

## DDClip Overview

DDClip is designed for video clips scoring, creating audio commercials, synchronizing voice with music. You can create, save, restore and playback a project of many tracks. An outstanding feature of the editor is the speed of the playback, especially for its audio part - DDClip is able to mix several sound tracks in real time. The application operates with "clips". Clip contains a reference to a continuous fragment (or a whole content) of audio or/and video data from source file.

DDClip has two windows: Project and Clip Collection. The Project window contains all data and tools for project editing. The Clip Collection window may be considered as a handy storage for your audio and video source. The application can work with one project at a time. DDClip can playback video at any device supported by Video for Windows.

The audio editing has considerably larger opportunities:

- one track for MIDI-files,
- up to 16 tracks for WAVE-files,
- volume and balance profiles for each clip on a track,
- audio mixing in real time,
- solo/mute toggles for each track,
- and many other.

The application works with audio files in WAVE-format (files with filename extension .WAV or .AVI). A project should contain audio files with same ratio. DDClip may convert initial material to same ratio when opening a clip. The first opened audio file determines a project ratio. The application does not playback MIDI-track under WindowsNT.

DDClip is designed by SoftLab-NSK from Novosibirsk (Russia).

**Clip** is an object with reference on continuous fragment (or whole contents) of audio or/and video data from source file. DDClip deals with multimedia source files in AVI (\*.avi), WAVE (\*.wav) and MIDI (\*.mid) formats.

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## DDClip registration

To obtain the registration dialog click *Register now* button in About dialog (command *Help | About*). If you agree with [DDClip license](#) then type Name, Address and Key strings in Registration Box and click *OK*.



The image shows a Windows-style dialog box titled "Registration Box". It contains the following text and controls:

- Text: "Please fill Name, Address and Key strings to registry DDClip. Use 'Help' for more information about registration process."
- Text input field: "Name" with the placeholder text "User Name".
- Text input field: "Address" with the placeholder text "User Address [e-mail]".
- Text input field: "Key" with the placeholder text "Key number".
- Buttons: "OK", "Help", and "Cancel" arranged horizontally.
- Button: "Obtain registration key" located below the other buttons.

If the program shows error message then checks Name, Address and Key strings and click *OK* again.

To obtain register key see <http://www.softlab-nsk.com/ddclip/register.html>

Also you can visit our WWW page:



<http://www.softlab-nsk.com/Pro/DDClip.html>



or contact with [SoftLab Ltd.](#)

## How to obtain the registration key

To obtain register key see

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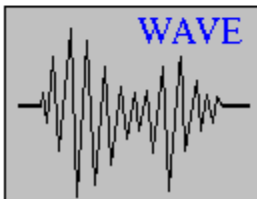
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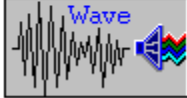
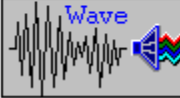




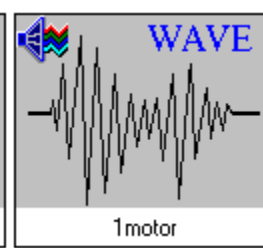
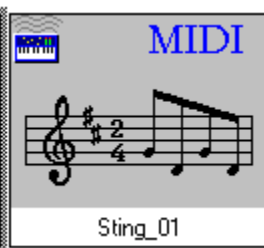
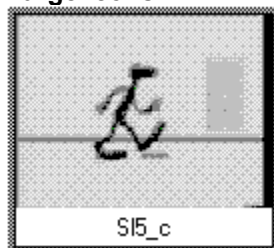
## Full Info

	<p>Name: S15_c File: f:\...es\ddclip\samples\s15_c.avi Sound: No Sound Video: 160*120,10f/s In: 00:00:00:00 Out: 00:00:02:06 Time: 00:00:02:06fr</p>
<p>MIDI</p> 	<p>Name: Sting_01 File: c:\egor\ddclip\sting_01.mid Sound: Midi sound Video: No Video In: 00:00:00:00 Out: 00:04:18:01 Time: 00:04:18:01fr</p>
<p>WAVE</p> 	<p>Name: 1motor File: f:\...ddclip\samples\1motor.wav Sound: 11025,8,mono Video: No Video In: 00:00:00:00 Out: 00:00:00:06 Time: 00:00:00:06fr</p>

### Basic Info

	<p>S15 c No Sound 160*120,10f/s 00:00:02:06fr</p>		<p>Sting 01 Midi sound No Video 00:04:18:01fr</p>
	<p>1motor 11025,8,mono No Video 00:00:00:06fr</p>		<p>2001 11025,8,mono No Video 00:00:07:02fr</p>

Large Icons



### Small Icons



## Clip Collection

### Show Hotspot image

*Clip Collection* may be considered as a handy storage with references to multimedia data. Each clip in *Clip Collection* window is represented by Clip Info window.

*Clip Collection* window has Toolbar, accelerator keys and following menus:

**File Edit View Tools Options Window Help**

Clips from *Clip Collection* can be dragged to Project window and back. Source files also can be dragged from Windows Explorer window. When source file is opening in DDClip, a new clip with reference to whole file content is added to *Clip Collection*. Saved collection by default has .PRC extension. When a project is loaded collection file with the same name is also loaded. While working on project other collections may be open and saved.

To change position of Clip Info window drag it with left mouse button or use **Up/Down/Left/Right** keys while **Shift** key is pressed.

Double-click in background calls Open Clip dialog.

Right click in background calls local menu with following commands:

**Add source File** calls Open Clip dialog to add clip with reference to whole source file content.

**Paste** add all clips from *Clipboard* to Clip Collection.

Following commands control appearance of Clip Info windows:

**Full Info** show maximum information about clips.

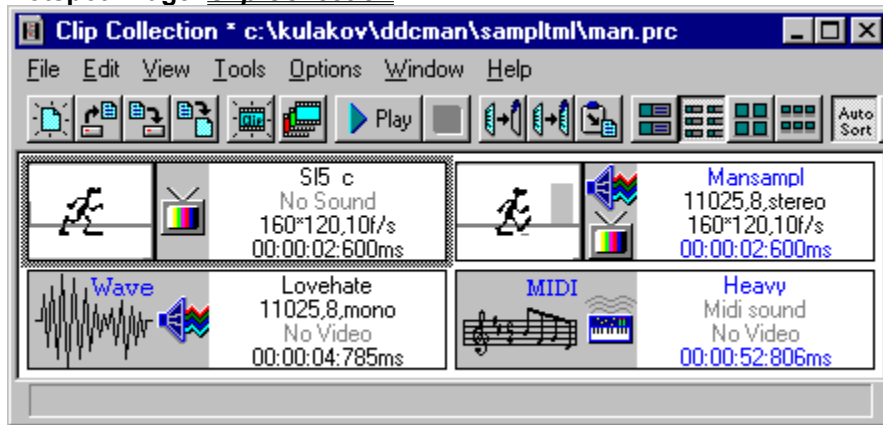
**Basic Info** show basic information about clips.

**Large Icons** show clips as large icons.

**Small Icons** show clips as small icons.



Hotspot Image. Clip Collection.



## Clip Info window

Each clip in Clip Collection window is represented by *Clip Info* window. There is four variants of clips appearance:

**Full Info** is most informative. It provides clip name, source file path, audio parameters (sampling ratio, bits per sample, stereo/mono or 'No sound'), video parameters (width\*height, frames per second or 'No Video'), time **In** and time **Out** (beginning and end position in source file), duration. Thumbnail picture is drawn at left.

**Basic Info** is more compact. Except source file path, time **In** and time **Out**, it provides same information as **Full Info**.

**Large Icons** and **Small Icons** presents only clip name, but have different sizes.

Note that if clip from *Clip Collection* is not used in current project, then text information, such as clip name, is drawn in blue.

Current presentation can be selected with command on *Clip Collection* window *Toolbar*, on local menu (right-click in background), on **View** menu. Thumbnail picture for Video clip can be selected on **Thumbnail** panel of Clip Properties dialog, Audio and Midi clips has predefined pictures.

Following icons shows what type(s) of multimedia data clip contains:



,



- video.



,



- audio.



,



- Midi-sound.

If icon is grayed, that means that clip parameters differ from project settings. **Tools** menu may help in conversion to desired parameters.

Clip may contain both *audio and video* data; in this case *both icons* are displayed. If in such a clip usage of audio or video is prohibited (see **Use Video** and **Use Audio** in Clip Properties dialog), then corresponding icon is displayed with red cross over it:



,



,



or



Right-click on *Clip Info* window calls local menu.

### Local menu of *Clip Info* window

Each clip in *Clip Collection* window is represented by *Clip Info* window.

Right-click on *Clip Info* window calls local menu with following commands:

**Play** playback this clip.

**Change project video parameters** redefine project video parameters such as frame rate and size of video frame.

**Change project audio parameters** redefine project audio parameters such as sampling rate.

**Launch Video editor**

**Launch Audio editor**

**Launch Midi editor** command(s) **Launch 'data type' editor** appears if clip contain corresponding multimedia data type(s). 'Editor' path may be set in *Configure external applications* dialog. 'Editor' application is launched with the clip source file name added to command line.

**Copy** clear *Clipboard* and add selected clip to *Clipboard* (clip is placed on first track).

**Add** add this clip to *Clipboard* (clips are added consequently on first track).

**Paste** paste all clips from *Clipboard* in Clip Collection.

**Delete** remove this clip from Clip Collection.

**Properties** call *Clip Properties* dialog.

**Selected clip with video**

**Clip with audio**

**Clip with audio and video**  
**Clip is not used in current project.**

**Clip with midi**  
**Clip is not used in current project.**

## Clip Collection Management

You can drag clips from clip collection and drop it into one of the tracks in project window. To change clip info window position drag it with left mouse button or use *Up/Down/Left/Right* keys while *Shift* key is pressed.

Right-click on clip info window calls local menu with following items:

<b>Open source file</b>	add a new clip in Clip Collection.
<b>Delete</b>	remove this clip.
<b><u>Properties</u></b>	show <i>Clip Properties</i> dialog.
<b>Play</b>	playback this clip.
<b>Synchronize project video parameter</b>	bring project video parameters in accordance with clip video parameters.
<b>Synchronize project audio parameter</b>	bring project audio parameters in accordance with clip audio parameters.
<b>Launch video editor</b>	launch 'video editor' application with the clip source file name added to command line. 'Video editor' path is defined in <u>Configure external applications</u> dialog.
<b>Launch midi editor</b>	launch 'midi editor' application with the clip source file name added to command line. 'Midi editor' path is defined in <u>Configure external applications</u> dialog.
<b>Launch audio editor</b>	launch 'audio editor' application with the clip source file name added to command line. 'Audio editor' path is defined in <u>Configure external applications</u> dialog.
<b>Copy</b>	clear Clipboard and add this clip to <u>Clipboard</u> (clip is placed on first track).
<b>Add</b>	add this clip to <u>Clipboard</u> (clips are added consequently on first track).
<b>Paste</b>	paste all clips from <u>Clipboard</u> in Clip Collection.
<b>Full Info</b>	show maximum information about clips.
<b><u>Basic Info</u></b>	show basic information about clips.
<b><u>Large Icons</u></b>	show clips as large icons.
<b><u>Small Icons</u></b>	show clips as small icons.



## Clip Collection Accelerators:

Action	First accelerator	Second accelerator
<b>File operations</b>		
Open source file	'Insert'	'F4'
New clip collection	Ctrl+'N'	Shift+'F3'
Open clip collection	Ctrl+'O'	'F3'
Add from clip collection	Ctrl+Shift+'O'	Ctrl+'F3'
Save clip collection	Ctrl+'S'	'F2'
Save clip collection as	Ctrl+Shift+'S'	Shift+'F2'
<b>Edit operations</b>		
Delete		'Delete'
Add to clipboard	Ctrl+Shift+'C'	Ctrl+Shift+'Insert'
Copy to clipboard	Ctrl+'C'	Ctrl+'Insert'
Paste from clipboard	Ctrl+'V'	Shift+'Insert'
Remove unused clips		Shift+'Delete'
<b>Arrange operations</b>		
Move current clip up	Shift+'Up arrow'	
Move current clip down	Shift+'Down arrow'	
Move current clip to right	Shift+'Right arrow'	
Move current clip to left	Shift+'Left arrow'	
<b>Select operations</b>		
Select upper clip	'Up arrow'	
Select lower clip	'Down arrow'	
Select right clip	'Right arrow'	
Select left clip	'Left arrow'	
<b>Other operations</b>		
Playback		'Enter'
Show project window		'F6'
Exit	Ctrl+'Q'	

## File menu

<b>New collection</b>	create new (empty) clip collection.
<b>Open collection</b>	open selected clip collection file.
<b>Add source File</b>	add clip with whole source file content.
<b>Add from collection</b>	add all clips from selected clip collection file to current collection.
<b>Save collection</b>	save changes in current clip collection file.
<b>Save collection As</b>	save changes in new clip collection file.

