

# QuickClipXO™

QuickStart



© 2006 Drastic Technologies Ltd.  
All Rights Reserved

# Table of Contents

<b>INTRODUCTION.....</b>	<b>1</b>
<b>SETUP QUICKCLIP.....</b>	<b>2</b>
<b>RUN QUICKCLIPXO.....</b>	<b>2</b>
<b>How to Connect.....</b>	<b>2</b>
<i>Local Control Connection</i> .....	3
<b>ACTIONS.....</b>	<b>3</b>
<b>Capture Media.....</b>	<b>3</b>
<b>FromVTR - Pull-ins.....</b>	<b>4</b>
<b>Play Media.....</b>	<b>6</b>
<i>Clip Mode Playback</i> .....	7
<i>Film Mode Playback</i> .....	8
<i>Conform Mode Playback</i> .....	8
<b>Laybacks.....</b>	<b>9</b>
<b>VTR-Controlled Layback.....</b>	<b>10</b>
<b>Editing and Accessing Media.....</b>	<b>11</b>
Add Media - Clip Mode.....	11
Add Media - Conform Mode.....	11
Remove or Delete Media.....	12
Create Sub-Clips.....	12
Custom Media Lists.....	12



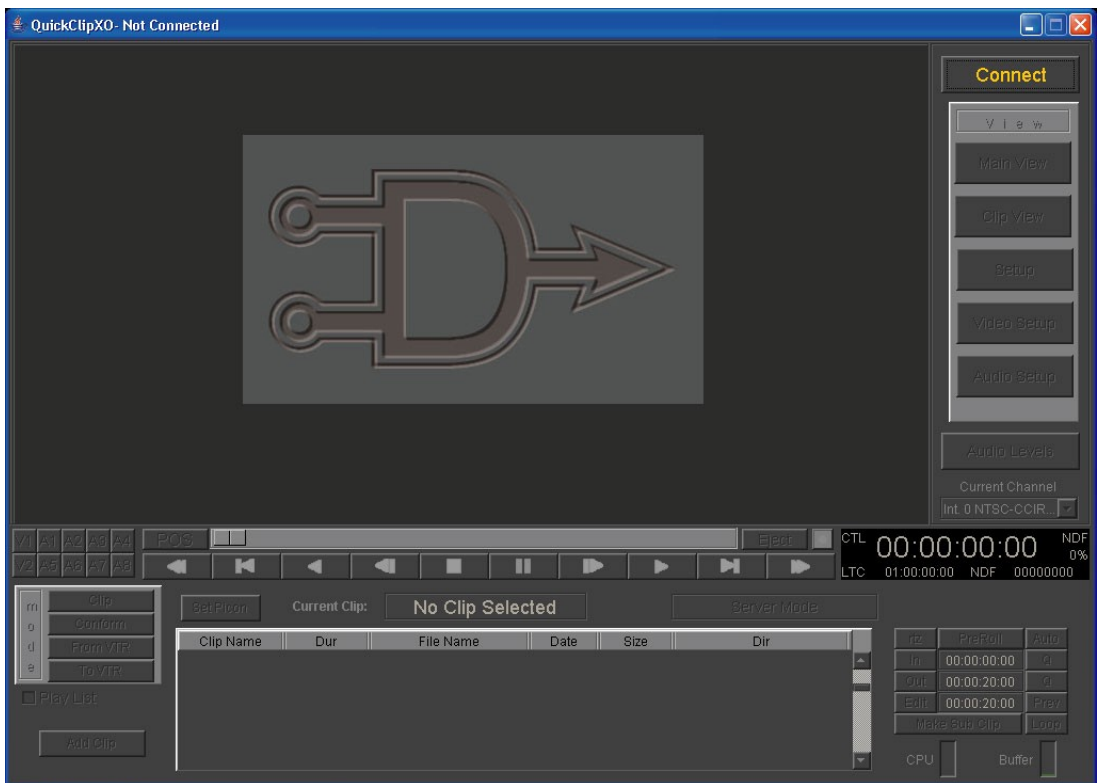
## Setup QuickClip

To confirm setup, run the **Drastic Setup Wizard** and follow the dialog boxes. The **Drastic Setup Wizard** may be run from Programs/ Drastic Technologies/ QuickClip/ Config/ Setup Wizard.

