GO!

BROWSER-BASED VIDEO TIMELINE EDITOR

(Version 2.3.50)

User Guide

Issue 3 Revision 1

March 14, 2019

www.grassvalley.com

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Introduction

Description

Go! is a multi-platform, browser-based, timeline video editor. It allows broadcasters to view all content from any of their media libraries remotely from a standards-based desktop, laptop or smartphone web browser. Go! provides access to content from practically anywhere with Internet access by way of the Media Bin.
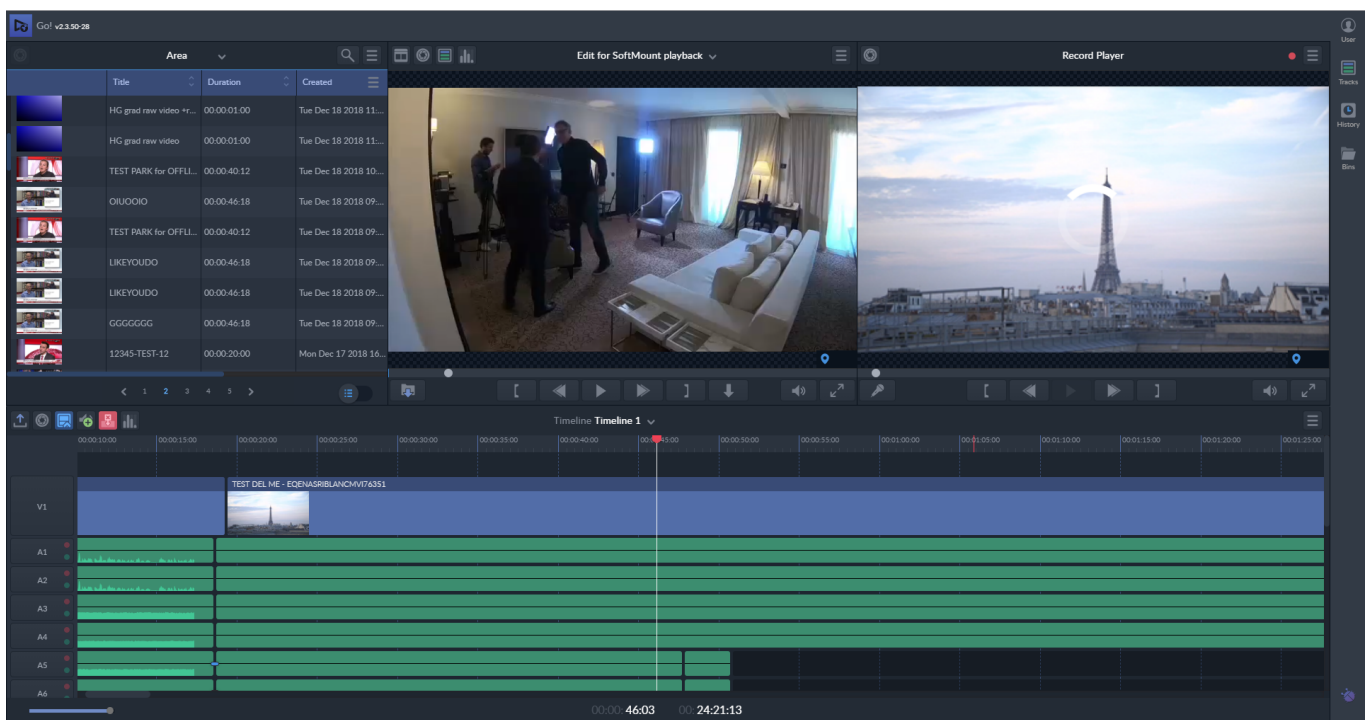
Fig. 1-1: Go! Main Screen

Viewing content remotely, on even a poor quality Internet connection, you can use a traditional timeline to build a news package from clips and sub-clips (including live recordings), upload local content, record a voice over, then publish to a Grass Valley zone where the full-quality content can either be played as-is, or loaded into an installed software editor for further refinement and effects.

> **Note:** In this *User Guide* certain Go! features may be restricted either to the sQ environment or part of a Media Production System (MPS) and marked as **sQ Only** or **MPS Only**, where appropriate in the text.

Go! also enables users to view and edit metadata, add and review comments, and view logging.

Other features include:

- Download full or sub-clips as MXF files or MP4 (**sQ Only**) files.
- Download a clip's audio as a WAV file, including a custom audio channel selection.
- Take a high quality still frame and download as a JPEG.

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- Create and manage bins which can double as quick EDLs.
- A Timeline interface for all round improved performance:
    - Timeline ruler
    - Duration lengths
    - More editing hot keys
    - Improved zoom controls
    - Improved trimming tools
    - Improved transition tools
    - History and snapshot for changes and versions
    - Source timecode display.

Starting the Go! Editor

Access to Go! is generally controlled through a Remote User system and a username and password are required to log in. Contact your system administrator for information, if necessary.

Once logged on as a user, select **Go!** from the user menu.

> **Note:** See the *Remote User Welcome Guide*, available from the login screen, for details.

Start the Go! Editor from a Google Chrome web browser as follows:

- Enter the following URL into the browser address field, making sure to use **https**:// in the URL and *not* http://.

    https://<*IP_Address*>**/GO**

Where <*IP_Address*> is the IP address of the Remote User system.

> **Note:** For best performance, it is always recommended to run Go! from a Google Chrome web browser. Before running Go! for the first time, make sure to follow the steps in Appendix section*Disabling Chrome Hardware-accelerated Video Decode*, on page 94.

Go! Workflow

You can access Go! from a laptop or tablet in the main facility, or in other remote locations.

Using metadata, search the configured search **Areas** for clips, then select whole and sub-clips and drag them to the timeline, building a rough-cut edit. The tails of all the clips can be accessed on the timeline - including live feeds and in-progress file ingests - and manipulated by frame-accurate editing, to produce a high-quality news package.

Record a voiceover in the browser from the device's preferred microphone directly to the timeline. Additionally, content can be shot and used directly from a mobile device.

Once you have completed an edit you can publish the timeline to the target site. Here, another editor running Rio or the Go! Plugin for Adobe Premiere Pro can pick up the edit and refine it with effects, text or other elements, or even play the clip directly using sQ Play or other automation tools.

If you add a specific category when publishing the timeline, Fileflow will export the timeline (if configured) as a flat MXF file to a target third party system.

The following graphic shows an outline workflow example using the panels of the Go! editing screen:
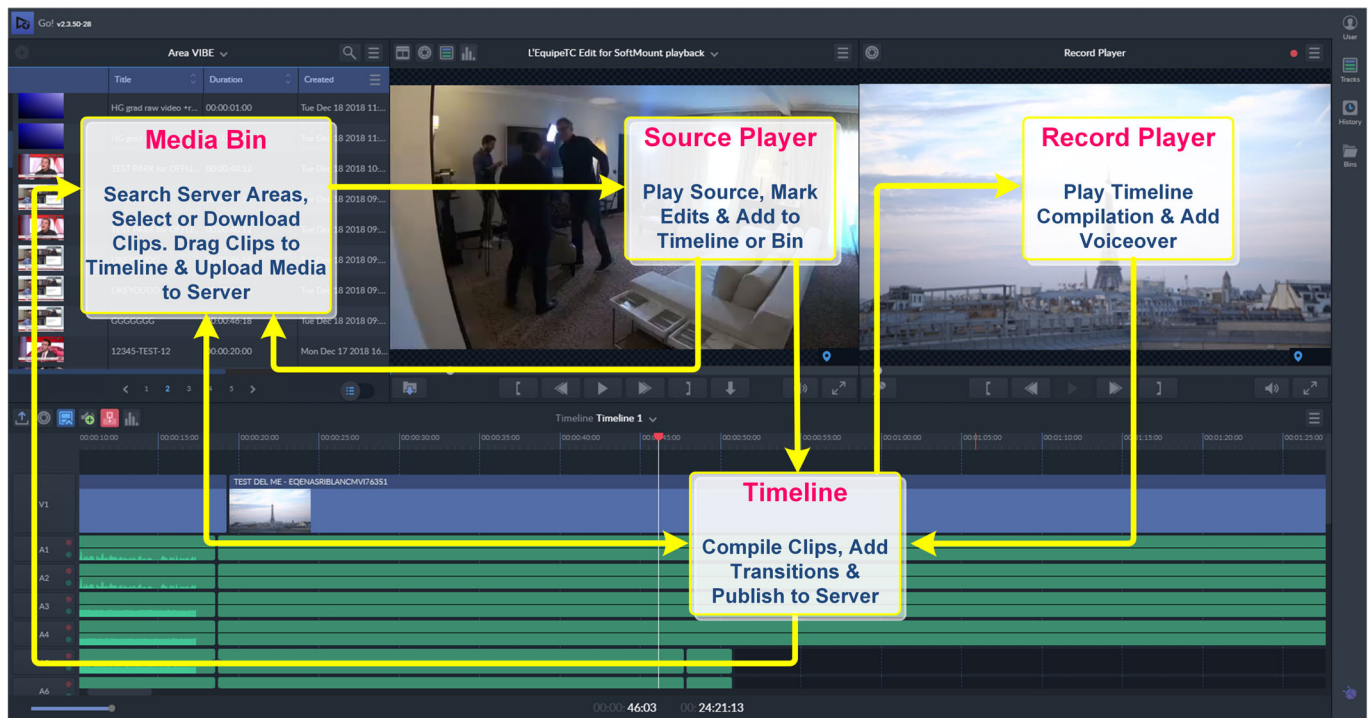
Fig. 1-2: Go! Workflow

For details of each panel see the corresponding chapter in this *User Guide*.

New Features (Go! Versions 2.1 to 2.3)

New Features Introduced with Go! version 2.1

New features for Go ! Production Suite version 2.1 include:

- Editing of multiple audio tracks
- Solo/mute setting for each audio track
- Source track selection (editing from)
- Timeline track selection (editing to)
- Separate audio tracks panel
- Quick source player audio track selection
- Audio transition tools
- Collapse or expand audio tracks for clarity
- Add extra audio tracks
- Video/audio only overwrite mode
- Insert or replace editing modes
- Audio only timeline support (for example, record voiceover first)
- Audio waveform display
- Improved timeline trim tools, including trim by number of frames with keyboard shortcuts
- Ability to work with media from networked storage and/or sQ Server
- Advanced search tools
- Publish to sQ numbers
- Additional keyboard shortcuts and performance improvements.

Watch the Go! V2.1 New Features short video demonstration.

New Features Introduced with Go! version 2.2

New features for Go ! Production Suite version 2.2 include:

- Media bin updates, including:
    - A new function to change column positions in the Go! Media bin by dragging left to right.
    - Changes to the appearance of the Media Bin in Go!, including a **File Types** column and a new slider menu to switch the view between thumbnails and file list.

New Features Introduced with Go! version 2.3

New features for Go ! Production Suite version 2.3 include:

- Adjustable timeout period.
- Audio output routing controls.
- Audio VU metering in the Source/Record Player.
- User management anonymous login.
- Performance improvements.
- Ability to have multiple edit timelines.
- Jump to Source Player markers.
- Reset audio levels for segment or track.

Adjustable Timeout Period

Enables administrators to set the timeout period for a user session on the Transformer.

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Screen Panels

The Go! screen is divided into a number of panels. Each of these panels is flexible and can be resized or hidden to optimize the screen space.
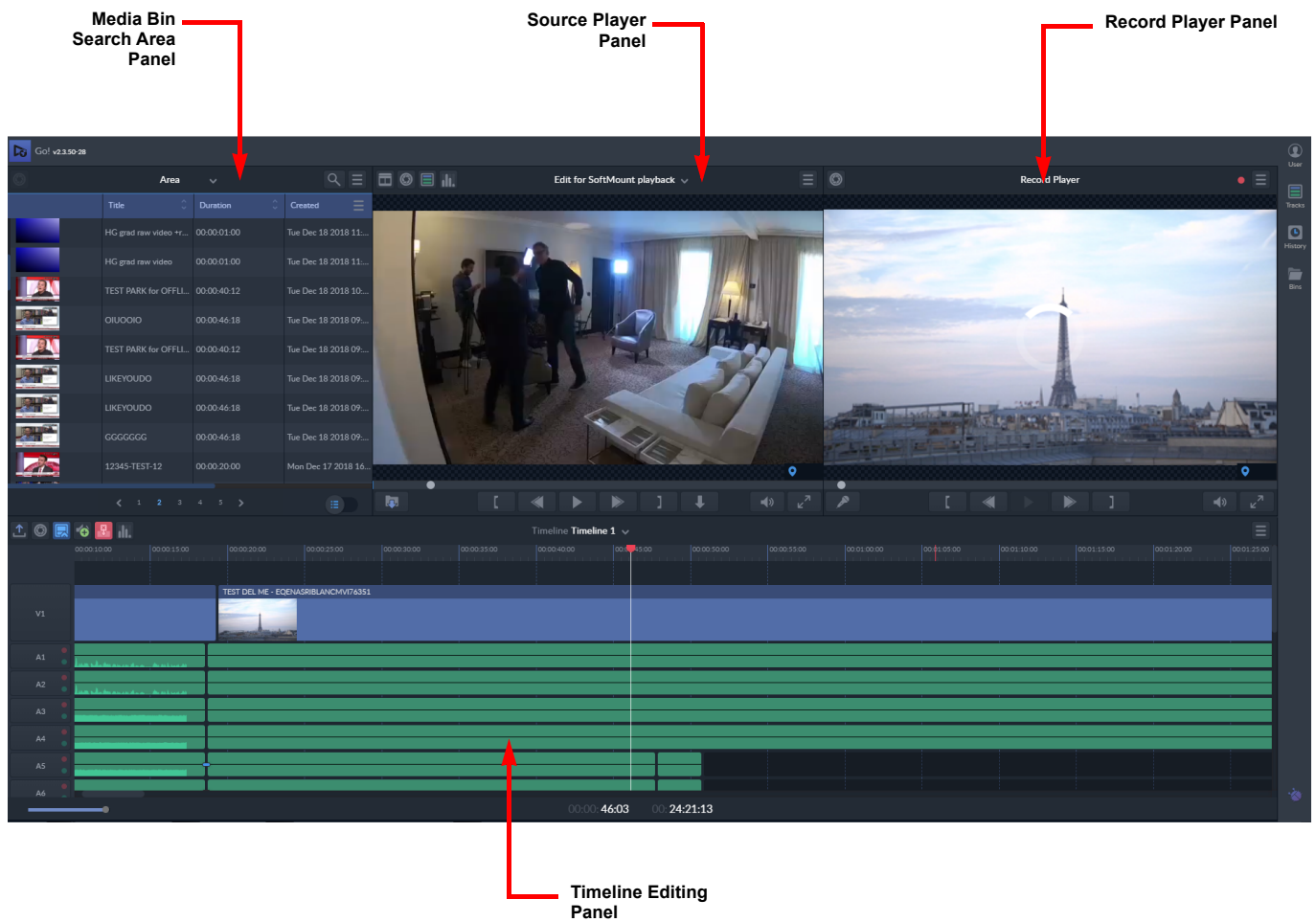
Fig. 2-3: Overview of the Go! Panels

Changing Panel Sizes

To change the size of any of the panels:

- Hover over a vertical dividing line between two panels and, when the line highlights, press and drag the line left or right to the required position.
- Hover over the horizontal dividing line and, when the line highlights, press and drag the line up or down to adjust the height ratio of the panels in the two rows.

> **Note:** Moving a dividing line to the edge of the screen or to an adjacent dividing line effectively hides panels. Moving the same dividing line back reveals the hidden panels again. See also the section Hide Panels, on page 6.

Hide Panels

To hide a panel:

- Hover over the middle of a vertical dividing line, then press either `<` or `>` that display each side of the dividing line.
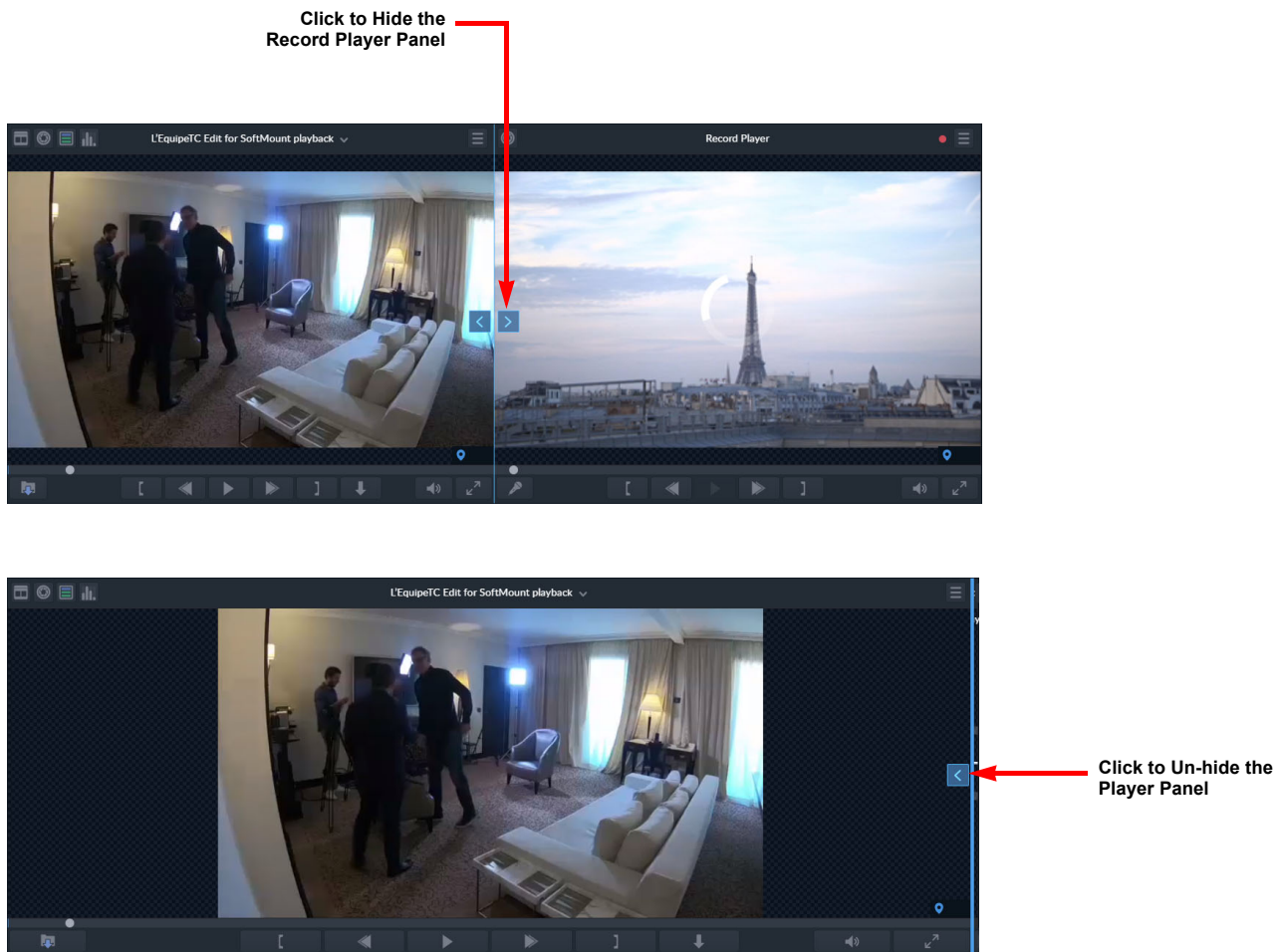
Fig. 2-4: Hiding and Un-hiding Go! Panels

Revealing a previously hidden panel is done in the same manner and the panel returns to its previous size. Alternatively, slide the vertical dividing line manually to the left or right.

Screen Icons

Clip Controls

Each panel has a toolbar at the top of the area containing shortcut icons. The controls vary according to which panel is in use.

Icon	Function	Description
	Publish Bin / Publish Timeline	**In Bin Panel:** Publish the currently selected bin to one of the available workflow options: Park, sQ Publish, File Publish, Social Media. **In Timeline Panel:** Publish the current timeline to one of the available workflow options: Park, sQ Publish, File Publish, Social Media. In all cases the timeline edit is published with the full editorial history.
	Import Media	Import media, by way of a Bin, from external sources such as professional cameras or mobile devices and load into the current Bin. This button opens a File Explorer window to browse to the target file. The following file types can be imported: MXF, MOV and MP4 (sQ Only).
	Attach Bin Panel / Detach Bin Panel	Change the position of the Bin Panel - toggle between a vertical sidebar on the left or right of the screen, or fix the Bin Panel to the left of the Timeline Panel in the bottom left-hand corner of the screen.
	Create Snapshot	Capture a high-quality still and save it as a JPEG image. The still captured is the first frame of a clip in the bin; or, on the timeline the current viewed frame is saved.
	Add Comment	Add a comment to a clip at the current frame position. (sQ Only)
	Show Touch Hotspots	Toggles the touchscreen markers on and off. When using a tablet these allow in and out points to be added easily using touch.
	Search	Enter text (using a wildcard (*) if necessary) to find specific items. Use either basic or advanced search modes.
	Options Menu	Display additional options for each screen panel, or each clip in a bin, in a dropdown menu.
	Expand Collapse	Expand or collapse audio tracks in the Timeline panel.
	Add Empty Track	Add an empty audio track to the timeline for use with voice over recording.
	Insert Replace	Toggle between Insert editing mode and Replace mode in the timeline. Insert mode allows you to insert a clip at the insertion point, whereas Replace mode allows you to replace the clip to the right of the insertion point, or between in and out markers.
	Toggle Audio VU Metering	Available in both the Source Player and the Record Player to toggle the audio metering display.

Player Control Bars

The player controls are available in the Source Player and Record Player, although not all controls are available in both players.
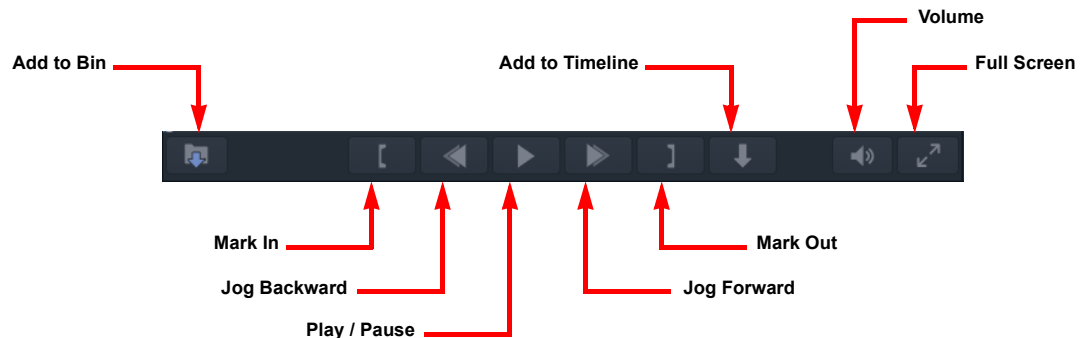
Fig. 2-5: Source Player Control menu
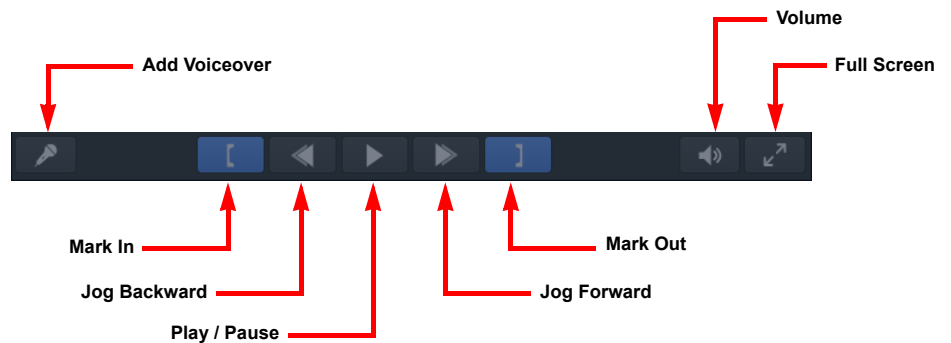
Fig. 2-6: Record Player Control menu

> **Note:** When pressed (or active), the Go! panel toggle icons switch to a blue color. Press the icon again to return to an inactive state.

The icons in the Source and Record Player control panels are described in the following table:

Icon	Function	Description
	Add to Bin	Adds the current clip (or sub-clip if marked with in and out points) to the current bin.
	Add Voiceover	Record a voiceover onto a clip, adding a separate voiceover track.
	Add Mark In Point	Mark an in point at the current timecode.
	Jog Backward	Jog backward through a clip. Tap again to increase the jog speed.
	Play/Pause	Play clip. When a clip is playing this button becomes a Pause button.

Icon	Function	Description
● / ■	Record Voice Over / Stop Voice Over	Start a voiceover recording, preceded by a three second countdown. End a voiceover recording.
▶	Jog Forward	Jog forward through a clip. Tap again to increase the jog speed.
⌐	Add Mark Out Point	Mark an out point at the current timecode.
↓	Add to Timeline	Adds the current clip (or sub-clip if marked with in and out points) to the current bin.
🔊	Audio Volume	Press to display a vertical slider control allowing adjustment of the volume of the playing source clip/timeline edit. This volume control is for playback purposes only and has no impact on the individual level controls in the edit timeline panel.
⤢	Full Screen	Toggle the selected panel area between full screen and standard panel size.

