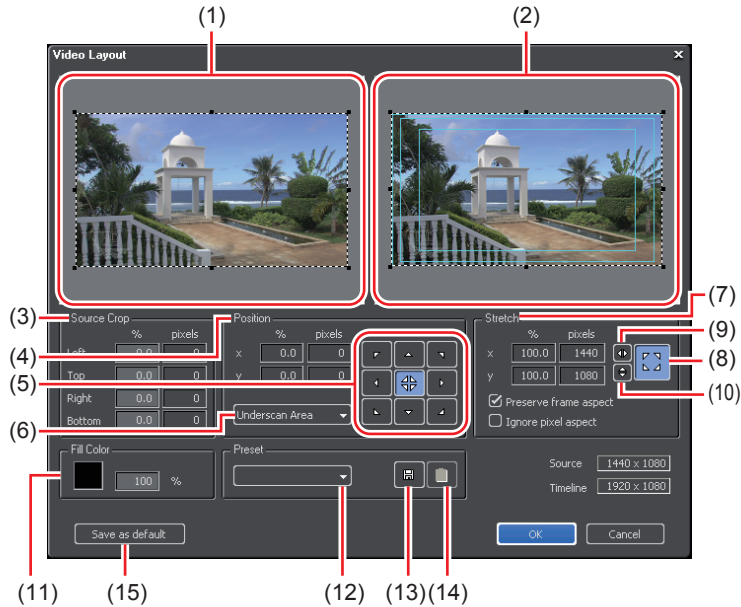
- 3 Referring to the video displayed in Recorder, adjust the layout in "Video Layout" dialog box.

### Alternative


- Click "Mode" on the menu bar, and click "Layout".

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## ◆ "Video Layout" Dialog Box



(1) <b>Clip preview</b>	Display a clip video. Drag one of the crop range points (8 points) to change the display range.
(2) <b>Timeline preview</b>	Check the display on the timeline. Drag the crop range points to change the position. In addition, drag one of the crop range points (8 points) to change the display ratio.
(3) <b>Source Crop</b>	<p>Set the displayed range (rectangle). You can cut the area you do not want to display.</p> <p><b>Left</b> Based on the original clip width, set the area not to display with a percentage value from the left.</p> <p><b>Top</b> Based on the original clip height, set the area not to display with a percentage value from the top.</p> <p><b>Right</b> Based on the original clip width, set the area not to display with a percentage value from the right.</p> <p><b>Bottom</b> Based on the original clip height, set the area not to display with a percentage value from the bottom.</p>
(4) <b>Position</b>	Set the position to place the display range which is selected in "Source Crop" area.

<b>(5) Switch position</b>	<p>This button specifies the available different positions, such as top left, top center or bottom right. Within the basic area set in "Basic area selection", move the clip to the direction you clicked. You cannot select multiple directions at the same time. If you click [Switch position] in the center to enable it, the position remains even when you change the "Source Crop" or "Stretch" settings. When clicking [Switch position] again, you can set the position with a percentage value, based on the timeline width and height.</p>
<b>(6) Basic area selection</b>	<p>Select the basic area from [Underscan Area]/[Overscan Area]/[Titlesafe Area].</p>  <p><b>(1) Underscan Area</b>  <b>(2) Overscan Area</b>  <b>(3) Titlesafe Area</b></p>
<b>(7) Stretch</b>	<p>Set the display size on the timeline.</p> <p><b>Preserve frame aspect</b>  If entered manually, synchronize the width and height directions.</p> <p><b>Ignore pixel aspect</b>  Perform the pixel magnification mapping with no relation to the pixel aspect ratio.</p>
<b>(8) [F]</b>	Set to the maximum size to fit the full image in the screen.
<b>(9) [W]</b>	Set to the maximum size to fit the width in the screen.
<b>(10) [H]</b>	Set to the maximum size to fit the height in the screen. The standard direction size of [F], [W], or [H] is automatically set with the button selected by the first click. Click again to specify size in the percentage value.
<b>(11) Fill Color</b>	Set the color and transparency ratio of the part that is not shown. Click the color sample to display the "ColorSelect" dialog box.

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<b>(12) Preset</b>	You can select the saved preset from the list. You can also select a preset from "Default", "Fit Height", "Fit Width", and "Original size" that are provided in advance.
<b>(13) Save</b>	Click [Save] to save the current settings as preset.
<b>(14) Delete</b>	If you select a preset to delete from the "Preset" list and click [Delete], the selected preset is deleted.
<b>(15) Save as default</b>	Click [Save as default] to save the current settings as default. * The default setting before changing allows saving the whole image in the maximum size with keeping the aspect ratio.

*Entry of Value* ►P22

# 3

## Trimming Clip

### To Change Clip Length or Range to Use on Timeline

#### **Switching to Trim Mode** ▶ P314

You can switch to the trim window to finely adjust the video by 1 frame unit or 10 frame unit. Trimming in the normal mode is available by dragging the mouse.

#### **Trim Window** ▶ P315

More accurate trimming is available by using the operation buttons or entering values for the timecode.

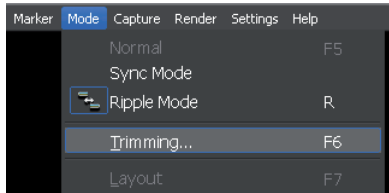
#### **Operation for Trimming** ▶ P317

This section explains operations for trimming with ripple mode OFF, such as In point trim and Out point trim.

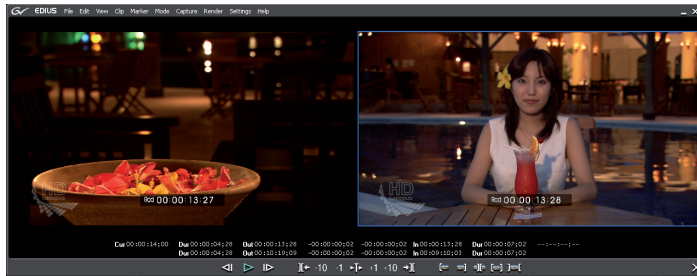
# Switching to Trim Mode

[F6]

1 Click "Mode" on the menu bar, and click "Trimming".



Preview window is switched from the normal mode to the trim window.



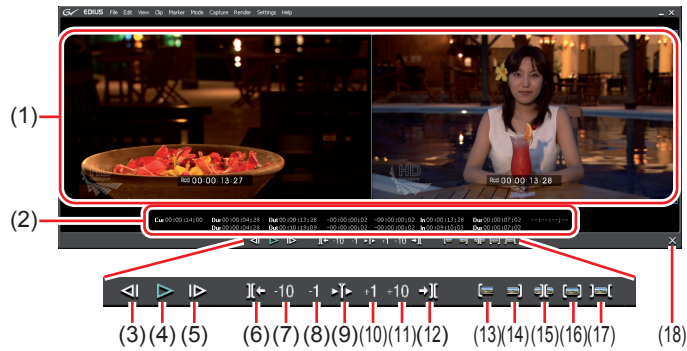
## Alternative

- Double-click the In or Out point of the clip.
- Right-click on the clip, and click "Trim".

### POINT

- Trim mode is switched to the normal mode by the following operations.
  - Click "Mode" on the menu bar, and click "Trimming".
  - Click [x] on the lower right of the trim mode screen.
  - Press [F6] key again.
  - Switching to the normal mode: [F5]

# Trim Window



(1) <b>Preview window</b>	Switch the display to 1/2/4 screens.
(2) <b>Time code</b>	Display the timecode of In or Out point of the edited clip. You can change the trimming position by directly specifying the number.
(3) <b>Previous Frame</b>	Move to the previous frame. <b>[←]</b>
(4) <b>Profile</b>	Play the timeline in the normal direction. When clicking the button during playback, the source pauses. <b>[Enter]</b>
(5) <b>Next Frame</b>	Move to the next frame. <b>[→]</b>
(6) <b>Move to previous edit point - Trim</b>	The focus and timeline cursor move to the edit point (cut point) in the left direction from the current cut point. When no cut point is selected, the focus and timeline cursor move to the edit point on the selected track timeline cursor position in the left direction. <b>[Page up]</b>
(7) <b>Trim -10 frames</b>	Adjusts the trimming position by -10 frame unit. <b>[Shift] + [,]</b>
(8) <b>Trim -1 frame</b>	Adjusts the trimming position by -1 frame unit. <b>[,]</b>
(9) <b>Play the Event area</b>	Repeatedly play the video around the focused cut point. Click it again to stop. <b>[/]</b>
(10) <b>Trim 1 frame</b>	Adjusts the trimming position by +1 frame unit. <b>[.]</b>

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(11) <b>Trim 10 frames</b>	Adjusts the trimming position by +10 frame unit. <b>[Shift] + [,]</b>
(12) <b>Move to next edit point - Trim</b>	The focus and timeline cursor move to the edit point (cut point) in the right direction from the current cut point. When no cut point is selected, the focus and timeline cursor move to the edit point on the selected track timeline cursor position in the right direction. <b>[Page down]</b>
(13) <b>Trim - Select IN point</b>	Select the In point of the clip placed the nearest to the timeline cursor of the selected track.
(14) <b>Trim - Select OUT point</b>	Select the Out point of the clip placed the nearest to the timeline cursor of the selected track.
(15) <b>Trim - Select slide</b>	Select the cut point placed the nearest to the timeline cursor of the selected track when the slide trim is available.
(16) <b>Trim - Select slip</b>	Select the cut point of the clip placed on the timeline cursor of the selected track when the slip trim is available.
(17) <b>Trim - Select roll</b>	Select the cut point of the clip placed on the timeline cursor of the selected track when the rolling trim is available.
(18) <b>Normal</b>	Switches the trim mode to the normal mode. <b>[F5]</b>

\* Some of the functions may be disabled when the cut point is selected while trimming is disabled, or when no cut point to move to exists on the selected track.  
Entry of Value ►P22

## Operation for Trimming

The trimming operation when the ripple mode is off is described here.

By default, the ripple mode is set to on.

*Switching Insert Mode/Overwrite Mode* ▶P232

*Ripple Mode* ▶P233

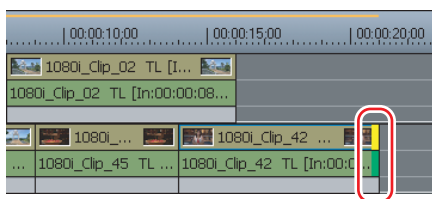
*Sync Mode* ▶P232

### 1 Click In or Out point of the clip.

The color of the cut point changes to green or yellow, and trimming is enabled. If the color is yellow, the cut point is selected.

Click each button of [Trim] in the trim window, to select the cut point according to the trimming type.

**Ex. When clicking Out point of clip**

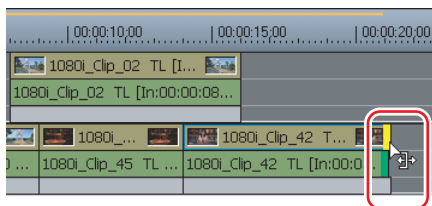


Click the border of clips next to each other, to select In and Out points at the same time.

### 2 Move the mouse cursor on In or Out point of the clip and drag to the right or left, when the mouse cursor changes the shape.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the [frame trim] buttons in the trim window or shortcuts.

*Trimming with Shortcuts* ▶P326

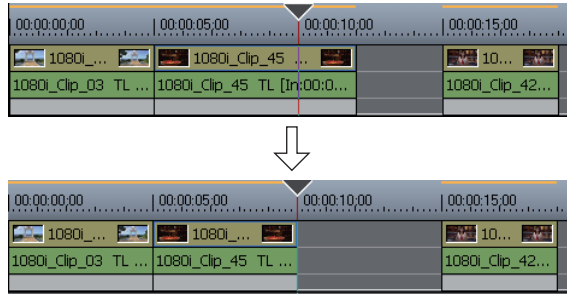


Adjust the range to be used, checking the video displayed on the preview window.

## Alternative

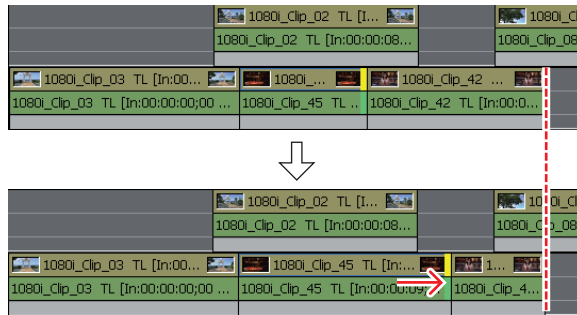
- Click the track where the clip is placed, and press the next shortcut key after moving the timeline cursor to the position to trim.
  - Trimming In point side of the clip: **[N]**
  - Trimming Out point side of the clip: **[M]**

Ex. When trimming Out point side of the clip with **[M]**



## Overwrite Mode

If you extend a clip, the subsequent clip shortens. The total length does not change.



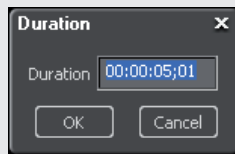
## Insert Mode

If you extend a clip, the subsequent clips are shifted backward.



## POINT

- You can perform trimming with shortcuts.  
*Trimming with Shortcuts* ►P326
- Transition can be trimmed in the same way.  
*Changing the Length of Transition/Audio Cross Fade* ►P423
- Set the timeline cursor on the position to place the clip in advance, to place more precisely.
- While trimming, you can show the images of the cut point. The image at In point is shown in Recorder, and the image at Out point in Player. For some trimming types, 2 displays for both Player and Recorder, 4 displays in total appear.
- In single mode, Recorder shows the images of the cut point on two screens.
- You can move a clip together with all the subsequent clips.  
*Moving Selected Clips and Subsequent to Clips* ►P271
- Select the clip, press [Alt] and [U] keys to display "Duration" dialog box, and you can adjust the range to play, maintaining the playback speed. The position of In point does not change, while Out point is trimmed.



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## About Useful Trimming Operation Available in Trim Window

### **Trimming on Preview Window** ▶P321

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Trimming is available by dragging the mouse on the preview window.

### **Trimming by Entering Value** ▶P323

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You can trim a clip by entering the timecode of such as In or Out point of sequence or material.

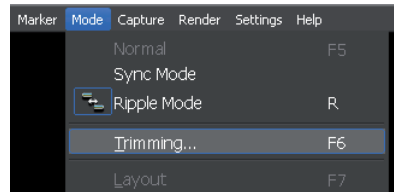
### **Trimming with Shortcuts** ▶P326

---

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with shortcuts.

# Trimming on Preview Window

## 1 Click "Mode" on the menu bar, and click "Trimming".



The preview window switches from the normal mode to the trim mode.

## 2 Click In or Out point of the clip.

The color of the cut point changes to green or yellow, and trimming is enabled. Click each button of [Trim] in the trim window, to select the cut point according to the trimming type.

Trimming type changes according to the specified In and Out points.

*Ripple Trim* ▶P328

*Split Trim* ▶P329

*Slide Trim* ▶P331

*Slip Trim* ▶P332

*Rolling Trim* ▶P333

## 3 Point the mouse cursor on the preview window and drag to the right or left, when the mouse cursor changes its shape.

Adjust the range to be used, checking the video displayed on the preview window.

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## For In Point Trim, Out Point Trim or Slide Trim

Each frame of the cut point is displayed on the preview window.

**Ex. When slide trimming**



Trimming type changes according to the start point (A, B, or C) of the drag.

**A : Out Point Trim** 

**B : Slide Trim** 

**C : In Point Trim** 

**POINT** • Click the preview window after step 1, to select the cut point placed the nearest to the timeline cursor of the selected track, according to the clicked position (A, B, or C).

## For Slip Trim or Rolling Trim

Each frame of the cut point is displayed on the preview window.

### Ex. When slip trimming



The Out point frame of the previous cut point, In point frame of the previous cut point, Out point frame of the next cut point and In point frame of the next cut point are displayed in order from left.

Slip Trim



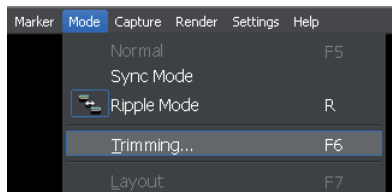
Rolling Trim



## Trimming by Entering Value

In the trim mode, the sequence timecode and the source timecode is displayed in the preview window and you can execute trimming by the entry of value.

**1** Click "Mode" on the menu bar, and click "Trimming".



The preview window switches from the normal mode to the trim mode.

## 2 Click In or Out point of the clip.

The color of the cut point changes to green or yellow, and trimming is enabled. Click each button of [Trim] in the trim window, to select the cut point according to the trimming type.

Trimming type changes according to the specified In and Out points.

*Ripple Trim* ▶P328

*Split Trim* ▶P329

*Slide Trim* ▶P331

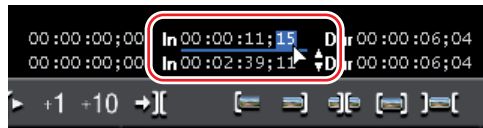
*Slip Trim* ▶P332

*Rolling Trim* ▶P333

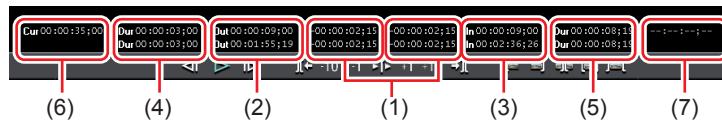
## 3 Enter the timecode.

Move the mouse cursor to the timecode at the bottom of the window, and the shape of the mouse cursor changes. Then, click there and a blue line appears under the timecode, enabling the entry of value.

*Entry of Value* ▶P22



### Timecode of Trim Window

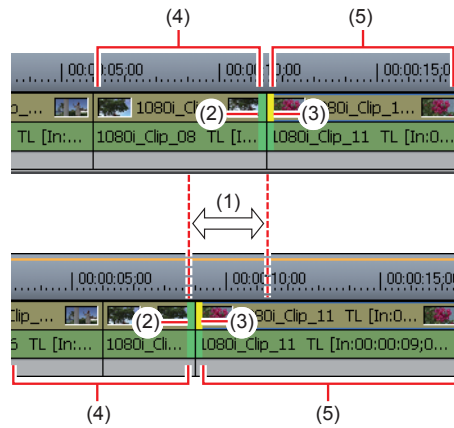


The upper level is the timeline code for the sequence and the lower level is the timeline code for the material. You can perform trimming by entering values in both levels.

- (1) Frame number with focused cut point moved
- (2) Timeline timecode of the focused cut point (Out point of the clip)
- (3) Timeline timecode of the focused cut point (In point of the clip)
- (4) The length of the clip to be trimmed (clip on Out point side)
- (5) The length of the clip to be trimmed (clip on In point side)
- (6) Timeline code of the timeline cursor
- (7) The length of the transition/audio cross fade to be trimmed.

\* The items displayed may differ depending on the size of the preview window.

### Ex. When slide trimming



#### 4 Press [Enter] key.

Adjust the range to be used, checking the video displayed on the preview window.

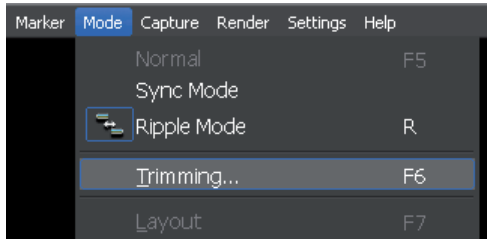
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# Trimming with Shortcuts

---

## 1 Click "Mode" on the menu bar, and click "Trimming".

The preview window switches from the normal mode to the trim mode.



## 2 Click In or Out point of the clip.

The color of the cut point changes to green or yellow, and trimming is enabled. Click each button of [Trim] in the trim window, to select the cut point according to the trimming type.

*Ripple Trim* ▶ P328

*Split Trim* ▶ P329

*Slide Trim* ▶ P331

*Slip Trim* ▶ P332

*Rolling Trim* ▶ P333

## 3 Adjust the trimming range with shortcuts.

<b>Trim 1 frame</b>	Trimming by +1 frame unit is performed.	<b>[.]</b>
<b>Trim 10 frames</b>	Trimming by +10 frame unit is performed.	<b>[Shift] + [.]</b>
<b>Trim -1 frame</b>	Trimming by -1 frame unit is performed.	<b>[.]</b>
<b>Trim -10 frames</b>	Trimming by -10 frame unit is performed.	<b>[Shift] + [.]</b>

# About Trimming Type

## **Ripple Trim** ▶ P328

The neighboring clips move together according to the clip extension.

## **Split Trim** ▶ P329

You can trim only the video section or audio section of video clip with audio.

## **Slide Trim** ▶ P331

Shift forward and backward the start and end points of the neighboring clips. The total length of the former and latter clips does not change.

## **Slip Trim** ▶ P332

You can change the area of the clip to use, without changing the length or position of the clip. The length or position of the neighboring clips do not change.

## **Rolling Trim** ▶ P333

You can shift the start and end points of the former and latter clips, without changing the length of clips.

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## Ripple Trim

This is the trimming operation when the ripple mode is ON.

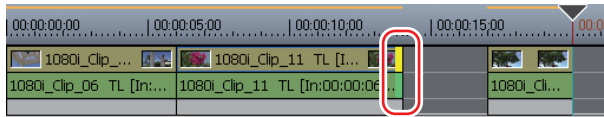
*Ripple Mode* ▶P233

### 1 Click In or Out point of the clip.

The color of the cut point changes to green or yellow, and trimming is enabled.

You can also select a cut point when clicking [Trim - Select IN point] or [Trim - Select OUT point] in the trim window.

*Trim Window* ▶P315



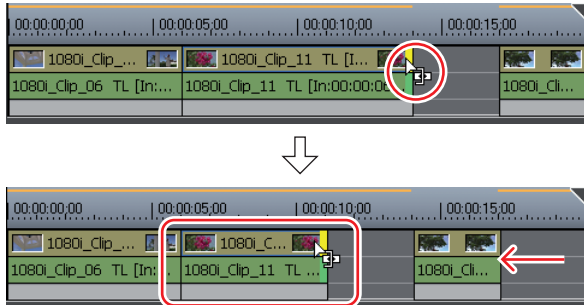
### 2 Move the mouse cursor on In or Out point of the clip and drag to the right or left, when the mouse cursor changes the shape.

The following clips move together according to the clip extension. All the tracks are linked by also setting the sync mode to on.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the [frame trim] buttons in the trim window or shortcuts.

*Trimming with Shortcuts* ▶P326

**Ex. When trimming Out point side of the clip (insert mode)**



Adjust the range to be used, checking the video displayed on the preview window.

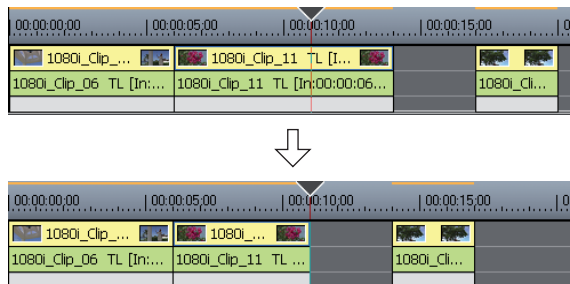
The subsequent clips in the same track are linked with the ripple mode on. All the tracks are linked by also setting the sync mode to on.

## Alternative

- Click the track where the clip is placed, and press the next shortcut key after moving the timeline cursor to the position to trim. Ripple trim is available unless the ripple mode is set to on.

- Ripple trimming (In point side of the clip): **[Alt] + [N]**
- Ripple trimming (Out point side of the clip): **[Alt] + [M]**

Ex. When ripple trimming (**[Alt] + [M]**) Out point side of the clip

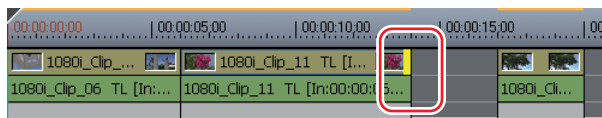


## Split Trim

**1** Click In or Out point of the video part or the audio part of the clip, while holding down **[Alt]** key.

The color of the cut point changes to green or yellow, and trimming is enabled.

Click In and Out points for each clip while holding down **[Alt]** key, to select the border of clips next to each other.



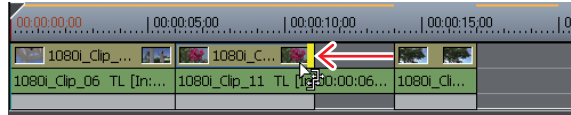
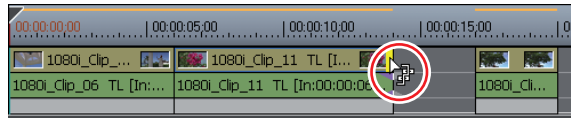
**2** Move the mouse cursor on In or Out point of the clip and drag to the right or left, when the mouse cursor changes the shape.

Only the video part or audio part is trimmed.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the **[frame trim]** buttons in the trim window or shortcuts.

*Trimming with Shortcuts* ▶P326

### Ex. When trimming Out point side of a video clip with audio (video part)

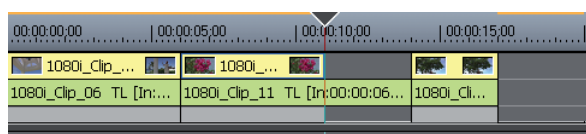
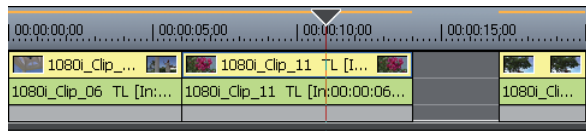


Adjust the range to be used, checking the video displayed on the preview window.

### Alternative

- Click In or Out point of the video part or audio part while holding down [Alt] key. Press the shortcut key below after moving the timeline cursor to the position to trim.
  - Split trimming (In point side of the clip): **[Shift] + [N]**
  - Split trimming (Out point side of the clip): **[Shift] + [M]**
  - Split ripple trimming (In point side of the clip): **[Shift] + [Alt] + [N]**
  - Split ripple trimming (Out point side of the clip): **[Shift] + [Alt] + [M]**
  - Split slide trimming (In point side of the clip):  
**[Shift] + [Ctrl] + [Alt] + [N]**
  - Split slide trimming (Out point side of the clip):  
**[Shift] + [Ctrl] + [Alt] + [M]**

### Ex. When split trimming ([Shift] + [M]) Out point side of the clip



### POINT

- You cannot perform trimming if there is no gap between the trimming clip and the subsequent clip when ripple mode is ON. If the gap is shorter than the trimming clip, trimming can be performed only by the length of the gap.

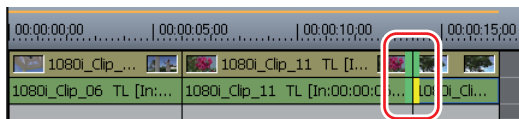
# Slide Trim

## 1 Click the border of the clips.

The color of the cut point or the border changes to green or yellow, and trimming is enabled.

You can also select a cut point with the slide trim available, when clicking [Trim-Select Slide] in the trim window.

*Trim Window* ▶ P315

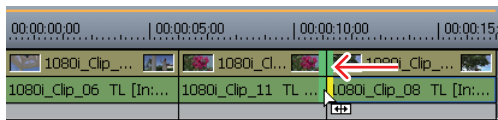
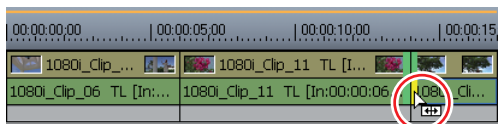


## 2 Place the mouse cursor on the border of the clips, and drag it to the right or left, when the mouse cursor changes the shape.

The border moves to the right or left. The length or position of the neighboring clips does not change.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the [frame trim] buttons in the trim window or shortcuts.

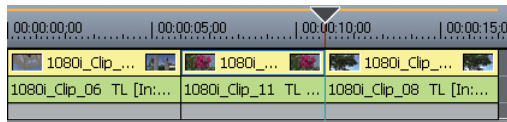
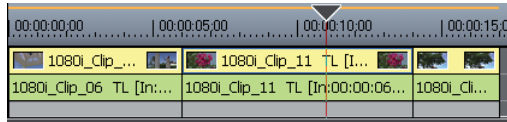
*Trimming with Shortcuts* ▶ P326



Adjust the range to be used, while checking the video displayed on the preview window.

## Alternative

- Click the track where the clip is placed, and press the next shortcut key after moving the timeline cursor to the position to trim.
    - Slide trimming (In point side of the clip): **[Ctrl] + [Alt] + [N]**
    - Slide trimming (Out point side of the clip): **[Ctrl] + [Alt] + [M]**
- Ex. When slide trimming (**[Ctrl] + [Alt] + [M]**) Out point side of the clip



**POINT** • You cannot perform trimming if there is no gap between the trimming clip and the adjacent clips. When trimming clips with the gap, trimming can be performed only by the length of the gap of the clip.

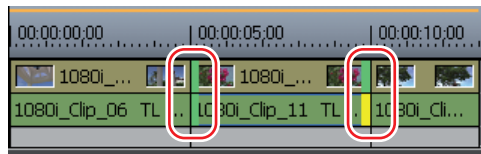
## Slip Trim

- 1 Click a point in the area between In and Out points of the clip to trim while holding down **[Ctrl]** key.

The color of the cut point changes to green or yellow, and trimming is enabled.

You can also select a cut point with the slip trim available, when clicking [Trim - Select slip] in the trim window.

*Trim Window* ▶ P315

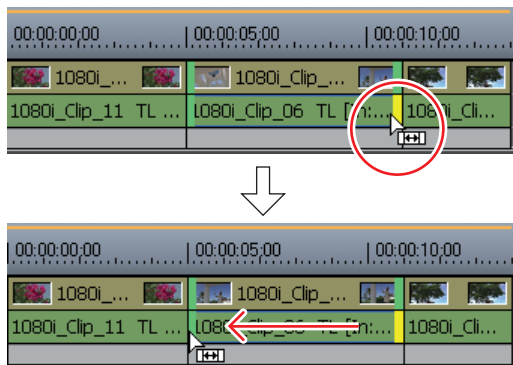


## 2 Place the mouse cursor on In or Out point of the clip, and drag it to the right or left, when the mouse cursor changes the shape.

The range to be used changes, the clip length maintained.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the [frame trim] buttons in the trim window or shortcuts.

*Trimming with Shortcuts* ▶P326



Adjust the range to be used, checking the video displayed on the preview window.

### POINT

- You cannot perform trimming if there is no gap between the trimming clip and the adjacent clips. When trimming clips with the gap, trimming can be performed only by the length of the gap of the clip.

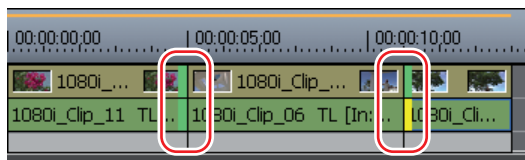
## Rolling Trim

### 1 Click In and Out points of the clip adjacent to the both edges of the clip to trim while holding down [Ctrl] key.

The color of the cut point changes to green or yellow, and trimming is enabled.

You can also select a cut point with the rolling trim available, when clicking [Trim-Select Roll] in the trim window.

*Trim Window* ▶P315

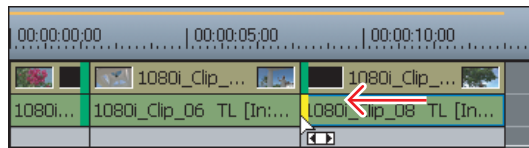
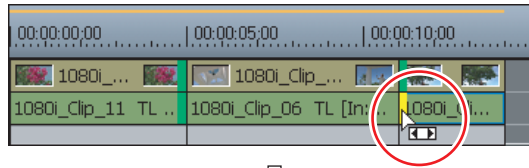


## 2 Place the mouse cursor on In or Out point of the clip, and drag it to the right or left, when the mouse cursor changes the shape.

The neighboring clips are trimmed, as the position of the dragged clip, and its length and the range to be used change.

You can finely adjust the trimming range by 1 frame unit or 10 frame unit with the [frame trim] buttons in the trim window or shortcuts.

*Trimming with Shortcuts* ▶P326



Adjust the range to be used, checking the video displayed on the preview window.

### POINT

- You cannot perform trimming if there is no gap between the trimming clip and the adjacent clips. When trimming clips with the gap, trimming can be performed only by the length of the gap of the clip.

# 4

## Marker

### To Set/Delete Marker

#### **"Marker" Palette Show/Hide** ▶ *P336*

Switch show/hide of "Marker" palette.

#### **Marker Settings** ▶ *P337*

You can set a marker on the timeline, and jump to the marker position or add a comment.

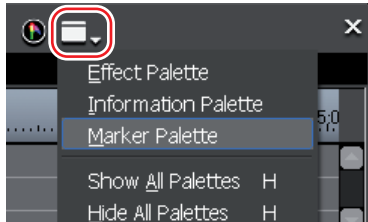
#### **Deleting Marker** ▶ *P338*

You can delete the set marker.

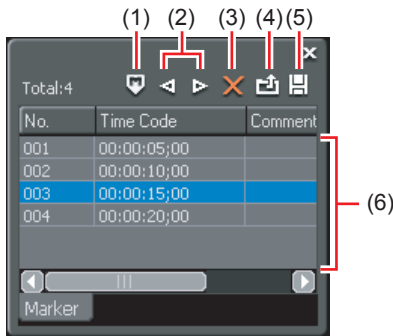
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## "Marker" Palette Show/Hide

1 Click [Toggle palette display], and click "Marker Palette".



### ◆ "Marker" Palette



(1) Marker	Add a marker on the position of the timeline cursor.
(2) Jump	Move to the previous/next marker of the timeline cursor.
(3) Clear	Select and delete a marker in the marker list.
(4) Import	Load the marker list.
(5) Export	Output the marker list as a CSV file.
(6) Marker list	Display the timecode or comment of the set marker.

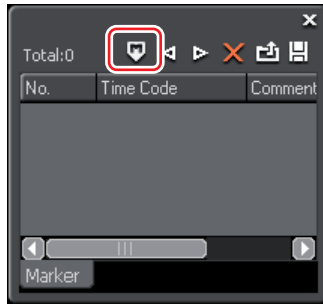
### Alternative

- Click "View" on the menu bar, and click "Marker Palette".
- Click "View" on the menu bar, and click "Show All Palettes" or "Hide All Palettes", to show/hide each palette of "Marker", "Effect" or "Information" at the same time.
- Toggle palette display: **[H]**  
"Effect" Palette ► P396  
"Information" Palette ► P451

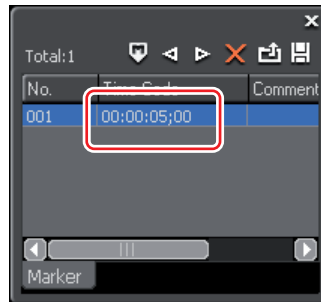
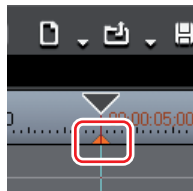
# Marker Settings

[V]

- 1 Move the timeline cursor to the position to set a marker.
- 2 Click [Marker] on "Marker" palette.



A marker is set to the time scale, and a timecode of the marker is displayed in "Marker" palette.



## Alternative

- Right-click on the time scale, and click "Set Mark".
- Click "Marker" on the menu bar, and click "Set Mark".
- Right-click the marker list, and click "Set Mark".
- If the [Add marker] button has been added, click the [Add marker] button.

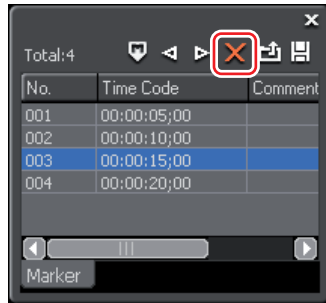
*Settings Operation Buttons ▶P115*

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## Deleting Marker

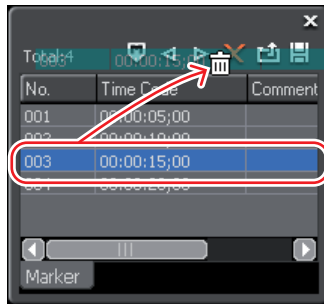
[Delete]

- 1 Select a marker to delete from the marker list in "Marker" palette.
- 2 Click [Clear].



### Alternative

- Drag the marker to delete from the marker list, and drop it outside "Marker" palette.
- Drag the marker to delete from the marker list, and drop it on [Clear].



- Right-click on a marker and click "Clear Mark".
- Right-click the marker list, and click "Set Mark/Clear Mark(Toggle)".
- Right-click a marker on the time scale, and click "Clear Mark" → "This Marker".

### POINT

- You can delete all marker at the same time.
  - Right-click a marker on the time scale, and click "Clear Mark" → "All".
  - [Shift] + [Alt] + [V]

# To Use Marker

## **Entering Comment to Marker** ▶ *P340*

You can add a comment to the set marker.

## **Moving to Marker Position** ▶ *P341*

You can jump to the position of the set marker.

## **Importing Marker List** (*Import*) ▶ *P341*

You can load the marker list.

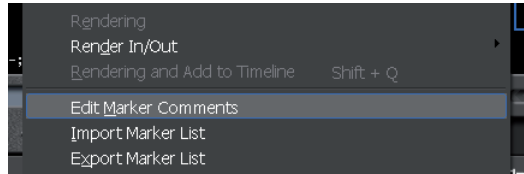
## **Exporting Marker List** (*Export*) ▶ *P342*

You can export the marker list on "Marker" palette as a CSV file.

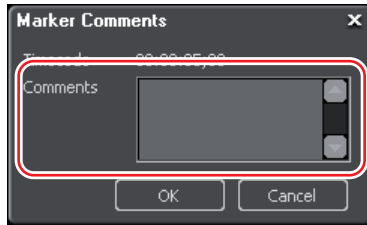
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## Entering Comment to Marker

- 1 Right-click a marker on the time line and click "Edit Marker Comments".



- 2 Enter a comment in "Marker Comments" dialog box and click [OK].



### Alternative

- Click "Comments" field in "Marker" palette.
- Right-click the marker list and click "Edit Marker Comments".
- Starting the entry of comment: **[F2]**
- Adding linefeed to comment\*: **[Ctrl] + [Enter]**
- Entering a comment to the first marker\*: **[Ctrl] + [Home]**, **[Page up]**
- Entering a comment to the last marker\*: **[Ctrl] + [End]**, **[Page down]**
- Entering a comment to the previous or next marker\*:  
**[Ctrl] + [↑]**, **[Ctrl] + [↓]**

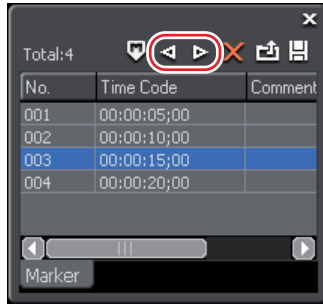
\* It is enabled after starting the entry of a comment.

### POINT

- You can edit the entered comment with the same operation.

## Moving to Marker Position

1 Click [Jump] on "Marker" palette.



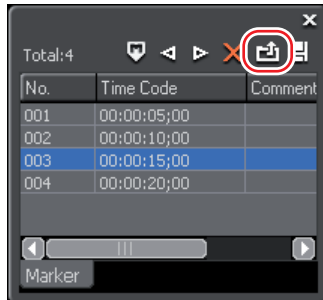
The marker moves forward or backward.

### Alternative

- Double-click the marker to move from the marker list.
- Right-click the time scale and click "Go To Prev Mark" or "Go To Next Mark", to move to the previous or next marker of the timeline cursor.
- Click "Marker" on the menu bar, and click "Go to Prev Mark" or "Go to Next Mark".
- Double-click on the marker on the time scale.
- Go to the previous marker: **[Shift] + [Page up]**
- Go to the next marker: **[Shift] + [Page down]**

## Importing Marker List (Import)

1 Click [Import] on "Marker" palette.



2 Select the CSV file in "Open" dialog box and click [Open].

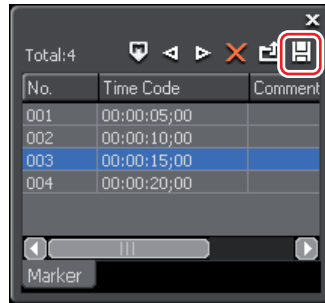
## Alternative

- Right-click a marker on the time scale, and click "Import Marker List".
- Right-click on a marker list, and click "Import Marker List".

## Exporting Marker List (Export)

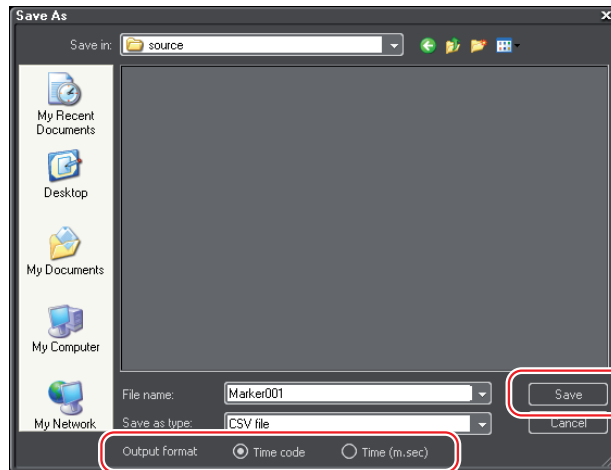
---

1 Click [Export] on "Marker" palette.



2 Set a file name and the destination folder in "Save As" dialog box.

3 Select the Output format and click [Save].



## Alternative

- Right-click a marker on the time scale, and click "Export Marker List".
- Right-click on a marker, and click "Export Marker List".

# 5

## Timeline Playback

### To Play Timeline

#### **Playback with Scrubbing** ▶ P344

You can drag the timeline cursor forward and backward and move to the position to confirm on the timeline.

#### **Playback with Recorder Operation Buttons** ▶ P345

You can play a clip or move by frame.

#### **Playback with Shuttle/Slider** ▶ P347

You can play clips by dragging shuttle/slider of Recorder.

#### **Playback with Mouse** (*Mouse Gesture*) ▶ P348

You can play clips by moving the mouse in Recorder.

#### **Playback between In and Out Points of Timeline** (*Loop*) ▶ P348

Repeat playback between In and Out points of the timeline.

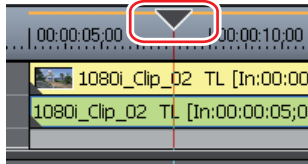
#### **Playback around Timeline Cursor** ▶ P349

You can play the area around the timeline cursor.

## Playback with Scrubbing

### 1 Drag the timeline cursor forward and backward.

The timeline cursor is moved and the frame appears in Recorder.



#### POINT

- When you perform operations related to Recorder, Recorder is framed with blue lines (in dual mode).
- When the start frame of a timeline is shown, a white triangle appears in the upper left corner.



## Playback with Recorder Operation Buttons **[Enter]**

Playback with Player Operation Buttons ►P173

Setting Operation Buttons ►P115

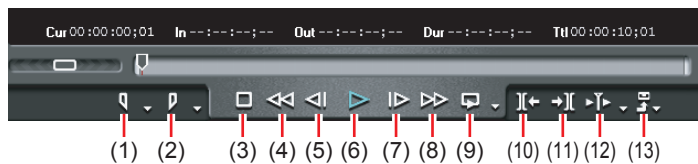
### 1 Click [Play] in Recorder.

Playback starts in Recorder.

### 2 Click [Stop] in Recorder.

Playback stops.

### Recorder operation buttons



(1) Set In	Set In points at any position during the play back of the timeline. <b>[I]</b> <i>Setting In and Out Points on Timeline ►P255</i>
(2) Set Out	Set Out points at any position during the play back of the timeline. <b>[O]</b> <i>Setting In and Out Points on Timeline ►P255</i>
(3) Stop	Stop playing back the timeline. <b>[K], [Shift] + [L]</b>
(4) Review	Rewind the timeline. Every click switches the playback speed between 4 times and 12 times on every click. <b>[J]*1</b>
(5) Previous frame	Every click of this button moves the timeline by one frame in the reverse direction. Keep clicking to play in the reverse direction in the normal speed. <b>[←]</b>
(6) Play	Play the timeline in the normal direction. When clicking the button during playback, the source pauses. Click again to restart playing. <b>[Enter], [Space]</b>
(7) Next frame	Every click of this button moves the timeline by one frame in the normal direction. Keep clicking to play in the normal direction in the normal speed. <b>[→]</b>
(8) Fast forward	Fast forward the timeline. Every click switches the playback speed between 4 times and 12 times on every click. <b>[L]*2</b>

(9) <b>Loop</b>	Repeat playback between In and Out points of the timeline. If no In point is defined, repeat playing from the beginning of timeline. If no Out point is defined, repeat playing until the end of timeline. You can also select the loop playback of whole timeline. <b>[Ctrl] + [Space]</b>
(10) <b>Previous edit point</b>	Timeline cursor moves to the edit point (the border of clip or In and Out points of the timeline) in the left direction. <b>[A], [Ctrl] + [←]</b>
(11) <b>Next edit point</b>	Timeline cursor moves to the edit point in the right direction from the timeline cursor position. <b>[S], [Ctrl] + [→]</b>
(12) <b>Play the cursor area</b>	Play the area before and after the timeline cursor.
(13) <b>Export</b>	Display menus related to export (output).

- \*1 Every click of [J] switches the review speed in 6 levels between 2 to 32. Press [L] to slow down. Press it while pausing to play back in reverse at the normal speed.
- \*2 Every click of [L] switches the fast-forward speed in 6 levels between 2 to 32. Press [J] to slow down. Press it while pausing to play back in normal direction at the normal speed.

