QuickClipXO™

Software User Guide

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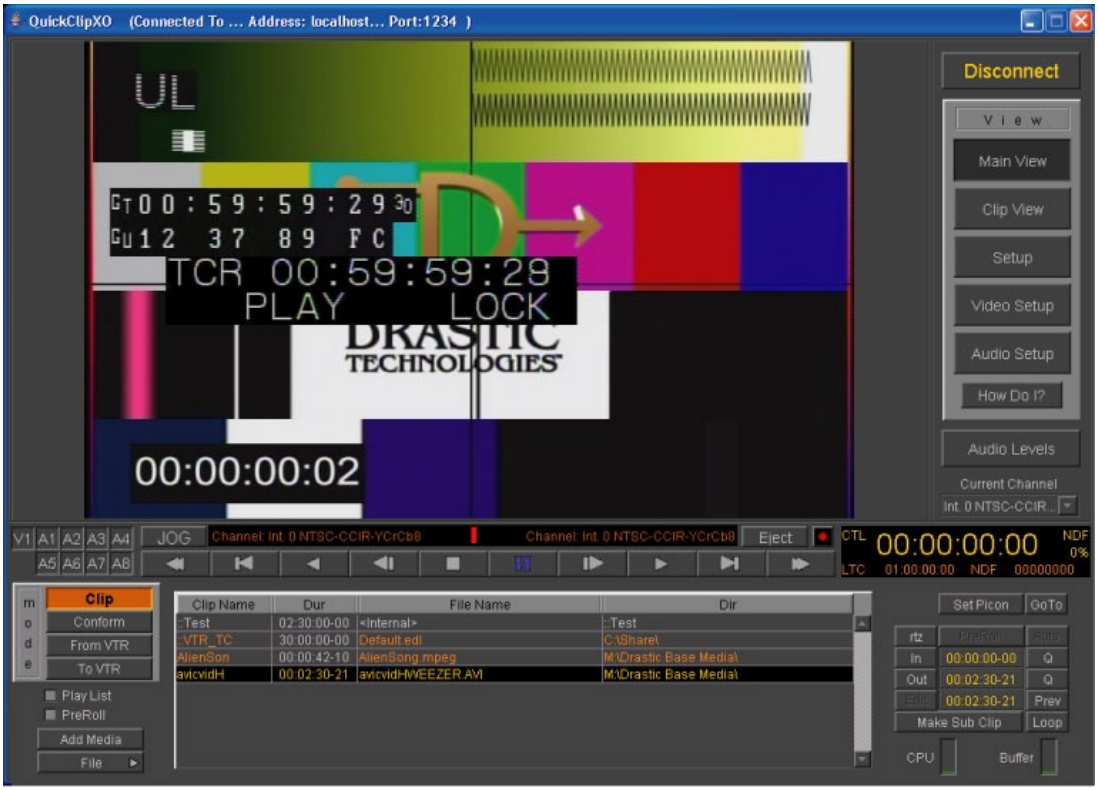


The **QuickClipXO** Interface

Introduction

Drastic's **QuickClip** software provides the advanced capture, control and playback features of Drastic's award winning digital disk recorders. **QuickClip** may be licensed for varying levels of functionality, depending on the device or product. **QuickClipXO** is the main interface of **QuickClip**. Additional interfaces such as **QuickClip MDI Admin** or other network-based GUIs may be provided to access specific settings and features.

QuickClipXO may be used locally to control the system upon which it is installed, or remotely to control a system on the network. This external system being controlled will be a **QuickClip**–based PC licensed for the Network Option.

Conventions

This manual assumes the following:

> That the user knows how to operate a mouse and keyboard and perform the basic functions of Microsoft Windows operating system.
>
> That the user is familiar with video editing and how to use VTRs
>
> That the user has access to MIS technicians capable of placing the device on the network and setting up any SAN systems if necessary.
>
> That the user has access to audio/video technicians capable of installing and timing the device into a facility or video setup.

The name of a control or display present on the interface will be displayed in **bold** text.

Where a portion of the manual is referred to the name of the section mentioned will be displayed in *italics*.

Where a specific Drastic product is mentioned its name will be displayed in **Dark Blue**.

Certain images in this document have been grayed out where it is useful or necessary to place indicator marks to show specific controls or displays above a darker background.

> To view information regarding the required hardware, and the installation and licensing procedure for **QuickClip**, please see the **QuickClip MDI Admin** manual.

For the purposes of this document, a system upon which **QuickClip** has been installed may be referred to as a Drastic Device.

QuickClipXO can perform its activities locally, using the hardware in the system upon which it is installed for capture and playback. This arrangement may be referred to as Local Control. Alternately **QuickClipXO** can control an external **QuickClip**-based system provided that the external system is licensed for network control (this component may be optional). This arrangement may be referred to as Network Control.

Where **QuickClipXO** is controlling an external **QuickClip**-based system, it may be referred to as the "Control Station" and the external system being controlled by the Control Station may be referred to as a “Target Device”.

The QuickClipXO Station

This manual is intended as a user guide for the **QuickClipXO** interface.

QuickClip must be installed on a computer running Windows (NT, 2K or XP) operating systems. To run **QuickClipXO** this station must also have Java installed. Versions of **QuickClipXO** are available for Mac (OS 10 or greater), or Linux operating systems so that the user may exercise network control over their Drastic Device (Network control features are license-dependent).

To control external **QuickClip**-based systems, the Control Station and any Target Devices being controlled must be on the same network and made accessible to each other. In external VTR control applications, device emulation must be properly set up. Where a serial controller is to be used, serial control must be properly set up. Detailed instructions for setup are available both herein and in the **MDI Admin** interface manual.

Many features are common to Local Control and Network Control applications. Where there are differences they have been specified in the appropriate section of this manual.

The Target Device

The Target device must be a computer with **QuickClip** installed, and it will need to be licensed for the Network Control Option. Specific digital disk recorder products include this option – check with your reseller if you are unsure whether your system can support network control.

The hardware in the Target Device must be properly integrated for use in the intended application. The Target Device must be properly placed on the same network as and made accessible to the Control Station.

Configuration Settings

All of the devices being used must be set up to work with each other, including (but not limited to) external storage (if present), video and audio input devices, genlock (if used), network connectivity, serial controller device connectivity, external (source or target) VTRs or DDRs.

Setup Tools

Codec Config allows the user to set up their installed codecs. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ Codec Config**.

Drastic Proxy Config allows the user to set up **AutoProxy** file generation file types. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ Drastic Proxy Config**. Proxy file generation may be optional for specific products.

LocalConfig offers various easily set default configurations and allows the user to adjust global, serial control, external VTR/DDR control and internal channel settings. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ Local DDR Configuration**.

MetaData Config allows the user to specify the order, class and contents of their metadata fields. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ MetaData Config**.

RemoteConfig allows the user to set up the system to be controlled either via the network or from a serial controller device. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ Remote (Network) Config**.

The **Drastic Setup Wizard** allows the user to set up a number of defaults for the system. The **Setup Wizard** auto-runs upon installation but may also be run at any time to reset the configuration. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Config/ Setup Wizard - Configure DDR**.

Diagnostic Tools

Drastic VTR Control allows the user to set up and test or confirm control over an external VTR/ DDR. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Util/ Drastic VTR Control**.

LicenseVVW allows the user to confirm or update the status of their license. It is available in: **Programs/ Drastic Technologies/ QuickClip/ Util/ LicenseVVW**.

SpeedLimit allows the user to test the speed of their media storage drives to confirm whether the system can capture the intended video file type(s). It is available in: **Programs/ Drastic Technologies/ QuickClip/ Util/ SpeedLimit**

VVWCheck allows the user to check the system for drivers for all of the video hardware that Drastic supports. It is available in: **Programs/ Drastic Technologies/ QuickClip/ VVWCheck**.

Run QuickClipXO

The user will need to run **QuickClipXO** and "connect" to either the Drastic Device itself (local control) or a Target Device on the network (network control), in which case it will operate as the Control Station. Note that in some installations the system may be set up to run **QuickClipXO** as a service, so the connection will be made automatically upon bootup. Here is how to connect locally.

Run **QuickClipXO** on the Drastic Device. The first screen that will appear is **QuickClipXO** in disconnected state. The interface is mainly grayed out, and the **Connect** button is active.

Connection

Press the **Connect** button. This opens the **Connection** window.

Local Control

Here is how to connect to and control the Drastic Device upon which this instance of **QuickClipXO** is installed (Local Control).

With the **Connection** window open: 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. The default port number is 1234.

Press the **Connect** button. **QuickClipXO** should then display a "connected" screen. In this connected state, the user may exercise all the functions of **QuickClipXO**.

Network Control

Here is how to connect to and control an external Drastic Device (a Target Device). The Target device must be a **QuickClip** software-based system, licensed for the **Network Control** Option.

> For accurate synchronization, ensure that the Target device, the Control Station and any other devices used in the setup (such as VTRs, cameras), are properly genlocked.
>
> Confirm that the Control Station and any Target Device being controlled are placed on the same network (LAN, Internet) and made accessible to each other.

Start the Target Device. Run **LocalConfig** on the Target Device. Confirm that the **HTTP and MediaCmd Network Interfaces** checkbox is selected in the **General** tab of **Local-Config**. Close **LocalConfig**.

Run **QuickClip** on the Target Device. Select the **Disable Local Control** button from the **Toolbar**. Leave **QuickClip** running on the Target Device.

Press the **Connect** button on the Control Station. This opens the **Connection** window.

The **Address** field on the **Connection** window displays the name of the last Drastic Device that was connected if any. Enter the IP address or the network "name" of a Target Device into the **Address** field. If the IP address is used, be sure to include the periods.

To select from a list of known Target Devices, use the pulldown arrow to reveal the menu of recent connections. Select from among this list if the preferred device is present.

Set the **Port** for this operation in the Port field. The default is 1234.

To search the network for available Target Devices, press the **Browse** button. This opens a browsing progress window, which lists the systems it finds on the network while displaying a percentage of completion for the procedure. Once browsing is complete, all available devices will be displayed in the pulldown menu of the **Connection** window. Select the intended Target Device.

Press the **Connect** button. **QuickClipXO** should then display a "connected" screen.

In the connected state, the user may now control the Target Device. Given that specific capture or playback functionality is hardware-based, the user should confirm that the

Target Device is capable of the actions they are attempting. For example, a playback-only **QuickClip** station will not respond to any **Record** commands.

Set the Media Type

Many setup and diagnostic tools are available to run before opening **QuickClipXO**, (these are briefly summarized in the *Configuration Settings* section of this document) and in some cases the system will be set correctly for the application upon running the software. However there are a few quick settings the user would do well to confirm before attempting to capture and play back video on the Drastic Device.

Video

Run **LocalConfig**

Select the **Internal H/W** tab to set or check the following:
Check the video checkbox for the channel (hardware-dependent).
Select between normal, In2=Alpha, or dual link.
Set the video file type.
Set the codec.
Set the resolution.
Set the resolution.
Set the video standard.

Close **LocalConfig**.

Run **QuickClipXO**. Select the **Video Settings** tab.

Confirm the input settings: Use the pulldown menu below the **Video Input** label to select between available choices for the video input. This will determine which input connection will be "live".
Broadcast (continue playback even though frames are dropped), **Color Killer** (remove color from the video input) and **Auto Gain** (automatic compensation for variable input levels) may be enabled or disabled on specific platforms by selecting or deselecting their checkboxes.
Setup (video level), **Hue** (color frequency level), **Chroma**, **UChroma** and **VChroma** (chrominance level) settings may be adjusted on specific platforms.

Confirm the output settings: Use the pulldown menu below the **Video Output** label to select between available choices for the video output. This will determine which output connection is "live".
Use the pulldown menu below the **Filter** label to select between available filters to apply to the video output.
Color (remove color from the video output) may be enabled or disabled on specific platforms by selecting or deselecting the checkbox.

The **Bars** button allows the user to test the video output on specific platforms. When it is enabled, press the **Bars** button and standard SMPTE test bars will be sent out through the video hardware.

Audio

Run **LocalConfig**

Select the **Internal H/W** tab to set or check the following:
Check the audio checkbox for each video channel (hardware-dependent).
Set the number of audio channels.
Set the audio resolution.
Set the audio resolution.
Set the audio file type.

Close **LocalConfig**.

Run **QuickClipXO**.

Select the **Audio Settings** tab.

Confirm the input settings: Use the pulldown menu below the **Audio Input** label to select between available choices for the audio input. This will determine which input connections will be "live".
Where the system supports variable level adjustment, the slider controls will be active and will allow the user to adjust input levels.
Where this channel of the system is being allocated to the incoming LTC, the user will select the **LTC** checkbox and make sure the LTC signal is being sent to the correct input.

Confirm the output settings: Use the pulldown menu below the **Audio Output** label to select between available choices for the audio output. This will determine which output connections will be "live".
Where the system supports variable level adjustment, the slider controls will be active and will allow the user to adjust input levels.
Where this channel of the system is sending LTC, the user will select the **LTC** checkbox and make sure the LTC signal is being sent to the correct output.

Confirm the Record-To Drive

Storage for Media - Confirm that the system is set to record onto the correct drive or drive set. Select the **Setup** view tab. Press the **Record Folder** button. This opens the **Record-To Folder** window. Make sure **QuickClipXO** is set to record onto a drive other than that which contains **QuickClipXO** software (if the default installation path is used, the software will be installed on the "C" drive).

Browse to and select a record-to folder if necessary or keep the current folder if it is set correctly.

Actions

QuickClipXO can be used to perform the following tasks:

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

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

Play – output media files through video hardware or VGA screen monitor

Clip Mode	Select **Clip Mode**, play clips in the **Clip Bin** including looped playback Compose and run a **PlayList** Lay back media to an external deck
Film Mode	Select a **Film Space**, select the **::Film** clip in the **Clip Bin** and play the media in **Film Space**
Conform Mode	Play media in **Conform Mode** including looped playback

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

Clip Mode	Add/delete media in the **Clip Bin** Create Sub-clips from existing clips in the **Clip Bin** Multiple/ Custom **Clip Bins**
Film Mode	Multiple/ Custom Film Spaces
Conform Mode	Add/delete media in **Conform Mode**'s time code space Multiple/ Custom time code space lists

The following sections outline the steps to perform these actions.

Capture Media

Media may be captured from an incoming video source in either **Clip** or **Conform Mode**, provided that the Drastic Device is capture-enabled. The Drastic Device may be operated under Local Control or Network Control. All three modes provide capture functionality, hardware-dependent.

Video Signal - Confirm that there is a valid video signal of the correct type being sent to the video input of the **QuickClipXO** system performing the capture. If necessary, attach and configure genlock.

Target Folder - Confirm the "**Record To**" directory. Select the **Setup View** button to open the **Setup View**. Press the **Record Folder** button to confirm where the media will be recorded. If necessary, a new location can be set. It is important that **QuickClipXO** is not set to record media onto the program drive.

Internal Channel - Use the pulldown menu labeled **Internal Channel** to select the correct channel to record onto. This is not applicable in a one channel system.

Setup - Confirm that any other applicable settings have been properly adjusted using the controls offered in the **Setup**, **Video Setup** and **Audio Setup** tabs. Return to **Main View** by selecting the **Main View** button.

Clip Mode

Press the **Clip** button in the Mode selector.

Record Settings - Press the **Record** button to open the **New Clip Settings** window. This window allows the user to set the clip's name and if needed, length.

Clip Name - The first field at the top is the **New Clip Name** field. A default clip name will be supplied by **QuickClipXO**. To change this name, select the text and type in the preferred name. Press the **Set Name** button at any time to update the clip name.

Max Length - The next field is the **Max Length** field. It allows the user to define the length of the captured clip before the recording has started. If this checkbox is unselected, pressing the **Start** button will cause **QuickClipXO** to continue recording until interrupted. Once the **Max Length** checkbox has been selected, enter a length for the clip (by time code) in the field to the right of the checkbox.

The last frame of video captured will actually be the clip duration minus one frame, as the first frame counted is always 00:00:00:00. A single frame of video for example would technically have In and Out points of 00:00:00:00 but a duration of 00:00:00:01.

The **Time Remaining** field displays the amount of video the user should expect to be able to capture, based on the available drive space, and the video/audio settings.

Set Name button - The name of the clip is displayed just below the **Time Remaining** field. Enter a new clip name and press the **Set Name** button to change the current name.

