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macXware™ MediaEdit Pro™ User Guide for Macintosh

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Welcome to MediaEdit Pro

Welcome to the macXware™ MediaEdit Pro™ application, a premiere movie and graphic editing tool that works like a painting program. Add stunning special effects and transitions to your movies, mix and enhance audio tracks, and edit and paint multiple or individual image frames.

Designed specifically for moviemakers, amateur photographers and new creative artists, MediaEdit Pro will introduce you to the world of movie and picture magic and help create professional looking, impressive media projects.

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You can register online at **www.macxware.com**. For more information about registering a macXware product, please visit our website at www.macxware.com.

Installing MediaEdit Pro

Insert the MediaEdit Pro CD-ROM in your CD-ROM drive. Once the CD-ROM icon appears on the Desktop, double click on it to launch the Welcome Screen. You can double click on the icon that says "Install MediaEdit Pro" to launch the installer. Follow the on-screen installation instructions.

For Mac OS9 computers, follow the same procedure as above but click on the "OS9 Installer" icon instead.

Customer Support

The web address for macXware is **<http://www.macxware.com.asp>** on the Internet. You can access general customer service, product information, frequently asked questions (FAQ's) and technical support on this website. For additional support or specific customer service related questions, you may also mail, telephone, fax or email. The hours of operation are 9:00 am to 5:00 pm, Eastern Time (EST), Monday through Friday.

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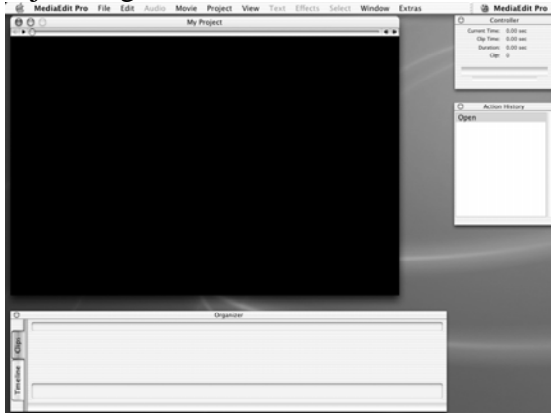
Introduction

Getting Started with MediaEdit Pro

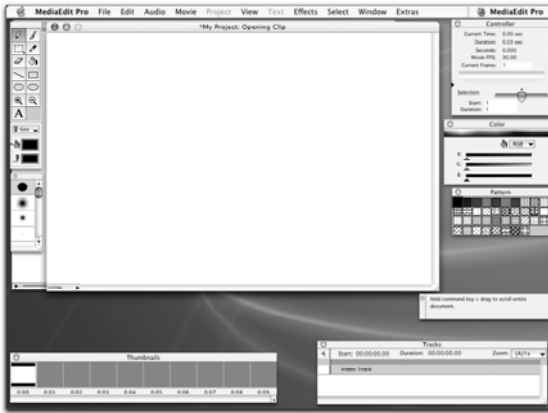
A step-by-step guide to creating your movie. Please refer to the Table of Contents for specific subjects.

MediaEdit Pro has four powerful working environments:

Project Organizer:



Movie Editor:



Movie Viewer:

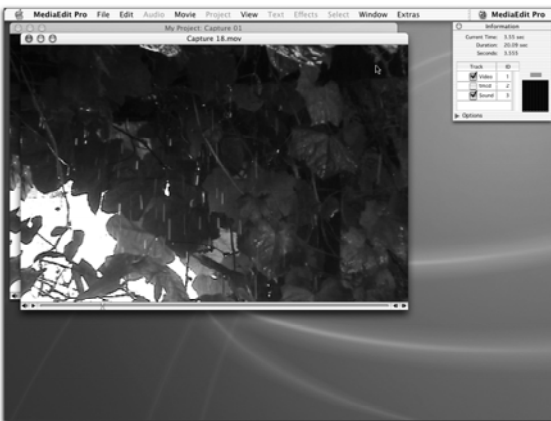
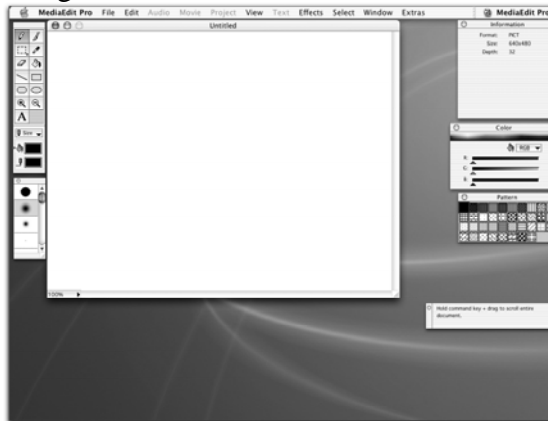


Image Editor



Project Organizer – Your movie organizing environment; here you may edit, name, and arrange your clips.

Movie Editor – Your movie editing environment; here you may modify your clips.

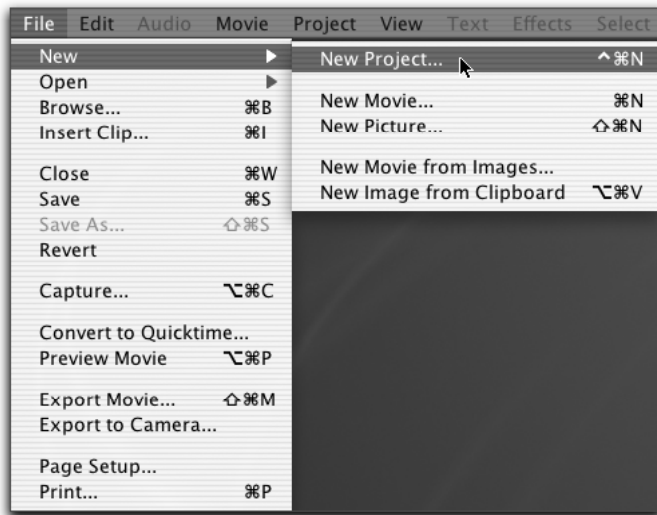
Movie Viewer – Your movie theatre; here you may view or preview your movies.

Image Editor – Your image editing environment; here you may modify your images.

1. Beginning MediaEdit Pro

1-1. Creating the movie project

First we need to create and save a project.

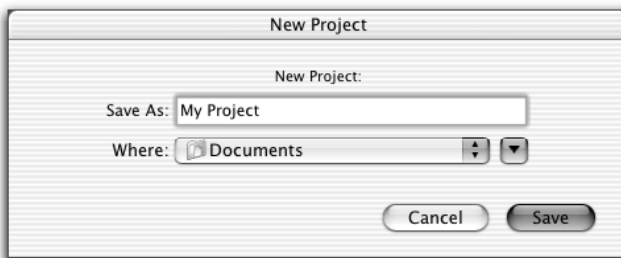


To Do this:

- Choose menu:

File → New Project...

After choosing the menu, we need to set a name and location to create the project.



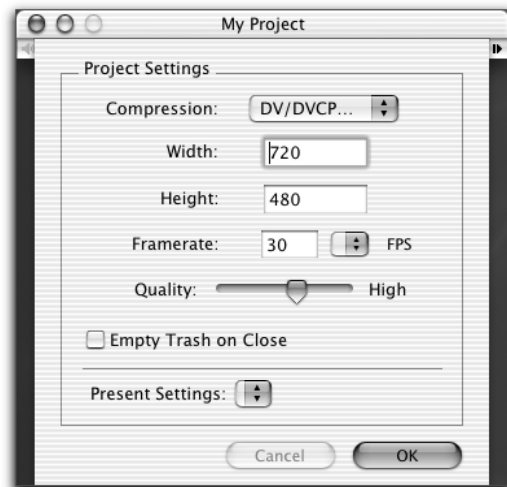
From this window, you can choose where to create your project.

To Do this:

- Set a location to create the project folder.

- Change the project name and click **Save**.

After creating your project, the project settings window will open:



From here, we can set the type of **compression** your project will use for video. For DV-NTSC, select the compressor with DV & NTSC. Most televisions manufactured in the United States uses the NTSC format. Other regions of the world, such as Europe, may use the PAL format.

Refer to your DV (digital video) camera's manual to determine the type of format it uses.

There are a variety of compressors you may use; for best results, use the compressor with the highest possible quality for editing, then export it later with another compressor.

Input the **size of the movie** you want for the width and height.

Set the **frame rate** to any whole number rate. For DV-NTSC, leave it at 30 FPS (frames per second); set it to 25 FPS for DV-PAL. You may export it later with the appropriate drop-frame time code (i.e. 29.97 FPS for NTSC).

*For internet movies, it is recommended that the frame rate is no more than 15 FPS.

Set the movie to your desired quality. Higher quality movies tend to have lower performance and playback rates on lower end machines. For DV (digital video) home movies, it is best to set the quality to Medium.

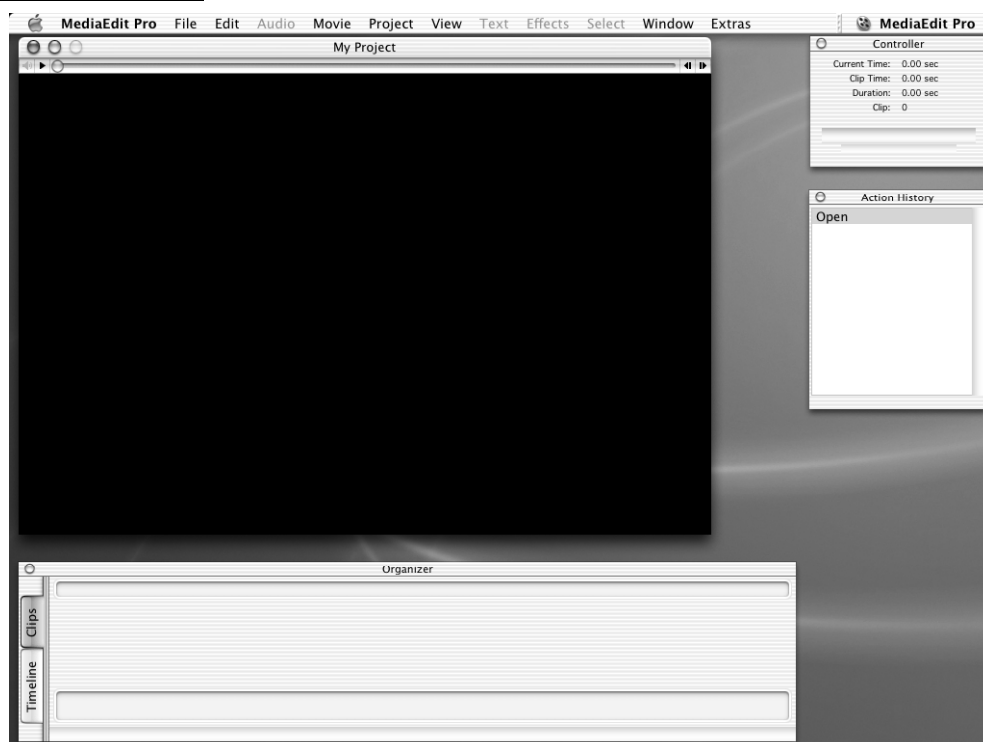
By checking the **Empty Trash on Close** option, all the unused clips in your project will be deleted when you close the project window. *To be safe from accidental deletion of clips you are not using, but may still want, leave this option unchecked.* You can empty your project's trash can manually by choosing the menu: *Project → Empty Trash...*

Present Settings allows you to easily choose a format with its recommended frame rates, size, quality, and compressor.

To Do this: Press **OK** to save the settings and begin working on your new project!

1-2. The Project Organizer

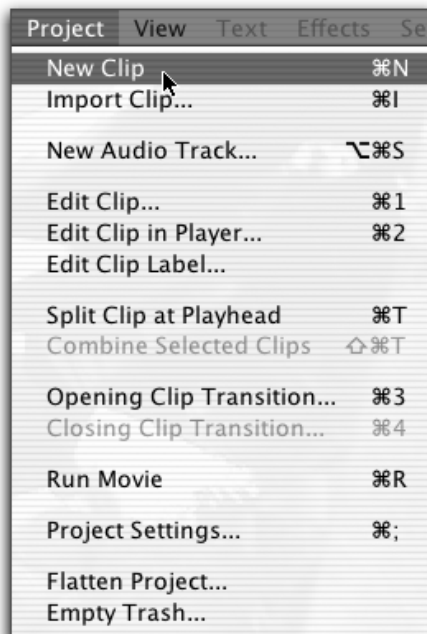
Tip:
Use the left & right arrow keys to step through the movie. Hold the command key while pressing these arrow keys to step by seconds.



The Project Organizer consists of 4 main windows:

- Movie Viewer (top left)
 - This window views and plays your project.
 - Drag the controller beneath the video to navigate.
- Clip Organizer (bottom)
 - The organizer has two views:
 - Clips
 - This view organizes your movie in clips
 - You can drag and drop to reorganize clips
 - Timeline
 - This view organizes your movie in a timeline
 - You can drag within the timeline to navigate
- Controller (top right)
 - The controller shows information about your project such as position and duration.
 - Use the scroll bars to navigate throughout your project
 - The smaller scroll bar below can be used to navigate by clips
- Action History (mid right)
 - The Action History shows a list of every action you have performed on your project since it was last opened
 - Click on an action to go back to that state. The further below the list, the newer the action.

1-3. Creating Clips

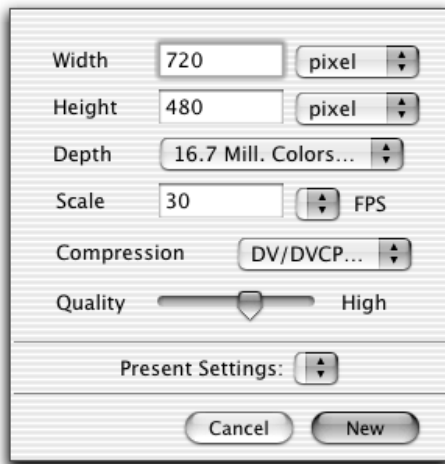


Let's add new clips to our new project:

To Do this:

- Choose menu: *Project* → *New Clip*

The following window will appear after selecting New Clip on the menu:



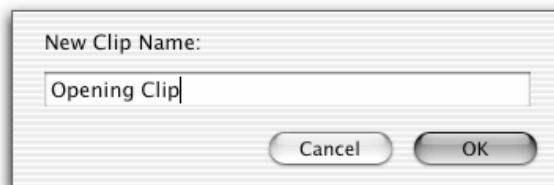
These are the settings for your new clip. The settings shown on your screen are your default project settings, but they can be changed to your own specifications.

***Depth:** The amount of colors your movie will support.

Now, let's continue creating your new clip.

To Do this: Click *New* to create the new clip.

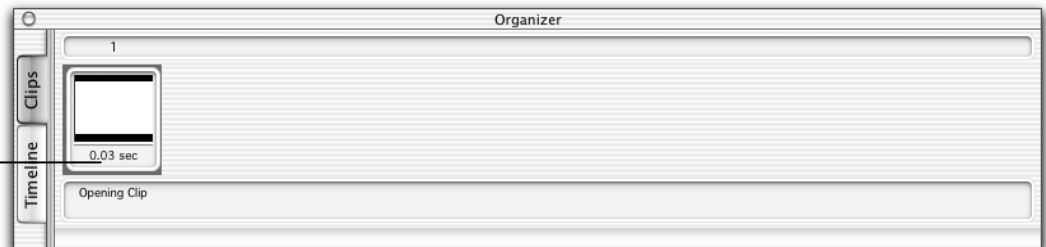
Next, you will need to name your new clip that you have just created:



To Do this:

*Enter a desired name for the clip and click on **OK**.*

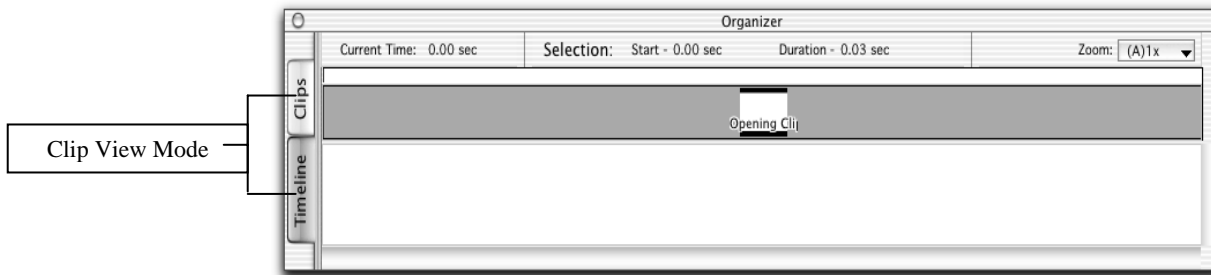
Tip:
When set to clip view,
you can set it to
display the duration or
current time of the clip
by control clicking
within the clip time.



This is the Clip Organizer. The new clip that you have just created has now been added to the clip organizer.

1-4. A peek into the Clip Organizer

By clicking on Timeline, you can switch the view of your project from clip view to time view:

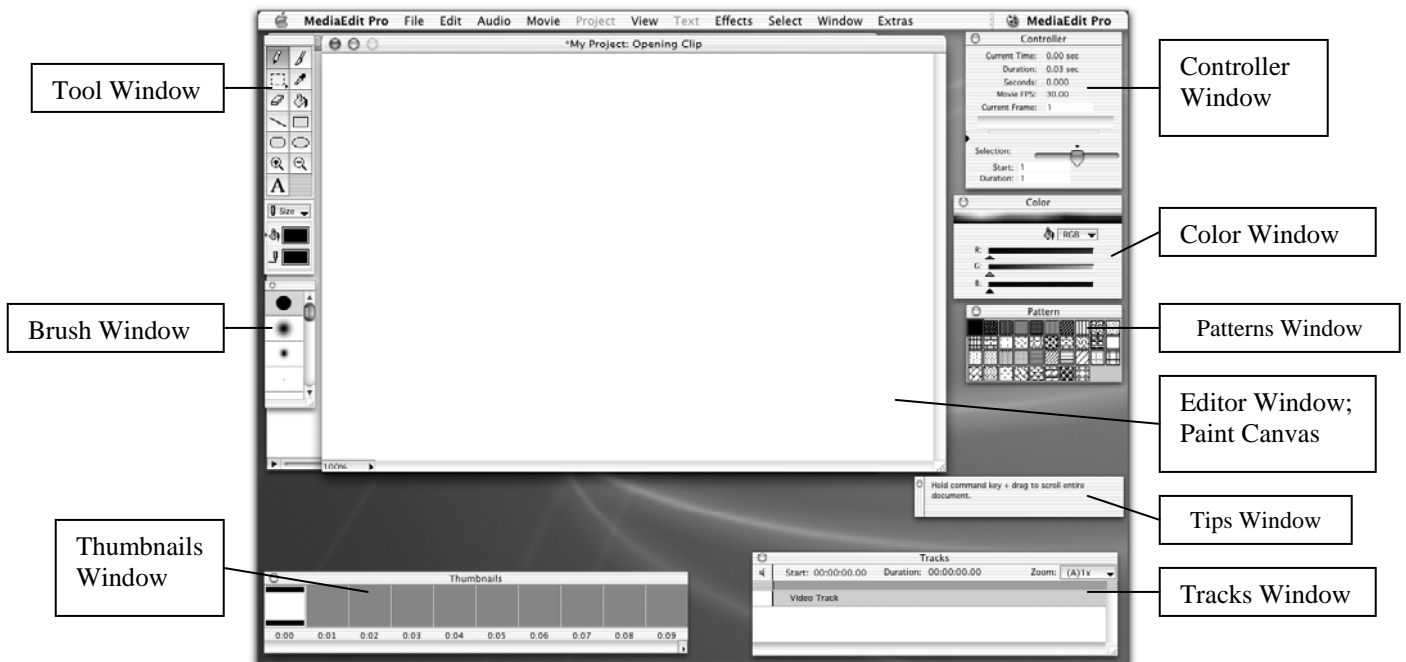


By double clicking a clip, we can now edit it in the movie editor.

1-5. Editing a Clip from the Project Organizer using the Movie Editor

To Do this: Double-click on your new clip in either Clip or Timeline view in the Clip Organizer to *edit your new clip*.

After double-clicking your new clip, the movie editor will open:

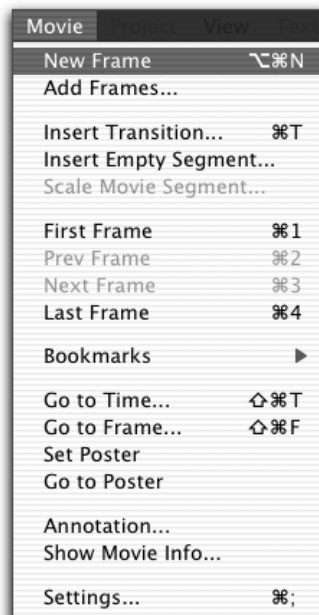


From within the movie editor, you can begin modifying your clips with the standard painting tools.

- The Tool Window (top left) provides all the tools you need for drawing on your movie.

- The Brush Window (mid left) lets you modify and change the current brush and eraser tools.
- The Color Window allows you to change the current line or fill color to use when drawing.
- The Patterns Window lets you change the texture of your fill color.
- The Editor Window (center) contains the paint canvas for modifying your movie clip with the tools.
- The Controller Window (top right) allows you to navigate throughout different frames in your movie. Below the navigational scrollbar, there are two arrows (forming a diamond) that can be dragged apart from each other to form a selection on a movie segment. It also shows information about your movie including current time, duration, frame, and movie segment selection.
- The Thumbnails Window gives you a preview of what's in your movie. You can navigate to different sections of your movie by clicking on any thumbnail. On the bottom right of the window, there is a button with an arrow that opens up a menu for setting the view mode of thumbnails. You can change it to view frames by seconds, minutes, hours, etc.
- The Tracks Window is a very important tool; it is a mini timeline of your movie clip. From this window, you may drag within the small space above the video track to navigate throughout your clip. You can hold the shift-key and drag out a selection on your clip to edit or delete a particular movie segment. The selection can be used to edit both video and audio tracks individually. We'll discuss more about the tracks window as we progress further in the manual.

1-6. Adding frames to your movie



Before we begin, make sure you have your clip opened in the movie editor.

Now let's add a frame to your movie clip.

To Do this: Choose menu: *Movie* → *New Frame*

You should now have 2 new frames in your movie clip. Check this by clicking the right arrow on the scrollbar in the controller window (pressing the right arrow key on your keyboard also moves you to the next frame).

Now let's add multiple frames to your movie clip.

To Do this: *Choose Menu: Movie → Add Frames...*

The following dialog box should appear allowing you to set the number of frames to add:



To Do This:

- Change the value to the amount of frames you want to add. (Let's try around 90, or 3 seconds. Divide the number of frames by your movie's frame rate to get the time in seconds)
- Click **OK**.

Wait for the progress window to add the frames.

Now you should notice that the amount of frames you inputted has been added to your movie clip.

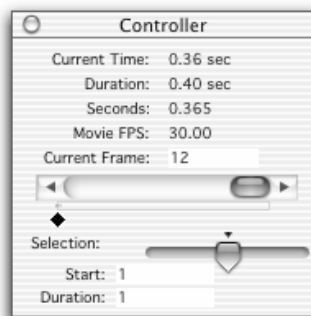
1-7. Selecting a movie segment in the Movie Editor

Before we can edit or draw/paint on your movie, you must learn how to select segments from your movie clip.

There are several ways to select a segment of your movie in MediaEdit Pro:

1. Select a Segment Using the Controller Window:

Tip:
By holding down the control-key or turning on the Caps Lock, you can preserve the movie selection segment as you navigate.



Under the navigational scroll bar, there is a small area with a diamond below it.

To Do this:

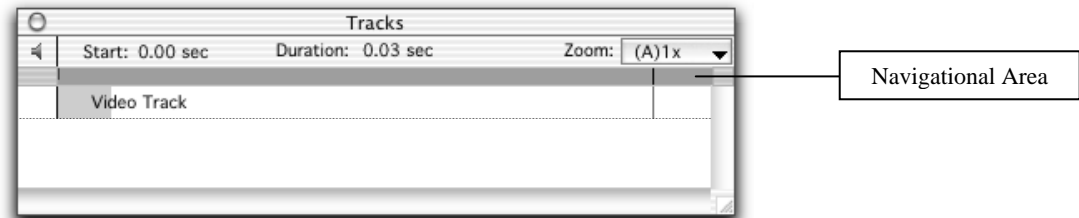
Drag the right half of the diamond to the right.

You will notice that the area below the navigational scroll bar darkens. This darkened area represents the selected segment of your movie clip,

Dragging each triangle allows you to expand or contract the selected movie segment a certain direction.

The area labeled **Selection** (with the **Start** and **Duration** fields) shows information about the currently selected movie segment. Changing the start and duration values (expressed in frames) will change the selected movie segment. To change the selection, input a value and hit the return key.

2. Select a Segment Using the Tracks Window:



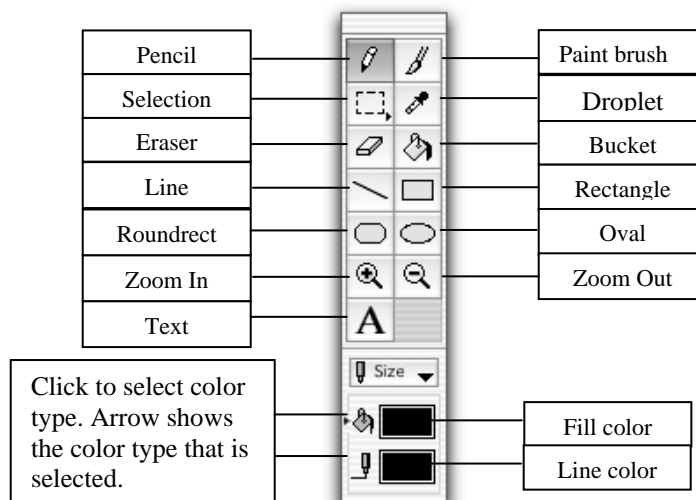
By holding the shift-key and dragging within the **Navigational Area**, you can drag out a selection on a segment of your movie. This window also shows the selection start and duration in seconds.

