MediaNXS

Complete I/O Solution

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General

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About MediaNXS

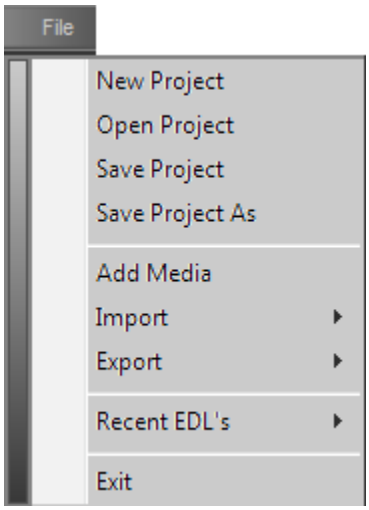
MediaNXS is software for digital video capture, conversion, control and playback. It provides an interface to operate a computer as a video capture/playback device, and to control external devices as would a production VTR. There are also functions for file transcoding, system setup, signal analysis and review and licensing. Specific features and codec support may be offered as an option depending on the version of MediaNXS the user has licensed.

Reference

The reference section provides a detailed look at each of the elements in the **MediaNXS** interface. At the top of the **MediaNXS** interface are the main menus.

File Menu

The **File** menu offers choices regarding **MediaNXS** Project, Media and EDL files.



New Project

Select **File|New Project** from the main menu to create a new project file. This action opens a browser which allows the user to save the new project file in a location of their choice, and to enter a name for the project file.

Open Project

Select **File|Open Project** from the main menu to open an existing project file. This action opens a browser which allows the user to navigate to the location of the project file and load it into **MediaNXS**.

Save Project

Select **File|Save Project** from the main menu to save the current project file. This action commits any changes made to the settings to the project file, so that it will reflect its current configuration and media pool upon opening.

Save Project As

Select **File|Save Project As** from the main menu to save the current project file with a new name. This action opens a browser with the current project file so the user may browse to a location of the choice and save the project file, typically with a new name.

Add Media

Select **File|Add Media** from the main menu to open a browser, so the user may navigate to the location of existing media and upon selection, load it into the **Import Media** window. Once the parameters of the **Import** window have been addressed, the file is loaded into the Clip Bin, and optionally may be placed on the Time Line in the same action.

Import

Select **File|Import** from the main menu to import an EDL (Edit Decision List) for Batch Capture, or to repopulate the Time Line, or to merge with the Time Line.

Export

Select **File|Export** from the main menu to export the current Timeline as any of various EDL types. Supported EDL types include CMX, Grass Valley, Sony, Avid, Final Cut Pro, Flex and others.

Exit

Select **File|Exit** from the main menu to exit **MediaNXS**. This action closes **MediaNXS**.

Operation Menu

The **Operation** menu offers choices regarding the various operations that may be performed using **MediaNXS**.

Input

Select **Operation|Input** from the main menu to select an input mode. Input modes include:

Convert File – select a file to be converted
Record – record a file from a live signal
Record At – record a file at a particular time from a live signal
Batch Capture – capture one or more files using an EDL, typically from an external VTR

These selections are duplicated in the GUI within the **Operations Selector** section.

Output

Select **Operation|Output** from the main menu to select an output mode. Output modes include:

Timeline – use the Time Line to cue and play files
Edit Decision List – use the EDL to cue and play files
VTR Out – lay back a file or files to an external VTR
To File – use the Time Line to export a section of media to a specific file types selected by the user
Accelerator – provides a range of options for viewing 3D files

These selections are duplicated in the GUI within the **Operations Selector** section.

Setup

Select **Operation|Setup** from the main menu to select between available setup operations. Setup operations include:

Config - includes settings sections for:
- **(Channels) Channels** – set up internal or external video channels
- **(Advanced) Video Output** – set up the video output parameters
- **(Advanced) VGA Settings** – set up display options for the VGA
- **(Advanced) 3D VGA Settings** – set up 3D VGA display parameters
- **(Advanced) Camera Settings** – set up the parameters for external cameras

Info – displays information about the system and install
Licensing – displays the current license status, and allows the user to update the license

These selections are duplicated in the GUI within the **Operations Selector** section.

View Menu

The **View** menu offers choices regarding what will be displayed in the VGA area, and access to the Output window.

VGA Display

Select **View|VGA Display** from the main menu to view the signal or media file in the display area. The VGA Display may also be accessed by pressing the **F2 VGA Display** button or pressing the **F2** key on the keyboard.

Vector Scope

Select **View|Vector Scope** from the main menu to view the signal through a software vector scope. The Vector Scope view may also be accessed by pressing the **F3 Vector Scope** button or pressing the **F3** key on the keyboard.

Wave Form

Select **View|Wave Form** from the main menu to view the signal through a software YCbCr Wave Form Monitor. The Wave Form Monitor view may also be accessed by pressing the **F4 Wave Form** button or pressing the **F4** key on the keyboard.

Wave Form RGB

Select **View|Wave Form RGB** from the main menu to view the signal through a software RGB Wave Form Monitor. The RGB Wave Form Monitor view may also be accessed by pressing the **F5 Wave Form RGB** button or pressing the **F5** key on the keyboard.

Histogram

Select **View|Histogram** from the main menu to view the signal through a software Histogram. The Histogram view may also be accessed by pressing the **F6 Histogram** button or pressing the **F6** key on the keyboard.

Metadata

Select **View|Metadata** from the main menu to view any metadata for the system or for selected media. The Metadata view may also be accessed by pressing the **F7 Metadata** button or pressing the **F7** key on the keyboard.

Clip List

Select **View|Clip List** from the main menu to view the contents of the Clip Bin as a series of line items. The Clip Bin view may also be accessed by pressing the **F8 Clip List** button or pressing the **F8** key on the keyboard.

Thumb View

Select **View|thumb View** from the main menu to view the contents of the Clip Bin as a collection of 'thumbs', or picons with a brief description. The Thumb View may also be accessed by pressing the **F9 Thumb View** button or pressing the **F9** key on the keyboard.

Output Window

Select **View|Output Window** from the main menu to view the output window, which contains various messages regarding the operation of **MediaNXS**.

Help

The **Help** menu offers information about **MediaNXS** and provides access to the **Help** menu.

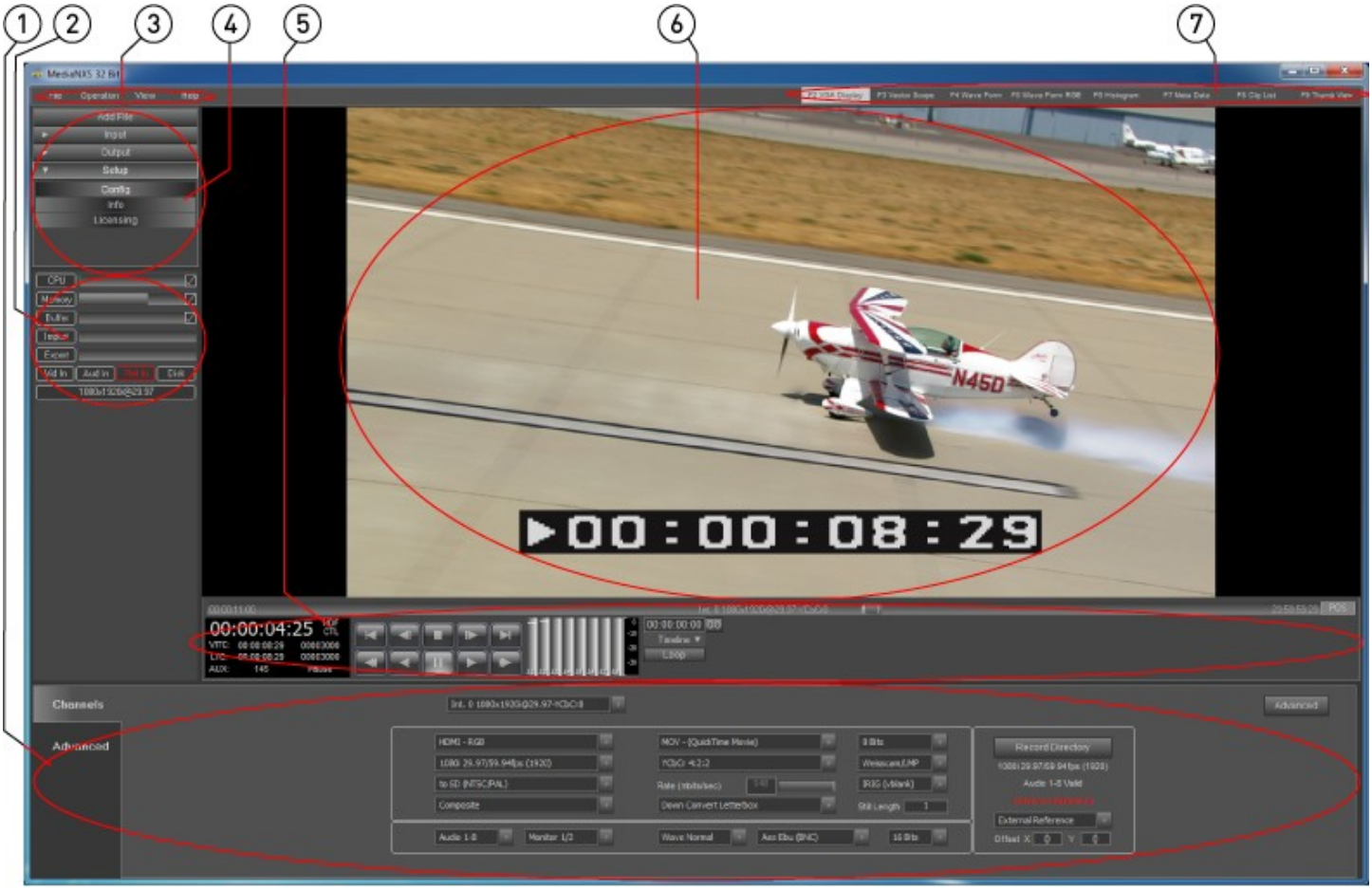
About MediaNXS...

Select **Help|About MediaNXS…** from the main menu to view the About screen for MediaNXS, which displays the manufacturer (Drastic Technologies), our contact address and the version information.

Help

Select **Help|Help** from the main menu to open the documentation for **MediaNXS**.

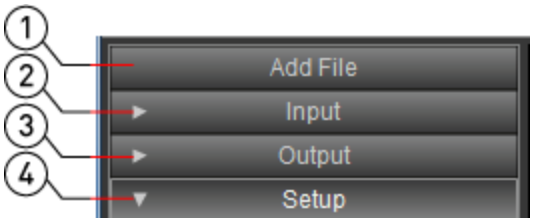
Main Interface Overview



Main interface

1	**Operations** section	This section of the interface contains controls and displays specific to the operation being performed.
2	**System Display**	Shows the CPU performance, the Memory performance, the Buffer level, progress bars for Import and Export operations, Video, Audio, Reference and Disk parameters, as well as the video standard the system is set to.
3	**Main Menu**	Offers controls for **Files**, **Operations**, a **View** selector and the **Help** menu.
4	**Operations Selector**	Allows the user to select **Input**, **Output** and **Setup** operations, and indicates which operation the system is currently set to. These dialogs can also be accessed through the main menus, under **Operations**.
5	**Transport Controls** and **Display**	Provides real time display of time code location, standard, time code type, transport state, secondary time code information, as well as transport controls for playback and cueing and audio meters.
6	**View** section	This section is used to display the VGA Monitor, Vector Scope, Wave Form Monitor, RGB Wave Form Monitor, Histogram, Clip List, Thumb View and Log/ Output Window, depending on what is selected in the **View Selector** or in the main menus, under **View**.
7	**View Selector**	Allows the user to select what will be displayed in the **View** section.

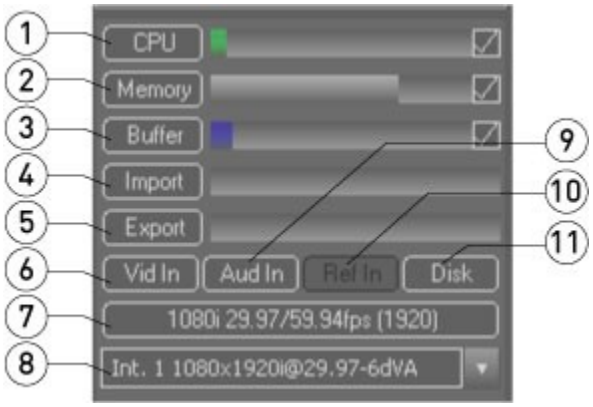
Operations Selector



Operations selector

1	**Add File** button	Pressing the **Add File** button opens a standard browser so the user can search for a file to add to the **Import Media** menu. Once loaded the media can be added to the **Clip List** and **Timeline**, and/or transcoded to a user selected format.
2	**Input** tab	Pressing the **Input** tab expands it so the input options are revealed. These controls are duplicated in the main menu, under **Operations/Input**.
3	**Output** tab	Pressing the **Output** tab expands it so the output options are revealed. These controls are duplicated in the main menu, under **Operations/Output**.
4	**Setup** tab	Pressing the **Setup** tab expands it so the setup options are revealed. These controls are duplicated in the main menu, under **Operations/Setup**.

System Display

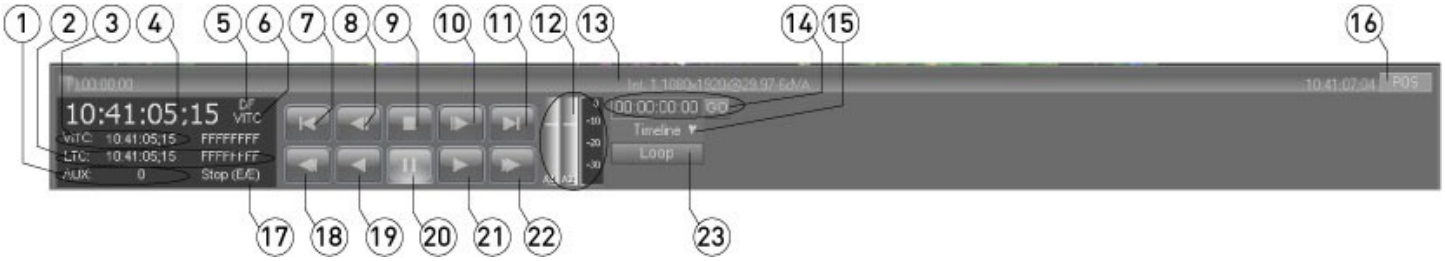


System display

1	**CPU** display and checkbox	Displays a usage level meter for the processor (CPU). The checkbox allows the usage level meter when checked and turns it off when de-checked.
2	**Memory** usage meter	Displays a usage level meter for the memory (RAM). The checkbox allows the usage level meter when checked and turns it off when de-checked.
3	**Buffer** usage meter	Displays a usage level meter for the buffer The checkbox allows the usage level meter when checked and turns it off when de-checked.
4	**Import** progress meter	Progress display for import operations
5	**Export** progress meter	Progress display for export operations
6	**Vid In** status display	Indicates the status of the video input based on the color the label **Vid In** is displayed in
7	**Video Standard** status display	Displays the video standard the system is currently set to.
8	**Channel** pulldown menu	Displays the channel. Selecting the pulldown displays the available channels in the system and allows the user to select between them. Note that standalone **MediaNXS** installs are limited to one channel per system, whereas a DDR level license would allow multiple internal channels.
9	**Aud In** status display	Indicates the status of the audio input based on the color the label **Aud In** is displayed in
10	**Ref In** status display	Indicates the status of the timing reference input based on the color the label

		Ref In is displayed in
11	**Disk** status display	Indicates the status of the disk throughput based on the color the label **Disk** is displayed in

Transport Controls



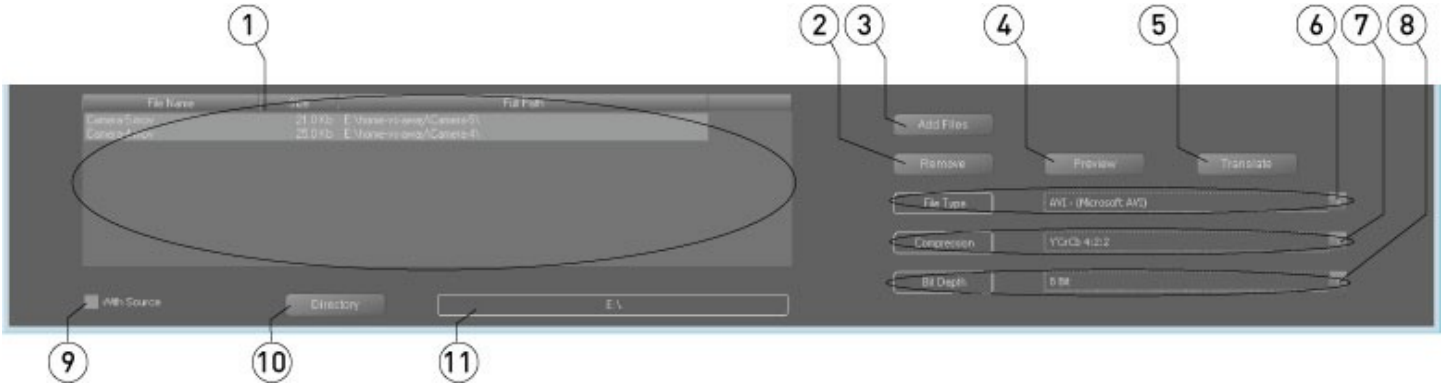
Transport controls

1	**Key/Aux Code** display	Displays any key code or auxiliary information associated with the loaded clip
2	**LTC** display	Displays any LTC information associated with the loaded clip
3	**VITC** display	Displays any VITC information associated with the loaded clip
4	**Main Time Code** display	Displays the current time code location
5	**Video Standard** display	Displays the video standard the system is set to, whether NTSC (DF, NDF), PAL, etc., and allows the user to click on the field to cycle through video standards.
6	**Control Type** display	Displays the control type being used and allows the user to click on the field to cycle through control types
7	**5 Seconds Reverse** button	Move to a position 5 seconds before the present location and display the frame of video found there.
8	**1 Frame Reverse** button	Move to a position 1 frame before the present location and display the frame of video found there.
9	**Stop** button	Halt any playback and go to E/E, or passthrough display
10	**1 Frame Forward** button	Move to a position 1 frame after the present location and display the frame of video found there.
11	**5 Seconds Forward** button	Move to a position 5 seconds after the present location and display the frame of video found there.
12	**Audio** meters	Provides a nominal display of the current audio input or output – may be hardware-dependent.
13	**Jog/Shuttle Controller** slider	Depending on the mode selected (and displayed) using the **Jog/Shuttle Controller** button, this slider shows the position within a clip, the time line, the relative percentage of play speed, or provides a jog button to assist cueing media.
14	**Go To** controls	To cue to a position in the timeline or clip, enter a location into the **Time Code** field and press the **GO** button.
15	**Timeline/Clip/Ext** mode pulldown menu	Use the pulldown menu to select between timeline, clip or external VTR modes.
16	**Jog/Shuttle Controller** button	The button offers a pulldown menu when pressed, which lets you choose between position controller modes. **POS** = Position, which places a marker in the current position to which you are cued, and allows the user to pull it along to cue up other portions of the clip. **JOG** = Jog, this setting provides a slider which when moved plays the display along slowly, for fine cuing of clips. **SHTL** = Shuttle, this setting provides a slider which when moved plays the clips somewhat more quickly for scene viewing. **VAR** = Variable, this setting places a slider which moves transport along correspondent to the position of the slider, i.e. further to the right playback moves faster in a forward direction.

17	**Transport State** display	Displays the current transport state (whether in Play, Stop, Pause etc.)
18	**Fast Reverse Play** button	Play the cued clip in reverse at the fastest speed possible.
19	**Reverse Play** button	Play the cued clip in reverse at -100% of play speed.
20	**Pause** button	Stop any playback and display the current frame.
21	**Play** button	Play the cued clip at 100% of play speed.
22	**Fast Forward** button	Play the clip at the fastest speed possible.
23	**Loop** button	Press the **Loop** button to open the **Loop Settings** window, which allows the user to set In and Out points, and start looping playback.

Input - From File

From the main menus, select **Operation|Input|Convert File**. Alternately use the **Operations Selector** to select **Input|Convert File**.

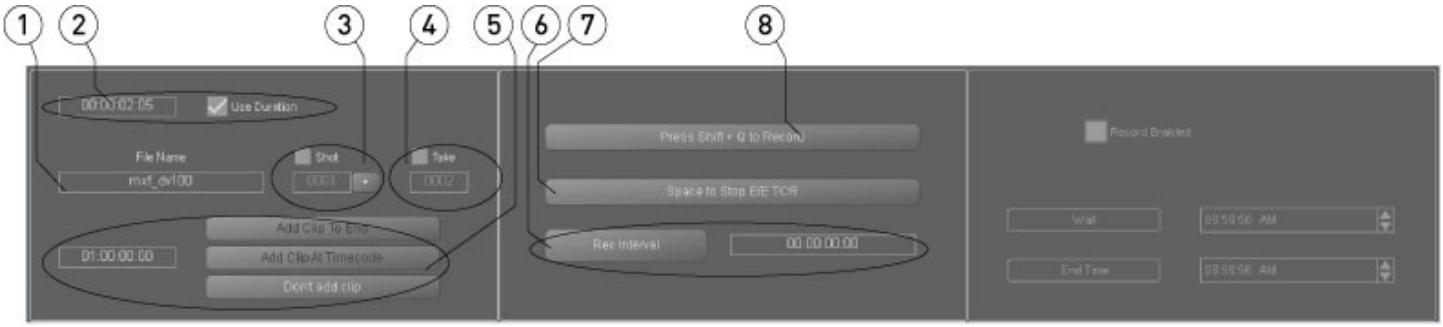


Input from file

1	**File List** field	Contains a list of all the files selected, with the file name, size and full path.
2	**Remove** button	To remove a file from the **File List** field, select the file in the list and press the **Remove** button.
3	**Add Files** button	Press the **Add Files** button to browse for media to add to the **File List** field.
4	**Preview** button	Press to play the selected clip.
5	**Translate** button	Press to begin the translation of the clips in the **File List** field to the selected file type, compression and bit depth.
6	**File Type** pulldown menu	Use the pulldown menu to select the file type you want to create.
7	**Compression** pulldown menu	Use the pulldown menu to select between available compression settings for the selected file type.
8	**Bit Depth** pulldown menu	Use the pulldown menu to select between available bit depth settings for the selected file type.
9	**With Source** checkbox	Click this checkbox to specify that the translated files should be saved in the same directory as their source files.
10	**Directory** button	Press to browse for a location in which the translated files will be saved. Confirm that the **With Source** checkbox is not checked if you want the converted files in a directory of your choice.
11	**File Path** display	Displays the current location into which translated files will be saved.

Input - Record

From the main menus, select **Operation|Input|Record**. Alternately use the **Operations Selector** to select **Input|Record**.



Input record

1	**File Name** field	Drastic file names are designed to increment upwards numerically by single integers. The **File Name** field displays the current file name prefix, to which the shot and take number may be appended. By default the DRCL0000 file name is loaded, but the user can edit the file name by selecting it and typing in a new name.
2	**Use Duration** field and checkbox	The time code field displays the current edit duration. This field may be edited via keyboard. When the **Use Duration** checkbox is checked, all records will stop at the specified duration exclusive (duration is one frame greater than the time code location of the last frame as the first frame is 00:00:00;00). For stop motion applications this should be set to 00:00:00:01 (capture one frame).
3	**Shot** controls	Selecting the **Shot** checkbox activates the **Shot** section. When activated, the **Shot** number starts at 0 by default (but can be incremented upward by pressing the + button). All records which use the same **File Name** and **Shot** number will cause the associated **Take** number to increment upward by single integers. Each time the **Shot** number is changed the **Take** counter will be reset to 0. The **Shot** number resets to 0 each time the file name is changed.
4	**Take** controls	Selecting the **Take** button activates the **Take** section. When activated, all records which use the same **File Name** and **Shot** number will cause the **Take** number to increment upward by single integers. Each time the **Shot** number is changed the **Take** counter will be reset to 0000.
5	**Add Clip** checkbox	Select **At Clip At End** to specify that a captured clip will be added to the timeline after the last clip. Select **Add Clip At Timecode** and edit the time code field to specify where a clip will be added in the timeline. Select **Don't Add Clip** to specify that the captured clip will not be added to the timeline.
6	**Rec Interval** button and **Record Interval** field	This is commonly used for time lapse applications. Pressing the **Rec Interval** button will cause the system to record one frame every x amount of time, with x being the amount of time set in the **Record Interval** field. To set the interval at which **MediaNXS** will go into record, set the interval in the time code field to the right of the **Rec Interval** button. This is the amount of time between frame grabs. If for example you want 30 seconds between each frame grab, enter 00:00:30:00. Set the duration in the **Duration** field and check the **Use Duration** checkbox. This is the total amount of time the system will be in record mode. If for example you want to grab frames for the next two hours, enter 02:00:00:00. Once you press the **Rec Interval** button, the system will begin recording. The system will record one frame each time it reaches the amount of time specified in the **Record Interval** field. If **Use Duration** has been checked, the system will keep grabbing frames (every x amount of time specified by the record interval) until it reaches the total duration. If **Use Duration** has not been checked, you can press the **Space to Stop** button to stop the recording.

7	**Space To Stop** button	Press the **Space To Stop** button to stop a recording. Alternately press the Space Bar on the keyboard.
8	**Press Shift+Q To Record** button	Press the **Press Shift+Q To Record** button to start a recording. Alternately press **Shift+Q** on the keyboard.