Sidebar Options

The sidebar buttons down the right-hand side of the screen are described in Chapter 3 on

Keyboard Shortcuts

The following keyboard shortcuts are available from the relevant panel menus and clips menu:

Search Panel Shortcuts

Windows	Mac	Action
Spacebar	Spacebar	Play selected clip in the source player panel
Return/Enter	Return/Enter	Add selected clip to bin
Shift + E	Shift + E	Create snapshot (JPG) of first frame of selected clip
Shift + C	Shift + C	Add comment to first frame of selected clip (sQ Only)
Ctrl + F	Cmd + F	Open Basic Search field
Ctrl + Shift + F	Cmd + Shift + F	Open Advanced Search dialog

Bins/Upload Panel Shortcuts

Windows	Mac	Action
Spacebar	Spacebar	Play current clip in the source player panel
Delete	Delete	Remove selected clip from bin
Shift + E	Shift + E	Create snapshot of first frame of selected clip

Windows	Mac	Action
Shift + C	Shift + C	Add comment to first frame of selected clip
Ctrl + F	Cmd + F	Open or close Basic Search field
Ctrl + Return	Cmd + Return	Add to Go! bin

Source Player Panels Shortcuts

Windows	Mac	Action
Shift + E	Shift + E	Create snapshot of first frame of selected clip
Shift + C	Shift + C	Add a comment to a clip at the current frame position
Home	fn + Left Arrow	Move to start of timeline
End	fn + Right Arrow	Move to end of timeline
Up Arrow	Up Arrow	Navigate to first frame & In / Out Markers
Down Arrow	Down Arrow	Navigate to last frame & In / Out Markers
Left Arrow / 8	Left Arrow / 8	Navigate one frame backward
Right Arrow / 9	Right Arrow / 9	Navigate one frame forward
Shift + Left Arrow / 7	Shift + Left Arrow / 7	Navigate 10 frames backward
Shift + Right Arrow / 0	Shift + Right Arrow / 0	Navigate 10 frames forward
Ctrl + Shift + Left Arrow	Cmd + Shift + Left	Navigate 10 seconds backward
Ctrl + Shift + Right Arrow	Cmd + Shift + Right Arrow	Navigate 10 seconds forward
Ctrl + Left Arrow	Cmd + Left Arrow	Navigate 1 second backward
Ctrl + Right Arrow	Cmd + Right Arrow	Navigate 1 second forward
Spacebar / 5	Spacebar / 5	Play / Pause
I / E	I / E	Mark In
O	O	Mark Out
J	J	Rewind
K	K	Pause
L	L	Fast forward
Return	Return	Add to timeline
Ctrl + Return	Cmd + Return	Add to selected bin
1 - 4	1 - 4	Numeric keys 1, 2, 3, 4 select audio tracks
¬	~	Select video track 1
G	G	Clear in and out markers
6	6	Review in and out region
Q	Q	Go to in point
W	W	Go to out point

Windows	Mac	Action
D	D	Clear in point
F	F	Clear out point

Record Player Panel Shortcuts

Windows	Mac	Action
Shift + E	Shift + E	Create snapshot of first frame of selected clip
Shift + C	Shift + C	Add a comment to a clip at the current frame position
Home	fn + Left Arrow	Move to start of timeline
End	fn + Right Arrow	Move to end of timeline
Up Arrow	Up Arrow	Navigate to previous edit point
Down Arrow	Down Arrow	Navigate to next edit point
Left Arrow / 8	Left Arrow / 8	Navigate one frame backward
Right Arrow / 9	Right Arrow / 9	Navigate one frame forward
Shift + Left / 7	Shift + Left / 7	Navigate 10 frames backward
Shift + Right / 0	Shift + Right / 0	Navigate 10 frames forward
Ctrl + Shift + Left	Cmd + Shift + Left	Navigate 10 seconds backward
Ctrl + Shift + Right	Cmd + Shift + Right	Navigate 10 seconds forward
Ctrl + Left Arrow	Cmd + Left Arrow	Navigate 1 second backward
Ctrl + Right Arrow	Cmd + Right Arrow	Navigate 1 second forward
Spacebar / 5	Spacebar / 5	Play / Pause
I / E	I / E	Mark In
O	O	Mark Out
J	J	Rewind
K	K	Pause
L	L	Fast forward
Q	Q	Go to in point
W	W	Go to out point
G	G	Clear In and Out points

Timeline Panel Shortcuts

Windows	Mac	Action
Delete / Backspace	Delete / Backspace	Delete current segment
Shift + Delete	Shift + Delete	Clear Timeline
Home	fn + Left Arrow	Move to start of timeline
End	fn + Right Arrow	Move to end of timeline
Return	Return	Add to timeline
Up Arrow	Up Arrow	Navigate to previous segment
Down Arrow	Down Arrow	Navigate to next segment
Page Up	fn + Up Arrow	Zoom in
Page Down	fn + Down Arrow	Zoom out
Left Arrow / 8	Left Arrow / 8	Navigate to previous frame
Right Arrow / 9	Right Arrow / 9	Navigate to next frame
Shift + Left / 7	Shift + Left / 7	Navigate back 10 frames
Shift + Right / 0	Shift + Right / 0	Navigate forward 10 frames
Ctrl + Shift + Left Arrow	Cmd + Shift + Left Arrow	Navigate back 10 seconds
Ctrl + Shift + Right Arrow	Cmd + Shift + Right Arrow	Navigate forward 10 seconds
Ctrl + Left Arrow	Cmd + Left Arrow	Navigate back 1 second
Ctrl + Right Arrow	Cmd + Right Arrow	Navigate forward 1 second
Ctrl + [	Cmd + [	Decrease audio level
Ctrl +]	Cmd +]	Increase audio level
Spacebar / 5	Spacebar / 5	Play / Pause
F	F	Fit to width. Fit selected segment(s) to the width of the timeline. No segments selected: Fit timeline to width of the screen.
H	H	Create a cut or edit mark for the selected clip. Press H again to un-set the mark.
J	J	Rewind
K	K	Pause
L	L	Fast forward
M	M	With focus on the timeline the source player is populated with the selected rush and focus transfers to the source player.
C	C	Trim -10 frames - Advanced Trim Mode
V	V	Trim -1 frame - Advanced Trim Mode
B	B	Trim +1 frames - Advanced Trim Mode
N	N	Trim +10 frame - Advanced Trim Mode
Q	Q	Go to in point
W	W	Go to out point

Windows	Mac	Action
G	G	Clear in and out points
Y	Y	Video Transition popup - Adds video transition to nearest edit marker
U	U	Audio Transition popup - Adds Audio dissolve to nearest edit marker
Drag bottom right to top left	Drag bottom right to top left	Zoom into selected region
Ctrl + Up Arrow	Cmd + Up Arrow	Enter Advanced Trim Mode when playhead is positioned on an edit point
Tab	Tab	Cycle through Advanced Trim Mode, when Advanced Trim is open.
Esc	Esc	Close Advanced Trim Mode
1 - 4	1 - 4	Numeric keys 1, 2, 3, 4 select audio timeline tracks
¬	~	Select video track 1
Ctrl + Drag Clip	Cmd + Drag Clip	Switch between replace and insert edit modes, when dragging a clip in the timeline
Shift + Drag Audio Levels	Shift + Drag Audio Levels	Enables refined adjustment of audio levels
Shift + Moving Audio Clip	Shift + Moving Audio Clip	Disables Snap when moving audio only clips
Ctrl + Z	Ctrl + Z	Undo last action

Sidebar and General Shortcuts

Windows	Mac	Action
Ctrl + Shift + H	Cmd +Shift + H	Open History side panel
Ctrl + Shift + T	Cmd +Shift + T	Open Tracks side panel
Ctrl + Shift + U	Cmd +Shift + U	Open User Preferences
Ctrl + Shift + Left Arrow	Cmd +Shift + Left Arrow	Dock Sidebar left of screen
Ctrl + Shift + Right Arrow	Cmd +Shift + Right Arrow	Dock Sidebar right of screen
Alt + Click Checkbox	Alt + Click Checkbox	Solos selected checkbox from Tracks Panel
Ctrl + Z	Cmd + Z	Undo last action
Ctrl + Y	Cmd + Y	Redo last action
Tab	Tab	Toggle focus between panels
Ctrl + Tab	Cmd + Tab	Cycle focus between Source Player panel and Timeline panel.

Sidebar Options and User Preferences

Sidebar Options

The sidebar options down the right-hand side of the editing screen provide the following options:

Icon	Function	Description
User	Toggle User Preferences	Opens the Go! user preferences side bar menu, providing access to: • Preferences options • Change password dialog • Go! User manual • New features overview • Logout from Go!
Tracks	Toggle Track View	Displays the audio track selector for the clip currently in the Source Player.
History	Toggle History View	Toggle the selected panel area between full screen and standard panel size.
Output	Timeline Audio Output (sQ Only)	Audio output Routing controls to choose how each audio track on the timeline is delivered when publishing a timeline.
Bins	Toggle Bins Panel	Toggle the Bins Panel and make available the various Bin selection options.

Any of the sidebar menus can be displayed either on the right- or left-hand side of the screen by pressing the left or right button in the title bar of the panel:

Display Sidebar on Left Side of Screen

Display Sidebar on Right Side of Screen

Close Sidebar

Fig. 3-7: Switching Sidebar to Left or Right of Screen

Go! Preferences

Press the User Preferences icon to open the **Go! Preferences** menu and select from the following:

- Preferences
- Change Password
- User Manual
- New Features
- Logout
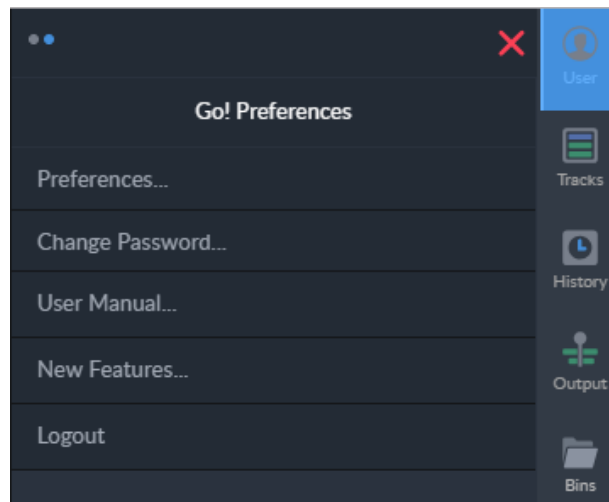
Fig. 3-8: Go! User Preferences Menu Options

Preferences

Select the option **Preferences...** to open the Go! Preferences dialog shown in Figure 3-9.
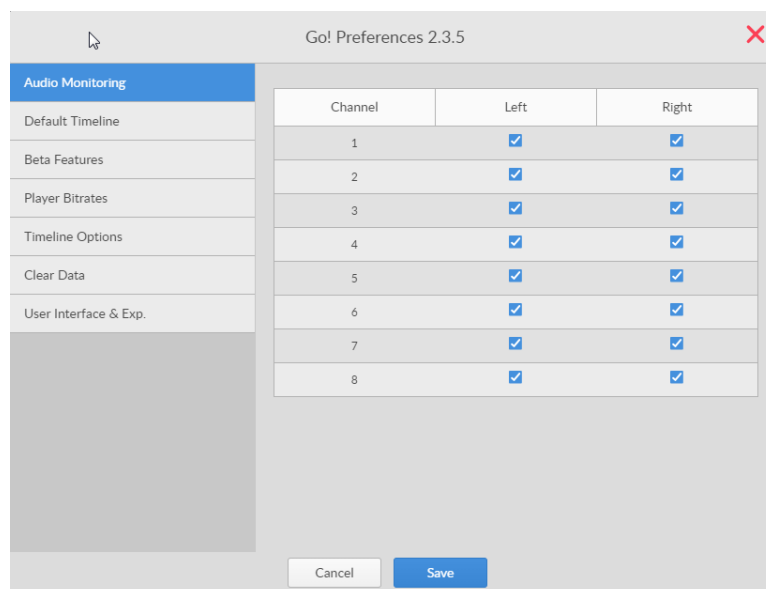
Fig. 3-9: Go! User Preferences Dialog

Configure the Go! preferences accordingly before editing. Select one of the following options to change the required preferences as described in the next sections.

- Audio Monitoring
- Default Timeline

- Beta Features
- Player Bitrates
- Timeline Options
- Clear Data
- User Interface & Experience

Each of these options is described in the following subsections.

Audio Monitoring

Configure the audio channel configuration played in the player.

1 Specify how the audio tracks use the Left or Right channels of the WAV file, by selecting the appropriate checkboxes.
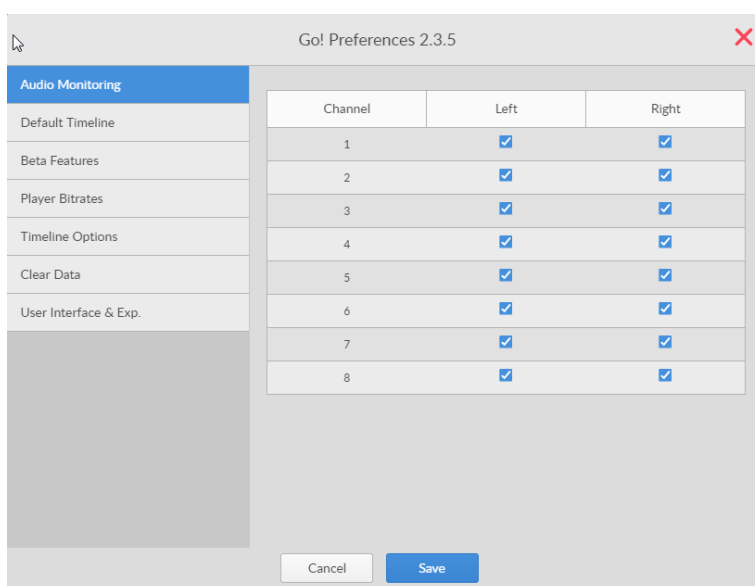
Fig. 3-10: Go! Preferences - Audio Monitoring Options

2 Press **Save** when done.

The audio configuration applies to all clips. It is not possible to apply a specific audio configuration for each clip in a bin.

Default Timeline

Use the Default Timeline dialog to configure the default set-up for the timeline display, including defaults for the timeline duration and destination, together with default labels for the audio tracks.

Configure the timeline defaults as follows:

1 Set the default duration of the timeline scale and the default destination timecode of the timeline.

2 Define the audio track labels present in the timeline.

Add or remove tracks to/from the default timeline settings using the ➕ or ✖ symbols in the default timelines panel.
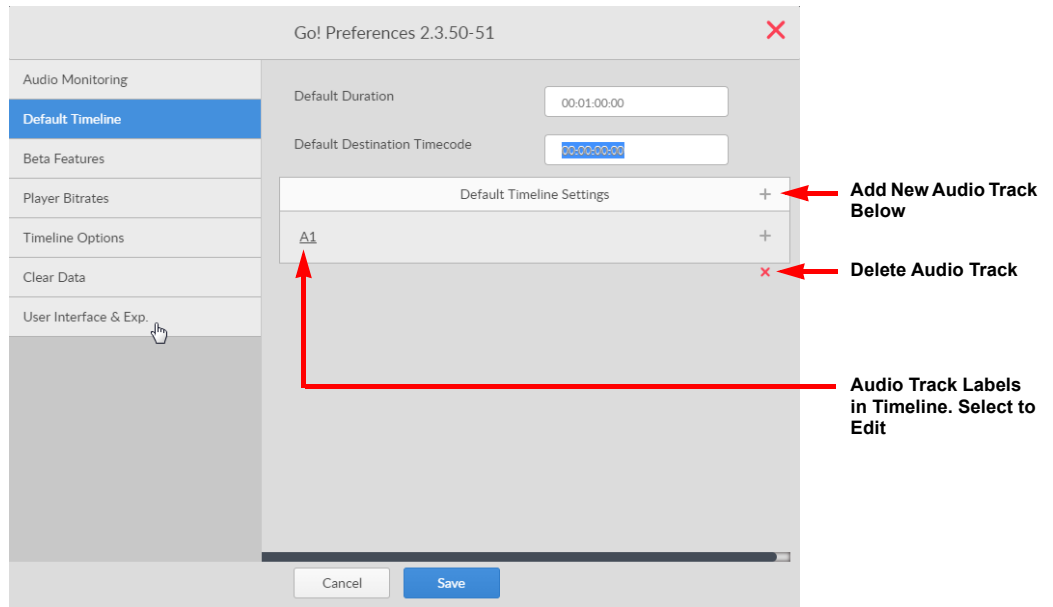
Fig. 3-11: Go! Preferences - Default Timeline Options

For an sQ Go!, you can additionally set up timeline output and channel defaults for each new timeline in the Default Timeline option of the User Preferences menu. To Set the audio output (mono, stereo, quad) and assign channels for each track as appropriate.
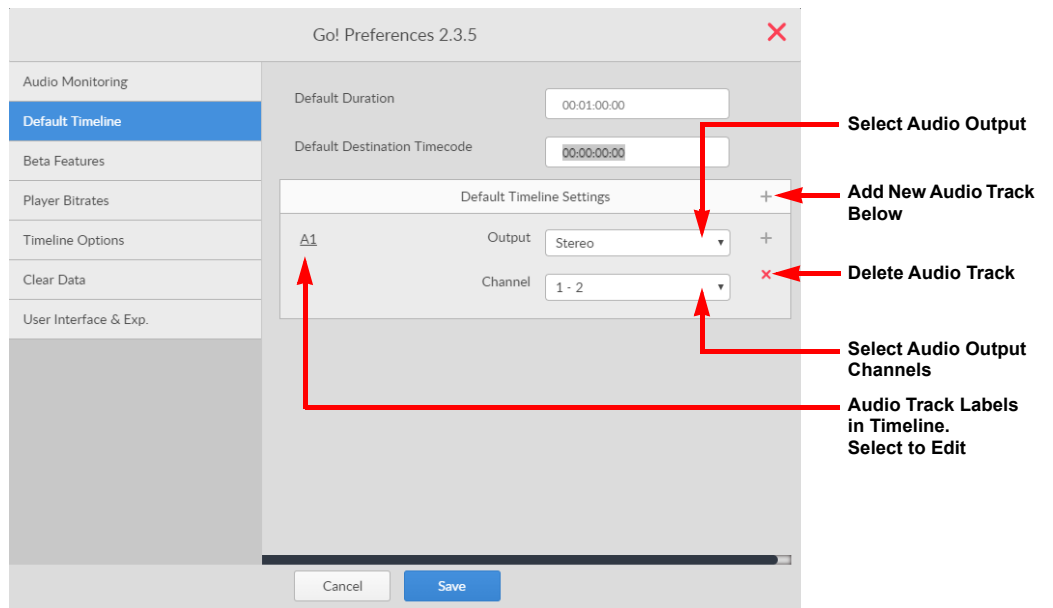
Fig. 3-12: Go! Preferences - Default Timeline Options and Settings (sQ Only)

3 Press **Save** when done.

Each timeline you create after setting the timeline defaults will use these settings.

Beta Features

> **Note:** The options available in the Beta Features tab are experimental and enabling them may cause instability or data corruption in the browser's Go! session. These features are not recommended for use in on-air, production systems.

For detailed information on setting-up and using the Go! beta features, see Appendix A *Technical Information*, on page 91.

Player Bitrates

Under certain conditions the latency and available bandwidth on the system may vary so rapidly that streaming quality becomes unpredictable. Use the Player Bitrates section to set a bitrate for the Record Player to ensure stable streaming.
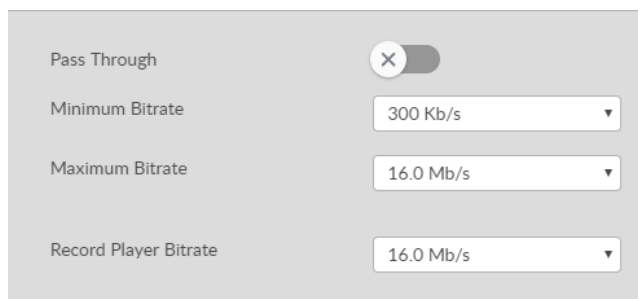
Fig. 3-13: Go! Preferences - Player Bitrate Options

- **Pass Through:**   Enables passing through the native browse without transcoding. This should only be done if the system has a guaranteed bandwidth of at least **4 Mb/s**. The system administrator should be able to advise on enabling this option.

- **Minimum Bitrate:**   Sets the minimum bitrate for the Source Player. Select this option to define the lowest quality to which the video can drop. Select a suitable bitrate from the drop-down list:

- **Maximum Bitrate:**   Sets the maximum bitrate for the Source Player. Select this option to set the maximum bitrate that the Source player can achieve. Select a suitable bitrate from the drop-down list shown above.

- **Record Player Bitrate:**   Sets the bitrate used by the Record Player. The Record Player uses a constant bitrate for improved playback performance. Select a suitable bitrate from the drop-down list shown above.

Timeline Options

The Timeline Options tab enables you to configure the following timeline features:
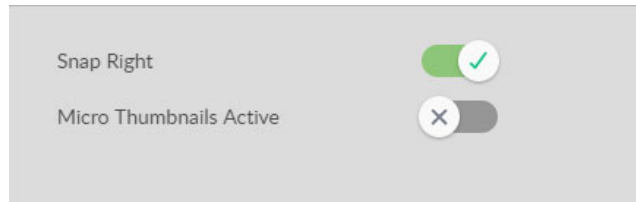
Fig. 3-14: Go! Preferences - Timeline Options

- **Snap Right:** Changes the default snap behavior so that the snap or drag operation also takes the right side into consideration in addition to the default left side. Snap Right is active by default.
- **Micro Thumbnails Active:** When active, displays a series of micro thumbnail images along the timeline in addition to the initial standard thumbnail.
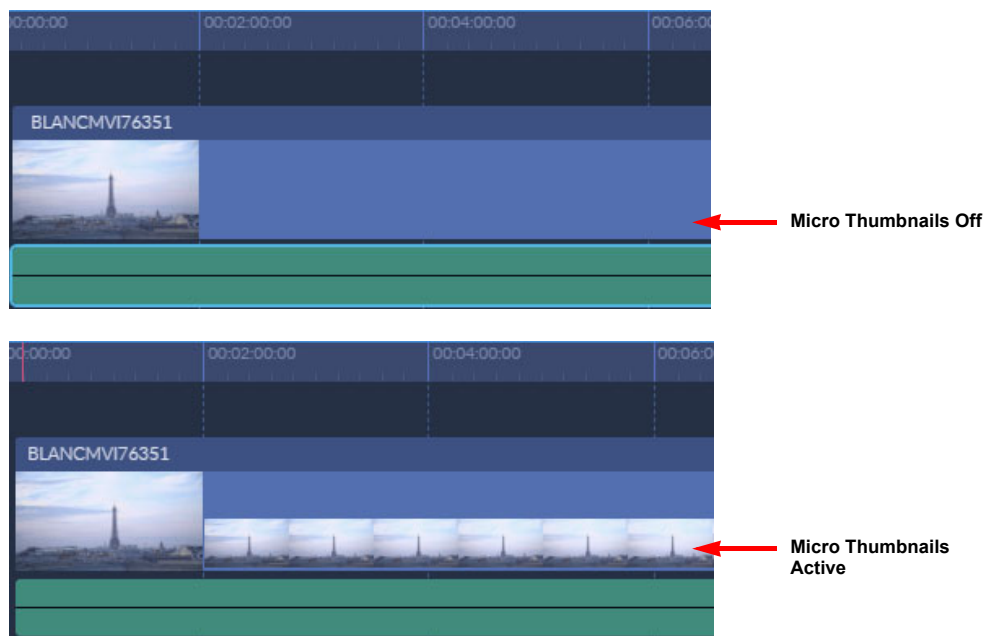
Fig. 3-15: Go! Preferences - Micro Thumbnails

Clear Data

The Clear Data tab is used to delete the Go! timeline data, saved bins, history and snapshots:
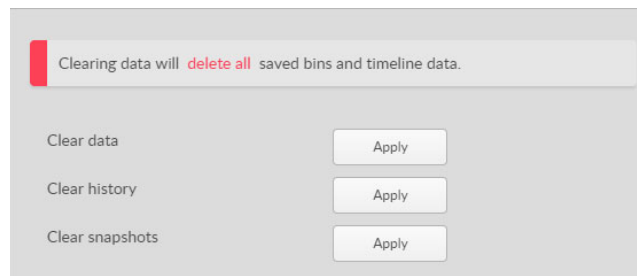
Fig. 3-16: Go! Preferences - Clear Data Options

- **Clear data:** Deletes all saved bins and timeline data leaving a clear Go! screen. Any history, or saved snapshots, are not deleted and must be cleared in separate operations.
- **Clear history:** Deletes all history entries.
- **Clear snapshots:** Deletes all saved snapshots.

User Interface and Experience

The User Interface and Exp tab defines the behavior of the Go! browser environment:
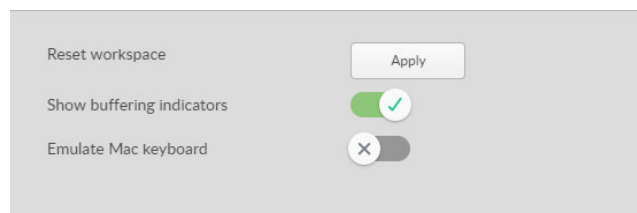
Fig. 3-17: Go! Preferences - User Interface and Experience Options

- **Reset workspace:** Restores the Go! panels to the factory default layout and sizes.
- **Show buffering indicators:** Sets whether to display an activity indicator when a clip is buffering.
- **Emulate Mac keyboard:** Select this option when using an Apple Mac keyboard in a Windows environment to make the browser aware.

Change Password

Selecting Change Password opens the Remote User Change Password dialog.
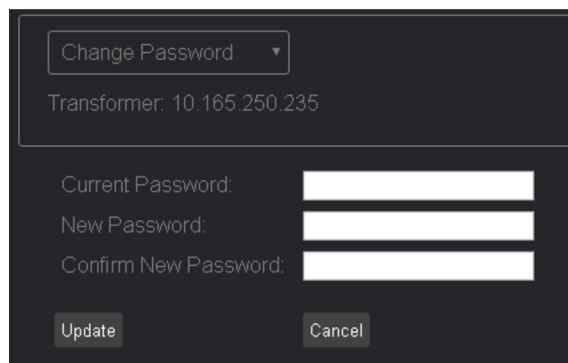
Fig. 3-18: Go! Preferences - Change Password Dialog

Change the Go! password as follows:

1 Enter the current password.

2 Type a new password.

> **Note:** The password must contain at least seven characters, one of which
> must be non-alphanumeric.

---

3 Retype the new password as confirmation.

4 Press **Update** to confirm the change.

At any time press **Cancel** to return to the dashboard without changing the password.

User Manual

Displays a PDF version of the *Go! User Guide* in a new browser tab.

New Features

Displays a PDF summary of the new features available in the current release of Go!

Logout

Selecting **Logout** closes the current Go! session and displays the Remote User Login screen.

Source Audio Tracks Panel

The source audio track sidebar menu is used to work with the audio tracks included with the video clip currently playing in the source player.

- To open the source clip audio tracks menu, press:

  This opens the source clip panel:

Playhead Position
Cursor in Source Player

Active Tracks Icon

Click Checkbox to
Toggle On/Off Audio
Track

Tracks 3 & 4 Muted and
Toggled Off

Audio Track Solo & Mute
Buttons
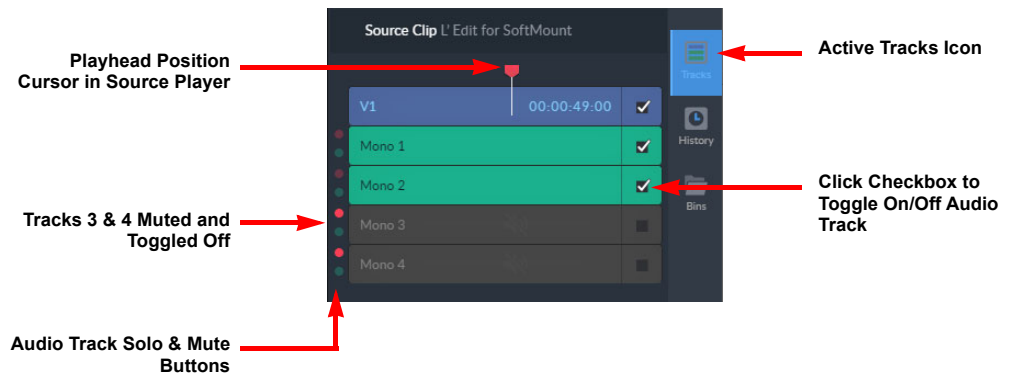
Fig. 3-19: Audio Tracks Side Panel

Use the source clip panel to activate/deactivate audio tracks as required when playing the source clip. In addition, when marking sub-clips for inclusion in the timeline, deactivate any audio tracks to be excluded from the timeline. If only the video track is selected, then the video clip or sub-clip will be added to the timeline without any audio tracks.

History & Snapshots Panel

The history sidebar menu is used to make available past edit states that can be restored to the browser, as required and to provide access to snapshots of the screen layout.
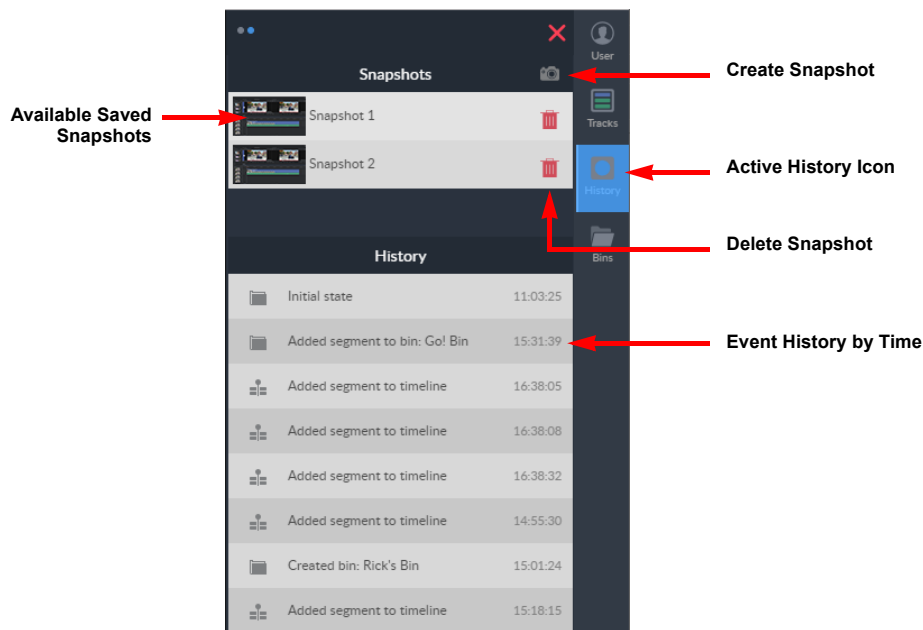
Fig. 3-20: History & Snapshots Side Panel

Create Snapshot

To create a snapshot of an editing session:

1 Press [icon] to open the history sidebar.

2 Press [icon] to take a snapshot of the current state of all panels and save to the History Panel.

To restore an editing session to a previously saved snapshot, open the History Panel and select one of the available snapshots.