3. Select a Segment by just using the Shift-Key

Change the movie's selected segment by holding down the shift-key as you navigate using either the keyboard arrow keys, the Tracks Window or the Controller Window.

To Do this: Drag out a selection on a segment of movie using one of the above methods over frames 5 to 9 (start at frame 5 and drag out a duration of 5 frames).

1-8. The Painting Tools



MediaEdit Pro uses the familiar painting tools found in modern day graphic editing programs. Each tool can be used to paint on multiple frames within a selected movie segment. To use a tool, first select it and then click or drag within the paint canvas.

- **Pencil Tool** - draws a pencil stroke with a single solid color.
- **Paint Brush tool** - draws a brush stroke using the selected brush in the Brush Palette.
- **Selection Tools** - selects a portion of the Paint Canvas to apply transformations or effects.
 - It contains the following **selection tools**:
 - **Rectangle Marquee**: selects a rectangle region.
 - **Oval Marquee**: selects an oval region.
 - **Magic Wand**: selects a group of closely related colors.
 - **Lasso**: selects a region that you can draw out.
- **Droplet Tool** - picks up a color in the paint canvas.
- **Eraser Tool** - removes unwanted parts of your graphic using the selected brush.
- **Fill/Bucket Tool** - fills an area with the current selected color.
- **Line Tool** - draws out a line with the current line size and line color.
- **Rectangle Tool** - draws out a rectangle with the current line size and line color.
- **Roundrect Tool** - draws out a rounded rectangle with the current line size and line color.
- **Oval Shape** - draws out an oval with the current line size and line color.
- **Zoom In Tool** - zooms in closer to the graphic
- **Zoom Out Tool** - zooms out from the graphic
- **Text Tool** - Draws Text. Drag a rectangle to create a region for the text to lie within.

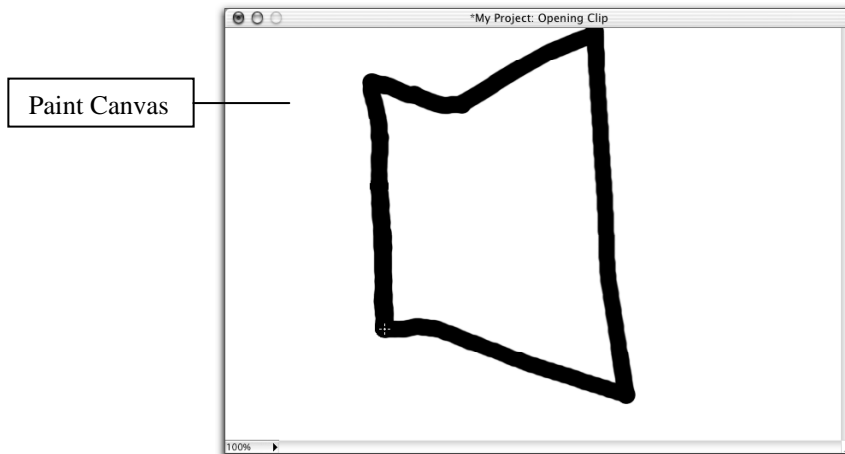
*The line size is the size of lines or borders drawn around shapes.

MediaEdit Pro has two types of color: the Fill Color and the Line Color. The Fill Color is the color used for filling an area/shape and painting. The Line Color is used for lines and borders.

By clicking on the bucket or pen next to the Fill and Line Colors, you can change the selected color. The selected color has an arrow next to it, and can be changed by either **clicking within the color box next to it then choosing a color from a color picker**, using the droplet tool or changing the color in the Color Window.

1-9. Modifying Movie Selections using Painting Tools

You can use a painting tool by selecting the tool in the Tool Window and using it within the paint canvas:



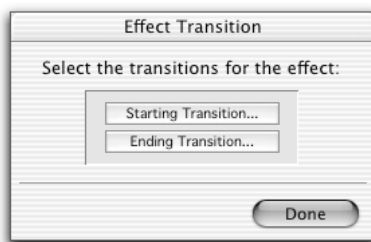
The brush tool is used to draw painting strokes within your movie.

To Do this:

- *Select the brush tool.*
- *Draw a shape within the paint canvas.*

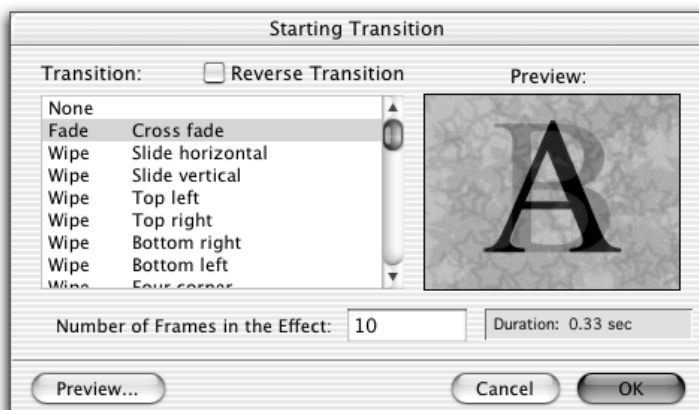
With a movie segment selected, you should see a progress window processing each frame of the movie selection after modifying the movie's graphic.

After applying effects to a selected movie segment, the following dialog box should appear:

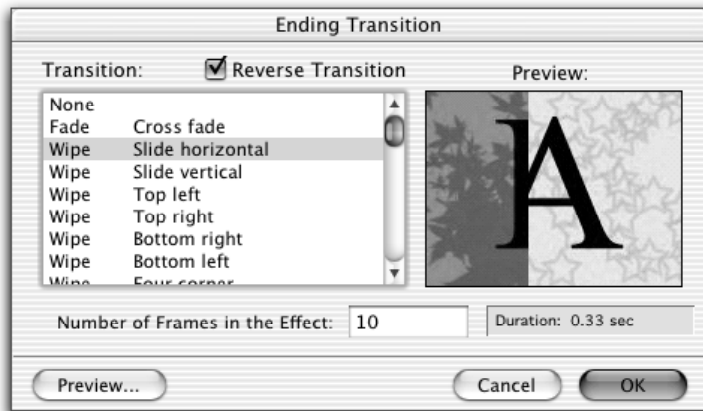


This window allows you to set a transition for the changes made to the movie's graphic. Pressing **Done** without making changes will render the changes without transitions.

If you want to add transitions to your changes, click on the transition type.



The Starting Transition is the transition effect from the previous movie graphic to the new movie graphic you just modified.



The Ending Transition is the transition effect from the new movie graphic you just modified to the previous movie graphic.

The list on the left is the list of transitions you may use. The **Number of Frames in the Effect** is the number of frames the transition will use in your movie. The box to the right of that shows the duration of the current transitions in seconds. *Be sure the total starting and ending effect is shorter than the selected movie segment, otherwise the transitions will leak to other unselected frames in your movie!*

The **Reverse Transition** option allows you to apply the transition in reverse motion. The ending/closing transition usually have the reverse option set.

You may preview your transition by clicking **Preview**.

To Do this:

- Open the Starting Transition.
 - Select a transition.
 - Set the number of frames to be in the transition.
 - Click **Preview** to see your transition.
 - If satisfied with the preview, click **OK**.
- Open the Ending Transition.
 - Select a transition.
 - Set the number of frames to be in the transition (*Be sure that the total frames in both transitions are no longer than your selected movie segment*).
 - Click **Preview** to see your transition.
 - If satisfied with the preview, click **OK**.
- Click **Done** in the Effect Transition window to add your changes to the movie with the transitions.

1-10. Using the Movie Editor to edit your clip

The edit menu provides a number of valuable editing tools.



- **Cut Movie** – Deletes the selected segment of your movie and puts it onto the Clipboard
- **Copy Movie** – Copies the selected segment of your movie onto the Clipboard
- **Copy Normal** – Copies the selected graphic without the extra mask onto the clipboard (use this option to copy pictures onto the clipboard to be used in other applications)
- **Paste** – Pastes the contents of the clipboard into the movie. If it is a picture, it will paste a picture on the paint canvas. If it is a movie segment, it will insert the movie segment into the current movie position.
- **Clear Movie** – Deletes the selected movie segment (same as pressing the Delete key).
- **Clear** (if a graphic selection is available) – Deletes the selected graphic.
- **Select All** – Selects the entire graphic region of the movie.
- **Deselect** – Deselects the selection of graphics or the selected movie segment.
- **Don't Edit Audio** – Check this menu to edit the audio separately from the movie. If this option is checked, editing the movie with will not touch the audio tracks.
- **Select Entire Movie** – Selects the entire movie from start to finish.

To Do this:

- Select the segments with the changes you made in the previous section.
- Choose menu: *Edit → Clear Movie (or press the delete key)*

You will now notice that the selected frame has been deleted.

To Do this:

- Choose menu: *Edit → Select Entire Movie*
- Choose the rectangle marquee selection tool from the tool window.
 - Drag an area within the paint canvas.

This selection outlined with the “marching ants” is the **selected graphic**. You may apply any effect to the **selected graphic** from the Effects menu. When multiple frames are selected (or when a selected movie segment is present), the filter will apply the effect you choose to all frames in the selected movie segment.

Let's now fill in the entire graphic region of the entire movie with black.

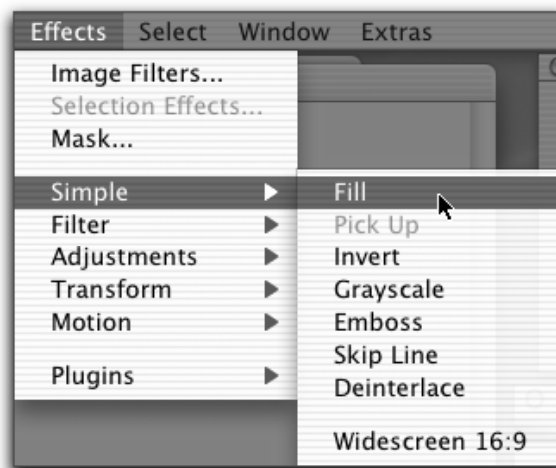
First we need to select the entire graphic region:



To Do this: Choose menu: *Edit* → *Select All*

You should now see that the graphic selection goes to the entire region of the paint canvas.

Change the fill color from the tools palette or the color window to black (if not already set).



Now we will apply the fill filter. This filter will fill the selected graphic with the current fill color.

To Do this:

Choose menu: *Effects* → *Simple* → *Fill*

Wait for the progress to finish rendering the effect. When the effect transition window opens, press **Done** because we don't need transitions in this example since we want the movie to be all black.

1-11. Adding text to your movie using the Movie Editor

Now we will add a title to your entire movie clip:

To Do this:

- Make sure the movie selection is still over the entire movie clip; if not, select the entire movie by choosing menu: *Edit* → *Select Entire Movie*.
- Select the text tool from the tool window.

To Do this:

- With the text tool, drag a big enough area to fit a title in the center of your video. (we can worry about placement later on):



When the text editor window appears, go ahead and type in a title of your choosing.

To Do this:

Input a title of your choice into the text box.

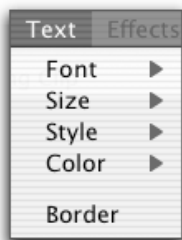
You will now notice that the paint canvas will update the text you inputted.



To Do this:

- Select all the text by dragging a selection over all of your text within the text box (or by choosing the menu:

Edit → Select All).



With the text selected, we will now be able to change its font, size, style, color, and even add a border.

Let's begin by changing the text color to white. **Do this:**

- Go to menu: *Text → Color*

- Here you'll see a list of preset colors. Find the color white and choose it.

You will now notice that your text has changed to white.

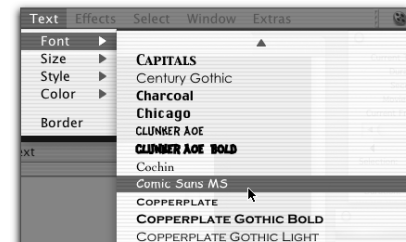
You may also change the color by clicking the bottom left box in the text editor window:



Now let's change it to a better font and size:

To Do this:

- Go to menu: *Text → Font*
 - Under the *Font* sub menu is a list of fonts.
 - Select the font you would like for the title:
- Go menu: *Text → Size*
 - Select a large text size so that the title is easy to read; in our example, size 72 is big enough.



You can change the other settings of the text from the Text menu. Once you are finished, press *OK*.

Your text should now be selected (outlined with marching ants). Now let's move your text elsewhere.



To Do this:

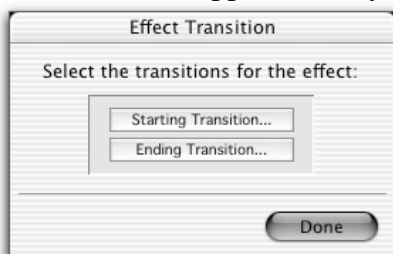
- Move the mouse over your text until it changes to a hand.
- Drag it and center it on the paint canvas.

Once you have it in place, we need to add the title to the selected movie segment by deselecting.

To Do this:

Choose menu: *Edit → Deselect* (or click outside the selected graphic to deselect)

Wait for the rendering to finish. After the rendering is complete, the Effect Transition window should appear. Here you can set a transition for the title appearing or closing:

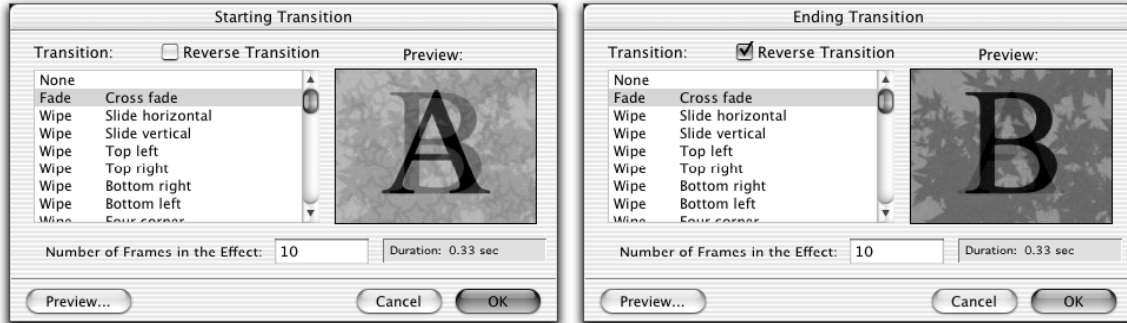


Now let's set the title appearing and closing transition to fade.

To Do this:

- *Open each transition and change the transition to Cross Fade, (or you can set it to something else if you like).*

Your settings should look something like this (again be sure your transitions do not have more frames than the selected movie segment):

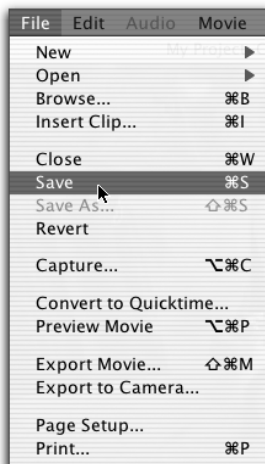


Press **Done** in the Effect Transition window when you are done.

You have now added a title to your clip! You can play your clip by moving to the beginning of your clip and pressing the space key (or from the menu: *View → Play*).

In the Project Organizer, you can also play the movie by pressing the space bar. To play from the menu, choose menu: *Project → Run Movie*

1-12. Saving your movie or project



You can save your movie or project by choosing the menu:
File → Save

To Do this:

- *When in the Movie Editor, save the movie by choosing
File → Save*

To Do this:

- *When in the Project Organizer, save the project by choosing the
menu: File → Save*

1-13. Importing video from a DV (digital video) camera

Before we can begin recording, you need to connect the DV camera to the FireWire port on your computer. Turn on your camera and set it to the VCR mode (refer to the camera's manual if you need help setting the camera to its VCR mode).

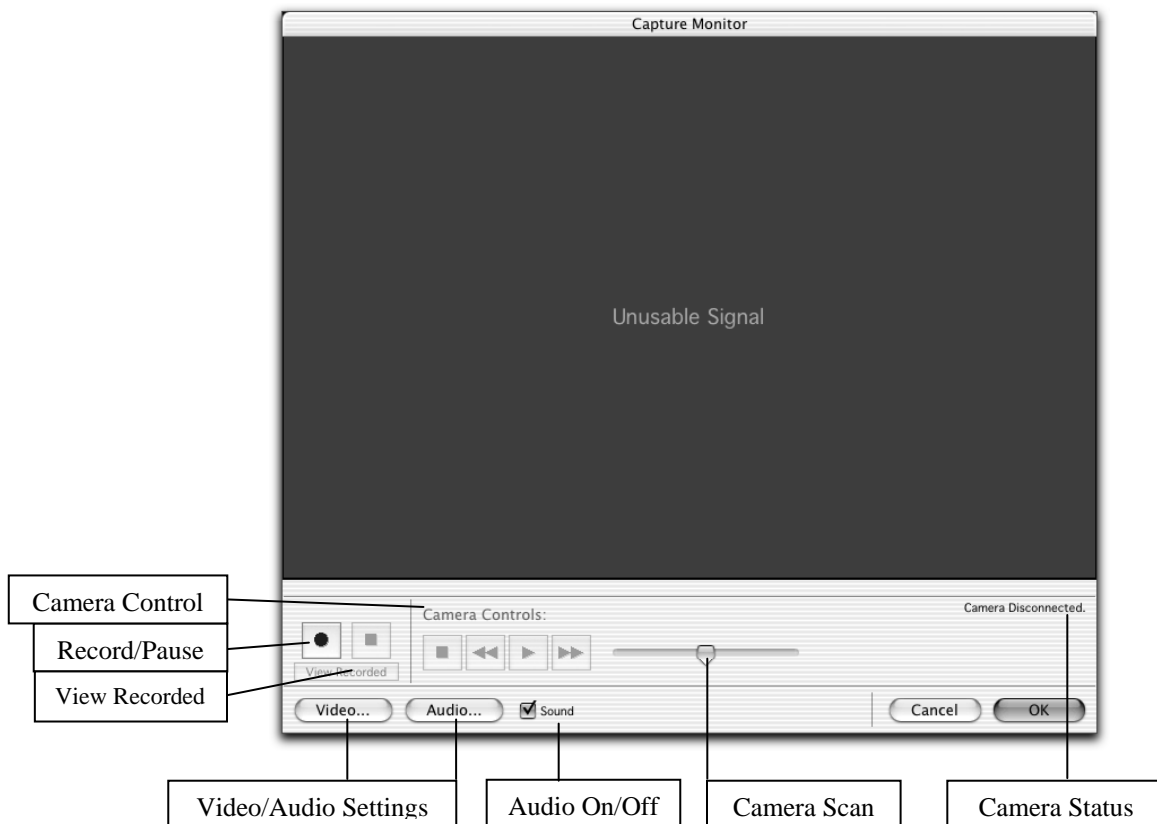
Make sure you are in the Project Organizer with a project already opened; otherwise, open your project. You may also open a movie with the Movie Editor instead.



To Do this:

- Choose Menu: *File* → *Capture*

The capture window should open:



This is the capture window. The function of the capture window is to import clips into your movies or projects from your DV camera.

Camera Control – This group of controls is used to control your camera. It contains the buttons: Stop, Rewind, Play, and Fast Forward.

Camera Scan – This allows you to control the scanning speed of the camera forward or backwards.

Camera Status – Shows whether a camera is connected or not. An unsupported camera would show as disconnected.

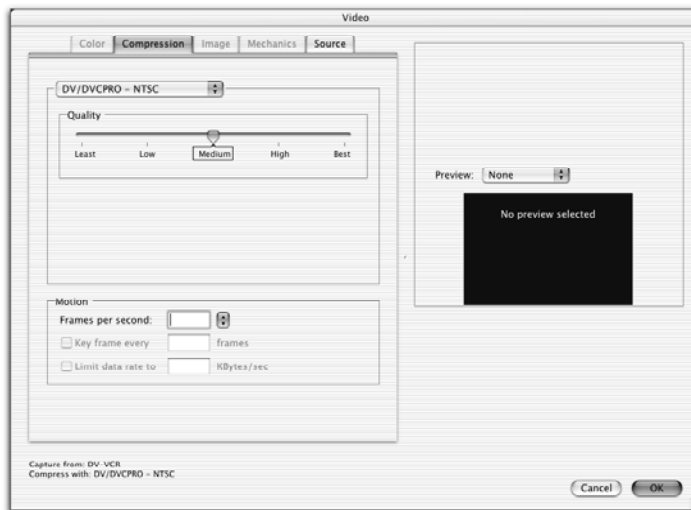
Record/Pause – Click this button to begin recording from the connected DV camera. If the recording is already in progress, click this button to pause the recording.

View Recorded – Clicking this button will view the previous recording in the monitor. If the previous recording is already being viewed, clicking this button will hide the previous recording.

Audio On/Off – This check box enables or disables the recording of audio. Check this option to enable audio recording.

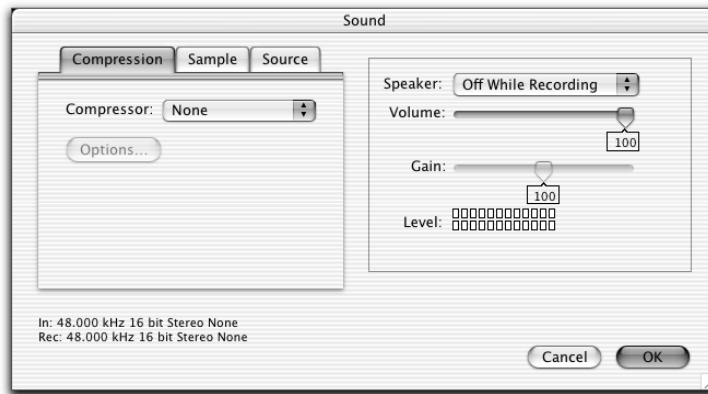
Video/Audio Settings – Click these buttons to view the import settings for each item:

View Settings:



This is the video settings dialog box. You may change the video import compression, adjust the image, and change video input source from this window.

Audio Settings:

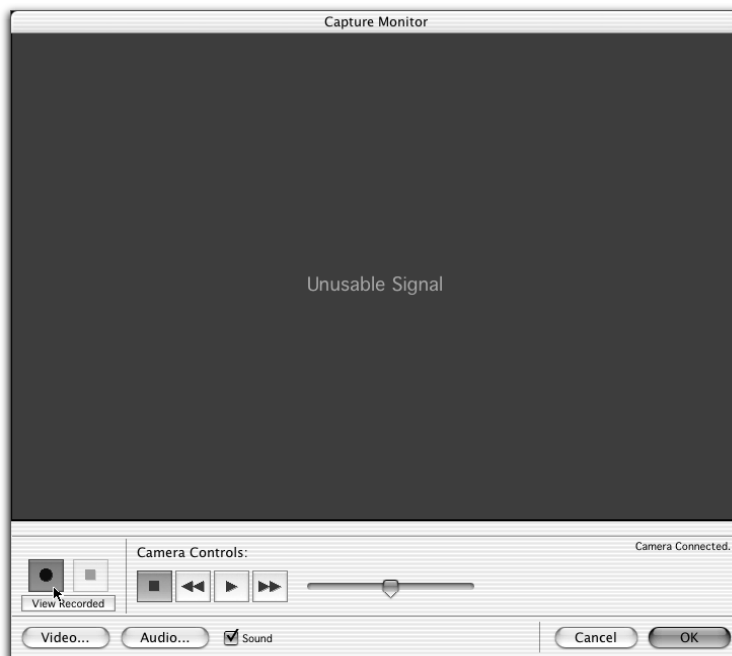


This is the audio settings dialog box. You may change the audio import compression, sample settings, and audio input source from this window.

Check all the video & audio settings to make sure they are what you want. Make sure that all the settings match your camera's settings; otherwise there may be performance or compatibility problems. If you do not want to record audio, uncheck the **Sound** check box.

Use the **Camera Controls** to change the camera's VCR position to the position you want to begin recording. Make sure to move it back a few seconds from the part you actually want to record to make sure it gets recorded—we could always edit that part out later.

Once set, let's start recording!

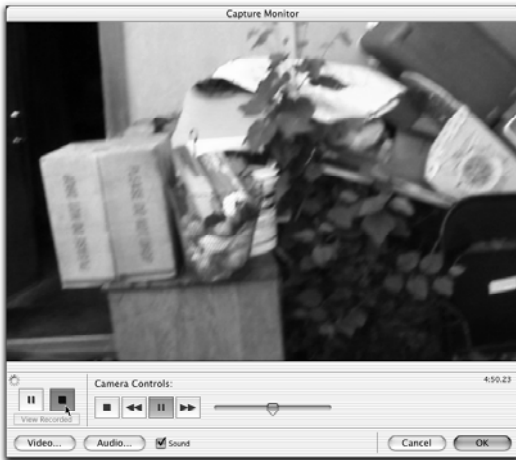


To Do this:

- Move the mouse over the record button and click to begin recording from your DV (digital video) camera.

If the video on the monitor is very jerky, don't worry; this is perfectly normal. The highest priority is given to importing the video onto your hard drive, not displaying it.

