

# User Guide

software release **4.1**

071-8199-00

SEPTEMBER 2002

**NEWSEdit**  
DIGITAL NEWS PRODUCTION

## Copyright

Copyright © 2002 Grass Valley Group Inc. All rights reserved.  
Printed in the United States of America.

This document may not be copied in whole or in part, or otherwise reproduced except as specifically permitted under U.S. copyright law, without the prior written consent of Grass Valley Group Inc., P.O. Box 59900, Nevada City, California 95959-7900

## Trademarks

Grass Valley, GRASS VALLEY GROUP, NewsEdit, NewsQ, NewsQ Pro, NewsShare, Media Manager, and Profile are either registered trademarks or trademarks of Grass Valley Group in the United States and/or other countries. Other trademarks used in this document are either registered trademarks or trademarks of the manufacturers or vendors of the associated products. Grass Valley Group products are covered by U.S. and foreign patents, issued and pending. Additional information regarding Grass Valley Group's trademarks and other proprietary rights may be found at [www.grassvalleygroup.com](http://www.grassvalleygroup.com).

## Disclaimer

Product options and specifications subject to change without notice. The information in this manual is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Grass Valley Group. Grass Valley Group assumes no responsibility or liability for any errors or inaccuracies that may appear in this publication.

## U.S. Government Restricted Rights Legend

Use, duplication, or disclosure by the United States Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.277-7013 or in subparagraph c(1) and (2) of the Commercial Computer Software Restricted Rights clause at FAR 52.227-19, as applicable. Manufacturer is Grass Valley Group Inc., P.O. Box 59900, Nevada City, California 95959-7900 U.S.A.

## Revision Status

Rev Date	Description
10/02	Release for Software Version 4.1

# Contents

---

## Preface

Grass Valley Group Product Support . . . . .	11
Safety Summaries . . . . .	13
Safety Terms and Symbols. . . . .	14
Service Safety Summary . . . . .	15
Certifications and Compliances . . . . .	16
Environmental Criteria . . . . .	19

## Chapter 1

### Introducing NewsEdit

What is NewsEdit? . . . . .	22
Quick Overview of Editing with NewsEdit. . . . .	22
Tour of the NewsEdit Window . . . . .	23
Main Toolbar . . . . .	24
Bin . . . . .	24
Timeline . . . . .	25
Tools . . . . .	27
The Timeline Tool . . . . .	27
The Source Tool . . . . .	28
The Trim Tool . . . . .	28
The Cut Point Edit Tool. . . . .	29
The Transition Tool. . . . .	29
The Audio Mixer Tool . . . . .	30
The Audio Effects Tool . . . . .	30
The Video Effects Tool . . . . .	31
The Title Tool . . . . .	31
Navigating in NewsEdit. . . . .	32
Using the Mouse . . . . .	32
Using the Keyboard . . . . .	32
Using the Shortcut Menus . . . . .	32
Tour of the NewsEdit Keyboard . . . . .	33
The Record Key . . . . .	33
Main Tool Selection Keys . . . . .	33
Track Selection Keys . . . . .	33
Mark Point Keys . . . . .	34
Deck Control Keys . . . . .	34
Transport Command Keys . . . . .	34
Edit Mode Keys . . . . .	34
Clip and Track Selection Keys . . . . .	34
Cut Point Edit Tool Keys . . . . .	34
Other NewsEdit Keys. . . . .	35



## Contents

---

### Chapter 2

#### Configuring NewsEdit

Adding Video Sources to NewsEdit . . . . .	38
Setting General Source Options . . . . .	40
Setting Connections . . . . .	41
Setting Record Channels. . . . .	42
Setting Preroll . . . . .	43
Setting Record Handles. . . . .	44
Setting Options for Your Newsroom. . . . .	45
Setting General Options . . . . .	46
Setting Record Options . . . . .	48
Setting Output Options . . . . .	50
Setting Up Workgroups . . . . .	51
Setting Up Send Locations . . . . .	52
Setting Handles . . . . .	55
Setting Timeline Options . . . . .	56
Setting Graphics Options. . . . .	57
Setting Controller Options . . . . .	58
Setting NewsQ Pro Options. . . . .	59
Adding NewsQ Pro Categories. . . . .	60
Setting Up Media Files for Sharing . . . . .	60

### Chapter 3

#### Setting Up The Bin

The Bin Window . . . . .	62
Understanding the Bin Toolbar . . . . .	63
Creating a New Bin . . . . .	64
Working in Shared or Local Mode . . . . .	65
Setting Up Your Bins . . . . .	66
Viewing the Material in Your Bins. . . . .	67
Thumbnail View. . . . .	67
Changing Thumbnail Size. . . . .	68
Selecting the Head Frame . . . . .	68
Details View. . . . .	69
Displaying Columns . . . . .	69
Sorting Your Media Files . . . . .	70
Using the Context-Sensitive Bin Menu. . . . .	71

**Chapter 4**

**Editing In the Timeline**

Editing Overview. . . . . 74

Understanding the Timeline and Source Tools. . . . . 75

    The Timeline Tool . . . . . 75

        Changing the Timeline View . . . . . 76

    The Source Tool . . . . . 77

        Controlling a Deck from NewsEdit. . . . . 78

Creating a New Sequence . . . . . 79

    Changing Sequence Properties. . . . . 80

Selecting and Deselecting Tracks . . . . . 81

    Toggling tracks on the fly . . . . . 81

    Showing Audio Tracks. . . . . 81

Setting Up Your Edit in the Timeline Tool. . . . . 82

    Marking In and Out Points . . . . . 82

    Setting Up a Split Edit . . . . . 83

Setting Up Your Edit in the Source Tool. . . . . 84

    Marking In and Out Points . . . . . 84

    Using Variable Speed Record . . . . . 84

    Setting Up a Split Edit . . . . . 85

    Routing Audio Tracks. . . . . 85

Selecting Your Source . . . . . 86

    Using a Clip Source . . . . . 86

        Patching Audio Tracks . . . . . 86

    Changing Sources . . . . . 87

    Using Auxiliary Input . . . . . 87

Creating Your Clips. . . . . 88

    Playing a Sequence. . . . . 88

Saving a Sequence. . . . . 89



## Contents

---

### Chapter 5

#### Other Ways to Edit with NewsEdit

Using Clips Stored in the Bin . . . . .	92
Importing Files . . . . .	92
Importing Media Clips . . . . .	93
Importing Graphic Files . . . . .	94
Importing Effects . . . . .	95
Importing EDL Files . . . . .	96
Importing Audio Files . . . . .	97
Importing DiskCam Media Files . . . . .	98
Pulling Media Files from a Profile Server . . . . .	99
Finding Clips in Your Workgroup . . . . .	100
Linking to an Existing News Story . . . . .	101
Recording to the Bin . . . . .	104
Moving Clips and Sequences . . . . .	105
Copying a Clip or Sequence . . . . .	105
Moving a Clip or Sequence . . . . .	105
Renaming Bins and Media Files . . . . .	106
Deleting Clips and Sequences . . . . .	106
Searching for a Clip or Sequence . . . . .	107

### Chapter 6

#### Trimming Your Clips

Trimming Clips . . . . .	110
Using the Trim Tool . . . . .	110
Trimming Your Clips . . . . .	111
Using Handles to Add Frames to Your Clips . . . . .	112
Locking the Duration of a Clip . . . . .	112
Playing Past Out . . . . .	112
Changing Cut Points Between Adjacent Clips . . . . .	113
Using the Cut Point Edit Tool . . . . .	113
Changing Cut Points . . . . .	114
Navigating to Cut Points . . . . .	115
Using Audio Scrubbing . . . . .	116
Extending Your Edits . . . . .	117
Trimming Your Media Clips in the Bin . . . . .	118
Creating SubClips . . . . .	119
Copying a Clip to the Timeline . . . . .	119
A Quick Way to Edit . . . . .	119

<b>Chapter 7</b>	<b>Fine Tuning and Advanced Editing</b>	
	Moving Clips in the Timeline . . . . .	122
	Moving Audio Clips . . . . .	122
	Changing the Editing Mode . . . . .	123
	Using Quick Edit Mode . . . . .	123
	Splitting Clips . . . . .	124
	Lifting Clips From the Timeline . . . . .	125
	Deleting a Clip from Your Sequence . . . . .	127
	Inserting Filler Between Clips . . . . .	129
	Creating a Fit To Fill . . . . .	131
	Adding a Freeze Frame To Your Sequence . . . . .	133
	Varying the Speed of a Clip . . . . .	134
	Creating Split Edits . . . . .	135
	Using Control Track . . . . .	136
	Using Match Frame . . . . .	136
	Match Frame to Bin . . . . .	136
	Match Frame to Source . . . . .	137
<b>Chapter 8</b>	<b>Adding and Adjusting Audio</b>	
	Using the Audio Mixer Tool . . . . .	140
	Changing Audio Levels in a Clip . . . . .	141
	Removing Fade Control Points . . . . .	142
	Ganging and Adjusting Multiple Audio Tracks . . . . .	142
	Setting the Pan Control . . . . .	143
	Monitoring Audio Tracks . . . . .	144
	Soloing a Track . . . . .	144
	Muting a Track . . . . .	145
	Using the Master Audio Sliders to Set Output Level . . . . .	146
	Channel Routing . . . . .	147
	Adjusting Audio Gain . . . . .	148
	Using Audio Automation . . . . .	149
	Showing Audio Automation . . . . .	149
	Removing Audio Automation . . . . .	150
	Crossfading Audio . . . . .	150



---

## Contents

<b>Chapter 9</b>	<b>Adding Transitions to Your Sequences</b>	
	Using the Transition Tool . . . . .	152
	Describing Transition Types . . . . .	153
	Dissolves . . . . .	153
	Basic Wipes . . . . .	154
	SMPTE Wipes . . . . .	154
	Pushes . . . . .	155
	Slides . . . . .	155
	Adding Transitions to Your Sequences . . . . .	156
	Creating a Transition . . . . .	156
	Changing Transitions . . . . .	158
	Rendering Transitions . . . . .	158
	Deleting Transitions . . . . .	159
	Adding Borders to Wipes and SMPTE Wipes . . . . .	159
	Changing the Border Color . . . . .	159
	Adjusting the Width and the Softness of a Border . . . . .	160
	Adding Audio Crossfades . . . . .	161
	Applying Crossfades to the Audio Tracks Only . . . . .	161
	Applying Crossfades Automatically With Transitions . . . . .	161
<b>Chapter 10</b>	<b>Creating Video Effects</b>	
	Video Effects Overview . . . . .	164
	Using the Video Effects Tool . . . . .	165
	Adding an Effect to the Timeline . . . . .	166
	Using Saved Effects in Your Sequence . . . . .	167
	Importing Effects . . . . .	168
	Defining Your Video Effect . . . . .	169
	Understanding NewsEdit Video Effects . . . . .	169
	How Video Effects Work Together . . . . .	170
	Moving the Foreground Image Within the Viewer Window . . . . .	171
	Choosing the Video Effect . . . . .	173
	Using Effect Options . . . . .	174
	Defining Effect Properties . . . . .	175
	Working with Keyframes . . . . .	176
	Inserting Keyframes . . . . .	179
	Modifying Keyframes . . . . .	180
	Setting a Path for the Effect . . . . .	181
	Viewing Effects Within Your Sequence . . . . .	182
	Saving Video Effects . . . . .	182
	Rendering Video Effects . . . . .	183
	Layering Effects . . . . .	183
	Exporting Video Effects . . . . .	184



<b>Chapter 11</b>	<b>Creating Audio Effects</b>	
	Using the Audio Effects Tool . . . . .	186
	Equalizing Audio in a Recorded Sequence . . . . .	187
	Adjusting the Frequency . . . . .	189
	Adjusting the Gain . . . . .	189
	Adjusting the Mid Band Q . . . . .	189
	Equalizing the Audio Input . . . . .	190
	Disguising a Voice in a Clip . . . . .	192
	Adjusting the Pitch and Randomizing the Voice . . . . .	193
<b>Chapter 12</b>	<b>Adding Titles</b>	
	Using the Title Tool. . . . .	196
	Using Title Templates. . . . .	197
	Modifying a Template for Your Sequence . . . . .	198
	Selecting a Text Field . . . . .	199
	Changing Text . . . . .	199
	Changing Text Properties . . . . .	200
	Changing the Edge of the Text . . . . .	201
	Creating New Title Templates . . . . .	203
<b>Chapter 13</b>	<b>Sending &amp; Storing Completed Sequences</b>	
	Sending Sequences to Another NewsEdit or a Playback Server . . . . .	206
	Recording Completed Sequences to Tape. . . . .	207
	Storing Sequences on NewsEdit . . . . .	210
	Creating a Playback List. . . . .	211
	Playing Sequences in the Playback List . . . . .	213
	Trimming Sequences in the Playlist. . . . .	215
	Changing Playback Colors. . . . .	216
	Archiving Sequences on Tape . . . . .	217
<b>Appendix A</b>	<b>The NewsEdit Keyboard . . . . .</b>	<b>219</b>
<b>Appendix B</b>	<b>Video Effects . . . . .</b>	<b>229</b>
<b>Appendix C</b>	<b>Digital News Production: Site Preparation . . . . .</b>	<b>243</b>
<b>Appendix D</b>	<b>Troubleshooting . . . . .</b>	<b>263</b>
	<b>Index</b>	



---

*Contents*

## **Grass Valley Group Product Support**

To get technical assistance, check on the status of problems, or report new problems, contact Grass Valley Product Support via e-mail, the Web, or by phone or fax.

### **Web Technical Support**

To access support information on the Web, visit the product support Web page on the Grass Valley Group Web site. You can download software or find solutions to problems by searching our Frequently Asked Questions (FAQ) database.

**World Wide Web:** <http://www.grassvalleygroup.com/support/>

**Technical Support E-mail Address:** [gvtechsupport@grassvalleygroup.com](mailto:gvtechsupport@grassvalleygroup.com).

### **Phone Support**

Use the following information to contact product support by phone during business hours. After-hours phone support is available for warranty and contract customers.

#### **USA and Americas (includes Latin America and Canada)**

Telephone (800) 547-8949 (Toll Free)  
(530) 478-4148 (Direct Dial Toll Call)  
Fax (530) 478-3181

#### **Europe and UK**

UK Regional Service Location	Tel +44 1753 218 777 Fax +44 1753 218 757	Italy	Tel +39 72 901 428 Fax +39 72 905 371
France	Tel +33 145 297 300 Fax +33 145 297 302	Germany	Tel +49 221 1791 234 Fax +49 221 1791 235



## *Preface*

---

### **Asia Pacific**

Australia	Tel (612) 8877 6800 Fax (612) 8877 6825	India	Tel (91) 11 373 0544 Fax (91) 11 373 0543
China	Tel (86) 10 6235 1185 Fax (86)10 6235 1190	Japan	Tel (813) 5484 6869 Fax (813) 5484 3775
Hong Kong	Tel (852)-2531-3000 Fax (852)-2802-2996	Southeast Asia	Tel (65) 7328 729 Fax (65)7327 649

### **Authorized Support Representative**

A local authorized support representative may be available in your country. To locate the support representative for your country, visit the product support Web page on the Grass Valley Group Web site.

### **Profile Users Group**

You can connect with other Profile XP Media Platform users to ask questions or share advice, tips, and hints.

Send email to [profile-users@grassvalleygroup.com](mailto:profile-users@grassvalleygroup.com) to join the community and benefit from the experience of others.

# Safety Summaries

## General Safety Summary

Review the following safety precautions to avoid injury and prevent damage to this product or any products connected to it.

*Only qualified personnel should perform service procedures.*

While using this product, you may need to access other parts of the system. Read the *General Safety Summary* in other system manuals for warnings and cautions related to operating the system.

Review all system operator manuals, including manuals in electronic format on the system hard drive.

## Injury Precautions

### **Use Proper Power Cord**

To avoid fire hazard, use only the power cord specified for this product.

### **Ground the Product**

This product is grounded through the grounding conductor of the power cord. To avoid electric shock, the grounding conductor must be connected to earth ground. Before making connections to the input or output terminals of the product, ensure that the product is properly grounded.

### **Do Not Operate Without Covers**

To avoid electric shock or fire hazard, do not operate this product with covers or panels removed.

### **Do Not Operate in Wet/Damp Conditions**

To avoid electric shock, do not operate this product in wet or damp conditions.

### **Do Not Operate in an Explosive Atmosphere**

To avoid injury or fire hazard, do not operate this product in an explosive atmosphere.

### **Avoid Exposed Circuitry**

To avoid injury, remove jewelry such as rings, watches, and other metallic objects. Do not touch exposed connections and components when power is present.



## Preface

---

### Product Damage Precautions

<b>Use Proper Power Source</b>	Do not operate this product from a power source that applies more than the voltage specified.
<b>Provide Proper Ventilation</b>	To prevent product overheating, provide proper ventilation.
<b>Do Not Operate With Suspected Failures</b>	If you suspect there is damage to this product, have it inspected by qualified service personnel.
<b>Battery Replacement</b>	To avoid damage, replace only with the same or equivalent type recommended by the circuit board manufacturer. Dispose of used battery according to the circuit board manufacturer's instructions.

### Safety Terms and Symbols

#### Terms in This Manual

These terms may appear in this and other product manuals:

**WARNING:** Warning statements identify conditions or practices that can result in personal injury or loss of life.



**CAUTION:** Caution statements identify conditions or practices that can result in damage to the equipment or other property.

#### Terms on the Product

These terms may appear on the product:

**DANGER** indicates a personal injury hazard immediately accessible as one reads the marking.

**WARNING** indicates a personal injury hazard not immediately accessible as you read the marking.

**CAUTION** indicates a hazard to property including the product.

**Symbols on the Product**



The following symbols may appear on the product:

DANGER high voltage



Protective ground (earth) terminal



ATTENTION – refer to manual

## **Service Safety Summary**

**Do Not Service Alone**

Do not perform internal service or adjustment of this product unless another person capable of rendering first aid and resuscitation is present.

**No Power Switch**

To avoid electric shock, disconnect the main power by means of the power cord. The power cord is the main power disconnect. Ensure that the power cord is easily accessible at the rear of the product or at the power receptacle.

**Use Care When Servicing With Power On**

Dangerous voltages or currents may exist in this product. Disconnect power and remove battery (if applicable) before removing protective panels, soldering, or replacing components.

To avoid electric shock, do not touch exposed connections.



---

## Certifications and Compliances

### **Canadian Certified Power Cords**

Canadian approval includes the products and power cords appropriate for use in the North America power network. All other power cords supplied are approved for the country of use.

### **FCC Emission Control**

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

### **Canadian EMC Notice of Compliance**

This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.

### **Canadian Certified AC Adapter**

Canadian approval includes the AC adapters appropriate for use in the North America power network. All other AC adapters supplied are approved for the country of use.

### **EN55022 Class A Warning**

For products that comply with Class A. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.



## **Laser Compliance**

### **Laser Safety Requirements**

The device used in this product is a Class 1 certified laser product. Operating this product outside specifications or altering its original design may result in hazardous radiation exposure, and may be considered an act of modifying or new manufacturing of a laser product under U.S. regulations contained in 21CFR Chapter 1, subchapter J or CENELEC regulations in HD 482 S1. People performing such an act are required by law to recertify and reidentify this product in accordance with provisions of 21CFR subchapter J for distribution within the U.S.A., and in accordance with CENELEC HD 482 S1 for distribution within countries using the IEC 825 standard.

### **Laser Safety**

Laser safety in the United States is regulated by the Center for Devices and Radiological Health (CDRH). The laser safety regulations are published in the “Laser Product Performance Standard,” Code of Federal Regulation (CFR), Title 21, Subchapter J.

The International Electrotechnical Commission (IEC) Standard 825, “Radiation of Laser Products, Equipment Classification, Requirements and User’s Guide,” governs laser products outside the United States. Europe and member nations of the European Free Trade Association fall under the jurisdiction of the Comité Européen de Normalization Electrotechnique (CENELEC).

### **FCC Emission Limits**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesirable operation.



## Certification

Category	Standard
Safety	<i>Designed/tested for compliance with:</i> <b>ANSI/UL60950-2000</b> - Safety of Information Technology Equipment <b>IEC 60950</b> - Safety of Information Technology Equipment (3rd edition, 1999) <b>CAN/CSA C22.2, No. 60950-00</b> - Safety of Information Technology Equipment <b>EN60950:2000</b> - Safety of Information Technology Equipment (3rd edition)

## Environmental Criteria

The following table lists the environmental criteria for the NewsEdit system.

Characteristics	Description
Operating Temperature	<i>Requirement:</i> 10° to 40°C
Storage Temperature	<i>Requirement:</i> -40° to 65°C
Operating Altitude	<i>Requirement:</i> To 10,000 feet <i>Supplemental Data:</i> IEC 60950 compliant to 2000 meters
Storage Altitude	<i>Requirement:</i> To 40,000 feet
Mechanical Shock	<i>Supplemental Data:</i> Class 5 (30G) Grass Valley Group 001131500
Random Vibration	<i>Requirement:</i> Operational: Class 6 Grass Valley Group 001131500 <i>Requirement:</i> Non-Operational: Class 5 Grass Valley Group 001131500
Transportation	<i>Requirement:</i> Grass Valley Group 001131500
Equipment Type	<i>Supplemental Data:</i> Information Technology
Equipment Class	<i>Supplemental Data:</i> Class 1
Installation Category	<i>Requirement:</i> Category II Local level mains, appliances, portable equipment, etc.
Pollution Degree	<i>Requirement:</i> Level 2 operating environment, indoor use only.
Relative Humidity	<i>Requirement:</i> Operating 80% from +30° to +40°C Non-Operating 90% from +30° to +60°C Do not operate with visible moisture on the circuit boards



---

*Preface*

## Introducing NewsEdit

NewsEdit is a digital nonlinear editing system for news applications, combining all of the functionality and speed of deck-to-deck editing with the power and performance of a nonlinear system.

This manual shows you how to use NewsEdit effectively and efficiently to produce quality on-air news stories.

This chapter discusses:

- What NewsEdit is
- The NewsEdit editing process
- The NewsEdit window
- NewsEdit navigation
- The NewsEdit keyboard



## What is NewsEdit?

NewsEdit is a digital nonlinear editing solution designed specifically for editing news stories. It replaces your record deck and effects switcher by displaying your edits in real time so you can quickly move on to your next edit without going back to review a completed edit.

Nonlinear editing systems provide greater efficiency, accuracy, and flexibility than analog tape-based systems. For instance, you do not need to edit the first shot first and the last shot last — you can edit shots in any order without re-recording all of your edits after a change. You can also update breaking stories quickly, save them, and then create different versions.

Re-editing stories, fixing mistakes, and adding shots in a tape-to-tape environment can require valuable time in a business where time isn't always available. With nonlinear editing, however, you can make changes to cuts, transitions, and audio levels at any time during the editing process. NewsEdit trims precious minutes down to seconds with just a few keystrokes.

The NewsEdit interface is designed for ease of use. It consists of a bin, a record/playback viewing monitor, a four-track audio mixer, a trim tool, and an editing Timeline. NewsEdit's unique dynamic display updates automatically to provide you, the editor, with the tools you need for every edit.

Because the audio and video are stored digitally, you can repeatedly use and manipulate media without duplication or degradation.

## Quick Overview of Editing with NewsEdit

You create a news story with NewsEdit in three stages:

1. Record your raw footage or feed directly to the NewsEdit Timeline or Bin.

You can also import clips and sequences from other third-party sources or other NewsEdit workstations.

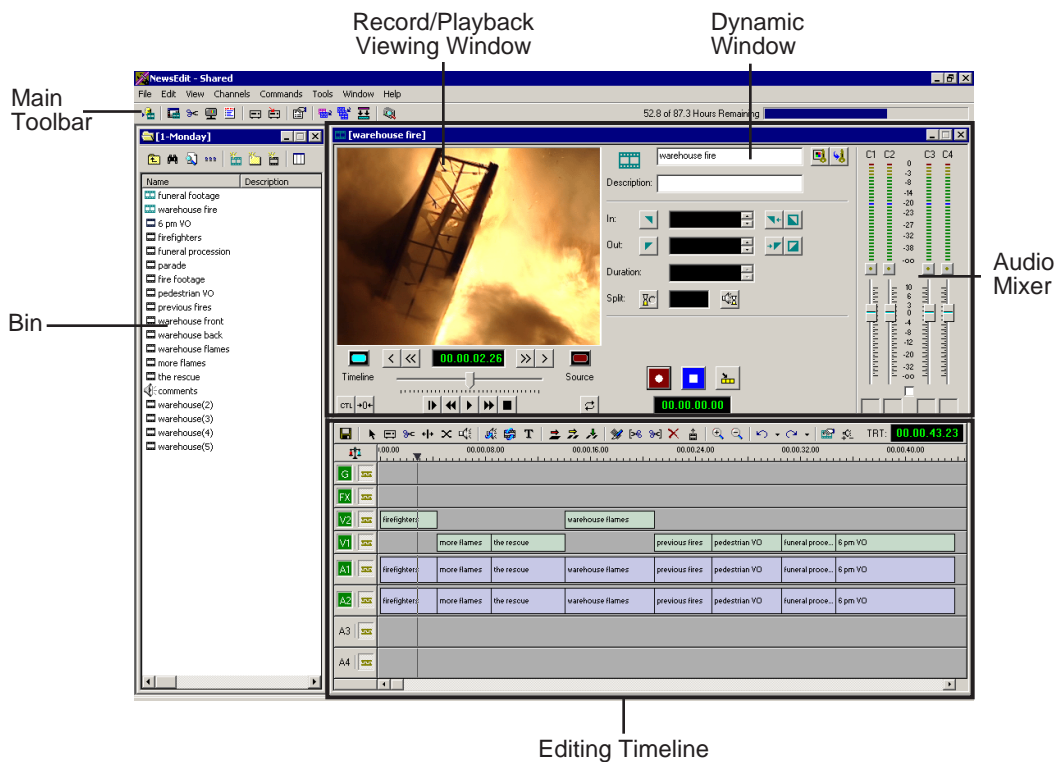
2. Edit the story and fine-tune it.