Input - Record At

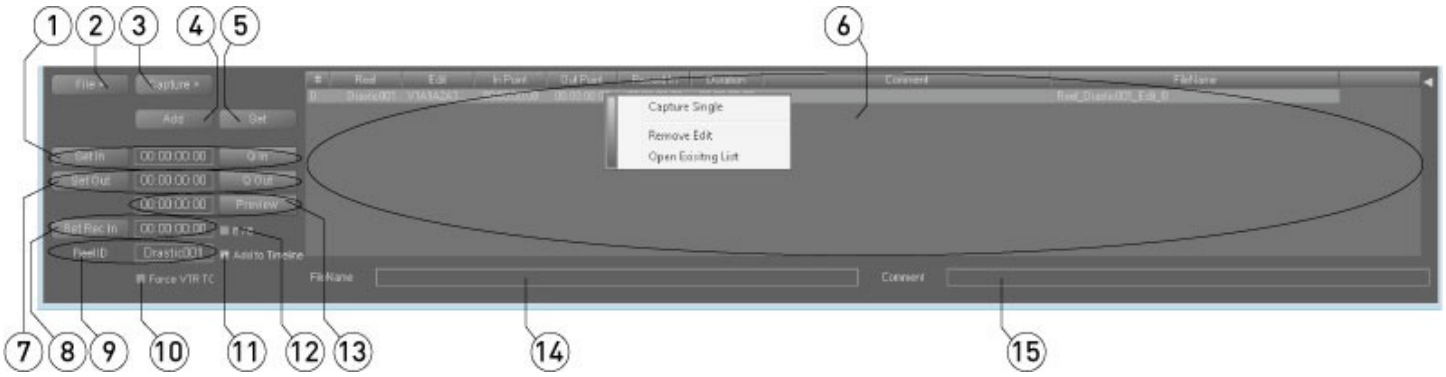
From the main menus, select **Operation|Input|Record At**. Alternately use the **Operations Selector** to select **Input||Record At**.

Input record at

1	**File Name** field	Drastic file names are designed to increment upwards numerically by single integers. The **File Name** field displays the current file name prefix, to which the shot and take number may be appended. By default the DRCL0000 file name is loaded, but the user can edit the file name by selecting it and typing in a new name.
2	**Use Duration** checkbox	The time code field displays the current edit duration. This field may be edited via keyboard. When the **Use Duration** checkbox is checked, all records will stop at the specified duration exclusive (duration is one frame greater than the time code location of the last frame as the first frame is 00:00:00;00). For stop motion applications this should be set to 00:00:00:01 (capture one frame).
3	**Shot** controls	Selecting the **Shot** checkbox activates the **Shot** section. When activated, the **Shot** number starts at 0 by default (but can be incremented upward by pressing the + button). All records which use the same **File Name** and **Shot** number will cause the associated **Take** number to increment upward by single integers. Each time the **Shot** number is changed the **Take** counter will be reset to 0. The **Shot** number resets to 0 each time the file name is changed.
4	**Take** controls	Selecting the **Take** button activates the **Take** section. When activated, all records which use the same **File Name** and **Shot** number will cause the **Take** number to increment upward by single integers. Each time the **Shot** number is changed the **Take** counter will be reset to 0000.
5	**Add Clip** checkbox	Select **At Clip At End** to specify that a captured clip will be added to the timeline after the last clip. Select **Add Clip At Timecode** and edit the time code field to specify where a clip will be added in the timeline. Select **Don't Add Clip** to specify that the captured clip will not be added to the timeline.
6	**End Time** selector	Use the time of day field and arrows to specify the **End Time**.
7	**Wait** selector	Use the time of day field and arrows to specify the **Wait** time.
8	**Record Enabled** checkbox	With this checkbox selected, the system will immediately begin to display a countdown to record time just below the checkbox (or it will go into record if it is already within the Record parameters) then it will go into record mode at the time of day specified in the **Wait** field, and stop at the time of day specified in the **End Time** field. At that point it will begin to count down to the next day's record. To stop time of day-based recording, uncheck the **Record Enabled** checkbox.

Input - Batch Capture

From the main menus, select **Operation|Input|Batch Capture**. Alternately use the **Operations Selector** to select **Input|Batch Capture**.



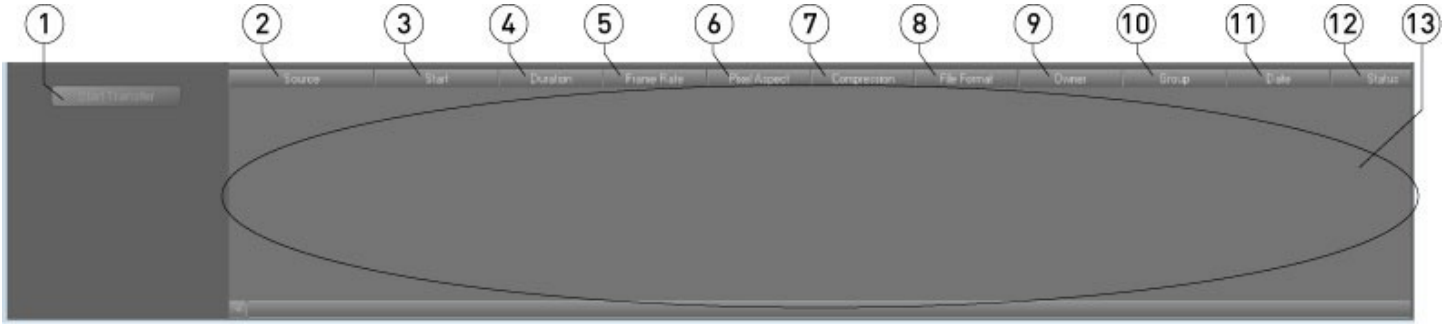
Input batch

1	**Set In** controls	The time code field displays the current In point for the edit. The user may enter a time code location into the time code field and press the **Q In** button to cue to this location. Pressing the **Set In** button sets the current cued location as the In point for the edit.
2	**File** pulldown menu	Use the pulldown menu to select a **New** batch capture EDL, **Open** a batch capture EDL, or **Save** the current batch capture EDL as the EDL type of your choice, and in the location and with the name of your choice.
3	**Capture** pulldown menu	Start the batch capture by selecting one of the following: **Single** to capture a single selected edit, **Selected** to capture some but not all of the edits in an EDL, **All** to capture all of the edits in the EDL.
4	**Add** button	Press this button to add the current edit to the EDL field.
5	**Set** button	Press the **Set** button to enter any changes to the current edit into the EDL.
6	**EDL** field	This field displays the current EDL being set up for batch capture. Right clicking on a clip in this field invokes the context menu (shown) with the choices: **Capture Single** – pull in the selected edit, **Remove Edit** – take the selected edit out of the list, and **Open Existing List** – browse to an existing EDL to use for the batch capture.
7	**Set Out** controls	To set the current time code location as the Out point for the edit, press the **Set Out** button. To specify a location by time code, enter the location into the time code field and press the **Q Out** button to cue to this location. Press the **Set Out** button to set the current cued location as the Out point for the edit.
8	**Set Rec In** controls	The time code location field displays the current **Record In** point for the edit, and allows the user to edit the existing or enter a new **Record In** for the edit. Pressing the **Set Rec In** button sets the time code location in the time code field as the new **Record In** point for the edit.
9	**Reel ID** field	Displays the **Reel ID**, or the identifier for the tape that this edit describes, and allows the user to enter a new or edit the existing **Reel ID** for each item being created.
10	**Force VTR TC** checkbox	Selecting this checkbox specifies that the time code from the external device (usually a VTR) be applied to the captured edits.
11	**Add to Timeline** checkbox	Selecting this checkbox specifies that the captured media should be added to the timeline.
12	**E/E** checkbox	Click in the **E/E** checkbox to view pass-through video of the source tape. This provides display of In and Out points as each edit is being created.
13	**Preview Edit** controls	The time code field displays the length of the current edit. Press the button to play the specified media to confirm it is correct.
14	**File Name** field	Displays the current file name. To edit the file name for this edit to a name of your choice, select it and type in a new name.

15	**Comment** field	Allows the user to enter a comment for each particular edit in the EDL, if desired. Displays any comments the user has entered for specific edits.

Input - SRExpress

From the main menus, select **Operation|Input|SRExpress**. Alternately use the **Operations Selector** to select **Input|SRExpress**.



1	**Start Transfer** button	If a Sony SR system is connected, a list of media in the system would appear in the **SR EDL** field, and allow the user to perform a capture of the media on the Sony SR system to the **MediaNXS** system. Pressing the **Start Transfer** button begins the capture.
2	**Source** column	Displays details about the source of each media item
3	**Start** column	Displays details about the 'In Point' of each media item
4	**Duration** column	Displays details about the duration of each media item
5	**Frame Rate** column	Displays details about the frame rate of each media item
6	**Pixel Aspect** column	Displays details about the pixel aspect of each media item
7	**Compression** column	Displays details about the compression of each media item
8	**File Format** column	Displays details about the file format of each media item
9	**Owner** column	Displays details about the owner of each media item
10	**Group** column	Displays details about the group of each media item
11	**Date** column	Displays details about the date of creation of each media item
12	**Status** column	Displays details about the status of each media item
13	**SR EDL** field	Displays the list of media available for transfer.

Output - Time Line

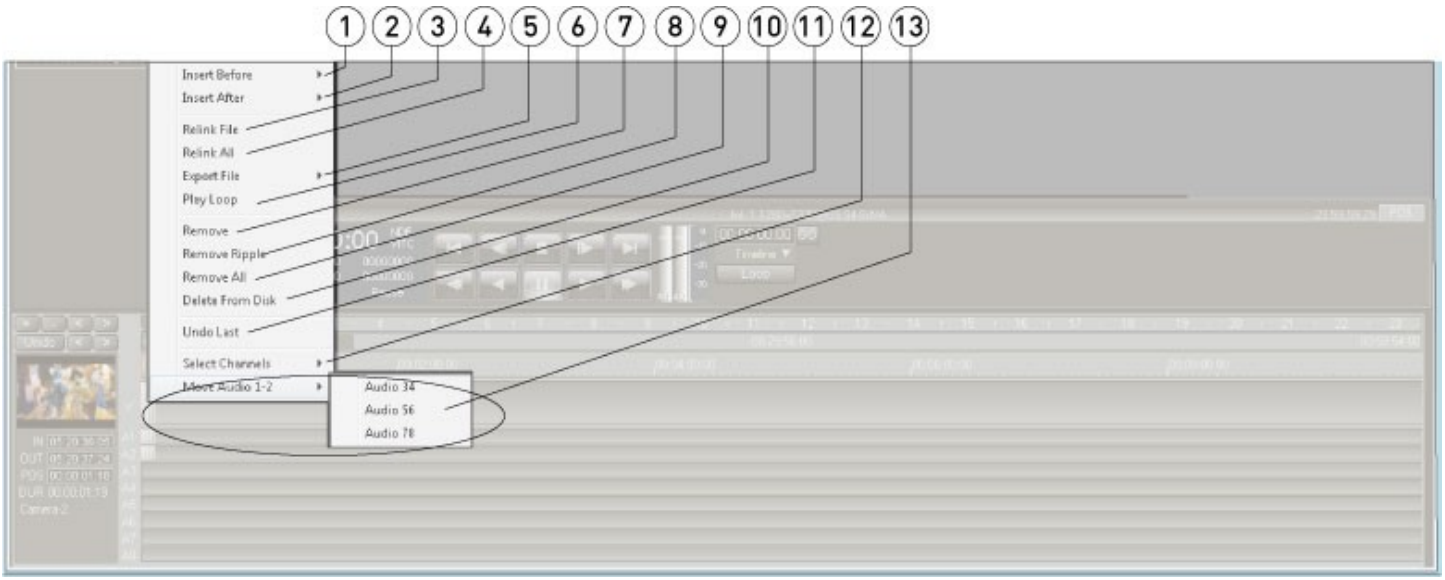
From the main menus, select **Operation|Output|Time Line**. Alternately use the **Operations Selector** to select **Output|Time Line**.

Output timeline

1	**Clip Details** display	Displays the details of the last selected clip including a picon (thumbnail, or picture icon), In/Out points, Position on the timeline, duration and clip name.
2	**Undo** button	Press the **Undo** button to reject the most recent change made.
3	**Magnify/Reduce** controls	Press the + button to zoom in, or magnify the view of the time line. Press the - button to zoom out, or reduce the view of the time line.
4	**Move TC TimeLine View** controls	Use the right and left arrows to select the next adjacent area of the **TC TimeLine** and move the view along, including the clips list.
5	**Move Clip TimeLine** controls	Use the right and left arrows to move the **Clip TimeLine** along.
6	**TC TimeLine** control	Displays the entire 24 hour timeline and offers a slider to move the **Time Line View** row around within the timeline.
7	**Display TimeLine** row	Displays the section of the timeline the user has zoomed in on, and offers a slider to move within this area.
8	**Clip Timeline** row	Displays the time code location associated with the clip locations, and if the user double clicks on a location within the Clip Timeline, it will cue to that location, and any media at that location will be loaded for playback or signal analysis.
9	**Timeline Display** field	Displays the audio and video tracks of the clips in the timeline. If the user has zoomed in on the timeline to show enough of each clip, they will display a picon and clip information.

Output - Time Line Context Menu

From the main menus, select **Operation|Output|Time Line**. Alternately use the **Operations Selector** to select **Output|Time Line**. Right click on the timeline to reveal the context menu.



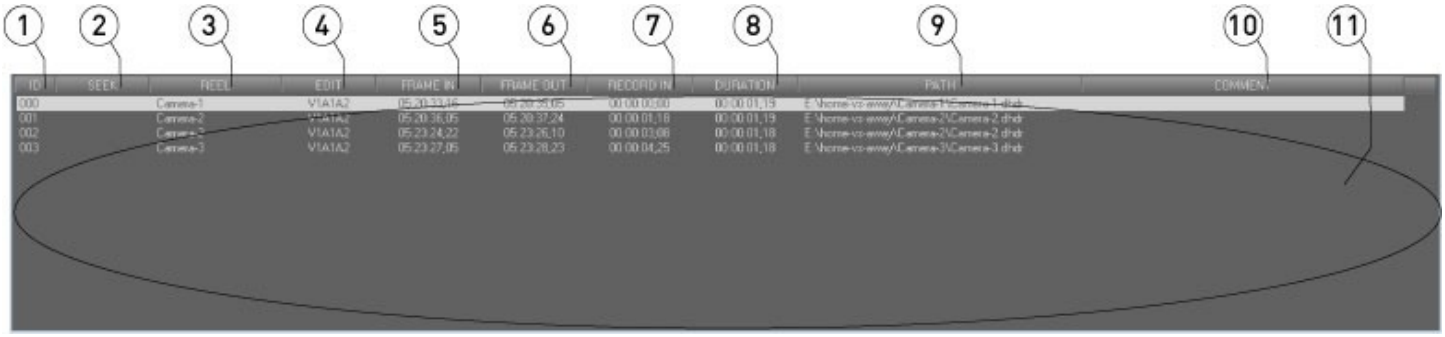
Output Timeline Context Menu

1	**Insert Before** options	Right clicking on a clip and selecting **Insert Before** allows the user to place a clip from either the timeline or the Clip Bin before the selected clip.
2	**Insert After** options	Right clicking on a clip and selecting **Insert After** allows the user to place a clip from either the timeline or the Clip Bin after the selected clip.
3	**Relink File** option	Right clicking on a clip and selecting **Relink File** checks whether the clip is linked to a valid file. If it is linked to a valid file the option is available to link it to another file. This action may be useful where the clip has changed its location or name since the timeline was created.
4	**Relink All** option	Right clicking on the timeline and selecting **Relink All** opens a standard browser which allows the user to navigate to and confirm the location of all the clips on the timeline, useful where the clips may have changed their location or name since the timeline was created.
5	**Export File** options	Right clicking on a clip and selecting **Export File** allows the user to select from a list of file formats to which the selected clip will be exported. This action creates a new file in the selected format, using the media within the selected clip.
6	**Play Loop** option	Right clicking on a clip and selecting **Play Loop** opens the **Loop Settings** window with the selected clip's Start and End points loaded. The user may select to loop the clip or a section of the timeline, and to edit the Start or End points so that an edited portion of the clip or timeline is looped. Finally the user may start the looping playback by pressing the **Loop** button (the portion plays from Start to End over and over again until interrupted by the user), or to exit the window without starting up looping playback by selecting **Cancel**.
7	**Remove** option	Right clicking on a clip and selecting **Remove** will remove the selected instance of the clip from the timeline. This action does not delete the clip from the drive.
8	**Remove Ripple** option	Right clicking on a clip and selecting **Remove** will remove the selected instance of the clip from the timeline, and will move all subsequent clips back by the duration of the clip that has been removed. This action does not delete the clip from the drive.

9	**Remove All** option	Right clicking on a clip and selecting **Remove All** will remove all of the clips from the timeline. This action does not delete the clips from the drive.
10	**Delete From Disk** option	Right clicking on a clip and selecting **Delete From Disk** will remove the selected instance of the clip from the timeline, and at the same time it will delete the clip from the drive. The user will be prompted to make sure they really want to delete the item from the disk.
11	**Undo last** option	Right clicking anywhere on the timeline and selecting **Undo Last** allows the user to reject the most recent change made.
12	**Select Channels** option	Right clicking anywhere on the timeline and selecting **Select Channels** allows the user to select between available channels within the device.
13	**Move Audio 1-2** options	Right clicking anywhere on the timeline and selecting **Move Audio 1-2** allows the user to select another audio pair (3-4, 5-6, etc.) to monitor.

Output - EDL

From the main menus, select **Operation|Output|EDL**. Alternately use the **Operations Selector** to select **Output|EDL**. The columns may be moved (drag and release) or resized (hover near the edge and drag the line) so you can put them in the order and width you prefer. Therefore at some point they may not be exactly the same as the below diagram.

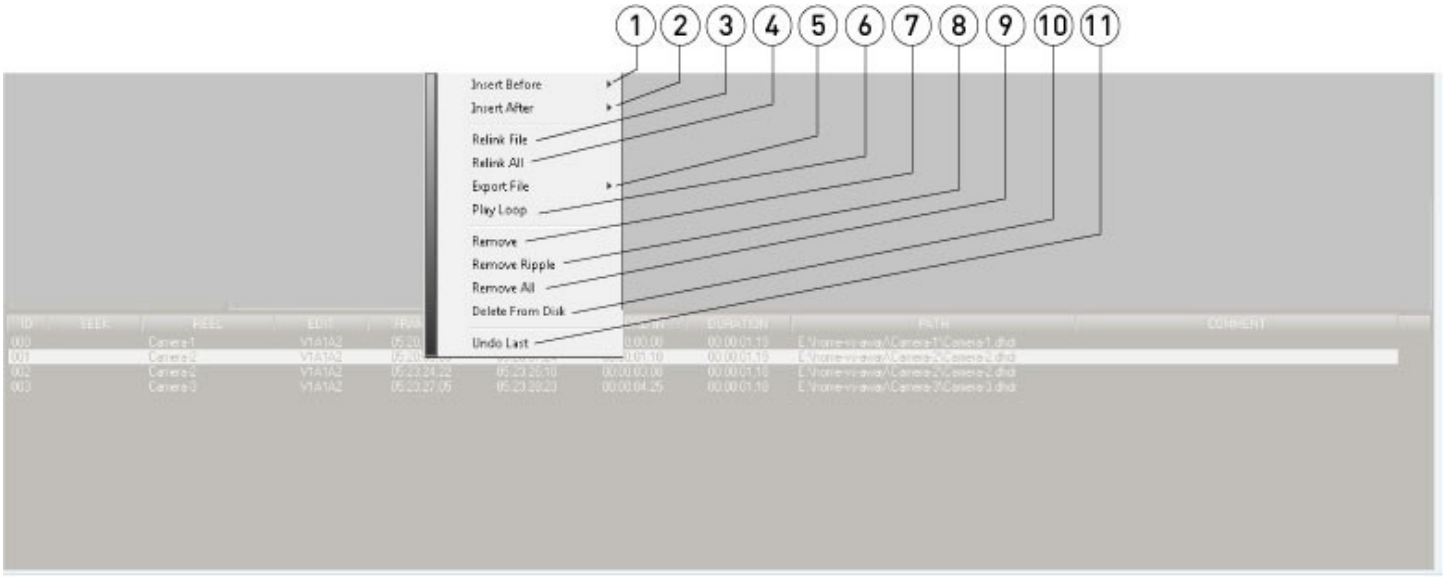


Output EDL

1	**ID** column	Displays the ID for each media segment.
2	**Seek** column	Displays the seek parameters of each media segment.
3	**Reel** column	Displays the Reel of each media segment.
4	**Edit** column	Displays the channels present in each media segment.
5	**Frame In** column	Displays the Frame In of each media segment.
6	**Frame Out** column	Displays the Frame Out of each media segment.
7	**Record In** column	Displays the Record In of each media segment.
8	**Duration** column	Displays the duration, or length of each media segment.
9	**Path** column	Displays the file path of each clip in the media segment.
10	**Comment** column	Displays the comment for each media segment.
11	**EDL** field	Displays each media segment from first at the top to last at the bottom of the list, and offers a slider to display any clips not shown by the view.

Output – EDL Context Menu

From the main menus, select **Operation|Output|EDL**. Alternately use the **Operations Selector** to select **Output|EDL.** Right click on the EDL to reveal the context menu.



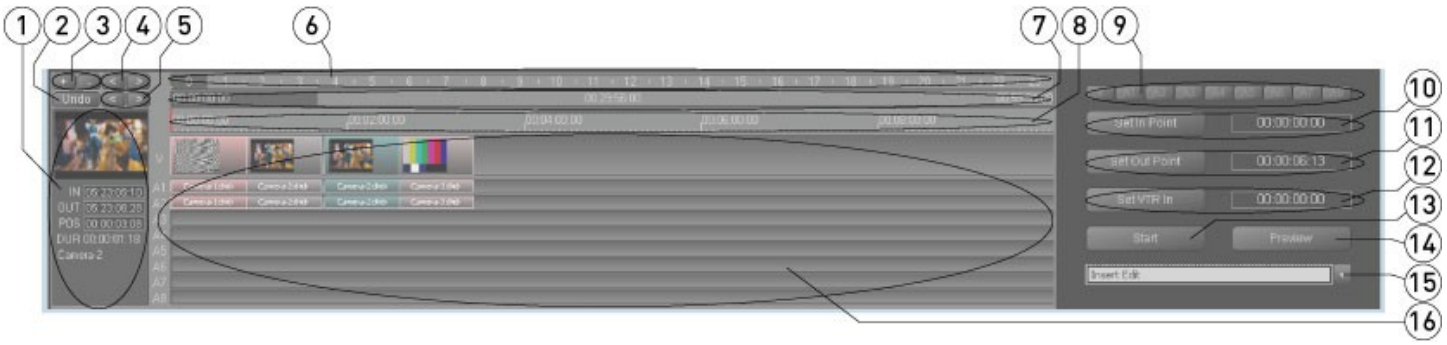
Output EDL Context Menu

1	**Insert Before** options	Right clicking on a clip and selecting **Insert Before** allows the user to place a clip from either the timeline or the Clip Bin before the selected clip.
2	**Insert After** options	Right clicking on a clip and selecting **Insert After** allows the user to place a clip from either the timeline or the Clip Bin after the selected clip.
3	**Relink File** option	Right clicking on a clip and selecting **Relink File** opens a standard browser which allows the user to navigate to and confirm the location of a clip, useful where the clip may have changed its location or name since the EDL was created.
4	**Relink All** option	Right clicking on the timeline and selecting **Relink All** opens a standard browser which allows the user to navigate to and confirm the location of all the clips on the EDL, useful where the clips may have changed their location or name since the EDL was created.
5	**Export File** options	Right clicking on a clip and selecting **Export File** allows the user to select from a list of file formats to which the selected clip will be exported. This action creates a new file in the selected format, using the media within the selected clip.
6	**Play Loop** option	Right clicking on a clip and selecting **Play Loop** opens the **Loop Settings** window with the selected clip's Start and End points loaded. The user may select to loop the clip or a section of the timeline, and to edit the Start or End points so that an edited portion of the clip or timeline is looped. Finally the user may start the looping playback by pressing the **Loop** button (the portion plays from Start to End over and over again until interrupted by the user), or to exit the window without starting up looping playback by selecting **Cancel**.
7	**Remove** option	Right clicking on a clip and selecting **Remove** will remove the selected instance of the clip from the EDL. This action does not delete the clip from the drive.
8	**Remove Ripple** option	Right clicking on a clip and selecting **Remove** will remove the selected instance of the clip from the EDL, and will move all subsequent clips back by the duration of the clip that has been removed. This action does not delete the clip from the drive.

9	**Remove All** option	Right clicking on a clip and selecting **Remove All** will remove all of the clips from the EDL. This action does not delete the clips from the drive.
10	**Delete From Disk** option	Right clicking on a clip and selecting **Delete From Disk** will remove the selected instance of the clip from the EDL, and at the same time it will delete the clip from the drive. The user will be prompted to make sure they really want to delete the item from the disk.
11	**Undo last** option	Right clicking anywhere on the EDL and selecting **Undo Last** allows the user to reject the most recent change made.

Output - VTR Out

From the main menus, select **Operation|Output|VTR Out**. Alternately use the **Operations Selector** to select **Output|VTR Out**.