Once you have successfully recorded the video and audio from your camera, press the **Stop** button to stop recording:



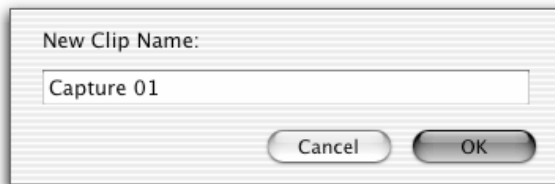
You may save the captured clip to any location you want on your hard drive by saving from the menu.

To save the clip to another location, choose menu: **File** → **Save**, otherwise press the **OK** button to import the recorded clip to your movie or your project.

To Do this:

- Press the **OK** button to add the recorded clip to your project.

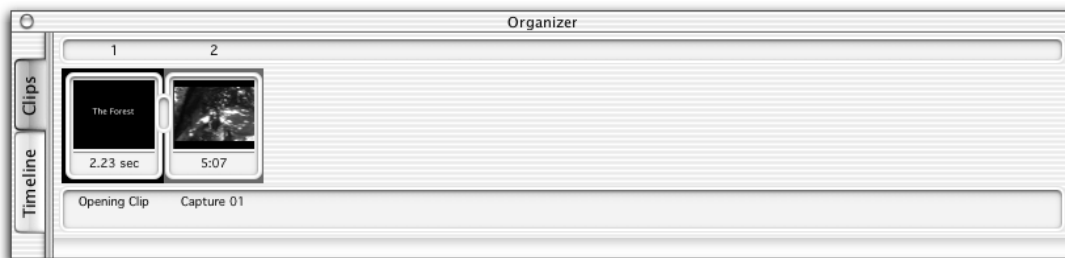
Now you will need to name your new clip:



To Do this:

- Input a name for your new clip and press **OK**.

If you recorded the movie from your project, you will notice that the clip you have recorded has been added into the Clip Organizer:

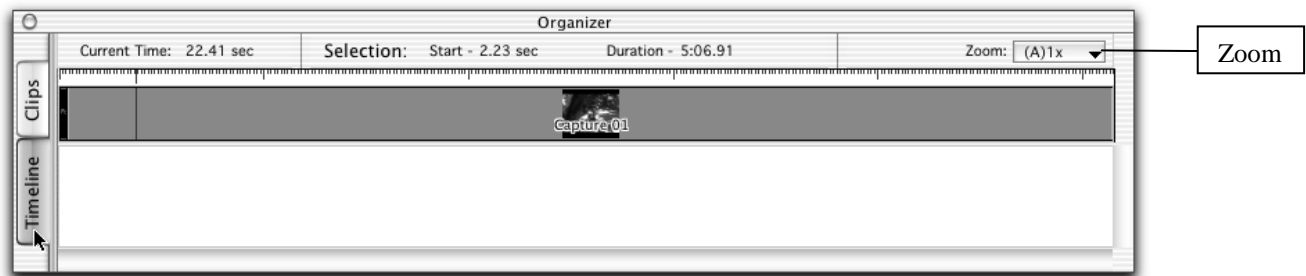


Congratulations, you have successfully imported video from your DV camera into your project or movie.

2. Working with the Project Organizer

2-1. Editing Clips in the Project Organizer

Now we need to learn how to edit your clips in the Project Organizer.
Switch the view in the Clip Organizer to the timeline view:

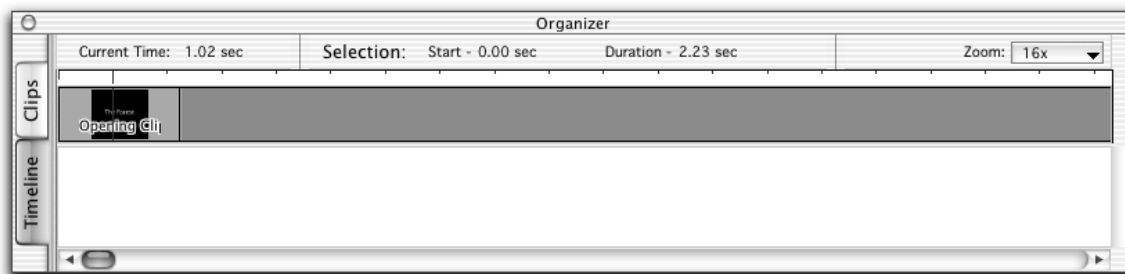


By using the Clip Organizer, you can navigate about your project. To do this, drag the mouse within the graphic region of the timeline:



To Do this: *Drag within the above area movie about your project.*

This is a good way to navigate within your project. Use the zoom menu to zoom in & out of the timeline. The Clip Organizer contains a lot of information about your project such as position & selection. The thin red line represents the current position, the orange area represents the selected clips, and the blue area represents the unselected clips:



To Do this:

- *Move to the position you want to begin your cut. Use the left & right arrow keys to step through the movie frame by frame until you find the exact location you want to start the cut.*



Now let's make that cut!

To Do this:

- Choose menu: *Project* → *Split Clips at Playhead*

***shortcut:** Command + T

Notice how that one clip split into two separate clips?

We cannot remove that clip because it may contain other parts that we may still want: if not, you may delete it and skip the next “**To Do this**”.

To Do this:

- Continue searching in the newly split clip for parts you want to keep. When you get to the part you want to keep, step through the clip frame by frame using the left & right arrow keys until you have pinpointed the exact frame where the part you want to keep begins.
- Split the clip at that position
- Deselect all other clips by choosing the menu: *Edit* → *Deselect*
- Go to the unwanted clip you want to delete
- Delete the currently selected clip by choosing the menu: *Edit* → *Delete Clip*



You may also delete the selected clips by pressing the delete key.

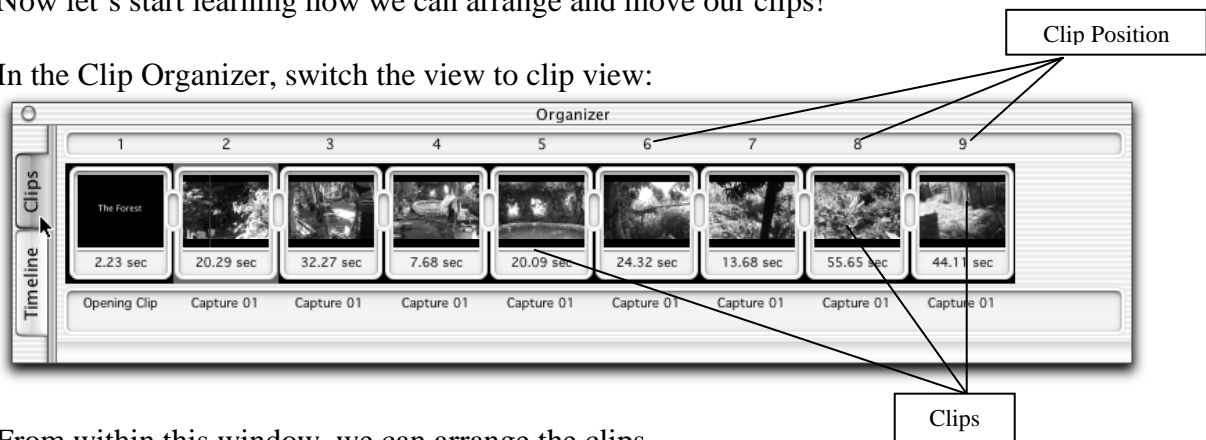
Now you have learned to split clips and take out unwanted segments from clips.

2-2. Arranging your Clips

Before we can begin, we need to first have several clips. To get this, you can split your current clips into several smaller clips.

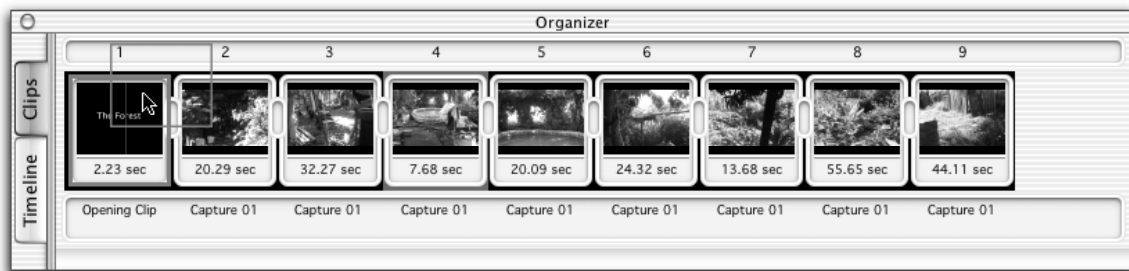
Now let's start learning how we can arrange and move our clips!

In the Clip Organizer, switch the view to clip view:



From within this window, we can arrange the clips.

To Do this: *Click and drag clip 4 into clip 1:*



Notice now that clip 4 has taken the place of clip 1; moving clip 1, 2, & 3 over 1 position.

You can also move multiple clips by first selecting them and then drag & drop them to a new position. To select multiple clips, you need to switch to the Timeline view. Hold down the shift-key and drag the timeline to other clips to select them:

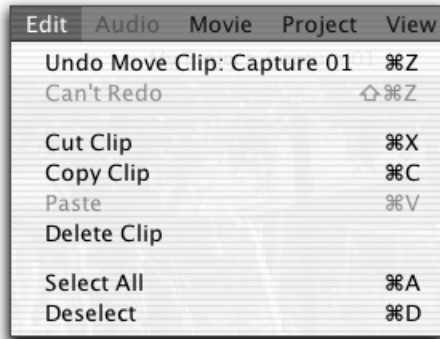


To Do this:

- Switch back to the clip view
- Drag the selected clips to a new position.

Now you have just moved multiple clips to a new position.

To move clips that are far away from one another, you need to do it from the **Edit** menu using the Cut & Paste technique:



Undo – Undos the previous action.

Redo – Redos a previous action that was undone by choosing Undo.

Cut Clip – Moves the selected clips into the clipboard.

Copy Clip – Copies the selected clips into the clipboard. Pasting will create a new copy of the clip.

Paste Clip – Adds the clips in the clipboard after the current clip.

Delete Clip - Deletes the selected clip.

Select All – Selects every clip in your project.

Deselect – Deselects all the selected clips except the clip you are currently in.

To move a clip using the Edit menu, you must cut it into the clipboard, go to the clip you want to paste after, and paste it to that new location.

To Do this:

- *Select the clips you want to move*
- *Choose menu: **Edit** → **Cut Clips***
- *Move to the clips you want to paste after*
- *Choose menu: **Edit** → **Paste Clips***

This should move the clips that you selected to a new location.

The edit menu also provides many other functions such as deleting clips and making a duplicate clip by copying a clip into the clipboard and pasting it to a new location.

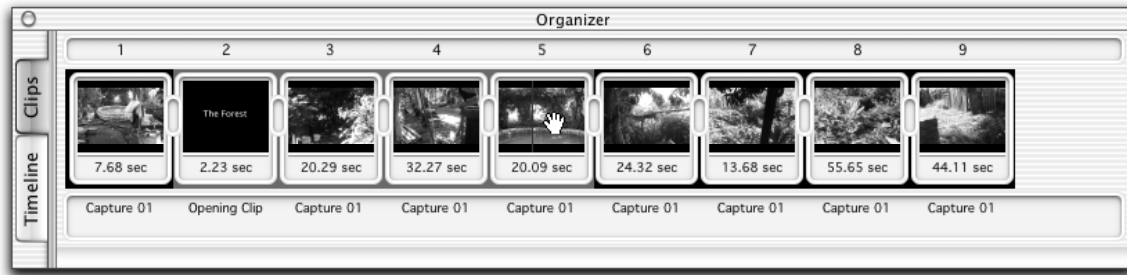
2-3. Combining multiple clips into a single clip

You need to have a project loaded before we can combine clips.

Combining clips cleans up your project by getting rid of the clutter caused by too many small clips lying around from excess cutting.

To Do this:

- *Select the clips in the Clip Organizer that you want to combine:*



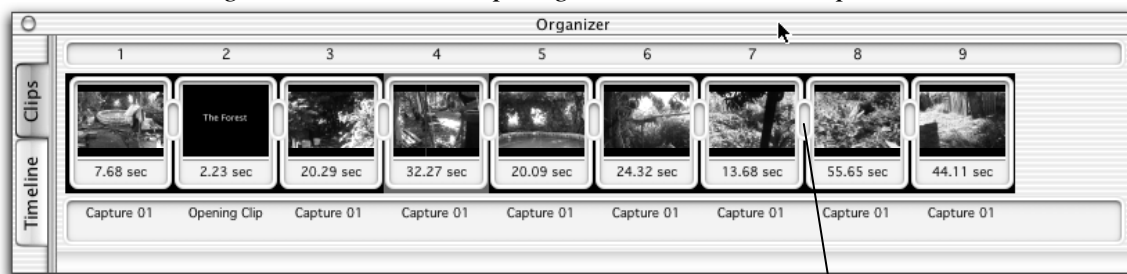
- Choose menu: **Project** → **Combine Selected Clips**

2-4. Adding clip transitions

Before you can start, you need to open your project in the Project Organizer.

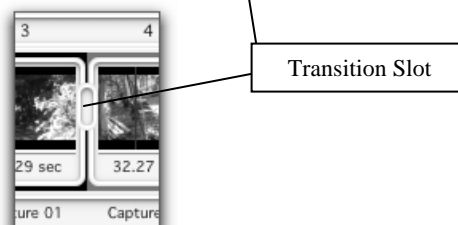
Clips transitions are the easiest way to add transitions in your movie.

To Do this: *Change the view in the Clip Organizer window to Clip View:*



Between every clip in the Clip View, there is a transition slot.

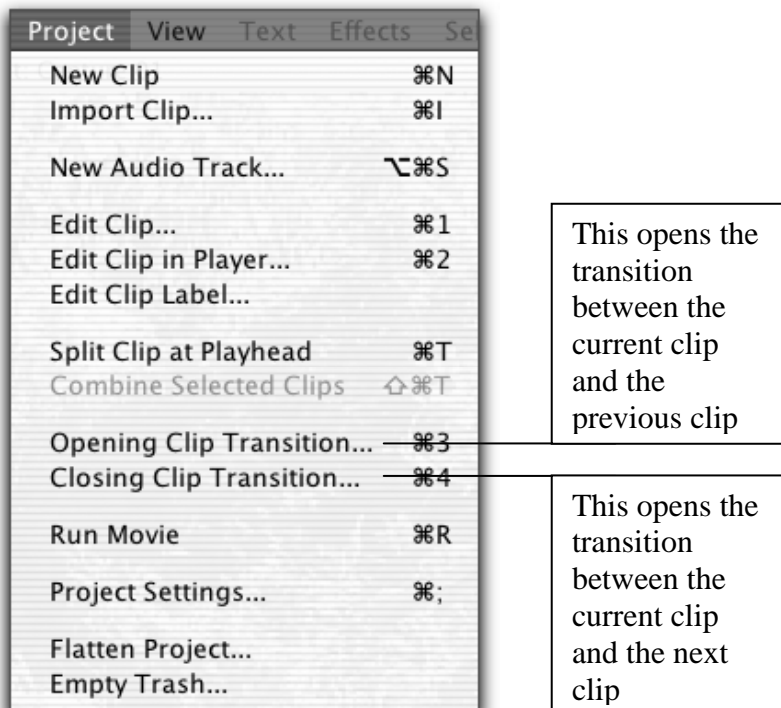
When the slots are red, it means the two connecting clips already share a transition.



Double clicking the Transition Slot will display the transition between the two connecting clips:



Another way to edit a clip's transitions is from the Project menu:



2-5. Importing a clip from a file in the Project Organizer

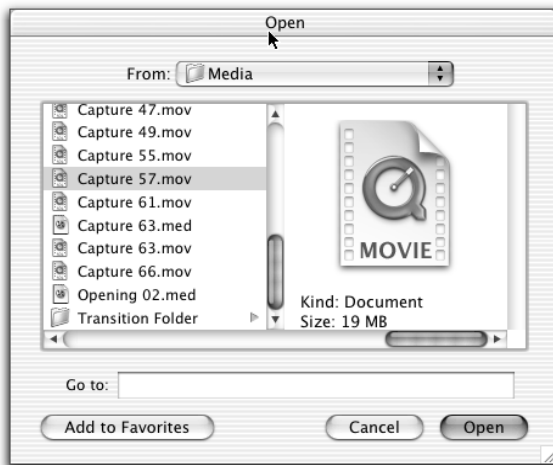
Before you begin, open up your project in the Project Organizer.

Importing a file into your project will ask you to move or copy the file to the project's media folder. *Be careful if you move the file, it may delete after emptying the project's trash when the file's reference is not used in the project anymore (reference is kept until no part of the file is used or if all clips containing the reference are flattened or combined. This applies to all files in the used in the project); we recommend selecting copy option.*



Do this:

- Choose menu: Project → Import Clip...



An open file dialog box should appear:

Now Do this:

-Find and select the movie file to import.

A dialog box asks you to either copy or move the selected file to the project media folder:



Copying the file is recommended. If the original file does matter that much to you, you may choose to simply move the file to the project.

To Do this: *Select copy or move to import the movie file.*

The clip will be inserted at the current clip.

Now you have successfully imported a clip into your project.

2-6. Changing a Clip's Label

Now we are going to learn about changing the label of a clip in the Project Organizer.



The label of a clip is located below each clip.

Double-clicking the clip will open up a window allowing you to change the label.

To Do this:

- *Double-click the Clip Label*
- *Change the label to a new label:*



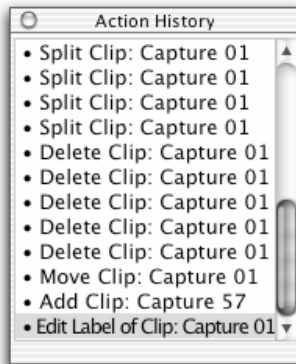
- *Once changed, press **OK***

That's it! You now know how to change a clip's label!

2-7. Action History

In this section, we will learn how to undo and redo actions from the Action History window.

The Action History window contains every change you have ever applied to your project since it has been loaded into MediaEdit Pro (or the last time you emptied the project's trash):



By clicking up the list, you are undoing all the actions below it. By clicking back down the list, you will add those changes back into your project.

Once you move back and make a new change, the changes below it will be cleared and no longer accessible.

Now let's go back to the state when your project was opened.

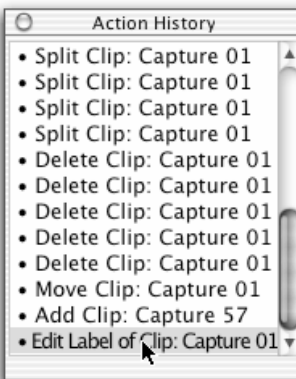
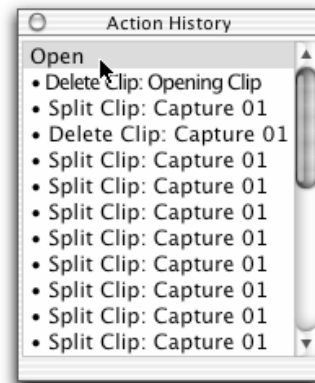
To Do this:

- *Scroll to the top of the list and click on the top item (It should say Open, unless you recently emptied the trash).*

Notice that your project has now returned to the state it was in when you first opened it in the Project Organizer.

***If you make any new changes, you cannot go back to the changes below the selected action.**

Now let's bring the project back to the state it was in before we stepped to the beginning of the action history.



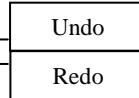
To Do this:

- *Scroll all the way down to the bottom of the list and click on the last item.*

Now your project is back to its latest state; the state it was in before we stepped to the beginning of the action history.

You may step back to any action in the Action History if you need to.

You can also step back and forth through the action history list from the Edit menu:



Choose the Undo menu item to step back in the action history. Choose the Redo menu item to step forward in the action history.

Congratulations! You have learned to use the Action History in the Project Organizer!

2-8. Adding & Editing Audio with the Project Organizer

In this section, we will learn how to add audio from a file into your projects.

Before you begin, you must have a project opened and an audio file on your hard drive that you would like to import.

Let's begin!

You first need to navigate to the position where you want the audio track to begin playing.

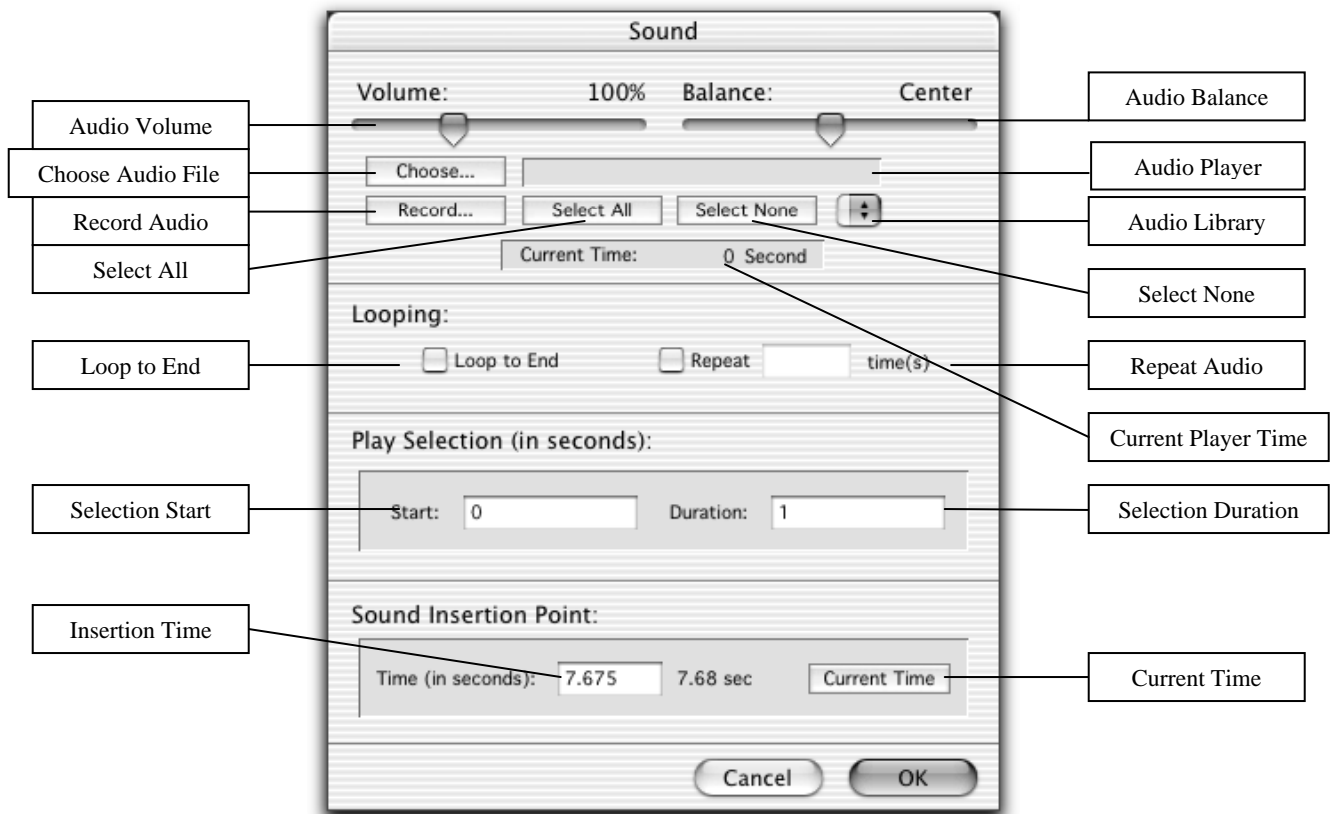
We then need to create an audio track with the audio file you want to add. You can add a new audio track from the Project menu.

To Do this:

- *Move to the time you want the audio to begin playing.*
- *Choose menu: Project → New Audio Track...*



The audio window should now open:



Audio Volume – Drag this slider to adjust the audio output volume.

Audio Balance – Drag this slider to adjust the audio balance between the left and right speakers.

Choose Audio File – Click here to import audio from an audio file.

Record Audio – Click here to record audio from your microphone.

Audio Library – This is a pop-up menu list of sound effects and music loops you can use in your project or movies. To add your own audio files to this list, copy the audio file into the Sound Effects Folder. You can access this folder by going into the folder where the MediaEdit application lies and open the folder: *Library* → *Sound Effects*

Audio Player – This is where you can preview and play your audio using the current settings. By holding down the shift-key you can drag out a specific selection that you want the audio to play. Use the step arrows to the right of the player to step through the audio sample by sample.

Current Player Time – This is the current position of the **Audio Player**. Use this information to help you input a **Selection Start** or **Selection Duration**.

Select All – Selects the entire audio to play.

Select None - Selects no audio samples to play.

Loop to End – Loops the audio to the end of the movie.

Repeat Audio – You can input the amount of time you want the audio to repeat. Adding a value of one means that the audio will play once and repeat once, so you'll actually hear the audio twice.

Selection Start – This is the selection start time. Only the selected section of the audio will play.

Selection Duration – This is the length of the selection from the **Selection Start**. Only the selected section of the audio will play.

Insert Time – This is the position the audio will be inserted into you movie or project.

Current Time – Click here to input the current position in the movie or project.

Now that you know a few things about using the audio import window, let's begin importing the audio file into your project!

To Do this:

- Click on the **Choose Audio File** button labeled "Choose..."