Use basic editing procedures to create simple cuts. Add dissolve, wipe, or slide transitions. Add video effects such as blurs, color effects, or Picture-in-Picture. Adjust the audio or add new audio. Add graphics or titles.

3. Save your final story to a network server, record it to tape for airing, or play it directly to air with your NewsEdit playlist.

## Tour of the NewsEdit Window













The NewsEdit window consists of a main toolbar, a Bin to hold your files, a record/playback monitor, a four-track audio mixer, an editing Timeline, and a dynamic window that changes depending on the tool you are using.





## Main Toolbar

The Main Toolbar lets you access common NewsEdit functions:

Icon	Name	Function
	Send to File	Sends a clip or sequence to another destination.
	Timeline View	Displays the main view with the selected sequence on the Timeline.
	Trimmer View	Opens the selected clip in the Trimmer for editing.
	Player View	Displays the video in another player window.
	Story View	Displays the script for the selected sequence, if there is one.
	Record to Bin	Records clips directly into your Bin.
	Play to Tape	Records the selected clip or sequence to tape.
	Properties	Displays the properties for the currently selected clip or sequence, including the description, creation date, and location.
	Render Effects	Renders the currently selected transitions or other selected effects.
	Render All	Renders all unrendered transitions and effects in the current sequence.
	Mix Down	Collapses a video effect into the video clip below it, allowing you to apply another effect to the same clip.
	ContentShare Explorer	Opens the ContentShare Explorer program, which allows you to obtain and manage media files from your network.

## Bin

The Bin is a database where clips and sequences are stored and organized. The top-level bin appears by default when you start NewsEdit.

You can create additional bins to organize your media. You can also customize the information about each clip and then search specific fields in the database.

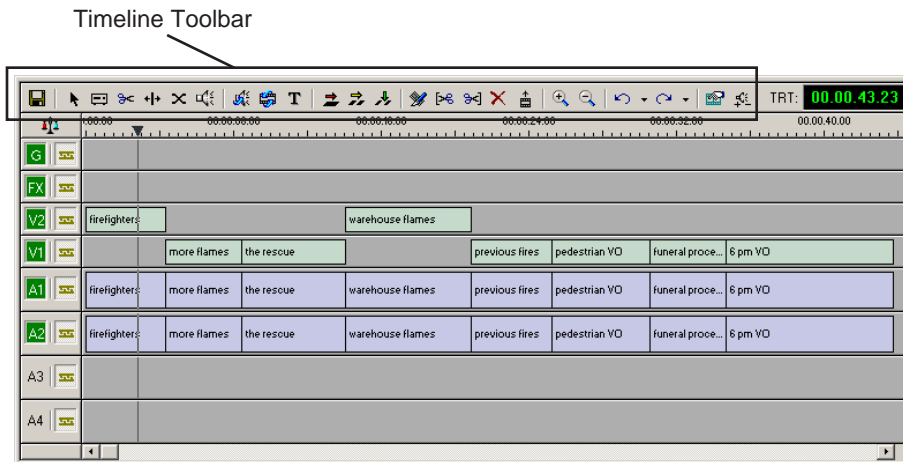
See “Setting Up The Bin” on page 61 for details on using the Bin.









## Timeline

The Timeline is an all-purpose editing window that replaces a record deck in the editing process. The Timeline provides a graphic representation of your sequence in a single window, displaying its tracks, the name of each clip, and the current frame's location.

The Timeline window has its own Toolbar:





















The Timeline Toolbar provides access to each of the NewsEdit tools and lets you select your editing mode:

Icon	Function
	Saves your sequence in the Bin.
	Selects the Timeline Tool.
	Selects the Source Tool.
	Selects the Trim Tool.
	Selects the Cut Point Edit Tool.
	Selects the Transition Tool.



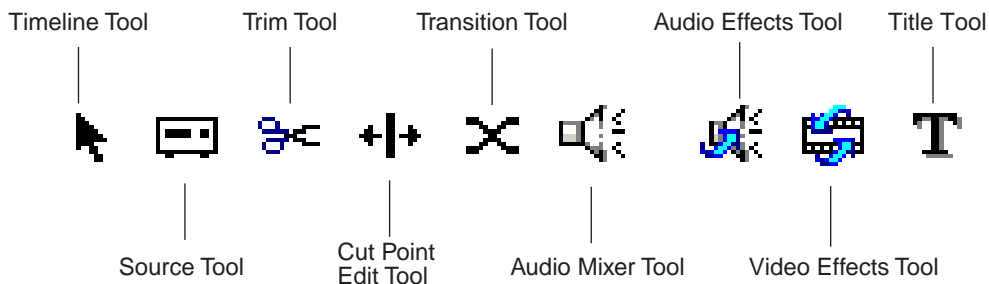
---

Chapter 1 *Introducing NewsEdit*

Icon	Function
	Selects the Audio Mixer Tool.
	Selects the Audio Effects Tool.
	Selects the Video Effects Tool.
	Selects the Title Tool.
	Selects Overwrite Edit Mode.
	Selects Splice Edit Mode.
	Activates Fit To Fill.
	Splits a clip at the cursor point.
	Trims the top of the selected clip on the Timeline.
	Trims the tail of the selected clip on the Timeline.
	Deletes selected clips.
	Lifts selected clips off the Timeline.
	Zooms out the view in the Timeline.
	Zooms in the view in the Timeline.
	Undo.
	Redo.
	Opens the Sequence Properties window.
	Shows All Audio Tracks in the Timeline.

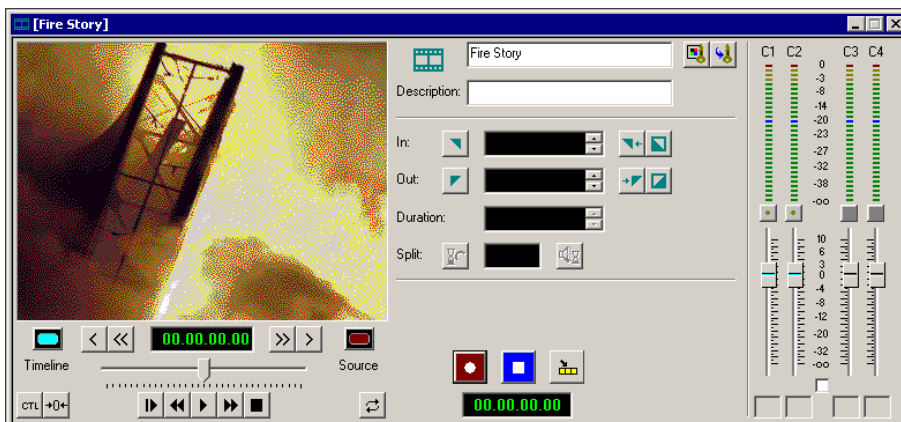
## Tools

Each of the nine NewsEdit tools displays in the dynamic window, leaving the Timeline unchanged. You select the tools from the Timeline toolbar.



### The Timeline Tool

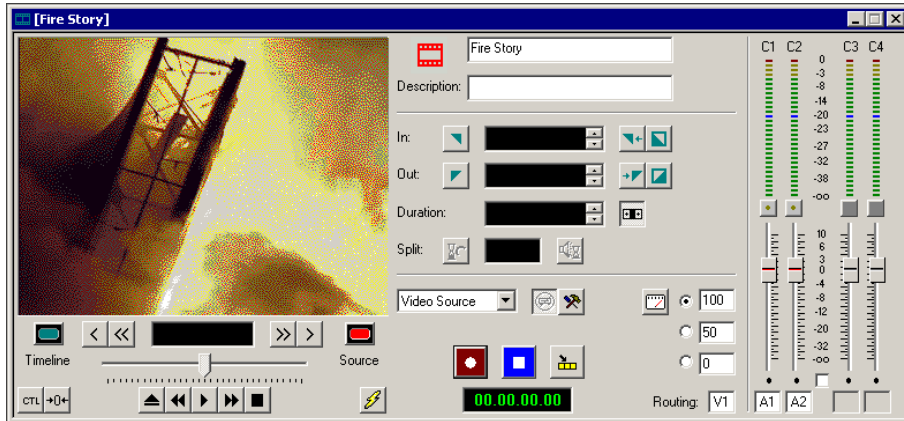
The Timeline Tool opens by default when you first create a sequence. You can select and move clips or audio tracks, play sequences, mark in and out points, and adjust master output audio sliders.





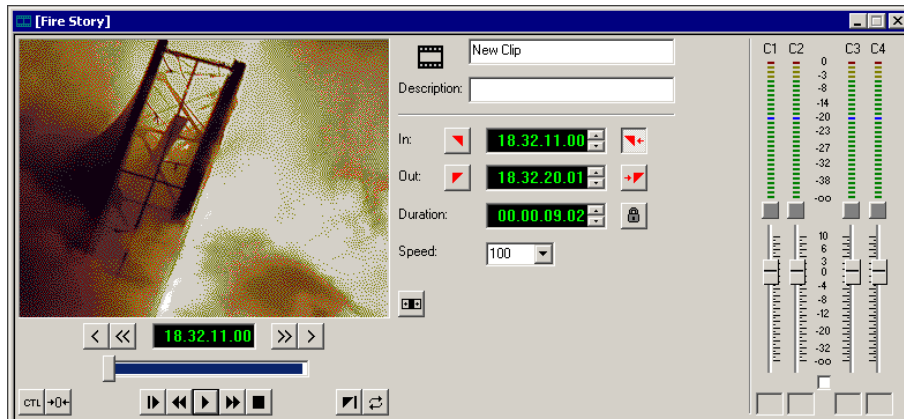
## The Source Tool

The Source Tool digitizes raw material directly to the Timeline. This is the fastest and most efficient way to generate clips from a source tape. You can also use other sources for your footage, such as video feeds or microphones.



## The Trim Tool

The Trim Tool changes the head or tail of a clip to change its duration.





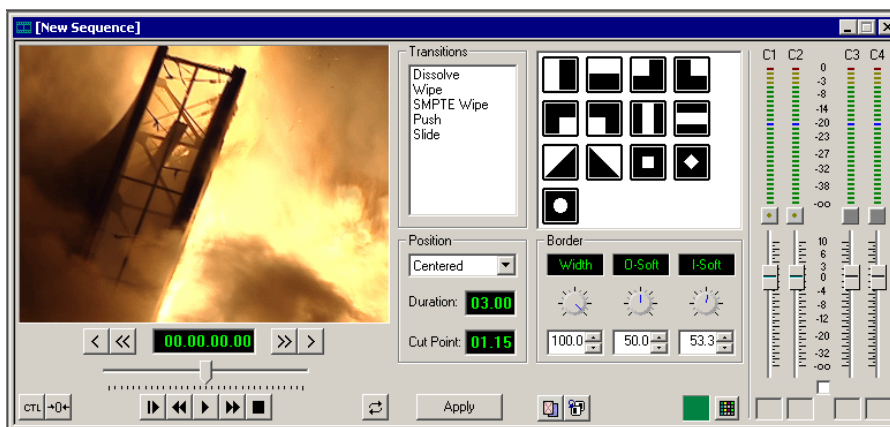
## The Cut Point Edit Tool

The Cut Point Edit Tool changes the edit points between clips in the Timeline. You can easily create split edits by only selecting audio or video. If you have handles on your clips, you can access unused portions of a clip without returning to the source tape and redoing the edit.



## The Transition Tool

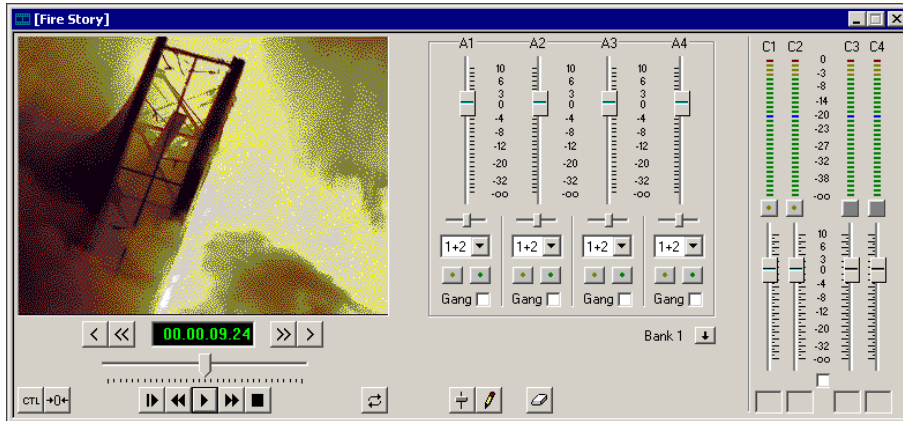
The Transition Tool creates transition effects between clips in a sequence. You can create dissolves or wipes between any two edits by selecting the transition you want and clicking at the point you want the effect to appear.





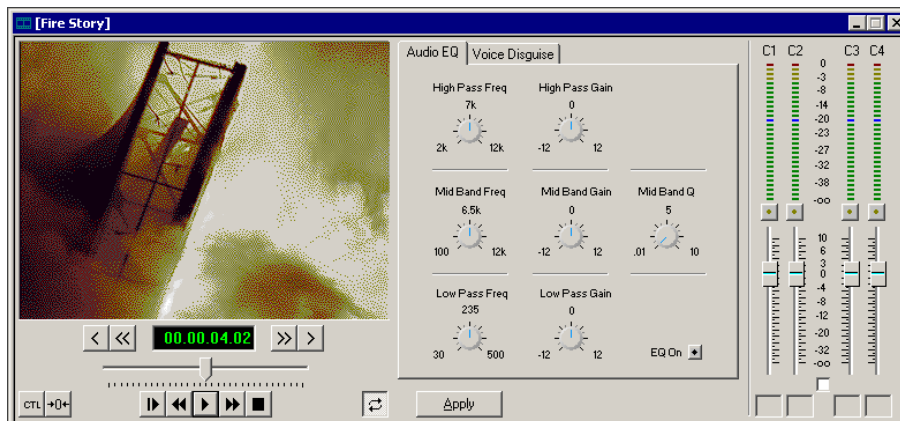
## The Audio Mixer Tool

The Audio Mixer Tool adjusts the audio settings in a sequence, including the level, the pan, and output channel routing. You can raise or lower the audio on each audio track, or ride the audio on the fly using the Write Automation option.



## The Audio Effects Tool

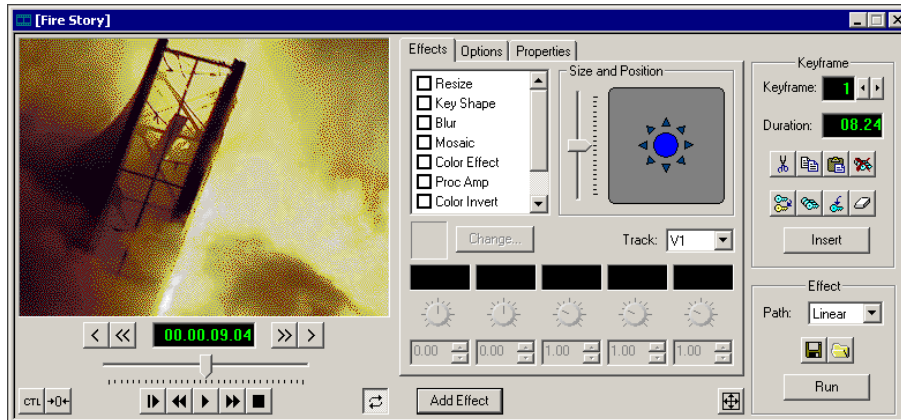
The Audio Effects Tool adjusts the frequency and gain within a clip by adjusting the audio EQ. For instance, you could disguise a subject's face and voice by modifying the audio and using a mosaic or blur effect for video.





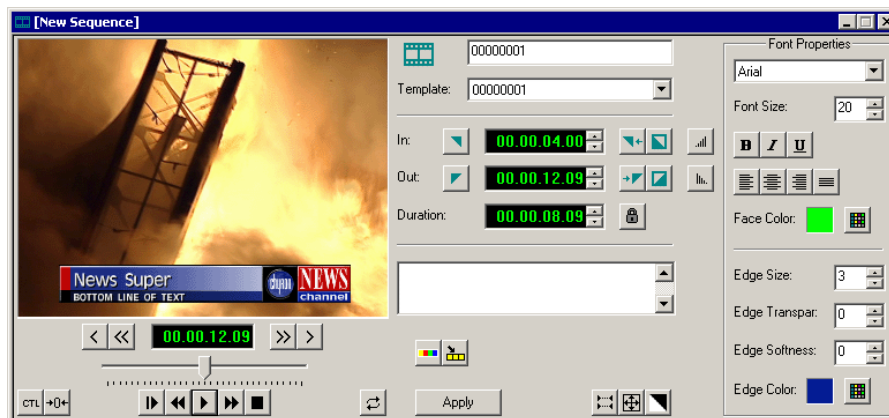
## The Video Effects Tool

The Video Effects Tool creates effects for one or two video tracks, depending on the effect. An effects track on the Timeline lets you create the effect using keyframes and review the clip with the effect applied to it.



## The Title Tool

The Title Tool adds text and graphics to your sequences. A graphics track on the Timeline lets you create the effect, modify its properties, and review the clip with the title applied to it.





## Navigating in NewsEdit

NewsEdit supports any combination of mouse and keyboard navigation. This manual includes instructions for both mouse and keyboard commands.

### Using the Mouse

To execute a mouse command, move the mouse pointer to a menu or button and click the left mouse button. This manual uses the term *click* when you press the mouse button once, *double-click* when you press the mouse button twice in quick succession, and *press* when you press and hold the mouse button.

You can also drag clips from the Bin directly into the Timeline. Place the mouse pointer on the title bar of the clip you want to move, press and hold the mouse button, drag the clip to the Timeline, and release the mouse button. This method of editing is track specific, so make sure you have the proper video and audio tracks enabled on the Timeline before performing the edit.

### Using the Keyboard

The NewsEdit keyboard has color-coded keys that allow you to see editing commands at a glance. Keyboard commands can be single keystrokes or key combinations. You execute key combinations such as **Ctrl + TAB** by pressing and holding the first key in the combination, while simultaneously pressing the second key. See Appendix A for a complete list of keyboard keys and functions.

### Using the Shortcut Menus

This application also makes use of right-click shortcut menus. Shortcut menus provide a quick way to access relevant commands without having to move the mouse pointer to the toolbar or menu bar. To access these menus, press the right-mouse button once and a menu appears. The commands that appear depend on the position of the mouse pointer when you right-click. For example, when you right-click in the Bin, the shortcut menu provides quick access to bin management commands.

If you are comfortable using a mouse, shortcut menus provide a valuable means of accessing commands quickly.



## Tour of the NewsEdit Keyboard

NewsEdit's keyboard uses color-coded keys that correspond to NewsEdit functions. The different sections of the keyboard are introduced below. See *Appendix A* for a detailed key reference.

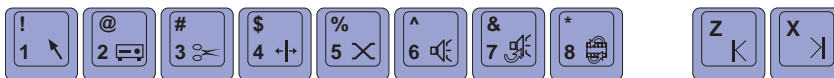


### The Record Key



The red record key starts recording.

### Main Tool Selection Keys



The first eight dark blue keys activate the corresponding NewsEdit tools. The last two dark blue keys move clips between cut points in the Timeline.

### Track Selection Keys



The light blue keys zoom the view in the Timeline and select clip tracks.



## Mark Point Keys



The dark purple keys set and control the mark In and Out points.

## Deck Control Keys



The light purple keys act as deck controls for playing sequences.

## Transport Command Keys



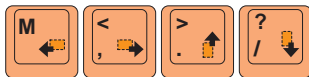
The avocado green keys control movement within a clip.

## Edit Mode Keys



The gray keys select the different edit modes.

## Clip and Track Selection Keys



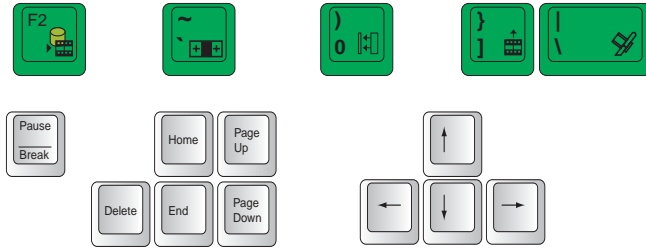
The peach keys select clips and tracks on the Timeline.

## Cut Point Edit Tool Keys



The yellow keys perform cut point edits.

## Other NewsEdit Keys



The green and black keys perform miscellaneous editing functions.



---

*Chapter 1 Introducing NewsEdit*

## ***Configuring NewsEdit***

You need to configure NewsEdit for your newsroom's equipment before you can create and edit news stories. This chapter describes how to configure NewsEdit.

This chapter discusses how to:

- Install the NewsEdit software
- Add video sources
- Set options for your newsroom
- Set up media files for sharing with other workstations



## Adding Video Sources to NewsEdit

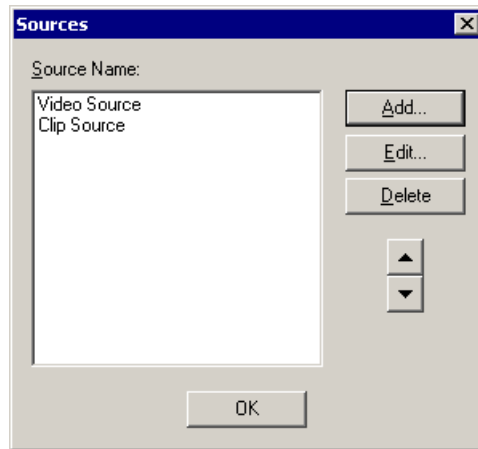
Before using footage from a particular source, you need to add the source to the NewsEdit source list. NewsEdit pre-installs two sources for you — a video source and a clip source:

- The video source, usually a tape deck, allows you to record footage directly into the Timeline or Bin.
- The clip source allows you to edit a clip as a Timeline source directly in the Bin, which is useful for large clips so you don't have to go back and forth from a tape deck. You only need one clip source; you don't have to create a new clip source for each clip you want to use.

To add other sources to NewsEdit:

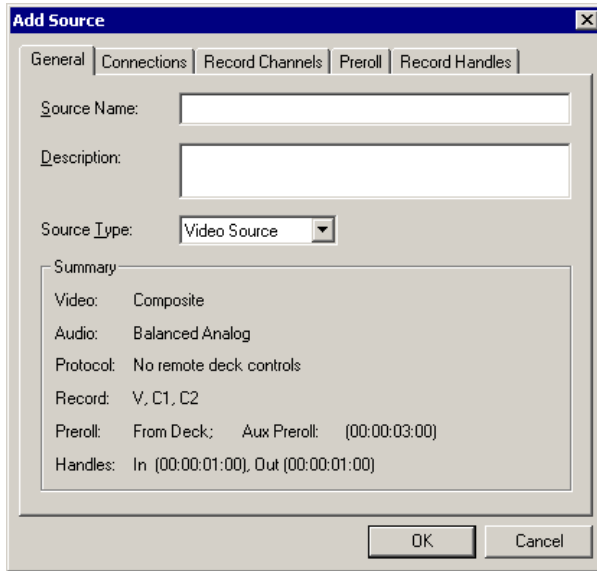
1. Choose **View | Sources**.

The Sources window appears, listing the currently configured sources:



2. Click **Add**.

The Add Source window appears:



3. Go through each Add Source tab to configure the new source.

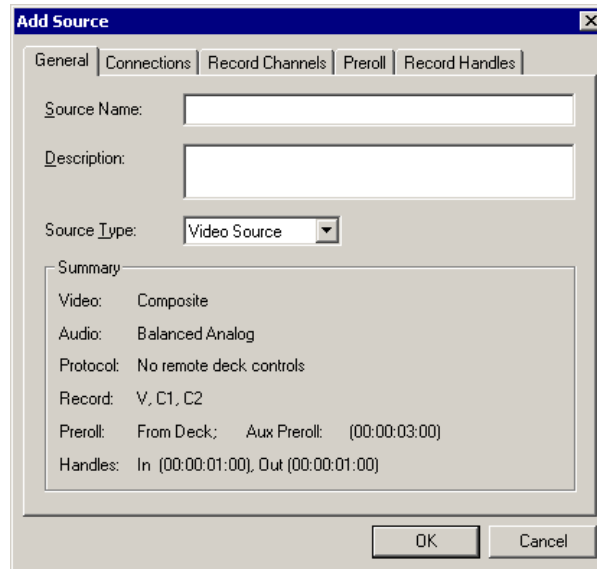
The following sections describe each tab in the Add Source window.