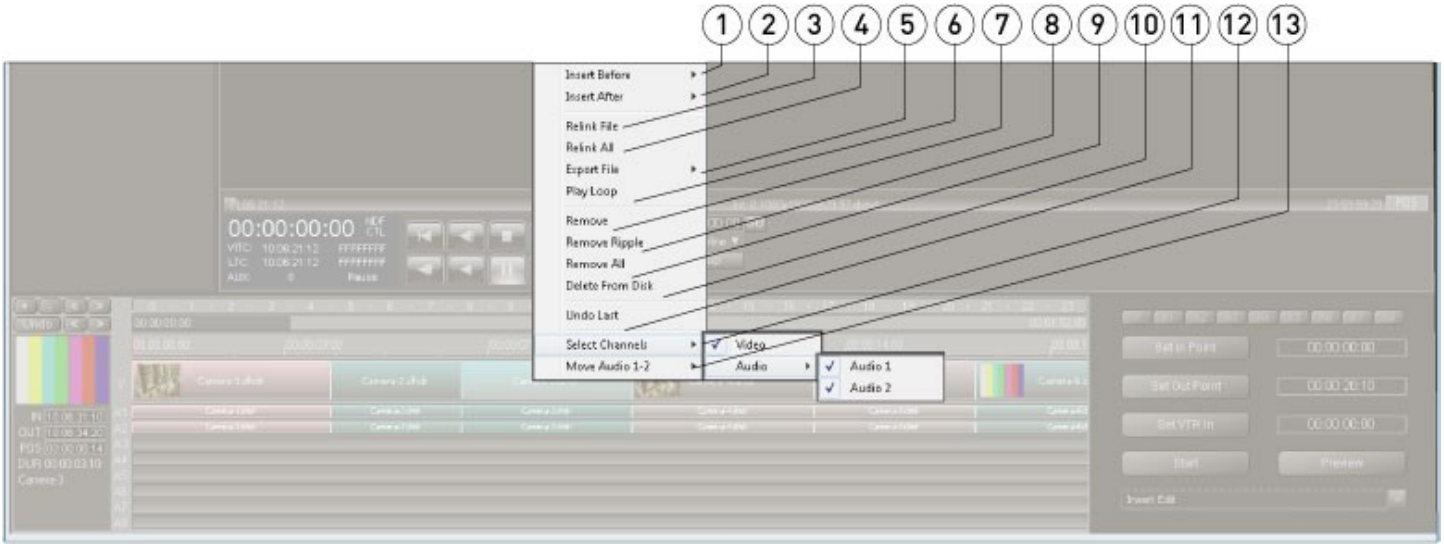
Output VTR Out

1	**Clip Details** display	Displays the details of the last selected clip including a picon, In/Out points, Position on the timeline and the clip's duration.
2	**Undo** button	Press the **Undo** button to reject the most recent change made.
3	**Magnify/Reduce** controls	Press the + button to zoom in, or magnify the view of the time line and clips, so that less of the entire time line is shown. Press the - button to zoom out, or reduce the size of the individual clips so that more of the entire time line is shown.
4	**Move TC TimeLine View** controls	One press of the right or left arrow moves the **TC TimeLine** view along, including the clips list, to reveal the next adjacent portion of the time line, at the same level of zoom.
5	**Move Clip TimeLine** controls	Use the right and left arrows to move just the **Clip TimeLine** along.
6	**TC TimeLine** row	Displays the entire 24 hour timeline and offers a slider to move the **TC TimeLine** row around within the timeline.
7	**Display TimeLine** row	Displays the section of the timeline the user has zoomed in on, and offers a slider to move within this area.
8	**Clip Timeline** row	Displays the time code location associated with the clip locations, and if the user double clicks on a location within the Clip Timeline, a red bar will move to indicate the cued to location, and any media at that location will be loaded into the VGA display.
9	**Channel Presets** buttons	Indicates whether each video or audio channel is active or present in the file or signal. Allows the user to select or deselect channels depending on hardware constraints.
10	**Set In Point** controls	Set an **In Point** on the timeline for media to start at
11	**Set Out Point** controls	Set an **Out Point** on the timeline for media to end at
12	**Set VTR In** controls	Set an **In Point** on the external VTR for the record to begin at
13	**Start** button	Press the **Start** button to begin the layback
14	**Preview** button	Press the **Preview** button to see the clips you intend to use in the layback.
15	**Insert/Assemble**	Switches between **Insert** and **Assemble** modes of editing to the VTR.

	toggle button	• Insert mode assumes a tape striped with time code into which the user can place video or audio or both but leave the time code intact. • Assemble mode assumes time code will be laid down along with all audio and video channels present in the signal, replacing any material in this portion of the tape.
16	**Timeline Display** field	Displays the audio and video tracks of the clips you have loaded into the timeline.

Output - VTR Out Context Menu

From the main menus, select **Operation|Output|VTR Out**. Alternately use the **Operations Selector** to select **Output|VTR Out**. Right click on the timeline to reveal the context menu.



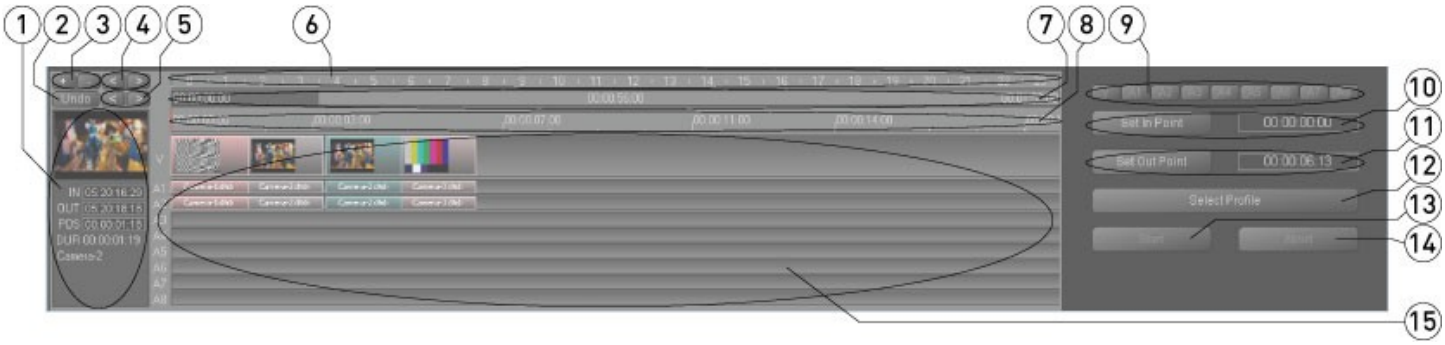
Output VTR Out Context Menu

1	**Insert Before** options	Right clicking on a clip and selecting **Insert Before** allows the user to place a clip from either the timeline or the Clip Bin before the selected clip.
2	**Insert After** options	Right clicking on a clip and selecting **Insert After** allows the user to place a clip from either the timeline or the Clip Bin after the selected clip.
3	**Relink File** option	Right clicking on a clip and selecting **Relink File** opens a standard browser which allows the user to navigate to and confirm the location of a clip, useful where the clip may have changed its location or name since the timeline was created.
4	**Relink All** option	Right clicking on the timeline and selecting **Relink All** opens a standard browser which allows the user to navigate to and confirm the location of all the clips on the timeline, useful where the clips may have changed their location or name since the timeline was created.
5	**Export File** options	Right clicking on a clip and selecting **Export File** allows the user to select from a list of file formats to which the selected clip will be exported. This action creates a new file in the selected format, using the media within the selected clip.
6	**Play Loop** option	Right clicking on a clip and selecting **Play Loop** opens the **Loop Settings** window with the selected clip's Start and End points loaded. The user may select to loop the clip or a section of the timeline, and to edit the Start or End points so that an edited portion of the clip or timeline is looped. Finally the user may start the looping playback by pressing the **Loop** button (the portion plays from Start to End over and over again until interrupted by the user), or to exit the window without starting up looping playback by selecting **Cancel**.
7	**Remove** option	Right clicking on a clip and selecting **Remove** will remove the selected

		instance of the clip from the timeline. This action does not delete the clip from the drive.
8	**Remove Ripple** option	Right clicking on a clip and selecting **Remove** will remove the selected instance of the clip from the timeline, and will move all subsequent clips back by the duration of the clip that has been removed. This action does not delete the clip from the drive.
9	**Remove All** option	Right clicking on a clip and selecting **Remove All** will remove all of the clips from the timeline. This action does not delete the clips from the drive.
10	**Delete From Disk** option	Right clicking on a clip and selecting **Delete From Disk** will remove the selected instance of the clip from the timeline, and at the same time it will delete the clip from the drive. The user will be prompted to make sure they really want to delete the item from the disk.
11	**Undo last** option	Right clicking anywhere on the timeline and selecting **Undo Last** allows the user to reject the most recent change made.
12	**Select Channels** option	Right clicking on a clip and selecting **Select Channels** sets the channels which will be transferred to the external VTR. All video and audio channels are selected by default but the user may de-select channels by clicking on the check mark, meaning the de-selected channels will not be transferred.
13	**Move Audio 1-2** option	Right clicking anywhere on the timeline and selecting **Move Audio 1-2** allows the user to select another audio pair (3-4, 5-6, etc.) to monitor.

Output - To File

From the main menus, select **Operation|Output|To File**. Alternately use the **Operations Selector** to select **Output|To File**.



Output to file

1	**Clip Details** display	Displays the details of the last selected clip including a picon, In/Out points, Position on the timeline and the clip's duration.
2	**Undo** button	Press the **Undo** button to reject the most recent change made.
3	**Magnify/Reduce** controls	Press the + button to zoom in, or magnify the view of the time line and clips, so that less of the entire time line is shown. Press the - button to zoom out, or reduce the size of the individual clips so that more of the entire time line is shown.
4	**Move TC TimeLine View** controls	One press of the right or left arrow moves the **TC TimeLine** view along, including the clips list, to reveal the next adjacent portion of the time line, at the same level of zoom.
5	**Move Clip TimeLine** controls	Use the right and left arrows to move just the **Clip TimeLine** along.
6	**TC TimeLine** row	Displays the entire 24 hour timeline and offers a slider to move the **TC TimeLine** row around within the timeline.
7	**Display TimeLine** row	Displays the section of the timeline the user has zoomed in on, and offers a slider to move within this area.
8	**Clip Timeline** row	Displays the time code location associated with the clip locations, and if the user double clicks on a location within the Clip Timeline, a red bar will move to

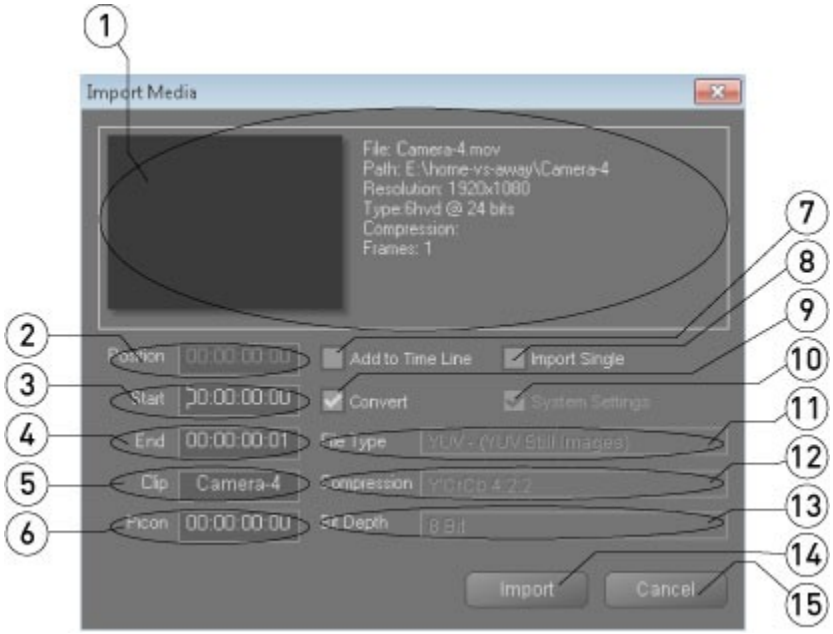
		indicate the cued to location, and any media at that location will be loaded into the VGA display.
9	**Channel Presets** buttons	Indicates whether each video or audio channel is active or present in the file or signal. Allows the user to select or deselect channels depending on hardware constraints.
10	**Set In Point** controls	Edit the time code field to set a specific location or press the **Set In Point** button to set the present location as the In Point for source files to be converted.
11	**Set Out Point** controls	Edit the time code field to set a specific location or press the **Set Out Point** button to set the present location as the Out Point for source files to be converted.
12	**Select Profile** button	Press the **Select Profile** button to open the MediaReactor Profile window, which allows the user to choose the type of media file that will be created in the export process.
13	**Start** button	Press the **Start** button to convert the selected portion of the timeline to the file type specified.
14	**Abort** button	Press the **Abort** button to stop the translation in progress.
15	**Timeline Display** field	Displays the audio and video tracks of the clips you have loaded into the timeline.

File – Import Media

The **Import Media** dialog box allows you to add media to the **Time Line** and **EDL** output lists, and **Clip List** or **Thumbs View** lists.

Import Media from the Main Menus
From the main menus, select **File|Import|Media**. Use the **Open** window to select a clip. Upon selection it is loaded into the **Import Media** dialog.

Import Media from the Timeline or EDL
From the main menus, select **Operations|Output|Timeline** or **Operations|Output|EDL**. Right click on a clip in the timeline or EDL and select **Insert Before** or **Insert After** from the context menu. Upon selection it is loaded into the **Import Media** dialog.



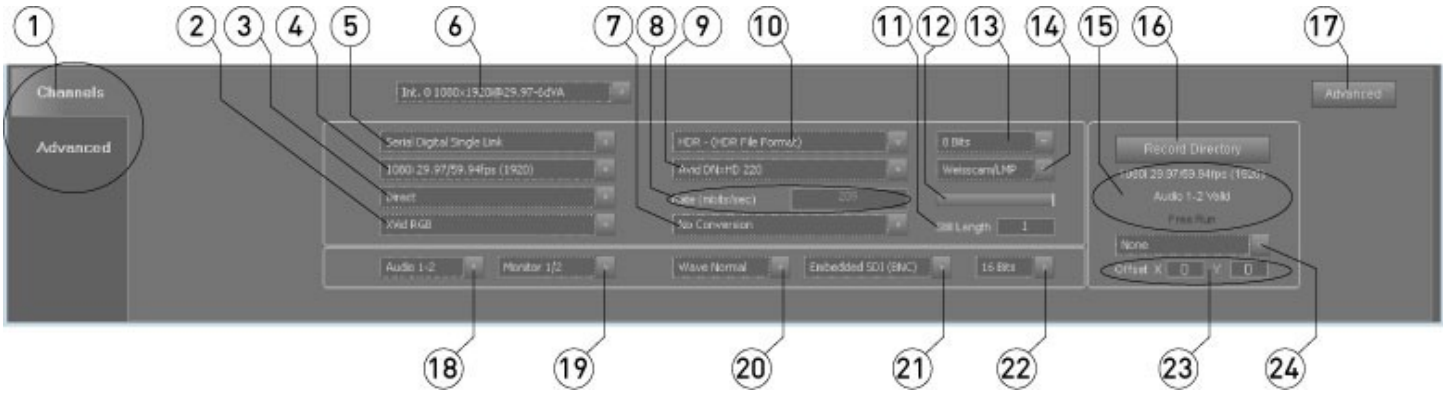
Import media

1	**Clip Details** section	The selected clip's picon is displayed, along with the file name, file path, resolution setting, video type, compression and length information (in frames).
2	**Position** field	The **Position** field becomes active when the **Add to Time Line** checkbox is checked. Enter a time code location within this field to set where the media will be placed on the **Time Line**.
3	**Start** field	The clip's starting time code location (00:00:00:00) is loaded here. To trim frames from the beginning, enter a time code location greater than zero in this field.
4	**End** field	The clip's end time code location is loaded here. To trim frames from the end, enter a time code less than the current **End** time code but after the existing or new (whichever is greater) **Start** time code in this field.
5	**Clip** field	The current clip name is displayed. It can be edited to help identify this instance of the clip more clearly, especially useful where a portion of a clip (sub-clip) has been imported.
6	**Picon** field	Displays the current frame used to create a picon (a small image of a frame) and allows the user set a new picon by typing a new time code location.
7	**Add to Time Line** checkbox	Checking this checkbox activates the **Position** field and specifies that the clip shall be added to the **Time Line** (at that location) during this import operation.
8	**Import Single**	Select the **Import Single** checkbox to import the selected media as a single

	checkbox	frame – typically the user will have selected a frame from a series of stills and just wants the selected frame imported.
9	**Convert Media** checkbox	Clicking in the **Convert Media** checkbox activates the **System Settings** checkbox, and allows you to specify that the media shall be converted during this import operation.
10	**File Type** pulldown menu	Where the **Convert Media** checkbox is checked, and the **System Settings** checkbox has been unchecked, this pulldown menu becomes active. Use it to select the file type you would like to create with the conversion.
11	**Compression** pulldown menu	Where the **Convert Media** checkbox is checked, and the **System Settings** checkbox has been unchecked, this pulldown menu becomes active. Use it to select the compression for the file type you would like to create with the conversion.
12	**Import** button	Press this button to begin the import process.
13	**Bit Depth** pulldown menu	Where the **Convert Media** checkbox is checked, and the **System Settings** checkbox has been unchecked, this pulldown menu becomes active. Use it to select the compression for the file type you would like to create with the conversion.
14	**Cancel** button	Press this button to exit the **Import** window without importing any files.
15	**System Settings** checkbox	Where the **Convert Media** checkbox is checked, the **System Settings** checkbox becomes active. With the **System Settings** checkbox checked, the file will be converted to the same file type, compression and bit depth the system is currently set to. With the **System Settings** checkbox unchecked, the **File Type**, **Compression** and **Bit Depth** pulldown menus become active, and you can set these to create the required file type upon import.

Setup – Config Channels

From the main menus, select **Operation|Setup|Config**. Alternately use the **Operations Selector** to select **Setup|Config**. The **Config** section of the interface opens with the **Channels** tab selected.



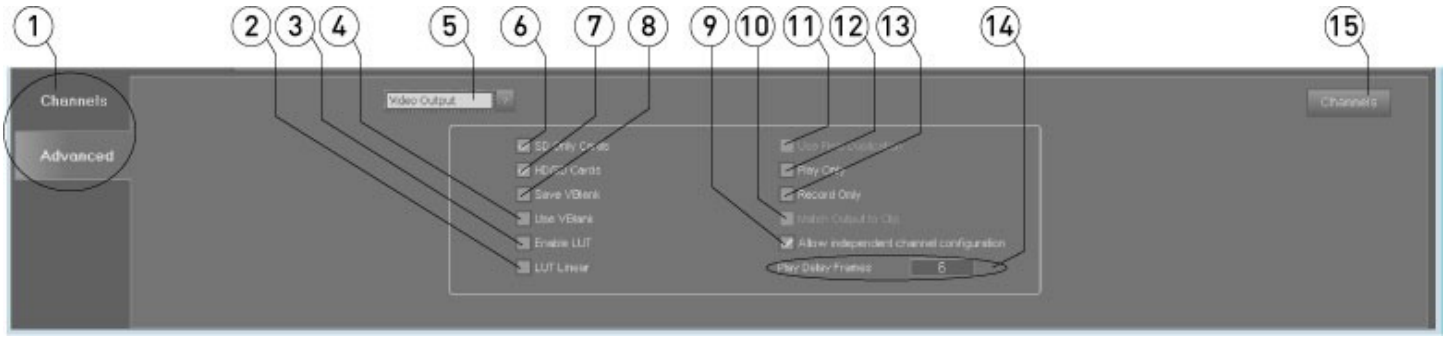
Setup channels

1	**Config Selector** tabs	Use the **Channels** tab to display the **Config Channels** section of the setup controls. Use the **Advanced** tab to display the **Config Advanced** section of the setup controls.
2	**Down Conversion Type** pulldown menu	Use the pulldown menu to set the type of analog output (RGB, Component etc.) to use. Choices here include **Component YUV**, **Component RGB** and **XVid RGB**.
3	**Conversion Mode** pulldown menu	Use this pulldown menu to select the up-, down-, or cross-conversion that will be applied to the output for monitoring, such as **To SD**, **Direct**, **To HD**, etc.
4	**Video Standard** pulldown menu	Use the **Video Standard** pulldown menu to select the video standard that will be used.
5	**Input** pulldown menu	Use the **Input** pulldown menu to select the type of signal you are using for capture. All outputs are live.
6	**Channel Selector** pulldown menu	Use the **Channel Selector** pulldown menu to select the channel to which any configuration changes will apply. Choices will be limited to the channels supported by the system.
7	**Conversion** pulldown menu	Use the **Conversion** pulldown menu to set the conversion cropping/scaling strategy that will be applied to the output signal for monitoring.
8	**Rate** field	Displays the data rate setting for the current format
9	**Compression** pulldown menu	Use the **Compression** pulldown menu to select the type of codec (compressed or uncompressed) used for this format.
10	**Video Container Type** pulldown menu	Use the **Video Container Type** pulldown menu to select the file format that will be used.
11	**Still Length** field	This field displays the length of stills in number of frames, with a default of 1 frame.
12	**Data Rate** slider	For formats that have an adjustable data rate (quality), the user may pull the slider to adjust the data rate.
13	**Bit Depth** pulldown menu	Use the pulldown menu to select between available bit depth settings for the selected format.
14	**Camera** pulldown menu	Use the pulldown menu to select between available camera types for input.
15	**Channel Settings** display	This area displays a brief synopsis of the channel settings.
16	**Record Directory** button	Use the **Record Directory** button to open a browser which lets you set a new directory into which files will be saved.
17	**Advanced** button	Use the **Advanced** button to display the **Config Advanced** section of the setup controls.

18	**Audio Channels** pulldown menu	Use the **Audio Channels** pulldown menu to set the number of audio channels that will be created during capture.
19	**Audio Pair Monitor** pulldown menu	Use the pulldown menu to select which audio pair will be sent to the audio monitor output. The default is channels 1-2.
20	**Audio File Type** pulldown menu	Use the pulldown menu to select between available audio file types.
21	**Audio Type** pulldown menu	Use the **Audio Type** pulldown menu to set the audio input/output type, whether AES/EBU or embedded.
22	**Audio Bit Depth** pulldown menu	Use the **Audio Bit Depth** pulldown menu to set the bit depth for the selected audio file type.
23	**Genlock Offset** fields	Where multiple devices are genlocked together, varying cable lengths may cause the frame location to shift compared to the other sources. The user may adjust the frame location using the **X** (left to right) and **Y** (up and down) fields to type in new values.
24	**Reference** section	Use the **Reference** pulldown menu to set the reference (timing, house clock etc.) source. The current reference source is displayed above the **Reference** pulldown menu.

Setup – Config Advanced – Video Output

From the main menus, select **Operation|Setup|Config**. Alternately use the **Operations Selector** to select **Setup|Config**. Press the **Advanced** button, or use the **Advanced** tab to select the **Advanced** section of the **Config** menu. Use the **Advanced Config** pulldown menu to select **Video Output**.



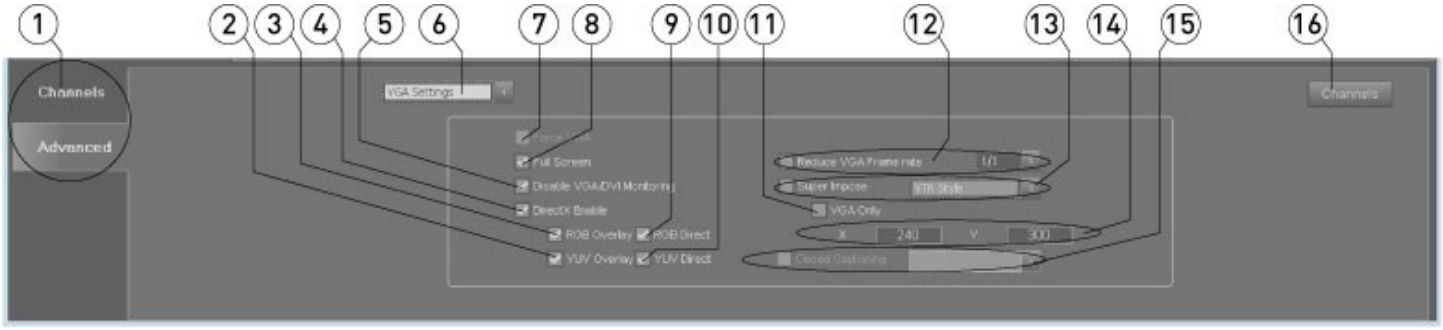
Setup Advanced Video Output

1	**Config Selector** tabs	Use the **Channels** tab to display the **Config Channels** section of the setup controls. Use the **Advanced** tab to display the **Config Advanced** section of the setup controls.
2	**LUT Linear** checkbox	Select the **LUT Linear** checkbox to apply a linear lookup table to output, otherwise it will be algorithmic. Confirm that the **Enable LUT** checkbox is selected for this to have any effect.
3	**Enable LUT** checkbox	Select the **Enable LUT** to apply a lookup table to output. The lookup table used is algorithmic by default; you must select **LUT Linear** to use a linear lookup table.
4	**Use VBlank** checkbox	Select the **Use VBlank** checkbox to decode and display VITC time code values.
5	**Advanced Config** pulldown menu	Use the **Advanced Config** pulldown menu to select between the **Video Output**, **VGA Settings, 3D VGA Settings** and the **Camera Settings** sections of the **Advanced Config** section of **Setup**.
6	**SD Only Cards** checkbox	Select the **SD Only Cards** checkbox to set up the system for SD-only applications.
7	**HD/SD Cards** checkbox	Select the **HD/SD Cards** checkbox to set up the system to support both SD and HD formats. Some configurations may require that the **HD/SD Cards** checkbox and the **SD Only Cards** checkboxes both be checked before all formats will be supported.
8	**Save VBlank**	Select the **Save VBlank** checkbox to write VITC into files being created and/or

	checkbox	recorded.
9	**Allow Independent Channel Configuration** checkbox	Select the **Allow Independent Channel Configuration** checkbox to allow the user to configure different channels in a multiple channel system independently. For example one channel might be set up for SD MOV, and the other set up for HD DPX.
10	**Match Output to Clip** checkbox	Select the **Match Output to Clip** checkbox to match the video output to the current clip settings.
11	**Use Field Duplication** checkbox	Select the **Use Field Duplication** checkbox to duplicate fields for output in slow motion display applications.
12	**Play Only** checkbox	Select the **Play Only** checkbox to disable all capture/encoding functions.
13	**Record Only** checkbox	Select the **Record Only** checkbox to disable all playback functions. Note: if you select both the **Play Only** and **Record Only** checkboxes, you will disable the system.
14	**Play Delay Frames** section	Displays the number of frames delay between receiving a play command and the actual output of frames. This number can be reset (for select applications) by selecting it and typing in a new number, which may improve frame accuracy for serial control.
15	**Channels** button	Press the **Channels** button to reveal the **Channels Config** section of **Setup**.

Setup – Config Advanced – VGA Settings

From the main menus, select **Operation|Setup|Config**. Alternately use the **Operations Selector** to select **Setup|Config**. Press the **Advanced** button, or use the **Advanced** tab to select the **Advanced** section of the **Config** menu. Use the **Advanced Config** pulldown menu to select **VGA Settings**.