**POINT**

- When the playback is slow in process, try the following operations.
  - Click [Play] while holding down [Shift] key.
  - \* Store the playback buffer temporarily, and playback restarts. You can change the RT buffer in "System/Output Settings" of the hardware settings.  
*Hardware Settings ▶P93*
  - Render clips or a part of a timeline.  
*Rendering Only Overload/Loaded Area ▶P358*  
*Rendering for Clip/Transition ▶P360*
- Press [Home] key to move the timeline cursor to the top of the timeline; press [End] key to the end of the timeline.
- Move backward in 10 frames: **[Shift] + [←]**
- Move forward in 10 frames: **[Shift] + [→]**

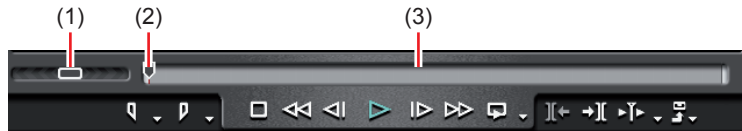
# Playback with Shuttle/Slider

Settings of Timecode/Shuttle/Slider/Button Display ▶ P127

## 1 Drag the shuttle/slider.

A frame of the slider position is displayed in Recorder.

### Shuttle/Slider



<b>(1) Shuttle</b>	Drag the shuttle to the right to play in the normal direction. To play in the reverse direction, drag the shuttle to the left. Release dragging to return the shuttle to the center, and playback pauses. Playback speed is available to select from 21 levels both in the normal/reverse direction, from 1/20 to 16 times.
<b>(2) Slider</b>	Click the optional position on the position bar to move the slider and show the frame. You can also drag the slider.
<b>(3) Position bar</b>	Indicates the timeline in Recorder.

### Alternative

- Shuttle (fast forward)<sup>\*1</sup> : **[Ctrl] + [L]**
- Shuttle (review)<sup>\*2</sup> : **[Ctrl] + [J]**

\*1 Every click of [Ctrl] + [L] keys switches the fast-forward speed in 12 levels between 1/16 to 32. Press [Ctrl] + [J] to slow down.

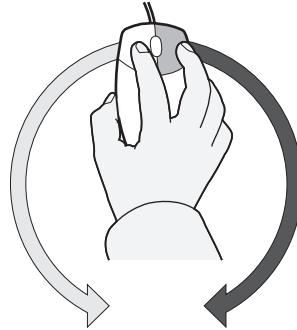
\*2 Every click of [Ctrl] + [J] keys switches the review speed in 12 levels between 1/16 to 32. Press [Ctrl] + [L] keys to slow down.

## Playback with Mouse *(Mouse Gesture)*

---

### 1 Position the mouse cursor in Player, and move the mouse as if to draw a circle, while holding right-click.

Draw the circle clockwise to playback in the normal direction, and counter clockwise in the reverse direction. The playback speed changes in proportion to the speed of the mouse action.



Playback in reverse direction

Playback

### Alternative

- Place the mouse cursor in Recorder and rotate the mouse wheel.

## Playback between In and Out Points of Timeline *(Loop)* **[Ctrl] + [Space]**

---

### 1 Set In and Out points on the timeline.

Setting In and Out Points on Timeline ►P255

### 2 Click [Loop] in Recorder.



Repeat playback between In and Out points of the timeline.  
Playback starts from the current position of the timeline cursor.

### 3 Click [Stop] in Recorder.

Playback stops.

## Playback around Timeline Cursor

- 1 Move the timeline cursor to the point you wish to start playing.
- 2 Click [Play the cursor area].



You can repeatedly play the area around the timeline cursor.

- 3 Click [Stop] in Recorder.

Playback stops.

### POINT

- You can also play the area around the nearest cut point placed before the timeline cursor by the specified duration. Click the list button of [Play the cursor area] and click "Play around Cut Point - 1 Sec", "Play around Cut Point - 2 Sec" or "Play around Cut Point - 3 Sec".
- You can set the preliminary operation time (Preroll) in "Playback" of Application Settings.

*Playback ▶ P87*

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## To Display the Desired Scene Immediately

### **Jumping to In and Out Points on Timeline** ▶P351

---

You can jump to In and Out points on the timeline.

### **Entering Timecode to Jump** ▶P351

---

Specify the timecode on the time line by inputting values to jump to the specified position.

### **Match Frame** ▶P352

---

The frame in Recorder can be also displayed in Recorder, and vice versa.

### **Jumping from Player to Timeline** ▶P352

---

After receiving the timecode of the clip displayed in Player, jump to the matched position on the timeline clip to display in Recorder.

### **Jumping from Timeline to Player** ▶P353

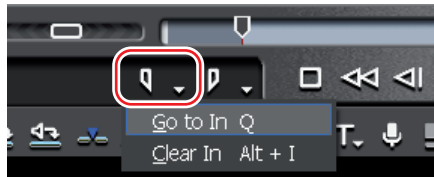
---

After receiving the timecode of the timeline clip on the selected track and on the timeline cursor, jump to the matched position of the clip in Player to display.

## Jumping to In and Out Points on Timeline [Q] | [W]

- 1 Click the list button of [Set In (Out)] in Recorder, and click "Go to In (Out)".

Ex. When clicking the list button of [Set In]



Setting In and Out Points on Timeline ►P255

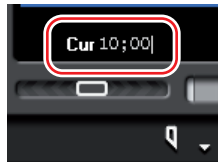
### Alternative

- Click "Marker" on the menu bar, and click "Go to In" or "Go to Out".

## Entering Timecode to Jump

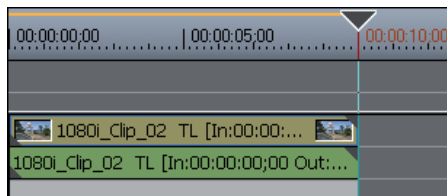
- 1 Click Recorder.
- 2 Enter the timecode with the numerical keypad.

Ex. Recorder display when entering '1000'



- 3 Press [Enter] key.

The timeline cursor moves.



**POINT** • Enter '+' or '-' at the beginning of the number with the numerical keypad, and the timeline cursor jumps forward and backward by the entered number.  
*Entry of Value ▶P22*

## Match Frame

This function acquires the timecode of the frame displayed in Player (or Recorder) and jumps to the position to match the timecode of the timeline (or Player). For example, you can use match frame when switching the video image of an interview to another video image of the same interview which was recorded from a different angle, to smoothly switch the images without any interruption in motion or sound. Match frame function is available even when the source is video from a deck device.

**POINT** • [Match frame - Player > Recorder] and [Display master clip] is not shown in the default settings. Define the setting to display the button on Player, timeline or Recorder in advance.  
*Setting Operation Buttons ▶P115*

## Jumping from Player to Timeline [Ctrl] + [F]

The timeline cursor is jumped to the timeline position which matches the timecode of the specified source.


- 1 Play a clip in Player to display the frame to jump to.
- 2 Click [Match frame - Player > Recorder] in Player.



The timeline cursor is moved and the matched frame appears in Recorder.

**POINT**

- [Match frame - Player > Recorder] is not shown in the default setting. Define the setting to display the button on Player in advance.  
*Setting Operation Buttons ▶ P115*
- You can search clips with the timecode of the frame which are shown in Player.
  - Click the list button of [Match frame - Player > Recorder], and click "Bin Search".

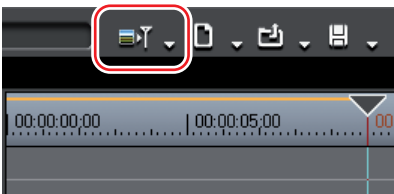


- [Shift] + [Ctrl] + [F]

## Jumping from Timeline to Player [Alt] + [F]

The frame of the source which matches to the timecode of the frame shown in Recorder can be displayed in Player. Match frame to deck if the Player source is from deck, or match frame to file if the Player source is a file is available.

- 1 Move the timeline cursor to display the frame to jump to in Recorder.**
- 2 Click "Display master clip" on the timeline or Recorder.**



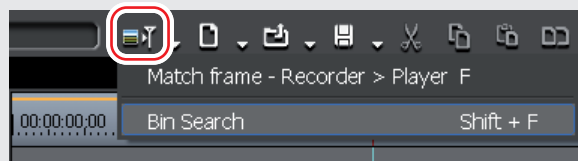
The matched frame is displayed in Player.

### Alternative

- Display the source in Player after step 1, click the list button of [Display master clip] on the timeline, and click "Match frame - Recorder > Player".

## POINT

- [Display master clip] is not displayed by default. Define the setting to display the button on the timeline or Recorder in advance.  
*Setting Operation Buttons ▶P115*
- Click [Display master clip] to display the relevant frame of the source clip on the timeline cursor position on Player. "Match frame - Recorder > Player" can apply match frame to the source currently shown in Player, and display the relevant frame.
- You can search clips with timecodes of the timeline clip in the bin. The search results folder is created in the folder view of the bin.
  - Click the list button of [Display master clip], and click "Bin Search".



- Search clips placed on timeline cursor in bin: **[Shift] + [F]**  
*Searching Clips Placed on Timeline in Bin ▶P274*
- By the following operation, you can display clips on the timeline cursor position in Player.
  - Click a clip on the menu bar, and click "Show in Player".
  - **[Shift] + [Y]**
- In the frame with the transition setting, 2 clips overlap each other on the same track. To execute match frame function on the overlapped clips, you can set the clip to retrieve the timecode in before of after the clip.  
*Match frame ▶P89*

# To Playback Smoothly

Detect a particular part of clips to perform rendering.

## **Color Code on Time Scale** ▶P356

Real time process sometimes does not follow when playing a timeline. Lines on the time scale are colored by the rendering levels.

## **Rendering Overload Area in Entire Sequence** ▶P357

Render all the areas that are detected as overloaded (red) in the entire sequence.

## **Rendering Overload Area in Entire Project** ▶P358

Render all the areas that are detected as overloaded (red) in the entire project with multiple sequences.

## **Rendering Only Overload/Loaded Area** ▶P358

Render only the areas that are detected as overloaded (red) or loaded (orange).

## **Rendering Overload Area between In and Out Points** ▶P359

Render the areas that are detected as overloaded (red) between In and Out points on the timeline.

## **Rendering for Clip/Transition** ▶P360

You can perform rendering by each clip or transition.

## **Exporting Video Clip from Timeline** ▶P361

Render between In and Out points on the timeline, and export only video clips as a file in AVI format. The exported clips are placed on V/VA track.

## **Exporting Still Image Clip from Timeline** ▶P362

You can use shortcut keys to save still images in the bin.

## **Deleting Temporary Files Manually** ▶P363

You can delete temporary files manually created in rendering. Temporary files without any links are deleted automatically at the end of a project.

## Color Code on Time Scale

While editing, a colored line is displayed in the range of the time scale where the clips are placed. The color of the line in the range for rendering that is detected when playing changes.

The line colors indicate the following states.

Line color	Timeline status
No line	No clip exists.
Blue	A clip corresponding to the project setting is placed.
Aqua blue	Playback is in time. (Rendering is sometimes required.)
Orange	Rendering Options (loaded area)
Red	Rendering is required (overload area).
Green	Already rendered.

### POINT

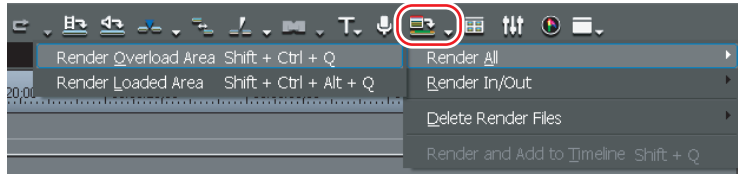
- Rendering is detected based on the remained buffer preset in "Render" of the application settings dialog box. Red line is displayed for overload areas when the remained buffer is less than the preset value.  
*Render ▶P81*
- When such data as CG animation is placed frame by frame in the consecutive still images on the timeline, rendering the area does not affect the playback speed. In this case, use "Render and Add to Timeline" function to replace with the exported clip.  
*Exporting Video Clip from Timeline ▶P361*
- Even if the clip is repositioned such as in ripple delete, the rendering is still active.

### Notes

- Tracks with muted video cannot be rendered.
- It is recommended to save the file using the exporter if you need to use the rendered clip.  
*Exporting in File Format ▶P538*
- A temporary rendering file is created in the "rendered" folder. Make sure that there is enough disk space for temporary files before starting rendering.  
*Deleting Temporary Files Manually ▶P363*

## Rendering Overload Area in Entire Sequence *[Shift] + [Ctrl] + [Q]*

- 1 Click the list button of [Render In/Out - Render overload area], and click "Render all" → "Render Overload Area".



Click [Abort] in "Rendering" dialog box to stop rendering.  
Lines in the rendered area on the time scale turn green.

### Alternative

- Click "Render" on the menu bar, and click "Render Sequence" → "Render Overload Area".

### POINT

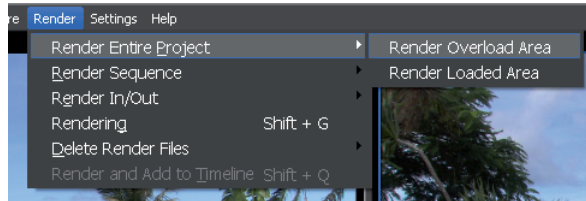
- You can render the overloaded (red) and loaded (orange) areas in the entire sequence at the same time.
  - Click the list button of [Render IN/OUT - Render overload area], and click "Render All" → "Render Loaded Area".
  - Click "Render" on the menu bar, and click "Render Sequence" → "Render Loaded Area".
  - ***[Shift] + [Ctrl] + [Alt] + [Q]***
- When In and Out points are set on the timeline, render only the range between In and Out points.

*Rendering Overload Area between In and Out Points ►P359*

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## Rendering Overload Area in Entire Project

- 1 Click "Render" on the menu bar, and click "Render Entire Project" → "Render Overload Area".

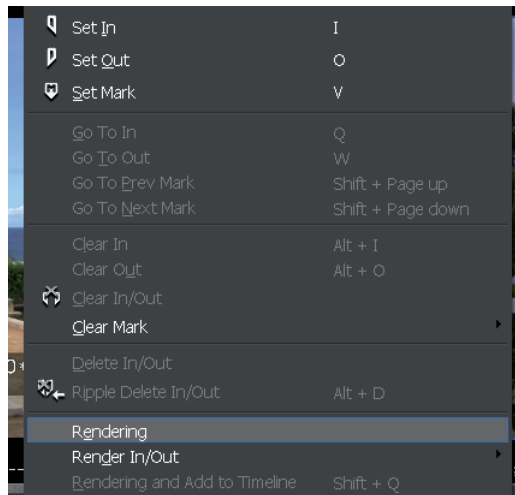


Click [Abort] in "Rendering" dialog box to stop rendering.  
Lines in the rendered area on the time scale turn green.

**POINT** • You can render the overloaded (red) and loaded (orange) areas in the entire project at the same time. Click "Render" on the menu bar, and click "Render Entire Project" → "Render Loaded Area".

## Rendering Only Overload/Loaded Area

- 1 Right-click the overloaded (red) or loaded (orange) areas on the time scale, and click "Rendering".



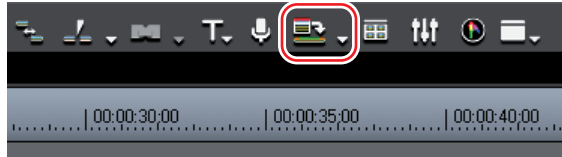
Click [Abort] in "Rendering" dialog box to stop rendering.  
Lines in the rendered area on the time scale turn green.

## Rendering Overload Area between In and Out Points *[Ctrl] + [Q]*

### 1 Set In and Out points on the timeline.

*Setting In and Out Points on Timeline ▶P255*

### 2 Click [Render In/Out - Render overload area].



Click [Abort] in "Rendering" dialog box to stop rendering.  
Lines in the rendered area on the time scale turn green.

### Alternative

- Click [Render] on the menu bar, and click "Render In/Out" → "Render Overload Area".
- Click the list button of [Render In/Out - Render overload area], and click "Render In/Out" → "Render Overload Area".
- Right-click the time scale, and click "Render In/Out" → "Render Overload Area".

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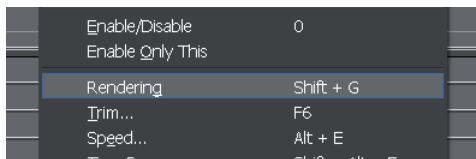
## POINT

- You can render all colored areas that are detected in red, orange and aqua blue between In and Out points.
  - Click the list button of "Render" on the menu bar, and click "Render In/Out" → "All".
  - Click the list button of [Render In/Out - Render overload area], and click "Render In/Out" → "All".
  - Right-click the time scale, and click "Render In/Out" → "All".
  - **[Shift] + [Alt] + [Q]**
- You can render the overloaded (red) and loaded (orange) areas between In and Out points at the same time.
  - Click "Render" on the menu bar, and click "Render In/Out" → "Render Loaded Area".
  - Click the list button of [Render In/Out - Render overload area], and click "Render In/Out" → "Render Loaded Area".
  - Right-click the time scale, and click "Render In/Out" → "Render Loaded Area".
  - **[Ctrl] + [Alt] + [Q]**
- Rendering is not available when In and Out points are placed across the overloaded or loaded area. Reposition In and Out points to cover all the overloaded or loaded areas.

## Rendering for Clip/Transition

**[Shift] + [G]**

### 1 Right-click a clip or transition for rendering, and click "Rendering".



Click [Abort] in "Rendering" dialog box to stop rendering.

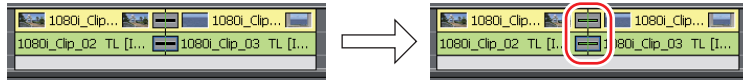
When rendering is completed, a green line appears on the clip.

#### Ex. Rendering a clip



When rendering a transition, the center line of the transition turns green.

## Ex. Rendering clip transition



### Alternative

- Click "Render" on the menu bar, and click "Rendering".

### Notes

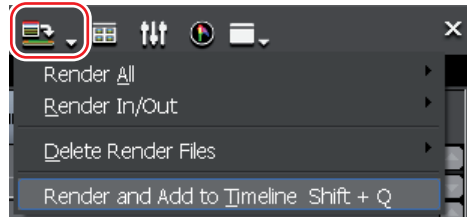
- Note that if you perform clip rendering on a clip with alpha effect, alpha information will not be applied.
- Keyer, transparency or transition between tracks (the effects set in the mixer area) cannot be rendered. In this case, take the alternative method to render a part of the timeline.

## Exporting Video Clip from Timeline **[Shift] + [Q]**

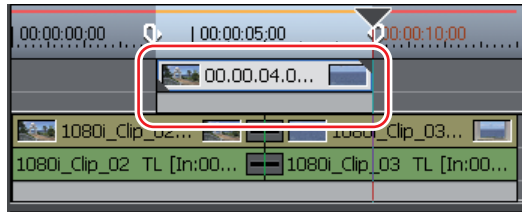
- 1 Define the area of the clip to save from the timeline with In and Out points.**

Setting In and Out Points on Timeline ►P255

- 2 Click the list button of [Render In/Out - Render overload area], and click "Render and Add to Timeline".**



Click [Abort] in "Rendering" dialog box to stop the saving process. When rendering is completed, the video clip which is saved in V/VA track on the timeline is placed.



If there is no space to place a clip on the track, a new V track is added.

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### Alternative

- Click "Render" on the menu bar, and click "Render and Add to Timeline".
- Right-click the time scale, and click "Rendering and Add to Timeline".

**POINT** • The clips are saved in the "rendered" folder of the project folder.

**Notes**

- Clips on the title track and the muted part of the track are exported as black clips.
- The exported clip is automatically deleted when the project is closed. When you need the clip, save the project with the clip placed on the timeline or stored in the bin.
- Copy the file to a different folder to use the saved clip for another purpose.

## Exporting Still Image Clip from Timeline

---

**1** Display the frame to save as a still image in Recorder or Player.

**2** Press [T] key while holding down [Ctrl] key.

The still image is saved, and the still image clip is stored in the bin.

### Alternative

- Use the still image exporter.  
*Exporting Still Image ►P555*
- If the [Create a freeze frame] button has been added, click the [Create a freeze frame] button.

*Setting Operation Buttons ►P115*

**POINT**

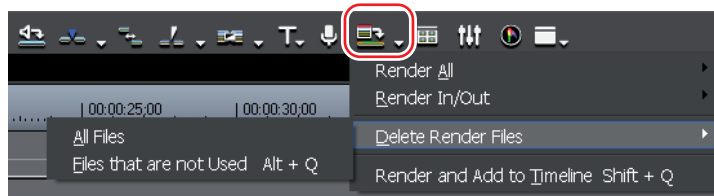
- The video in the selected preview window (Player/Recorder) is exported as a still image clip.
- Images from deck can be saved as still image clips.
- Settings of a still image to export can be edited in "Still Image" of the plug-in settings.

*Still Image ►P102*

## Deleting Temporary Files Manually

Temporary files for rendering are saved temporarily in the "rendered" folder created in the project folder. Temporary files without any link to a project are automatically deleted, however, it is recommended to delete manually when the size of "rendered" folder is enlarged.

- 1 Click the list button of [Render In/Out - Render overload area].
- 2 Select "Delete Render Files", and click "All Files" or "Files that are not Used".



### Alternative

- Click "Render" on the menu bar, and click "Delete Render Files" → "Files that are not Used" or "All Files".
- Delete unused files: **[Alt] + [Q]**

### POINT

- Define when to automatically delete invalid rendering files (without any link to a project) in "Render" from the application settings.  
*Render ▶ P81*
- A temporary file is created in the following cases:
  - When a clip is exported from the timeline
  - When rendering a part of the timeline
  - When rendering a clip

### Notes

- The temporary files in the "rendered" folder can be freely edited (such as renaming, deleting or copying). However, the temporary files used in the project, such as files with "Render In/Out" applied, cannot be edited. When a clip is placed on the timeline with "Render and Add to Timeline" function, edit the original temporary file to make it an offline clip.  
*About Restoration of Offline Clips ▶ P69*

# 6 Sequence

## To Create New Sequence

### **About Sequence**

► *P365*

---

You can create a project with multiple sequences.

### **Creating New Sequence**

► *P366*

---

You can create a new sequence.

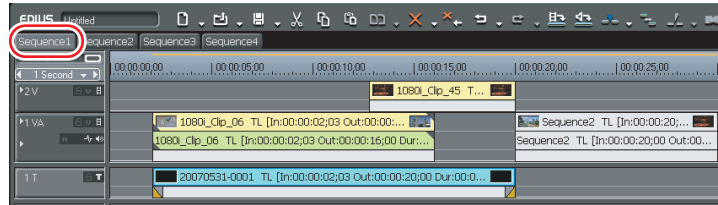
## About Sequence

'Sequence' is a set of clips placed on the timeline.

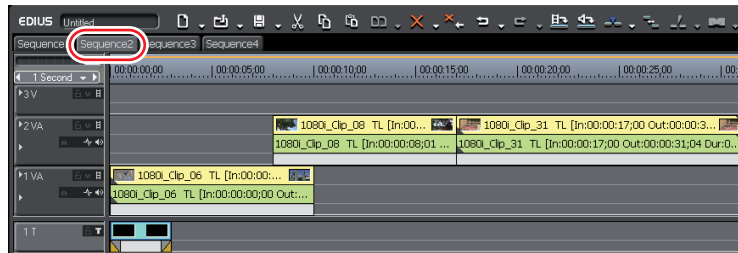
You can open and edit a sequence on the timeline. You can create a project with multiple timeline sequences. A timeline sequence to edit can be selected by clicking the sequence tab. It is stored as 'TL (timeline) sequence clip' in the bin.

'Nest sequence' is the function to place a sequence on other timeline sequence as a clip for editing.

### Ex. When placing 'Sequence2' on 1VA track of Sequence1



You can open and edit a clip in 'Sequence2' which is placed in Sequence1, in the timeline window.



### POINT

- Right-click the sequence tab to display the menu to change the sequence setting or close the sequence. Right-click the sequence tab of the sequence to define.

## Creating New Sequence

**[Shift] + [Ctrl] + [N]**

### 1 Click [New sequence].



A blank sequence is created in the timeline window, and a timeline sequence clip is created in the bin simultaneously.



Click the sequence tab to select a sequence.

### Alternative

- Click "File" on the menu bar, and click "New" → "Sequence".
- Right-click on a blank area of the clip view in the bin, and click "New Sequence". In this case, a blank timeline sequence clip is stored in the bin, while the clip is not shown in the timeline window.

*Open Sequence to Edit* ▶ P368

### POINT

- You can change the sequence settings.  
*Sequence Settings* ▶ P39
- Drag and drop the sequence tab to sort the order of sequence tab.
- Right-double-click the sequence tab to change the sequence name.

# To Edit Sequence

## **Open Sequence to Edit** ▶ *P368*

You can open and edit a timeline sequence clip in the timeline window.

## **Closing Sequence** ▶ *P368*

You can close the sequence.

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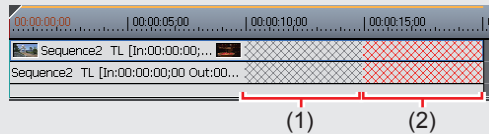
## Open Sequence to Edit

### 1 Double-click a sequence clip in the bin or on the timeline.

The timeline sequence is displayed in the timeline window. Click a sequence to edit in the sequence tab.

#### POINT

- The placed timeline sequence is updated along with the edited contents of a timeline sequence clip. However, the length of the placed timeline sequence is unchanged. The screen turns as follows, when the length of the clip is shortened after editing.



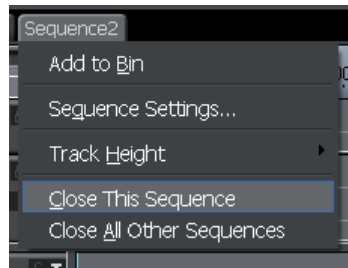
- Change the total length in the sequence settings.
  - (1) Area within the total length of the sequence without a clip (gray)
  - (2) Area exceeding the total length of the sequence without a clip (red)*Sequence Settings ▶ P39*
- You can import the timeline sequence created in another project.  
*Import Sequence ▶ P50*

#### Alternative

- Right-click a timeline sequence clip in the bin, and click "Open Sequence".

## Closing Sequence

### 1 Right-click the sequence tab, and click "Close This Sequence".



#### POINT

- Right-click the sequence tab of the sequence to be kept on the display, and click "Close All Other Sequences", to close all sequences besides one of the displayed sequences. You cannot hide all sequences displayed in the timeline window.

# To Edit Clip Effectively With Nest Sequence Function

## Storing Clip on Timeline as Sequence in the Bin

► P370

You can store the clips placed between In and Out points on the timeline in the bin. Or you can select a clip to store as a timeline sequence clip.

## Creating Blank Sequence Clip on Track

► P371

You can place a blank timeline sequence clip in advance on the position to add a sequence.

## Duplicating Sequence

► P371

You can duplicate a timeline sequence clip in the bin. Create a renamed sequence with the same contents.

## Placing Sequence on Another Sequence (Nest Sequence)

► P372

You can place a timeline sequence clip on another timeline sequence.

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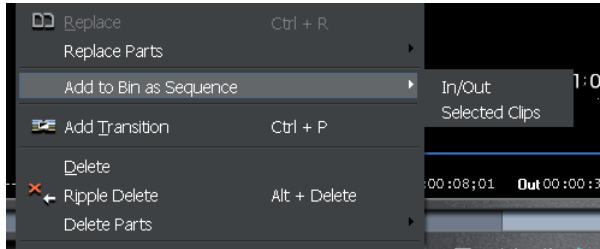
## Storing Clip on Timeline as Sequence in the Bin

### 1 Set In and Out points on timeline.

*Setting In and Out Points on Timeline* ►P255

Select a clip to store a clip on the timeline as a timeline sequence.

### 2 Right-click a clip, and click "Add to Bin as Sequence" → "In/Out" or "Selected Clips".



Click "In/Out" to store the sequence clip between In and Out points, or click "Selected Clips" to store the whole selected clips, to the bin as a timeline sequence clip.

### Alternative

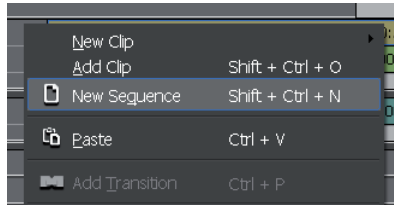
- Click "Edit" on the menu bar, and click "Add Sequence to Bin" → "In/Out" or "Selected Clips".

#### POINT

- You can convert a video clip between In and Out points of the timeline to a sequence to place on a track. Click "Edit" on the menu bar, and click "Sequence In/Out" after setting In and Out points on the timeline. The clip between In and Out points is placed as a new sequence on the track, and the timeline sequence clip is also stored in the bin simultaneously. If there is no space to place a clip on the track, a new V track is added.
- Right-click the sequence tab and click "Add to Bin", to save the sequence opened on the timeline window as the timeline sequence clip.

## Creating Blank Sequence Clip on Track [Shift] + [Ctrl] + [N]

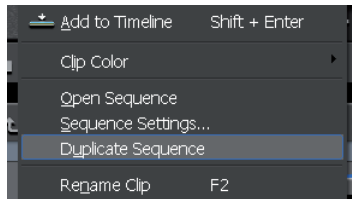
- 1 Move the timeline cursor to the position to create a timeline sequence clip.
- 2 Right-click on the track to create a sequence, and click "New Sequence".



In point is placed on the position of the timeline cursor, and a blank timeline sequence clip is added on the track. It is also stored in the bin.

## Duplicating Sequence

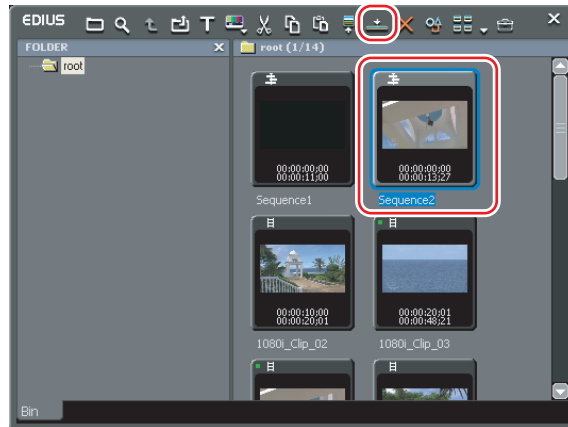
- 1 Right-click the timeline sequence clip in the bin and click "Duplicate Sequence".



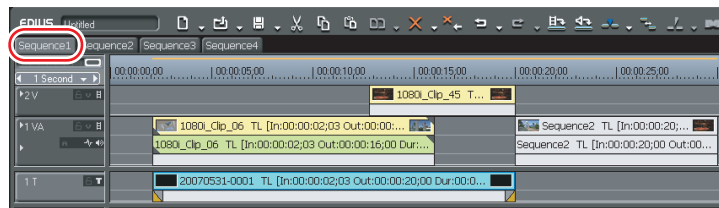
Duplicated clips are named after the original clip names in sequential number.

## Placing Sequence on Another Sequence (Nest Sequence)

- 1 Click a track to place the timeline sequence clip.
- 2 Move the timeline cursor to the position to place a clip.
- 3 Select a timeline sequence clip in the bin and click [Add to Timeline].



A timeline sequence clip (gray) in the bin is placed on another sequence.



### **Alternative**

- Place a timeline sequence clip in the bin on the timeline by drag and drop.
- Right-click a sequence clip in the bin and click "Add to Timeline".
- Play a timeline sequence clip in Player and click [Insert to timeline] or [Overwrite to timeline].
- Adding the clip displayed in Player to the timeline: **[E]**

# 7 Multicam Mode

## Pro To Display Multiple Clips at the Same Time To Edit

### **Switching to Multicam Mode** ▶ *P374*

You can play up to 8 screens of multiple clips at the same time to edit, in the multicam mode.

### **Defining Sync Point to Place Clip** ▶ *P375*

Select a sync point as the standard for placing multiple clips in the multicam mode, to place a clip.

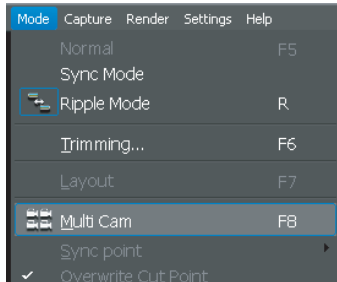
### **Changing Number of Monitors** ▶ *P377*

You can select the number of monitors in Multi-camera mode, one from 4 patterns.

### **Changing Assigned Camera** ▶ *P378*

You can change the camera to assign to each track.

## 1 Click "Mode" on the menu bar, and click "Multi Cam".



Preview window is switched from the normal mode to the multicam mode. [Camera mapping] appears on the track panel in the timeline window.



### POINT

- When switching the mode to the multicam mode with clips placed on the timeline, the camera switch point is automatically set to the In and Out points of each clip. Overwrite the camera switch point to change it.

*Setting Camera Switch Point during Playback* ►P382

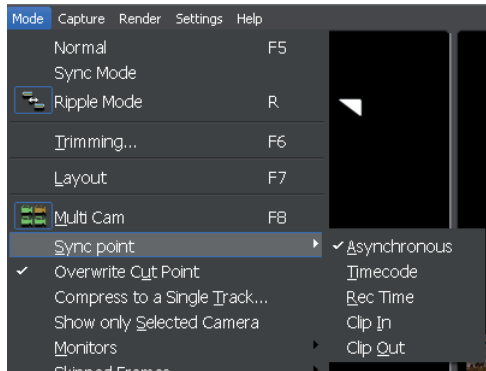
- The multicam mode is switched to the normal mode by the following operations.
  - Click "Mode" on the menu bar, and click "Normal" or "Multi Cam".
  - Press [F8] key again.
  - Switch to Normal Mode: **[F5]**
- The operation of clips or tracks in the multicam mode is the same as the normal mode, however, assigned shortcut keys differ from those in the normal mode.

### Alternative

- If the [Multi cam] button has been added, click the [Multi cam] button. *Setting Operation Buttons* ►P115

## Defining Sync Point to Place Clip

- 1 Click "Mode" on the menu bar, and click "Sync point" → a sync point to define.

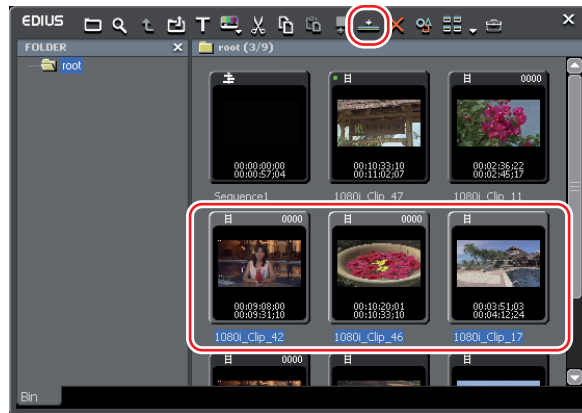


<b>Asynchronous</b>	Place a clip from the timeline position of the selected track, in the sorting order in the bin.
<b>Timecode</b>	Place a clip in each track, based on the start timecode of each clip. If no start timecode is set to a clip, '00:00:00;00' is applied to the start timecode.
<b>Rec Time</b>	Place a clip in each track, based on the recorded time (timecode) of each clip. If no start TC is set to a clip, '00:00:00' is applied to the recorded time. * The recorded time is assigned as the standard, regardless of recorded date.
<b>Clip In</b>	Place a clip in each track, based on the In point timecode of each clip. If no start In point timecode is set to a clip, the top of the clip is assigned as the standard.
<b>Clip Out</b>	Place a clip in each track, based on the Out point timecode of each clip. If no start Out point timecode is set to a clip, the end of the clip is assigned as the standard.

- 2 Select V/VA track.

Select a track to place a clip. When you select "Asynchronous" in step 1, a clip is placed on the selected track. When you select other Sync points, a clip is placed above the order of the selected track. If there is no space to place a clip on the track, a new track is added.

### 3 Select multiple clips in the bin, and click [Add to Timeline].



Each clip is placed along to the sync point selected in step 1. The camera switch point is automatically set to the In and Out points of each clip. Overwrite the camera switch point to change it.

*Setting Camera Switch Point during Playback ▶ P382*

The clip placed on the timeline is displayed in Recorder as the multicam screen.

**Ex. When displaying in 3 screens**



(1) Video with master (selected camera)

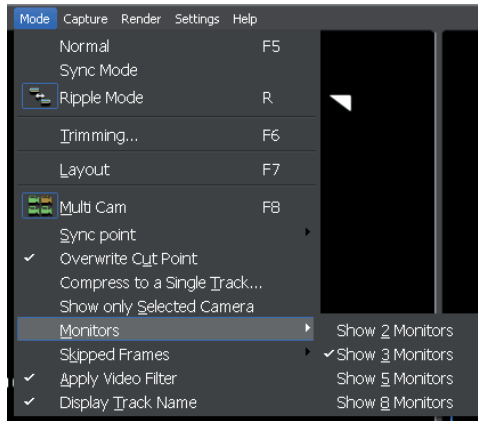
(2) Video of each track with camera assigned

#### **Alternative**

- Directly drag and drop the clip in the bin on to the timeline.

## Pro Changing Number of Monitors

- 1 Click "Mode" on the menu bar, and click "Monitors" → click a monitor type as you like.

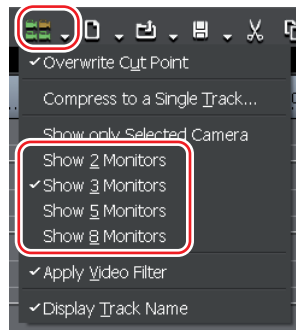


The settings of number of monitors and the status of camera assignment are as below. The video of the master camera is displayed in any setting.

<b>Show 2 Monitors</b>	Camera 1 to 2
<b>Show 3 Monitors</b>	Camera 1 to 3
<b>Show 5 Monitors</b>	Camera 1 to 5
<b>Show 8 Monitors</b>	Camera 1 to 8

### Alternative

- Click the list button of [Multi cam], and click the number of monitors to show.



## POINT

- You can display only the video of the master camera.
  - Click "Mode" on the menu bar, and click "Show only Selected Camera" to check on.
  - Click the list button of "Multi cam", and click "Show only Selected Camera" to check on.

Pro

## Changing Assigned Camera

If you first place a clip on the timeline in the multicam mode, cameras are assigned in order of the track number of V/VA tracks in which clips are set.

### 1 Click [Camera mapping] in the track panel of V/VA track.



### 2 Click the camera to assign to the selected track.



Click "Unmap" to release the assignment defined to the selected track. Click "Default" to reset all camera assignments defined to tracks. Cameras are reassigned in order of track numbers in V/VA track.

## POINT

- [Camera mapping] is only displayed in the multicam mode.
- A track is not displayed in the multicam mode when no camera is assigned to the track.
- You can change the assignment of cameras while editing.
- When the camera number which is not shown on the multicam screen is assigned, the displayed color of [Camera mapping] turns gray.



### *Changing Number of Monitors ▶P377*

- You can switch to hide the track name on the upper left of each camera in the multicam window.
  - Click "Mode" on the menu bar, and click "Display Track Name" to remove the check.
  - Click the list button of [Multi cam], and click "Display Track Name" to remove the check.

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## **Pro** To Set the Point to Switch Camera

### **Setting Camera Switch Point** ▶P381

---

You can set the camera switch point as the trigger to change cameras.

### **Setting Camera Switch Point during Playback** ▶P382

---

You can define the camera switch point during playback. Playback operation is the same as in the normal mode.

### **Moving Camera Switch Point** ▶P383

---

You can move the camera switch point.

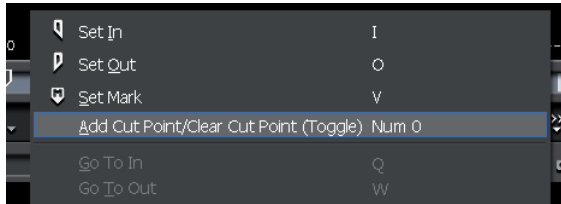
### **Deleting Camera Switch Point** ▶P384

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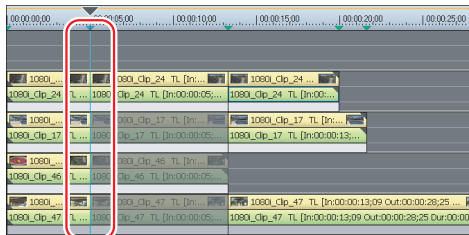
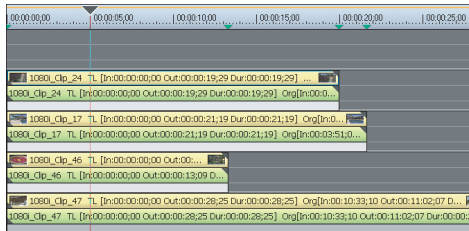
You can delete the camera switch point.

## Pro Setting Camera Switch Point

- 1 Move the timeline cursor to the position to set the camera switch point.
- 2 Right-click the time scale, and click "Add Cut Point/Clear Cut Point (Toggle)".



The camera switch point is set at the position of the timeline cursor, and a cut point is added to a clip on the switch point.



Clips after the camera switch point are displayed in gray-tinged color, besides one clip. Clips displayed in gray-tinged color are invalid. Valid clips are displayed as the selected camera on the master screen of the multicam. Enable/disable of a clip when the camera switch point is set depends on the clip before it. However, if there are multiple enabled clips, the clip on the top track has the priority to be enabled.

You can switch enable/disable of a clip by switching the selected camera.

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Switching Selected Camera ▶ P386

Clip Enable/Disable ▶ P292

### Alternative

- Double-click on the time scale to set the camera switch point.
- Double-click a video from the camera of each track in Recorder.

**POINT** • Operation is also available in the same way during playback.

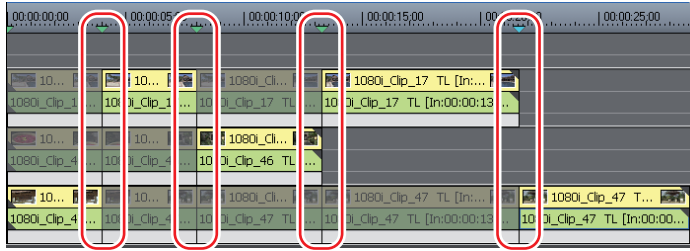
## Pro Setting Camera Switch Point during Playback

- 1 Move the timeline cursor to the point to start playback.
- 2 Click [Play] in Recorder.



- 3 Click a video from the camera of each track in Recorder at the position to switch the selected camera.

The camera switch point is set on the position of the timeline cursor. When playback stops, a cut point is added to the clip on the camera switch point.



## POINT

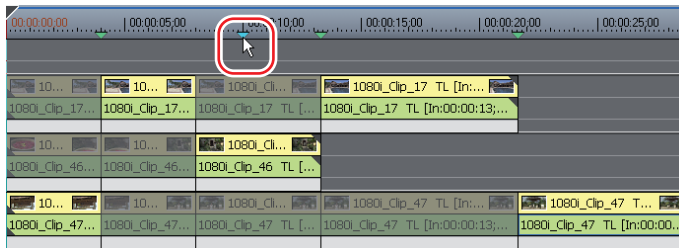
- Any camera switch point, which is placed between the first to the point to stop playback, is overwritten and deleted.
- If setting the camera switch point during playback, you can define not to delete the skipped camera switch point.
  - Click "Mode" on the menu bar, and click "Overwrite Cut Point" to remove the check.
  - Click the list button of [Multi cam], and click "Overwrite Cut Point" to remove the check.
- You can switch the video filter to Disable which is applied to a clip.
  - Click "Mode" on the menu bar, and click "Apply Video Filter" to remove the check.
  - Click the list button of [Multi cam], and click "Apply Video Filter" to remove the check.

Pro

## Moving Camera Switch Point

### 1 Drag the camera switch point.

Selected camera switch points are displayed in aqua blue.



The images of the previous and next frame of the camera switch point are displayed on each camera of tracks in Recorder while dragging.

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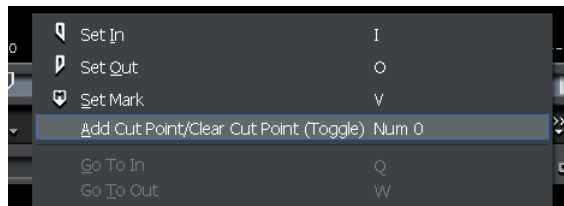
## Alternative

- Rotate the mouse wheel and place mouse cursor in Recorder while holding down [Shift] key. The master movie of the position on which camera switching point is moved and each movie of tracks are displayed in Recorder. Check the video and release [Shift] key at the position to place the camera switch point, to move the point to the destination.

- POINT**
- If you skip other camera switch points, any skipped camera switch point is deleted.
  - Move the camera switch point set to the Out point of a clip to trim the clip.

## Pro **Deleting Camera Switch Point**

- 1 Set the timeline cursor on a camera switch point to delete.**
- 2 Right-click the time scale, and click "Add Cut Point/Clear Cut Point (Toggle)".**



The camera switch point is deleted and clips with cut points added are merged. The priority of enable/disable setting follows the first clip of the merged clip. The camera switch point set to the In and Out points of a clip which has no margin, the camera switch point cannot be deleted.

## Alternative

- Right-click the camera switch point to delete, and click "Delete Cut Point".
- Double-click the camera switch point.