Note that saved clip collections has file name extension .PRC.

List of most recently used clip collection files is appended after **Save collection As**.

## Edit menu

<b>Insert</b>	add new source file as clip to current clip collection.
<b>Delete</b>	remove selected clip from current clip collection.
<b><u>Properties</u></b>	call <i>Clip Properties</i> dialog.
<b>Synchronize project video parameter</b>	bring project video parameters in accordance with this clip video parameters.
<b>Synchronize project audio parameter</b>	bring project audio parameters in accordance with this clip audio parameters.
<b>Launch video editor</b>	launch 'video editor' application with the clip source file name added to command line. 'Video editor' path is defined in <u>Configure external applications</u> dialog.
<b>Launch midi editor</b>	launch 'midi editor' application with the clip source file name added to command line. 'Midi editor' path is defined in <u>Configure external applications</u> dialog.
<b>Launch audio editor</b>	launch 'audio editor' application with the clip source file name added to command line. 'Audio editor' path is defined in <u>Configure external applications</u> dialog.
<b>Purge</b>	remove clips which not used in current <u>project</u> from current clip collection.
<b>Copy to Clipboard</b>	clear Clipboard and add this clip to <u>Clipboard</u> (clip is placed on first track).
<b>Add to Clipboard</b>	add this clip to <u>Clipboard</u> (clips are added consequently on first track).
<b>Paste from Clipboard</b>	paste all clips from <u>Clipboard</u> in Clip Collection.

## View menu

**Full Info**

show maximum information about clips.

**Basic Info**

show basic information about clips.

**Large Icons**

show clips as large icons.

**Small Icons**

show clips as small icons.

**Auto Sort**

sort clips in clip collection while add new clip.

**Sort by Type**

sort clips in clip collection by it's type in following order: *Video&Audio* clips, *Video* clips, *Audio* clips, *Midi* clips.

**Sort by Name**

sort clips in clip collection by clip name.

**Time in frames**

show time as frame counter.

**Time in SMPTE**

show time in SMPTE format.

**Time in milliseconds**

show time in milliseconds.

## Time Format

DDClip can show time values in following formats:

### Time in Frames

The time is measured in frames. Current **Frame rate**, see [Video Settings](#) determine duration of frame playback. For example, at 25 fps frame rate one second time label will be displayed as “**25**” or “**25fr**”.

### Time in SMPTE

SMPTE format - “Hours : Minutes : Seconds : Frames”

See [Video Settings](#) for current value of **Frame rate**. For example, one second time label will be displayed as “**00:00:01:00**” or “**00:00:01:00fr**”.

### Time in milliSeconds

Following format: “Hours : Minutes : Seconds : Milliseconds”.

For example, one second time label will be displayed as “**00:00:01:000**” or “**00:00:01:000ms**”.

Current time presentation format can be selected in [Clip Collection](#) window on [View](#) menu and [Toolbar](#), and on [View](#) menu in [Project](#) window.

## Tools menu

**Convert WAVE** convert source audio file into another WAVE-file with different parameters.

**Convert AVI** launch AviEdit application that allows to convert source AVI-file into another AVI-file with different parameters.

**Convert MScamcorderAVI** prior to use this command, consider possibility to update corresponding CODEC, see notes below. This update allows to use conventional **Convert AVI** command. Alternatively, use **Convert MScamcorderAVI**. Choose source file, then define output AVI-file. Source AVI will be played on screen and grabbed into output AVI. Wait until end of conversion, do not open or minimize windows, etc.

<http://www.microsoft.com/workshop/author/streaming/cam.htm> has information on update of Microsoft Camcorder and link to file with update:

<http://www.microsoft.com/ntserver/netshow/download/mscamupd.exe>

Both URLs were last checked on 11TH of June 1998.

## **Convert WAVE**

Tools | **Convert WAVE** command allows to convert source audio file into new WAVE-file with different parameters. Choose input file and define output file name. Then select desired parameters for output WAVE-file and press OK.

## Options menu

- Font...** select font for displaying clip information.
- Color...** select color for displaying clip name in “Small Icon” mode.
- Save Options** safety program settings save.

**Save options**

DDClip automatically save current program settings on exit. This settings will be used at program start. If DDClip was terminated abnormally then program setting will not be saved. You can use Options|*Save options* command for safety program setting save.



## Window menu

**Project** show project window.

## Clip Properties

Dialog can be called for clip in *Clip Collection* with **Properties** commands on *Clip Info* window local menu and **Edit** menu. Following tab panel presents various clip parameters:

<b><u>General</u></b>	clip name, source file name, size, etc.
<b><u>Video, Audio, Midi</u></b>	multimedia data specific info. <b>Use Video</b> and <b>Use Audio</b> switches.
<b><u>Thumbnail</u></b>	video frame for thumbnail picture.
<b><u>Summary</u></b>	information fields embedded into data source file.

## **Clip Properties. General.**

Show image.

**Clip Name** is an arbitrary label that may be associated with clip. By default, a name of source file is assigned. Clips with different parameters may have same name. Clip name does not identify clip uniquely.

**File Name** shows path to source file.

**File Size** shows source file size in bytes and kilobytes (KB), 1 KB=1024 bytes.

**Created** and **Modified** show source file creation and modification dates.

'**Time**' group parameters present in current time format following:

**In, Out** – begin and end of clip in source file.

**Duration** – clip duration, effectively difference between **Out** and **In**.

Displayed values depend on current value of video **Frame rate** on Video tab panel.

## **Clip Properties. Video**

Show image.

This panel appears, if clip source file contain video data.

**Use Video**, if unchecked disables usage of video data from source file. This has meaning when source file contains both video and audio.

**Frame rate** is measured in frames per second and determines duration of playback for video. Frame rate of source file is displayed in info area at right of Open Clip dialog. Frame rate can be changed, if there is no clip(s) in current project that reference video data in source file.

**Width** and **Height** presents geometrical parameters of video frame.

**Codec name** and **short name** provides two variants of video CODEC name.

**Data size** shows size of video data in source file.

**Data rate** is calculated video data stream, see note below on **Frame rate** changing.

**Duration** shows in current time format how long it takes to playback all video from source file.

NOTE, that current frame rate is used in calculations of **Data rate** and **Duration**, see above, and **In**, **Out**, **Duration** fields in General panel. In no way frame rate changing affects duration of audio playback. If both **Use Video** and **Use Audio** are enabled and current frame rate value is increased or decreased from one in source file, then on inserting in project audio will be correspondingly truncated or padded with zeros. It may be found convenient to duplicate clip, then enable only **Use Video** in one copy and only **Use Audio** in another.

## **Clip Properties. Audio**

Show image.

This panel appears, if clip source file contain audio data.

**Use Audio**, if unchecked disables usage of audio data from source file. This has meaning when source file contains both video and audio.

**Ratio** is a number of samples per second.

**Bits** is a number of bits per sample.

**Channels** shows 'mono'/'stereo' for one or two channels correspondingly.

**Data size** shows size of audio data in source file.

**Data rate** is calculated audio data stream.

**Duration** shows in current time format how long it takes to playback all audio from source file.

## **Clip Properties. Midi**

Show image.

This panel appears, if clip source file contain audio data.

**Duration** shows in current time format how long it takes to playback all audio from source file.

### **Clip Properties. Thumbnail**

Show image.

This panel appears, if clip source file contain video data.

Slide bar allows to select video frame, which will be used as identifying picture for clip in Clip Collection with window.

## **Clip Properties. Summary**

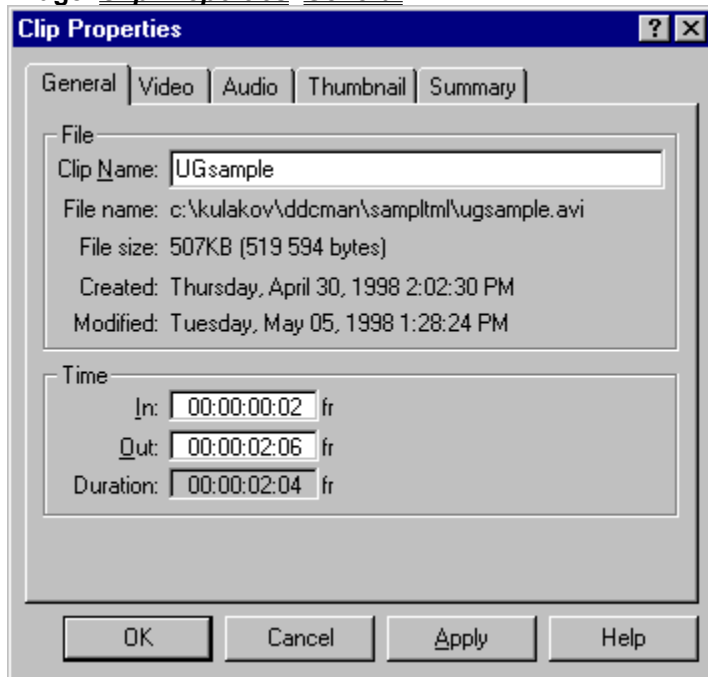
Show image.

Clip source file may have various embedded information fields. Some of these fields are presented on this tab panel. See also description of **Summary Settings.**

**Extended** calls *Extended Summary* dialog (show image) that provides information on ALL fields, that application understands. If field has no associated text string, it has “(Empty)” at the right in list box.



**Image. *Clip Properties. General.***



**Image. Clip Properties. Video.**

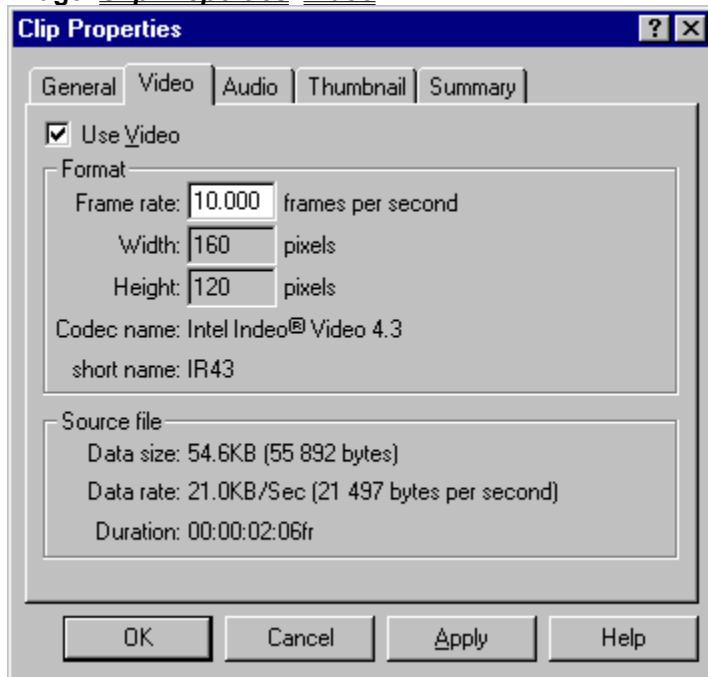


Image. **Clip Properties. Audio.**

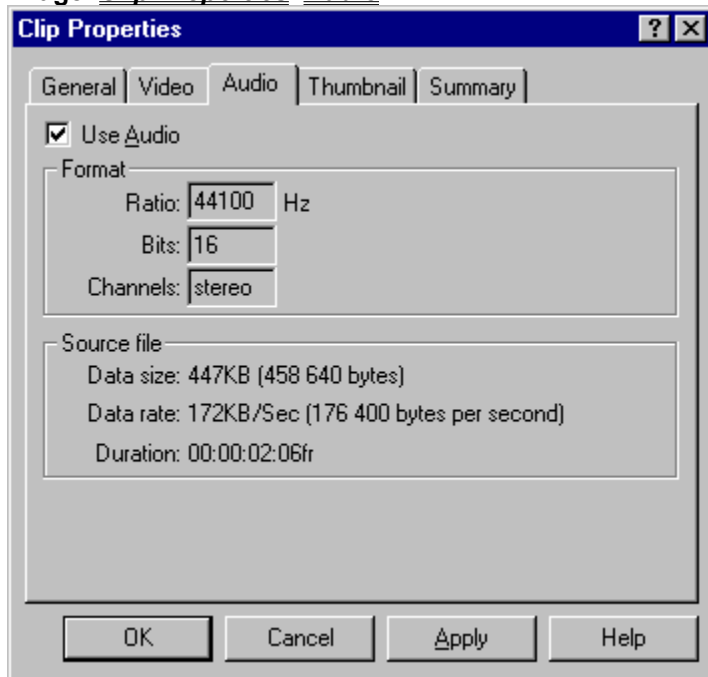


Image. Clip Properties. Midi.