To confirm the drives are fast enough to record or play the file type or types you require, run SpeedLimit and test your file type. **SpeedLimit** may be run from Programs/Drastic Technologies/QuickClip/Util/SpeedLimit.

## Run QuickClipXO

Run **QuickClipXO** on the Drastic Device. The first screen that will appear is **QuickClipXO** in disconnected state (below).



QuickClipXO in disconnected state

## How to Connect

## Local Control Connection

Here is how to connect to and control the Drastic Device upon which this instance of **QuickClipXO** is installed (Local Control). Press the **Connect** button. This opens the **Connection** window. Enter the Network Name or IP address (127.0.0.1) of the Drastic Device into the **Address** field, or type in the word "localhost" into the **Address** field. Enter the port number in the **Port** field or leave it at 1234. Press the **Connect** button. **QuickClipXO** should then display a "connected" screen and allow you to control the local system.

Connecting to a target device uses many of the same procedures, just a different IP address - for more details, see the **QuickClipXO** manual.

## Actions

**QuickClipXO** can be used to perform the following tasks:

**Record** – encode, or capture media files from an incoming video signal

- Open Length Record or Set Length Record
- Pull-in from an external deck under control

**Play** – output media files through video hardware or VGA/DVI monitor

- Play clips in the **Clip Bin** including looped and preview playback
- Compose and run a **PlayList**
- Lay back media to an external deck
- Play media by time code from **Film Space** or **Conform Mode**

**Edit Media and Lists** – edit media lists, create sub-clips, multiple/ custom lists

- Add/delete media
- Create Sub-clips
- Multiple/ Custom **Clip Bins** and **Conform EDLs**

## Capture Media

### CLIP MODE Capture

Press the **Clip Mode** button to enter **Clip Mode**. Make sure you do not have the **::Film** clip or the **::VTR\_TC** clip selected. Press the **Record** button to open the **New Clip Settings** window.

**New Clip Settings** window - The first field at the top is the **Clip Name** field. Keep the default name or select the text and type in the preferred name. The next field is the **Max Length** field. Check it and enter a length to stop recording at a particular video frame. Otherwise, press the **Stop** button to end the capture.

**Start** - Once all parameters for the capture have been correctly set, press the **Start** button to record the clip.

### **FILM SPACE Capture**

Press the **Clip Mode** button to enter **Clip Mode**. To enter **Film Mode**, select the clip named **::Film** in the **Clip Bin**.

**Set Length Capture** - Set the location within **Film Space** into which video will be captured by defining in and out points in the extents section of the **Transport/Clip Control** window. Cue to or enter a time code location into the **In Point** field in the **Extents** section and press the **Q** button to cue to a location in **Film Space**. Press the **In** button to set this location as the **In** point for the capture. Cue to or enter a time code location into the **Out Point** field and press the **Q** button then press the **Out** button to set this location as the **Out** point for the capture. Press the **Edit** button in the **Extents** section to perform the capture.

**Open Length Capture** - If the user elects to press the **Record** button at any time code location in **Film Space**, an open length record will begin at that point. As **Film Space** is a destructive mode, the user will need to confirm that the system is not cued to a location containing important media before pressing the **Record** button. Press the **Record** button to perform the capture. Press the **Stop** button to end the capture.

### **CONFORM MODE Capture**

Press the **Conform Mode** button to enter **Conform Mode**.

**Set Length Capture** - Set the location within **Time Code Space** into which video will be captured by defining in and out points in the extents section of the **Transport/Clip Control** window. Cue to or enter a time code location into the **In Point** field in the **Extents** section and press the **Q** button to cue to a location in **Time Code Space**. Press the **In** button to set this location as the **In** point for the capture. Cue to or enter a time code location into the **Out Point** field and press the **Q** button then press the **Out** button to set this location as the **Out** point for the capture. Press the **Edit** button in the **Extents** section to perform the capture.

**Open Length Capture** - If the user elects to press the **Record** button at any time code location in **Film Space**, an open length record will begin at that point. As **Time Code Space** is not a destructive mode, even if the system is cued to a location containing important media, a recording will displace these frames in the **Time Code Space EDL**, but the original file will still exist, and may be added back into **Time Code Space** if needed. Press the **Record** button to perform the capture. Press the **Stop** button to end the capture.