4. Click **OK** when you are done setting up the new source.

***NOTE: You can edit a video source at any time by selecting View | Sources, highlighting the source name, and then selecting Edit. Make your changes to the source properties, click OK, and click OK again to close the source dialog window.***



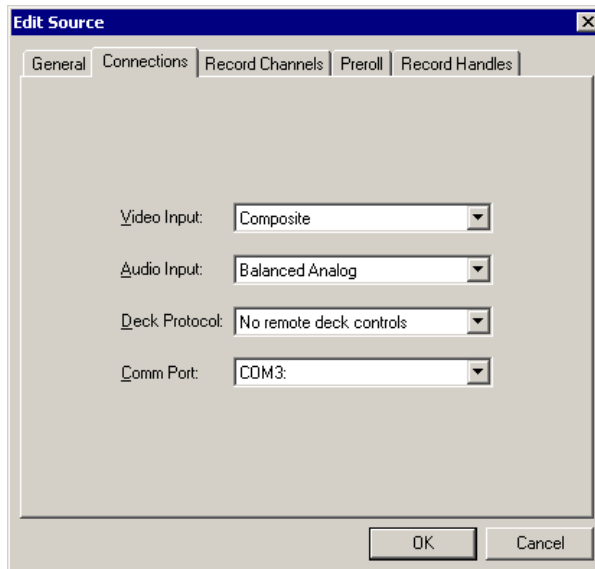
## Setting General Source Options



Setting	Options	Description
Source Name		Enter a name for the source, such as Tape Deck.
Description		Enter a description for the source.
Source Type	<b>Video Source</b>	Select <b>Video Source</b> for all incoming sources, including audio sources.
	<b>Clip Source</b>	Select <b>Clip Source</b> to use an existing clip in the bin as a source.



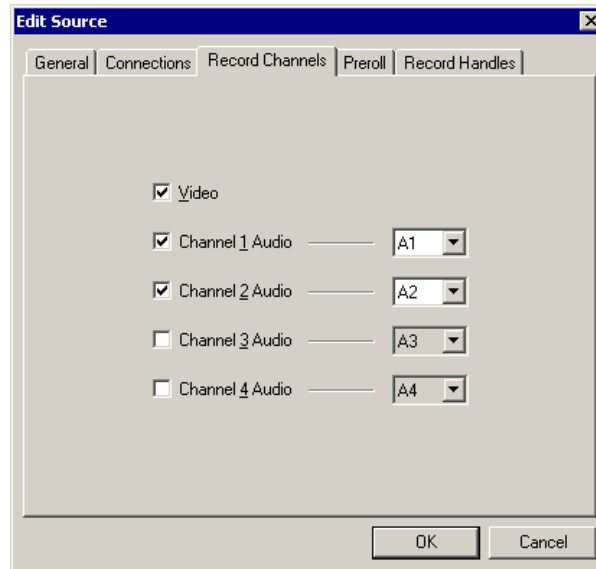
## Setting Connections



Setting	Options	Description
Video Input	<b>Composite</b> <b>S-Video</b> <b>Component</b> <b>SDI</b>	Select the Video Input option that corresponds to the source's connection to NewsEdit.  The Serial Digital interface ( <b>SDI</b> ) requires the Pro Analog/Digital Breakout Box.
Audio Input	<b>Balanced Analog</b> <b>Unbalanced Analog</b> <b>AES/EBU</b> <b>SDI/Embedded</b>	Select the Audio Input option that corresponds to the source's connection to NewsEdit.  The <b>AES/EBU</b> and <b>SDI/Embedded</b> options require the Pro Analog/Digital Breakout Box.
Deck Protocol	<b>No remote deck controls</b> <b>Sony 422 Protocol</b> <b>Sony DNW-A100</b>	Select the Deck Protocol that corresponds to the type of tape deck control you are using with NewsEdit.  If you are adding a clip source, video router, or a non-video source, select <b>No remote deck controls</b> .
Comm Port	<b>None</b> <b>COM1 - COM10</b>	Select the Comm Port you are using to connect the source to NewsEdit.



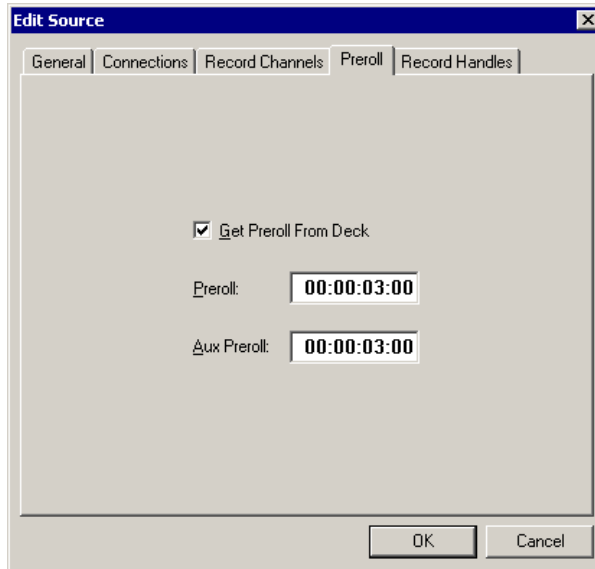
## Setting Record Channels



Setting	Options	Description
Video	N/A	Check Video if you want to record video with this source.
Channel 1 Audio	<b>A1 to A8</b>	Check each audio channel that should record audio from this source and select the default audio track (A1–A8) on the Timeline to which you want the channel routed.
Channel 2 Audio	<b>A1 to A8</b>	
Channel 3 Audio	<b>A1 to A8</b>	
Channel 4 Audio	<b>A1 to A8</b>	

***NOTE:*** *Setting up a microphone source that does not record video (audio-only record) greatly reduces the required disk space.*

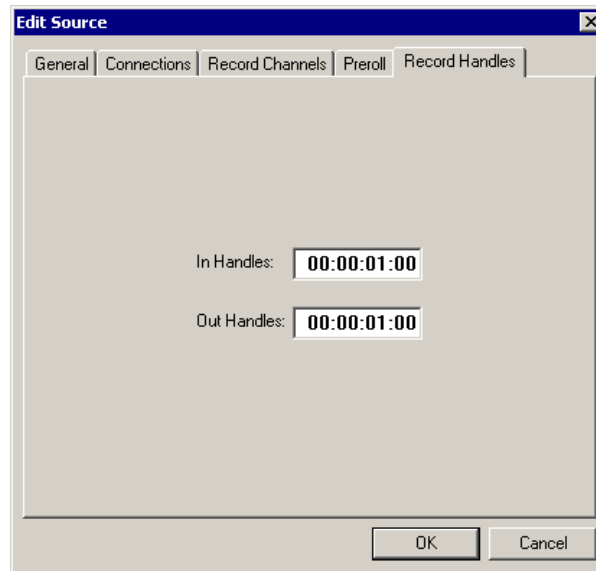
## Setting Preroll



Setting	Description
Get Preroll From Deck	Check Get Preroll From Deck to use the preroll settings from your tape deck instead those configured in NewsEdit.
Preroll	Enter the number of seconds of preroll to use when recording from this source. This setting overrides the source's Preroll setting unless you check Get Preroll From Deck.
Aux Preroll	Enter the number of seconds of auxiliary preroll you want to use when using an auxiliary input or a non-remote source.



## Setting Record Handles



Setting	Description
In Handles	Enter the number of seconds for the In and Out Handle length.
Out Handles	Handles provide the extra frames necessary to trim or add transition effects at the head or tail of a clip. When you Mark In and Mark Out, NewsEdit begins recording the specified number of seconds before your Mark In and after your Mark Out. Only the material between your marks is edited to the Timeline.

***NOTE:*** When you stop recording manually you must press the **O** key to get an Out handle.

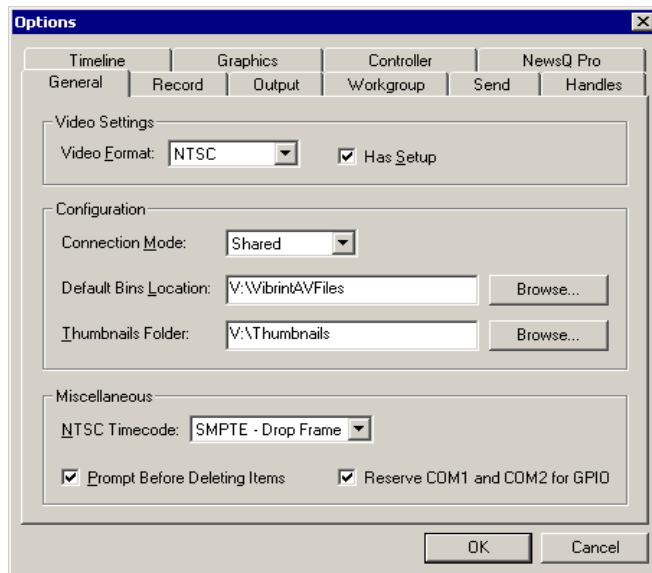
## Setting Options for Your Newsroom

You need to configure NewsEdit for your particular newsroom equipment.

To configure your NewsEdit system:

1. Choose **Tools | Options**.

The Options window appears:



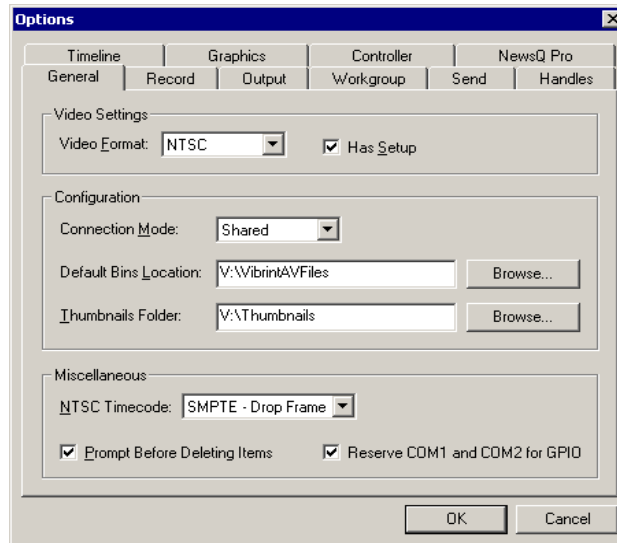
2. Go through each Options tab to configure NewsEdit.

The following sections describe each tab in the Options window.

3. Click **OK** when you are done configuring your system.



## Setting General Options



Setting	Options	Description
Video Format	<b>NTSC</b> <b>PAL</b>	Select the Video Format you are using.  NTSC has a frame rate of 29.97 frames/second and is used primarily in the Americas and Japan. PAL has a frame rate of 25 frames/second and is used in Europe, most of Asia, and Australia.
Has Setup	<b>On</b> <b>Off</b>	Check Has Setup if the analog composite signal carries setup information.
Connection Mode	<b>Local</b> <b>Shared</b>	Select <b>Local</b> if you are using local disk storage and a local NewsEdit database. You have access to files on your local machine only.  Select <b>Shared</b> if you are using shared disk storage and a shared database. You share the Bin with all NewsEdit workstations that are part of the NewsShare network.
Default Bins Location		Enter the default path to your media files.
Thumbnails Folder		Enter the default path to your media thumbnail files.

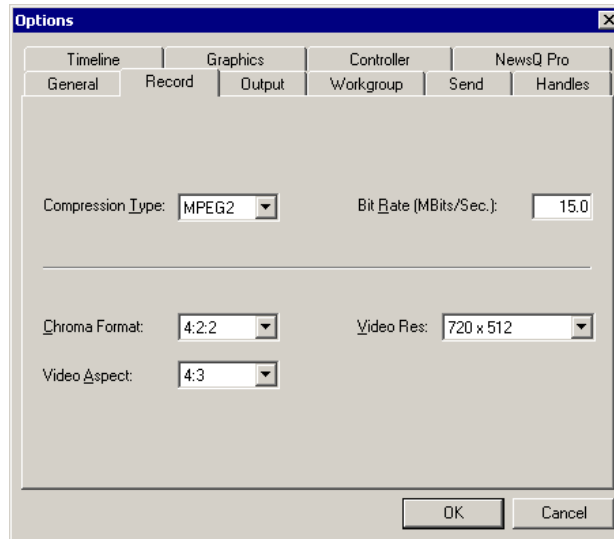
---

## Setting General Options

Setting	Options	Description
NTSC Timecode	<b>SMPTE - Drop Frame</b>	Recommended setting to avoid the time slipping problems associated with non-drop frame.
	<b>SMPTE - Non-drop Frame</b>	Standard format used to represent timecode.
Prompt Before Deleting Items	<b>On</b> <b>Off</b>	Check this option to receive a confirmation prompt before deleting files.
Reserve COM1 and COM2 for GPIO	<b>On</b> <b>Off</b>	Check this option to keep COM ports 1 and 2 available for an input device to control NewsEdit.



## Setting Record Options



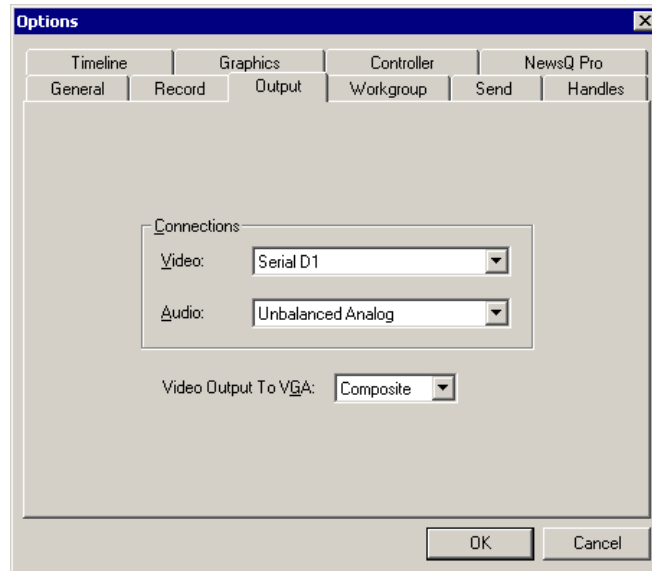
Setting	Options	Description
Compression Type	<b>MPEG2</b> <b>DV25</b> <b>DV50</b>	Select a Compression Type based on your newsroom preference. <b>DV50</b> is an optional format and may not be available on all systems.
Bit Rate	<b>4-50 mbits</b>	Enter the Bit Rate specified by your newsroom engineer. More than 25 mbits is optional.
Chroma Format	<b>4:1:1</b>	Select the <b>4:1:1</b> Chroma Format if you use DV25 compression.
	<b>4:2:0</b>	Select the <b>4:2:0</b> Chroma Format if you use MPEG2 compression.
	<b>4:2:2</b>	Select the 4:2:0 Chroma Format if you use DV50 or MPEG2 compression. <b>4:2:2</b> offers more color resolution than <b>4:2:0</b> with MPEG2.
Video Aspect	<b>4:3</b>	Select <b>4:3</b> Video Aspect for regular television format.
	<b>16:9</b>	Select <b>16:9</b> Video Aspect for wide-screen television format.



<b>Setting</b>	<b>Options</b>	<b>Description</b>
Video Resolution	<b>704 x 480</b>	Select for NTSC systems using MPEG2 compression.
	<b>720 x 512</b>	Select for NTSC systems using MPEG2 compression.
	<b>720 x 480</b>	Select for NTSC systems using DV25, DV50, or MPEG2 compression. You must use <b>720 x 480</b> to transfer NTSC files to a Profile server.
	<b>704 x 576</b>	Select for PAL systems using MPEG2 compression.
	<b>720 x 576</b>	Select for PAL systems using DV25, DV50, or MPEG2 compression. You must use <b>720 x 576</b> to transfer PAL files to a Profile playout server.
	<b>720 x 608</b>	Select for PAL systems using MPEG2 compression.



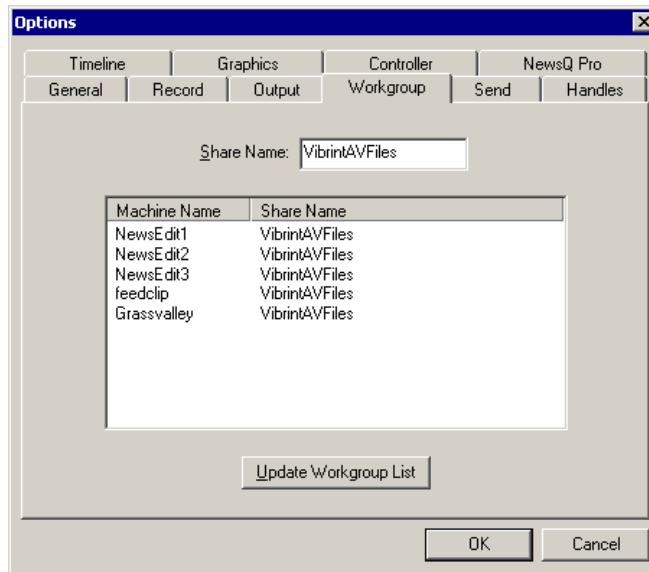
## Setting Output Options



Setting	Options	Description
Video Connections	<b>Composite</b> <b>S-Video</b> <b>Component</b> <b>SDI</b>	Select the Video Connection option that corresponds to the video source's connection to NewsEdit.  If you are using the Pro D&A Break Out Box, the Component Y output defaults to a second composite output unless you select <b>Component</b> Video.
Audio Connections	<b>Balanced Analog</b> <b>Unbalanced Analog</b> <b>AES/EBU</b> <b>SDI Embedded</b> <b>TDIFF</b> <b>SPDIF</b>	Select the Audio Connection option that corresponds to the audio source's connection to NewsEdit.
Video Output to VGA	<b>Composite</b> <b>S-Video</b>	Select the Video Output type for your VGA card.

## Setting Up Workgroups

Before a NewsEdit workstation can pull media from other NewsEdit workstations, you need to set up a workgroup.



To set up a workgroup:

1. Verify that your Share Name matches the folder name you configured for Default Bins on the General Tab.

If your Default Bins folder has a different name than **VibrintAVFiles**, change it by typing the name in the Share Name field.

2. Click **Update Workgroup List**.

The system lists the available machines for file import or export.

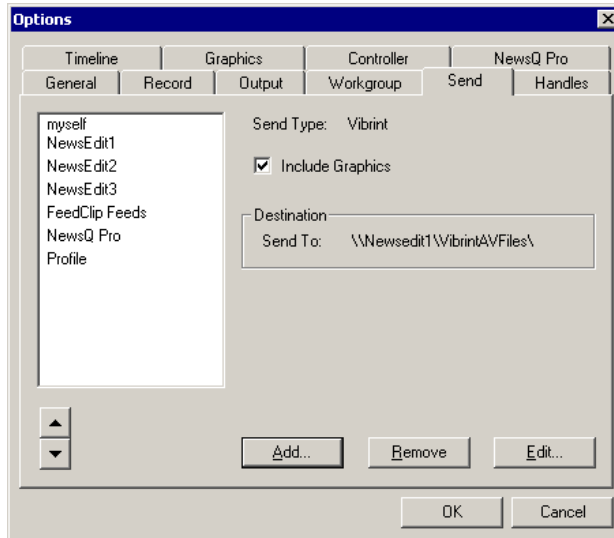
3. Click **OK**.

In addition to setting up a workgroup, you also need to share your media folder to receive files from other NewsEdit workstations. See “Setting Up Media Files for Sharing” on page 60 for instructions.



## Setting Up Send Locations

After completing a sequence you can send it to a playout machine or to a network video server. To send completed sequences or individual clips, you first need to configure NewsEdit with each of your send locations.

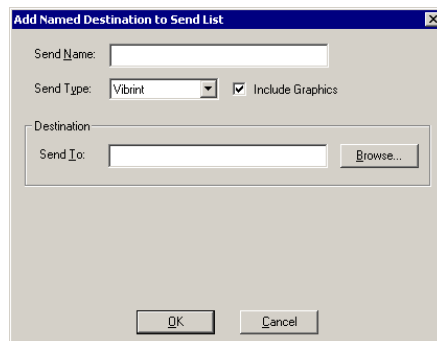


If you are adding a Grass Valley Group Profile Video Server as one of your send destinations, you need to follow the instructions on page 54.

To set up a send location:

1. Click **Add**.

The Add Named Destination to Send List window appears:



2. Enter the information for your destination:
  - **Send Name** — Enter a name for the location, such as the server name.
  - **Send Type** — Select the type of server at this send location.
  - **Send To** — Click **Browse** to select the file destination path.
3. Click **OK**.



## Chapter 2 *Configuring NewsEdit*

To set up a Profile Server as a send location:

1. Click **Add** on the Send tab of the Options window.

The Add Send Destination window appears:

**Add Named Destination to Send List**

Send Name:

Send Type: Profile  Include Graphics

Destination

Send To:

Host Name:  Browse...

User Name: movie

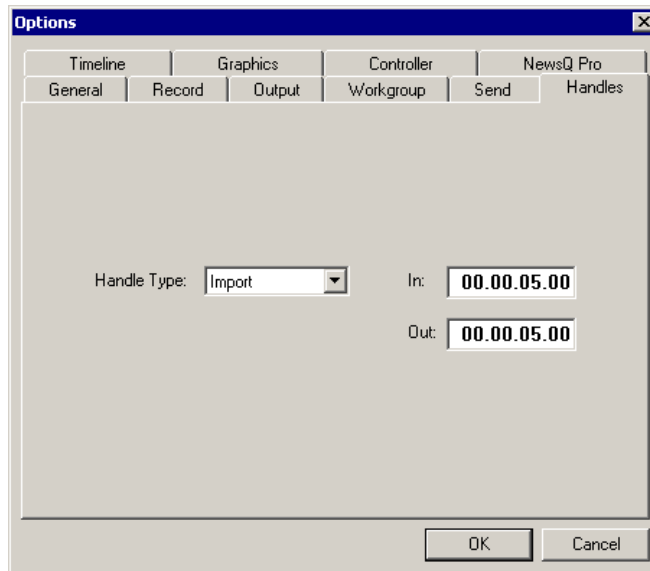
Password:

NewsQ Pro Destination

OK Cancel

2. Enter the information for your destination:
  - **Send Name** — Enter a name for the location, such as Profile Server.
  - **Send Type** — Select Profile.
  - **Send To** — Open Media Manager, click on the desired destination directory, and drag the folder from Media Manager into this field.
  - **Host Name** — Automatically fills in with the computer name for the Profile Video Server.
  - **User Name** — Automatically fills in as **movie**; leave as is.
  - **Password** — Leave this field blank.
  - **NewsQ Pro Destination** — Check this box if this send location is a NewsQ Pro server.
3. Click **OK**.

## Setting Handles

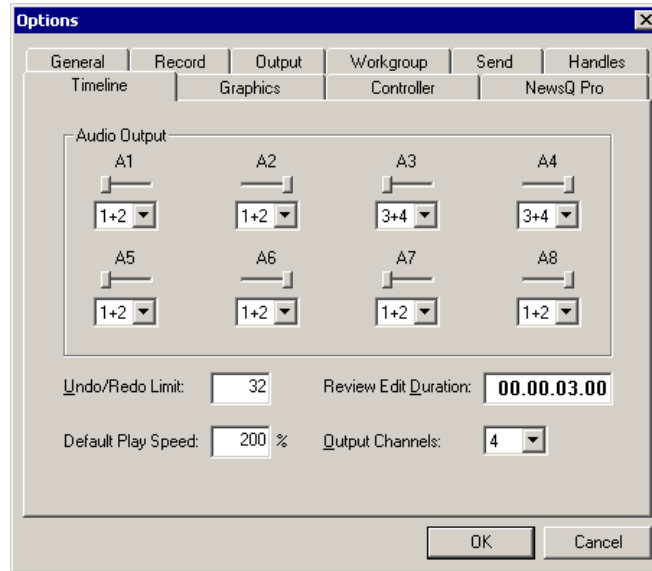


Setting	Description	
Handle Type	<b>Import</b>	Select <b>Import</b> when you are importing a file from another workstation to your own.
	<b>Export</b>	Select <b>Export</b> when you are exporting files from your workstation to another workstation or server.
	<b>Trimmer</b>	Select <b>Trimmer</b> when you are trimming a clip with the Trim Tool and trim the set duration from either side of your clip.
	<b>Consolidation</b>	Select <b>Consolidation</b> when you are consolidating a clip or sequence, which reduces the file size by removing unused footage.

To change the handle durations, select the handle type from the drop-down menu and enter the new duration in the In or Out fields.



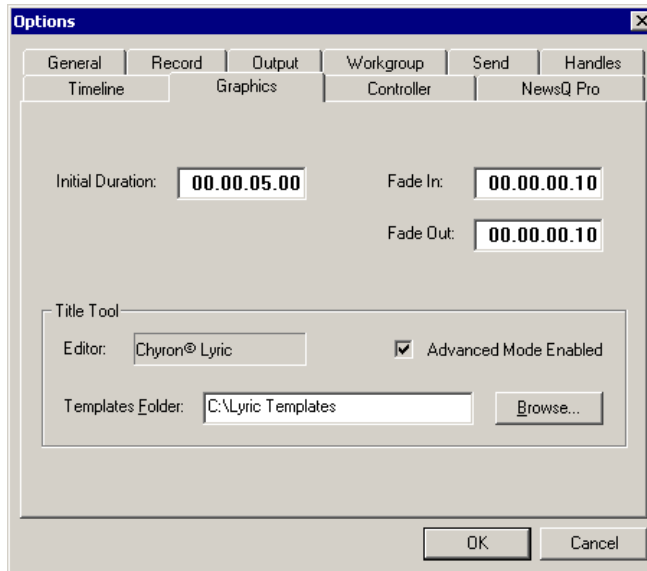
## Setting Timeline Options



Setting	Options	Description
Audio Input	<b>1+2</b> <b>3+4</b> <b>All</b>	Select the output routing for each audio channel and set its pan direction.
Undo/Redo Limit	<b>1 - 1024</b>	Enter the number of undo levels you want Newsedit to track. <i><b>NOTE: Increasing the number of undo levels increases NewsEdit's system memory usage.</b></i>
Default Play Speed		Enter the speed at which to play clips when reviewing them in the Timeline.
Review Edit Duration		Enter the amount of preroll to play on a clip prior to playing the edit you're reviewing.
Output Channels	<b>1-8</b>	Select the number of output channels you are using.



