



## DREAMCATCHER REPLAY SYSTEM

### LIVE EDIT Operation Guide (Build 1.9)

© Copyright 2014 - 2018

**EVERTZ MICROSYSTEMS LTD.**

5292 John Lucas Drive  
Burlington, Ontario  
Canada L7L 5Z9

Phone:	+1 905-335-3700	
Sales:	sales@evertz.com	Fax: +1 905-335-3573
Tech Support:	service@evertz.com	Fax: +1 905-335-7571
Web Page:	<a href="http://www.evertz.com">http://www.evertz.com</a>	

Version 1.4, November 2018

The material contained in this manual consists of information that is the property of Evertz Microsystems and is intended solely for the use of purchasers of the DreamCatcher Replay Systems. Evertz Microsystems expressly prohibits the use of this manual for any purpose other than the operation of the DreamCatcher Replay Systems. Due to ongoing research and development, features and specifications in this manual are subject to change without notice.

All rights reserved. No part of this publication may be reproduced without the express written permission of Evertz Microsystems Ltd. Copies of this manual can be ordered from your Evertz dealer or from Evertz Microsystems.

*This page left intentionally blank*

## IMPORTANT SAFETY INSTRUCTIONS

	The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of un-insulated, dangerous voltage within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.
	The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (i.e.: servicing) instructions in the literature accompanying the product.

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Don't use this apparatus near water.
- Clean only with a dry cloth.
- Don't block any ventilation openings.
- Install in accordance with the manufacturer's instructions.
- Don't install near any heat sources such as radiators, heat registers, stoves, or other apparatuses (including amplifiers) that produce heat.
- Don't defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than other. A grounding-type plug has two blades and a third grounding prong. The wide blade or third prong is provided for your safety. If the plug provided does not fit into your outlet, consult an electrician to replace the obsolete outlet.
- Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified by the manufacturer
- Unplug this apparatus during lightning storms, or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as damage to the power-supply cord or plug, contact with liquid (or any object small enough to enter the apparatus), exposure to rain or moisture, drop damage, or upon experiencing any abnormal operation.

**WARNING:**

TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, **DO NOT** EXPOSE THIS APPARATUS TO RAIN OR MOISTURE

**WARNING:**

**DO NOT** EXPOSE THIS EQUIPMENT TO DRIPPING OR SPLASHING AND ENSURE THAT NO OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, ARE PLACED ON THE EQUIPMENT

**WARNING:**

TO COMPLETELY DISCONNECT THIS EQUIPMENT FROM THE AC MAINS, DISCONNECT THE POWER SUPPLY CORD PLUG FROM THE AC RECEPTACLE

**WARNING:**

THE MAINS PLUG OF THE POWER SUPPLY CORD SHALL REMAIN READILY OPERABLE

# INFORMATION TO USERS IN EUROPE

## NOTE

This equipment with the CE marking complies with both the EMC Directive (2004/108/EC) and the Low Voltage Directive (2006/95/EC) issued by the Commission of the European Community.

Compliance with these directives implies conformity to the following European standards:

- EN60065 Product Safety
- EN55103-1 Electromagnetic Interference Class A (Emission)
- EN55103-2 Electromagnetic Susceptibility (Immunity)

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to the European Union EMC directive. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

	EN60065	Safety
	EN55103-1: 1996	Emission
	EN55103-2: 1996	Immunity
	EN504192 2005	Waste electrical products should not be disposed of with household waste. Contact your Local Authority for recycling advice

# INFORMATION TO USERS IN THE U.S.A.

## NOTE

### FCC CLASS A DIGITAL DEVICE OR PERIPHERAL

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

## WARNING

Changes or modifications not expressly approved by Evertz Microsystems Ltd. could void the user's authority to operate the equipment. Use of unshielded plugs or cables may cause radiation interference. Properly shielded interface cables with the shield connected to the chassis ground of the device must be used

Evertz Microsystems Ltd		This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
	Tested to comply with FCC Standards	This device may cause harmful interference, and this device must accept any interference received, including interference that may cause undesired operation.
	For Commercial Use	

## REVISION HISTORY

REVISION	DESCRIPTION	DATE
1.0	First Release	Jan 2014
1.3	Updates Throughout	Mar 2015
1.4	Updates Throughout	Nov 2018

Information contained in this manual is believed to be accurate and reliable. However, Evertz assumes no responsibility for the use thereof, nor for the rights of third parties, which may be affected in any way by the use thereof. Any representations in this document concerning performance of Evertz products are for informational use only and are not warranties of future performance, either expressed or implied. The only warranty offered by Evertz in relation to this product is the Evertz standard limited warranty, stated in the sales contract or order confirmation form.

Although every attempt has been made to accurately describe the features, installation and operation of this product in this manual, no warranty is granted nor liability assumed in relation to any errors or omissions Live Edit specifically undertaken in the Evertz sales contract or order confirmation. Information contained in this manual is periodically updated and changes will be incorporated into subsequent editions. If you encounter an error, please notify Evertz Customer Service department. Evertz reserves the right, without notice or liability, to make changes in equipment design or specifications.

*This page left intentionally blank*

---

## TABLE OF CONTENTS

1.	GETTING STARTED.....	1
1.1.	HOW TO LOAD SAMPLE LAYOUTS.....	1
1.2.	HOW TO BUILD CUSTOM LAYOUTS .....	2
1.1.1.	Live Edit Widget Descriptions.....	3
1.3.	HOW TO PRESET THE NUMBER OF AUDIO TRACKS.....	3
2.	LIVE EDIT ELEMENTS, HELP FEATURE & KEYBOARD SHORTCUTS.....	5
2.1.	LIST OF LIVE EDIT ELEMENTS.....	5
2.2.	HOW TO USE THE LIVE EDIT WIDGET HELP FEATURE.....	8
2.3.	KEYBOARD FOCUS.....	9
2.4.	KEYBOARD PRESETS.....	9
2.5.	KEYBOARD SHORTCUTS LIST.....	10
3.	CREATING / MANAGING EDIT PROJECTS .....	13
3.1.	CREATING A NEW EDIT PROJECT.....	13
3.2.	LOCATING AN EDIT PROJECT .....	13
3.3.	STORING AN EDIT PROJECT IN A SLOT .....	14
3.4.	RENAMING EDIT PROJECTS .....	15
3.5.	DELETING EDIT PROJECTS.....	15
3.6.	TURNING AN EDIT PROJECT INTO A CLIP.....	15
3.7.	HOW TO EXPORT AN EDIT PROJECT.....	16
3.8.	HOW TO LOCK AN EDIT PROJECT .....	16
4.	BASICS OF OPERATION.....	17
4.1.	HOW TO ADD CLIPS TO THE TIMELINE.....	17
4.2.	HOW TO SELECT TRACKS .....	18
4.3.	HOW TO USE MULTIPLE TRACKS .....	19

---

4.4.	HOW TO CHOOSE VIDEO TRACK VISIBILITY.....	20
4.5.	HOW TO SELECT SEGMENTS .....	20
4.6.	SEGMENT SELECTION TOOLS.....	20
4.7.	HOW TO MOVE SEGMENTS.....	21
4.8.	HOW TO RESIZE SEGMENTS .....	21
4.9.	HOW TO TRIM SEGMENTS .....	23
4.10.	HOW TO CREATE AND USE INS AND OUTS.....	23
4.11.	HOW TO SET PLAYOUT IN AND OUT BOUNDARIES .....	24
4.12.	HOW TO PREVIEW THE EDIT PROJECT .....	24
4.13.	HOW TO PLAYBACK ON AN OUTPUT.....	25
5.	EDITING AND TOOLS IN LIVE EDIT.....	27
5.1.	TRACK SELECTION PRESETS.....	27
5.2.	AUDIO SETTINGS.....	27
5.3.	ZOOM TO SELECTED RANGE .....	29
5.4.	ZOOM IN AND OUT OF THE TIMELINE.....	29
5.5.	INSERTING AN EDIT POINT .....	29
5.6.	REMOVING SEGMENTS AND SEGMENT PORTIONS.....	29
5.7.	MARKERS.....	30
5.8.	INSERT & OVERWRITE.....	30
5.9.	TRANSITIONS.....	31
5.10.	SLIP EDIT.....	32
5.11.	STRETCH EDIT .....	33
5.12.	UNDO & REDO .....	33
5.13.	ANGLE SWAP.....	33
5.14.	MATCH FRAME .....	34
5.15.	FIND TIMECODE.....	34

---

6.	VIDEO SPECIFIC EDITING .....	35
6.1.	HOW TO ADJUST VIDEO SEGMENT PLAYBACK SPEED .....	35
6.2.	HOW TO MANAGE KEY AND FILL CLIPS.....	35
7.	AUDIO SPECIFIC EDITING .....	37
7.1.	HOW TO EDIT AUDIO GAIN OF A TRACK .....	37
7.2.	HOW TO EDIT AUDIO GAIN OF A SEGMENT .....	37
7.3.	HOW TO MUTE AN AUDIO TRACK .....	38
7.4.	HOW TO REMAP AUDIO CHANNELS.....	38
7.5.	HOW TO LISTEN TO AUDIO .....	39
7.6.	HOW TO USE OUTPUT CHANNEL PRESETS.....	39
7.7.	HOW TO USE CHANNEL GROUPS .....	41
7.8.	HOW TO USE TRACK TO CHANNEL PRESETS .....	42
7.9.	HOW TO USE AUDIO MONITORING .....	44
7.10.	HOW TO CHANGE NUMBER OF AUDIO TRACKS.....	45

## FIGURES

Figure 1-1 : Live Edit Layouts .....	1
Figure 1-2 : Live Edit Widgets .....	2
Figure 1-3 : Widget settings .....	3
Figure 1-4 : Default Number of Audio Tracks .....	3
Figure 2-1 : Elements of Live Edit.....	5
Figure 2-2 : Live Edit Help Feature.....	8
Figure 2-3 : Keyboard Shortcuts Help Menu.....	9
Figure 2-4 : DreamCatcher Keyboard.....	10
Figure 3-1 : Creating a new Edit Project.....	13
Figure 3-2 : Recent Edit Projects.....	14
Figure 3-3 : Edit Project in Clip View .....	14
Figure 3-4 : Deleting Edit Projects.....	15
Figure 3-5 : Flattening an Edit Project .....	16
Figure 3-6 : Lock an Edit Project .....	16
Figure 4-1 : Timeline .....	17
Figure 4-2 : Insert / Overwrite Option Button .....	17
Figure 4-3 : Selected Tracks Example.....	18
Figure 4-4 : Example track Selection V1, A1, A2, A3.....	19
Figure 4-5 : Example solo track selection .....	19
Figure 4-6 : Video Track Visibility .....	20
Figure 4-7 : Segment Selection Tools .....	20
Figure 4-8 : Selecting and Moving Segments .....	21
Figure 4-9 : White boarder around a selected segment.....	22
Figure 4-10 : Notification for Resizing Segments.....	22
Figure 4-11 : In and Out Markers .....	23
Figure 4-12 : Control buttons for Live Edit Window .....	24
Figure 4-13 : Find Time Code Tool.....	25
Figure 4-14 : Playback Progress Bar.....	25
Figure 5-1 : Track Select Presets .....	27
Figure 5-2 : Audio Settings .....	28
Figure 5-3 : Add Edit .....	29
Figure 5-4 : Cut and Lift Buttons.....	30
Figure 5-5 : Marker Button.....	30
Figure 5-6 : Insert & Overwrite Buttons .....	30
Figure 5-7 : Clip Transitions .....	31
Figure 5-8 : Slip Edit.....	32
Figure 5-9 : Stretch Edit .....	33
Figure 5-10 : Undo/Redo .....	33
Figure 5-11 : Find Timecode Tool.....	34
Figure 6-1 : Video Playback Speed .....	35
Figure 6-2 : Merging Key and Fill Angles.....	35
Figure 6-3 : Merging Confirmation.....	36
Figure 6-4 : Adding Key / Fill Layer .....	36
Figure 7-1 : Editing dB of a track .....	37
Figure 7-2 : dB Slider .....	37
Figure 7-3 : Editing the dB of a Segment.....	38
Figure 7-4 : Muting Audio Tracks .....	38
Figure 7-5 : Mapping Audio Channels .....	39

---

Figure 7-6 : Audio Settings .....	39
Figure 7-7 : Output Channel Presets .....	40
Figure 7-8 : Adding a Custom Preset .....	40
Figure 7-9 : Creating a new Output Channel Preset .....	41
Figure 7-10 : Channel Groups .....	41
Figure 7-11 : Creating a new Channel Group .....	42
Figure 7-12 : Track to Channel Presets .....	43
Figure 7-13 : Creating a new Track to Channel Preset .....	43
Figure 7-14 : Audio Monitoring Presets .....	44
Figure 7-15 : Creating a new Audio Monitoring Preset .....	45
Figure 7-16 : Example of Audio Monitoring .....	45
Figure 7-17 : Number of Audio Tracks .....	46

*This page left intentionally blank*

### 1. GETTING STARTED

DreamCatcher features a built-in Live Edit (non-linear editor) that can be used to create more advanced compositions of clips than a standard playlist, called Edit Projects.

#### 1.1. HOW TO LOAD SAMPLE LAYOUTS

- DreamCatcher offers four Live Edit sample layouts included on each DC Product.
- Open VUE edit using **Ctrl + 'e'** and select the “General” tab, then select “Load Layout”.
- A folder called “Samples” will be present in this location, open “Samples” and you will see layouts titled “Live Edit” including single and dual monitor options. See Figure 1-1.
- Alternatively, from the keyboard, use **Ctrl + 'o'** to open the load layout dialog. From here a layout can be loaded by double clicking or selecting a layout and using **Enter**.