The following dialog box appears:

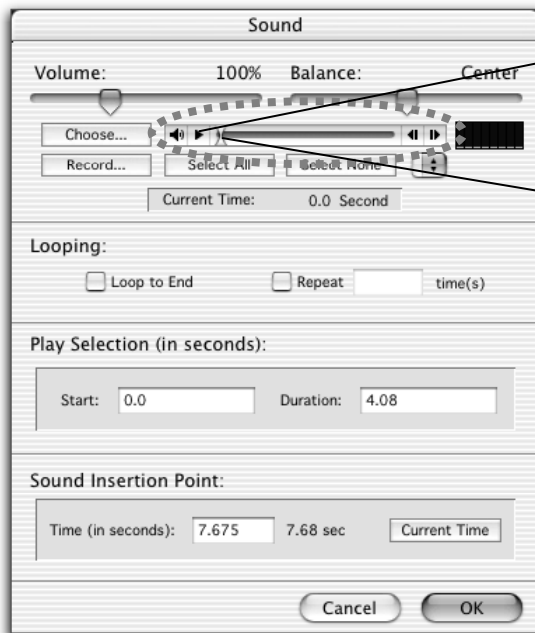


Do this:

- Find the audio file you want to add to your project and press **Open**.

Tip: If you select a movie, the audio tracks will be extracted from the movie.

Your audio file should now be loaded into the Audio Player:



You can play your audio file by clicking the play button.

Player Cursor

Do this:

- Play the audio and adjust the volume and balance until you're satisfied with both of them.

Now let's make it so it plays only the last half of your audio by dragging the **Player Cursor** to the beginning.

To Do this:

- Click and drag the **Player Cursor** all the way to the left and release the mouse:

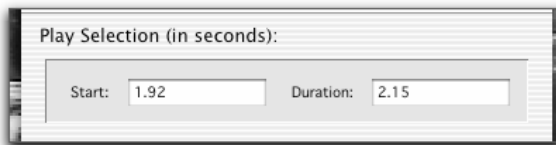


- Now hold the shift-key and drag the Player Cursor to the middle of the Audio Player:



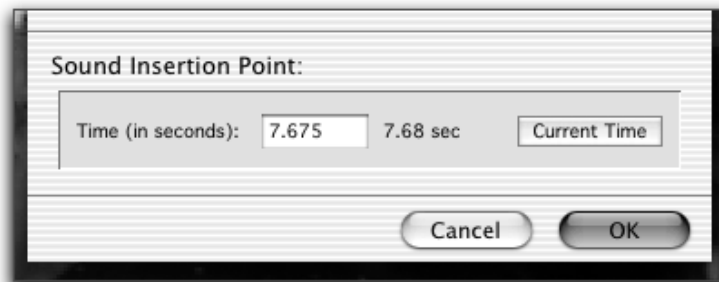
- Play your movie

It should only play the last half of your audio. You can also change the play time by changing the **Start Selection** or the **Duration Selection** field:



You can set the time to whatever you want. If you want the audio to loop to the end of your movie, check the **Loop to End** option. If you just want the audio to repeat a number of times, check the **Repeat Audio** option and input the amount of time you want the audio to repeat. Adding a value of one means that the audio will play once and repeat once, so you'll actually hear the audio twice.

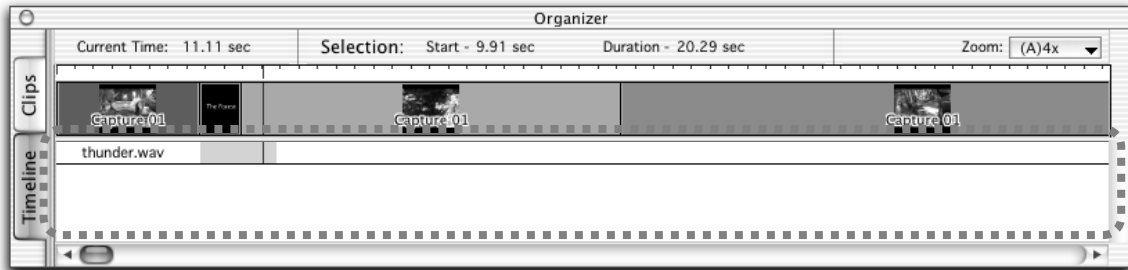
Now let's set the position to insert the audio.
At the bottom of the Audio Import window you'll see this:



Click **Current Time** to set where to insert the audio in your project to the current position in your project, otherwise input the time you want the audio to start playing in your project.

Do this: Click **OK** to add the audio to your movie when you're done.

Switch to the timeline view in the Clip Organizer window. You'll notice that the audio track has been added below the video:



The green area represents the audio's start and duration. The white area contains no audio. You can select audio tracks by clicking on them. You may edit their settings by double-clicking on them.



With a track selected, you may cut, copy, or delete from the Edit menu.

If there's an audio track that was recently copied into the clipboard, you can paste it into your project.

That's it! You have just added an audio track into your project!

2-9. Recording Audio from a microphone with the Project Organizer

In the previous section, you learned how to insert an audio file into your project. In this section, we'll look into how we can record the audio from an input source such as a microphone.

Before you begin, you must already know how to use the audio import window from the previous section. You must also have a project opened with the Project Organizer.

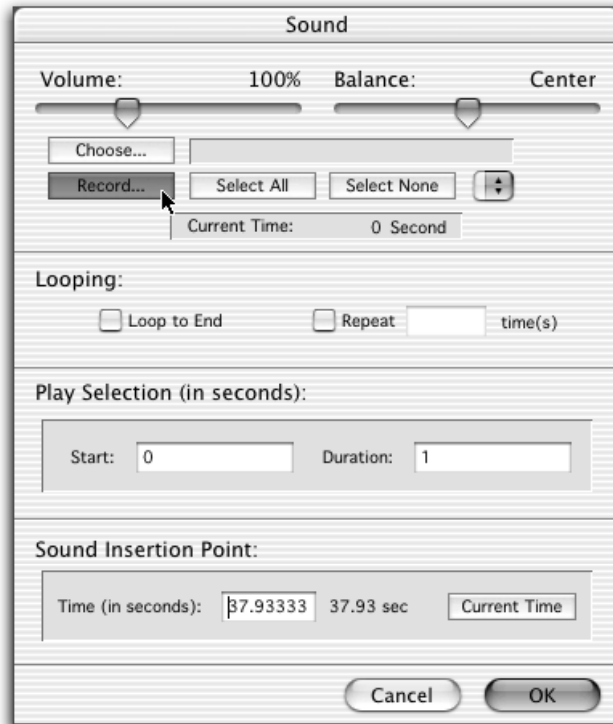
Now let's begin recording audio!



Do this:

- Move to the position where you want to insert the recorded audio.
- Choose menu: *Project* → *New Audio Track...*

The Following window should appear:



Do this:

- Click on the **Record** button

Next, the audio recording window appears:



Movie Player – The current clip in your project. Use this monitor along with the following options to help you record voice-overs:

- **Mute Audio** – Check this option to mute the audio of the movie player.
- **Play on Record** – Check this option to play the Movie Player when you press record. The movie will pause when you pause the recording.
- **Position** – This button moves the Movie Player back to the current position of the clip.

Record/Pause – Records the audio from the selected input source in the Options (usually a microphone).

Stop – Stops the current recording.

Audio Player – Plays the previously recorded audio.

Play Audio – Plays the Audio Player.

Audio Options – Displays the audio settings to set the input source, compression, sample rate, etc.

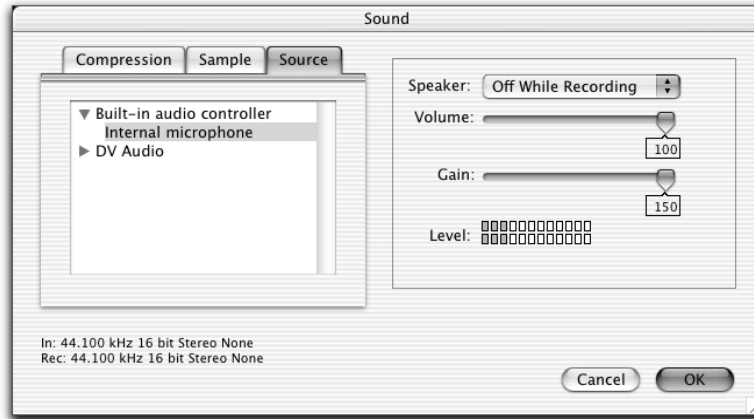
Now let's begin recording from your microphone! First, you need to plug in your microphone (or another type of audio input device).

If you want to narrate the current clip, position the **Movie Player** and check the **Play on Record** option; if you don't want the **Movie Player**'s audio to play while recording, check the Mute Audio option.

Now we need to check the audio options.

To Do this:

- Click on the Options button and the following window should appear:



- Check all the settings to make sure they are what you want. Make sure the input Source is set to the correct audio input source.
- Press **OK** when everything is okay.

Now it's time to record!

Do this:

- Click the **Record** button to begin recording audio:



If you want to pause the recording at any time, click on the **Pause** button:



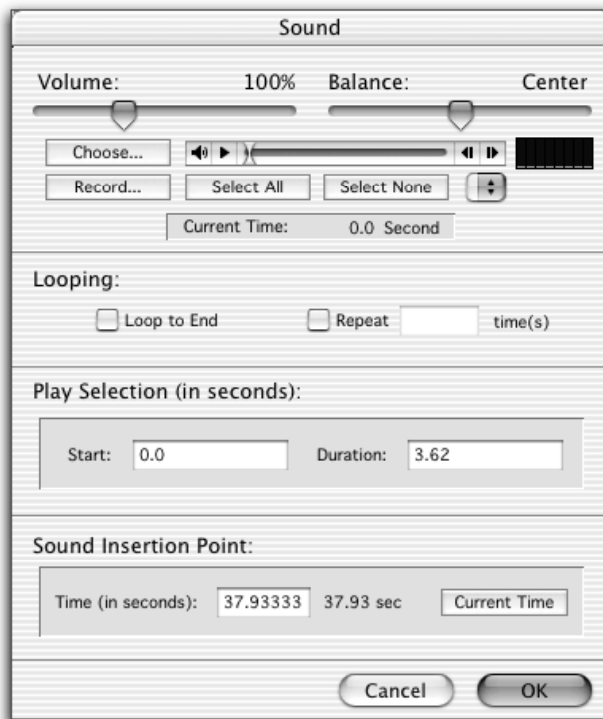
Do this: When you are finished recording, click on the **Stop** button below the **Pause** button.

Now the recorded audio should appear on the **Audio Player**. You can play the audio to see how it came out by pressing the play button. If you don't like it, record again.

Do this: Once you are done, press **OK**.

Now you have learned to import audio from an audio input device such as a microphone.

You should be brought back to the Audio Import window:



Do this:

- Set the Play Selection to only play the part you want.
- Change the other settings, if needed.
- Press **OK** when done to add your recorded audio into your project.

Now you're done. Your newly recorded audio should now appear in your project. To view it, switch the Clip Organizer to the Timeline view.

2-10. Editing a clip from the

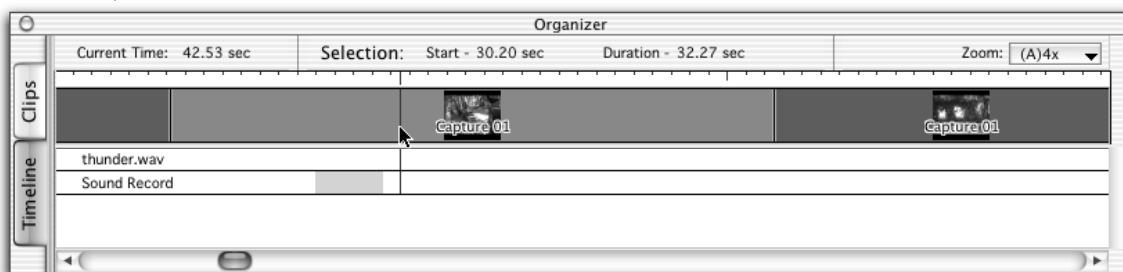
Project Organizer with the Movie Viewer

In this section, we'll learn how to quickly and easily edit a clip with the Movie Viewer. Before you begin, you must have a clip ready to be edited in the Project Organizer.

Let's begin editing your clip with the Movie Viewer!

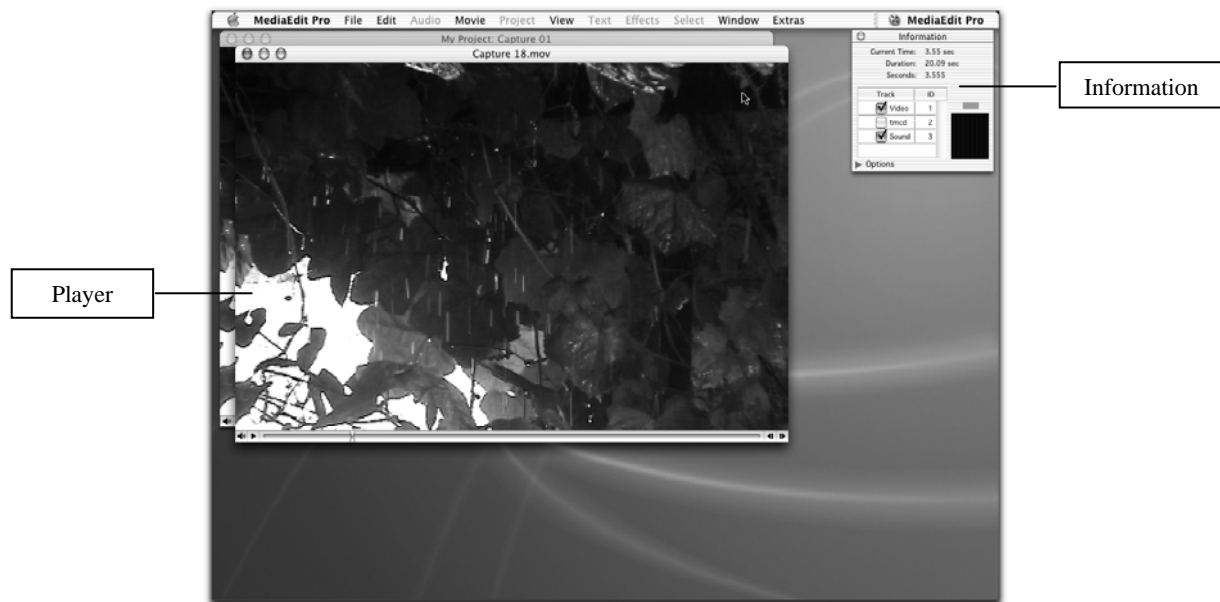
To Do this:

- While holding down the option-key, double-click on a clip (both Clip & Timeline view will work):



The alternative way to edit a clip is by choosing the menu: Project → Edit Clip in Player...

Your movie should now open in the Movie Viewer:



The Movie Viewer contains 2 windows:

Player – This is where you can play and edit your movie. Use the controller bar on the bottom to control position, volume, and selection.

Information – This window contains information about your movie such as current time, duration, and tracks. You can enable/disable, delete, or export tracks with the track list. To enable a track, check the box next to it; to disable, uncheck it. To delete a track, you must first select it and then press the delete key. To export a track, double-click on a track.

The Movie Viewer contains several features that allow you to change information about the movie. Apart from changing information, it can also do basic editing by using cut, copy, paste, and clear.

Let's first learn how to select a movie segment with the Movie Viewer by using the controller bar on the bottom of the **Player** window:



Let's select from the beginning of the movie to the middle of the movie so you can get the first half of the movie selected.

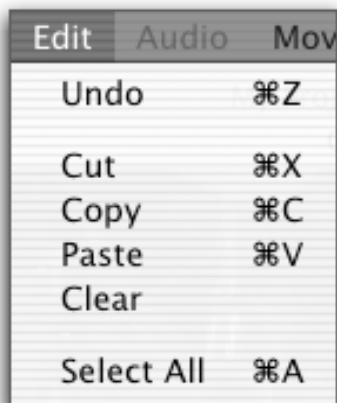
To Do this:

- Move the movie cursor to the beginning of the movie and release the mouse.
- Drag the movie cursor to the middle of the movie:



Now the first half of your movie is selected.

We can choose delete it, copy it, or cut it out by using the Edit menu (pressing the delete key will also delete the selected movie segment):



Do this: Choose one of the editing items to perform the action you want:

Cut – Removes the selected movie segment from the movie and puts it into the clipboard.

Copy – Makes a copy of the selected movie segment to the clipboard.

Paste – Pastes the movie segment or picture into the position of the **Movie Cursor**.

Clear – Deletes the selected movie segment.

Undo/Redo:

If you make a mistake, you can undo your action by choosing menu: *Edit → Undo*.

If you want to bring back the change, you can redo a previous undo by choosing menu: *Edit → Redo*.

That's it; you've learned to edit using the Movie Viewer. When you are done, you can save it by choosing the menu: *File → Save...*

Now close the movie to return to your project.

2-11. Flattening your Project

In this section, we'll learn how to flatten your project. Before you begin, you must have the project opened that you want to flatten.

What does flattening do?

By flattening your project, every clip and file in your project will be recreated as self-contained movies without any references to any other clips or files. You may want to



flatten your project to remove this dependence on other files to make your project truly stand alone--allowing you to successfully move your project to another computer without missing files errors. (*Since flattening your project removes references to all files, any file in the Project's media may become deleted when you empty the project's trash since their reference is not being used any more.*)

Let's flatten your project!

To Do this:

- Choose menu: *Project* → *Flatten Project...*

Now you should see a progress window appear.

This may take a while depending on the speed of your hard drive. Wait for it to complete.

Once complete, your project has been flattened.

Deleting Unused Clips

You may empty the project's trash to delete the excess files not used by your project (remember that this will delete every single file that is not in your project since now all your clips has been removed of their reference). **You cannot undo this action!**

To empty the project's trash, choose menu: *Project* → *Empty Trash...*

3. Working with Movies

3-1. Building a Previewing Movie

Building a preview movie is necessary to see how your movie will run when exported.

In the Project Organizer, the preview movie is built by combining all the clips in your project. This will greatly improve playback performance.

A preview movie will usually playback smoother than when it's in the Movie Editor.

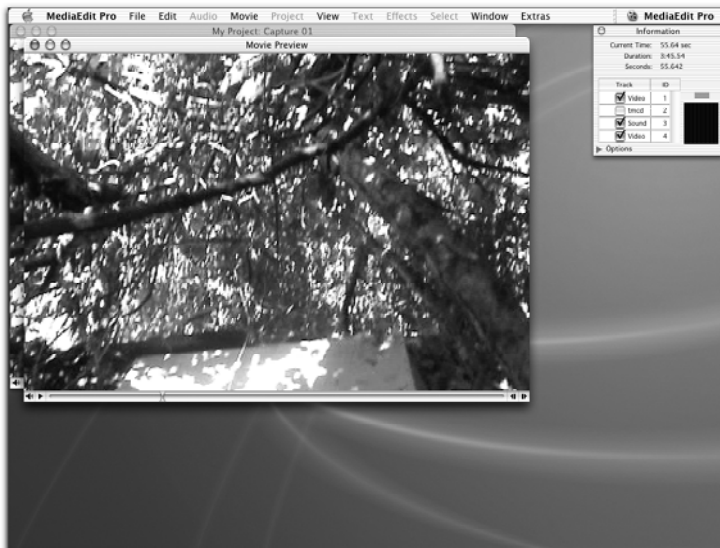
Let's preview our movie!



To Do this:

- Choose menu: *File* → *Preview Movie*

The preview movie should open in a new window in the Movie Viewer:



Notice that the preview movie is in the same position as your movie or project.

You can play your preview movie by pressing the space key.

That's it! You now know how to preview your project & movies.

3-2. Working with Bookmarks in the Movie Editor

Bookmarks are a good way to set locations on your movie. You may go back to a bookmark position anytime by choosing that bookmark. When you create a bookmark, the current position is saved into a bookmark; even after deleting and adding movie segments, the bookmark usually takes you to the same frame.

To bookmark a location, navigate to the position you want to bookmark.

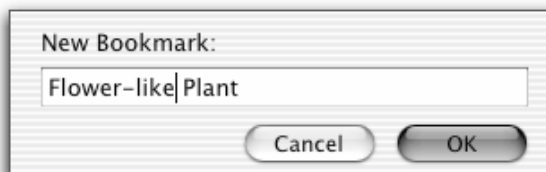
Now let's bookmark the current position.



To Do this:

- Choose menu:
*Movie → Bookmarks →
New Bookmark*

The following window should appear:

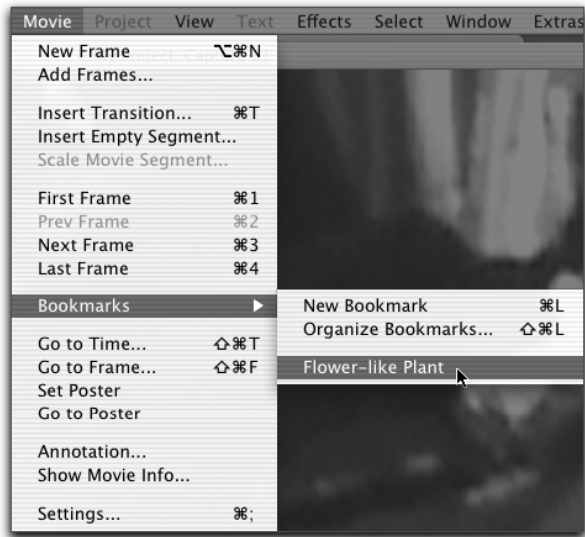


Do this:

- Name the bookmark and click **OK**.

Your bookmark has been created. Now let's go to our bookmark.

You can check if your bookmark works by moving to a different position first.



To go to your bookmark,

Do this:

- Go to menu:

Movie → Bookmarks

- Select your new bookmark from the list.

Now we need to learn how to organize your bookmarks.

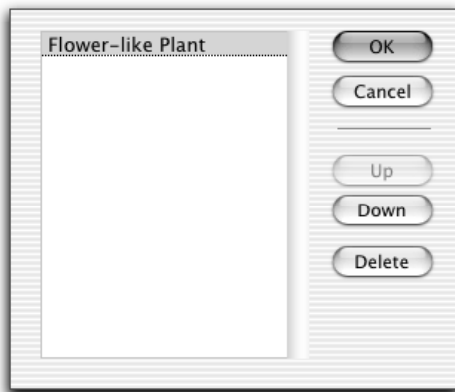


Do this:

- Choose menu:

Movie → Bookmarks → Organize Bookmarks...

The Bookmark Organizer window should appear:



This window allows you to arrange the order of the bookmarks and delete unwanted Bookmarks.

To move a bookmark up, select it and click **Up**.

To move a bookmark down, select it and click **Down**.

When you are complete, press **OK**. Now you have learned to organize your bookmarks!

3-3. Undoing & Redoing with the Movie Editor

Undoing and redoing are very important features, especially when you make a major mistake. Sometimes you may need to go back several levels when you make a mistake because you don't realize it immediately.

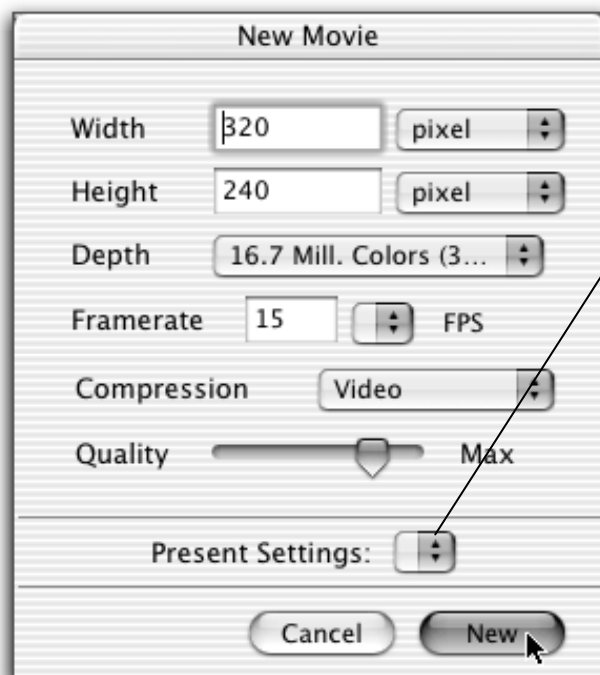
Let's create a new movie before you begin:



To Do this:

- Choose menu: *File* → *New* → *New Movie...*

The New Movie window will appear:



For our demonstrative purpose, let's create a small movie to play with.

To Do this:

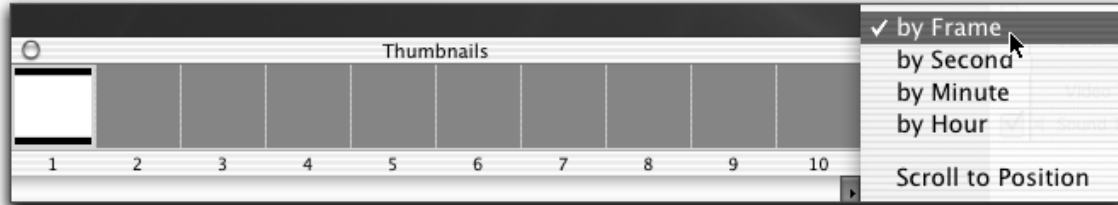
- Select "Small QuickTime" from the *Present Settings* popup menu.
- When the settings are set, press *New*.

Now we have a fresh empty movie to work with!

Now let's start modifying our new movie so we can undo its changes!