Start - Once all parameters for the capture have been correctly set, press the **Start** button. **Clip** capture will begin. The record button will turn red, and the time code in the **Transport Display** will also turn red for the duration of the capture.

Upon completion of the record, the new clip should appear in the **Clip Bin**, available for playback.

Cancel - If it becomes useful or necessary to stop the capture dialog, press the **Cancel** button.

Film Space Mode

Set Capture Parameters

Select **Film Mode**. Select the clip named **::Film** in the **Clip Bin**. If there is no **::Film** clip in the **Clip Bin**, it may be created by pressing the **File** button. This opens a dialog box which allows the user to create a new or load an existing Film Space. Where a new Film Space is being created, the user should specify the *.film file extension.

Create an Open Length Capture - If the user elects to press the **Record** button while cued to any time code location in **Film Space**, an open length record will begin at that point. So the user will need to confirm that the system is not cued to a location containing important media before pressing the **Record** button.

Cue to a Good In Point – the user may enter a time code location in the **In Point** field of the extents section and press the **Q** button. Alternately the user may use the transport controls to seek to a good location.

Record the specified video - At the top center of the **Transport/ Clip Control** window, press the red **Record** button. This performs the capture from the cued location and continues until the user presses **Stop** or the media storage drives are filled.

Conform Mode

Press the **Conform** button in the Mode selector.

In **Conform Mode** clip names are not used. Instead, automatically generated file names are used. These names are based on the name of the **Conform Mode** time code space EDL file. Multiple copies of this file may be maintained for different pools of media. Pressing the **File** button and selecting **Open/ New TC VTRs** opens a dialog box which allows the user to create a new or open an existing Conform Mode space. If a new Conform Mode space is being created, the user must specify the *.log or *.edl file extension.

Open Length Record - The user may perform a "crash record", which is to simply start recording from the cued location and stop when the user presses the **Stop** button. This is also referred to as an open length record.

Set an In Point - Cue to a location where there is no media allocated. If there is media already in **Time Code Space**, the user may cue to the last frame of the last clip. Select a clip by clicking on its row. Press the **Q** next to the **Out** field in the **Clip Extents** section to cue up the last frame.

If there is no media in the **Time Code Space List**, the user can keep the default start location (typically 00:00:00:00 unless something has been changed) or enter a preferred start record location in the **In** time code field and press the **Q** button. Note: if a record is placed to overlap or replace existing media in time code space, the old media is not deleted and still exists on the drive. For a fully destructive capture mode (i.e. media in a give time code location is deleted upon a new record in the same place) see **Film Mode**.

Begin the Record - To start the crash record, press the **Record** button. To stop the record, press the **Stop** button. Upon completion of the record a new clip will appear in the **Time Code Space Edit List** having the specified parameters.

Set Length Record - The user may perform an "edit record", which is to specify In and Out points and then record video into this area of time code space. This is also referred to as a "set length" record.

To set an **In Point**, select the time code in the **In** box and type in a start time code location. Press the **Q** button. Press the **In** button.

To set an **Out Point**, select the time code in the **Out** box and type in an end time code location. Press the **Q** button. Press the **Out** button.

Preview the Edit - The user may preview this section of time code space prior to starting the capture. Press the **Prev** (preview) button. This allows the user to confirm the edit and to adjust any parameters necessary before performing the capture.

Begin the Record - To perform the capture using the specified In and Out points, press the **Edit** button. **QuickClipXO** will record the incoming video into the specified area of time code space. Upon completion of the record a new clip will appear in the **Time Code Space Edit List** having the specified parameters.

FromVTR - Pull-ins

QuickClipXO can control an external VTR via RS-422 serial control to instruct it to play specific media sections while capturing them onto the **QuickClipXO** system. Once all the settings have been adjusted and the pull-in is in progress, the VTR seeks, pre-rolls, and goes into play mode while the system is playing. After each clip is captured both devices go into post-roll then begin cueing up to the next item if present. When the pull-in is finished, the new clips will be available in either the **Clip Bin** (**Clip Mode**) or Drastic's 24 hour time code space (**Conform Mode**).

A pull-in may be performed either in a Local Control or Network Control application.

Confirm that the video/audio output(s) of the VTR are connected to the input(s) of the Drastic Device.

Confirm that the RS-422 output of the Drastic Device is connected to the RS-422 input of the VTR via a serial cable, and that the VTR is set to Slave (or Remote) Mode (in order to accept external control). It may be necessary to open **LocalConfig** and confirm serial control settings. Detailed instructions for setting up serial control are available in the **MDI Admin** interface manual.

Following is how the options are set for a pull-in in either **Clip Mode** or **Conform Mode**.

Clip Mode Pull-ins

Press the **Clip** button on the Mode selector.

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

The top field is the **Reel Name** field. This refers to the tape in the external VTR. Keep the default name or type in a new name for the reel. Several pull-in items may be set from one tape, switch the **Reel Name** using this dialog box, insert a new tape, and set pull-in items from the new tape. If the **Reel Name** changes during the pull-in list, a prompt will arise allowing the user to change tapes.

The **Base Name** adds 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.

In **Clip Mode** pull-ins, the **Record In** is disabled.

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 media being captured. Enter a number of frames in the **H/T** field. **QuickClipXO** will add this amount of frames so that each item captured is that much longer. For example an **H/T** setting of 4 would add 8 extra frames to each clip created in the Pull-in.

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 in **Clip Mode**.

Conform Mode EDL

Press the **Conform** button on the Mode selector.

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

The top field is the **Reel Name** field. This refers to the tape in the external VTR. Keep the default name or type in a new name for the reel. Several pull-in items may be set from one tape, switch the **Reel Name** using this dialog box, insert a new tape, and set pull-in items from the new tape. If the **Reel Name** changes during the pull-in list, a prompt will arise allowing the user to change tapes.

In **Conform Mode** pull-ins, the **Base Name** is disabled, as media is captured into time code space using a default naming convention.

Set the **Record In** - The **Record In** field allows the user to set the **In Point** for the captured media in time code space.

Set Heads and Tails - The user can add "heads" and "tails" to each captured item. These are extra frames of media captured so as to provide a safe (editable) zone surrounding the important media being captured. Enter a number of frames in the **H/T** field. **QuickClipXO** will add this amount of frames so that each item captured is that much longer. For example an **H/T** setting of 4 would add 8 extra frames to each media section in time code space created in the Pull-in.

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 in **Conform Mode**.

Create Pull-In Items

Once the user has set the **EDL Options**, 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 transport controls and time code displays etc. now reference the external VTR.

Confirm the Mode

The pull-in can be created to record media into either **Conform Mode** or **Clip Mode**. **QuickClipXO** will retain the most recently used mode to use for the pull-in by default.

To switch between **Clip Mode** and **Conform Mode** for the pull-in, use the **Internal Channel Mode** pulldown menu at the bottom center of the **FromVTR** screen. If it is necessary to change the mode during the creation of an EDL, select the correct mode, the press the **Options** button and confirm the parameter settings correctly for the new mode.

e/e Mode - To see the output of the VTR on the VGA screen of **QuickClipXO**, select the **e/e** checkbox. In a Network Control application, there may be limitations on real-time display of video on the VGA screen of the Controller.

Create Pull-In Items

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 in the **Clip Extents** section.

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 (after) the **In Point**. The user may also enter a time code location into the **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.

Comment – Click in the Comments field and type in a comment if it is useful to help identify the clip or its source etc.

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

Edit a Pull-in Item – if any of the parameters of a pull-in item have been entered incorrectly or need to be changed, double-click on its row in the pull-in EDL. This loads the item's parameters, allowing the user to edit the In, Out, Reel, Comment etc. Once the pull-in item has been adjusted correctly, press the **Set Clip** button to enable the changes. The user can edit a pull-in item at any time before the pull-in has been performed.

Automatic Length Calculation for Pull-in Item

Once the user presses the **New Clip** button, the **Out** point of the clip just created is loaded into the **In** field, and a new **Out** point has been calculated to create a clip of equal length, and loaded into the **Out** field in the **Clip Extents** section. The user could create a multitude of equal length edits by pressing the **New Clip** button repeatedly.

Multiple Reels - Multiple reels (or tapes) may be used for one pull-in. This means the same EDL can be used to pull in media from any number of tapes.

Load the Second Reel - Once all necessary pull-in items have been created from the first tape, eject and remove the first tape from the VTR.

Select the **Options** button to open the **Enter EDL Options** window again. Select the **Reel Name** field and type in a name (different from the **Reel Name** used for the first tape) for the second tape, or reel.

Press the **Set Name** button. Press the **Create** button. Load the second tape into the VTR.

Create any pull-in items needed from the second tape. As the pull-in is being performed, when the **Reel Name** changes from one item to the next, the user will be prompted to insert the second tape into the VTR.

Delete Items in the EDL - The user may delete an item in the EDL if it becomes necessary. 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)

Perform the Pull-in

Pull-In Context Menu - Once all the parameters are correct, DO NOT PRESS THE RECORD BUTTON! The Pull-In is performed using the context menu. Right click on a clip in the pull-in list. This opens the **Pull-in EDL** context menu.

Single Clip performs a pull-in of the selected clip. Select the necessary clip and right click on it, then select **Single Clip**.

Selection performs a pull-in of specific clips. Select the necessary clips and right click on them, and select **Selection**.

All performs each item in the EDL from start to finish. Once the pull-in has completed, the new clips should be available for playback. In **Conform Mode**, the media will have been placed into 24 hour time code space. In **Clip Mode**, the media will be available in the **Clip Bin** of the Drastic Device as a series of clips.

Delete Clip removes the selected edit from the EDL.

Clear List opens the **Save/ Discard** window, which allows the user to either save their current edits or to discard all edits in the EDL.

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.

Once the EDL has been saved, it is a simple file and may be copied, pasted and otherwise relocated wherever the user needs to use it. Therefore pull-in EDLs can be created on a station set up for that purpose, and made accessible or moved to any station set up to remotely perform them.

Delete the EDL - To clear the entire list, right click on the list. The context menu will open. Select **Clear List**. This brings up the **Discard List** window.

Select between **Save** (save the list in a directory chosen by the user) or **Discard** (remove all edits from the list).

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.

Browse through the available directories to the location of the saved EDL. To efficiently browse for specific EDL types the user may select the **Filter** pulldown

menu, which limits the files displayed to certain EDL types. Locate the saved EDL. Press **OK** to select and load it into **QuickClipXO**.

To close this dialog box without opening an EDL, press the **Cancel** button.

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

In **Clip Mode** the media is accessed as a series of clips, or discrete media segments starting at 00:00:00:00. Confirm that the correct internal channel has been selected for playback. In a single channel system, this will be **Int0**.

Press the **Clip** button in the Mode selector. The interface will indicate **Server Mode**, and there are other controls and displays unique to **Clip Mode**.

Clip Playback

Select a clip from the **Clip Bin** by clicking on it. Upon its selection, the clip will be paused on the first frame, 00:00:00x00.

Press **Play**. The clip should play from the beginning to the end, and pause on the last frame (unless interrupted).

Preroll – To add 1 minute of black on the beginning and end of all the clips in the **Clip Bin**, press the **Preroll** button. You will note each clip's length is increased by 2 minutes. You can still easily cue to the beginning of media by entering 00:01:00:00 into the **In** extents field and pressing the **Q** In button.

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

Looped Preview Playback - A **Preview** may be looped in the same way. Set up an edited portion of a clip as above and press the **Loop** button. Press the **Prev** button. The specified portion of the clip will play from start to finish, over and over again.

PlayList Playback

A **PlayList** allows the user to assemble clips from the **Clip Bin**, and arrange them in sequence for playback. A **PlayList** may be quickly assembled by the user, and multiple **PlayLists** may be saved and run as needed. A **PlayList** may be looped for display or review applications.

Create a PlayList - 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 introduced to the **Clip Bin** from the **PlayList**.

Add Clips Context Menu: Right click on a clip in the **Clip Bin**. Select **Copy Clip** from the context menu. Right-click on the **PlayList**. Select a pasting option from the context menu. **Add Clips Drag and Drop:** Click and hold on a clip. "Drag" it over to the **PlayList** and "Drop" it. If dropped in a blank area of the **PlayList**, the selected clip will have been added to the end of the **PlayList**. If dropped onto a clip in the **PlayList**, it will take that clip's place and move the rest of the list down.

If a clip has been placed out of order it may be deleted (right click on the clip) and re-added elsewhere in the list.

Selecting **Remove All Clips** from the context menu 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 the last frame of the last clip in the **PlayList**. The **Play List** button becomes a **Stop PlayList** button while the **PlayList** is playing. Therefore, it 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** checkbox, then press the **Play List** button. The **PlayList** will play from start to finish, over and over again until interrupted. Uncheck this box to remove looping mode playback of the list.

PlayList File Options

PlayLists are saved as files, and may be copied and pasted, or moved to other locations on the network. This allows the user to create **PlayLists** on the Drastic Device of their choice locally or remotely based on that system's available media, and move these **PlayList** files as needed to whatever system is being used to control the Drastic Device.

In a Network Control application, **PlayLists** may be composed based on a shared pool of media. These **PlayLists** may then be run by any other Drastic Device that can connect to the same network and access the same media files. The user would need to confirm that the clips addressed by the **PlayList** are in the **Clip Bin** of the Drastic Device before they will play.

To **Save** the open **PlayList**, select the **Save PlayList** button. In Local Control, 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.

In a Network Control application the browser will allow the remote user to save the **PlayList** in a location of their choice, but any drives local to the system being controlled will need to be shared with the controlling system. See the *Add a folder to access remotely* section for more information on how to do this.

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

Film Mode uses a 24 hour time code space, much like **VTR Mode**. This mode does not use clips, so the **Clip Bins** and **PlayLists** are not available in this mode. **Film Mode** is a fully destructive mode of operation; media captured into the same time code location as existing media will displace, and delete the existing media. For a non-destructive capture mode, see **VTR Mode**.

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**. If there is no ::Film clip in the Bin, it is possible you have not set up a Film Space. You can create a new on by pressing the File button and selecting **New ::Film Space**, and selecting a location for the files to be saved in.

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 - 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.

To view this section, press the **P (Preview)** button. This plays the selected section of media, pausing on the last frame.

Looped Preview Playback - A **Preview** may be looped in the same way. Set up an edited portion of **Film Space** as above and press the **Loop** button. Press the **Prev** button. The specified portion of the clip will play from start to finish, over and over again

Conform Mode

In **Conform Mode**, the media is accessed as having an associated time code location within Drastic's 24 hour time code space.

Conform Mode is identified as **VTR Mode** in **QuickClip MDI Admin** software. Media is captured or added into a virtual 24 hour time code space using system-generated names and allocated to specific time code locations.

Play Time Code Space

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 the In/ Out/ Duration parameters into the **Clip Extents** section, with the first frame of video loaded for playback (in **Main View**).

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. 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 from In Point - 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 a section of time code space media - select an item from the **Time Code Space List**. This loads its In and Out points into the **Extents** section. Press the **Prev** (preview) button in the **Clip Extents** section. Playback will stop on the last frame of the selected media section.

Play a selected section of media using time code - select the **In Point** time code and enter the new time code location (where the media will start playing). Press **Q** to cue to this location. Or use the transport controls to cue to a location at which you would like playback to start. Press the **In** button.

Select the time code location in the **Out** field, and enter a new time code location (greater than the In point) as the last frame. Press the **Q** button, then the **Out** button. Press the **Prev** (preview) button. This will play the selected section of media, even if it includes several sections of media in time code space. Playback will pause on the last frame.

Note that even with the new extents entered, the **Play** button will not look for an **Out Point**; 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. Press the **Prev** button. The selected section of media will play from start to finish, over and over again until interrupted.

Note that even with the **Loop** button selected, the **Play** button will not loop the playback in this mode.

Laybacks

QuickClipXO may control an external VTR to lay clips back to the VTR under control. A **PlayList** is assembled, and the VTR is placed into record under the control of the Drastic Device. The media within the **PlayList** is captured in sequence onto the tape in the VTR.

Confirm that the video/audio output(s) of the Drastic Device are connected to the input(s) of the VTR. If it is necessary or useful to see the video output of the VTR on the VGA screen of the Drastic Device (for example to cue to a good In Point location), confirm that the video output of the VTR is connected to the video input of the Drastic Device.

Confirm that the RS-422 output of the Drastic Device is connected to the RS-422 input of the VTR via a serial cable. Confirm that the VTR is set to Slave (or Remote) Mode (in order to accept external control). There may be an adaptor or adaptors required to effect serial communications. Detailed instructions for setting up external VTR control are available in the in the **QuickClip MDI Admin** software manual.