## **FromVTR - Pull-ins**

**QuickClipXO** can control an external VTR via RS-422 serial control and compel it to play specific media sections while capturing them onto the **QuickClipXO** system. This

is referred to as a pull-in. If VTR control has not been set up, please open the **Drastic Setup Wizard** and confirm the external VTR control settings. This can be opened through Programs/Drastic Technologies/Config/Setup Wizard.

**QuickClipXO** can perform a Pull-in either in **Clip Mode** or **Conform Mode**. The options are set differently for each mode.

### Enter EDL Options

Press the **FromVTR** button. This opens the **Enter EDL Options** window.

The top field is the **Reel Name** field. This refers to the tape in the VTR. If you need to pull in items from more than one tape during a pull-in, you will need to create all the items from the first tape using the first **Reel Name**, then open the **Options** dialog box again and change the **Reel Name** to reference the new tape, then create the items from the second tape.

The **Base Name** allows up to 4 characters to be used as a prefix during the pull-in to create each item's clip name. Enter (up to) 4 characters in the **Base Name** field or leave it blank. This field is disabled in **Conform Mode**.

Set the **Record In** - The **Record In** field allows the user to set the point in time code space at which the captured media will reside. This field is disabled in **Clip Mode**.

**Set Heads and Tails** - The user can add "heads" and "tails" to each clip. These are extra frames of media captured at the beginning and end of each clip so as to provide a safe (editable) zone surrounding the important media being captured. Enter a number of frames in the **H/T** field.

Press the **Set Name** button to confirm all of the above adjustments. The **Create** button then becomes active.

Press the **Create** button to begin setting up the EDL.

### Create the Pull-in EDL

All of the **View** tabs have been disabled except for the top one, now displayed as **Controlling VTR**. The external channel (the external VTR/DDR) is loaded into the channel pulldown menu, which means that the controls operate the external VTR.

Pressing the **e/e** button on the lower left of the interface provides pass-through video on the **QuickClipXO** VGA screen monitor.

**Find and Set an In Point** - Seek and/or cue to the first frame of video to be captured from the VTR using the transport controls. The user may also enter a time code location into the **Clip Extents In Point** field and press the **Q** button to cue to this point. Press the **In** button to set this location as the first frame of the first pull-in item.

**Find and Set an Out Point** - Cue to a good last frame for the edit (to be the out point). This must be greater than, or after the **In Point**. The user may also enter a time code location into the **Clip Extents Out Point** field and press the **Q** button to cue to this point. Press the **Out** button to set this location as the last frame of the first pull-in item.

**Make a Pull-In Item** - Press the **New Clip** button. This edit will be entered into the **Pull-in EDL**. All necessary pull-in items may be created using this method.

### FINE TUNE the EDL

**Edit Items in the EDL** - Each item in the **Pull-in EDL** may be edited if it is not perfect. Double click on an item in the list. This loads the parameters of this pull-in item into the **Clip Extents** section for editing. If any of the parameters are reset, the **Set Clip** button becomes active. Press the **Set Clip** button to apply these new parameters to the item.

**Delete Items in the EDL** - The user may delete an item in the EDL if desired. Select the offending item and right click on it. This opens the **Pull-In EDL** context menu. Select **Delete Clip** from the context menu. (This removes the clip from the EDL, but does not actually delete it from the hard drive)

### **Pull In the Media**

**Perform the Pull-in** - Once all the parameters are correct, DO NOT PRESS THE RECORD BUTTON! Right click on a clip in the Pull-in list or press the **Context Menu** button. This opens the **Pull-in EDL** context menu.

**Single Clip** performs a pull-in of a selected clip. Select a clip then select **Single Clip** from the context menu.

**Selection** performs a pull-in of specific clips. Select the necessary clips and select **Selection** from the context menu.

To pull in all items in the list, select **All** from the context menu. Once the Pull-in has completed, the new clips will appear in the **Clip Bin**. Or, in **Conform Mode**, the media will have been placed into time code space.

### **EDL File Options**

**Save the EDL** - Once the pull-in EDL has been created, the user may save it. Press the **Save EDL** button. This opens the **Save as EDL** browser which allows the user to save the EDL in a location of their choice.

**Delete the EDL** - To clear the entire list, select **Clear List** from the context menu. This brings up the **Discard List** window. Press the **Discard** button.