- POINT**
- Right-click the time scale, and click "Delete All Cut Point", to delete all the camera switch points.
  - Right-click the time scale, and click "Delete Cut Points between In/Out", to delete the camera switch points between In and Out points.

## **Pro** To Select Desired Clips to Use and Set as One Clip

### **Switching Selected Camera** ▶P386

You can switch desired clips to activate by camera switch point unit.

### **Playback around Camera Switch Point** ▶P387

You can play the video around a camera switch point to confirm. Confirmation is also available with normal playback operation.

### **Copying Only Selected Clips to Track** ▶P388

Select clips in the selected camera to copy one track.

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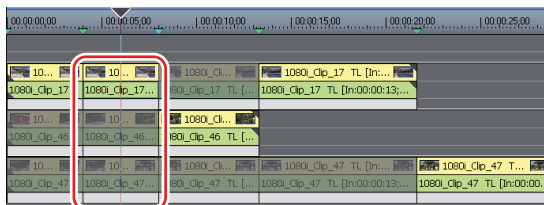
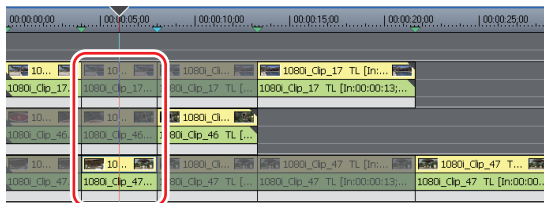
## Pro Switching Selected Camera

- 1 Move the timeline cursor on the clip to switch the selected camera, while stopping playback.
- 2 Click one of video from the cameras of each track, to switch to the selected camera.



Clips of the selected camera are activated and others are deactivated.

**Ex. Switching the selected camera of the clip on the timeline cursor position, from [C1] to [C3]**

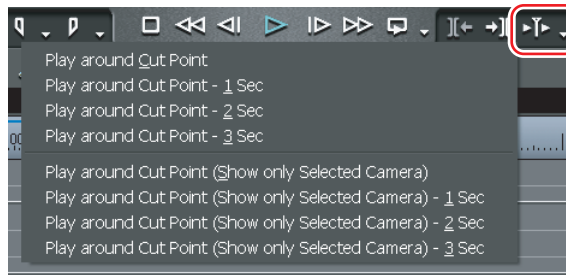


### Alternative

- Move the timeline cursor on the clip to switch the selected camera, and click one of [1] to [8] (camera number) on the numeric keypad.
- You can define the setting of camera switch point and switch the selected camera simultaneously with operations below.
  - Move the timeline cursor on the clip to switch the selected camera, and click one of [1] to [8] (camera number) on the numeric keypad while holding down [Ctrl] or [Shift] key.
  - Move the timeline cursor on the clip to switch the selected camera, and double-click the video from the camera of each track displayed in Recorder.

## Pro Playback around Camera Switch Point

**1** Click the list button of [Play the cursor area], and click the playback method.



<b>Play around Cut Point</b>	Play around the camera switch point which is nearest and placed before the timeline cursor.
<b>Play around Cut Point - 1 Sec</b>	Play a clip for the specified time period.
<b>Play around Cut Point - 2 Sec</b>	
<b>Play around Cut Point - 3 Sec</b>	
<b>Play around Cut Point (Show only Selected Camera)</b>	Displays only video of the selected camera. Play around the camera switch point which is nearest and placed before the timeline cursor.
<b>Play around Cut Point (Show only Selected Camera) - 1 Sec</b>	Displays only video of the selected camera. Play a clip for the specified time period.
<b>Play around Cut Point (Show only Selected Camera) - 2 Sec</b>	
<b>Play around Cut Point (Show only Selected Camera) - 3 Sec</b>	

You can repeatedly play the area around the camera switch point.

## 2 Click [Stop] in Recorder.

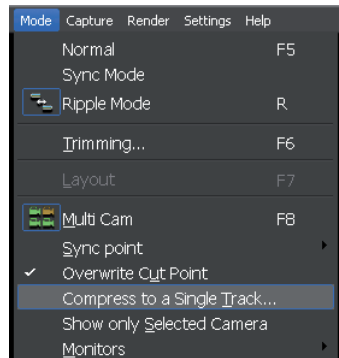
Playback stops.

- POINT**
- You can set the preliminary operation time (Preroll) in "Playback" of "Application Settings".  
*Playback ▶ P87*
  - You cannot set the camera switch point under "Play around Cut Point". Define the settings of camera switch point with the normal playback operation.  
*Setting Camera Switch Point during Playback ▶ P382*
  - You can skip frames when playback does not catch up with the display in the multicam mode. Click "Mode" on the menu bar, and click "Skipped Frames" → the frame number to skip. You can also define the setting in "Playback" of "Application Settings".

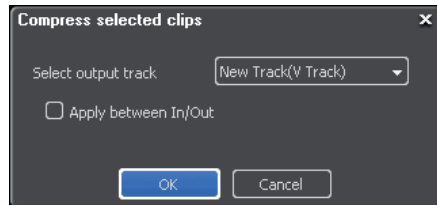
## **Pro** Copying Only Selected Clips to Track

Extract enabled clips from the track with a camera assigned, and copy them to the specified track.

### 1 Click "Mode" on the menu bar, and click "Compress to a Single Track".



"Compress selected clips" dialog box appears.



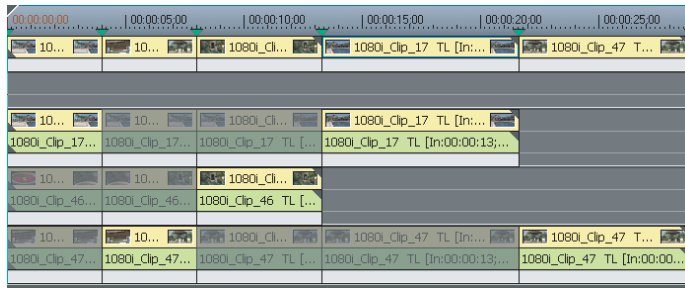
## 2 Select a track to copy the selected clips from the list of "Select output track".

You can select clips from V/VA track without assigned camera and new V/VA track.

"Apply between In/Out" to copy clips only between In and Out points on the timeline.

## 3 Click [OK].

Selected clips are copied to the specified track. If other clips have been already placed on a part and an alert message appears, click [OK].



### Alternative

- Click the list button of [Multi cam], and click "Compress to a Single Track".

#### POINT

- If multiple valid clips are placed between the camera switch points, the priority is applied to the bigger camera point.

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# 8

## Undo Operation/Redo Cancellation

### To Cancel Operation/Undo Cancellation

#### **Undoing Operation** (*Undo*) ▶P391

---

You can undo the performed operations, or return to the previous status.

#### **Redoing Cancelled Operation** (*Redo*) ▶P391

---

You can redo the cancelled operation performed with undo.

## Undoing Operation (Undo)

[Ctrl] + [Z]

### 1 Click [Undo].



The performed operation is cancelled to return to the previous status.

#### POINT

- Click the list button of [Undo] to display a list of performed operations, and you can select an operation to undo. Performed operations are saved in each sequence unit.
- The number of undo operation is not restricted. However, when there is not enough space in the memory, the histories are deleted in order from the oldest.

## Redoing Cancelled Operation (Redo)

[Ctrl] + [Y], [Shift] + [Ctrl] + [Z]

### 1 Click [Redo].



The cancelled operation is performed again.

#### POINT

- Click the list button of [Redo] to display a list of the cancelled operations, and you can select an operation to redo. Performed operations are saved in each sequence unit.

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# CHAPTER 7

## **Applying Effect**

# 1

## "Effect" Palette

### About Effect Available in EDIUS

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#### **"Effect" Palette Show/Hide** ▶P395

"Effect" palette displays the effect list you can use in EDIUS.

---

#### **Effect View Show/Hide** ▶P397

Switch whether or not to show the clip view.

---

#### **Effect Types** ▶P398

You can select 4 effects.

---

#### **Properties of Effect** ▶P399

You can confirm the effect with animation. You can also change the property of user preset effects.

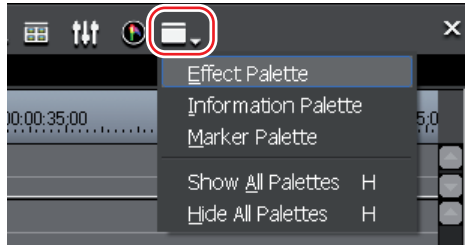
---

#### **How to Apply Effect** ▶P400

You can apply the effect to a clip easily by dragging and dropping, etc.

# "Effect" Palette Show/Hide

1 Click [Toggle palette display] and click "Effect Palette".



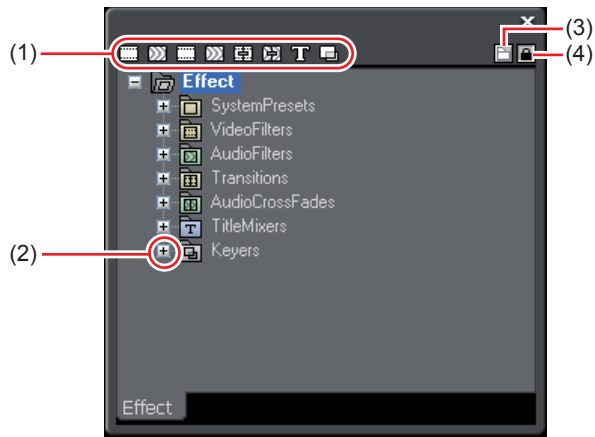
"Effect" palette appears.

## Alternative

- Click "View" on the menu bar, and click "Effect Palette".
- Click "View" on the menu bar, and click "Show All Palettes" or "Hide All Palettes", to simultaneously show/hide "Effect", "Information" and "Marker" palettes.
- Show all palettes: **[H]**  
"Information" Palette ► P451  
"Marker" Palette ► P336

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## ◆ "Effect" Palette

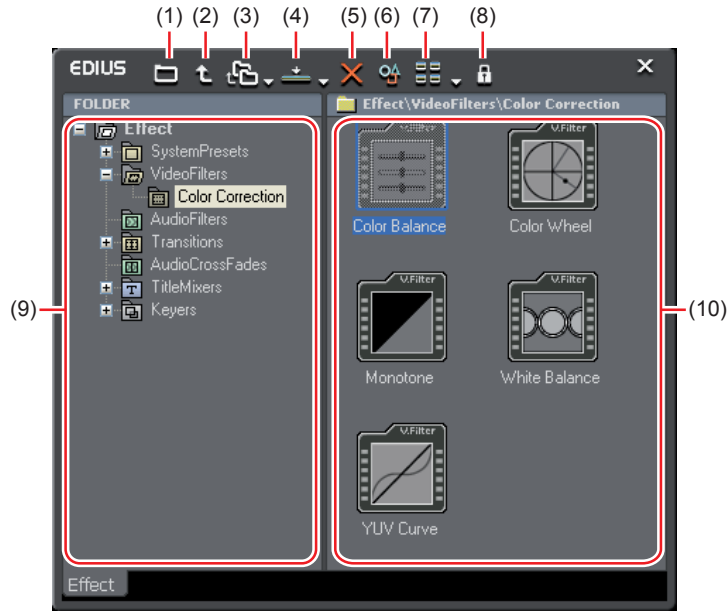


<p>(1) <b>Folder shortcut</b></p>	<p>Click the button of each folder to expand and display the folder assigned shortcuts. To expand multiple folders at the same time, press and hold [Ctrl] key, and click the folder shortcut. <i>Folder Shortcut ► P465</i></p>
<p>(2) <b>Tree</b></p>	<p>Click the button to open the folders and display the effects.</p>
<p>(3) <b>Show Effect View</b></p>	<p>Click the button to show the effect view.</p>
<p>(4) <b>lock</b></p>	<p>Lock effect folders not to change the folder structure.</p>

## Effect View Show/Hide

### 1 Click [Show Effect View] on "Effect" palette.

The effect view is displayed.



(1) <b>Show Effect View</b>	Click the button to hide the effect view.
(2) <b>Move up one folder</b>	Display the folder in the upper level than the one selected in the folder view.
(3) <b>Folder Link</b>	Define a folder for frequent use to open the folder quickly. <i>Folder Shortcut ▶P465</i>
(4) <b>Add to Timeline</b>	Add the selected folder to a clip on the timeline. Click the list button of [Add to Timeline] and you can also select the position to add.
(5) <b>Delete</b>	Delete the user preset effect. <i>Deleting Effect from "Effect" Palette ▶P462</i>
(6) <b>Property</b>	Display the contents of the selected effect. <i>Properties of Effect ▶P399</i>
(7) <b>View</b>	Every click changes the display. Click the list button of [View] to select the display.

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(8) <b>lock</b>	Lock effect folders not to change the folder structure.
(9) <b>Folder view</b>	Effect folder is displayed in tree structure.
(10) <b>Effect view</b>	Display the contents of effects in the selected folder. Select the effect with animation to display with animation.

## Effect Types

### Plug-in Base Effect

Base effects initially stored. You cannot delete them from "Effect" palette. Plug-in base effects include VideoFilters, AudioFilters, Transitions, AudioCrossFades, TitleMixer and Keyers.

### System Preset Effect

Initially stored, and customized plug-in base effects. You cannot delete them from "Effect" palette. "S" is displayed on their icons.



### User Preset Effect

Effects registered by the user. These effects can be customized (by adjusting the parameters, combining multiple effects or renaming) and saved. "U" is displayed on their icons.

*Saving Effect in "Effect" Palette ► P461*



### Default Effect

Effects used in the default setting. You can set these effects only for transition, audio cross fade and title mixer.

*Changing Default Effect ► P421*



# Properties of Effect

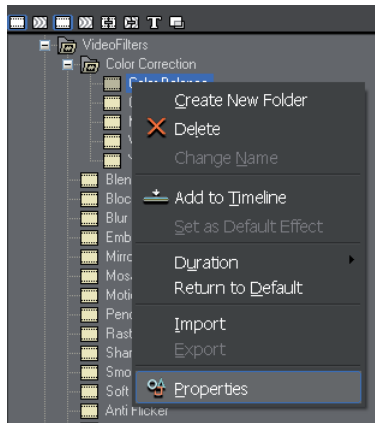
## 1 Move the mouse cursor on an effect of "Effect" palette.

A description for the effect is displayed. You can confirm the motion of some effects with animation.

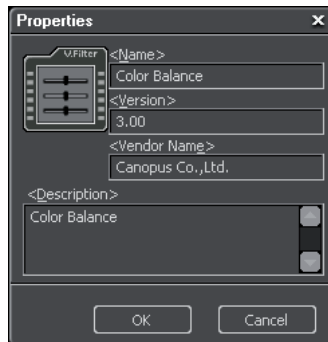
"Effect" Palette Show/Hide ▶P395

## Changing Properties

## 1 Right-click on the effect to change the property, and click "Properties".



"Properties" dialog box appears.



## 2 Edit the contents and click [OK].

**Notes**

- You can only edit the items in "Properties" dialog box of user preset effects.

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# How to Apply Effect

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## Applying with Drag and Drop

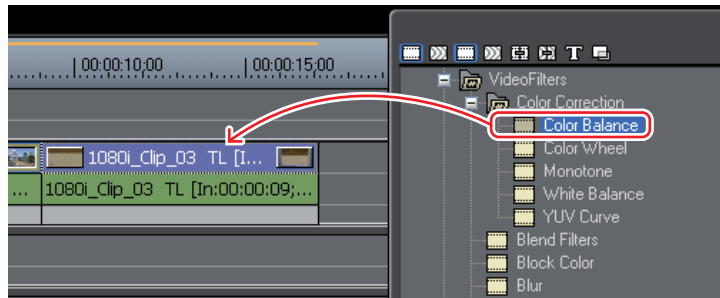
Operation is also available in the same way in the effect view.

Ex. Select from "VideoFilters"

- 1 Click "VideoFilters" tree on "Effect" palette, to display the effect.



- 2 Drag and drop the effect to apply onto a clip on the timeline.



## Applying from Right-click Menu

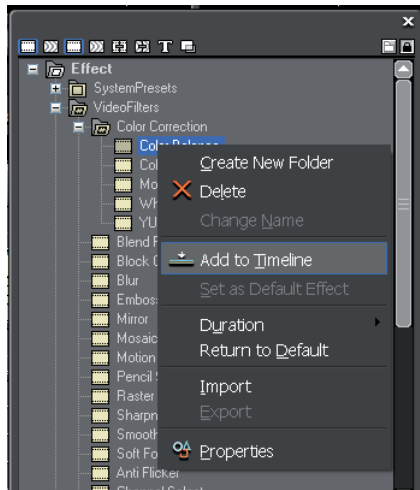
Operation is also available in the same way in the effect view.

Ex. Select from "VideoFilters"

- 1 Select a clip on the timeline.
- 2 Click "VideoFilters" tree on "Effect" palette to display the effect.

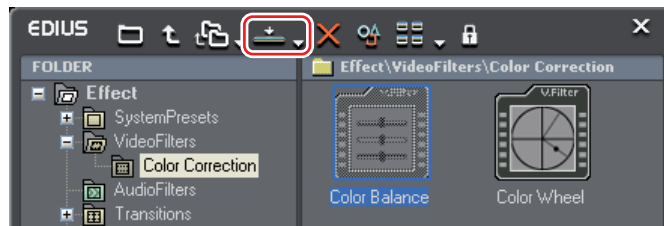
### 3 Right-click on the effect to apply, and click "Add to Timeline".

You can specify "In", "Out" or "Both" depending on effects.



#### Alternative

- Select a clip on the timeline, select an effect or the mixer area on "Effect" palette, and click [Add to Timeline] in the effect view. "In", "Out" or "Both" can be also specified by clicking the list button of [Add to Timeline], depending on effects.



- Select a clip or the mixer area, and drag and drop the effect in "Effect" palette to the effect list of "Information" palette.

**POINT** • For applying the transition or audio cross fade, you can set the position to apply "In", "Out", "Both" or "From"/"Center"/"To" for each.

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# 2

## Setting Effect

### To Apply Effect to Entire Clip

You can use filters for the whole clip, to adjust image quality, composite video, or edit audio.

#### **Adjusting Color/Brightness** (*Color Correction*) ▶P403

You can correct color cast, highlight detail loss, or shadow detail loss.

#### **Video Filter** ▶P412

You can add such effects as reducing flicker or make the image stereoscopic like a lithograph, to the whole video.

#### **Using Multiple Filters** (*Combine Filters*) ▶P413

You can set multiple video filters to one clip.

#### **Audio Filter** ▶P413

You can make such adjustment to audio part as reducing noise or emphasizing human voice.

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## Adjusting Color/Brightness *(Color Correction)*

You can adjust the color tone to match the previous/next video, or adjust the brightness by correcting color cast, highlight detail loss, and shadow detail loss. The following filters are provided for color correction.

### ■ YUV Curve

Adjust luminance (Y), blue color difference (U), and red color difference (V) on the chart. Make fine adjustment to balance the shadow and highlight. YUV curve can add the key but is not available the filtering animation between keys.

*Adjusting YUV Curve ▶P404*

### ■ Color Balance

Adjust chroma, luminance, contrast, and color tone with the slider.

*Adjusting Color Balance ▶P406*

### ■ Color Wheel

Move the pointer to adjust the color density, or rotate the wheel to adjust the color tone.

*Adjusting Color Wheel ▶P408*

### ■ White Balance

Correct colors for shadow (black balance), intermediate (gray balance), and highlight (white balance).

*Adjusting White Balance ▶P409*

### ■ Monotone

Make the video monotone.

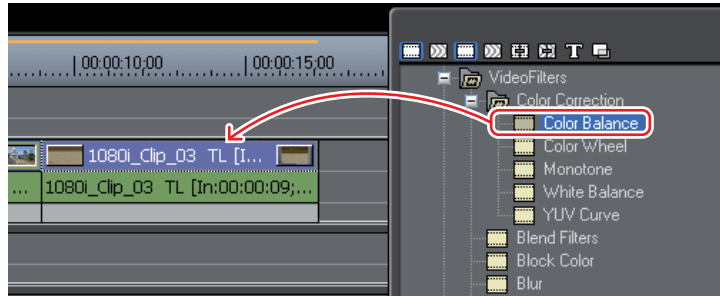
*Adjusting Monotone ▶P411*

## 1 Click "VideoFilters" tree on "Effect" palette.



## 2 Click "Color Correction" tree to display filters.

### 3 Drag and drop the filter to use on the clip on the timeline.



#### Alternative

- Select the clip on the timeline, right-click the filter on "Effect" palette, and click "Add to Timeline".

#### Adjusting YUV Curve

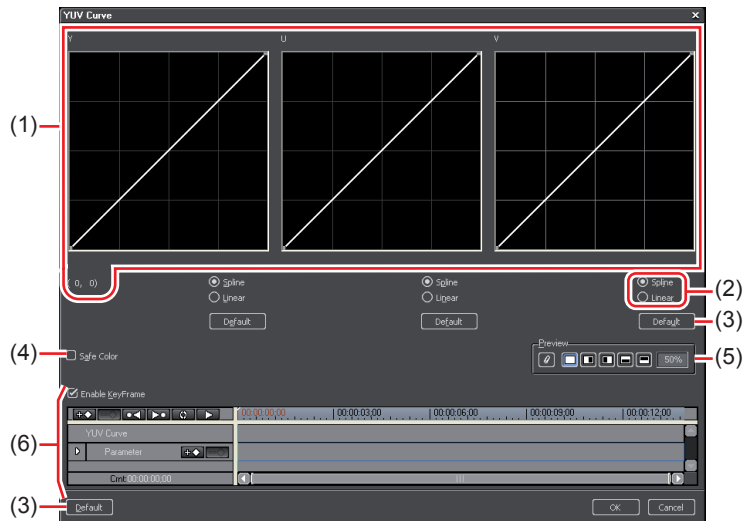
### 1 Display "Information" palette, and double-click "YUV Curve".

"YUV Curve" dialog box appears.

Checking/Adjusting Effect ► P452

### 2 Adjust YUV curve and click [OK].

#### ◆ "YUV Curve" Dialog Box

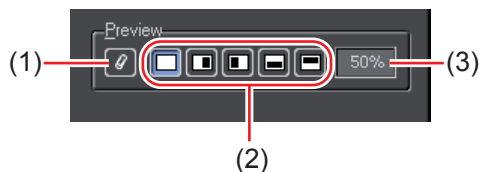


(1) <b>YUV Curve</b>	Drag the line on each of the chart to adjust Y, U, and V. The value on the left below Y curve indicates the input value and output value.
(2) <b>Spline/Linear</b>	Set the line of the chart to be curve or straight line.
(3) <b>Default</b>	Click [Default] of each chart to add each value for Y, U, and V as the key that is returned to the default. Click [Default] at the bottom of the window to delete all the keys and return all the value to the default.
(4) <b>Safe Color</b>	Check it to automatically make adjustment, to keep the video signal within YUV color space.
(5) <b>Preview setting</b>	<i>Preview Setting</i> ▶P405
(6) <b>KeyFrame setting</b>	The chart of YUV curve can be adjusted in each key frame. For details about the key frame setting, refer to "Key Frame Setting". <i>Key Frame Setting</i> ▶P406

## ◆ Common Settings in Color Correction

### ▣ Preview Setting

You can lay and compare the image applied color correction and the original image.

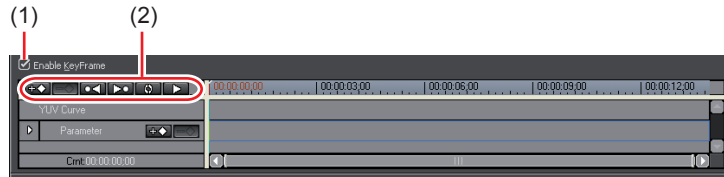


(1) <b>Use current screen to show filter effect</b>	You can fix the screen on the timeline cursor position, when confirming the result of the filter.
(2) <b>Setting of display area</b>	You can set the segmentation of the screen, when confirming the result of the filter.
(3) <b>Setting of display rate</b>	You can set the rate to display the video applied with the filter, when confirming the result of the filter.

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## ■ Key Frame Setting

You can change the setting for parameter of color correction along the time axis, and play it to confirm.



(1) <b>Enable KeyFrame</b>	Check it to enable the defined key frame animation. Change the parameter on the timeline for key frame, to automatically add key frames.
	Add key frames on any timing.
	Delete a key frame.
(2)	Move to the previous/next key frame.
	Define the default parameter to the key.
	Play or pause the set clips.

**POINT** • Right-click on the timeline for key or key frame, to display the menu which you can add/delete keys or switch the method of interpolation between key frames. You can select the interpolation method from 'Hold', 'Linear' and 'Bezier'.

## Adjusting Color Balance

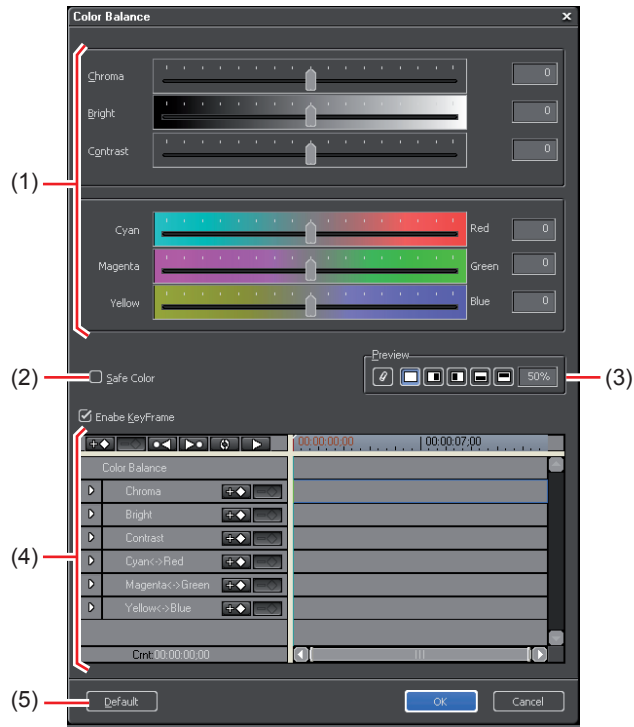
### 1 Display "Information" palette, and double-click "Color Balance".

"Color Balance" dialog box appears.

*Checking/Adjusting Effect ▶P452*

### 2 Adjust the color balance and click [OK].

## ◆ "Color Balance" Dialog Box



(1) Slider	Move the slider to adjust each item.
(2) Safe Color	Check it to automatically make adjustment, to keep the video signal within YUV color space.
(3) Preview setting	<i>Preview Setting ▶P405</i>
(4) KeyFrame setting	<i>Key Frame Setting ▶P406</i>
(5) Default	Click it to delete all keys, and the slider returns to the default settings.

## Adjusting Color Wheel

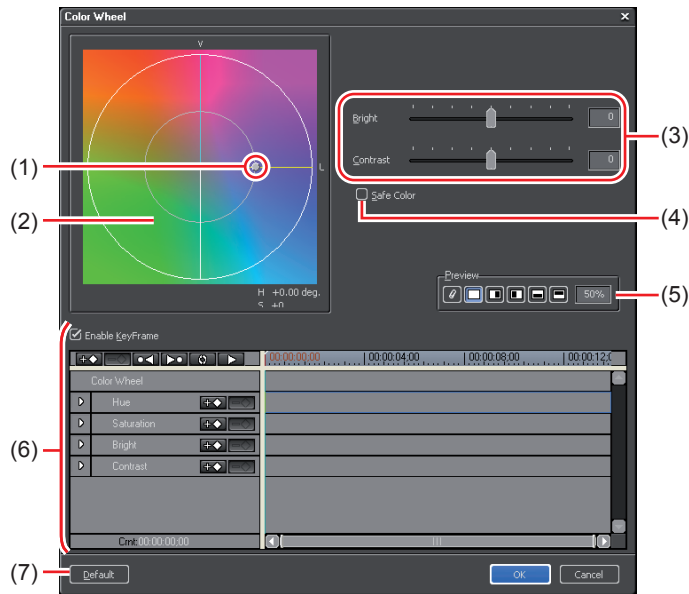
### 1 Display "Information" palette, and double-click "Color Wheel".

"Color Wheel" dialog box appears.

Checking/Adjusting Effect ▶P452

### 2 Adjust the color wheel and click [OK].

#### ◆ "Color Wheel" Dialog Box



(1) <b>Color Wheel point</b>	Slide it to adjust the color density (chroma). Chroma increases as the direction to the outline of the circle.
(2) <b>Wheel</b>	Drag and rotate it to adjust the color tone.
(3) <b>Bright Contrast</b>	Adjust luminance and contrast by moving the slider.
(4) <b>Safe Color</b>	Check it to automatically make adjustment, to keep the video signal within YUV color space.
(5) <b>Preview setting</b>	<i>Preview Setting ▶P405</i>
(6) <b>KeyFrame setting</b>	<i>Key Frame Setting ▶P406</i>
(7) <b>Default</b>	Click it to delete all keys, and the wheel and color point return to the default settings.

## Adjusting White Balance

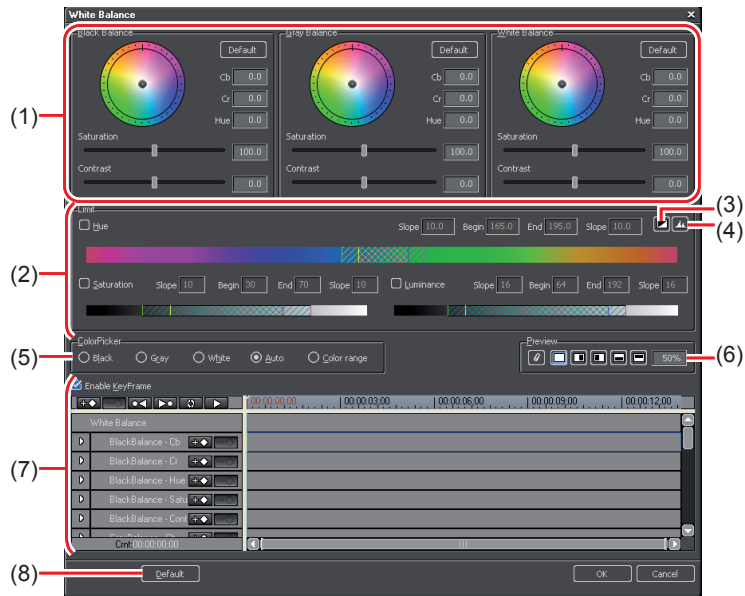
### 1 Display "Information" palette, and double-click "White Balance".

"White Balance" dialog box appears.

Checking/Adjusting Effect ▶P452

### 2 Adjust the white balance, click [OK].

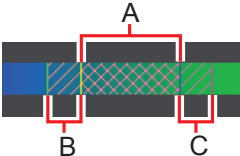
#### ◆ "White Balance" Dialog Box



**Black Balance**  
**(1) Gray Balance**  
**White Balance**

Drag a point in each color, to correct colors for shadow (black balance), intermediate (gray balance), and highlight (white balance).  
Drag the point of color wheel to adjust the hue, or move the slider to adjust saturation (chroma) and contrast.

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<p>(2) Limit</p>	<p>Correct colors in the specified range.          You can specify the range to adjust by checking on for "Hue", "Saturation" (chroma) and "Luminance".          Directly enter the value in each field or drag the triangle slider or granting/slant parts, to set the range to add the effect.</p>  <p><b>A: Range to apply 100 % adjustment</b>  <b>B: Range to increase the adjustment volume gradually</b>  <b>C: Range to decrease the adjustment volume gradually</b></p>
<p>(3) Key display</p>	<p>Display and check which range is applied with the effects by setting "Limit". The area with the effects applied 100% is displayed in white; 0% in black.</p>
<p>(4) Histogram display</p>	<p>Use the histogram calculated for each hue, saturation, or luminance.</p>
<p>(5) ColorPicker</p>	<p>Select a color from the displayed image in Player or Recorder.</p>
<p>(6) Preview setting</p>	<p><i>Preview Setting ▶P405</i></p>
<p>(7) KeyFrame setting</p>	<p><i>Key Frame Setting ▶P406</i></p>
<p>(8) Default</p>	<p>When you press [Default] in each balance frame, only the parameters related to the balance returns to the default value.          Click [Default] at the bottom of the window, to delete all keys and return all the parameter to the default settings.</p>

■ Entire Correction

**1 Display "Information" palette, and double-click "White Balance".**

"White Balance" dialog box appears.

**2 Click the color to correct from Color Picker.**

When you click "Black", adjust the color obtained in the color picker to be black. Similarly, adjust the color to be gray or white, when you specify "Gray" or "White" respectively.

In "Auto", brightness of the obtained color is automatically judged. For example, it is adjusted to be white when the bright color is obtained.

### **3 Click the part to correct in Recorder.**

The color is automatically corrected. You can also adjust the color by the point of color circle, or the slider of saturation or contrast.

#### **Ex. When correcting a color-casted white table**

Click "White" from the color picker, and click a point on the table in the image.

#### **■ Correcting One Part**

You can define the range to apply the correction, when adjusting the color tone of skin.

### **1 Display "Information" palette, and double-click "White Balance".**

"White Balance" dialog box appears.

### **2 Click "Color range" from Color Picker.**

### **3 Click the part to correct in Recorder.**

Click some other points while holding down [Shift] key, to include the color of the point to currently specified range.

### **4 Correct the color.**

## **Adjusting Monotone**

### **1 Display "Information" palette, and double-click "Monotone".**

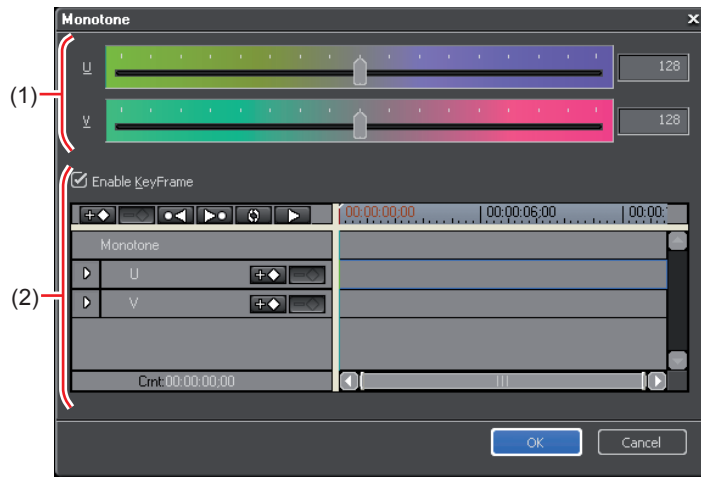
"Monotone" dialog box appears.

*Checking/Adjusting Effect ▶P452*

### **2 Adjust monotone and click [OK].**

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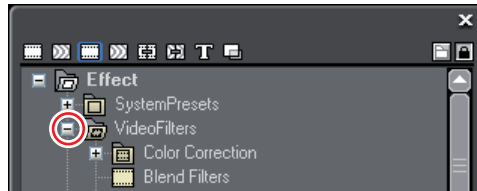
## ◆ "Monotone" Dialog Box



- |                      |   |
|----------------------|---|
| (1) Slider           | Adjust the color tone by moving the slider. |
| (2) KeyFrame setting | Key Frame Setting ▶P406                     |

## Video Filter

- 1 Click "VideoFilters" tree on "Effect" palette, to display filter.



Check the filter details in the description in the property, or by trying to apply the filter.

- 2 Drag and drop the filter to use on the clip on the timeline.

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## Using Multiple Filters *(Combine Filters)*

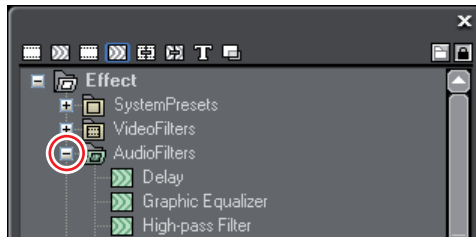
The following video filters can be combined and used in parameter setting. User preset effects or system preset effects are also available.

- Region
- Chrominance
- Combine filters
- Blend filters

**Notes** • You cannot select "Old Movie/Film" and "Tunnel Vision" in region filter. You cannot also select the user preset effects or combined preset effects including them.

## Audio Filter

- 1 Click "AudioFilters" tree on "Effect" palette, to display filter.



For details on each filter, see the description in the property or the help.

- 2 Drag and drop the filter to use on the clip on the timeline.

**POINT** • When applying a filter to an audio clip, display the waveform to allow you to check the effect results.  
*Showing Waveform ▶P532*

## To Add Effect on the Part between Clips

### **Margin of Clip**

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► *P415*

To add effect such as transition/audio cross fade between two clips, both clips need margin.

### **Clip Transition**

---

► *P416*

You can add a transition between 2 clips.

### **Track Transition**

---

► *P417*

You can apply a transition to a video in the part where the video moves to another clip on another track.

### **Audio Cross Fade**

---

► *P418*

You can add an audio cross fade between 2 clips.

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## Margin of Clip

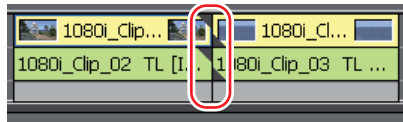
To add transition/audio cross fade between two clips, both clips need margin. Without a margin, set Out point at the end of the former clip and In point at the beginning of the latter clip.

*In and Out Points Settings* ▶P178

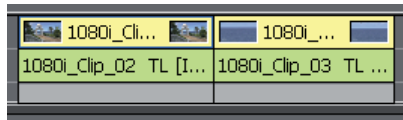
### ▣ Margin of Clip

The margin of the clip is the video outside the range between In and Out points. Black triangular mark at both ends of the clip means the top (end) of each clip.

#### When both clips have no margin



#### When there is a margin at the end of the former clip and at the beginning of the latter clip



### POINT

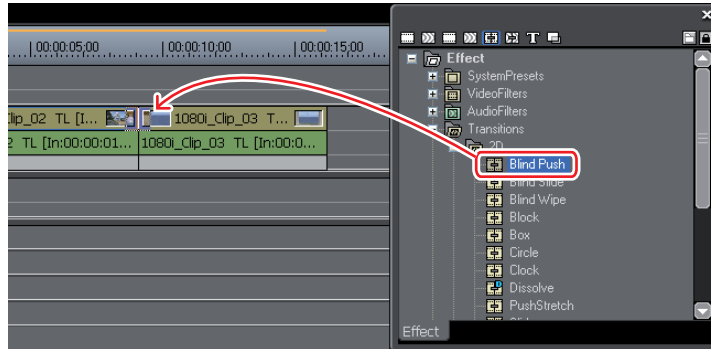
- In the fix mode, you can set the transition/audio cross fade without a margin. In this case, the length of the clip shortens by the length with transition applied.
- The length of a clip changes depending on the preset editing mode.

*Extend Mode* ▶P235

*Fix Mode* ▶P236

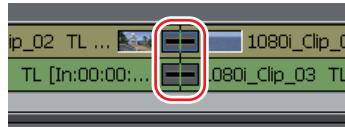
## Clip Transition

- 1 Select transition in "Effect" palette and drag and drop it to the joint of clips.



The timeline display changes as shown below. The default audio cross fade is simultaneously added.

Changing Default Effect ► P421

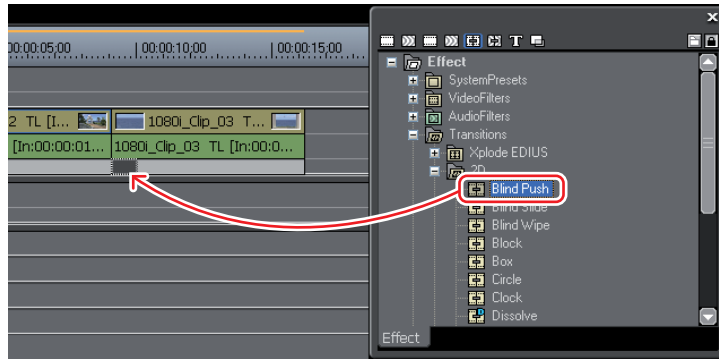


### POINT

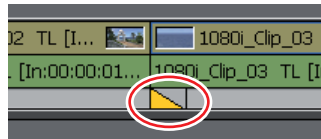
- You can set the default audio cross fade not to be applied, when applying transition.  
*Timeline* ► P79
- Green line (cut point) on the transition shows the border of clips before the transition setting.
- A clip transition on the timeline can be applied to the border of other clips by drag and drop.

# Track Transition

- 1 Select transition in "Effect" palette and drag and drop it to the mixer of clips.



The effect is applied at the beginning (or the end) of the clip.

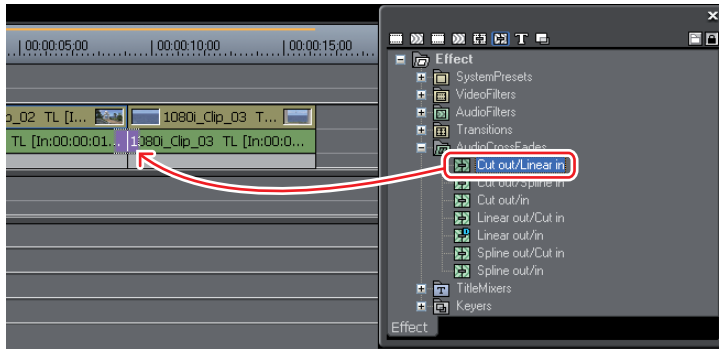


**POINT** • A track transition on the timeline can be applied to other mixer areas by dragging and dropping the mixer area.

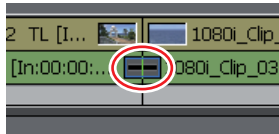
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## Audio Cross Fade

- 1 Select audio cross fade in "Effect" palette and drag and drop it to the joint of clips.



The timeline display changes as shown below.



### POINT

- You can set the default transition not to be applied, when applying audio cross fade.  
*Timeline ►P79*
- Green line (cut point) on the audio cross fade shows the border of clips before the audio cross fade setting.
- The audio cross fade on the timeline can be applied to the border of other clips by drag and drop.

# To Set Effect from Timeline

## Default Effects

► P420

You can easily add effects such as transition, audio cross fade or title mixer, by selecting clips on the timeline and clicking the button. In this case, effects set as default are applied.

## Changing Default Effect

► P421

You can change effects set by default to other effects.

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## Default Effects

**[Ctrl] + [P]**

The default effects are set as shown below.

Transitions : Dissolve

AudioCrossFades : Linear out/in

TitleMixers : Fade

### 1 Select a clip to apply an effect.

Select either one of the consecutive clips.

### 2 Click "Set default transition".



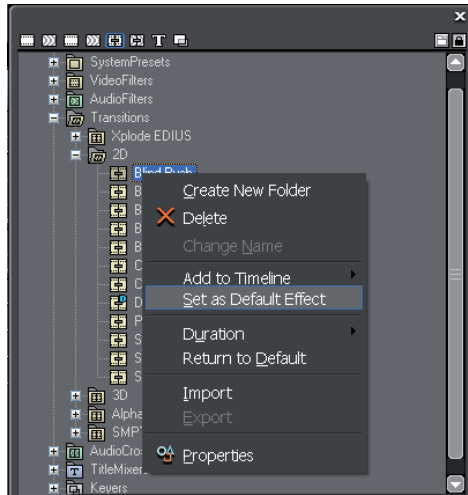
The effect is applied to the position on the timeline cursor.

Click the list button of [Set default transition] to select the position where you apply the effect.

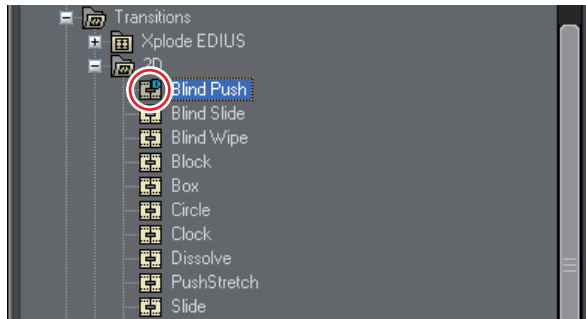
## Changing Default Effect

You can change transition, audio cross fade, or title mixer, to be applied by default.

- 1 Right-click the effect to set as default on "Effect" palette, and click "Set as Default Effect".



'D' is displayed on the icons of effect set as default.



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## To Change Duration of Effect

### **Changing the Length of Transition/ Audio Cross Fade**

▶ *P423*

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You can change the length of transition/audio cross fade by dragging, in the same way as for the clips.

### **Changing Duration of Effect**

▶ *P424*

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Default values are set in duration of effect. You can change the values.

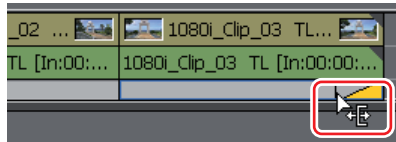
## Changing the Length of Transition/Audio Cross Fade

- 1 Move the cursor to the end of transition (or audio cross fade) on the timeline and drag it when the cursor changes the shape.

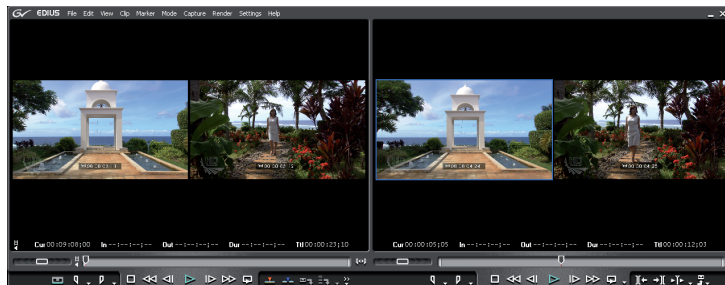
Ex. Clip transition



Ex. Track transition



Two screens are displayed in both Player and Recorder. The video in Player is the transition start frame, and the video in Recorder is the transition end frame. Adjust the transition length by checking how the scenes change.