Confirm that any media the user wants to lay back onto the external VTR is loaded into the **Clip Bin** before setting up the Layback. In a Local Control application, it is possible to exit **ToVTR Mode** temporarily and add media to the pertinent **Clip Bin**, but in a Network Control application the user will have to confirm that any necessary clips have already been added to the **Clip Bin** of the Target Device.

Laybacks may be performed in a Local Control or Network Control application.

Create a Layback EDL

Select **ToVTR Mode**. All of the **View** tabs have been disabled except for the top one, now displayed as **Controlling VTR**.

The external channel (the VTR) is loaded into the channel pulldown menu, which means that the Transport Controls and Displays now address the external VTR. The internal channel displays are relocated to the lower left hand corner of the interface.

Insert or Assemble – to capture all video and audio channels present in the media, switch the **Insert/Assemble** toggle button to **Assemble**. To capture specific channels of either video or audio and leave other channels on the tape intact, switch the **Insert/Assemble** toggle button to **Insert**, then deselect any video and/or audio channel(s) which you do not want to replace on the tape.

Cue to and Set an In Point on the VTR – Use the **Transport Controls** to cue the tape to the location of the first frame of media to be captured. Press the **Mark** button. This sets the current location on the VTR as the In Point for the Layback. Alternately, enter the time code location into the **In-Point (VTR)** field and press

the **Q** button. This cues the VTR to the specified location and sets this location as the **In** point.

Create a layback EDL. The user places clips from the **Clip Bin** into the **Layback EDL**. Either "drag and drop" or "copy and paste" will work to add clips to the EDL.

Drag and Drop: Select a clip in the **Clip Bin** by clicking on it. "Drag" it over to the **EDL** section and "drop" it. It will be added as the first section of media that will be recorded onto the VTR. The user may continue to drag and drop clips until the **EDL** section contains all the clips that are being laid back to the VTR.

Copy and Paste: Right click on a clip in the **Clip Bin** to reveal the context menu. Select **Copy Clip** from the context menu in the **Clip Bin**. This copies the selected clip to the clipboard. Move the cursor over to the **Layback EDL**. Right click on this EDL to reveal the context menu. Select from the options to put the clip into the list.

The user may add more clips using either of these methods.

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

Edit an Item in the EDL - If an item needs to be adjusted, right click on the offending clip and select **Edit Row**. This opens the **Edit Layback** window.

The current parameters of the selected clip are loaded into this 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.

Cancel - If the user does not wish to adjust the item (whether any changes have been entered or not) select the **Cancel** button.

Delete a Clip - 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 the Drastic Device's storage.

Perform the Layback

Once the layback EDL has been set up correctly, the user may begin 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 the clip onto the VTR, then post-roll and seek for the next In point. Once all the clips have been laid back to the VTR, the layback may be discarded or saved.

The clips will have been recorded (or laid back) onto the VTR contiguously, starting at the **In Point** specified by the user.

Layback EDL File Options

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.

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, with the filter set to show only **EDL** (*.edl) file types.

The user may select the **Filter** pulldown menu to view a list of file type filters which displays only one file type during the search. If the EDL type being used is not shown, the user may select * (show all files) to locate a specific EDL.

Select the correct EDL and press the **OK** button.

Cancel - The user may close this dialog box without selecting an EDL by pressing the **Cancel** button.

External VTR-Controlled Layback

An external VTR may act as a controller to capture media existing on the Drastic Device.

Once control has been established over the Drastic Device, the transport controls on the VTR allow the user to set In and Out points. The VTR then acts as a controller to perform the Layback. Each edit in this kind of layback is performed individually, so there is no EDL to create or save etc.

Here is how to perform an external VTR-controlled layback.

Set Up the Drastic Device - Open **LocalConfig**.

Select the **External VTRs** tab. Select the **External Serial VTR Control** checkbox.

Confirm that the **9 pin Emulation** section (accept incoming serial control/ Slave Serial Control) uses COM 1.

Close **LocalConfig** by pressing the **Done** button. Run **QuickClipXO**.

Cabling between the VTR and the Drastic Device

Confirm that the video output of the Drastic Device is connected to the correct input on the VTR.

Confirm that the audio output of the Drastic Device is connected 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).

Confirm that the correct tape is in the VTR.

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 the mode on the VTR that provides transport control over the **QuickClipXO** system.

Cue **QuickClipXO** to the first frame of media to capture (using the VTR's controls).

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)

Using this method the user may capture media existing on the Drastic Device to their VTR.

Editing and Accessing Media

Clip Mode

Add Clips to the Clip Bin

Local Control - **Clip Mode**: press the **Clip** button in the **Mode** selector. Click on the **Add Media** button. The Java file browser will appear. Select the file you want and press **Add Clip**. This loads the clip into the **Add Clip Options** dialog box. This dialog provides a default name which you can reset. Press the **Set Name** button to confirm any name changes, then press the **Add** button to add the clip to the Clip Bin.

Local Control - **Conform Mode**: press the **Conform** button in the **Mode** selector. Click on the **Add Media** button. The Java file browser will appear. Select the file you want and press **Add Clip**. This loads the clip into the **Add Clip Options** dialog box. Set the **Timeline In**, and optionally the **Clip In**, **Clip Out** (to add a portion of the clip) and **Channels** (to only add specific audio or video channels). Conform Mode also allows you to add media directly from the **Clip Bin**. Press the **Add Clip** button to see a pulldown menu containing all the clips in the **Clip Bin**. Clicking on a clip in this menu loads it into the **Add Clip** dialog box so you can set the parameters and add the clip as above.

Remote Control - **Clip Mode**: press the **Clip** button in the **Mode** selector. Click on the **Add Media** button. The web-based file browser will appear. This shows the folders accessible to the system you are controlling which have been added, allowing you to access them remotely. Select a file and press the **Open** button to add it to the **Clip Bin**.

Remote Control - **Conform Mode**: press the **Conform** button in the **Mode** selector. Click on the **Add Media** button. The web-based file browser will appear. Again you will only see folders which have been added. Select the file you want and press **Add Clip**. This loads the clip into the **Add Clip Options** dialog box. Set the **Timeline In**, and optionally the **Clip In**, **Clip Out** (to add a portion of the clip) and **Channels** (to only add specific audio or video channels). Conform Mode also allows you to add media directly from the **Clip Bin**. Press the **Add Clip** button to see a pulldown menu containing all the clips in the **Clip Bin**. Clicking on a clip in this menu loads it into the **Add Clip** dialog box so you can set the parameters and add the clip as above.

Please note, if the media file you are adding does not have the same frame rate, compression type and bit depth as the current DDR settings, it will appear in orange in the list and probably will not play back in real time.

Add a folder to access remotely

To be able to add media remotely, the folder to which the media is being added must be shared with the remote system that is doing the adding. This allows the user to provide access to only those confirmed users who can provide the proper

Close **QuickClipXO** on the remote system being controlled. Open LocalConfig on that system. Select the **Network/Front Panel** tab. The **File Directories** section will display a list of all currently mapped folders. If the folder you want to share is not already present in this list, press the **Add** button, browse to that folder and select it, then press **OK**. This loads the selected folder into the **Enter Alias** box. Enter a name for the folder if you like, and press **OK**. The remote user will now be able to "see" the folder for records, lists, media etc.

To provide password-controlled access to a folder, you can set a user name and a password for the folder. During the above procedure, select the **UserName** field and type in a user name. Select the **Password** field and type in a password. A remote user will now have to provide these credentials to open the folder. Close **LocalConfig** and open **QuickClipXO** on the system to return to being controlled remotely.

Remove a folder from remote access

Close **QuickClipXO** on the remote system being controlled. Open LocalConfig on that system. Select the **Network/Front Panel** tab. Select a folder from the list and press the **Delete** button. This removes the folder from the list. The folder will no longer be visible to remote browsers and the remote user will not be able to "see" the folder to select it. If a folder has been removed by accident, you can add it again at any time.

Edit the Clip Bin

Remove or Delete a Clip - Right click on a clip in the **Clip Bin**. This brings up the **Clip Bin** context menu. Here are the options:

Select **Remove Clip**. This does not affect the media file as it has been saved to the storage, but the clip will no longer appear in the **Clip Bin**.

Select **Delete Clip**. The clip will be deleted, and the media file removed from the hard drive. It will be gone.

Clip Picon Reset

Select **Clip View**. Each clip is displayed with a small (compressed) image above its name. This image is referred to as the picon (picture icon). Note that each clip has as its picon the first frame of the clip. In some cases this will not be the best

visual reference for the media contained in the clip. It may be useful to reset the picon to a more representative frame of the clip.

To reset a picon, select a clip. Cue the clip to a location other than the first frame. Press the **Set Picon** button. In **Clip View**, the picon is changed immediately. **In Main View**, the picon itself is displayed.

Once the picon has been reset, **Clip View** displays the clip with the new picon for easy visual reference.

Create Sub-Clips

In **Clip Mode**, the user may create sub-clips from a clip by specifying new In/Out points. This activity does not alter the clip as it has been created on the hard drive; rather it functions to play only the specified portion of the clip. Confirm that **Clip Mode** is selected.

Select a Clip and Edit It - Select a clip in the **Clip Bin**. Note that its time code length is displayed in the **Clip Extents** section.

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. This cues the clip to that frame of video. Press the **In** button. This sets this location as the new **In Point**. The clip length will automatically be recalculated to display its new duration, and the edited frames will be removed from the beginning of the clip if the user accepts these choices in the **Create New Sub Clip** dialog box.

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). Press the **Q** button to cue the display to this location. Press the **Out** button. This sets the current location as the new **Out** point. The clip length will automatically be recalculated to display its new duration, and the edited frames will be removed from the end of the clip if the user accepts these choices in the **Create New Sub Clip** dialog box.

Press the **Create Sub-Clip** button. This opens the **Create New Sub-Clip** dialog box, which allows the user to rename the sub-clip.

Rename the Sub-clip – A default name is supplied for the sub-clip, but here is how to enter a new name. Select the text in the **New Clip Name** field, backspace and type in a new name.

Press the **Create** button. The sub-clip will be added to the **Clip Bin** for playback, and/or included in a **PlayList**.

Cancel - If the user does not wish to create the sub-clip at this time, press the **Cancel** button to close the **Create New Sub-Clip** dialog box.

Picon Display of a Sub-Clip - Where a sub-clip has been created, the user may note that in **Clip View** it retains as its picon the first frame of its parent clip, whether this matches the first frame of the sub-clip or not. In fact in many sub-clips the first frame of the parent clip will not be played at all.

Reset the Picon - To reset the picon for the sub-clip, select the sub-clip in the **Clip Bin** and then press the **Set Picon** button. This resets the picon to the first frame of the sub-clip. The user may also cue to any location within the sub-clip and reset the picon to that frame by pressing the **Set Picon** button.

The sub-clip will display the duration of its parent clip in the **Clip View Property** section, **Length** field. This is because the parent clip has not actually been shortened by the sub-clip creation. This allows the user to create multiple sub-clips from the same parent clip without duplicating media.

Custom Clip Bins

Clip Mode allows the user to either load an alternate saved **Clip Bin** or to create a new **Clip Bin**. This allows the user to tailor the contents of each **Clip Bin** to the user's requirements while maintaining the most efficient allocation of a shared pool of resources.

Create a New Clip Bin - Press the **File** button. Select the **Open/New Clip Bin** option. This opens a browser which allows the user to search for the location in which they would like to create a new **Clip Bin**. A standard browser will open, set to the location of the current **Clip Bin**, with a clip named *.log in it. The user may select the * part of the file name and type in a name for the new **Clip Bin**. Press the **Open** button and the browser closes, with **QuickClipXO** set to the new **Clip Bin**.

Open an Existing Clip Bin – To open a **Clip Bin**, press the **File** button. Select the **Open/New Clip Bin** option. Browse to the location in which the **Clip Bin**'s log file is saved. Select it and press the **Open** button. The browser closes, with **QuickClipXO** set to the selected **Clip Bin**.

Conform Mode

Add Media to Time Code Space

The user may add media in a Local Control application. Network Control assumes that all necessary media will have been loaded into either **Clip Mode** or **Conform Mode** before Network Control is attempted.

Add clips from the **Clip Bin** into **Conform Mode** - Select the **Conform Mode** button. Then select the **Add Clip** button. This displays the contents of the **Clip Bin** as a pulldown menu. Use the pulldown menu to select a clip to add to **Conform Mode**.

Add media in **Conform Mode** - Select the **Conform Mode** button. Then select the **Add Media** button.

This brings up the **Add Clip** browser. The **Add Clip** browser allows the user to search through their storage for a suitable media file to add.

If it is necessary to cancel out of the **Add Clip** dialog for any reason, press the **Cancel** button.

Once a suitable file has been located, select it and press the **Add Clip** button. This brings up the **Add Clip Options** window.

Add Clip Options - The clip name controls have been disabled, as **Conform Mode** does not reference the media as clips. Media retains its existing file name when added into **Conform Mode**.

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. This is where the first frame of video will be placed when the media is added so confirm that this is the correct location in order not to eliminate allocated media from time code space.

Add a Portion of a Clip - A portion of a clip may be placed into time code space by editing the In and Out points.

Select the **Set Clip In** checkbox to trim a number of frames from the beginning of the selected clip. Select the time code to the right of this checkbox. Enter a time code location greater than 00:00:00:00, and less than the length of the clip. **QuickClipXO** will remove the frames from 00:00:00:00 to the selected time code location.

Select the **Set Clip Out** button to trim a number of frames from the end of a clip. Select the time code to the right of this checkbox. Enter a time code location greater than 00:00:00:00, and less than the length of the clip. **QuickClipXO** will remove the frames from the selected time code location to the end of the clip.

The **Channels** buttons are available in some configurations to select or deselect video or audio channels for insert editing during add clip activities. A "pressed" state indicates the channel will be retained.

If it is necessary to cancel out of the **Add Clip Options** dialog for any reason, press the **Cancel** button.

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

Edit Time Code Space

The user may remove media from the **Time Code Edit List**. Select a media segment and right click on it.

This brings up the context menu for the **Time Code List**. Select **Remove** and the selected media segment will be removed.

Custom Time Code Space Lists

Conform Mode allows the user to either load an alternate saved **Time Code Space Edit List** or to create a new **Time Code Space Edit List**. This allows the user to tailor the contents of each **Time Code Space Edit List** to the user's requirements while maintaining the most efficient allocation of a shared pool of resources.

Press the **File** button. This opens a browser which allows the user to search for the location in which they have either saved a **Time Code Space Edit List** or in which they would like to create one.

If an existing **Time Code Space Edit List** is selected, pressing **Open Clip Bin** loads this **Time Code Space Edit List** into **QuickClipXO**, and so the contents of the new **Time Code Space Edit List** are accessible to the user for playback in **Conform Mode**.

Keyboard Commands

The following keyboard commands are supported in **QuickClipXO** software.

Note: all keys are case sensitive.