**Open a Saved EDL** - If a Pull-in EDL has already been created and saved in an accessible location, the user may open and run it. Select the **Open EDL** button. This opens a browser, which allows the user to locate and load the saved EDL. Locate the saved EDL. Press **OK** to select and load it into **QuickClipXO**.

## **Play Media**

Media may be played in **Clip Mode**, **Film Mode** or **Conform Mode** through the video hardware if present, with playback also displayed in the VGA screen monitor.

The user may advance forward or in reverse one frame at a time (**Step Frame** buttons). The user may jump ahead or back in 5 second increments. The user may play in fast forward or fast reverse. The user may **Play** at 100% speed in forward or reverse. **Pause** will stop at the present location and display the frame of video found there. **Stop** will cause playback to stop and allow pass-through video to display, if any is present.

The **Jog**, **Shuttle**, **Variable** and **Position** slider bars allow the user to cue to and review sections of media quickly and efficiently.



## Clip Mode Playback

To play clips in **Clip Mode**: Select **Clip Mode** by pressing the **Clip** button in the **Mode** section. Confirm that the correct internal channel has been selected for playback. In a single channel system, this will be **Int0**.

Select a clip from the **Clip Bin** by clicking on it. Press **Play**. If there are no clips recorded or added into the **Clip Bin**, the user may test playback using the **::Test** clip, present in the **Clip Bin** to allow the user to confirm playback.

**Preview a section of a clip** – Select a clip and edit the In and Out point. To edit the **In Point**, either cue to a point within the clip or enter the time code location into the **In Point** field, and press the **In** button to set this as a new **In Point**. To edit the **Out Point**, either cue to a point within the clip after the **In Point** just set, or enter the time code location into the **Out Point** field and press the **Out** button to set this as a new **Out Point**. Make sure the **Out** point is after the **In** point. To run the preview, (i.e. to view the portion of the clip specified by the edit) press the **Prev** button.

**Looped Clip playback** – playback of a clip or portion of a clip may be looped for display or review applications. Select a clip. Press the **Loop** button. Press **Play**. The media will play from start to finish, over and over again until stopped.

### PlayList Playback

**PlayLists** are only available in **Clip Mode**. A **PlayList** allows the user to assemble a list of clips from the **Clip Bin**, and arrange them in sequence for playback. Press the **Clip** button to enter **Clip Mode**.

Confirm that there are clips in the **Clip Bin**. Select the **PlayList** checkbox to reveal the **PlayList** section of the interface. The large list in the lower center is the **PlayList**. The **Clip Bin** has been shifted to the right, and reduced in size.

Add **Clips** to the **PlayList** – clips are selected from the **Clip Bin** and placed into the **PlayList** using one of the following methods:

**Copy and Paste** - Right click on a clip in the **Clip Bin**. This brings up the context menu for the **Clip Bin**. Select **Copy**. Alternately, select a clip and press **Ctrl+C** on the keyboard to copy the clip to the **PlayList**. Right-click on the **PlayList** or select the **Context Menu** button to open the context menu. Select **Paste Clip At End** to paste the clip at the end of the **PlayList**. Alternately, press **Ctrl+V** to paste the clip into the **PlayList**. Any number of clips may be added to the **PlayList** using this method.

**Drag and Drop** - Clips may also be moved to the **PlayList** using the “drag and drop” method. Select a clip by clicking on it. “Drag” it over to the **PlayList** and “Drop” it. The selected clip will have been added to the end of the **PlayList**.

**Editing the List** - If a clip has been placed out of order it is possible to right click on the incorrect item in the sequence and select **Remove Selected Clip** from the

context menu. The user may then resume adding clips to the **PlayList** in the correct order. Selecting **Remove All Clips** will clear the **PlayList** of all clips.

**Play the PlayList** - select the **Play List** button. The **PlayList** will begin playing at the first clip and continue until stopped or until it reaches the last frame of the last clip in the **PlayList**. The **Play List** button becomes a **Stop PlayList** button while the **PlayList** is playing, and functions as a toggle for playback of the **PlayList**.

**Play the PlayList in Looping Mode** - To play the **PlayList** in looping mode, select the **Loop List** button, then press the **Play List** button. The **PlayList** will play from start to finish, over and over again until interrupted.

To **Save** the open **PlayList**, select the **Save PlayList** button. This opens a standard browser which allows the user to save the **PlayList** with a name entered by the user, in a location of their choice.