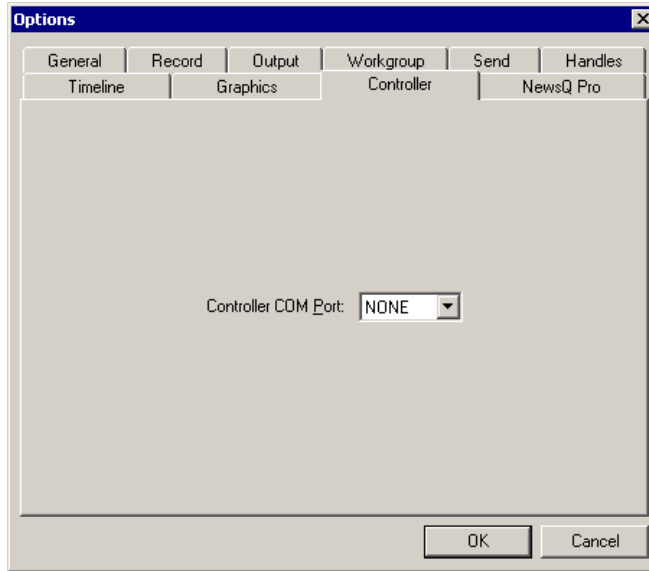
## Setting Graphics Options



Setting	Description
Initial Duration	Enter the initial duration for a graphic placed on the Timeline.
Fade In	Enter the number of frames over which the graphic fades in to the clip.
Fade Out	Enter the number of frames over which the graphic fades out to the next clip.
Advanced Mode Enabled	Indicates whether the Chyron plug-in is installed with the NewsEdit system. If enabled, you can use the Advance Mode of the Title Tool.
Templates Folder	Enter the path to the Graphics template directory.

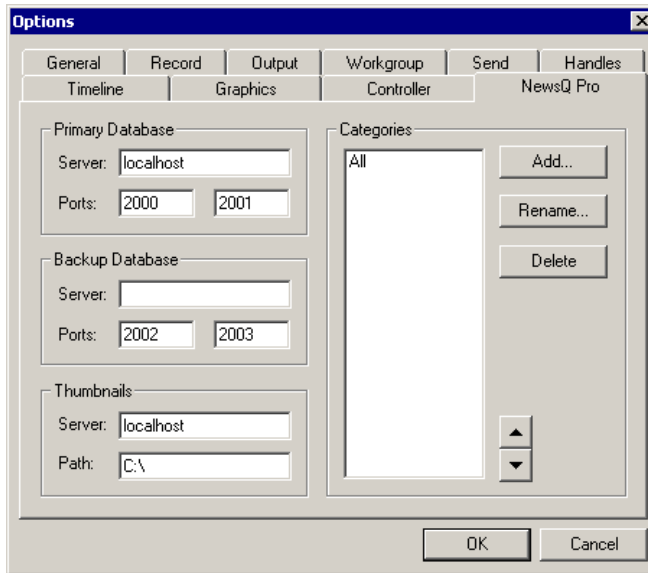


## Setting Controller Options



Setting	Options	Description
Controller COM Port	<b>None</b> <b>COM3</b> through <b>COM10</b>	If you are using an external controller with NewsEdit, select the COM port to which it is connected. Otherwise, select None.

## Setting NewsQ Pro Options



Setting		Description
Primary Database	Server	Enter the server name where the primary NewsQ Pro database resides.
	Ports	Enter the port numbers used to access the primary NewsQ Pro database.
Backup Database	Server	Enter the server name where the secondary NewsQ Pro database resides.
	Ports	Enter the port numbers used to access the secondary NewsQ Pro database.
Thumbnails	Server	Enter the server name where NewsQ Pro stores video clip thumbnails.
	Path	Enter the path to the thumbnail directory.
Categories		Lists the currently configured NewsQ Pro categories.

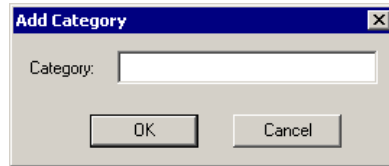


## Adding NewsQ Pro Categories

If you want to add NewsQ Pro categories:

1. Click **Add**.

The Add Category window appears:



2. Enter a category name and click **OK**.

## Setting Up Media Files for Sharing

Before you can transfer media files to another NewsEdit workstation, you need to set up your computer for sharing:

1. In Windows Explorer, open the drive where your media files will be stored, usually drive E:.
2. Right click on the VibrintAVFiles folder and choose **Sharing**.
3. Choose the **Shared As** option button and leave the default share name **VibrintAVFiles**.
4. Click **OK**.



The folder you shared appears with the standard Windows sharing icon.

## ***Setting Up The Bin***

NewsEdit uses Bins to hold all of your media clips, sequences, and raw footage. You can create as many bins as you need to organize your work.

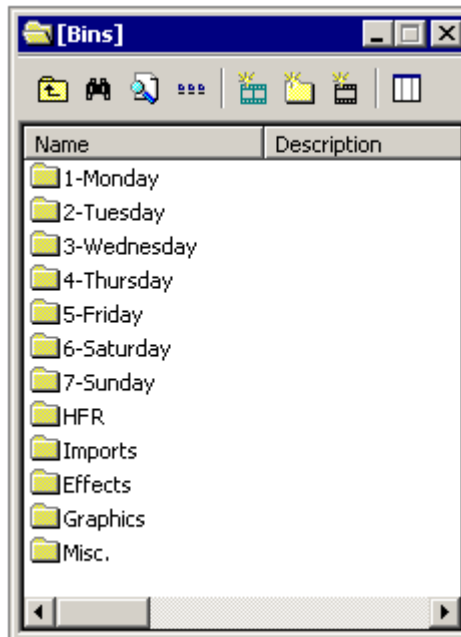
This chapter discusses how to:

- Create a new bin
- Work in Shared or Local mode
- Set up your bins
- View your bins
- Use the context-sensitive Bin menu



## The Bin Window









The Bin window consists of two main components — a toolbar and the area that holds your files. The toolbar lets you create new bins and sequences, search for specific files, and change the way you view bins.



## Understanding the Bin Toolbar



The Bin Toolbar lets you access common bin functions:

Button	Function
	View the bins at the next highest level.
	Search for a specific clip or sequence.
	Toggle between displaying bins and search results.
	Toggle between displaying your clips and sequences as text or as thumbnails.
	Create a new sequence in your bin.
	Create a new bin.
	Import clips from other workstations.
	Select the columns to view in your bin; available only when viewing bin contents as text, not as thumbnails.



## Creating a New Bin

The Bin window is empty when you open NewsEdit for the first time. Before you can begin using NewsEdit, you need to create bins to store your work.

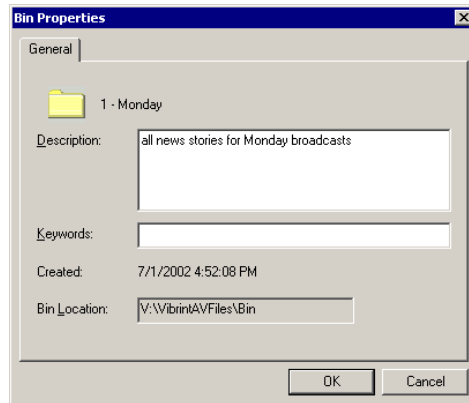
You can create and organize your bins to suit your work style. For instance, you could create a bin for each day of the week and within those set up a bin for each individual story or for each editor.

To create a new bin:



1. Click the **New Bin** button on the Bin toolbar.

The Bin Properties window appears:



2. Enter the bin Name.
3. Enter a bin Description.
4. Enter bin Keywords.

You can use the keywords to search for a specific bin.

5. Click **OK**.

**NOTE:** *To change a bin's properties, highlight the bin folder and choose **Edit | Properties**.*



## Working in Shared or Local Mode

You can use NewsEdit either in shared or local mode:

- Shared mode uses a shared media database. All NewsEdit workstations access the same bins; the bins are locked so two editors can't make changes to the same file at the same time.
- Local mode uses your computer's local disk storage and a local media database. Each NewsEdit workstation has its own Bin on the NewsEdit machine, and cannot share the Bin. In order to use someone else's files, you need to import them into your Bin.

You can change modes from the General Options menu; see "Setting General Options" on page 46 for instructions.

NewsEdit indicates your current mode at the top of the window.

NewsEdit in shared mode



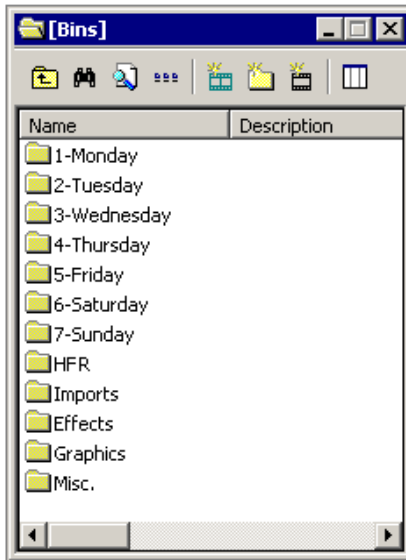
You create sequences in NewsEdit the same way regardless of what mode you are working in. The main difference is that your Bin is shared, and all editors using a NewsEdit workstation have access to the same media files you do.



## Setting Up Your Bins

There are several ways to organize your bins, and the organization you choose depends mostly on your job function as well as your organizational style.

A typical setup for a newsroom might be:



Bins **1-Monday through 7-Sunday** are used for everyday stories.

Bin **Imports** is set up as a single location where other NewsEdit workstations can send clips over the network to you.

Bin **Misc.** is a folder to hold any clips to be saved, such as Whiteflash, Black, Color Bars and Tone, Reporter Outcues, repeated effects, etc.

Bin **HFR** (Hold For Release) is used when you are editing a story on one day but airing it on another.

Bin **Effects** holds saved video effects.

It is also important that, within each day of the week, you create another bin with the title of the specific project you are working on. This helps to keep the bins organized, especially if you have more than one editor working on the same NewsEdit system.

NewsEdit automatically monitors your bins and refreshes the display if anyone places a file in one of your bins. For instance, as a breaking story develops, station staff can place the latest footage in a given directory. It then appears in your Bin where you can use it in your sequence.

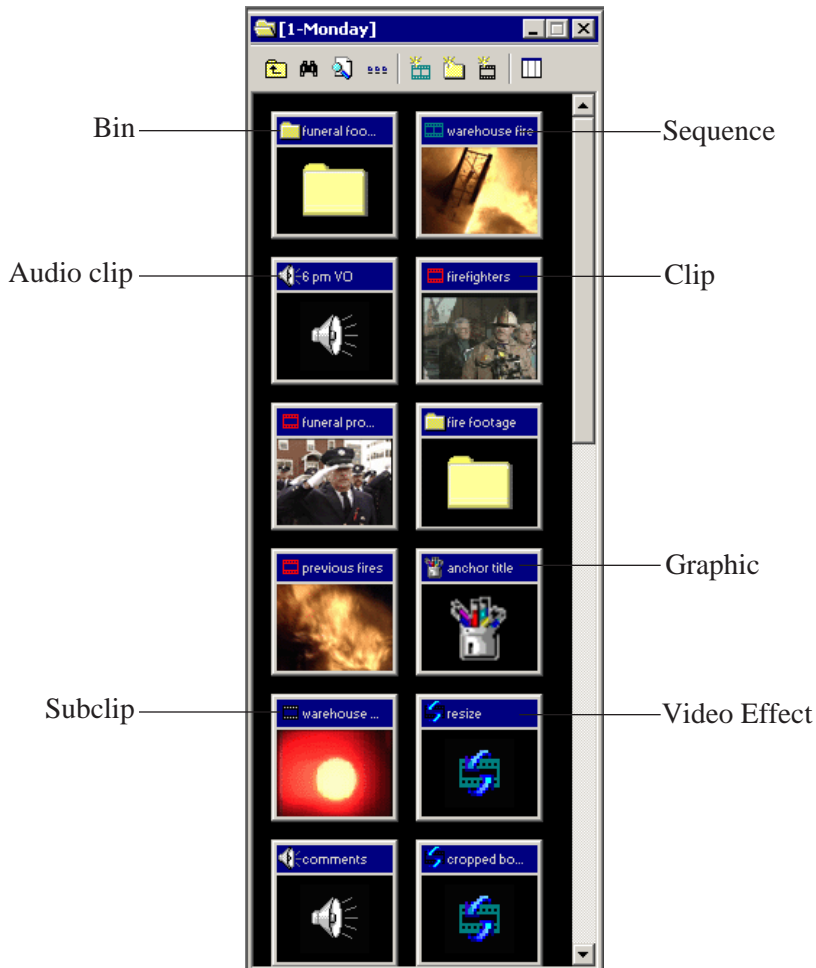
To refresh your Bin manually, press **F5** or select **View | Refresh**.

## Viewing the Material in Your Bins

There are two ways to view the contents of your Bin: Thumbnail view or Details view.

### Thumbnail View

In this view, each clip or sequence is represented by a single frame, allowing you to see the content of the material. The Thumbnail view provides a visual representation of the type of media file in each bin.





## Changing Thumbnail Size

NewsEdit offers three different sizes of thumbnails in this view: small, medium, and large. The default size is small.

To change the size of the thumbnails:



1. Click the **View Thumbnails** button on the Bin Toolbar.
2. Choose the thumbnail size you want from the View menu.

## Selecting the Head Frame

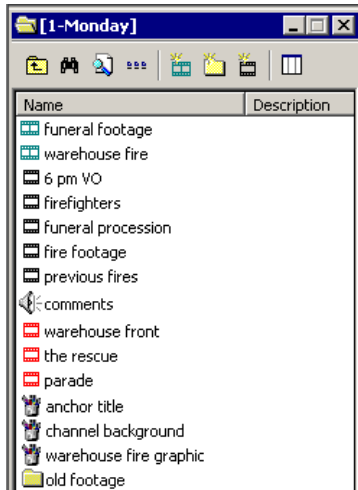
Each clip or sequence in Thumbnail view is represented by a single frame, called the head frame. By default, NewsEdit uses the first frame from the clip or sequence. However, you can choose any frame within the clip or sequence to represent the file in the view.

To select a different frame for the Thumbnail:

1. Double-click the clip or sequence to open it.  
Clips open in the Trimmer window; sequences open in the Timeline Tool.
2. Play through the clip until you find the frame you want to use.
3. Click **Set Head Frame From Current Frame**.
4. Click **OK**.



## Details View



In this view, each clip or sequence is represented by an icon, the name of the file, and other information about the file, such as timecode, description, and keywords.

The information acts as a database that you can customize by entering information about your clips. You can also search the information for clips that match certain criteria.

### Displaying Columns

You can hide or display multiple text columns in the Bin:



1. Click the **View Thumbnails** button in the Bin Toolbar.
2. Double-click on a bin to open it.

If you are in the highest-level bin, you will not see all of the column choices.



3. Click the **Column Manager** button in the Bin Toolbar.
4. Select the columns you want to display or click the **Reset** button to display all of the columns. A checkmark appears next to the selected options:
  - **Name** — Displays the name of the clip or sequence.
  - **Description** — Displays the description of the clip or sequence.
  - **Keywords** — Displays any keywords you entered; these keywords help to identify and search for specific clips.
  - **Created** — Displays the date the clip or sequence was created.
  - **Folder** — Displays the directory where the clip files are stored.
  - **Mark In** — Displays the Mark In timecode.



- **Mark Out** — Displays the Mark Out timecode.
  - **Video Format** — Displays the video format used for the clip or sequence, NTSC or PAL.
  - **Video Aspect** — Displays the video aspect for the clip or sequence, 4:3 or 16:9.
  - **Video Resolution** — Displays the video resolution for the clip or sequence.
  - **Compression** — Displays the video compression type for the clip or sequence, DV25, DV50, or MPEG2.
  - **Chroma Format** — Displays the chroma ratio for the clip or sequence, 4:1:1, 4:2:0 or 4:2:2.
  - **Tracks** — Displays the tracks present in the clip.
5. Click **OK**.
- The Bin displays your new column choices.

### **Sorting Your Media Files**

You can arrange clips in numeric or alphabetical order according to the columns you select. For example, you can sort the Bin by the Mark In column to display all of the clips in timecode order.

To sort the Bin:

1. Click the heading of the column by which you want to sort the Bin.  
The clips and sequences display in alphabetical or numerical order depending on the column you selected.
2. Click the column again to reverse the order of the sort.
3. Right-click in the Bin and select **Restore Default Sort** to return to the original sort order.

## Using the Context-Sensitive Bin Menu

Several NewsEdit features are available by right-clicking in the Bin window. This context-sensitive menu displays available commands depending on where you click.

<b>Menu Item</b>	<b>Description</b>
Details	Changes the Bin view to Details View.
Thumbnails	Changes the Bin view to Thumbnails View.
Copy	Copies a clip or sequence from the Bin to the clipboard.
Paste	Pastes a clip or sequence from the clipboard to the Bin.
Delete	Deletes the selected clip from the Bin.
Rename	Changes the name of a bin, clip, or sequence.
Consolidate	Strips a clip or sequence of any unused data, reducing the file size.
Copy to Timeline	Copies the selected clips in the Bin to the Timeline.
Copy to Source Tool	Copies the selected clips into the Source Tool.
Send to File	Send a clip or sequence to another destination.
View Player	Previews the selected clip or sequence in a viewer window.
View Trimmer	Opens the bin trimmer.
View Timeline	Opens the Timeline window.
Import Clip	Opens the Import Clip dialog box so you can select a file to import.
Record to Bin	Records a clip directly into the Bin instead of the Timeline.
Play to Tape	Records sequences onto videotape.
Find	Opens the Find dialog box so you can search for a clip or sequence.
Find in Workgroup	Searches for clips or sequences on other workstations in your workgroup.
Show References	Displays all places a clip is used (sequences, sub-clips, and master clips).
Properties	Opens the Properties window so you change the properties of a file.



---

*Chapter 3    Setting Up The Bin*



## *Editing In the Timeline*

To edit a story with NewsEdit, you need to move the analog video and audio media from tapes or feeds to a digital format on your computer. The most efficient way to create stories is to edit directly to the Timeline.

This chapter discusses how to:

- Use the Timeline Tool and Source Tool for editing
- Create a new sequence
- Select and deselect tracks
- Mark In and Out points
- Set up a split edit
- Use variable speed recording
- Route audio input
- Select a source for input
- Use a clip as an input source
- Create your clips
- Play your sequence
- Save your sequences



## Editing Overview

Editing directly to the Timeline is the fastest and most efficient way to use NewsEdit and produce sequences. Editing in the Timeline involves these basic steps:

1. Create a new sequence.
  2. Select the tracks you want to record in the Timeline.
  3. From the Timeline Tool, you may optionally:
    - Mark In and Out points
    - Set up a split edit
    - Route the audio output
  4. Press **2** to select the Source Tool and optionally:
    - Mark In and Out points
    - Route the audio output
    - Change the speed of a clip
    - Set up a split edit
  5. Select the source you are using to edit.
  6. Play the source to find footage you want to use in your NewsEdit sequence.
  7. Press **F12** to record.
  8. Press the **spacebar** to stop recording when your clip is complete.
    - If you've marked an Out point, the system will stop recording at that point.
  9. Play your sequence if you want to.
  10. Repeat steps 6-9 for each clip.
  11. Save your sequence.
- This chapter discusses each of these steps.

# Understanding the Timeline and Source Tools

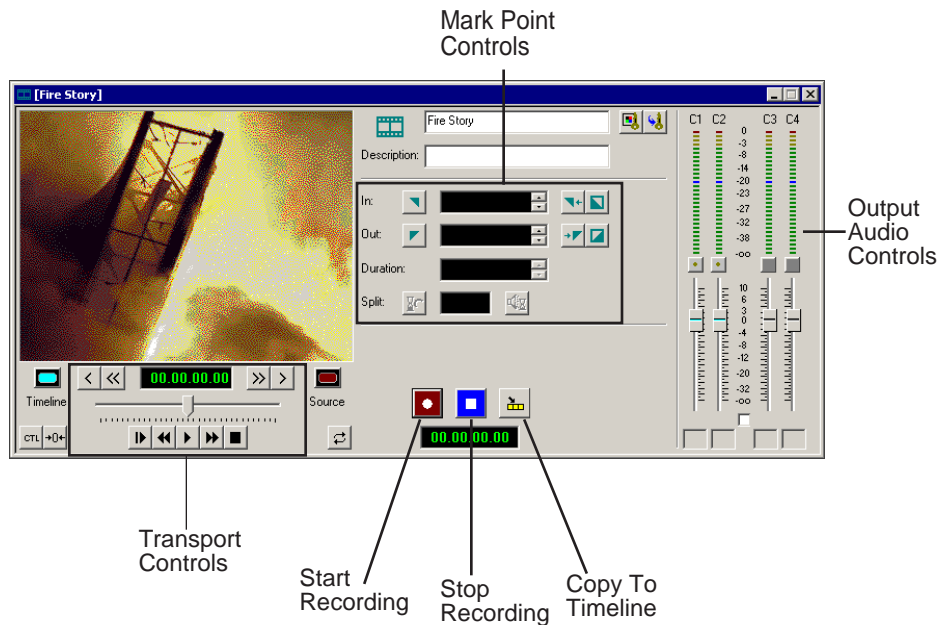
Editing in the Timeline involves using both the Timeline Tool and the Source Tool.

## The Timeline Tool

The Timeline Tool opens when you create a new sequence. It is the tool you use to select clips, mark in and out points, and play sequences.



To use the Timeline Tool, press **1** on your keyboard or click the **Timeline Tool** button in the Timeline Toolbar.





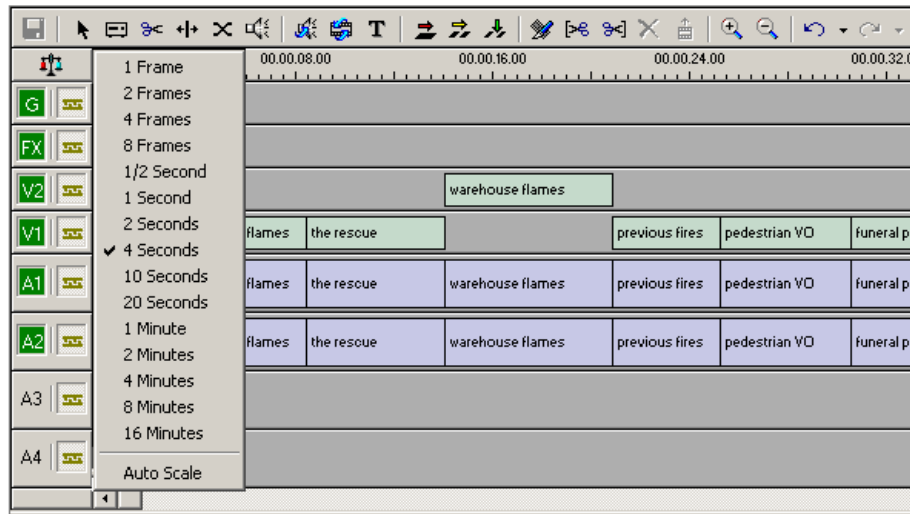
## Changing the Timeline View

You can zoom in and out of the Timeline to see a specific area of the Timeline or to get an overall perspective of your sequence.

To change the Timeline view:



1. Click the **Scale** button in the Timeline.



2. Choose an increment to display.

**NOTE:** *If a sequence extends beyond the Timeline view, choose **Auto Scale** to compress and display the entire sequence in the Timeline.*

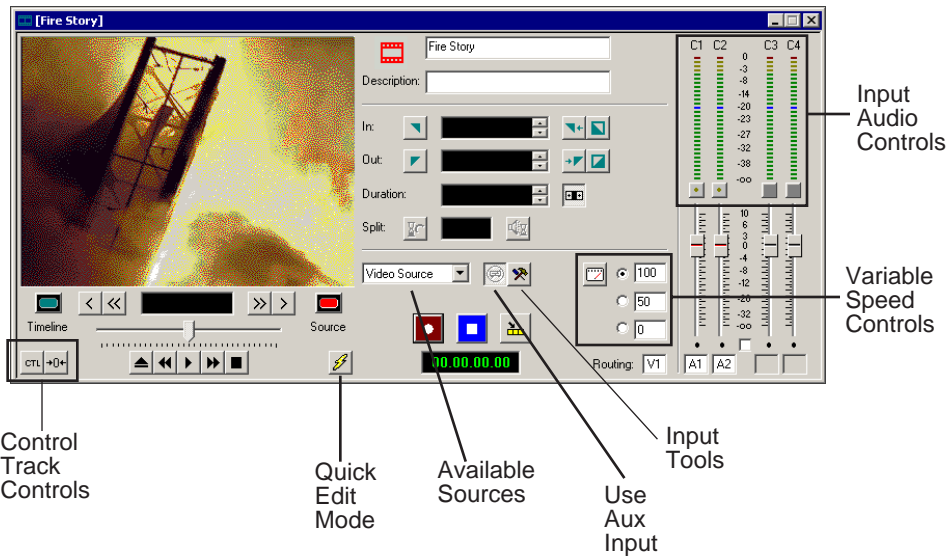
You can also press **+** on your keyboard or click the **Zoom In** button in the Timeline Toolbar to zoom in the Timeline view. Press **-** or click **Zoom Out** to zoom out the Timeline view.