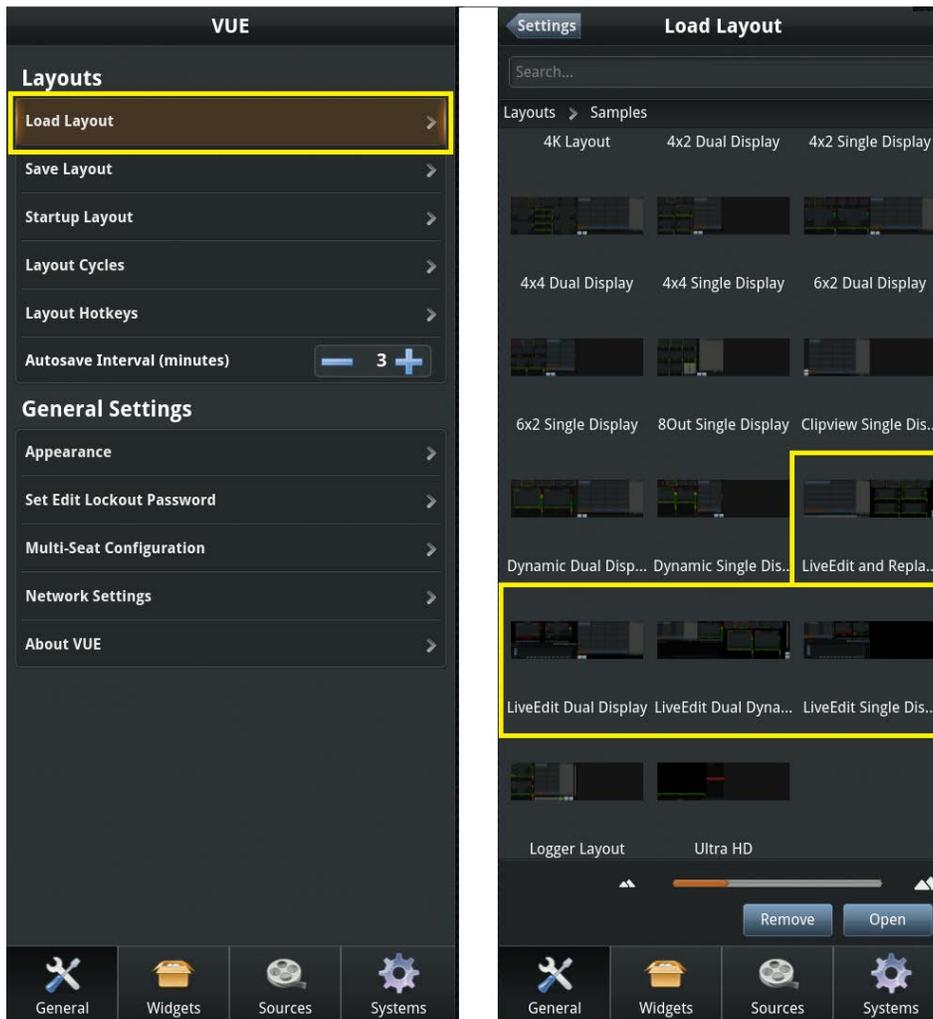


Figure 1-1 : Live Edit Layouts

## 1.2. HOW TO BUILD CUSTOM LAYOUTS

Each layout in DreamCatcher consists of elements called widgets. Sample layouts can be customized or re-built using the required Live Edit and DreamCatcher widgets.

- To begin, open VUE edit mode using **Ctrl + 'e'**. Select the “Widgets” tab then scroll down to “DreamCatcher”. Here you will see all widgets including those for Live Edit. See Figure 1-2.

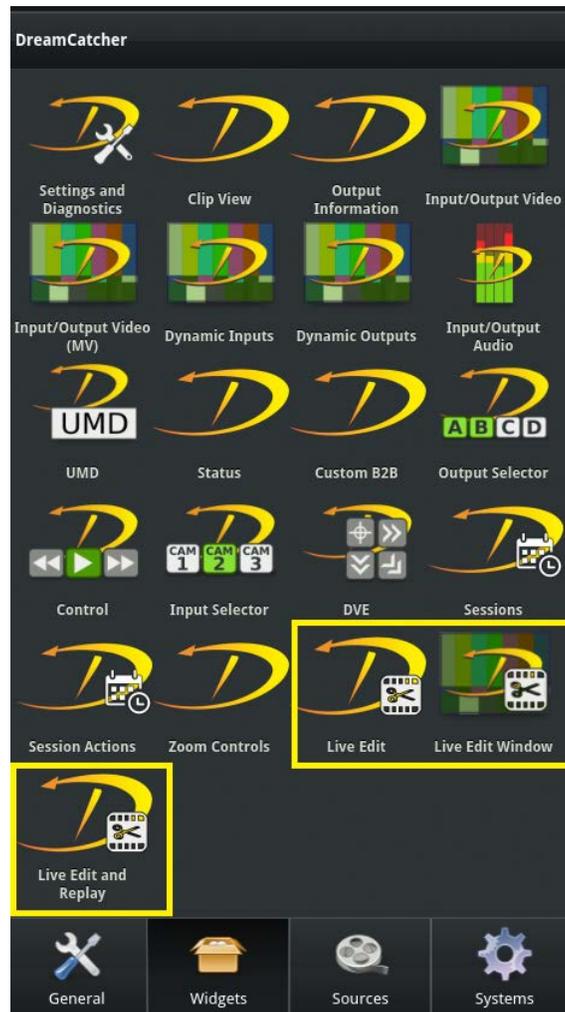


Figure 1-2 : Live Edit Widgets

- Widgets can be added to your layout using the click and drag method. Once dragged out, they can be selected to be resized and moved using mouse or touch and deleted using the **Delete** key.
- Once elements have been changed in your layout, ensure you save it. Use **Ctrl + 'e'** and enter the General tab, select “Save Layout”, here you can name and select “Save” when finished.
- You can also save over an existing layout by selecting that layout and selecting the layout you want to save over, and selecting “Save”. As well you can delete a layout by selecting the layout and selecting “Remove”.

### 1.1.1. Live Edit Widget Descriptions

#### Live Edit

- This widget is the timeline from where you can create, build, edit and store your edit projects.

#### Live Edit Window

- This widget is a video preview window for your timeline edit projects. This window requires the Live Edit widget to be present in the layout as well.

#### Live Edit and Replay

- This widget combines the Live Edit Timeline, Live Edit Window and Clipview widgets all together to be used and easily flipped between for operation of both Replay, and Live Edit.

### 1.3. HOW TO PRESET THE NUMBER OF AUDIO TRACKS

The Live Edit and Live Edit and Replay widgets offer the ability to preset the default number of audio tracks prior to creating their edit projects.

- To open the widget settings, begin with use **ctrl + e** to open Vue edit mode. From here, select the timeline portion of the Live Edit or Live edit and Replay widget. A round wheel of options will appear. See Figure 1-3.
- Select the toolbar icon, to open the settings in the left hand side pane of VUE. This is where the default audio channel tracks can be set up. See Figure 1-4.
- If changed, this setting will affect all new edit projects created from this point forward.



Figure 1-3 : Widget settings



Figure 1-4 : Default Number of Audio Tracks

*This page left intentionally blank*

## 2. LIVE EDIT ELEMENTS, HELP FEATURE & KEYBOARD SHORTCUTS

### 2.1. LIST OF LIVE EDIT ELEMENTS

Throughout this guide all elements including widgets, buttons and tools will be discussed in great detail, with use cases and instruction. A brief description of all elements in a default Live Edit layout can be found below. Please refer to the corresponding numbers in Figure 2-1.

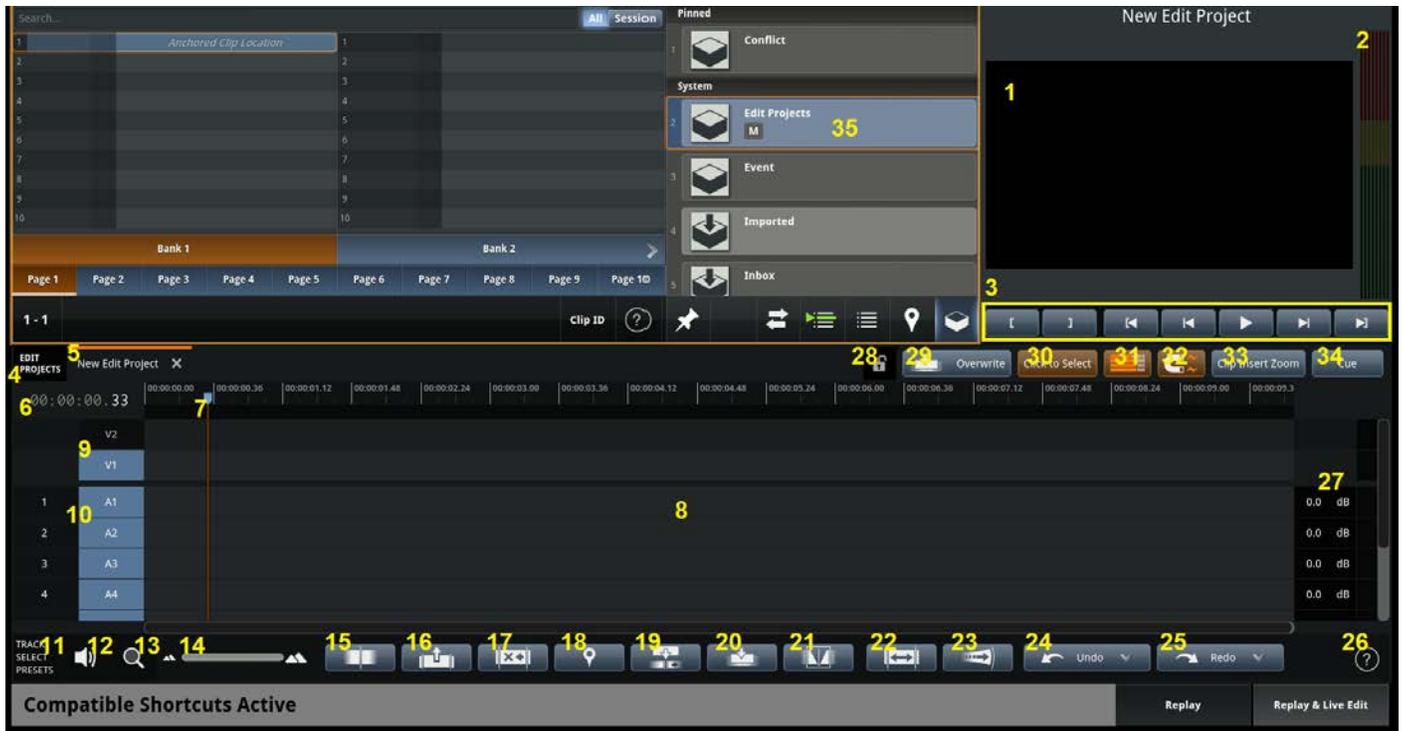


Figure 2-1 : Elements of Live Edit

#### 1. Preview Window

Where edits and playback of your timeline can be previewed based on the location of the playhead.

#### 2. Audio Bars

Enables you to monitor the audio levels of a clip or segment based on the location of the playhead.

#### 3. Preview Controls

- i. Controls to navigate/mark the preview timeline (in order from left to right):
- ii. Create a Mark In,
- iii. Create a Mark Out,
- iv. Jump to your Mark In point,
- v. Go to your Previous Event,
- vi. Toggle Pause & Play,
- vii. Go to your Next Event,
- viii. Jump to your Mark Out point

**4. Edit Projects Tab**

Manage your Edit Projects: Create new, open up a previously created or delete a project.

**5. Active Project / Project Name**

Active projects will be listed here. Projects can be opened and renamed by clicking on their tab.

**6. Find Timecode**

Along with showing you the current timecode at your playhead location, clicking on this timecode will allow you to type in a time to jump to in the timeline.

**7. Playhead**

A moveable line which indicates your current position in the timeline.

**8. Timeline**

The place in which your project takes shape. Here you can build, edit and manipulate clips into a project which can be played back on an output as well as flattened into an exportable clip.

**9. Video Track(s)**

Designated for the visual component of a segment, a clip's video will be placed within these tracks, and from there can be edited and manipulated.

**10. Audio Track(s) / Channel(s)**

Designated for the audio component of a segment, a clip's audio will be placed within these tracks, and from there can be edited and manipulated.

**11. Track Select Presets**

Presets which allow you to set which tracks are selected in the timeline for playback and editing.

**12. Audio Settings**

Presets which allow you to set which tracks and channels are used for monitoring during editing and playback.

**13. Zoom to Selected Range**

A button which allows you to Zoom into the timeline based on a selected in and out range.

**14. Zoom In & Out of Timeline**

Dragging this bar will adjust the range of the timeline the user can see.

**15. Add an Edit Point**

Creates a "cut" through all selected tracks and segments.

**16. Lift**

Removes the segment which is highlighted, leaving all other segments in the timeline in their current position.

**17. Cut**

Removes the segment which is highlighted, and shifts all remaining segments to fill in the space.

**18. Toggle Marker at Current Timecode**

Will add a marker to the location of your playhead.

**19. Insert**

When on, this ensures clips dragged into or within the timeline will shift later segments down the timeline.

**20. Overwrite**

When on, this ensures clips dragged into or within the timeline will overwrite any underlying clips.

**21. Transitions**

Opens the transition dialog where you can add in transitions between video track segments.

**22. Slip Edit**

Simultaneously adjusts the “In” and “Out” points of a clip within a segment, while not altering the segment’s duration or position.

**23. Stretch Edit**

Affects the playback speed of a video segment. Resizing a video segment will adjust the segment’s speed to fill the new duration, as opposed to adding or removing frames.

**24. Undo**

Will undo the last operation performed within the Edit Project.

**25. Redo**

Will redo the last operation performed within the Edit Project.

**26. Help**

Opens the built-in Help menu which includes Live Edit button descriptions and searchable keyboard shortcuts.

**27. Audio Levels**

Where each track’s audio levels can be altered.

**28. Project Lock**

It doesn’t allow the user to make ANY edits to the respective Edit Project.

**29. Click to Select Toggle On/Off**

Allows you to either select or not select segments in the timeline.

**30. Select Linked Segments**

Allows you to choose if you wish to select all tracks in a segment (audio, video) or select individual tracks within that segment (just audio/ just video).

**31. Snapping On/Off**

Allows you to choose whether you want your segments to align with other close segments or move freely within the timeline.

**32. Clip Insert Zoom**

When clips are inserted into the timeline, the timeline will zoom to the newly inserted clip range.

**33. Cue**

Cues the current edit project onto the selected output(s).

### 34. Edit Project Bin

Where each Edit Project will live. Although Edit projects can be dragged onto the PBS, they will by default be created in the Edit Projects Bin upon creation.

## 2.2. HOW TO USE THE LIVE EDIT WIDGET HELP FEATURE

On both the Live Edit and Live Edit and Replay widget, there is a Help feature to provide information about primary Live Edit elements, tools, and all keyboard shortcuts.

- The Help feature can be accessed by selecting the question mark icon button, or **Shift + 'h'** on the keyboard. See Figure 2-2.