To **Open** a saved **PlayList**, select the **Open PlayList** button. This opens a standard browser which allows the user to search for and open a saved **PlayList** file.

## Film Mode Playback

**Select Film Mode** - Confirm that the system is set to **Clip Mode**. Select the **::Film** clip in the **Clip Bin**. This places the system into **Film Mode**.

**Play Everything** - The default **In** location is 00:00:00;00. Pressing **Play** at this point will allow the user to play the entire time code space from beginning to end (23:59:59:29).

**Cue to an In Point** - Enter the time code location into the **In** field on the **Transport/Clip Control** window and press the **Q** button (cue). Pressing **Play** will play from this location to the end of **Film Mode's** 24 hour time code space.

**Preview** a section of **Film Mode** media - set an In and Out point, and press the Preview button. To set an **In Point**, enter the time location into the **In point** field and press the **Q** button. Press the **In** button. To set an **Out Point**, enter the time code location into the **Out point** field and press the **Q** button. Press the **Out** button. Press the **P (Preview)** button.

## Conform Mode Playback

Select the **Conform Mode** button. Any media loaded into **Conform Mode** will be displayed on the **Time Code Edit List**. Selecting any media section in the **Time Code Edit List** will load its In/ Out/ Duration parameters into the **Clip Extents** section, with the first frame of video loaded for playback (in **Main View**).

Pressing the **Play** button will play from the cued location to the end of time code space unless interrupted. If there is no media allocated to a section, **QuickClipXO** will play black.

**Play the Entire List** - To play the entire list, cue to zero using one of the following methods: select the time code in the **In** box and type in 00:00:00:00, or press the **Q** button. Alternately, press the **rtz** button. Press the **Play** button. The list will play from start to finish, all 24 hours of it whether there is media or not.

**Play a time code space item** - select an item from the **Time Code Space List**. Press the **Prev** (preview) button in the **Clip Extents** section. Playback will stop on the last frame of the selected media section.

**Play a section of time code space** - select the **In Point** time code and enter a time code location (where the media will start playing). Press the **Q** button. Press the **In** button. Select the **Out Point** time code and enter a time code location (where the media will stop playing). Press the **Q** button. Press the **Out** button. Press the **Prev** (preview) button. This will play the selected section of media, even if it includes several items in time code space.

Note that even with the new extents entered, the **Play** button will not look for an **Out Point** in **Conform Mode**; it will keep on playing until it reaches the end of time code space.

**Looped Playback in Conform Mode** - To loop the playback of a media segment, load its extents into the **Clip Extents** section. This can either be a selected media item, or edited **In** and **Out Points** set by the user. Press the **Loop** button, then press the **Prev** button. The selected section of media will play from start to finish, over and over again until interrupted.

With the **Loop** button selected, the **Play** button will not loop the playback of a selected item or section of time code space in this mode. It will however, loop the entirety of time code space (all 24 hours of it).

## Laybacks

**QuickClipXO** may control an external VTR to record clips to that VTR, according to a **PlayList** set up by the user. Confirm that control over an external VTR is properly set up in the **Drastic Setup Wizard**.

Press the **ToVTR** button to enter **ToVTR Mode**. All of the **View** tabs have been disabled except for the top one, now displayed as **Controlling VTR**. The **Clip Bin** has been moved to the right, and the **Layback PlayList** is placed in the middle of the control surface.

**e/e Mode** - To see the output of the VTR on the VGA screen of **QuickClipXO**, select the **e/e** checkbox.

**Cue to and Set an In Point on the VTR** - Cue the tape to the location where you would like the media to start and press the **Mark** button. Alternately, enter a time code

location using the keyboard and press the **Q** button to set this location as the first frame of the layback.

**Open a Saved EDL** - To open an EDL that has been saved in a location accessible to the user, press the **Open EDL** button. This opens a standard browser. Browse to and select the correct EDL then press the **OK** button. Alternately, compose a **Layback PlayList** as specified below.

Compose a **Layback PlayList** - use "drag and drop" or "copy and paste" methods.

**Drag and Drop:** Click on and hold (do not release) a clip in the **Clip Bin**. "Drag" it over to the **EDL** section and "drop" it (release the mouse button).

**Copy and Paste:** Right click on the **Clip Bin** to reveal the context menu. Select **Copy Clip** from the context menu in the **Clip Bin**. Right click on the **Layback PlayList** and select **Paste Clip** to paste the clip into the **PlayList**. This pastes the clip into the EDL as the last item.