## The Source Tool

The Source Tool is the place where you view your footage, taking media from the input source into the Timeline for editing.



To select the Source Tool, press **2** on your keyboard or click the **Source Tool** button in the Timeline Toolbar.



















## Controlling a Deck from NewsEdit

If you are using a tape deck, you can control it from the NewsEdit window or keyboard. NewsEdit provides transport control buttons like those on a tape deck, which control the Timeline, clip source, and Deck.

Use these controls to locate the material you want to record as a clip. Then use the marking controls to mark the clip or use the transport control buttons on your deck to locate your Mark In and Mark Out points. The deck controls are:

Button	Function
	Ejects the tape.
	Rewinds the tape.
	Plays the tape.
	Fast forwards the tape.
	Stops the tape.
	Moves through the tape (drag the shuttle forward or backward).
	Jogs one frame back.
	Jogs 10 frames back.
	Jogs one frame forward.
	Jogs 10 frames forward.
	Shuttles left in increments of -50%, -75%, -1x, -2x, -3x.
	Shuttles right in increments of +50%, +75%, +1x, +2x, +3x.
	Resets shuttle speed to the default (50%); to change the default speed select <b>View   Options   Timeline   Default Play Speed</b> and enter the new speed.
	Selects previous shuttle speed.

## Creating a New Sequence

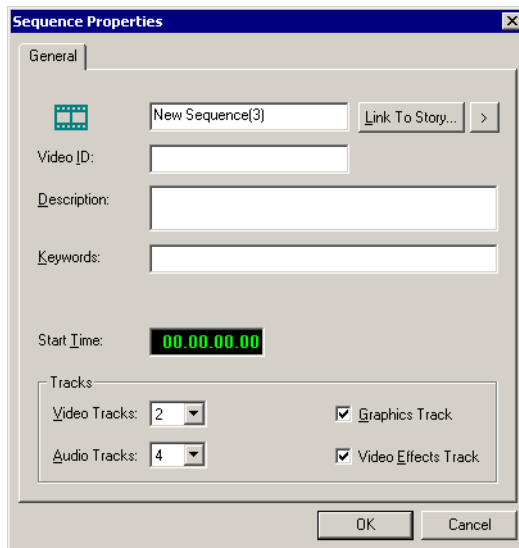
The first thing you need to do is to create a new sequence. The new sequence must be inside a bin in order for you to use it.

To create a new sequence:



1. Click the **New Sequence** button on the Bin toolbar.

The Sequence Properties window appears:



2. Enter a name for the sequence.
3. Enter a Description (optional).
4. Enter Keywords for the clip (optional).

You can use keywords to search for a specific sequence in your bin.

5. To use a Start Time other than 00:00:00:00, enter another time.
6. Select the number of Video and Audio Tracks to use for this sequence.

Audio Tracks refers to the number of tracks in the Timeline for mixing, not the number of output tracks.

7. Check the Video Effects Track checkbox if you are adding video effects to this sequence.



8. Check the Graphics Track checkbox if you are adding graphics or text to this sequence.
9. Click **OK**.

The new sequence appears in your Bin and the Timeline opens. You are now ready to add footage to the Timeline.

## Changing Sequence Properties

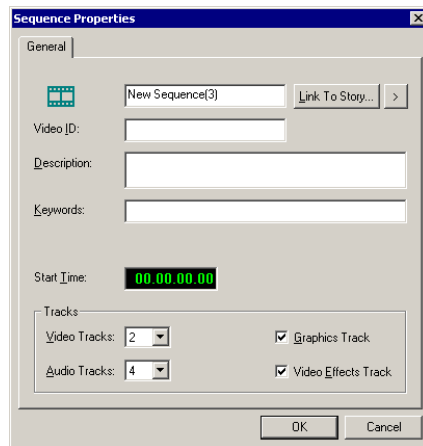
After creating a sequence, you can change any of the sequence properties as necessary.

To edit sequence properties:



1. If the sequence is open in the Timeline, click the **Properties** button in the Timeline toolbar. If you are in the Bin, right-click on a sequence and choose **Properties**.

The Sequence Properties window appears:



2. Make any necessary changes.
3. Click **OK** to save your changes.



## Selecting and Deselecting Tracks

You can select which tracks you want to record to in the Timeline. NewsEdit lets you work with two video tracks and up to eight audio tracks. You can edit from any source audio track onto any record track in the Timeline.

To select or deselect tracks:

- Click once in the track indicator on the Timeline for each track you want to select or deselect.

Selected track buttons are green in the Timeline.

Timeline screenshot showing track selection:

- Graphics track selected (G)
- Video track selected (V1)
- Audio track selected (A1)
- Audio track deselected (A3)

Track	00.00.00	00.00.08.00	00.00.16.00	00.00.24.00	00.00.32.00		
Graphics (G)							
FX							
V2							
Video (V1)	firefighters	more flames	the rescue	warehouse flames	previous fires	pedestrian VO	funeral proce.
Audio (A1)	firefighters	more flames	the rescue	warehouse flames	previous fires	pedestrian VO	funeral proce.
Audio (A2)	firefighters	more flames	the rescue	warehouse flames	previous fires	pedestrian VO	funeral proce.
Audio (A3)							
Audio (A4)							

## Toggle tracks on the fly

While you are editing in the Timeline, you can select and deselect tracks at the same time you add clips.

Use the instructions above for selecting and deselecting tracks.

## Showing Audio Tracks

By default, NewsEdit displays the first four audio tracks. If you are using more than four audio tracks in your sequence, you can view all eight tracks:



- Click the **Show All Audio Tracks** button on the Timeline Toolbar.

The Timeline expands to show the additional audio tracks.



## Setting Up Your Edit in the Timeline Tool

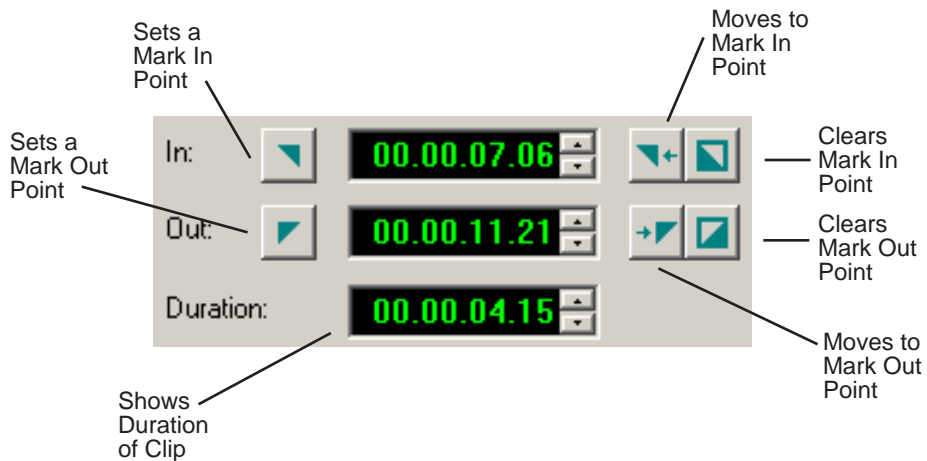
Before you record clips in the Timeline, there are several features you can use:

- Mark In and Out points on the Timeline
- Set up a split edit
- Route the audio output

### Marking In and Out Points

You can set the Mark Points using the Mark In and Mark Out buttons in either the Timeline Tool or the Source Tool. The steps to create a mark point are the same regardless of which tool you are using, but you will be setting different mark points in the two tools. In the Timeline Tool, you are setting mark points for your sequence; in the Source Tool, you are setting mark points for the input source.

When you make the first edit in a sequence, you can mark In and Out points if you want to. If you don't set a Mark In point, recording starts at the current position of the cursor. If you don't set a Mark Out, NewsEdit creates an Out when you stop recording and the clip is edited into the Timeline. The Timeline automatically moves the cursor to the end of each edit in preparation for the next edit.



To Mark In and Out Points:

1. Move to the Mark In or Mark Out point in any of the following ways:
  - Click the point on the Timeline where you want to place the points.
  - Press the **A**, **S**, **D**, or **F** keys on the keyboard to jog through clips in 1-frame or 10-frame increments.
  - Press **G** to move back to the previous cutpoint.
  - Press **H** to move forward to the next cutpoint.
2. Press **I** on the keyboard to Mark In and press **O** to Mark Out.

## Setting Up a Split Edit

NewsEdit lets you set In and Out points to create a pre-defined split edit from the Timeline Tool. To delay one of the tracks at the beginning of a clip, set different In points for the video and audio, with one starting after the other. You can also extend one track after the other at the end of a clip.

If your clips are already recorded to the Timeline, you can create a split edit using the Cut Point Edit Tool. See “Changing Cut Points Between Adjacent Clips” on page 113 for details.

To create a split edit:



1. Press **1** to select the Timeline Tool.
2. Press **I** on the keyboard to mark an In point for the video track.



3. Click the **Show Audio Marks** button.  
Blue icons indicate audio mark in and out points.

4. Select a Mark In Point for the audio track.  
The duration of the split appears in the Duration field.

5. Record your clip.



## Setting Up Your Edit in the Source Tool

There are also several features in the Source Tool you can use before you begin recording:

- Mark In and Out points on the Timeline
- Use a variable speed for recording
- Set up a split edit
- Route the audio output

### Marking In and Out Points

Marking In and Out Points in the Source Tool is identical to marking points in the Timeline Tool. See “Marking In and Out Points” on page 82.

### Using Variable Speed Record

NewsEdit lets you take advantage of the Dynamic Motion Control on most tape decks and create a slow-motion or fast-motion record on the fly. In the Source Tool, you set the speed in percentages and click them when you want a change in speed. The default speeds are 75%, 50%, and 0, which you use to create a freeze frame. Variable speed record also works with clip sources.

To create a variable speed record:



1. Press **2** to select the Source Tool.



2. Click **Enable variable speed controls**.

The percentage windows become active.

3. Choose one of the three default speeds or enter a new percentage.

You can enter positive or negative numbers, as your deck allows.

4. Press **F12** to record your clip.

The clip records to the Timeline with the speed you chose.

**NOTE:** *If you are using a deck source, you can change the speed while recording the clip by clicking one of the other percentage fields.*

## Setting Up a Split Edit

Setting up a split edit in the Source Tool is the same as setting up a split edit in the Timeline Tool. See “Setting Up a Split Edit” on page 83.

## Routing Audio Tracks

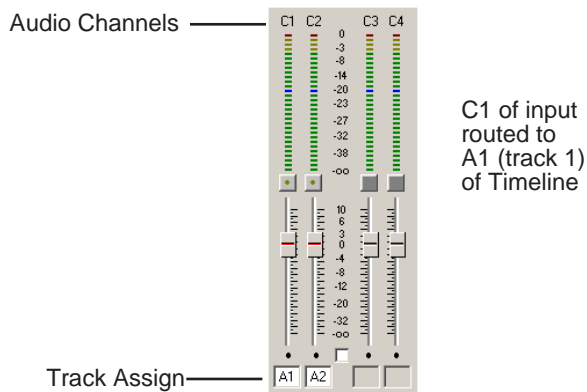
You can edit audio from any source track onto any record track in the Timeline. You can work with up to eight audio tracks in the Timeline, though you can record only four tracks per clip. If you have two audio inputs you may need to assign a different track to your audio source.

If you are using a source with only one audio input, you don’t need to route it — select the audio track you want to use on the Timeline and NewsEdit automatically routes it for you.

To route an audio track:



1. Press **2** to select the Source Tool.



2. Click the **Track Assign** box for the Audio Input channel you need to reassign.
3. Select the new audio track location.

**NOTE:** *If your source only has one input audio channel, pathing to the Timeline is automatic. The channel from the source goes directly to the selected track regardless of the routing indication.*



## Selecting Your Source

You can select your input source from the equipment your newsroom has set up for you. Sources can include tape decks, feeds, or routers.



1. Press **2** to select the Source Tool.
2. Select a source from the drop-down menu.

The image in the viewing monitor changes to reflect the new source.



## Using a Clip Source

You can load any clip from your Bin into the Source Tool, which effectively treats the clip like a live source such as a tape deck.

To use a clip as a clip source, drag the clip into the viewer or press **Ctrl + C** to load the clip. After loading a clip as a clip source, you can edit to the Timeline as you would with a tape deck.

## Patching Audio Tracks

If you select a clip for a clip source with more audio tracks than the Timeline, the Select Source Channel window appears and you can route the tracks.

## Changing Sources

You can connect and configure a variety of video and audio sources as input devices to NewsEdit, which is normally done by your newsroom engineer. See “Adding Video Sources to NewsEdit” on page 38 if you need to add a source.

You can also configure a non-remote source, such as a microphone or a router, as an input source and specify the tracks to select when using that input source.

To change a source:



1. Press **2** to select the Source Tool.
2. Select a source from the drop-down menu.

The image in the viewing monitor changes to reflect the new source.

## Using Auxiliary Input

You can also connect an auxiliary source as an input for creating sequences, which is helpful if you are using an A-B switch for controlling your sources.

When you enable auxiliary input, NewsEdit disables deck control from the Timeline and your keyboard so you can use the device’s external controls.

To use auxiliary input:



1. Press **2** to select the Source Tool.
2. Click the **Use Aux Input** button.



The deck controls on NewsEdit gray out; you can use the external controls of the auxiliary device.



## Creating Your Clips

To create a clip in your sequence, follow these steps. Repeat the steps for each additional clip in your sequence.

1. Play the source to find the media you want.
2. Press **F12** to start recording.
3. Press the **spacebar** to stop recording immediately, or press **O** on your keyboard to stop recording after adding Out handles.
4. Play the sequence, if you want to.

## Playing a Sequence

As you create a sequence, you may want to review the progress. With NewsEdit, you can play the sequence as part of the editing process in the Timeline.









To play a sequence:



1. Press **1** on the keyboard to select the Timeline tool.
2. Select one of these commands to play or work through the sequence:

Tool	Icon	Keyboard Key	Description
Move 1 Frame Left	<	<b>A</b>	Moves the position indicator one frame to the left.
Move 1 Frame Right	>	<b>S</b>	Moves the position indicator one frame to the right.
Move 10 Frames Left	<<	<b>D</b>	Moves the position indicator ten frames to the left.
Move 10 Frames Right	>>	<b>F</b>	Moves the position indicator ten frames to the right.
Play From Start	▶	<b>Q</b>	Starts playing from the beginning of the sequence.
Rewind	◀	<b>E</b>	Rewinds the sequence.



Tool	Icon	Keyboard Key	Description
Play		<b>W</b> or <b>Spacebar</b>	Starts playing from the position of the cursor.
Fast Forward		<b>R</b>	Fast Forwards the sequence.
Stop		<b>Spacebar</b>	Stops playing the sequence.
Loop Playback		--	Plays the sequence in a continuous loop.
N/A		<b>Left arrow</b>	Shuttles left in increments of -50%, -75%, -1x, -2x, -3x.
N/A		<b>Right arrow</b>	Shuttles right in increments of +50%, +75%, +1x, +2x, +3x.
N/A		<b>Up arrow</b>	Resets shuttle speed to default, which is 50%.
N/A		<b>Down arrow</b>	Selects previous shuttle speed.

You can drag the shuttle slider with your mouse to scrub through the Timeline.

## Saving a Sequence

You need to save your sequence periodically to your workstation Bin or to the shared database.

To save a sequence:



- Click **Save** in the Timeline toolbar or press **Ctrl + S** on the keyboard.

NewsEdit saves the sequence in the Bin where you created it.



---

Chapter 4 *Editing In the Timeline*

## ***Other Ways to Edit with NewsEdit***

NewsEdit lets you access media clips from other computer systems. You can import clips into NewsEdit and use them just as you would clips from tape.

You can import clips from another NewsEdit workstation or other machines, and can also use a news script as a guide in creating your sequence.

This chapter discusses how to:

- Use clips already residing in the Bin
- Import files, including video, graphic, audio, EDL files, and video effects
- Pull media files from a Profile Server
- Search for clips in the Bin or your workgroup
- Link to an existing news story
- Record to the Bin
- Move, rename, and delete clips and sequences



## Using Clips Stored in the Bin

If you created clips in the Bin before starting a sequence, you can copy them to the Timeline and use them in a new sequence.

To copy a clip from the bin to the Timeline:

1. Navigate through your Bin until you find the clip you want.
2. Click once on the clip to select it.
3. Copy the clip to the Timeline using one of the following methods:

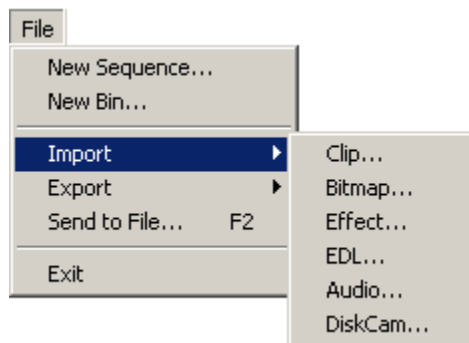


- Click the **Copy To Timeline** button.
- Press **C** on the keyboard.
- Drag the clip to the Timeline.
- Right-click on the clip in the Bin and select **Copy To Timeline**.

## Importing Files

NewsEdit can import various formats of media clips, graphic files, video effects, EDL files, audio files, and DiskCam files.

To import a file, choose your import type from the **File | Import** menu:



## Importing Media Clips

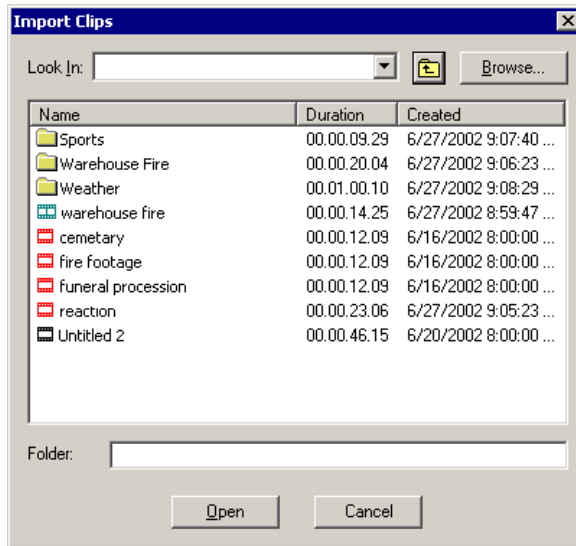
You can import media clips from your computer network or other NewsEdit workstations. Imported clips appear in your Bin so you can use it in sequences.

To import a clip:



1. Choose **File | Import | Clip** or click the **Import Clip** button in the Bin toolbar.

The Import Clips window appears:



2. Use the **Look in** list or **Browse** button to find the clip you want to import.
3. Highlight the clip and click **Open**. Press the **Ctrl** key to select multiple clips.

A progress bar indicates the import status.

The imported file appears in the Bin; you can use it just like any other clip.



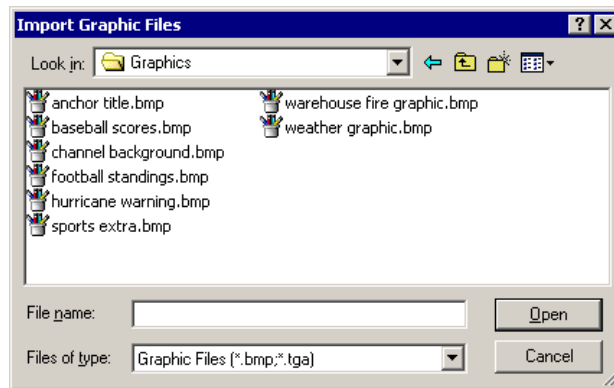
## Importing Graphic Files

NewsEdit can import bitmap (.bmp) or targa (.tga) graphics. You can use these imported graphics as a background for an entire sequence or a graphic of a specific story to introduce it. You can also superimpose a bitmap (with an alpha key) over the video in your clip. Imported graphics appear in your Bin.

To import a graphic:

1. Choose **File | Import | Graphic**.

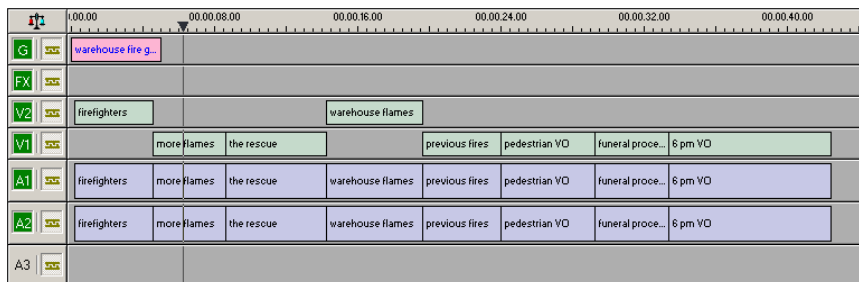
The Import Graphic Files window appears:



2. Navigate to the graphic you want to import and select it.
3. Click **Open**.

A progress bar indicates the import status.

The imported graphic appears in the Bin; you can bring it onto the Timeline on the Graphics (G) track.



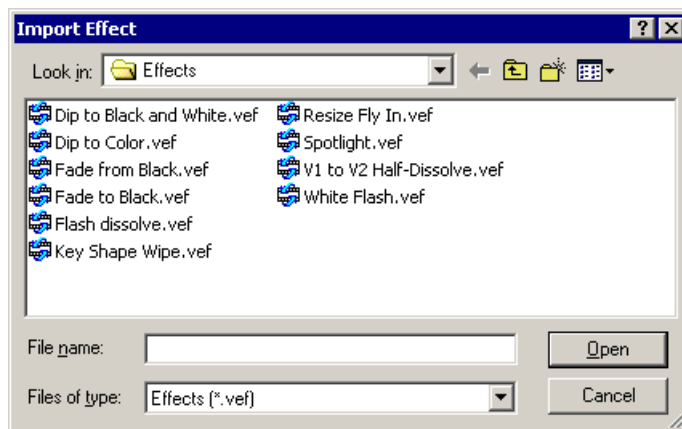
## Importing Effects

You can import video effects from other workstations as well as saved effects you created for other sequences. See “Using Saved Effects in Your Sequence” on page 167 for more information.

To import an effect:

1. Choose **File | Import | Effect**.

The Import Effect window appears:



2. Navigate to effect you want to import and select it.
3. Click **Open**.

A progress bar indicates the import status.

The effect appears in the Bin; you can bring it into the FX track on the Timeline.



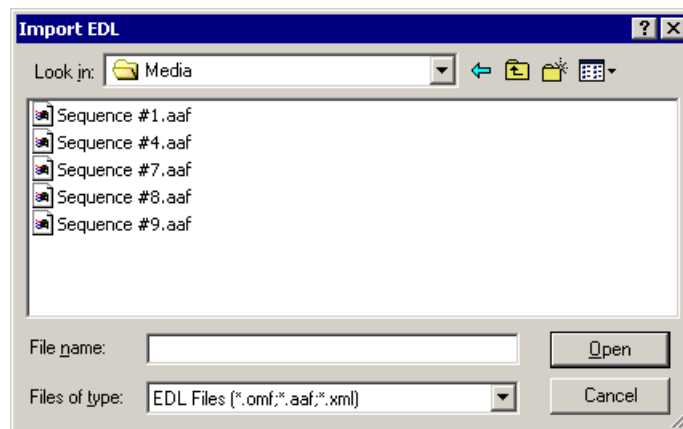
## Importing EDL Files

You can import common EDL formats (.OMF, .AAF, and .XML) from low-resolution drawing and editing systems. These files contain sequenced clips that you can use to create your own sequences.

To import an EDL file:

1. Choose **File | Import EDL**.

The Import EDL window appears:



2. Navigate to the EDL file you want to import and select it.
3. Click **Open**.

A progress bar indicates the import status.

NewsEdit creates a new bin with the name of the imported EDL for the sequence and its clips.



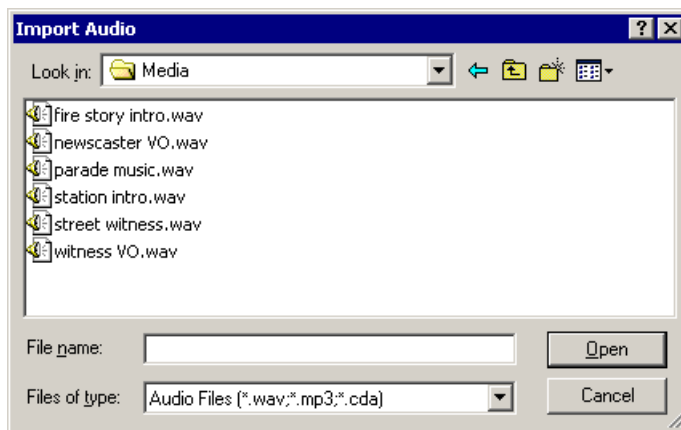
## Importing Audio Files

You can import audio files in .wav, .mp3, or CD audio formats. NewsEdit converts the imported file to the standard NewsEdit format, .pcm.

