Shortcuts

Marks an IN at the nearest cut to the left that matches the track lights Marks an OUT at the nearest cut to the right that matches the track lights

MARK CLOSEST CUTS

Marks an IN at the nearest cut on the left – on any track regardless of track lights Marks an OUT at the nearest cut on the right – on any track regardless of track lights

MARK TO END

TE Marks IN at Play Head, OUT at end of shot. T is Mark IN and OUT on the clip, E is re-mark IN at current park position. (T may also be used with ALT)

MARK TO REGINNING

Marks OUT at Play Head, IN at start of shot. T is Mark IN and OUT on the clip, R is re-mark OUT at current park position. (T may also be used with ALT)

EXTEND



Moves a nearby cut to the mark. Uses currently activated track lights. Requires one (and only one) mark to indicate which cut to move – the cut on the left of the mark (mark OUT), or the cut to the right of the mark (mark IN). Stated another way, to move a cut, place a mark IN to its left to move it left, a mark OUT to its right to move it right.

WITHOUT MARKS:

Replace

Replaces a shot in the recorder with the current shot in the player. It does this without marks, but by placing the current frame visible in the player over the current frame visible in the recorder, and then back and forward filling the rest of the shot as necessary.

WITH MARKS:

As above, but fills not the shot, but the space between the IN and OUT

Nudge / Slip / Trim: << < > >>

When a segment is highlighted | NUDGE: Nudges the selected segment(s) (pink) in the timeline

When no segment is highlighted | SLIP: You slip the shot to choose a new in (and out) on the shot already in the timeline | in the timeline

When in TRIM mode | TRIM: Trims back or forward appropriate number of frames

Replace a Video or Audio track: Match/Patch/Replace

Park on the shot who's track you wish to replace. Press MATCH FRAME to load the Match original clip (shot) into the player

Patch and activate the track lights to properly indicate which track to replace, and which Patch source track to replace it with.

Replace Click the REPLACE button