Restore to an Event

Go! saves user events to the history panel, providing a list of steps, in time order, that can be restored to the browser as required. In addition, **Ctrl + Z** keys can be used to scroll back through the event history and **Ctrl + Y** keys to redo.

Timeline Audio Output Panel (sQ Only)

To open the Audio Output Panel, press: [icon] .

The Audio Output Panel enables you to choose how each audio track on the timeline is delivered when publishing a timeline.

By default the Audio Output Panel opens in a sliding menu on the right of the screen. You can, however, change its position to suit your favored working style. For example, you can change its position to slide open on the left of the screen rather than the right.

Timeline Audio Output Routing Settings

After opening the Audio Output Panel, use the drop-down menus to set the output types and target channels for each audio track in the active timeline. In addition, you can use this panel to rename the default audio track labels, A1, A2, etc. For example, you might like to use labels that describe the track such as SOT (sound on tape), INT (interview), SB (sound-bite) or VO (voice-over).
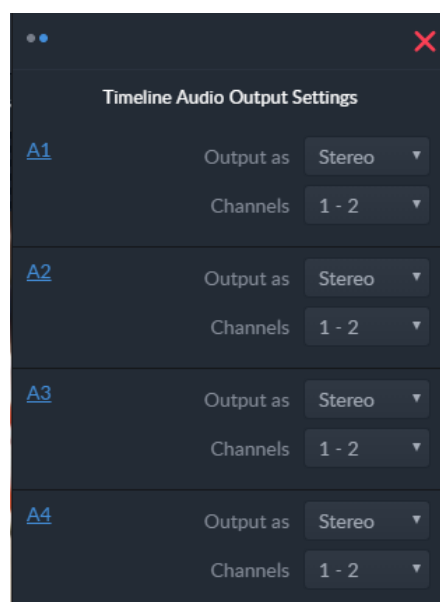
Fig. 3-21: Audio Output Routing Controls

Bins Panel

The Bins Panel gives access to any number of bins to save shortcuts providing quick access to your media clips.

By default the Bins Panel opens in a sliding menu on the right of the screen. You can, however, change its position to suit your favored working style. For example, you can change its position to slide open on the left of the screen rather than the right, or even choose to attach the panel to the main screen, at the left of the timeline.
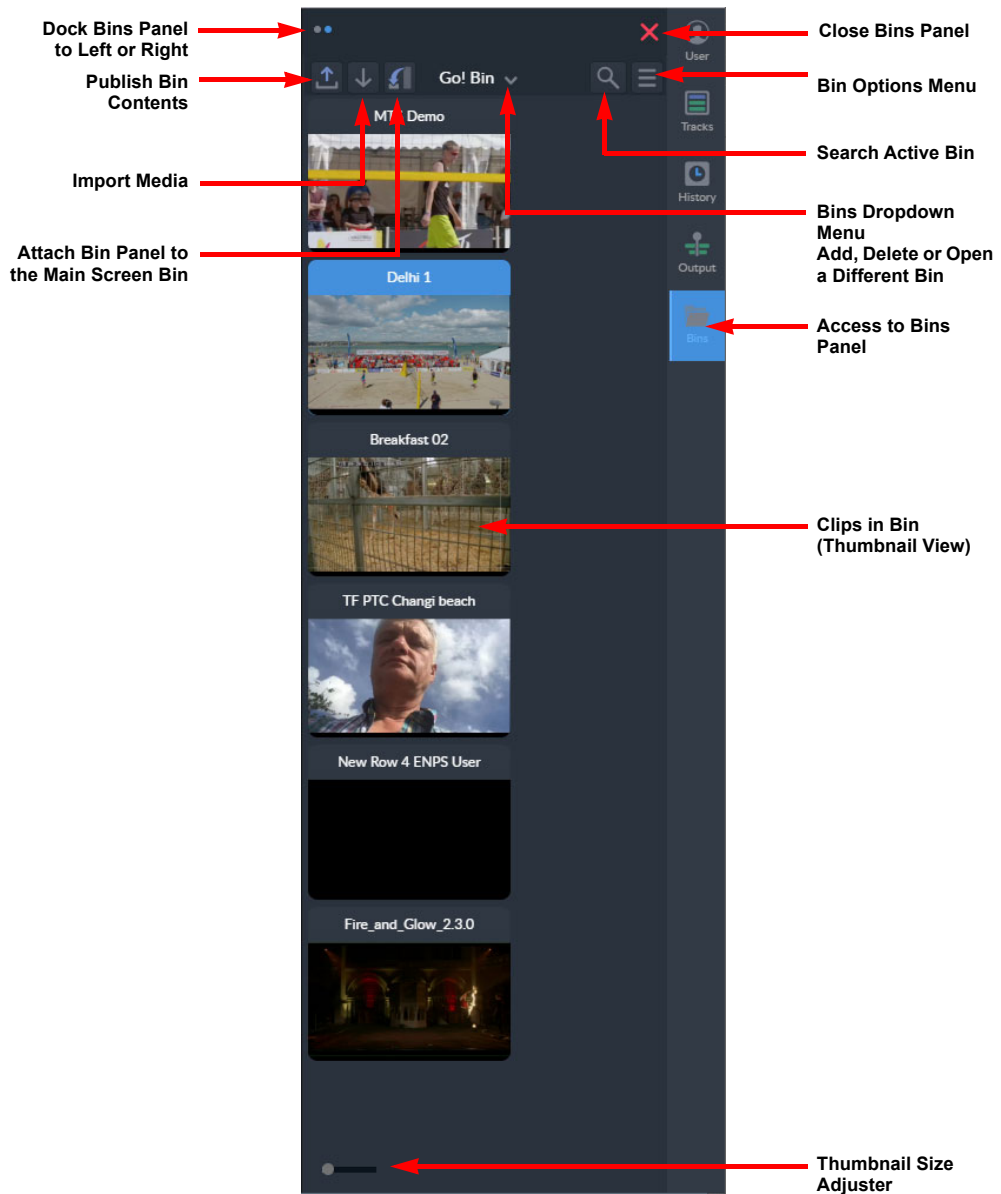
Fig. 3-22: Bins Panel

For further information on using the Bins Panel, see Chapter 6 on page 49.

Media Bin Panel

Description

The **Media Bin** panel is located in the top left-hand corner of the Go! screen and enables you to search for and view all clips available in any system *areas* on the network to which you have access. Once you locate the desired clips you can select them for editing or add them to the timeline, as required.

Create Snapshot

Source Areas Dropdown Menu

Media Bin Options Menu

Media Panel Toolbar

Area VIBE

Title: EQE

Thumbnails of Two Clips Matching Search String

TEST DEL ME - EQENASRIBLANCMVI76351

EQENASRIBLANCMVI76351

Open Basic Search Field

Current Search Setting

SQ Timeline

SQ Timeline

Selected Clip & Options Menu

Thumbnail Size Adjuster

1 2 3 4 5

Search Results Page Navigation

Toggle List / Thumbnail Display

Fig. 4-23: Overview of the Go! Media Bin Panel

Note: The size of the panel can be adjusted for optimum use, or it can be hidden from view to give more space to other panels.

Select Search Area

Use the Media Bin panel to find clips from all parts of the system including Transformers, MAM workflows, Q Zones and sQ Servers. All these components are organized into **Areas**, each of which you can search.

- Select the appropriate area from the **Areas** dropdown list.

Any clips available in that area are listed in the panel.

Clip Views

Any clips matching the search criteria can be displayed either in a thumbnail grid or as a list view. Toggle between the two views using one of the following methods:

- Tap the display toggle slider: [ ] or [ ] .
- Tap the Media Bin Options menu [ ] and select **Toggle List/Thumbnails** to switch between the two views.
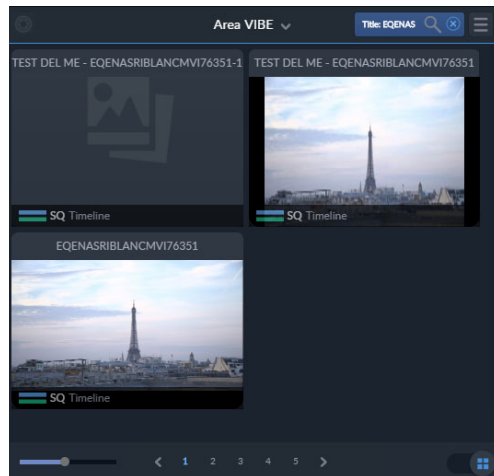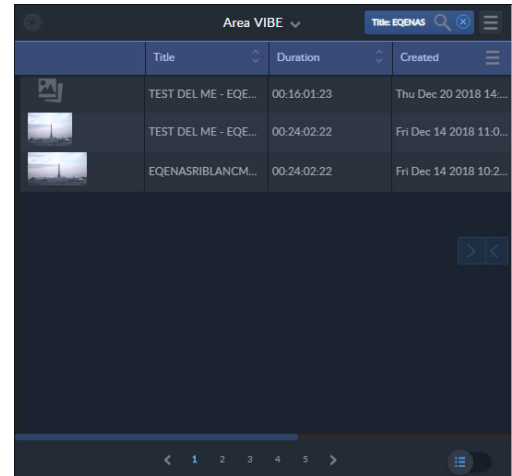
Thumbnail Grid View   **List View**

Fig. 4-24: Media Bin Panel Thumbnail and List Views

With either view selected use the page navigation tools at the bottom of the panel to search through the current selection of clips listed.
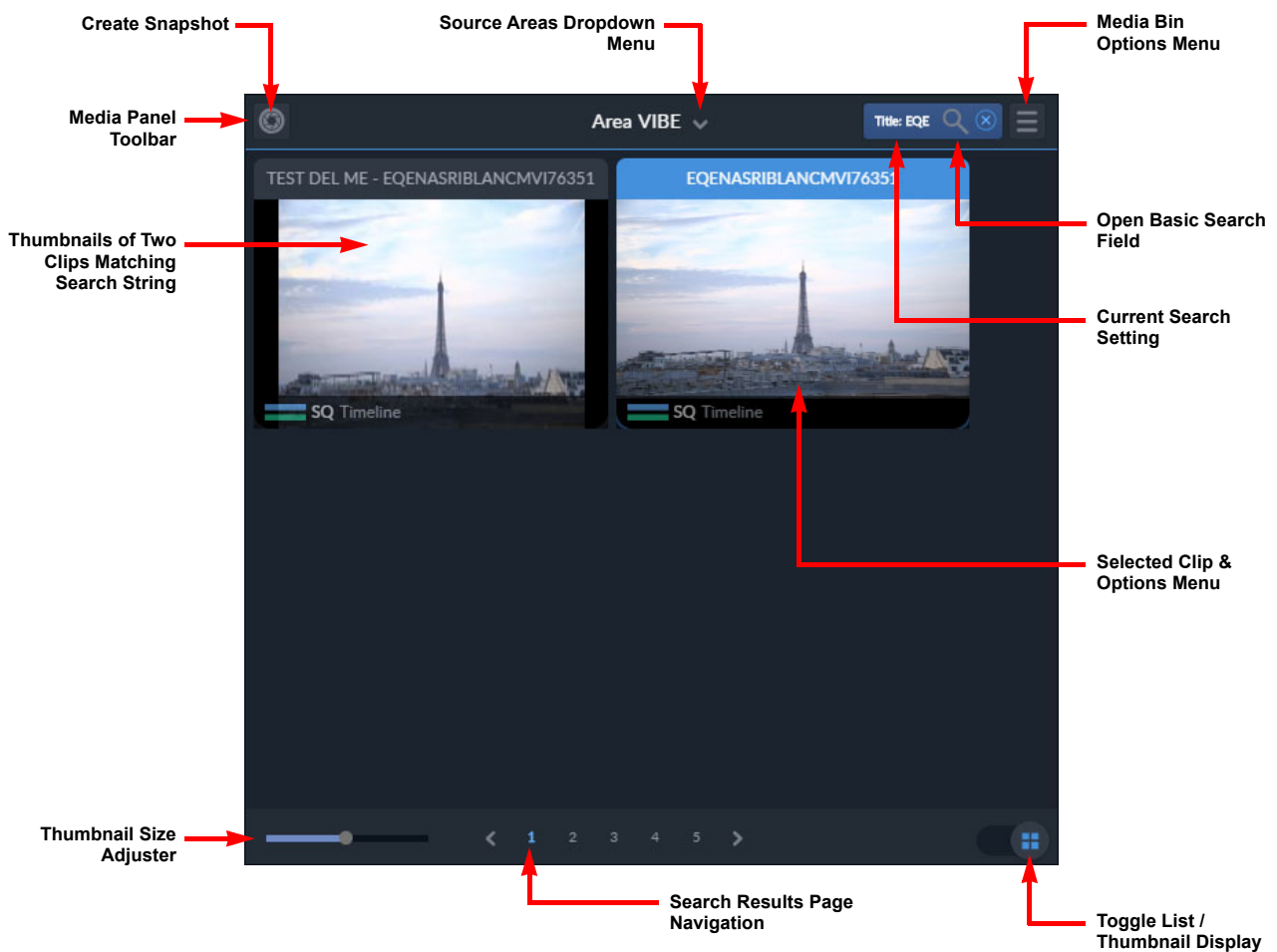
In thumbnail grid view adjust the size of the thumbnails using the slider bar at the bottom left of the panel:

Fig. 4-25: Thumbnail Size Slider Control

Preview a Clip

In the grid view, clips can be previewed before selection.

- Press the thumbnail of a clip, then scroll forward (left to right) or backward (right to left) to display a preview of the clip.

Sort Clips

In list view the clips can be sorted by the available headings in the blue bar at the top of the list.

> **Note:** If the panel is not wide enough the headings in the blue bar do not
> display and sorting cannot be performed. To increase the panel size,
> see **Change Panel Sizes on page 10**. The scroll bar below the list can
> also be used to scroll left or right through the available columns. Use
> the page icons to navigate through the available pages:
>
> ⟨ **1** 2 3 4 5 ⟩

To sort clips in the list view:

- Tap on one of the available headings, for example, **Title**, **Duration**, **Owner**, etc. The clips are sorted alphanumerically according to the heading selected.
- Tap on a different heading to sort the list accordingly.
- Tap on the same heading twice in succession to reverse the order of the sort.

Clip Options Menu

Each clip has its own clip options menu. In list view, right-click a clip to open the options menu. In grid view, hover over the top-right corner of the clip to display the clip options menu button.

- Press the options menu icon ☰ to display the following menu items for each clip:

Option	Description
Play	Play the clip out in the source player panel.
Download MXF	Download clip as MXF format file.
Download MP4	Download clip as MP4 format file.
Download WAV	Download clip as WAV format file.
Add to Source Player	Transfer the selected clip to the Source Player.
Add to Bin	Add the clip to the currently active bin.
Add to Timeline	Add the selected clip to the end of the active timeline.
Metadata	Opens the metadata dialog to see information about the clip, and to add further data.
Use Details	Selects a placeholder as a publishing target so that when Publish Timeline is next selected in the workflow, the placeholder is automatically selected as the publish target for the timeline. This enables an editor to pre-select a placeholder while continuing to work on a timeline.

Some of the menu items have keyboard shortcuts, as shown when opening the menu, see the section *Keyboard Shortcuts*, on page 9.

Displaying Additional Columns in the List View

Fig. 4-26: Overview of Media Bin Panel (List Details Display)

The list view of the Media Bin enables you to review some of the metadata associated with your clips. Use the Bin metadata column options menu to display more or less information about the clips as required. In the column options menu, active columns are shown in bold, white text and hidden columns are grayed-out as shown in Figure 4-27 on page 31.

Depending on the width of the Media Bin, you may need to stretch the width of the panel to display any active columns that may be hidden as a result of space limitations. To display any of the inactive, grayed-out columns in the menu, simply tap the column name and it will be included in the display.

Available metadata columns are:
- Thumbnail
- Title
- Duration
- Created
- Owner
- Category
- Description
- Clip ID
- Zone ID
- Placeholder

- Number

You can change the position of a displayed column by tapping the column header and dragging it to a new position.

Media Bin Area Selector   **Active Column Options**   **Bin Column Options Menu**

Inactive Column Options
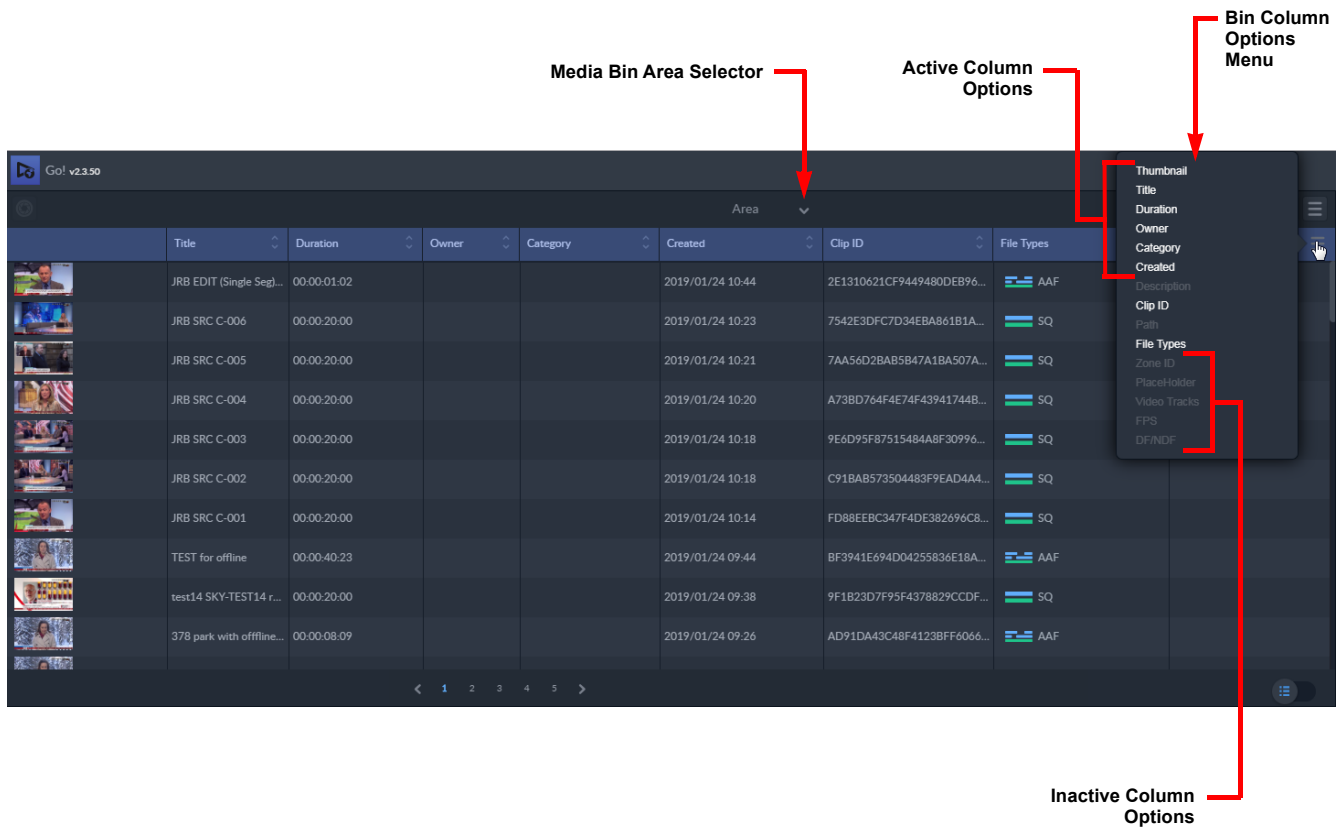
Fig. 4-27: Expanded View of the Media Bin Panel Showing All Active Metadata Columns

The **File Types** column provides a graphical overview for quick identification of the different file types as shown in
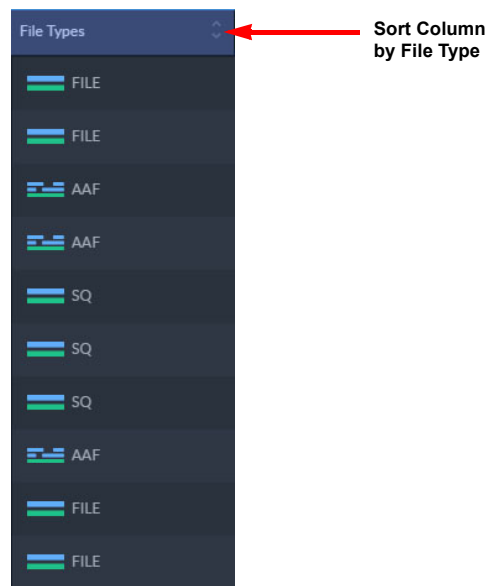
Fig. 4-28: File Types Column Showing Graphical Representation of Different File Types

You can switch quickly between the thumbnails and list views by tapping the View toggle in the bottom right-hand corner of the panel. See Figure 4-23 on page 27 for an overview of the Media Bin thumbnails display.

Menus

Options Menu

The options menu provides options relating to the Media Bin panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

- Press the menu icon ☰ at the top-right of the panel to display the following search options menu:

Fig. 4-29: Media Bin Panel Options Menu

The available menu options are as follows:

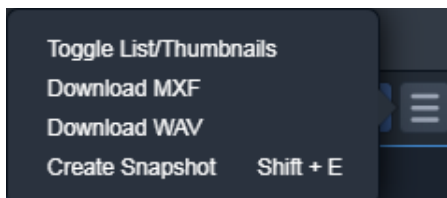| Option	Description
Toggle List/Thumbnails	Switch between the list view and thumbnail grid view.
Download MXF	Download clip as MXF format file.
Download WAV	Download clip as WAV format file.
Create Snapshot (**Shift + E**)	Create a high-quality still of the first frame of the clip. This is downloaded as a JPG file, and can be retrieved from the status area at the bottom of the browser window, or from the Downloads folder on the device.

Some of the menu items have keyboard shortcuts, as shown when opening the menu.

Right-click Menu

A right-click menu provides further functions relating to the Media Bin panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

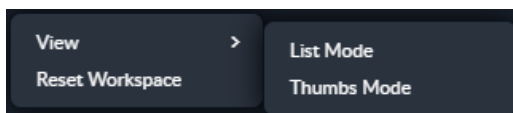- Right-click the cursor on any part of the Media Bin panel to display a menu:

Fig. 4-30: Media Bin Panel Right-click Menu

The available menu options are as follows:

Option	Description
Reset Workspace	Restores the Go! panels to the factory default layout and sizes.
View	Toggles the view mode between list and thumbnail display modes.

Basic Search

To start a basic search to find a range of clips matching your specified search criteria:

1 Press the search icon 🔍 .

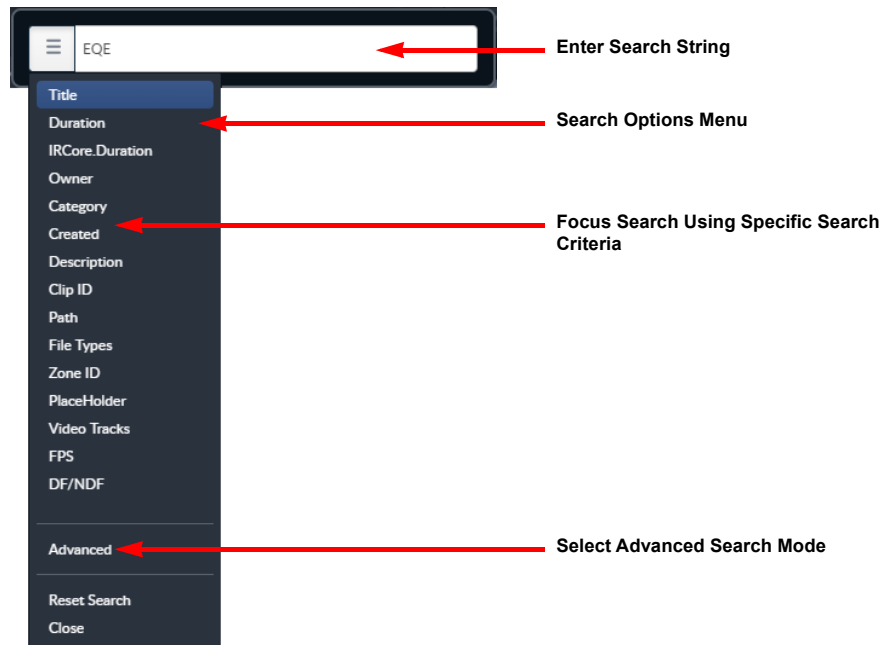This opens the basic search field as follows:

Fig. 4-31: Basic Search and Options Menu

2 Enter the search string (text, date, number, etc.) into the search field.

3 Select the search criteria from the search options menu.

The search can either be on everything, or made more specific by limiting the search criteria to, for example: title, owner, category, clip ID, description, creation date, created to date, created from date, placeholder, or number.

Use a wildcard character (*) at the beginning or end of the search text to widen the search for partial matches.

4 Preview search matches in the Source Player by double-clicking on them (see the chapter *Source Player Panel*, on page 39), or press the clip and scroll across the clip.

Alternatively, drag clips directly to the Source Player or Timeline for editing (see the chapter *Timeline Panel*, on page 59).

Advanced Search

The Go! advanced search function performs a federated search of all accessible and participating resources in the environment on which media are stored.

To make an advanced media search:

1 Press the search button (🔍) and open the search options menu (☰).

2 Select the **Advanced** option from the dropdown menu.

This opens the advanced search dialog as follows:
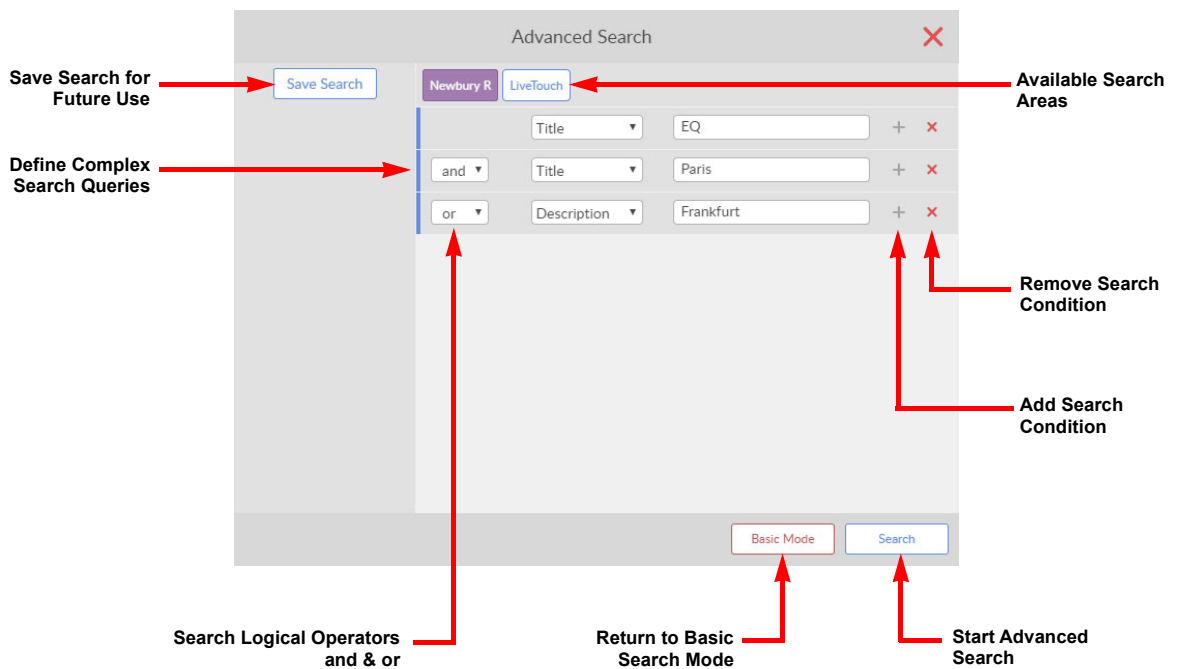
Fig. 4-32: Advanced Search Dialog

3   Select the area to search from the available options.

4   Construct complex search queries by adding search conditions and selecting the appropriate logical operator (**and** / **or**) from the dropdown list.