To import an audio file:

1. Choose **File | Import | Audio**.

The Import Audio window appears:



2. Navigate to the clip you want to import and select it.
3. Click **Open**.

A progress bar indicates the import status.

The imported audio file appears in the Bin; you can use it to add audio to your sequence.

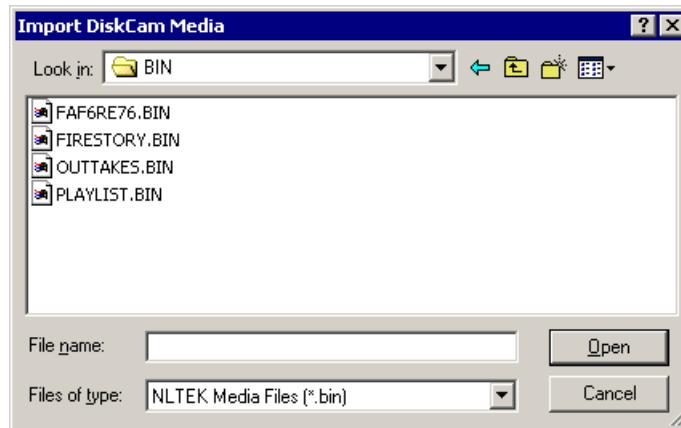


## Importing DiskCam Media Files

NewsEdit can import DiskCam files from NLTEK digital cameras. See <http://www.nltek.com> for more information on NLTEK and DiskCam.

1. Choose **File | Import | DiskCam**.

The Import DiskCam Media window appears:



2. Navigate to the DiskCam file you want to import and select it.
3. Click **Open**.

A progress bar indicates the import status.

NewsEdit creates a new bin with the name of the imported DiskCam file for the sequence and its clips.

## **Pulling Media Files from a Profile Server**

If you use a Profile Server as part of your news production system, you can obtain media files from Media Manager or ContentShare Explorer.

To pull files from Media Manager or ContentShare Explorer:

1. Verify that NewsEdit is configured to work with a Profile server.  
See “To set up a Profile Server as a send location:” on page 54 for instructions on connecting a NewsEdit workstation to a Profile server.
2. Open the Media Manager or ContentShare Explorer application.
3. Place the new window over the top of the NewsEdit application.
4. Select the clip you want in Media Manager or ContentShare Explorer.
5. Drag the clip from into the desired NewsEdit bin.

The clip appears in your Bin as a red clip, ready for you to use in a sequence.



## Finding Clips in Your Workgroup

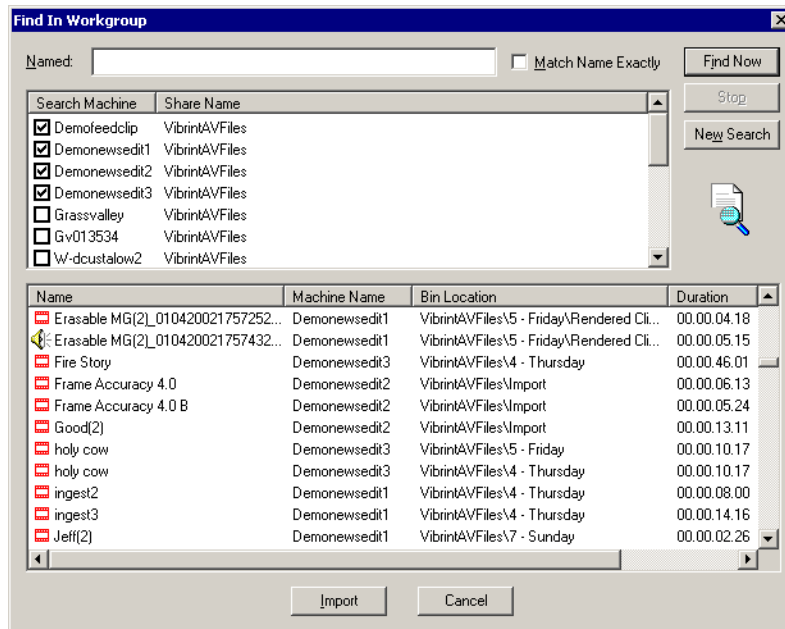
If your NewsEdit workstation is part of a network workgroup with other NewsEdit workstations, you can import clips from the NewsEdit VibrintAVFiles folder on those workstations to use in your sequences.

See “Setting Up Workgroups” on page 51 to configure a workgroup.

To find clips in your workgroup:

1. Choose **Tools | Find in Workgroup** or right-click in the Bin and select **Find in Workgroup**.

The Find in Workgroup window appears:



2. Check the boxes for the NewsEdit workstations you want to search.
3. Click **Find Now**.

The found files appear in the box below the workstation listing.

4. Select the clip you want to import and click **Import**.

NewsEdit copies the clip into the current Bin.

## Linking to an Existing News Story

NewsEdit can link to scripts on iNews, NewStar, and AP/ENPS Newsroom computer systems, which you can use as an aid for creating your sequence.

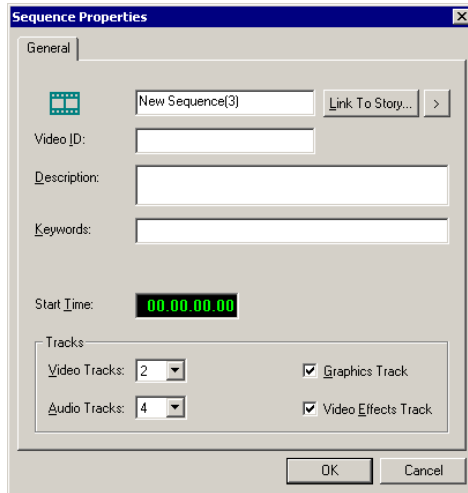
You can link to a news story when you create a new sequence, as described below, or to an existing sequence by opening Sequence Properties and clicking **Link to Story**.

To link to a news story:

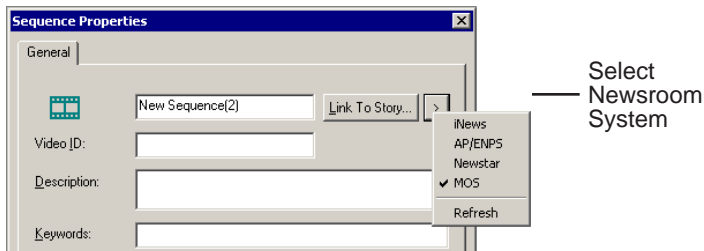


1. Click the **Create New Sequence** button in the Bin toolbar.

The Sequence Properties window appears:



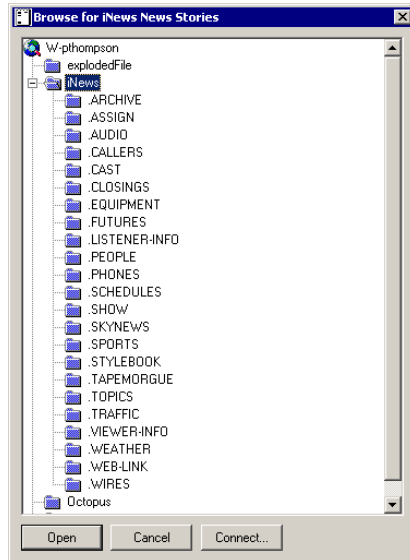
2. Click the arrow next to Link To Story and select your newsroom system.





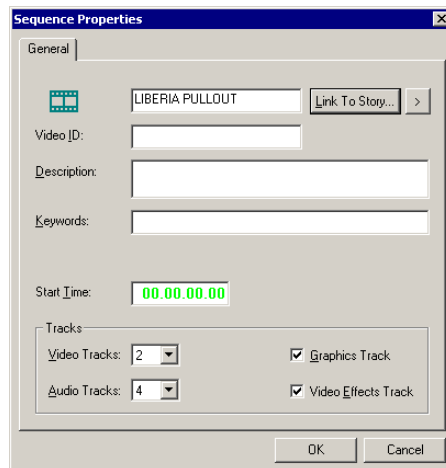
3. Click **Link to Story**.

A Browse window appears, displaying the available stories:



4. Select the file you need and click **Open**.

The Sequence Properties window appears with the file title and Video ID filled in (if you are set up to use Video IDs with your NRCS):



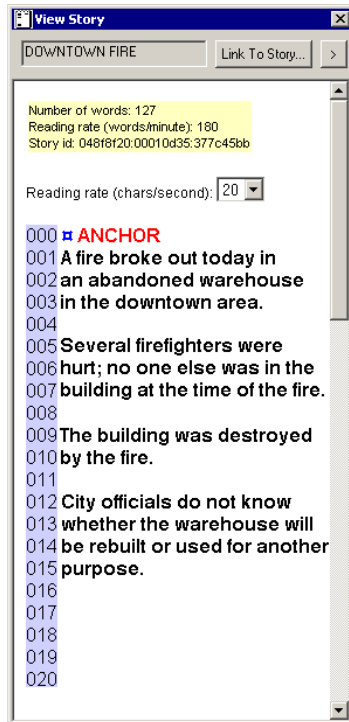
5. Click **OK**.

The Timeline opens.



6. Click the **Story View** button in the Main Toolbar.

The script opens:



You can leave the script open and create a sequence to match the story.



## Recording to the Bin

You can record media directly to the Bin to use later. Once you open a bin, you can record from your tape deck or any other source directly into that bin. You later edit that material in the Bin or bring it into the Timeline.

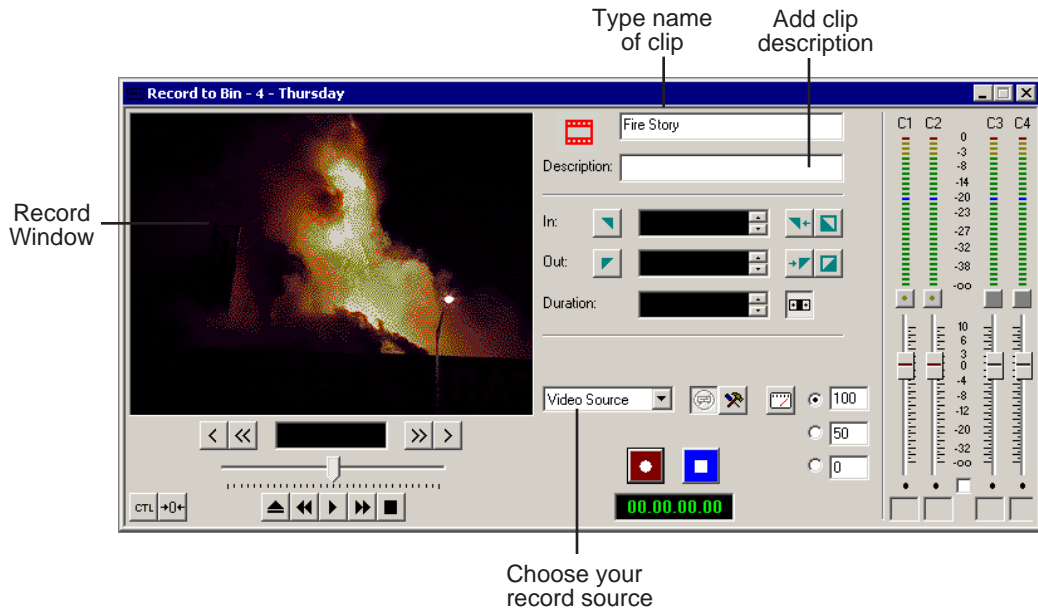
To record to the bin:

1. Open the bin where you want the media to reside.



2. Click the **Record to Bin** button in the menu bar.

The Record to Bin window appears:



3. Enter the name of the clip and add a description, if you want to.

4. Choose the record source using the drop-down menu.

5. Play or cue the tape to the place where you want to start recording.

6. Mark an In point by pressing **I** on the keyboard.

If you don't set a Mark In, NewsEdit uses the current position.



7. Press **F12** to start recording.  
The recording appears in the Record Window.
8. When you are done recording, press the **space bar** to stop, or press **O** on the keyboard to stop recording after adding Out handles.  
If you marked an Out point, recording stops at that point.  
NewsEdit automatically saves the clip into the selected bin.
9. Close this window by clicking the **X** in the upper right corner.

## Moving Clips and Sequences

You can copy clips and sequences between bins or move clips or sequences from one bin to another.

### Copying a Clip or Sequence

To copy an item:

1. Select the item you want to copy.
2. Right-click on the item and choose **Copy**.
3. Open the bin where you want to paste the item.
4. Right-click and choose **Paste**.

*NOTE: If you copy a master clip, NewsEdit pastes it as a subclip.*

### Moving a Clip or Sequence

To move a item into another bin:

1. Choose **View | Bins** to open a second Bin window.
2. In the second Bin window, navigate to the destination bin.
3. Drag the sequence or clip from the first Bin window to the second.



## Renaming Bins and Media Files

If you want to change the name of any bin, clip or sequence:

1. Select the item you want to rename.
2. Choose **Edit | Rename**.

You can also press **Shift + R** on the keyboard or right-click on the item and choose **Rename**.

3. Enter the new name of the item.

## Deleting Clips and Sequences

You can delete unused clips or sequences you no longer need. However, you cannot delete files if they are being used in any existing sequences or subclips.

To delete a clip or sequence:

1. Select the clip or sequence you want to remove. Hold down the **Ctrl** key to select multiple items.

2. Press **Delete** on the keyboard.

A dialog box prompts you to confirm the deletion.

3. Click **Yes** to delete the file.

## Searching for a Clip or Sequence

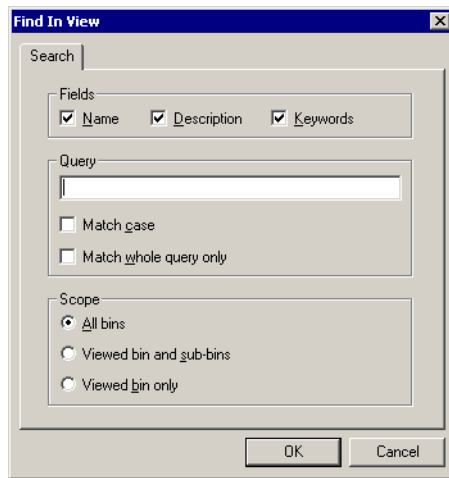
You can search for clips and sequences in the Bin. You can search for all clips that meet specific criteria or for a specific clip.

To search for a clip or sequence:



1. Click the **Find** button in the Bin Toolbar.

The Find In View window appears:



2. Choose the appropriate options:
  - **Fields** — Check the boxes for the field(s) on which you want to search.
  - **Query** — Enter the text you want to search for.
  - **Match case** — Check this checkbox to do a case-sensitive search.
  - **Match whole query only** — Check this checkbox to search only for clips with text matching the query text exactly.
  - **All bins** — Select this option to search all NewsEdit bins.
  - **Viewed bin and sub-bins** — Select this option if you want to search all of the bins within the bin you selected.
  - **Viewed bin only** — Select this option if you want to search the bin you are currently viewing.



---

Chapter 5 *Other Ways to Edit with NewsEdit*

3. Click **OK**.

Clips and sequences matching your search result appear in the Bin window.



When you are done with your search, click the **Search Results** button off to restore the normal bin view and allow you to continue working in the Bin. To see your search results again, click the **Search Results** button on.

## *Trimming Your Clips*

After you create clips in the Bin or directly in the Timeline, you may need to trim a clip to fit or edit out extra frames. NewsEdit provides several methods for trimming clips so you can create quality sequences.

This chapter discusses how to:

- Use the Trim Tool and the Cut Point Edit Tool for trimming clips
- Change the end points between clips
- Extend your edits
- Trim your clips in the Bin



## Trimming Clips

You will often need to shorten your clips or change the starting or ending frame. In NewsEdit you trim clips by changing the Mark In and Mark Out points.

You can also trim clips in the Bin without bringing them into the Timeline. See “Trimming Your Media Clips in the Bin” on page 118 for instructions.

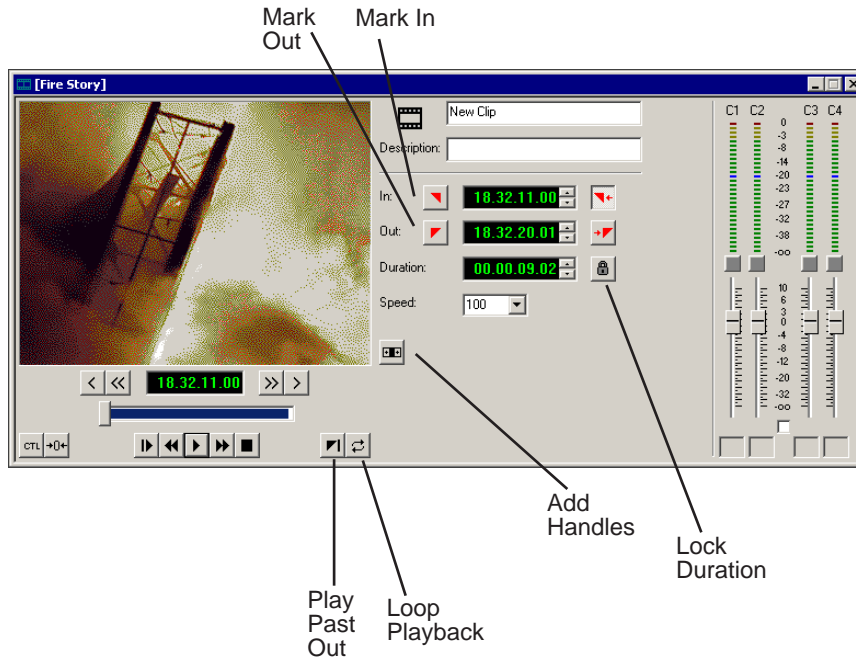
### Using the Trim Tool

One way to trim your clips while in the Timeline is to use the Trim Tool.



To select the Trim Tool, press **3** on your keyboard or click the **Trim Tool** button in the Timeline Toolbar.

You can also double-click on the video track for the clip you want to trim.

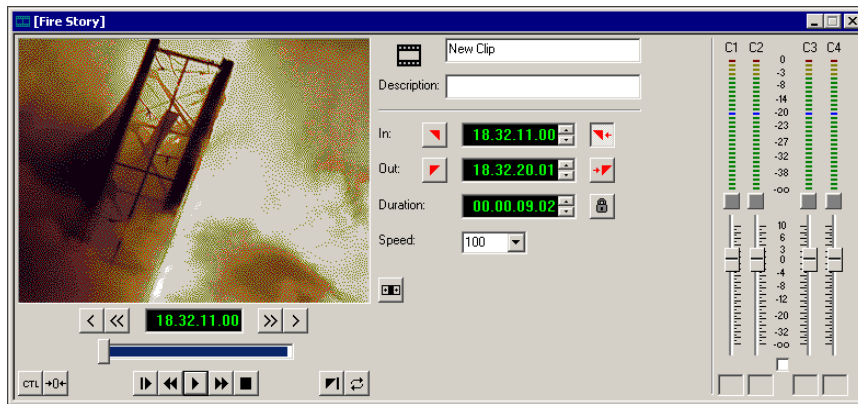


## Trimming Your Clips

You trim your clips by marking new In and Out points for each clip.

To trim a clip:

1. Click once on the clip you want to trim to select it.
2. Press **3** on the keyboard or click the **Trim Tool** button in the Timeline toolbar. The Trim window appears:



3. To trim the beginning of a shot, press the **spacebar** to play the clip and press the **spacebar** again to stop at the frame where you want the clip to start.

You can also use the slider to find the approximate In point and then use the **A**, **S**, **D**, and **F** keys on the keyboard to find the exact spot.

4. Press **I** on the keyboard to mark a new In point.
5. To trim the end of the same clip, play the clip again and stop at the frame where you want the clip to end.
6. Press **O** on the keyboard to mark a new Out point.
7. Continue trimming other clips in your sequence.

**NOTE:** You can also trim an individual track in a clip by turning off the tracks you don't want, clicking on the desired track, and trimming the clip.



## Using Handles to Add Frames to Your Clips

If you have recorded handles with your clips, you have additional frames to choose from when trimming your clips.

To use handles:



1. Click the **Add Handles** button in the Trim Tool.

The handles appear as additional frames on the slider in the Viewing Monitor.

2. Mark new In and Out points for your clip using the additional material.

## Locking the Duration of a Clip

Sometimes you need trim a clip while maintaining its duration. The Lock Duration feature allows you to keep the clip duration constant while trimming by using the extra frames in the handles and adjusting the clip. For instance, if you move the Mark In point 5 frames from the beginning of the clip, the Mark Out point moves automatically 5 frames to maintain the duration.

To lock the duration of a clip:



- Click the **Lock Duration** button in the Trim tool.

## Playing Past Out

Playing Past Out lets you create an Out point on the fly while viewing media after the Mark Out point, which is useful when verifying the Out point.

To play past the Out point:



1. Click the **Play Past Out** button in the Trim Tool.
2. Play the clip.

The clip continues playing past the Mark Out point, letting you see the rest of the footage in the clip.

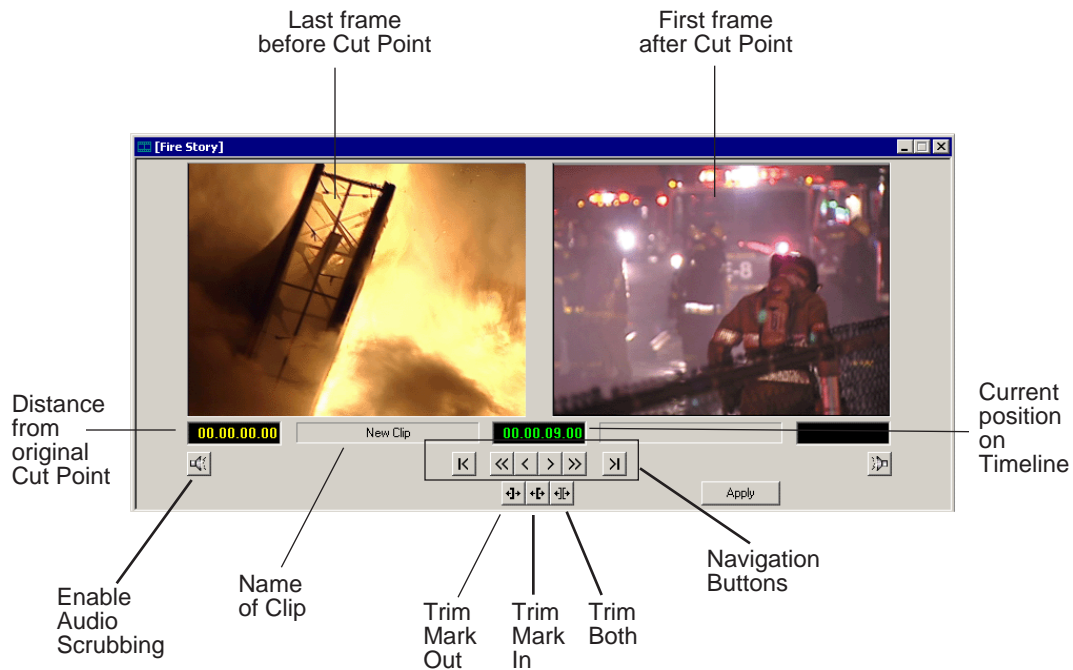


## Changing Cut Points Between Adjacent Clips

You may need to adjust the cut points between two clips in the Timeline. When you edit part of a clip into your sequence, NewsEdit recognizes that there is more material in the clip than is being used in the edit. The Cut Point Edit Tool lets you access the unused portion of the clip without returning to the source clip and repeating the edit.

### Using the Cut Point Edit Tool

**+|+** To select the Cut Point Edit Tool, press **4** on your keyboard or click the **Cut Point Edit Tool** button in the Timeline Toolbar.





## Changing Cut Points

Adjust the cut points between two adjacent clips by trimming the Out point of the first clip, the In point of the second clip, or both.

To change a cut point:

1. Select the tracks you want to edit in the Timeline.
2. Move to the appropriate cut point in the Timeline:
  - Move to the next cut point by pressing **H** on your keyboard.
  - Move to the previous cut point by pressing **G** on your keyboard.
3. Press **4** on your keyboard or click the **Cut Point Edit Tool** button in the Timeline toolbar.



The Cut Point window appears showing the two clips you want to trim:



4. Choose one of the following ways to trim:



- **Trim Mark Out** — Extends or retracts the Out point of the first clip; changes the duration of a sequence.



- **Trim Mark In** — Extends or retracts the In point of the second clip; changes the duration of a sequence.



- **Trim Both** — Simultaneously manipulates the Out point of the first clip and the In point of the second clip. This method extends L-cuts without changing the sequence duration.

5. Choose how much you want to trim the cut point(s) by:
  - Dragging the cut point in the Timeline to the new position.
  - Using the cut point navigation tools to select the new frame position. The next section, *Navigating to Cut Points* describes these buttons.
6. Click **Apply** or press **Enter** on the keyboard.

The Timeline updates with the new cut point.

## Navigating to Cut Points

NewsEdit provides some quick ways to navigate through your clips to find the frames you need for trimming.









You can either click the buttons in the Cut Point Edit Tool or press the corresponding keys on the keyboard.