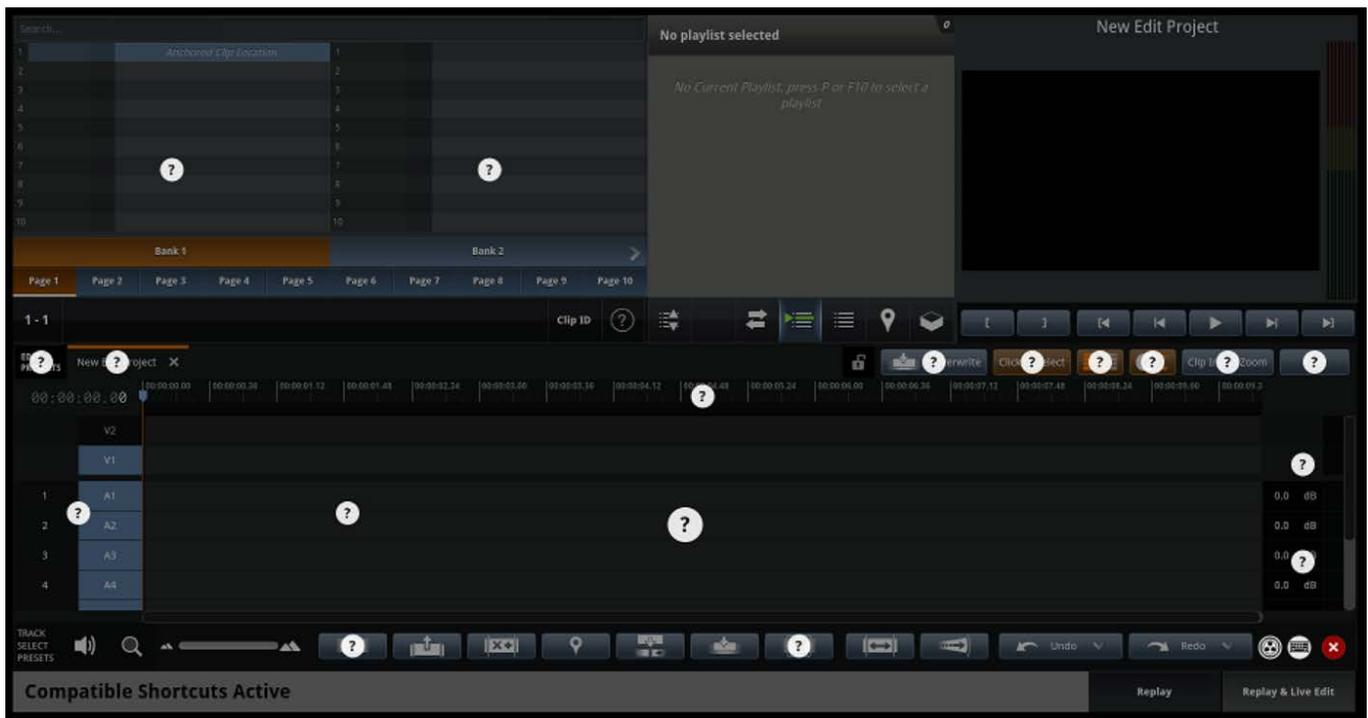


Figure 2-2 : Live Edit Help Feature

- Each question mark can be clicked on, and will open a dialog box with a description of the element, and how it is used.
- Selecting the ShuttlePro icon will open the ShuttlePro shortcuts; a ShuttlePro connected to the DreamCatcher server is required for functionality.
- Selecting the keyboard icon will open the keyboard shortcut list. See Section 2.4 for the full list of Live Edit shortcuts.
- To exit the help dialog you can press the red 'X' button or press **Esc** on the keyboard.

### 2.3. KEYBOARD FOCUS

Similar to the windows in a standard PC environment, at any given time a particular widget within VUE may have keyboard control.

- To swap focus between the Clipview (Clip Creation, Replay control) and Live Edit timeline use **Shift + 'n'**.
- Selection with the mouse or touch screen can also select the focus. The widget that currently has focus will have a bright orange border around it.

### 2.4. KEYBOARD PRESETS

Live Edit has its own set of default Keyboard Shortcuts, called “Compatible”. Presets for Adobe Premiere and Final Cut Pro are also available.

- Presets can be searched or changed using the Help feature opened with **Shift + 'h'** and selecting the keyboard ion. See Figure 2-3.
- To change the keyboard preset you wish to use select the “Load Preset” button. And select a preset. To reset your keyboard to the Compatible Preset, select “Reset”.

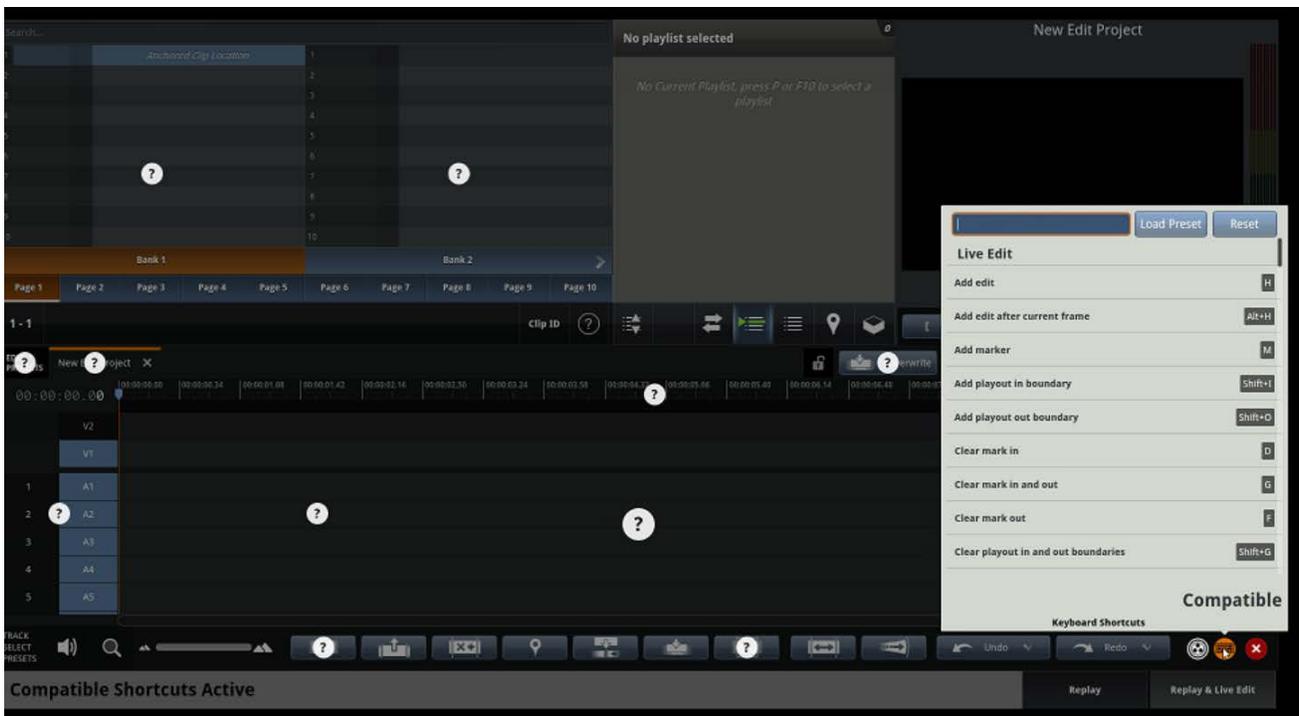


Figure 2-3 : Keyboard Shortcuts Help Menu

#### Keyboard Preset Options

- **Compatible** (Default)
- **FCP Mac** (Final Cut Pro)
- **FCP Windows** (Final Cut Pro)
- **Premier**

2.5. KEYBOARD SHORTCUTS LIST



Figure 2-4 : DreamCatcher Keyboard

**Live Edit Compatible Keyboard Shortcuts**

Function	Shortcut
Add edit	“H”
Add edit after current frame	“Alt+H”
Add marker	“M”
Add playout in boundary	“Shift+I”
Add playout out boundary	“Shift+O”
Clear mark in	“D”
Clear mark in and out	“G”
Clear mark out	“F”
Clear playout in and out boundaries	“Shift+G”
Close all edit projects	“Ctrl+Shift+W”
Close current edit project	“Ctrl+W”
Copy selected segments	“Ctrl+C”
Cue current edit project	“Alt+Q”
Cue current edit project and play	“Ctrl+Alt+Q”
Cut	“Del”, “X”
Cut selected segments	“Ctrl+X”
Decrease Audio Gain (Selected Segments)	“Shift+Down”
Decrease Audio Gain (Selected Tracks)	“Ctrl+Shift+Down”
Flatten timeline	“Shift+F”
Go to clip view	“Shift+N”
Increase Audio Gain (Selected Segments)	“Shift+Up”
Increase Audio Gain (Selected Tracks)	“Ctrl+Shift+Up”
Initiate clip search	“/”, “F8”
Initiate clip search via tags	“Shift+?”,”Alt+F8”

**Live Edit Compatible Keyboard Shortcuts**

Function	Shortcut
Insert record train	“Shift+Enter”
Insert selected clips	“Ctrl+Shift+Enter”
Jog backward	“,”,-“,”8”,”Left”
Jog backward long	“Ctrl+Left”
Jog backward medium	“7”,”Shift+<”,”Shift+Left”
Jog backward really long	“Ctrl+Shift+Left”
Jog forward	“.”,”9”,”=”,”Right”
Jog forward long	“Ctrl+Right”
Jog forward medium	“0”,”Shift+>”,”Shift+Right”
Jog forward really long	“Ctrl+Shift+Right”
Jump to beginning	“Home”
Jump to end	“End”
Jump to in	“Q”
Jump to out	“W”
Lift	“Z”
Mark in	“E”,”I”
Mark out	“O”,”R”
Match frame	“F9”
Match frame and cue	“Shift+F9”
New edit project	“Ctrl+N”
Next Open Project	“Tab”
Next event	“Down”,””””
Open audio settings	“Ctrl+Shift+Space”
Open track settings	“Ctrl+Space”
Overwrite selected clips	“Alt+Shift+Enter”
Paste	“Ctrl+V”
Play Forward	“L”
Play In Reverse	“J”
Previous Open Project	“Shift+Backtab”
Previous event	“Up”,”,”””
Redo	“Ctrl+Y”
Ripple cut selected segments	“Ctrl+Shift+X”
Ripple paste	“Ctrl+Shift+V”
Select all tracks	“Ctrl+A”
Select audio 1	“Ctrl+1”
Select audio 2	“Ctrl+2”
Select audio 3	“Ctrl+3”
Select audio 4	“Ctrl+4”
Select audio 5	“Ctrl+Shift+!”
Select audio 6	“Ctrl+Shift+@”
Select audio 7	“Ctrl+Shift+#”
Select audio 8	“Ctrl+Shift+\$”
Select clip angle	“A”
Select segments	“T”
Select segments append	“Ctrl+T”

**Live Edit Compatible Keyboard Shortcuts**

Function	Shortcut
Select video 1	“Ctrl+Alt+`”
Select video 2	“Ctrl+Shift+~”
Show help	“Ctrl+Shift+H”, “Shift+H”
Show hide clipview	“Ctrl+Shift+C”
Show transition menu	“F5”, “Y”
Skip backward dialog	“Shift+_”
Skip forward dialog	“Shift++”
Slip Edit Left (1 frame)	“V”
Slip Edit Left (30 frames)	“C”
Slip Edit Right (1 frame)	“B”
Slip Edit Right (30 frames)	“N”
Toggle audio 1 select	“1”
Toggle audio 2 select	“2”
Toggle audio 3 select	“3”
Toggle audio 4 select	“4”
Toggle audio 5 select	“Shift+!”
Toggle audio 6 select	“Shift+@”
Toggle audio 7 select	“Shift+#”
Toggle audio 8 select	“Shift+\$”
Toggle audio tracks	“Ctrl+9”
Toggle click to select	“S”
Toggle hybrid layout	“Ctrl+L”
Toggle insert	“Ins”
Toggle play pause	“K”, “Space”
Toggle play pause reverse	“Shift+Space”
Toggle select linked segments	“Alt+L”
Toggle snapping	“Alt+S”
Toggle video 1 select	“^”
Toggle video 2 select	“Shift+~”
Toggle video tracks	“Ctrl+0”
Toggle zoom on clip insert	“Alt+I”
Trim back	“[”
Trim front	“]”
Undo	“Ctrl+Z”
Zoom in	“PgUp”
Zoom out	“PgDown”
Zoom to selected range	“Shift+PgUp”

### 3. CREATING / MANAGING EDIT PROJECTS

#### 3.1. CREATING A NEW EDIT PROJECT

- To create a new Edit Project click the “+ Create a new Edit Project...” button on the timeline.
- Creating a new Edit Project can also be done from the keyboard shortcut **Ctrl + ‘n’**. See Figure 3-1.

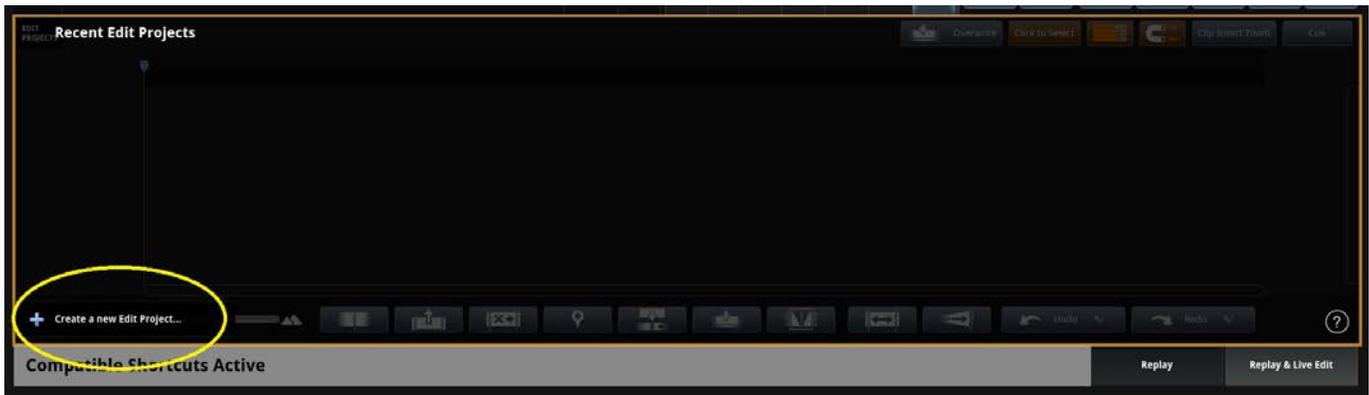


Figure 3-1 : Creating a new Edit Project

- When Created an empty timeline will appear with a “New Edit Project” name.
- All newly created Edit Projects and changes to existing Edit Projects are automatically saved.
- A tab is created along the top of the Timeline window for each open Edit Project. To close an opened edit project click on the “x” on the right-hand side of the tab or use **Ctrl + ‘w’**. Projects can be re-opened from the “Recent Edit Projects”.
- To switch to a tab, click on the name of the Edit Project within the tab. You can press **Tab** to go to the next tab, or **Shift+Tab** to go to the previous tab.

#### 3.2. LOCATING AN EDIT PROJECT

Edit Projects can be located in one of three places, the Timeline’s recent “Edit Projects”, the “Edit Project” bin or on the clipview.

- The 10 most recently used Edit Projects can be found in the “Edit Projects” dialog on the timeline. See Figure 3-2.
- To open a project from the Edit Projects, simply select the project and the timeline will open.
- All edit projects can be found in the Edit Projects bin on the clipview.
- To open a project from the Edit Project’s bin, select the project and drag it into the timeline region.
- Edit projects can also be searched using the search bar in clipview. From the search results, projects can be dragged into the timeline.

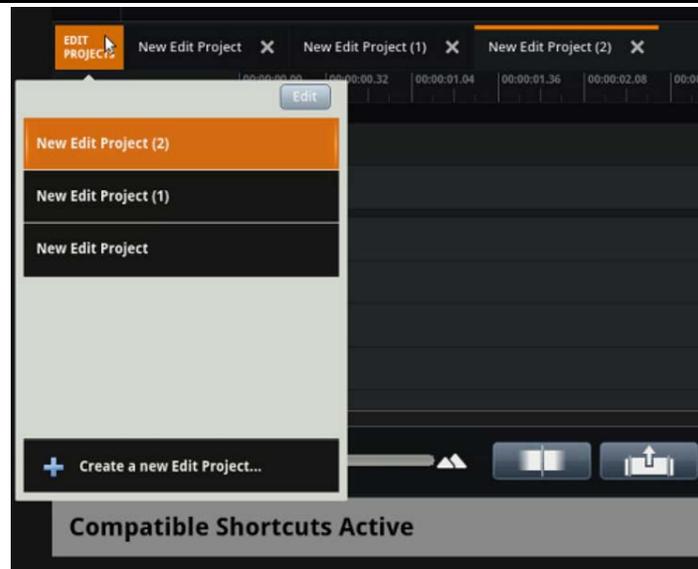


Figure 3-2 : Recent Edit Projects

### 3.3. STORING AN EDIT PROJECT IN A SLOT

Edit Projects can be stored in slots and bins alongside clips within the Clip View widget to allow for quick recall and organization

- From the timeline, projects can be dragged and dropped into slots from the project tab or the recent “Edit Projects” dialog.
- From the Edit Project’s bin, projects can be dragged and dropped into a slot. See Figure 3-3.
- Interacting with an Edit Project within the Clip View is similar to a clip. It can be renamed, tagged, cued on the selected outputs, deleted, moved to bins, etc. However, an Edit Project cannot be merged with the angles of another clip or added to a playlist.