5   Select search criteria for each condition and text strings to match as required.

To re-use the defined search, click **Save Search** and enter a suitable name in the field then press **Save**:
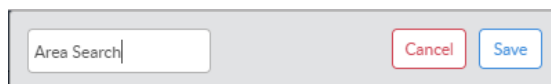
Fig. 4-33: Save Advanced Search Dialog

The search is saved in the left-hand panel of the advanced search dialog:

Fig. 4-34: Advanced Search Saved for Later Use

6   Press Search to run the advanced search.

The search results are displayed in the search panel.

Add a Clip to the Bin

To add the currently selected clip to a bin, use one of the following methods:

• Press the **Return** or **Enter** key

- Drag and drop the clip into the bin
- Select **Add to Bin** from the clip menu (thumbnails view).

The clip goes into the active bin. If new bins have been created and the clip is to go into a different bin, ensure that the relevant bin has been selected first, see the section *Add New Bin*, on page 52.

Add a Clip to the Timeline

Drag a clip from the search area of the Media Bin directly into the edit timeline panel see the section *Add, Insert or Replace Clips in the Timeline*, on page 62.

Publish to Placeholder (sQ Only)

For a Go! editor installed in an sQ environment with access to an ISA database containing pre-existing placeholders, it is possible to publish a timeline to that placeholder.

Publish to a placeholder using one of the following methods:

1 Locate a placeholder in the search panel.

Either search for the title of a specific placeholder, if known, or select the option **Placeholder** from the basic search options menu to retrieve all placeholders, see Figure 4-35 on page 36.

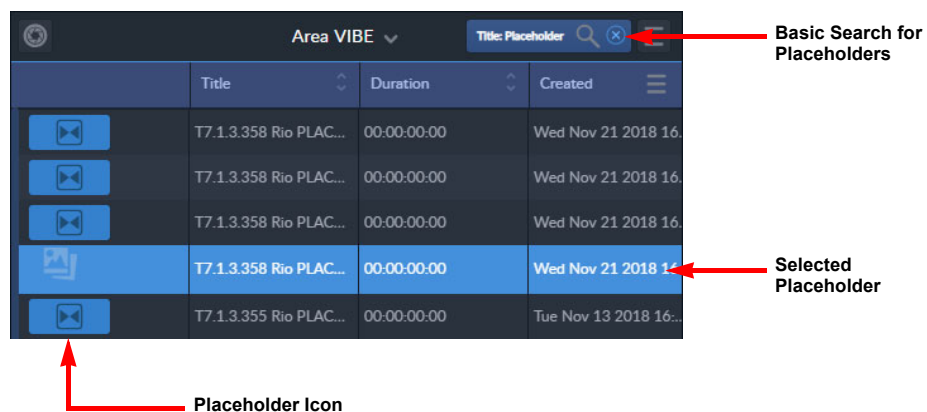*Fig. 4-35: Available Placeholders in List View*

2 Select the desired placeholder, drag it to the timeline panel and release.
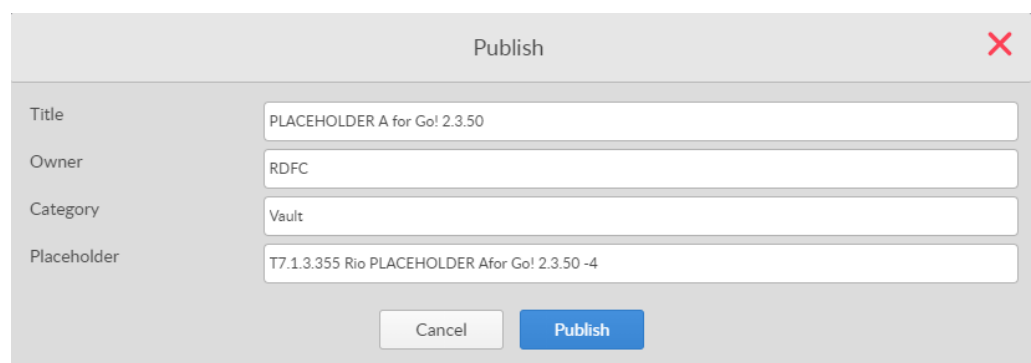
This opens the Publish dialog.

Fig. 4-36: Publish to Placeholder Dialog

3 Press **Publish** to publish to the dragged placeholder.

If you press **Cancel** in the publish dialog, the placeholder is deselected and must be reselected if still required.

Pre-selecting a Placeholder for Later Publishing

As an alternative method, you can pre-select a placeholder for later publishing as follows:

1   Select a placeholder in the search panel as previously described.

Open the options menu for the selected placeholder and choose the option **Use Details**.

Fig. 4-37: Thumbnail Placeholder Pre-selected by Use Details Option

You can select a placeholder as a publishing target, while continuing to work on the timeline, so that when you next select Publish Timeline in the workflow, Go! automatically publishes to the pre-selected placeholder.

Additional Options

Download a Clip

Clips can be downloaded locally in a number of different formats, either as video with audio or as separate audio.

• Download an available format from the clip options menu and select the required download option.

A notification displays at the bottom-left of the editing screen confirming the download.

Downloaded clips are available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

> **Note:** Video and audio format of WAV and MXF files is the same as the format stored on the server. When downloading as MP4 (sQ Only) the bitrate and resolution are set in the desktop settings application of each HTTP Transformer. Contact the system administrator for more details.

Create a Snapshot

A snapshot is a single frame, high-resolution JPG of the first frame of the clip.

To create a snapshot:

• Press 🔘 .

A notification displays at the bottom-left of the editing screen confirming the download.

The snapshot is available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

Add a Comment (sQ Only)

To add a comment to a clip:

1 With the clip selected, press ![icon] .

2 The Add Comment dialog box is displayed.

Fig. 4-38: Search Panel Add Comment Dialog

3 Add/edit a comment as required and press **Add**.

The comment is added to the current frame of the clip, and the dialog closes.

4 To leave an existing comment without making changes, press **Cancel**.

5 Press ✖ to close the dialog.

View Clip Metadata

To view the metadata included with a clip:

1 With the clip selected, from the Clip menu select **Metadata**. The metadata for that clip displays.
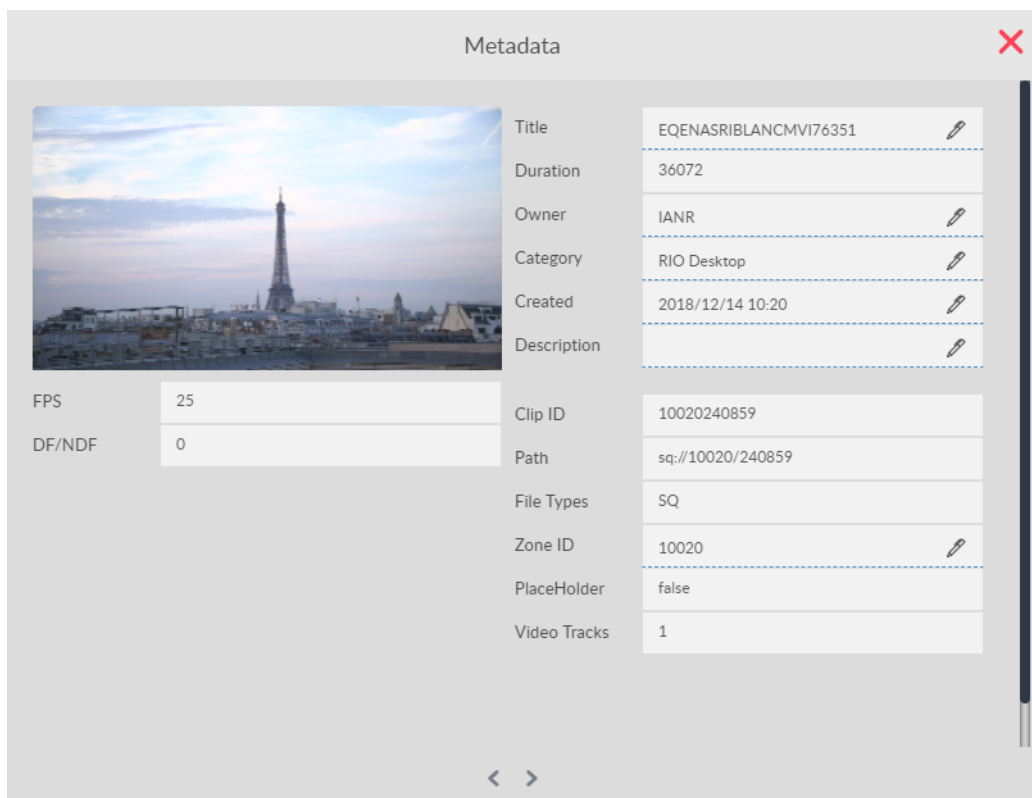
Fig. 4-39: Search Panel Metadata Dialog

2 Edit the metadata in the fields where ✏ displays.

3 Press ✖ to close the metadata dialog.

5

Source Player Panel

Description

The source player panel is used to review individual clips, mark them for editing, and to create sub-clips before adding them to the timeline for editing.

Source Clip Title

Source Player Toolbar

Options Menu

Current Clip

Thumbnail of Frame at Playhead Position

Duration Between In & Out Points

Toggle Destination & Source Timecode

Player Control Panel

Playhead Position

Marked Sub-clip

Playhead Scroll Bar
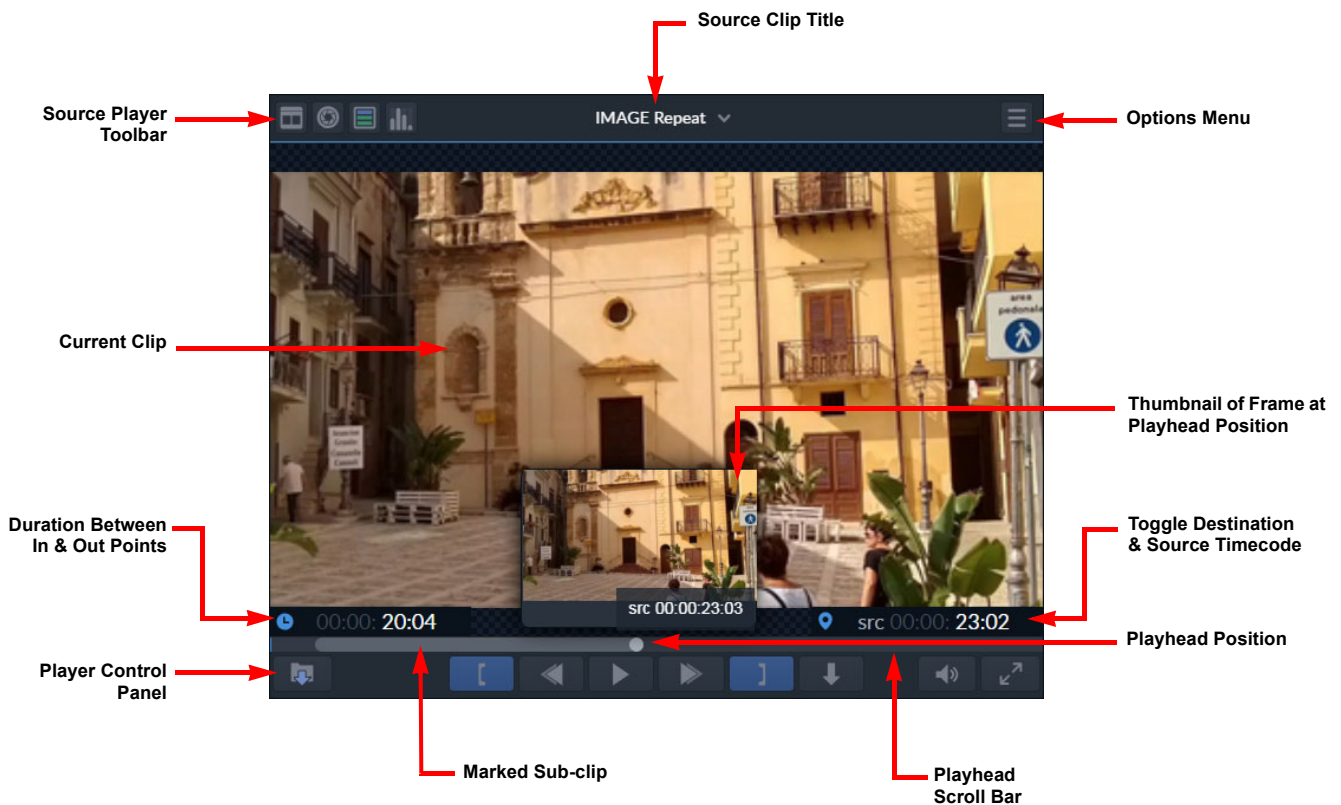
Fig. 5-40: Overview of Go! Source Player Panel

> **Note:** The size of the panel can be adjusted for optimum use, or it can be hidden from view to allow more space for other panels. See the section *Changing Panel Sizes*, on page 5.

Menus

Options Menu

The options menu provides options relating to the Source Player panel. Some of these options are also available as icons on the toolbar, see *Screen Icons*, on page 6.

Press the options menu icon ☰ at the top right of the panel to display the following source player options menu:

Fig. 5-41: Source Player Options Menu

The available menu options are as follows:

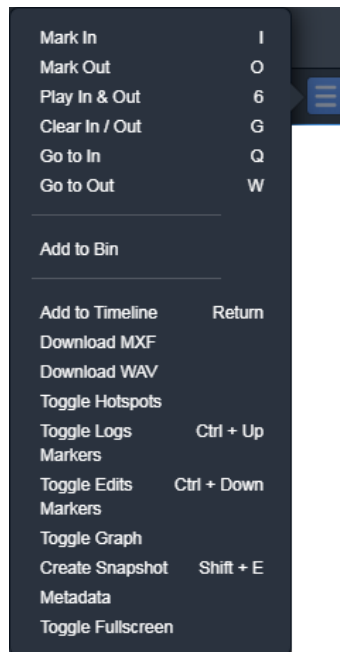| Option	Description
Mark In (**I**)	Mark an in point for the start of sub-clip.
Mark Out (**O**)	Mark an out point for the end of a sub-clip.
Play In & Out (**6**)	Play the marked sub-clip.
Clear In / Out (**G**)	Clear any marked points.
Go to In (**Q**)	Move the playhead to the mark-in point in both the timeline frame and the Record Player.
Go to Out (**W**)	Move the playhead to the mark-out point in both the Timeline panel and the Timeline Player.
Add to Bin	Send the marked sub-clip to the currently active bin.
Add to Timeline (**Return**)	Send the marked sub-clip to the Timeline.
Download MXF	Download clip as MXF file.
Download MP4	Download clip as MP4 file. (sQ Only)
Download WAV	Download clip as WAV file.
Toggle Hotspots	Toggles the touchscreen markers on and off. When using a tablet these allow in and out points to be added easily using touch.
Up Arrow	Move forward between markers in the clip.
Down Arrow	Move backward between markers in the clip.
Toggle Logs Markers (**Ctrl + Up**)	Toggle the display of log markers on or off.
Toggle Edits Markers (**Ctrl + Down**)	Toggle the display of edit markers on or off.

Option	Description
Toggle Graph	***Support function only.*** When active displays an overlay of play-out statistics.
Create Snapshot (**Shift + E**)	Create a high-quality still of the first frame of the clip. This is downloaded as a JPG file, and can be retrieved from the status area at the bottom of the browser window, or from the Downloads folder on the device.
Metadata	Open the metadata dialog to see information about the clip, and to add/modify data.
Toggle Full Screen	Expands the Source Player so that it occupies the full screen for more detailed viewing of the clip.

Some of the menu items have keyboard shortcuts, as shown when opening the menu. For more information, see the section *Keyboard Shortcuts*, on page 9.

Right-click Menu

A right-click menu provides further functions relating to the Source Player panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

- Right-click on any part of the source player panel to display a menu:
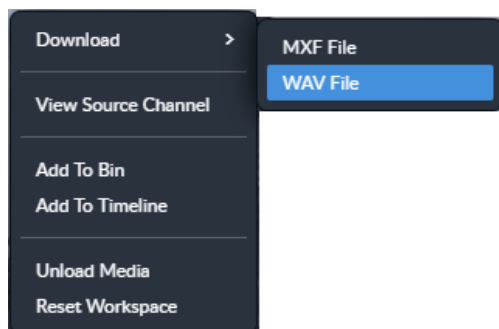
Fig. 5-42: Source Player Right-click Menu

The available menu options are as follows:

Option	Description
Download	Download the current media in one of the selectable formats: MXF, MP4 (sQ Only), or WAV.
View Source Channel	Opens the audio tracks viewer in the sidebar.
Add to Bin	Moves the current media or sub-clip to the current bin.
Add to Timeline	Moves the current media or sub-clip to the playhead position in the timeline.
Unload Media	Removes the current media from the source player.
Reset Workspace	Restores the Go! panels to the factory default layout and sizes.

Load a Clip into the Source Player

The source player is used to review clips before adding them to the timeline edit.

Clips can take up the full width of the player or, with systems connected to a media asset management (MAM) workflow system, portrait clips can be displayed:
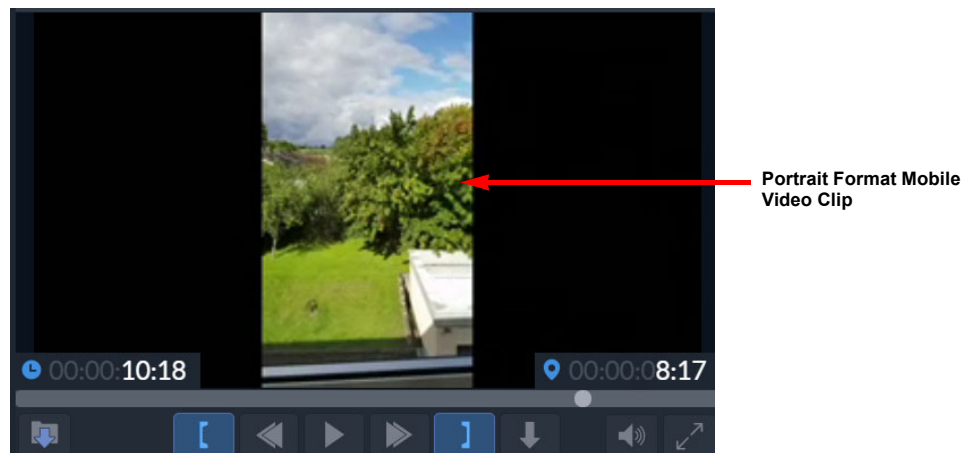

Fig. 5-43: Source Player with Portrait Format Video Clip

To load clips into the player:

- Double-click a clip on the search panel (in either grid or list view). The clip starts to play automatically.
- Drag and drop a clip from either the search panel or the active Bin panel into the source player. Press [▶] to start playing the clip.
- On a tablet or mobile device, select **Play** from the options dropdown menu.

Navigate the Clip

Use the play/pause, fast forward and rewind buttons in the control panel at the bottom of the player panel.

The current play position is indicated by the gray circle on the player timeline. This can be dragged to a position along the player timeline, together with using the keyboard shortcuts to jump a number of frames/seconds, or to the beginning/end of the clip. See the section *Keyboard Shortcuts*, on page 9.

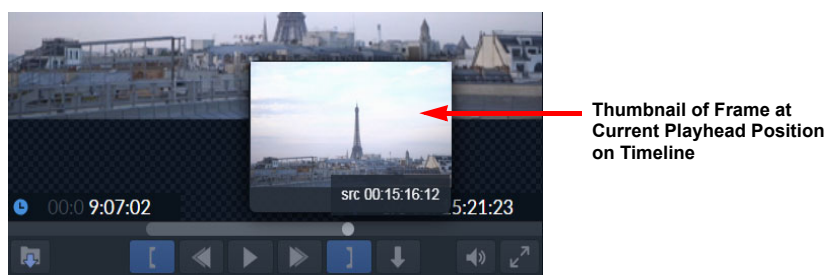Hovering over the player timeline displays a thumbnail image of the corresponding frame at that position.

Fig. 5-44: Source Player Thumbnail of Frame at Playhead

Full Screen View

For a clearer view of the clip playing in the player panel, the panel can be temporarily set to full screen mode, without needing to hide or move other panels.

To set the player to full screen mode:

- Press ⬈ .

To return to the normal editing screen view:

- Press the **Escape** key.

Reading Clip Timecodes

The Source Player displays the following timecodes at the bottom of the panel to assist with clip generation:

Timecode Display	Panel Position	Description
00: **15:21:23**	Left Side	Duration between the in point and out point marked on the Source Player.
	Right Side (Toggle)	Start point for toggling through source and destination timecodes.
00:0 **6:14:21**	Right Side (Toggle)	Time of day (TOD) available from the sQ environment.
src 00:0 **6:14:21**	Right Side (Toggle)	Source timecode. The timecode of the current source rush.
dst 00:0 **6:14:21**	Right Side (Toggle)	Destination timecode. The current timecode of the playhead, offset from 00:00:00:00.

Create a Sub-clip

The source player is useful for creating and saving sub-clips from the original clip. When making a sub-clip the tails at the beginning and end of the clip are retained.

To make a sub-clip:

1 Navigate to the start frame of the required sub-clip and press [to mark the In point.

2 Navigate to the end frame of the required sub-clip and press] to mark the Out point.

3 Press 🔽 to send the sub-clip to the currently active bin or ⬇ (or **Enter**) to add the sub-clip to the timeline.

> **Note:** If using a tablet or other touchscreen device, on-screen hotspots for quick marking of in and out points and sending the sub-clip to the bin can be enabled, see the section *Enable Hotspots*, on page 44.

4 To remove the in and out points, from the menu select **Clear In / Out** from the options menu.

Enable Hotspots

When using a tablet or other touchscreen device, hotspots are available on-screen to quickly mark in and out points, and to send a sub-clip to the bin.

To enable the hotspots:

• Press [ ].

To remove the hotspots:

• Press [ ].
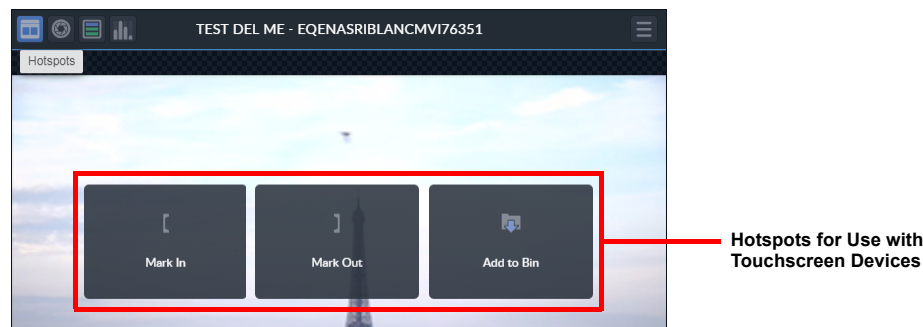
Fig. 5-45: Source Player Screen Hotspots for Touchscreen Devices

Keyboard and menu controls remain active while the hotspots are enabled.

Audio Tracks in the Source Player

The audio tracks icon [ ] in the source player opens a menu displaying the video clip and audio tracks available with that clip. Audio tracks can either be disabled, so that they are not played with the clip, or enabled to play the audio when the video clip is played. By default all audio tracks are enabled:

Fig. 5-46: Audio Track Selection

Up to six audio tracks can be played with a video clip. Each audio track can be toggled on or off. The previous screenshot shows audio tracks **A1**, **A2** and **A4** enabled and track **A3** disabled. Simply press **A3** again to re-enable that audio track. Any disabled audio tracks are excluded when the clip, or sub-clips, are added to the timeline.

The source player audio tracks can also be displayed in the Tracks sidebar by pressing: [ ].

See the section *Source Audio Tracks Panel*, on page 23 for further information.

Using Audio VU Metering

Audio VU metering is available when playing a clip in the Source Player containing audio, allowing you to meter the audio levels. You can toggle VU metering using the VU meter icon in the toolbar of the Source Player, see Figure 5-47 on page 45.

**Audio VU Meter Icon
Active**

**Audio VU Metering in
Progress**
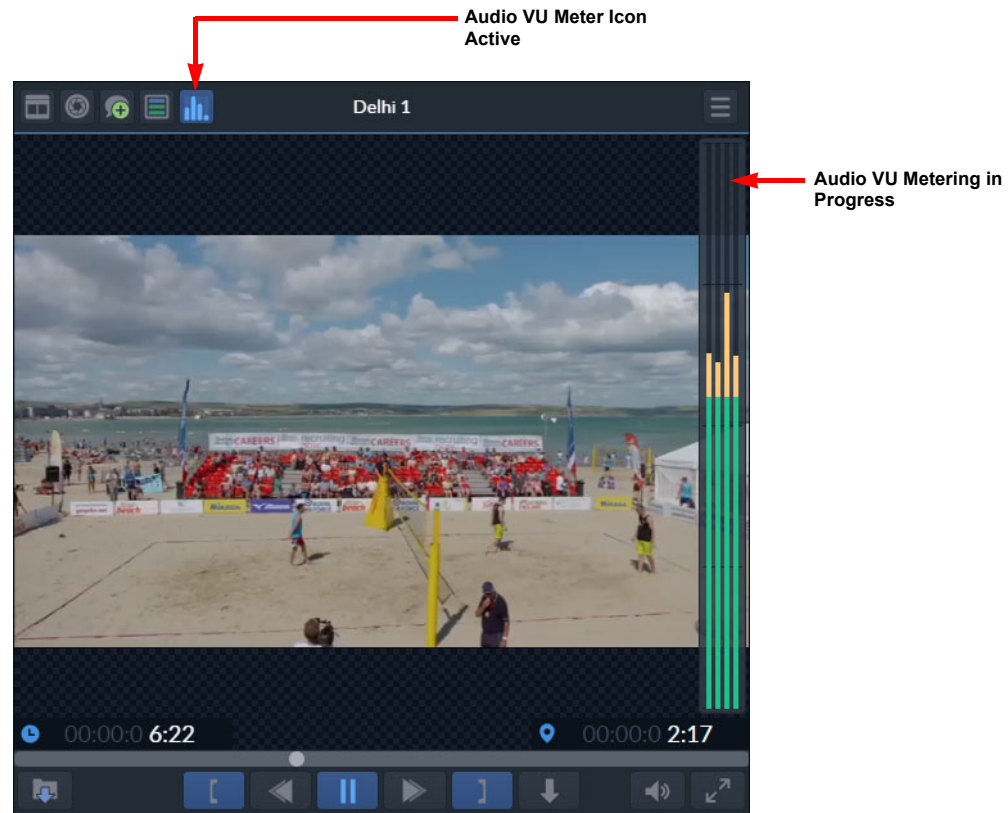
Fig. 5-47: Audio VU Metering Active in Source Player Window

Add a Clip to the Bin

To add the current clip (or sub-clip if in and out points are defined) to the active bin use one of the following methods:

- Press ![icon]
- Drag and drop the clip into the bin
- Select **Add To Bin** from the clip menu

The clip goes into the active bin. If new bins have been created and the clip is to go into a different bin, ensure that you first select the relevant bin, see the section *Add New Bin*, on page 52.

Add a Clip to the Timeline

To add the current clip (or sub-clip if in and out points are defined) to the timeline use one of the following methods:

- Press ![icon]
- Press the **Return** or **Enter** key
- Drag and drop the clip into the bin
- Select **Add to Timeline** from the right-click menu

The clip is added to the timeline at the insertion point. See Chapter 8 *Record Player Panel*, on page 85 for details on adding a clip to the timeline.

Jumping to Markers in the Source Player

Use the **Up** and **Down** arrow keys to move directly to the log markers and gray video edit markers.

Fig. 5-48: Go! version 2.3 Source Player Showing Markers

If necessary, you can switch off the markers as follows:

- Use **Ctrl + Up** to switch off log markers
- Use **Ctrl + Down** to switch off edit markers.