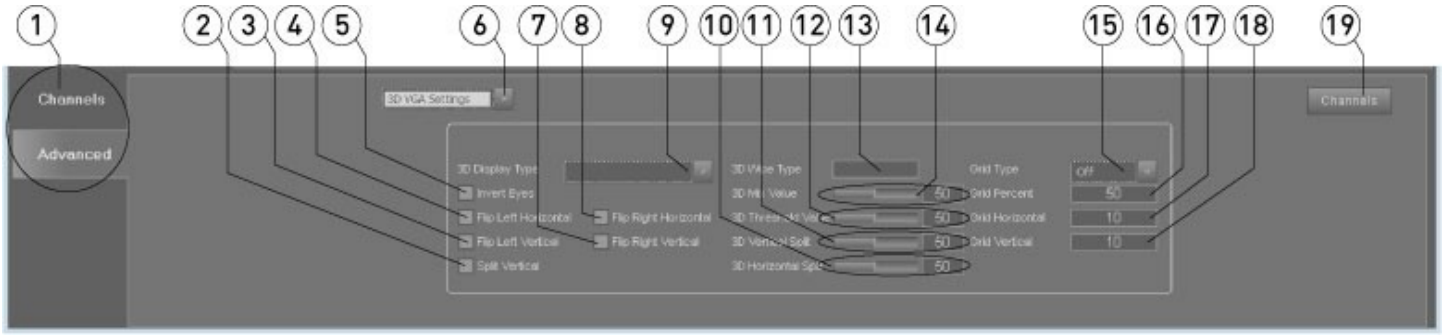
Setup Advanced VGA Settings

1	**Config Selector** tabs	Use the **Channels** tab to display the **Config Channels** section of the setup controls. Use the **Advanced** tab to display the **Config Advanced** section of the setup controls.
2	**YUV Overlay** checkbox	With the **DirectX Enable** checkbox selected, select the **YUV Overlay** checkbox to use YUV overlay within DirectX.
3	**RGB Overlay** checkbox	With the **DirectX Enable** checkbox selected, select the **RGB Overlay** checkbox to use RGB overlay within DirectX.
4	**DirectX Enable** checkbox	Select the **DirectX Enable** checkbox to activate the 4 checkboxes just below for DirectX display options.
5	**Disable VGA/DVI Monitoring** checkbox	Select the **Disable VGA/DVI Monitoring** checkbox to only play out through the video hardware, and disable VGA/DVI output. Note, if you select both the **Disable VGA/DVI Monitoring** checkbox and the **Force VGA** checkbox, the system will not offer an output.
6	**Advanced Config** pulldown menu	Use the **Advanced Config** pulldown menu to select between the **Video Output**, **VGA Settings, 3D VGA Settings** and the **Camera Settings** sections of the **Advanced Config** section of **Setup**.
7	**Force VGA**	Select the **Force VGA** checkbox to display only VGA/DVI and ignore the video

	checkbox	hardware if present. Note, if you select both the **Disable VGA/DVI Monitoring** checkbox and the **Force VGA** checkbox, the system will not offer an output.
8	**Full Screen** checkbox	Select this checkbox to specify that the VGA output should be in full screen mode.
9	**RGB Direct** checkbox	With the **DirectX Enable** checkbox selected, select the **RGB Direct** checkbox to use RGB Direct within DirectX.
10	**YUV Direct** checkbox	With the **DirectX Enable** checkbox selected, select the **YUV Direct** checkbox to use YUV Direct within DirectX.
11	**VGA Only** checkbox	Select the **VGA Only** checkbox to superimpose time code on the VGA/DVI output only, and allow the video output through hardware to pass through unaffected. For this to work, the **Superimpose** checkbox must be selected.
12	**Reduce VGA Frame Rate** section	The **Reduce VGA Frame Rate** section provides a checkbox to activate the setting, and a pulldown menu which allows the user to reduce the number of frames output through the VGA/DVI display during playback, for bandwidth-intensive operations.
13	**Superimpose** section	The **Superimpose** section allows the user to superimpose time code over both the VGA/DVI and the video output. A checkbox is provided to activate the setting, and a pulldown menu which allows the user to select the type of time code that will be superimposed.
14	**X and Y** fields	The **X and Y** fields allow the user to set the location of the time code that is superimposed on output.
15	**Closed Captioning** section	Where there is closed captioning information in the input or file, selecting the checkbox specifies that the closed captioning will be displayed on the VGA output. With the checkbox selected, the pulldown menu is activated, and the user can then select between available closed captioning types.
16	**Channels** button	Press the **Channels** button to reveal the **Channels Config** section of **Setup**.

Setup – Config Advanced – 3D VGA Settings

From the main menus, select **Operation|Setup|Config**. Alternately use the **Operations Selector** to select **Setup|Config**. Press the **Advanced** button, or use the **Advanced** tab to select the **Advanced** section of the **Config** menu. Use the **Advanced Config** pulldown menu to select **3D VGA Settings**.



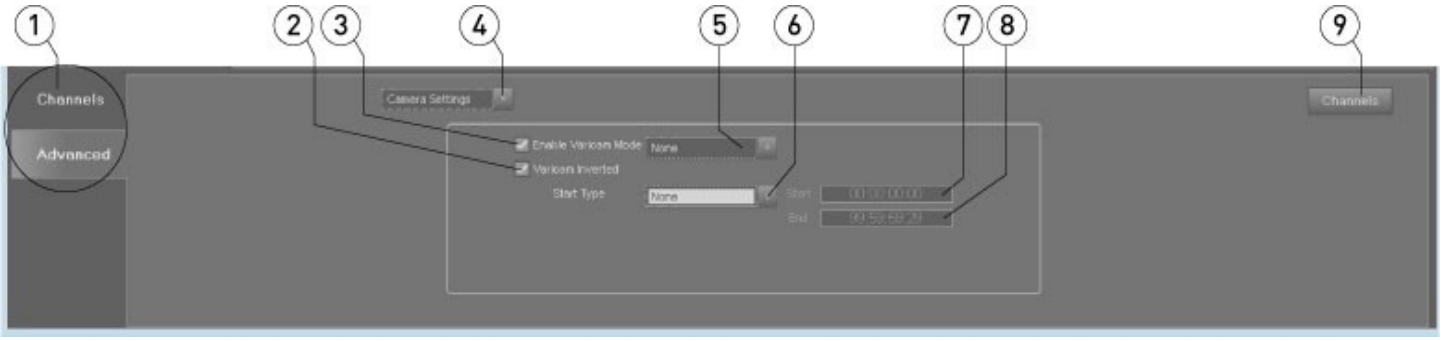
Setup Advanced 3D VGA Settings

1	**Config Selector** tabs	Use the **Channels** tab to display the **Config Channels** section of the setup controls. Use the **Advanced** tab to display the **Config Advanced** section of the setup controls.
2	**Split Vertical** checkbox	Select the **Split Vertical** checkbox to split the display along the vertical axis
3	**Flip Left Vertical** checkbox	Select the **Flip Left Vertical** checkbox to flip the left portion of the display along the vertical axis
4	**Flip Left Horizontal** checkbox	Select the **Flip Left Horizontal** checkbox to flip the left portion of the display along the horizontal axis
5	**Invert Eyes** checkbox	Select the **Invert Eyes** checkbox to switch the left eye portion of the signal of the display for the right eye portion
6	**Advanced Config** pulldown menu	Use the **Advanced Config** pulldown menu to select between the **Video Output**, **VGA Settings, 3D VGA Settings** and the **Camera Settings** sections of the **Advanced Config** section of **Setup**.
7	**Flip Right Vertical** checkbox	Select the **Flip Right Vertical** checkbox to flip the right portion of the 3D display along the vertical axis
8	**Flip Right Horizontal** checkbox	Select the **Flip Right Horizontal** checkbox to flip the right portion of the 3D display along the horizontal axis
9	**3D Display Type** pulldown menu	Use the **3D Display Type** pulldown menu to select between available 3D Display types, and display the current setting, if one has been set
10	**3D Horizontal Split** slider and field	Use the **3D Horizontal Split** slider to adjust the position of the horizontal split for 3D display. The field displays the setting.
11	**3D Vertical Split** slider and field	Use the **3D Vertical Split** slider to adjust the position of the vertical split for 3D display. The field displays the setting.
12	**3D Threshold Value** slider and field	Use the **3D Threshold Value** slider to adjust the threshold value for 3D display. The field displays the setting.
13	**3D Wipe Type** field	The **3D Wipe Type** field displays the current 3D Wipe setting, if any has been set.
14	**3D Mix Value** slider and field	Use the **3D Mix Value** slider to adjust the mix value for any 3D display if one has been set. The field displays the setting.
15	**Grid Type** pulldown menu	Use the **Grid Type** pulldown menu to select between the type of grid to use for 3D display.
16	**Grid Percent** field	The **Grid Percent** field displays the current grid percent setting, if any has been set
17	**Grid Horizontal** field	The **Grid Horizontal** field displays the current grid horizontal setting, if any has been set
18	**Grid Vertical** field	The **Grid Vertical** field displays the current grid vertical setting, if any

		has been set
19	**Channels** button	Press the **Channels** button to reveal the **Channels Config** section of **Setup**.

Setup – Config Advanced – Camera Settings

From the main menus, select **Operation|Setup|Config**. Alternately use the **Operations Selector** to select **Setup|Config**. Press the **Advanced** button, or use the **Advanced** tab to select the **Advanced** section of the **Config** menu. Use the **Advanced Config** pulldown menu to select **Camera Settings**.

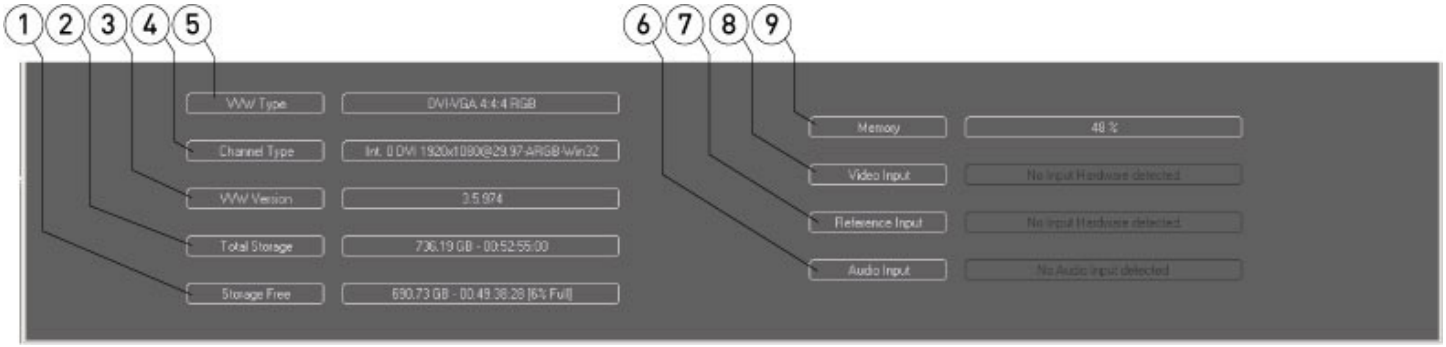


Setup Advanced Camera Settings

1	**Config Selector** tabs	Use the **Channels** tab to display the **Config Channels** section of the setup controls. Use the **Advanced** tab to display the **Config Advanced** section of the setup controls.
2	**Varicam Inverted** checkbox	Select the **Varicam Inverted** checkbox to enable varicam inverted mode for specific older or legacy hardware
3	**Enable Varicam Mode** checkbox	Select the **Enable Varicam Mode** checkbox to enable variable frame rate capture or playback on specific hardware setups
4	**Advanced Config** pulldown menu	Use the **Advanced Config** pulldown menu to select between the **Video Output**, **VGA Settings, 3D VGA Settings** and the **Camera Settings** sections of the **Advanced Config** section of **Setup**.
5	**Varicam Mode** pulldown menu	Use the **Varicam Mode** pulldown menu to select between available (fps settings or specific camera manufacturers) modes for varicam applications
6	**Start Type** pulldown menu	Use the **Start Type** pulldown menu to select between available (time code sources such as LTC, VITC or specific camera manufacturers) settings for varicam applications. Any setting other than **None** enables the **Start** and **End** time code fields.
7	**Start** time code field	Use the **Start** time code field to set the in point, where varicam mode is to be applied to a specified section of media
8	**End** time code field	Use the **End** time code field to set the out point, where varicam mode is to be applied to a specified section of media
9	**Channels** button	Press the **Channels** button to reveal the **Channels Config** section of **Setup**.

Setup - Info

From the main menus, select **Operation|Setup|Info**. Alternately use the **Operations Selector** to select **Setup|Info**.

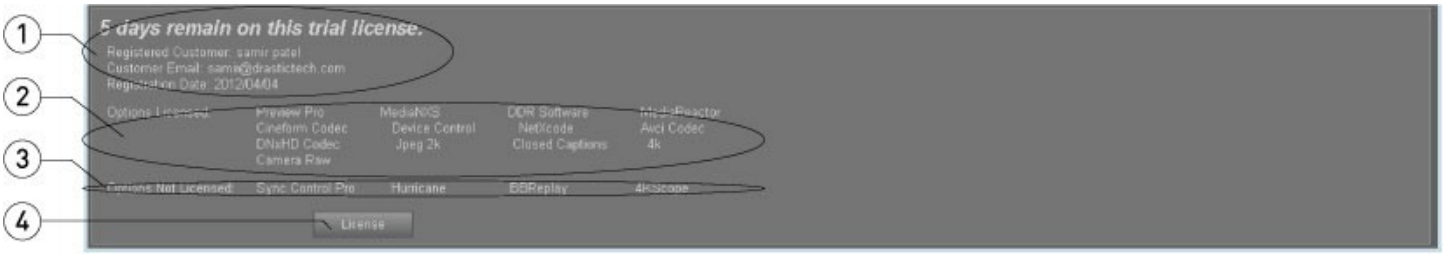


Setup Info

1	**Storage Free** field	Displays the amount of storage available that can be written to without deleting files.
2	**Total Storage** field	Displays the total amount of storage available to the system.
3	**VVW Version** field	Displays the software version number.
4	**Channel Type** field	Displays the channel number, I/O standard and compression settings for the channel.
5	**VVW Type** field	Displays the system configuration.
6	**Audio Input** field	Displays the status of the audio input if detected.
7	**Reference Input** field	Displays the status of the reference input if detected.
8	**Video Input** field	Displays the status of the video input if detected
9	**Memory** field	Displays the memory (RAM) usage

Setup – License Status

From the main menus, select **Operation|Setup|License**. Alternately use the **Operations Selector** to select **Setup|License**. If the **Update License** menu is displayed, press the **Status** button to enter the **License Status** menu.

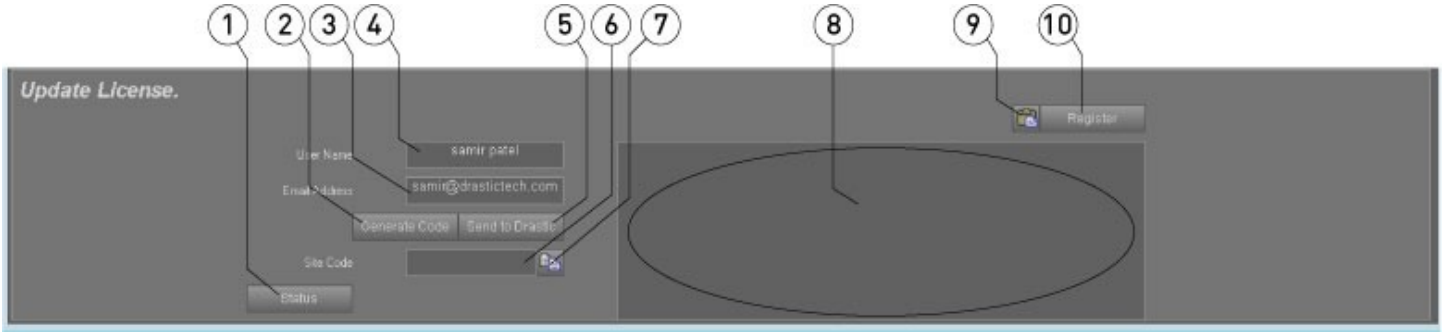


Setup License Status

1	**License Overview** section	Displays the type of license (permanent or days remaining), the Registered Customer, the Customer Email and the Registration Date.
2	**Options Licensed** section	Displays any options that have been licensed. Availability of options will vary according to the version and level of software installed.
3	**Options Not Licensed** section	Displays available options that have not been licensed. Availability of options will vary according to the version and level of software installed.
4	**License** button	Press the **License** button to enter the **Update License** menu.

Setup – Update License

From the main menus, select **Operation|Setup|License**. Alternately use the **Operations Selector** to select **Setup|License**. If the **License Status** is displayed, press the **License** button to enter the **Update License** menu.

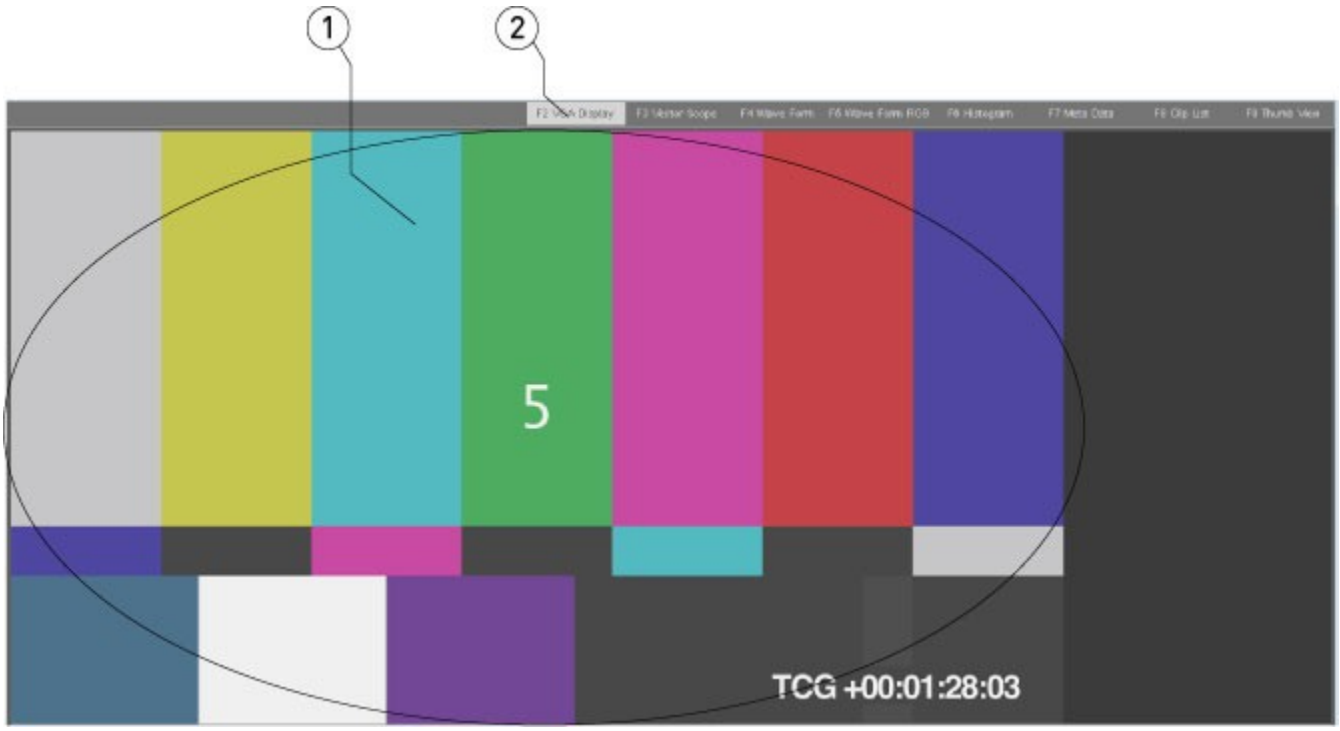


Setup Update License

1	**Status** button	Press the **Status** button to enter the **License Status** menu.
2	**Generate Code** button	Press this button to generate a site code once you have input a user name and email.
3	**Email Address** field	Input the email address at which you would like to receive the site code.
4	**User Name** field	Input your user name for this install of **MediaNXS**.
5	**Send to Drastic** button	Press the **Send to Drastic** button to create an email addressed to Drastic Licensing with the site code in the body of the email.
6	**Site Code** field	If you input a user name in the **User Name** field and an email address into the **Email Address** field, pressing the **Generate Code** button places a site code in the **Site Code** field.
7	**Copy** button	Press this button to copy the site code to the clipboard.
8	**Site Key** field	When you receive your Site Key, paste it into this field and press the **Register** button to update the license for the system.
9	**Paste** button	Press this button to paste the contents of the clipboard into the **Site Key** field.
10	**Register** button	Once you have received your new site key and pasted it into the **Site Key** field, press this button to update the license.

View - VGA Display

From the main menus, select **View|VGA Display**. Alternately press the **F2 VGA Display** button, or press the **F2** key on the keyboard.

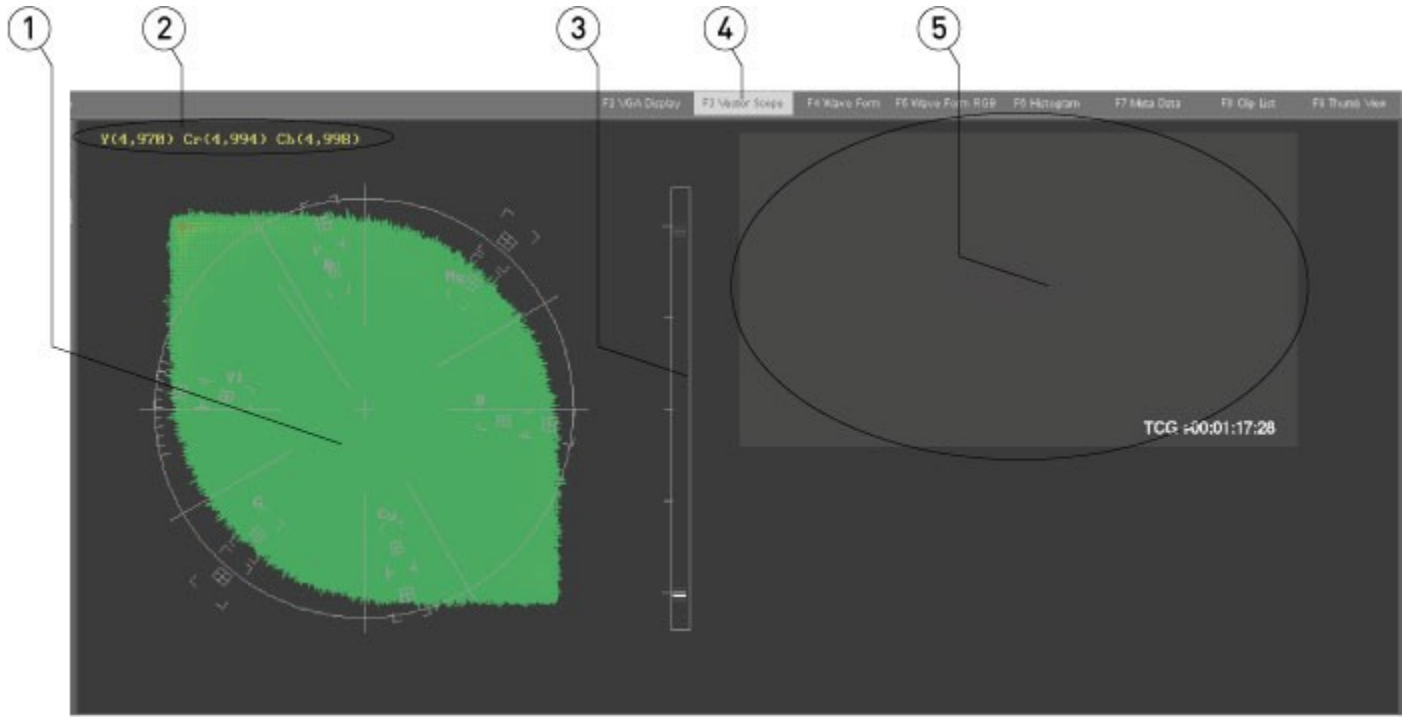


View VGA

1	**VGA Display** field	The VGA Display shows video output in Play (stream) or Pause (frame) modes, and displays pass-through video (or E/E) if present when in Stop mode.
2	**F2 VGA Display** button	The **F2 VGA Display** button is selected.

View - Vector Scope

From the main menus, select **View|Vector Scope**. Alternately press the **F3 Vector Scope** button, or press the **F3** key on the keyboard.