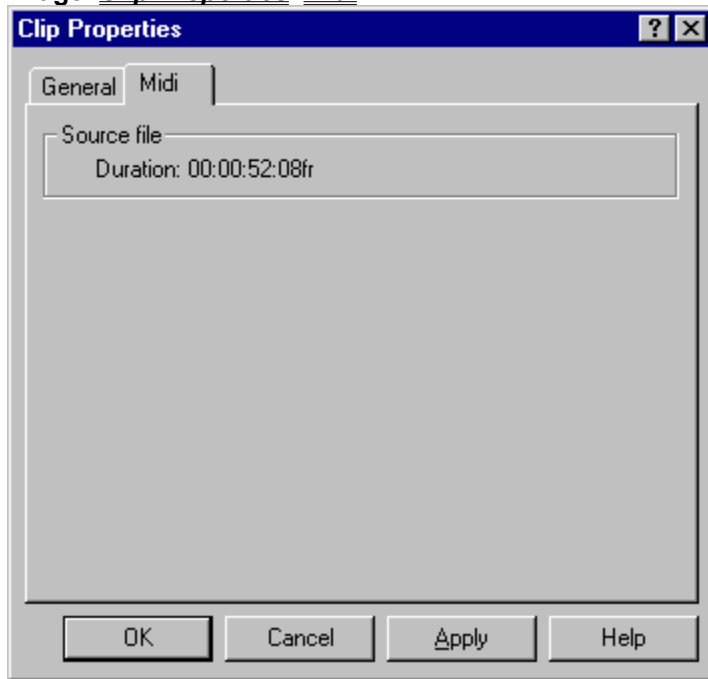
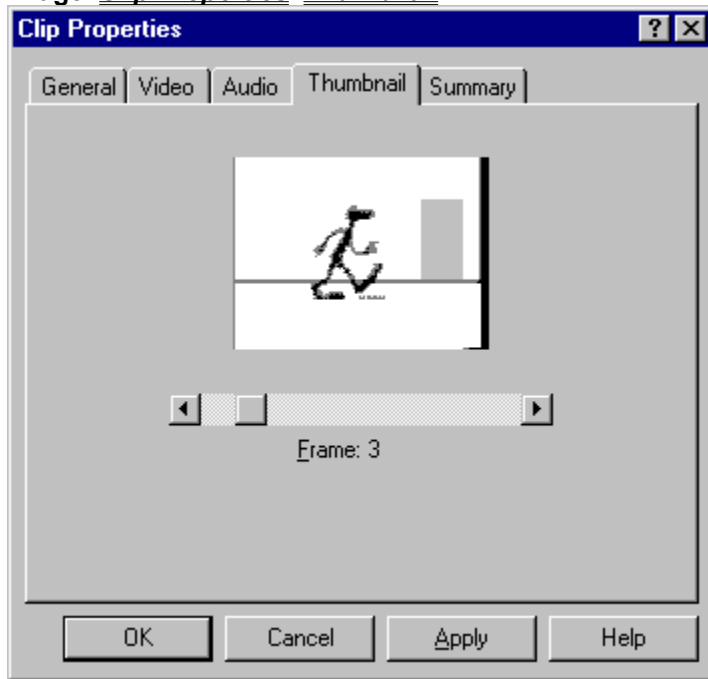
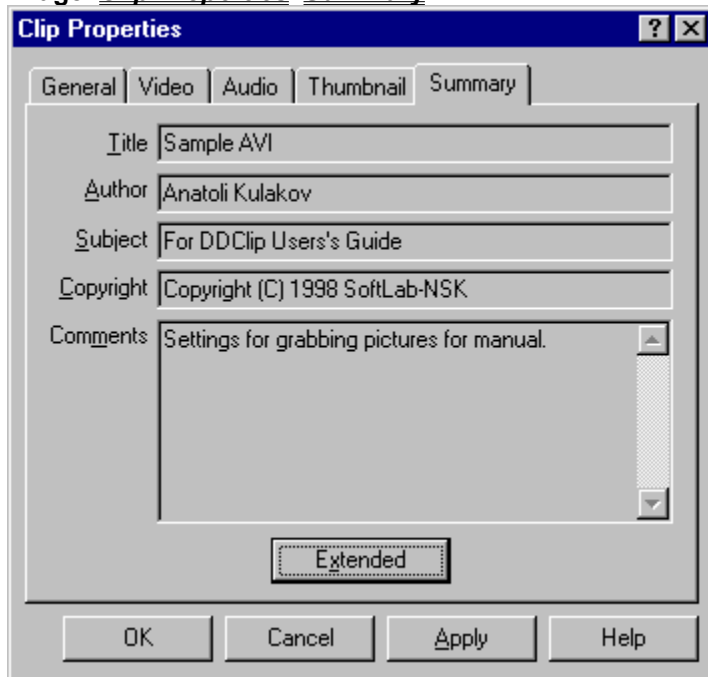


Image. Clip Properties. Thumbnail.

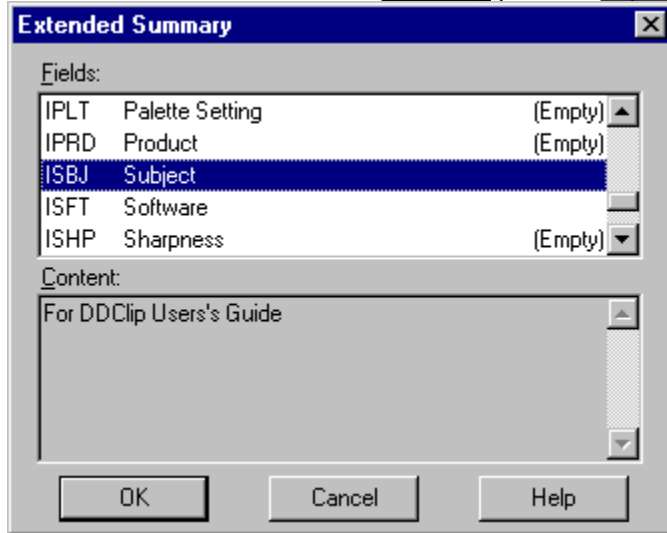


**Image. *Clip Properties. Summary.***



**Image. *Extended Summary* dialog.**

Called with **Extended Button** on **Summary** panel of *Clip Properties* dialog.



## Toolbar. Clip Collection

Part 1 >>Part 2



First 5 buttons on Toolbar duplicate commands on File menu.



creates new (empty) clip collection. Confirmation requested to save or not changes in current Clip Collection, or cancel creation of new collection.



opens selected clip collection file.



saves changes in current clip collection file. For new created collection file name requested. By default, clip collection file has .PRC extension.



calls Open Clip dialog to add new clip in current clip collection.



switch to Project window. See also **Project** on Window menu.



playback selected clip. See also **Play** on clip local menu.



stop started playback. See also **Stop** on clip local menu.

Clipboard commands also available on Edit menu and clip local menu. Note that clips in clipboard from Clip Collection will be inserted in Project on first track of appropriate type.



clear Clipboard and add clip to Clipboard (clip is placed on first track).



add this clip to Clipboard (clips are added consequently on first track).



paste all clips from Clipboard in Clip Collection.



## Toolbar. Clip Collection

Part 1<< Part 2



Buttons in this part of Toolbar duplicate commands on View menu.

First 4 buttons in this part control appearance of Clip Info windows.



**Full Info**, maximum information about clips.

**Basic Info**, basic information about clips.

**Large Icons**, clips as large icons.

**Small Icons**, clips as small icons.

Next 3 buttons control clips order in Clip Collection window.



sort clips in collection each time new clip is added.



sort clips in collection by it's type in following order: *Video&Audio* clips, *Video* clips, *Audio* clips, *Midi* clips.



sort clips in collection by clip name.

Next 3 buttons allow to select current format for time values.



**Time in Frames**, time as frame counter. One second “**25**” or “**25fr**” for video frame rate 25 fps.



**Time in SMPTE**, “Hours : Minutes : Seconds : Frames”. One second **00:00:01:00**” or “**00:00:01:00fr**”



**Time in milliSeconds**, “Hours : Minutes : Seconds : Milliseconds”. One second **00:00:01:00** or **00:00:01:00fr**

# Project

Project window description

## **Menu commands**

File Menu

Edit Menu

View Menu

Command Menu

Range Menu

Tools Menu

Options Menu

Window Menu

Help Menu

## Project Window Description

Show Hotspot image

Project window is a main application window.

Window title bar contains application name **DDClip** and path to project file or 'Untitled'. Global menu provides accesses to commands and options. Toolbar presents most frequently used commands.

Right-click on different components displays a context sensitive **local menu**. Program has various accelerators. Cursor has action-sensitive shape.














Project window supports Drag&Drop option for source files (ONE file at ones).

Hotspot Image. *Project.*

The screenshot displays the DDClip software interface for editing a video project. The window title is "DDClip \* f:\program files\ddclip\samples\example.tml". The menu bar includes File, Edit, View, Command, Range, Tools, Options, Window, and Help. The toolbar contains various editing tools such as play, stop, and zoom. The main workspace shows a video track with a blue bar and a green area labeled "SI4\_c25". Below the video track are three audio tracks: "Sting\_01", "1 L" (Left channel), and "2 R" (Right channel). The "1 L" track shows a waveform with a red line indicating a gate or envelope. The "2 R" track shows a waveform with a blue line indicating a gate or envelope. The interface also includes a timeline at the top with time markers (30:06fr, 3:06fr, 0:07fr) and a vertical red line indicating the current playhead position at approximately 31:05. The bottom of the interface has a volume control slider and a play button.

## Clip management

Cursor change it's shape depending on which editing operation can be done.

Action	Subaction	Realization
<b>Call local menu</b>		Click right mouse button.
<b>Start playback</b>		Double click starts playback of project from specified position to end of window.
<b>Clip inserting</b>		Dragged clip (or source file) is displayed as black rectangle. Cursor may have one of following shapes:  - clip can not be inserted;  - clip can be inserted at place of black rectangle;  - clip can be inserted but right part of this track will be shifted to right as whole. Clip will be inserted at left mouse button click.
<b>Selection</b>	Select one clip Select clips  Select/deselect many clips  Clear selection	Click on desired clip. Press left mouse button and drag. All clips touched by or within specified box selection will be selected. Press <b>Shift</b> key or turn on <u>Multiselection mode</u> (Toolbar, Edit menu). With  cursor, following actions invert clip(s) selection state (change selected to unselected and vice versa): 1) click on clip - for this clip; 2) double click - for all clips on track after specified position; 3) press left mouse button and drag - all clips touched by or within specified box. Click on empty area.
<b>Moving</b>	Move selected clips Move Left clip edge Move Right clip edge Move place mark	 - press left mouse button and drag.  - press left mouse button and drag clip edge. For clip with video first frame will be displayed on videoplayer.  - press left mouse button and drag clip edge. For clip with video last frame will be displayed on videoplayer.  - press left mouse button and drag mark.
<b>Audio volume/balance profile editing</b>	Add key points to audio profile  Move profile key point Move horizontal profile segment  Shift inclined/vertical profile segment Delete key point Clear audio profile	Press <b>Control</b> key or turn on <u>Add profile point mode</u> (Toolbar, Edit menu). In this mode cursor has shape  . Each click inside audio clip rectangle adds new key point at specified position.   - press left mouse button and drag.   - press left mouse button and drag up or down the horizontal segment of profile (two key points of audio clip profile with equal profile values).   click left mouse button and drag to left or to right the inclined/vertical segment of profile (two key points of audio clip profile with different profile values).   - call local menu (right-click) and select <i>Remove profile point</i> . Call local menu and select item <i>Delete profile</i> . This reset profile to default 0Db constant.