Additional Options

Download a Clip or Sub-clip

Clips can be downloaded locally in a number of different formats, either as video with audio or as separate audio.
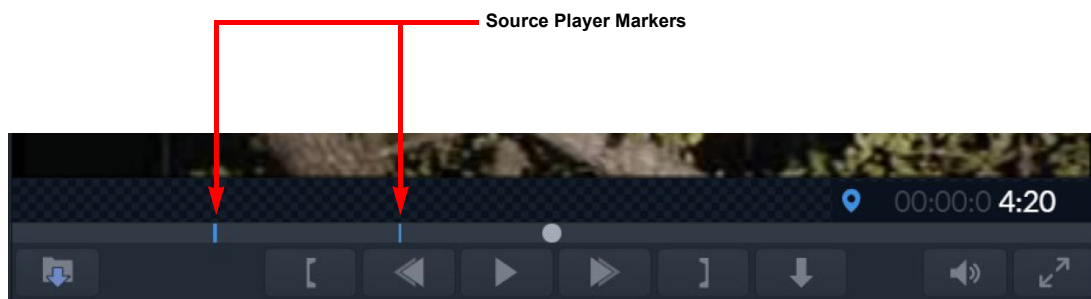
- Select Download MXF or another desired format from the Options menu.

Select Download and the desired format from the right-click menu. A notification displays at the bottom-left of the editing screen confirming the download.

Downloaded clips are available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

> **Note:** Video and audio format of WAV and MXF files is the same as the format stored on the server. When downloading as MP4 (sQ Only) the bitrate and resolution are set in the desktop settings application of each HTTP Transformer. Contact the system administrator for more details.

Create a Snapshot

A snapshot is a single frame high resolution JPG of the first frame of the current clip in the player.

To create a snapshot:

- Press ⊙.

A notification displays at the bottom-left of the editing screen confirming the download.

The snapshot is available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

Add a Comment (sQ Only)

To add a comment to the current clip in the player:

1 Press .

The Add Comment dialog is displayed.
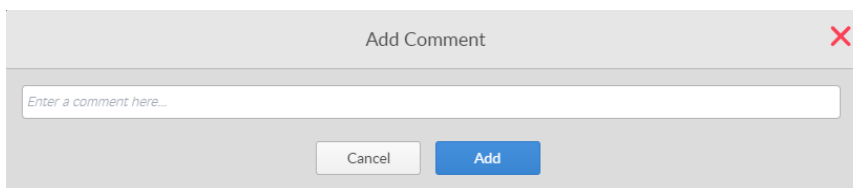
Fig. 5-49: Source Player Add Comment Dialog

2 Add/edit the comment as required and press **Add**. The comment is added to the current frame of the clip, and the dialog closes.

Comments are displayed as vertical orange lines in the playhead scroll bar. To view a comment, hover over one of the orange lines and the comment is displayed as a tool-tip.

3 To leave an existing comment without making changes, press **Cancel**.

4 Press to close the dialog.

View Clip Metadata

To view the metadata included with the current clip in the player:

1 From the menu select **Metadata**. The metadata for the clip in the player displays.
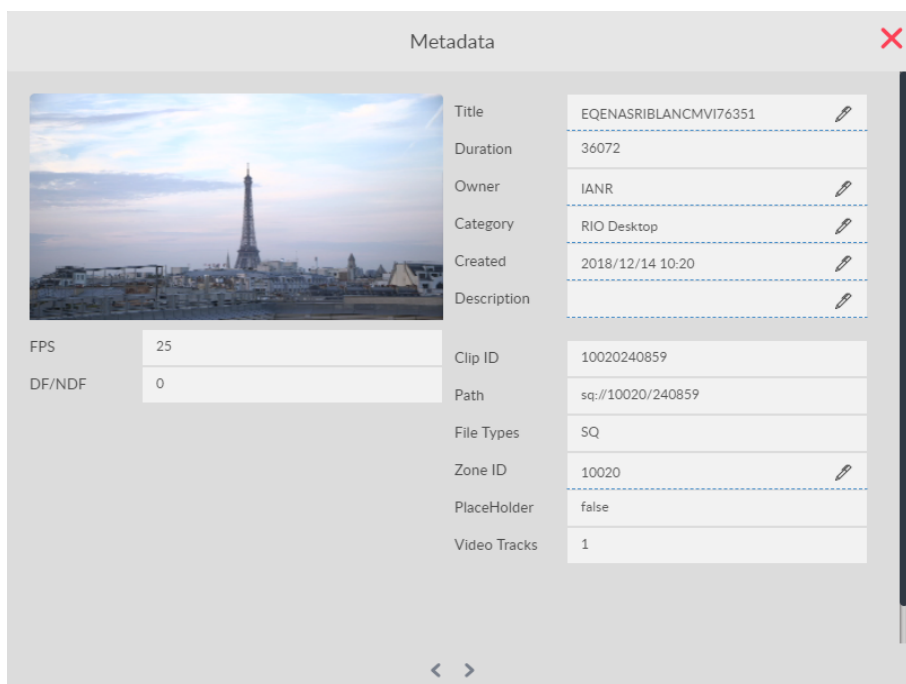
Fig. 5-50: Source Panel Metadata Dialog

2 Edit the metadata in the fields where displays.

3 Press to close the metadata dialog.

User Bin / Upload Panels

Overview

In addition to the Media Bin, Go! provides a number of different user bins in which you can review and organize media clips.

A default, **Go! Bin** is provided for use as a temporary, repository for a selected subset of media clips. In addition to the default Go! Bin, you can add any number of other bins for the management of your media clips when creating a timeline. The Go! Bin and any additional user bins are available from the Bins sidebar option and are superimposed over the main Go! Screen to preserve screen real estate. If necessary, you can choose to anchor the bins in the bottom left-hand corner of the screen, reducing the visible length of the timeline.

Go! Bins

The bins/upload panel is used as a temporary store for clip and sub-clips, and as a means of publishing clips back to the server.

Press ⬚ in the sidebar options to slide open the Bins panel.
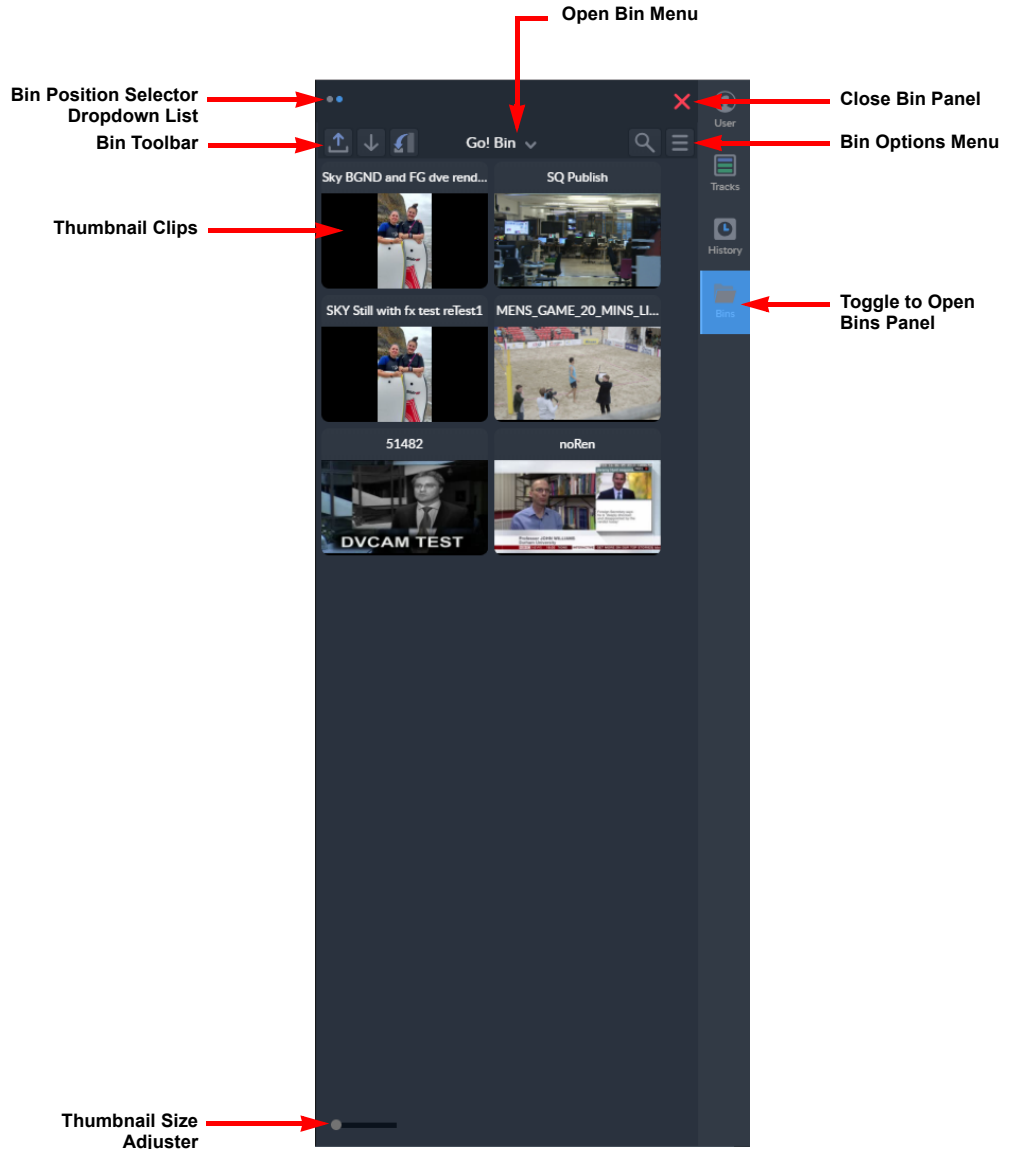
Fig. 6-1: Overview of Go! Bins Panel (Thumbnail Display)

Note: The size of the panel can be adjusted for optimum use, or hidden from view when not in use.

Menus

Options Menu

The options menu provides options relating to the Bins panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons* on page 6.

- Press the menu icon ☰ at the top right of the panel to display the following source player options menu:
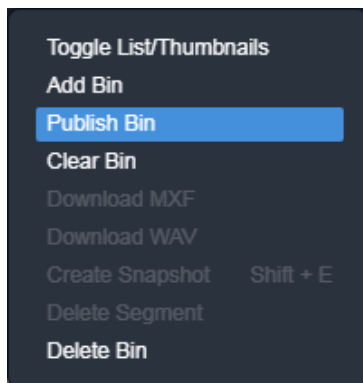
Fig. 6-2: Bins Panel Options Menu

The available menu options are as follows:

| Option	Description
Toggle List/Thumbnails	Switch between the list view and grid view.
Add Bin	Add a new bin.
Publish Bin	Save the contents of a bin to a server.
Clear Bin	Empty the current bin.
Download MXF	Download clip as MXF file.
Download MP4	Download clip as MP4 file. (sQ Only)
Download WAV	Download clip as WAV file.
Create Snapshot (**Shift + E**)	Creates a high quality still of the first frame of the clip. This is downloaded as a JPG file, and can be retrieved from the status area at the bottom of the browser window, or from the Downloads folder on the device.
Add Comment (Shift + C)	Add a comment to the currently selected clip at the current frame position of the clip. (sQ Only)
Delete Segment	Delete the selected segment from the current bin.
Delete Bin	Delete the current bin. **Note:** The default Go! Bin cannot be deleted.

Some of the menu items have keyboard shortcuts, as shown when opening the menu, see the section *Keyboard Shortcuts* on page 9.

Right-click Menu

A right-click menu provides further functions relating to the Bins panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons* on page 6.

- Right-click on any part of the bins panel or thumbnail to display a menu:
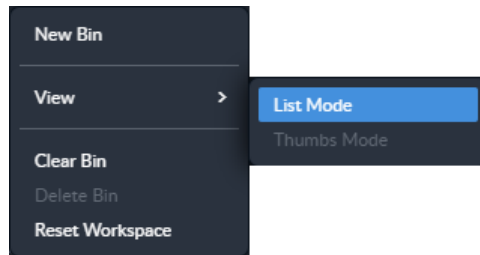
Fig. 6-3: Bins Panel Right-click Menu

The available menu options are as follows:

Option	Description
New Bin	Adds another named bin to the available bins.
View	Toggles the view mode between list and thumbnail modes.
Clear Bin	Clears all clips from the active bin.
Delete Bin	Deletes the currently active custom bin. The default Go! bin cannot be deleted.
Reset Workspace	Restores the Go! panels to the factory default layout and sizes.

Search

If necessary, use the Search ( ) button to locate specific clips in the bin.

If the icon displays, the link to that clip on the server has been broken.

Add New Bin

A default bin titled Go! Bin is always present, but you can add further bins to group clips together, as required.

To add a bin:

1 Open the Go! Bin dropdown menu, then tap .
   This opens the Add Bin dialog box.
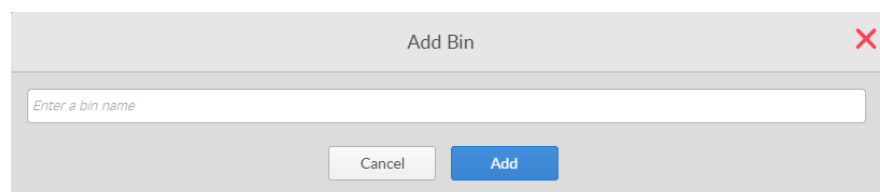
Fig. 6-4: Add Bin Dialog

2 Enter a name for the new bin and press **Add**.
   The bin is added, and the dialog closes.
3 To exit without adding a bin, press **Cancel** or to close the dialog.

Select Bin

When additional bins have been added, select the required bin from the Bins dropdown list at the top left of the panel.
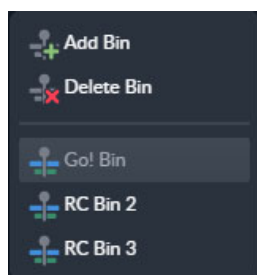
Fig. 6-5: Bin Selection Dropdown List

Bin Views

The clips in a bin can be displayed either as a thumbnail grid or as a list view.

- Press the options menu button (☰) and select **Toggle List/Thumbnails** to toggle between the two views.
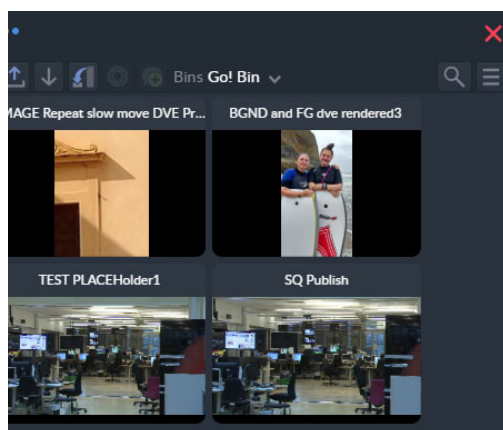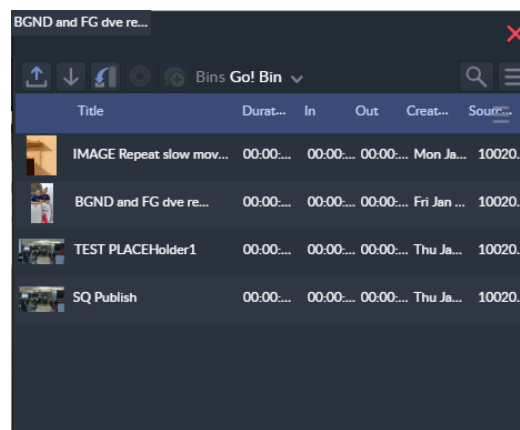
Thumbnail Grid View   **List View**

Fig. 6-6: Bins Panel Thumbnail and List Views

In thumbnail grid view adjust the size of the thumbnails using the slider bar at the bottom left of the panel.

Fig. 6-7: Thumbnail Size Slider Control

Clip Options Menu

Each clip or sub-clip in a bin has its own clip options menu. In list view the clip menu button displays at the end of the row. In grid view, hover over the top right corner of the clip to display the clip menu button.

Press the options menu icon ☰ to display the following menu items for the clip:

Option	Description
Play Video	Play the clip out in the source player panel.
Download	Download clip in MXF format. Download clip in MP4 format. (sQ Only) Download clip in WAV format.
Snapshot	Creates a high quality still of the first frame of the clip. This is downloaded as a JPG file.
Add Comment	Add a comment to the currently selected clip at the current frame position of the clip. (sQ Only)
Metadata	Open the metadata dialog to view information about the clip or to add further data.
Delete Segment	Delete the selected clip from the bin.

Some of the menu items have keyboard shortcuts, as shown when opening the menu, see the section *Keyboard Shortcuts* on page 9.

Add a Clip to the Timeline

Drag a clip from a bin to the edit timeline panel. See the chapter *Timeline Panel* on page 59 for details on adding a clip to the timeline.

Import Media

Media can be imported from external sources, such as professional cameras or mobile devices, transcoded and loaded onto the centralized server environment, and then made available by way of a bin.

The file types that can be imported are, MXF, MOV and MP4 (sQ Only).

To import media:

1 Press ⬇.

   This opens your Local Windows File Explorer.

2 Navigate to the path of the file(s) to upload in the File Explorer, and select the relevant file or files.

> **Note:** You can also drag and drop media files into the current bin.

This displays the upload media dialog:
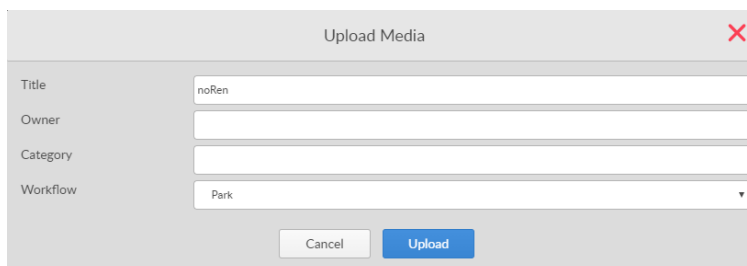
Fig. 6-8: Upload Media Dialog

3 Enter a title, owner and category and select the target workflow to which the media is to be imported.

The preferred format for the default zone is automatically selected.

4 Press [Upload].

An import progress indicator displays the percentage uploaded in the status bar at the top of the Bin panel.
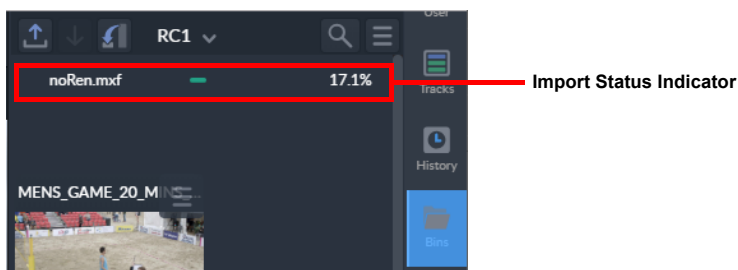
Fig. 6-9: Import Progress Indicator

On completion of the import, Go! displays a notification message at the top of the screen:
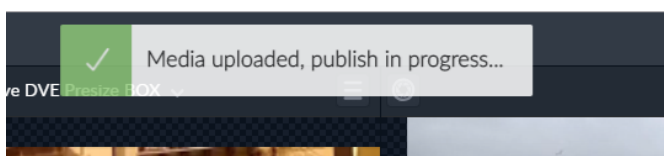
Fig. 6-10: Notification of Successful File Import

To exit without importing, press **Cancel**, or press ✕ to close the dialog.

Publish Bin

You can publish media contained in a bin back to a server or external workflow for further processing outside the Go! environment.

The bin is published as an edit decision list (EDL) in the order that the contents are listed in the bin.

To publish a bin:

1 Press ⬆.

This displays the Publish dialog.
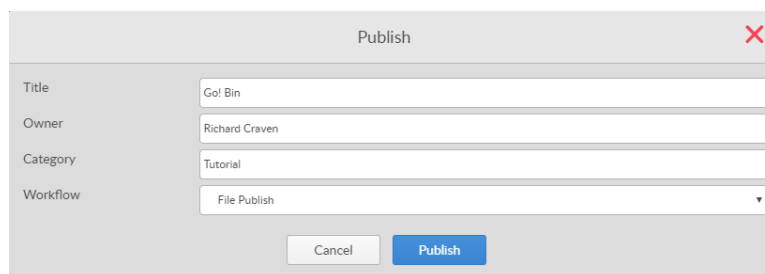
Fig. 6-11: Publish Bin Dialog

2 Enter title, Owner and Category details, and select the target workflow to which the media are to be published from the available options in the dropdown list.

Depending on the configuration of your system, target workflows include:

- **Park:** Publishes the timeline as a work-in-progress EDL, retaining the full history information, to allow further editing of the timeline. (Media Production Systems (MPS) only.)

- **sQ Publish:**   Publishes the timeline ready for playout.
- **File Publish:**   Publishes the timeline edit to a file as a single rendered clip to a background workflow or external device. (MPS only.)
- **Social Media:**   Publishes the timeline edit as a single rendered clip to a target workflow that will publish the clip to a social media site, for example, Facebook or Twitter. (MPS only.)

Any external workflows need to be defined by system administrators.

3   Press   [Publish] .

On completion, Go! displays a success message at the top of the screen.

To exit without publishing, press **Cancel**, or press ✕ to close the dialog.

Additional Options

Create a Snapshot

A snapshot is a single frame high resolution JPG of the first frame of a clip in one of the Go! Bins.

To create a snapshot:

1   Open the Options menu for the target clip.

2   Press **Snapshot**.

On completion of the snapshot creation, Go! displays a notification message at the top of the screen:
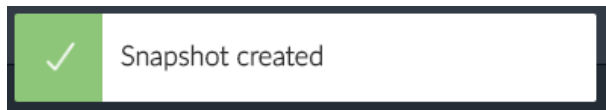

Fig. 6-12: Notification of Successful Snapshot Creation

The snapshot is saved to the download status area at the bottom of the browser window, and is also stored in the Download folder of the device.
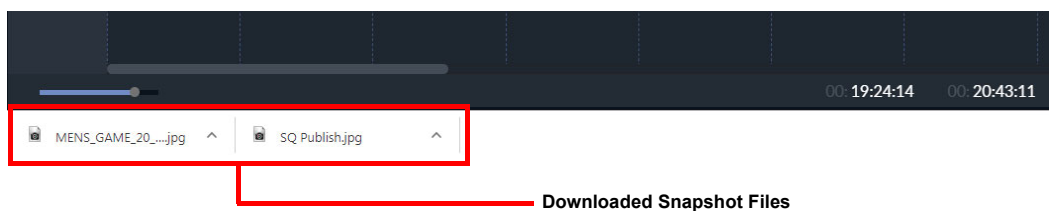
Fig. 6-13: Downloaded Snapshots in Download Status Area

Add a Comment (sQ Only)

To add a comment to a clip:

1   With the clip selected, press [icon]. A dialog box displays.
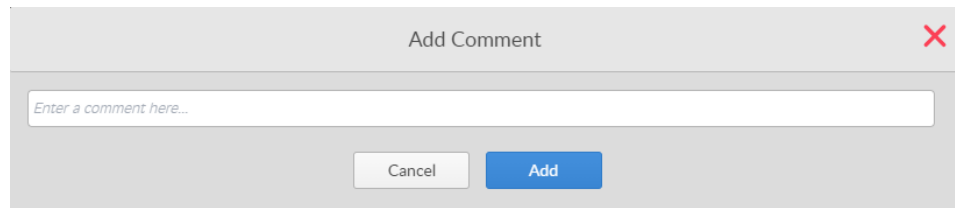
Fig. 6-14: Bins Add Comment Dialog

2 Add/edit the comment as required and press **Add**. The comment is added to the current frame of the clip, and the dialog closes.

3 To leave an existing comment without making changes, press **Cancel**.

4 Press ✕ to close the dialog.

View Clip Metadata

To view the metadata included with a clip:

1 Select the target clip in a bin.

2 Select **Metadata** form the clip options menu.

The metadata dialog box for the selected clip is displayed.
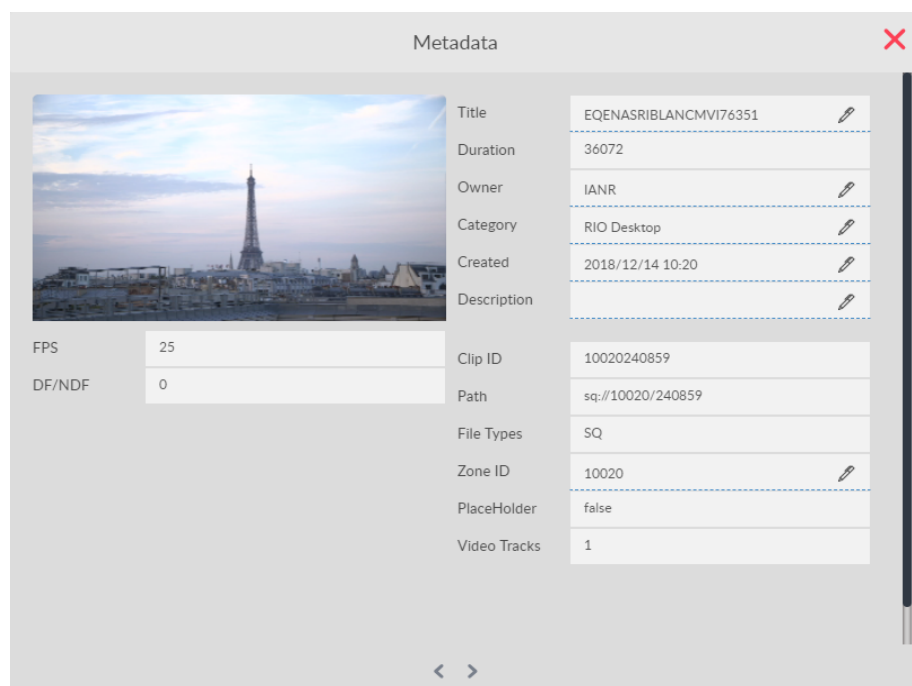
Fig. 6-15: Metadata Dialog for Selected Clip

3 Edit the metadata in the fields where 🖉 displays as required.

4 Press ✕ to close the metadata dialog and save any changes.

Changing the Screen Position of the Bin

If necessary, you can choose to incorporate the Bins panel into the main screen instead of as a sliding panel opening to the left or right of the screen. If you do so, the Bins panel remains open in the bottom left-hand corner of the screen. This can, however, reduce the horizontal space available to the timeline, unless you shrink the panel size as you would any of the other panels.

Change the position of the Bins panel as follows:

1 Press ![Bins] to slide open the Bins panel.

2 Press ![icon]

The Bins panel moves to the bottom right-hand corner of the screen and the Timeline panel is truncated. You will also notice that the ![Bins] button is removed from the sidebar options.

To restore the Bins panel to the sidebar options, press ![icon].

Go! Bin Anchored to Timeline in Main Screen
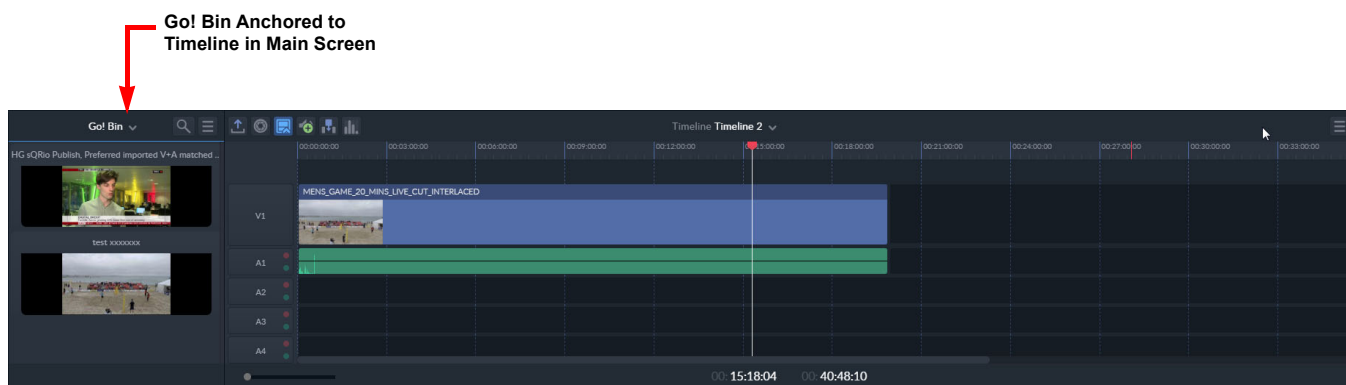
Fig. 6-16: Go! Bin Anchored to Main Screen

7

Timeline Panel

Description

The timeline panel is used to compile edits by positioning clips in the required play order, and adjusting edit transitions as required.