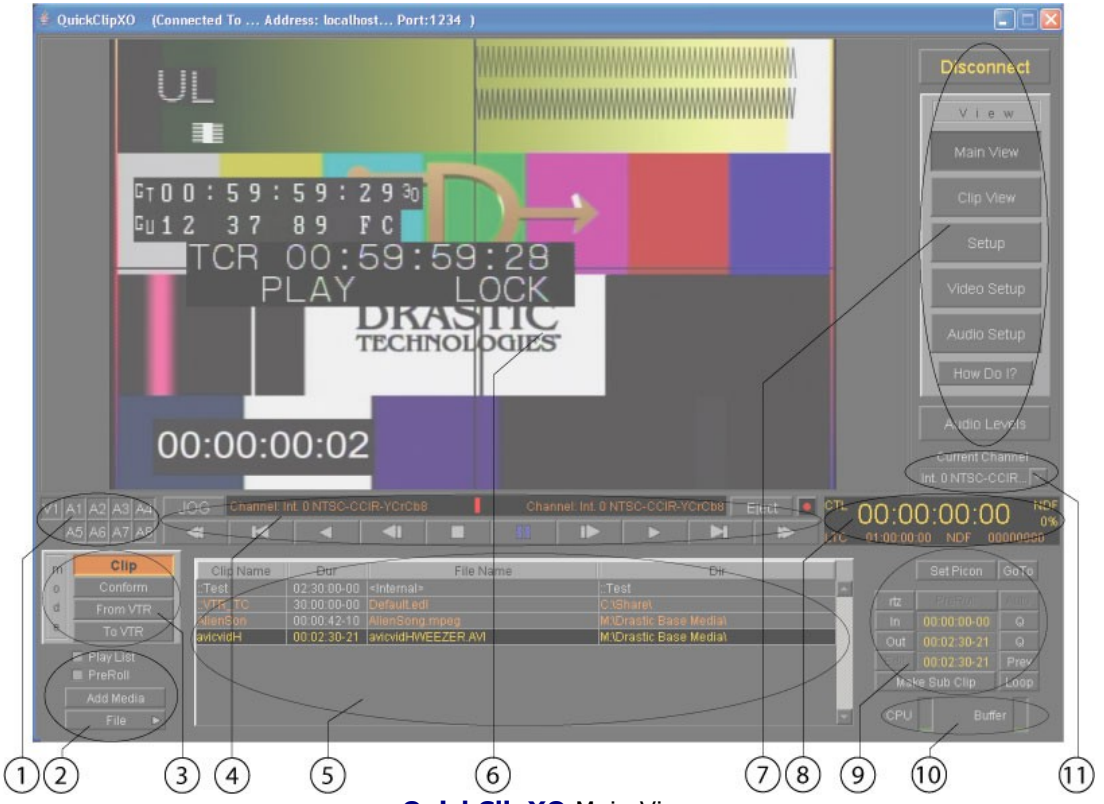
	Plain key-press	**Keypress + Shift**	**Keypress + other**
<**F1**>	Help		
~ `	RTZ		
Q		Record	<Ctrl> Quit
W	Preview	Auto Edit	<Ctrl+Shift> record 1 frame, go to next frame
E	Preview In	Eject	
R	Preview Out		
T		Loop	
Y	V1 toggle		
U	A1 toggle	A5 toggle	
I	A2 toggle	A6 toggle	
O	A3 toggle	A7 toggle	
P	A4 toggle	A8 toggle	
[{	-1 frame	-5 seconds	<Ctrl> -5 frames <Alt> -1% <Ctrl+Shift> -5% <Alt+Shift> -10% <Ctrl+Alt> -10 frames <Ctrl+Alt+Shift> -25%
] }	+1 frame	+5 seconds	<Ctrl> +5 frames <Alt> +1% <Ctrl+Shift> +5% <Alt+Shift> +10% <Ctrl+Alt> +10 frames <Ctrl+Alt+Shift> +25%
\ |	Loop		
G	Shuttle -	Shuttle Fine -	
H	Shuttle +	Shuttle Fine +	
J	Reverse Play	-1 Frame	<Ctrl> -1 Field
K	Pause		
L	Play	+1 Frame	<Ctrl> +1 Field
Z	Fast Reverse Play	-5 Seconds	
X	Fast Forward Play	+5 Seconds	
C	Play	Play 200%	<Ctrl+Shift> Play 50%
V	Pause	Stop	
B	Reverse Play	Reverse Play -200%	<Ctrl+Shift> Reverse Play -50%
N	Cue to the In Point	Cue to the Out Point	
M	Mark In		<Ctrl+Shift> Delete In

, <	Mark Out Point		
. >	Stop		
Home	Cue Start	Cue In	
Delete	Remove	Delete	
End	Cue End	Cue Out	
Left Arrow	Shuttle -	Shuttle Fine -	
Up Arrow	+1 Frame		
Right Arrow	Shuttle +	Shuttle Fine +	
Down Arrow	-1 Frame		
Num Pad 1	Shuttle -	Fast Reverse	
Num Pad 2	Step Forward	Step Back	
Num Pad 3	Shuttle +	Fast Forward	
Num Pad 4	Mark In		
Num Pad 5	Cue In	Cue Out	
Num Pad 6	Mark Out		
Num Pad 7	Cue Start		
Num Pad 8	Preview		
Num Pad 9	Cue End		
Num Pad 0	Play/ Pause	Reverse Play	
Num Pad +	Stop		
Num Pad .	Pause/ Stop		
Num Pad Enter	Play		
Num Pad *	Mark Out		
Num Pad /	Mark In		

Reference

The diagram below shows the **QuickClipXO** interface. The interface elements have been numbered for quick identification. This reference section will look at each of these interface elements to describe the functionality of **QuickClipXO**.

Main View



QuickClipXO Main View

Please refer to the following chart for available controls and their functions:

1	**Channel** presets	Displays the number of audio and video channels set up on the Drastic Device (Local Control) or the Target device (Network Control). Indicates selected or de-selected audio or video channels in some applications.

2	**PlayList** checkbox, **PreRoll** checkbox, **Add Media** button and **File** button	Selecting the **PlayList** checkbox enters **PlayList** mode, where the user may play a number of clips in sequence. Selecting the **Preroll** checkbox adds I minute of black to the beginning and end of each clip in the **Clip Bin** (making each clip 2 minutes longer in duration). The **Add Media** button opens a standard browser, which allows the user to search for and load media. The **File** pulldown menu allows the user to create a new or open an existing **Clip List**, **Film Space**, or **Time Code Space List**. An **Add Clip** button is added in **Conform Mode**, which allows the user to add media directly from the **Clip Bin**, and the **PlayList** and **PreRoll** checkboxes are removed.
3	**Control Mode** selector	Select between **Clip** Mode (clip-based media handling), **Conform** Mode (Drastic's 24 hour time code space), **FromVTR** (Pull-in from external VTR) and **To VTR** (Lay back media to an external VTR) Control Modes. The selected mode will be displayed in orange.
4	**Transport and Shuttle** controls	Provides media transport controls, including a Jog/ Shuttle/ Variable/ Position slider bar for cueing, confirmation and selection of media.
5	**Clip Bin** section	Displays all the clips in the **Clip Bin** of the Drastic Device (Local Control) or the Target device (Network Control).
6	**VGA Display** Screen	Shows the clips being selected or played. Shows pass-through video in **E-E** mode.
7	**Connect/ Disconnect** button, **View** selector, **How Do I?** button and **Audio Levels** display	The **Connect** button allows the user to select the **QuickClip**-based system this instance of **QuickClipXO** is controlling. If disconnected, this button will display as **Connect**. Press to connect. If connected, this button will display as **Disconnect**. Press to disconnect. The **View** selector allows the user to select between **Views**. Select between the **Main View**, **Clip View**, **Setup**, **Setup Video** and **Setup Audio** tabs to access various **QuickClipXO** controls and displays. The **How Do I?** button offers a help file for the **QuickClipXO** user. The **Audio Levels** button when selected replaces the View selector tabs with virtual audio meters. Use this button to return to the **View** tabs.
8	**Transport** display	Displays information associated with the media transport, such as time code and control types, play speed, current time code location etc.
9	**Extents** section	Displays the extents (In/Out points) of the selected media. Allows the user to cue to and edit the clip extents, creating subclips by trimming existing clips. Edit Preview and Looped playback controls are offered. The **Set Picon** button allows the user to reset the picon displayed by cueing to a frame in the clip and pressing the button. **Go To** opens a window which allows the user to enter a time code location and go to that location by pressing a button.

10	**CPU** and **Buffer** section	These two displays show processor usage and buffer levels in real time as a percentage of 100. This helps a user understand and view when and how intensively their resources are being used during specific activities.
11	**Channel** selector	Allows the user to select between available channels.

Clip Bin

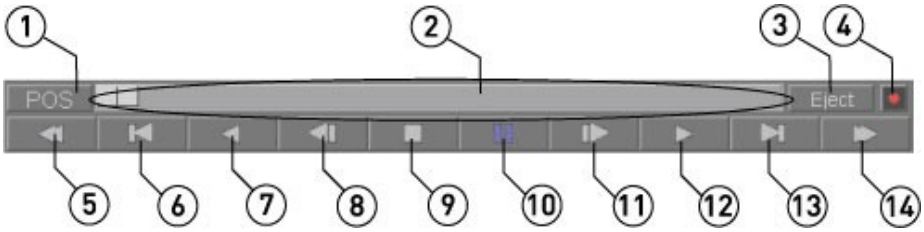
Clip Bin section

The **Clip Bin** contains all the clips available for playback. Clips may be added to or removed from the **Clip Bin** for playback and sequencing purposes. The user will not be able to play a clip that has been removed from the **Clip Bin**, even if for example it is named in a **PlayList**.

Please refer to the following chart for available controls and their functions:

1.	**Clip Name** column	Displays the Clip Name (restricted to 8 characters to maintain compatibility with specific controllers).
2.	**Duration** column	Displays the clip duration in standard SMPTE format (hours:minutes:seconds;frames).
3.	**File Name** column	Displays the file name.
4.	**Directory** column	Displays the file path and directory in which the clip is stored.

Transport and Shuttle Controls



Transport and Shuttle Controls section

1.	**Position Controller** selector	Allows the user to select between shuttle modes which provide convenient seek functionality. Available modes include **POS** (positioning selector), **JOG** (jog functionality), **SHTL** (shuttle functionality), and **VAR** (variable speed)
2.	**Position Control** pointer and field	The position of this pointer in this field indicates the relative cued position within the clip, or the relative speed and direction of media transport, depending on the **Position Controller** setting selected.
3.	**Eject** button	Press to eject a tape from an external VTR. External Device control must first be established before this is activated.
4.	**Record** button	Enter record mode for the selected channel. Hardware-dependent.
5.	**Fast Reverse** button	Shuttle through media in reverse at the fastest possible speed.
6.	**5 Seconds Reverse** button	Go to the location 5 seconds prior to the present location and display the frame of video found there. If pressed at less than 5 seconds before the start of media, will cue to the beginning.
7.	**Reverse Play** button	Play the selected media in reverse, at -100% of play speed. Playback stops at the first frame of video.
8.	**Step Frame Reverse** button	Go to the location one frame prior to the present location, and display the frame of video found there.
9.	**Stop** button	Stop any playback actions in progress and display pass-through video, if present.
10.	**Pause** button	Stop any playback actions and display the frame of video found at the present location. If in Stop mode, display the first frame of video.
11.	**Step Frame Forward** button	Go to the location one frame after the present location, and display the frame of video found there
12.	**Play** button	Play the selected media at 100% of normal play speed.
13.	**5 Seconds Forward**	Go to the location 5 seconds after the present location

	button	and display the frame of video found there. If pressed at less than 5 seconds before the end of media, will cue to the last frame.
14.	**Fast Forward** button	Shuttle forward through the media at the fastest possible speed.

Position Controller

Press the **Position Controller** selector to cycle through the available Jog/Shuttle modes. The available choices are:

JOG

JOG position controller

The Position Controller **JOG** setting allows the user to pull the red slider to move by one or two frames to seek for a location within the media (right is forward and advances the time code; left is reverse). When the **JOG** slider is released it goes back to a rest position. Press the **JOG** button to cycle through the available position controls.

POS

POS position controller

The Position Controller **POS** setting displays the relative location, or position within the media. The user may "pull" the slider to cue up to any location within the clip. Alternately, the user may press a location within the Position Slider field to cue up to that point. The **POS** slider is unavailable during specific VTR capture activities. Press the **POS** button to cycle through available position controls.

SHTL

SHTL position controller

The Position Controller **Shuttle** setting allows the user to view media at variable speeds in forward or reverse. When the SHTL slider is released it goes back to a rest position. Press the **SHTL** button to cycle through available position controls.

VAR

VAR position controller

The Position Controller **Variable** setting allows the user to play media at a speed other than 100%, in forward or reverse. "Grab" the slider. Move it to another position and release it. It stays there, playing the media at the relative speed corresponding to that location. Press the **VAR** button to cycle through available position controls.

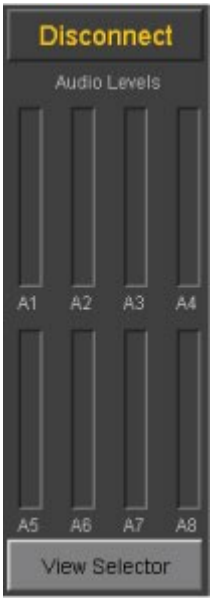
Transport Display

Transport Display section

Please refer to the following chart for available controls and their functions:

1.	**Control Type** display	Select between the available Control types. Cycle through the available choices by pressing on this field with the mouse.
2.	**Alert** field	Displays a warning state: if flashing **IN**, the input is invalid, or of a different video standard. If flashing **REF**, the reference input is invalid or of a different, incompatible video standard. If flashing **DISK**, the current media storage drives are full or nearing full. If flashing **AUD**, the audio input is invalid or unrecognized.
3.	**Time Code Location** display	Displays the system time code location.
4.	**Video Standard** display	Select between available video standards. Confirm that this is set to match the system configuration.
5.	**Control Type 2** display	Displays information from the second Control type used.
6.	**TC Location 2** display	Displays the time code location generated by the second Control type used.
7.	**Video Standard 2** display	Displays the video standard associated with the second Control type.
8.	**User Bits** display	Displays the user bits associated with the clip.
9.	**Transport Speed** display	Displays the current transport speed as a percentage of normal play speed.

Audio Levels



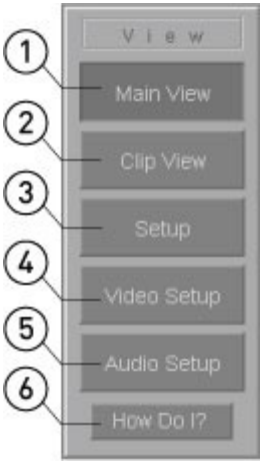
Audio Levels selector

Pressing the **Audio Levels** button brings up the audio levels indicator in the place of the **View Selector** section of the interface. Audio levels are displayed, and the **Audio Levels** button becomes the **View Selector** button.

The above system is set up for 8 channels of audio. Each system configuration may vary. Input levels are displayed during capture or pass-through states, and output levels are displayed during playback activities.

Press the **View Selector** button to close the Audio Levels display and return to the **View Selector**.

View Selector

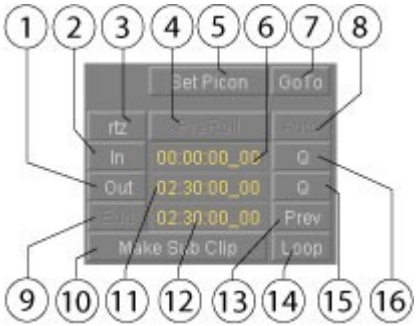


View Selector section

Please refer to the following chart for available controls and their functions:

1.	**Main View** button	The Main **QuickClipXO** Interface
2.	**Clip View** button	Displays information about the clip, including picons, clip properties and metadata display
3.	**Setup** button	Configuration details including record folder and video/sync type/ source.
4.	**Video Setup** button	Setup controls for video input and output
5.	**Audio Setup** button	Setup controls for audio input and output
6.	**How Do I?** button	Select to open a Help File for **QuickClipXO**

Extents



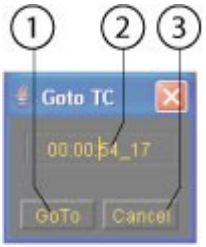
Extents section

Please refer to the following chart for available controls and their functions:

1.	**Set Out Point** button	Set the present location as the new Out Point.
2.	**Set In Point** button	Set the present location as the new In Point.
3.	**rtz (Return to Zero)** button	Cue to the beginning of the selected clip (**Server/ Clip Mode**), or to the start of Time Code Space (**Conform Mode**) and display the frame of video found there.
4.	**PreRoll** button	Preview the preroll, to confirm that the preroll does not attempt to roll past the beginning.
5.	**Set Picon** button	Resets the picon to the frame found at the cued location.
6.	**In TC Location** field	Displays the time code location of the first frame of the selected clip or media section.
7.	**GoTo** button	Press to open the **GoTo TC** window, which allows the user to enter a time code location and cue to that location.
8.	**Auto** indicator	Displays as active during pull-in activities on specific platforms.
9.	**Edit** button	Perform a set length capture in **Conform Mode**. Enter In/ Out extents in **Conform Mode** and press the **Edit** button to capture incoming video into the specified time code location coordinates.
10.	**Make Sub Clip** button	Trim the clip and save the edited version with a new name. This does not change or delete the original clip.
11.	**Out TC Location** field	Displays the time code location of the last frame of video in the selected clip or media section.
12.	**Edit Duration** field	Displays the edited duration of the selected clip or media section, based on any new In/Out points entered by the user.
13.	**Preview** button	Preview the Edit, as indicated by the In and Out points selected. Preview can be looped by selecting the **Loop** button.
14.	**Loop** button	Looped playback - play from the present location to the end, then from the beginning to the end over and over

		again.
15.	**Q (cue) Out Point** button	Cue to and display the last frame of video in the selected clip or media section.
16.	**Q (cue) In Point** button	Cue to and display the first frame of video in the selected clip or media section.