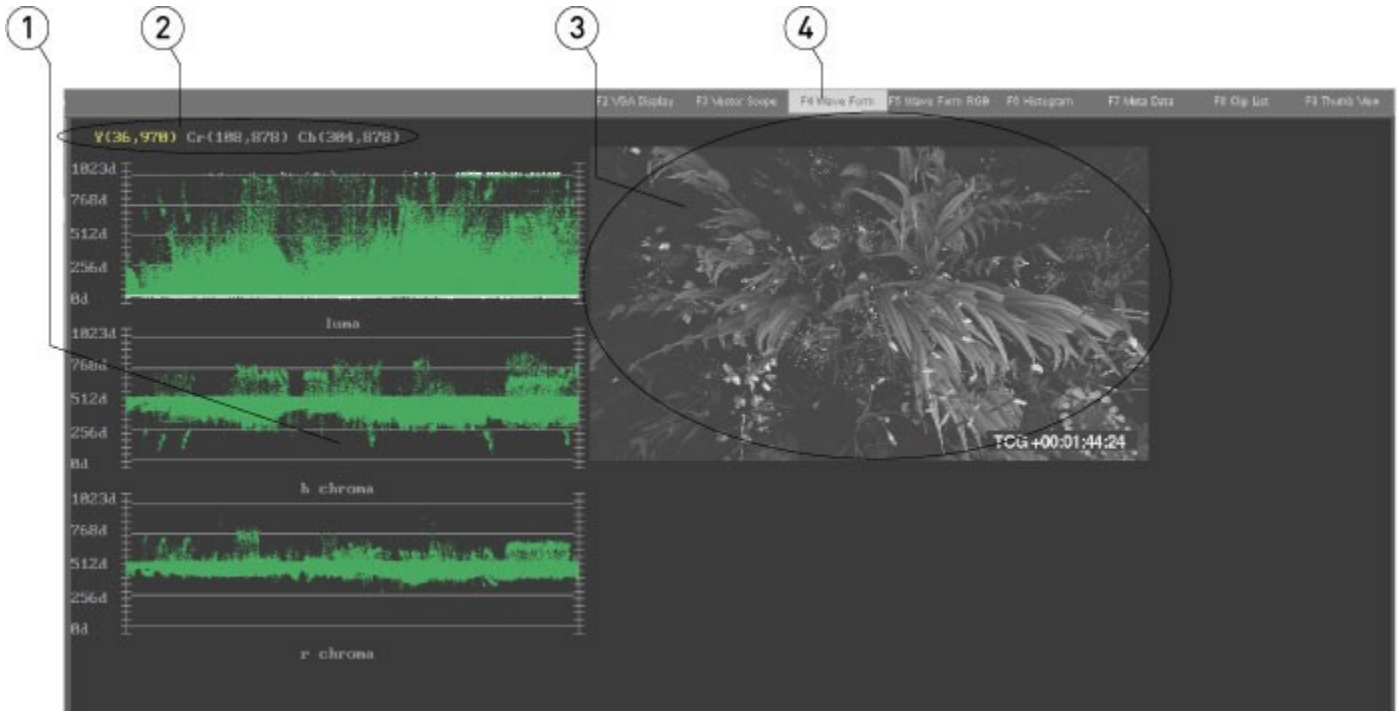


View vector scope

1	**Vector Scope** field	Displays a traditional vector scope. The **Vector Scope** displays the distribution of chrominance within the signal, isolating specific regions of color within assigned vectors, useful for maintenance of optimum signal reproduction.
2	**Values** display	Displays the output values for Y, Cb and Cr
3	**Drastic Luma Stick** display	Displays the distribution of luminance within the signal in a "stick" format, with white at top and black on the bottom. The **Drastic Luma Stick** provides a representation of the luminance within a signal, and offers markers for legal color signal gamut.
4	**F3 Vector Scope** button	The **F3 Vector Scope** button is selected.
5	**Signal** display	The signal being passed through the vector scope is displayed in a scaled down version.

View - Wave Form Monitor

From the main menus, select **View|Wave Form**. Alternately press the **F4 Wave Form** button, or press the **F4** key on the keyboard.

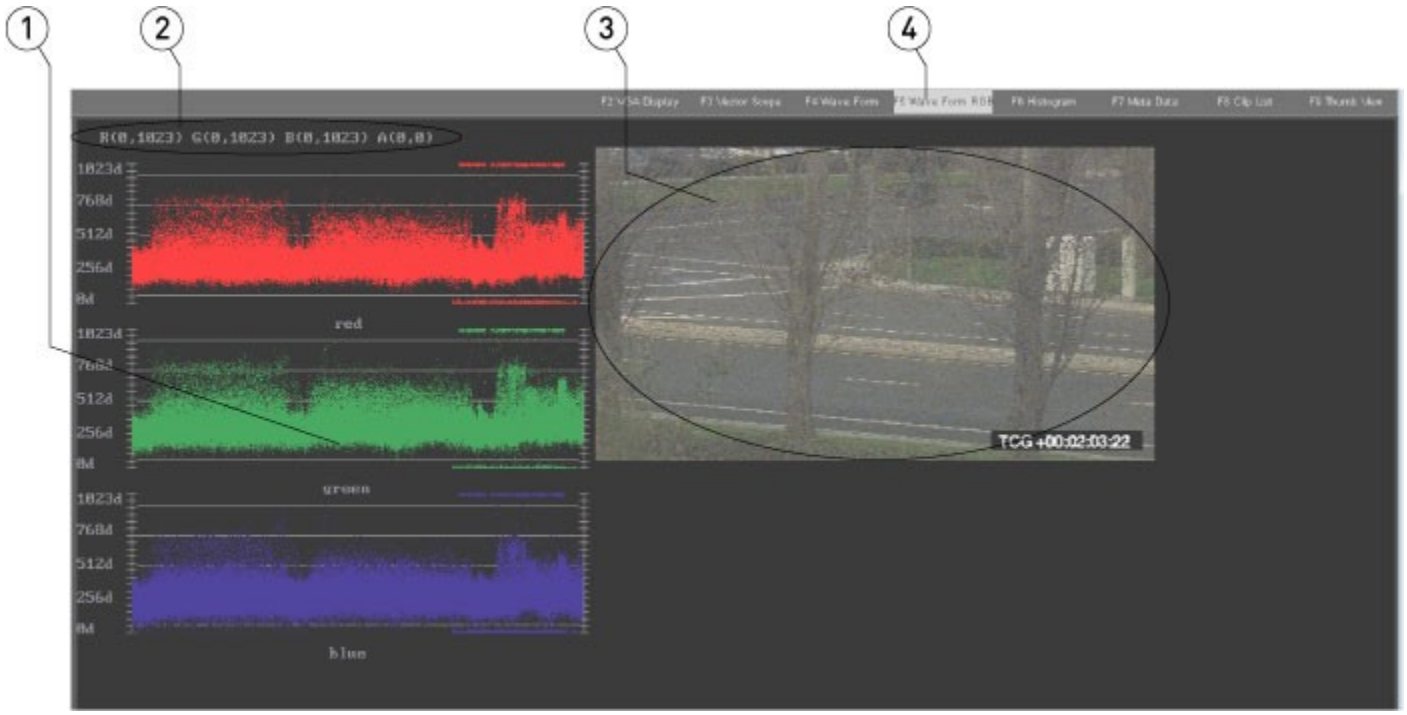


View wave form monitor

1	**YCbCr** wave form monitor field	The **Wave Form Monitor** displays the distribution of chrominance within YCbCr signal types as three separate displays: Luma, B Chroma and R Chroma.
2	**Values** display	Displays the output values for Y, Cr and Cb
3	**Signal** display	The signal being passed through the vector scope is displayed in a scaled down version.
4	**F4 Wave Form** button	The **F4 Wave Form** button is selected.
5	**Signal** display	The signal being passed through the wave form monitor is displayed in a scaled down version.

View - Wave Form RGB

From the main menus, select **View|Wave Form RGB**. Alternately press the **F5 Wave Form RGB** button, or press the **F5** key on the keyboard.

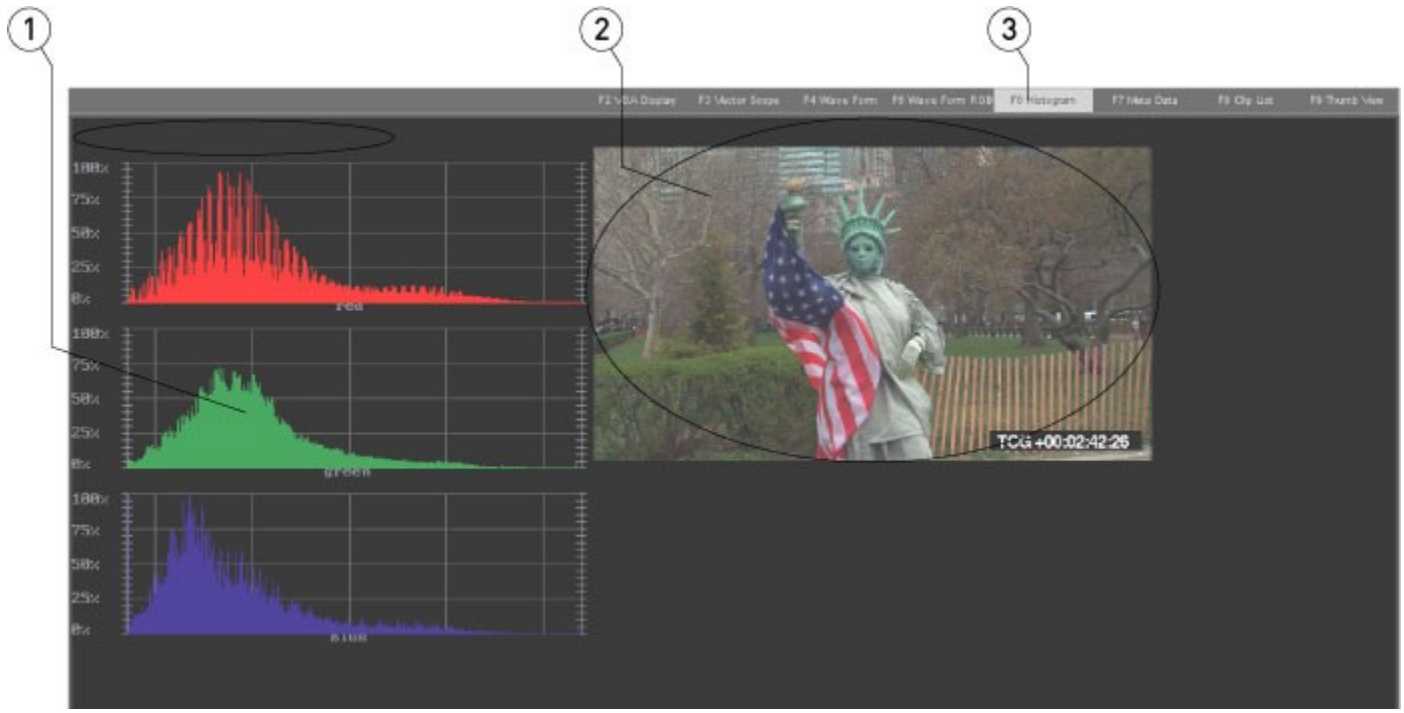


View wave form monitor RGB

1	**RGB** wave form monitor field	The **Wave Form RGB Monitor** displays the distribution of chrominance within RGB signal types as three separate displays.
2	**Values** display	Displays the output values for Red, Blue and Green, and any Alpha Channel present in the signal
3	**Signal** display	The signal being passed through the wave form monitor is displayed in a scaled down version.
4	**F5 Wave Form RGB** button	The **F5 Wave Form RGB** button is selected.

View - Histogram

From the main menus, select **View|Histogram**. Alternately press the **F6 Histogram** button, or press the **F6** key on the keyboard.

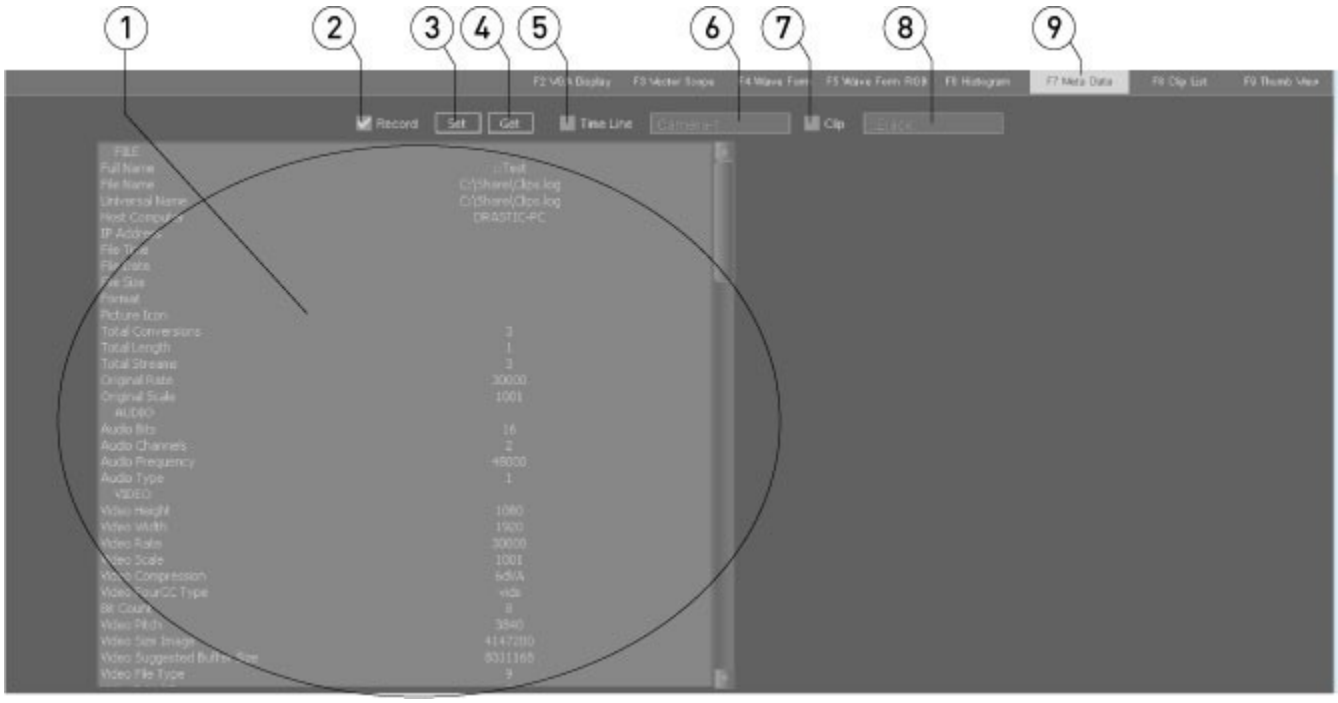


View histogram

1	**Histogram** field	The **Histogram** view displays the signal as a histogram.
2	**Signal** display	The signal being passed through the wave form monitor is displayed in a scaled down version.
3	**F6 Histogram** button	The **F6 Histogram** button is selected.

View - Metadata

From the main menus, select **View|Meta Data**. Alternately press the **F7 Metadata** button, or press the **F7** key on the keyboard.



View metadata

1	**Meta Data** display	Metadata information is displayed in this table.
2	**Record** checkbox	Click in the **Record** checkbox to reset metadata elements or to retrieve the default settings for metadata.
3	**Set** button	Press the **Set** button to set any changes to metadata elements into memory.
4	**Get** button	Press the **Get** button to return the metadata elements to their default settings.
5	**Time Line** checkbox	Click in the **Time Line** checkbox to view metadata information for media on the timeline.
6	**Time Line** pulldown menu	Use the **Time Line** pulldown menu to select media from the timeline to view its metadata elements.
7	**Clip** checkbox	Click in the **Clip** checkbox to view metadata information for clips in the **Clip List**.
8	**Clip** pulldown menu	Use the **Clip** pulldown menu to select a clip from the **Clip List** to view its metadata elements.
9	**F7 Metadata** button	The **F7 Metadata** button is selected.

View - Clip List

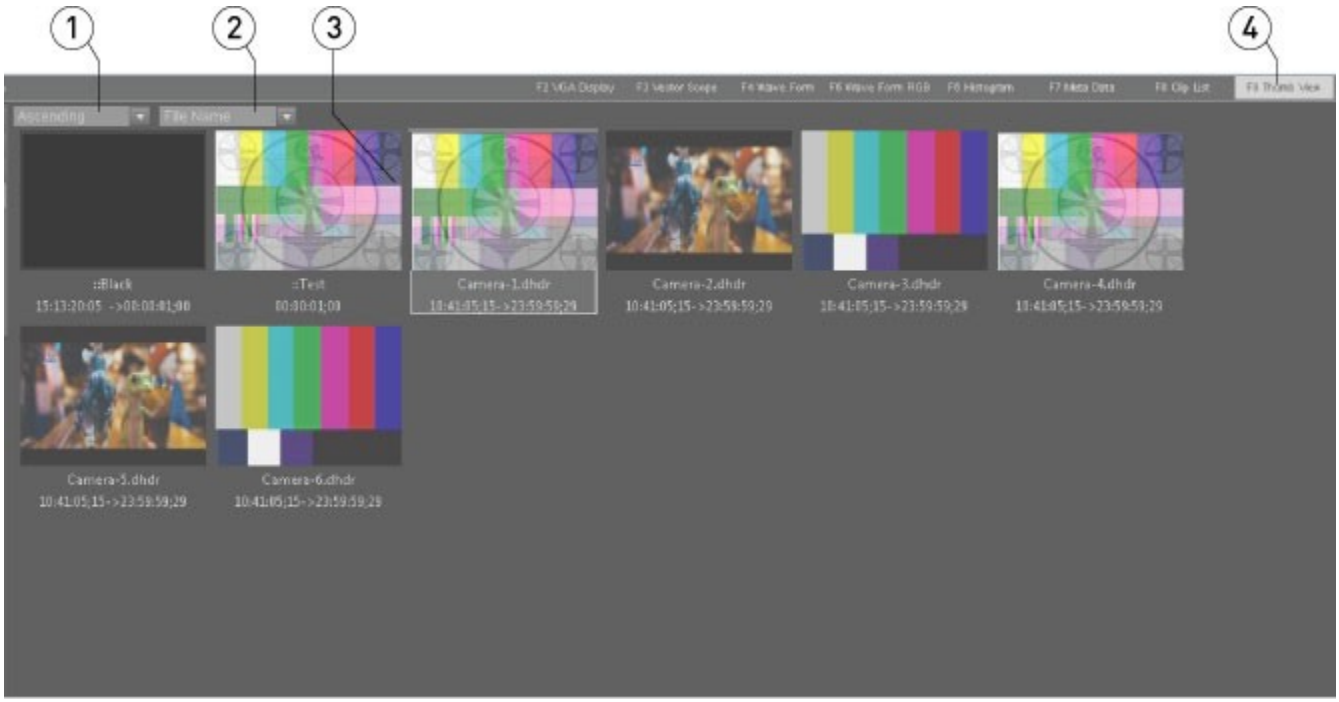
From the main menus, select **View|Clip List**. Alternately press the **F8 Clip List** button, or press the **F8** key on the keyboard.

View clip list

1	**Order** pulldown menu	Use the pulldown menu to select between ascending and descending, to sort the clip list.
2	**Category** pulldown menu	Use the pulldown menu to select the category that will be used to sort the clip list.
3	**Clip List** field	Each clip in the Clip Bin is represented in this field, which is scrollable to allow the user to reveal any clips not displayed. Each clip will provide a picon, and clip information including file, clip, reel, time code, channels and location. The user may select a clip by clicking on it. A selected clip will be outlined for quick identification. The following controls are provided for a selected clip: **Remove** – remove the clip from the list but do not delete it **Delete** – erase the clip – (it will be permanently gone!) **Edit** – trim or rename this instance of the clip **Duplicate** – create another instance of this clip in the list to edit **Meta Data** – view any metadata associated with the selected clip as an overlay on the **Clip List** **Export** – use the clip to create a new file on the drive with the same media but in a different format
4	**F8 Clip List** button	The **F8 Clip List** button is selected.

View - Thumb View

From the main menus, select **View|Thumb View**. Alternately press the **F9 Thumb View** button, or press the **F9** key on the keyboard.

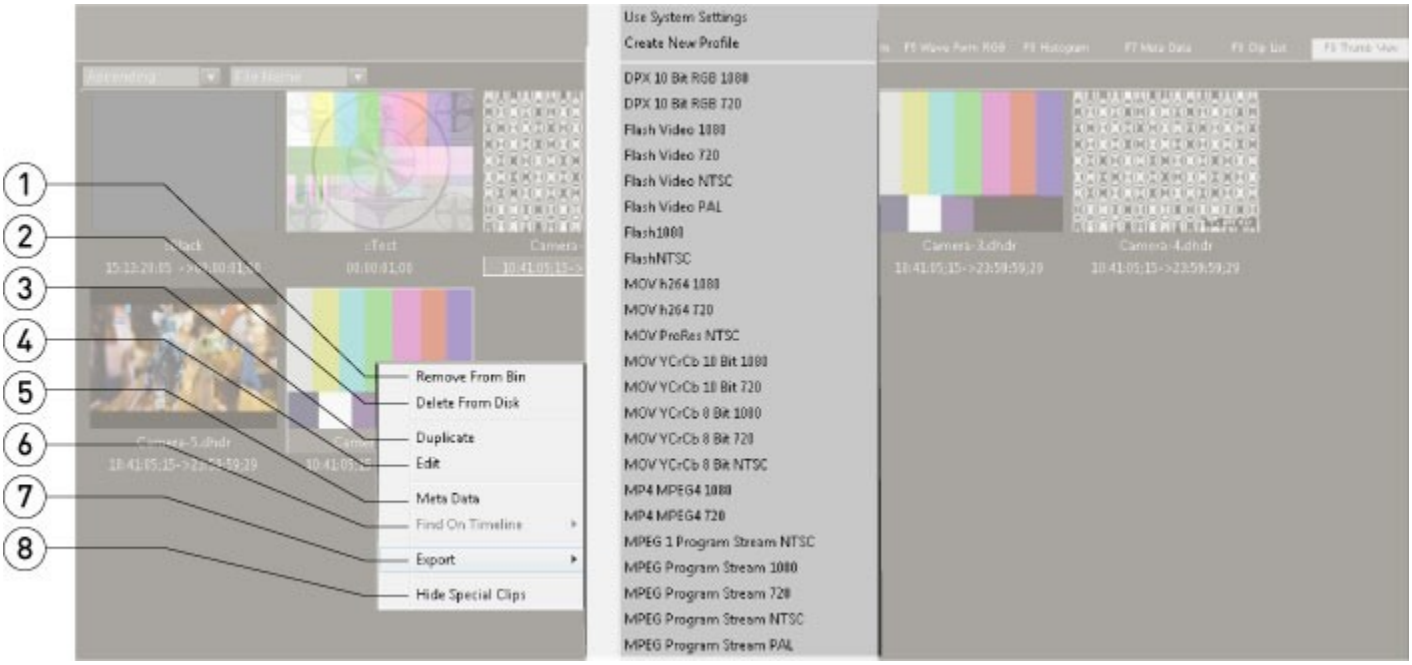


View Thumb View

1	**Order** pulldown menu	Use the pulldown menu to select between ascending and descending, to sort the clip list.
2	**Category** pulldown menu	Use the pulldown menu to select the category that will be used to sort the clip list.
3	**Picon** display	A picon (thumbnail or picture icon) is displayed for each clip in the **Thumb View**.
4	**F8 Clip List** button	The **F8 Clip List** button is selected.

View - Thumb View Context Menu

From the main menus, select **View|Thumb View**. Alternately press the **F9 Thumb View** button, or press the **F9** key on the keyboard. Right click on a clip to reveal the context menu.



Thumbs View Context Menu

1	**Remove From Bin** option	Right clicking on a clip and selecting **Remove From Bin** will remove the selected clip from appearing in the Clip Bin or Thumbs view. This action does not affect the file on the drive.
2	**Delete From Disk** option	Right clicking on a clip and selecting **Delete From Disk** will delete the actual file from the drive. Not only will the clip fail to appear in either the Clip Bin or Thumbs view, but it will be permanently gone from the drive.
3	**Duplicate** option	Right clicking on a clip and selecting **Duplicate** will create another instance of the clip in the bin. The duplicated clip may then be edited (say, to create a sub-clip) without affecting any other instance(s) of the clip either in the bin, or the file on the drive.
4	**Edit** option	Right clicking on a clip and selecting **Edit** allows the user to trim frames off the beginning or end of the clip (create a sub-clip), or to rename the clip. This action is non-destructive in that it preserves the entire file on the drive, and only affects the instance of the clip in the bin for playback purposes.
5	**Metadata** option	Right clicking on a clip and selecting **Metadata** displays a metadata window above the **Thumbs View**. Any metadata associated with the selected clip is displayed.
6	**Find On Timeline** option	Right clicking on a clip and selecting **Find on Timeline**
7	**Export** option	Right clicking on a clip and selecting **Export** reveals a profiles menu. The user may select any of the available profiles. Selecting **Use System Settings** creates a clip in the format to which the system is currently set. Selecting **Create New Profile** opens the MediaReactor Profile window, which allows the user to create file types from the extensive range of Drastic supported formats. Once the format is selected, the export activity creates a new instance of the clip on the drive (and also in the Clip Bin and Thumbs View), in the selected format.
8	**Hide Special Clips** option	Right clicking anywhere on the **Thumbs View** and selecting **Hide Special Clips** removes the special clips named: ::Black, ::Test and ::VTR_TC from

		appearing in the Clip Bin or Thumbs view. These are not actual clips and are internally generated.

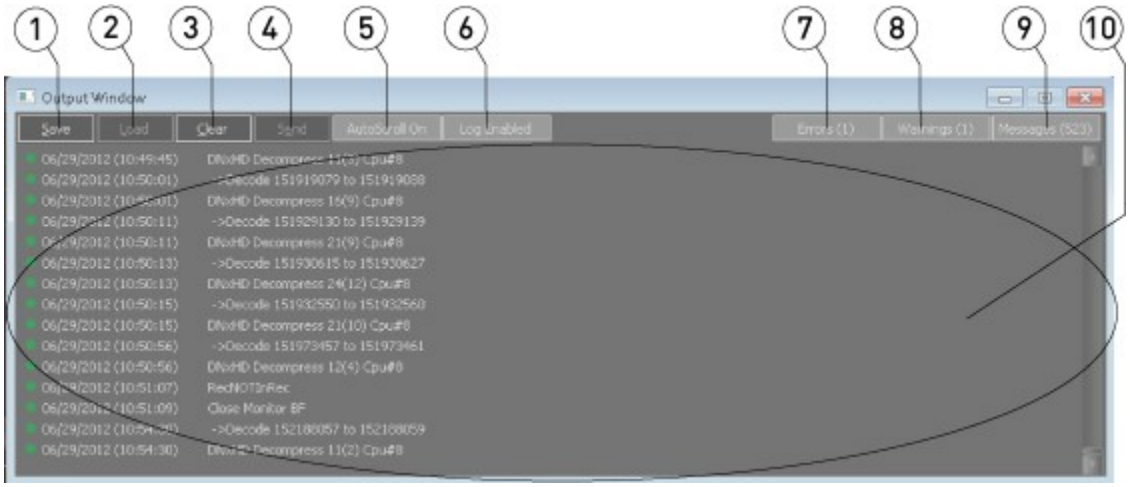
View - Thumb View Metadata

The metadata overlay displays the metadata for a selected clip, available from the Thumbs or Clip List views.