To Do this:

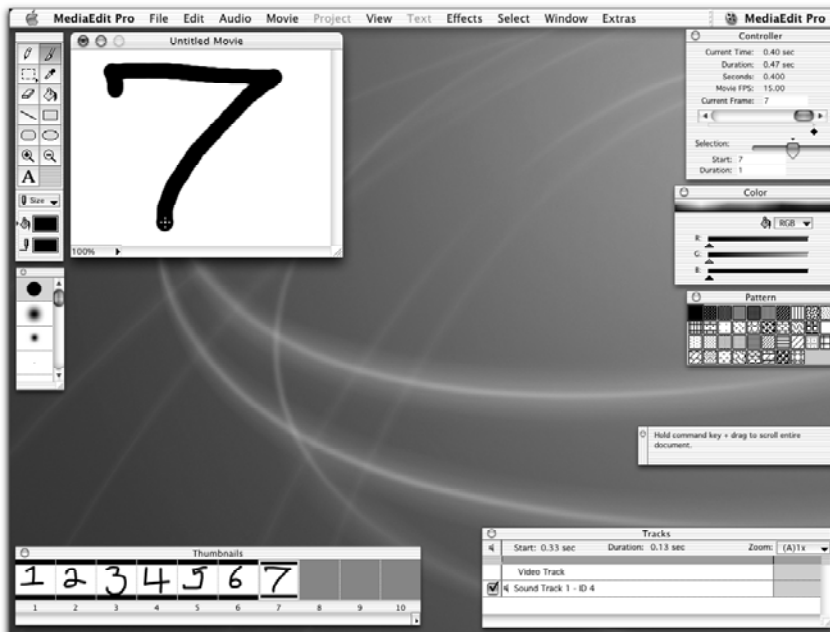
- To better see the changes when you undo/redo, set the thumbnails in the Thumbnails window to view "by Frame":



- Add 6 new frames by choosing menu: *Movie → Add Frames...*
 - In the next window, input 6 into the text box
 - Press OK to add the frames.

You should now have a total of 7 frames.

Use the paint brush and go to each frame and paint the frame number onto each frame like this:



When using a tool in the paint canvas, the editing mode automatically changes to the paint mode.

Do this:

- Choose menu: *Edit → Undo*
- Go to the menu: *Edit*
- Note that the *Undo* menu item changed to *Redo*.

What you will notice is that it will only undo/redo the most recent change to the paint; you cannot undo more than once in the paint mode.

The movie supports multiple levels of undos, but the paint mode doesn't. To undo the movie, we need to first exit the paint mode. To exit the paint mode, simply move to another frame/position.

To Do this:

- Change to another position/frame

Now you have successfully exited the paint edit mode and you're back to the movie edit mode.

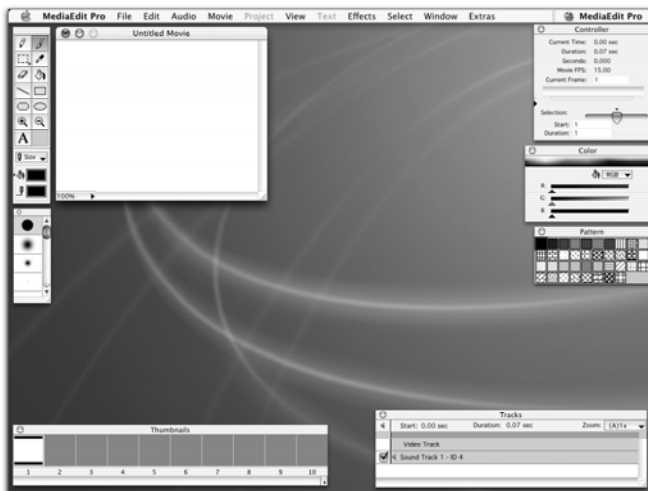
Let's undo our changes back to the beginning of our blank movie.

**To Do this:**

1. Choose menu:

Edit → Undo (the shortcut would be holding the command-key and pressing Z)

2. Repeat step 1 until you cannot undo anymore changes, or when the movie is blank with 1 frame.



Now you have successfully undone all your changes, and the movie is back to how it was when you first created it.

Now let's bring the changes back:

To Do this:

1. Choose menu:

Edit → Redo (the shortcut would be holding down the command-key and shift-key and pressing Z)

2. Repeat step 1 until you cannot redo anymore changes.

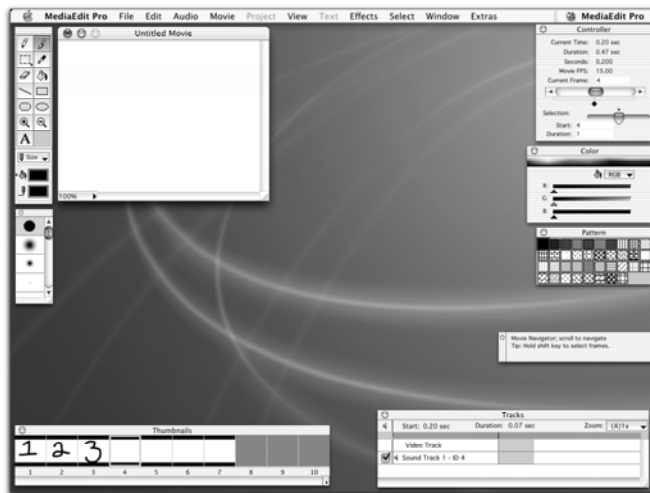
Now you have successfully brought all your changes back to how it was before you undid all the changes.

Now let's try undoing only the previous 4 changes:

To Do this:

1. Choose menu:
Edit → Undo
2. Repeat step 1 four times

The last four changes should now be undone:



Now switch to the rectangle tool in the tool window:



Do this:

- Draw a rectangle out using the rectangle tool.
- Exit the paint edit mode, by moving to another frame.

Now let's undo all the movie changes back to the beginning.

To Do this:

- Undo all your changes until you can undo no more.

Now that we are back to a movie with 1 blank frame, let's redo all the changes.

To Do this:

- Redo all your changes until you can redo no more.

*Notice that the other frames with the other numbers did not come back. When you undo and make a new change, you cannot redo the other changes.

You have now learned how to use the undo and redo features of the Movie Editor.

3-4. Graphic Editing & Effects

In this section, we'll learn how to edit images using the Movie Editor.

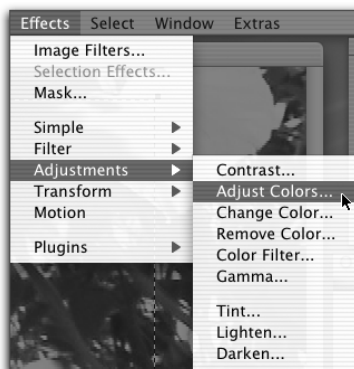
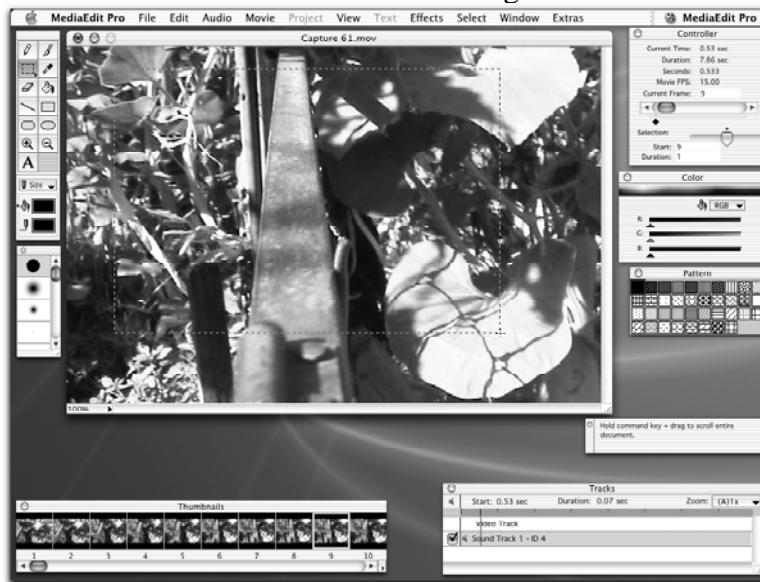
Before we begin, you will need to open a movie in the Movie Editor (do this by choosing menu: *File → Open → Open Movie...*).

Once you have a movie loaded in the Movie Editor, you need to move to the frame you want to edit. We'll start off by editing only one frame and later we'll learn to edit multiple frames.

To Do this:

- *Move to the frame you want to edit*
- *Make sure to deselect all the other frames (by choosing menu: *Edit → Deselect*, if enabled)*
- *Switch to the rectangle marquee selection tool*
- *Using the rectangle marquee tool, select an area of the image that you want to add an effect too.*

Your screen should now look something like this:



Now let's adjust the image color!

To Do this:

- *Choose menu: *Effects → Adjustments → Adjust Colors...**

The following window should appear:



Color Type – The type of color you only want to adjust. By choosing Master, you are adjusting all the colors on your image.

Hue – Color; you may shift the color of the image by sliding left & right.

Saturation – Slide the bar right to soak up the colors. Slide the bar left to wash out the colors.

Lightness – Slide this bar right to add white to the colors of your image. Slide the bar left to add black to the colors of your image.

Reset – Resets all your settings with no color adjustments.

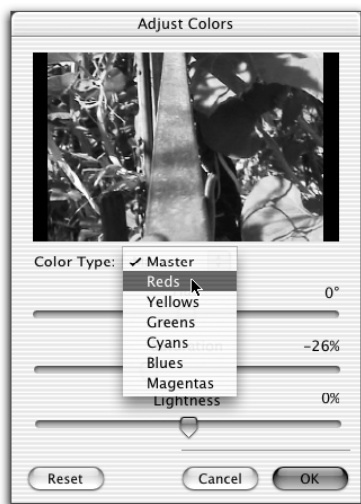
You may adjust the Hue, Saturation, and the Lightness of the color on the selected image. Let's remove half of the colors on our image.

To Do this:

- Slide the Saturation slider bar to about -25%

You'll notice that the color on your image now looks grayish. You may shift the other options to see how the images changes.

Now let's only adjust a specific color such as red.



To Do this:

- Change the color type from the **Color Type** pop up menu to "Reds"

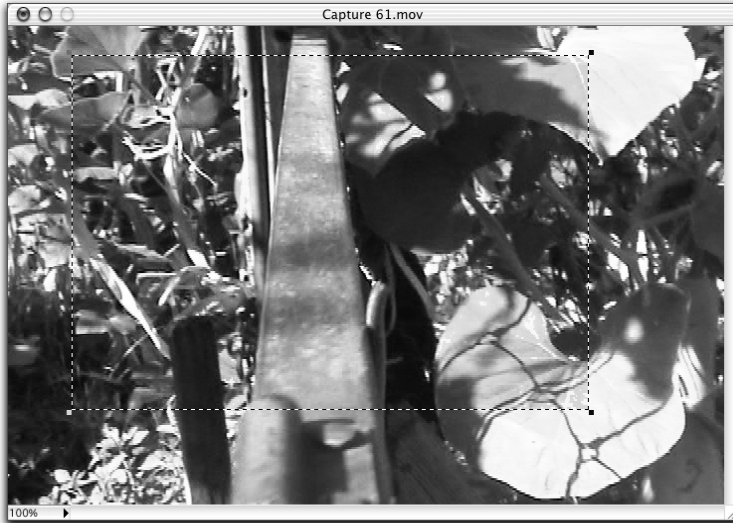
- Adjust the saturation to about +25%

Now what you get is an image with the other colors faded and the reds looking normal. You may adjust the “Reds” saturation higher to make it stick out more. If you would like to adjust other colors, you may choose them from the **Color Type** menu. By shifting the **Hue**, you can change the reds in your image to blues.

Do this:

- When finished, press **OK**.

The resulting effect will be applied to the selected region:



Let's move the selected graphic.



To Do this:

- Move the mouse over the selected region until it changes into a hand, then drag the selected graphic to move it.
- Invert the image by choosing menu: *Effects* → *Simple* → *Invert*

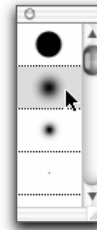
Your image should now look like this:



Do this:

- Deselect the image by clicking outside the selected region
- Select the Brush tool from the tool window
- Change the brush from the brush window, to the following:

- Use the brush and paint over parts of your image:



Now let's switch the selector mode to use the Selector Only.



This mode allows you to apply a filter or an effect to the selected region without actually modifying that region until you deselect.

To Do this:

- Choose menu: *Select* → *Use Selector Only*
- Change the tool to the lasso tool:

**Do this:**

- Draw the selector over a region.
- Choose any effect you please from the *Effects* menu.

Now you have applied an effect using the selection only mode.

Do this:

- Move the selector over another graphic by dragging within the selected region.

What you'll notice is that the recent effect gets discarded, but the selection stays the same. This mode lets you easily apply effects to certain regions without actually modifying the original image.

Do this:

- *Apply another effect to the selected graphic.*
- *Deselect by clicking outside of the selected graphic*

Now you'll notice that the effect has been applied to that region. In the **Use Selector Only** mode, you cannot move the selected graphic, only the selector; you may only add an effect/filter to the selected graphic. When you are satisfied with the filter, deselect to add the change into the graphic.

Now let's edit the graphics of a selected movie segment.

To do this, we must have a movie segment selected. By holding the shift-key and navigating through your movie, you can select a movie segment from your movie.

Do this:

- *Select a movie segment from your movie*

Now that we have a segment of your movie selected, let's add an effect to all these frames on a selected region of graphic.

To Do this:

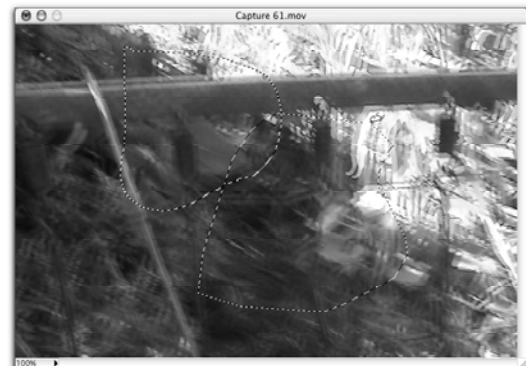
- *Using the lasso tool, draw out a selection over the region that you want to select.*

If you have the **Use Selector** mode on, you may move the selector to select a different graphic region. The reason why you may not move in the normal selecting mode is because moving the graphic of multiple frames is not allowed.

By holding the shift-key while you drag out a new selection you may add another region to the selected graphic. By holding the option-key while you drag out a new selection, you may remove parts of the selected region.

Do this:

- *Hold the shift-key and drag out a new selection over a region you want to add to your selection:*



Now your selection has expanded to the new region:



Now let's apply an effect to our selected graphic region.

To Do this:

- Go to menu: *Effects*
- Choose a filter or an effect from the *Effects* menu

Once the effect has finished processing, you choose a transition **starting transition** or an **ending transition**. If you want an Effect Transition, choose one for one or both of the transitions, otherwise press **Done** to include no transitions.

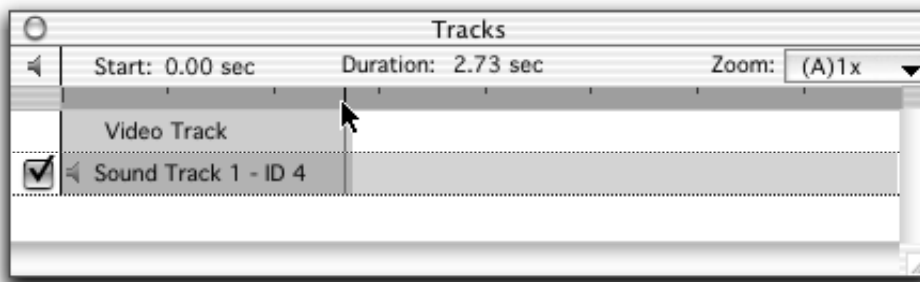
Now you have applied an effect or filter to a small region of a segment of your movie.

You have now learned the basics of image editing and manipulation in single and multiple frames.

3-5. Motion Filters & Effects

In this section, we're going to go over the motion effects & filters of the Movie Editor that change on each frame of the effect. Motion effects may not be applied to single frames, but you may use the filters from the motion filters on single frames.

Before you begin, you must select a movie segment to apply the effects to:



Do this: Go to menu *Effects* → *Motion*:



From the Motion menu item, you can apply several motions effects:

Motion Blur – This effect creates a trail that appears with movement in the picture.

Motion Speed – This effect allows you to adjust the speed at which the movie will play in the selected movie segment.

Reverse Motion – This effect will reverse the selected movie segment. When you play the movie after applying the effect, the movie will play in reverse.

Zoom into Selection – This effect zooms-in to the selected graphic region.

Zoom Out from Selection – This effect starts out zoomed into the selected graphic region and then zooms out full size from the selected graphic region.

Flash – This effect applies a flashing effect to your selected movie segment.

You may apply any of the following motion effects to your selected movie segment:

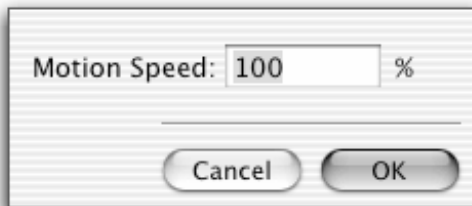
Motion Blur:



The Blur Density is the density of the trails left by the previous frames. The heavier you set the density, the more trails will be visible.

Pressing preview will show you a short preview of the effect.

Motion Speed:



Set the speed of the select movie segment (in percent). The higher the percentage, the faster the movie segment will play. A percentage of 50% means that the movie segment will only play at half of its normal speed. A motion speed of 100% means no change in speed.

Note: This effect also changes the speed of the audio. If you do not want the effect to change the audio speed, make sure to turn on the “Don’t Edit Audio” option from the menu: *Edit* → *Don’t Edit Audio*, otherwise leave it off.

Reverse Motion:

This effect will reverse the selected movie segment. After applying the effect, the last frame of the movie selection, will become the first frame of your movie selection.

***Note:** *This effect also applies a reverse audio effect. If you do not want the effect to modify the audio, make sure to turn on the “Don’t Edit Audio” option from the menu: **Edit → Don’t Edit Audio**, otherwise leave it off.*

Zoom into Selection:

This effect zooms into the graphic region you have selected. You should go to the last frame of your movie selection since the resulting zoomed image will be your last frame.

Select the graphic region you want to zoom-in to using any of the selection tools:

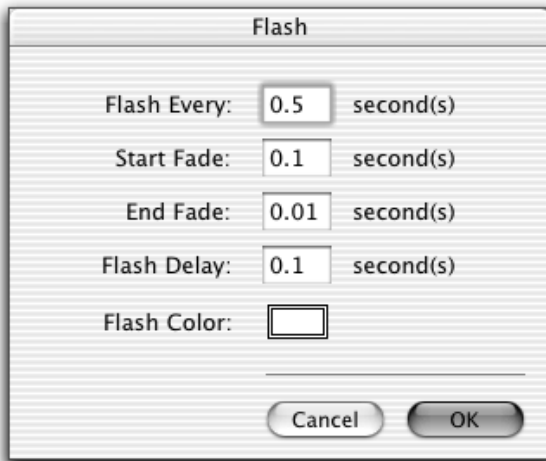
**Zoom out from Selection:**

This effect zooms out from the graphic region you have selected. You should go to the first frame of your movie selection since the resulting zoomed image will be your first frame.

Select the graphic region you want to zoom-out from using any of the selection tools:



Flash:



The Flash effect creates a continuous flash effect lasting to the duration of the selected movie segment:

Flash Every – This is the delay between each flash.

Start Fade – This is the length of the fade changing to the flash color.

End Fade – This is the length of the fade ending the flash effect.

Flash Delay – This is the length of time the flash will remain in the full flash color.

Flash Color – This will be the color that your movie segment will flash into; click on the box next to it to change the color.

Now we have learned how to use the motion effects, let's now learn how to use the motion filters.

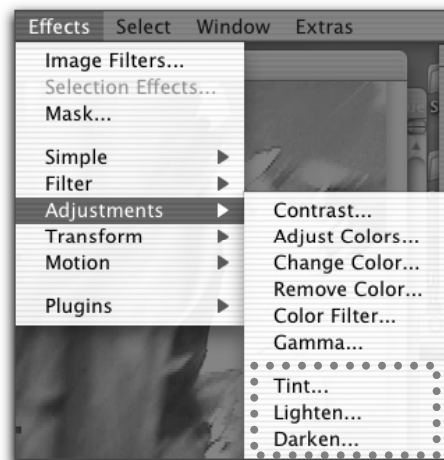
Most of the motion filters are found in the menu: *Effects* → *Filter*



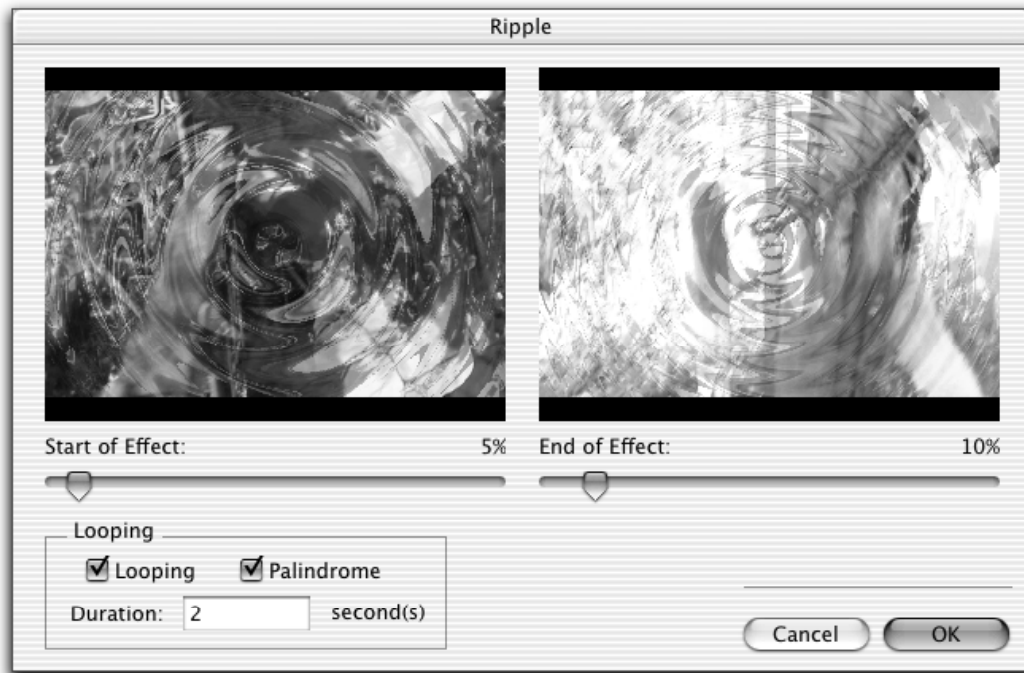
The filters marked here within the dotted box are motion filters.

The other motion filters are located in the menu: *Effects* → *Adjustments*

The items marked with the dotted box are also motion filters:



Here is how a typical motion filter window will look like:



Start of Effect – Adjust this slider to set the starting filter

End of Effect – Adjust this slider to set the ending filter

Looping – Check this option to loop the Start & End Effect.

Palindrome – This option will loop the effect back and forth for a smoother effect. When a loop cycle ends, it will play in reverse direction. If the loop is already in the reverse direction, it will play in the normal direction.

Duration – This is the duration of each cycle in the loop: meaning if you set this value to 2 seconds, the effect, from the start to end, will last 2 seconds before it loops again.

Using the motion filters, you can set a start filter and an end filter. The resulting effect will be a morph between the start and end filter for the duration of the selected movie segment, or the duration of the loop, if enabled. If **Looping** is enabled, it will loop the effect; each cycle of the loop will last the **Duration** you inputted. If **Palindrome** is set, the loop will apply the filter in a back and forth direction from Start to End and End to Start. The loop will last to the duration of the selected movie segment.

Motion filters can be used to create a variety of effects such as surface wave movement (with loop & palindrome), going out of focus, fading to black, pulsing colors (with loop), etc.

Now we have learned all about using motion effects and motion filters.

3-6. Selection Effects

Before you begin, you must have a movie opened with the Movie Editor.

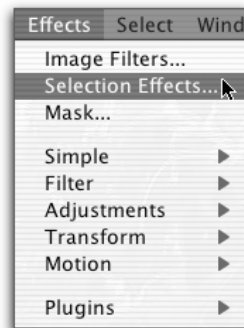
Selection effects allow you to apply animation to a selected graphic or text. You can use selection effects to create rolling credits and appearing graphics.

Selection effects cannot be applied to the original movie graphic, it can only be applied to a separate picture that has been pasted from the clipboard or inserted from another file (from menu: *File* → *Insert Picture...*), or from text created with the text tool.

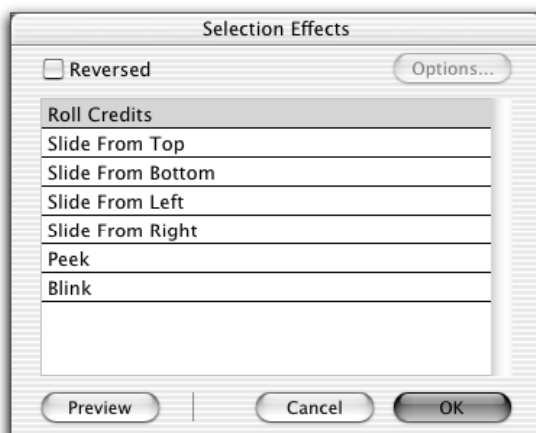
In this section, we are going to make a piece of graphic or text slide from the bottom and then slide back down a few seconds later.

To Do this:

- *Select a 2 second movie segment that you want the graphic to appear in.*
- *Paste or insert an image over the graphic region or use the text tool to add text.*
 - *Position the graphic or text somewhere near the bottom of your movie.*
 - *Copy the graphic or text to the clipboard so that its position is saved when we paste it back later.*
- *Select menu: Effects → Selection Effects...*



The following window should appear:



This is the Selection Effects window. From here you can choose the animation type for the selected graphic.

Reversed – Reverses the selected effect. (ex: the peek effect would un-peek or hide, if checked)

Options – If enabled, you could view more options for the selected effect.

Roll Credits – Scrolls the selected graphic or text from the bottom all the way to the top until it disappears.