Clip Thumbnail
Playhead Position Cursor (Insertion Point / Current Frame Indicator)
Timeline Options Menu
Timeline Toolbar
Video Track
Audio Track Switches
Timeline Zoom Adjuster
Audio Tracks Showing Waveforms
Current Position Timecode
Total Timeline Duration
Audio VU Meter
Timeline Timeline 1
00:00:00:00
00:02:00:00
00:04:00:00
00:06:00:00
00:08:00:00
00:10:00:00
00:12:00:00
00:14:00:00
00:16:00:00
MENS_GAME_20_MINS_LIVE_CUT_INTERLACED
V1
A1
A2
A3
A4
A5
A6
0dB
-10dB
-20dB
-30dB
-40dB
00:08:05:06
00:20:43:11

Fig. 7-17: Overview of Go! Timeline Panel

Audio tracks can be manipulated, added or removed as necessary.

Note: The size of the panel can be adjusted for optimum use, or it can be hidden from view to give more space to other panels. *Changing Panel Sizes*, on page 5.

Timeline Panel Menus

Options Menu

The options menu provides options relating to the Timeline panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

- Press the options menu icon ☰ at the top-right of the panel to display the following timeline options menu:
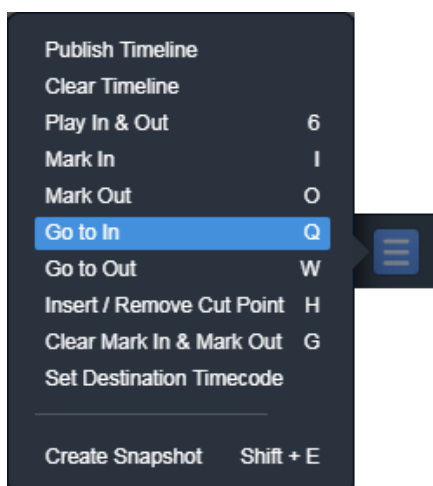
Fig. 7-18: Timeline Panel Options Menu

The available menu options are as follows:

Option	Description
Publish Timeline	Publish the clip back to the server or, for systems connected to Momentum, save to networked storage. In both cases the timeline edit is published with the full editorial history.
Clear Timeline	Remove all clips from the timeline.
Play In & Out (**6**)	Play the clips in the timeline.
Mark In (**I**)	Mark an in point for the start of sub-clip.
Mark Out (**O**)	Mark an out point for the end of sub-clip.
Go to In (**Q**)	Move the playhead to the in point in the Timeline and Timeline Player panels.
Go to Out (**W**)	Move the playhead to the out point in the Timeline and Timeline Player panels.
Insert / Remove Cut Point (**H**)	Insert a cut-point in a timeline clip at the current frame position.
Fit (**F**) Timeline To Viewport	Expands or reduces the view of the timeline edit, or a selected segment of the timeline, so that its entire length is visible in the timeline panel. Click the timeline or segment to fit, then hit **F**. Depending on its size, this can zoom in on a selected segment or multiple segments.
Clear Mark In & Mark Out (**G**)	Clear mark in and mark out points in both the Timeline and Timeline Player panels.

Option	Description
Set Destination Timecode	Opens a dialog box enabling you to define the destination timecode - the current timecode of the playhead, offset from 00:00:00:00. You can set the Destination (or DEST) timecode at the start of a timeline, to show the length of the timeline and the point(s) at which key edits occur.
Create Snapshot (**Shift + E**)	Creates a high-quality still of the first frame of the clip. This is downloaded as a JPG file, and can be retrieved from the status area at the bottom of the browser window, or from the Downloads folder on the device.

Some of the menu items have keyboard shortcuts, as shown when opening the menu.

Right-click Menu

A right-click menu provides further functions relating to the Timeline panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

- Right-click on any part of the timeline panel to display a menu:
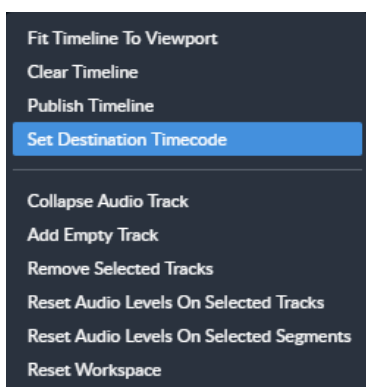
Fig. 7-19: Timeline Panel Right-click Menu

The available menu options are as follows:

Option	Description
Fit Timeline To Viewport	Expands or reduces the view of the timeline edit so that its entire length is visible in the timeline panel.
Clear Timeline	Removes all clips from the timeline.
Publish Timeline	Produces a rendered down clip of the timeline on the server selected in the publish dialog.
Set Destination Timecode	Opens a dialog box enabling you to define the destination timecode - the current timecode of the playhead, offset from 00:00:00:00. You can set the Destination (or DEST) timecode at the start of a timeline, to show the length of the timeline and the point(s) at which key edits occur.
Collapse/Expand Audio Track	Toggles the available audio tracks between collapsed or expanded modes. Collapsing the audio racks can help to save screen real estate.
Add Empty Track	Adds an empty audio track to the timeline.
Remove Selected Tracks	Deletes the selected audio tracks from the timeline.

Option	Description
Reset Audio Levels on Selected Tracks	Reset audio levels to the default mid-line on the selected track or tracks.
Reset Audio Levels on Selected Segments	Reset audio levels to the default mid-line on the selected segment or segments in a track.
Reset Workspace	Restores the Go! panels to the factory default layout and sizes.

Timeline Panel Markers

When moving the playhead position cursor through the timeline, the current position marker moves frame-by-frame along the timescale. This feature is particularly useful when zoomed into a clip to show frame start and end locations. The single frame marker, shown as a horizontal red bar next to the insertion point, represents the duration of a single frame, and is the distance moved by the cursor marker, at the zoomed-in magnification.
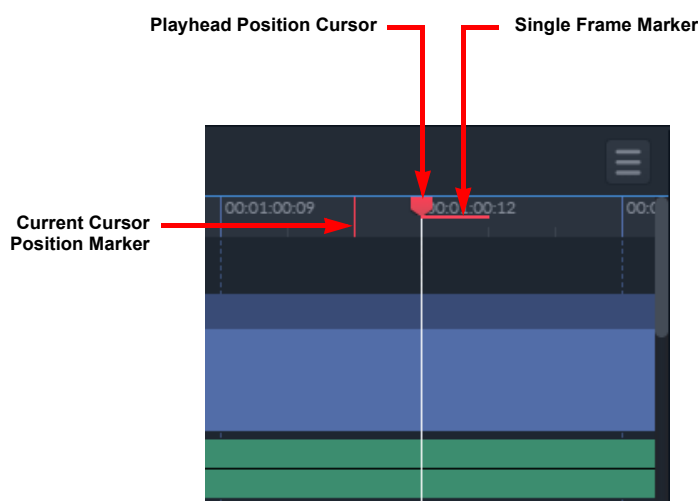
Fig. 7-20: Timeline Panel Markers

Add, Insert or Replace Clips in the Timeline

Note: Switch between insert mode and replace mode by toggling the Insert and Replace icons in the timeline toolbar.

The insert/replace mode is also displayed in the top left corner of any clips being dragged into the timeline.

Adding a Clip to the Timeline

To add a clip into the timeline:

1 Drag a clip directly from the media bin, bin, or source player panels and drop directly onto the timeline.

Alternatively, select the option **Add to Timeline** from a menu in either the media bin, user bin or source player panels.

If audio is present in the clip, once the audio track is played out for the first time, a waveform track displays immediately below the video, if the audio tracks are expanded. This is the actual waveform of the audio track and can be used to help identify key points in the audio.

2   Drag a second clip to follow on from the end of the first clip and position it above the insertion point in the timeline.

A vertical dashed line displays alongside the border of the existing clip at the insertion point with a thumbnail of the new clip shown above. The thumbnail of the new clip includes an insert/replace mode icon and a timecode for the insertion point in the timeline.

Fig. 7-21: Adding a Clip to the Timeline

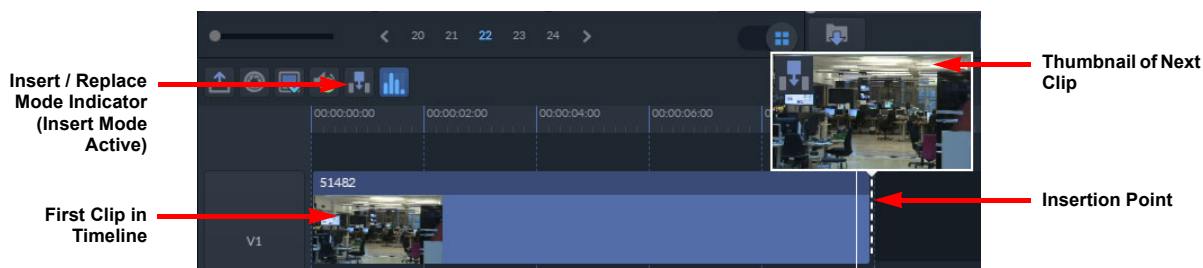3   Clips can be dropped end-to-end, inserted at cut points, or dragged to a new position in the timeline and dropped into place, with or without transitions between each clip.

4   When dragging in subsequent clips, again the dashed line and thumbnail indicate where the clip can be dropped; before, after or between current clips on the timeline.

Each clip in the timeline displays a thumbnail at the beginning of the clip summarizing the content of the clip.

In addition, you can mark in and out points on the timeline, then hit enter. When the replace function is selected, the segment between the in and out points is replaced.

Inserting a Clip into the Timeline

To insert a clip into the timeline:

1   Make sure that the insert/replace mode is set to Insert:

2   Drag a clip directly from the source, bin, or source player panels and hover over the desired insertion point in the timebar.

A vertical dashed line displays alongside the border of the existing clip at the insertion point with a thumbnail of the new clip shown above. The thumbnail of the new clip shows that the insert mode is active and displays a timecode for the insertion point in the timeline.
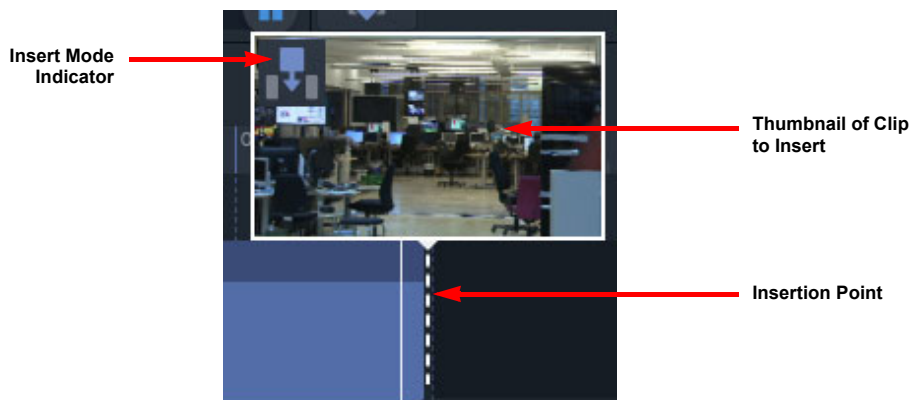
Fig. 7-22: Inserting a Clip into the Timeline

3 Drop the clip so that it is inserted between clips or at the cut point in the timeline, moving the next clip to the right along the timeline.

Alternatively, position the insertion point and select the option **Add to Timeline** from a menu in either the source, bin or source player panels. If audio is present in the clip, the audio tracks are also inserted.

Replacing a Clip in the Timeline

To replace an existing clip in the timeline with a different clip:

1 Make sure that the insert/replace mode is set to Replace:

2 Drag a clip directly from the source, bin, or source player panels and hover over the desired target point in the timebar.

A semi-transparent, actual size, image of the clip is displayed over the timeline to show the extent existing clips in the timeline will be overwritten by the new clip.
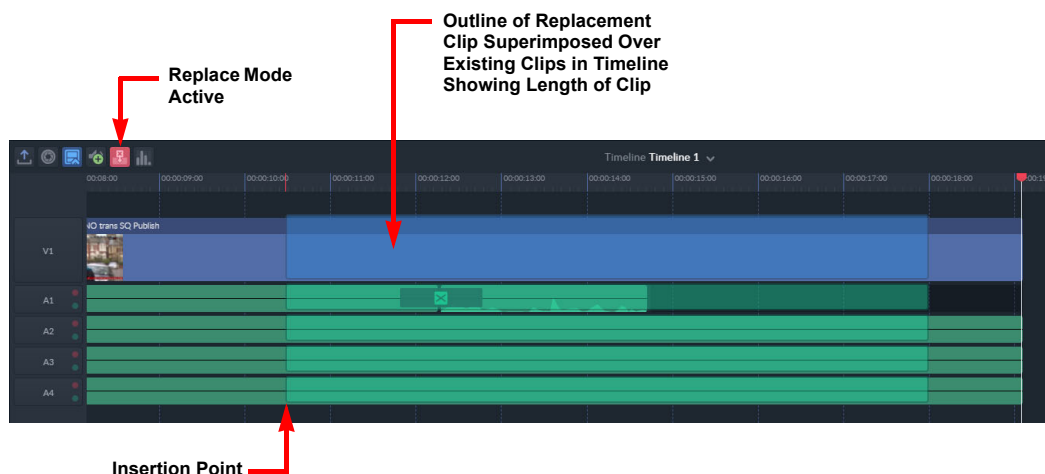
Fig. 7-23: Replacing a Clip in the Timeline

3 Drop the clip so that it replaces the current clip(s) in that position on the timeline.

Alternatively, position the insertion point and select the option **Add to Timeline** from a menu in either the media bin, user bin or source player panels. If audio is present in the clip, the audio tracks are also included.

You can also mark in and out points on the timeline to choose the specified area of the timeline to replace.

Furthermore, you can even choose to replace only the video track of a timeline by selecting **V1** on the timeline bar.

Timeline Zoom

It can be useful to zoom in on parts on the timeline to assist with editing. A sliding zoom control is available at the bottom left of the timeline panel.

Adjust the zoom by moving the zoom slider bar left to zoom out or right to zoom in.

Fig. 7-24: Timeline Panel Zoom Slider Control

Drag the zoom slider left or right to change the zoom level.

It is also possible to zoom into the timeline using a selection lasso (or marquee). To do so, press at any point in the timeline and drag the lasso up and to the left over the desired zoom area. The view changes to display the zoomed-in section of the timeline.
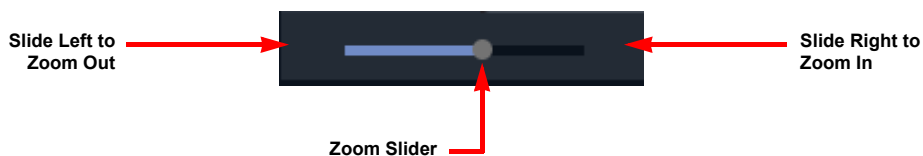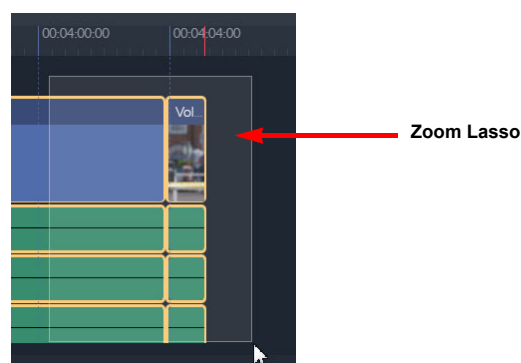

Fig. 7-25: Zoom Selection Lasso

Zoom Using the Fit Timeline To Viewport Function

To view the entire length of a timeline in the viewport, click on the gray area of the timeline to deselect all segments then press **F** to zoom out.

To zoom-in to a specific segment, select the segment then press **F**. This displays the selected segment in the full viewport. You can do the same by selecting multiple segments.

Editing Clips on the Timeline

> **Note:** Double-clicking on any clip included in the timeline jumps to the start of that clip in the Source Player.

Reorder Clips

To reorder clips on the edit timeline:

1 Select a clip on the edit timeline by pressing anywhere in the clip.

   The selected clip has a yellow border.

2 Drag the clip to the new location and drop it at an appropriate insertion or replacement point.

In insert mode, an insert icon is displayed at the top left of the thumbnail.

Insert Mode Icon

Thumbnail of Clip

Insertion Point
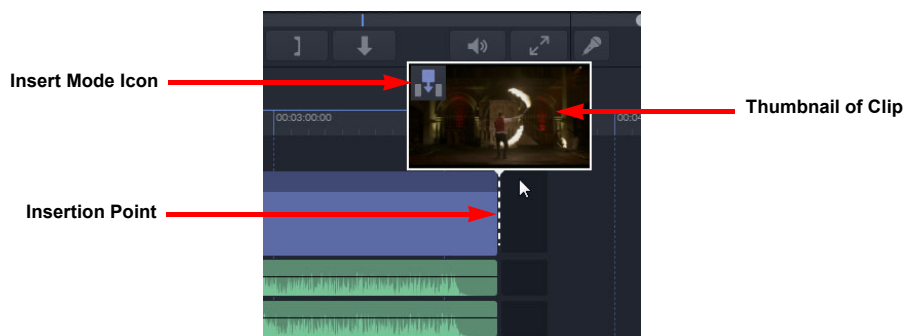
Fig. 7-26: Reordering a Clip (Insert Mode)

Overlay of Clip Being Moved
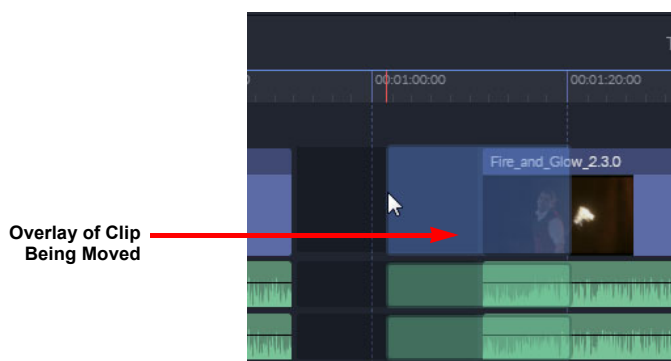
Fig. 7-27: Re-ordering a Clip (Replace Mode)

Trimming Clips (Basic Mode)

To trim a clip:

1 Hover over the start or end of a clip.

2 Drag the white trim marker left or right to shorten or extend the clip, or change the start time of the next clip.

Trim Timecode

Slide Trim Marker Left or Right to Decrease or Increase Length of Clip

Trim Marker

Fig. 7-28: Trimming a Video Clip in the Timeline

When selected the trim timecode points in the direction of the clip to be trimmed. Dragging to the left removes frames from the clip and dragging to the right adds frames to the clip from the source video as long as sufficient handles/tails are available.

When the trim marker is dragged to the left or right, a thumbnail of the current frame is displayed above the clip. The thumbnail also displays the number of frames to be added or removed in the trim operation, together with the timecode at the trim point.
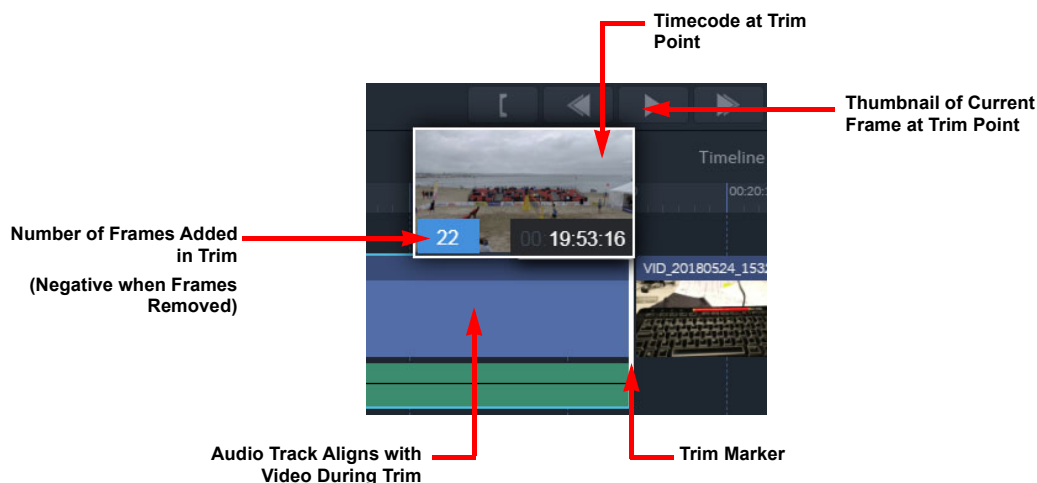
Fig. 7-29: Trim Timecodes and Frame Count

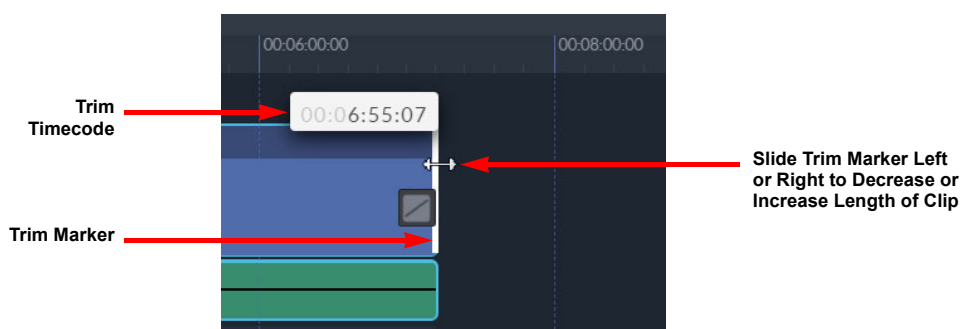When trimming to the left or right, the audio tracks remain in their original position until the trim operation is finished. The audio tracks then automatically adjust to align with the new position of the video clip.
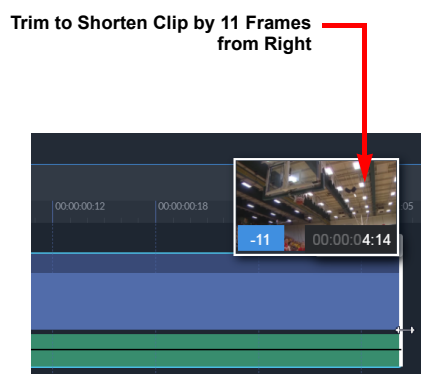
Fig. 7-30: Trimming by Frame Number

Once the end of the source video is reached, it is no longer possible to trim the clip any further. When the trim boundary for a clip is reached, the trim marker and thumbnail border change color to red.

Fig. 7-31: Trim Boundary Limit

Trimming Clips (Advanced Mode)

Advanced trim mode is launched by pressing or clicking between two clips in the timeline, or pressing **Ctrl** and **Up** arrow (**Cmd** and **Up** arrow on Mac) with the Timeline panel active. This opens two thumbnails, showing the right- and left-most frames of the adjacent clips, together with the advanced trim control bar.

> **Note:** It can be a little awkward to locate the spot to activate advanced trim mode. You may find it useful to zoom in on the boundary between clips when activating this mode.

To use the advanced trim control bar, either click and hold down one of the three clip tools or enter a number of frames to trim in the trim field. The active control always has a white background.
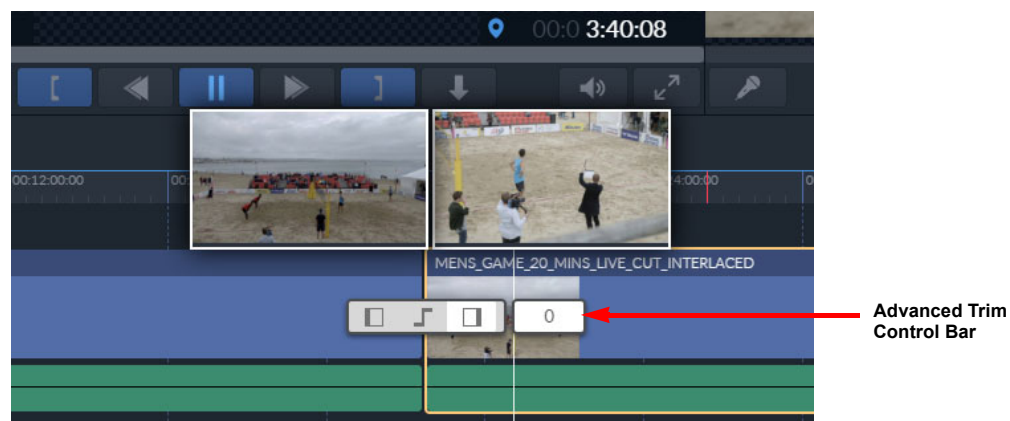

Fig. 7-32: Advanced Trim Mode

The active control has a white background. Press the required control and slide left or right to trim the clips as required.
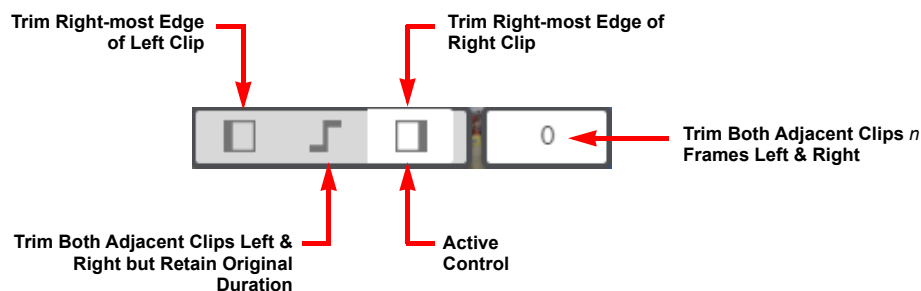
Fig. 7-33: Advanced Trim Control Panel

The advanced trim controls have the following functions:

Icon	Function	Description
	Trim Left Clip	Activate this control and drag left or right to reduce or increase the frames in the left-hand clip of the pair, respectively.
	Trim Right Clip	Activate this control and drag left or right to reduce or increase the frames in the right-hand clip of the pair, respectively.
	Trim Left & Right Clips Without Changing Total Duration	Activate this control to trim both adjacent clips to the left or right but retain the total duration of both clips. This reduces the frames in one clip and increases the frames in the adjacent clip by the same number of frames. You can also use this control to make a split edit by changing only the Video track, allowing you to start your video before or after the audio. To do so, select V1 and trim using this tool.
10	Trim Left & Right Clips n Frames	Enter a positive integer to add that number of frames to both clips, or enter a negative integer to remove that number of frames from both clips. Use Left/Right arrow keys to increase/decrease in increments of one frame, or Shift + Left/Right arrow keys to increase/decrease in increments of ten frames.
	Trim Limit Reached (Left & Right Trim)	When a clip can no longer be trimmed in the chosen direction, the advanced trim icon changes color to red.

When trimming a clip to left or right, the audio tracks will automatically re-align with the trimmed video after releasing the control. Select audio tracks independently to adjust start and end points as described in *Selection of Audio Tracks (Advanced Audio Mode)*, on page 74.

Transitions

When clips are added to the timeline the default transition from one clip to the next is a straight cut. A wipe or dissolve can be applied either to an individual transition, or all transitions in the edit can be set to use the same throughout. The Transition toolbar has the following functions:

Fig. 7-34: Transition Toolbar

The length of the transition interface icon represents the duration of the transition between clips. Use the transition toolbar to add any of the following types of transition:

- **Dissolve:** Produces a gradual transition from one clip to the next over a specified number of frames. The transition interface icon displays a dissolve transition as follows:

- **Wipe:** Produces a transition where a clip replaces the previous clip by progressively traveling from one side of the frame to the other. The direction of the wipe is shown by an arrow in the transition interface icon, indicating that the wipe progresses from left to right: The transition interface icon displays a wipe transition as follows

:

- **Cut:** The default transition is an immediate switch between the last frame of a clip and the first frame of the next clip. A cut does not have a duration and is shown simply as a vertical gap between clips in the timeline.

Add a Transition

To add a simple dissolve transition between two video clips:

1 Hover over the vertical gap between two adjacent video clips.
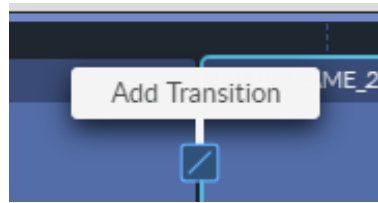
This displays an Add Transition graphic.