From the main menus, select **View|Thumb View**. Alternately press the **F9 Thumb View** button, or press the **F9** key on the keyboard. Right click on a clip to reveal the context menu. Select the **Metadata** option. The main metadata categories are represented in the window, for quick media confirmation. A **Show More** toggle is available in its smaller view, which turns into a **Show Less** toggle in its larger view.

View - Output Window

From the main menus, select **View|Output Window**.

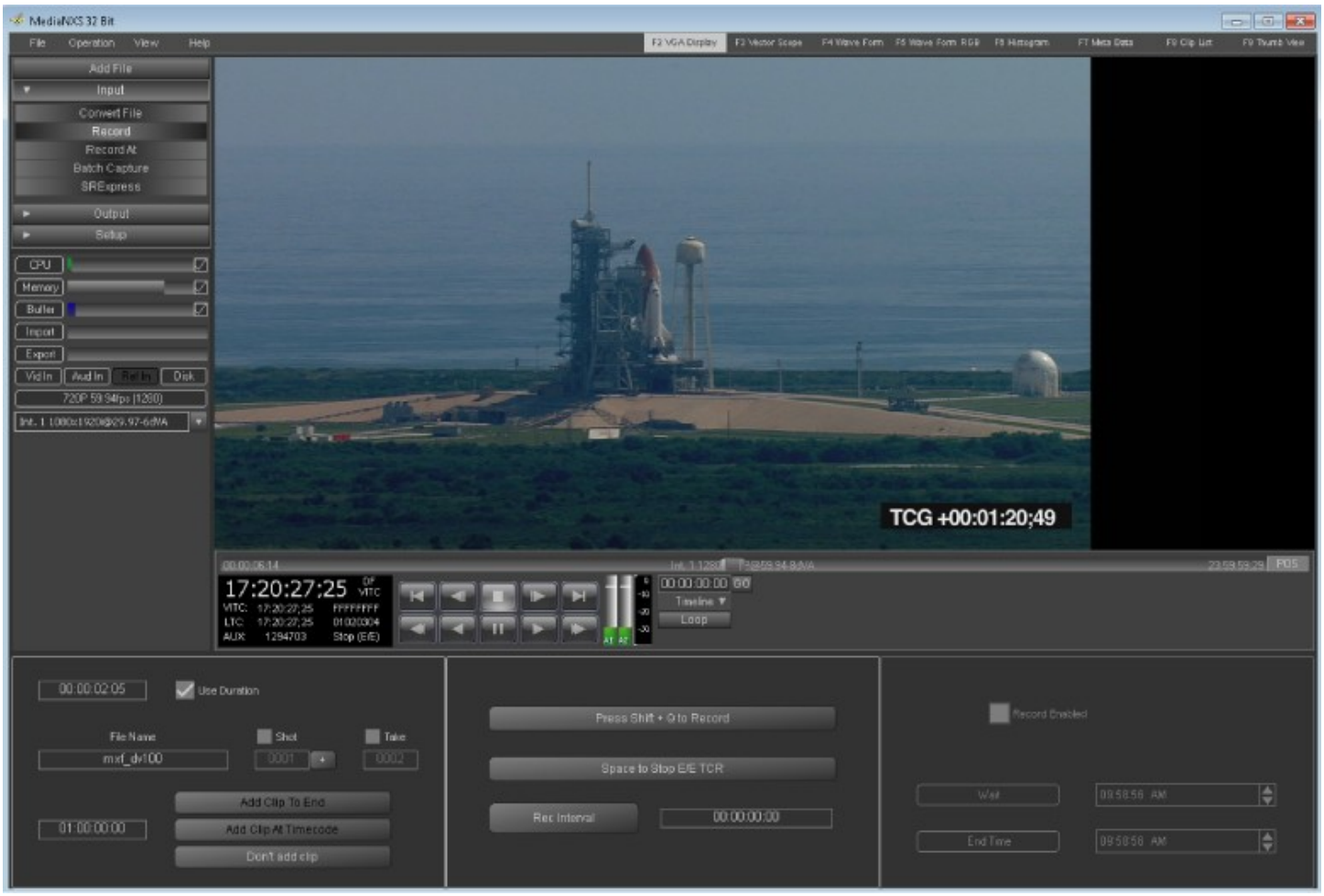


View output

1	**Save** button	Press the **Save** button to save the messages in the **Output Window**.

2	**Load** button	Press the **Load** button to load the contents of a saved **Output Window**.
3	**Clear** button	Press the **Clear** button to empty the **Output Window** of any messages.
4	**Send** button	Press the **Send** button to send the current **Output Window** information as an email.
5	**Auto Scroll On** button	With the **Auto Scroll** on, the **Output Window** continually scrolls the display to include the last message at the bottom of the screen. With the **Auto Scroll** off, the **Output Window** will stay at the last cued location (often the top of the list), and not update to scroll to any new messages.
6	**Log Enabled** button	With the **Log Enabled** on, or selected, the Output Window maintains a list of system activity errors, warnings and messages which may be viewed and saved for troubleshooting functionality issues. With the **Log Enabled** off, or deselected the system activity information will not be added to the **Output Window**.
7	**Errors** button	The **Error** button functions as an on/off toggle for the display of any error messages in the **Output Window**.
8	**Warnings** button	The **Warnings** button functions as an on/off toggle for the display of any important warning messages in the **Output Window**.
9	**Messages** button	The **Messages** button functions as an on/off toggle for the display of various non-critical messages in the **Output Window**.

User Guide



MediaNXS main interface

Setup

Install the Software

Install **MediaNXS** on the system. Regardless of the delivery method, the software will be available at some level as an (executable) installable file. In many cases the user will double-click on the file, or right click and select **Open** from the context menu. The installation may be protected by password. If so, the user may need to contact Drastic Technologies or your reseller to obtain the password. Follow the prompts to set where the software should be installed and make other installation-specific decisions.

Upon completion of the installation, the option is provided to run the **Setup Wizard**. The **Setup Wizard** is a quick way to confirm the most important settings available in **MediaNXS**. Restart the system after completing the **Setup Wizard** procedure.

Connect Hardware

To take advantage of all the features of **MediaNXS** the system will need to be connected to various other hardware devices.

The **MediaNXS** system will need to be supplied with a dependable source of power. The user would do well to consider installing a UPS (uninterruptable power supply) device to provide power to the system so that capture and playback are not affected by any surges or drops in the power level.

MediaNXS will need to be set up with a monitor, keyboard and mouse. The monitor is required to view the interface and the mouse and keyboard will be the most effective manner of inputting commands and revealing displays.

To capture video from an incoming signal the system will need to have a video capture card installed. MediaNXS supports AJA and specific Bluefish444 video cards – you can contact Drastic Technologies if you need information about the video cards' capabilities. The device or system (typically a camera or VTR) whose signal is being captured should have a cable or cables connected between its video and audio output and the MediaNXS system's video and audio input.

To play video through the video card, the video output will need to be connected to the next device, such as a monitor (to view media passthrough/playback), a VTR (to record the output), a switcher or other program device (for broadcast or review).

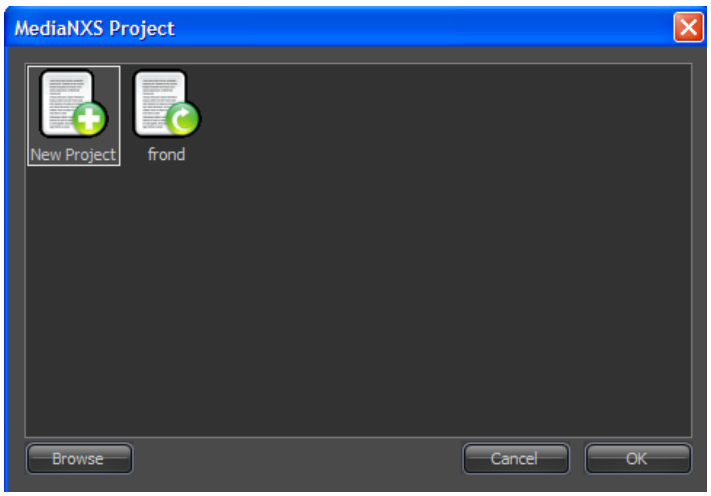
To synchronize various devices including the MediaNXS system a genlock source may be shared among the devices and split so that one genlock signal is fed to the genlock input of the video hardware. **MediaNXS** can also lock to the timing within the video signal itself (lock to input) or free run (don't use genlock).

Specific installs of **MediaNXS** can be set to operate under serial control. In this regard the user would need to hook up a serial control device, such as the output of an automation system, or serial controller to the appropriate COM Port of the system. The COM Port may be integrated within the system as a serial port or as a PCI card installed on the motherboard. Where **MediaNXS** is installed as a standalone application the serial control component may be provided as an option, and will need to be licensed. Where **MediaNXS** has been installed on a Drastic DDR the serial control component may be included.

MediaNXS will control other devices via serial control. Typically this involves controlling a VTR to perform pull-ins or laybacks. The user would need to hook up the COM port set up for control output to the serial control input on the VTR, and to set the VTR up to operate under control – sometimes referred to as Slave Mode.

Run MediaNXS

Run the software. If the default installation path is used, you can open it at: **Start|Programs|Drastic MediaNXS|MediaNXS**.



The **MediaNXS Project** window will open, allowing the user to go with the default project, to open an existing project in the list or browse for projects that have been saved in a network accessible location. Pressing the **Browse** button opens a browser which allows the user to search for a project that has been saved in a network accessible location. Pressing the **Cancel** button ignores the search for a project and **MediaNXS** will use the current or default project for the session. Selecting the **OK** button uses any

project that has been selected in the **MediaNXS Project** window. Once a project has been saved it will appear in the **MediaNXS Project** window next to the **New Project** icon upon next startup.

The Project file contains saves many of the settings, such as the contents of a clip bin or timeline, the file format/video standard settings and so on. The user might save different projects to keep track of specific pools of media within a shared drive, or to return to appropriate settings on a per-project basis.

Configure MediaNXS

There are a number of settings which should be confirmed for your application. Many of these settings will already have been properly set if the **Setup Wizard** has been run upon installation as recommended, but you can confirm or adjust your settings within **MediaNXS**.

Setup – the Config Section

The **Config** section exists to provide access to a number of configuration settings within **MediaNXS**. Select the **Setup** tab and click on the **Config** button. Or, go to the main menus, under **Operation|Setup|Config**. This reveals the **Config** section of the interface. The range of controls offered will be limited in most cases to the set of capabilities supported by the configuration of the system. However you should still try to make sure you do not choose settings your video hardware is not capable of.

Config – Channels Tab
Confirm the **Setup** tab is selected, (click on the **Config** button or go to the main menus, under **Operation|Setup|Config**), and select the **Channels** section (**Channels** tab on the left or **Channels** button on the right if the **Advanced** section is selected).

The following settings will need to be confirmed in the **Channels** tab:

- Use the **Channel** pulldown menu to select the channel you would like to confirm the settings for. The number of Video (Internal) channels will be limited by the capabilities of the video hardware installed in the system. Any network (networked devices) or external (typically external VTR) channels will also be displayed.
- The upper middle rectangle offers controls for the video type used. Use the **Video Input** pulldown menu to select the type of video input. Choices here may include **Serial Digital Single Link**, **Serial Digital + Alpha**, or **Serial Digital Dual Link** and possibly **3G Dual Rate** depending on the hardware.
- Use the **Video Standard** pulldown menu to select a video standard supported by your system. Choices here may include **NTSC**, **PAL**, **1080**, **720**, **FILM**, **DCinema**, **Quad HD** and **4K** video standards depending on the hardware.
- Use the **Conversion Mode** pulldown menu to select the video conversion mode, for monitor output (to SD, to 720, to 1080 or direct).
- Use the **Down Conversion Type** pulldown menu to select the down conversion type – choices here include **Component YUV**, **Component RGB** and **XVid RGB**.
- Use the **Video Container Type** pulldown menu to select the file type that will be created during capture.
- Use the **Compression** pulldown menu to select between available compression (codec) settings for the selected file type.
- Use the **Conversion Type** pulldown menu to specify the up-, down- or cross-conversion signal mapping strategy to be used for any scaling or cropping on output, if any.
- Use the **Bit Depth** pulldown menu to select between available bit depth settings for the selected file type.
- Use the **Camera Input** pulldown menu to specify a camera input type, depending on your application.
- Use the **Quality** slider to adjust the data rate for file types that support adjustable compression. A higher data rate means better quality files, which take up more drive space.
- Where the application is set to create still files, use the **Stills Length** field to set the number of frames per still.

The lower middle rectangle offers controls for the audio type used. Use the **Audio Channels** pulldown menu to set the number of audio channels.
Use the **Audio Monitor Pair** pulldown menu to set which audio pair to send to the monitor output. Choices include **1-2**, or **3-4**, or **5-6** etc.
Use the **Audio File Type** pulldown menu to set the audio file type that will be created during capture, such as Wave or AIFF etc.
Use the **Audio Source** pulldown menu to set between available audio types.
Use the **Audio Bit Depth** pulldown menu to set the bit depth for the selected audio type.
The rectangle on the right provides a display for the audio and video type, reference and offers a button to confirm or change the record directory. Pressing the **Record Directory** button opens a browser which allows you to browse to and select the storage device you want to use to record your video/audio/data files onto.
The video standard is displayed
The audio channel extents are displayed
The reference setting is displayed. Use the **Reference Source** pulldown menu to set the reference source.
The **Genlock Source Offset** fields allow the user to fine tune the frame location so as to accommodate any inconsistency between multiple genlocked video sources and **MediaNXS**.

The **Advanced** button at the upper right is there so you can select the **Advanced** section. You can also select the tab at the left - click on the word **Advanced** (just under the word **Channels**).

Config – Advanced Tab – Video Output
Confirm the **Setup** tab is selected, (click on the **Config** button or go to the main menus, under **Operation|Setup|Config**), and select the **Advanced** section (**Advanced** tab on the lower left or **Advanced** button to the right if the **Channels** section is selected), then select **Video Output** in the upper pulldown menu.

The following controls and displays are available:
Select the **SD Only Cards** checkbox to allow direct capture and playback of SD video types. If the hardware is SD-only, leave the **HD/SD Cards** checkbox unchecked.
Select the **HD/SD Cards** checkbox to allow direct capture and playback of both SD and HD video types. Some SD/HD hardware may require that both the **SD Only Cards** and **HD/SD Cards** checkboxes are checked to ensure all formats work correctly.
Save VBlank - To capture vertical blanking information (VITC), click to select the **Save VBlank** checkbox, otherwise leave it unchecked.
Use VBlank - To display and maintain vertical blanking information (VITC), click to select the **Use VBlank** checkbox, otherwise leave it unchecked.
Enable LUT - To apply a color lookup table to the system's output, click to select the **Enable LUT** checkbox, otherwise leave it unchecked.
LUT Linear - To apply a Linear color lookup table to the system's output, click to select the **LUT Linear** checkbox, otherwise leave it unchecked. For this to work the **Enable LUT** checkbox will also need to be checked.
Use Field Duplication – use field duplication for slow motion when checked.
Play Only – select the **Play Only** checkbox to disable any record functionality for the system if present.
Record Only – select the **Record Only** checkbox to disable any playback functionality for the system if present. Note that with both **Play Only** and **Record Only** checked, the system will have very few capabilities left as it will not be able to play or record.
Match Output To Clip – select **Match Output to Clip** checkbox to match the video output to current clip settings
Allow Independent Channel Configuration – select **Allow Independent Channel Configuration** to allow separate channels in a multichannel system to be set up differently.
Play Delay Frames – use the field to set the number of frames the system will delay before entering play mode. This helps fine tune the system allowing it to provide frame accurate response to connected devices.

The **Channels** button at the upper right allows you to select the **Channels** section. You can also select the tab at the left - click on the word **Channels** (just above the word **Advanced**).

Config – Advanced Tab – VGA Settings
Confirm the **Setup** tab is selected, (click on the **Config** button or go to the main menus, under **Operation|Setup|Config**), and select the **Advanced** section (**Advanced** tab on the lower left or **Advanced** button to the right if the **Channels** section is selected), then select **VGA Settings** in the upper pulldown menu.

The following controls and displays are available:

Force VGA – select the **Force VGA** checkbox to display only VGA/DVI and ignore any video hardware if present.
Select the **Full Screen** checkbox where a dual DVI output places the VGA output on a second monitor, to enable full screen output on the second monitor.
Disable VGA/DVI Monitoring – select the **Disable VGA/DVI Monitoring** checkbox to turn off VGA/DVI display and route all video output through the video hardware.
DirectX Enable – select the **DirectX Enable** checkbox to enable specific YUV/RGB settings for display
RGB Overlay – select **RGB Overlay** to enable RGB Overlay for DirectX
RGB Direct – select **RGB Direct** to enable RGB for DirectX.
YUV Overlay – select **YUV Overlay** to enable YUV Overlay for DirectX
YUV Direct – select **YUV Direct** to enable YUV for DirectX.
Reduce VGA Frame Rate – select the **Reduce VGA Frame Rate** checkbox to activate the pulldown menu. The pulldown menu allows the user to set a reduced number of frames for VGA display as a ratio of frames displayed to frames output. This allows the user to place fewer demands on a system during specific resource intensive operations.
Superimpose – select the **Superimpose** checkbox to activate the pulldown menu, which allows the user to set the type of time code overlay they will superimpose over the video output of the system.
VGA Only – select the **VGA Only** checkbox to superimpose time code only on the VGA display and not on the video output through hardware. Otherwise the time code will be superimposed over both the video and the VGA/DVI out.
X and Y Position fields – set the position of the superimposed time code over the VGA display. This allows the user to specify a certain part of the screen for time code display.
Select the **Closed Captioning** checkbox to specify that any closed captioning in the file will be displayed. With the checkbox selected, use the pulldown menu to set the type of Closed Captioning that will be used.

The **Channels** button at the upper right allows you to select the **Channels** section. You can also select the tab at the left - click on the word **Channels** (just above the word **Advanced**).

Config – Advanced Tab – 3D VGA Settings
Confirm the **Setup** tab is selected, (click on the **Config** button or go to the main menus, under **Operation|Setup|Config**), and select the **Advanced** section (**Advanced** tab on the lower left or **Advanced** button to the right if the **Channels** section is selected), then select **3D VGA** in the upper pulldown menu.

The following controls and displays are available:

Use the **3D Display Type** pulldown menu to select the 3D Display type being used.
Select **Invert Eyes** to switch the left eye portion of the signal of the display for the right eye portion of the signal
Select **Flip Left Horizontal** to flip the left portion of the display along the horizontal axis.
Select **Flip Left Vertical** to flip the left portion of the display along the vertical axis.
Select **Split Vertical** to split the display along the vertical axis.
Select **Flip Right Horizontal** to flip the right portion of the 3D display along the horizontal axis.
Select **Flip Right Vertical** to flip the right portion of the 3D display along the vertical axis.
Use the **3D Wipe Type** pulldown menu to select between available 3D Wipe Types to be applied.

Use the **3D Mix Value** slider to adjust the mix value for any 3D display if one has been set. The field displays the setting.
Use the **3D Threshold Value** slider to adjust the threshold value for 3D display. The field displays the setting.
Use the **3D Vertical Split** slider to adjust the position of the vertical split for 3D display. The field displays the setting.
Use the **3D Horizontal Split** slider to adjust the position of the horizontal split for 3D display. The field displays the setting.
Use the **Grid Type** pulldown menu to select between available 3D Grid Types to overlay for 3D quality control applications.
With a **Grid Type** selected, the **Grid Percent** displays the mix between the grid and the signal on output, and allows the user to adjust this mix
With a **Grid Type** selected, the **Grid Horizontal** displays the horizontal setting for the grid, and allows the user to adjust this setting
With a **Grid Type** selected, the **Grid Vertical** displays the vertical setting for the grid, and allows the user to adjust this setting

The **Channels** button at the upper right allows you to select the **Channels** section. You can also select the tab at the left - click on the word **Channels** (just above the word **Advanced**).

Config – Advanced Tab – Camera Settings
Confirm the **Setup** tab is selected, (click on the **Config** button or go to the main menus, under **Operation|Setup|Config**), and select the **Advanced** section (**Advanced** tab on the lower left or **Advanced** button to the right if the **Channels** section is selected), then select **Camera Settings** in the upper pulldown menu.

The following controls and displays are available:

Select the **Enable Varicam Mode** checkbox to allow sending a variable frame rate signal through a fixed frame rate pipeline, marking selected frames for correct playback. Use the pulldown menu to select for the desired playback frame rate.
With the **Enable Varicam Mode** checkbox selected, you can select this checkbox to invert Varicam field bits for old equipment.
Use the **Start Type** pulldown menu to select between available (time code sources such as LTC, VITC or specific camera manufacturers) settings for varicam applications. Any setting other than **None** enables the **Start** and **End** time code fields.
The **Start** time code field defines the first frame for any varicam settings to start being used.
The **End** time code field defines the last frame where any varicam settings would be used.

The **Channels** button at the upper right allows you to select the **Channels** section. You can also select the tab at the left - click on the word **Channels** (just above the word **Advanced**).

Setup - Info

The **Info** section allows you to confirm your current storage capacity, and that the video, audio and reference signals are properly detected. Select the **Settings** tab and click on the **Info** button. Or, go to the main menus, under **Operation|Setup|Info**. This reveals the **Info** section of the interface.

The following displays are available:

The **VVW Type** field describes the settings for the type of system and video hardware or DVI/VGA if none.
The **Channel Type** field describes channel settings for the system.
The **VVW Version** field specifies the version of **MediaNXS** software installed.
The **Total Storage** field describes the entire amount of storage present in the selected media drive or drive set.

The **Storage Time** field describes the available amount of space that can be overwritten without deleting files.
The **Memory** field describes current memory usage.
The **Video Input** field describes the video signal seen by the system if detected.
The **Reference Input** field describes the timing source the system is set to if detected.
The **Audio Input** field describes the audio channels seen by the system if detected.

Setup - Licensing

The **Licensing** section of the interface provides information about the current licensing status and allows you to request a new or updated license from Drastic Technologies. To open the licensing dialog, click on the **Setup** tab and select the **Licensing** option. Or, go to the main menus, under **Operation|Setup|License**. This reveals the **License dialog** section of the interface.

MediaNXS must be licensed in order to run without its demo limitations. These limitations may include a watermark, a time out on file playback and a reminder screen. The **License Status** screen displays the current license status, and offers a **License** button to reveal the **License Update** section of the Licensing dialog. To request an updated license, press the **License** button and follow these steps:

Enter your user name in the **User Name** field.
Enter an email address into the **Email Name** field. Make sure this email address is valid and that you can access it, since the reply containing the Site Key will be sent there.
Press the **Generate Code** button. This generates a **Site Code** (a seemingly random string of alphanumeric characters) specific to this installation of **MediaNXS** in the **Site Code** field.
If this system is set up for email you can press the **Send to Drastic** button. This will create a new email to Drastic with the **Site Code** in the body of the email. Include any particular specifications about your workflow or application you think we may need to know about in this email. Otherwise, copy the site code (either select it and press **Ctrl+C**, or press the **Copy** button) to place the code into a file to send to us via email.
Send us the email containing the **Site Code**. You will receive a reply with a **Site Key** (another string of numbers and letters) matched to the **Site Code** you sent, at the email address you have specified when you filled out the form.
Run this licensing dialog, copy the **Site Key** (select it and press **Ctrl+C**) and paste it (**Ctrl+V** or press the **Paste** button) into the field to the right of the **Send to Drastic** button.
Press the **Register** button.
Restart the system after licensing.

This will enable all features provided by your license.

Display

This section describes the various views available within **MediaNXS**. Clips may be displayed during playback/passthrough via the onscreen **VGA Display**. The signal may also be reviewed using the onboard **Vector Scope**, **Wave Form Monitor** or **Histogram**. **Metadata** may be viewed in association with a clip or to view or change clip or system metadata settings. A list of clips may be viewed in either **Clip List** or **Thumb View** views.

View - VGA Display

The output of the system can be viewed using the on-screen **VGA Display**. Use the **View** pulldown menu to select **VGA Display**. Alternately, go to the main menus, click on **View**, and select **VGA Display**.

Clips played, cued, being recorded or shown in passthrough will be displayed here. The proportional size of the **VGA Display** window within the GUI varies depending on the source media and any up-, down- or cross-conversions being applied, and may be scaled down if **MediaNXS** is not maximized.

VGA screen dynamic playback – Click with the mouse on the frame of video in the window and "drag" to the right to scroll forward through the clip. Click and "drag" to the left to scroll backward through the clip. Double click with the mouse to start playback, or go into **Pause** if already in **Play**.

View - Vector Scope

The output of the system can be viewed using the built in **Vector Scope**. Use the **View** pulldown menu to select **Vector Scope**. Alternately, use the main menus, under **View**, to select **Vector Scope**.

A virtual vector scope is displayed as above to assist in signal review and analysis. The **Drastic Luma Stick** shows the distribution of luminance within the signal and is displayed in the middle. The signal being analyzed is displayed on the right (scaled down) to confirm the correct signal.

View - Wave Form Monitor

The output of the system can be viewed using the built in **Wave Form Monitor**. Use the **View** pulldown menu to select **Wave Form**. Alternately, go to the main menus, click on **View**, and select **Wave Form**.

A virtual wave form monitor is displayed as above. Three views are displayed - Y, Cb and Cr. A scaled down version of the Y (luma) portion of the signal is displayed.

View - Wave Form RGB Monitor

The output of the system can be viewed using the built in **Wave Form RGB Monitor**. Use the **View** pulldown menu to select **Wave Form RGB**. Alternately, go to the main menus, click on **View**, and select **Wave Form RGB**.

A virtual wave form monitor is displayed as above. Three views are displayed - R, G and B. A scaled down version of the signal is displayed.

View - Histogram

The output of the system can be viewed using the built in the **Histogram** view. Use the **View** pulldown menu to select **Histogram**. Alternately, go to the main menus, click on **View**, and select **Histogram**.

A histogram is displayed as above showing the distributed frequencies of the red, blue and green portions of the spectrum. Three views are displayed - one for each of R, G and B. A scaled down version of the signal is displayed.