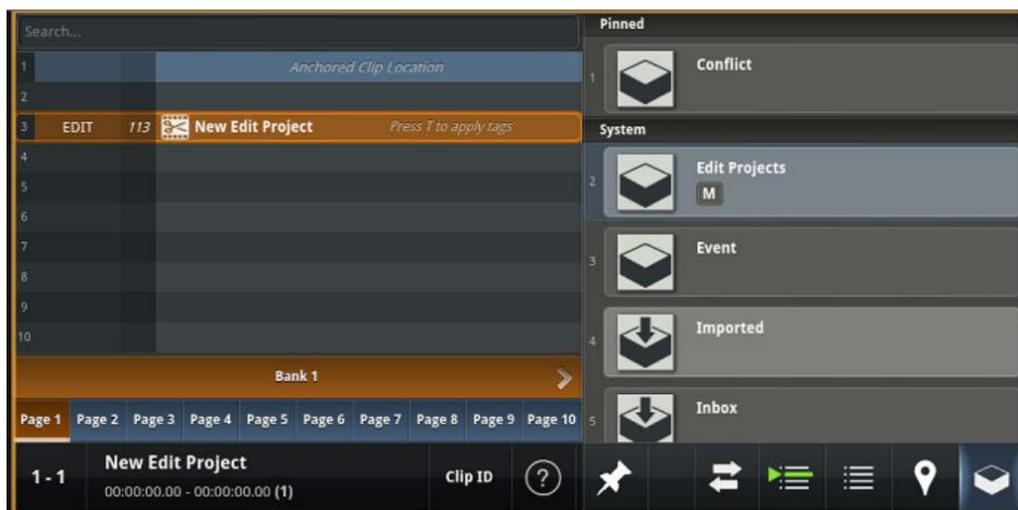


Figure 3-3 : Edit Project in Clip View

### 3.4. RENAMING EDIT PROJECTS

An edit project can be renamed from the Timeline, or within the clipview.

- From the Timeline, clicking on the edit project's tab will allow you to rename the project. Use **Enter** to save the name change.
- From the clipview, locate the project either in the Edit Project Bin or your PBS, use the keyboard shortcut **'r'** to rename the project, and **Enter** to save the name change.

### 3.5. DELETING EDIT PROJECTS

- Edit projects can be deleted from the "Edit Projects" Bin, Clipview or "Recent Edit Projects" in the timeline.
- From the Edit Projects Bin or Clipview, select the edit project and press **Delete + Enter**.
- From the Recent Edit Projects, select the you can then use the **Up** or **Down** cursor keys on the keyboard to navigate to the Edit Project you would like to delete, press **Delete** on the keyboard, and then **Enter** to confirm the deletion. Selecting "Edit" and using the remove button from touch or mouse will delete the project as well. See Figure 3-4.

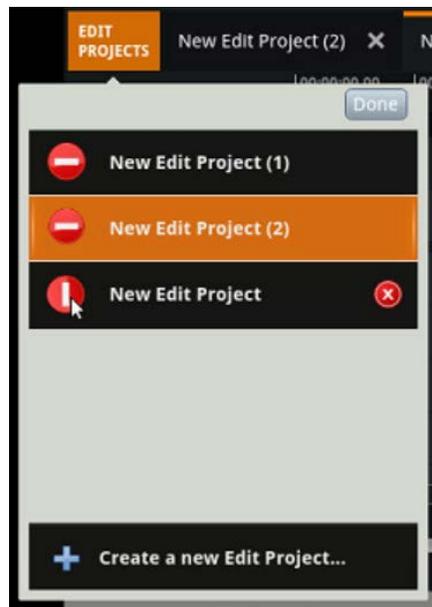


Figure 3-4 : Deleting Edit Projects

### 3.6. TURNING AN EDIT PROJECT INTO A CLIP

In some cases you may want to turn your edit project into a clip. These cases may include wanting to save a version of the project before further editing is done, or to be able to playback the project in a playlist. DreamCatcher calls the method of turning an edit project into a clip, "Flattening".

- To flatten an edit project, locate the project either in your PBS or bin. Once selected use **'f'** on the keyboard.
- A dialog will present on the clip view asking for you to confirm by selecting "Accept" or using **Enter**.

- The clip will begin to build in the next available slot on the PBS or in the Edit Project Bin. A progress wheel will be displayed on the flattening clip. See Figure 3-5.

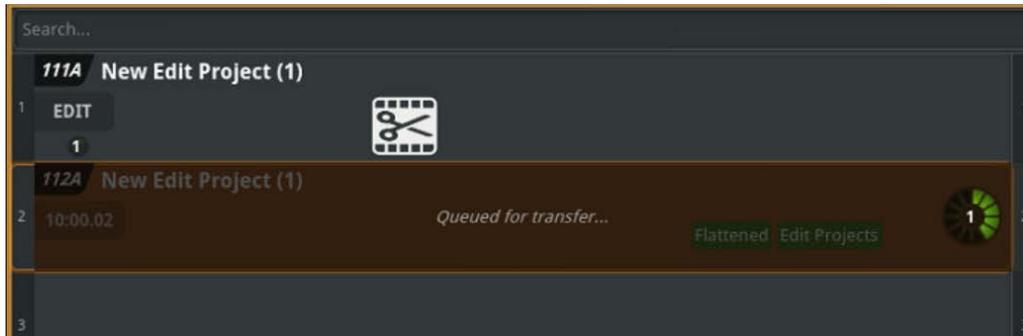


Figure 3-5 : Flattening an Edit Project

- Once the flattening process is complete, the clip can be used like any other clip in DreamCatcher. This includes actions such as playback, trimming, sub clipping, adding to a playlist, as well as archiving and exporting.

### 3.7. HOW TO EXPORT AN EDIT PROJECT

Exporting an edit project can be done in the same ways that clips are exported.

- Locate the Edit Project, and tagging the project with the “To Export” tag by using ‘**x**’. The project will then be ready to export in the export dialog located by using **Shift + ‘x**’.
- Another option could be to set up an export bin to the location of your choice.

### 3.8. HOW TO LOCK AN EDIT PROJECT

- Edit projects can be locked using the “Lock” button. This will prevent any further changes being made to the selected edit project. The project can then be unlocked using the “Lock” button again.



Figure 3-6 : Lock an Edit Project

### 4. BASICS OF OPERATION

An Edit Project is comprised of a set of video and audio tracks, with each track having a sequence of segments that represent a section of the video or an audio channel of a clip within DreamCatcher. An example of the Timeline can be seen in Figure 4-1.

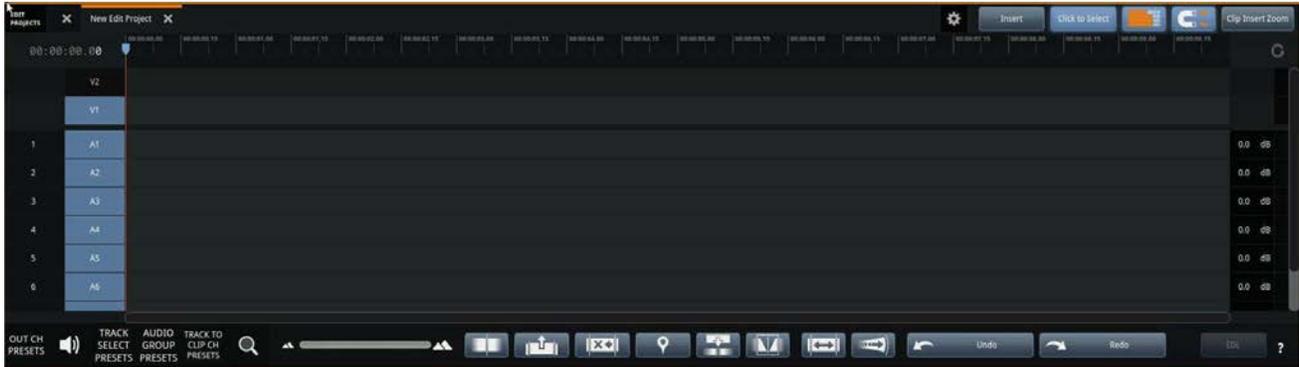


Figure 4-1 : Timeline

#### 4.1. HOW TO ADD CLIPS TO THE TIMELINE

Adding clips can be done from mouse or touch using the drag-and-drop method or keyboard shortcuts. Options for inserting or overwriting clips to add them into the timeline will be discussed in this section.

- By default, dragging clips into the timeline will perform an overwrite. This setting can be change by selecting the 'Insert' / 'Overwrite' button, or using the keyboard '**Insert**' key. See Figure 4-2.

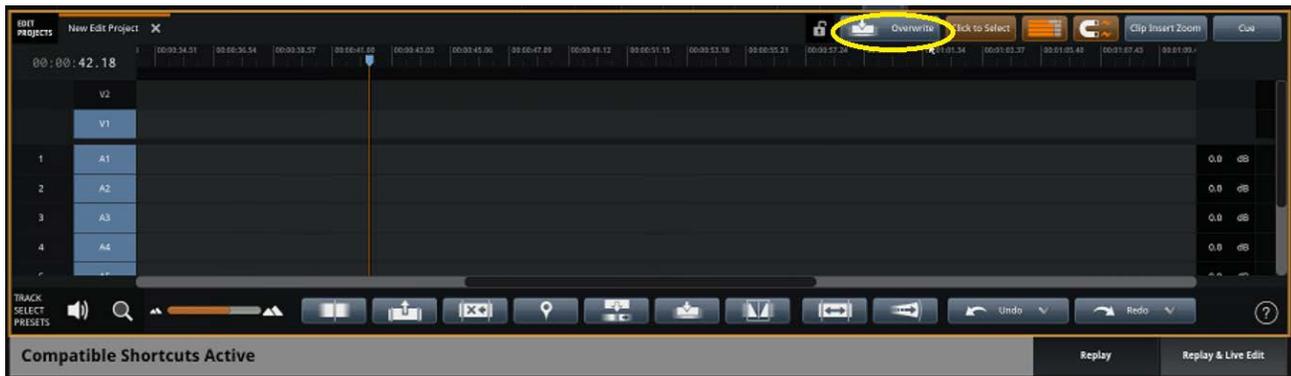


Figure 4-2 : Insert / Overwrite Option Button

- To insert clips using the keyboard, ensure they are first selected in the clip view, then use the "Insert" button or **Ctrl + Shift + Enter**. Clips will be placed at the playhead location or at the In Mark, if one is placed in the timeline.
- To insert a section of the record train, select the output with the input you wish to use, place an **In / Out** on an output, then in the timeline use **Shift + Enter**.

- To overwrite clips from the keyboard, ensure they are selected in the clip view, then use the “Overwrite” button or use **Alt + Shift + Enter**. Clips will be placed at the playhead location or at the In Mark, if one is placed in the timeline.
- While adding clips to the timeline, you can choose the option to zoom to the added clip’s location. In Live Edit, toggle on the “Clip Insert Zoom” button (highlighted in orange). This can also be done from the keyboard using **Alt + ‘i’**.
- If “Clip Insert Zoom” is on, when using the keyboard shortcuts or drag and drop method to add clips, the timeline will zoom either out or into that clip’s region.

## 4.2. HOW TO SELECT TRACKS

When clips are placed into the timeline, by default 1 video and 8 audio tracks are created. These tracks can be individually selected, or selected together as a segment.

When the track is selected, the track’s name will have a bright blue background. See Figure 4-3.



**Figure 4-3 : Selected Tracks Example**

Many operations apply to only the selected tracks. For example, when inserting a clip into an Edit Project, the clip’s video and audio segments will be added only to the selected tracks.

- Click on a track’s name (e.g. V1, A1, A2, A3.) to toggle the track’s selection. See Figure 4-4 for an example.
- Hold down, **Ctrl** + click a selected track to only that track will be selected. See Figure 4-5 for an example.
- To select or de-select all tracks use **Alt + ‘a’**.
- For a full list of individual Audio and Video track selections please see the Keyboard Shortcuts list in section 2.
- A tool for track selection, “Track Select Presets” will be discussed in section 5.1.

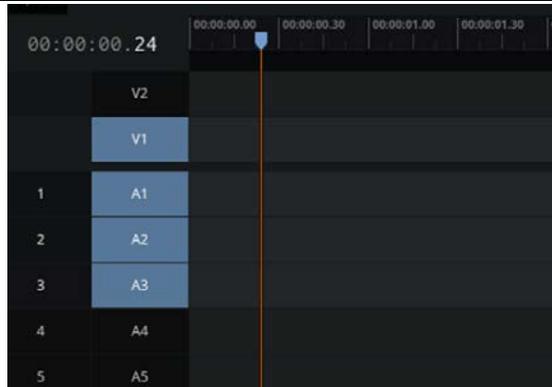


Figure 4-4 : Example track Selection V1, A1, A2, A3

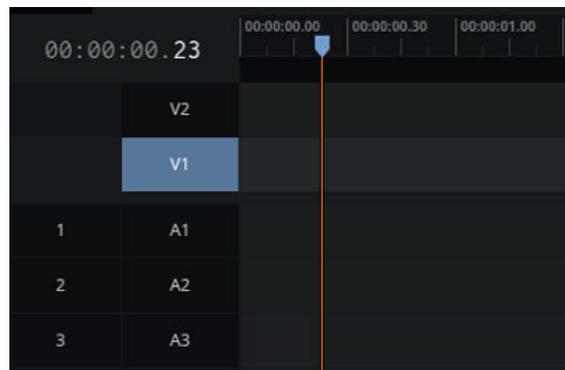


Figure 4-5 : Example solo track selection

### 4.3. HOW TO USE MULTIPLE TRACKS

The DreamCatcher Live Edit currently supports multiple video and audio tracks. For Video, V1 and V2 are set by default. For audio, A1 through A8 are set by default. When placing clips into the timeline, only selected tracks will be filled with the clips audio, and / or video. Where audio tracks will be used for each channel, video tracks can be used for editing in layers.

- For any overlapping segments, the video segment on V2 will be shown on top of any video segment on V1.
- To place a clip on V2, first ensure that only V2 is selected, as described in section 4.2.
- As long as a track is selected, video can be dragged to and from each video track.
- To add a new video track **right click** in the video track region, a dialog with options will present. You can choose to “Insert Track Above” or “Insert Track Below”. “Remove Track” can also be done from this dialog.
- To add a new audio track **right click** in the video track region, a dialog with options will present. You can choose to “Insert Track Above” or “Insert Track Below”. “Remove Track” can also be done from this dialog.