GoTo TC

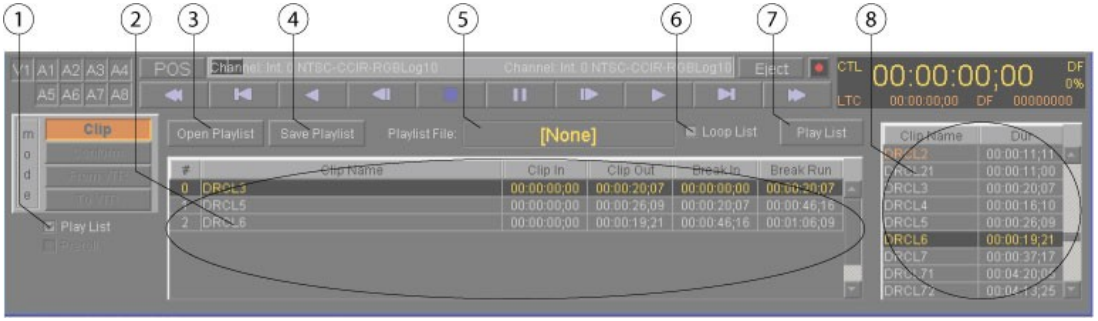


GoTo TC window

This window is opened when the user presses the **GoTo** button in the **Extents** section. Please refer to the following chart for available controls and their functions:

1.	**GoTo** button	Press to cue to the location displayed in the time code window.
2.	**Time Code** field	The user may enter a time code location into this field. Pressing the **GoTo** button will cue to the location specified.
3.	**Cancel** button	Press to cancel the operation and not change the location any media is cued to.

PlayList

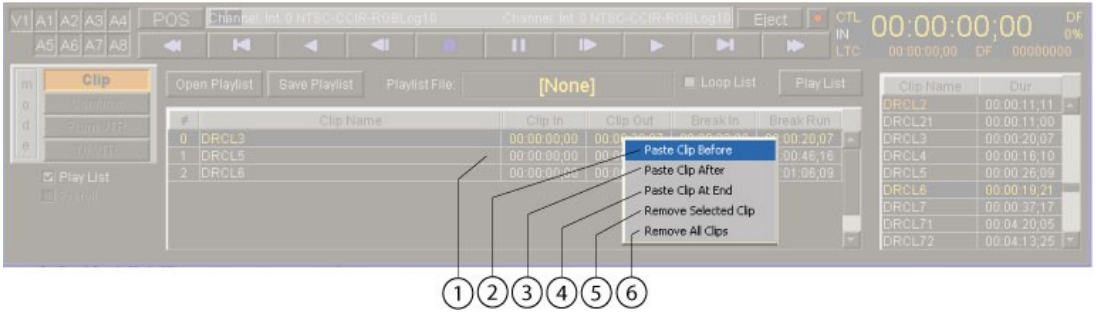


PlayList section

Please refer to the following chart for available controls and their functions:

1.	**PlayList** checkbox	When selected, the following **PlayList** elements are added to the **QuickClipXO** interface.
2.	**PlayList** section	Displays any clips in the **PlayList**.
3	**Open PlayList** button	Opens a standard browser, which allows the user to search for any saved **PlayLists**.
4	**Save PlayList** button	Opens the **Save PlayList** dialog box which allows the user to save a **PlayList** in a location of their choice.
5	**PlayList Name** field	Displays the **PlayList** name, if it has been saved.
6	**Loop List** button	Pressing the **Loop List** button allows the **PlayList** to play from start to finish, over and over again until interrupted.
7	**Play List/ Stop PlayList** button	Press this button to play the **PlayList**. During playback, press this button to stop playback of the **PlayList**. Toggles between **Play List** and **Stop Playback**.
8	**Clip Bin** section	Displays all the media loaded into the **Clip Bin** of the Control Station (Local Control) or the Target device (Network Control).

PlayList Context Menu

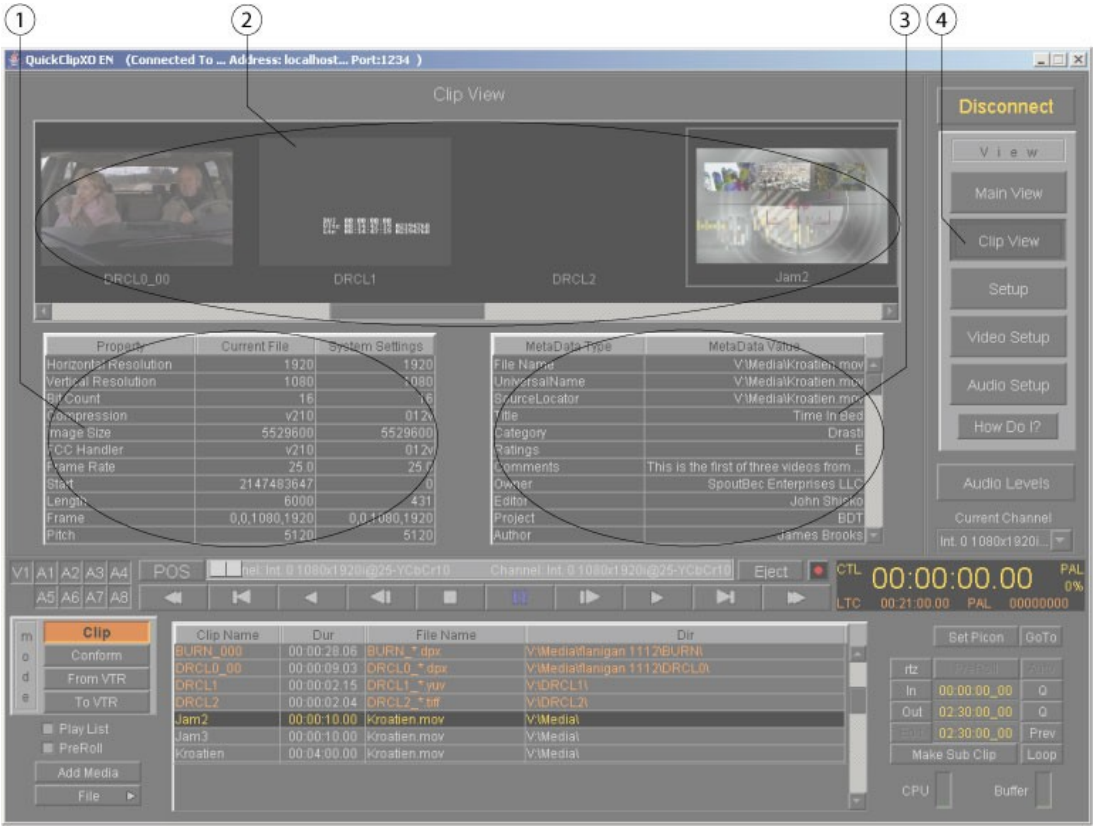


1.	**PlayList** field	Displays the **PlayList** including all clips that have been added. Right clicking on a clip in the **PlayList** conjures up the context menu.
2.	**Paste Clip Before** option	Paste the copied clip into the location immediately prior to the selected clip.
3.	**Paste Clip After** option	Paste the copied clip into the location immediately after the selected clip.
4.	**Paste Clip At End** option	Paste the copied clip into the location immediately after the last clip in the **PlayList**.
5.	**Remove Selected Clip** option	Remove the selected clip from the **PlayList**.
6.	**Remove All Clips** option	Clear the **PlayList** of all clips.

File Menu

1.	**File** button	Press the **File** button to display the **File** pulldown menu.
2.	**Open/New Clip Bin** option	Opens a browser which allows the user to search for an existing **Clip Bin**. Alternately a new **Clip Bin** may be created by entering a new **Clip Bin** name into the browser **File Name** field (be sure to add the file extension, *.log or *.cls) and pressing **Open**.
3.	**Open/New TC VTRs** option	Opens a browser which allows the user to search for an existing **Conform Mode TC Space List**. Alternately a new **TC Space** may be created by entering a new **TC Space** name into the browser **File Name** field (be sure to add the file extension, *.log or *.edl) and pressing **Open**.
4.	**Open/New ::Film** option	Opens a browser which allows the user to search for an existing **Film Space**. Alternately a new **Film Space** may be created by entering a new **Film Space** name into the browser **File Name** field (be sure to add the file extension, *.film) and pressing **Open**.

Clip View



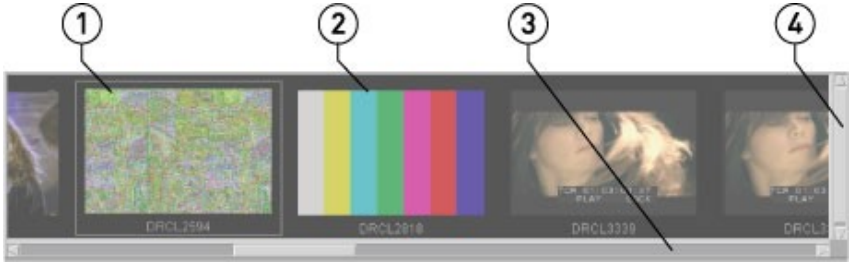
Clip View displays and controls

Pressing the **Clip View** button adds the sections indicated in the above diagram to the interface.

Please refer to the following chart for available controls and their functions:

1.	**Properties** window	Displays the properties of the selected clip.
2.	**Picons** window	Displays the media available to the external unit as a series of picons (from picture icon, a scaled down version of the first frame of the clip)
3.	**Metadata** window	Displays metadata associated with the selected clip if any.
4.	**Clip View** button	**Clip View** button is selected.

Picons window



Picons window

Please refer to the following chart for available controls and their functions:

1.	**Selected Clip**	The clip that has been selected has its picon outlined in white, to confirm the veracity of the user's selections. The user may click on a picon to select that clip.
2.	**Picons**	Each clip present in the **Clip Bin** of the external unit is displayed as a picon (picture icon), which is a scaled image of a frame in the clip (by default the first frame, but this can be reset). The clip name is also displayed below each picon.
3.	**Scroll L/R** slider	Scroll to the left and right to reveal any clips not displayed.
4.	**Scroll Up/Down** slider	Scroll up or down to reveal any information not displayed.

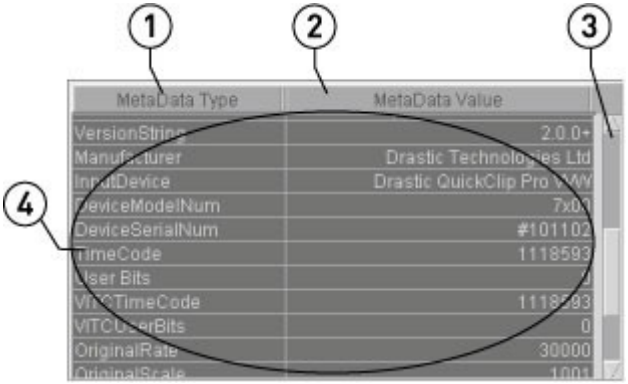
Properties Window

Properties window

Please refer to the following chart for available controls and their functions:

1.	**Property** column	The property being described is listed in this column.
2.	**Current File** column	Properties for the current file (the selected clip) are listed in this column.
3.	**System Settings** column	Displays the system settings for each property being described.
4.	**Scroll Up/down** slider	Scroll up or down to reveal any properties not shown.
5.	**Horizontal Resolution** settings	This row displays the current horizontal resolution setting in number of lines.
6.	**Bit Count** settings	This row displays the bit count settings. Bit count settings relate to the resolution of the media.
7.	**Image Size** settings	This row displays the image size settings.
8.	**Frame Rate** settings	This row displays the frame rate settings in frames per second.
9.	**Length** settings	This row displays the length settings.
10.	**Pitch** settings	This row displays the pitch settings.
11.	**Vertical Resolution** settings	This row displays the current vertical resolution setting in number of pixels.
12.	**Compression** settings	This row displays the compression settings.
13.	**FCC Handler** settings	This row displays the FCC Handler settings.
14.	**Start** settings	This row displays the start settings.
15.	**Frame** settings	This row displays the frame settings.

Metadata Window

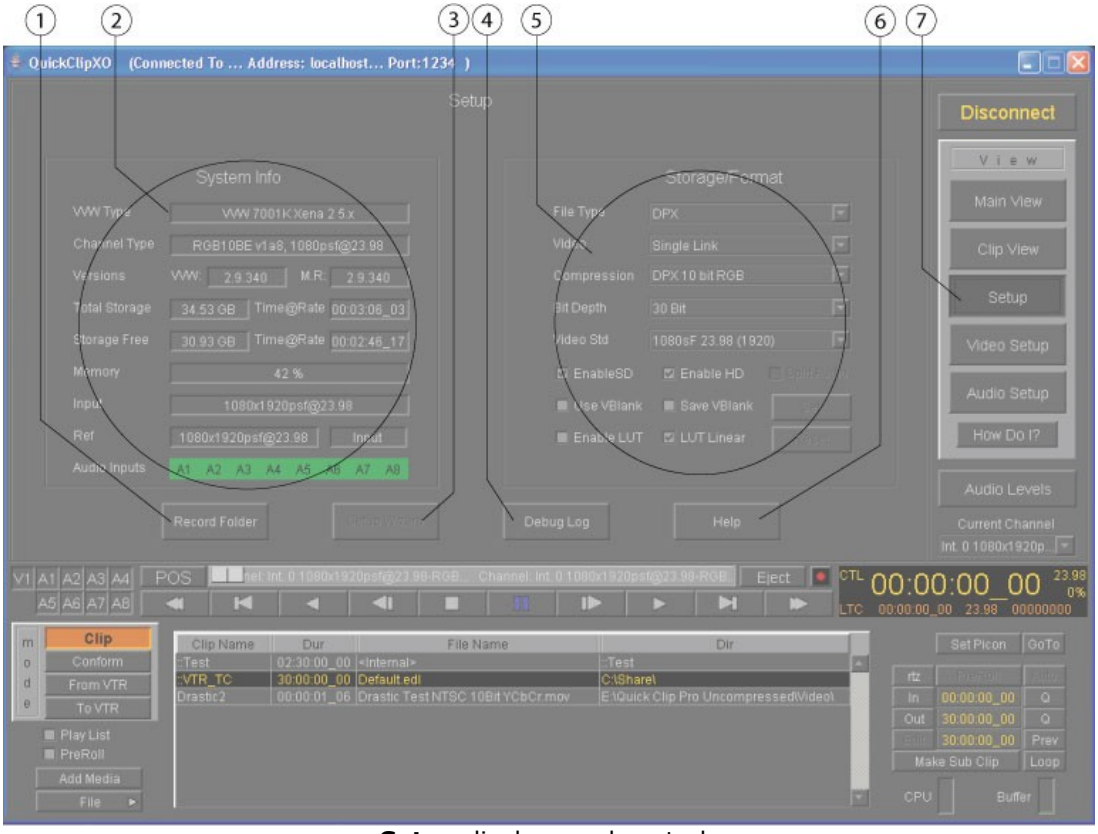


Metadata window

Please refer to the following chart for available controls and their functions:

1.	**Metadata** fields	Each row offers a metadata type and its value if any. Available metadata information includes: FileName, UniversalName, SourceLocator, Source, Author, HostComputer, Make, Model, Product, Software, Track, URLLink, VersionString, Manufacturer, InputDevice, DeviceModelNum, DeviceSerialNum, TimeCode, UserBits, VITC Time Code, VITCUserBits, OriginalRate, OriginalScale, VersionNumber, TotalLength, TimeCodeType, LTCTimeCodeType, VITCTimeCodeType.
2.	**Metadata Type** column	The metadata being described is displayed in this column.
3.	**Metadata Value** column	The value for the metadata being described is displayed in this column.
4.	**Up/Down** slider bar	Slide bar up or down to display any metadata not shown

Setup



Setup displays and controls

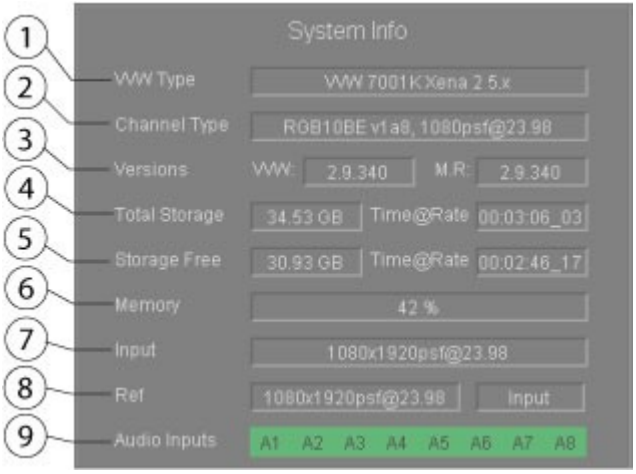
Pressing the **Setup** button adds the sections indicated in the above diagram to the interface.