### POINT

- You can change the length of the title mixer by dragging, in the same way as for the clips.
- You can extend the transition/audio cross fade by only the margin of the clip.
- You can change the length of the title mixer and track transition of the selected mixer with following operation.
- Mixer area (In point): **[Shift] + [Alt] + [U]**
- Mixer area (Out point): **[Ctrl] + [Alt] + [U]**
- You can change the default value of duration.

*Changing Duration of Effect ▶ P424*

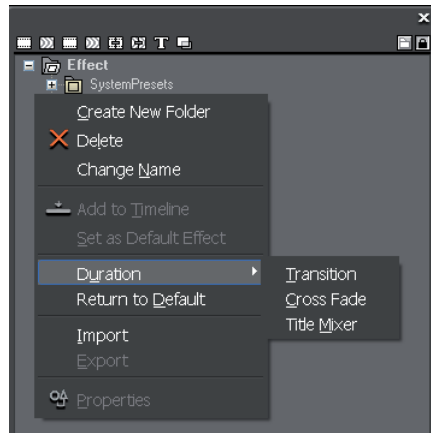
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## Changing Duration of Effect

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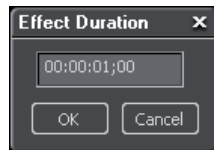
You can set the default duration when applying transition or audio cross fade.

### 1 Right-click on "Effect" palette to select "Duration".



### 2 Click the effect to change duration.

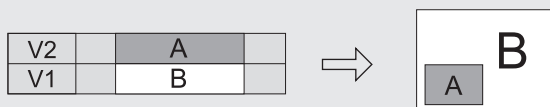
### 3 Enter and specify the duration and click [OK].



# To Composite Video

You can composite multiple video by overlaying.

**POINT** • When compositing video, video is displayed in the order of the alignment on the track. Overlay the video to composite (A) on the track with the video to be the background (B).



## **Pro** Composition ▶ P427

You can composite 2 video.

## **Picture In Picture** ▶ P428

You can set the sub screen to be displayed in the video.

## **Pro** 3D Picture In Picture ▶ P433

Stereoscopic display such as rotation of the sub screen is available.

## **Keyers** ▶ P436

You can overlay a video onto another, and transmit the upper video to display the lower video. Keyers include 'Chromakey' to transmit specified color and 'Luminancekey' to transmit specified brightness.

## **Transparency** ▶ P440

You can overlay a video onto another, and transmit the upper video to display lower video, by changing the transparency of one of the video.

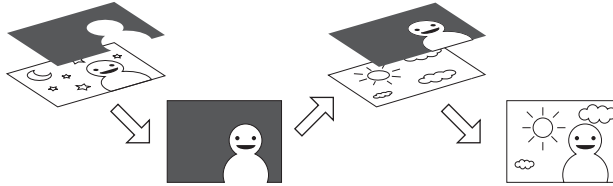
## **Fade-In/Fade-Out** ▶ P442

You can set 'Fade-in' to make the video appear gradually, or 'Fade-out' to make the video disappear gradually.

## Alpha Channel

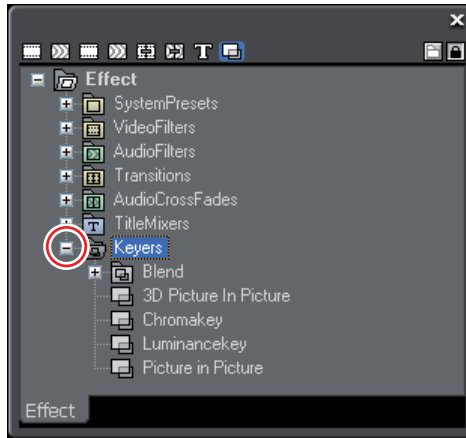
►P443

You can add a clip with transparency information as an alpha channel (data area with transparency information) of another clip. The effect makes the image to look like being masked, and you can overlay the image onto the image to be the background.

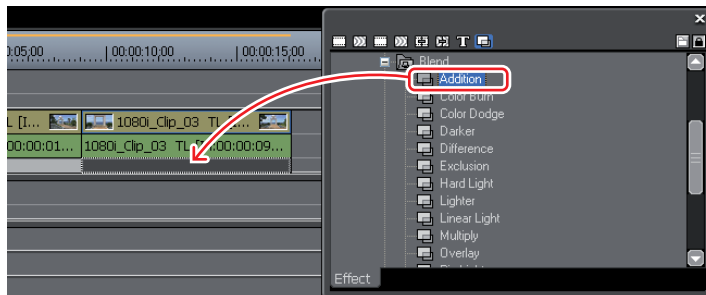


## Pro Composition

1 Click "Keysers" tree on "Effect" palette.

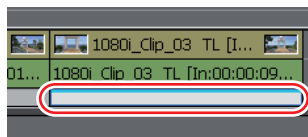


2 Click "Blend" tree and drag and drop the composition to be applied on the mixer area of the clip.



Check the composition details in the description in the property, or by trying to apply the composition.

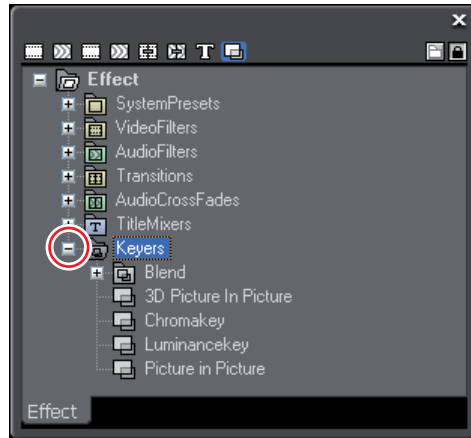
Clips with key effects applied are displayed with an aqua blue line.



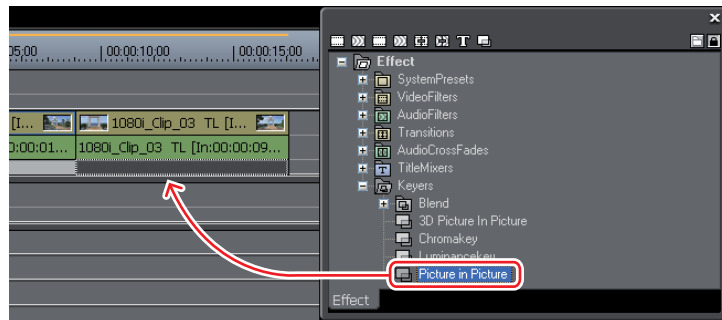
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# Picture In Picture

1 Click "Keyers" tree on "Effect" palette.



2 Drag and drop "Picture in Picture" to the mixer area of the clip to be the sub screen.



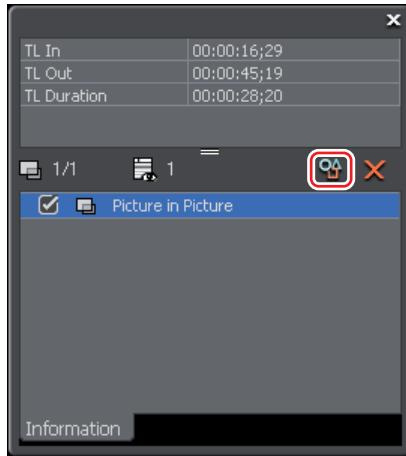
Clips with key effects applied are displayed with an aqua blue line.

## Setting Picture In Picture

- 1 Click the mixer area of the clip with the key applied, to display "Information" palette.

"Information" Palette Show/Hide ▶P450

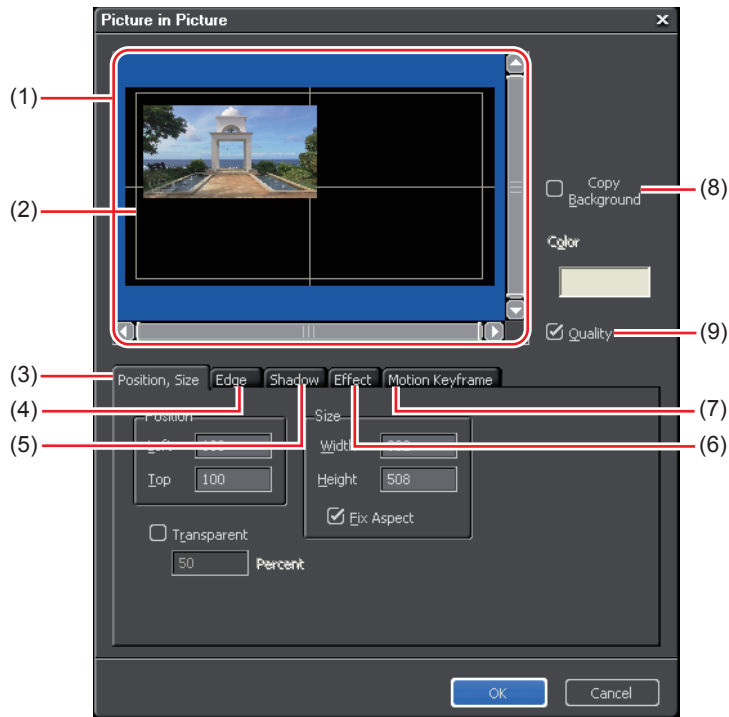
- 2 Click "Picture in Picture", and click [Settings].



- 3 Define the input settings and click [OK].

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## ◆ "Picture in Picture" Dialog Box



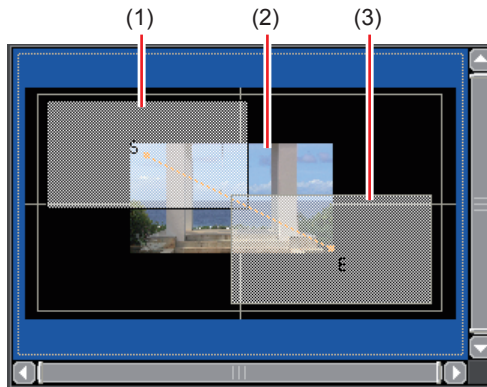
(1) <b>Preview Window</b>	Check the position, size, or motion of the sub screen. Or drag the sub screen to set the position or size as you like. Otherwise, right-click the preview window, to set the size or the position from "Layout".
(2) <b>Safety Zone</b>	When you watch the edited video, the edges on the left, right, top and bottom of the video may not be displayed depending on the monitor you use. Safety zone is the range to be surely displayed on the monitor.
(3) <b>Position, Size</b>	Set the position or size of the sub screen by specifying the value. Check "Transparent" and enter the value, to set the transparency of the sub screen.
(4) <b>Edge</b>	Check "Enable" to set frame to the sub screen. Click "Width" to set the frame thickness or the color sample of "Color" to set the frame color.
(5) <b>Shadow</b>	Check "Enable" to set shadow to the sub screen. Set the position, color, and transparency of shadow.

(6) <b>Effect</b>	Check "Enable" to add effects to In and Out of the sub screen. Set duration or type to each of In and Out. Click [End In Effect] ([Start Out Effect]) to set the frame of the timeline cursor to In end point (Start Out Effect).
(7) <b>Motion Keyframe</b>	Set the motion speed when you add motion to the sub screen.
(8) <b>Copy Background</b>	Check it to add and copy the video image of the sub screen with color to the background video. Set the color by clicking the color sample.
(9) <b>Quality</b>	Check it to set the image quality of the small screen high.

### ▣ Setting Motion to the Sub Screen

#### 1 Click the preview window.

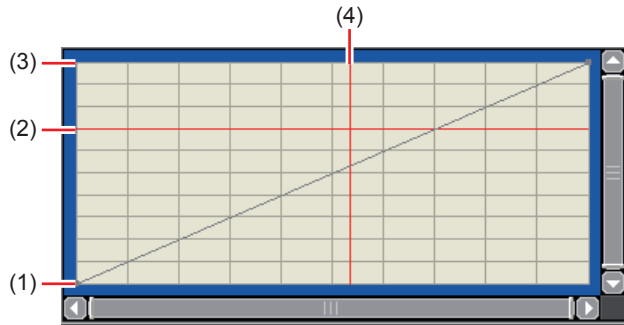
The clicked position becomes the key frame and the position lastly clicked becomes the end position. Drag the point to adjust the position.



- (1) Start position
- (2) Timeline cursor position
- (3) End position

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## 2 Click "Motion Keyframe" tab.

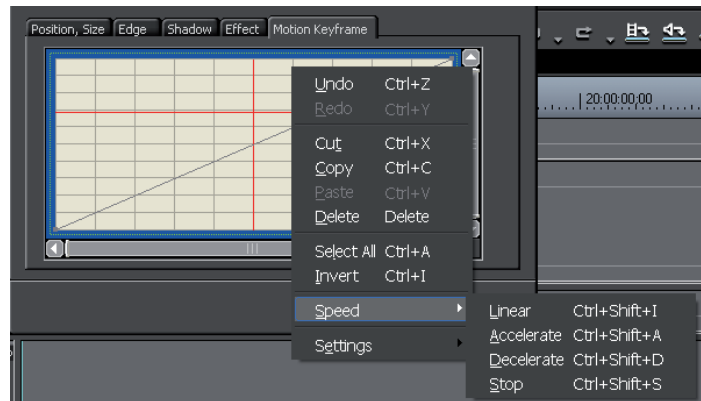


- (1) Start position
- (2) Key frame position (point)
- (3) End position
- (4) Timeline cursor position

The vertical axis expresses the position, and the horizontal axis expresses time.

## 3 Right-click the area on the chart and select "Speed".

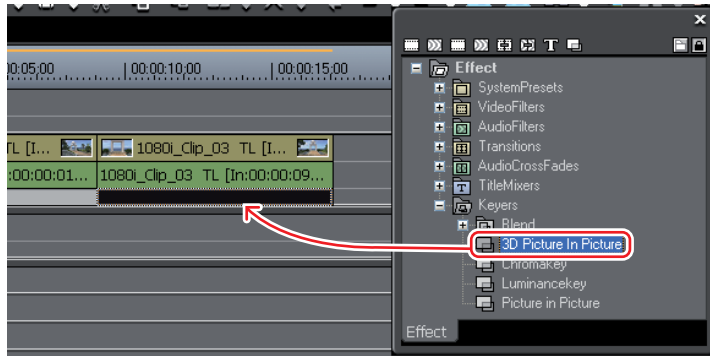
## 4 Click the item.



Sharper angle increase the motion speed. You can also set the speed by dragging the point.

## Pro 3D Picture In Picture

- 1 Click "Keysers" tree on "Effect" palette.
- 2 Drag and drop "3D Picture In Picture" to the mixer area of the clip to be the sub screen.



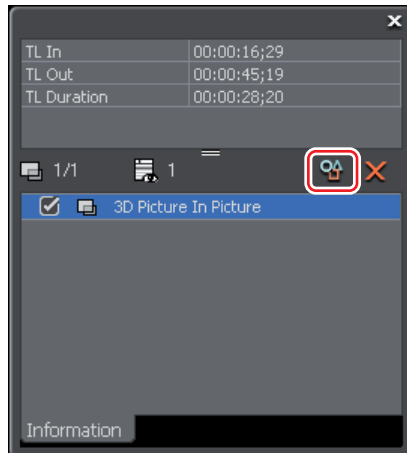
The mixer area of the clip with key effects applied are displayed with an aqua blue line.

### Setting 3D Picture In Picture

- 1 Click the mixer area of the clip with the key applied, to display "Information" palette.

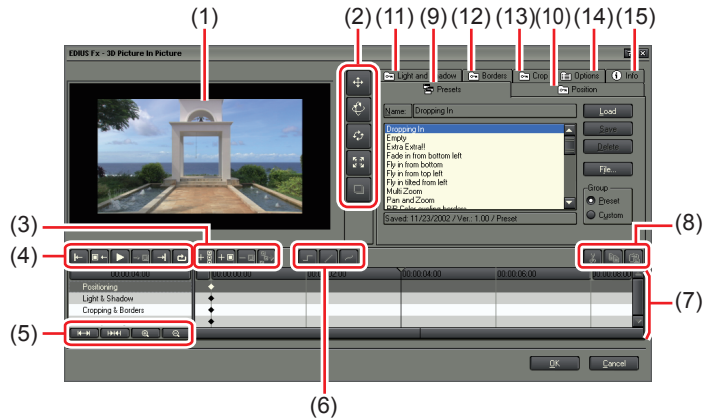
"Information" Palette Show/Hide ►P450






- 2 Click "3D Picture In Picture" of the effect list, and click [Settings].










### 3 Define the input settings and click [OK].

#### ◆ "3D Picture In Picture" Dialog Box



<p>(1) <b>Preview window</b></p>	<p>Check the position, size, or motion of the sub screen, or drag the sub screen to set the position or size as you like.</p>
<p>(2) <b>Edit button</b></p>	<p>Change the position or rotate in the preview window. Click each edit button to edit by dragging the sub screen in the preview window. You can switch to the edit button to use by right-clicking in the preview window, after the click on any edit button.</p> <ul style="list-style-type: none"> <li> : Changes the position.</li> <li> : Rotates horizontally and vertically.</li> <li> : Rotates around Z axis.</li> <li> : Changes the size.</li> <li> : Changes the position of shadow.</li> </ul>

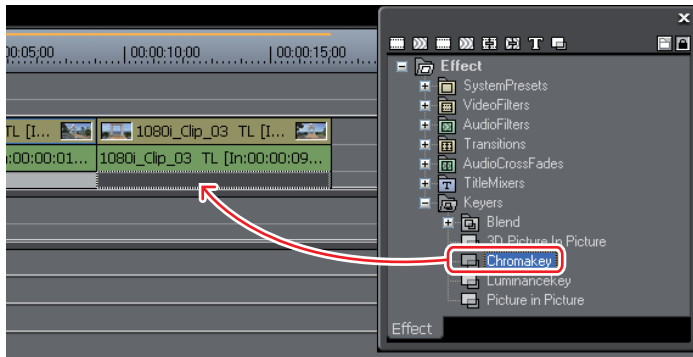
<b>(3) Key frame operation button</b>	<p>Add/delete a key frame.</p> <p> : Adds key frame on all lines at the time cursor position.</p> <p> : Adds key frame at the timeline cursor position on the selected line.</p> <p> : Deletes key frame at the timeline cursor position on the selected line.</p> <p> : Adjusts all key frame positions, so that the last key frame comes in the end of the timeline.</p>
<b>(4) Operation button</b>	<p>Operations such as [Play] or [Move To Beginning] are available.</p>
<b>(5) Timeline display</b>	<p>Expand or contrast the display of the timeline.</p>
<b>(6) Interpolation button</b>	<p> : Does not interpolate key frame motions.</p> <p> : Interpolates the motion with a certain tilt. The button is available only for the selected item.</p> <p> : Interpolates the motion with values to draw sin curve. The button is available only for the selected item.</p>
<b>(7) Key frame timeline</b>	<p>The timeline to specify the position to change the effect according to the motion timing of an image.</p>
<b>(8) Tool button</b>	<p>Cut, copy, or paste the point on the timeline.</p>
<b>(9) Presets</b>	<p>Display the settings preinstalled in EDIUS and apply them. Or you can edit and save the preinstalled settings.</p>
<b>(10) Position</b>	<p>Set position, size, or transparency by directly entering the value.</p>
<b>(11) Light and Shadow</b>	<p>Check "Enable Light" to add the effect like reflection of light when rotation. Set the light strength by "Highlight Intensity".</p> <p>Check "Enable Drop Shadow" to set shadow to the sub screen. Set the position and color density of shadow.</p>
<b>(12) Borders</b>	<p>Check "Use Colored Border" to set frame to the sub screen. Set thickness or color of the frame.</p> <p>Check "Use Soft Border", to adapt the sub screen border to the surroundings.</p>

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(13) Crop	Cut the video on the left, right, top and bottom. Remove the check on "Resize for Cropping", and the remained video after cutting out are extended vertically and horizontally while keeping the size of the sub screen.
(14) Options	Remove each check on feature settings, borders, and crop, to disable each setting. Check "Switch A/B" in "Render Options", to switch the videos on the sub screen and on the background.
(15) Info	Check properties of 3D Picture In Picture.

## Keyers

- 1 Click "Keyers" tree on "Effect" palette.
- 2 Drag and drop "Chromakey" ("Luminancekey") to the mixer area of the clip.



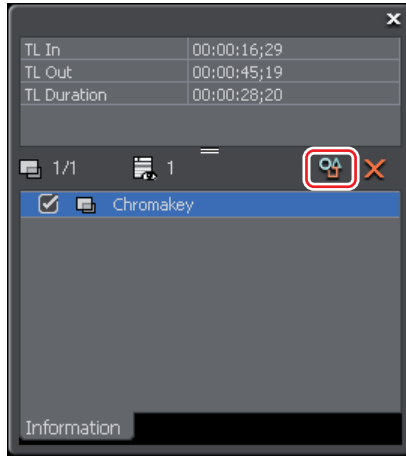
Clips with key effects applied are displayed with an aqua blue line.

## Keyers Settings

- 1 Click the mixer area of the clip with the key applied, to display "Information" palette.

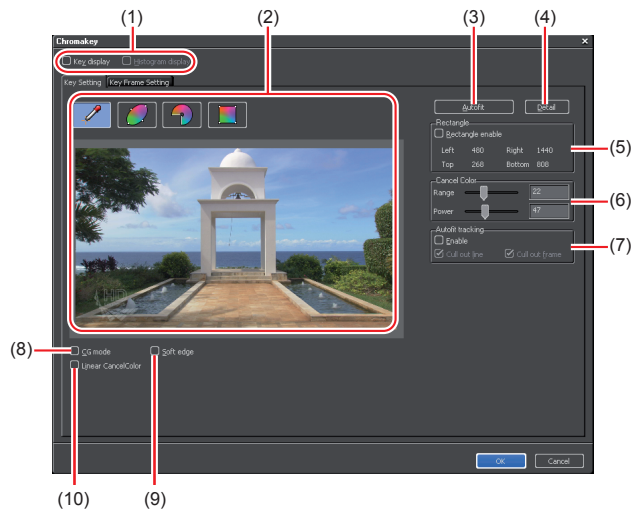
"Information" Palette Show/Hide ► P450

**2** Click "Chromakey" ("Luminancekey"), and click [Settings].



**3** Define the settings and click [OK].

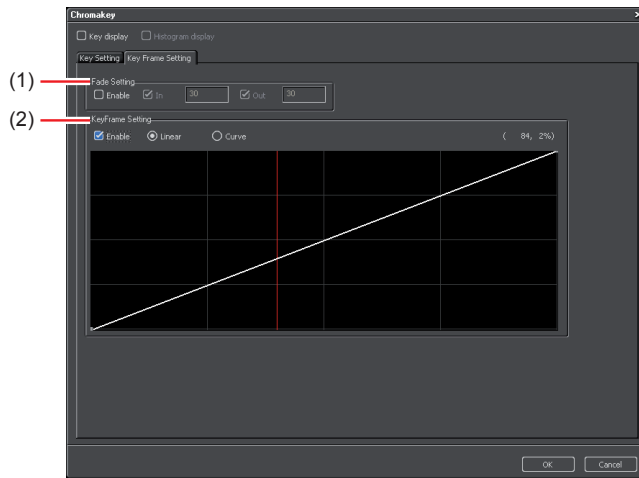
◆ "Chromakey" Dialog Box



<b>(1) Display switching</b>	Check on "Key display" to display a part available to cut out in black. Check on "Histogram display" to show in histogram style.
<b>(2) Color selection</b>	Select a color to transmit from the window. You can select a color (key color) to transmit by 4 methods.

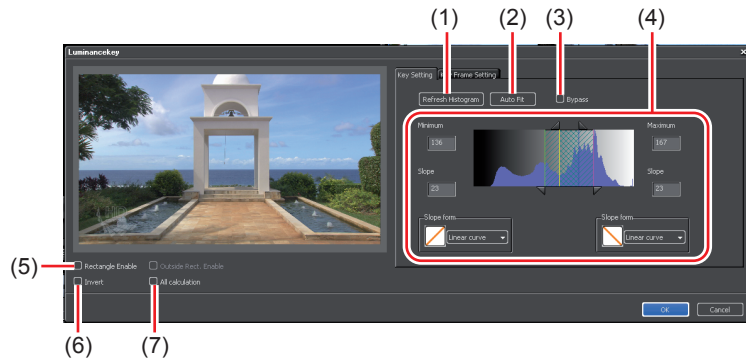
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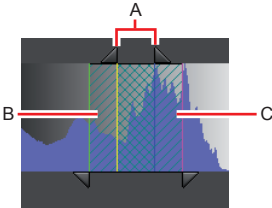
<b>(3) Autofit</b>	Click it to automatically define keyer settings appropriate for the selected key color.
<b>(4) Detail</b>	You can define the detailed keyer settings.
<b>(5) Rectangle</b>	Apply chromakey to a particular range.
<b>(6) Cancel Color</b>	Add the key color and its opposite color onto the border part where the key color and other colors are bounded.
<b>(7) Autofit tracking</b>	Check on "Enable" to adjust the key color variation automatically.
<b>(8) CG mode</b>	Check it to set the parameter for CG. Uncheck it to set the parameter for natural image.
<b>(9) Soft edge</b>	Check it to blur the border of the background image and overlaid image.
<b>(10) Linear CancelColor</b>	Check it for possible improvement of the bleeding of the blue screen or green screen or the discoloration by reflections.



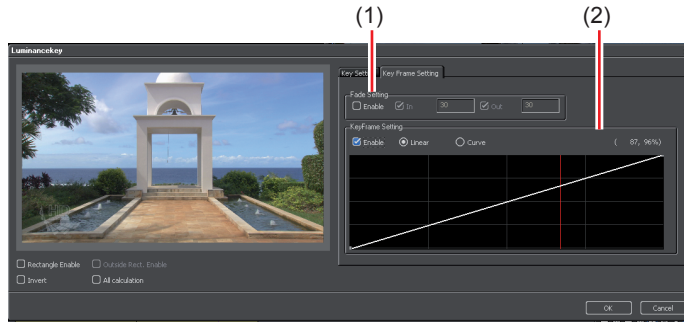
<b>(1) Fade Setting</b>	Check "Enable" to add fade effects to In and Out of the area applied with chromakey. Set duration to each of In and Out.
<b>(2) KeyFrame Setting</b>	Check "Enable" to increase or decrease the effect of chromakey. Click the line to add key frame, and drag the point to set, Set either linear or curve.

## ◆ "Luminancekey" Dialog Box



(1) <b>Refresh Histogram</b>	Click it to refresh the histogram.
(2) <b>Auto Fit</b>	Click it to automatically define keyer settings appropriate for the selected key color.
(3) <b>Bypass</b>	Switch the image applied with the luminancekey to the original image.
(4) <b>Setting range to apply</b>	<p>Directly enter the value in each field or drag the triangle slider or granting/slant parts, to set the range to apply.</p>  <p><b>A:</b> Range to apply 100%  <b>B:</b> Range to increase the effect of luminancekey gradually  <b>C:</b> Range to decrease the effect of luminancekey gradually</p> <p>Select the form to show increase or decrease of the effect in the range B and C (slope).</p>
(5) <b>Rectangle Enable</b>	Set the range to set the luminancekey. The part outside the range becomes completely transparent and the image of the lower track is shown. Check "Outside Rect, Enable" to apply the luminancekey only within the range.
(6) <b>Invert</b>	Invert the range with the luminancekey applied.
(7) <b>All calculation</b>	Check it to calculate the area outside the range specified by "Outside Rect, Enable".

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**(1) Fade Setting**

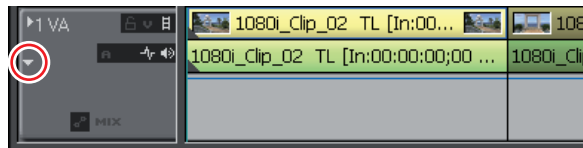
Check "Enable" to add fade effects to In and Out of the area applied with luminancekey. Set duration to each of In and Out.

**(2) KeyFrame Setting**

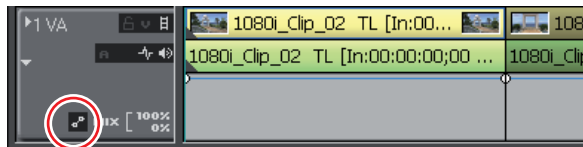
Check "Enable" to increase or decrease the effect of luminancekey.  
Click the line to add key frame, and drag the point to set, Set either linear or curve.

## Transparency

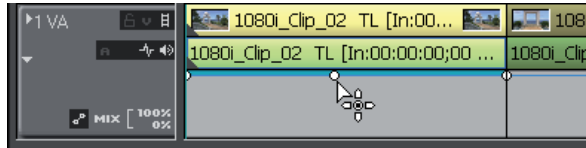
- 1 Click [Expand2] of the track panel with the clip to be changed in the transparency.



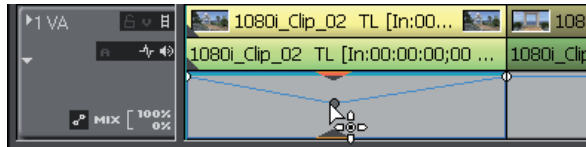
- 2 Click [Mixer].



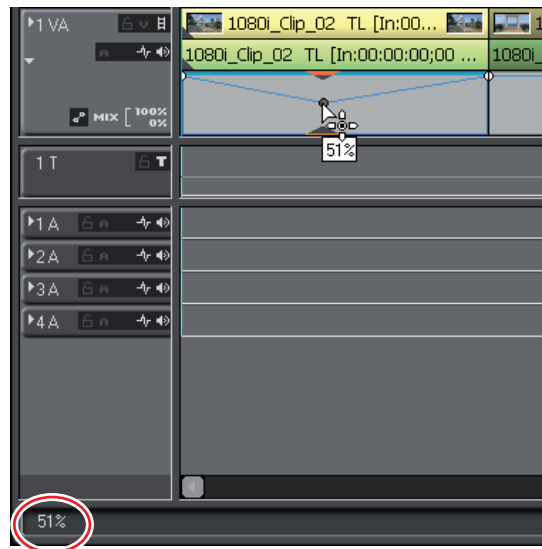
### 3 Click the rubber band to set key frame.



### 4 Drag up and down to adjust the transparency.



The transparency is displayed on lower left on the timeline. The video becomes completely transparent when the transparency is 0%.



#### POINT

- To finely adjust the rubber band, drag it while holding down [Ctrl] key.
- To change the whole rubber band, drag the line while pressing [Alt] key.
- The operation procedure to adjust or delete the key frame with value entry is the same as in the audio rubber band.

*Entering the Value to Adjust ▶P522*

*Deleting/Initializing Rubber Band Point ▶P524*

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## Fade-In/Fade-Out

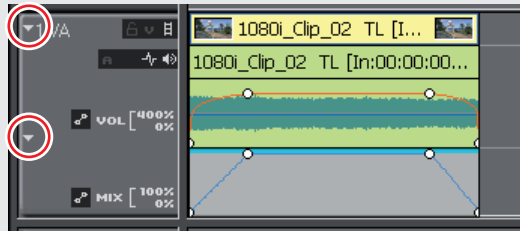
- 1 Select a clip on the timeline.
- 2 Move the timeline cursor to the end position of the fade-in effect or the start position of the fade-out effect.
- 3 Click [Fade-in] or [Fade-out].



An aqua blue line appears in the mixer area of the clip to which you applied [Fade-in] or [Fade-out].

### POINT

- By default, [Fade-in] or [Fade-out] is not displayed. Define the setting to display the button on the timeline in advance.  
*Setting Operation Buttons ▶P115*
- You can check the settings of the audio and video parts by clicking [Expand1] and [Expand2] on the track panel. A key frame is added to the position to which [Fade-in] or [Fade-out] is set.



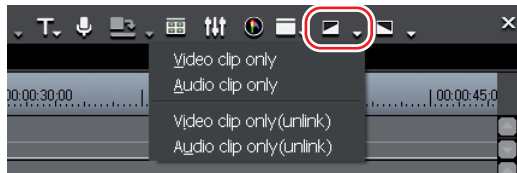
- To delete the [Fade-in] or [Fade-out] effect, delete the audio part or the video part respectively.
  - To delete the audio part, select and right-click a clip, then click "Delete Parts" → "Mixer" → "Transparency".
  - To delete the video part, select and right-click a clip, then click "Delete Parts" → "Audio Rubber Band" → "Volume".

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## To set Fade-in/Fade-out to Video or Audio Parts Individually

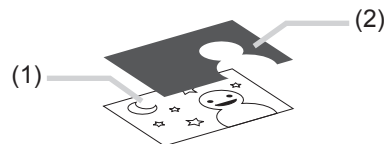
You can set fade-in or fade-out effects to the video or audio parts individually.

- 1** Select a clip on the timeline.
- 2** Move the timeline cursor to the end position of the fade-in effect or to the start position of the fade-out effect.
- 3** Click an item from the list button of [Fade-in] or [Fade-out].



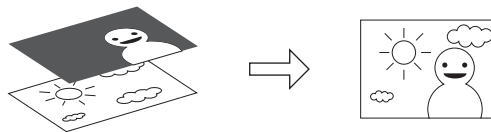
**POINT** • If you click "Video clip only(unlink)" or "Audio clip only(unlink)", the effect is applied only to the last clip you clicked regardless of the group or link of the clip.

## Alpha Channel



- (1)** This is the image to be added with the alpha channel. It is called 'Fill'.
- (2)** This is the image to be added to the 'Fill' as the alpha channel. It is called 'Key'.

You can apply the clip to be the 'Key' like a mask to the alpha channel of the 'Fill'. Overlay the created clip to an image to be the background, to composite the clip.

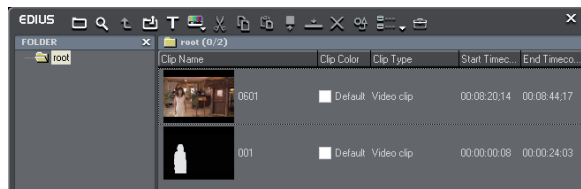


## Notes

- The function is not supported when 'Fill' and 'Key' have difference in the following items.
  - Image size
  - Frame rate
  - Aspect ratio\*
  - Field order\*(Except for the combinations of Top Field First and Progressive, and Bottom Field First and Progressive. The combination of Top Field First and Bottom Field First is not supported.)
- Clip with no duration defined

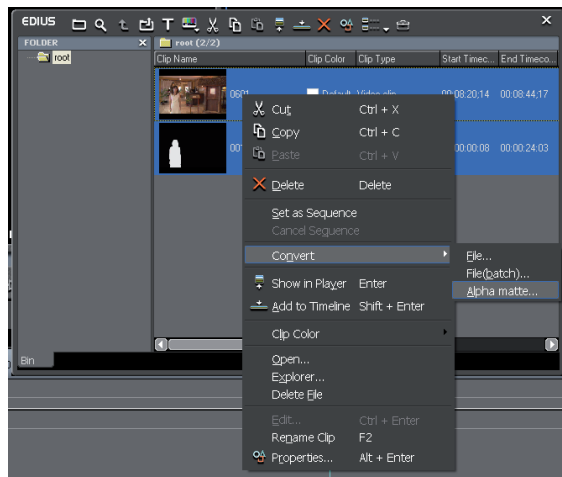
\* You can check the aspect ratio and field order in "Information" palette.

## 1 Store clips to be 'Fill' or 'Key' in the bin window.



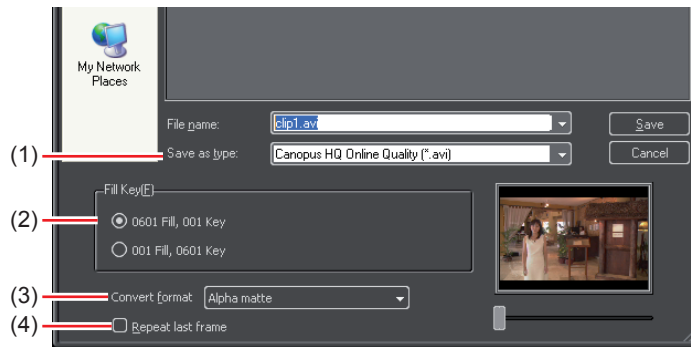
## 2 Select 2 clips in the bin window.

## 3 Right-click on the 2 clips and click "Convert" → "Alpha matte".



"Save As" dialog box appears.

## ◆ "Save As" Dialog Box of Alphamat



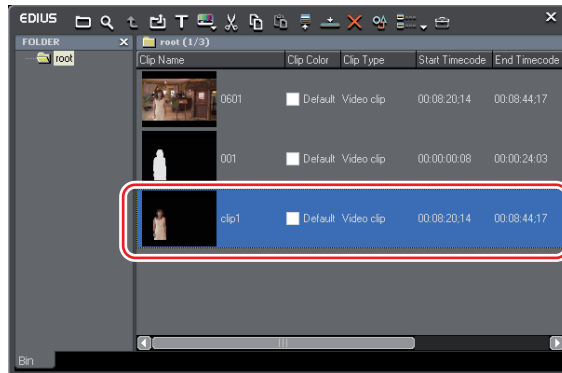
(1) <b>Save as type</b>	Specify the file format to create from Canopus HQ format, Canopus Lossless format, or RGB uncompressed format. Available file formats differ depending on the standards (like HD/SD).
(2) <b>Fill Key</b>	Select the image to be 'Fill' (or 'Key') from the 2 images.
(3) <b>Convert format</b>	<p>Set the element of the clip selected as 'Key', to be applied as alpha channel.</p> <p><b>Alpha matte</b> Select it when the clip selected as 'Key' includes alpha channel, and the alpha channel is applied to the alpha channel for 'Fill'.</p> <p><b>Alpha matte (invert)</b> Select it when the clip selected as 'Key' includes alpha channel, and the alpha channel is inverted and applied to the alpha channel for 'Fill'.</p> <p><b>Luminance matte</b> Select it when applying the luminance lever (0% to 100%) of the clip selected as 'Key' is applied to the alpha channel for 'Fill'. Luminance level 100% signifies transparency 100%.</p> <p><b>Luminance matte (invert)</b> Select it when applying the luminance lever (0% to 100%) of the clip selected as 'Key' is applied to the alpha channel for 'Fill'. Luminance level 0% signifies transparency 100%.</p>
(4) <b>Repeat last frame</b>	Check it to complement the video of 'Key' clip by repeating the last frame in 'Key' clip, when the duration of 'Key' clip is shorter than that of 'Fill' clip.

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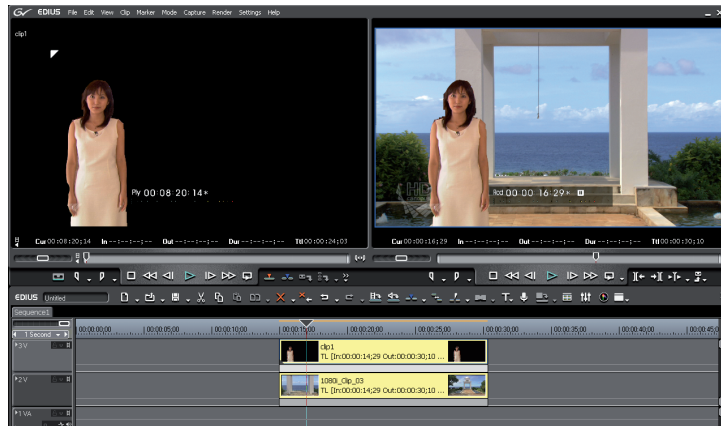
#### 4 Set the file type, convert format, and 'Fill' or 'Key' assignment, and click [Save].

Click [Cancel] to cancel the saving procedure.

The created clip is automatically stored in the bin window when saving is completed.



#### 5 Composite the clips by laying them on the timeline.



# To Apply Effect on Title

## **Title Mixer**

► **P448**

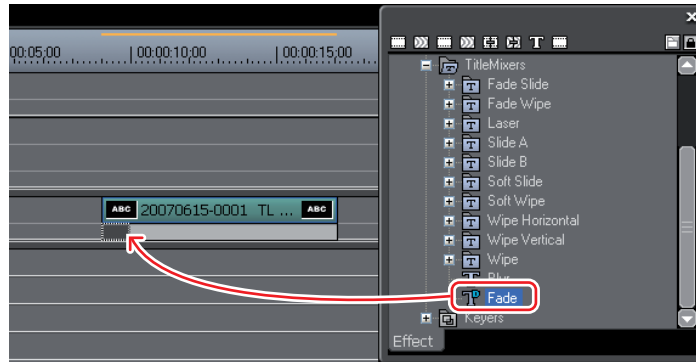
You can apply effect on In and Out of title clips.

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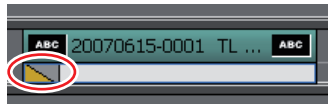
## Title Mixer

---

- 1 Click "TitleMixers" tree on "Effect" palette.
- 2 Drag and drop a title mixer to the mixer area of the clip.



Title mixer can be set individually on In and Out points.  
The timeline display changes as shown below.



Check the title mixer details in the description in the property, or by trying to apply the title mixer.

*Properties of Effect* ► P399

- POINT**
- When placing the title clip, you can automatically set the default title mixer.  
*Duration* ► P83
  - You can change the length after placing on the timeline.  
*Changing the Length of Transition/Audio Cross Fade* ► P423

# 3

## Operation for Effect

### To Check/Adjust Effect

#### **"Information" Palette Show/Hide** ▶ P450

The selected clips and effects are displayed in "Information" palette.

#### **Checking/Adjusting Effect** ▶ P452

You can check or adjust the applied effect on "Information" palette.

#### **Enabling/Disabling Effect** ▶ P453

You can temporarily disable the effects of keys and filters.

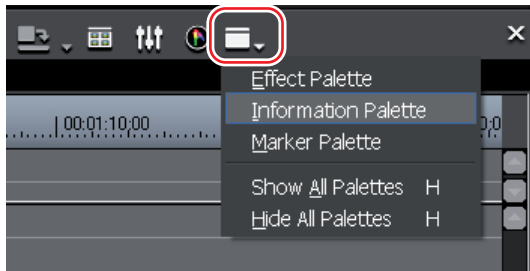
#### **Deleting Effect** ▶ P454

You can delete the applied effects.

## "Information" Palette Show/Hide

---

- 1 Click the list button of [Toggle palette display], and click "Information Pallet".

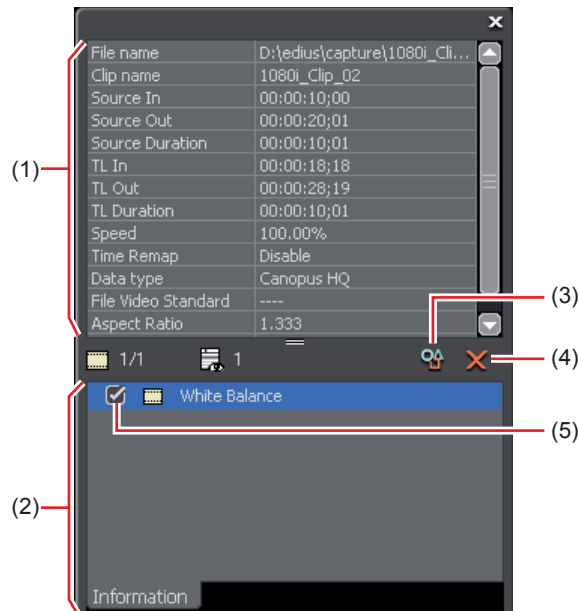


"Information" palette appears.

### Alternative

- Click "View" on the menu bar, and click "Information Palette".
- Click "View" on the menu bar, and click "Show All Palettes" or "Hide All Palettes", to show/hide each palette of "Information", "Effect" or "Marker" at the same time.
- Show all palettes: **[H]**  
"Effect" Palette ► P396  
"Marker" Palette ► P336

## ◆ "Information" Palette



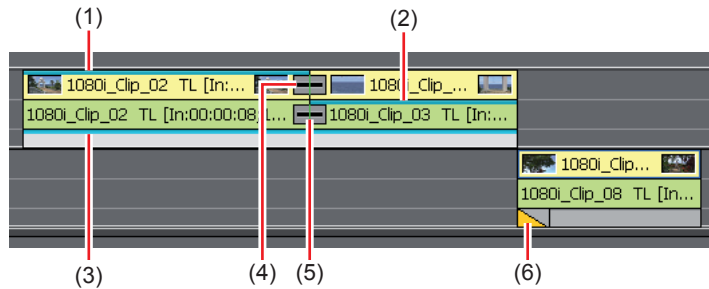
<b>(1) Information area</b>	Information such as the file name or duration is displayed. The displayed contents differ depending on the selected items on the timeline.
<b>(2) Effect list</b>	Applied effects are displayed in a list. The number on the upper left of the list shows 'number of available effects/number of applied effects'. <i>Enabling/Disabling Effect ▶P453</i>
<b>(3) Settings</b>	The setting dialog box for adjusting each effect appears.
<b>(4) Delete</b>	The effect is deleted.
<b>(5) Check box</b>	You can temporarily disable filters or keys. Remove the check to disable.