**Edit an Item in the EDL** - If an item needs to be adjusted, right click on the offending clip and select **Edit Row**. This loads the item into the **Edit Layback** window. The user may edit any of the parameters of the item. When the necessary adjustments have been made, select the **Change** button to set these details in memory.

**Test Play** - It may be useful to review the Layback PlayList by playing it. Press the **Test Play** button to see if the EDL is correct. This runs the list without recording media onto the VTR.

**Edit the EDL** - To delete a clip from the **Layback EDL**, right click on it and select **Delete Clip**. This selection removes the clip from the EDL but does not actually delete it from either the **Clip Bin** or from storage.

**Perform the Layback** - Press the **Record to VTR** button. The Drastic Device and the VTR will synchronize, and for each clip they will pre-roll together, record clips onto the VTR, then post-roll and seek for the next In point. Once all the layback items have been recorded, the user may choose to save the list.

**Save the EDL** - To save the list, right click on the **Layback EDL** and select **Save List**. This opens a standard browser which allows the user to save the **EDL** in a location of their choice.

**Delete List** - To clear the entire list without saving, right click on the **Layback EDL** and select **Delete List**. This opens the **Save/ Delete** dialog box, which allows the user to discard the list if desired.

## VTR-Controlled Layback

**Use an external VTR to control a layback** - An external VTR may act as a controller to capture media existing on the Drastic Device. Confirm that device emulation (operation under control) is properly set up in the **Drastic Setup Wizard**.

**Cabling between the VTR and the Drastic Device** – Connect the video output of the Drastic Device to the VTR. Connect the audio output of the Drastic Device to the correct input on the VTR. Attach a NULL adapter to the COM 1 port on the Drastic Device. Connect a standard serial cable to the Drastic NULL adapter. Connect the other end of the cable to the serial control port on the VTR.

**Set up the VTR** – Confirm that the edit presets on the external VTR (the specific channels being captured, such as V1, A1, A2, A3, A4 etc.) are correct for the capture being set up. Confirm that the VTR is set to Master (or Local) Mode (set to provide control over an external device).

**Create In and Out points on the VTR** – Use the transport controls on the VTR to seek to the location on the tape where the media should start recording. Set this as the **In Point** on the VTR. Use the transport controls on the VTR to seek to the location on the tape where the media should stop recording. Set this as the **Out Point** on the VTR.

**Set an In point on the Drastic Device** – Select **Clip Mode** or **Conform Mode**. Cue **QuickClipXO** to the first frame of media you want to capture (using the VTR's controls). Set this as the **In Point** on the Drastic Device. Perform the edit (press the Auto-Edit button in some cases)

## Editing and Accessing Media

### Add Media - Clip Mode

Press the **Clip** button to select **Clip Mode**. Press the **Add Clip** button. This opens the **Add Clip** dialog window. Locate and select the file then press the **Add Clip** button. This loads the clip into the **Add Clip Options** window. The **Add Clip Options** dialog box allows the user to reset the name if desired. Press the **Set Name** button. Then press the **Add** button. The new clip should show up in the **Clip Bin** of the Drastic Device, ready for playback.

### Add Media - Conform Mode

Press the **Conform** button to select **Conform Mode**. Press the **Add Clip** button. This displays a pop-out menu of all the clips in the **Clip Bin**. Select one to load it into the **Add Clip Options** dialog box.

Alternately, press the **Add Media** button. This brings up the **Add Clip** browser. Locate the file, select it and press the **Add Clip** button. This loads the clip into the **Add Clip Options** dialog box.

**Add Clip Options** - The **Set Start** checkbox is by default set to the currently cued location in time code space. To set a different location, select the **Set Timeline In** checkbox, and enter a new time code location.

A portion of a clip may be placed into time code space by editing the In and Out points. To trim frames from the beginning, select the **Set Clip In** checkbox. Select the **In** time code and enter a time code location greater than 00:00:00:00, and less than the length of the clip. To trim frames from the end of the clip, select the **Set Clip Out** checkbox and enter a time code location greater than 00:00:00:00 (or the new **In Point**), and less than the length of the clip.

The **Channels** (V1, A1, A2 etc.) buttons allow the user to only add specific portions of a file. A "pressed" state indicates the audio or video channel will be added. Deselecting a channel specifies that the channel will not be added in this process.