Navigation Buttons



Use these tools to navigate through your sequence:

Icon	Keyboard Key	Description
	<b>Z</b>	Extends to the previous cut point.
	<b>D</b>	Moves back 10 frames.
	<b>A</b>	Moves back 1 frame.
	<b>S</b>	Moves forward 1 frame.
	<b>F</b>	Moves forward 10 frames.
	<b>X</b>	Extends to the next cut point.
	<b>G</b>	Selects the previous cut point.
	<b>H</b>	Selects the next cut point.

## Using Audio Scrubbing

Digital audio scrubbing allows you to jog through your material while monitoring the audio. Use audio scrubbing to locate your audio edit points.

To use audio scrubbing:



- Click **Enable Audio Scrubbing** in the Cut Point Edit Tool.

## Extending Your Edits

NewsEdit provides a quick way to extend an edit without having to re-record any footage. Use this feature to extend an individual track (video or audio) over the track in the next clip.

To extend the edit:



1. Press **4** on your keyboard to select the Cut Point Edit Tool.
2. Deselect any tracks you don't want to extend.

For example, to extend an audio track only, deselect the video track.

To deselect a track, click once in the track indicator on the Timeline for each track you want to deselect.

3. Put the cursor at the beginning of the track you want to extend.



4. Move to the next or previous cut point using the buttons or the **Z** and **X** keys on the keyboard.
5. Press **Enter** to extend the edit over the clip.



## Trimming Your Media Clips in the Bin

You can trim clips in the Bin without putting them into the Timeline. For example, you can record a long section of tape and then create shorter individual clips to edit into a sequence. This process is the same as editing clips in the Timeline, but you can also create subclips using this method. Subclips allow you to create shorter clips without changing the original recorded clip.

To trim media clips in the Bin:

1. Double-click the media clip you want to trim.

The Trimmer window appears:



2. Press **W** on the keyboard to play the clip.
3. Press the **I** and **O** buttons on the keyboard to mark new edit points.  
To see the extra recorded material, click the **Add Handles** button.
4. Click **OK**.

**NOTE:** You can also drag other clips into the Trimmer without having to close and reopen the Trimmer window.

## Creating SubClips

If you want to create a shorter clip from a larger recorded clip:



1. Press the **I** and **O** buttons on the keyboard to mark new edit points.
2. Click **Create SubClip** on the Bin Trimmer window.

The Create Subclip dialog appears.

3. Name the subclip and click **OK**.

When you close the Trimmer, click **No** to save changes. Otherwise, the master clip will be modified.

## Copying a Clip to the Timeline

If you want to copy a portion of a larger recorded clip to the Timeline:



1. Open a sequence window if one is not open.
2. Press the **I** and **O** buttons on the keyboard to mark new edit points.
3. Press **C** on the keyboard or click **Copy to Timeline** on the Bin Trimmer window.

The smaller clip copies to the Timeline at the insert point and is ready for editing.

## A Quick Way to Edit

To quickly edit a sequence:



1. Click **Play Past Out** on the Bin Trimmer window.
2. Play the clip.
3. Mark an In point.
4. Mark an Out point.
5. Copy to the Timeline by pressing **C** on the keyboard while the clip is playing.
6. Repeat steps 3-5 to continue your edits.



---

*Chapter 6 Trimming Your Clips*



## ***Fine Tuning and Advanced Editing***

Once you have clips in the Timeline, NewsEdit has several features to help you fine-tune a sequence.

This chapter discusses how to:

- Rearrange clips within a sequence
- Change the editing mode or use Quick Edit mode
- Split clips
- Lift clips from the timeline
- Delete clips
- Insert filler between clips
- Create a Fit To Fill
- Add a freeze frame
- Vary the speed of a clip
- Create a split edit
- Use Control Track and Match Frame



## Moving Clips in the Timeline

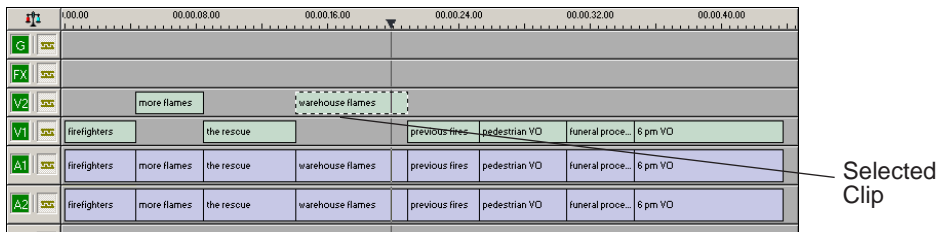
When you move clips in the Timeline, the result differs slightly based on the current edit mode. If you are in Overwrite Edit Mode, a moved clip covers other clips. If you are in Splice Edit Mode, a moved clip pushes other clips out.

To move a clip:



1. Press **1** on your keyboard to choose the Timeline Tool.
2. Click once on the clip in the Timeline you want to move.

An outline appears around the clip you selected.



3. Drag the clip to its new location.

You can also use the following keyboard keys to move clips:

Keyboard Keys	Function
Numberpad <b>4</b>	Moves the selected clip one frame to the left on the Timeline.
Numberpad <b>6</b>	Moves the selected clip one frame to the right on the Timeline.
<b>Ctrl</b> + Numberpad <b>4</b>	Moves the selected clip 10 frames to the left on the Timeline.
<b>Ctrl</b> + Numberpad <b>6</b>	Moves the selected clip 10 frames to the right on the Timeline.
<b>Z</b>	Moves the selected clip to the previous cut point.
<b>X</b>	Moves the selected clip to the next cut point.

## Moving Audio Clips

You can move an audio clip to any of the eight NewsEdit audio tracks.

To move an audio clip to a different track:

- Drag the audio clip to the desired track.




## Changing the Editing Mode

The Timeline has three editing modes — Overwrite mode (the default), Splice mode, and Fit To Fill, a special mode for creating motion effect clips.

For the first edit and for adding one clip after another, you can use either Overwrite or Splice mode. The difference between these modes is important when you revise and fine tune your sequence, as described in the table below.

Once you use these modes to edit clips to the sequence in your Timeline, you can move clips forward or backward within the sequence or use the Trim tool to trim transitions or to produce split edits.

The NewsEdit editing modes are:

Tool	Icon	Keyboard Key	Description
Overwrite		F9	Replaces existing sections of a sequence with new material, leaving the sequence duration unchanged. Similar to an insert edit in a tape-based system.
Splice		F10	Splices a clip between two existing clips in the Timeline by moving the two clips apart and inserting the new clip in between them. All clips after the edit point move downstream and lengthen the sequence.
Fit To Fill		F11	Fits a clip into a duration you specify in the Timeline.

## Using Quick Edit Mode

Quick Edit mode switches you to the Source Tool after an edit to the Timeline, which is good if you prefer to lay down all of your edits and then go back and review your sequence.

To use Quick Edit:



1. Press **2** to select the Source tool.



2. Click the **Quick Edit** button.

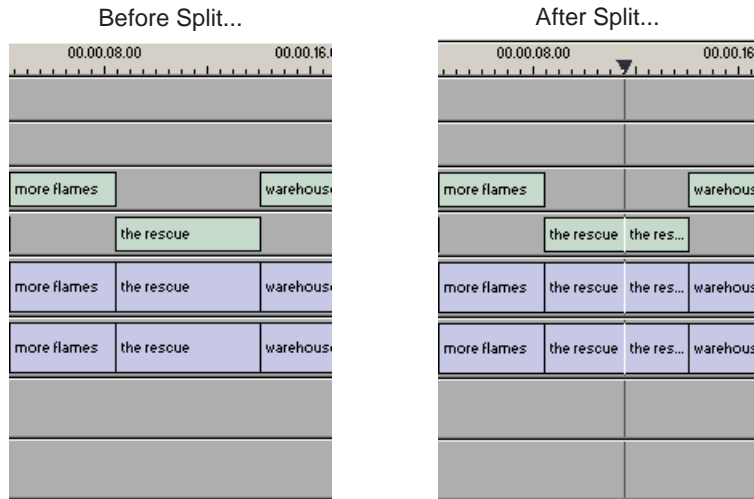
You are now in Quick Edit mode.

To stop Quick Editing, click the Quick Edit button again.



## Splitting Clips

You can split an existing clip into two clips. For example, you can insert new material between two split sections or split a clip and remove a piece of it to tighten the sequence.



To split a clip:

1. Press **1** on the keyboard to choose the Timeline Tool.
2. Drag the cursor to the spot where you want to split the clip.

You can also use the **A**, **S**, **D**, and **F** keys to find the split point.



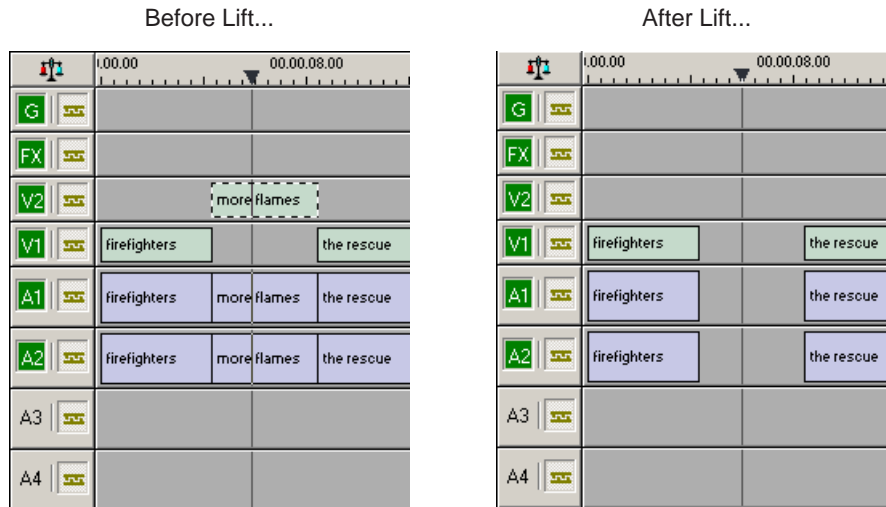
3. Press **\** on the keyboard or click the **Split Clip** button on the Timeline toolbar.

The clip splits in two.

To split only one of the tracks (for example, split the Video track and leave A1 and A2 intact), deselect the track button at the left of the Timeline for tracks you want to be unaffected by the split.

## Lifting Clips From the Timeline

You can lift a clip out of a sequence to replace it, or remove a piece of a clip from a sequence after splitting it. Black or silence replaces the lifted portion.



To lift a clip:



1. Press **1** on your keyboard to choose the Timeline Tool.
2. Click once on the clip you want to lift.



3. Press **J** on the keyboard or click the **Lift Clip** button on the Timeline toolbar.

The clip disappears from the sequence.

To fill in the gap created by lifting a clip:

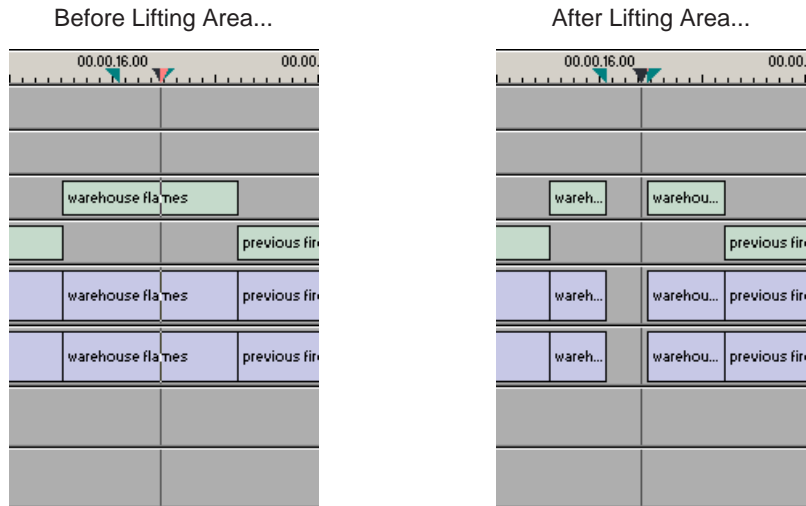
- Select the first clip after the gap and press **0** on the keyboard or select **Collapse Sequence** from the Command menu.

The hole to the left of the selected clip closes. You can also use the **Delete** key to completely remove the clip and close the gap in a single step.



## Chapter 7 *Fine Tuning and Advanced Editing*

You can also lift an area of the sequence that includes parts of adjoining clips.



To lift an area:



1. Press **1** if you are not already in the Timeline Tool.
2. Select the area to lift by marking and In and an Out point.



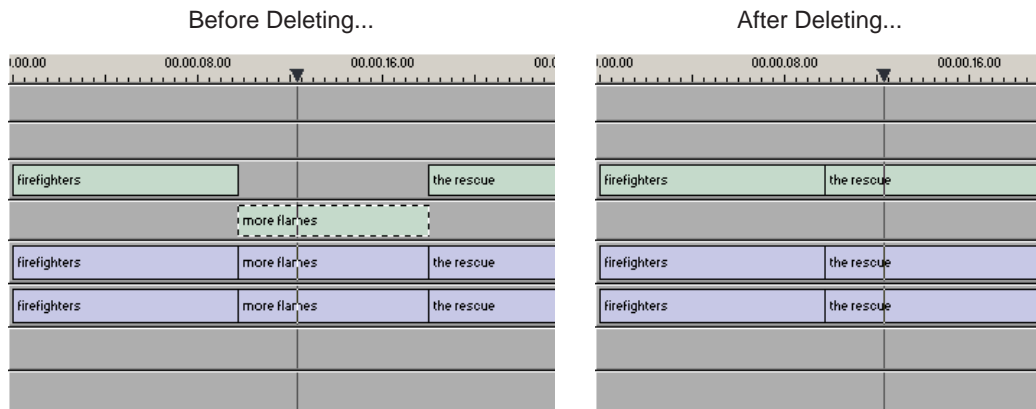
3. Press **Ctrl + J** on the keyboard or hold down the **Ctrl** key while clicking the **Lift Clip** button.

You can also right-mouse click in the Timeline and select **Lift Area**.

## Deleting a Clip from Your Sequence

Instead of lifting a clip from the Timeline, which leaves black and silence, you can delete a clip and close the gap between the remaining clips in the sequence.

Before deleting an individual track on a clip, be sure to deselect the tracks you don't want to delete by clicking their track indicators on the Timeline.



To delete a clip:

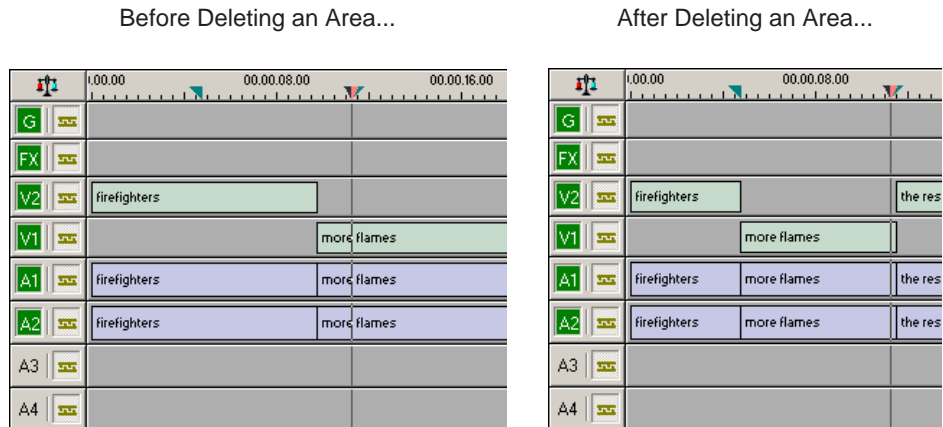
1. Press **1** on your keyboard to choose the Timeline Tool.
2. Select the clip in the Timeline that you want to delete. Press the **Ctrl** key to select multiple clips.
3. Press **Delete** on your keyboard.

The clip disappears from the Timeline.



## Chapter 7 *Fine Tuning and Advanced Editing*

You can also delete an area of the sequence, which can include parts of adjoining clips.



To delete an area:

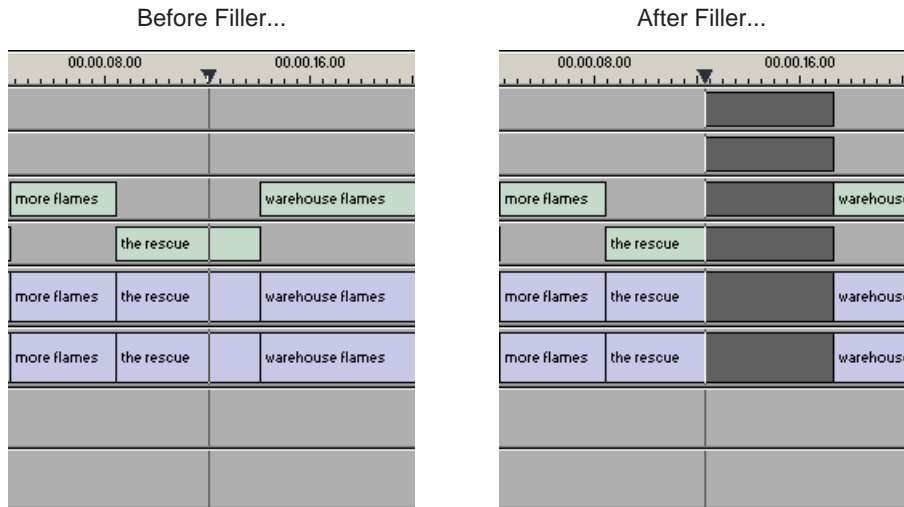
1. Press **1** on your keyboard to choose the Timeline Tool.
2. Select the area to delete by marking an In and an Out point.
3. Press **Ctrl + Delete** on the keyboard or hold down the **Ctrl** key while clicking the **Delete** button.

You can also right-click in the Timeline and choose **Delete Area**.



## Inserting Filler Between Clips

With NewsEdit, you use filler to place a gap between two shots or to create a dip to silence in the sequence. You can also use filler to serve as a placeholder for late-arriving material. Inserting filler is both track and edit mode specific.



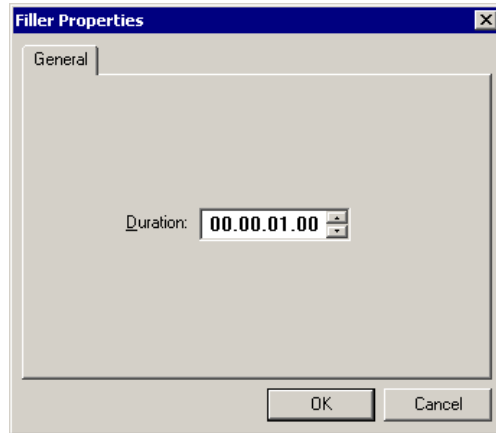
To insert filler:

1. Press **1** on your keyboard to choose the Timeline Tool.
2. Click once on the clip, at the point before you want to insert filler.



3. Right-click and select **Insert Filler**.

The Filler Properties window appears:



4. Enter a Duration for the filler and click **OK**.

The Timeline updates with the filler inserted into the sequence.

***NOTE: You can also insert filler between Mark In and Mark Out points on all tracks that are active. You cannot add a transition effect between a clip and filler.***

## Creating a Fit To Fill

You can create a Fit To Fill between sequence clips. When you use Fit To Fill, NewsEdit compares the marked source clip's duration to the target duration you mark in the Timeline and adjusts the clip speed to match the target duration.

Fit To Fill only works with a clip that already exists in your Bin.



To create a Fit To Fill:

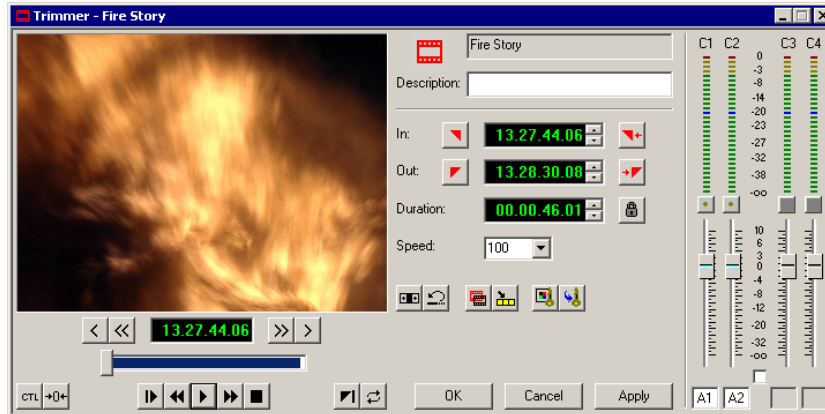


1. Press **9** on the keyboard or click the **Fit to Fill** button in the Timeline toolbar.
2. Mark In and Out points in the Timeline for the area to be filled.
  - To Mark In, move the cursor to the desired clip beginning and press **I** on the keyboard.
  - To Mark Out, move the cursor to the desired clip end and press **O** on the keyboard.



3. In the Bin, double-click on the clip you are using for the fill.

The Bin Trimmer window appears:



4. Mark the selection you want to use by marking an In and Out point.
5. Press **C** on the keyboard or click the **Copy to Timeline** button.  
A new clip appears in the Timeline covering the space you indicated.
6. Click **Cancel** to close the Bin Trimmer window.
7. Clear the Mark In and Mark Out points for the new clip by pressing **P** and **[** on the keyboard.
8. Play the sequence to determine if the Fit to Fill works in your sequence.
9. Turn off Fit To Fill mode.

You can also create a Fit To Fill from the Bin Source.

***NOTE:** If you have a clip in the Bin that's trimmed the way you want it, you can drag it to the Timeline while in Fit To Fill mode to automatically fill the area between the Mark In and Mark Out points.*

***TIP**—You can create a freeze frame by setting the In and Out points to the same position.*

## Adding a Freeze Frame To Your Sequence

You can create a freeze frame to use in a sequence; you might typically use a freeze frame at the end of a clip to hold the image.

To add a freeze frame to a sequence:

1. Select a clip.
2. Move the cursor to the frame you want to freeze.
3. Press **F3** on the keyboard or right-click and choose **Match Frame to Bin**.

The viewing monitor displays the frame from the source. See “Using Match Frame” on page 136 for more information.

4. Mark an In point where you want the frame to occur.



5. Click **Enable variable speed controls** and select **0**.

6. Press **F12** to start recording.

7. Press the **spacebar** to stop recording when you have enough media.

The freeze frame appears as a new clip with an unrendered image.

You can also create a freeze frame by setting the play speed of a clip already on the Timeline to zero. The system uses the Mark In point as the freeze frame.



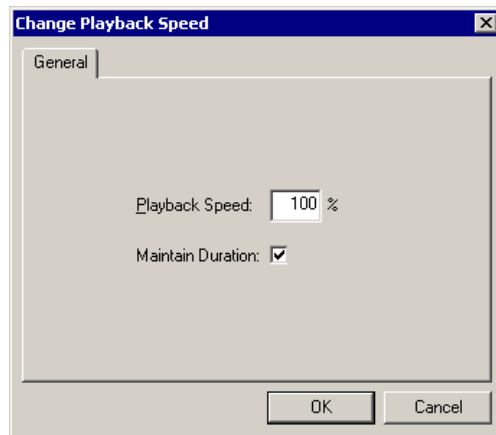
## Varying the Speed of a Clip

You can vary the clip speed to create slow or fast motion effects in a sequence.

To vary the speed of a clip:

1. Click once on the clip you want to change.
2. Right-click on the video track for the clip and choose **Play Speed**.

The Change Playback Speed window appears:



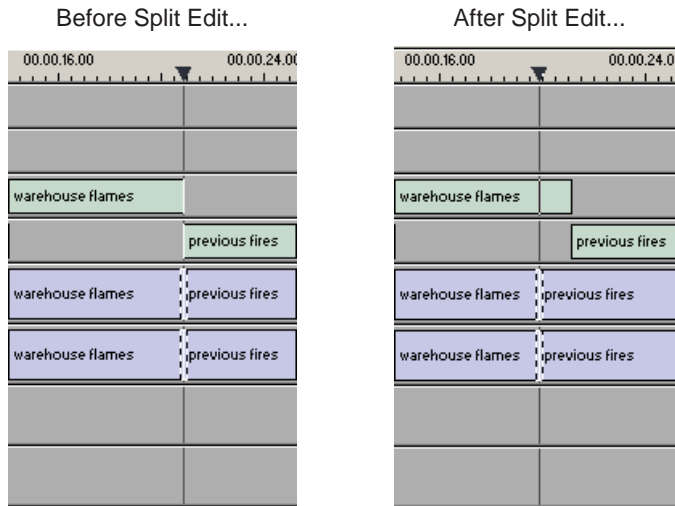
3. Enter a new speed percentage for the clip.
4. To keep the clip duration constant, check the **Maintain Duration** checkbox.
5. Click **OK**.

The play speed of the clip changes.

To check a clip's play speed, right-click on the clip and choose **Play Speed**.

## Creating Split Edits

The Cut Point Edit Tool provides a way to create split edits, which allow you to trim one track without affecting other tracks. Split edits are useful if you want to have the audio track start before the video track or extend past the video.



To create a split edit:



1. Press **4** to select the Cut Point Edit Tool.
2. Deselect any tracks you don't want to split off.

For example, to split off the video track, deselect the audio tracks.

To deselect a track, click once in the track indicator on the Timeline.



3. Click the **Trim Both** button.
4. Trim the cut points as described in “Changing Cut Points” on page 114.  
The Timeline updates to reflect the split.