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# Checking/Adjusting Effect

## 1 Click an area applied with effects on the timeline.

### VA Track



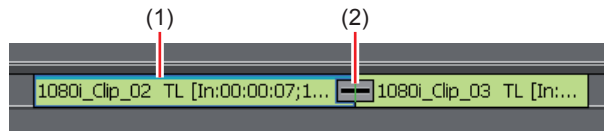
- (1) Video filter
- (2) Audio filter
- (3) Keys
- (4) Clip transition
- (5) Audio cross fade
- (6) Track transition

### V Track



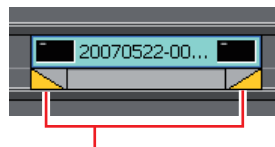
- (1) Video filter
- (2) Keys
- (3) Transition

### A Track



- (1) Audio filter
- (2) Audio cross fade

### T Track



### Title Mixer

The effect list applied is displayed in "Information" palette.

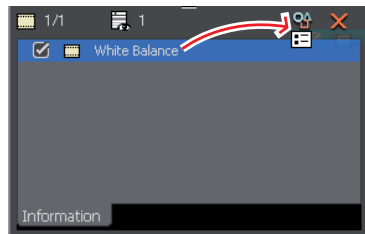
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## 2 Click the effect name on the effect list in "Information" palette, and click [Settings].

The setting dialog box for adjusting effects appears.

### Alternative

- Double-click the effect name on the palette.
- Drag and drop the effect name to [Settings].



- Right-click the effect name on the palette and click "Open Setup Dialog".

## 3 Adjust the effect.

For adjustment of effects, see the procedures to apply each effect.

**POINT** • You can set the parameter and save it under the desired name in "Effect" palette.

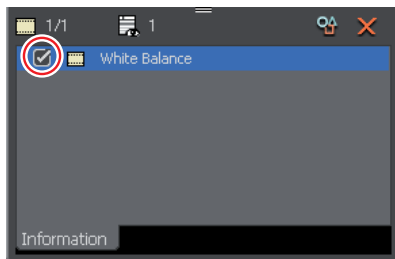
*Saving Effect in "Effect" Palette ▶P461*

## Enabling/Disabling Effect

### 1 Click a clip applied with keys or filters on the timeline.

*Checking/Adjusting Effect ▶P452*

### 2 Remove the check of the effect in the effect list of "Information" palette.



Check it to enable, or remove the check to disable.

## Alternative

- Right-click the filter name in the palette, and click "Enable/Disable".
- Select a filter name in the palette and press [Ctrl] + [F] keys.

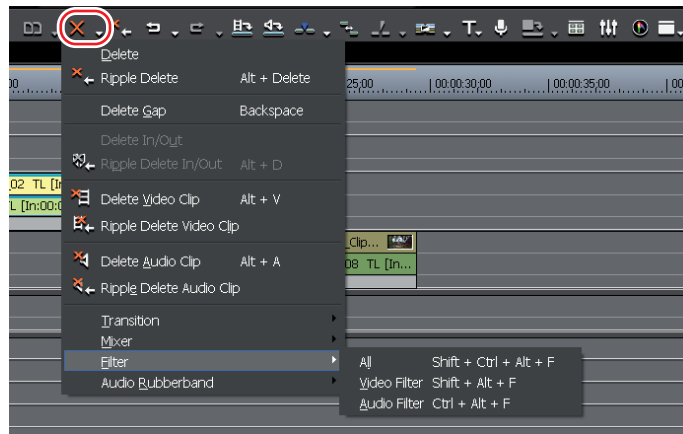
## Deleting Effect

---

### Deleting on Timeline

Ex. To delete a filter

- 1 Select a clip with the effect set.
- 2 Click the list button of [Delete], and click "Filter" → each item.



## Alternative

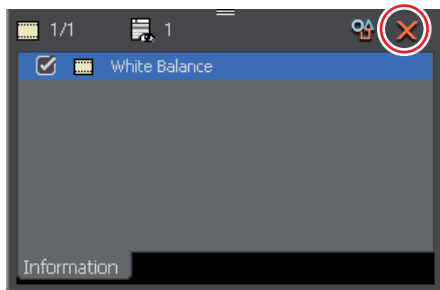
- Right-click a clip and click "Delete Parts" → "Filter" → each item.
- Click "Edit" on the menu bar, and click "Delete Parts" → "Filter" → each item.
- Right-click on the mixer area with the effect set and click "Delete".
- Clip transition: **[Shift] + [Alt] + [T]**
- Audio cross fade: **[Ctrl] + [Alt] + [T]**
- Key: **[Ctrl] + [Alt] + [G]**
- Transparency: **[Shift] + [Ctrl] + [Alt] + [G]**
- Video filter: **[Shift] + [Alt] + [F]**
- Audio filter: **[Ctrl] + [Alt] + [F]**
- Delete all transitions: **[Alt] + [T]**
- Delete all filters: **[Shift] + [Ctrl] + [Alt] + [F]**

## Deleting in "Information" Palette

**1** Click the area with effects preset on the timeline.

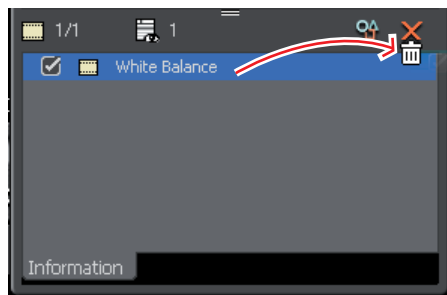
*Checking/Adjusting Effect ▶P452*

**2** Click the effect name on the effect list of "Information" palette, and click [Delete].



### Alternative

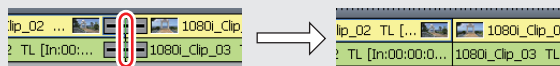
- Drag the effect name out of the palette.
- Drag and drop the effect name to [Delete] of the palette.



- Right-click the effect name and click "Delete".
- Select an effect to delete and press [Delete] key.

### POINT

- When you set the transition or audio cross fade, green line (cut point) is displayed. This is the border for the transition before setting. Delete the transition or audio cross fade to move Out point of the front clip and In point of the back clip to the cut point.



## To Apply the Adjusted Effect to Another Clip

### **Copy Effect**

---

► *P457*

Apply to a clip and copy the adjusted effect to apply the effect to another clip, maintaining the original settings.

### **Replace Effect**

---

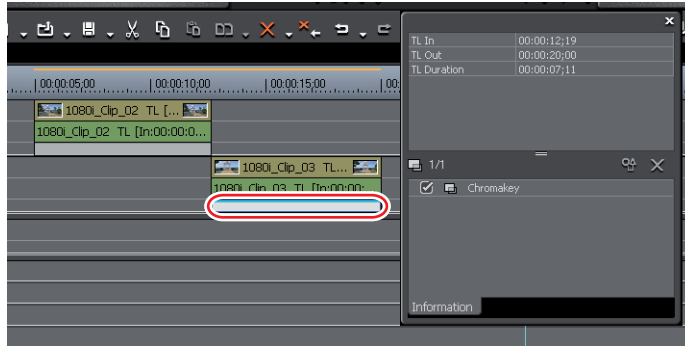
► *P459*

Apply to a clip and copy the adjusted filter or mixer to replace with another filter or mixer.

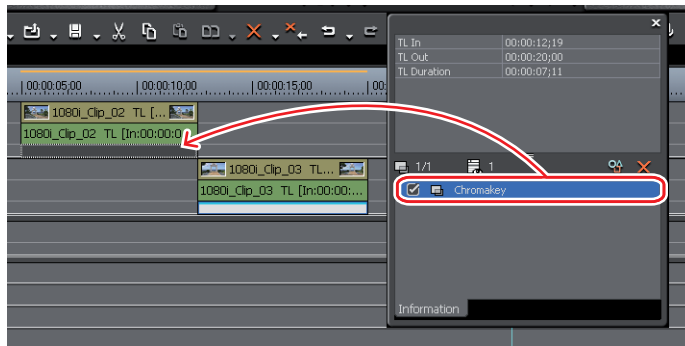
# Copy Effect

## 1 Click an area applied with effects on the timeline.

Checking/Adjusting Effect ▶P452



## 2 Drag and drop the effect in the effect list on "Information" palette to the copy destination.

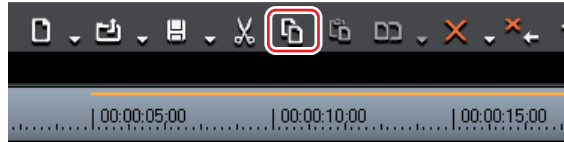


**POINT** • A clip transition, track transition, audio cross fade or key can be copied by dragging and dropping the effect which is applied to a clip to another clip directly.

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## Copying Transition

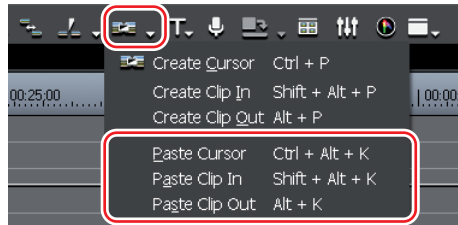
- 1 Click the transition defined on the timeline, and click "Copy to clipboard (Timeline)".



- 2 Select the clip to paste the transition.

Click the track with the clip to paste, and move the timeline cursor to the position to be pasted, when pasting the transition on the timeline cursor position.

- 3 Click the list button of [Set default transition] to select the paste method.



# Replace Effect

- 1 Click a clip with filter or mixer applied, and click [Copy to clipboard (Timeline)].



- 2 Click the clip to paste.
- 3 Click the list button of [Replace clip (Timeline)] and select "Filter" or "Mixer".



## Alternative

- Right-click the target clip to paste, and click "Replace Parts" → "Filter" or "Mixer" .

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# 4

## User Preset Effect

### To Save Created Effect

#### **Saving Effect in "Effect" Palette** ▶P461

You can create your original effect (user preset effect) by adjusting the system preset effect, and save it to "Effect" palette. Or you can save multiple effects as one effect.

#### **Deleting Effect from "Effect" Palette** ▶P462

Delete user preset effects.

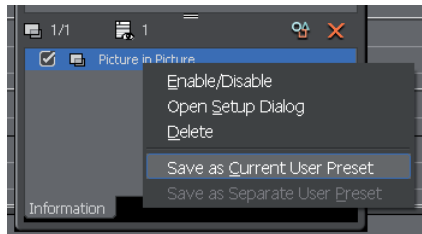
## Saving Effect in "Effect" Palette

- 1 Click the area applied with an effect.
- 2 Click the folder to save the effect on "Effect" palette.

You can create a new folder to select here.

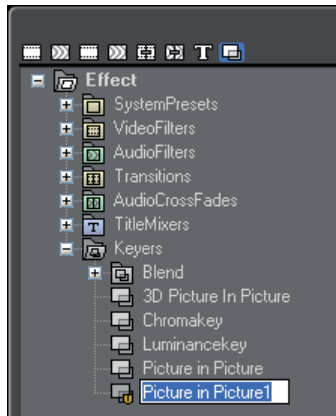
*Creating Folder in "Effect" Palette ▶P464*

- 3 Right-click on the effect name to be saved on "Information" palette, and click "Save as Current User Preset".



The effect is saved in the folder in "Effect" palette. "U" appears on the icon of the saved effects.

*User Preset Effect ▶P398*



- 4 Enter the name.

### Alternative

- Drag and drop the effect name to save from the effect list in "Information" palette to a folder in "Effect" palette.

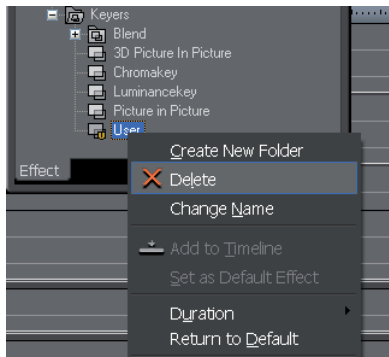
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**POINT** • You can save multiple effects simultaneously. Select multiple effects and right-click on them. Click "Save as Current User Preset" to save the selected multiple effects as one effect, or click "Save as Separate User Preset" to save them as separate effects.

## Deleting Effect from "Effect" Palette

**1** In "Effect" palette, right-click on the user preset effect to delete and click "Delete".

When deleting all the contents of the folder, right-click on the folder and click "Delete".



### Alternative

- Select the user preset effect to delete and press [Delete] key.
- Select the user preset effect to delete while displaying the effect view, and click [Delete].

*Effect View Show/Hide ►P397*

**Notes**

- You cannot delete the plug-in base effects and system preset effects.
- If the selected folder includes effects other than the user preset effects, only the user preset effects are deleted.
- If the selected folder includes folders saved as folder shortcut, a confirmation dialog box appears. Click [OK] to delete the selected folder.

# To Customize "Effect" Palette

## **Creating Folder in "Effect" Palette** ▶ *P464*

You can create a new folder in "Effect" palette.

## **Renaming Effect** ▶ *P464*

You can change the name of effects or folders.

## **Folder Structure of "Effect" Palette** ▶ *P465*

You can sort effects or folders, or change the folder structure. Or you can lock them not to move by mistake.

## **Folder Shortcut** ▶ *P465*

You can quickly open the frequently used folders by assigning them to folder shortcut.

## **Returning "Effect" Palette to Default** ▶ *P467*

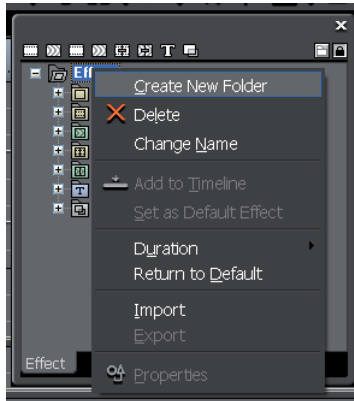
You can reset "Effect" palette to the default.

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## Creating Folder in "Effect" Palette

---

- 1 Right-click on the folder in "Effect" palette and click "Create New Folder".

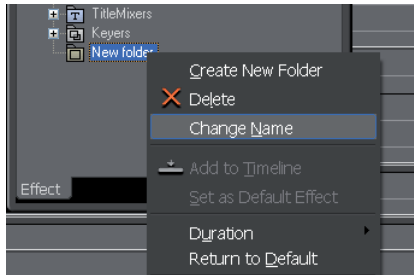


A new folder is created under the selected folder.

## Renaming Effect

---

- 1 Right-click on the effect or folder, and click "Change Name".



### Alternative

- Click on the name of the effect or folder.
- Right-click on the effect and click "Properties". Change the name in "Properties" dialog box and click [OK].

**POINT** • You cannot rename the plug-in base effects and system preset effects.

## Folder Structure of "Effect" Palette

### Fixing Folder Structure

Ex. When setting [lock] on

- 1 Click [lock] on "Effect" palette.



Every click on [lock] switches on/off of the lock.

**Notes**

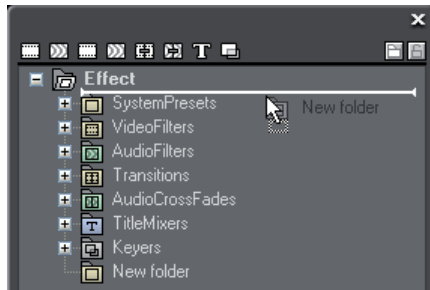
- When you execute "Return to Default", the settings return to the default even after setting [lock].  
Returning "Effect" Palette to Default ▶P467

### Changing Folder Structure

**POINT**

- Click [lock] to set the lock off before operation.

- 1 Drag and drop an effect or folder to the destination.



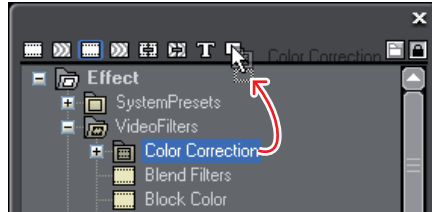
### Folder Shortcut

The folder assigned to each shortcut is as shown below. The icon is displayed in gray when no shortcut is assigned.

- |  |   |
|--|---|
|  : VideoFilters |  : AudioCrossFades |
|  : AudioFilters |  : TitleMixers     |
|  : Transitions  |  : Keyers          |

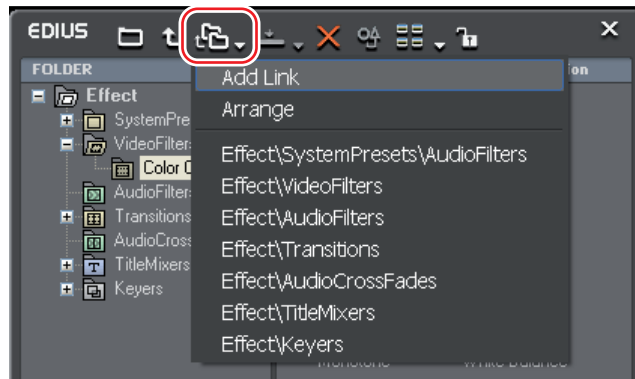
## Setting with Drag & Drop

- 1 Drag and drop the folder to assign a shortcut to the icon.

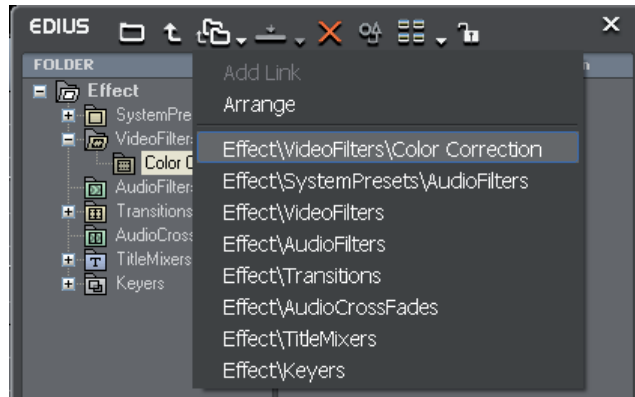


## Setting while Displaying Effect View

- 1 Select a folder to set as a shortcut.
- 2 Click [Folder Link], and click "Add Link".



The selected folder is added to the list.

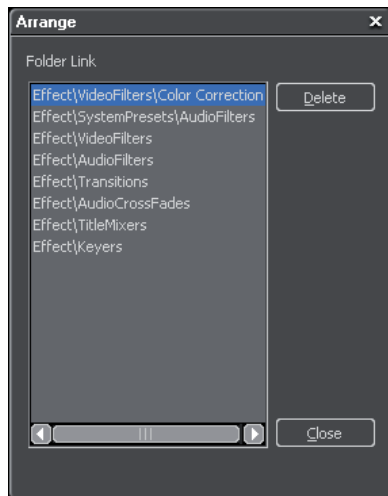


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## Deleting Folder Shortcut

**1** Click [Folder Link], and click "Arrange".

"Arrange" dialog box is displayed.

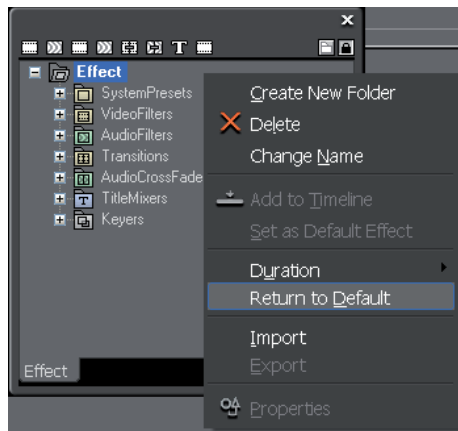


**2** Select a shortcut and click [Delete].

Click [Close] to exit.

## Returning "Effect" Palette to Default

**1** Right-click on "Effect" palette and click "Return to Default".



# 5

## Import/Export

### To Export/Import Created Effect

#### **Export Effect**

► *P469*

You can export and save user preset effects. The extension of the saved file is 'tpd'.

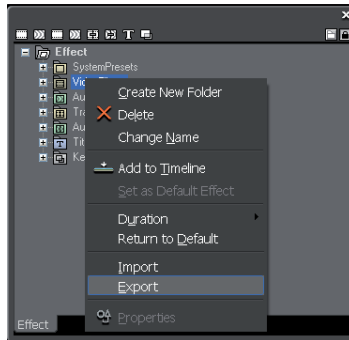
#### **Import Effect**

► *P469*

You can import the effect file with the extension 'tpd' as a user preset effect.

## Export Effect

- 1 Right-click on the effect or folder to export on "Effect" palette, and click "Export".

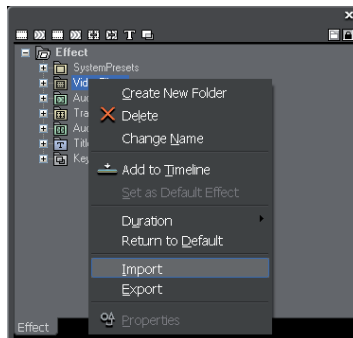


"Save As" dialog box appears.

- 2 Set the file name and export destination and click [Save].

## Import Effect

- 1 Right-click on the folder to import the user preset effect on "Effect" palette, and click "Import".



- 2 Select a file and click [Open].

A new folder is created in the selected folder, and the imported effect is saved in the folder.

**POINT** • You can save VST plug-in.  
VST plug-in Registration ▶P108

# 6

## Checking Color Data

### Pro To Adjust to Display on TV Monitor

#### **Vector Scope/Waveform**

►P471

The video finely displayed on PC monitor may cause highlight/shadow detail loss when actually displayed on TV monitor.

This problem occurs when the luminance range which the television system has is smaller than that allowed to be displayed on PC monitor. To display the video on TV monitor, you need to adjust video signal in advance.

To adjust the video signal range that is hard to recognize visually, measure it with Vector Scope/Waveform. Vector Scope adjusts the color balance, and Waveform adjust the brightness to be the average value of the whole display.

## Pro Vector Scope/Waveform

- 1 Move the timeline cursor to display the video to check the color data on Recorder.
- 2 Click [Toggle vector scope/waveform display].

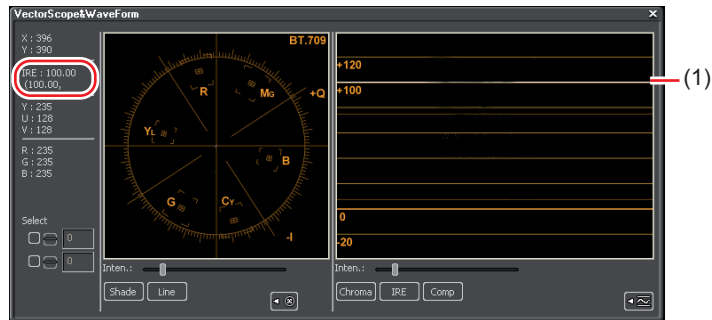


"VectorScope&WaveForm" dialog box appears.

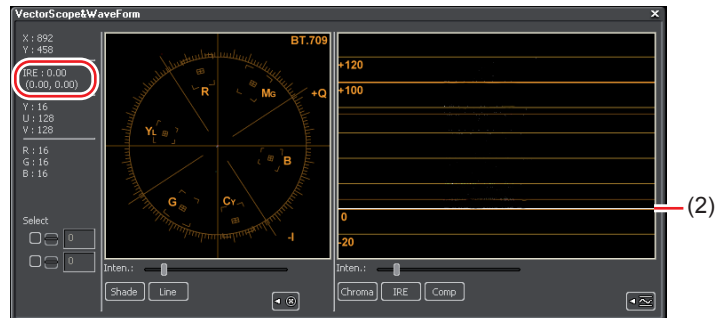
### Ex. Measuring the luminance with Waveform to check if it is within the appropriate range

When you place a white color clip created with the color matte on the timeline and measure it in "VectorScope&Waveform" dialog box, IRE100 appears (at the position of (1)).

Color Matte Clip ▶ P168

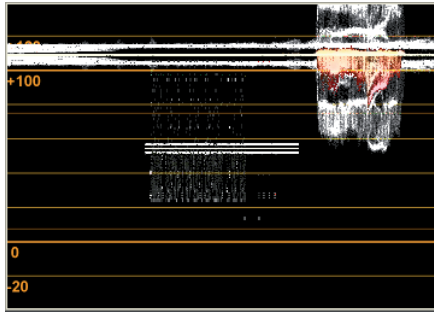


For the black color matte clip created within the range of the safe color, IRE0 is displayed (at the position of (2)). If the value of IRE is negative, adjust the value.

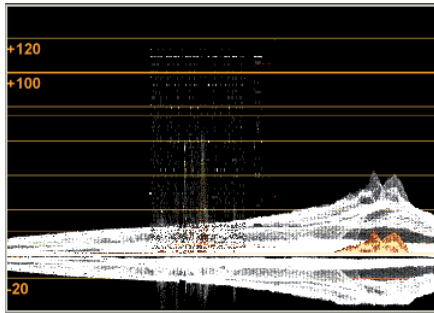


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If the luminance is high, the dialog box is displayed as below.

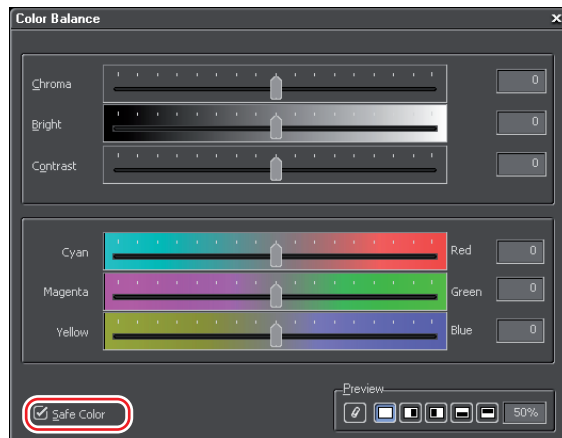


If the luminance is low, the dialog box is displayed as below.



In this case, you need to adjust IRE within the range between 0 and 100. To easily adjust it, apply the color balance of video filter to the clip. Open the setting dialog box of the color balance, and check "Safe Color", to automatically adjust IRE of the clip between 0 and 100.

*Adjusting Color Balance* ▶ P406

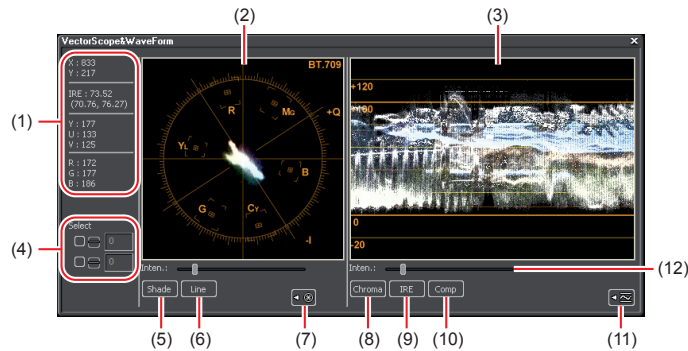


## Alternative

- Click "View" on the menu bar, and click "Vector Scope/Wave Form".

**Notes** • Displaying the vector scope/waveform increases the CPU loading. Display it only when required.

### ◆ "VectorScope&WaveForm" Dialog Box



(1) <b>Information area</b>	Coordinate values on the screen (X, Y) and YUV, IRE and RGB values are displayed.
(2) <b>Vector scope</b>	Color distribution in the image shown in Recorder is displayed. Click on the vector scope to be expanded, and right-click it while keeping expanded to be contrasted.
(3) <b>Wave form</b>	Chroma and luminance levels of the image on Recorder are displayed. Click on the waveform to be expanded, and right-click it while keeping expanded to be contrasted.
(4) <b>Select tool</b>	The information on optional Y-axis (vertically) position is displayed. Check in the checkbox, click [ - ], and then click the position in Recorder. You can also directly enter the coordinate value. The box shows the Y coordinate value of the position, and the display of the vector scope and waveform are fixed to the color data of that position. Even after you remove the check, the last display of the vector scope and waveform reproduces by checking it again.
(5) <b>Shade</b>	The color distribution by dots on Vector Scope is displayed.

<b>(6) Line</b>	Display the color distribution by lines connecting between dots on Vector Scope.
<b>(7) V</b>	Show/hide of the vector scope.
<b>(8) Chroma</b>	Display only color elements centering 0IRE of the waveform.
<b>(9) IRE</b>	Display only luminance elements on the waveform.
<b>(10) Comp</b>	Displays the composite elements of luminance (Chroma) and color elements (IRE) in the waveform. When any of [Chroma], [IRE], or [Comp] is defined, IRE and Comp are combined to display.
<b>(11) W</b>	Show/hide the waveform.
<b>(12) Inten. slider</b>	Adjust luminance of the monitor.

# CHAPTER 8

## **Adding Title**

# 1

# QuickTitler

## About QuickTitler

### Notes

- When installing TitleMotion Pro, the default titler is set to TitleMotion Pro. Click the list button of [Create title] on the timeline, and click "TitleMotion Pro", to start QuickTitler.  
\* TitleMotion Pro may not be provided with EDIUS depending on the product.
- When using EDIUS Pro/Broadcast, the default titler can be changed in "Application" from Application Settings.  
*Application ▶ P90*

### Starting up QuickTitler

▶ P477

You can start up QuickTitler to create a title.

### Saving Title

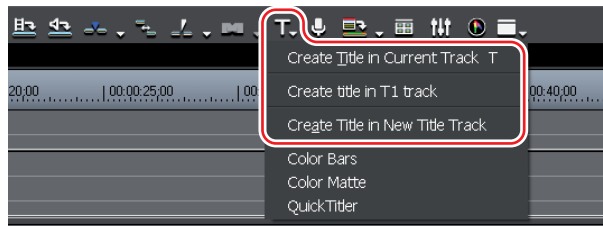
▶ P479

You can save the title to use on the timeline created with QuickTitler.

# Starting up QuickTitler

[T]

- 1 Move the timeline cursor to the position to create a title clip.
- 2 Click [Create title] on the timeline, and select a track to add the title.



<b>Create Title in Current Track</b>	Place the title clip in the currently selected track.
<b>Create title in Tx track</b>	Place the title clip in the specified title track.
<b>Create Title in New Title track</b>	Create the new track and place the title clip.

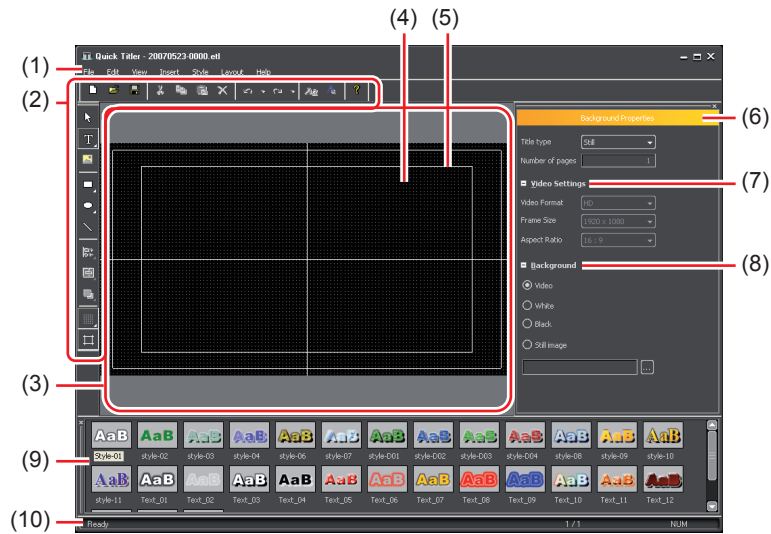
QuickTitler starts up.

## Alternative

- Click [Add Title] in the bin window.  
*Title Clip ► P171*
- Click "Clip" on the menu bar, and click "Create Clip" → "QuickTitler".
- Right-click on a blank space of the clip view, and click "Add Title".
- Click "File" on the menu bar, and click "New" → "QuickTitler". The clip is placed with the position of the timeline cursor of the active track set as In point. If In and Out points are set on the timeline, a clip is placed by the length between the In and Out points.
- When using EDIUS Pro/Broadcast and setting the titler to TitleMotion Pro by default, you can start QuickTitler following the steps below:
  - Define In or Out points on the timeline, right-click on the track to place a clip, and click "New Clip" → "QuickTitler". A clip is placed by the length between the In and Out points on the timeline.

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## ◆ Main screen



(1) <b>QuickTitler Menu</b>	Perform the general operation for QuickTitler.
(2) <b>Tool bar</b>	Perform the operation for files and objects (titles in editing) of QuickTitler.
(3) <b>Object creating screen</b>	Edit the title.
(4) <b>Grid</b>	Click "View" on the menu bar of QuickTitler, and click "Grid" → "Dot Grid" or "Line Grid", to display grid.
(5) <b>Title safe area</b>	Click "View" on the menu bar of QuickTitler, and click "Title Safe Area", to display the title safe area.
(6) <b>Title object property bar</b>	Set the properties for the selected objects (titles in editing). "Background Properties", "Text Properties", "Image Properties" and "Object Properties" are displayed.
(7) <b>Video Settings</b>	The function is available only when starting up QuickTitler independently (starting up from start menu).
(8) <b>Background</b>	Click "Background" tree, and click "Video", "White", "Black" or "Still image", to set the background of the edit screen of each title clip. <i>Importing Background ▶ P515</i>

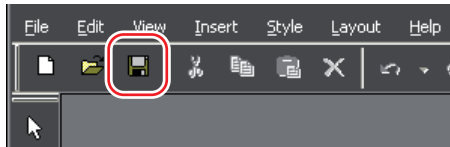
<b>(9) Object style bar</b>	Displays the style list for the currently selected object.
<b>(10) Status bar</b>	Displays such as simple command descriptions, keyboard status, or the object position (title in editing).

**POINT**

- You can set an order on or align multiple text strings or images, which are placed on the object creating screen. Select an object, click "Layout" on the menu bar of QuickTitler, and then select "Order" or "Align".
- After the title is created, click "View" on the menu bar of QuickTitler, and click "Preview", to render the currently displayed area.

## Saving Title

**1** Click [Save] in tool bar.



Save the title clip and place it on a track. It is also saved in the bin.

### Alternative

- Click "File" on the menu bar of QuickTitler and then click "Save".

**POINT**

- Double-click a title clip on the timeline or in the bin, to start QuickTitler and edit the clip.
- Click [Save] to save the file automatically. The file is created in the "title" folder, the folder in which the project file is saved. The file name is 'Saved Year, Month, Day - 4-digit sequential number.etl'.
- When starting up QuickTitler from a bin, the title clip is saved in the bin.

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# 2

## Text

### About Operations to Enter Various Texts

---

**Entering Text** ▶ *P481*

This section explains how to enter the text.

---

**Changing Text Settings** ▶ *P482*

You can change Font or Size, or move or rotate texts.

---

**Setting Text Features** ▶ *P484*

You can make the entered text colored, transparent or gradated.

---

**Pasting Texture** ▶ *P487*

You can paste image files on the text body or edge.

---

**Setting Edge and Shadow** ▶ *P489*

You can add edge or shade to the entered text.

---

**Rolling/Crawling Text** ▶ *P491*

You can add ticker on the entered texts to roll vertically or horizontally on the display.

---

**Emboss Settings** ▶ *P492*

You can add embossed decoration on the entered texts.

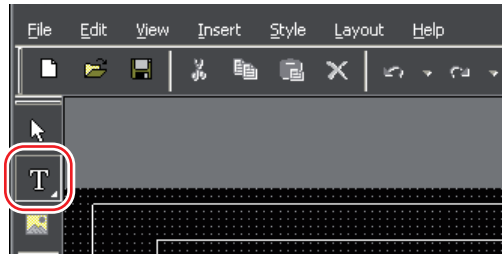
---

**Blur Settings** ▶ *P493*

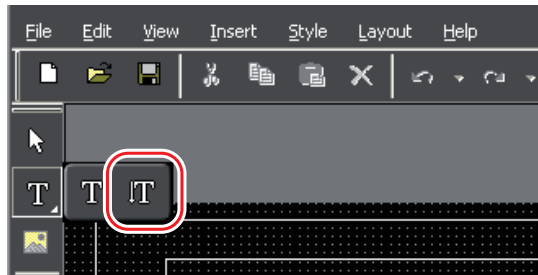
You can add blurred decoration on the entered texts.

# Entering Text

## 1 Click [Horizontal Text] from object tool bar.



For entering vertical texts, select [Vertical Text] while clicking [Horizontal Text], and release the click.



## 2 Click on the object creating screen.

The text cursor appears on the object creating screen.

## 3 Enter the text using the keyboard.

### Alternative

- Click "View" on the menu bar of QuickTitr, and click to check on "Text Input Bar". Text input bar appears and you can enter texts in the bar.
- Click "Insert" on the menu bar of QuickTitr and click "Text" → "Horizontal" or "Vertical".
- Click "Insert" on the menu bar of QuickTitr and click "Text" → "File" to import a text file.

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## Changing Text Settings

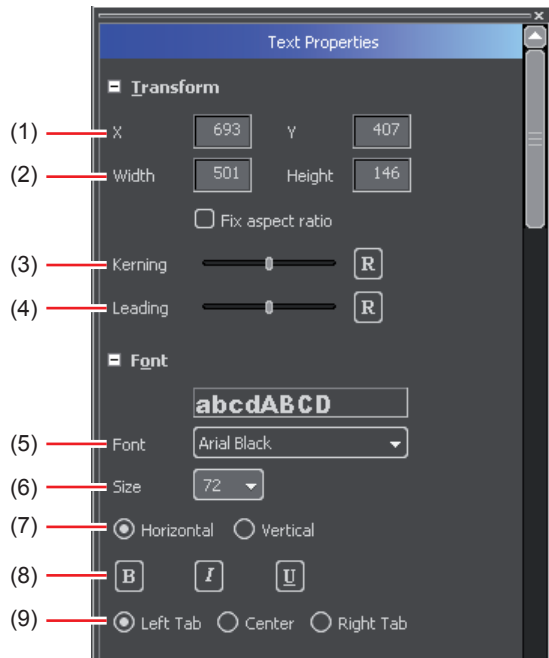
You can adjust the text size by dragging the edge of object frame.



(1) Centering point handle

(2) Rotate/Expand/Contract operation handle

Specify the size or change the font from "Font" tree in the text properties bar.



(1) X, Y coordinate	Specify the position of text strings.
(2) Width, Height	Specify the size of text strings. Check on "Fix aspect ratio" to fix the aspect ratio.
(3) Kerning	Specify the kerning value using the slider. Click [R] to return the kerning to the default settings.

(4) <b>Leading</b>	Specify the leading value using the slider. Click [R] to return the leading to the default settings.
(5) <b>Font</b>	Select a font.
(6) <b>Size</b>	Select a size.
(7) <b>Horizontal, Vertical</b>	Select one from Horizontal or Vertical.
(8) <b>Bold, Italic, Underline</b>	Click each button to add the effect such as Bold, Italic or Underline to text strings.
(9) <b>Left Tab, Center, Right Tab</b>	Specify alignment of text strings. Select one from "Top", "Center" or "Bottom" for vertical texts.

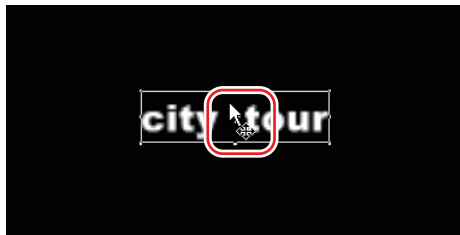
## Changing Text Size

- 1 Move the cursor to Rotate/Expand/Contract operation handle in the object frame.
- 2 Start dragging when the shape of the cursor changes.



## Moving Text

- 1 Move the cursor into the object frame.
- 2 Start dragging when the shape of the cursor changes.



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## Rotating Text

- 1 Move the cursor to Rotate/Expand/Contract operation handle in the object frame, while holding down [Ctrl] key.
- 2 Start dragging when the shape of the cursor changes.

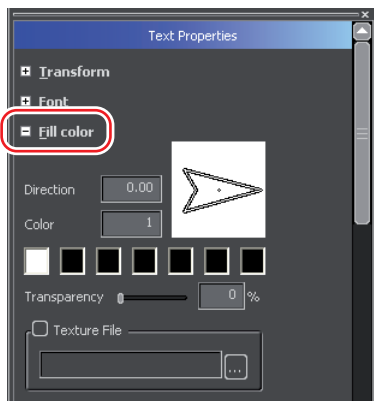


- POINT**
- When rotating the text, press [Shift] key to rotate the text by 15 degrees. When you press [Alt] key to rotate, the image rotates centering the opposite angle.
  - Move the centering point handle to shift the rotating axis. Click any area out of the object frame, and click the object again, to return the moved rotating axis to the center.

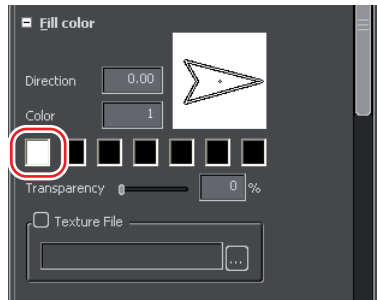
## Setting Text Features

### Changing Color

- 1 Select text strings to change the font color.
- 2 Click "Fill color" tree in the text properties bar.



**3 Click the color palette.**



"ColorSelect" dialog box appears.

"ColorSelect" Dialog Box ► P169

**4 Enter the value in the color chart or the value input field to specify the color.**

**Notes** • When "Texture File" is checked, color change is not applied to the text.

### Applying Transparency to Texts

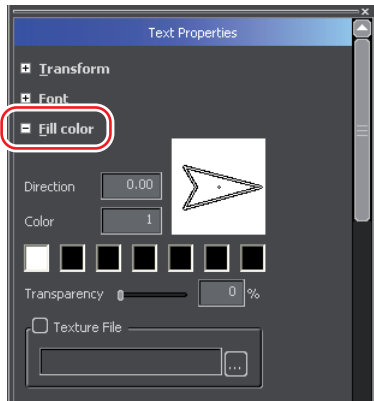
Apply transparency to the texts to show the background.



**1 Select text strings to apply transparency.**

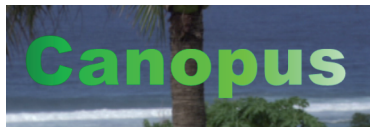
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**2** Click "Fill color" tree in the text properties bar.



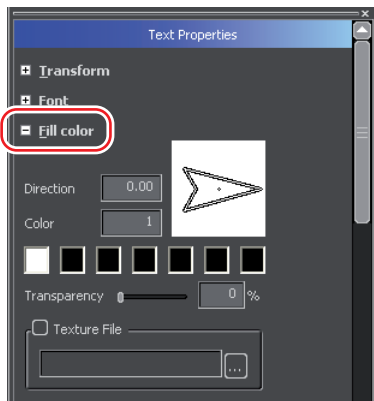
**3** Move the slider of "Transparency" for adjustment.

### Gradation Settings



**1** Select text strings to apply gradation.

**2** Click "Fill color" tree in the text properties bar.



**3** Enter the value in "Color" field to specify the color value for gradation.

**4** Click the color palette.

"ColorSelect" dialog box appears.

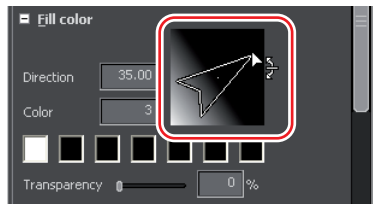
"ColorSelect" Dialog Box ► P169



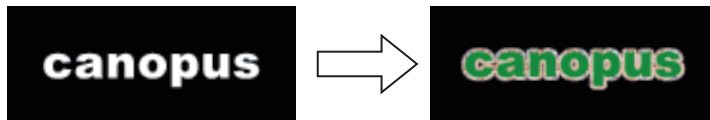
**5** Enter the value in the color chart or the value input field to specify the color.

**6** Repeat steps 4 to 5 for each selected color value.

**7** Enter the value directly in "Direction" or drag the arrow figure, to adjust color gradation.



## Pasting Texture

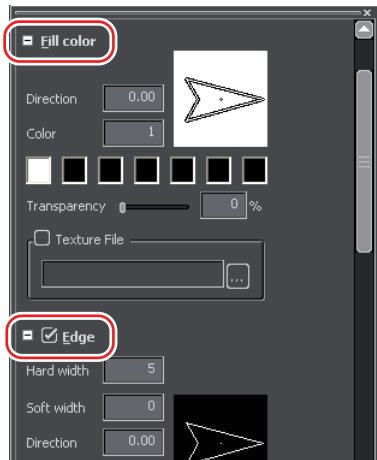


**1** Select text strings to paste the texture.

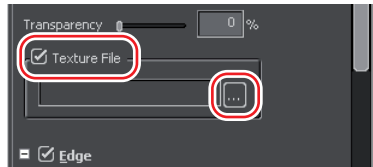
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## 2 Click "Fill color" tree in the text properties bar.

To paste an image on edge, select "Edge" tree.



## 3 Check on "Texture File", and click [...].



## 4 Select an image file, and click [Open].

### POINT

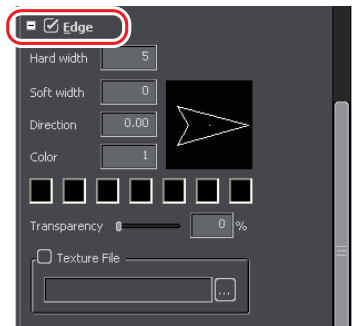
- File formats available for texture mapping are as follows:
  - Bitmap format (.bmp)
  - GIF format (.gif)
  - JPEG format (.jpeg, .jpg)
  - PNG format (.png)
  - TIFF format (.tiff)
  - Windows enhanced metafile (.emf, .wmf)
  - Photoshop format (.psd)
  - Targa format (.tga, .targa, .vda, .icb, .vst)

# Setting Edge and Shadow

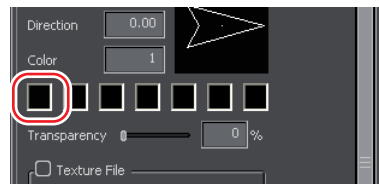
## Edge



- 1 Select text strings to apply edge.
- 2 Select "Edge" tree in the text properties bar, and check it.