#### 4.4. HOW TO CHOOSE VIDEO TRACK VISIBILITY

- Clicking on the black box to the far right of a video track will toggle its visibility. If a video track is invisible, the track will be red. See Figure 4-6.
- Hold down **Shift** while clicking on this area to solo the video track and have it be the only one visible. If a video track is solo, the track will be green.

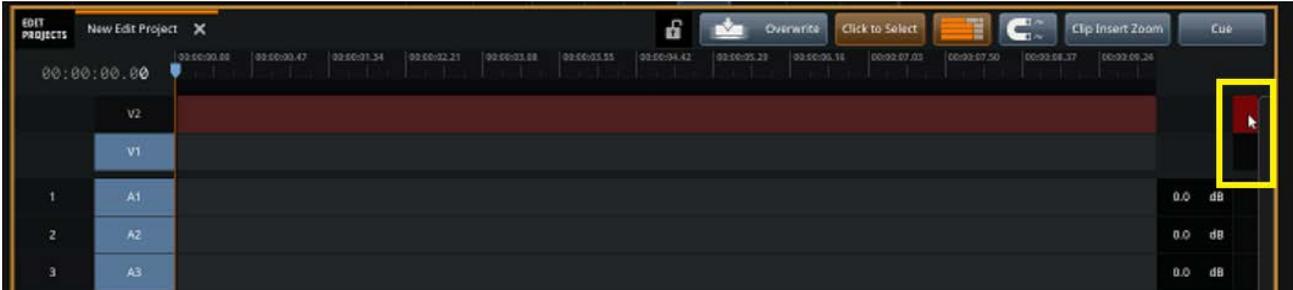


Figure 4-6 : Video Track Visibility

#### 4.5. HOW TO SELECT SEGMENTS

- Similar to other non-linear editors, the simplest way to select a segment is to click on it. Selected segments are highlighted in orange.
- Multiple segments can be selected with the mouse by holding down **Ctrl** on the keyboard when **clicking** on a segment.
- Use **'t'** on the keyboard will select all segments at the current time on the selected tracks.
- Alternatively, you can hold down **Shift** and **draw a lasso** around segments to select them.

#### 4.6. SEGMENT SELECTION TOOLS

Live Edit offers three segment selection tools including “Click to Select” “Selected Linked Segments” and “Snapping” See Figure 4-7.



Figure 4-7 : Segment Selection Tools

- “Click to Select” is an option which allows the operator to select segments using mouse or touch. This option is enabled by selecting the “Click to Select” button or ‘s’ on the keyboard. The same button and shortcut can be pressed to disable selection.
- “Selected Linked Segments” is an option which ensures when a segment is selected all tracks are selected as well. When disabled, you are allowed to select and manipulate individual tracks of a segment. Use the “Select Linked Segments” button or **Alt + ‘L’** to enable or disable this option.
- “Snapping” is an option to allow for the ease of aligning segments with other clips, the playhead or markers in the timeline. This option is helpful when moving tracks around in the timeline.

### 4.7. HOW TO MOVE SEGMENTS

Segments can be moved forward and backward in time within the Edit Project. When this is done, the segment will still represent that same period of time of the underlying clip, but it will be shown earlier or later within the Edit Project.

- First, ensure you have “Click to Select” enabled as described in section 4.6.
- To move a single segment, simply drag it from side to side. If multiple segments are selected (“Select Linked Segments” is enabled), all selected segments will move along with the one that is dragged.
- By default, most edit operations will snap to markers and other segments within the Edit Project. To disable this behavior, hold down **Alt** while performing the edit operation.
- While moving segments, a red bar is shown to indicate if they overlap any other segments. When the move operation is completed, these overlapped segments will be trimmed and the moved segments will be displayed in their place. See Figure 4-8.

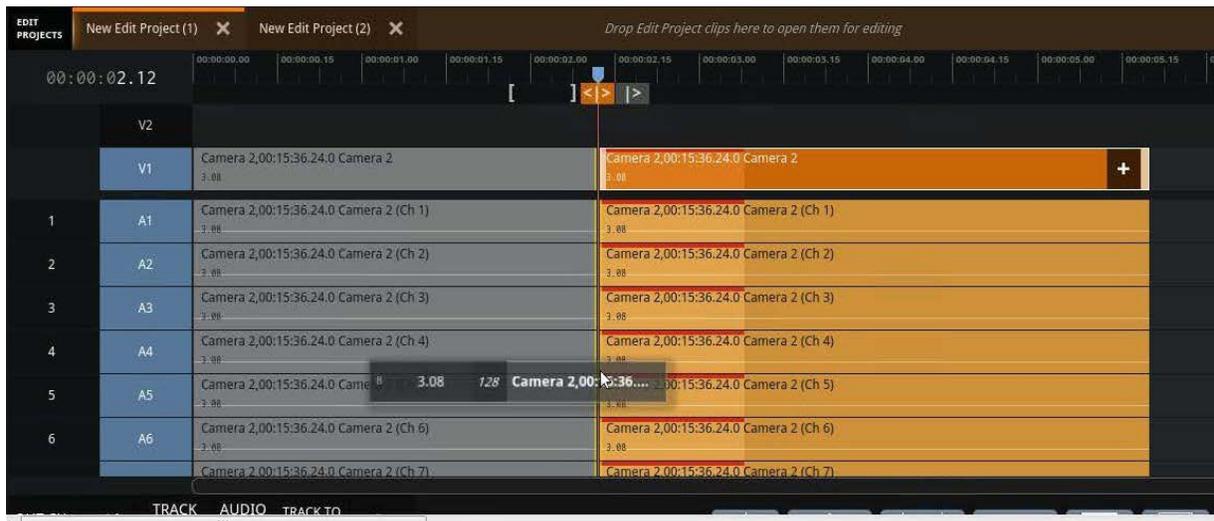


Figure 4-8 : Selecting and Moving Segments

### 4.8. HOW TO RESIZE SEGMENTS

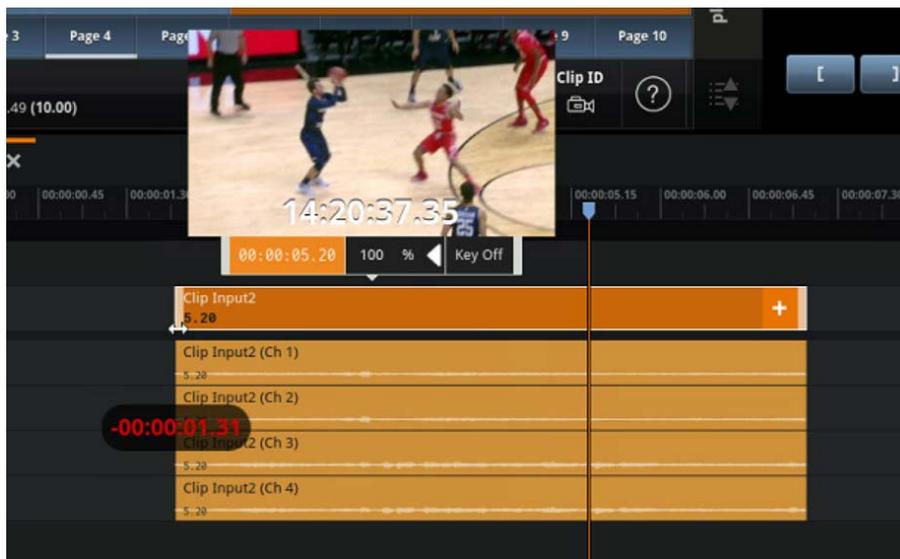
- When a clip is inserted into an Edit Project, the segment that is created starts at the clip’s short in point and ends at the clip’s short out point. If Guardband is enabled, every clip will have extra regions of protected content before and after these in and out points.

- First, ensure you have “Click to Select” enabled as described in section 4.6.
- To add or trim content from the beginning or end of a segment, click on it to make it the current segment. A white border will be shown around the selected segment. See Figure 4-9. In this example, we have “Select Linked Segments” enabled to select all the tracks.



**Figure 4-9 : White border around a selected segment**

- Drag the white area at the beginning of the segment to add or trim content from the beginning of the segment, and vice versa for the end of the segment.
- A notification will be shown to display how much time is being added or removed from the segment, as well as the new duration of the segment and a display of the new first or last frame of the segment. See Figure 4-10 for an example.



**Figure 4-10 : Notification for Resizing Segments**

- When resizing a segment, all selected segments will resize simultaneously. Similar to when moving a segment, a red bar will be shown to indicate if the resized segments will overlap other segments as shown in the previous section’s Figure 4-8.

- Slide Edits can be preformed from the keyboard, which allow you to resize from the in or out of a clip left 1 frame, 30 frames and right 1 frame, 30 frames using **'v'** **'c'** **'b'** **'n'**.

### 4.9. HOW TO TRIM SEGMENTS

- To trim segments from the keyboard, move the play head to the desired trim position within the segments you would like to trim and press **'I'** to trim the beginning of the segments to this point, or **'J'** to trim the end of the segments to this point.
- When performing a trim, the extra space left behind is collapsed, so all segments after the trim point will be shifted earlier in the Edit Project.

### 4.10. HOW TO CREATE AND USE INS AND OUTS

Setting In and Out marks within an Edit Project allows you to select a range time within the Edit Project. The In and Out range has many uses, including what is visible in the timeline, where clips will be inserted or overwritten into the timeline, as well as the range selected for editing. All use cases will be discussed in Section 5.

- In and Out marks can be made using keyboard shortcuts or by click and dragging on the timeline using mouse or touch.
- Use **'i'** or **'e'** to set an In mark at the play head position.
- Use **'o'** or **'r'** to set an Out mark on the play head position.
- Use **'d'** to clear the In mark.
- Use **'f'** to clear the Out mark.
- Use **'g'** to clear both the In and Out mark.
- The area on the project between the In and Out marks will be highlighted in blue. See Figure 4-11.

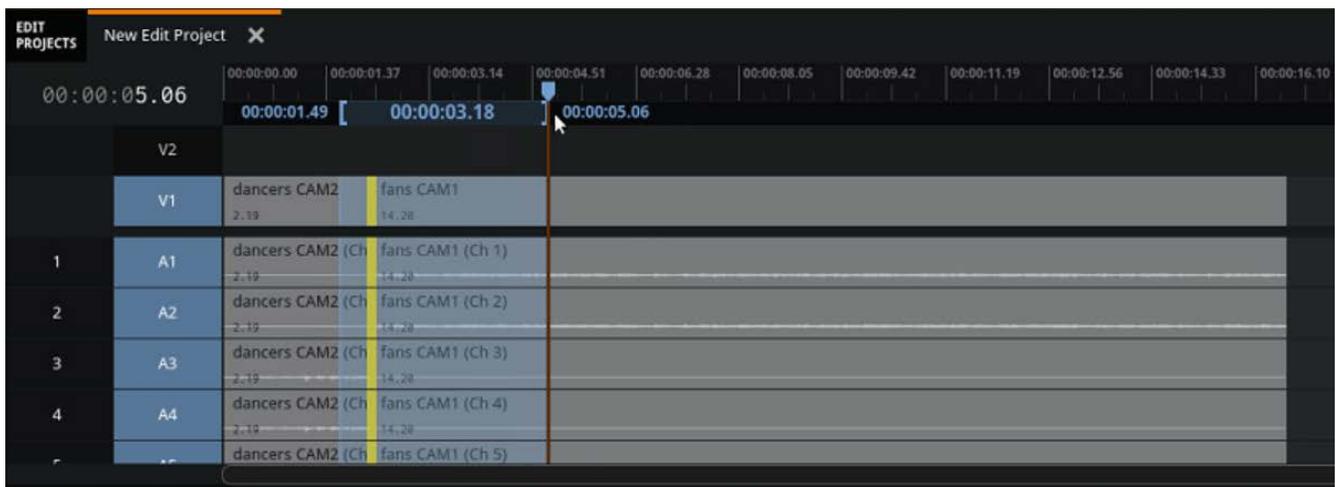


Figure 4-11 : In and Out Markers

- The current In and Out marks, along with their time codes, are shown in an area in the Live Edit widget directly beneath the timeline.

#### 4.11. HOW TO SET PLAYOUT IN AND OUT BOUNDARIES

Playout In and Out boundaries are special forms of In and Out markers which allow you to choose where your project will begin and end playing from.

 *Setting Playback Out is most useful to include some seconds of black at the end of an Edit Project, to avoid freezing.*

- Use **Shift + 'i'** to set a playout In boundary.
- Use **Shift + 'o'** to set a playout Out boundary.
- To clear the playout boundaries, use **Shift + 'g'**.

#### 4.12. HOW TO PREVIEW THE EDIT PROJECT

Edit projects can always be previewed prior to cueing on an output for playback, by using the “Live Edit Window” widget. This preview window is built into each sample Live Edit layout, for information of building a custom layout to include a preview window see Section 1.

- The Live Edit window will always show you your timeline preview with audio from wherever point the playhead is located.
- From the keyboard, use **Spacebar** or **'k'** to play and pause, **'j'** to play backwards and **'l'** to play forwards.
- A layout which includes the Control addition to the “Live Edit Window” widget can be used to control playout of the timeline preview. See Figure 4-12.

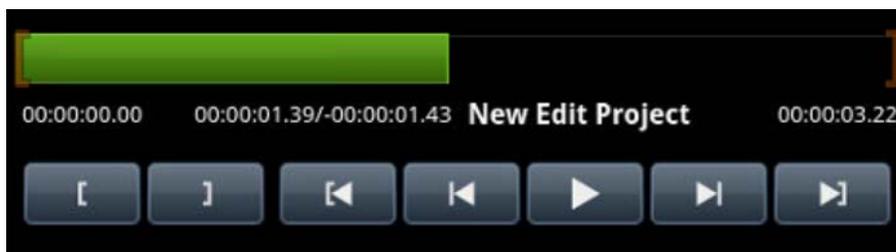


Figure 4-12 : Control buttons for Live Edit Window

- Using the mouse or touch screen, the playhead can be dragged to anywhere in your timeline to preview and play from that region.
- If a Playout Out Boundary has been set, the playhead will pause playback at this point. Once paused, playback can be resumed again by using the “Play” button or keyboard shortcuts.

- To preview specific time codes in your timeline, use the Find Time Code tool located in the top left area of the timeline. See Figure 4-13.

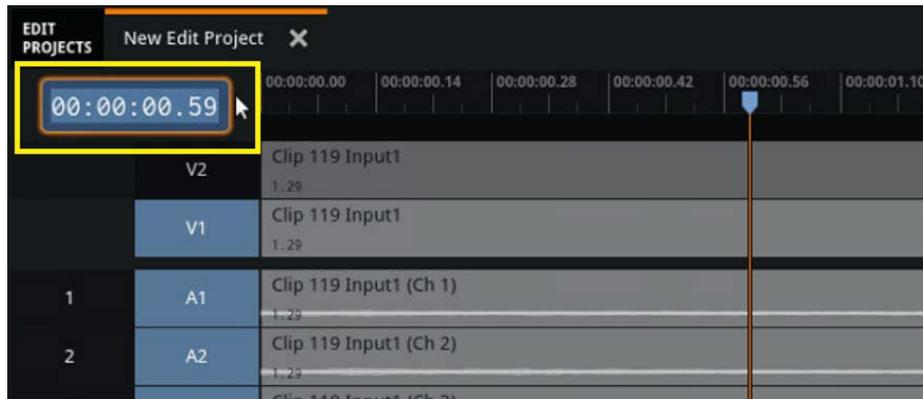


Figure 4-13 : Find Time Code Tool

### 4.13. HOW TO PLAYBACK ON AN OUTPUT

- With the timeline in focus, use **Alt + 'q'** to cue the current edit project on the selected Output.
- To cue and play the edit project use **Ctrl + Alt + 'q'**.
- The “Cue” button on the timeline can also be used.
- Once cued, the output can be controlled fully as in regular replay.
- A visual playout progress bar, with the name of output, will scroll across the timeline in sync with the playout. See Figure 4-14.