View - Metadata

Metadata elements can be viewed and set in the **Meta Data** view. Use the **View** pulldown menu to select **Meta Data**. Alternately, go to the main menus, click on **View**, and select **Meta Data**.

A list of metadata elements is displayed, depending on the mode selected.

With the **Record** checkbox selected, the **Set** and **Get** buttons become active. Selecting **Set** allows the user to set metadata elements for media captured on the system. Selecting **Get** allows the user to return all metadata elements to the default setting.

With the **Time Line** checkbox selected, the **Time Line** pulldown menu becomes active and the user may select any of the clips currently in the **Time Line**. Use the pulldown menu to select a clip and the selected clip's metadata will be displayed in the list.

With the **Clip** checkbox selected, the **Clip List** pulldown menu becomes active and the user may select any of the clips currently in the **Clip List**. Use the pulldown menu to select a clip and the selected clip's metadata will be displayed in the list.

View - Clip List

The contents of the current clip list or timeline can be viewed in the **Clip List** view. Use the **View** pulldown menu to select **Clip List**. Alternately, go to the main menus, click on **View**, and select **Clip List**. To view information about the media in the Clip Bin, use the Mode selector to select **Clip Mode**. To view information about the media in the timeline, use the Mode selector to select **Timeline Mode**.

List sorting capabilities

Use the **Order** pulldown menu to select between **Ascending** and **Descending**.
Use the **Category** pulldown menu to select the category used to determine the clip order. Choices include **File Name**, **Full Path**, **Duration**, **Size** and **Date**.

The list contains information about each of the clips that have been captured into or added to the list. Each clip occupies a row. For each clip, there is a picon, the clip name, its Reel ID (if present), clip duration, the channel presets (audio and video channels associated with each clip) and the file's location. To view the options for a clip, select it. A selected clip will display its context options as links on the right of the clip – they are as follows:

Remove - to remove a clip from the list, select **Remove**. This choice takes the clip out of the **Clip List**, but leaves the file on the disk.
Delete- to permanently delete a clip, select **Delete**. This choice takes the clip out of the **Clip List**, and as well permanently deletes the clip from the disk - make sure this choice is intentional because the clip will become permanently unavailable.
Edit - to edit the length of the clip, select **Edit**. This choice loads the clip into an **Open Media** dialog box, where the user can edit the clip parameters. This choice does not create another instance of the clip in the **Clip List**.
Duplicate - to create a trimmed copy of the clip (sub-clip), select **Duplicate**. This choice loads the clip into an **Open Media** dialog box, where the user can trim the clip and set a new In Point on the timeline. A second copy of the same clip will show up in the **Clip List**.
Metadata - to view any metadata associated with the clip, select **Metadata**. This choice displays a list of metadata elements over the **Clip List**. Metadata displayed includes over 100 elements - each clip may not have a value associated with each category of metadata. You may be able to set specific metadata elements using the **Metadata** window, which will apply to subsequent clips recorded using **MediaNXS**.
Export – to create a copy of a clip in the Clip Bin, in another format, select the **Export** option. This reveals a profiles menu, and the user can select one of these existing profiles for the export. Also the user can select **Use system Settings** to create a clip in the same format as the system is set to. To create a new clip in a format not featured in the profiles menu, select **Create New Profile**, and use the MediaReactor Profile window to set up a new profile.

View - Thumb View

The contents of the clip list or timeline can be viewed in the **Thumb View** view. Use the **View** pulldown menu to select **Thumb View**. Alternately, go to the main menus, click on **View**, and select **Thumb View**. To view information about the media in the Clip Bin, use the Mode selector to select **Clip Mode**. To view information about the media in the timeline, use the Mode selector to select **Timeline Mode**.

List sorting capabilities

Use the **Order** pulldown menu to select between **Ascending** and **Descending**.
Use the **Category** pulldown menu to select the category used to determine the clip order. Choices include **File Name**, **Full Path**, **Duration**, **Size** and **Date**.

For each clip, there is a picon and a bit of information about the clip.

View - Thumb Context Menu
Each clip in the **Thumb View** view may be edited or removed from the list. Use the **View** pulldown menu to select **Thumb View**. Alternately, go to the main menus, click on **View**, and select **Thumb View**.

To remove a clip from the list, right click on it and select **Remove From Bin**. This choice takes the clip out of the **Clip List**, but leaves the file on the disk.
To permanently delete a clip, right click on it and select **Delete From Disk**. This choice takes the clip out of the **Clip List**, and as well permanently deletes the clip from the disk - make sure this choice is intentional because the clip will become permanently unavailable.
To create a trimmed copy of the clip (sub-clip), right click on it and select **Duplicate**. This choice loads the clip into an **Open Media** dialog box, where the user can trim the clip and set a new In Point on the timeline. A second copy of the same clip will show up in the **Thumbs View**.
To edit the length of the clip, right click on it and select **Edit**. This choice loads the clip into an **Open Media** dialog box, where the user can edit the clip parameters. This choice does not create another instance of the clip in the **Thumbs View**.
To view the metadata associated with the clip, right click on it and select **Meta Data**. This choice displays the clip's metadata over the **Clip List**. Metadata displayed includes over 100 elements - each clip may not have a value associated with each category of metadata. You may be able to set specific metadata elements using the **Meta Data** window, which will apply to subsequent clips recorded using **MediaNXS**.

View - Import
Once you have selected either **Edit** or **Duplicate** from the context menu, the below window opens and the selected clip has been loaded into the dialog. The clip's picon, file name, location, resolution, type, compression and frames are displayed.

To add the clip to a specified location on the timeline, check the **Add to Time Line** checkbox and enter a time code location within the **Position** time code field. Otherwise, leave the **Add to Timeline** checkbox unchecked.
Import a single frame: When a frame is selected from a series of stills selecting the **Import Single** checkbox allows the user to import just the selected frame. Unchecked, the whole series of stills would be imported as a clip.
To Create a Sub-Clip during the Import: To trim frames from the start, enter the number of frames you wish to trim off the beginning of the clip in the **Start** time code field. To trim frames from the end, enter the number of frames you wish to trim off the end of the clip in the **End** time code field. Otherwise, leave the **Start** and **End** time code fields unedited.
If you have selected **Duplicate**, you will be creating an additional clip in the **Clip List** or **Thumbs View**. In this case you will want to give it a new name. In either mode, you can edit the length of the clip during the Import process by editing the **Start** and **End** time code fields. You can change the clip name by entering a new name in the **Clip** field.
Press the **Open** button to add the clip as specified, or press the **Cancel** button to exit this operation without creating an edited or duplicated clip.
These changes are non-destructive, as you can right click on an edited or duplicated clip and the original clip is loaded with the original name (and duration) so you can redo the process to your satisfaction.

View - Output Window

Errors, Warnings and Messages are automatically recorded and can be viewed in the **Output Window**. Go to the main menus, click on the **View** pulldown menu and select **Output Window**. This opens the **Output Window**.

Typical information displayed relates to add clip events, conversions, recordings made and so on. Where an action or process has encountered errors, it may be useful to view the **Output Window** to gain more information.

To save the information contained in the **Output Window** for later review, press the **Save** button. To load a saved file, press the **Load** button. To clear the list, press the **Clear** button. To send this information via email, press the **Send** button.

The **Auto Scroll On** button when selected forces the Output list to continually scroll to include the most recent output line items at the bottom of the window.

The **Log Enabled** button specifies that the Output window should continue to gather system information (errors, warnings, and messages) and save it to the log, and display it in the Output window.

The three buttons on the right function as on/off toggles for display of categories of information. The **Errors** button displays/hides error entries. Errors are important and indicate serious problems. The **Warnings** button displays/hides warning entries. Warnings may be useful to know about, but do not usually indicate serious issues. The **Messages** button displays/hides message entries. Messages are simple notifications of events as they occur.

Operations

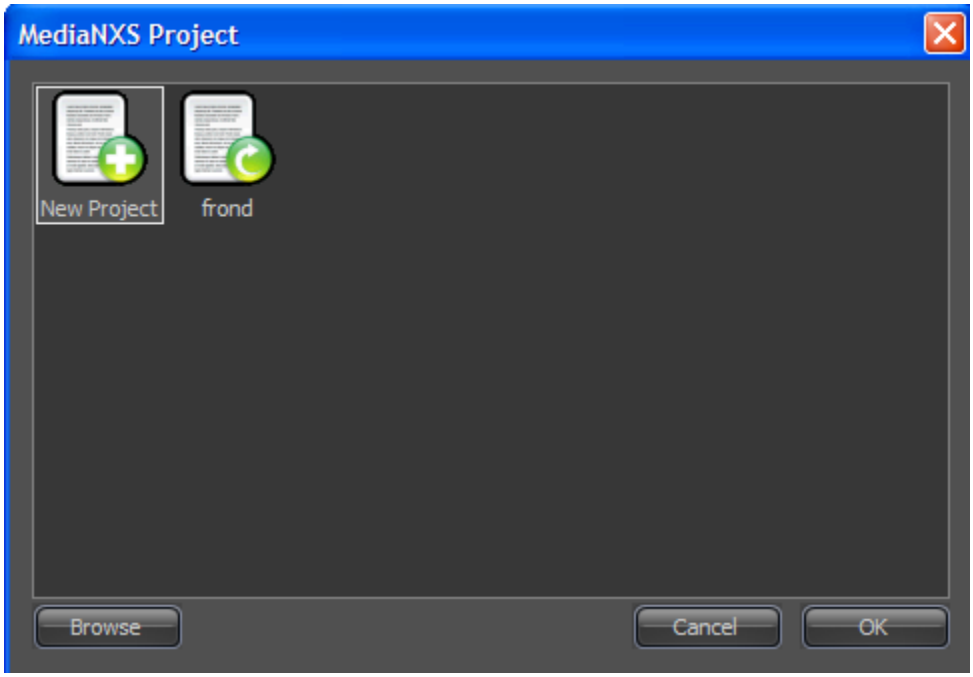
MediaNXS can be used to capture files from an incoming signal, to output existing or captured media, and to convert, or transcode files within a range of supported file formats. The system can be set to control another device and capture media from that device with frame accuracy.

Working with Projects

MediaNXS keeps track of the media settings, Clip List and Timeline and other settings within a project file. Each time **MediaNXS** is run, it maintains a "Project" file with settings and timeline information pertinent to the operation being performed. **MediaNXS** can create a **New** project, **Open** an existing project or **Save/Save As** a project. These features allow you to save time in setup for the operations you use the most.

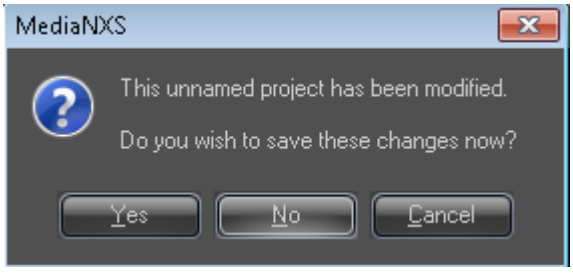
Start a New Project

Each time **MediaNXS** is run, it opens the Project window, which allows you to choose an existing project or to create a new one. If there is an existing project, clicking it and selecting **OK** would load it. A **Browse** button is available to allow the user to find projects saved in network accessible locations.



MediaNXS Project window

Even if the user selects **Cancel** a default project is created, and upon closing the user would be prompted as to whether they wished to save any changes they had made to the project file.



Once a dependable work flow has been established the user would like the same settings available in between system shut downs. Saving a project file leaves you with a project you can open to return to those settings.

New Project
In the main menu, under **File**, select **New Project**. This opens the **Save As** dialog box, with the Drastic Config File (*.dt) file type in the **Save as Type** field. It is also possible to select XML (*.xml) file types using this pulldown menu. If you change settings pertinent to the project file during the operation, you will be prompted to save these changes upon closing or attempting to open another project file.

Open Project
In the main menu, under **File**, select **Open Project**. This opens a browser which allows the user to navigate to the location of a Project file and select it. Pressing **Open** in the browser loads the project file into MediaNXS, which provides configuration settings and clip list/timeline media inclusion.

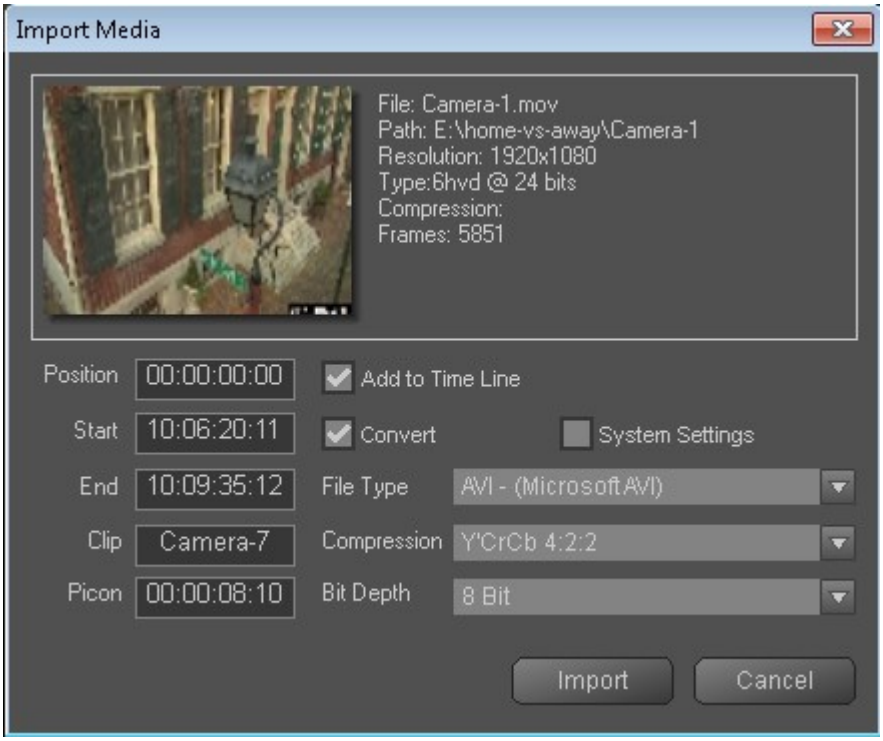
Save Project
To save any changes you have made to the current project file, go to the main menus and select **File| Save Project**.

Save As Project
If you have made changes to an existing project file and do not want to overwrite it but would rather create a new file, you can select **Save Project As**. A dialog box will open, and you can save the file in the location and with the new name of your choice.

Add Existing Media

Add Clip from the Main Menu

To add clips into the clip bin select the **Add Media** option from the main menu. This opens a browser which allows the user to search for media clips on networked drives. The **Files of Type** field offers a pulldown menu to restrict the search to specific file types. Selecting a clip and pressing the **Open** button loads the clip into the **Import Media** window.



A picon of the clip and specific file information is displayed to allow you to confirm you have the right clip.

Timeline insertion: If you would like to add the media to the Time Line, Click in the **Add to Timeline** checkbox. This activates the **Position** field. Enter into the **Position** field the location on the **Timeline** where you would like this clip to be inserted. If not, leave the **Add to Time Line** checkbox unchecked.

Import a single frame: If you have selected a specific frame from a series of stills and you want to add the selected frame to the clip bin but not the entire stream of stills, select the **Import Single** checkbox. Otherwise leave the checkbox unselected and the entire stream will be imported.

Sub-clip: The **Start** and **End** points of the clip may be edited to add only a portion of the clip. To trim frames off the beginning, click in the **Start** time code field and enter a time code location (greater than zero, less than the existing out point). To trim frames off the end, click in the **End** time code field and enter a time code location (less than the current out point but greater than the current/edited in point). If you do not wish to trim the clip, leave the time codes of the **Start** and **End** points as they are.

File Conversion: If you would like to convert the media to another file type, confirm that the **Convert** checkbox is checked. This activates the **Convert** section. To convert the media to the file type to which **MediaNXS** is currently set, keep the **System Settings** checkbox checked. To convert the file to a different file type, uncheck the **System Settings** checkbox. This activates conversion options other than the settings the system is currently using. Use the pulldown menus to set the **File Type**, **Compression** and **Bit Depth** settings to use for the conversion. If you do not wish to change the file type during the **Import** process, leave the **Convert** checkbox unchecked.

Picon: to set the picon to a different frame than the default (the first frame, or 00:00:00;00), enter a time code location of the preferred frame into the **Picon** time code field. Otherwise, lever this time code field unedited.

Press the **Import** button to import the clip, or **Cancel** to exit the operation without importing the clip.

Import EDL or Timeline

File|Import|Batch Capture EDL lets you browse for and open an EDL to use for a batch capture. Navigating to and selecting a batch capture EDL loads the EDL into the Batch Capture mode of MediaNXS.

File|Import|Time Line EDL lets you browse for and open a timeline EDL to replace the current timeline. Navigating to and selecting a timeline EDL loads it into the **MediaNXS** timeline.

File|Import|Merge Time Line lets you import media from a timeline as a merged clip.

Export EDL

In the main menus, under **File|Export**, there are options for exporting the timeline as an EDL.
To export the time line, select **File|Export|Time Line As**. This opens a browser which allows you to save the timeline with the name and in the location of your choice. Use the **Save As Type** pulldown menu to select the correct EDL type for your application. Supported types include:

- CMX 340, 3400, 3600 EDLs (*.edl)
- Grass Valley EDL (*.edl)
- Sony 9100 EDL (*.edl)
- Avid Log Exchange (*.ale, *.alg)
- Avid EDL (*.edl)
- Final Cut Pro EDL (*.edl)
- Flex Format (*.flx)
- PlayLists and Logs (*.ply, *.log)
- Text Format (*.txt)
- EDL and Time Code Space (*.edl, *.tcs)

Press the **Save** button to save the timeline EDL as specified or press **Cancel** to exit the operation without saving a file.

Recent

In the main menus, under **File|Recent**, there is a list of recent project files. To load one of the recent project files, click on it.

Import Files

Input Convert File
Here is how to select files from local or networked storage for conversion to a specific format. Select the **Input** tab and click on the **Convert File** button. Or, go to the main menus, under **Operation|Input| Convert File**. This reveals the **Input Convert File** section of the interface.

Create a list of files to be converted - Press the **Add Files** button. This opens a browser which allows you to find and load the file you want. It will be added to the list with its **File Name**, **Size** and **Full Path** information displayed. Any number of files can be selected and added to the list using this procedure. If you decide a file on the list does not need to be converted, select it and press the **Remove** button.

Target file choices – the Target file is the file type you are going to create during this conversion. Use the **File Type** pulldown menu to select the file type. Use the **Compression** pulldown menu to select the compression setting for the file. Use the **Bit Depth** pulldown menu to set the bit depth of the file.

"Save at" choices – this is where the files will be saved upon conversion. If the converted files should be placed in the same directory as the source files, click to select the **With Source** checkbox. To set another location, press the **Directory** button and browse to select the folder of your choice.

Preview a file - To play a file before it is converted, select it and press the **Preview** button.

Once all of the choices have been addressed and you are ready to convert the files, press the **Translate** button. **MediaNXS** will convert the files one by one. A progress bar arises to the right of the **File List** field, which shows you percentage of completion of each conversion. If you want to stop a conversion in progress, press the **Terminate** button.

Capture Files

Here is how to capture media from an incoming video signal. Confirm that all the hardware is set up and the video signal is being properly seen as an input. You should be able to see passthrough video in **Stop** mode.

Input Record

Select the **Input** tab and click on the **Record** button. Or, go to the main menus, under **Operation| Input|Record**. This reveals the **Record** section of the interface.

Clip Creation Parameters

Clip Length - To capture a clip of a set length, select the **Use Duration** checkbox and enter a clip length by time code. If this checkbox is left blank, pressing the record button starts a "crash record" which continues recording until stopped by the operator or until it has filled up the available storage.

Clip Naming – Clip names automatically increment (upward in numerical sequence from a "0000" suffix - the default clip naming convention starts at DRCL0000, then DRCL0001 etc.). You can edit the clip name for each clip by editing this field if the default clip names are not descriptive enough for you. Input any clip name of up to 8 characters and it will begin to increment upward with each subsequent record, using the last characters as placeholders for numbers. The **Shot** field displays the current shot number – this starts at 0000 and increments upward by one each time the user presses the **+** button. The **Take** field displays the current take for this shot. Each record made with the current shot number will cause the take to increment upward by one. When the shot number is changed, the **Take** field will reset to 0000 and begin counting upward with each record again.

Time Line Inclusion - Select **Add Clip To End** to specify that the captured clip should be placed at the end of the current time line. Select **Add Clip At Time Code** and enter a time code location to specify that the captured clip should be added to a specified time code location in the time line. Select **Don't add clip** to specify that the captured clip should not be added to the time line, but simply created and stored on the hard drive.

Trigger Capture Process - In this mode, a trigger will start a capture on the system. To start a capture:

Press the **Press Shift+Q to Record** button to start the recording.

If you have checked the **Use Duration** checkbox, the capture will automatically stop once the set number of frames has been captured. If not, press the **Space to Stop** button to end the capture.

Time Lapse Capture Process - To capture one frame every x amount of seconds (as in a time lapse video application):

Enter a time code length into the **Rec Interval** field - this is how often the system will go into record.

If you want to stop the recording process after a certain amount of time has passed you can enter that amount into the **Duration** field and click the **Use Duration** checkbox. This might be handy if for example you know you only have two hours in the field you could enter 02:00:00:00 in the **Duration** field and click the **Use Duration** checkbox.

Press the **Rec Interval** button.

The system will go into record and if the **Use Duration** checkbox has been selected, will stop after that amount of time has elapsed. Otherwise, you can press the **Stop** button to end the recording.

Keep in mind the system will indicate it is recording during the entire process but will actually only record a single frame, every x amount of time, until it is stopped.

Input Record At

Here is how to capture incoming video at a certain time of day. Confirm that the system clock is set correctly. Select the **Input** tab, and click on the **Record At** button. Or, go to the main menus, under **Operation|Input|Record At**. This activates the **Record At** section of the interface.

Clip Creation Parameters

Clip Length - the **Use Duration** checkbox is disabled as the duration is specified by the in and out points provided by the time of day parameters.

Clip Naming - Drastic clip names automatically increment (upward in numerical sequence from a "0000" suffix - the default clip naming convention starts at DRCL0000, then DRCL0001 etc.). You can edit the clip name for each clip by editing this field if the default clip names are not descriptive enough for you. Input any clip name of up to 8 characters and it will begin to increment upward with each subsequent record, using the last characters as placeholders for numbers. The **Shot** field displays the current shot number – this starts at 0000 and increments upward by one each time the user presses the **+** button. The **Take** field displays the current take for this shot. Each record made with the current shot number will cause the take to increment upward by one. When the shot number is changed, the **Take** field will reset to 0000 and begin counting upward with each record again.

Time Line Inclusion - Select **Add Clip To End** to specify that the captured clip should be placed at the end of the current time line. Select **Add Clip At Time Code** and enter a time code location to specify that the captured clip should be added to a specified time code location in the time line. Select **Don't add clip** to specify that the captured clip should not be added to the time line, but simply created and stored on the hard drive.

Here is how to set up a time of day capture.

Set a time for video capture to start in the **Wait** field. This is accomplished by selecting each of the time code segments (hours, minutes, seconds) and pressing the up or down arrows at the side of this field to adjust them.

Set a time for video capture to stop in the **End Time** field. This is accomplished by selecting each of the time code segments (hours, minutes, seconds) and pressing the up or down arrows at the side of this field to adjust them.

Click in the **Record Enabled** checkbox. The system will display a count down from the present time to the record time, based on the system clock (so make sure it is set properly). Wait until the specified time and video capture will start.

The capture will end at the time of day specified in the **End Time** field, unless interrupted by the operator or some other factor.

Upon completion of the capture, the system will begin counting down to the next day's record time.

Batch Capture from External VTR

Here is how to control an external VTR to capture selected media from a tape by using or generating a list of the edits required (In and Out points) and performing all the edits as a batch capture. Select the **Input** tab, and click on the **Batch Capture** button. Or, go to the main menus, under **Operation|Input|Batch Capture**. This activates the **Batch Capture** section of the interface.

Set Up Serial Control

For batch capture to be enabled, confirm that there is an external VTR with a tape containing media which you would like to capture. Confirm that the external VTR is set to operate under control (sometimes identified as slave mode operation).

Confirm that the **MediaNXS** system has at least one COM Port set up for external serial control, including any adapters or internal cards if necessary. Connect the serial control output of the **MediaNXS** system to the serial control input of the VTR. Connect the video and audio output(s) of the VTR to the video and audio input(s) of the **MediaNXS** system.

In batch capture mode the current channel display shows: **Ext VTR**. The time code display should now reflect the state of the external device and the transport controls should be able to operate the external device. To see the output of the external device in the VGA display, select the **E/E** checkbox and press **Play**.

Set up the Edit Decision List (EDL)

If you have an EDL you want to use, press the **File** button and select **Open**. This opens a browser which lets you browse to and load the EDL. There are options for performing the edits. To perform all of the edits in the list press the **Capture** popup menu to select **All**. To perform some of the edits but not all, select them and use the **Capture** popup menu to select **Selection**. To perform one of the edits, select it, press the **Capture** popup menu and select **Single**.

If there is no existing EDL to use for the batch capture, set up an EDL using the "Batch Capture" dialog as below.

Make Edits: Each edit must specify a Reel ID and an In and Out point.
Here is how to make edits:

- Set the **Reel ID** to an identifier (4 alphanumeric characters or shorter) that describes the tape you need to use for the batch capture. You can use the default Reel ID supplied or type in a new one. If you intend to use the EDL to pull in media from more than one tape, use a different **Reel ID** for the edits required from the second and for each subsequent tape. When the batch capture is performed, each time the **Reel ID** changes in the list, **MediaNXS** will prompt the operator to load the new tape.
- Use the transport controls to control the external device, and seek to the first frame of the section of media you want to record. Alternately you can enter this time code location into the time code field, and press the **Q In** button. Press the **Set In** button to set this location as the In Point.
- Seek to the last frame of the first section, (or go there by time code) and press the **Set Out** button.
- To set an In point on the time line (where the clips pulled in will be placed on the time line), enter this location into the **Record In** field (to the right of the **Set Rec In** button) and press the **Set Rec In** button.
- If you want a file name that is different from the clip name for one or more items, enter a name into each **File Name** field.
- If desired, enter a comment into the **Comment** field for each item.
- To preview this edit, press the **Preview** button.
- If it is correct, press the **Add** button to add it to the list. You should see this edit appear in the list.