Please refer to the following chart for available controls and their functions:

1.	**Record Folder** button	Press to open a standard browser, which allows the user to set the default "record to" folder for the Control Station (Local Control) or the Target device (Network Control).
2.	**System Info** section	Displays the system information that can be gleaned from the Control Station (Local Control) or the Target device (Network Control).
3.	**Setup Wizard** button	Press to open the **Setup Wizard**, which allows the user to set certain default conditions or behavior for the Control Station (Local Control) or the Target device (Network Control). Not implemented in all versions.

4.	**Debug Log** button	Press to open the **Debug Log**, which offers details regarding specific activities. This allows the user to troubleshoot the application based on this information. Not implemented in all versions.
5.	**Storage/Format** section	Displays the storage and format information that can be gleaned from the Control Station (Local Control) or the Target device (Network Control).
6.	**Help** button	Opens the **Help** menu, which offers details on how to perform certain actions. Not implemented in all versions.
7.	**Setup** button	**Setup** button is selected.

System Info Section

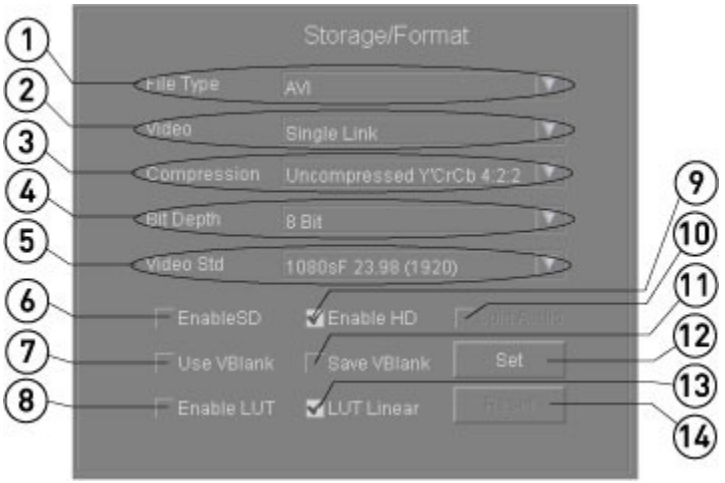


System Info section

Please refer to the following chart for available controls and their functions:

1.	**VVW Type** field	Displays information specific to the hardware platform and associated software version being used.
2.	**Channel Type** field	Displays Channel Type information, or which codec and video standard the system is set to.
3.	**Versions** field	Displays software version information for the installations of **QuickClip** and **MediaReactor** software in the system.
4.	**Total Storage** field	Displays the total amount of storage available on the system and the amount of video that could be recorded given the amount of available storage and the video format being used.
5.	**Storage Free** field	Displays the amount of storage not occupied by saved files as well as the amount of video that can be recorded onto the remaining space on the media drives.
6.	**Memory** field	Displays the current percentage of RAM usage.
7.	**Input** field	Displays the current setting for video input type.
8.	**Ref** field	Displays details regarding the reference signal if present.
9.	**Audio Inputs** field	Displays each preset audio channel; in green if a valid signal is present, or in red if there is no valid signal connected to the audio input.

Storage/Format Section



Storage/Format section

Please refer to the following chart for available controls and their functions:

1.	**File Type** pulldown menu	Use the pulldown menu to select between available format settings for the system.
2.	**Video** pulldown menu	Use the pulldown menu to select between available video types for the system; choices are single link, video + alpha, dual link (hardware and version-dependent).
3.	**Compression** pulldown menu	Use the pulldown menu to select the type of compression used for systems that support adjustable compression.
4.	**Bit Depth** pulldown menu	Use the pulldown menu to select between available bit depths for systems that support adjustable bit depth settings.
5.	**Video Standard** pulldown menu	Use the pulldown menu to select between available video settings for the system.
6.	**Enable SD** checkbox	Select this checkbox to allow standard definition capture and playback for the system.
7.	**Use VBlank** checkbox	Select this checkbox to allow the use of vertical blanking information on the system.
8.	**Enable LUT** checkbox	Select this checkbox to use a specific or custom lookup table (LUT) to render color space information more accurately.
9.	**Enable HD** checkbox	Select this checkbox to allow high definition capture and playback for the system.
10.	**Split Audio** checkbox	Select this checkbox to create separate audio files during capture given a target file type that would otherwise create a single file containing both video and audio.

11.	**Save VBlank** checkbox	Select this checkbox to save the vertical blanking information along with the captured file.
12.	**Set** button	Press the **Set** button to enable any changes made in this section.
13.	**LUT Linear** checkbox	Select this checkbox to enable the use of a custom or specific linear lookup table (LUT) to render color space information more accurately.
14.	**Reset** button	Press the **Reset** button to return to default settings for the system.

Video Setup

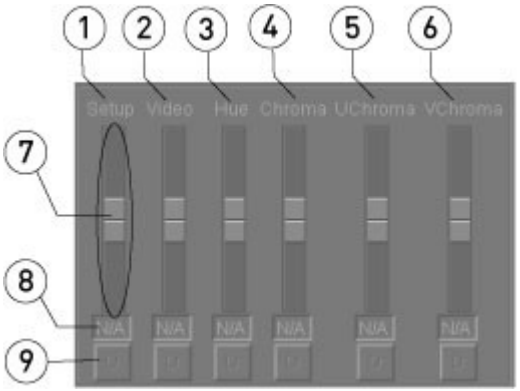
Video Setup controls and displays

Please refer to the following chart for available controls and their functions:

1	**Video Output** pulldown menu, **Filter** pulldown menu, **Color** checkbox and **Bars** button	Use the **Video Output** pulldown menu to select between available output types for the system. Use the **Filter** pulldown menu to select between available filters (or no filter) to apply to the video output where supported by the system. Use the **Color** checkbox to remove the color information from the video output. Press the **Bars** button to play internally generated color bars for test output. All features not supported on all hardware platforms.
2	**Video Input** pulldown menu, **Broadcast** checkbox, **Color Killer** checkbox	Use the **Video Input** pulldown menu to select between available input types for the system. Use the **Broadcast** checkbox to lock down certain features during playback. Use the **Color Killer** checkbox to remove the color

	and **Auto Gain Control** checkbox	information from the incoming video signal. Use the Auto Gain checkbox to Apply automatic gain/ limiter processing to the incoming video signal. All features not supported on all hardware platforms.
3	**Video Output** controls	Setup for video output. Available controls are: **Setup**, **Video**, **Hue**, **Chroma**, **UChroma**, **VChroma**. Not supported on all hardware platforms.
4	**Video Input** controls	Setup for the incoming video signal. Available controls are: **Setup**, **Video**, **Hue**, **Chroma**, **UChroma**, **VChroma**. Not supported on all hardware platforms.
5	**Sharp** and **Gamma** sliders	Use the **Gamma** slider to vary the **Gamma** setting within its adjustable range on video output. Use the Sharp slider to vary the sharpness setting within its adjustable range on video output. All features not supported on all hardware platforms.
6	**Video Conversion** section	Adjust settings for **Conversion**, **SD Analog**, **Down Mode**, **HD Analog**, **Up Mode**, **Disable Dual Link Out** and **Superimpose** modes.
7	**Timing adjustment** settings	Use the **Lock** checkbox to accept an incoming genlock timing signal. Use the pulldown menu to select the genlock source. **Horizontal Phase**, **Subcarrier**, **Delay**, and two fine timing settings may be adjusted within their supported range using the labeled sliders. All features not supported on all hardware platforms.
8	**View** Selector	The **View Selector** with the **Video Setup** button selected.

Video Input

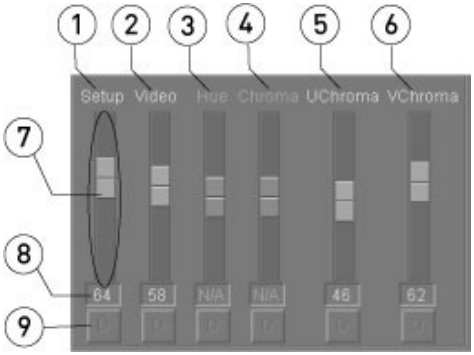


Video Input section

Please refer to the following chart for available controls and their functions:

1.	**Setup** row	Setup rail - the slider adjusts the input setup level for the selected channel.
2.	**Video** row	Input Video level – the slider adjusts the video input level for the selected channel.
3.	**Hue** row	Input Hue level – the slider adjusts the hue input setting for the selected channel.
4.	**Chroma** row	Input Chroma level – the slider adjusts the chroma input setting for the selected channel.
5.	**UChroma** row	Input UChroma level – the slider adjusts the UChroma input level for the selected channel.
6.	**VChroma** row	Input VChroma level – the slider adjusts the VChroma input level for the selected channel.
7.	**Value** sliders	"Grab" the pointer with the mouse to adjust the values for each of the parameters being addressed by this section. "Up" will increase the value and "Down" will decrease the value. New levels are displayed in the **Value** indicators.
8.	**Value** indicators	Displays the value for the selected parameter. Updates to display any adjustments made.
9.	**Default** button	Pressing the "D" button at the bottom of each of the value sliders allows the user to return to the default setting for that parameter.

Video Output

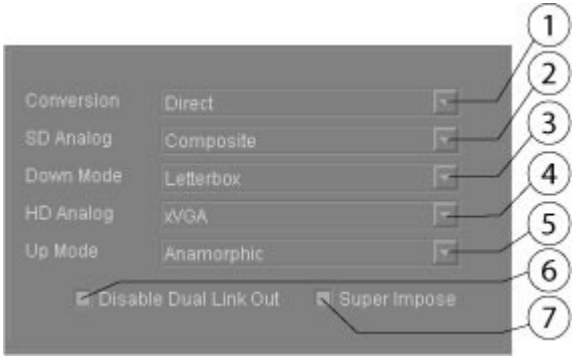


Video Output section

Please refer to the following chart for available controls and their functions:

1.	**Setup** row	Output Setup level – the slider adjusts the output setup level for the selected channel.
2.	**Video** row	Output Video level – the slider adjusts the output video level for the selected channel.
3.	**Hue** row	Output Hue level – the slider adjusts the hue setup setting for the selected channel.
4.	**Chroma** row	Output Chroma level – the slider adjusts the Chroma output setting for the selected channel.
5.	**UChroma** row	Output UChroma level – the slider adjusts the UChroma output setting for the selected channel.
6.	**VChroma** row	Output VChroma level – the slider adjusts the VChroma output setting for the selected channel.
7.	**Value** sliders	"Grab" this pointer with the mouse to adjust the values for each of the parameters being addressed by this section. "Up" will increase the value and "Down" will decrease the value. The level updates to display any new values set.
8.	**Value** indicators	Displays the value for the selected parameter. Updates to display any adjustments made.
9.	**Default** button	Pressing the "D" button at the bottom of each of the value sliders allows the user to return to the default setting for that parameter.

Video Conversion



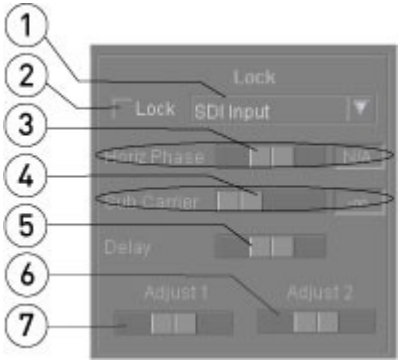
Video Conversion section controls

Please refer to the following chart for available controls and their functions:

1.	**Conversion** pulldown menu	Use the pulldown arrow to select between available choices for signal throughput including up- or down-converters. Select between: **Direct** (The analog monitor will be in the same format as the primary SDI output. HD will be monitored in HD and SD will be monitored in SD), **Always SD** (All formats will be converted to NTSC or PAL, depending on their frame rate), **Always HD** (favor 720p – Any HD formats will be displayed in their normal HD resolution, but all SD formats will be up converted to 720p), **Always HD** (favor 1080i – Any HD formats will be displayed in their normal HD resolution, but all SD formats will be up converted to 1080i) or **Ignore Converter** (do not route).
2.	**SD Analog** pulldown menu	Use the pulldown arrow to select between available choices for SD (NTSC/PAL) Analog video types (hardware-dependent). Select between: **Composite**, **Component SMPTE Y R-Y B-Y** or **RGB**.
3.	**Down Mode** pulldown menu	Use the pulldown arrow to select between available choices for downconversion modes (HD to SD format) Select between **letterbox**, **crop** or **anamorphic** (hardware-dependent).
4.	**HD Analog** pulldown menu	Use the pulldown arrow to select between available choices for HD Analog video types (hardware-dependent). Select between: **Component SMPTE Y R-Y B-Y**, **RGB** or **XVid RGB** (for HD on VGA displays).
5.	**Up Mode** pulldown menu	Use the pulldown arrow to select between available choices for upconversion modes (hardware-dependent). Select

		between: **Anamorphic**, **Pillarbox** (4x3), **Zoom** (14x9), **Zoom Letterbox** or **Zoom Wide** upconversion modes.
6.	**Disable Dual Link Out** checkbox	Select this checkbox to disable dual link output (dual link functionality is hardware-dependent).
7.	**Superimpose** checkbox	Select this checkbox to superimpose the time code over the video output.

Video Timing

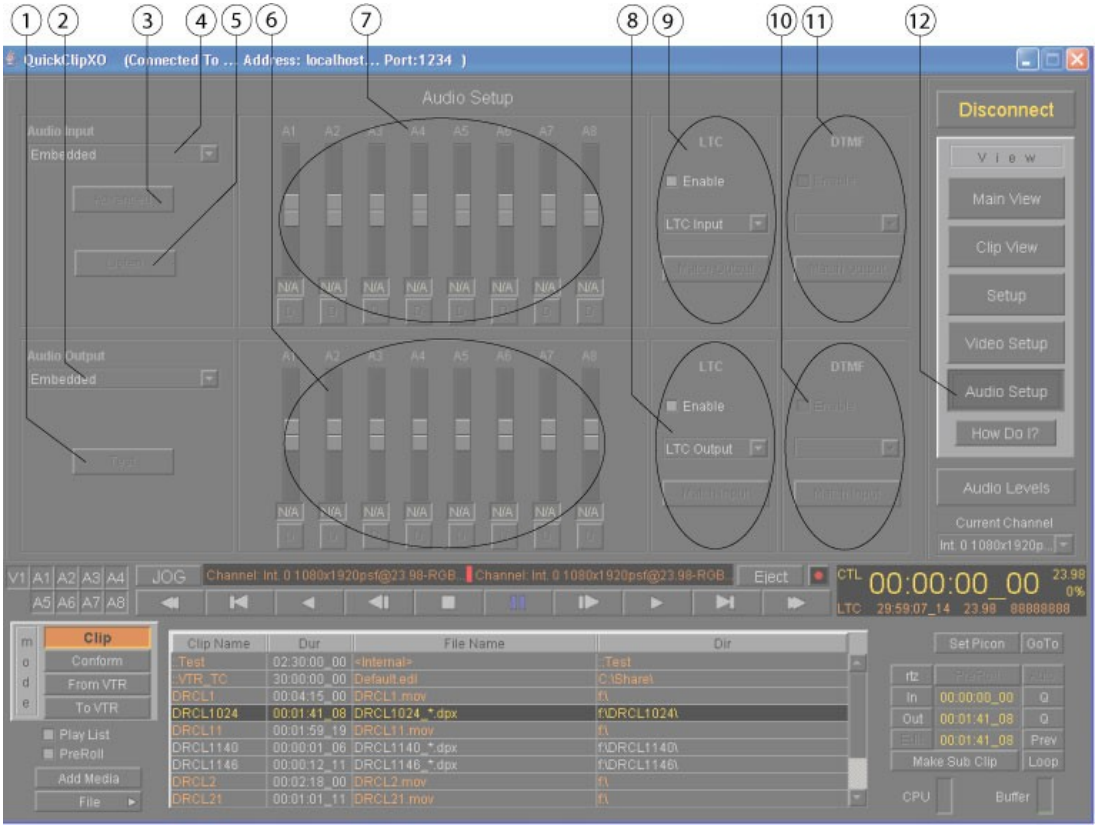


Video Timing section

Please refer to the following chart for available controls and their functions:

1.	**Genlock Source** pulldown menu	Displays the selected reference signal source for timing synchronization. The pulldown menu allows the user to select between available timing reference sources.
2.	**Lock** checkbox	Check the checkbox to use the selected reference for timing synchronization.
3.	**Horizontal Phase** control/ display	Horizontal Phase – the current setting is displayed, and the slider allows the user to adjust this setting.
4.	**Sub Carrier** control/ display	Sub Carrier – the current setting is displayed, and the slider allows the user to adjust this setting.
5.	**Delay** control/ display	Delay – the current setting is displayed, and the slider allows the user to adjust this setting.
6.	**Adjust 2** slider	Timing adjustment #2 - specific hardware installations only.
7.	**Adjust 1** slider	Timing adjustment #1 - specific hardware installations only.