## Accelerators of project window

Action	First accelerator	Second accelerator
<b>File operations</b>		
Open source file		'F4'
New project	Ctrl+'N'	Shift+'F3'
Open project	Ctrl+'O'	'F3'
Copy from project to clipboard	Ctrl+Shift+'O'	Ctrl+'F3'
Save project	Ctrl+'S'	'F2'
Save project as	Ctrl+Shift+'S'	Shift+'F2'
<b>Edit operations</b>		
Undo	Ctrl+'Z'	Alt+'Backspace'
Redo	Ctrl+'Y'	Alt+Shift+'Backspace'
Delete		'Delete'
Cut	Ctrl+'X'	Shift+'Delete'
Copy	Ctrl+'C'	Ctrl+'Insert'
Paste	Ctrl+'V'	Shift+'Insert'
Insert	Ctrl+'I'	'Insert'
Select all	Ctrl+'A'	
Unselect all	Ctrl+'D'	
<b>Zoom operations</b>		
Zoom in	Ctrl+'+'	'+'
Zoom out	Ctrl+'-'	'-'
Show whole project	Ctrl+'/'	'/'
Zoom in selected range	Ctrl+'*'	'*'
<b>Playback/cursor position operations</b>		
Start/Stop playback	'Space'	'Enter'
Stop playback	'Escape'	
Rewind	'Home'	Ctrl+'W'      'W'
Go to next frame	'Right arrow'	
Go to previous frame	'Left arrow'	
<b>Scroll operations</b>		
Scroll working area to right	Ctrl+'Right arrow'	
Scroll working area to left	Ctrl+'Left arrow'	
Scroll audio tracks up	Ctrl+'Up arrow'	
Scroll audio tracks down	Ctrl+'Down arrow'	
<b>Moving of selected clip(s) (with pressed left mouse button)</b>		
Move to upper track	'Up arrow'	
Move to lower track	'Down arrow'	
Shift 1 ms to right (audio/midi)	'Right arrow'	
Shift 10 ms to right (audio/midi)	Shift+'Right arrow'	
Shift 100 ms to right (audio/midi)	Ctrl+'Right arrow'	
Shift 1 ms to left (audio/midi)	'Left arrow'	
Shift 10 ms to left (audio/midi)	Shift+'Left arrow'	
Shift 100 ms to left (audio/midi)	Ctrl+'Left arrow'	
Shift 1 frame to right (video)	'Right arrow'	
Shift 10 frames to right (video)	Shift+'Right arrow'	
Shift 100 frames to right (video)	Ctrl+'Right arrow'	
Shift 1 frame to left (video)	'Left arrow'	
Shift 10 frames to left (video)	Shift+'Left arrow'	
Shift 100 frames to left (video)	Ctrl+'Left arrow'	
<b>Other operations</b>		
Activate Clip Collection window		'F6'
Exit	Ctrl+'Q'	



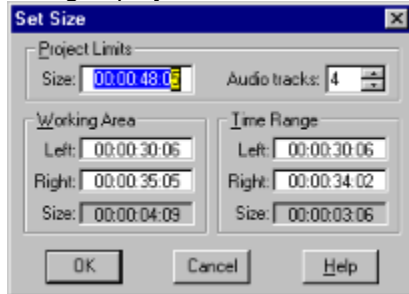


## Playback Start and Duration; Set Size; Scale Step



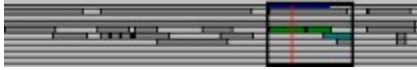
Top windows show playback start time and playback duration. If time range is specified in Range Window then range start and range size are shown in blue. Otherwise windows show working area start and size in black. Where playback actually starts depends on *Start playback from current time position* switch in General settings.

*Set Size* button or double click in either top window calls dialog where in corresponding groups may be changed project duration and number of audio tracks in project, bounds of working area and time range.





*Scale Step* list allows to select interval between ticks with time labels in Time Ruler.


## Project Overview window



All clips of the project are presented in this window. The black frame determines position of Working Area - part of project, which is displayed in big window with video/midi/audio tracks.

To shift the working area - move cursor inside frame (cursor shape became ) - press left mouse button and drag frame.

To change working area size just move left or right edge of working area - place cursor over black frame edge (cursor became  or

) press left mouse button and drag edge.

To completely redefine working area - press **right** mouse button at position of one new edge, drag and release button where you want to set another new edge.

Double click starts playback from specified position to the end of project.

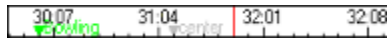
## Current time window

31:09

Current time is displayed in this window.  
Double click in window calls dialog where new current time may be set:




## Time Ruler



Time Ruler provides a project time reference. Each click in this window redefines current time position (vertical red line). ‘Scrubbing’ starts if you press left mouse button, hold it and then move mouse. [General Settings](#) dialog has section with scrubbing settings. *Show video* and *Play Audio* switches correspond to items with same name in local menu. Right-click calls local menu:

- Play** playback project from specified position to the end of working area.
- Show video** enable drawing of current frame on videoplayer.
- Play audio** enable audio scrubbing with left mouse button dragging.
- Set current time** call dialog to set current time.
- Align to nearest frame** enable aligning of current time to nearest frame position.
- Auto-scroll rolls** control automatic scrolling of working area when mouse moves outside the time ruler (see also *Auto-scroll rolls* in [General Settings](#)).
- Attract to marks** enables interaction of current time position with [place marks](#).
- Add mark** set [place mark](#) at specified position.

Following items replace *Add mark* if local menu called with  cursor:

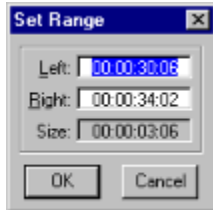
- Set mark position** call dialog to set mark position.
- Mark name** call dialog to set mark name.
- Remove mark** remove [place mark](#).

Double click starts playback from specified position to the end of working area.

## Range flag window



If time range is specified in Range Window then this window has dark blue band otherwise it is blank. Double click in window calls dialog where time range may be set:



## Range Window







Time range is displayed in blue. To specify range press left mouse button, drag and release. During mouse moving the program displays current frame from video track. Shift-click set nearest bound to specified position. Double click set range, that cover all clips in project except ones on switched off tracks; Range|*Include all clips* command do the same.

To set/view range bounds in current time format double click in Range flag window.

Right-click calls local menu which has same items as Range menu and two additional items:

- Normalize audio** change project master volume to normalize audio.
- Check overflow** mix audio within range and show resulting audio volume as color picture in range window. The picture reflects volume according to audio meter color settings.

### **Zoom buttons**

-  set working area which cover whole project.
-  set working area with bounds equal to time range.
-  increment zoom factor, preserve working area left edge position.
-  decrement zoom factor, preserve working area left edge position.

**Time scrollbar**

Change working area position with step displayed in scale step window window.



## **Audio tracks scrollbar**

Vertical scrollbar for audio tracks.

## Video track working area



Video clip appearance depends on clip selection state. If *Draw first and last frames at clip edges* is checked in Video Settings then first and last frame of the clip are displayed. During playback video first video track has priority over second video track.

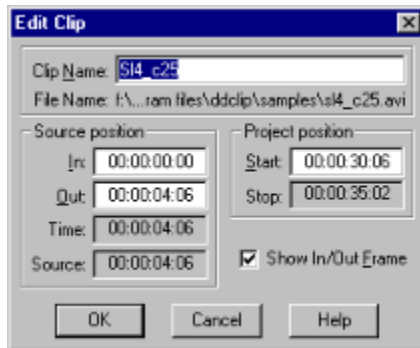
Right-click calls local menu with following items:

- Play clip** playback only this clip.
- Delete clip** delete this clip from track.
- Edit clip parameters** call dialog to edit clip parameters.
- Video editor** launch 'video editor' application with the clip source file name added to command line. 'Video editor' path is defined in Configure external applications dialog.
- Add mark** set place mark at specified position.

Following items replace *Add mark* if local menu called with  cursor:

- Set mark position** call dialog to set mark position.
- Mark name** call dialog to set mark name.
- Remove mark** remove place mark.
  
- Split clip** split clip in two parts at specified position (Edit|Split for details).
- Repeat clip** call repeat clip dialog.
- Clip In is a key frame** indicate that video clip starts from a key frame.
- Clip In to next key frame** move clip *In* position in source file forward to next key frame.
- Clip In to preceding key frame** move clip *In* position in source file back to preceding key frame.
- Cut** cut selected clips to Clipboard.
- Copy** copy selected clips to Clipboard.
- Paste** add all clips from Clipboard to project starting at specified position.
- Insert** split all clips at specified position, shift them and insert clips from Clipboard in this gap. If there is video data then current time and gap width aligns to frame boundaries.

## Edit clip



You can change *Clip Name*, *In* and *Out* positions in source file. *Start* sets clip position in project. While you change *In* or *Out* fields corresponding frame may be displayed in Video window if *Show In/Out frame* is checked; this switch is linked with *Show video* in General Settings and Time Ruler local menu.

## Repeat clip



All parameters max values depends on free space after clip and are interdependent.

*Copy count* sets the number of additional copies.

*Pause* sets duration of pause before each repeated clip.

*Clip* shows duration of clip.

*Period* sets total duration of repeat unit (pause + clip).


*Time* shows total duration of repeated units.

## Video track state window



This window has “solo” and “mute” buttons for [track selection](#).

Icons  and

 shows that the track will be included in or excluded from playback respectively.

Right-click calls local menu with following items:

<b>Name</b>	change name of this track.
<b>Move up</b>	swap this and upper track.
<b>Move down</b>	swap this and lower track.
<b>Double height</b>	display this track with height twice to normal.
<b>Normal height</b>	display with normal height.
<b>Half height</b>	display with half to normal height.
<b>Solo</b>	include this track obligatory (see <a href="#">track selection</a> ).
<b>Mute</b>	switch off this track (see <a href="#">track selection</a> ).


## Midi track working area



Midi clip appearance depends on clip selection state. At clip bottom midi measures are displayed. At position where source file has tempo or time signature change command - the measure, current tempo and source tempo are displayed: “4/4,120[120]”.

Right-click calls local menu with following items:

- Play clip** playback only this clip.
- Delete clip** delete this clip.
- Edit clip parameters** call dialog to edit clip parameters.
- Midi editor** launch ‘midi editor’ application with the clip source file name added to command line. ‘Midi editor’ path is defined in Configure external applications dialog.
  
- Add mark** set place mark at specified position.

Following items replace *Add mark* if local menu called with  cursor:

- Set mark position** call dialog to set mark position.
- Mark name** call dialog to set mark name.
- Remove mark** remove place mark.
  
- Split clip** split clip in two parts at specified position (Edit|Split for details).
- Repeat clip** call repeat clip dialog.
- Tempo** modify clip tempo.
- Clip volume** change clip volume.
- Cut** cut selected clips to Clipboard.
- Copy** copy selected clips to Clipboard.
- Paste** add all clips from Clipboard to project starting at specified position.
- Insert** split all clips at specified position, shift them and insert clips from Clipboard in this gap. If there is video data then current time and gap width aligns to frame boundaries.

## Tempo




The number at bottom of the window shows original source file tempo at specified position. The top number sets new tempo. The tempo of whole clip will be changed in proportion new tempo (at top) to original tempo (at bottom).

## Midi track state window



This window has “solo” and “mute” buttons for [track selection](#).

Icons  and

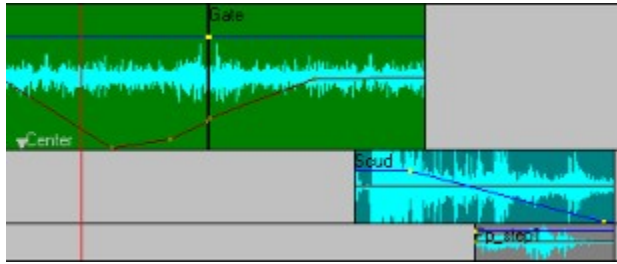
 shows that the track will be included in or excluded from playback respectively.