- 3 Click the color palette.



"ColorSelect" dialog box appears.

"ColorSelect" Dialog Box ► P169

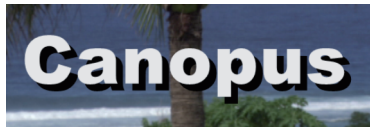
- 4 Enter the value in the color chart or the value input field to specify the color.
- 5 Enter the value directly in "Hard width" or "Soft width" to specify the edge width.

### POINT

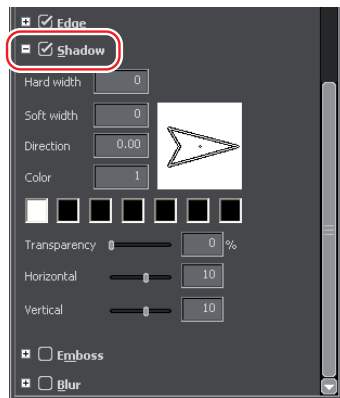
- You can set the gradation effect on the edge or paste the texture.  
*Gradation Settings* ► P486  
*Pasting Texture* ► P487

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## Shadow



- 1 Select text strings to apply shadow.
- 2 Select "Shadow" tree in the text properties bar, and check it.



- 3 Click the color palette.



"ColorSelect" dialog box appears.  
"ColorSelect" Dialog Box ► P169

- 4 Enter the value in the color chart or the value input field to specify the color.
- 5 Enter the value directly in "Hard width" or "Soft width" to specify the range of shadow.
- 6 Move the slider of "Horizontal" and "Vertical" to adjust the shadow position.
- 7 Move the slider of "Transparency" to adjust shadow transparency.

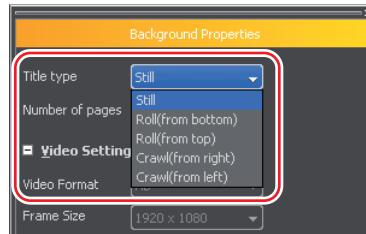
**POINT**

• You can set the gradation effect to the shadow.  
*Gradation Settings ▶ P486*

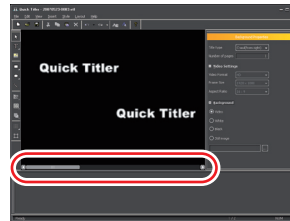
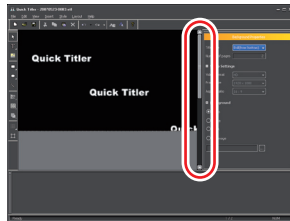
## Rolling/Crawling Text

### Rolling/Crawling Direction Settings

- 1 Select a title type from the list button of "Title type" in the background properties bar.



<b>Still</b>	Display texts.
<b>Roll(from bottom)</b>	Roll texts upwards from bottom.
<b>Roll(from top)</b>	Roll texts downwards from top.
<b>Crawl(from right)</b>	Crawl texts from right to left.
<b>Crawl(from left)</b>	Crawl texts from left to right.



<b>Roll</b>	Display texts vertically. When the text is too long to fit in the object creating screen and also "Roll" is selected, the vertical scroll bar appears. A white dotted line is shown on the screen at page break position, however, it is not shown in the actual video.
<b>Crawl</b>	Display texts horizontally. When the text is too long to fit in the object creating screen and also "Crawl" is selected, the horizontal scroll bar appears.

- 2 Enter text.

## Adjusting Roll/Crawl Speed

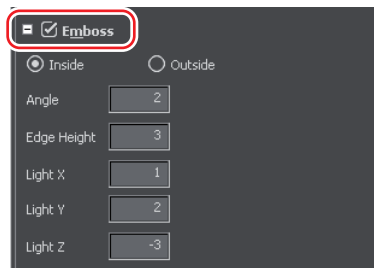
Set the speed on the timeline. The roll/crawl speed depends on the length of the title clip when placed in the timeline. Shorten the length of the title clip to display it quickly. Extend the length of the title clip to display it slowly.

## Emboss Settings

---



- 1 Select text strings to apply emboss.
- 2 Select "Emboss" tree in the text properties bar, and check it.



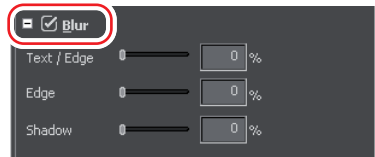
- 3 Click "Inside" or "Outside" to specify the position to apply emboss.
- 4 Enter the value in the value input field, and apply emboss.

## Blur Settings

---



- 1 Select text strings to apply blur.
- 2 Select "Blur" tree in the text properties bar, and check it.



- 3 Adjust blur.

Move the slider or enter the value directly for following properties; "Text/Edge" to apply the blur to text strings and edge, "Edge" for the edge, and "Shadow" for the shadow.

# 3

## Templates

### To Create Title Using Template

This section explains the templates you can select from object style bar. This section explains about text templates, however, you can use the image or graphics templates in the same operation.

#### **Using Text Style** ▶ *P495*

---

Use the registered style chips to easily set the text features.

#### **Saving Style** ▶ *P496*

---

You can save the created text style as a style chip.

#### **Changing Style Name** ▶ *P496*

---

Change the name of the created style chip.

#### **Deleting Style** ▶ *P497*

---

Delete the created style chip.

## Using Text Style

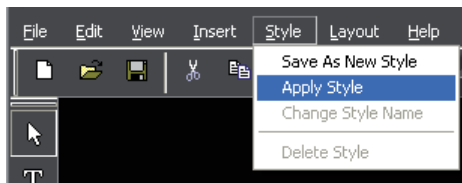
---

- 1 Select text strings to change the style.
- 2 Click a style chip to apply.



- 3 Click "Style" on the menu bar of QuickTitr, and click "Apply Style".

The selected style is applied.



### Alternative

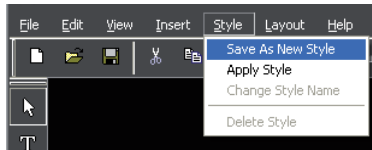
- Double-click a style chip to apply.

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## Saving Style

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- 1 Select text to apply the style.
- 2 Click "Style" on the menu bar of QuickTitler, and click "Save As New Style".



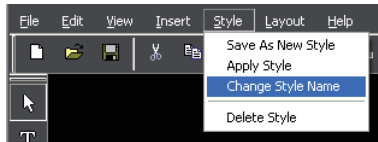
- 3 Enter the style name, and click [OK].

**POINT** • If the style name has been already used, you cannot use the same name. Save in different name.

## Changing Style Name

---

- 1 Select a style chip to change the style name.
- 2 Click "Style" on the menu bar of QuickTitler, and click "Change Style Name".



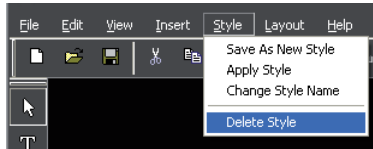
- 3 Enter a new name.

**POINT** • You can only change the name of the created style chip.

## Deleting Style

---

- 1 Select a style chip to delete.
- 2 Click "Style" on the menu bar of QuickTitler, and click "Delete Style".



**POINT** • You can only delete the name of the created style chip.

# 4

## Image, Graphic

### To Create the Image or Graphic for Title

This section explains how to create images or graphics.

#### **Drawing Image or Graphic** ▶P498

You can draw a particular graphic, or easily draw graphics using style chips.

#### **Changing Image or Graphic Settings** ▶P500

You can transform, move or rotate images or graphics.

#### **Applying Transparency to Image or Graphic** ▶P502

Make images or graphics transparent to show the background.

#### **Borders Settings** ▶P503

You can frame images or graphics with borders.

#### **Shadow Settings** ▶P504

You can apply shadow to images or graphics.

#### **Blur Settings** ▶P505

You can apply blur to images or graphics.

#### **Line Style Settings** ▶P506

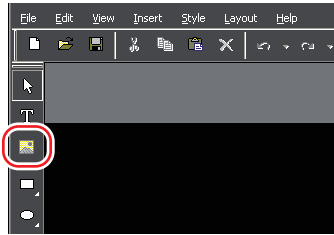
Specify the line style.

#### **Emboss Settings** ▶P506

You can add emboss decoration to graphics.

# Drawing Image or Graphic

1 Click [Image] from the object tool bar.



Click [Rectangle], [Oval] or [Line] to draw graphics.  
Style chips are displayed in the object style bar.

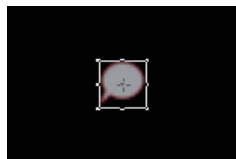


2 Click a style chip to apply.



3 Click on the object creating screen.

The selected style is applied.



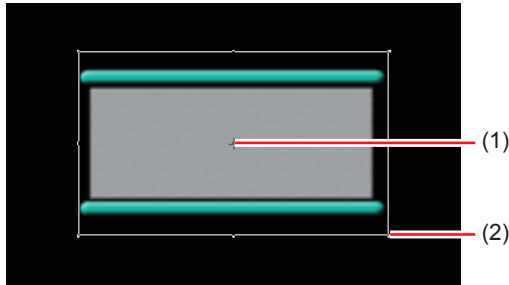
## Alternative

- Click "Insert" on the menu bar of the QuickTitler, and click "Image", "Rectangle", "Ellipse" or "Line".

**POINT** • After step 3, click [...] of "File" tree in the image properties bar to import a particular still image.

## Changing Image or Graphic Settings

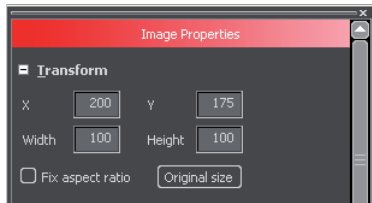
You can adjust the size of images or graphics by dragging the edge of object frame.



(1) Centering point handle

(2) Rotate/Expand/Contract operation handle

You can specify the size from "Transform" tree in Image, Object Properties bar.



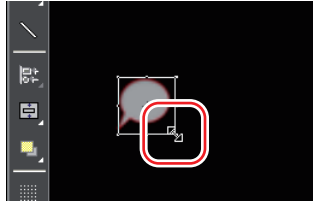
### Entering Value to Change

**1** Enter the value directly in the fields of "X", "Y", "Width" and "Height" to change the position and the size.

To fix the aspect ratio in changing the size, check on "Fix aspect ratio".

## Changing the Size of Image or Graphic

- 1 Move the cursor to Rotate/Expand/Contract operation handle in the object frame.
- 2 Start dragging when the shape of the cursor changes.



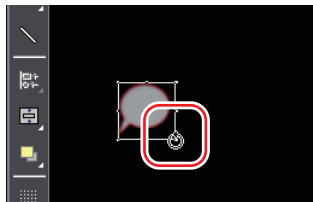
## Moving Image or Graphic

- 1 Move the cursor into the object frame.
- 2 Start dragging when the shape of the cursor changes.



## Rotating Image or Graphic

- 1 Move the cursor to Rotate/Expand/Contract operation handle in the object frame, while holding down [Ctrl] key.
- 2 Start dragging when the shape of the cursor changes.



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## POINT

- When rotating images or graphics, press [Shift] key to rotate them by 15 degrees. When you press [Alt] key to rotate, the image rotates centering the opposite angle.
- Move the centering point handle to shift the rotating axis. Click any area out of the object frame, and click the object again, to return the moved rotating axis to the center.

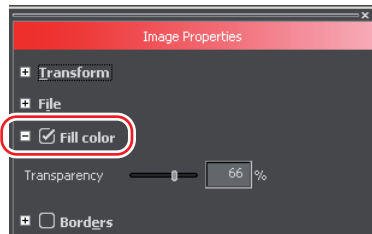
## Applying Transparency to Image or Graphic

---



- 1** Select an image or graphic to apply transparency.
- 2** Select "Fill color" tree in the image or object properties bar and check it.

Click "Fill color" tree and go to step 3 for graphics (objects).

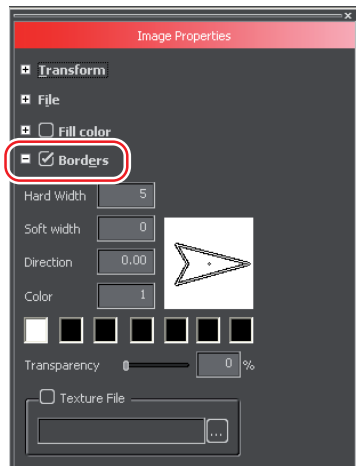


- 3** Move the slider of "Transparency" for adjustment.

## Borders Settings



- 1 Select an image or graphic to frame with borders.
- 2 Select "Borders" tree in the image properties bar, and check it. Click "Border / Line Shape" tree in the object properties bar for graphics to check on.



- 3 Click the color palette.



"ColorSelect" dialog box appears.  
"ColorSelect" Dialog Box ► P169

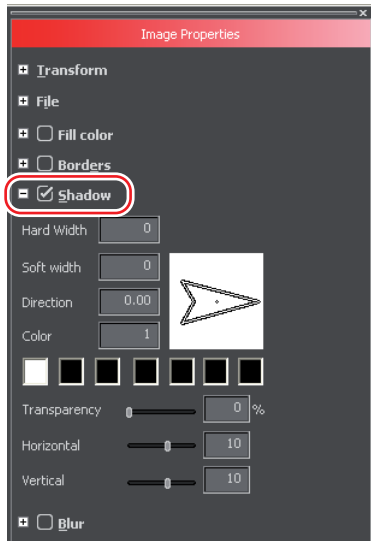
- 4 Enter the value in the color chart or the value input field to specify the color.
- 5 Enter the value directly in "Hard Width" or "Soft width" to specify the width of borders.

**POINT** • You can set the gradation effect to the frame.  
*Gradation Settings ▶P486*

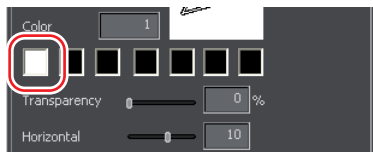
## Shadow Settings



- 1 Select an image or graphic to apply shadow.
- 2 Select "Shadow" tree in the image or object properties bar, and check it.



- 3 Click the color palette.



"ColorSelect" dialog box appears.  
*"ColorSelect" Dialog Box ▶P169*

- 4 Enter the value in the color chart or the value input field to specify the color.
- 5 Enter the value directly in "Hard Width" or "Soft width" to specify the range of shadow.
- 6 Move the slider of "Horizontal" and "Vertical" to adjust the shadow position.
- 7 Move the slider of "Transparency" to adjust shadow transparency.

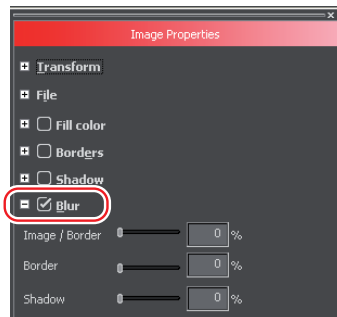
### POINT

• You can set the gradation effect to the shadow.  
*Gradation Settings ▶ P486*

## Blur Settings



- 1 Select an image or graphic to apply blur.
- 2 Select "Blur" tree in the image or object properties bar, and check it.



- 3 Adjust blur.

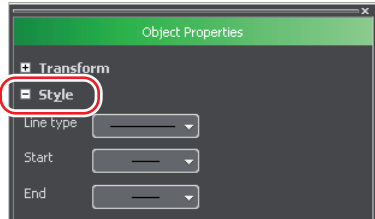
Move the slider or enter the value directly for following properties; "Image / Border" ("Shape/Border" for graphics) to apply the blur to images, graphics or borders, "Border" for the border, and "Shadow" for the shadow.

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## Line Style Settings

---

- 1 Select a line to change the style.
- 2 Click "Style" tree in the object properties bar.



- 3 Set the style.

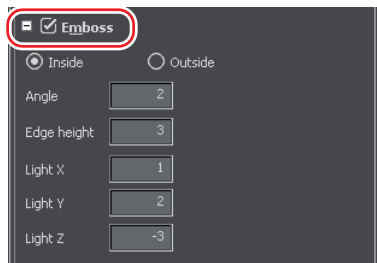
Click each list button of "Line type", "Start" and "End" to set.

## Emboss Settings

---



- 1 Select a graphic to apply emboss.
- 2 Select "Emboss" tree in the object properties bar, and check it.



- 3 Click "Inside" or "Outside" to specify the position to apply emboss.
- 4 Enter the value in the value input field, and apply emboss.

# 5

## Effect

### To Apply Effect to the Created Title

#### Applying Title Mixer

► P508

You can add the various effects for showing or hiding the title.  
The effects available to apply to the title clip are saved in Title mixer of "Effect" palette.

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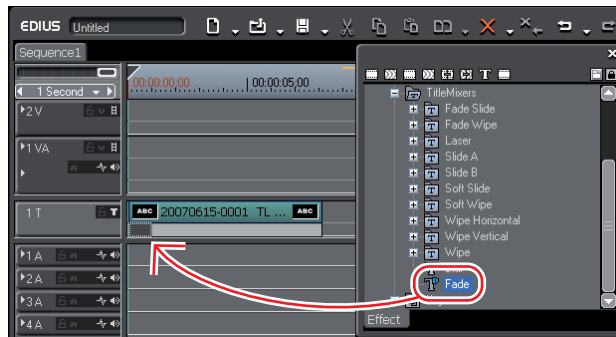
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## Applying Title Mixer

- 1 Select a particular effect from Title mixer in "Effect" palette.
- 2 Drag the effect to the lower area in the title clip placed on the timeline.



Move the timeline cursor on the title clip to check the applied effects.

### Alternative

- Select the mixer area of the title clip, and click "TitleMixer" tree in "Effect" palette. Right-click on the title mixer to apply, click "Add to Timeline", and click the point to add from "In", "Out", or "Both".
- Select the mixer area of the title clip, and drag and drop the title mixer in "Effect" palette to "Information" palette.

**POINT** • When placing the title clip, the default title mixer is automatically set. You can change the automatic setting of the title mixer in "Duration" of the application settings.

*Changing Default Effect ▶P421*

*Duration ▶P83*

# 6

## Adjusting Title Position

### To Adjust the Created Title Position

#### **Adjusting Title Position**

► *P510*

You can adjust the title position displayed on the screen, from the title clip placed on the timeline.

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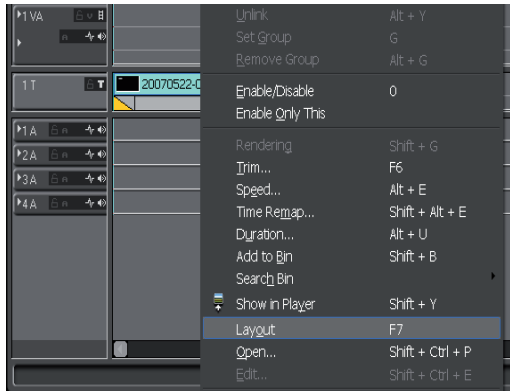
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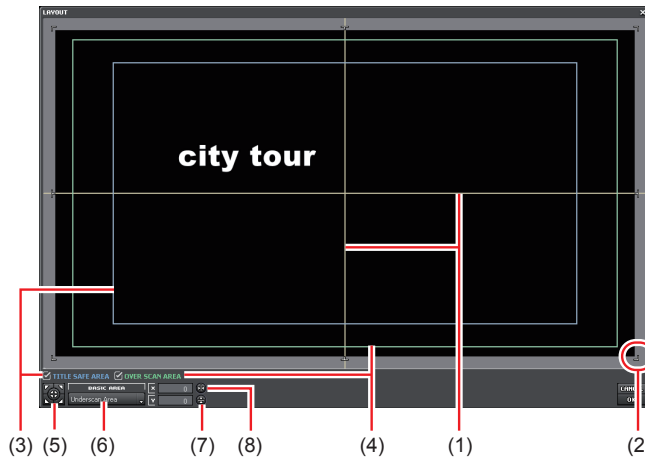
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# Adjusting Title Position

## 1 Right-click the title clip, and click "Layout".



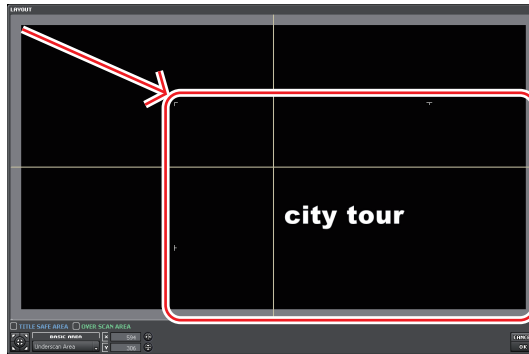
"LAYOUT" dialog box appears.



(1) <b>Horizontal guide, Vertical guide</b>	Indicates horizontal, vertical or center.
(2) <b>Positioning mark</b>	Indicates the edge of the created title.
(3) <b>TITLE SAFE AREA</b>	Display the title safe area.
(4) <b>OVER SCAN AREA</b>	Display the overscan area.
(5) <b>Centering/Cornering button</b>	Place the positioning mark to the point set by clicking the button.

(6) <b>BASIC AREA list button</b>	Select the basic area to adjust the title position, using the positioning mark.
(7) <b>Vertical positioning button</b>	Return the vertical level of the title to the center.
(8) <b>Horizontal positioning button</b>	Return the horizontal level of the title to the center.

## 2 Drag a title to move the position.



## 3 Click [OK] to close "LAYOUT" dialog box.

The moved title position is saved.

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# 7

## Editing Title Clip

### To Edit Title in Clip

#### **Removing Link to Edit**

► *P513*

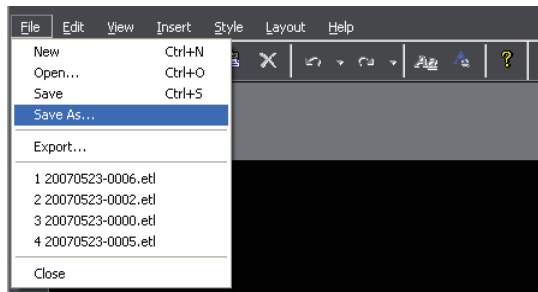
When using multiple numbers of the same title clips on a track, edit the title clip to update the contents of all linked title clips.

Remove the link of title clips to edit only one of the same title clips.

\* TitleMotion Pro may not be provided with EDIUS depending on the product.

## Removing Link to Edit

- 1 Double-click the title clip to edit among the title clips on the timeline.
- 2 Edit it on QuickTitler (TitleMotion Pro).
- 3 Click "File" on the menu bar of QuickTitler, and click "Save As".



"Save As" dialog box appears.

- 4 Enter the different name from existing title clip names, and click [Save].

Only the selected and edited title clip is updated to save it as new title clip in the bin.

- POINT**
- To release the link from the bin, double-click the title clip in the bin.
  - Double-click the title clip created by TitleMotion Pro, to start up TitleMotion Pro.
  - The file extension '.etl' is added for title clips created by QuickTitler, and '.ICG' by TitleMotion Pro.

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# 8

## Exporting/Importing File

### To Export Title/Import Background

#### **Importing Background**

► *P515*

You can import a file to use as the background of the edit screen of a title clip.

#### **Exporting Still Image**

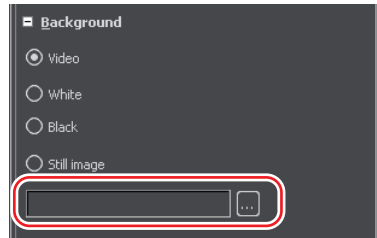
► *P515*

You can export the title as a still image.

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## Importing Background

- 1 Click [...] of "Background" tree in the background properties bar.



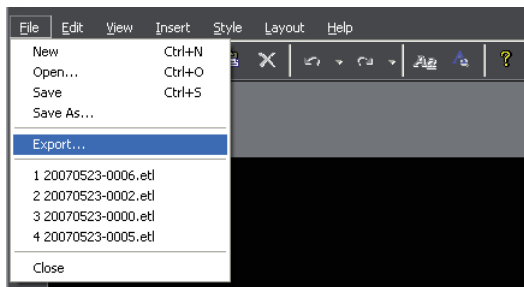
"Select Background File" dialog box appears.

- 2 Select a still image to import, and click [Open].
- 3 Click "Still image".

**POINT** • The background image is not applied to a title clip even if it is set to the background properties in QuickTitr. The background setting in the background properties is available for the edit screen. Export a still image to output the setting change of the background.  
*Exporting Still Image ▶P515*

## Exporting Still Image

- 1 Create a title, click "File" on the menu bar of QuickTitr, and click "Export".



"Save As" dialog box appears.

- 2 Select the saving destination, file name and file format, and click [Save].

# 9 TitleMotion Pro

## Pro To Use TitleMotion Pro

- Notes**
- TitleMotion Pro may not be provided with EDIUS depending on the product.
  - For operations and screens of TitleMotion Pro, see Help of TitleMotion Pro.

### **Starting up TitleMotion Pro**

▶ *P517*

You can create a title by starting up TitleMotion Pro.

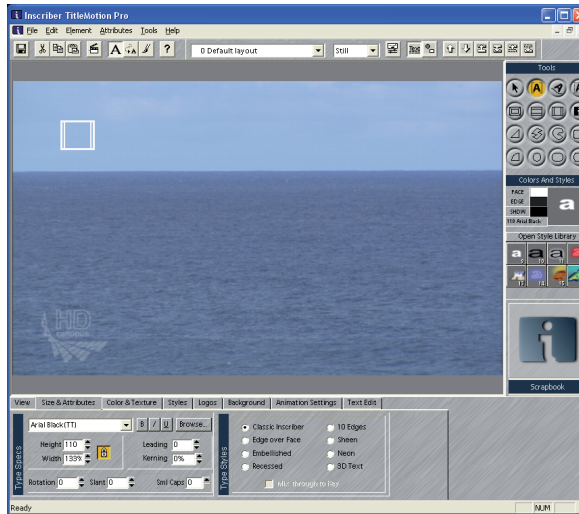
### **Saving Title**

▶ *P518*

You can save the title created with TitleMotion Pro to use on the timeline.

- 1 Move the timeline cursor to the point to place a title.
- 2 Click [Create title] on the timeline, and select the track to add a title.

TitleMotion Pro starts up.



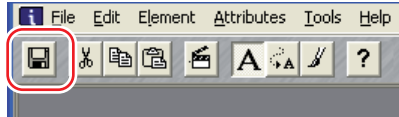
## POINT

- QuickTitrer is also available. Click the list button of [Create title] on the timeline, and click "QuickTitrer".
- The default titler can be changed in "Application" from Application Settings.

*Application ► P90*

## Pro Saving Title

### 1 Click [Save and Exit] in the tool bar.



TitleMotion Pro is closed after saving the file.

#### POINT

- When starting up TitleMotion Pro from a bin, the title clip is saved in the bin.
- Click "File" on the menu bar of TitleMotion Pro, and click "Save As and Exit" to save the title clip in the bin.
- The created title clip is saved in the "title" folder of the folder in which project file saved. The file name is 'Saved Year, Month, Day - 4-digit sequential number'.

# CHAPTER 9

## **Audio Operation**

# 1

## Volume Adjustment

### To Adjust Volume and Pan along Timeline

#### **Adjusting Volume and Pan** ▶P521

---

On the audio clip placed on the timeline, two rubber bands are displayed; the orange line is the band for adjusting the volume, and the other of blue line is for adjusting L/R balance of stereo. You can adjust the volume and the pan along to the time axis, by controlling the shape of the rubber band.

#### **Entering the Value to Adjust** ▶P522

---

You can enter the values to adjust the rubber band.

#### **Placing Rubber Band of Pan in the Center** ▶P523

---

You can adjust the volume to be output evenly from L and R channels.

#### **Deleting/Initializing Rubber Band Point** ▶P524

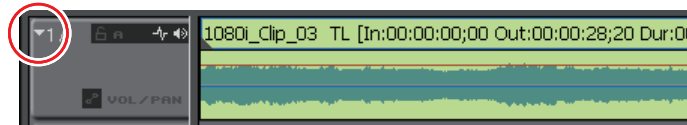
---

You can delete or initialize the specified rubber band.

# Adjusting Volume and Pan

## 1 Click [Expand1] on the track panel.

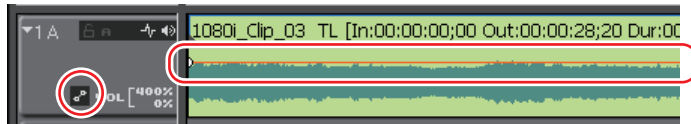
The track is expanded to display the rubber band and the waveform.



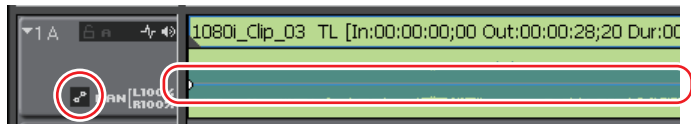
## 2 Click [Volume / Pan] to switch to the volume.

Click it again to switch to the pan.

### ▣ Volume Rubber Band (Orange Line):



### ▣ Pan Rubber Band (Blue Line):



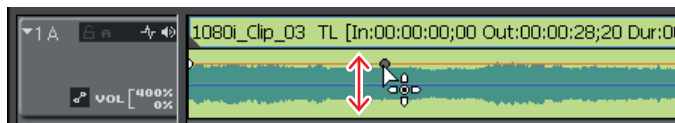
## 3 Click the volume (or pan) rubber band at a point to adjust.

Points adjusting volumes (or pans) are added.

## 4 Drag the point vertically and horizontally to adjust the shape of the rubber band.

### ▣ When [VOL] is selected

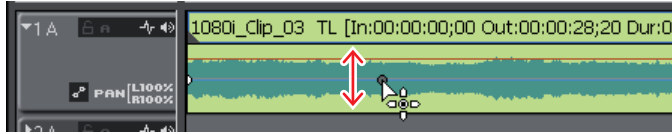
Drag the point upwards to increase the volume, and downwards to decrease the volume.



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### ■ When [PAN] is selected

Drag the point upwards or downwards to adjust L/R (left/right) balance of stereo. Drag the point upward to spread the sound to the left side, and downward to the right side.



#### POINT

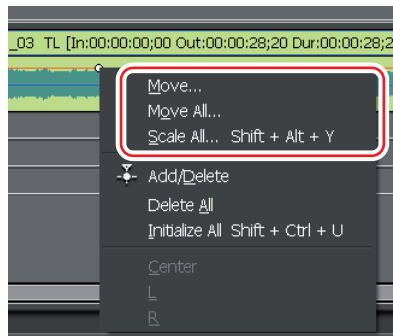
- Drag the point while pressing [Shift] key on the keyboard to adjust the point of volume (or pan) horizontally, and drag the point while pressing [Ctrl] key to finely adjust vertically.
- Drag the rubber band while pressing [Alt] key on the keyboard, to adjust the whole volume (or pan).
- Right-click the rubber band at the position to add the point, and click "Add/Delete", to add the point.
- Expanded display of audio: **[Alt] + [S]**

## Entering the Value to Adjust

### 1 Click [Expand1] on the track panel, and click [Volume Pan].

Click it again to switch to the pan.

### 2 Right-click the rubber band point, and click a method to adjust.



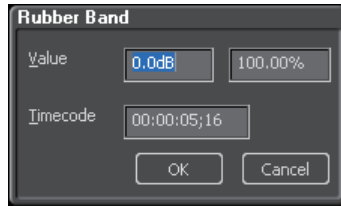
<b>Move</b>	Adjust the volume or timecode of the selected point.
<b>Move All</b>	Other points move following to the adjusting rate of the selected point.
<b>Scale All</b>	Adjust the volume of all the points to the same rate. <b>[Shift] + [Alt] + [Y]</b>

The value input dialog box appears.

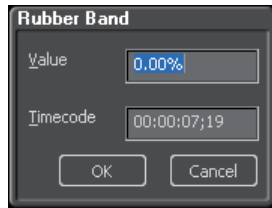
### 3 Enter the value.

Entry of Value ► P22

#### Volume



#### Pan



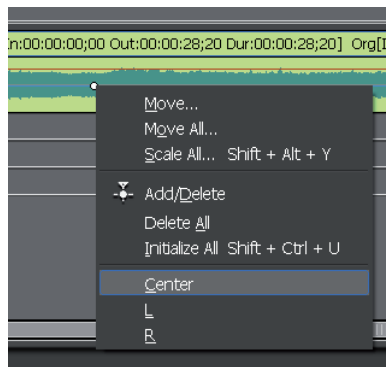
### 4 Click [OK].

## Placing Rubber Band of Pan in the Center

### 1 Click [Expand1] on the track panel, and click [Volume / Pan].

Click it again to switch to the pan.

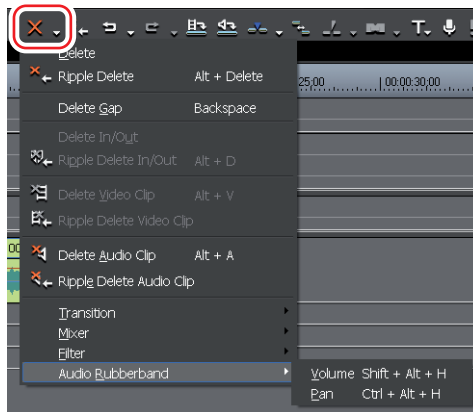
### 2 Right-click the rubber band of pan, and click "Center".



## Deleting/Initializing Rubber Band Point

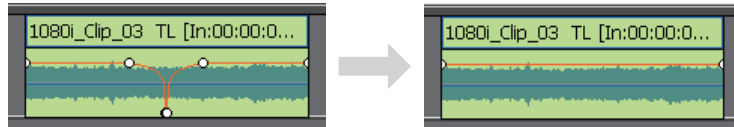
### Deleting Rubber Band Point of Selected Clip

- 1 Select a clip to delete a rubber band point.
- 2 Click the list button of [Delete], and click "Audio Rubberband" → "Volume" or "Pan".



The point is deleted and the whole rubber band is initialized.

### Ex. When clicking "Volume"

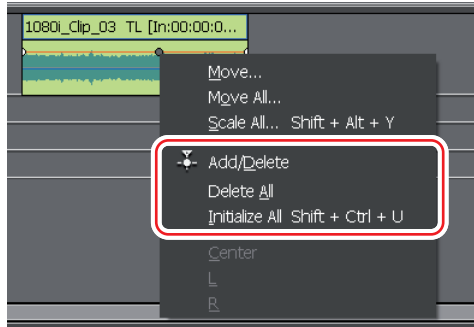


### Alternative

- Right-click the clip and click "Delete Parts" → "Audio Rubber Band" → "Volume" or "Pan".
- Click "Edit" on the menu bar and click "Delete Parts" → "Audio Rubber Band" → "Volume" or "Pan".
- Deleting Rubber Band Point of Volume: **[Shift] + [Alt] + [H]**
- Deleting Rubber Band Point of Pan: **[Ctrl] + [Alt] + [H]**

## Deleting Selected Rubber Band Point

- 1 Click [Expand1] on the track panel, and click [Volume / Pan]. Click it again to switch to the pan.
- 2 Right-click the rubber band point, and click a method to delete or "Initialize All".



<b>Add/Delete</b>	Delete the selected point.
<b>Delete All</b>	Delete all points of the selected rubber band to initialize the whole rubber band to the default values.
<b>Initialize All</b>	Initialize all points of the selected rubber band to the default values. Points are not deleted.

***[Shift] + [Ctrl] + [U]***

## **Pro** To Adjust Volume by Track Unit

### **Adjusting in Audio Mixer**

▶P527

Use the audio mixer to adjust the volume for all tracks or for each track individually. You can adjust the whole volume from start to end of a track, not adjusting volume along the time axis such as rubber bands of volume or pan.

### **Adjusting with Keeping Volume Difference**

▶P529

Link faders of multiple tracks.

### **Playing/Muting Only the Specified Track**

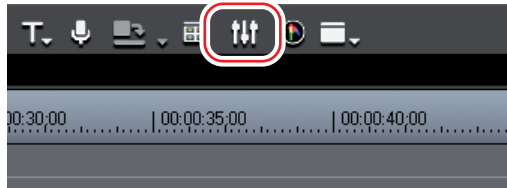
▶P530

You can specify a track to play back. A track to mute is also available to specify.

## Pro Adjusting in Audio Mixer

Adjusting Volume and Pan ▶P521

### 1 Click [Toggle audio mixer display].

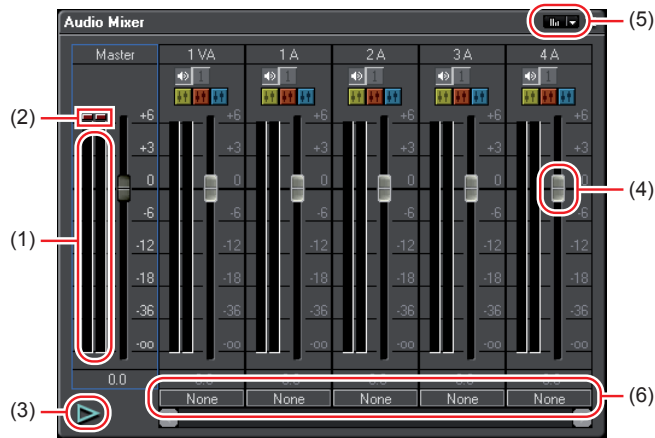


"Audio Mixer" dialog box appears.

Move the fader on "Master" up and down to adjust volume of all tracks.

To adjust volume of each track, move the fader of each track up and down.

### ◆ "Audio Mixer" Dialog Box



(1) Level meter	Display the level meter with left and right independent. The peak hold function is activated during normal playback.
(2) Level over indicator	Lights when the level is over. Click to turn it off.
(3) Play	Play back the timeline from the timeline cursor position.
(4) Fader	Drag up and down to adjust volume. Specify "Operation" as any setting other than "None" to activate the operation.

<p><b>Switching (5) the indicator display</b></p>	<p><b>Peak meter</b> You can confirm the volume variation of audio signal visually at each moment.</p> <p><b>VU meter</b> Display the average volume of audio signal. It is useful to adjust the volume balance of each track.</p> <p><b>Full scale</b> '0' in the scale represents the maximum allowable sampling value.</p> <p><b>Audio reference scale</b> Specify the value '0' in the scale as the sampling value preset in "Audio Reference Level" in the project settings.</p>
<p><b>(6) Operation</b></p>	<p>Switch the learning mode (Operations) from the list. If you set any of "Latch", "Tough" and "Write", the setting returns to "None" when the playback stops.</p> <p><b>Track</b> Adjust the track volume. The change is not applied to the timeline.</p> <p><b>None</b> Audio mixer is not available.</p> <p><b>Latch</b> Apply the change to the timeline from the position where you start dragging the fader to the end of playback.</p> <p><b>Touch</b> Apply the change to the timeline from the position where you start dragging the fader until releasing the drag. Release the drag to return the fader to the original volume automatically.</p> <p><b>Write</b> Apply the change to the timeline through the entire playback. Unlike in the case of "Latch" or "Touch", overwrite all the previously used volume value regardless of dragging/ releasing the fader.</p>

"Project Settings" (Detail) Dialog Box ►P29

### Alternative

- Click "View" on the menu bar, and click "Audio Mixer".
  - Select a track with Audio mixer: [←] / [→]
  - Adjust the fader (per 1dB)\*: [↑] / [↓]
  - Adjust the fader (per 0.1dB)\*: [Shift] + [↑] / [↓]
- \* The same operation is available with the mouse as [↑] / [↓] key on the keyboard.

**POINT** • Right-click on Audio mixer, and click "Reset", to reset the setting of each track. Click "Reset All" to reset settings of all tracks.

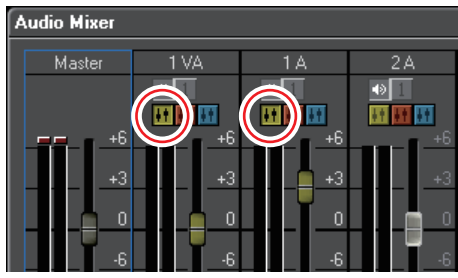


• You can use the optional fader controller to operate the fader. For detailed operations, see the manual attached to the product.

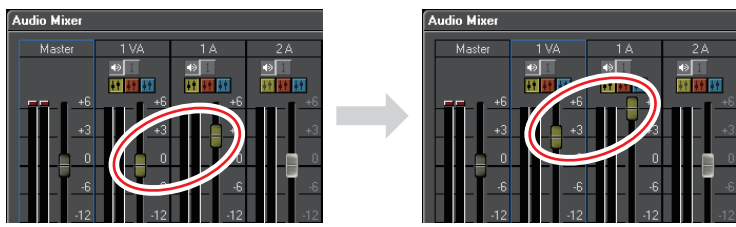
**Pro** **Adjusting with Keeping Volume Difference**

You can select three patterns such as [Gang1] (yellow), [Gang2] (red) and [Gang3] (blue).

**1** Click each [Gang] of tracks to adjust simultaneously.  
The color of the fader turns corresponding to the color of each [Gang].



**2** Adjust one from sets of faders.



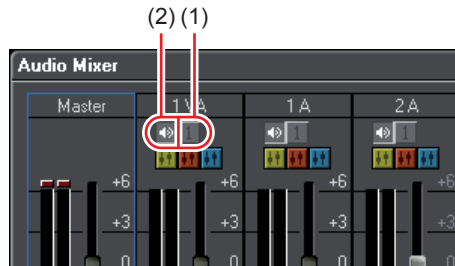
Tracks with faders in the same color are adjusted while keeping each volume difference.

**POINT** • Before operating the fader, specify "Operation" of one from sets of tracks to link, as any setting other than "None".

## Pro **Playing/Muting Only the Specified Track**

### 1 Click [Solo] or [Mute] of the track(s) to play back.

Click [Solo] to play back audio sounds of the selected track. Click [Mute] to mute only the selected track.



(1) Solo

(2) Mute

# Muting a Part of Sound

## Showing Waveform

▶ *P532*

Perform the operation by showing the waveform, to obscure the noise, etc.

## V-mute Settings

▶ *P532*

Focus on a part of sounds, and fade-in or fade-out before/after the part, to obscure it such as noises.

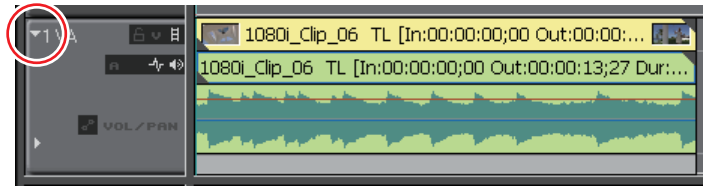
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Audio Operation

## Showing Waveform

### 1 Click [Expand] on the track panel.

The track is expanded to display the audio rubber band and the waveform. You can detect the noise, etc. by referring the waveform range and the sound actually played back.



**POINT** • You can change the waveform display in "Timeline" of the application settings.

*Timeline ▶ P79*

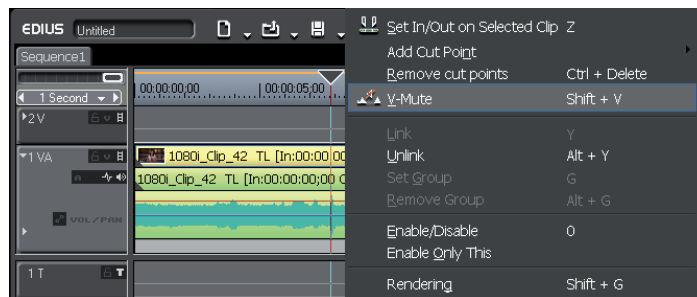
## V-mute Settings

**[Shift] + [V]**

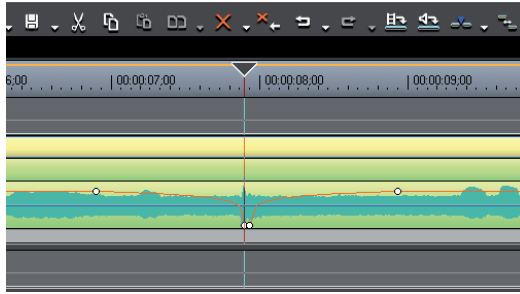
### 1 Move the timeline cursor to the point to make the volume zero.

Confirm the shape of the waveform display, and adjust the position of the timeline cursor.

### 2 Right-click the clip to set V-mute, and click "V-Mute".



The value of the volume on the timeline cursor turns 0, and 4 points are added on the rubber band of the volume, focusing on the timeline cursor.



### POINT

- Drag the rubber band point of the volume left and right, to adjust the duration of muting after setting V-mute.
- You can change the default value of V-mute duration in "V-mute" in "Duration" dialog box in the application settings.  
*Adjusting Volume and Pan ▶ P521*  
*Duration ▶ P83*

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# 2

## Adding Audio

### To Add Narration or Effect Sound

#### **Voice Over Settings**

► *P535*

Voice over is a function for adding narration or effect sound while playing a clip placed on the timeline. You can add the audio (effect sound) while previewing the scenes.