If you notice that an edit in the list is incorrect (maybe the comment is mistyped or the out point is a frame off for example), double click on it to load its parameters back into the dialog. Change the parameters that need changing, and press the **Set** button. This changes the edit in the EDL.
This is a single correct edit added to the list. More edits may be constructed and added to the EDL using these methods.

List Options
If you decide that you want to clear the list, press the **File** button and select **New**.
Once the list contains all the edits to be performed, you can save it. Press the **File** button and select **Save**.

Set the Time Code for Recorded Files

The time code for the clip can come from RP-188, LTC input or the VTR RS-422 time code (the time code from the external VTR). By default **MediaNXS** looks for RP-188. To get the VTR RS-422 time code, click the **Force VTR TC** checkbox.

Perform the Batch Capture

There are options for performing the edits. To perform all of the edits in the list press the **Capture** popup menu and select **All**. To perform some of the edits but not all, select them and use the **Capture** popup

menu to select **Selection**. To perform one of the edits, select it, press the **Capture** popup menu and select **Single**. These options are also available in the context menu by right clicking on the EDL.

Layback to External VTR

In **VTR Out** mode, the user controls an external VTR to make it record cooperatively while a portion of the timeline is played out. This is sometimes referred to as a "layback", in that media is laid back from the system to the VTR.

Select the **Output** tab, and select the **VTR Out** button. Or, you can go to the main menus, under **Operation|Output|VTR Out**. This reveals a **VTR Out** section of the interface.

Set Up Serial Control

For laybacks to be enabled, confirm that there is an external VTR with a blank tape ready for capture. Confirm that the external VTR is set to operate under control (sometimes identified as slave mode operation).

Confirm that the **MediaNXS** system has at least one COM Port set up for external serial control, including any adapters or internal cards if necessary. Connect the serial control output of the **MediaNXS** system to the serial control input of the VTR. Connect the video and audio output(s) of the **MediaNXS** system to the video and audio input(s) of the VTR.

In layback mode the current channel display shows: **Ext VTR**. The time code display should now reflect the state of the external device and the transport controls should be able to operate the external device. To see the output of the external device in the VGA display, select the **E/E** checkbox and press **Play**.

Entering a time code into the time code field and pressing the **Go To** button should allow you to cue to a specific location on the VTR's tape.

- Set up the timeline of the **MediaNXS** system to contain the media you would like to lay back to the external VTR.
- Enter the time code location of the first frame of the media into the In Point field. Or, if you are already cued to this frame, press the **Set In** button. It is possible to roughly cue to a location on the time line by double clicking on the **Clip Time Line**.
- Enter the time code location of the last frame of the media into the Out Point field. Or, if you are already cued to this frame, press the **Set Out** button.
- Use the **Transport Controls** to operate the external VTR to cue up the point at which you would like to record the media from the **MediaNXS** system. Press the **Set VTR In** button.
- To preview the media being laid back, press the **Preview** button.
- To perform an assemble edit (replace all tracks including the control track within the destination time code locations) select **Assemble** from the pulldown menu. To perform an insert edit (replace the audio or video tracks within the destination time code locations but leave the control track intact) select **Insert** from the pulldown menu.
- Once all the parameters are correctly set, press the **Start** button to begin the layback.

Where a number of clips have been laid end to end they will be output as a single stream of frames to the VTR. Where there is space in between clips, black and silence will be laid back to the external VTR.

Output - VTR Out Context Menu

The **VTR Out** list may be edited before laying media back to the external device. Select the **Output** tab, and select the **VTR Out** button. Or, you can go to the main menus, under **Operation|Output|VTR Out**. This reveals a **VTR Out** section of the interface.
Right click on a clip in the **VTR Out** list to reveal the context menu.

- **Insert Before/Insert After** - To insert a clip before the selected clip, select **Insert Before**. To insert a clip after the selected clip, select **Insert After**. Each option reveals the choices: **From Disk** or **From Bin**.
  - Choosing **From Disk** opens a browser which allows you to search your storage for a file to add. Once a clip is selected from storage, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.
  - Choosing **From Bin** reveals a list which allows you to select any clip present in the **Clip Bin**. Once a clip is selected from the bin, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.
- **Relink File** – where a file has been moved or renamed, it may not be found in the location that a list expects it to be, and the media will not be playable. Press **Relink File** to browse to the location of the file and select it. This action revises the path and file name information for the clip so the list has correct references and can play the media.
- **Play Loop** – to loop a clip in the **EDL**, select it and right click on it, then select **Play Loop**. The clip will play from start to finish (100% speed) over and over again until interrupted (press stop or pause).
- **Remove** - to remove a selected clip from the **EDL**, select it and press **Remove**.
- **Remove Ripple** - to remove a clip from the **EDL** and pull all subsequent edits in the **EDL** back the same number of frames as were in the removed clip, select **Remove Ripple**.
- **Remove All** - to remove all the clips from the **EDL**, select **Remove All**.
- Where an action has taken place that can be undone, a menu item such as **Undo Last** or **Undo Remove** (context-specific) will be placed at the bottom of the context menu list. To undo the action, select this option.

Export Files

Export Using To File Mode

Here is how to export files using the **To File** mode. In this mode a user-defined portion of the timeline is used to create a new file in a format set up by the user.

Select the **Output** tab, and click on the **To File** button. Or, go to the main menus, under **Operation| Output|To File**. This reveals a **To File** section of the interface.

The **Timeline** is loaded into the **Transport Displays**. **The Transport Controls** can now play media from the **Timeline**. Here is how to set up outputting the timeline to a specific file type.

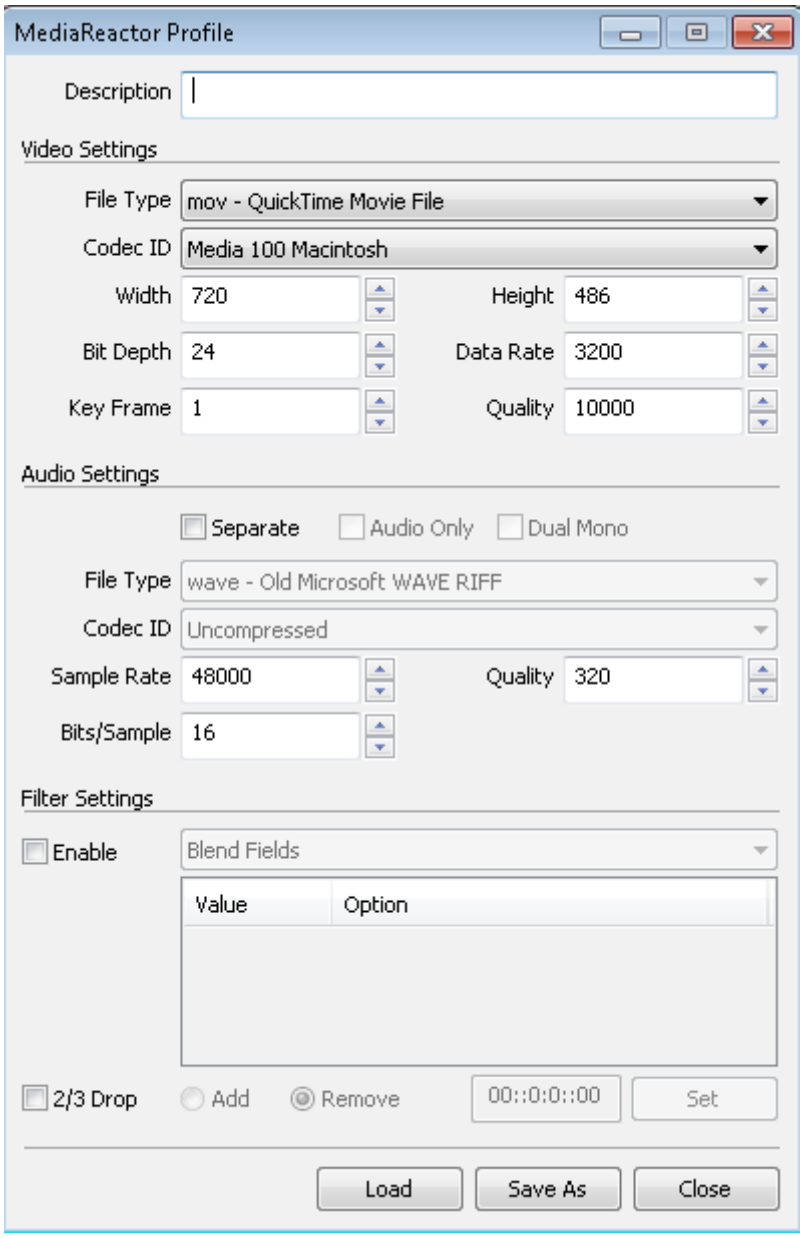
- Use the **File Type** pulldown menu to select the file type to convert to.
- Use the **Compression** pulldown menu to select between available compression settings for the selected file type.
- Use the **Bit Depth** pulldown menu to select between available bit depth settings for the selected file.
- Confirm that the directory indicated is where you want to save the converted files, or press the **Set Directory** button to set the correct location.
- Pressing the **Set** button to the right of the **In Point** field will set the currently cued location as the In Point.
- Pressing the **Set** button to the right of the **Out Point** field will set the currently cued location as the Out Point.
- To preview the media to confirm what is to be converted, use the transport controls to view the media, or enter a time code location into the small time code field to the right of the **Transport Controls**, and press the **Go** button to cue up a specific frame.

To convert the media within the selected area of time code space to the file type selected, press the **Translate** button. A progress meter will arise to the left of the pulldown menus, showing the percentage of completion.

If for any reason you need to cancel this operation while it is in progress, press the **Terminate** button. Once complete, the files will become available in the directory you set. They should function identically to files generated on hardware which uses the file type as native.

Export Using Clip List or Thumbs View

In **Clip List** select a clip and click **Export** or in **Thumbs View** right click on a clip and select **Export** from the context menu. The menu provides a list of **Export** options the user may select from. At the top of the list there is an option to **Use System Settings**, which assumes the user wants to export the selected clip in the same format the system is set to. Additionally the option is available to **Create New Profile**, which loads the selected clip into the **MediaReactor Profile** window.



Typing in a description for the profile allows you to find the same profile next time on the pulldown list if the same profile is likely to be used again.

The **File Type** pulldown menu provides a list of supported file types the user can select from. Each file type has specific codec choices associated with it, so a selection made in this menu affects the choices available in the **Codec** and other menus.

The **Codec** pulldown menu provides a list of supported codecs for the selected file type.

Specific settings are listed below the **Codec** pulldown menu, some of which may be adjustable. Where these can be incremented up or down the arrows at the side of the field allow the user to change the default settings. Keep in mind it may be possible to change the settings so that you create file types that do not match your expectations or are not playable on existing equipment.

Width – frame width in pixels
Height – frame height in pixels
Bit Depth – bit depth of the video
Data Rate – data rate of the video
Key Frame – key frame setting
Quality – a resolution setting

The **Audio** pulldown menu displays the audio type associated with the selected file type. If you want another audio type you can select **Separate**, which allows you to create a non-associated audio file type in the transcode process.

Note that if you select **Audio Only**, the video file will be discarded in this process. Selecting **Dual Mono** creates two mono audio files

The **Filter** pulldown menu allows specific processes to be applied to the files in the process.

Use the pulldown menu to select the **Blend Fields** filter where the transcoded file should have both fields of a frame blended together.

Use the pulldown menu to select the **Burnin – Timecode/User Bits** filter where the transcoded file should display the time code and user bits over the transcoded video. The **TC-UB Display** values may be set to 2 for both time code and user bits, or to 1 for time code only. The **X Position** and **Y Position** values set the location on the image where the time code and possibly user bits will be displayed. The **Display Scale 1-4** value sets the size of the time code and possibly user bits that will be displayed.

Use the pulldown menu to select the **Deinterlace Blend** filter where the source file is an interlaced type and the transcoded file should have these fields deinterlaced and blended. The **Edge** value may be set to determine how much blending should be applied to detected edges. The **Threshold** value may be set to determine the level at which blending will be applied.

Use the pulldown menu to select the **Deinterlace Interpolate** filter where the source file is an interlaced type and the transcoded file should have these fields deinterlaced, and interpolated. The **Edge** value may be set to determine how much interpolation should be applied to detected edges. The **Threshold** value may be set to determine the level at which interpolation will be applied.

Use the pulldown menu to select the **Duplicate Field 1** filter where the transcoded file should replace each field 2 with its associated field 1.

Use the pulldown menu to select the **Duplicate Field 2** filter where the transcoded file should replace each field 1 with its associated field 2.

Use the pulldown menu to select the **Flip Horizontal** filter where the transcoded file should be reversed left to right.

Use the pulldown menu to select the **Flip Vertical** filter where the transcoded file should be reversed top to bottom.

Use the pulldown menu to select the **HD->SD + Afterburn Timecode/Keycode** filter where the source file is an HD frame size and should be transcoded to standard definition, and additionally should have the time code and key code displayed over the image. The **VITC Position** value may be set to specify where in the sequence VITC will be displayed, from 1 (at the top) to 4 (at the bottom). The **LTC Position** value may be set to specify where in the sequence LTC will be displayed, from 1 (at the top) to 4 (at the bottom). The **Keycode Position** value may be set to specify where in the sequence keycode will be displayed, from 1 (at the top) to 4 (at the bottom). The **Inkcode Position** value may be set to specify where in the sequence Inkcode will be displayed, from 1 (at the top) to 4 (at the bottom).

Use the pulldown menu to select the **Invert Fields** filter where the transcoded file should have each field 2 first, followed by field 1.

Use the pulldown menu to select the **Invert Temporal and Field Order** filter where the transcoded file should have each field 2 first, followed by field 1, and additionally should begin at the last frame and end at the first frame.

Use the pulldown menu to select the **Invert Temporal Order** filter where the transcoded file should begin at the last frame and end at the first frame.

Play Files

This section describes how to play, or output files.

Transport Mode

There are transport controls (play, stop, pause, fast forward etc.) analogous to a home VTR. Real time display of transport status is provided to the left of the controls. Above the controls is the Jog/Shuttle transport control bar. Press the **Transport Mode** button (in the below diagram it displays **POS**) to see the transport modes available for playback.

In **Position** transport mode, the pointer on the shuttle bar indicates the relative position within a clip (clip mode) or on the Timeline (timeline mode), and may be pulled to quickly cue specific areas within the clip or timeline.

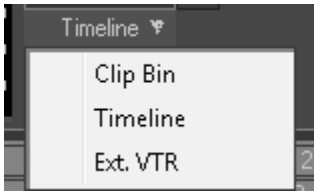
In **Jog** transport mode, the pointer may be pulled to nudge the displayed location forward or back by small amounts for fine cueing.

In **Shuttle** transport mode, the pointer may be pulled to wipe through large areas of the clip or timeline, for broadly cueing to an area.

In **Variable** transport mode, the pointer is used to set the relative speed of playback, to the left being slower and to the right being faster playback speed.

Output Mode

Depending on the mode of output selected, the system may be playing a single clip or a sequence of clips or frames.



If **Clip Bin** is selected the user can select clips for playback from the **Clip List** view or the **Thumbs View** view. Clips recorded in **Clip Bin** mode appear in the **Clip List** and do not have an associated location on the timeline.

If **Timeline** is selected, the user can select any area within the timeline for playback. Clips recorded in Timeline mode appear on the timeline and EDL as well as the Clip List and Thumbs View.

If **Ext. VTR** is selected, the user is controlling an external VTR (this has to be properly set up) and would be able to play media on the VTR by using the transport controls in **MediaNXS**. If a user enters record in this mode they will send the VTR into record, potentially recording onto the tape in the VTR.

Output Using the Time Line

Here is how to play media using the time line. Select the **Output** tab in the operations section, and click on the **Time Line** button. Or, go to the main menus, under **Operation|Output|Time Line**. This reveals a **Time Line** section of the interface.

The **Timeline** display offers a way to quickly cue up sections of media, and to view details about each media segment on the timeline.

To quickly load media into the timeline, the user may select either the **Thumbs View** or the **Clip List View**, and drag clips down onto the timeline. Also, clips captured in timeline mode appear in the timeline. Once there is media in the timeline, the user may play the media.

View the Timeline

TC Timeline - The top timeline is the **TC Timeline** - it displays all 24 hours of time code space.
The **TC Timeline** contains a slider whose size represents the amount of time code space displayed at the current zoom level. To zoom in (see less of the time line but more detail) press the **+** button. To zoom out (see more of the time line but less detail) press the **-** button. When zoomed out enough (it grows as you zoom out), it becomes gray and may be dragged along to any section of time code space to display that area. When zoomed in enough (it shrinks as you zoom in), it turns into a yellow line.
The left arrow next to the **TC Timeline** selects and displays the previous adjacent section of media (or cues to the beginning if close enough). The right arrow selects and displays the next adjacent section of media (or the last section if close enough to the end).

Display Timeline - The middle timeline is the **Display Timeline**. It shows the section of time code space displayed at this zoom level, and corresponds to the size of the upper bar's slider. There is a slider in the **Display Timeline** to move along what is displayed in the **Clip Timeline**.

Clip Timeline - The lower timeline is the **Clip Timeline.** Each clip you have captured or placed into the time line is displayed graphically as a group of "tracks" represented by colored bars. The top bar of each group represents the video portion of the file, and the lower associated bars represent the audio tracks in the file. When selected (or hovered over), the clip's information is displayed to the left of the time line along with its picon. Each clip may be moved to a different position on the time line by dragging it with the mouse - right is forward, left is back, or reverse. Use the **+** button to zoom in on the time line, and use the **-** button to zoom out.
Cue to any location by double clicking at that point on the lower time line row - this will change where the timeline is cued to. Or, double-click on a clip.

Clip Thumb - A thumb of any selected clip is present on the left lower side of the time line, containing a picon (scaled down frame of the clip), with the In point, out point, position (on the time line), duration and clip name displayed. To display this information for any clip in the time line, simply cross over, hover near or click on the clip.

Play the Timeline

The **Transport Controls** can be used to play from any cued point. Drastic's non-linear flexibility allows you to play in reverse or forward (also fast forward or fast reverse) through the entire Timeline from any cued point, or to jump forward or backward frame by frame, or by 5 second intervals. **Pause** displays the current frame, and **Stop** provides passthrough signal if present (reverts to **Pause** if not). Where there is no media in the Timeline, the timeline will play black and silence.

Play Loop – to loop a clip in the **Timeline**, select it and right click on it, then select **Play Loop**. The clip will play from start to finish (100% speed) over and over again until interrupted (press stop or pause).

Edit the Timeline

The **Timeline** offers a context menu which allows you to add or remove clips from the **Timeline**. Right click on any clip in the **Timeline** to reveal the context menu.

Insert Before/Insert After - To insert a clip before the selected clip, select **Insert Before**. To insert a clip after the selected clip, select **Insert After**. Each option reveals the choices: **From Disk** or **From Bin**.

Choosing **From Disk** opens a browser which allows you to search your storage for a file to add. Once a clip is selected from storage, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.

Choosing **From Bin** reveals a list which allows you to select any clip present in the **Clip Bin**. Once a clip is selected from the bin, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.

Relink File – where a file has been moved or renamed, it may not be found in the location that a list expects it to be, and the media will not be playable. Press **Relink File** to browse to the location of the file and select it. This action revises the path and file name information for the clip so the list has correct references and can play the media.

Remove - to remove a selected clip from the **timeline**, select it and press **Remove**.

Remove Ripple - to remove a clip from the **timeline** and pull all subsequent edits in the **Timeline** back the same number of frames as were in the removed clip, select **Remove Ripple**.

Remove All - to remove all the clips from the **Timeline**, select **Remove All**.

Where an action has taken place that can be undone, a menu item such as **Undo Last** or **Undo Remove** (context-specific) will be placed at the bottom of the context menu list. To undo the action, select this option.

Output Using the Edit Decision List

Here is how to output files using the EDL (Edit Decision List). Select the **Output** tab and click on the **Edit Decision List** button. Or, go to the main menus, under **Operation|Output|Edit Decision List**. This reveals an **Edit Decision List** section of the interface.

To quickly load media into the EDL, the user may select either the **Thumbs View** or the **Clip List View**, and drag clips down onto the EDL. Also, clips captured in timeline mode appear in the EDL. Once there is media in the EDL, the user may play the media.

Select any clip in the EDL by clicking on it with your mouse. It will be highlighted and the transport display loads the first frame of the clip into the display in pause mode.

The **Transport Controls** can be used to play forward from that point. Drastic's non-liner flexibility allows you to play in reverse or forward (also fast forward or fast reverse) through the entire EDL from any cued point, or to jump forward or backward frame by frame, or by 5 second intervals. **Pause** displays the current frame and **Stop** provides passthrough signal if present. Where there is no media in the EDL, the timeline will play black and silence.

Edit the EDL

The **Edit Decision List** (EDL) may be edited by inserting or removing clips. It also offers a context menu which allows you to add or remove clips from the **EDL**. Select the **Output** tab, then the **Edit Decision List** button. Or, go to the main menus, under **Operation|Output|Edit Decision List**. Right click on any clip in the **EDL** to reveal the context menu.

Insert Before/Insert After - To insert a clip before the selected clip, select **Insert Before**. To insert a clip after the selected clip, select **Insert After**. Each option reveals the choices: **From Disk** or **From Bin**.

Choosing **From Disk** opens a browser which allows you to search your storage for a file to add. Once a clip is selected from storage, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.

Choosing **From Bin** reveals a list which allows you to select any clip present in the **Clip Bin**. Once a clip is selected from the bin, it is loaded into the **Import Media** dialog box, to allow you to set the parameters of its inclusion.

Relink File – where a file has been moved or renamed, it may not be found in the location that a list expects it to be, and the media will not be playable. Press **Relink File** to browse to the location of

the file and select it. This action refreshes the path/file name information for the clip so the list has correct references and can play the media.

Remove - to remove a selected clip from the **EDL**, select it and press **Remove**.

Remove Ripple - to remove a clip from the **EDL** and pull all following edits in the **EDL** back to the starting point of the removed clip (and revise the EDL accordingly), select **Remove Ripple**.

Remove All - to remove all the clips from the **EDL**, select **Remove All**.

Where an action has taken place that can be undone, a menu item such as **Undo Last** or **Undo Remove** (context-specific) will be placed at the bottom of the context menu list. To undo the action, select this option.

EDL Channel Presets

The **Edit Decision List** (**EDL**) allows you to confirm which channels are present in a selected file. Select the **Output** tab and click on the **Edit Decision List** button. Or, go to the main menus, under **Operation| Output|Edit Decision List**. This reveals an **Edit Decision List** section of the interface.

Double click on the channel presets (in the **EDIT** column) of any clip in the **EDL** to reveal the **Channel Presets** window. The **Channel Presets** window displays how many channels have been set up for the system (how many boxes there are), and how many channels are presently associated with the selected file (which of those boxes have been checked, or selected).

To disable audio or video playback for a channel, double click on the channel presets field for the selected clip to open the **Channel Presets** window. To disable playback for specific audio channels, click to "uncheck" that channel or channels. To disable playback for all audio channels, click to "uncheck" the **Audio** checkbox. To disable playback for the video, click to "uncheck" the **Video** checkbox.

Play the EDL

The **Transport Controls** can be used to play from any cued point. Drastic's non-linear flexibility allows you to play in reverse or forward (also fast forward or fast reverse) through the entire EDL from any cued point, or to jump forward or backward frame by frame, or by 5 second intervals. **Pause** displays the current frame, and **Stop** provides passthrough signal if present (reverts to **Pause** if not). Where there is no media in the Timeline, the timeline will play black and silence.

Play Loop – to loop a clip in the **EDL**, select it and right click on it, then select **Play Loop**. The clip will play from start to finish (100% speed) over and over again until interrupted (press stop or pause).

Metadata

This section describes the metadata features of **MediaNXS**.

View Clip Metadata

View a clip's metadata: Select **View|Metadata** from the main menu, or press the **F7 Meta Data** button, or press the **F7** key on the keyboard. Select the **Clip** checkbox. Use the pulldown menu to select between available clips in the Clip List. Once selected, the clip's metadata will be displayed in the window. You can also go to the **Thumbs** view, right click on a clip and select the **Metadata** option from the context menu.

View Timeline Metadata

View metadata for clips on the timeline: Select **View|Metadata** from the main menu, or press the **F7 Meta Data** button, or press the **F7** key on the keyboard. Select the **Timeline** checkbox. Use the pulldown menu to select between available clips in the Timeline. Once selected, the clip's metadata will be displayed in the window. You can also go to the **Thumbs** view, right click on a clip and select the **Metadata** option from the context menu.

Record Metadata

Get or Set Metadata for Clips Being Recorded: Select **View|Metadata** from the main menu, or press the **F7 Meta Data** button, or press the **F7** key on the keyboard. Select the **Record** checkbox. This activates the **Get** and **Set** buttons.

Pressing the **Get** button returns all metadata to its default setting. This means all clips recorded with this setting will use the default metadata settings

If you want to change a metadata item for recorded clips, scroll down past the Video, Audio and File information about the clip to the Metadata section. Double click in the value field of the metadata item you wish to change, and enter a new value by keyboard. Press the **Set** button. Clips recorded using this setting will display your changed value in their metadata.

Finish

Exit

In the main menus, select **File|Exit** to close **MediaNXS**. Or, click on the **X** in the upper right hand corner. Or, right click on the **MediaNXS** icon in the **Status Bar**, and select **Close** from the context menu.

If you have made changes to an unnamed project file, you will be prompted as to whether you would like to save the file.

This manual has been compiled to assist the user in their experience using **MediaNXS** software. It is believed to be correct at the time of writing, and every effort has been made to provide accurate and useful information. Any errors that may have crept in are unintentional and will hopefully be purged in a future revision of this document. We welcome your feedback.

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