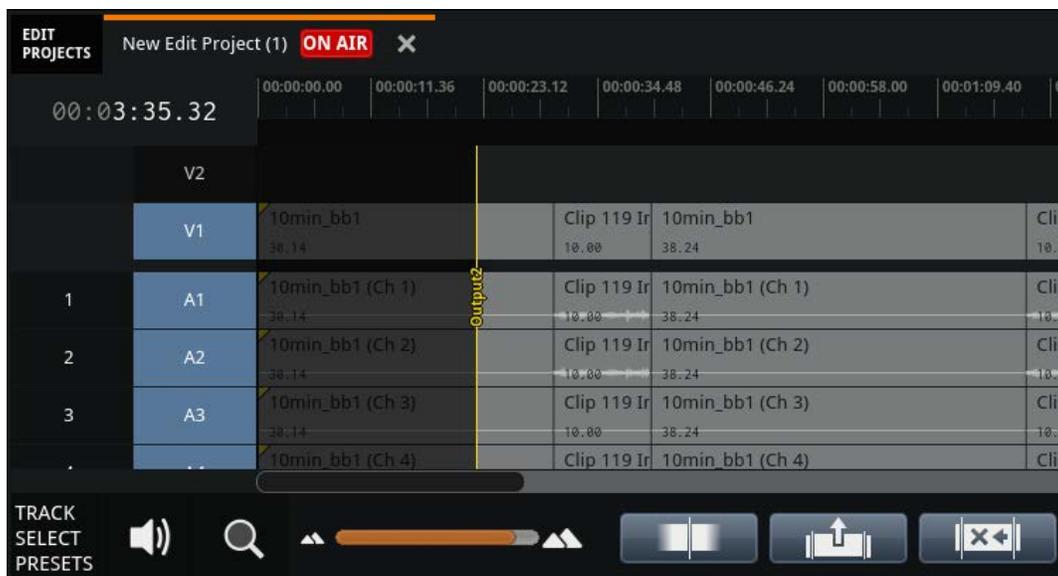


Figure 4-14 : Playback Progress Bar

*This page left intentionally blank*

## 5. EDITING AND TOOLS IN LIVE EDIT

### 5.1. TRACK SELECTION PRESETS

“Track Select Presets” located in the bottom left hand side of the timeline can be used to set up pre-determined track selections for editing. The presets come with default presets including Video Only, Audio Only etc. Presets of your own creation can also be added to this tool. See Figure 5-1.



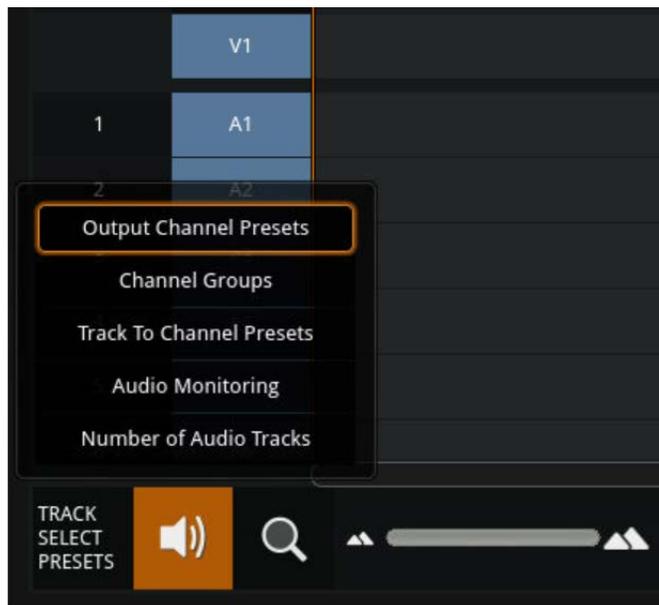
Figure 5-1 : Track Select Presets

- To load a preset, simply click on the desired preset or use the arrow keys and press **Enter**.
- To add a custom preset, select the plus button, or use **'n'**.
- The new preset can be named immediately by typing in a name and saving with **Enter**.
- To edit the new or any existing presets, select the “Edit” button or use **'e'**.
- Use the arrow icon or press **Enter** to open the track selection. The mouse or **Spacebar** can be used to toggle tracks on or off. Once done, select “Done” or **Esc** to save your preset.
- Any changes can be reverted using the backwards button.

### 5.2. AUDIO SETTINGS

Audio settings allow you to use a variety of tools to edit and monitor the use of audio tracks in the timeline. Audio Settings will be discussed in section 7, however descriptions are provided below.

- To open the “Audio Settings” select the speaker icon button, or use **Ctrl + Shift + Space**. See Figure 5-2.



**Figure 5-2 : Audio Settings**

## Audio Settings

- **Output Channel Presets**  
These presets allow you to choose which audio channels playout on an output depending on tracks in the timeline. See section 7.6 for instructions on how to use this feature.
- **Channel Groups**  
These presets allow you to group each audio channel into a track(s). This grouping will only affect how tracks are organized in the timeline; each channel will be separated on playout. See section 7.7 for instructions on how to use this feature.
- **Track to Channel Presets**  
These presets allow you to set the order of how audio channels are added to each track when brought into the timeline. See section 7.8 for instructions on how to use this feature.
- **Audio Monitoring**  
These presets allow you to select which tracks you wish to hear while editing. See section 7.9 for instructions on how to use this feature.
- **Number of Audio Tracks**  
This option allows you to select how many tracks to use in your project. See section 7.10 for instructions on how to use this feature.

### 5.3. ZOOM TO SELECTED RANGE

The Timeline can be Zoomed in or Zoomed out based on a in and/or out region created in the timeline.

- First, place an in and out mark to create a selected range in the timeline. For information on how to create in and outs, see Section 4.9.
- With your range selected, either use **Shift + pgUp** or press the "Zoom to Selected Range" magnifying glass button to zoom to that selected range.

### 5.4. ZOOM IN AND OUT OF THE TIMELINE

- From the keyboard use the **PgUp** and **PgDn** keys, or use the mountain scroll bar to zoom in and out of the entire timeline.

### 5.5. INSERTING AN EDIT POINT

Edit points can be inserted in a segment to split and create multiple segments. These segments can now be edited individually. See Figure 5-3.

- To insert an edit point, move the play head to the position in the Edit Project where you would like the edit point and either press '**h**' on the keyboard, or press the "Insert Edit Point" button. This will split all segments at the current position on the selected tracks.
- If a range is selected edit points will be inserted at both the in and out points in the Edit Project.



**Figure 5-3 : Add Edit**

### 5.6. REMOVING SEGMENTS AND SEGMENT PORTIONS

Segments and portions of segments can be removed from an Edit Project via two methods: a cut or a lift.

- A lift removes the portion of the Edit Project and leaves all other segments in their current position.
- A lift is performed by using '**z**' on the keyboard or the "Lift" button, See Figure 5-4.
- A cut removes the portion of the Edit Project and then moves all remaining segments on the selected tracks to fill in the gap left behind.
- A cut is performed by using **Delete** or '**x**' on the keyboard or the "Cut" button.



Figure 5-4 : Cut and Lift Buttons

## 5.7. MARKERS

Markers are a helpful tool which can be placed anywhere in your Edit Project. Uses include visual reminders which can be navigated and jumped between, as well as points for clips and segments to snap to during movement.

- A marker can be added from the keyboard using *'m'* or by select the “Toggle Marker” button. The marker will be added at the present play head position.
- If an In mark is placed on the timeline, the marker will be placed at the In Mark.
- Marks can be cycled through using the up and down arrow keys.



Figure 5-5 : Marker Button

## 5.8. INSERT & OVERWRITE

Clips can be inserted and overwritten into the timeline at the point of the playhead.

- In order to use the insert or overwrite buttons, ensure you have a clip selected in the clipview first.
- Select the “Insert” button to insert the clip at the location of your playhead. See Figure 5-6.
- Select the “Overwrite” button to overwrite the clip at the location of the playhead.

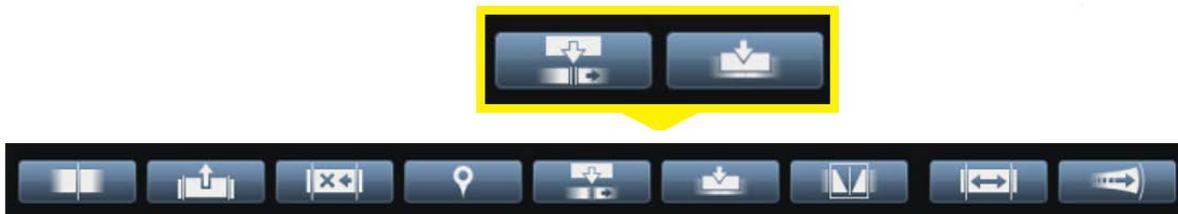


Figure 5-6 : Insert & Overwrite Buttons

### 5.9. TRANSITIONS

- Transitions can be added between two segments or at the beginning or end of a segment.
- To add a transition, you must first ensure the playhead is placed at the location of the edit point, or use 'f' to select a segment.
- The transition dialog can then be opened by either using 'y' or 'f5' on the keyboard. As well, the transition button will open the dialog. See Figure 5-7.

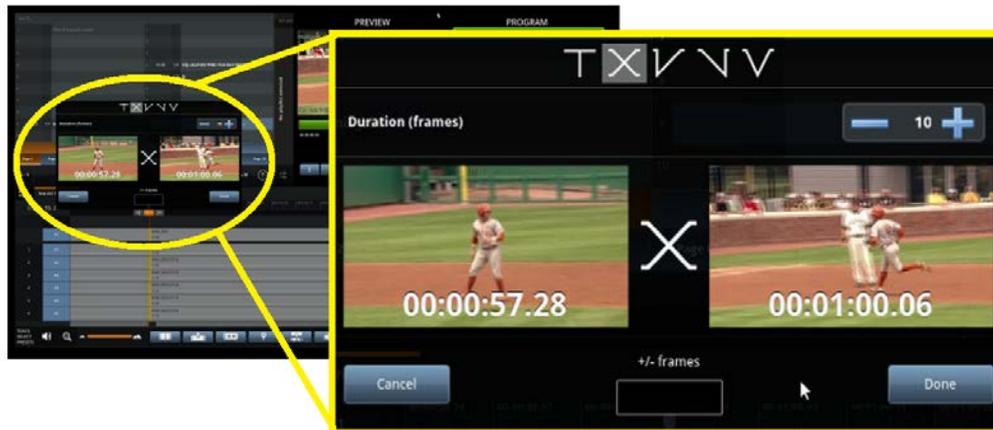


Figure 5-7 : Clip Transitions

- Selections for transition and duration can be adjusted using mouse or keyboard.
- From the keyboard, use 'tab' to enable the left and right arrow key controls to select a transition.
- Once a transition is selected, a duration (frames) option will appear; this can be changed using mouse or 'tab' and number keys on the keyboard.
- The transition will be applied to all selected edit points that the chosen transition can apply to (e.g. a mix will not apply to an edit point that is not between two segments).
- The placement of transitions can be adjusted frame by frame by selecting the "-/+ frames" box and adding a negative or positive value, then selecting "Done".

#### Transition Options:

##### Cut

- A cut is the default transition. If a segment begins or ends with a cut, the segment will simply start at it's in point, and end at it's out point.

##### Mix

- A mix transition can be set on an edit point between two audio or video segments.
  - In the case of video, a mix transition will cause the video on the right to "fade in" on top of the video on the left.
  - In the case of audio, a mix transition will cause the audio on the left to get gradually quieter until it is muted, while the audio on the right gets gradually louder, starting muted.
  - If a segment on either side of a mix is moved, the mix transition is removed.

**Fade In**

- A fade in transition can only be applied to the beginning of a segment.
  - If a fade in transition is set on an edit point between two segments, the left segment will end on a cut, followed by the right segment fading in.
  - In the case of video, the right segment will fade in from black.

**Fade Out**

- A fade out transition can only be applied to the end of a segment.
  - If a fade out transition is set on an edit point between two segments, the left segment will fade out, followed by the right segment starting with a cut.
  - In the case of video, the left segment will fade out to black.

**Fade Out/In**

- Also known as a V-fade, a fade out/in transition can only be applied between two segments.
  - The segment on the left will fade out for half of the transition duration, followed by the segment on the right fading in for half of the transition duration.
  - In the case of video, the segments will fade out to black and then back in from black.

**Default Transition Setting:**

The default transition duration can be set and saved in the Operational Settings.

- Open the Settings and Diagnostics widget, and enter Operational Settings. In the available list of settings, select the Live Edit option; it is here where you will find the default transition duration option.
- Changes to the value of frames will be saved automatically and become in effect on the next edit project created.

**5.10. SLIP EDIT**

A slip edit simultaneously adjusts the in and out points of a clip within a segment, while not altering the segment's duration or position.

- To perform a slip edit, tap on the "Slip Edit" button within the tool bar along the bottom of the Live Edit widget to enable Slip Edit mode. See Figure 5-8.
- When in Slip Edit mode, moving a segment will instead move the in and out points of the clip within the segment, as if you were grabbing and dragging the clip content within the segment.
- Dragging to the left will adjust the in and out points of the segment further along the clip, while dragging to the right will adjust the in and out points earlier in the clip.



**Figure 5-8 : Slip Edit**

### 5.11. STRETCH EDIT

The playback speed of a video segment can be adjusted when in Stretch Edit mode.

- To enable Stretch Edit mode, tap on the "Stretch Edit" button within the tool bar along the bottom of the Live Edit widget. See Figure 5-9.
- When "Stretch Edit" is enabled, resizing a video segment will adjust the video segment's speed to fill the new duration, as opposed to the normal operation of adding or removing frames from the video segment.



Figure 5-9 : Stretch Edit

### 5.12. UNDO & REDO

The DreamCatcher Live Edit supports undo and redo of all operations. See Figure 5-10.

- To undo the last operation use **Ctrl + 'z'** or press the "Undo" button.
- To view a list of previous operations that can be undone, select the arrow icon within the "Undo" button. When operations are undone, they can be redone again.
- To redo the last operation that was undone, use **Ctrl + 'y'** or press the "Redo" button.
- To view a list of operations that have been undone, select the arrow icon within the "Redo" button.



Figure 5-10 : Undo/Redo

### 5.13. ANGLE SWAP

DreamCatcher Angle Aware feature allows for the ability to swap angles within clips which have been created on the record train.

- To swap a clip's angle within the timeline, select the clip you wish to swap, and open the angle select dialog using **'a'** on the keyboard or **Shift + Browse** on the panel.
- Once you have an angle selected, press **Enter** to swap it.

### 5.14. MATCH FRAME

Live Edit allows you to easily locate source clips from the timeline in your clipview using the “Match Frame” tool.