Slide From Top – Slides the text or graphic from the top down to its current location

Slide From Bottom – Slides the text or graphic from the bottom to its current position

Slide From Left – Slides the text or graphic from the left to its current position

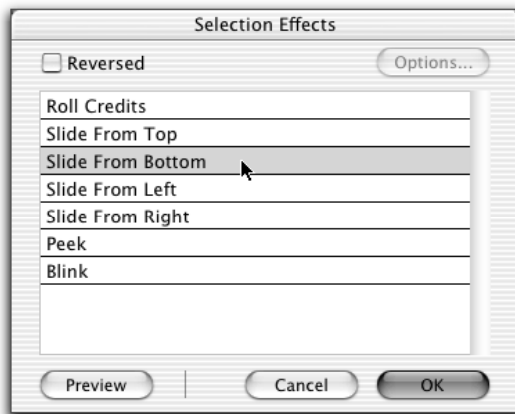
Slide From Right – Slides the text or graphic from the right to its current position

Peek –Peeks from the bottom of the text of graphic.

Blink – Creates a blinking effect; you can view the **Options** to set the blink frequency and duration.

You can preview an effect by selecting it from the list and clicking the preview button. The length of the Selection Effect will be the length of the selected movie segment.

Now let's create an effect for your selected graphic or text.



To Do this:

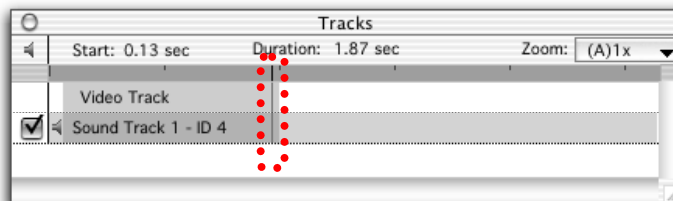
- Select the effect "Slide From Bottom" from the list.

- Press **OK**.

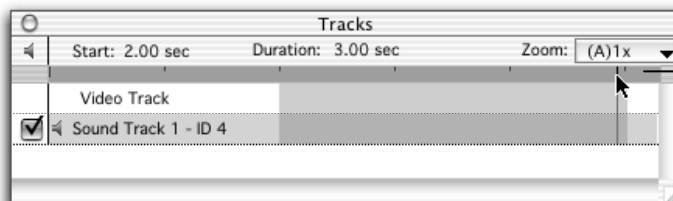
- Press **Done** to use no transitions when the Effect Transition window appears.

Do this:

- After the effect has been applied, go to the frame directly after the last frame of your movie selection—the last frame is marked below; go to the frame directly after:



- Now starting at that frame, expand the movie selection to the right (by dragging within the navigational area) to about 3 seconds in length:



Navigational Area

Now let's paste the image you copied earlier to the clipboard.



To Do this:

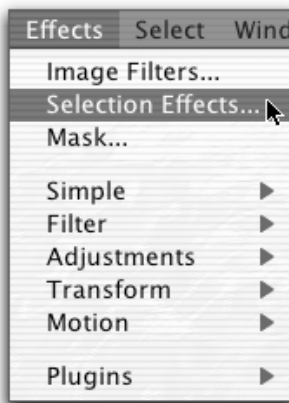
- Choose menu: *Edit → Paste Picture*

Notice that the image location was preserved from the location we copied from earlier. Now we want to copy this image or text to the graphic of the selected movie segment.

To Do this:

- Apply the image to all the selected frames by deselecting (from menu: *Edit → Deselect*) the selected image or text.
- After the selected graphic or text has been applied to each frame of your movie selection, go to the frame after the last frame of the selected movie segment like how we did before.
- From that frame, drag a selection to the right 3 seconds in length.
- Paste the image from the clipboard onto your movie (from menu: *Edit → Paste Picture*).

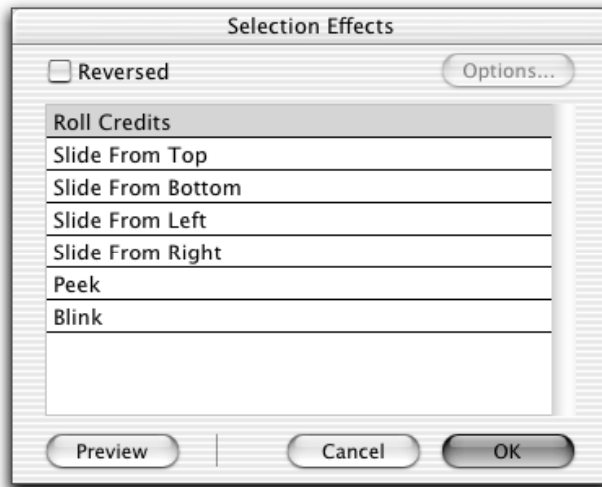
Now let's apply a Selection Effect to the selected graphic.



Do this:

- Choose menu: *Effects → Selection Effects...*

The Selection Effects window should appear:

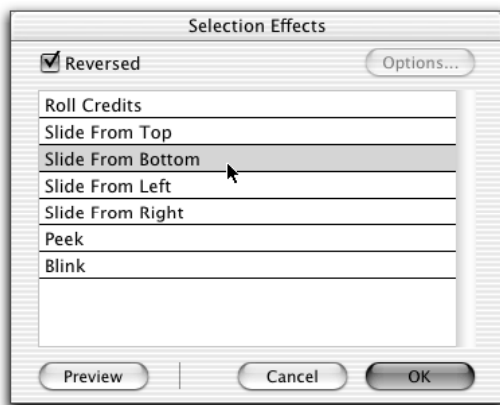


Now we want to do the opposition effect from the first time.

To Do this:

- Check the **Reversed** option
- Select the “Slide From Bottom” effect.

Your settings should now look like this:



Now let's apply the effect.

To Do this:

- Press **OK**

Go back and play your movie, if you followed everything correctly, your text or graphic should slide from the bottom in 2 seconds, stay still for 3 seconds, and then move back down in 2 seconds.

You have now successfully added a selection effect! You may experiment with the others to create other types of effects such as a rolling credit or even a blinking ad.

4. Manipulating Graphics

4-1. The Image Editor

The image editor can be used to edit, save, and export images.

You can open an existing image by choosing menu: *File → Open → Open Picture...*

Or, you may create a new picture by choosing the menu: *File → New → New Picture...*

When you create a new picture, this dialog box should appear:



Width – The width of the image.

Height – The height of the image.

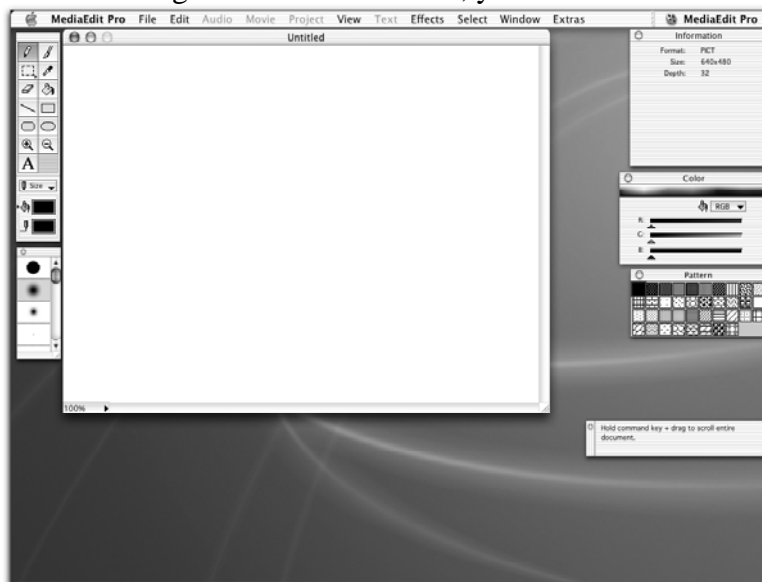
Depth – The number of colors your new image will use.

Type – The image format to create.

Do this:

- *Create or open a picture*

After the image is created or loaded, your screen should look like this:



This is the **Image Editor**

Look familiar? The Image Editor is exactly the same as the Movie Editor except this editor only edits images. The tracks and thumbnail windows do not exist here. Everything else should be exactly like the Movie Editor; you can edit images the same way you can edit a frame.

4-2. Graphic blending modes

Before you begin, you need to have an image loaded in the Image Editor or a movie loaded in the Movie Editor.

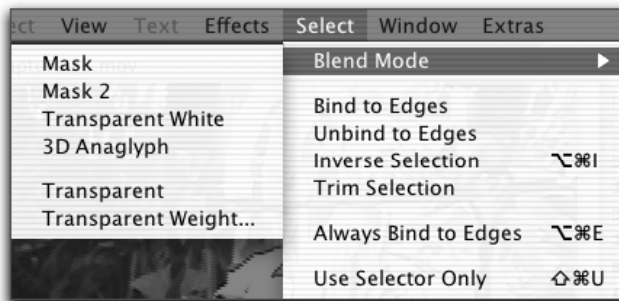
The graphic blending modes allow you to blend the selected graphic with the graphic underneath of it. By blending two images together, you can create a cool looking transparent effect.

Let's begin blending images!

To Do this:

- *Insert an Image from a file (from menu: File → Insert Picture), or paste an image from the clipboard into the Paint Canvas.*

Now let's change the blend mode.



To Do this:

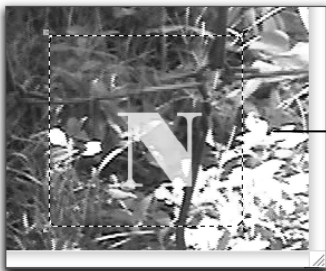
- *Go to menu: Select → Blend Mode*

There are several Blend Modes:

Mask – This option will make the graphic underneath the selected graphic its mask:



Mask 2 – This option will make the selected graphic the mask of the graphic underneath:



There is a letter "M" that behind the N that does not show in this gray-scale version of this manual. To see the true color effects, you can view this manual in Acrobat format, located on the CD-ROM.

Transparent White – This option will remove all the colors that are completely white from the selected graphic:



There is a letter “M” that behind the N that does not show in this gray-scale version of this manual. To see the true color effects, you can view this manual in Acrobat format, located on the CD-ROM.

3D Anaglyph – This option will create an anaglyph image by combining 2 of the same image shot at slightly different angles to create a 3D illusion when viewed through 3D glasses:



There is a Red/Blue Mode that does not show in this gray-scale version of this manual. To see the true color effects, you can view this manual in Acrobat format, located on the CD-ROM.

Transparent – This option will make the selected image transparent by a certain percentage. You can set how transparent you want the selected image to be by changing the transparent weight.

Transparent Weight – This menu will open a window allowing you to change the transparent weight.



There is a letter “M” that behind the N that does not show in this gray-scale version of this manual. To see the true color effects, you can view this manual in Acrobat format, located on the CD-ROM.

Do this:

- Choose one of the blend modes from above to see how they look like with your image.
- Deselect to apply the image blending.

That's all there is to blending images together!

4-3. Image Masks

Before you begin, you need to have an image loaded in the Image Editor or a movie loaded in the Movie Editor.

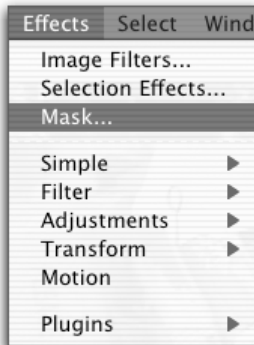
In this section, you'll learn how to modify the mask of a selected image. The mask is a grayscale image that determines which part of your image would be transparent (or see through) and by how much. A completely black area would not be transparent, while an area of complete white will be completely transparent. The lighter the shade, the more transparent the color will be; the darker the shade, the less transparent.

Before we can edit an image's mask, we need to have an image selected.

To Do this:

- *Insert an image from a file, or paste one from the clipboard.*

Now with the selected image, let's edit its mask.



To Do this:

- *Choose menu: Effects → Mask...*

The current window will hide, and the Mask Editor will now open.

The Mask Editor is just like the Image Editor except the Mask Editor shows how the selected image would look over your image.

Painting with white (or using the eraser tool) on the mask would make the image transparent:



If you make a mistake erasing the image's mask, you can paint it back in with black.

You may use the selection tools to fill in or delete parts of the mask.

You can also insert or paste a ready made mask into the Mask Editor. If the mask uses black as transparent and white as solid, you can simply invert the mask to get it working.

Do this:

- Use the eraser tool and mask out an object in your image:



Tips:

- Use a finer eraser brush to perfect the edges.
- When you make a mistake, you can paint it back in using the brush tool

Do this:

- When you are happy with your masking, close the window.
- When it asks you to save the mask, click "Save" to set the mask of your selected image.

Now you should be back to the Image Editor or Movie Editor with your selected image masked; you may move it where you please. Deselect to apply the selected graphic on your image.



That's it; you have successfully masked an image. You may also place masked images over your movie.

4-4. Adding stills over your movie

Before you begin, you must have a movie loaded into the Movie Editor and a still image that you want to put over your movie (either a file or an image from the clipboard).

In this section, we'll learn about how we can put a still image over a segment of your movie.

Do this:

- *Select the movie segment you want that you want the still image to be over.*

Now let's place the image over the selected segment of your movie.

To Do this:

- *If the image is a file, insert the picture (from menu: File → Insert Picture)*
- *If the image is in the clipboard, paste it into your movie (from menu: Edit → Paste Picture)*

Now you need to position the selected graphic over the spot you want.



To Do this:

- *Move the cursor over the selected image and drag it to a desired location:*

You may resize the image by dragging the bars at each corner (*Tip: hold the shift key while dragging the bar to scale proportionally*):



Now let's add the still over your selected movie segment! If you want to modify its mask before you apply the effect, you may do so.

Do this:

- *Deselect the image by clicking outside the selection, or from the menu: Edit → Deselect*

After the progress completes, it will give you the option to choose a transition for the still image. If you do not want any transition, click **Done**, otherwise select the transition and then click **Done**.

Congratulations, you have successfully added a still image over your movie!

5. Working with the Movie Editor

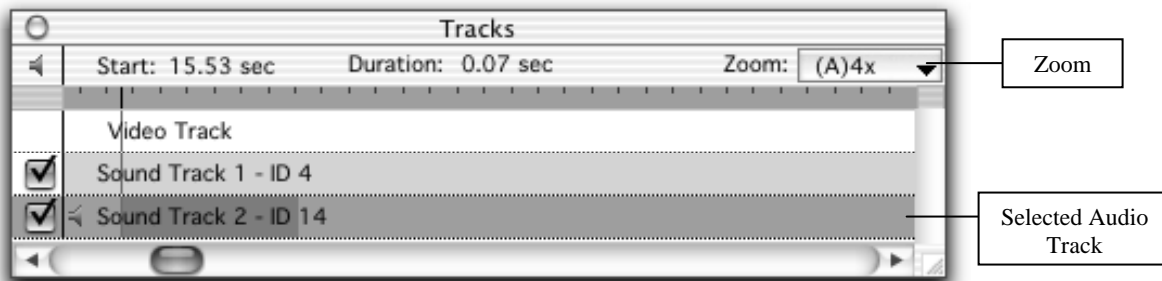
5-1. Audio editing

Before you begin, you must have a movie with audio opened with the Movie Editor.

In this section, we'll learn how to edit audio by tracks.

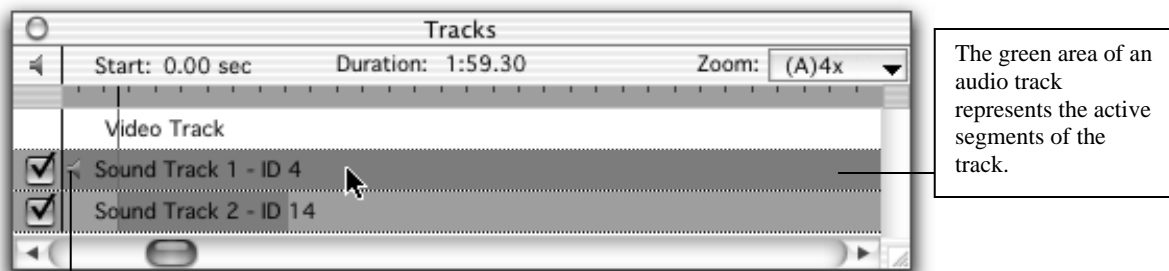
Let's begin! The first thing we'll do is move a section of your audio into another track and apply the echo filter to it.

Selecting Audio and Audio Tracks:



To enable or disable an audio track, click on the checkboxes next to them.

You may select a sound track by clicking on it. When you edit audio, only the selected audio tracks are affected. So before you edit audio tracks, make sure you select them first. If you want to edit multiple tracks at the same time, hold the down shift-key or and command-key and click on the track that you want to select:



The track with the speaker next to it is called the **Selected Main Track**.

Use the **Zoom** menu to zoom into your tracks. Zooming helps you select more accurate movie segments especially when you have a long movie and it becomes difficult to select a segment accurate to a fraction of a second. By setting the zoom to auto, the zoom will automatically adjust as your movie length changes; this helps you easily select more accurate movie segments without manually zooming in and out.

By selecting a movie segment over your audio track, you can select the audio samples also.

Now let's select the audio that we want to move to a new track before we add the echo effect.

To Do this:

- Select the tracks you want to edit by shift-clicking or command-clicking on the tracks.
- Select the audio samples by dragging a movie segment over the audio segments.

The Audio Menu:



New Track – Creates a new audio track.

Delete Track – Deletes the selected audio tracks.

Duplicate – Duplicates the selected audio tracks.

Track Info – Brings up the tracks settings dialog where you may change its volume and balance (you may also double-click on a track to view its info).

Export Track – Exports the selected audio track to a file.

Cut – Cuts the selected samples from the selected tracks.

Copy – Copies the selected samples from the selected tracks into the clipboard.

Paste into Track – Pastes the audio samples from the clipboard into the **Selected Main Track**.

Clear – Deletes the selected samples from the selected tracks and shifts the audio to the left to fill the new gap.

Blank Replace – Mutes (replaces with blank audio) the selected samples from the selected tracks.

Select All Tracks – Selects all the audio tracks in your movie.

Select All Samples – Selects all the samples from the selected tracks.

Insert Audio – Inserts an audio from file into the Selected Main Track at the current position.

Scale – Resizes the selected audio; this will change the speed at which they are played.

Reverse – Reverses the selected audio.

Echoes – Add echoes to the selected audio.

Pan Left/Right – Adds a panning effect shifting from left to right or right to left to the selected audio.

Fade Volume – Fades the selected audio to a chosen volume.

Fade In – Fades the selected audio from no volume to its current volume.

Fade Out – Fades the selected audio to no volume.

Volume – Changes the volumes of the selected audio to a new value.

Balance – Changes the balance (of the right and left speakers) of the selected audio to a new value.

Add Blank from Selection – Adds blank audio to the beginning of the selected audio.

Move Selection to New Track – Moves the selected samples into new tracks.

Go to Start – Moves to the beginning where the first audio sample starts from the selected tracks.

Go to End – Moves to the end where the last sample ends from the selected tracks.

Trim Tracks Ending – Deletes the audio that goes beyond the movie from the selected tracks.

Mix Tracks – Mixes all the selected audio tracks into a single track (this also works with single tracks; it can be used to convert the audio track to a more compatible format).

Now you need to move the audio to new tracks.



To Do this:

- Choose menu: *Audio* → *Move Selection to New Track*

Now your selected audio has been moved to new tracks.

The audio track may not be in the correct format. With the wrong format, the filters may not work correctly, so let's convert the new tracks to the correct format.

To Do this:

- Select the new tracks that you have just created.

- Convert the audio to the correct format by mixing the audio tracks: choosing menu:

Audio → *Mix Tracks*

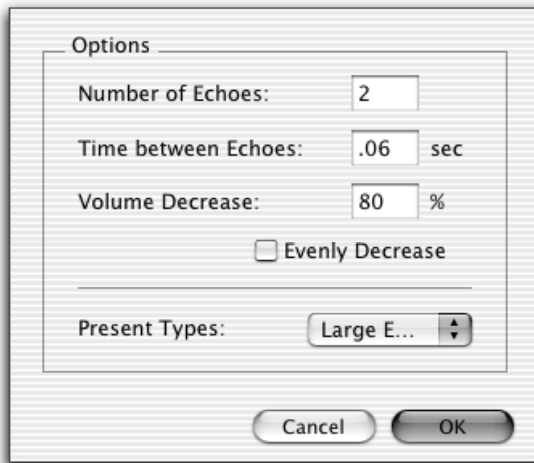
If you had multiple tracks selected, it will be mixed into a single track.

Now the audio is ready to be filtered. Let's add an echo effect to your audio.

To Do this:

- Choose menu: *Audio* → *Echoes*

The following window should appear:



Number of Echoes – This is the number of echoes to create.

Time between Echoes – This is the time before the next echo plays.

Volume Decrease – This the volume decrease from the previous volume

Evenly Decrease – Check this option to decrease the volume of the echoes evenly by the number of echoes.

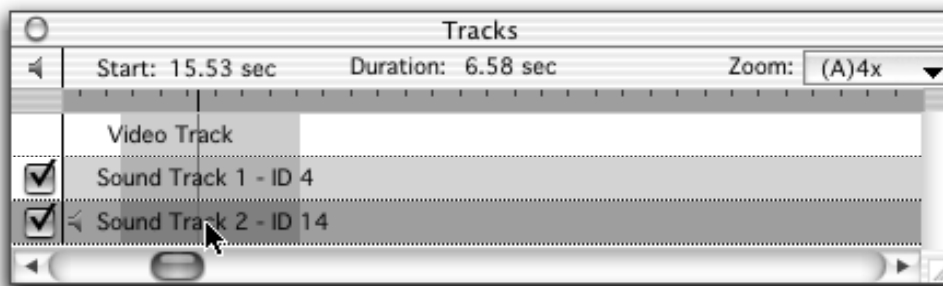
Present Types – Select a preset echo type you would like to use.

You may change the settings to create a custom echo or choose a preset one from the Present Types menu.

To Do this:

- Choose “Large Empty Room” from the **Present Types** popup menu.
- Press **OK** to apply the filter your selected audio.

After the effect has been applied, you may play it to listen how your audio sounds with the echoes. You can play individual audio tracks in the track info window by double-clicking on them from the tracks window:



Now let's learn how you can mute parts of your audio. This would be useful for such things as blocking bad words.

To mute a piece of audio, we would use the menu **Edit → Blank Replace** instead of the **Edit → Clear**. Clearing a piece of audio would delete the selected audio and shift the rest of the audio track to the left which will cause your audio lose sync with your video, but with Blank Replace, it just replaces the existing audio from your selection with blank data.



To Do this:

- *Select the audio segment you want to mute out (remember you also select the track from the Tracks window that contains the audio you want to mute).*
- *Choose menu: Edit → Blank Replace*

You may now play back the movie a bit before the muted audio to hear if the part you muted is now blank.

You have now learned how to use the basic audio editing tools. You can change the speed/length of a selected audio by scaling it (from menu: Audio → Scale...).

5-2. Importing movies with the Movie Editor

Before you begin, you need to have a movie opened with the Movie Editor and a movie file you would like to import.

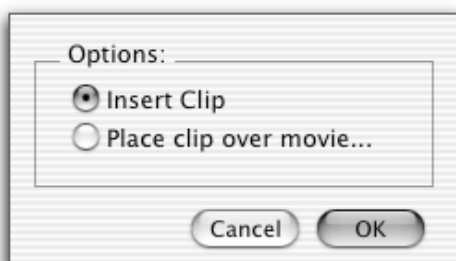
In this section, we'll learn how to import another movie into your movie using the Movie Editor.

Let's begin!

Do this:

- *Move to a position in your movie that you want the clip to be inserted.*
- *Choose menu: File → Insert Clip...*
- *Select your movie file and open it.*

The following window should appear:



It will give you the option to insert the clip or place it over your movie. We'll learn about placing movies in the next section.

Do this:

- Select *“Insert Clip”*
- Click **OK**.

On the next window, you’ll have the options to add transitions:



Opening Transition – The transition for the clip opening or appearing.

Closing Transition – The transition for the clip closing or disappearing.

Do this:

- Select the transitions you want and press **OK**.

Now you have learned how to insert another movie clip into your movie using the Movie Editor.

5-3. Composition/Placing Movies

Before you begin, you need to have a movie opened with the Movie Editor and a movie file you would like to place over your movie.

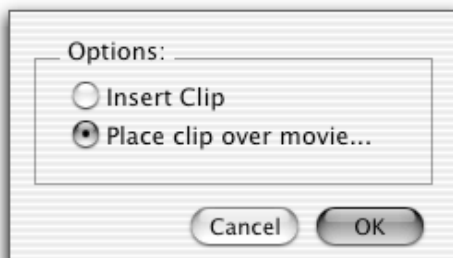
In this section, we’ll learn how to layer a clip over your movie.

Let’s begin!

Do this:

- Move to a position in your movie that you want the clip to be placed over.
- Choose menu: *File → Insert Clip...*
- Select your movie file and open it.