Audio Setup



Audio Setup controls and displays

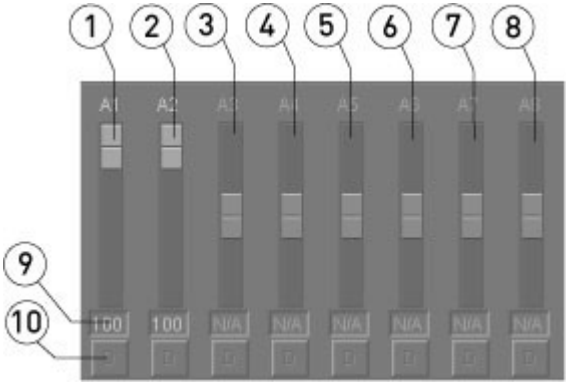
Pressing the **Audio Setup** button adds the sections indicated in the above diagram to the interface.

Please refer to the following chart for available controls and their functions:

1.	**Test** button	Press to generate a test tone on output to test the audio output settings. Not supported in all configurations.
2.	**Audio Output** pulldown menu	Use the pulldown arrow to select between available audio output types.
3.	**Advanced** button	Opens an advanced setup window for audio setup. Not supported in all configurations.
4.	**Audio Input** pulldown menu	Use the pulldown arrow to select between available audio input types.
5.	**Listen** button	Allows the user to preview, or monitor incoming audio

		signals. Not supported in all configurations.
6.	**Audio Input Level** section	Allows the user to adjust the audio input levels for up to 8 channels of audio. Displays current settings and offers a return to default setting button for each channel.
7.	**Audio Output Level** section	Allows the user to adjust the audio output levels for up to 8 channels of audio. Displays current settings and offers a return to default setting button for each channel.
8.	**LTC Output** section	Set up LTC time code for video output.
9.	**LTC Input** section	Set up LTC time code for the incoming video signal.
10.	**DTMF Output** section	Set up DTMF time code for video output.
11.	**DTMF Input** section	Set up DTMF time code for the incoming video signal.
12.	**Audio Setup** button	**View Selector** with the **Audio Setup** View selected.

Audio Input

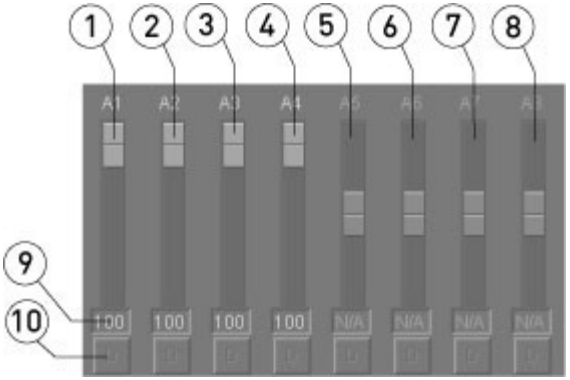


Audio Input section

Please refer to the following chart for available controls and their functions:

1.	**A1** column	Channel 1 Audio input rail. The slider adjusts the audio input level.
2.	**A2** column	Channel 2 Audio input rail. The slider adjusts the audio input level.
3.	**A3** column	Channel 3 Audio input rail. The slider adjusts the audio input level.
4.	**A4** column	Channel 4 Audio input rail. The slider adjusts the audio input level.
5.	**A5** column	Channel 5 Audio input rail. The slider adjusts the audio input level.
6.	**A6** column	Channel 6 Audio input rail. The slider adjusts the audio input level.
7.	**A7** column	Channel 7 Audio input rail. The slider adjusts the audio input level.
8.	**A8** column	Channel 8 Audio input rail. The slider adjusts the audio input level.
9.	**Level** indicators	Displays the current audio input level setting for the channel indicated. Updates to display any changes to each channel's level.
10.	**Default** buttons	Press to return the channel setting to the default audio input level.

Audio Output

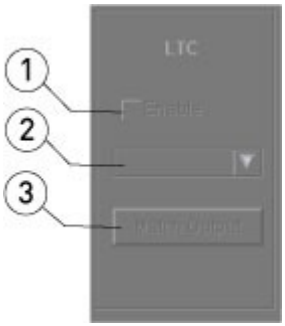


Audio Output section controls

Please refer to the following chart for available controls and their functions:

1.	**A1** column	Channel 1 Audio output rail. The slider adjusts the audio input level.
2.	**A2** column	Channel 2 Audio output rail. The slider adjusts the audio input level.
3.	**A3** column	Channel 3 Audio output rail. The slider adjusts the audio input level.
4.	**A4** column	Channel 4 Audio output rail. The slider adjusts the audio input level.
5.	**A5** column	Channel 5 Audio output rail. The slider adjusts the audio input level.
6.	**A6** column	Channel 6 Audio output rail. The slider adjusts the audio input level.
7.	**A7** column	Channel 7 Audio output rail. The slider adjusts the audio input level.
8.	**A8** column	Channel 8 Audio output rail. The slider adjusts the audio input level.
9.	**Level** indicators	Displays the current audio output level setting for the channel indicated. Updates to display any changes to each channel's level.
10.	**Default** button	Press to return the channel setting to the default audio output level.

LTC Setup



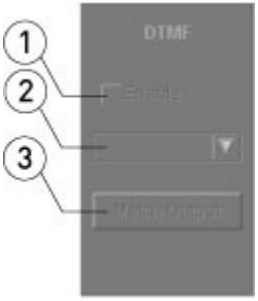
LTC Setup section

LTC is Longitudinal Time Code used for timing synchronization. There are two LTC Setup sections, one for incoming LTC and one for LTC output.

Please refer to the following chart for available controls and their functions:

1.	**Enable** button	Enable the selected LTC time code setting.
2.	**Available LTC Settings** pulldown menu	Use the pulldown menu to select between available LTC Settings to apply to the signal.
3.	**Match Output/ Input** button	For the audio input section, this allows the system to match the LTC output of an external LTC clock. For the audio output section, this allows the system to match the LTC input it is receiving from an external LTC clock.

DTMF Setup



DTMF Setup section

DTMF is Dual Tone Multi Frequency used for timing synchronization. There are two DTMF Setup sections, one for incoming DTMF and one for DTMF output.

Please refer to the following chart for available controls and their functions:

1.	**Enable** button	Enable the selected DTMF time code setting.
2.	**Available DTMF Settings** pulldown menu	Use the pulldown menu to select between available DTMF Settings to apply to the signal.
3.	**Match Output/ Input** button	For the audio input section, this allows the system to match the DTMF output of an external DTMF clock. For the audio output section, this allows the system to match the DTMF input it is receiving from an external DTMF clock.

Conform Mode

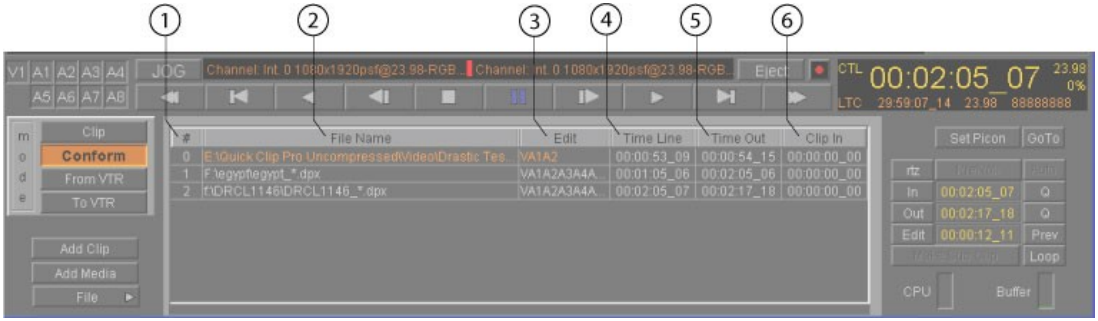
Conform Mode controls and displays

Please refer to the following chart for available controls and their functions:

1.	**Add Clip**, **Add Media** and **File** buttons	The **Add Clip** button opens a pulldown menu which allows the user to add media directly from the **Clip Bin**. The **Add Media** button opens a standard browser, which allows the user to search for and load media into **Time Code Space**. The **File** button opens a browser which allows the user to search for and open a new Clip List, Film Space List, or Time Code Space List.
2.	**Channel** presets	Displays the number of audio and video channels set up on the Drastic Device (Local Control) or the Target device (Network Control). Indicates selected or de-selected audio or video channels in some applications.
3.	**Control Mode** selector	Select between **Clip** Mode (clip-based media handling), **Conform** Mode (Drastic's 24 hour time code space), **FromVTR** (Pull-in from external VTR) and **To VTR** (Lay

		back media to an external VTR) Control Modes.
4.	**TC Edit List** section	Displays all the media that has been added to time code space (**Conform Mode**).
5.	**Transport and Shuttle** controls	Provides media transport controls, including a Jog/ Shuttle/ Variable/ Position slider bar for cueing, confirmation and selection of media.
6.	**VGA Display** Screen	Shows the clips being selected or played. Shows pass-through video in **E-E** mode.
7.	**Transport** display	Displays information associated with the media transport, such as time code and control types, play speed, current time code location etc.
8.	**Channel** selector	Allows the user to select between available channels.
9.	**Connect/ Disconnect** button, **View** selector, **How Do I?** button and **Audio Levels** display	The **Connect** button allows the user to select the **QuickClip**-based system this instance of **QuickClipXO** is controlling. If disconnected, this button will display as **Connect**. Press to connect. If connected, this button will display as **Disconnect**. Press to disconnect. The **View** selector allows the user to select between **Views**. Select between the **Main View**, **Clip View**, **Setup**, **Setup Video** and **Setup Audio** tabs to access various **QuickClipXO** controls and displays. The **How Do I?** button offers a help file for the **QuickClipXO** user. The **Audio Levels** button when selected replaces the View selector tabs with virtual audio meters. Use this button to return to the **View** tabs.
10.	**Extents** section	Displays the extents (In/Out points) of the selected media. Allows the user to cue to and edit the clip extents, creating subclips by trimming existing clips. Edit Preview and Looped playback controls are also offered.
11.	**CPU** and **Buffer** section	These two displays show processor usage and buffer levels in real time as a percentage of 100. This helps a user understand and view when and how intensively their resources are being used during specific activities.

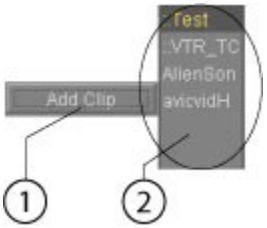
Conform Mode TC Edit List



Conform Mode TC Edit List section

1.	**Number** column	Displays the sequential location of the media segment in time code space. The first media segment is number 0, and the list increments in single integers for each subsequent media segment.
2.	**File Name** column	Displays the File Name associated with the media segment.
3.	**Edit** column	Displays the edit presets for each of the audio and video channels associated with the media segment.
4.	**Time Line** column	Displays the location of the first frame of the selected media segment in time code space.
5.	**Time Out** column	Displays the location of the last frame of the selected media segment in time code space.
6.	**Clip In** column	Displays the **Clip In** time code, which will be 00:00:00:00 unless the user has added a clip and edited the In Point during the add process.

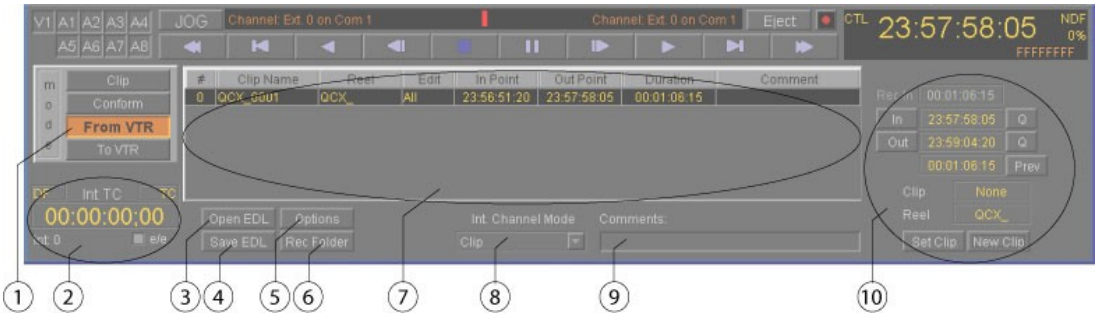
Conform Mode Add Clip



Conform Add Clip pulldown

1.	**Add Clip** button	Pressing the **Add Clip** button displays the contents of the **Clip Bin**, allowing the user to add media directly from the **Clip Bin**.
2.	**Clip** list	Displays the clips in the user's **Clip Bin**.

FromVTR Mode



FromVTR Mode controls and displays

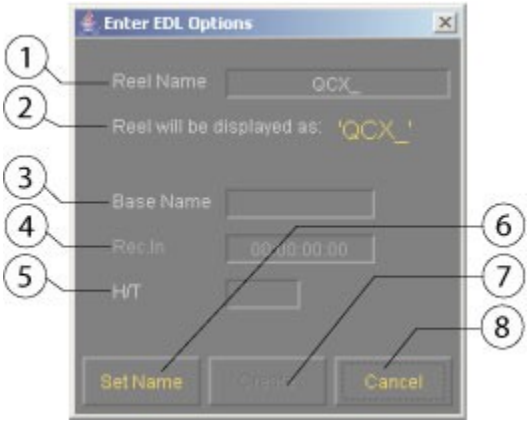
Pressing the **FromVTR** Mode button opens the **Enter EDL Options** dialog box, which the user must set before attempting to perform a pull-in from an external VTR. Once completed, **QuickClipXO** opens in **FromVTR Mode**, which adds the sections indicated in the above diagram to the interface.

Please refer to the following chart for available controls and their functions:

1.	**FromVTR Mode** button	**FromVTR Mode** is selected
2.	**Internal TC** section	Displays information about the internal (**QuickClipXO**) channel upon which the media will be captured.
3.	**Open EDL** button	Opens a standard **Open** browser with the EDL filter selected, which allows the user to search for and load a saved EDL.
4.	**Save EDL** button	Opens a standard **Save As** browser which allows the user to save their current EDL in a location of their choice.
5.	**Options** button	Opens the **Enter EDL Options** dialog window. These settings may be adjusted independently for each item in the pull-in.
6.	**Rec Folder** button	Opens a standard browser which allows the user to reset their record folder.
7.	**EDL** section	Displays the EDL being created.
8.	**Internal Channel Mode** selector pulldown menu	Allows the user to select between **Clip Mode** and **Conform Mode** for the internal (**QuickClipXO**) channel. This determines whether media is created as a series of clips and available for use in Clip Mode, or placed into Conform Mode's TC Space as a sequence of media segments.
9.	**Comments** field	The user may add a comment to each item in an EDL by typing the comment into this field before pressing the **New Clip** button. The user may also edit an existing comment by selecting an item in an EDL, typing in a new comment and pressing the **Set Clip** button.

10.	**Clip Extents** section	This is where the user chooses all of the media from the external device that is going to be recorded onto the Drastic Device.

Enter EDL Options



Enter EDL Options window

Pressing the **FromVTR** button opens the above **Enter EDL Options** window. The user must confirm these settings to perform a pull-in of media from an external VTR.