- When selected on a clip in the timeline, use the **F9** key to toggle Match Frame, which will locate and select the source clip in your clipview.
- You can also select and cue the source clip by using **Shift + F9** to toggle Match Frame and Cue.

### 5.15. FIND TIMECODE

Timecode can be searched and jumped to within the timeline using the Find Timecode tool.

- Select the timecode search box as shown in Figure 5-11.
- Once selected, any timecode accessible in the timeline can be typed in. If you type in a timecode which is greater than the total duration, the timecode will default to the end of the last segment in the timeline.



**Figure 5-11 : Find Timecode Tool**

## 6. VIDEO SPECIFIC EDITING

### 6.1. HOW TO ADJUST VIDEO SEGMENT PLAYBACK SPEED

- To change the speed, first select the video segment and click the plus icon. This will open the Segment Options dialog. See Figure 6-1
- The playback speed can be adjusted by clicking on it, entering a new speed and pressing **Enter** to apply it.
- You can also place the mouse cursor over the speed and use the mouse wheel or click and drag up and down to adjust the speed. While adjusting the speed of a video segment in this way, you will see a preview of the end result, which will be applied when the Segment Options dialog is closed.
- When the speed of a segment is adjusted, all segments after it on the selected tracks are moved to avoid any overlap (in the case of slowing down the playback, resulting in a longer segment) or fill in any gaps (in the case of speeding up the playback, resulting in a shorter segment).
- If the playback speed of a video segment is anything other than 100%, it will be shown on the segment next to the clip name.

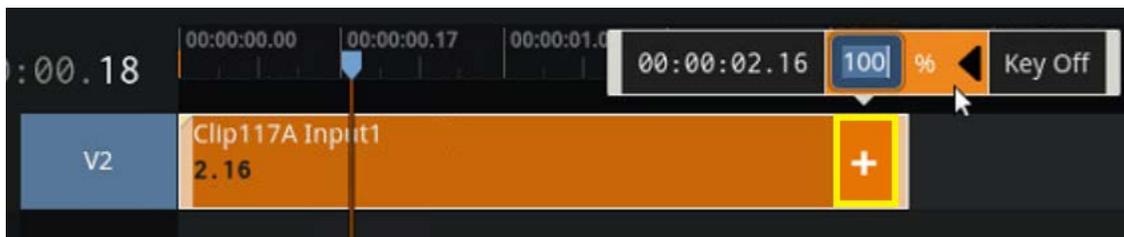


Figure 6-1 : Video Playback Speed

### 6.2. HOW TO MANAGE KEY AND FILL CLIPS

Key and Fill clips can be added to Live Edit as a single clip on the timeline.

- To begin, import your key/fill clip. It is expected that some clips will import with both the key and fill merged together, however if your file imports as 2 separate clips follow the next step.
- Key and fill clips must be merged in order to bring them into Live Edit. If your key and fill are not merged, simply select the key clip, drag and drop it onto of the fill clip to merge them together. The key/fill clip can now be placed into the timeline. See Figure 6-2 and Figure 6-3.



Figure 6-2 : Merging Key and Fill Angles

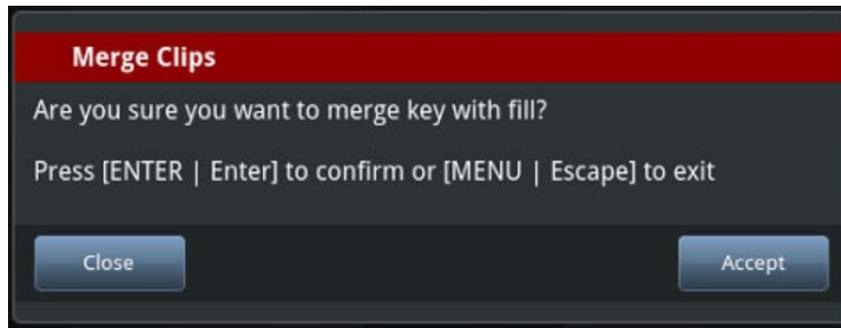


Figure 6-3 : Merging Confirmation

- Key/fill clips must be placed on the top video track (example: V2), in order for the video in the track below (example: V1) to be visible. Therefore, you must ensure you only have that video track selected. Use **Ctrl + Shift + ~** to toggle selection on only Video 2.
- Now the proper track is selected, drag your key/fill clip into the timeline from your clipview. Note: If the previous step was not followed, the clip may place over all selected tracks on the timeline.
- Once in the timeline, select the key/fill clip to highlight it orange (ensure "Click to Select is enabled"). Then select the plus icon on the selected key/fill clip; this will open the segment options where "Key Off" can be selected to enable Keying On. See Figure 6-4.

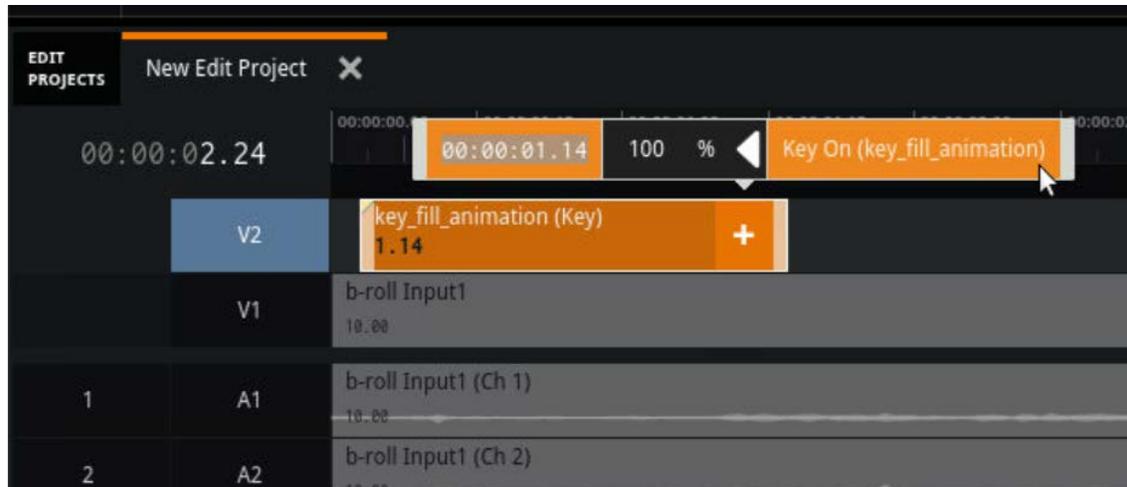


Figure 6-4 : Adding Key / Fill Layer

## 7. AUDIO SPECIFIC EDITING

### 7.1. HOW TO EDIT AUDIO GAIN OF A TRACK

The gain of an audio track is displayed on the right-hand side of each audio track. The gain of tracks can be changed in multiple ways. Changes made will affect all segments in that track, and any segments added going forward.

- To decrease audio gain of all selected (Highlighted in blue) tracks, use **Ctrl + Shift + Down**.
- To increase audio gain of all selected (Highlighted in blue) tracks, use **Ctrl + Shift + up**.
- Using the audio track gain control on the right-hand side of the timeline, click on the current gain number (e.g. 0.0). Type a new gain value between -20.0 and 20.0 and press **Enter**. See Figure 7-1.
- Alternatively, you can press on the “dB” next to the gain number, this will open a slider bar. Move the slider up or down between +20, and -20. Once done with your selection, dismissed the slider by clicking anywhere on the screen or pressing **Enter**. See Figure 7-2.

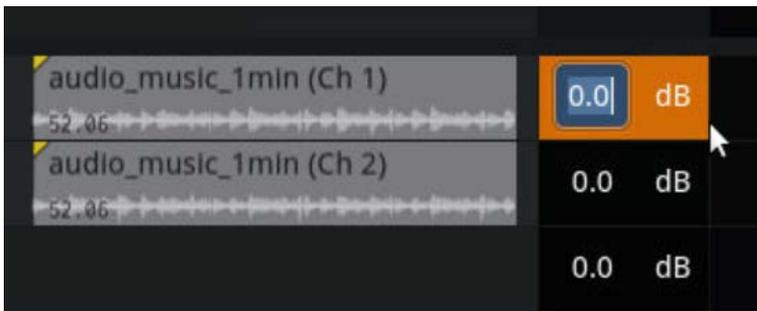


Figure 7-1 : Editing dB of a track

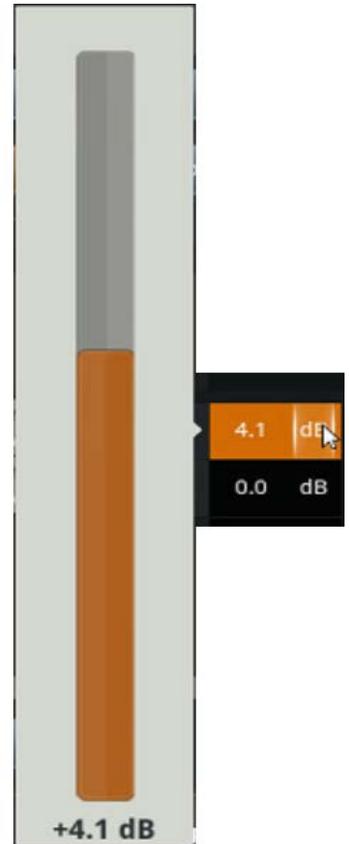


Figure 7-2 : dB Slider

### 7.2. HOW TO EDIT AUDIO GAIN OF A SEGMENT

Similar to how an entire audio track’s gain can be changed, you can change the gain of a selected segment. There are multiple ways of changing a segment’s gain.

- To decrease audio gain of selected segments (Highlighted in orange) tracks, use **Shift + Down**.
- To increase audio gain of selected segments (Highlighted in orange) tracks, use **Shift + up**.
- Ensure you do not have linked segments enabled if you wish to only affect one segment’s track. Linked segments can be toggled on or off using the “Linked Segments” button or use **Alt + ‘l’**.

- Using the mouse, you can also select the segment you wish to change the gain on, and select the plus button. This will open the segment's options including the dB. See Figure 7-3.
- From the Segment options, you can click on the current gain number and type a new value or use the gain slider bar, for more instruction on using these tools, see the previous Section 7.1.

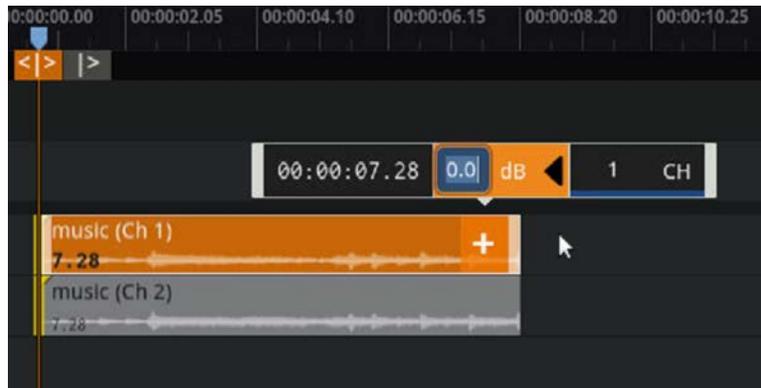


Figure 7-3 : Editing the dB of a Segment

### 7.3. HOW TO MUTE AN AUDIO TRACK

- Clicking on the black box to the far right of an audio track will toggle whether or not it is muted. If an audio track is muted, the track will be red. See Figure 7-4.



Figure 7-4 : Muting Audio Tracks

- Hold down **Shift** while clicking on this area to solo the audio track or group. When an audio track or group is solo'd, all other tracks are muted. Shift-click again to toggle solo off, which will restore the previous mute state of all tracks.

### 7.4. HOW TO REMAP AUDIO CHANNELS

Each audio track can be played out of any number of the 8 audio channels. By default, the audio tracks are mapped 1-to-1 to the audio output channels (e.g. A1 goes out channel 1, A2 out channel 2, etc.). However this can be changed.

- To change the audio mapping, click the plus button on the segment you wish to change. This will open a dialog where you can click on each output channel to toggle it on or off. See Figure 7-5.
- Be aware, if you have linked segments selected, all tracks in that segment will also change to that audio channel. Segments can be un-linked by using **Alt + 'l'** or the “Linked Segments” button.

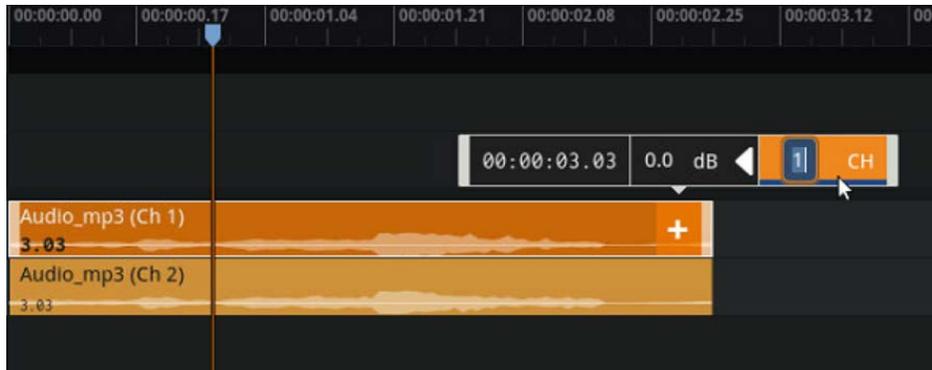


Figure 7-5 : Mapping Audio Channels

### 7.5. HOW TO LISTEN TO AUDIO

In addition to listening to audio via DreamCatcher SDI outputs, DreamCatcher allows you to monitor audio via the headphone jack on the DC-RCP10.

- Since the headphone jack only supports stereo audio, the Live Edit allows you to choose which audio output channels you would like to listen to. If more than 2 channels are chosen, they will be down mixed to stereo.

### 7.6. HOW TO USE OUTPUT CHANNEL PRESETS

The DreamCatcher Live Edit supports user-defined audio playout channel presets. This allows you to define any number of audio playout channel configurations, and will take effect on playout and in a timeline flatten.

- Open “Audio Settings” using the audio icon button or **Ctrl + Shift + Space**. See Figure 7-6.



Figure 7-6 : Audio Settings

- Navigate to “Output Channel Presets” using mouse / touch or the arrow keys and **Enter**.

Options for these presets include Mono Mix, Mono Left, Mono Right, Swap 1/2 3/4, Swap 5/6 7/8. See Figure 7-7.

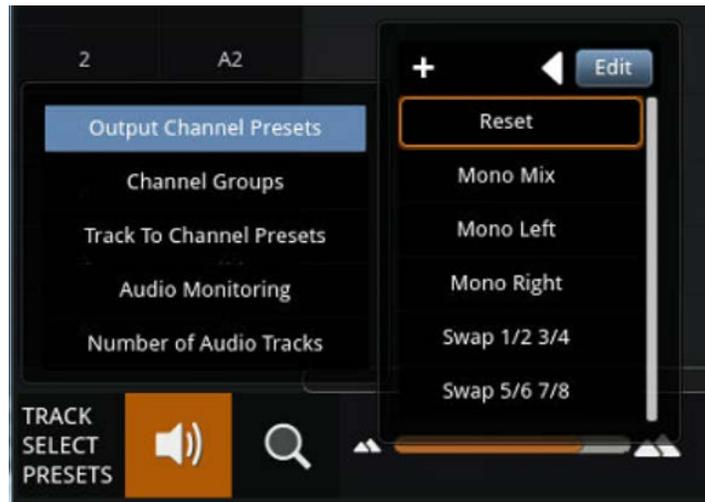


Figure 7-7 : Output Channel Presets

- To select a setting simply click on it or use the arrow keys and **Enter** to make a selection.
- To load a preset, simply click on the desired preset or use the arrow keys and press **Enter**.
- To add a custom preset, select the plus button, or use '**n**'. See Figure 7-8.