The following window should appear:



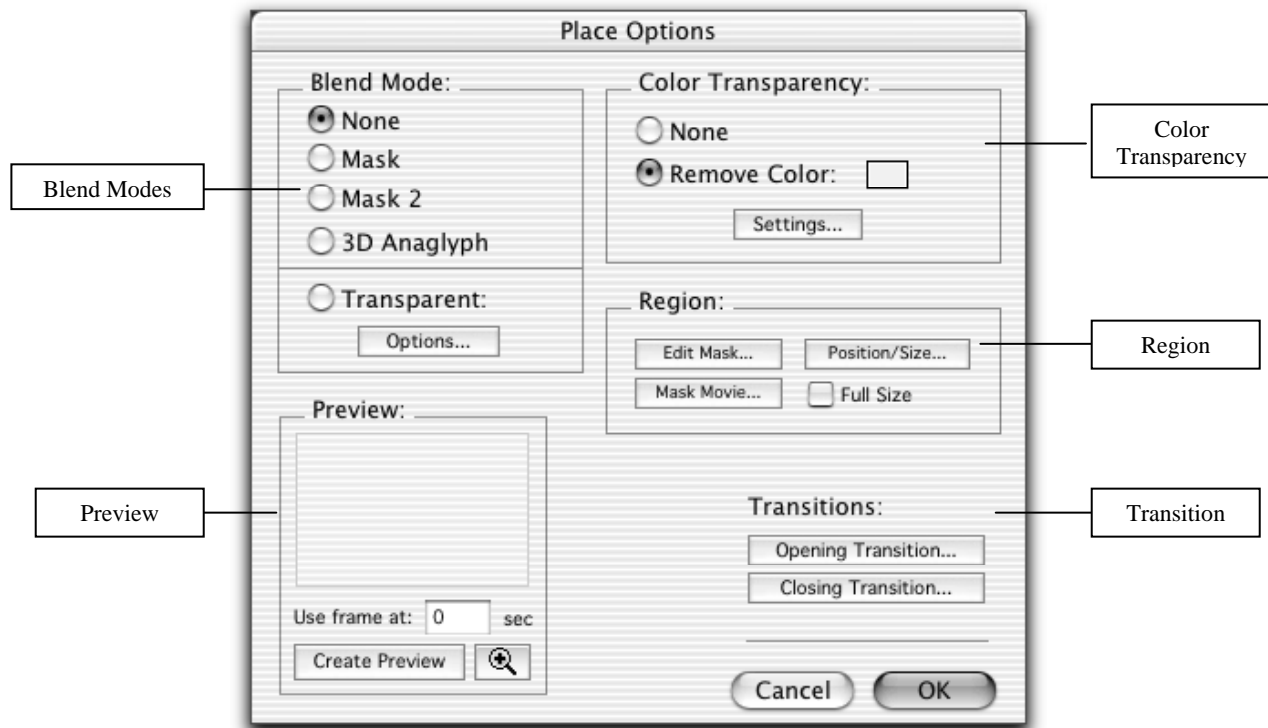
It will give you the option to insert the clip or place it over your movie.

Do this:

- Select “Place clip over movie...”

- Click **OK**.

The following window should open:

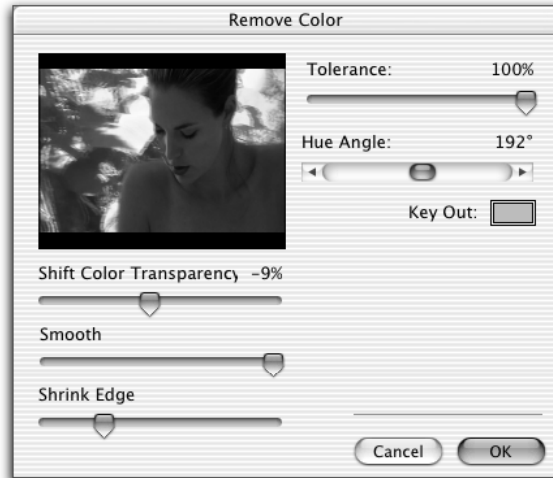


Blend Modes – The blend modes will blend the images on the clip with the movie

- **None** – This option turns off blending.
- **Mask** – This option will make the clip the mask of your movie over white.
 - Black sections of the clip will make your movie show 100%.
 - White sections of the clip will make your movie completely transparent.
- **Mask 2** – This option will make the clip the mask of your movie over white.
 - Black sections of your movie will make the clip show 100%.
 - White sections of your movie will make the clip completely transparent.
- **3D Anaglyph** – This option allows you to create a 3D anaglyph movie. You must use the same shot taken at a slightly different angle for this to work. You may position the clip by clicking the **Position/Size** button.
- **Transparent** – This option will draw the clip with the transparency level set by clicking the **Options** button.
 - **Options** – This button allows you to set the transparency level of the Transparent blend mode.

Color Transparency – Color transparency allows you to make a color transparent or invisible.

- **None** – This option turns off color transparency
- **Remove Color** – This option will remove a color from the clip and replace it with your underlying movie.



Tolerance – This is the differences in color of the Key Color. You may adjust it to accept more or less differences in colors.

Hue Angle – This is the color to key out. You may use the scroll bar to shift the color.

Key Out – This is the color to key out. Click on the box to change the color.

Shift Color Transparency – Allows you to change the transparency of the Key Color

Smooth – This option will smooth out the edges of the clip over your movie. You may adjust how much to smooth the edges.

Shrink Edges – This option will shrink the edges. You may adjust how much of the edges to remove.

Region – This section allows you to change the region of your clip such as mask, position, and size.

- **Edit Mask** – This option allows you to set a mask for the clip over your movie.
- **Position/Size** – This option allows you to resize and position the clip over your movie:



You may position the clip by dragging on it.

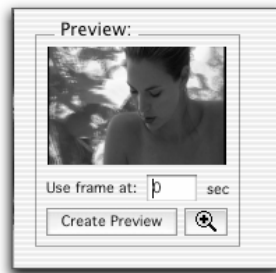
You may resize the clip by dragging a box at each corner of the clip. To scale proportionally, hold down the shift-key while dragging the resize box.

- **Mask Movie** – This is a movie frame by frame with your clip that determines the mask of the clip. Each frame of the mask movie will be used as the mask of the same frame of the clip. This option allows you to mask the movie frame by frame, or import an already generated mask movie.

- **Full Size** – This option will resize the clip to the same size of your movie.

Preview – Seeing how your clip will look like over your movie is very important. You are able to create a small preview or view the full size preview

- **Use frame at** – This option allows you to set the time in the clip to use for previewing.
- **Create Preview** – This button will generate an image preview with all your settings:



By clicking on a color in the generated preview image, you can set that color to be transparent.

- **Zoom** – This button will show a full size image of the generated preview.

Transitions – You may set transitions for the clip appearing and closing.

- **Opening Transition** – The transition for the clip opening or appearing.
- **Closing Transition** – The transition for the clip closing or disappearing.

Do this:

- Set the settings you want from above.
- Click **Create Preview** to see what your clip will look like over your movie.
- When you want to place the movie, press **OK**.

Wait for the effect to render.

Congratulations! You have now learned all there is need to know about placing movies.

5-4. Frame to Frame Transition

Before you begin, you need to have a movie opened with the Movie Editor.



In this section, we will learn to how create a transition between 2 frames.

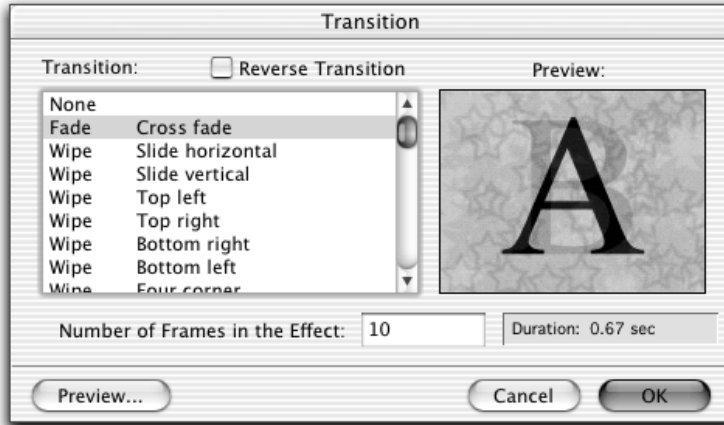
Blank segments will be added to your audio to stay in sync with the video; to prevent this, turn on the “Don’t Edit Audio” option (from menu: *Edit* → *Don’t Edit Audio*).

Let’s now insert a transition between the current frame and the next frame.

To Do this:

- Move to the frame you want the transition to be inserted after.
- Choose menu: *Movie* → *Insert Transition...*

The frame transition window will open:



The list on the left is the list of transitions you may use. The **Number of Frames in the Effect** is the number of frames the transition will use in your movie; this amount of frames will be inserted between the current frame and the next frame. The box to the right of that shows the **duration** of the current transition in seconds.

The **Reverse Transition** option allows you to apply the transition in reverse motion.

Do this:

- Select a transition from the list on the left.

You may preview your transition by clicking **Preview.*

Do this:

- Click **OK** to add the transition.

After the transition has been processed, you will notice that the transition has been added between the two frames.

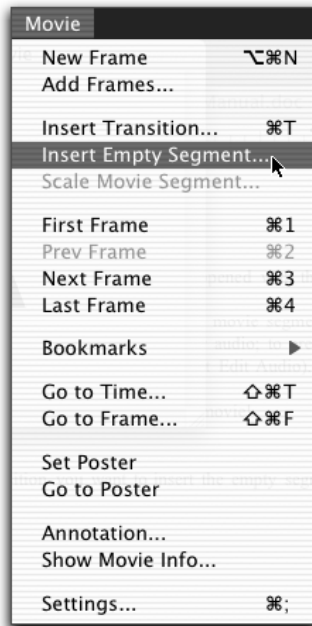
5-5. Insert Empty Segment

Before you begin, you need to have a movie opened with the Movie Editor.

In this section we'll learn how to insert empty movie segments into your movie.

Blank segments will be added to your audio to stay in sync with the video; to prevent this, turn on the "Don't Edit Audio" option (from menu: *Edit* → *Don't Edit Audio*).

Now let's insert the empty segment into your movie!

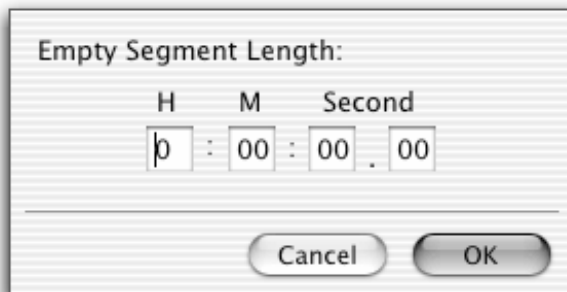


To Do this:

- Navigate to the position you want to insert the empty segment—the empty segment will be added after this frame.

- Choose menu: *Movie* → *Insert Empty Segment...*

The following window should appear:



H – The number of hours in the length of the empty movie.

M – The number of minutes in the length of the empty movie.

Second – The number of seconds in the length of the empty movie. You may set the fractional part of the seconds on the field to the right.

Do this:

- Input the length of the empty segment you want to insert.

- Click **OK** to insert the empty segment.

Now you should see the empty segment after the current frame. Empty frames usually don't update because it is empty, so you may see the previous frame you were in as the empty frame. By painting on it, the empty frame should clear to white; after painting on an empty frame, the frame would no longer be empty.

Now you have learned how to add empty segments to your movie. If you are going to modify all empty segments, then inserting empty movie segments could be an alternative to adding frames because it is instantaneous.

5-6. Scale Movie Segment

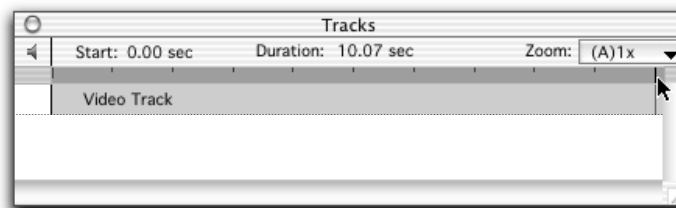
Before you begin, you need to have a movie opened with the Movie Editor.

In this section, we'll learn how to resize the duration of a selected movie segment so it will playback faster or slower; the audio duration would also be adjusted accordingly to stay in sync with the video; to prevent this, turn on the "Don't Edit Audio" option (from menu: *Edit* → *Don't Edit Audio*).

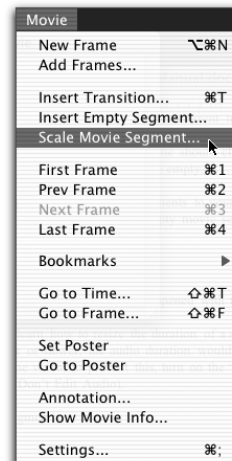
Let's scale a movie segment!

To Do this:

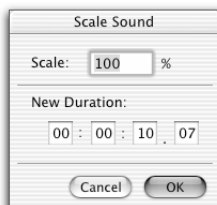
- Select the movie segment that you would like to scale (must be more than 1 frame)



- Choose menu: *Movie* → *Scale Movie Segment*



The following dialog box should appear:



Scale – This field allows you to scale the selected movie segment by percentage. The higher the percentage, the longer the duration of the selected movie segment and the slower it will play. The opposite is true when you set it to a percentage lower than 100%.

New Duration – You may input a new duration for the selected movie segment here. The fields from left to right: hours, minutes, seconds, fractional second. *The longer you scale your movie segment, the slower it will playback; the shorter you scale it, the faster your movie segment will playback.

Do this:

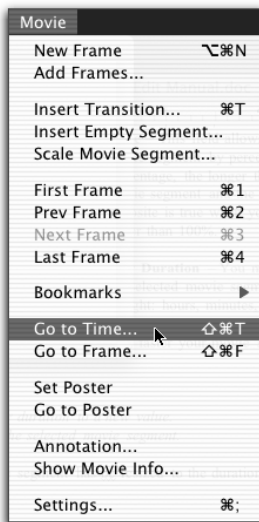
- *Change the scale or duration to a new value.*
- *Press **OK** to scale the selected movie segment.*

That is all, your movie segment has now been resized to the duration or scale you set it to!

5-7. Go to Time

Before you begin, you must have a movie opened in the Movie Editor.

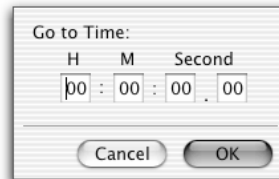
There may be times when you need to go to a specific time in your movie. In this section, we will learn how to do just that.



To Do this:

- *Choose menu: **Movie** → **Go to time...***

The following dialog box should appear:



H – The hour portion of the time.
M – The minute portion of the time.
Second – The seconds and fractional seconds of the time.

Do this:

- *Input the time you would like to go to and press **OK**.*

Now you should be taken to the position you inputted.

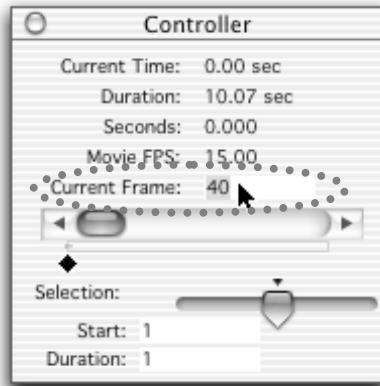
5-8. Go to Frame

Before you begin, you need to have a movie opened with the Movie Editor.

There may be times when you need to go to a specific frame in your movie. In this section, we will learn how to move to a frame in your movie.

There are two ways to do this:

From the Controller:

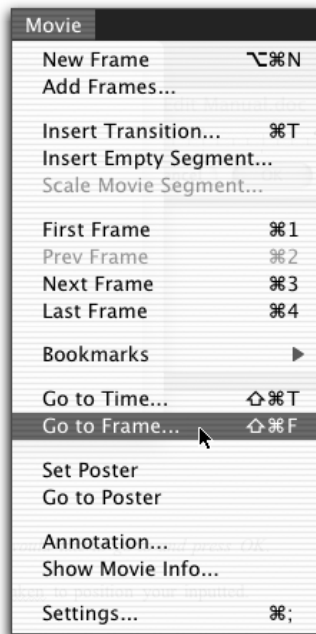


To Do this:

- Change the value of the current frame from the **Controller** to the frame you would like to move to.
- Press **Return** in the field to move to that frame.

Now you should be taken to the frame you inputted.

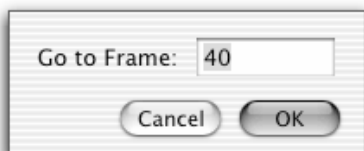
From the menu:



To Do this:

- Choose menu: **Movie** → **Go to Frame...**

The following window will appear:



Do this:

- Input the frame you would like to move to.
- Press **OK**.

Now you should be taken to the frame you want!

You now know how to move to a frame using the two methods mentioned above.

6. Finalizing your movie or project

6-1. Flattening your Movie

Before you begin, you must have a movie opened in the Movie Editor.

In this section, we will learn how to flatten your movie.

What does flattening your movie do?

After working on your movie for a long time, data builds up in your movie file whenever you add data to your movie such as when you add new frames, modify frames, and import movies or audio. This data will build up regardless you save the movie or not after making changes. When you delete parts of your movie, the actual data does not get removed from the file. The only way to remove data from your file is by rebuilding your file; this is what flatten does to your movie. Flattening your movie will remove this excess data built up over time; by rebuilding a new movie, it will only copy the data needed for the movie to run.

Flattening also resolves all references in the movie; you may move a flattened movie to another computer without worrying that it would not run because of missing files.

If an error occurs, the original movie will not be harmed. If the flattening is a success, the original movie will be replaced with the new flattened version



Now let's flatten your movie!

To Do this: Choose menu: *File* → *Flatten Movie*

Wait for the progress to complete and you're done!

You have successfully flattened your movie!

6-2. Quickly Converting MediaEdit Pro movies to QuickTime movies

In this section, we'll learn a quick way to convert your MediaEdit Pro movies (.med) to QuickTime.

There may be times when you need to open your movie with another movie editing software that supports QuickTime.

There is a quick way to do this without exporting.



To Do this:

- Choose menu: *File* → *Convert to QuickTime...*
- Next, select the file that you want to convert from the *Open* window.

6-3. Exporting your project or movie clips

Before you begin, you must have a movie or a project loaded. You may export movies from within the Movie Viewer, the Movie Editor, or the Project Organizer.

Your movie must use the DV codec (compressor/decompressor) in order for your DV camera to display your movie correctly.

Let's export your movie or project!

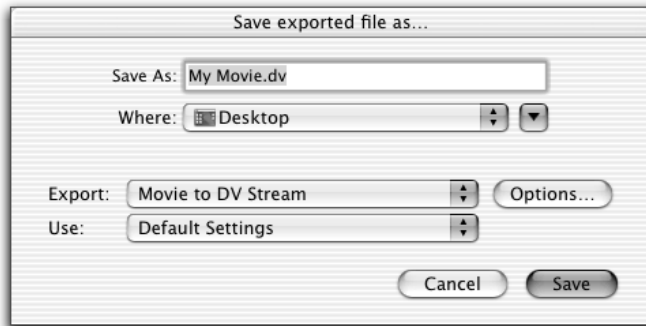
Do this:

- Choose menu: *File* → *Export Movie...*

When exporting from the Project Organizer or the Movie Editor, it must first convert the audio of your movie to play correctly on some export formats.

Do this: *If the audio settings dialog appears, please set the sound settings you want for your exported movie and then press **OK**.*

Your export dialog box should look something like this:



Export – This is the format to export your movie or project to.

Use – These are preset settings you may use for the selected format.

Options –Click here to view more options for the selected format.

Do this:

- Set a name and location to save the file.
- Select a format and change it to the settings you want.
- When you're done, you may export your movie by clicking **Save**.

Exporting may take a few minutes up to a few hours depending on the export format, dimensions of the movie, length of the movie, and the format of the movie so please be patient.

Now you have learned how to export your movies or projects.

6-4. Streaming to DV

Before you begin, you must have a movie or a project loaded. You may stream movies to your DV camera from within the Movie Viewer, the Movie Editor, or the Project Organizer.

Streaming to DV allows you to view your movie or project that you are working with on a monitor or DV camera.

You may begin streaming any movie at anytime.

Do this:

- Plug in your DV camera or DV device
- Choose menu: *View* → *Stream Movie to DV*

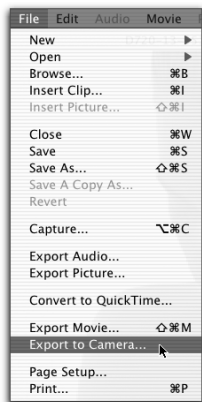
Your movie or project should now appear on your camera or DV device exactly as you would see it on your computer.

6-5. Exporting to the DV Camera

Before you begin, you must have a movie or a project loaded. You may export movies from within the Movie Viewer, the Movie Editor, or the Project Organizer.

In this section, you'll learn how to record the movie you have created to your DV camera. Your movie must use the DV codec (compressor/decompressor), otherwise your movie may come up blank or play jerky when recording from the DV camera.

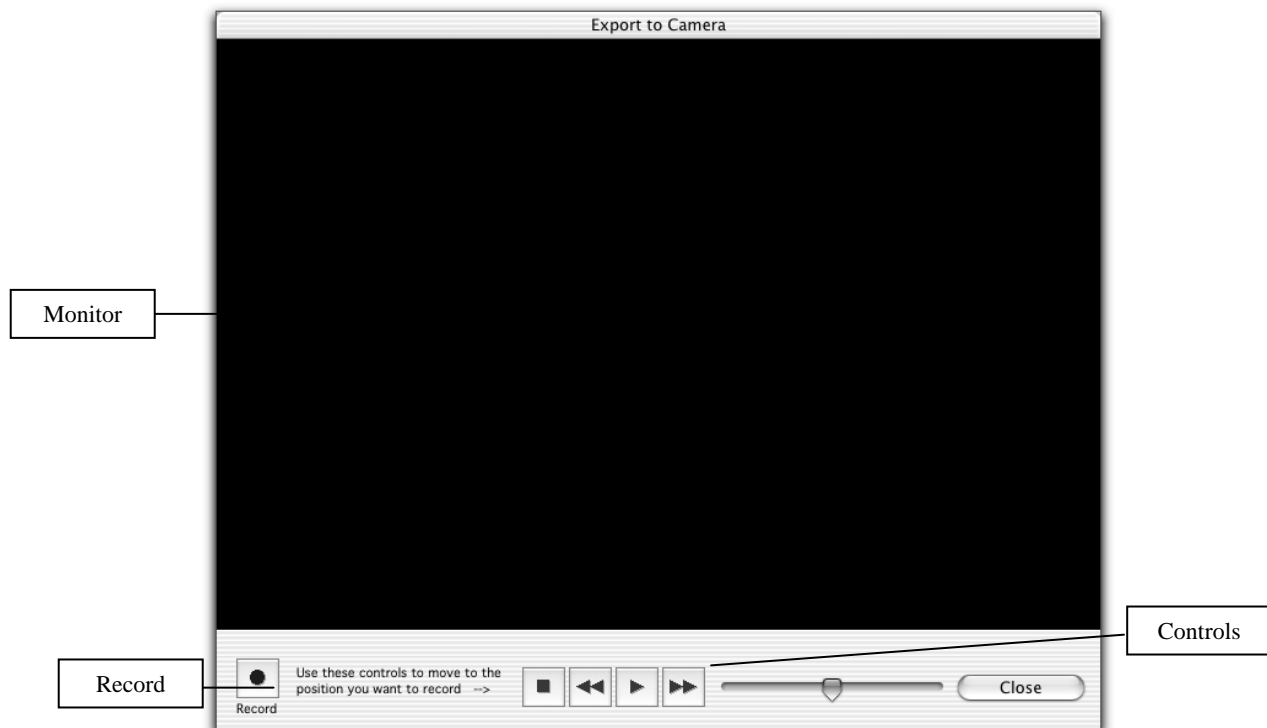
Let's begin recording your movie!



Do this:

- Choose menu: *File* → *Export to Camera...*

The following window should appear:



Monitor – The monitor will display the images from the DV camera, or during record it will show your movie.

Controls – These control buttons can be used to control your DV camera.

Record – This button will tell your DV camera to begin recording your movie.

Do this:

- Use the **Controls** in the export window to position your camera to the place you want to record.

- When ready, press the **Record** button.

Now you are recording your movie to your DV camera! Your camera should be recording and your movie should be playing in your DV camera. The DV camera should automatically stop recording when your movie ends.

7. Advanced

7-1. Preference Items

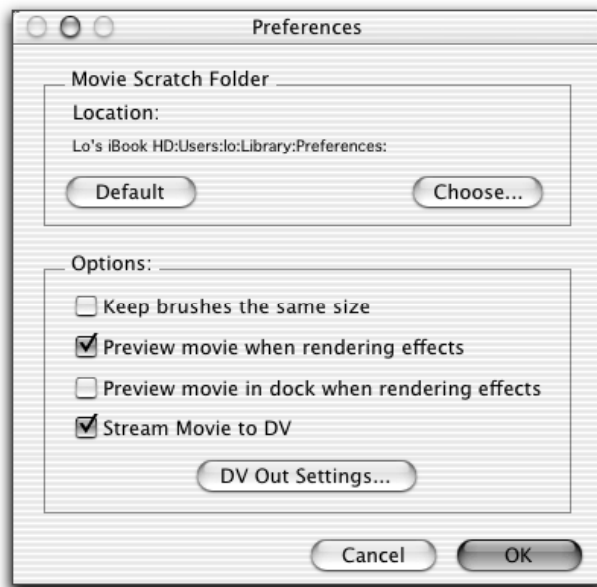
In this section, we'll learn about the preferences items.

To access the preference window,



Do this:
Choose menu:

The preference window looks like this:



Movie Scratch Folder:

This option allows you to set folder to use as a scratch. This can be used to change the scratch disk. Scratches are temporary files used for storing temporary data such as captured movies or rendered effects. Click **Default** to use the Preferences folder.

Keep brushes the same size:

Turn this option on to make the brush the same size on the screen when you zoom in or out of an image.

Preview movie when rendering effect:

Turn this option on to show your full size movie in a separate window as it renders.