Press the **Add** button - Once the adjustments have been made, press the **Add** button to add the media as defined above.

## Remove or Delete Media

**Clip Mode** - Right click on a clip in the **Clip Bin**. This brings up the **Clip Bin** context menu. Select **Remove Clip** to remove the media from the **Clip Bin**, but leave the file on disk. Select **Delete Clip** to remove the media from both the **Clip Bin** and the disk - the file will be deleted.

**Conform Mode** - The user may remove media from the **Time Code Edit List**. Select a media segment and right click on it to bring up the context menu for the **Time Code List**. Select **Remove** and the selected media segment will be removed.

## Create Sub-Clips

Confirm that **Clip Mode** is selected. Select a clip in the **Clip Bin**. To trim frames from the beginning, select the time code in the **In** field and enter a new time code location greater than 00:00:00:00 (must be prior to the end of the clip). Press the **Q** button. Press the **In** button. To trim frames from the end, select the time code in the **Out** field and enter a new time code location (must be less than the present **Out** point and greater than the **In Point**). Press the **Q** button to cue the display to this location. Press the **Out** button.

Press the **Create Sub-Clip** button. This opens the **Create New Sub-Clip** dialog box. To rename the sub-clip, type in a new name. Press the **Create** button. The sub-clip will be added to the **Clip Bin**.

## Custom Media Lists

**Clip Mode** allows the user to either load a saved **Clip Bin** or to create a new one. Press the **Clip** button to enter **Clip Mode**. Press the **File** button, then select **Open/ New Clip Bin**. This opens the **Open/ New ClipSpace** browser. To open an existing **Clip Bin**, select it and press the **Open/ New ClipSpace** button. To create a new **Clip Bin**, type in its name, followed by the **.log** extension.

**Conform Mode** allows the user to either load a saved **Time Code Space** or to create a new one. Press the **Conform** button to enter **Conform Mode**. Press the **File** button, then select **Open/ New Conform**. This opens the **Open/ New TcSpace** browser. To open an existing **Time Code Space**, select it and press the **Open/ New TcSpace** button. To create a new **Time Code Space**, type in its name, followed by the **.edl** extension.

# Copyright Information

Information in this document is subject to change without notice and does not represent a commitment on the part of Drastic Technologies Ltd. The software described in this document is furnished under a license agreement or non-disclosure agreement. The software may be used or copied only in accordance with the terms of the agreement. It is against the law to copy the software on any medium except as specifically allowed in the license or non-disclosure agreement. The licensee may make one copy of the software for backup purposes. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or information storage and retrieval systems, for any purpose other than the licensee's personal use, without the express written permission of Drastic Technologies Ltd.

2006 Drastic Technologies Ltd. All rights reserved.  
Printed in Canada

Any particular application may or may not take advantage of the QuickClip software features described within this document. Drastic Technologies Ltd. reserves the right to make changes in the specifications at any time and without notice. The information provided herein is believed to be accurate and reliable. However, no responsibility is assumed by Drastic Technologies Ltd. for its use; nor for any infringements of patents or other rights from its use. No license is granted under any patents or patent rights of Drastic Technologies Ltd. Drastic Technologies Ltd. makes no warranties, express or implied, with respect to the performance of third party products described herein.

Drastic Technologies Ltd., the VVW Series, QuickClip, QuickClip Pro, QuickClip VTR, QuickClipXO and MediaReactor are trademarks of Drastic Technologies Ltd. Other product names mentioned in this document may be registered trademarks or trademarks of other companies.

## **Disclaimer:**

This manual has been written carefully and is believed to be correct as of the date of publication. However it is subject to change without notice and does not represent commitment on the part of Drastic Technologies Ltd.

Copyright © 1995-2006 Drastic Technologies Ltd. All rights reserved.

Parts of this manual that describe optional soft - or hardware modules do usually contain a corresponding note. A lack of this note does not mean any commitment from the point of Drastic Technologies Ltd.



## Contact Information

Drastic Technologies Ltd  
523 The Queensway  
Suite 102  
Toronto, Ontario  
M8Y 1J7 Canada  
Phone: (416) 255-5636  
Fax: (416) 255-8780  
Email: [info@drastictech.com](mailto:info@drastictech.com)  
Corporate Website: <http://www.drastictech.com>