# Voice Over Settings

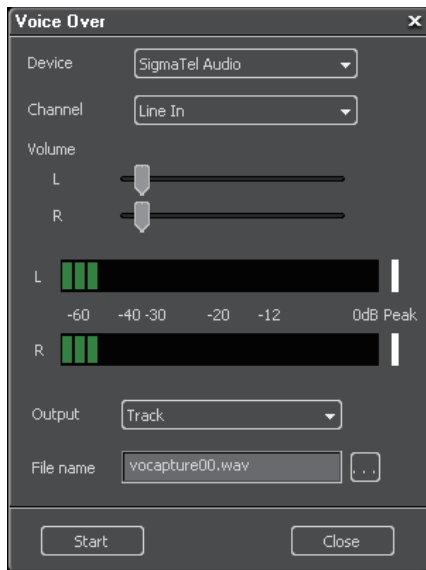
- 1 Select A track to place, and set In point to the position to place.

Setting In and Out Points on Timeline ►P255

- 2 Click [Toggle voice over display].



"Voice Over" dialog box appears. The displayed screen varies depending on the sound board you use.



## Alternative

- Click "Capture" on the menu bar, and click "Voice Over".

- 3 Select a device to input from the list of "Device".

The name of your sound board appears as device name.

#### 4 Select an audio source to add from the list of "Channel".

The contents of "Voice Over" dialog box change depending on the selected source. When a monaural source (monaural microphone or telephone line) is selected, volume setting and display become monaural.

#### 5 Adjust the volume of the source data with "Volume" slider.

Adjust the volume not to exceed 0dB, by checking the level meter.

#### 6 Select "Track" from the list of "Output".

Bin	Add the audio clip only in the bin.
Track	Add the audio clip into A track specified in step 1 and in the bin.

#### 7 Enter a file name and click [...], to select the saving destination.

#### 8 Prepare the source (if necessary, move to the start point), and click [Start].

[Start] turns to [End]. At the upper left on Recorder, a white dot starts blinking before 5 seconds and countdown begins. The white dot turns red in color when recording starts.

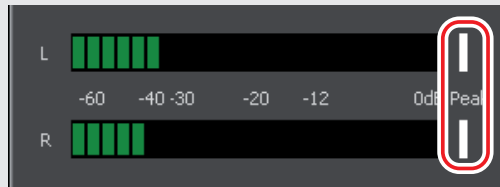
#### 9 Click [End].

Stop playing the clip and creating audio data, to display the message to confirm saving the created file.

#### 10 Click [Yes].

The audio clip is placed on A track selected in step 1, and the audio source data is saved.

**POINT** • White line at the right side of level meter changes to red when the volume exceeds 0dB. Click it to return to the default settings.



- If you select "Bin" in step 6, the audio clip is saved in the bin without placing in A track.
- Recording stops if playback of the timeline stops as it fails to keep up with the speed.

## CHAPTER 10

# Exporting Edited Contents

# 1

## Exporting in File Format

### To Export in Various File Formats

This section explains how to select the file formats such as AVI or MPEG, to export the edited video. Proceed to the same steps to export only the still image or audio.

#### **Items to Check** ▶P539

---

This section explains the settings that should be checked before output.

#### **Exporting File with Exporter** ▶P539

---

You can select the file format to export as various file formats.

#### **Exporting File with Canopus**

Pro

#### **ProCoder Express For EDIUS** ▶P542

---

You can export the edited video in various file formats with Canopus ProCoder Express For EDIUS.

#### **Exporting to DVD** ▶P546

---

You can export the edited video to DVD with Canopus DVD Creator.

#### **Exporting Still Image** ▶P555

---

You can export the image displayed in Recorder as a still image.

#### **Exporting FlashVideo** ▶P557

---

You can export FlashVideo when 'Macromedia Flash MX' is installed in your PC.

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## Items to Check

To export only a part of edited images, specify the export range by [Set In] and [Set Out] in Recorder first.

Check and change the export settings in "Still Image" in the plug-in settings, when exporting still images.

To add a chapter, set the marker point in an optional position beforehand.

*Setting In and Out Points on Timeline* ►P255

*Still Image* ►P102

*Marker Settings* ►P337

### Notes

- You can use up to 50 chapters with Canopus ProCoder Express For EDIUS. To change the marker point to the chapter, the number of marker point should be 50 or less.\*
- 1 GOP for Canopus ProCoder Express For EDIUS is 15 frames. The chapter is set at the top of GOP, which might create the gap between the marker point and the chapter by 14 frames at maximum.\*
- \* Canopus ProCoder Express For EDIUS is only available for EDIUS Pro/Broadcast.

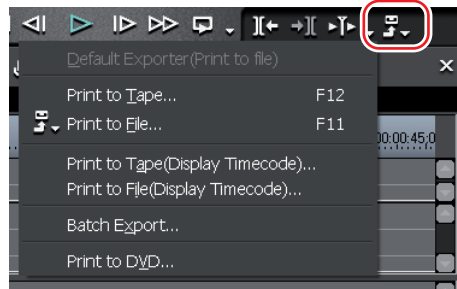
## Exporting File with Exporter

The following file formats are available for export.

- Canopus HQ AVI
- Canopus Lossless AVI
- DV AVI (displayed only when the export format is DV)
- RGB AVI
- Still image
- Uncompressed (UYVY) AVI
- PCM AIFF
- PCM WAVE
- Uncompressed (YUY2) AVI
- Windows Media Audio
- Windows Media Video
- MPEG-2

## Ex. Exporting in Windows Media Video format

### 1 Click [Export] in Recorder.

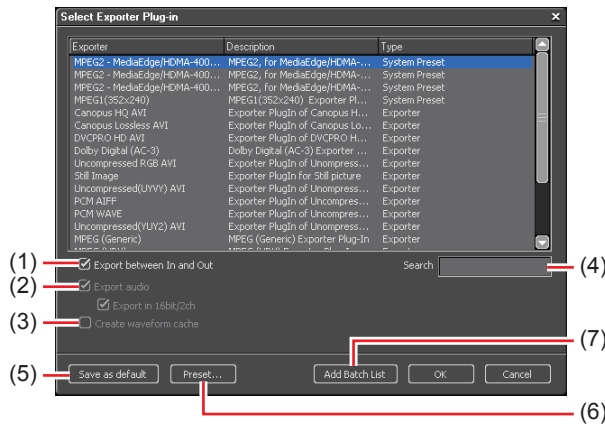


### 2 Click "Print to File" or "Print to File (Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

#### ◆ "Select Exporter Plug-in" Dialog Box

\* The screen differs when using EDIUS Neo.



(1) <b>Export between In and Out</b>	Check it to export only between In and Out points of the timeline.
(2) <b>Export audio</b>	Check it to export the audio part at the same time. Check "Export in 16bit/2ch" to export multi-channel projects to use in other software.
(3) <b>Create waveform cache</b>	Check it to create wave information (waveform representation of audio).
(4) <b>Search</b>	Searches exporters.

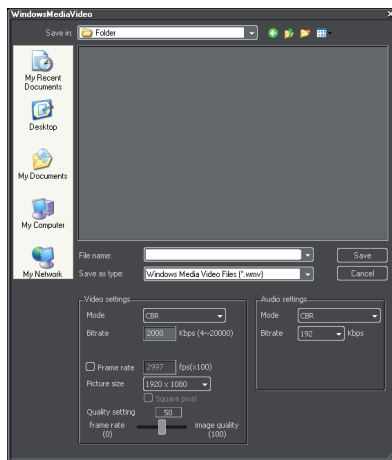
<b>(5) Save as default</b>	Click "Save as default" after clicking an exporter to save the setting, and the exporter can be selected easily by choosing "Default Exporter" from [Export]. To clear this setting, click "Cancel".
<b>(6) Preset</b>	Create, change, and import preset exporters. <i>Creating Preset Exporters ►P559</i>
<b>Pro (7) Add Batch List</b>	Add the specified range in the batch list. <i>Storing Ranges to Export in the Batch List ►P564</i>

### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

### 3 Click "WindowsMediaVideo" and click [OK].

"WindowsMediaVideo" dialog box appears.



### 4 Set the contents to export in "Video settings", "Audio settings".

### 5 Enter a file name and select the saving destination, and click [Save].

#### POINT

- Procedures after step 3 differ depending on the selected exporter. Follow the instructions displayed to complete the export.
- If the list does not include an exporter for the file, or if you want to specify the optional parameter in EDIUS Pro/Broadcast, select "Canopus ProCoder Express For EDIUS Wizard".

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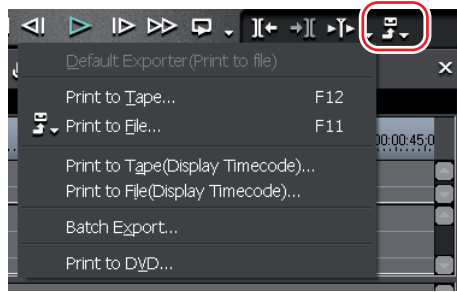
## Exporting File with Canopus ProCoder Express For EDIUS

The following file formats are available for export.

- AVI
- AVI (DV)
- MPEG
- Quick Time
- Quick Time Export File
- Windows Media
- Real Media
- Raw DV

**Ex. Exporting in Quick Time format**

### 1 Click [Export] in Recorder.



### 2 Click "Print to File" or "Print to File(Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

"Select Exporter Plug-in" Dialog Box ► P540

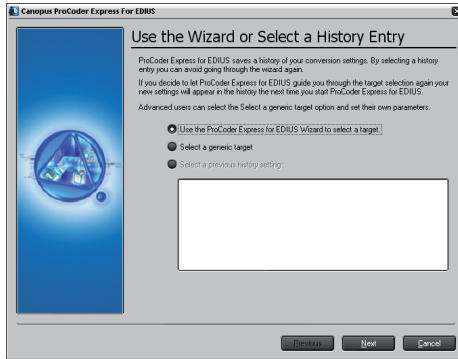
### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

### 3 Click "Canopus ProCoder Express For EDIUS Wizard", and click [OK].

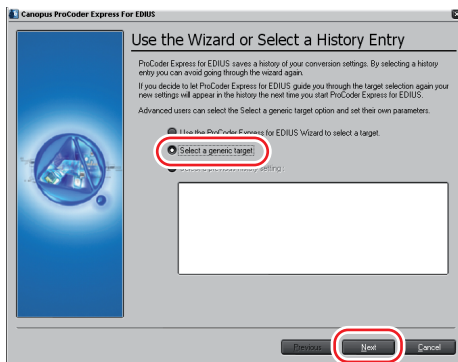
'Canopus ProCoder Express For EDIUS' starts and "Use the Wizard or Select a History Entry" dialog box appears.

#### ◆ "Use the Wizard or Select a History Entry" Dialog Box

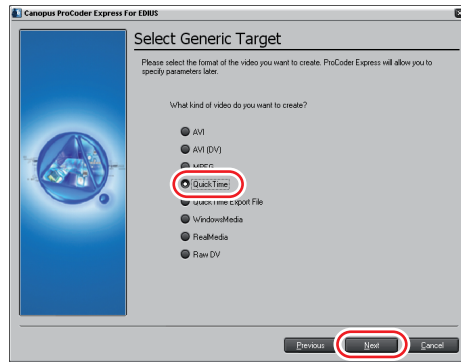


Use the ProCoder Express for EDIUS Wizard to select a target	Select the preset by the image application.
Select a generic target	Select the file format.
Select a previous history setting	Select the output parameter from the history of previously used settings.

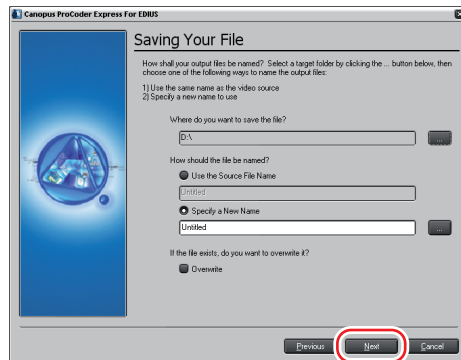
### 4 Select "Select a generic target" and click [Next].



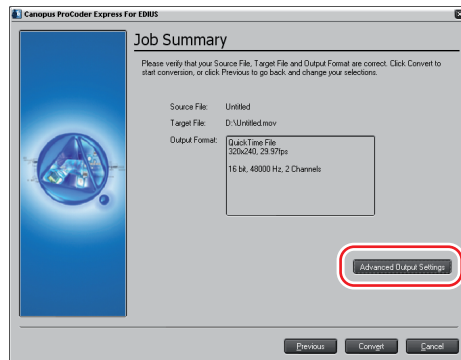
## 5 Select "Quick Time" and click [Next].



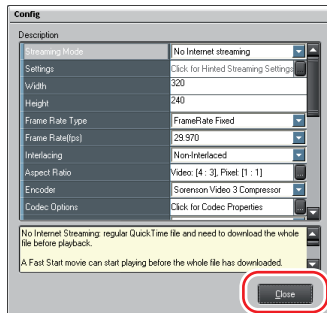
## 6 Specify file saving destination, enter file name, and click [Next].



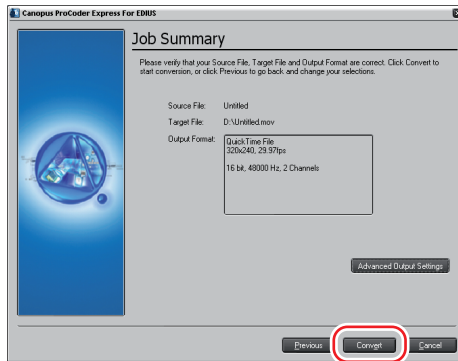
## 7 Check the settings and click [Advanced Output Settings].



## 8 Set the export details and click [Close].



## 9 Click [Convert].



A dialog box appears to start exporting the file. The dialog box disappears when the export is completed.

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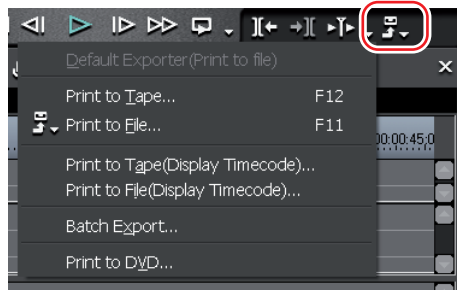
## Exporting to DVD

You can write files to DVDs by with Canopus DVD Creator. Canopus DVD Creator allows you to create title and chapter menus, as well as to set the background of the menu screen and the buttons in the screen.

**Notes**

- When exporting a file to a DVD, you need free HDD space twice as large as the size of the file to be edited.

### 1 Click [Export] in Recorder.



### 2 Click "Print to DVD".

#### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to DVD".

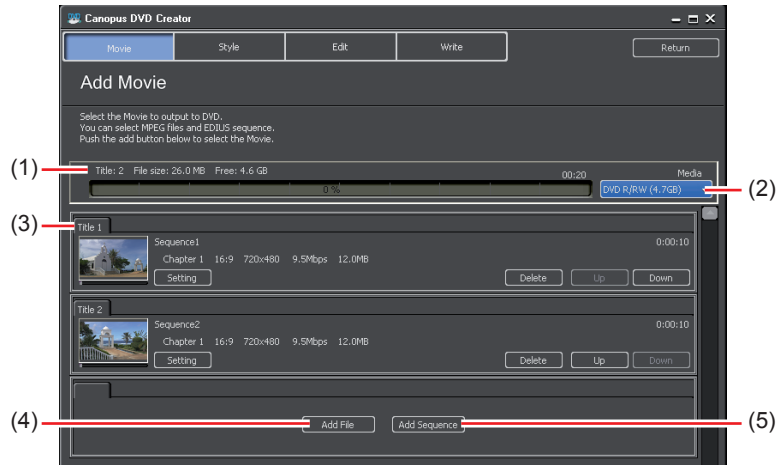
'Canopus DVD Creator' starts up.

**POINT**

- Click [Return] to exit Canopus DVD Creator and return to EDIUS. If you return to EDIUS by clicking [Return] without writing any file to a DVD and save the project, the DVD setting will also be saved.

### 3 Click the "Movie" tab to set the movie to export to DVD.

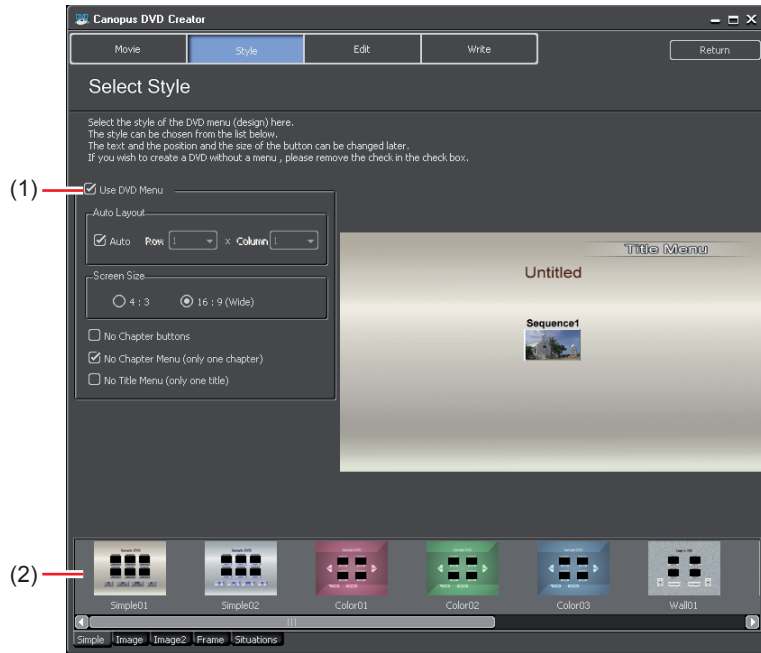
## ◆ "Add Movie" Dialog Box



(1) <b>Status bar</b>	The number and file size of titles to be added and available DVD space are displayed.
(2) <b>Media</b>	Select a DVD type to export to.
(3) <b>Title</b>	<p>The added title(s) is displayed.</p> <p><b>Setting</b> Displays the setting dialog box to change the bitrate, etc.</p> <p><b>Delete</b> Remove titles from the list. The original file(s) will not be deleted by this operation.</p> <p><b>Up/Down</b> Change the order of titles.</p>
(4) <b>Add File</b>	Click it to display the "Add DVD title" dialog box. Select a file and click [Open].
(5) <b>Add Sequence</b>	Click it to display the "Add Sequence" dialog box. Check the sequence(s) to be added and click [OK].

## 4 Click the "Style" tab and set the style of the menu screen.

## ◆ "Select Style" Dialog Box



Check it to create a menu screen for the DVD.

### **Auto Layout**

Sets the placement of the buttons. If you remove the check of "Auto", you can choose the number of buttons to be placed from the list of "Row" and "Column".

### **Screen Size**

Select the size of the menu screen.

### (1) Use DVD Menu

### **No chapter buttons**

Check it to use thumbnails as chapter buttons.

### **No Chapter Menu (only one chapter)**

If there is only one chapter in the movie, only the title menu will be created.

### **No Title Menu (only one title)**

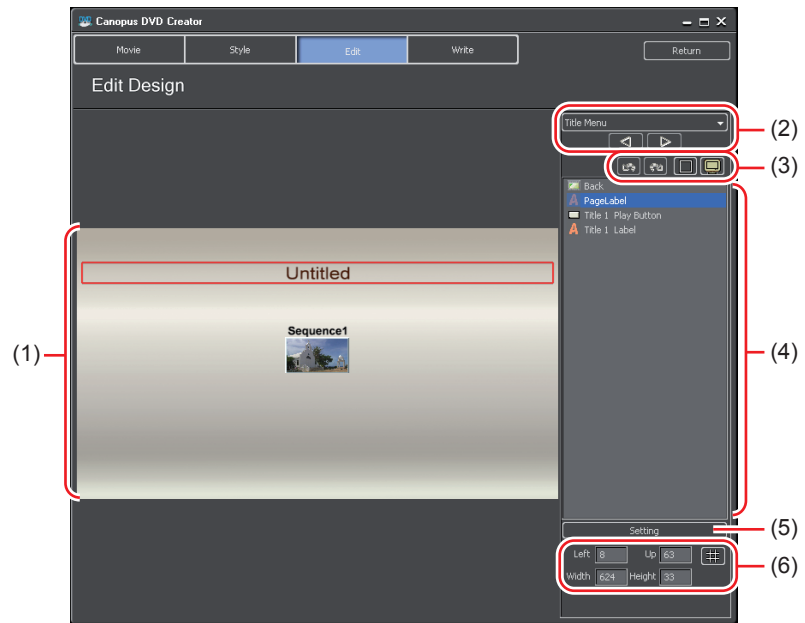
If there is only one title in the movie, only the chapter menu will be created with no title menu. It is not displayed when there are multiple titles.





### (2) Style list



Select a design of the menu screen from the list. The styles are classified according to their types in each tab.

## 5 Click the "Edit" tab to edit the menu.

### ◆ "Edit Design" Dialog Box



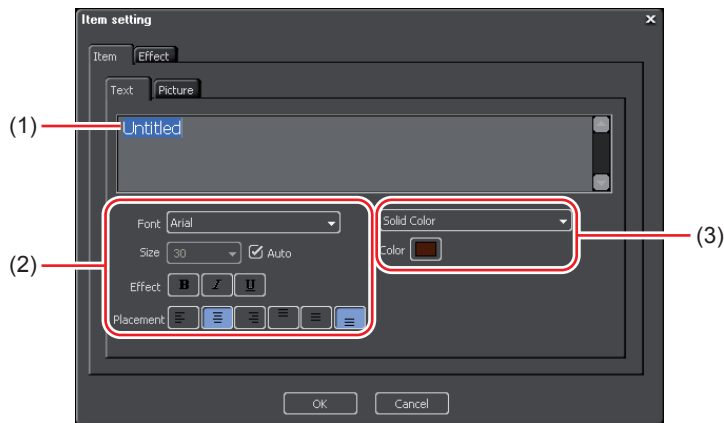
(1) <b>Edit screen</b>	The preview of the menu screen is displayed. You can edit the items directly, such as entering the title text by clicking the title, moving the buttons, and changing the size of the buttons.
(2) <b>Page selection</b>	Select the page of the menu screen from the list. The styles are classified according to their types in each tab.
(3) <b>Edit button</b>	<ul style="list-style-type: none"> <li> : Undo the performed operations to return to the previous status.</li> <li> : Redo the cancelled operations.</li> <li> : Show lines for guidance.</li> <li> : Show the preview for TV viewing.</li> </ul>

<b>(4) Item list</b>	Displays the list of the items displayed in the edit screen. If you click an item, a red frame appears around the selected item in the edit screen. If you double-click an item, the "Item setting" dialog box appears <i>"Item setting" Dialog Box ▶P550</i>
<b>(5) Item settings</b>	Click it after selecting an item to display the "Item setting" dialog box. <i>"Item setting" Dialog Box ▶P550</i>
<b>(6) Item placement/size</b>	Change the position and size of the item by entering their values.  : Show lines for guidance with respect to the selected item.  : Fix the aspect ratio of the selected item.

**POINT** • Multiple items can be selected by clicking items while holding down the [Shift] key on the keyboard. With multiple items selected, you can align the items (such as Up or Left) by right-clicking and selecting "Placement".

## ◆ "Item setting" Dialog Box

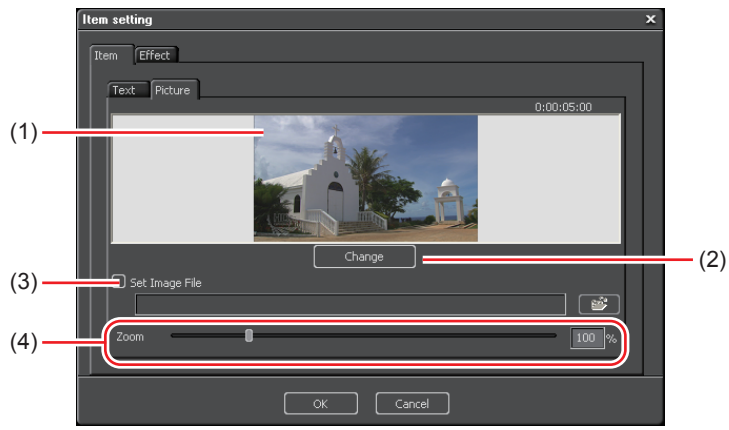
### ▣ "Text" Tab



<b>(1) Text field</b>	Enter the text to be displayed.
<b>(2) Text settings</b>	Set the font, text size, effect, and text placement within the item display frame.

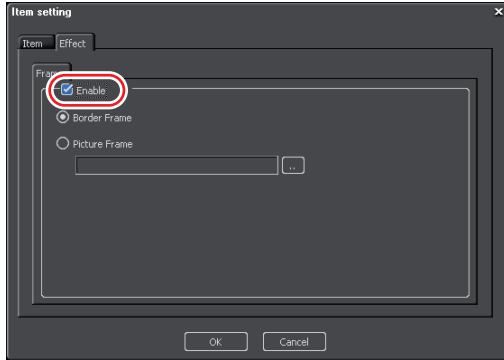
**(3) Color settings** Select "Solid Color", "Gradation Color", or "Texture File". If you click "Color", the "ColorSelect" dialog box appears. "ColorSelect" Dialog Box ▶ P169  
To select from the texture files, click [...] and select a file.

■ "Picture" Tab



<b>(1) Preview</b>	Displays a preview with the current settings.
<b>(2) Change</b>	Click it to change the image to be used for the thumbnail. Move the timeline cursor in EDIUS and click [Set].
<b>(3) Set Image File</b>	Import image files to use for thumbnails. Check it and click [select image file] to select a file.
<b>(4) Zoom</b>	Change the zoom factor of the image by moving the position bar or by entering a value.

## ▣ "Effect" Tab



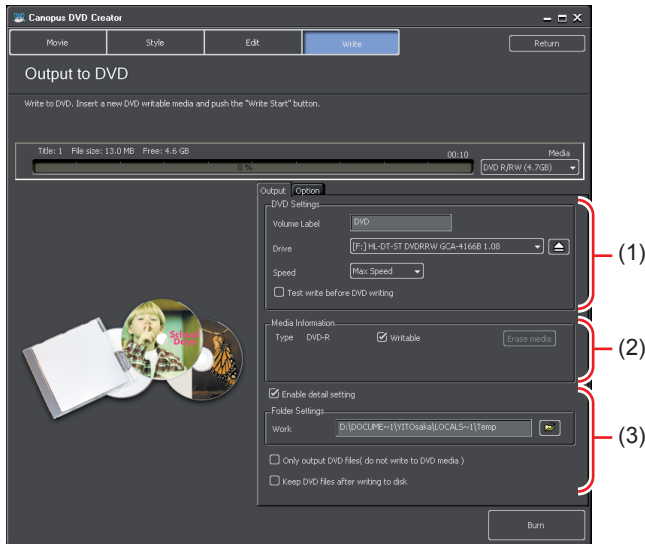
### Enable

Check it to add effects of such as or shadow a frame to the thumbnail. If you select "Picture Frame", click [...] and select a file to use as a frame.

## 6 Click the "Write" tab to set the export settings.

### ◆ "Output to DVD" Dialog Box

#### ▣ "Output" Tab



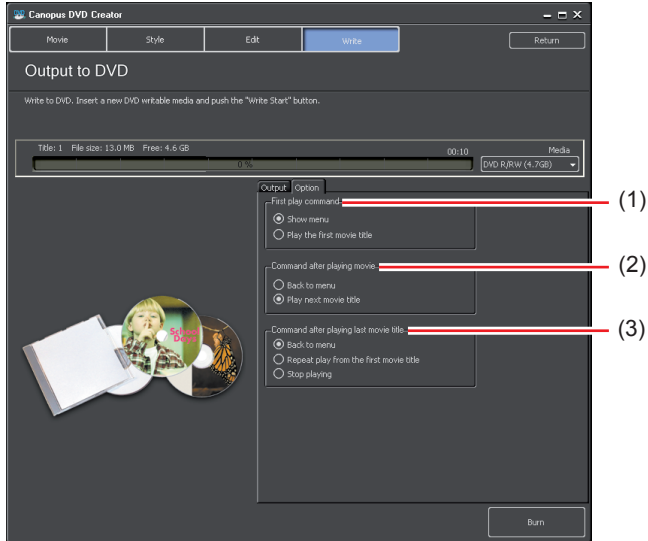
(1) <b>DVD Settings</b>	Set volume label, writing drive, and speed of DVD.
(2) <b>Media Information</b>	The information of the inserted media is displayed.
(3) <b>Enable detail setting</b>	<p>Check it to add item of the setting.</p> <p><b>Folder Settings</b> Specifies the folder to save files (such as MPEG and DVD files) that will be generated to create a DVD.</p> <p><b>Only output DVD files( do not write to DVD media)</b> Check it to create only DVD files without writing them to DVD media.</p> <p><b>Keep DVD files after writing to disk</b> Check it not to delete the created DVD files after writing them to DVD media. Check this option, if you want to leave DVD image in HDD.</p>

**POINT**

- If you want to create several DVDs with same contents, create them in series (one after another).
- The file saved by checking "Keep DVD files after writing to disk" is overwritten when another movie is output. If you need the file, change the folder settings or move the file from the destination folder.

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## ■ "Option" Tab



### (1) First play command

Select the operation when a created DVD is inserted into the DVD player.

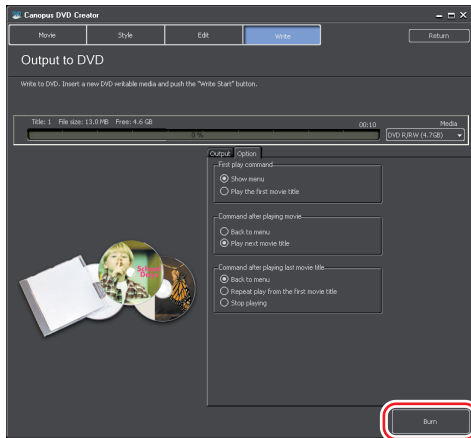
### (2) Command after playing movie

Select the operation after a playback of one title.

### (3) Command after playing last movie title

Select the operation after a playback of all of the titles.

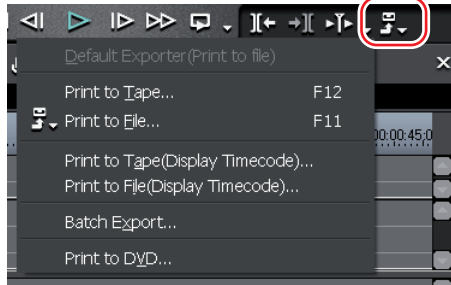
## 7 Click [Burn].



Writing to DVD is started.

## Exporting Still Image

- 1 Move the timeline cursor to the scene to be exported as a still image.
- 2 Click [Export] in Recorder.



- 3 Click "Print to File" or "Print to File(Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

"Select Exporter Plug-in" Dialog Box ► P540

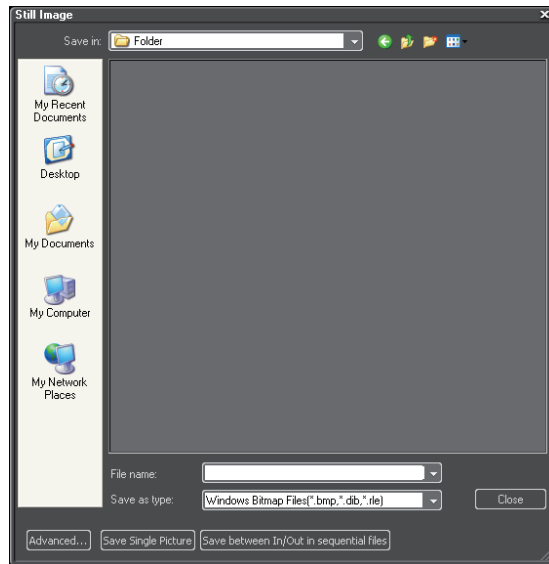
### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

- 4 Click "Still Image", and click [OK].

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**5 Enter the file name and export destination, and select the export format.**



<b>Advanced</b>	The settings of the still image to export can be changed in "Advanced Settings for Still Image Save" in the plug-in settings. You can set aspect ratio correction or export field. <i>Still Image ▶P102</i>
<b>Save Single Picture</b>	Export the frame in the timeline cursor position as a still image.
<b>Save between In/Out in sequential files</b>	Export all frames between In and Out points on the timeline as still image files. 8-digit sequential numbers are added to the end of the file names.

**6 Click [Save Single Picture] or [Save between In/Out in sequential files].**

The video is exported as still images.

**7 Click [Close].**

**Alternative**

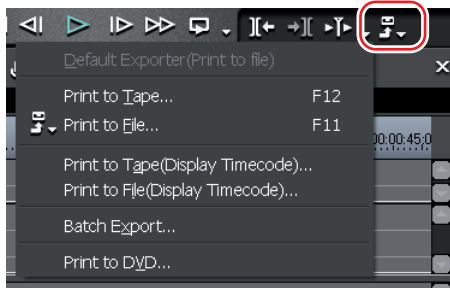
- Display the frame to save as a still image in Player or Recorder, and press [Ctrl] and [T] keys. The saving destination of the still images output with this operation is the same as the project file.

# Exporting FlashVideo

## Notes

- To export FlashVideo, you need to install 'Macromedia Flash MX' in advance, to use Adobe Systems' FlashVideo Exporter in your PC.
- For more details about 'Macromedia Flash MX' and 'FlashVideo Exporter', see the manuals provided by Adobe Systems.

## 1 Click [Export] in Recorder.



## 2 Click "Print to File" or "Print to File(Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

"Select Exporter Plug-in" Dialog Box ► P540

## Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

## 3 Click "Flash Video", and click [OK] .

## 4 Select "Flash Video" in "Save as type", and click [OK].

"Save as" dialog box appears.

## 5 Enter a file name, select the saving destination, and click [Save].

## POINT

- Click [Settings] in "Save as" dialog box, and the setting dialog box appears.
  - \* [Best (2 Pass)] in [Encoding Method] is not supported.

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## To Store Exporter Settings as Presets

### **Creating Preset Exporters** ▶ *P559*

---

You can store frequently used settings as presets.

### **Changing Preset Exporters** ▶ *P561*

---

You can change the settings of preset exporters that you created.

### **Deleting Preset Exporters** ▶ *P561*

---

You can delete the preset exporters that you created.

### **Importing Preset Exporters** (*Import*) ▶ *P562*

---

You can import preset exporters.

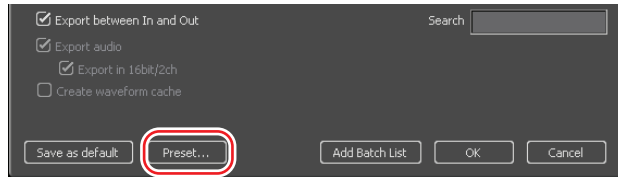
### **Exporting Preset Exporters** (*Export*) ▶ *P562*

---

You can export the preset exporters that you created.

# Creating Preset Exporters

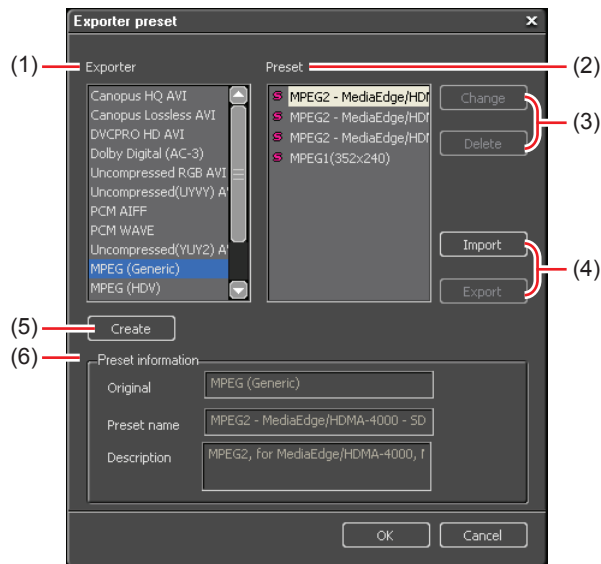
## 1 Click [Preset] in the "Select Exporter Plug-in" dialog box.



Exporting File with Exporter ▶ P539

"Exporter preset" dialog box appears.

### ◆ "Exporter preset" Dialog Box



(1) Exporter	Select an exporter to customize.
(2) Preset	<p>It is the list of the stored presets.</p> <p><b>S</b>: System presets Initially stored presets, which cannot be changed, deleted, or exported. 'S' characters are displayed on their icons.</p> <p><b>U</b>: User presets Presets stored by users, which can be changed, deleted, and exported. 'U' characters are displayed on their icons.</p>

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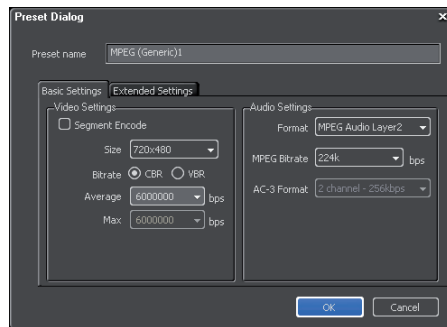
<b>(3) Change/Delete</b>	<i>Changing/Deleting Preset Exporters ►P561</i>
<b>(4) Import/Export</b>	<i>Importing Preset Exporters (Import) ►P562 Exporting Preset Exporters (Export) ►P562</i>
<b>(5) Create</b>	The "Preset Dialog" dialog box where you can customize the settings appears.
<b>(6) Preset information</b>	You can check the exporter, preset name, and details. For user presets, you can change the preset name and details by clicking here.

## 2 Select an exporter and click [Create].

## 3 Set the export content.

The setting of the export content differs depending on the exporter.

### Ex. MPEG(Generic)



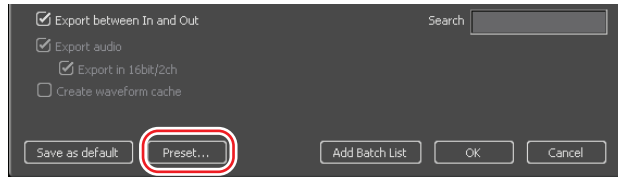
## 4 Click [OK].

The created preset is stored in "Preset".

## 5 Click [OK].

## Changing Preset Exporters

1 Click [Preset] in the "Select Exporter Plug-in" dialog box.



Exporting File with Exporter ▶ P539  
"Exporter preset" dialog box appears.  
"Exporter preset" Dialog Box ▶ P559

2 Select a preset and click [Change].

3 Set the export content and click [OK].

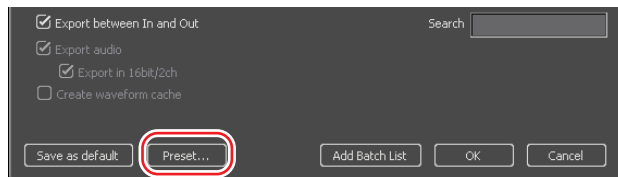
The setting of the export content differs depending on the exporter.

4 Click [OK].

**POINT** • The settings in "Preset name" and "Description" can be edited by clicking the displayed fields in the "Exporter preset" dialog box.  
• Only the user presets can be edited from the presets.

## Deleting Preset Exporters

1 Click [Preset] in the "Select Exporter Plug-in" dialog box.



Exporting File with Exporter ▶ P539  
"Exporter preset" dialog box appears.  
"Exporter preset" Dialog Box ▶ P559

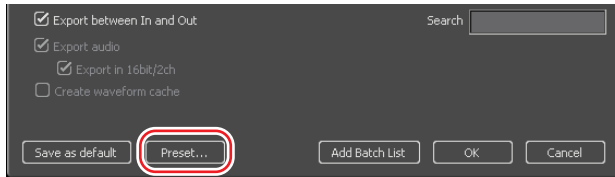
2 Select a preset and click [Delete].

**POINT** • Only the user presets can be deleted from the presets.

## Importing Preset Exporters (Import)

---

- 1 Click [Preset] in the "Select Exporter Plug-in" dialog box.



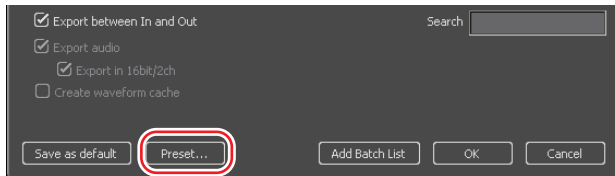
*Exporting File with Exporter* ► P539  
"Exporter preset" dialog box appears.  
"Exporter preset" Dialog Box ► P559

- 2 Click [Import].
- 3 Select a file and click [Open].

## Exporting Preset Exporters (Export)

---

- 1 Click [Preset] in the "Select Exporter Plug-in" dialog box.



*Exporting File with Exporter* ► P539  
"Exporter preset" dialog box appears.  
"Exporter preset" Dialog Box ► P559

- 2 Select a preset and click [Export].
- 3 Enter a file name and select the destination, and click [Save].

**POINT** • Only the user presets can be exported.

## **Pro** To Export Multiple Sequences and Ranges Together

### **Storing Ranges to Export in the Batch List** ▶P564

You can specify the exporting ranges and exporter to store them in the batch list.

### **Exporting Multiple Ranges Together** (*Batch Export*) ▶P566

You can export multiple ranges stored in the batch list together.

### **Deleting the Stored Ranges from Batch List** ▶P569

You can delete the ranges stored in batch list.

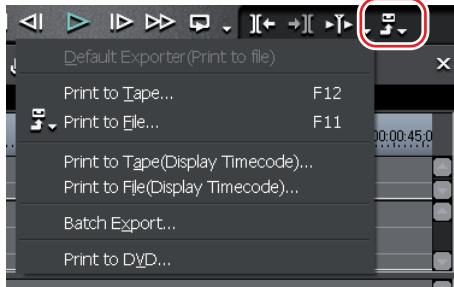
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## Pro Storing Ranges to Export in the Batch List

### 1 Set the In and Out points for the range to export.

*Setting In and Out Points on the Timeline ▶P255*

### 2 Click [Export] in Recorder.



### 3 Click "Print to File" or "Print to File(Display Timecode)".

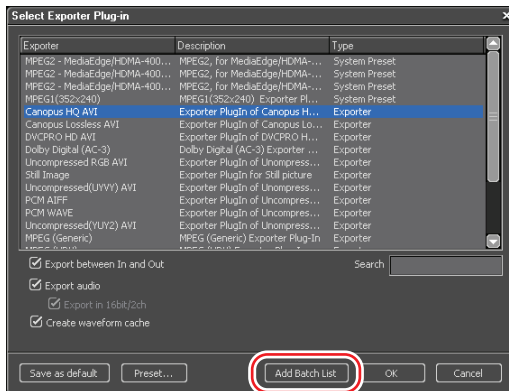
"Select Exporter Plug-in" dialog box appears.

*"Select Exporter Plug-in" Dialog Box ▶P540*

### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

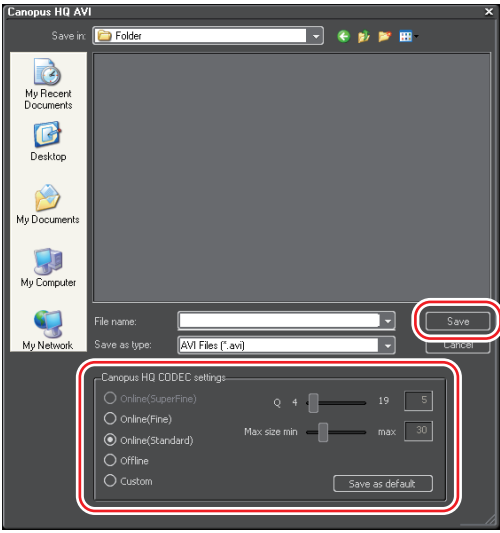
### 4 Select an exporter and click [Add Batch List].



**Notes**

- when selecting an exporter which does not support the batch export, [Add Batch List] is disabled and you cannot add the batch list.

**5 After setting the export content and a file name, specify the destination and click [Save].**



Click "Save" to save it in the batch list.

The setting of the export content differs depending on the exporter. If you want to add multiple ranges in a project to the batch list, repeat the operations to set and add In/Out points to the batch list.

**Alternative**

- After setting the In/Out points for the exporting range, right-click the timeline scale and click "Add to Batch List".
- After setting the In/Out points for the exporting range, right-click on the export list in the "Batch Export" dialog box and click "New".  
*"Batch Export" Dialog Box ▶P567*

## POINT

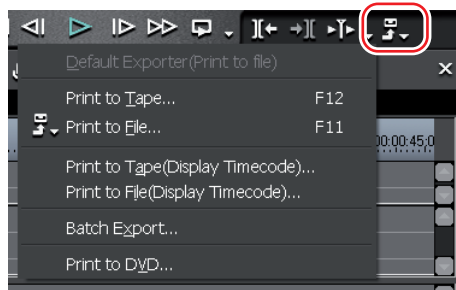
- If a default exporter has been set, you can select "Add to Batch List (Default)"\* when right-clicking the timeline scale after setting the In/Out points for the exporting range. In this case, the file name and destination are set automatically as shown below (Unavailable when the default exporter is not set):
    - File name: Exp[month][date]\_000.mpg (3-digit sequential number)
    - Destination: Same as project file folder

*"Select Exporter Plug-in" Dialog Box ►P540*
  - If you right-click the timeline scale and click "Add to Batch List(Rendering format)"\* after setting the In/Out points for the exporting range, the specified range is added to the batch list by the format that is specified in "Rendering format" of the "Project Settings" (Detail) dialog box. In this case, the file name and destination are set automatically as shown below:
    - File name: Exp[month][date]\_000.mpg (3-digit sequential number)
    - Destination: Same as project file folder

*"Project Settings" (Detail) Dialog Box ►P29*
- \* The menu items are disabled and unavailable when [Export] is unavailable.
- The batch list can be changed in the "Batch Export" dialog box.