Preview movie in dock when rendering effect:

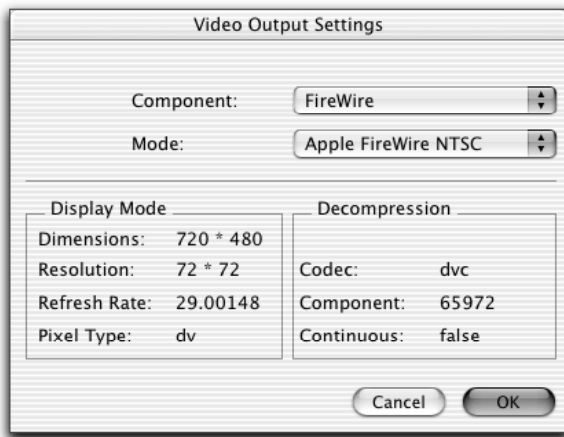
Turn this option on to show your movie in the dock as it renders. When you add an effect to your movie, you will see your movie in the dock as the effect is being rendered.

Stream Movie to DV:

Turn this option on to stream every movie or project you open to your DV camera.

DV Out Settings:

Click this button to view the DV Out Settings:



Component – This is the type of device used to export to DV (usually set to FireWire).

Mode – This is the format used when exporting the DV.

Check your DV camera's manual for the format it uses.

7-2. Changing Movie Settings

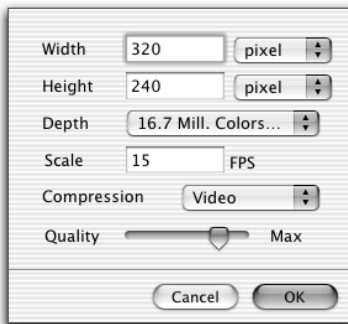
Before you begin, you must have a movie opened in the Movie Editor.

Let's show the movie settings.

Do this:

- Choose menu: *Movie* → *Settings...*

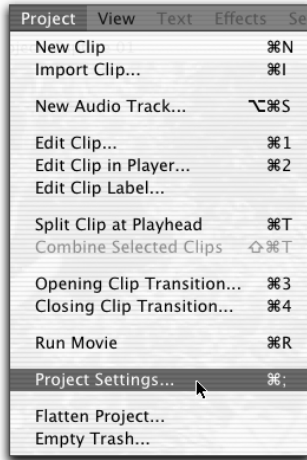
The movie settings window lets you change the size, depth, image quality, and compressor of your movie:



You may change the settings of your movie here. Everything may be changed except the movie's frame rate. The only way to change a movie's frame rate is by creating a new movie with a new frame rate and then importing your old movie into your new movie.

7-3. Changing Project Settings

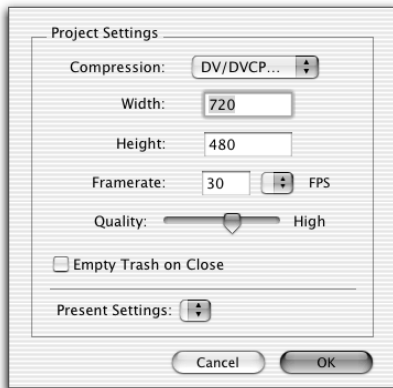
Before you begin, you must have a project opened in the Project Organizer.



Do this:

- Choose menu: *Project* → *Project Settings...*

The project settings window lets you change the settings in your project:



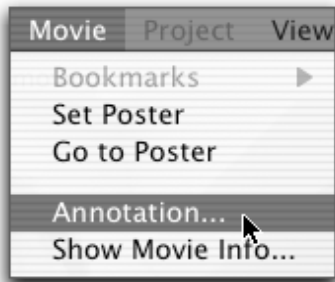
You may change the settings of your project here. When done, press **OK** to save the settings.

7-4. Movie Annotations

Annotations are notes or information you may put on your movie such as copyright, name, producers, or edit dates.

You may add annotations to your movies in the Movie Viewer or the Movie Editor.

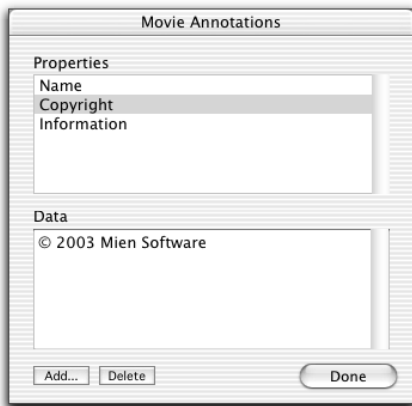
Let's add an annotation to your movie.



Do this:

- Choose menu: *Movie* → *Annotation...*

A window with a list of your movie's annotations should appear:



You may change the data of an existing property/annotation by simply typing in the **Data** text box.



To delete an annotation, select it and click **Delete**.
To add an annotation, click **Add...**

Do this:

*Click on the button **Add...***

The following dialog box will appear:

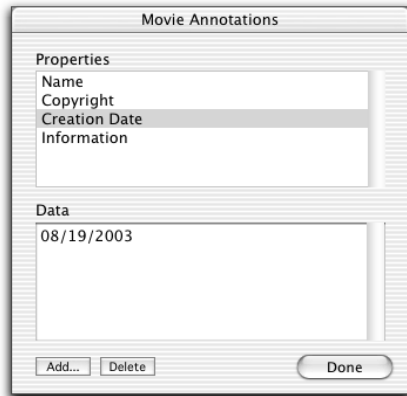
The top list box is the list of the types of annotation you can add.

The bottom text box contains the value for the annotation.

Do this:

- Select an annotation type from the list.
- Input a value for the annotation
- Press Add to add the new annotation

Now the list should contain your new annotation:



You may edit the annotation by changing the data from the **Data** text box.

You may choose to delete an annotation by selecting it and pressing the **Delete** button.

Do this:

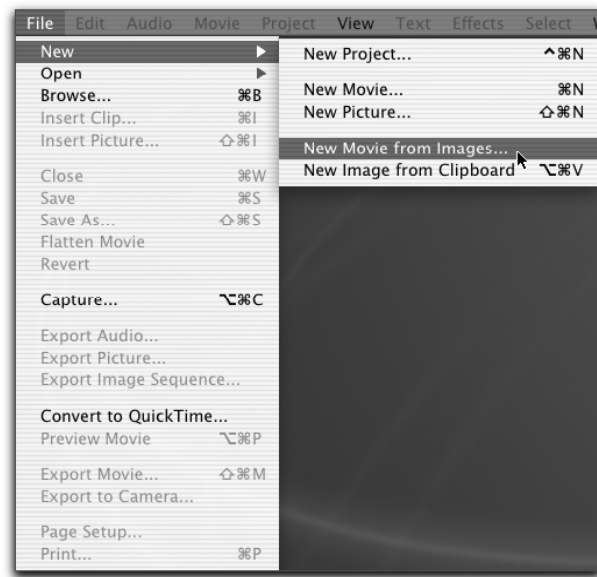
- When you're done, click **Done**.

7-5. Creating a movie from image files

Before you begin, you must have a folder filled with image files that you would like to create into a movie.

In this section, we will learn how to create a movie from a folder of image files; this includes all image files in any folder within that folder

Let's start off by creating the movie!



Do this:

- Choose menu: **File** → **New** → **New Movie from Images...**

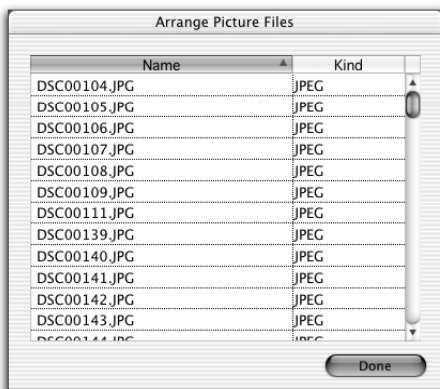
The following window will appear:



Do this:

- Set the movie width, height, depth, scale, and compression.
- Select an **Image Source Folder**—this is the image folder that your new movie would be created with.
- Press **New**.

Next, the following window should appear:



This window lists the images or folders within the first level of your folder. You may arrange the order an image file or folder gets added into the movie by selecting them with the shift or command key, and dragging them to a new location.

You may create folders within your folder to arrange your image files more easily.

Do this:

- Click **Done** to create the movie.
- Wait for the movie to add all your images.

You're done! The movie should now be loaded into the Movie Editor.

7-6. Exporting your movie to image files

Before you begin, you must have a movie opened in the Movie Editor.

This feature allows you to export parts or all of your movie to separate image files.

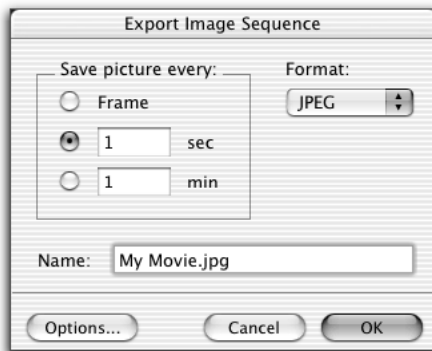
Let's begin.



Do this:

- Choose menu: *Export Image Sequence...*

The following dialog box should appear:



Save picture every – Select and set the frequency in which an image from your movie will be saved.

Format – This is the format to save the picture in.

Name – This is the beginning name and extension of your image files.

Options – Click here to change the settings of the selected format.

Do this:

- Set a frequency to save the image from your movie
- Set the image format and its **Options**.
- Set the name to something you like.
- Press **OK**.

Now a window appears that asks you to choose a folder to save the images to.

Do this:

- Choose a folder to save the images to (we recommend that you choose an empty folder, or create a new one and then select it).

The images from the movie should now be saved into the folder which you have chosen. Once completed, you may open that folder and view the images.

7-7. The Media Browser

In this section we'll learn about the Media Browser.

The Media Browser is a great tool for browsing image and movie files on your hard drive or disks. It has the ability to view images at any size directly from the browser. With its unique slideshow feature, you can easily do a slideshow from a folder of images.

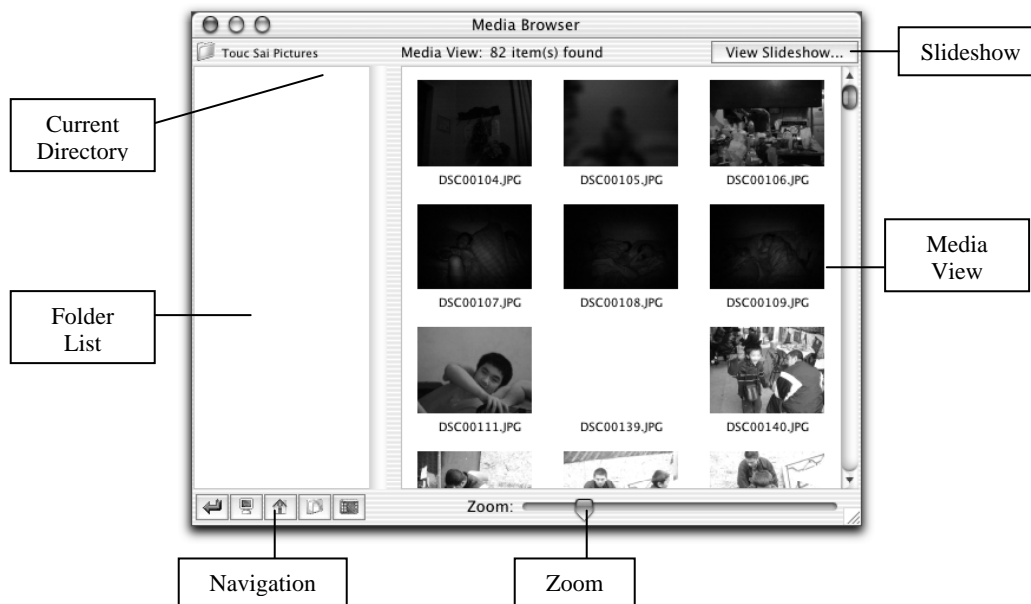
Let's open the Media Browser!



Do this:

- Choose menu: *File* → *Browse...*

This is the Media Browser:



Current Directory – This is the current folder you are in. Click the icon beside it to move to the parent folder. Click on the directory name to show media files within the Current Directory.

Folder List – This is the list of folders in the **Current Directory**. Double-click on a folder to change to that directory.

Navigation – These buttons allow you to navigate to the parent folder, root, home folder, document folder, and the desktop folder.

Media View – The Media View creates a preview of movies and images within the current directory or a selected folder from the **Folder List**. Double-click on an image or movie to view or edit.

Zoom – This slider zooms the **Media View**. You may zoom in to the selected image by sliding the slider to the right. Sliding to the left will zoom out the **Media View** revealing more images.

Slideshow – Click here to view a slideshow of the images within the Media View.

Slideshow settings – This window lets you change settings on your slideshow.



Cycle Delay – The delay between each slide.

Cycle Direction – The direction to play the slide.

Images Visible – This is the number of images to show at the same time in the slideshow.

Show Labels – Turn this option on to display the name of the media file in the slide show.

Do this:

- Browse to a folder with some images on your hard drive.

You'll notice that all your images and movie appear in the **Image View**.

The **Folder List** to the left will show a list of your folders in that directory.

Now let's zoom into an image.

Do this:

- Select an image you want to see a larger preview on.

- Drag the **Zoom** slider all the way to the right.

Now you'll notice that the selected image fills the **Media View**.

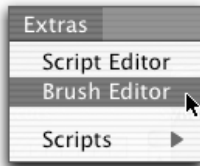
You may double-click on an image in the **Media View** to edit that file.

That's all there is to know about the Media Browser.

7-8. Custom Brushes

You may create your own custom brushes if the current set of brushes does not fit your needs. All the installed brushes are located in the Brushes folder of the MediaEdit Pro folder; you may add or remove brushes by dragging brushes in and out of that folder.

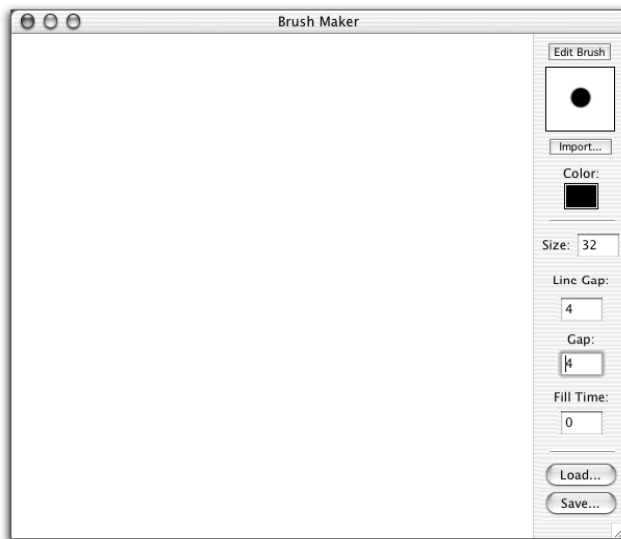
The brush editor is a unique tool to create your own custom brushes. Let's open the brush editor.



Do this:

- Choose menu: *Extras* → *Brush Editor*

Now the Brush Editor window should open:



Edit Brush – Click here to edit the brush's mask with the Image Editor

Import – Selects an image file to use as the brush's mask.

Color – This is the current color to use for painting.

Size – This is the size of the brush (in pixels). You may resize it by changing this value.

Line Gap – This is the space between each brush for long strokes.

Gap – This is the space between each brush for short strokes.

Fill Time – This is the time in 1/60th of a second to redraw the brush.

Load – Loads a brush file into the Brush Editor.

Save – Saves the current brush to a brush file.

Now you may create your own brushes, if you don't know where to start, you may load one of the existing brushes from the brush folder.

After setting your brush settings and creating the brush's mask, you may test your brush on the white canvas area to the left.

Once you are satisfied with your brush, you may save it to a file. To use the brush, you must copy the brush file to the Brushes folder within the MediaEdit Pro folder, and restart MediaEdit Pro.

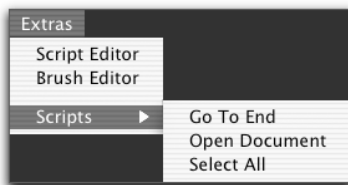
7-9. The Rbscript Language and what you could do with it

In this section, we will learn about using scripts to create custom macros, transitions, filters, and effects.

We are not going to discuss how to use *Rbscript*, but rather what we could do with them. Otherwise it is a manual in itself. *Rbscript* scripts use the BASIC programming language. Programs such as REALbasic and Microsoft Visual Basic also use the BASIC programming language, so if you want to learn how to use *Rbscript*, they are a great way to start.

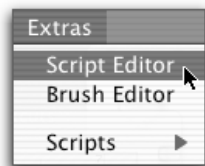
Macros are put into the Scripts folder. Transitions and effects plug-ins are put into the Plug-ins folder.

You may access macros from menu: *Extras* → *Scripts*



You may access the effects plug-ins from menu: *Effects* → *Plugins*
Transition plug-ins appear at the bottom of the list in the transition window.

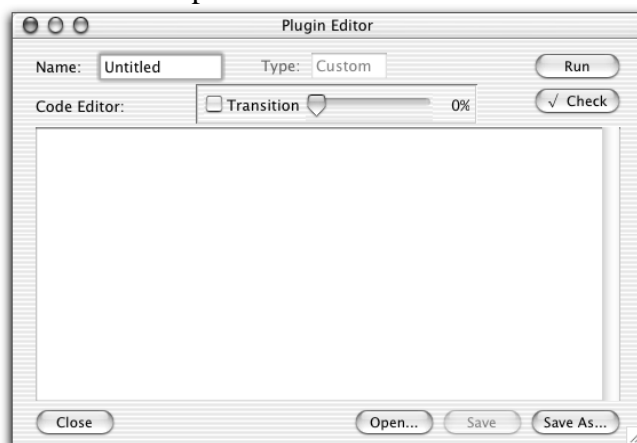
Starting your script by opening the Script Editor:



Do this:

- Choose menu: *Extra* → *Script Editor*

This is the Script Editor:



Name – Name of the Script as it appears in the program.

Type – This is the transition type (i.e. FADE, WIPE); you must turn on **Transition** to set a transition type.

Transition – Check this option to make this plug-in a transition instead.

*The slide allows you to change the frame of the transition.

Code Editor – Enter your code here. If you would like to see an example code, open the sample plug-ins included with MediaEdit Pro in the Plug-ins folder.

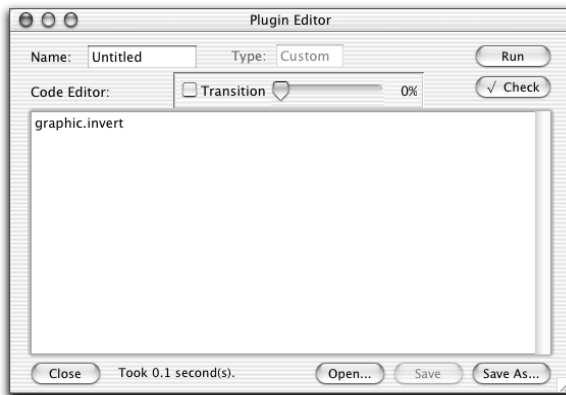
Run – Runs the code.

Check – Checks your code's syntax.

Open – Loads a plug-in file.

Save – Saves the current plug-in.

Save As – Saves the current plug-in to a new file.



Let's do a sample effect.

Do this:

- Enter "*graphic.invert*" into the code editor.

- Press **Run**

Presto! It should show an inverted image. You may see a list of image effects and filters in the list on the next page.

The Following are Classes, Commands,

and Functions that are allowed in Rbscript:

Global Picture Objects:

graphic as picture//the graphic of the selected image or the image to do effects on
framepicture as picture//the current frame image

All operators are supported:

+ - * / \ Mod
< = > <= >= <>
And Not Or

All three forms of comment are supported:

' // REM

Standard library functions:

Abs(Double) As Double
Acos(Double) As Double
Asc(String) As Integer // letters between 0 and 127 only
AscB(String) As Integer // no high-ASCII characters
Asin(Double) As Double
Atan(Double) As Double
Atan2(Double, Double) As Double
BitwiseAnd(Integer, Integer) As Integer
BitwiseOr(Integer, Integer) As Integer
BitwiseXor(Integer, Integer) As Integer
ByRef option
ByVal option
CDbl(String) As Double // identical to Val()
Ceil(Double) As Double
Chr(Double) As String
ChrB(Double) As String

Const name = value
 Cos(Double) As Double
 CountFields(String, String) As Integer
 Dim
 Do...Loop
 Exit
 Exp(Double) As Double
 False
 Floor(Double) As Double
 For...Next
 Format(Double, String) As String
 Function
 Goto
 Hex(Integer) As String
 If...Then...Else
 InStr(Integer, String, String) As Integer
 InStrB(Integer, String, String) As Integer
 Left(String, Integer) As String
 LeftB(String, Integer) As String
 Len(String) As Integer
 LenB(String) As Integer
 Log(Double) As Double
 Lowercase(String) As String
 LTrim(String) As String
 Max(Double, Double) As Double
 Microseconds As Double
 Mid(String, Integer, Integer) As String
 MidB(String, Integer, Integer) As String
 Min(Double, Double) As Double
 NthField(String, String, Integer) As String
 Oct(Integer) As String
 Pow(Double, Double) As Double
 Redim
 Rem
 Replace(String, String, String) As String
 ReplaceAll(String, String, String) As String
 Right(String, Integer) As String
 RightB(String, Integer) As String
 Rnd As Double
 Round(Double) As Double
 RTrim(String) As String
 Select Case
 Sin(Double) As Double
 Sqrt(Double) As Double
 Str(Double) As String
 StrComp(String, String, Integer) As Integer
 Sub
 Tan(Double) As Double
 Titlecase(String) As String
 Trim(String) As String
 True
 Ubound(array) As Integer
 Uppercase(String) As String
 Val(String) As Double // scientific format not recognized
 While...Wend

Commands and Functions:

FillColor() as color-returns the current user selected fill color
 LineColor() as color-returns the current user selected line color

Color Functions:

RGB(red as integer, green as integer, blue as integer) as color-returns the color from the value given, use values between 0-255

CMY(cya as double,magenta as double,yellow as double)-returns the color from the value given, use values between 0-1
HSV(hue as double,saturation as double,value as double)-returns the color from the value given, use values between 0-1
selectColor(BYREF c as color, msg as string) as boolean

Picture Class:

Constructor:

picture=newpicture(width,height)

Properties:

Height as integer

Width as integer

Depth as integer

ForeColor as Color

Pixel(x as integer,y as integer) as color

PenWidth as integer

PenHeight as integer

Mask as picture

Bold as Boolean

Italic as Boolean

Underline as boolean

TextSize as integer

TextFont as String

TextHeight as integer

TextAscent as integer

StringHeight(text) as integer

StringWidth(text) as integer

Methods:

GetSelectionleft() as integer//get the x position of the selection

GetSelectionTop() as integer//get the y position of the selection

GetSelectionWidth() as integer//get the width of the selection

GetSelectionHeight() as integer//get the height of the selection

Drawpicture picture,x,y[,DestWidth,DestHeight,SourceX,SourceY,SourceWidth,SourceHeight]

FillRect x,y,width,height

ClearRect x,y,width,height

DrawRect x,y,width,height

DrawLine x1,y1,x2,y2

DrawPolygon Points() as integer

FillOval x,y,width,height

DrawOval x,y,width,height

FillRoundRect x,y,width,height,OvalWidth,OvalHeight

DrawRoundRect x,y,width,height,OvalWidth,OvalHeight

DrawString Text,x,y,[WrapWidth]

Effects: //amount=Value between 0-1

Grayscale

Invert

Blur

FlipHorizontally

FlipVertically

SkipLine

DeInterlace

Tint(amount as double, color as color)

Darken(amount as double)

Lighten(amount as double)

Twirl(amount as double)

Pixellize(amount as double)

Noise(amount as double)

NoiseMono(amount as double)

Fracture(amount as double)
 Bevel(amount as double)
 Filter(FilterType as integer,weight as double)//weight: between -1 & 1
 Rotate90()
 Rotate(Angle as integer,BackColor as color)//Angle is between 0-360 Degrees; BackColor is the background color of the rotated image
 Resize(width as integer,height as integer)
 AdjustColor(value1 as double,value2 as double,value3 as double,mode as integer)//values between -1 & 1, mode 0=HSV, mode 1=RGB, mode 2=CMY
 ChangeColor(color,hue as double,saturation as double,value as double,weight as double)
 Threshold(rangeStart as double,rangeEnd as double,obscure as double)//values between -1 & 1
 KeyOutColor(color,colorTrans as double,tolerance as double,smooth as integer,shrink as integer)//colorTrans: between -1 & 1
 ContrastBrightness(contrast as double,brightness as double)//values between -1 & 1
 Anaglyph(p as picture)
 GamaFilter(red as double,green as double, blue as double)//values between 0.2 and 5.0
 ColorFilter(red as integer,green as integer, blue as integer)//values between -255 and 255

Folderitem Class

Constructors:

Folderitem=GetOpenFolderItem()
 Folderitem=GetSaveFolderItem(name as string)
 Folderitem=SelectFolder
 Folderitem=Volume(VolumeNumber as integer)
 Folderitem=TrashFolder
 Folderitem=DesktopFolder
 Folderitem=PreferencesFolder

Properties:

Name as string
 Path as string
 MacCreator as string
 MacType as String
 Exists as boolean
 Directory as boolean
 Count as integer

Methods:

openaspicture() as picture
 Parent as Folderitem
 Child as Folderitem
 MoveFileTo(Dest as folderitem)
 CopyFileTo(Dest as folderitem)
 Delete

Others:

OpenDocument f as folderitem//opens the file using the appropriate editor
 viewmovie f as folderitem//opens in view mode
 CloseWindow//closes frontmost window
 mouseX as integer//mouse X in paint canvas
 mouseY as integer//global mouse Y in paint canvas
 gMouseX as integer//global mouse X
 gMouseY as integer//global mouse Y
 UserCancelled as boolean
 DoSave
 DeleteSelection/deletes selected clips, frames, or portion of movie
 SetGraphicSelection x,y,width,height//sets the selection region of graphic
 beep [amount as integer] -plays the system beep
 msgbox string/integer -displays a message box containing the value