Right-click calls local menu with following items:

<b>Name</b>	change name of this track.
<b>Double height</b>	display this track with height twice to normal.
<b>Normal height</b>	display with normal height.
<b>Half height</b>	display with half to normal height.
<b><u>Track volume</u></b>	change volume of this track.
<b>Solo</b>	include this track obligatory (see <a href="#">track selection</a> ).
<b>Mute</b>	switch off this track (see <a href="#">track selection</a> ).



## Audio track working area



Project may have up to 16 audio tracks.

Audio clip appearance depends on clip selection state. Sound waveform picture is displayed in light blue color. Volume profile is displayed with blue lines, balance profile - with magenta lines. Profiles key points is drawn in yellow. At one time only one profile is available for editing (active profile). Inactive profile is drawn in dark color (dark blue/dark magenta and dark yellow). Active profile is selected by *Edit volume profile* or *Edit balance profile* commands in Edit menu or Toolbar. If current project is mono then balance profile is not displayed.


Besides volume and balance profiles each audio clip has a general volume and balance levels (clip volume). Each audio track and whole project also have the master volume and balance levels. Volume at each point of clip is a sum (in dB) of volume profile at this point and all master volumes (project master volume, track master volume and clip master volume). The same is true for balance.

Fader dialog contains faders for project and each track master volume and balance.

**Attention!** Maximum volume amplification is 12 dB (4 times). At this points profile touch the top of clip rectangle and stay there while other profile key points may be moved with master volume change. Thus the profile is distorted and mixed signal may not correspond to your expectation. To avoid this watch the clip volume profile - it should not touch top clip edge.

Right-click shows local menu with following items:

<b>Play clip</b>	playback only this clip.
<b>Delete clip</b>	delete this clip from track.
<b><u>Edit clip parameters</u></b>	call dialog to edit clip parameters.
<b>Audio editor</b>	launch 'audio editor' application with the clip source file name added to command line. 'Audio editor' path is defined in <u>Configure external applications</u> dialog.
<b>Add mark</b>	set <u>place mark</u> at specified position.

Following items replace *Add mark* if local menu called with  cursor:

<b><u>Set mark position</u></b>	call dialog to set mark position.
<b>Mark name</b>	call dialog to set mark name.
<b>Remove mark</b>	remove <u>place mark</u> .
<b>Split clip</b>	split clip in two parts at specified position ( <u>Edit Split</u> for details).
<b><u>Repeat clip</u></b>	call repeat clip dialog.
<b><u>Clip volume</u></b>	set master volume and balance of this clip.
<b><u>Set profile volume</u></b>	set profile value at specified position.
<b>Add profile point</b>	add new key point to profile at specified position.
<b>Remove profile point</b>	remove key point at specified position.
<b>Delete profile</b>	remove key points and set default profile - constant volume/balance level.
<b>FadeIn</b>	multiply volume profile to current <u>FadeIn profile</u> from start of clip to specified position.
<b>FadeOut</b>	multiply volume profile to current <u>FadeOut profile</u> from start of clip to specified position.

**Cut**  
**Copy**  
**Paste**  
**Insert**

cut selected clips to Clipboard.

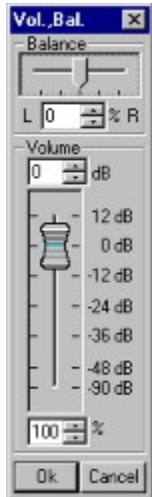
copy selected clips to Clipboard.

add all clips from Clipboard to project starting at specified position.

split all clips at specified position, shift them and insert clips from Clipboard in this gap. If there is video data then current time and gap width aligns to frame boundaries.

## Master volume

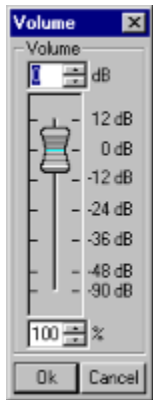
Dialog allows to change master volume and balance levels. It may be called with *Clip volume* from audio clip local menu, *Track volume* from audio track local menu and Command|Master volume for clip, track or project respectively.



## **Set profile volume**

*Set profile volume* command from audio clip local menu allows to change level of volume/balance at specified position. It shows volume level dialog or balance dialog depending on current profile editing mode. Edit|Edit volume profile or Edit|Edit balance profile selects volume or balance profile. Command may be applied to profile key point or horizontal segment of profile. On slanted segment of profile program proposes at first to add new key point at specified position.

## Volume level



## Balance level




## Audio track state window



This window has “solo” and “mute” buttons for [track selection](#).

Icons  and

 shows that the track will be included in or excluded from playback respectively.

Right-click calls local menu with following items:

<b>Name</b>	change name of this track.
<b>Move up</b>	swap this and upper tracks.
<b>Move down</b>	swap this and lower tracks.
<b>Double height</b>	display this track with height twice to normal.
<b>Normal height</b>	display with normal height.
<b>Half height</b>	display with half of normal height.
<b>Locked</b>	display with quarter of normal height. Clips on ‘locked’ track can not be selected and manipulated with mouse.
<b><u>Track volume</u></b>	change volume of this track.
<b>Solo</b>	include this track obligatory (see <a href="#">track selection</a> ).
<b>Mute</b>	switch off this track (see <a href="#">track selection</a> ).

## Place marks

Place marks help on with alignment and synchronization of clips. Place mark works during moving of selected clip(s). It attracts objects and keeps them while object is within predefined distance from place mark. Object type, distance and other alignment parameters are defined in [Alignment Settings](#).


Place mark can be set in [Time Ruler](#) or in clip on a track. Time ruler place mark has fixed 'absolute' project time. Place mark in a clip have fixed 'source file' time, it always moves with the clip, clip resize operations have no effect on it.

When cursor approaches mark it change shape to ; you can drag this mark by left mouse button.

When you drag mark in [Time Ruler](#) you change current time position also.

Time Ruler or clip local menu item may have following items:

**Add mark** set place mark at specified position.

Following items replace *Add mark* if local menu called with  cursor:

**Set mark position** call dialog to set mark position.

**Mark name** allow to set mark name.

**Remove mark** remove place mark.

Place marks may be arranged in groups (up to 9 groups), only one group may be active. *Next mark group* in [Toolbar](#) or [View](#) menu change active group in cycle. Active group number may be set in [Alignment Settings](#) dialog.

Place mark of active group is displayed as solid green triangle. Place mark of inactive group - as solid gray triangle.

**How it works.** Place mark attracts current time position (if this is not switched off in [Alignment Settings](#)).

Suppose you set place mark in Time Ruler. When you drag current time position and distance between it and place mark become less then predefined, the current time position will jump to place mark position.

While distance between cursor and place mark is less then predefined distance then current time will be kept at place mark. In similar ways alignment works with various points in dragged clips. In [Alignment Settings](#) dialog you can select what interacts with place marks: other place marks, edges of clips or mouse position.



### **Clip selection**



Each clip is displayed as rectangle with clip name in top left corner. Rectangle height is equal to track height. Rectangle width is determined by clip duration.



Clip background color corresponds to clip selection state. Clips in current selection group are displayed in dark green. Clips of other groups are displayed in dark blue. Unselected clips are displayed in dark gray.

It may be up to 9 clip selection groups. It is possible to change the number of current clip selection group in Selection Settings dialog or with *Next selection group* command in Toolbar or View menu.

*Delete*, *Move*, *Cut*, *Copy* and some other operations (see Edit menu, Clip management) are applied to all clips in current clip selection group.

### Track selection (active tracks)

Each track has “solo” and “mute” buttons. “Solo” track  always will be included in playback. “Mute” track 

 always will be excluded from playback. If track is not “solo” or “mute”  then it will be excluded from playback while there is any “solo” track.



## File menu

Project files have file name extension TML. Clip collection files have file name extension PRC. Each project has associated clip collection file. Clip collection file may be associated with multiple project files. Save project or open project means both files are saved or opened.

<b>New project</b>	create new (empty) project.
<b>Open project</b>	open project and associated clip collection.
<b><u>Add source file</u></b>	add <u>clip</u> with reference to whole source file content.
<b>Save project</b>	save changes in project and clip collection files.
<b>Save project As</b>	save project into specified project file.
<b>Save All</b>	copy project and clip collection and <b>all source files</b> into one directory.
<b>Export</b>	
<b>AVI</b>	write resulting video and audio data into specified AVI-file.
<b>Wave</b>	write resulting audio data into specified WAVE-file.
<b>Aiff</b>	write resulting audio data into specified AIFF-file.
<b>Exit</b>	exit from application.

Most recently used projects list may be inserted before *Exit* item.

## ***Open clip dialog***

### **Show image.**

This dialog allows to add clip with reference to whole source file content. If called from Project window then except insertion on a track new clip also is added to Clip Collection.

Info area at right displays information about selected source file.

**Preview** button starts playback of selected file.

**Auto preview** enables automatic playback start when selection is changed.

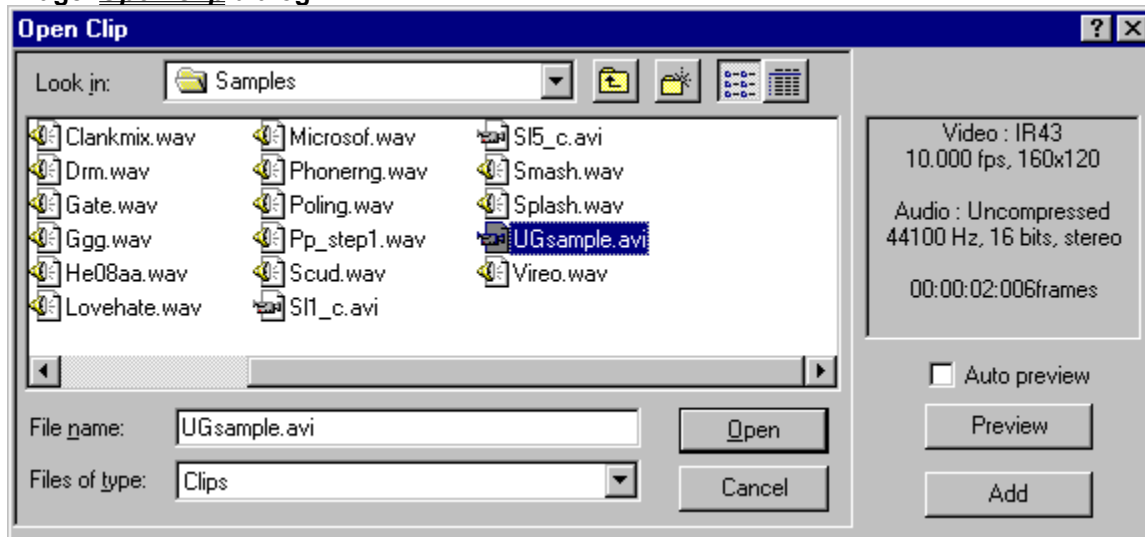
**Add** button appears only if dialog is called from Clip Collection window. It adds clip with selected source file to Clip Collection and does not close dialog.

In Project window dialog became available with **Add source File** commands on **File** menu and *Working Area* local menu (in parts that are not occupied by clips) and also with button on Toolbar.

In Clip Collection window dialog also can be called with **Add source File** commands on **File** menu and local menu of areas, which are not occupied by clips, and with button on Toolbar.

It is also just drag and drop files with multimedia data from Explorer window

Image. Open Clip dialog.



## Edit menu

<b>Undo</b>	cancel last operation, if possible.
<b>Redo</b>	repeat last canceled operation, if possible.
<b>Delete</b>	remove selected clip(s).
<b>Cut</b>	move selected clip(s) to <u>Clipboard</u> .
<b>Copy</b>	copy selected clip(s) to <u>Clipboard</u> .
<b>Copy from file</b>	copy all clips from specified project file to <u>Clipboard</u> .
<b>Paste</b>	add all clips from <u>Clipboard</u> to project at current time position on free tracks.
<b>Insert</b>	split all clips at current time position, shift them to right and insert clips from <u>Clipboard</u> in this gap. If there is video data then current time and gap width aligns to frame boundaries.
<b>Split</b>	split selected clip(s) in two parts at current time. If there is video data then current time aligns to frame boundaries. New clips preserve selection state of original and have their own copy of volume and balance profiles.
<b>Cross fade</b>	for two selected overlapped audio clips apply <u>FadeOut</u> to left clip and <u>FadeIn</u> to right clip in overlapped region.
<b>Edit volume profile</b>	enable editing of volume profile of audio clips.
<b>Edit balance profile</b>	enable editing of balance profile of audio clips (for stereo projects).
<b>Add profile point mode</b>	click adds new point to volume/balance profile of audio clip.
<b>Multiselection mode</b>	click selects/deselects clip.
<b>Select All</b>	select all clips (reset other selection groups).
<b>Deselect All</b>	deselect all clips (reset other selection groups).
<b>Invert selection</b>	select all unselected clips and deselect selected clips in current group.