Fig. 7-35: Adding a Transition Between Clips

2 Press .

3 A default dissolve of one second duration is added between the clips, and shown as follows:

Transition Indicator Representing Duration of Transition
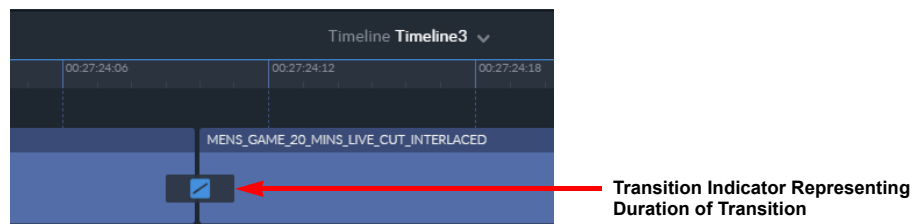
Fig. 7-36: Transition Indicator

4 Hover over the transition indicator to display the duration of the transition in frames.

Edit/Modify a Video Transition

The transition type and duration can be modified and the change applied to a single transition or to all transitions in the timeline. To edit an existing transition:

1 Double-click a transition icon between two video clips to open the transition toolbar:

Transition Duration

Video Transition Dropdown Menu

Apply Transition to Selected Clips

Transition Interface Indicator

Apply Transition to All Clips in Timeline

Close Transition Toolbar

Fig. 7-37: Transition Toolbar

2 Select the type of transition from the Video transition dropdown menu.

3 Enter the required duration of the transition.

Changes are immediately applied to the selected transition.

4 If the same transitions are to be reflected through the entire timeline edit, press **All Transitions**.

5 Press to close the transition toolbar.

Remove Transitions

To remove a single transition:

- Select the transition icon and press the Delete key.
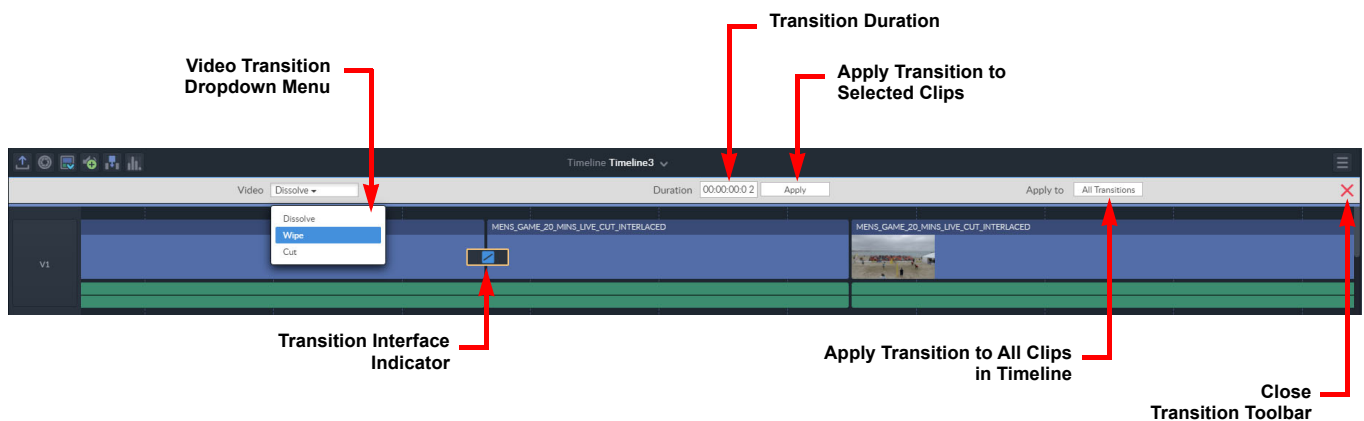
To remove all transitions:

1 Double-click on a transition icon to open the transition toolbar.
2 Select **Cut** from the Video transition dropdown menu.
3 Press **All transitions** to remove every transition from the edit and leave a straight cut between video clips.

Timeline Selection Zone

Selecting a Zone

From the Record Player, the mark in/out function can be used to define a selection zone in the actual timeline that highlights an area for further action(s). The timeline selection zone is displayed as a blue overlay in the timeline panel.

To define a timeline selection zone:

1 Locate the approximate area of interest in the timeline edit so that it is displayed in the Record Player.
2 Adjust the playhead to locate the beginning of the zone of interest.
3 Press **mark in** [in the Record Player toolbar.

4 Move the playhead to the end of the zone of interest.

5 Press **mark out**] in the Record Player toolbar.

The timeline selection zone is highlighted as a blue rectangle over the corresponding section of the timeline edit.
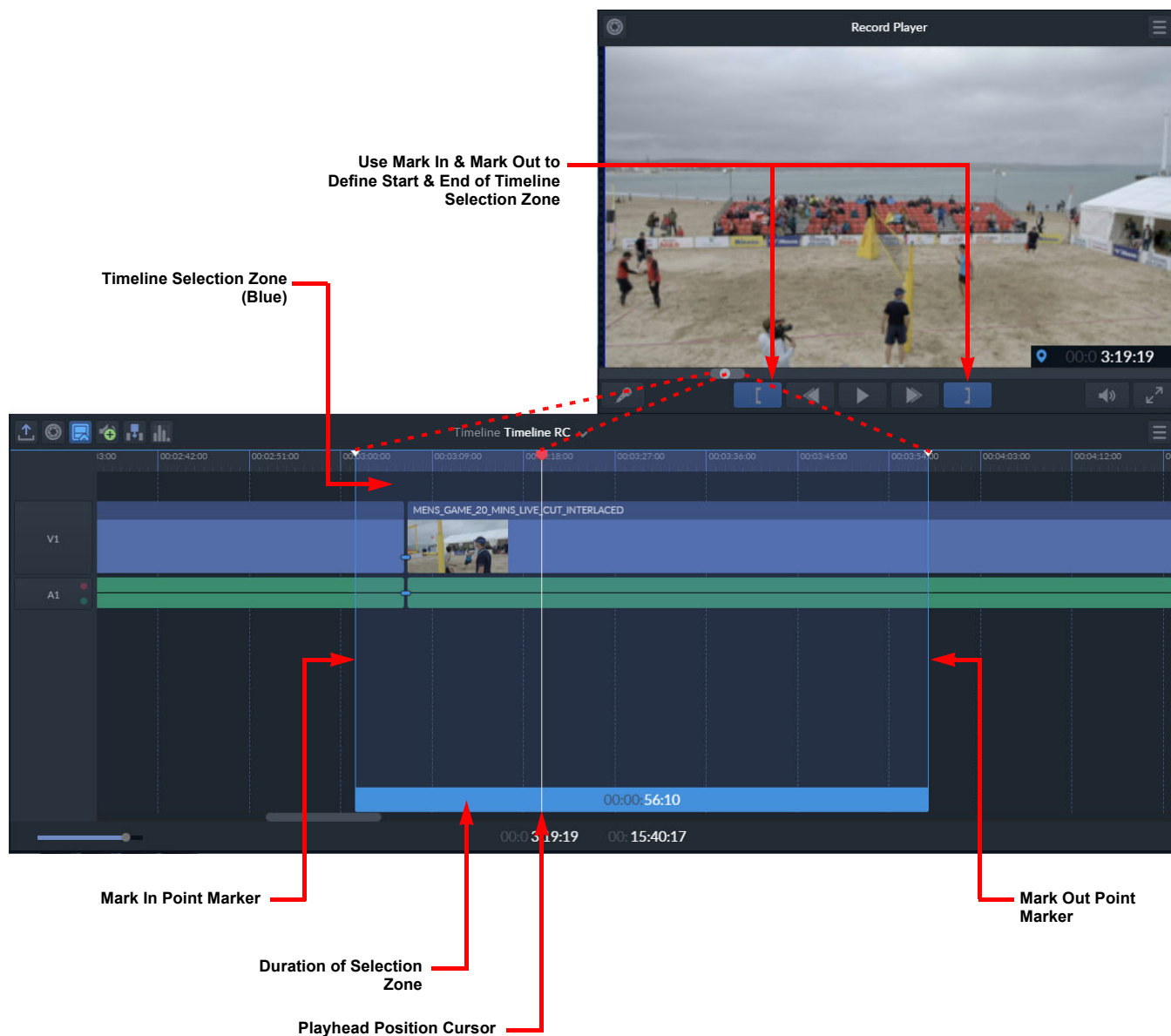
Fig. 7-38: Timeline Selection Zone

Removing a Zone

The timeline selection zone can now be used, if necessary, to delete the blue highlighted section from the timeline edit as follows:

1 Make sure that the Timeline panel is active.

2 If necessary, make any fine adjustments to the selected frames at the in/out points by sliding the in/out markers to the left or right.

3 Move or delete the selection zone using one of the following methods:

- Hover over the portion of the zone covering the timescale. A hand icon becomes visible in the border. Press the hand and move the position of the entire zone to the left or right along the timeline.

- Press the **Delete** key to delete the section.

Audio Tracks in the Timeline

Up to six audio tracks can be included in the timeline with a source clip. Audio tracks are displayed by default as a single, green line below the video clip.
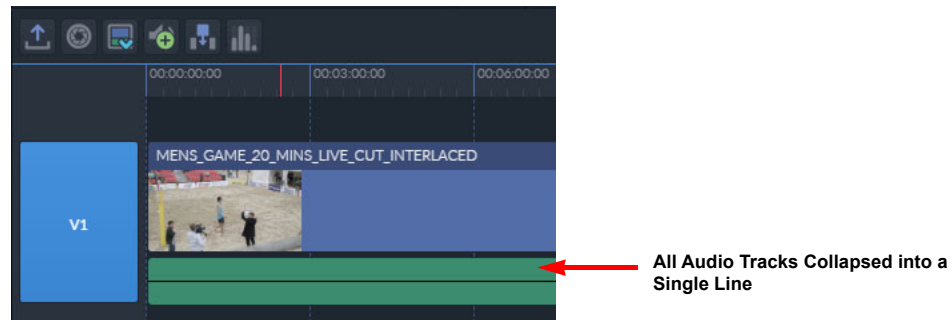
Fig. 7-39: Collapsed Audio Track in Timeline Panel

Press [icon] to expand the audio track and display all individual audio tracks included with the clip.

Press [icon] to collapse the audio tracks again and reduce the space occupied by the timeline.
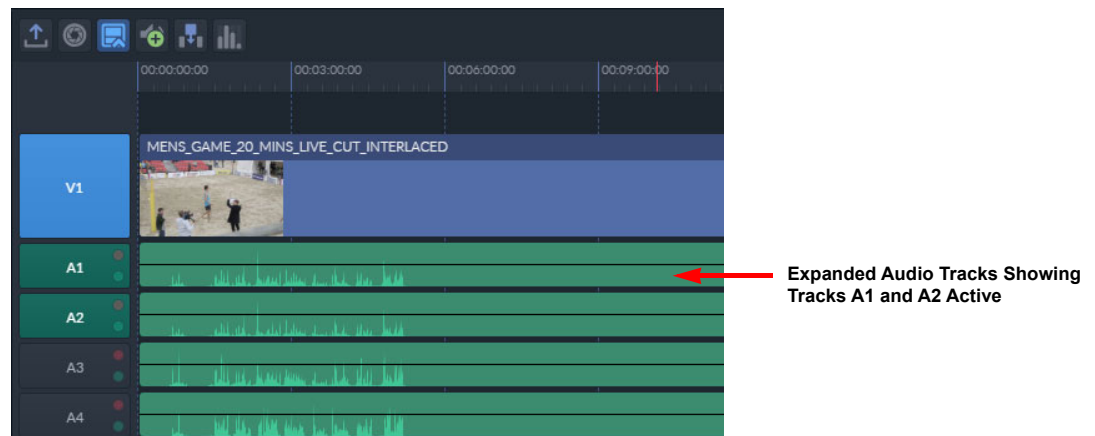
Fig. 7-40: Expanded Audio Tracks in Timeline Panel

Selection of Audio Tracks (Advanced Audio Mode)

Several methods are available to select audio tracks for further actions. For example, the start and end points of an individual or multiple audio tracks can be reduced or extended independently from the associated video clip.

Hover over the audio tracks associated with one of the video clips in the timeline panel and all related audio tracks are highlighted with a blue boundary:
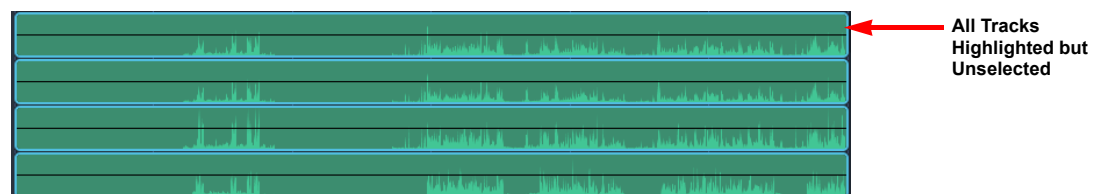
Fig. 7-41: Audio Tracks in Advanced Audio Mode

To select all audio tracks associated with a video clip, press anywhere in any of the audio tracks. The highlighted border of the audio tracks changes color to yellow to show that all are selected.
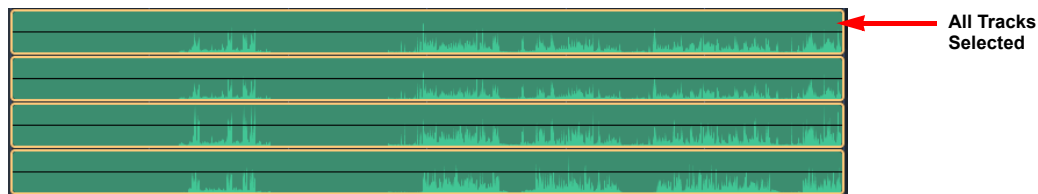
Fig. 7-42: Audio Tracks Selected for Further Actions

To select specific individual audio tracks associated with a video clip, hold down **Ctrl** and click each audio track to select for further actions. In the following example, audio tracks A1 and A3 are selected.
.
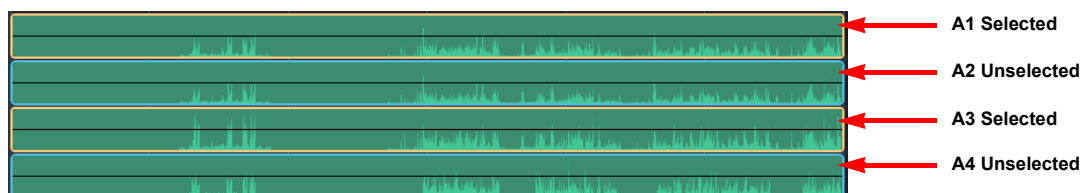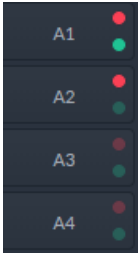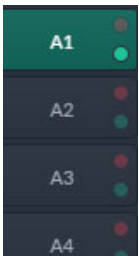
Fig. 7-43: Selecting Individual Audio Tracks

Mute and Solo Audio Track Controls

The mute and solo audio controls to the left of the audio tracks are displayed in Advanced audio mode, when the audio tracks are expanded in the Timeline panel. These controls enable the muting or selective activation of the available channels as described in the following table.

Audio Track Controls	Audio Mode	Description
	Standard Audio	All audio controls unselected. All audio tracks are played together when the associated video clip is played in the Record Player.
	Solo Mode	Green Solo button selected for audio track A1; automatically mutes all other audio tracks (red mute buttons selected.) Dims the green background of all muted tracks. Plays only the solo audio track when the associated video clip is played in the Record Player. All other tracks are automatically muted.

Audio Track Controls	Audio Mode	Description
A1 A2 A3 A4	Mute Mode	Red Mute buttons selected for audio tracks A1 and A2. Dims the green background of the muted tracks. Plays only unmuted audio tracks (A3 and A4 in this example) when the associated video clip is played in the Record Player. Audio tracks A1 and A2 are muted. Any tracks can be muted by selecting the corresponding mute button.
A1 A2 A3 A4	Solo Mode for Selected Track	Green Solo button selected for audio track A1. Any actions selected on the Solo/ Mute buttons affect only the selected tracks. In this example, other audio tracks are not automatically muted but Go! will play only the selected track or tracks.

Add / Delete Audio Tracks

To add an empty audio track to the timeline clip:

- Press

The additional audio track is added to the end of the existing audio tracks and assigned the next number in the series, for example **A7**. The additional track can be used, for example, to include a voiceover with the clip. See the section *Add a Voiceover*, on page 88 for more information.

To delete an entire audio track from the timeline:

1 Click the switch or switches, to the right of the audio tracks in the timeline panel, corresponding to the track(s) to be deleted

2 Right-click anywhere inside the timeline panel and select the menu option Remove Selected Tracks.

The entire selected track is removed from the timeline edit and the remaining audio tracks are renumbered in sequence.

> **Note:** If an audio track is deleted from a clip in the timeline, you may need to clear the browser cache, using the Clear Browsing Data dialog in the Browser Advanced Settings, to ensure that the deleted track is not played when running the timeline through the Record Player.

Trim Audio Tracks

In general, when the video clip is trimmed, the associated audio tracks are automatically adjusted to the same timepoint. It is possible, however, to trim the audio clips independently of the parent video clip.

To trim audio tracks independently of the video clip:

1 Expand the audio tracks.

2   Hover over the left or right edge of the audio track.
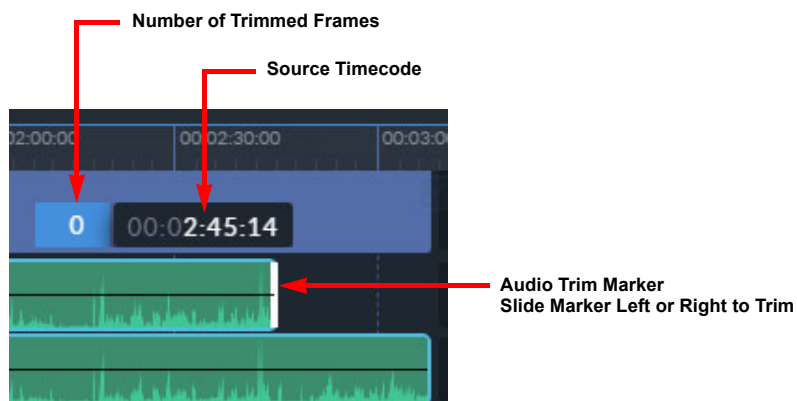
This activates the audio trim marker as shown:

Fig. 7-44: Audio Trim Markers

3   Slide the trim marker to the left or right as required, to trim to the desired timepoint.

4   Release the trim marker and all other tracks are automatically trimmed to the same timepoint.

The parent video clip retains its original duration.

Trim Selected Audio Tracks Independently

To trim a selected audio track or tracks independently of the video clip:

1   Expand the audio tracks.

2   Use **Ctrl** and click to select the target audio track or tracks to adjust, see section for more information.

Alternatively, you can select single or multiple target audio tracks by tapping the track labels A1, A2, etc.

3   Hover over the left or right edge of the audio track(s).

This activates the audio trim marker.

4   Slide the trim marker of one of the selected tracks to the left or right as required, to trim to the desired timepoint.

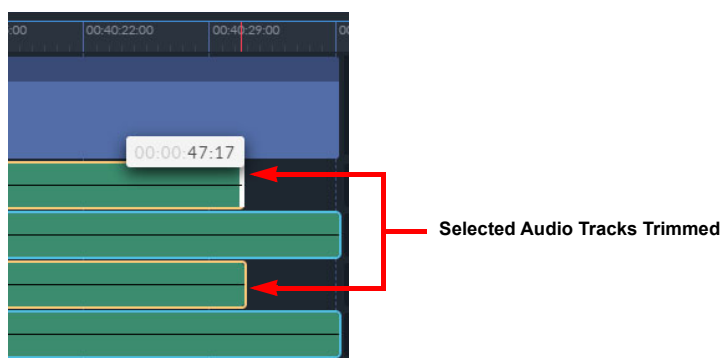5   Release the trim marker and the other selected tracks are automatically trimmed to the same timepoint.

Fig. 7-45: Trimming Selected Audio Tracks

The parent video clip and unselected audio tracks retain their original duration.

Adjusting Audio Levels

The audio levels of an individual audio track, a selection of tracks, or all tracks simultaneously for a video clip in the timeline can be adjusted as required.
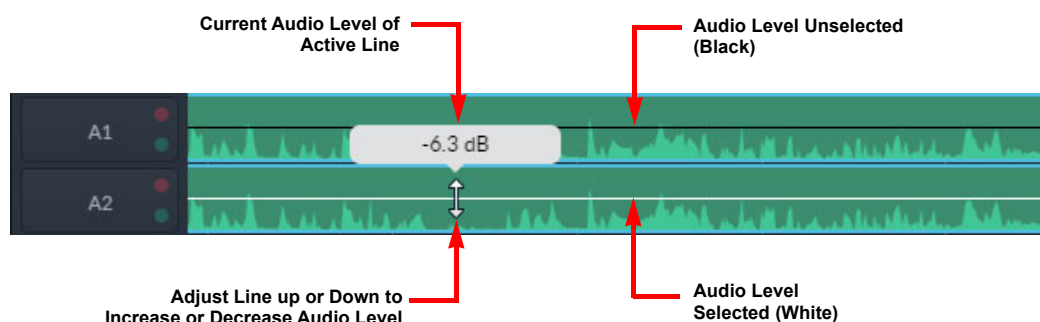

Fig. 7-46: Adjusting Audio Levels

To adjust the level of all audio tracks simultaneously:

1 Hover over the horizontal line dissecting the audio waveform of a clip segment until it turns white.

2 Once active, drag the audio level up or down accordingly until the correct level is reached.

   The current level displays in an audio level box at the center of the clip, above the audio waveform.

   Note: If the audio level box is off the display, use the timeline zoom control to zoom out, bringing that part of the clip back into view. See the section *Timeline Zoom*, on page 65.

Alternatively, select a clip segment, and use **Ctrl + [** and **Ctrl +]** to decrease or increase the audio level by small increments.

To adjust audio levels for a single audio track, or independently selected audio tracks, use **Ctrl** and click to select the track or tracks, then adjust the level as described above.

Resetting Audio Levels

Audio levels can be reset to their original levels, at either the segment or track level, using from the timeline right-click menu, see Figure 7-47.
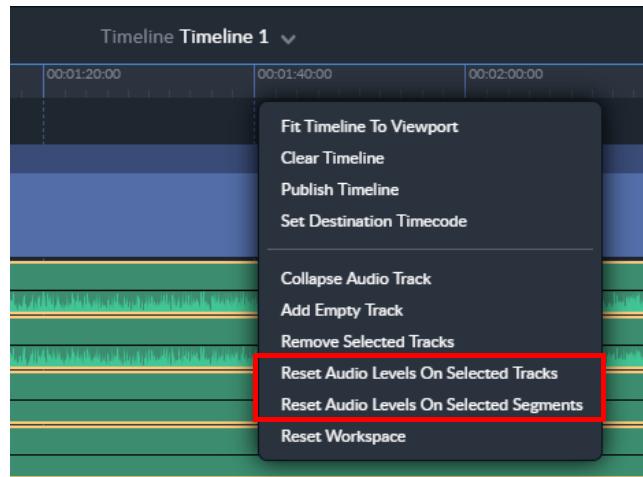
Fig. 7-47: Reset Audio Levels Options

Audio Fades

When clips are added to the timeline the audio transition from one clip to the next is a straight cut. A linear cross fade or linear V fade can be applied either to an individual audio transition or to all audio transitions in the entire edit using the Audio Fade toolbar.

An audio fade icon represents fade between adjacent clips. Use the audio fade toolbar to add any of the following types of fade:

- **Linear Cross Fade:** Produces a gradual transition from one audio clip to the next as the level of one track slowly decreases over the top of the following track as its level increases. The fade interface icon displays a linear cross fade as follows:

- **Linear V Fade:** Produces a gradual transition from one audio clip to the next as the level of one track slowly decreases before the level of the following track increases. The fade interface icon displays a linear V fade as follows:

- **Cut:** The default fade is an immediate switch between the audio track of a clip and the audio track of the next clip. A cut does not have a duration and is shown simply as a vertical gap between clips in the timeline.

Add an Audio Fade

To add a fade between audio tracks:

1 Hover over the gap between two adjacent audio clips.

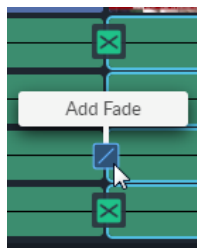An Add Fade icon is displayed between the two audio tracks.

Fig. 7-48: Adding an Audio Fade

2 Tap ☐ .

3 A default linear cross-fade of one second duration is added to all audio tracks in the group, and displayed as follows:

Linear Cross-fade
Indicator
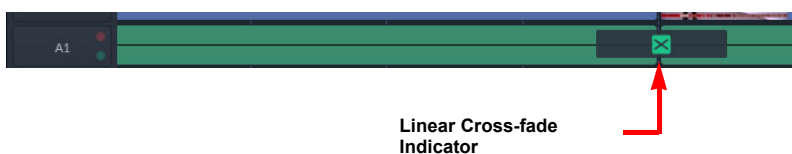
Fig. 7-49: Audio Fade Indicator

Instead of applying a fade to all tracks in the group, you can apply fades to individual tracks by selecting the target tracks using the track labels, A1, etc.

Cross-fades Added to
Selected Audio Tracks
A2 & A4

Fig. 7-50: Audio- Cross-fades Added to Selected Tracks

Edit/Modify a Fade

The fade type and duration can be modified and applied to a single audio transition or to all audio transitions in the timeline as follows:

1 Double-click a cross-fade icon to open the audio fade toolbar:

Fig. 7-51: Audio Fade Toolbar

2 Select the type of fade from the Audio dropdown list.

3 Enter the required duration.

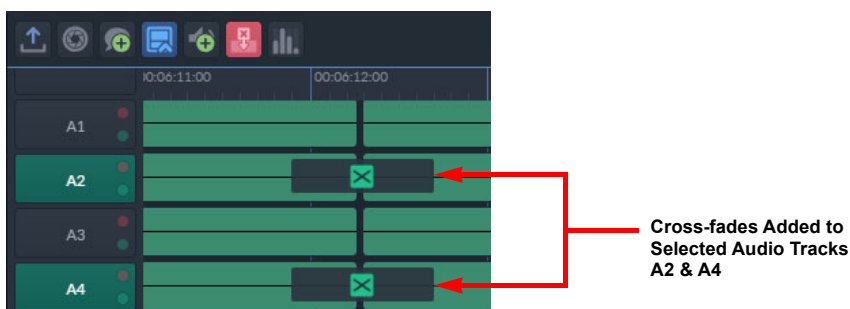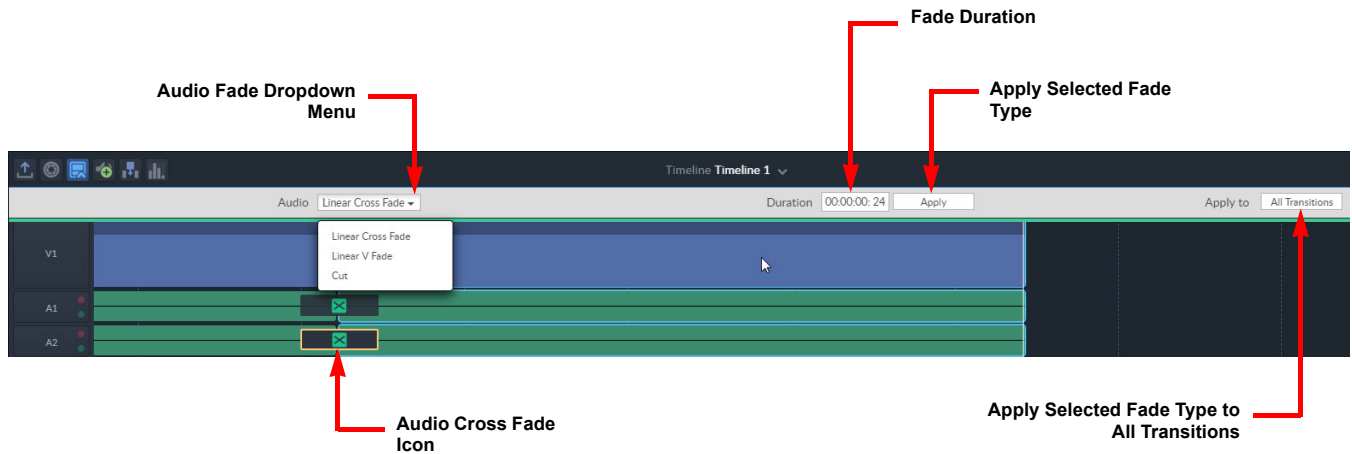   Changes are immediately applied to the selected transition.