Figure 7-8 : Adding a Custom Preset

- The new preset can be named immediately by typing in a name and saving with **Enter**.
- To edit the new or any existing presets, select the "Edit" button or use '**e**'. Use the arrow button to open a preset's track and channel selections. Once finished click "Done". This can be accomplished using the keyboard's **Enter**, **Spacebar** and **Esc** keys to make changes. See Figure 7-9.

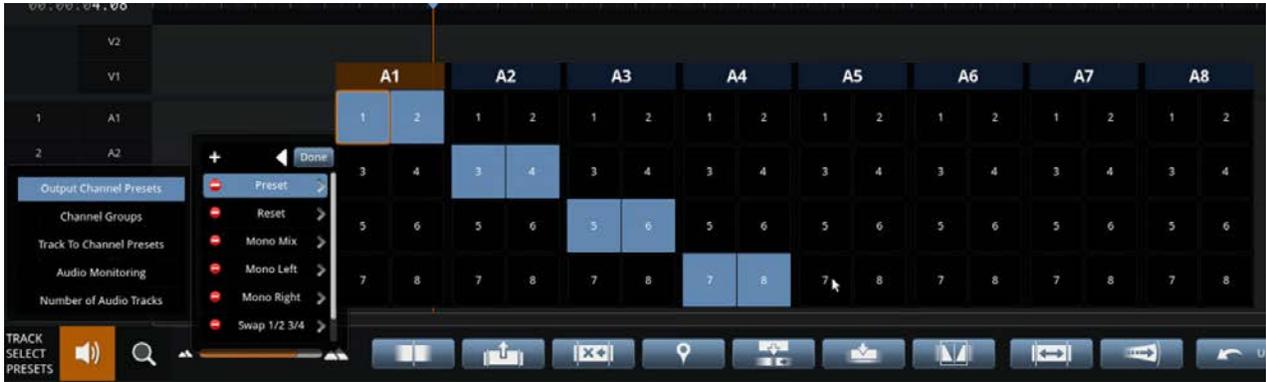


Figure 7-9 : Creating a new Output Channel Preset

- Any changes made to the presets can be reverted using the backwards icon button in the Output Channel presets.

## 7.7. HOW TO USE CHANNEL GROUPS

Channel Groups allow you to group each audio channel into a track(s). This grouping will only affect how tracks are organized in the timeline; each channel will be separated on playback.

- Open “Audio Settings” using the audio icon button or **Ctrl + Shift + Space**. See Figure 7-6.
- Navigate to “Channel Groups” using mouse / touch or the arrow keys and **Enter**.  
Options for presets include Mono, Stereo, 5.1 or 7.1. See Figure 7-10.

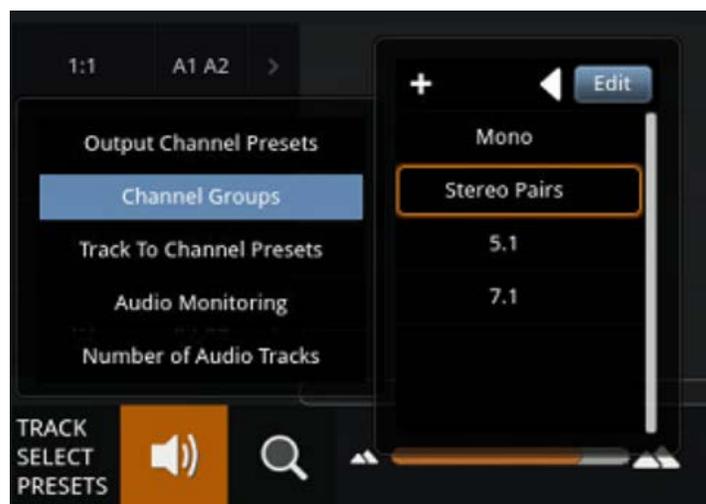
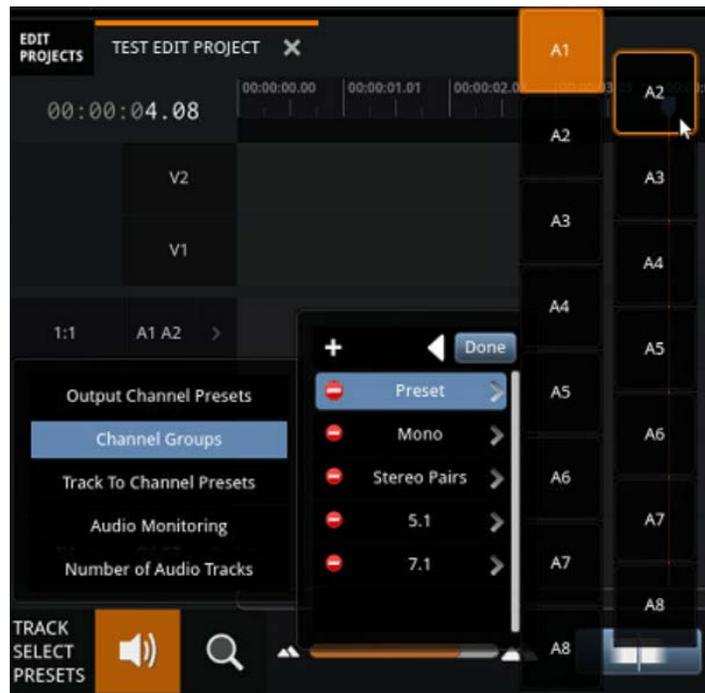


Figure 7-10 : Channel Groups

- To load a preset, simply click on the desired preset or use the arrow keys and press **Enter**.

- To add a custom preset, select the plus button, or use **'n'**.
- The new preset can be named immediately by typing in a name and saving with **Enter**.
- To edit the new or any existing presets, select the “Edit” button or use **'e'**. Use the arrow button to open a preset’s track and channel selections. See Figure 7-11.
- Once finished click “Done”. This can be accomplished using the keyboard’s **Enter**, **Spacebar** and **Esc** keys to make changes.
- Any changes made to the presets can be reverted using the backwards icon button in the Audio Monitoring.



**Figure 7-11 : Creating a new Channel Group**

## **7.8. HOW TO USE TRACK TO CHANNEL PRESETS**

Each clip in DreamCatcher is captured or imported with 8 channels of audio. By default, when a clip is inserted into an Edit Project, a video segment is created in each selected video track, and a segment for each of the 8 audio channels of the clip is inserted in a 1-to-1 mapping to selected audio tracks.

(e.g. if tracks A2, A4 and A5 are selected, channel 2 of the clip will go on A2, channel 4 on A4 and channel 5 on A5) This default behavior can be changed with user-defined presets for the mapping of which clip channel will be inserted on to each track.

- Open “Audio Settings” using the audio icon button or **Ctrl + Shift + Space**. See Figure 7-6.
- Navigate to “Track to Channel Presets” using mouse / touch or the arrow keys and **Enter**.  
Options include Default (ch mapped: 1,2,3,4,5,6,7,8), Stereo swap (ch mapped: 2,1,4,3,6,5,8,7), and Reverse (ch mapped: 8,7,6,5,4,3,2,1). See Figure 7-12.

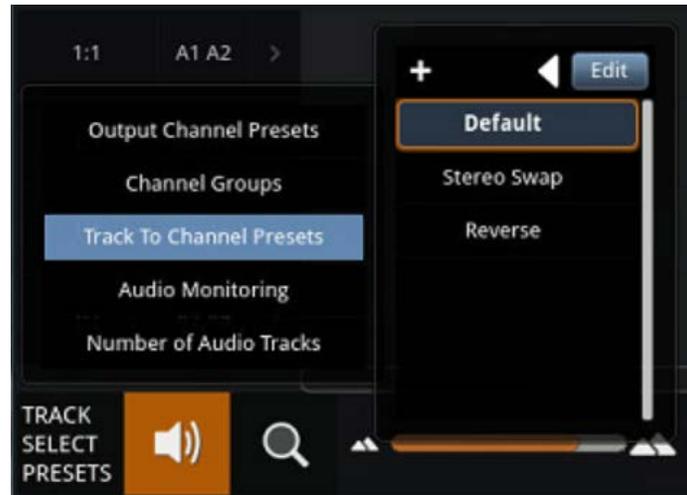


Figure 7-12 : Track to Channel Presets

- To load a preset, simply click on the desired preset or use the arrow keys and press **Enter**.
- To add a custom preset, select the plus button, or use **'n'**.
- The new preset can be named immediately by typing in a name and saving with **Enter**.
- To edit the new or any existing presets, select the “Edit” button or use **'e'**. Use the arrow button to open a preset’s track and channel selections. See Figure 7-13.
- Once finished click “Done”. This can be accomplished using the keyboard’s **Enter**, **Spacebar** and **Esc** keys to make changes.
- Any changes made to the presets can be reverted using the backwards icon button in the Track to Channel Presets.

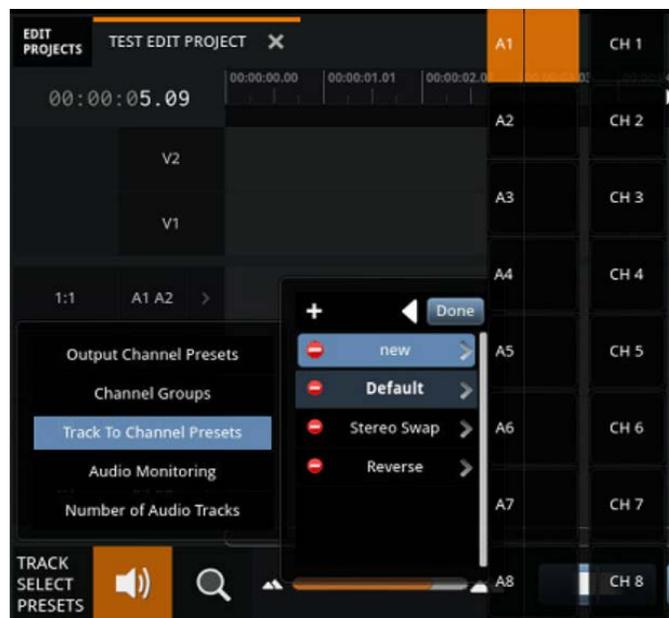


Figure 7-13 : Creating a new Track to Channel Preset

## 7.9. HOW TO USE AUDIO MONITORING

DreamCatcher Live Edit allows you to monitor selected tracks without making permanent changes to the audio in your timeline. When used, the audio monitoring will mute all other tracks but those selected in the preset for editing purposes. Audio Monitoring will not affect the timeline on a Flatten.

- Open “Audio Settings” using the audio icon button or **Ctrl + Shift + Space**. See Figure 7-6.
- Navigate to “Audio Monitoring” using mouse / touch or the arrow keys and **Enter**.  
Options include: None, Stereo 1/2, Stereo 3/4, Stereo 5/6, Stereo 7/8, 5.1 and 7.1. See Figure 7-14.
- To load a preset, simply click on the desired preset or use the arrow keys and press **Enter**.

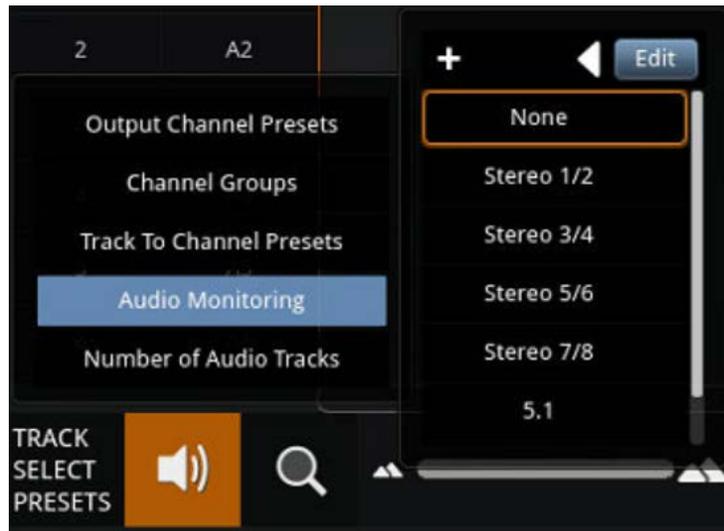
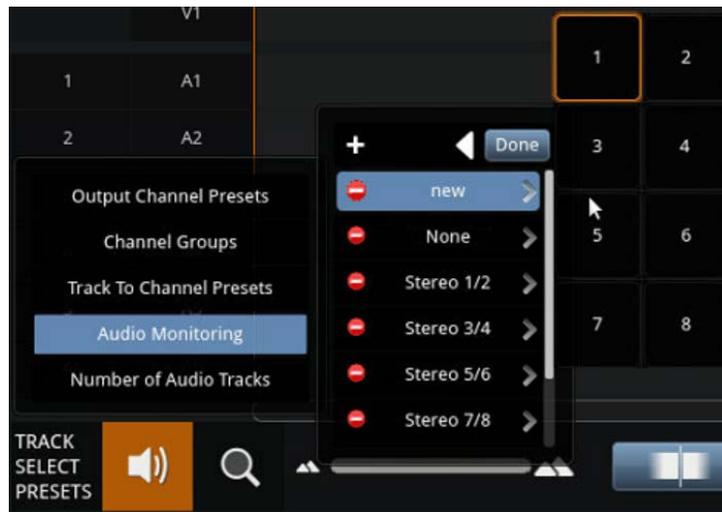


Figure 7-14 : Audio Monitoring Presets

- To add a custom preset, select the plus button, or use **'n'**.
- The new preset can be named immediately by typing in a name and saving with **Enter**.
- To edit the new or any existing presets, select the “Edit” button or use **'e'**. Use the arrow button to open a preset’s track and channel selections. See Figure 7-15. Once finished click “Done”. This can be accomplished using the keyboard’s **Enter**, **Spacebar** and **Esc** keys to make changes.
- Any changes made to the presets can be reverted using the backwards icon button in the Audio Monitoring.



**Figure 7-15 : Creating a new Audio Monitoring Preset**

- A red bar will be shown to the left of a track/s output channels to indicate which tracks are being monitored. An example would be the preset “Stereo 1/2” as shown Figure 7-16.



**Figure 7-16 : Example of Audio Monitoring**

**7.10. HOW TO CHANGE NUMBER OF AUDIO TRACKS**

- Open “Audio Settings” using the audio icon button or **Ctrl + Shift + Space**. See Figure 7-6.
- Navigate to “Number of Audio Tracks” using mouse / touch or the arrow keys and **Enter**. See Figure 7-17.



Figure 7-17 : Number of Audio Tracks

- Use the arrow buttons or type a value using the keyboard. Once done, click the Apply button or use **Enter**.
- Once applied, tracks will either be deleted or added to the timeline. To revert this change use "Undo" or **Ctrl + 'z'**.