**DDClip Clipboard**


Clips in Clipboard preserve their relative time position and track number. Each *Cut/Copy* command clears previous Clipboard contents. *Copy/Add* commands from clip collection window add clips to first track only.



### **Add profile point mode**

If *Add profile point mode* is turned on (Toolbar, Edit menu or when **Control** key is pressed) cursor has shape **+**. In this mode each click in audio clip rectangle adds new point to volume/balance profile at specified position.

### **Multiselection mode**

Cursor shape  indicates that *Multiselection mode* is turned on (Toolbar , Edit menu, or **Shift** key is pressed). In this mode following actions invert clip selection state (change selected to unselected and vice versa):

- 1) click on clip - invert this clip selection;
- 2) double click on track - invert selection for all clips on track after specified position;
- 3) press left mouse button and drag - invert selection for all clips touched by or within specified box.

## View menu

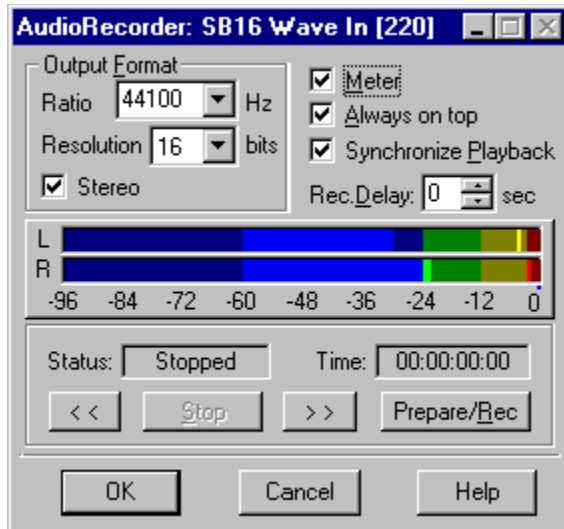
<b>Next mark group</b>	change current <u>mark group number</u> in cycle.
<b>Next selection group</b>	change current <u>clip selection group number</u> in cycle.
<b>Show Video tracks</b>	switch displaying of video tracks.
<b>Show Midi track</b>	switch displaying of midi track.
<b>Show Audio tracks</b>	switch displaying of audio tracks.
<b>Audio tracks height</b>	
<b>double</b>	set double height for all audio tracks.
<b>normal</b>	set normal height for all audio tracks.
<b>half</b>	set half height for all audio tracks.
<b><u>Time in frames</u></b>	display time label as frame counter.
<b><u>Time in SMPTE</u></b>	display time label in SMPTE format.
<b><u>Time in milliseconds</u></b>	display time label in milliseconds.
<b>Zoom In</b>	increment time scale.
<b>Zoom Out</b>	decrement time scale.
<b>Zoom to project</b>	set scale to view whole project.

## Command menu

<b>Play</b>	start playback of current project.
<b>Stop</b>	stop playback.
<b><u>Record audio</u></b>	start audio recorder.
<b>Next frame</b>	set current time position to next frame.
<b>Previous frame</b>	set current time position to previous frame.
<b>Rewind</b>	set current time position to <u>playback start</u> .
<b>Master volume</b>	set project master <u>volume and balance</u> . If the <u>audio meter</u> was opened, the application activates it and sets focus to master volume fader.
<b><u>Normalize audio</u></b>	change project master volume to normalize audio.
<b>Check overflow</b>	mix audio in selected range and show resulting audio volume as color picture in <u>range window</u> . The picture reflects volume according to color thresholds in <u>Audio meter Settings</u> .

## Record audio

Command|*Record audio* requests target file name (press *Save* button to continue when you define file name) and shows audio recorder dialog.



*Ratio*, *Resolution*, *Stereo* select recording audio parameters.

*Meter* controls displaying of input audio volume.

*Always on top* keeps recorder window on top.

*Synchronize playback* turns on playback of current project during recording. Play command will be issued with *Record* button press.

*Rec.Delay* sets time between click on *Record* button and start of recording.

*Status* shows current state of recorder: Stopped, Recording or Pause.

*Time* shows time position in recording file.

<< or >> buttons rewind to begin or forward to end of recording file. The end of recording file is the end of last recording fragment.

*Prepare/Rec* button makes preparations for recording process. After that label changes to *Record*.

*Record* button starts recording.

*Stop* button stops recording.

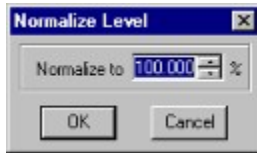
To record next fragment press *Prepare/Rec* button.

*OK* button closes dialog and inserts the written file in project and clip collection.

*Cancel* button closes dialog and deletes written file.

## Normalize audio

Command|*Normalize audio* requests maximum output audio level and adjust project master volume.



The program mixes selected range and finds max. volume. Project master volume is adjusted to a value at which resulting max. volume will be equal to specified level.

This command does not change volume/balance profile, clip or track master volume. It changes only the project master volume.

**Attention!** Maximum volume amplification is 12 dB (4 times). Thus, the program can not normalize file with maximum level less than 25%. Second, if resulting amplification for clip sample exceeds 12 dB then mixed signal may not correspond to your expectation. To avoid this watch the clip volume profile - it should not touch top clip edge.

## Range menu

Time range is a user defined time interval used in many operations. It is displayed and may be redefined in [Range Window](#).

Commands operate on clips within range and on part of clips within range if range bound crosses clip.

<b>Zoom in range</b>	zoom working area to selected range bounds.
<b>Include all clips</b>	range will cover all clips except clips on switched off tracks
<b>Copy...</b>	
<b>all tracks</b>	copy clips from all tracks to Clipboard.
<b>active tracks</b>	copy clips from <u>active</u> tracks to Clipboard.
<b>Cut...</b>	
<b>all tracks</b>	cut clips from all tracks to Clipboard and shift to left all clips at right.
<b>active tracks</b>	cut clips from <u>active</u> tracks to Clipboard and shift to left clips on <u>active</u> tracks at right.
<b>Clear...</b>	
<b>all tracks</b>	remove clips from all tracks.
<b>active tracks</b>	remove clips from <u>active</u> tracks.
<b>FadeIn...</b>	
<b>all tracks</b>	apply <u>FadeIn profile</u> to clips on all tracks.
<b>active tracks</b>	apply <u>FadeIn profile</u> to clips on <u>active</u> tracks.
<b>selected clips</b>	apply <u>FadeIn profile</u> within range only to <u>selected clips</u> .
<b>FadeOut...</b>	
<b>all tracks</b>	apply <u>FadeOut profile</u> to clips on all tracks.
<b>active tracks</b>	apply <u>FadeOut profile</u> to clips on <u>active</u> tracks.
<b>selected clips</b>	apply <u>FadeOut profile</u> within range only to <u>selected clips</u> .

## Tools menu

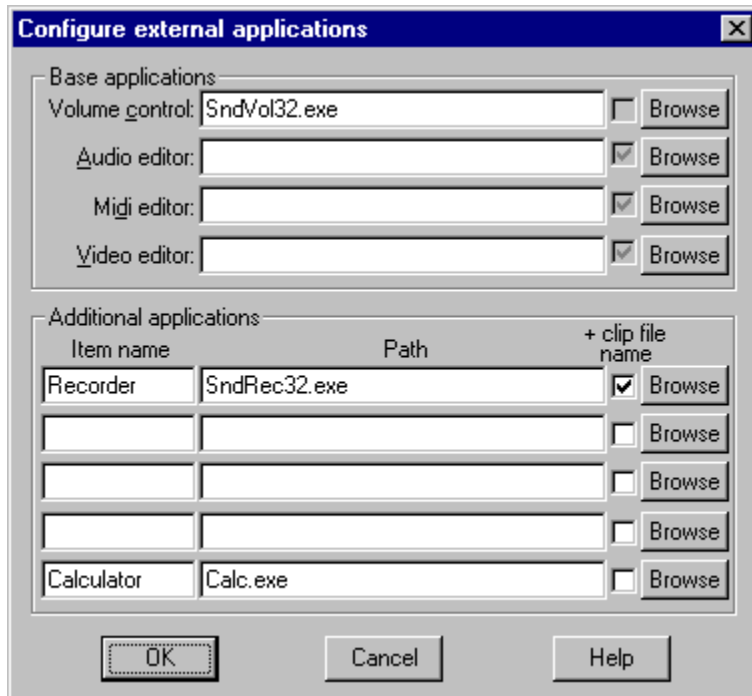
Each menu item launches corresponding application defined in Configure external applications dialog.

<b>Volume control</b>	start 'volume control'.
<b>Audio editor</b>	start 'audio editor'.
<b>Midi editor</b>	start 'midi editor'.
<b>Video editor</b>	start 'video editor'.
<b>ToolName1</b>	start corresponding tool. ToolName corresponds
...	...
<b>ToolName5</b>	...
<b><u>Configure</u></b>	call Configure external applications dialog.



## Configure

Tools|*Configure* command calls dialog to set what applications correspond to items in Tools menu.



*Path* contains path to external application.

+ *clip filename* control whether to add clip source file name to application command line.

*Browse* button allows to select application.

## Options menu

**Settings...**

show project settings dialog.

**Fade profile**

show fade profile dialog.

**Font for time mark**

choose font for displaying time code label.

**Font for clip name**

choose font for displaying clip name.

**Clip name color**

choose color for displaying clip name.

**Save Options**

safety program settings save.

## Settings

Settings in Toolbar or Options menu call dialog with following tabs:

<b><u>General</u></b>	general parameters.
<b><u>Audio</u></b>	audio/midi parameters.
<b><u>Video</u></b>	video parameters.
<b><u>Troubleshooting</u></b>	troubleshooting options.
<b><u>Audio meter</u></b>	audio meter parameters.
<b><u>Alignment</u></b>	alignment and place marks.
<b><u>Selection</u></b>	selection parameters.
<b><u>Save</u></b>	saving and autosaving parameters.
<b><u>Colors</u></b>	color settings for various elements.
<b><u>Summary</u></b>	color settings for various elements.

## General Settings

**Settings** [?] [X]

Alignment | Selection | Save | Colors | Summary

General | Audio | Video | Troubleshooting | Audio meter

**Project Limits**

Project Size: 00:00:10:000

Audio Track number: 4

**Undo**

Undo/Redo depth: 100

**Scrubbing**

Show Video

Play Audio

Min. 0.100 sec

Max. 1.000 sec

Auto-scroll rolls

**Playback**

Start playback from Current time position

Prompt before playback video

Repeat playback: 1 times

Hide cursor during playback

Enable solo/mute control during playback

OK Cancel Apply Help

## Audio Settings

**Settings** [?] [X]

Alignment Selection Save Colors Summary

General **Audio** Video Troubleshooting Audio meter

**Output Format**

Ratio 44100 Hz

Resolution 16 bits

Stereo

**Optimization**

Buffer size 1.000 sec

Playback through file

Waveform Fine

**Devices**

Output SB16 Wave Out [220]

Input SB16 Wave In [220]

Midi MIDI Mapper

OK Cancel Apply Help

## **General Settings**

### Show image

*Project size* sets duration of the whole project.

*Audio track number* sets number of available audio tracks.

*Undo/Redo depth* sets the number of Undo/Redo operations.

“*Scrubbing*” group parameters refer to changing of current time in Time Ruler.

*Show video* enables drawing of current frame on videoplayer.

*Play audio* enable audio scrubbing with left mouse button dragging.

Sound playbacks in small pieces of *Min.* duration. If during the small piece playback current time is changed then next piece starts from new current time position. While current time do not changes audio plays piece by piece up to *Max.* duration; at *Max.* duration it loopbacks from current position. In other words, *Min* value sets the minimal duration of playing; if mouse is stopped when next piece playing is started, duration will be *Max.*

*Auto-scroll rolls* changes scrolling mode of working area. When current time mark is dragged outside Time Ruler the working area automatically shifts. If auto-scroll rolls switch is turned on then working area slides smoothly while left mouse button is pressed outside Time Ruler. Else when current time mark reach the working area edge the working area shifts at a step. It looks like at in this moment time mark and associated cursor jumps back from the shifted edge.