1.	**Reel Name** field	Displays the default or current **Reel Name**, if it has been set. The user may type a new **Reel Name** in this field. Pressing the **Set Name** button enters this setting into memory.
2.	**Current Reel Name** setting	Displays the current **Reel Name** setting.
3.	**Base Name** field	The user may type in a **Base Name** which is added to the beginning of the clip names for items in the Pull-in. This setting is only used in Clip Mode.
4.	**Rec In** field	Displays the current **Rec In** (record in point) setting. This is where the first frame of video from the pull-in will be located in Time Code Space in a **Conform Mode** Pull-in. The user may change this setting by typing in a new time code location and pressing the **Set Name** button. This setting is enabled in **Conform Mode** and inactive in **Clip Mode**.
5.	**H/T (Heads/ Tails)** field	The user may add a number of frames that will be added to the beginning and end of each media segment captured in the Pull-in. This allows the user to ensure that all of the desired media will be captured, with a safety cushion to prevent missed frames.
6.	**Set Name** button	Pressing the **Set Name** button sets the new **Reel Name** and any other applicable parameters set by the user into memory. Once the name has been set, the **Create** button becomes active, allowing the user to enter **FromVTR Mode** and perform a Pull-in.
7.	**Create** button	Enters the details of the **Enter EDL Options** dialog box into

		FromVTR Mode. Becomes active once the user has pressed the **Set Name** button.
8.	**Cancel** button	Press the **Cancel** button to exit from the **Enter EDL Options** dialog window without changing the setup. If the user is not already in **FromVTR Mode**, this button exits out of **FromVTR Mode**.

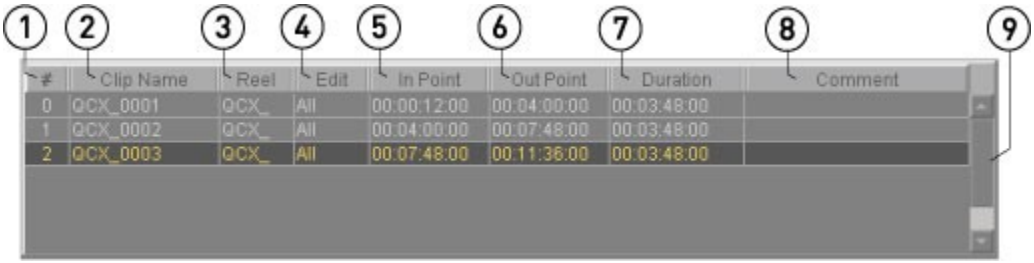
Int TC

Internal Time Code section

Please refer to the following chart for available controls and their functions:

1.	**Video Standard** section	Displays the current video standard the system is set to. Click on this item to cycle through the available choices for video standard.
2.	**Internal Channel** indicator	Displays the internal channel being addressed.
3.	**Internal Time Code Location** field	Displays the time code location the internal channel is cued to.
4.	**e/e** checkbox	Select to display the video signal from the external VTR on the VGA screen monitor while setting up the pull-in.
5.	**Control** type	Displays the current control type setting. Click on this item to cycle through the available choices for control type.

Pull-in EDL – Clip Mode



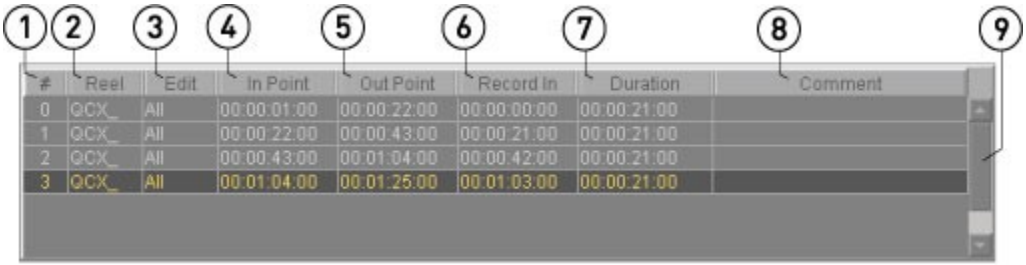
Pull-in EDL – Clip Mode section

In **FromVTR** Mode, the **Pull-In EDL** section has different column headings when in **Clip Mode** as compared to **Conform Mode**. Here is the chart for **Clip Mode** Pull-ins.

Please refer to the following chart for available controls and their functions:

1.	**Number** column	Displays a number for each item in the EDL (or Pull-in List). The first pull-in item is number 0, and the list increments in single integers for each subsequent item.
2.	**Clip Name** column	Displays the name of the clip that will be created in this pull-in. This column is only present in **Clip Mode**.
3.	**Reel** column	Displays the **Reel** information for each item in the EDL. During the pull-in the user will be prompted to place the **Reel** in the VTR. If the **Reel** name changes from one item to the next, the user will be prompted to place the new tape (**Reel**) in the VTR.
4.	**Edit** column	Displays the Edit presets for each item in the EDL, or which channels have been enabled for the pull-in.
5.	**In Point** column	Displays the In Point time code location (from the VTR) of this item in the EDL.
6.	**Out Point** column	Displays the Out Point time code location (from the VTR) of this item in the EDL.
7.	**Duration** column	Displays the Duration (temporal length) of each item in the EDL.
8.	**Comment** column	Displays the Comment if any has been entered for this item in the EDL.
9.	**Up/Down Slider** control	Grab the pointer and pull up or down to reveal any EDL items not shown.

Pull-in EDL – Conform Mode



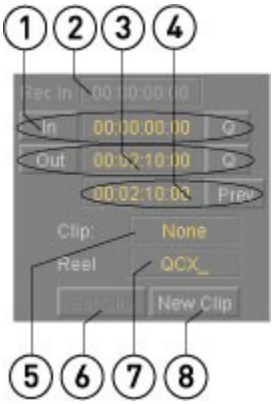
Pull-in EDL – Conform Mode section

In **FromVTR** Mode, the **Pull-In EDL** section has different column headings when in **Clip Mode** as compared to **Conform Mode**. Here is the chart for **Conform Mode** Pull-ins.

Please refer to the following chart for available controls and their functions:

1.	**Number** column	Displays a number for each item in the EDL (or Pull-in List). The first pull-in item is number 0, and the list increments in single integers for each subsequent item.
2.	**Reel** column	Displays the Reel information for each item in the EDL.
3.	**Edit** column	Displays the Edit presets for each item in the EDL, or which channels have been enabled for the pull-in.
4.	**In Point** column	Displays the In Point time code location (from the VTR) of this item in the EDL.
5.	**Out Point** column	Displays the Out Point time code location (from the VTR) of this item in the EDL.
6.	**Record In** column	Displays the **Record In** point information for each item in the EDL, or where the first frame of this media section will occur in time code space. This column is only present in **Conform Mode**.
7.	**Duration** column	Displays the **Duration** (temporal length) of each item in the EDL.
8.	**Comment** column	Displays the **Comment** if any has been entered for this item in the EDL.
9.	**Up/Down Slider** control	Grab the pointer and pull up or down to reveal any EDL items not shown.

EDL Item Editor Clip Mode



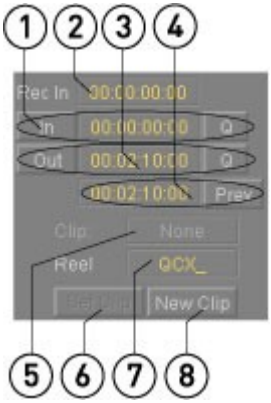
EDL Item Editor section

Please refer to the following chart for available controls and their functions:

1.	**In Point** section	The **In** button sets the current time code location of the external VTR as the new In point for the edit. The current **In Point** setting for this item is displayed in the center time code field. The **Q** button cues the VTR to the location displayed (or entered) in the In time code field.
2.	**Rec In** section	Displays the **Record In**, which is the time code location in Conform Mode where the first frame of video being pulled in will be placed. This information is not used in **Clip Mode**.
3.	**Out Point** section	The **Out** button sets the current time code location of the external VTR as the new Out point for the edit. The current **Out Point** setting for this item is displayed in the center time code field. The **Q** button cues the VTR to the location displayed (or entered) in the Out time code field.
4.	**Prev** section	The time code field displays the length of the current edit. Press the **Prev** button to preview the section of media currently loaded in the EDL Editor without adding it to the pull-in list.
5.	**Clip Name** field	Displays the **Clip Name** that will be given to the current clip being created for the Pull-in EDL. This information is not used in **Conform Mode**.
6.	**Set Clip** button	This becomes active when a user has double-clicked on an item in the EDL. The user may adjust the In/Out parameters and press the **Set Clip** button to retain the changes.
7.	**Reel Name** field	Displays the Reel Name of the current item being created for the Pull-in EDL.
8.	**New Clip** button	This becomes active when a new In and Out point have been loaded into the EDL Editor. Pressing the **New Clip** at this

		point will create an item in the pull-in EDL based on these parameters.

EDL Item Editor Conform Mode



EDL Item Editor section

Please refer to the following chart for available controls and their functions:

1.	**In Point** section	The **In** button sets the current time code location of the external VTR as the new In point for the edit. The current **In Point** setting for this item is displayed in the center time code field. The **Q** button cues the VTR to the location displayed (or entered) in the In time code field.
2.	**Rec In** section	Displays the **Record In**, which is the time code location in Conform Mode where the first frame of video being pulled in will be placed. This information is not used in **Clip Mode**.
3.	**Out Point** section	The **Out** button sets the current time code location of the external VTR as the new Out point for the edit. The current **Out Point** setting for this item is displayed in the center time code field. The **Q** button cues the VTR to the location displayed (or entered) in the Out time code field.
4.	**Prev** section	The time code field displays the length of the current edit. Press the **Prev** button to preview the section of media currently loaded in the EDL Editor without adding it to the pull-in list.
5.	**Clip Name** field	Displays the **Clip Name** that will be given to the current clip being created for the Pull-in EDL. This information is not used in **Conform Mode**.
6.	**Set Clip** button	This becomes active when a user has double-clicked on an item in the EDL. The user may adjust the In/Out parameters and press the **Set Clip** button to retain the changes.
7.	**Reel Name** field	Displays the Reel Name of the current item being created for the Pull-in EDL.

8.	**New Clip** button	This becomes active when a new In and Out point have been loaded into the EDL Editor. Pressing the **New Clip** at this point will create an item in the pull-in EDL based on these parameters.

ToVTR Mode

ToVTR Mode controls and displays

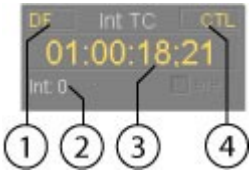
Pressing the **ToVTR Mode** button adds the sections indicated in the above diagram to the interface. **ToVTR Mode** allows the user to control an external VTR to capture the media existing on the system according to a Layback EDL (a form of **PlayList**). The Layback EDL may be loaded from storage, or created within **ToVTR Mode**. The **Transport Display** shows information from the external VTR and the user can set In and Out points to create items in the pull-in list.

Please refer to the following chart for available controls and their functions:

1.	**ToVTR** button	**ToVTR Mode** is selected
2.	**Internal TC** section	Displays time code, standard, channel and control information for the internal (**QuickClipXO**) channel upon which the video will be recorded.
3.	**Open EDL** button	Opens a standard browser which allows the user to locate and

		load their existing EDL/ PlayList into the layback list.
4.	**Save EDL** button	Opens a standard save dialog box which allows the user to save the EDL they have created or edited in a location and with a name of their choice.
5.	**Insert/ Assemble** toggle button	Pressing this buttons toggles between Insert and Assemble modes. Insert mode allows the user to deselect specific audio or video channels for output to a VTR. Assemble mode assumes all audio and video tracks associated with the file will be output.
6.	**Mark, Cue and View** section	The **Mark** button sets the present location as the In point. The time code field next to it displays the current In point setting. The **Q** button cues to the location displayed in the time code field. The user may enter a location in the time code field and press the **Q** button to set it as the In point. The **e/e** checkbox displays the output of the VTR in the VGA display screen.
6.	**Layback EDL** field	Displays all items entered as part of the layback being set up.
7.	**Test Play** button	Plays the current EDL without performing a layback. Allows the user to confirm the veracity of their media selection.
8.	**Context Menu** button	Pressing the **Context Menu** button opens the context menu, allowing the user to choose between options for performing the layback.
9.	**Test Play** button	Pressing the **Test Play** button plays the layback PlayList without setting the external VTR into record mode.
10.	**Record to VTR** button	Press to begin the layback as it is currently set up. The external VTR will cue toward then preroll up to the In Point and begin recording the selected media onto the external VTR.
11.	**ToVTR Mode** View	In **ToVTR Mode**, all of the View buttons are removed except for the top one which displays "Controlling VTR". This ensures that no spurious controls will be available in this mode to interfere with the workflow.
12.	**Clip Bin** field	Displays the clips available in the **Clip Bin**.

Int TC Section



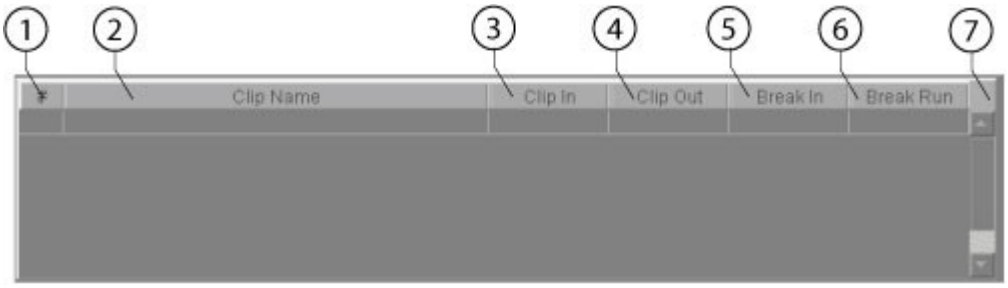
ToVTR Mode Int TC section

Please refer to the following chart for available controls and their functions:

1.	**Video Standard**	Displays the current video standard the internal channel is set

	section	to. Click on this item to cycle through the available choices for video standard.
2.	**Channel** indicator	Displays the internal channel being addressed.
3.	**Internal Time Code Location** field	Displays the time code location the system is cued to.
4.	**Control** type	Displays the current control type setting. Click on this item to cycle through the available choices for control type.

Layback EDL



ToVTR Mode Layback EDL section

Please refer to the following chart for available controls and their functions:

1.	**Number** column	Displays the sequential location of the clip within the layback EDL. The first item is number 0, and the list increments in single integers for each subsequent item.
2.	**Clip Name** column	Displays the name of each clip in the layback
3.	**Clip In** column	Displays the In point for each clip in the layback.
4.	**Clip Out** column	Displays the Out point for each clip in the layback.
5.	**Break In** column	This column displays the time code location at which each media segment starts based on the **Record In** point set by the user.
6.	**Break Run** column	This column displays the Break Out point for each item in the layback.
7.	**Up/ Down** slider	Allows the user to scroll up or down through the list, to reveal any items in the layback not shown.

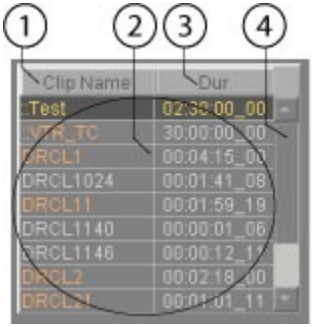
External VTR Transport Display section

Transport Display section

Please refer to the following chart for available controls and their functions:

1.	**Control Type** display	Select between the available Control types. Cycle through the available choices by pressing on this field with the mouse.
2.	**Reference/Input/ Storage** status display	Warning state: if flashing **IN**, the input is missing or invalid. If flashing **REF**, the reference input is missing or invalid. If flashing **DISK**, the current media storage drives are nearing full and any capture in progress may be aborted to avoid deleting files.
3.	**Time Code Location** display	Displays the system time code location.
4.	**Video Standard** display	Select between available video standards. Confirm that this is set to match the system configuration.
5.	**Control Type 2** display	Displays information from the second Control type used.
6.	**TC Location 2** display	Displays the time code location generated by the second Control type used.
7.	**Video Standard 2** display	Displays the video standard associated with the second Control type.
8.	**User Bits** display	Displays the user bits associated with the clip.
9.	**Transport Speed** display	Displays the current transport speed as a percentage of normal play speed.

Clip Bin Section



Clip Bin section

Please refer to the following chart for available controls and their functions:

1.	**Clip Name** column	This column displays the clip name of each clip in the Clip Bin.
2.	**Clips** list	Displays all of the clips loaded in the system.
3.	**Duration** column	This column displays the duration of the clip.
4.	**Left/ Right** slider	Allows the user to scroll left or right to reveal any columns not shown.

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