4 If the same audio fade is to be reflected through the entire edit, press **All Transitions**.

5 Press ✕ to close the audio fade toolbar.

Remove a Fade

To remove a single cross fade:

• Select the cross fade icon and press the Delete key.

To remove all audio fades:

1 Double-click a cross fade icon to open the audio fade toolbar.

2 Select **Cut** from the Audio fade dropdown menu.

3 Press **All transitions** to remove all audio fades in the entire edit.

Using Audio VU Metering

Audio VU metering is available for use when playing tracks with audio in the Timeline panel. You can toggle audio VU metering using the VU meter icon in the Timeline toolbar, see Figure 7-52. The Audio VU meter is displayed at the end of the timeline when activated.
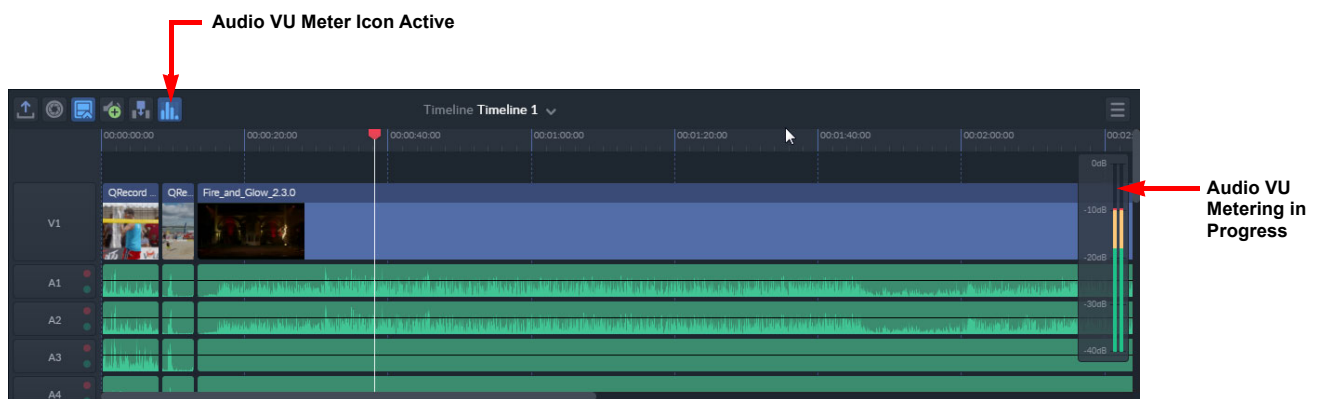

Fig. 7-52: Audio VU Metering Active in Timeline

Working with Multiple Edit Timelines

Go! provides a facility that enables you to work on multiple timelines during any session. This can be useful when quickly switching between projects.

To create another timeline:

1   Tap to open the Timeline drop-down menu.
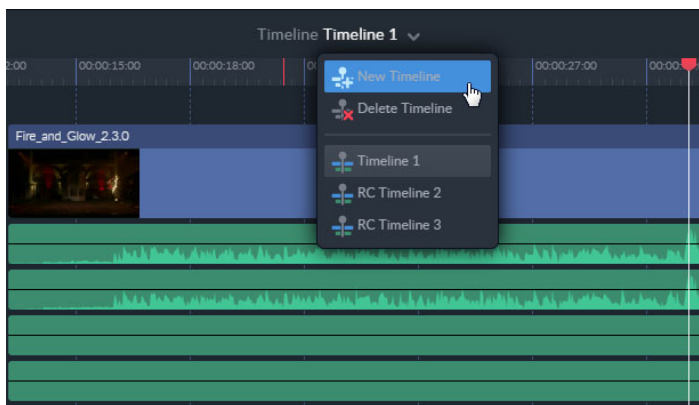
Fig. 7-53: Timeline Dropdown Menu - Adding a New Timeline

2   Select **New Timeline**.

This opens the New Timeline dialog.
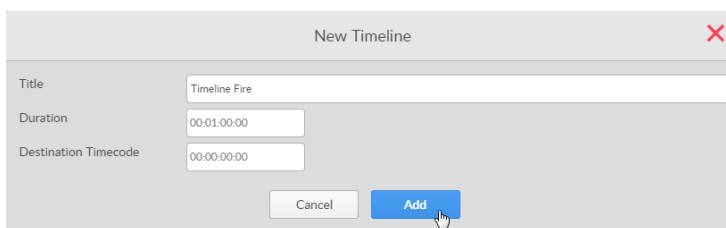
Fig. 7-54: New Timeline Properties

3   Enter the name, duration and destination timecode of the new timeline you want to create.

To switch between different timelines, simply choose another timeline listed in the Timeline drop-down menu. Similarly, remove a timeline, select Delete Timeline from the drop-down menu.

Play the Timeline

To check the edit, play the timeline in the Record Player panel, see Chapter 8 *Record Player Panel*, on page 85.

The view on the edit timeline updates in sync with the play head in the Record Player as the edit plays through.

Publish the Edit Timeline

Once editing is complete the timeline can be published back to one of the target workflows:

- Park (Media Production Systems (MPS) only)
- sQ Publish
- File Publish (MPS only)
- Social Media (MPS only)

To publish the timeline:

1   Press ⬆. The publishing dialog displays.

Fig. 7-55: Publish Timeline Dialog

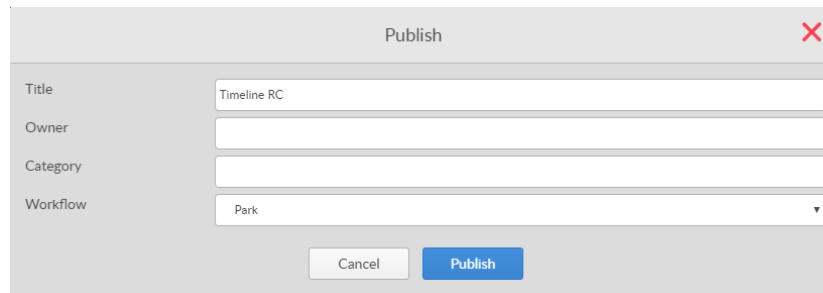2   Enter a title for the edit, together with owner and category information, if required.

3   Select the target storage area from the dropdown list to which to publish the timeline.

On a system connected to Momentum only, the following publish options are available:

- **Park:**   Publishes the timeline as a work-in-progress EDL, retaining the full history information, to allow further editing of the timeline. (Media Production Systems (MPS) only.)
- **sQ Publish:**   Publishes the timeline ready for playout.
- **File Publish:**   Publishes the timeline edit to a file, as a single rendered clip, to a background workflow or external device. (MPS only.)
- **Social Media:**   Publishes the timeline edit as a single rendered clip, to a target workflow that will publish the clip to a social media site, for example, Facebook or Twitter. (MPS only.)

4   Press **Publish**.

The edit is published to the specified workflow, and includes all tails, transitions, audio levels and added voiceover, allowing an edit seat to take charge of the edit for further refining later. The dialog closes.

5   To quit the publish operation without making changes, press **Cancel**.

6   Press ✕ to close the dialog without publishing the timeline.

Note: When a published edit is selected from the server it comes in as a single rendered clip.

Additional Options

Create a Snapshot

A snapshot is a single frame, high-resolution JPG file of frame at the location of the playhead position cursor in the timeline.

To create a snapshot:

- Press ◎.

A notification displays at the bottom-left of the editing screen confirming the download.

The snapshot is available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

Add a Comment (sQ Only)

To add a comment at the current clip position:

1 Press ![icon] .

The Add Comment dialog box is displayed.
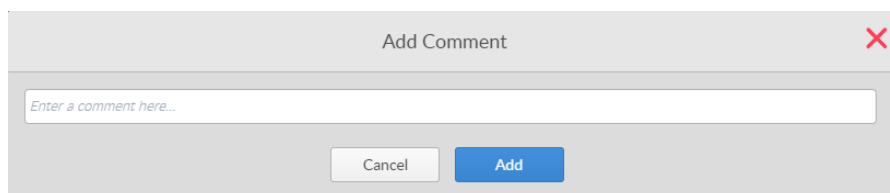
Fig. 7-56: Timeline Panel Add Comment Dialog

2 Enter a comment into the comment field and press **Add**.

The comment is added to the current frame of the clip in the timeline player, and the dialog closes. Each comment appears as a short vertical line in the play-head scroll bar of the Timeline Player. To view a comment, hover over the comment marker:

Fig. 7-57: Comments in the Timeline Player

3 To leave an existing comment without making changes, press **Cancel**.

4 Press ![X] to close the comment dialog.

Record Player Panel

Description

The Record Player panel is used to play out the edited sequence created in the edit timeline panel. Voiceovers can also be added from this panel.
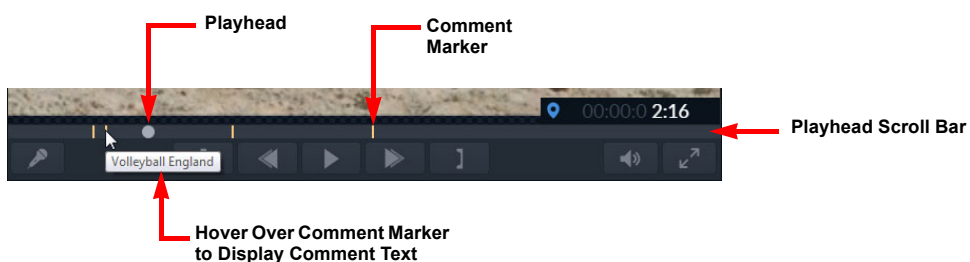
Player Toolbar — **Record Player** — Options Menu

Current Clip in Timeline

Toggle Destination & Source Timecode

📍 00:0 **3:06:11**

Playhead Scroll Bar

Player Control Panel

Playhead Position in Timeline
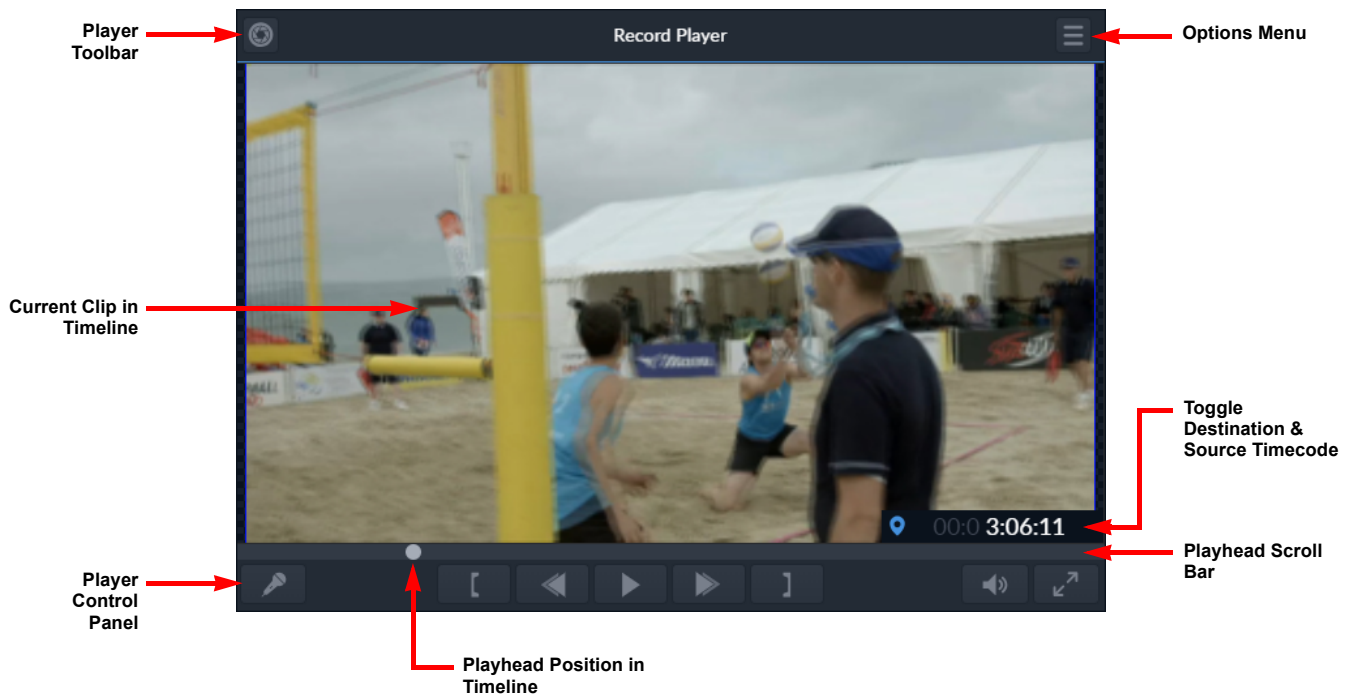
Fig. 8-58: Overview of Go! Record Player

Note: The size of the panel can be adjusted for optimum use, or it can be hidden from view to give more space to other panels.

Menus

Options Menu

The options menu provides options relating to the Record Player panel. Some of these options are also available as icons on the toolbar, see the section *Screen Icons*, on page 6.

Press the options menu icon (☰) at the top right of the panel to display the following Record Player options menu:

Fig. 8-59: Record Player Panel Options Menu

The available menu options are as follows:

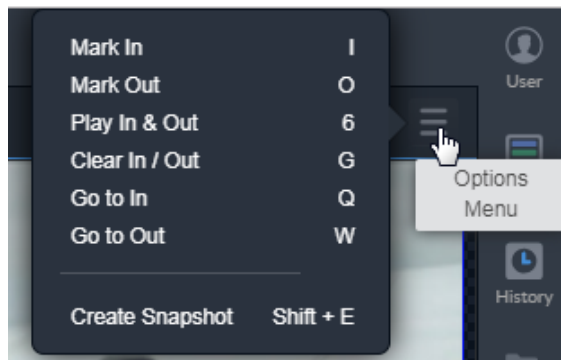| Option	Description
Mark In	Mark an in point for the start of a sub-clip selection frame in the timeline.
Mark Out	Mark an out point for the end of a sub-clip selection in the timeline.
Play In & Out	Play the sub-clip defined by the selection frame in the timeline.
Clear In / Out	Remove the mark in/mark out points in the Record Player and the selection frame from the timeline.
Go to In	Move the playhead to the mark-in point in both the timeline and the Record Player.
Go to Out	Move the playhead to the mark-out point in both the timeline and the Record Player.
Create Snapshot	Creates a high quality still of the first frame of the clip. This is downloaded as a JPG file, and can be retrieved from the status area at the bottom of the browser window, or from the Downloads folder on the device.

Some of the menu items have keyboard shortcuts, as shown when opening the menu.

Right-click Menu

A right-click menu provides further functions relating to the Record Player panel. Some of these options are also available as icons on the toolbar, see *Screen Icons*, on page 6.

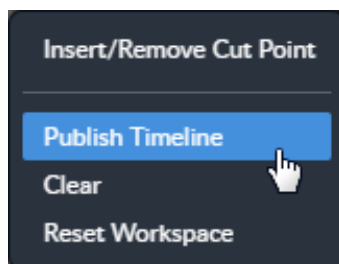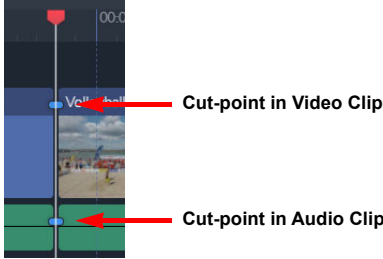- Right-click on any part of the Record Player panel to display a menu:

Fig. 8-60: Record Player Right-click Menu

The available menu options are as follows:

Option	Description
Insert/Remove Cut Point	Inserts or removes a cut-point at the current playhead position in the timeline. A cut appears as follows: Cut-point in Video Clip Cut-point in Audio Clip
Publish Timeline	Produces a rendered down clip of the timeline on the server selected in the publish dialog.
Clear	Removes all clips from the Record Player and timeline panels.
Reset Workspace	Restores the Go! panels to the factory default layout and sizes.

Navigate the Timeline Clip

Use the play/pause, fast forward and rewind buttons at the bottom of the player panel to navigate through the timeline.

The current playhead position is indicated by a gray circle on the playhead scroll bar timeline. The playhead can be dragged to any position along the player timeline. Keyboard shortcuts can also be used to jump a number of frames/seconds, or to the beginning/end of the clip, see the section *Keyboard Shortcuts*, on page 9.

Hovering over the player timeline displays a thumbnail image of the corresponding frame at that position.

Fig. 8-61: Record Player Controls

Full Screen View

For a clearer view of the clip playing in the player panel, the panel can be set temporarily to full screen mode, without having to hide or move other panels.

To set the player to full screen mode:

- Press [icon] .

> **Note:** If the full screen and volume icons are not visible in the right-hand side of the Record Player control panel, increase the size of the panel slightly and the icons will re-appear.

To return to the standard editing screen view:

- Press the **Escape** key.

Add a Voiceover

> **Note:** Google Chrome can access the default microphone only from HTTPS-enabled servers. Ensure that the system is correctly set up with certified SSL certificates to provide verified HTTPS connectivity before using a voiceover microphone.

> **Note:** Ensure suitable level control prior to recording a voiceover. Go! does not provide volume level meters.

To add a voiceover to the timeline:

1. Press [icon] to put the Record Player into voiceover record mode.

   If a suitable microphone is available for use with Go!, the voiceover icon becomes active and changes color to blue: [icon] and play/pause button changes to display the red record button: [icon]

   If a suitable microphone is not available the following error is displayed:

   [icon] Cannot start voice over
   Please allow access to the microphone

   If this message is received, connect a suitable microphone and press the voiceover icon again.

2. Expand all audio tracks in the timeline and mute the existing tracks to stop them playing during the voiceover recording.

3. Press the red record button to start a three second countdown displayed in the player before starting to record.

4. Start recording the voiceover on completion of the countdown.

5. To stop recording at any time, press the stop button: [icon] which replaces the record button once recording starts.

   A new audio track containing the voiceover recording is added to the bottom of the existing tracks (for example, if there are four existing audio tracks, the voiceover track is added in position A5) and starts from the current frame position in the clip.

> **Note:** Once a voiceover track has been added, it can be cut in the same way as other audio tracks, however, once cut, the cut cannot be removed from the voiceover track.

Additional Options

Create a Snapshot

A snapshot is a single frame high resolution JPG of the first frame of the clip.

To create a snapshot:

- Press ⬤ .

A notification displays at the bottom-left of the editing screen confirming the download.

The snapshot is available from the status area at the bottom of the browser window, and is also stored in the Download folder of the device.

Add a Comment (sQ Only)

To add a comment to the current clip in the player:
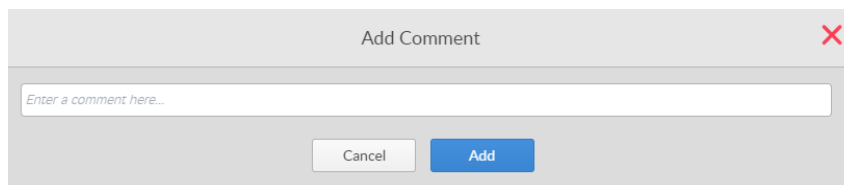
1 Press ⬤ . A dialog box displays.

Fig. 8-62: Record Player Add Comment Dialog

2 Add/edit the comment as required and press **Add**. The comment is added to the current frame of the clip, and the dialog closes.

Comments are displayed as vertical orange lines in the playhead scroll bar. To view a comment, hover over one of the orange lines and the comment is displayed as a tool-tip.

3 To leave an existing comment without making changes, press **Cancel**.

4 Press ✕ to close the dialog.

Technical Information

Go! Preferences - Beta Features

> **Note:** The options available in the Beta Features tab are experimental and enabling them may cause instability or data corruption in the browser's Go! session. These features are not recommended for use in on-air, production systems.

The **Beta Features** tab in the Go! Preferences menu includes the following options:
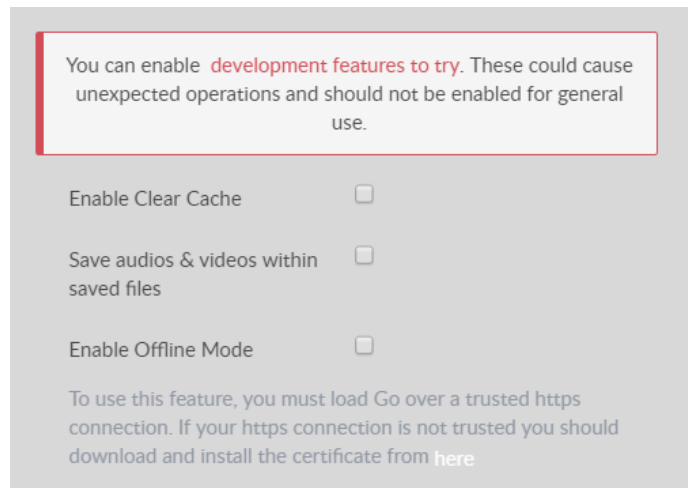

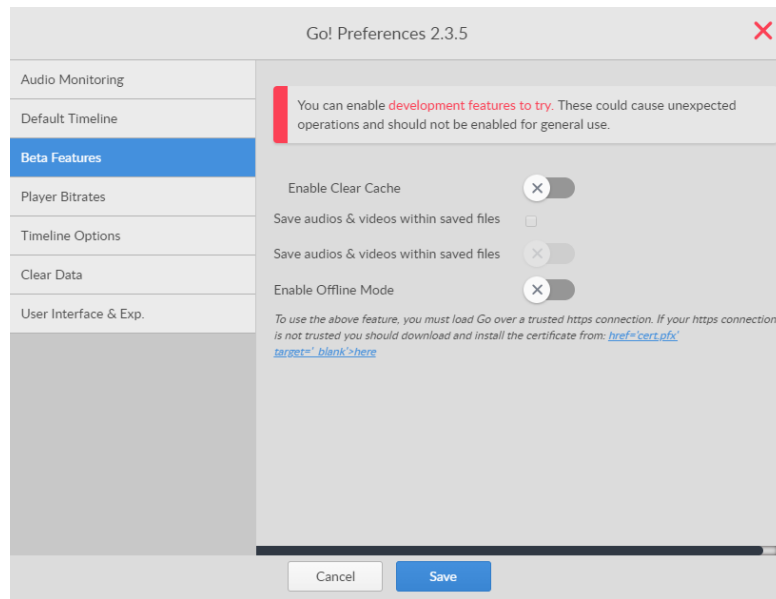*Fig. A-1: Go! Preferences - Beta Features Options*

Fig. A-2: Go! Preferences - Beta Features Options

The available Beta Features are as follows:

- Enable Clear Cache

  When enabled, this feature allows the **F12** key to be used to clear the timeline.

  > **Note:** Enabling this feature overrides the default browser behavior of the F12 key.

- Save audios & videos within saved files

  By default, pressing the keyboard shortcut **Ctrl + S** saves the current timeline to a file on disk. This stored timeline can later be reload from the file by pressing **Ctrl + O** and browsing to the saved file.

  This beta feature enables the **Ctrl + S** function to save to disk all media associated with the timeline (audio and video) in addition to the timeline itself, enabling the timeline to be reloaded and worked on when offline.

- Enable Offline Mode

  Offline Mode activates an advanced caching module for Go! which has the potential to improve the responsiveness of the application and also to allow the user to work offline.

  In order to use this feature it is necessary to load the page over a trusted SSL connection.

Enable the Offline Mode as follows:

1   Load Go! using **https**:// in the URL and not http.

    For example: **https://**<IP _Address>**/GO**

    Ensure that the browser address bar displays the site information as secure ( ) and not unsecure ( ).

2   If the *Not secure* message is displayed in the browser address bar, open the Preferences tab and click the link in the Preferences Beta Features tab.

    If your site administrator has set-up this feature, then this will download a certificate file cert.pfx.

    If not enabled, you will not be able to use this feature.

3   On completion of the certificate file download, click the file to open the Certificate Import Wizard.

Fig. A-3: Certificate Import Wizard

4   Click Next and on the Password page, enter the private key password provided by your site administrator (defaults to *password*).

Select the option: **Include all extended properties**, then click Next.

5   On the Certificate Store page select the option: **Place all certificates in the following store**. click Browse and select the folder **Trusted Root Certification Authorities**. Click OK to confirm, then Next and Finish.
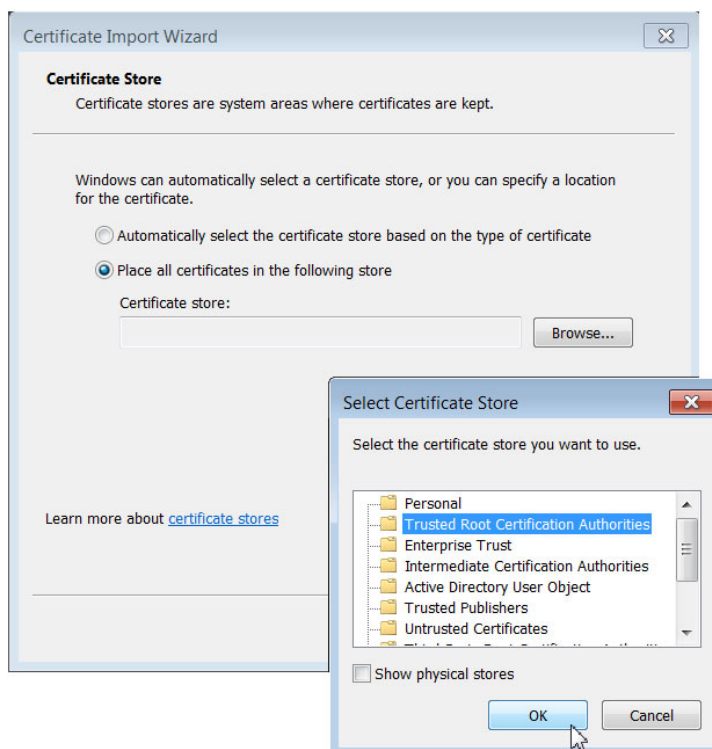

Fig. A-4: Saving the Certificate

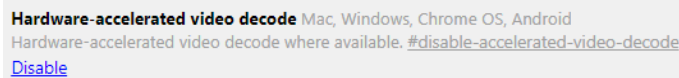6   Click Yes to accept the security warning and to install the certificate.

7 Restart the browser and reload Go! using **https** (rather than http) in the URL.

The green Secure site message should now be displayed. Once you have this message, you can tick the **Enable Offline Mode** checkbox in the Beta Features tab to enable this feature.

# Disabling Chrome Hardware-accelerated Video Decode

When using the recommended Google Chrome browser to run Go!, it is recommended to disable the Chrome **Hardware-accelerated Video Decode** flag to prevent intermittent breaks in video playback sometimes observed in the Source and Record Players.

Disable the Chrome Hardware Video Decode option as follows:

1 In the Chrome browser, navigate to the flags experimental features area:

chrome://flags/

2 Scroll down the list of flags to the Hardware accelerated video decode flag:

Hardware-accelerated video decode Mac, Windows, Chrome OS, Android
Hardware-accelerated video decode where available. #disable-accelerated-video-decode
Disable

Available	Unavailable

● Hardware-accelerated video decode
Hardware-accelerated video decode where available. – Mac, Windows, Chrome OS, Android
#disable-accelerated-video-decode
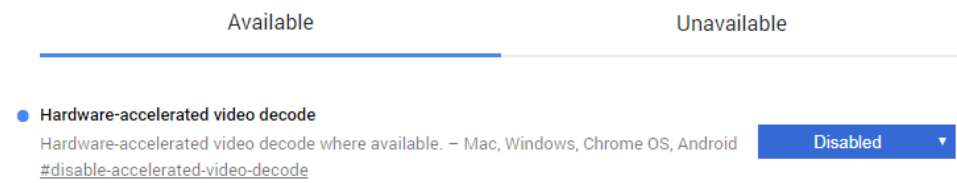
Disabled ▼

3 If the flag is enabled, click: **Disabled** to switch off this feature.

The setting changes to display: **Enabled**

4 Press **Relaunch Now** to restart the Google Chrome session.