## Pro Exporting Multiple Ranges Together (Batch Export)

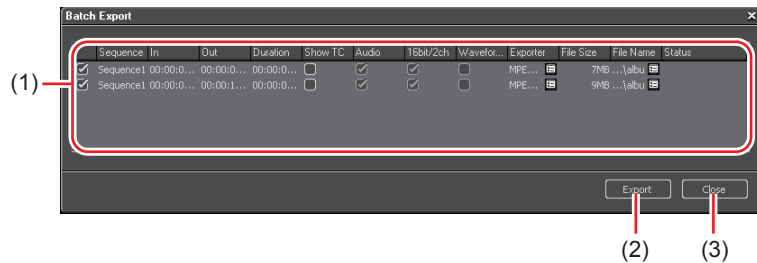
### 1 Click [Export] in Recorder.



### 2 Click [Batch Export].

"Batch Export" dialog box appears.

## ◆ "Batch Export" Dialog Box



### (1) Export list

The batch list to which you added items is displayed, where you can check and change the export content. Check the items you want to export.

#### Sequence

Sequence names are displayed.

#### In/Out/Duration

Click the values to edit them. If Out point is set before In point or In point exceeds the clip range, it is displayed in red and export is unavailable.

#### Show TC

Check it to export sequences with their timecodes displayed.

#### Audio/16bit/2ch

Check it to export the audio part at the same time. Check "16bit/2ch" to export multi-channel projects to use in other software. This setting may not be available depending on the selected exporter.

#### Waveform Cache

Check it to create wave information (waveform representation of audio). This setting may not be available depending on the selected exporter.

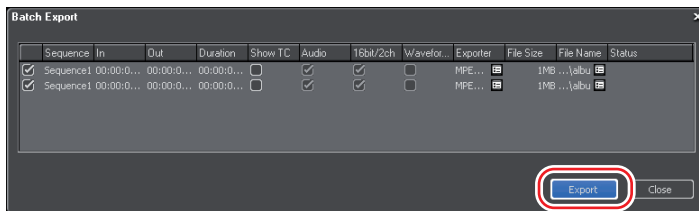
#### Exporter

Click the icon next to the exporter name to display the "Select Exporter Plug-in" dialog box.

"Select Exporter Plug-in" Dialog Box ► P540

<b>(1) Export list</b>	<p><b>File Size</b> The file size is displayed. If the total size of the exporting file exceeds the free space in the destination, a warning dialog box may appear and the export cannot be performed.</p> <p>* The displayed file size indicates only the approximate size. For some exporters, the exported file size may vary depending on the content of the video.</p> <p><b>File Name</b> Change the file name, destination, and export content.</p> <p><b>Status</b> The status of the export is displayed.</p>
<b>(2) Export/Cancel</b>	<p>The export is started. It changes to [Cancel] during the export, and clicking [Cancel] stops the export</p>
<b>(3) Close</b>	<p>Close the "Batch Export" dialog box.</p>

### 3 Check the item(s) to export, and click [Export].



The export is started and its status is displayed in "Status".  
The exported file is stored in the bin.

- POINT**
- After setting In/Out points for the exporting range, you can store a new exporting range by right-clicking on the export list and clicking "New".
  - If you right-click on the export list and click "Select All", all of the items for the stored exporting range can be selected. Check one from the multiple selected items, to check all the selected items.
  - You can change the exporter by right-clicking an item in the export list and clicking "Change Exporter".

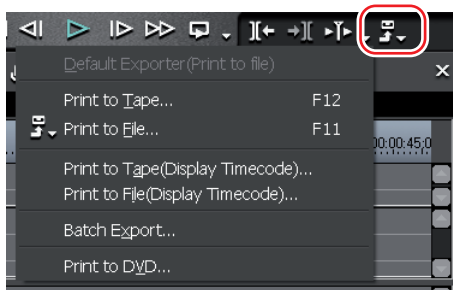
## Notes

- If you delete a sequence that is stored in the batch list from both of the timeline and bin, the batch list is disabled and displayed in red.
  - If you change sequence or project settings of a sequence that is stored in a batch list, their changes will also be reflected in the batch list settings. If the exporter that cannot be used for export is set due to the changes, the exporter in the batch list is displayed in red and the export operation is disabled.
  - Some exporters such as Canopus ProCoder Express For EDIUS cannot be used in the batch export.
  - If you store a user preset exporter in the batch list, its original exporter name is displayed in "Exporter".
- Creating Preset Exporters ▶ P559*

**Pro**

## Deleting the Stored Ranges from Batch List

**1** Click [Export] in Recorder.



**2** Click [Batch Export].

"Batch Export" dialog box appears.

*"Batch Export" Dialog Box ▶ P567*

**3** Right-click the item to delete and click "Delete".

## POINT

- If you remove the checks from the items of the exporting range in the "Batch Export" dialog box, you can exclude the items from the exporting target without deleting the stored items.

# 2

## Printing to Tape

### To Print to Tape

#### **Output to HDV Device (Generic HDV) ▶P571**

Convert the edited clip to a MPEG-TS format file and output the converted file to HDV devices.

#### **Output to DV Device (Generic OHCI) ▶P577**

You can output the data to DV devices.

#### **Output to Device Not Controlled by Deck ▶P579**

You can output data to analog devices.

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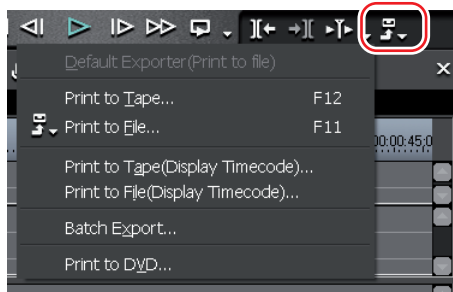
## Output to HDV Device (Generic HDV)

You can export files by using HDV SpeedEncoder. You can also export files with Canopus ProCoder Express For EDIUS Wizard in EDIUS Pro/Broadcast.

**Notes** • Before exporting, make sure to save your project.

### File Export with HDV SpeedEncoder

#### 1 Click [Export] in Recorder.



#### 2 Click "Print to File" or "Print to File(Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

"Select Exporter Plug-in" Dialog Box ► P540

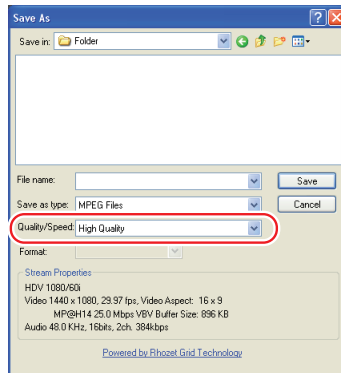
#### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

#### 3 Click "HDV SpeedEncoder", and click [OK].

#### 4 Select the quality for the exporting file from the list of "Quality/Speed".

Time period for exporting a file varies depending on the selected quality. High quality requires longer period of time for exporting file.



#### 5 Enter the file name, select the saving destination, and click [Save].

Go to step 1 in 'Print to Tape'.

*Print to Tape* ► P575

### **Pro** Exporting File with Canopus ProCoder Express For EDIUS Wizard

#### 1 Click [Export] in Recorder.

#### 2 Click "Print to File" or "Print to File(Display Timecode)".

"Select Exporter Plug-in" dialog box appears.

*"Select Exporter Plug-in" Dialog Box* ► P540

#### **Alternative**

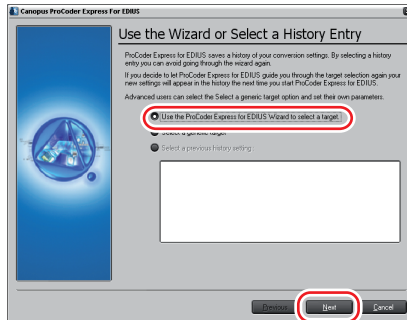
- Click "File" on the menu bar, and click "Print" → "Print to File" or "Print to File(Display Timecode)".
- Print to File: **[F11]**

#### 3 Click "Canopus ProCoder Express For EDIUS Wizard", and click [OK].

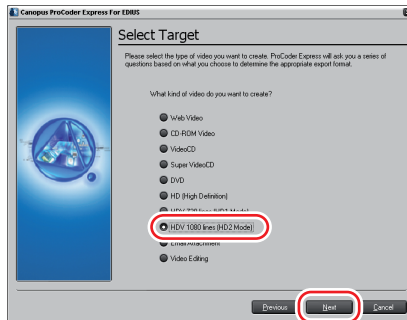
'Canopus ProCoder Express For EDIUS' starts and "Use the Wizard or Select a History Entry" dialog box appears.

*"Use the Wizard or Select a History Entry" Dialog Box* ► P543

#### 4 Select "Use the ProCoder Express for EDIUS Wizard to select a target" and click [Next].

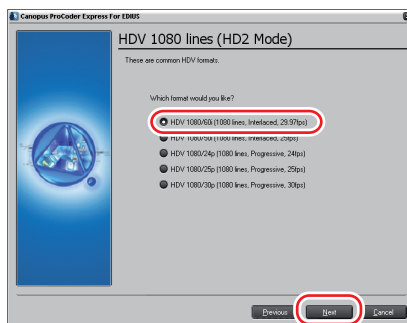


#### 5 Select "HDV 1080 lines (HD2 Mode)" and click [Next].



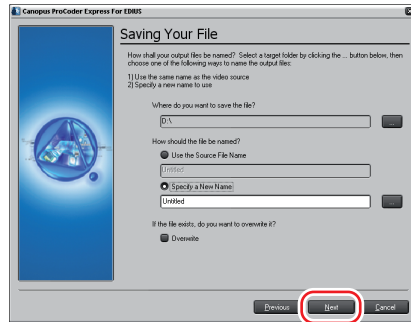
HD2 Mode corresponds to SONY and Canon devices, and HD1 Mode to Victor (JVC) devices.

#### 6 Select "HDV 1080/60i (1080 lines, Interlaced, 29.97fps)", and click [Next].

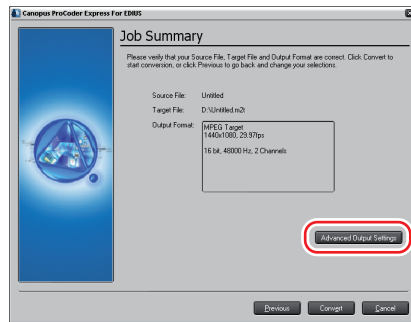


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**7 Specify the file saving destination, enter file name, and click [Next].**

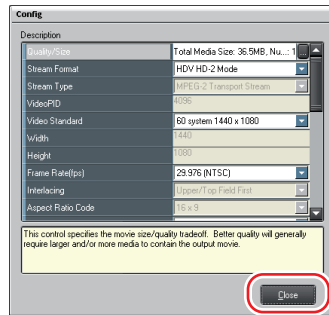


**8 Check the settings and click [Advanced Output Settings].**

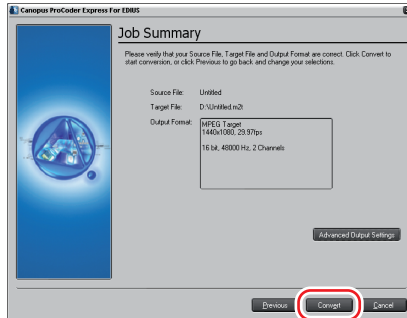


**9 Set the export details and click [Close].**

Use the default setting normally.



## 10 Click [Convert].



The file is output. It takes 3 to 8 times as long as the play duration of the clip for output.

Go to step 1 in 'Print to Tape'.

*Print to Tape ► P575*

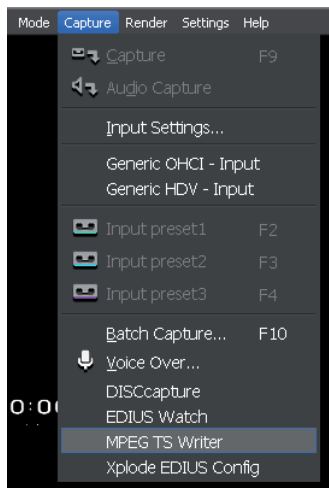
## Print to Tape

### 1 Connect the PC generic IEEE1394 terminal to the HDV device with DV cable.

Set the HDV device in video mode (PLAY/EDIT etc).

**POINT** • When your HDV device supports HDV mode, set the device to HDV mode. For more information on setting, see the instruction manual for your HDV device.

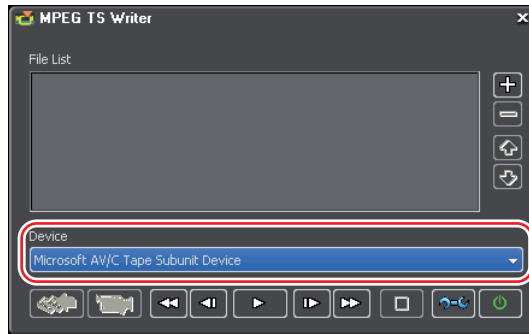
### 2 Click "Capture" on the menu bar, and click "MPEG TS Writer".



## Alternative

- Click [Tools] in the bin, and click "MPEG TS Writer".

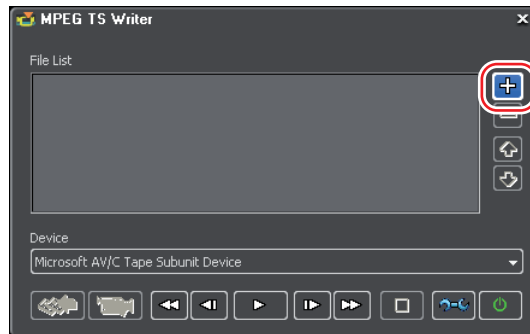
### 3 Select "Microsoft AV/C Tape Subunit Device" from the list of "Device".



## Notes

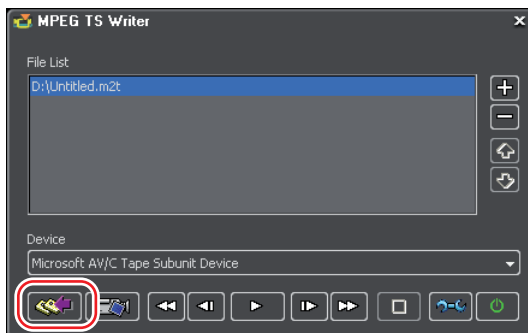
- If your PC does not recognize HDV camera, check if it is recognized as "AV/C Tape Device" for "Sound, video and game controllers" of Device Manager. If not recognized, check that Windows XP Service Pack 2 is applied, and that HDV camera is set to HDV fixed mode (HDV-DV convert is OFF).

### 4 Click [Add File to List].



### 5 Select the output file and click [Open].

## 6 Click [Write].



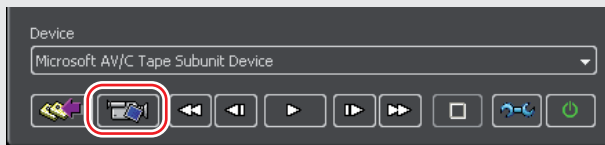
Output starts.

## 7 Click [OK].

## 8 Click [Close].

### POINT

- If you click [Output to device without recording], the video is output from the component output of HDV camera. (Not recorded to tape.)



## Output to DV Device (Generic OHCI)

### 1 Connect the PC generic IEEE1394 terminal to the DV device with DV cable.

Set the DV device in video mode (PLAY/EDIT etc).

### 2 Click "Settings" on the menu bar, and click "Project Settings".

### 3 Click [Change current setting].

"Project Settings" (Detail) dialog box appears.

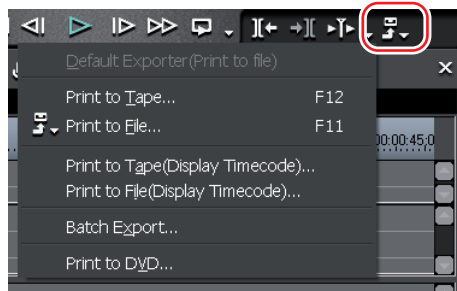
"Project Settings" (Detail) Dialog Box ▶P29

### 4 Click "Generic OHCI SD NTSC" in "Output device", and select an output format.

## 5 Click [OK].

The DV device is recognized, and operation by the buttons in Recorder becomes available.

## 6 Click [Export] in Recorder.



## 7 Click "Print to Tape" or "Print to Tape(Display Timecode)".

### Alternative

- Click "File" on the menu bar, and click "Print" → "Print to Tape" or "Print to Tape(Display Timecode)".
- Print to Tape: **[F12]**

## 8 Click [Export].

Playback and export of the timeline clip start.

"Print To Tape" dialog box disappears when the export finishes.

- POINT**
- Click [Abort] to cancel the export.
  - Export the range between In and Out points on the timeline, if you set In and Out points.

## Output to Device Not Controlled by Deck

- 1 Switch the analog device settings to external input for recording.
- 2 Click [Play] in Recorder.



Export of the data starts.

- 3 Click [Stop] in Recorder to stop the export.



Export of the data stops.

- 4 Recording of the analog device stops.

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# Appendix

# 1

# Input/Output Format

## About Contents for Each Input/Output Device

### Output device

#### Generic OHCI HD 60Hz

Output Format	Codec	Video Device	Note
1920x1080 59.94i	Canopus HQ	AVCHD, Infinity, HD-D5, AVC-Intra100, HDCAM-SR	
1440x1080 59.94i		HDV(Sony/Canon), AVCHD, AVC-Intra50, HDCAM	
1440x1080 29.97p		HDV(Sony/Canon)	
1280x720 59.94p		HDV(JVC), Infinity, AVC-Intra100	
1280x720 29.97p		HDV(JVC)	
1280x1080 59.94i	DVCPRO HD	DVCPRO HD	*
1280x1080 29.97p over 59.94i		DVCPRO HD, AVC-Intra50	*
960x720 59.94p		DVCPRO HD	*
960x720 29.97p over 59.94p		DVCPRO HD	*

#### Generic OHCI HD 50Hz

Output Format	Codec	Video Device	Note
1920x1080 50i	Canopus HQ	AVCHD, Infinity, HD-D5, AVC-Intra100, HDCAM-SR	
1440x1080 50i 48kHz 2ch		HDV(Sony/Canon), AVCHD, AVC-Intra50, HDCAM	
1440x1080 25p		HDV(Sony/Canon)	
1280x720 50p		HDV(JVC), Infinity, AVC-Intra100	
1280x720 25p		HDV(JVC)	
1440x1080 50i 48kHz 8ch	DVCPRO HD	DVCPRO HD	*
1440x1080 25p over 50i		DVCPRO HD, AVC-Intra50	*
960x720 50p		DVCPRO HD	*
960x720 25p over 50p		DVCPRO HD	*
960x720 50p over 60p		DVCPRO HD	*
960x720 25p over 60p	DVCPRO HD	*	

### Generic OHCI HD 24Hz

Output Format	Codec	Video Device	Note
1440x1080 23.98p	Canopus HQ	HDV(Sony/Canon)	
1280x720 23.98p		HDV(JVC)	
1280x1080 23.98p over 59.94i	DVCPRO HD	DVCPRO HD	*
1280x1080 23.98pA over 59.94i			*
960x1080 23.98p over 59.94p			*
960x1080 24p over 60p			*

### Generic OHCI SD NTSC

Output Format	Codec	Video Device	Note
720x480 59.94i 4:3 48kHz 4ch	DVCPRO50	DVCPRO50	*
720x480 59.94i 16:9 48kHz 4ch			*
720x480 59.94i 4:3 48kHz 2ch	Canopus DV	DV, DVCAM	
720x480 59.94i 4:3 44.1kHz			
720x480 59.94i 4:3 32kHz 2ch			
720x480 59.94i 4:3 32kHz 4ch			
720x480 59.94i 16:9 48kHz 2ch			
720x480 59.94i 16:9 44.1kHz			
720x480 59.94i 16:9 32kHz 2ch			
720x480 59.94i 16:9 32kHz 4ch			
720x480 29.97p over 59.94i 4:3			
720x480 29.97p over 59.94i 16:9			
720x480 59.94p 16:9			Canopus HQ

### Generic OHCI SD PAL

Output Format	Codec	Video Device	Note
720x576 50i 4:3 48kHz 4ch	DVCPRO50	DVCPRO50	*
720x576 50i 16:9 48kHz 4ch			*
720x576 50i 4:3 48kHz 2ch	Canopus DV	DV, DVCAM	
720x576 50i 4:3 44.1kHz			
720x576 50i 4:3 32kHz 2ch			
720x576 50i 4:3 32kHz 4ch			
720x576 50i 16:9 48kHz 2ch			
720x576 50i 16:9 44.1kHz			
720x576 50i 16:9 32kHz 2ch			
720x576 50i 16:9 32kHz 4ch			
720x576 25p over 50i 4:3			
720x576 25p over 50i 16:9			
720x576 50p 4:3			Canopus HQ
720x576 50p 16:9			
720x576 25p 16:9			

## Generic OHCI SD 24Hz

Output Format	Codec	Video Device	Note
720x480 23.98p over 59.94i 4:3 48kHz	Canopus DV	DV, DVCAM	
720x480 23.98p over 59.94i 16:9 48kHz			
720x480 23.98pA over 59.94i 4:3 48kHz			
720x480 23.98pA over 59.94i 16:9 48kHz			

### Notes

- \* Available for EDIUS Broadcast.
- The model name listed as the video device for each format is an example.

## Input Device

### Generic OHCI Input

Input Format	Codec	Video Device	Note
DVCPRO HD 1080/59.94i	DVCPRO HD	DVCPRO HD	*1
DVCPRO50 59.94i	DVCPRO50	DVCPRO50	*1
DV 59.94i	Canopus DV		
DVCPRO HD 1080/50i	DVCPRO HD	DVCPRO HD	*1
DVCPRO50 50i	DVCPRO50	DVCPRO50	*1
DV 50i	Canopus DV		
DVCPRO HD 720/59.94p	DVCPRO HD	DVCPRO HD	*1
DVCPRO HD 720 Constant Rate Shooting over 59.94p			*1
DVCPRO HD 720 Constant Rate Shooting over 60p			*1
DVCPRO HD 720/50p			*1

### Generic HDV Input

Input Format	Codec	Video Device	Note
Canopus HQ 1920X1080/54.94i	Canopus HQ	ADVC-HDM1	
Canopus HQ 1440X1080/59.94i		HDV (Sony / Canon)	
Canopus HQ 1440X1080/50i			
Canopus HQ 1440X1080/29.97p			
Canopus HQ 1440X1080/23.98p over 59.94i			
Canopus HQ 1440X1080/23.98pA over 59.94i		HDV (Canon)	
Canopus HQ 1440X1080/25p		HDV (Sony / Canon)	
Canopus HQ 720/59.94p		HDV (JVC)	
Canopus HQ 720/29.97p			
Canopus HQ 720/23.98p over 59.94p			
Canopus HQ 720/50p			
Canopus HQ 720/25p	Canopus HQ	HDV (JVC)	
Canopus HQ 480/59.94p			
Canopus HQ 576/25p			
Canopus HQ 576/50p			

Output Format	Codec	Video Device	Note
MPEG TS 1920X1080/59.94i	-	ADVC-HDM1	*2
MPEG TS 1440X1080/59.94i		HDV (Sony / Canon)	*2
MPEG TS 1440X1080/50i			*2
MPEG TS 720/29.97p			*2
MPEG TS 720/54.94p, 720/23.98p over 59.94p		HDV (JVC)	*2
MPEG TS 720/50p,720/25p			*2

**Notes**

- \*1 Available for EDIUS Broadcast.
- \*2 Captured in MPEG TS format of HDV native.
- The model name listed as the video device for each format is an example.

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## Frequently Asked Questions

### **What is the difference between 'Standard' and 'EDIUS Pro3 compatible' in "Panning mode" of the sequence settings?**

**Pro****►P587**

This section explains about the difference between 'Standard' and 'EDIUS Pro3 compatible' in "Panning mode" of the sequence settings.

### **What is the difference between "TC preset" in the project settings and "TC preset" in the sequence settings?**

**Pro****►P588**

This section explains about the difference of the same setting item in the project setting and the sequence setting.

### **What is the difference between the ripple mode and sync mode?**

**►P588**

This section explains about the difference of the edit range when editing in the ripple mode and in the sync mode.

## What is the difference between 'Standard' and 'EDIUS Pro3 compatible' in "Panning mode" of the sequence settings?

Audio of a clip is placed differently in such conditions below.

- When placing a monaural audio clip (1ch) without performing 'Clip channel setting' in the audio (A) track
- When placing an audio clip by setting 'Clip channel setting' to 'Monaural channel' in the audio (A) track

### ■ When placing a monaural audio clip (1ch) without performing 'Clip channel setting' in the audio (A) track

<b>Standard</b>	Divide the volume [100%] of a clip into [L50%, R50%], to place.
<b>EDIUS Pro3 compatible</b>	Place [L100%, R100%] each without dividing the volume [100%] of a clip.

### ■ When placing an audio clip by setting 'Clip channel setting' to 'Monaural channel' in the audio (A) track

<b>Standard</b>	When the track number of the audio (A) track is an odd number, the specified monaural audio clip is divided into [L100%, R0%], to place. When the track number of the audio (A) track is an even number, the specified monaural audio clip is divided into [L0%, R100%], to place.
<b>EDIUS Pro3 compatible</b>	Place [L100%, R100%] to each without dividing the volume [100%] of the specified monaural audio clip.

**POINT** • The procedure of the pan is the same after placing a clip on the sequence.

A clip is placed in the same way both in 'Standard' or 'EDIUS Pro3 Compatible' in the conditions below.

- When placing a clip with audio in VA track
- When placing a stereo audio clip (2ch) without performing 'Clip channel setting' in the audio (A) track
- When placing a stereo audio clip by setting 'Clip channel setting' to 'Stereo channel' in the audio (A) track

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**Pro** **What is the difference between "TC preset" in the project settings and "TC preset" in the sequence settings?**

The settings in TC PRESET, TC MODE or the total length are different when defining in the project settings or sequence settings.

<b>Project Setting</b>	When a project is newly created or a sequence is created after opening the project, the setting details of TC PRESET, TC MODE or the total length in the project settings are applied. The settings of the created sequence are not refined even when the setting changes of these items are performed after opening the project.
<b>Sequence Settings</b>	You can edit the settings of TC PRESET, TC MODE or the total length of the created sequence individually, after opening a project.

**What is the difference between the ripple mode and sync mode?**

The difference between the ripple mode and sync mode is as below.

<b>Ripple Mode</b>	When a clip is deleted or trimmed, the subsequent clip moves forward, not to make a gap on the timeline. The edit range is only within the track under edit. Edit can affect even when out of the ripple mode, for the ripple delete, ripple cut, or trimming with shortcuts.
<b>Sync Mode</b>	In this mode, the edit results affect other tracks when inserting a clip or trimming.

The ripple mode is available in the conditions below.

- When trimming
- When deleting
- When inserting or editing (keeping the length of the blank space to insert, in the ripple mode)
- When changing 'Speed'

The same edit contents are affected for the ripple delete, ripple cut, or shortcut under ripple trimming when out of the ripple mode.

*Ripple Mode* ► P233

*Sync Mode* ► P232

## For Users of EDIUS Pro 3

### **Change in Trimming Operation** ▶ *P590*

The trimming operation is significantly modified.

### **Change of 'Ripple delete space'** ▶ *P590*

'Ripple delete space' has been changed to 'Delete gap'.

### **Function Transfer** ▶ *P590*

Find the transferred functions of EDIUS Pro 3 in the list.

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Appendix

## Change in Trimming Operation

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All the trims, that operations are less intuitive in EDIUS Pro 3 such as 'Trim Dialog', dragging a mouse with 'pressing [Shift] key' or 'pressing [Shift] and [Alt] keys', are removed and new trim operations are mounted.

*Trimming Clip* ▶P313

## Change of 'Ripple delete space'

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The function 'Ripple delete space' in EDIUS Pro 3 is renamed as 'Delete gap', and the operation procedure and the assigned shortcut key are changed.

*Deleting Gap (Blanks)* ▶P300

## Function Transfer

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The setting methods and fields of following functions are transferred.

<b>Input setting</b>	Click "Capture" on the menu bar, and click "Input Settings". <i>"Input Settings" Dialog Box</i> ▶P210
<b>Status Display</b>	Click "View" on the menu bar, and click "Overlay" → "Status". <b>[Ctrl] + [G]</b> <i>Show/Hide of Preview Window</i> ▶P124
<b>Pause field</b>	Click "View" on the menu bar, select an item from "Pause Field" and click it. <i>Switching Display When Stopping Playback</i> ▶P129
<b>Version information</b>	Click "Help" on the menu bar, and click "Version Info".
<b>Deck Settings</b>	Click "Settings" on the menu bar, and click "Application Settings". Click "Application Settings" tree, and click "Deck Settings" (Neo: Capture). <i>Deck Settings (Neo: Capture)</i> ▶P84
<b>Customizing Button</b>	Click "Settings" on the menu bar, and click "Application Settings". Click "Application Settings" tree, click "Customize" tree, and click "Button". <i>Setting Operation Buttons</i> ▶P115
<b>Jog/Fader Settings</b>	Click "Settings" on the menu bar, and click "Plug-in Settings". Click "Plug-in settings" tree on the menu bar, and click "Select Input Controller". <i>InputController</i> ▶P104 * When using EDIUS Neo, "Select Input Controller" does not exist.

# 3

## Keyboard Shortcut

Shortcuts according to the operation category are listed below.

### ■ Bin

Add clip in Player to Bin	<b>[Shift] + [Ctrl] + [B]</b>
Open source file of the clip	<b>[Shift] + [Ctrl] + [P]</b>
Add file - Recorder	<b>[Shift] + [Ctrl] + [O]</b>
Print to tape	<b>[F12]</b>
Search frame - Player	<b>[Shift] + [Ctrl] + [F]</b>
Search frame - Recorder	<b>[Shift] + [F]</b>
Save project	<b>[Ctrl] + [S]</b>
Open project	<b>[Ctrl] + [O]</b>
Delete render file - Files that are not used	<b>[Alt] + [Q]</b>
Save as	<b>[Shift] + [Ctrl] + [S]</b>
New sequence	<b>[Shift] + [Ctrl] + [N]</b>
New project	<b>[Ctrl] + [N]</b>
Create a freeze frame	<b>[Ctrl] + [T]</b>

### ■ Edit

+1 frame trim	<b>[.]</b>
+10 frame trim	<b>[Shift] + [.]</b>
-1 frame trim	<b>[,]</b>
-10 frame trim	<b>[Shift] + [,]</b>
Overwrite copied clip to timeline	<b>[Shift] + [I]</b>
Overwrite to timeline	<b>[I]</b>
Insert copied clip to timeline	<b>[Shift] + [I]</b>
Insert to timeline	<b>[I]</b>
V mute	<b>[Shift] + [V]</b>
Redo	<b>[Shift] + [Ctrl] + [Z]</b>
Redo	<b>[Ctrl] + [Y]</b>
Set add audio	<b>[Shift] + [K]</b>

Remove cut points	<b>[Ctrl] + [Delete]</b>
Add cut point - selected track	<b>[C]</b>
Paste transition to cursor position	<b>[Ctrl] + [Alt] + [K]</b>
Paste to cursor position (timeline)	<b>[Shift] + [Insert]</b>
Paste to cursor position (timeline)	<b>[Ctrl] + [V]</b>
Shift the top frame of the clip to cursor position	<b>[Shift] + [Alt] + [B]</b>
Clip properties	<b>[Alt] + [Enter]</b>
Clip enable/disable	<b>[0]</b>
Release clip channel - audio	<b>[8]</b>
Release clip channel - all	<b>[9]</b>
Set clip channel - video	<b>[7]</b>
Set clip channel - monaural channel	<b>[Shift] + [X]</b>
Copy to clipboard(timeline)	<b>[Ctrl] + [Insert]</b>
Copy to clipboard(timeline)	<b>[Ctrl] + [C]</b>
Cut to clipboard(timeline)	<b>[Ctrl] + [X]</b>
Cut to clipboard(timeline)	<b>[Shift] + [Delete]</b>
Remove group	<b>[Alt] + [G]</b>
Stereo channel 1, 2 (selected track)	<b>[5]</b>
Stereo channel 3, 4 (selected track)	<b>[6]</b>
Sprit slide trim (Out mode)	<b>[Shift] + [Ctrl] + [Alt] + [M]</b>
Create title in current track	<b>[T]</b>
Add to timeline	<b>[E]</b>
Time remap	<b>[Shift] + [Alt] + [E]</b>
Set default transition	<b>[Ctrl] + [P]</b>
Duration	<b>[Alt] + [U]</b>

Track lock	<b>[Alt] + [L]</b>
Paste transition to In point	<b>[Shift] + [Alt] + [K]</b>
Set transition (1sec)	<b>[Alt] + [1]</b>
Set transition (2sec)	<b>[Alt] + [2]</b>
Set transition (3sec)	<b>[Alt] + [3]</b>
Set transition (4sec)	<b>[Alt] + [4]</b>
Set transition (5sec)	<b>[Alt] + [5]</b>
Set add video	<b>[Shift] + [J]</b>
Video mute	<b>[Shift] + [W]</b>
Toggle focus - up	<b>[Ctrl] + [Alt] + [Up]</b>
Toggle focus - down	<b>[Ctrl] + [Alt] + [Down]</b>
Toggle focus - right	<b>[Ctrl] + [Alt] + [Right]</b>
Toggle focus - left	<b>[Ctrl] + [Alt] + [Left]</b>
Move focus - up	<b>[Shift] + [Ctrl] + [Alt] + [Up]</b>
Duration - track transition Out	<b>[Ctrl] + [Alt] + [U]</b>
Mute	<b>[Shift] + [S]</b>
Monaural channel 1 (selected track)	<b>[1]</b>
Monaural channel 2 (selected track)	<b>[2]</b>
Monaural channel 3 (selected track)	<b>[3]</b>
Monaural channel 4 (selected track)	<b>[4]</b>
Initialize rubber band setting	<b>[Shift] + [Ctrl] + [U]</b>
Ripple cut	<b>[Alt] + [X]</b>
Unlink	<b>[Alt] + [Y]</b>
Link	<b>[Y]</b>
Undo	<b>[Ctrl] + [Z]</b>
Edit clip setting	<b>[Shift] + [Ctrl] + [E]</b>
Replace clip(timeline)	<b>[Ctrl] + [R]</b>
Speed	<b>[Alt] + [E]</b>
Add to Bin	<b>[Shift] + [B]</b>
Replace parts - clip	<b>[Shift] + [R]</b>
Replace parts - clip and filter	<b>[Shift] + [Alt] + [R]</b>
Replace parts - filter	<b>[Alt] + [R]</b>
Replace parts - mixer	<b>[Shift] + [Ctrl] + [R]</b>

## ■ Edit - Delete

Ripple delete - between In/Out	<b>[Alt] + [D]</b>
Delete - between In/Out	<b>[D]</b>
Delete pan settings	<b>[Ctrl] + [Alt] + [H]</b>
Delete gap	<b>[Backspace]</b>
Delete gap	<b>[Shift] + [Alt] + [S]</b>
Delete volume setting	<b>[Shift] + [Alt] + [H]</b>
Ripple delete	<b>[Alt] + [Delete]</b>
Delete	<b>[Delete]</b>
Display right-click menu	<b>[Application]</b>
Delete transitions between selected clips	<b>[Alt] + [T]</b>
Delete audio of selected clip	<b>[Alt] + [A]</b>
Delete parts - audio filter	<b>[Ctrl] + [Alt] + [F]</b>
Delete parts - key	<b>[Ctrl] + [Alt] + [G]</b>
Delete parts - cross fade	<b>[Ctrl] + [Alt] + [T]</b>
Delete parts - transition	<b>[Shift] + [Alt] + [T]</b>
Delete parts - transparency	<b>[Shift] + [Ctrl] + [Alt] + [G]</b>
Delete video of selected clip	<b>[Alt] + [V]</b>
Delete parts - videofilter	<b>[Shift] + [Alt] + [F]</b>
Delete parts - all filters	<b>[Shift] + [Ctrl] + [Alt] + [F]</b>

## ■ Edit - Select

Select from timeline cursor position to the start point of all tracks	<b>[Shift] + [Home]</b>
Select from timeline cursor position to the end point of all tracks	<b>[Shift] + [End]</b>
Move selected track - up	<b>[Up]</b>
Move selected track - down	<b>[Down]</b>
Add focus	<b>[Alt] + [Space]</b>
Add/remove focus	<b>[Shift] + [Ctrl] + [Alt] + [Space]</b>
Move focus - down	<b>[Shift] + [Ctrl] + [Alt] + [Down]</b>
Move focus - right	<b>[Shift] + [Ctrl] + [Alt] + [Right]</b>
Move focus - left	<b>[Shift] + [Ctrl] + [Alt] + [Left]</b>

Add focus - up	<b>[Shift] + [Alt] + [Up]</b>
Add focus - down	<b>[Shift] + [Alt] + [Down]</b>
Add focus - right	<b>[Shift] + [Alt] + [Right]</b>
Add focus - left	<b>[Shift] + [Alt] + [Left]</b>
Move selected focus - up	<b>[Alt] + [Up]</b>
Move selected focus - down	<b>[Alt] + [Down]</b>
Move selected focus - right	<b>[Alt] + [Right]</b>
Move selected focus - left	<b>[Alt] + [Left]</b>
Select a clip to forward	<b>[Alt] + [Page up]</b>
Select a clip to back	<b>[Alt] + [Page down]</b>
Select all tracks	<b>[Shift] + [A]</b>
Select all clips in selected tracks	<b>[Ctrl] + [A]</b>
Clear focus	<b>[Shift] + [Esc]</b>

## ▣ Edit - Move

TC jump (+)	<b>[Num +]</b>
TC jump (-)	<b>[Num -]</b>
Print to file	<b>[F11]</b>
Display master clip	<b>[Alt] + [F]</b>
Match frame - Player > Recorder	<b>[Ctrl] + [F]</b>
Match frame - Recorder > Player	<b>[F]</b>
Move to start	<b>[Home]</b>
Previous edit point	<b>[Ctrl] + [Left]</b>
Previous edit point	<b>[A]</b>
Previous edit point - trim	<b>[Page up]</b>
Move to end	<b>[End]</b>
Next edit point	<b>[Ctrl] + [Right]</b>
Next edit point	<b>[S]</b>
Next edit point - trim	<b>[Page down]</b>
Select 1A track	<b>[Shift] + [1]</b>
Select 1VA/V track	<b>[Shift] + [5]</b>
Select 2A track	<b>[Shift] + [2]</b>
Select 2VA/V track	<b>[Shift] + [6]</b>

Select 3A track	<b>[Shift] + [3]</b>
Select 4A track	<b>[Shift] + [4]</b>

## ▣ View

Expand audio track display	<b>[Alt] + [S]</b>
Display bin window	<b>[B]</b>
Expand mixer track	<b>[Alt] + [W]</b>
Toggle Player/Recorder	<b>[Tab]</b>
Switch to Player	<b>[Ctrl] + [Alt] + [P]</b>
Switch to Recorder	<b>[Ctrl] + [Alt] + [R]</b>
Display waveform	<b>[Ctrl] + [W]</b>
Clip channel setting - stereo channel	<b>[Shift] + [Ctrl] + [X]</b>
Set group	<b>[G]</b>
Display thumbnail	<b>[Alt] + [H]</b>
Switch sequence(timeline)	<b>[Ctrl] + [Tab]</b>
Scroll - up	<b>[Shift] + [Ctrl] + [Page up]</b>
Scroll - down	<b>[Shift] + [Ctrl] + [Page down]</b>
Scroll - right	<b>[Ctrl] + [Page down]</b>
Scroll - left	<b>[Ctrl] + [Page up]</b>
Time scale - zoom out	<b>[Ctrl] + [Num-]</b>
Time scale - zoom in	<b>[Ctrl] + [Num+]</b>
Toggle status display	<b>[Ctrl] + [G]</b>
Toggle center - line display	<b>[Shift] + [H]</b>
Toggle safe area display	<b>[Ctrl] + [H]</b>
Time scale - fit	<b>[Ctrl] + [0]</b>
Time scale - undo	<b>[Ctrl] + [U]</b>
Time scale - 1 frame	<b>[Ctrl] + [1]</b>
Time scale - 1 min	<b>[Ctrl] + [6]</b>
Time scale - 1 hour	<b>[Ctrl] + [9]</b>
Time scale - 1 sec	<b>[Ctrl] + [3]</b>
Time scale -15 min	<b>[Ctrl] + [8]</b>
Time scale -15 sec	<b>[Ctrl] + [5]</b>

Time scale -5 frame	<b>[Ctrl] + [2]</b>
Time scale -5 min	<b>[Ctrl] + [7]</b>
Time scale -5 sec	<b>[Ctrl] + [4]</b>
Track height - low	<b>[Ctrl] + [Down]</b>
Track height - high	<b>[Ctrl] + [Up]</b>
Toggle batch capture display	<b>[F10]</b>
Toggle palette display	<b>[H]</b>
Help*	<b>[F1]</b>
Focus menu	<b>[Shift] + [F1]</b>
Rubber band scale	<b>[Shift] + [Alt] + [Y]</b>
Layout - Normal	<b>[Shift] + [Alt] + [L]</b>

\* The keyboard shortcut for 'Help' cannot be changed by customizing.

## ▣ Play

10 frames back	<b>[Shift] + [Left]</b>
10 frames forward	<b>[Shift] + [Right]</b>
Play the cursor area	<b>[Ctrl] + [/]</b>
Play the cut point area	<b>/</b>
Jog (forward)	<b>[Ctrl] + [L]</b>
Jog (rewind)	<b>[Ctrl] + [J]</b>
Buffer playback	<b>[Shift] + [Space]</b>
Buffer playback	<b>[Shift] + [Enter]</b>
Loop	<b>[Ctrl] + [Space]</b>
Pause	<b>[Ctrl] + [K]</b>
Pause	<b>[K]</b>
Stop	<b>[Shift] + [Down]</b>
Play/stop	<b>[Space]</b>
Play/stop	<b>[Enter]</b>
1 frame back	<b>[Left]</b>
Reverse	<b>[J]</b>
Fast forward	<b>[L]</b>
1 frame forward	<b>[Right]</b>
Display in Player	<b>[Shift] + [Y]</b>

## ▣ Marker

Move to audio In	<b>[Shift] + [U]</b>
Set audio In	<b>[U]</b>
Move to audio Out	<b>[Shift] + [P]</b>
Set audio Out	<b>[P]</b>
Clear In/Out	<b>[X]</b>
Set In	<b>[I]</b>
Go to In	<b>[Q]</b>
Go to In	<b>[Shift] + [I]</b>
Clear In	<b>[Alt] + [I]</b>
Set Out	<b>[O]</b>
Go to Out	<b>[W]</b>
Go to Out	<b>[Shift] + [O]</b>
Clear Out	<b>[Alt] + [O]</b>
Add cut point - In/Out - all	<b>[Shift] + [Alt] + [C]</b>
Add cut point - In/Out - selected tracks	<b>[Alt] + [C]</b>
Add cut point - all	<b>[Shift] + [C]</b>
Set In/Out on current clip	<b>[Shift] + [Z]</b>
Slide trim In	<b>[Ctrl] + [Alt] + [N]</b>
Slide trim Out	<b>[Ctrl] + [Alt] + [M]</b>
Shift cut point to cursor - transition	<b>[Shift] + [Ctrl] + [T]</b>
Paste transition to Out point	<b>[Alt] + [K]</b>
Set transition to In point	<b>[Shift] + [Alt] + [P]</b>
Set transition to Out point	<b>[Alt] + [P]</b>
Trim - In point	<b>[N]</b>
Trim - Out point	<b>[M]</b>
Add marker	<b>[V]</b>
Clear mark - all	<b>[Shift] + [Alt] + [V]</b>
Duration - track transition In	<b>[Shift] + [Alt] + [U]</b>
Ripple trim In	<b>[Alt] + [N]</b>
Ripple trim Out	<b>[Alt] + [M]</b>
Move to previous marker	<b>[Shift] + [Page up]</b>

Move to next marker **[Shift] + [Page down]**

Set focus clip In/Out point **[Z]**

## ▣ Mode

Sprit slide trim In **[Shift] + [Ctrl] + [Alt] + [N]**

Sprit trim In **[Shift] + [N]**

Sprit trim Out **[Shift] + [M]**

Sprit ripple trim In **[Shift] + [Alt] + [N]**

Sprit ripple trim Out **[Shift] + [Alt] + [M]**

Trim **[F6]**

Video layout **[F7]**

Set ripple mode **[R]**

Toggle insert/overwrite **[Insert]**

Normal **[F5]**

## ▣ Mode - multi cam

Multi cam **[F8]**

## ▣ Capture

Capture **[F9]**

Add to batch capture list **[Ctrl] + [B]**

Input preset1 **[F2]**

Input preset2 **[F3]**

Input preset3 **[F4]**

## ▣ Render

Render In/Out  
- render loaded area [orange] **[Ctrl] + [Alt] + [Q]**

Render In/Out - all **[Shift] + [Alt] + [Q]**

Render In/Out  
- render overload area [red] **[Ctrl] + [Q]**

Clip render **[Shift] + [G]**

Render and add to timeline **[Shift] + [Q]**

Render all  
- render loaded area [orange] **[Shift] + [Ctrl] + [Alt] + [Q]**

Render all  
- render overload area [red] **[Shift] + [Ctrl] + [Q]**

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