*Start playback from current time position* turns on “VTR playback” mode. In this mode command “Play” starts playback from current time position. Command “Stop” do not changes current time position. When this switch is turned off the Playback Start and Duration windows define playback start position. “Stop” restores current time position to one before playback.

*Prompt before playback video* control whether first frame of video will be displayed and confirmation will be asked.

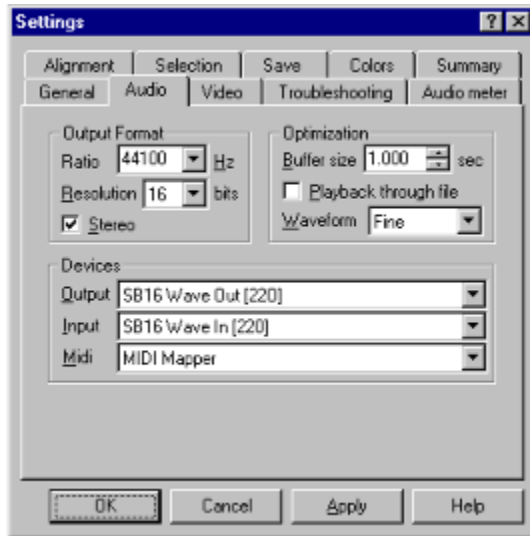
*Repeat playback* sets playback repeat count for command “Play”.

*Hide cursor during playback* – if checked current time mark will not be drawn over project tracks. Current time line will be drawn in Time Ruler window only. This option reduce system load during playback.

*Enable solo/mute control during playback* allows dynamically include/exclude audio tracks from mixing during playback.

## Audio

Settings|Audio tab.



“*Output Format*” group.

*Ratio* defines audio ratio of the current project. The first opened audio file determines a project ratio. You can type in any ratio or select predefined standard ratio from list. If you change the project ratio then all clips with audio will be removed from project. *Change sound parameters* dialog request confirmation to clear audio tracks.

*Resolution* selects number of bits per sample for current project.

*Stereo* turns on stereo mode for current project.

“*Optimization*” group of settings allows to tune parameters to power of your PC.

*Buffer size* sets premix buffer size. In particular, premix buffer size determines delay when track volume is dynamically changing during playback.

*Playback through file* turns off real time audio mixing. In this mode audio tracks will be preliminary mixed in temporary file before playback. DDClip has optimized preliminary mixing algorithm. Only changed part of the project will be remixed on next play. Option available in DDClip FULL version.

*Waveform* controls a quality of waveform pictures, which are displayed on audio clips. Better picture takes more resources and may slow down application for complex projects on some computers. Try decrease or turn off picture.

“*Devices*” group lists allow to select devices:

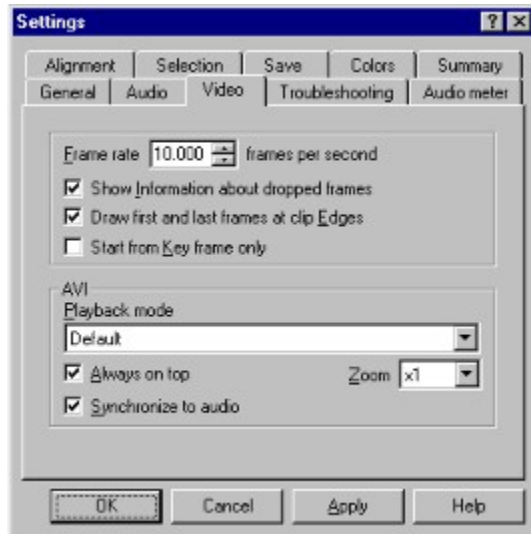
*Output* - for playback audio (WAVE format).

*Input* - for recording audio (WAVE format).

*Midi* - for playback music (MIDI format).

## Video

Settings|*Video* tab.



*Frame rate* sets project video frame rate.

*Show information about dropped frames.* During playback some video frames may be dropped. When this box is checked dropped frame information will be displayed in dialog window after playback.

*Draw first and last frames at clip edges* turn on drawing of first and last frames at left and right edges of each video clip.

*Start from Key frame only.* Video in AVI-files may have not only key frames. If video clip starts not from key frame then during playback first frames of this clip (up to next key frame) may be drawn with a noise in Video window. Those frames will be drawn with red border. When this switch is checked application prevents from setting of clip left edge (time In) at not key frame. In any case exported AVI-file will have correct video data.

*Playback mode* list selects mode of decompressing and drawing video data:

*Full screen* - video codec decompresses and draws frames on external monitor or full screen.

*Decompress directly to window* - video codec decompresses and draws frames directly in Video window.

*Decompress and then draw* - video codec only decompresses frames and DDClip draws them in "Video" window.

*None* - DDClip will not playback video.

*Default* - DDClip tries to find playback mode for codec starting from *Full screen* mode.

Video codec may not support some of playback modes.

*Always on top* keeps Video window always on top.

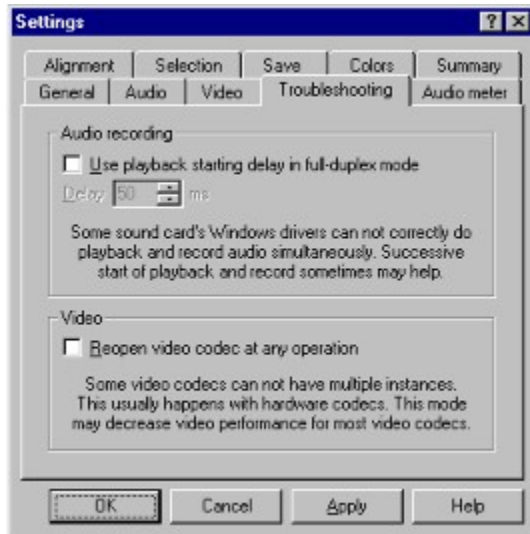
*Synchronize to audio* turns on synchronization of video playback to audio playback. In this mode at audio playback delay a next video frame will have same delay.

*Zoom* list selects scale factor for Video window.



## Troubleshooting

Settings|*Troubleshooting* tab.



Some sound card's Windows drivers can not correctly do playback and record audio simultaneously. Successive start of playback and record sometimes may help.

*Use playback starting delay in full-duplex mode* turns on this mode.

*Delay* sets delay duration in milliseconds.

*Reopen video codec at any operation.* In this mode video codec is reopened at each access. This allows to work correctly with hardware video codecs such as one for miroVideo DC20.

Attention! This mode may decrease video performance for most video codecs.

## Audio meter

Settings|Audio meter tab.



Audio volume indicator is used in *Audio Recorder* and *A.Meter(Faders)* dialogs. **Check overflow** on Range Window local menu also utilizes associations between volume level and its color representation.

“*Thresholds*” group sets correspondence between audio volume level and color on indicator. Delimiting values may descend from 0 dB to -96 dB. Intervals can not overlap.

**Meter Size** defines an audio volume range presented on indicator. Top value is always ‘absolute’ digital 0 dB.

**Peak hold** enables display of peak mark (thin color band). See also

**Always on top** keeps audio meter/faders window always on top.

“**Labels**” group control appearance of text labels.

**Automatic** display value in dB as label text and set reasonable distance between labels. Otherwise up to 10 pairs **Volume** – **Name** can be defined.

“**0**” **position** defines position of label “0” for automatic text labels. Note that zero shift, or ‘0.000’ value is used by default.

## Alignment

Settings|*Alignment* tab.



*Align current time position to the nearest frame* turns on alignment of current time position and left edge of moving clips to the nearest video frame.

*Attract current time position to place marks* enables interaction of current time position with place marks.

*Active group number* selects group of place marks which will be active. Other groups became inactive.

*Distance* defines radius (in pixels) around place mark at which objects are automatically caught.

*Attract to place marks* defines which objects will be caught by place marks during moving of selected clip(s):

*None* - nothing,

*Marks inside active group* - active group marks interacts with each other only,

*Mouse position* - cursor position aligns to marks of active group. When cursor remains within catching range, selected clip(s) are not moved.

*Leftmost edge* - leftmost edge of selected clips aligns to marks of active group,

*Rightmost edge* - rightmost edge of selected clips aligns to marks of active group,

*Left edges* - left edge of each selected clip aligns to marks of active group,

*Right edges* - right edges of each selected clip aligns to marks of active group,

## Selection

Settings|*Selection* tab.



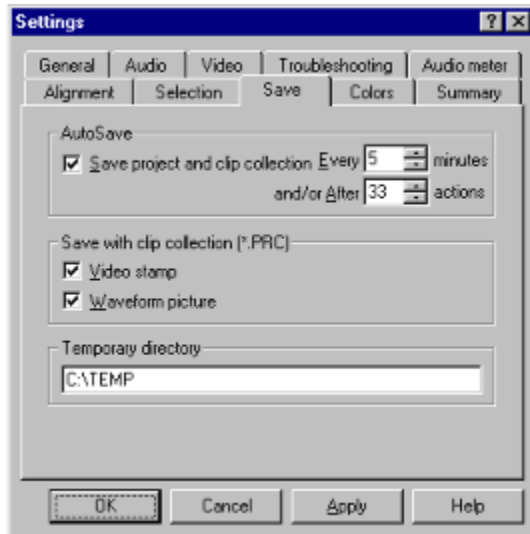
*Active group number* sets active clip selection group number. Other groups became inactive.

*Exclusive "Solo"*. In this mode if track is marked as "solo" then only this track will be included in playback.

**Do not drag current time position.** If is not set current time position line is dragged, when time range is defining in *Range Window*.

## Save

Settings|Save tab.



*Save project and clip collection* turns on saving of current project and clip collection at specified period and/or after specified number of project changes.

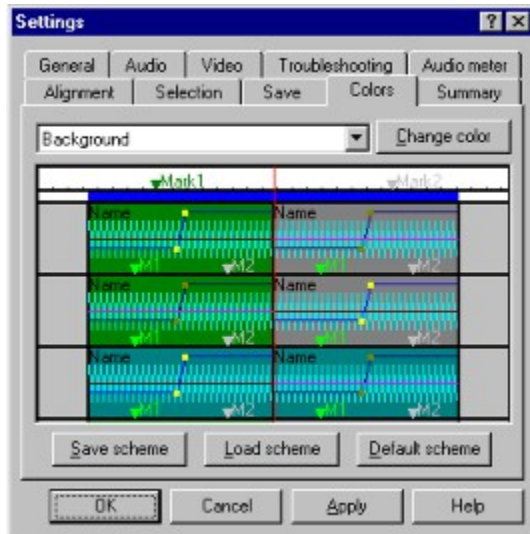
*Video stamp* turns on saving stamps for each video clip in clip collection.

*Waveform picture* turns on saving picture of waveform for each audio clip in clip collection.

*Temporary directory* defines directory for auto-save files and preliminary mixing file. Read/Write access to this directory is required.

## Colors

Settings|Colors tab.



**Change color** calls standard dialog, where new color can be set for item from list. Color settings are reflected in picture. Item also can be selected by click in picture. It is possible to keep mouse button pressed and move around with cursor.

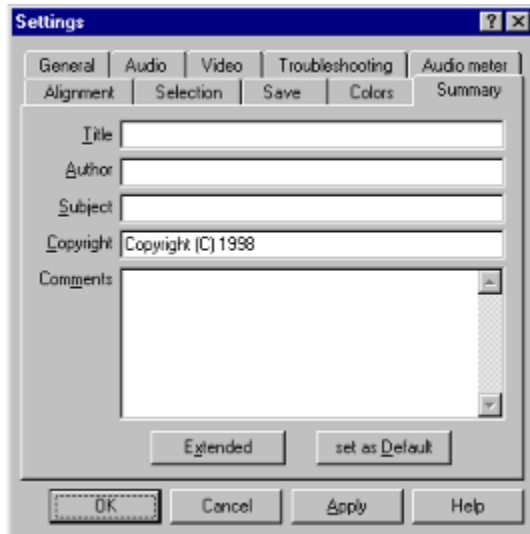
Colors combination can be stored in files that by default have .CLT extension. To save settings click **Save scheme**, then select directory and type a name.

**Load Scheme** allows to restore previously saved colors combination.

**Default scheme** reset to predefined colors.

## Summary

Settings|*Summary* tab.



Various information fields can be embedded in exported audio and video data files (File|**Export** command in Project window). Some of these fields can be edited in this dialog. All fields are available in Extended Summary dialog.

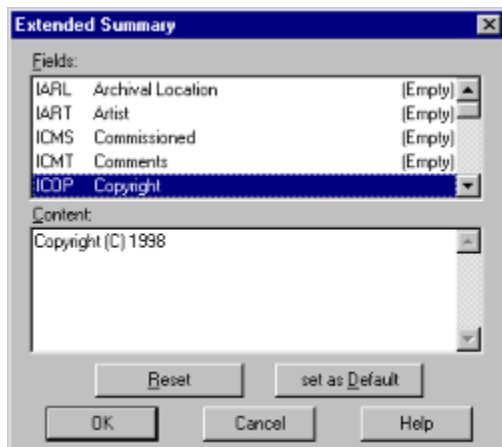
Non-empty fields will be included in output. Text string with up to 255 characters can be entered as field value. Two additional fields are always saved. One is a name of software package "DDClip V2.23 Multitrack Audio and Video Editor". Another is a creation date in YYYY-MM-DD format; for example, "1998-05-01", if file is exported on first of May 1998.

Extended calls Extended Summary dialog.

**Set as Default** button allows to save **all** currently defined fields for later usage as default settings for new created projects.

## Extended Summary

Dialog can be called from Summary panel in Settings dialog.



Presented non-empty information fields will be embedded in exported audio and video data files (File Export command in Project window). Some of these fields are also available in Summary panel of Settings dialog. Two additional fields are always saved. One is a name of software package “DDClip V2.23 Multitrack Audio and Video Editor”. Another is a creation date in YYYY-MM-DD format; for example, “1998-05-01”, if file is exported on first of May 1998.

Each field is presented by its short name and human readable name. If field has no associated text string, it has “(Empty)” at the right in list box. Text string with up to 255 characters can be entered as field content.

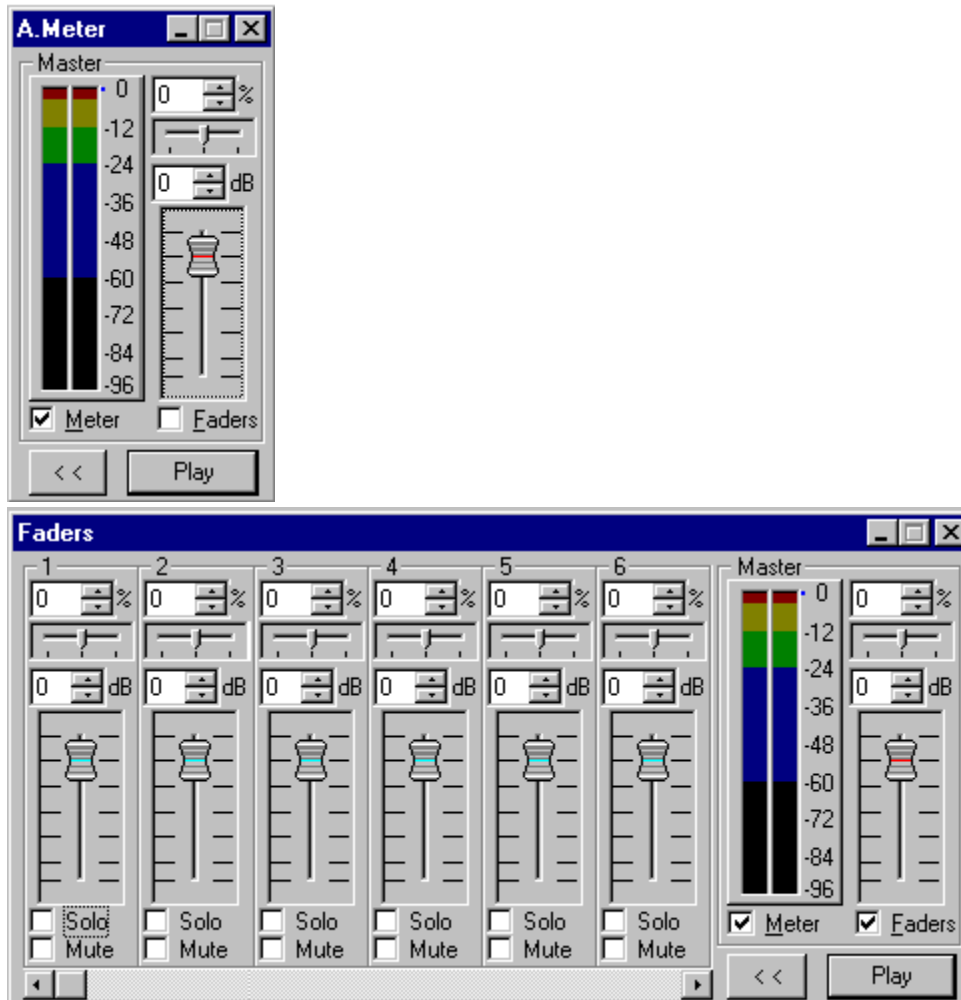
**Reset** clears summary info.

**Set as Default** button allows to save all currently defined fields for later usage as default settings for new created projects.



## Audio meter (faders)

Command Window|*Audio meter (faders)* activates audio meter window. Meter window may be shown as **A.Meter** or **Faders**:



**A.Meter** contains output volume indicator, which displays current volume during playback audio.

Indicator is divided into 5 intervals. Output audio volume within each interval is painted in Dark Blue, Blue, Green, Yellow and Red color consequently. Intervals bounds can be changed in [Audio meter settings](#). Thin line marks maximum peak volume (if *Peak hold* is enabled). This mark is cleared at playback start. Mouse click at indicator clears this mark also.

Vertical fader controls project master volume. Horizontal fader controls project master balance.

*Meter* box enables monitoring output audio volume on indicator.

*Faders* box adds faders at left side.

**Faders** contains all elements described above and track faders with [solo/mute buttons](#).

Track numbers are displayed at top.

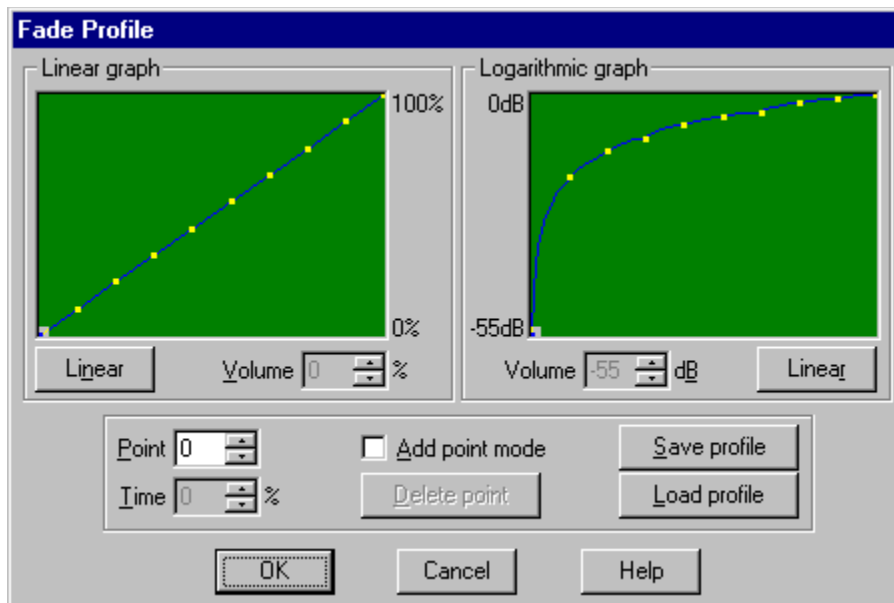
Dialog contains 6 tracks. If current project has less then 6 tracks excessive faders will be grayed. If project has more then 6 tracks scroller at bottom allows to select which 6 tracks will be displayed.

You can dynamically change project and track volume and balance during playback.  
Attention! Changes will always have predefined delay. This delay depends on premix buffer size.

## Fade profile

FadeIn and FadeOut commands multiply current volume profile of clip(s) by fade profile. Profile scales to specified time interval. CrossFade command is equivalent to FadeOut in first clip and FadeIn in second.

The *Fade profile* command of Options menu shows fade profile dialog. This dialog specifies FadeIn profile. FadeOut profile is time reversed FadeIn profile.



The dialog shows fade profile in linear and logarithm scales. Between adjacent points profile has linear interpolation (in logarithmic scale it looks like a bend). When cursor approaches key point it change shape to **+**. Click selects key point, selected key point surrounded by pink square. To move point - press left mouse button and drag. Key point can not be placed before and below previous point and after and above next. First and last points can not be moved.

*Linear* buttons set points equidistantly in corresponding scale.

*Volume* - allow to set volume of selected point in corresponding scale.

*Point* - allow to change selection to point with specified number.

*Time* -allow to set time of selected point.

*Add point mode* allows to add key points to profile. Each click in profile window adds new key point.

*Delete point* deletes selected point from profile.

*Save profile* saves current profile into file (\*.FPR).

*Load profile* loads profile from file.

## Window menu

- Clip Collection** show Clip Collection window.
- Audio meter (faders)** show audio meter window.
- Video** show video preview window if possible.




























## Help menu

**Project window description** show project window description.  
**Clip Collection window description** show clip collection window description.  
**Overview** show DDClip overview.  
**Contents** show contents of the help.  
**Using help** show help topic about using help in Windows.  
**About** show information about DDClip authors.



## Toolbar

Toolbar is a row of buttons at the top of the project window. Toolbar represents application commands. Clicking one of the buttons is a quick alternate to choosing a command from the menu. Buttons on the toolbar activate and deactivate according to the state of the application.

<u>Button</u>	<u>Action</u>	<u>Menu Equivalent</u>
	Create new (empty) project	<u>F</u> ile  <i>New project</i>
	Open project and associated clip collection	<u>F</u> ile  <i>Open project</i>
	Save changes in project and clip collection files	<u>F</u> ile  <i>Save project</i>
	Save project into specified project file	<u>F</u> ile  <i>Save project As</i>
	Add <u>clip</u> with whole file content to project and clip collection	<u>F</u> ile  <u>O</u> pen <i>source file</i>
	Show clip collection window	<u>W</u> indow  <i>Clip Collection</i>
	Set current time to start of playback range	<u>C</u> ommand  <i>Rewind</i>
 Play	Start playback of current project	<u>C</u> ommand  <i>Play</i>
	Stop playback	<u>C</u> ommand  <i>Stop</i>
	Set current time position to previous frame	<u>C</u> ommand  <i>Previous frame</i>
	Set current time position to next frame	<u>C</u> ommand  <i>Next frame</i>
	Start audio recorder	<u>C</u> ommand  <i>Record audio</i>
	Cut selected clips to Clipboard	<u>E</u> dit  <i>Cut</i>
	Copy selected clips to Clipboard	<u>E</u> dit  <i>Copy</i>
	Paste clips from Clipboard	<u>E</u> dit  <i>Paste</i>
	Insert clips from Clipboard	<u>E</u> dit  <i>Insert</i>
	Cancel last operation, if possible	<u>E</u> dit  <i>Undo</i>
	Repeat last canceled operation, if possible	<u>E</u> dit  <i>Redo</i>
	Split selected clips in two parts at current time	<u>E</u> dit  <i>Split</i>
	Enable editing of volume profile	<u>E</u> dit  <i>Edit volume profile</i>
	Enable editing of balance profile	<u>E</u> dit  <i>Edit balance profile</i>
	Switch on add profile point mode	<u>E</u> dit  <i>Add profile point mode</i>
	Switch on multiselection mode	<u>E</u> dit  <i>Multiselection mode</i>
	Mix audio and show resulting volume as colored picture	<u>C</u> ommand  <i>Check overflow</i>
	Change current mark group number in cycle	<u>V</u> iew  <i>Next mark group</i>
	Change current selection group number in cycle	<u>V</u> iew  <i>Next selection group</i>
	Increment time scale	<u>V</u> iew  <i>Zoom In</i>
	Decrement time scale	<u>V</u> iew  <i>Zoom Out</i>
	Change project settings	<u>O</u> ptions  <i>Settings</i>