## Using Control Track

Control track lets you see the actual count of a clip or piece of tape instead of using timecode. Control track is available in the Timeline and Source Tools.

To use control track:



- Click the **Control Track** button.

The timecode field changes and the text becomes yellow. To switch back to viewing the timecode, click the Control Track button again.

To reset the control track to zero:



- Click the **Reset Control Track** button while in Control Track mode.

## Using Match Frame

NewsEdit can match frames on the Timeline with the input source. Use Match Frame if you need to add more material at the beginning or end of a clip.

You can Match Frame to either the Bin or Source.

### Match Frame to Bin

Match Frame to Bin finds a frame you select from the Timeline and loads it in as a clip source.

To match frame to the Bin:

1. Select a clip on the Timeline.
2. Select the frame you want to match.
3. Press **F3** on the keyboard.

NewsEdit finds the frame on the clip and loads it as a clip source.



## **Match Frame to Source**

Match Frame to Source finds a frame you select from a Timeline import source and loads it into the Source Tool, using that frame as the Mark In point.

To match frame to the Source:

1. Select a clip on the Timeline.
2. Select the frame you want to match.
3. Press **F4** on the keyboard.

NewsEdit finds the frame on the source and loads it into the Source Tool as a new Mark In point.

4. To view the frame source, press **F7**.

To use this footage in a clip, press **F12** to record to the Timeline.



---

*Chapter 7 Fine Tuning and Advanced Editing*

## ***Adding and Adjusting Audio***

NewsEdit allows you to adjust many aspects of the audio tracks in your sequence and add additional audio tracks to your sequence.

While NewsEdit can only record four audio tracks, you can edit up to eight tracks. The Audio Mixer Tool adjusts levels and pan for individual edits in a sequence, for entire clips, or for entire audio tracks. You can also connect an external mixer to NewsEdit; see *Appendix C* for instructions.

This chapter discusses how to:

- Use the Audio Mixer Tool
- Change audio levels in a clip
- Monitor audio tracks
- Adjust audio gain
- Ride audio on the fly
- Crossfade audio

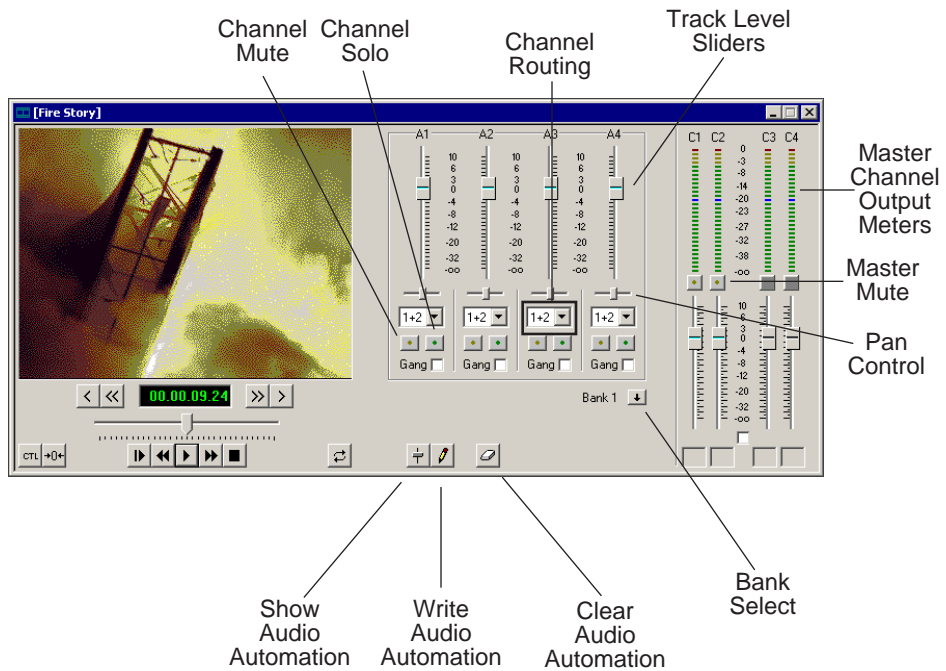


## Using the Audio Mixer Tool

To edit audio, use the Audio Mixer Tool.



To select the Audio Mixer Tool, press **6** on your keyboard or click the **Audio Mixer Tool** button in the Timeline Toolbar.



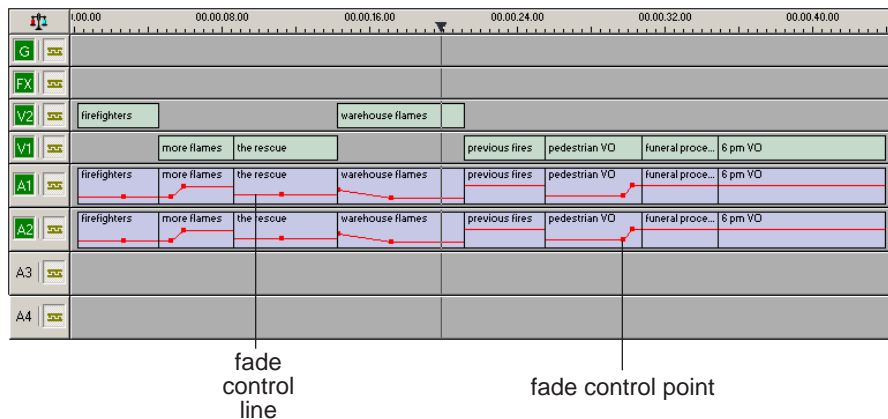
## Changing Audio Levels in a Clip

You can adjust the audio levels within a clip by adding and manipulating fade control points in the Timeline, which is known as rubber banding.

To change the audio level in a clip:

1. Press **6** on the keyboard to select the Audio Mixer Tool.

The Timeline shows a red fade control line through each audio track.



2. To adjust the audio level in a clip, do one of the following:

- To adjust a specific point in a clip, click on the red line to create a fade control point. Using the fade control point as a pivot, click on another point in the audio track and drag the red line to raise or lower the level.
- To raise the sound level for the entire track in a clip, click the fade control line and drag it up in the track. If fade control points exist, you need to click on a point before raising the level.
- To lower the sound level, click the fade control line and drag it down.

If your audio levels are still too low or too high after adjusting the fade control line to its maximum or minimum value, you can make further adjustments by changing the audio gain. See “Adjusting Audio Gain” on page 148.



## Removing Fade Control Points

To remove a fade control point, press **Ctrl + click** on the fade control point. Notice that the cursor changes to a red hand, allowing you to click and remove the control point.

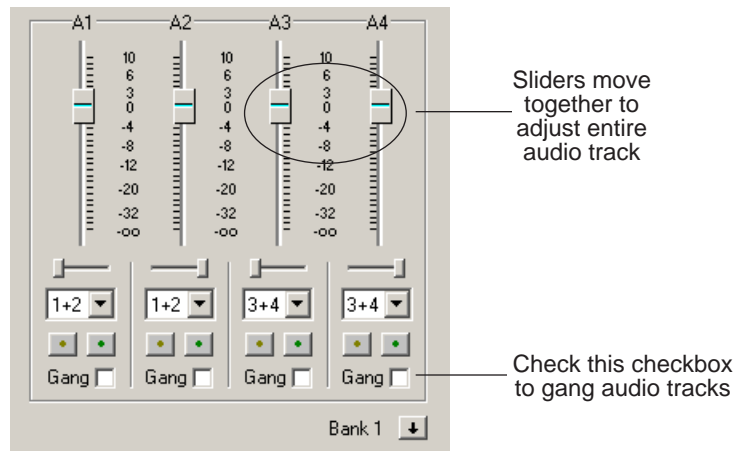
To remove all of the fade control points, right-click within the audio clip and select **Clear Fade Control Points**.

## Ganging and Adjusting Multiple Audio Tracks

Instead of adjusting multiple audio tracks individually, you can gang and adjust multiple tracks at the same time.

To adjust multiple audio tracks:

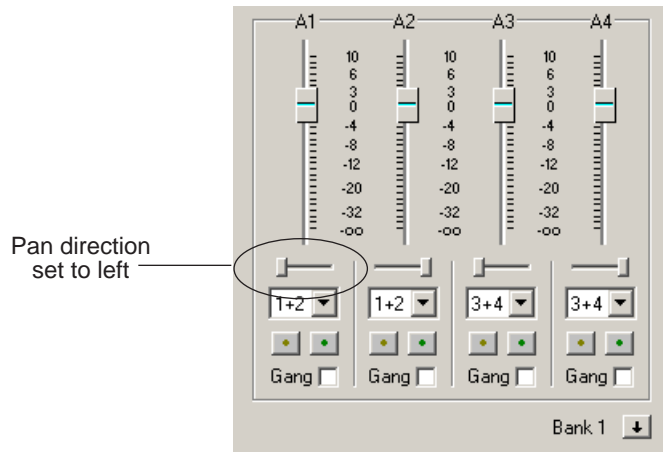
1. In the Audio Mixer Tool, check the **Gang** checkbox for each track you want to adjust.
2. Move the slider up or down to set the track volumes.



To turn off ganging, uncheck the checkboxes.

## Setting the Pan Control

The pan control adjusts sound location. By default, odd-numbered channels pan to the left and even-numbered channels pan to the right.



Changing the pan direction affects the entire track in a sequence.

To change the pan direction:

- Drag the pan slider for an audio channel to the right or left position.

To set the pan direction to center, press **Alt + click** on the pan slider.



## Monitoring Audio Tracks

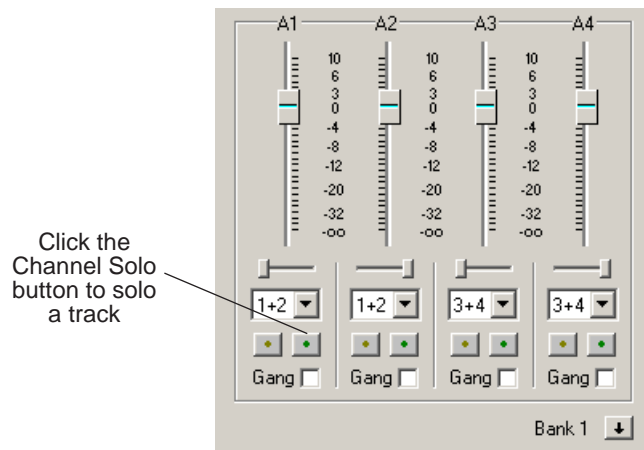
By default, NewsEdit monitors all audio tracks in a sequence. However, you can specify the tracks to monitor using the Solo and Mute buttons.

### Soloing a Track

When you Solo a track, all other audio tracks mute until you turn off the Solo feature. You can also Solo multiple tracks if you wish.

To Solo one or more tracks:

- In the Audio Mixer Tool, click the **Channel Solo** button for each track you want to Solo.



To turn off Solo, click each Channel Solo button again.

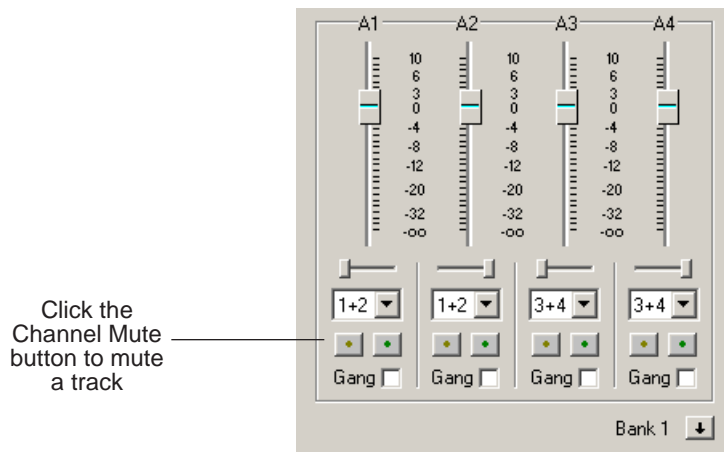


## Muting a Track

Muting is the opposite of Soloing. When you Mute one or more tracks you hear only the unmuted tracks until you deactivate Muting. Muting is useful when recording voice-overs to the Timeline.

To Mute one or more tracks:

- In the Audio Mixer Tool, click the **Channel Mute** button for each track you want to mute.



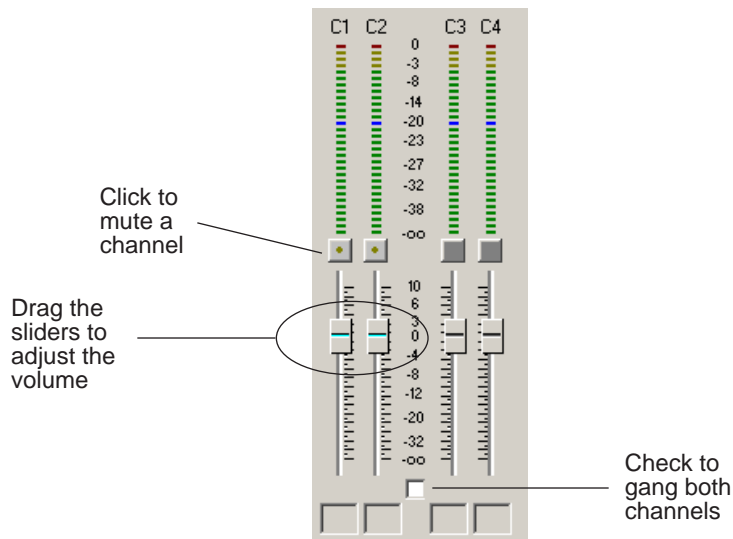
To turn off Muting, click each Channel Mute button again.



## Using the Master Audio Sliders to Set Output Level

You can use the Master Audio Sliders to adjust the output level for your final sequence. When you output audio, the eight audio tracks are mixed down to four or fewer tracks. The pan direction determines how tracks are mixed.

By default, odd-numbered tracks mix to channel one and even-numbered tracks mix to channel two of your output sequence.



To use the Master Audio Sliders:

- Drag the level slider up or down for each channel to set the output volume. Check the Master Gang box to adjust both channels simultaneously.

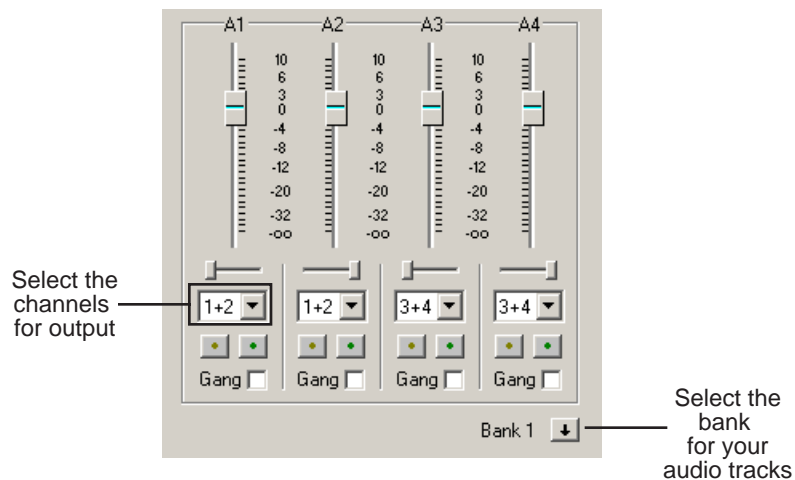
## Channel Routing

You can select where the audio tracks of your sequence output by specifying the number of output channels and routing the channels.

The number of output channels is set in the Options Menu. To change this setting, see “Setting Output Options” on page 50.

For a two-channel system, the channels route by default as follows:

- If the pan control is in the left position, output routes to Channel 1.
- If the pan control is in the right position, output routes to Channel 2.
- If the pan control is in the center position, output routes to all channels.



To change channel routing:

- Click the arrow next to the **Channel Routing** field for each audio track you want to change and select a new setting.

You can select from **1+2**, **3+4**, or **ALL**. If you have more than four audio tracks in your sequence, click the **Bank Select** arrow to move to Bank 2 and then make your changes for tracks A5 through A8.



## Adjusting Audio Gain

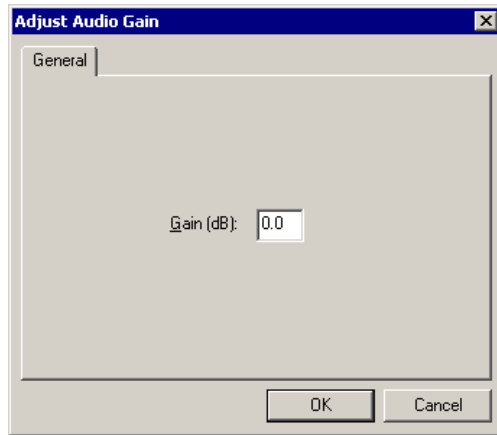
NewsEdit lets you adjust the audio levels within a clip in your sequence. Audio may record in at levels that are too low or too high. The Audio Gain feature lets you compensate by adjusting the clip. You can adjust the audio between -41 dB and +10 dB.

To adjust an audio clip, you can use the Timeline Tool, the Trim Tool, or the Audio Mixer Tool.

To adjust the audio gain in a clip:

1. Select the clip you need to adjust.
2. Right-click in the appropriate audio track.
3. Choose **Adjust Audio Gain**.

The Adjust Audio Gain dialog box appears:



4. Enter a new value for the audio gain:
  - To lower the gain, enter a value preceded by a minus sign, such as -5.
  - To raise the gain, enter a value, such as 5.
5. Click **OK**.

The new value appears for the audio clip.

## Using Audio Automation

You can use Audio Automation to adjust volume on the fly while a sequence is playing. You can then go back to adjust the fade control points for each level.

To use Audio Automation:



1. Press **6** on the keyboard to select the Audio Mixer Tool.
2. Click the **Write Audio Automation** button.
3. Click in the Timeline where you want the audio automation to start.
4. Press **F10** or click **Play** to play the sequence.
5. As the sequence is playing, click on the audio slider in the appropriate channel and raise or lower it.
6. When you reach the end of the sequence, press the **spacebar** to stop.

The automation appears as fade control points in the audio tracks.

## Showing Audio Automation

When you play a sequence with Audio Automation, you may want to see the audio sliders moving along with the video, which show you the audio changes you made while recording.

To show Audio Automation:



- Verify that the **Show Audio Automation** button is activated in the Audio Mixer Tool.

When you play the sequence, the sliders move along with it. If you need to do any fine-tuning, you can move any of the fade control points once the sequence has stopped playing.

If you play a sequence without Show Audio Automation on, you see the fade control points from the automation, but the sliders don't move during playback.



## Removing Audio Automation

You can remove an individual fade control point or all points in a sequence.

To remove a single fade control point:

- Press **Ctrl + click** on a fade control point to remove it.

The cursor changes to a red hand, allowing you to click and remove the control point.

To remove all fade control points:



- Click **Clear Audio Automation**.

All of the audio fade control points disappear.

## Crossfading Audio

NewsEdit lets you create audio crossfades between any two edit points in your sequence using the Transition Tool. See “Adding Audio Crossfades” on page 161 for instructions.

## ***Adding Transitions to Your Sequences***

NewsEdit lets you create a variety of transitions between clips in your sequence. Adding transitions to your sequences can add visual interest, avoid a bad edit between two shots, or slow a change between two shots for a pacing effect.

Video transition effects include dissolves, wipes, SMPTE wipes, pushes, and slides. You can also create crossfades on the audio tracks in your sequence.

This chapter discusses how to:

- Use the Transition Tool
- Work with different transition types
- Add transitions between edit points
- Add audio crossfades to your clips

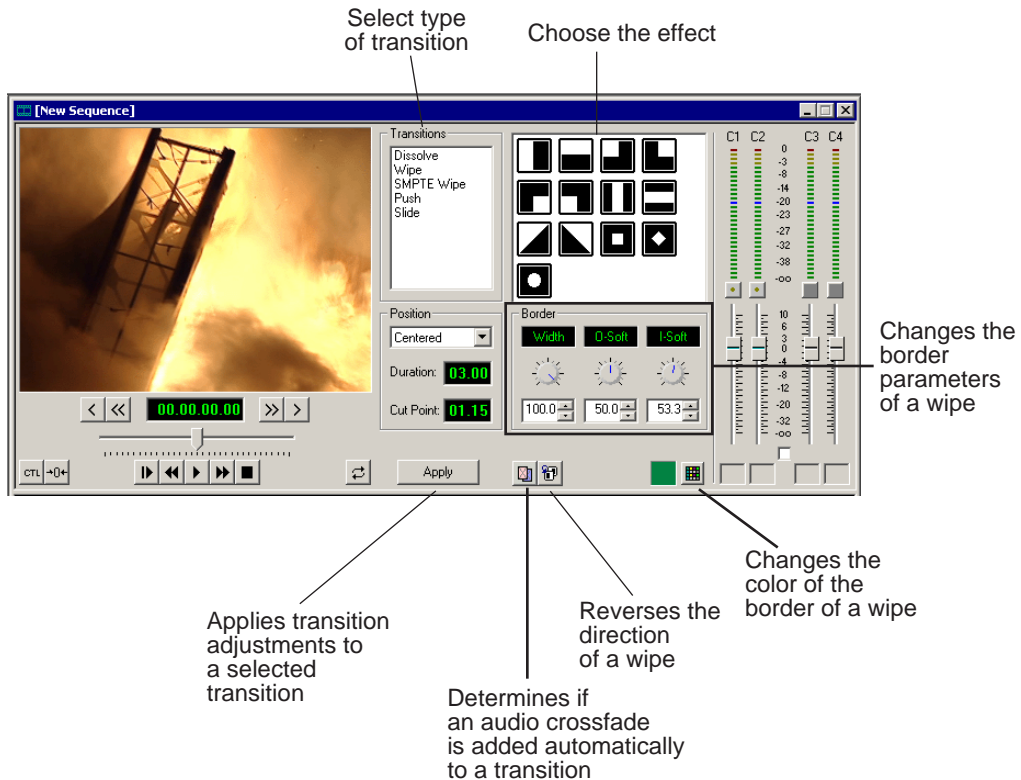


## Using the Transition Tool

To create transitions or audio crossfades, you use the Transition Tool.



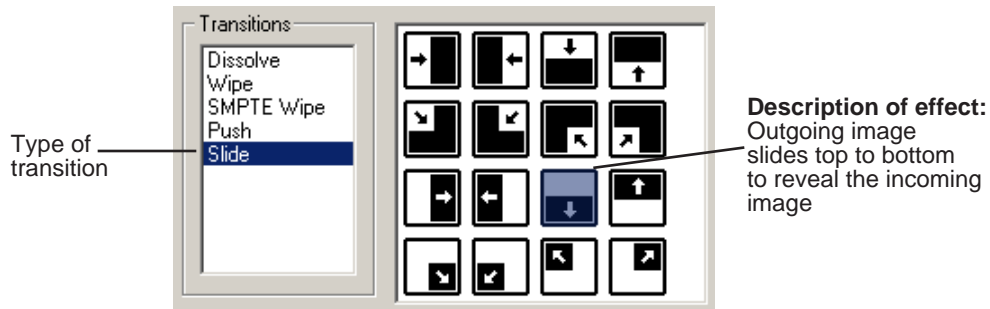
To select the Transition Tool, press **5** on your keyboard or click the **Transition Tool** button in the Timeline Toolbar.



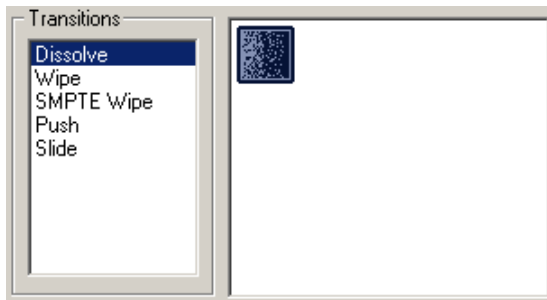


## Describing Transition Types

NewsEdit has five types of transitions—dissolves, wipes, SMPTE wipes, pushes, and slides. For a transition description, double-click its effect icon.



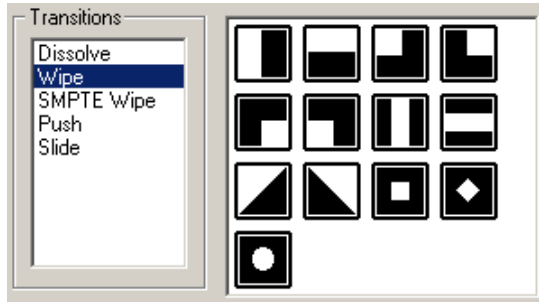
## Dissolves



A dissolve fades the existing image as the new image becomes visible in its place. You cannot specify the direction or kind of dissolve.



## Basic Wipes



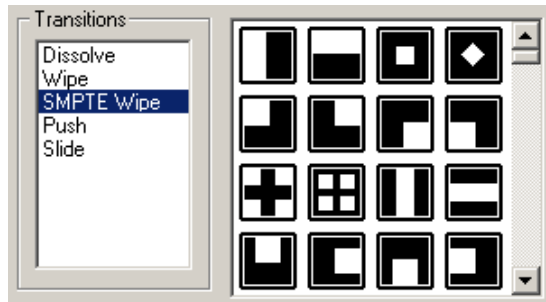
A wipe moves a new image over an old image.



To reverse a wipe, click the **Reverse** button in the Transition Tool and create the transition as described in “Adding Transitions to Your Sequences” on page 156. Reverse is only available on wipes, not on other transitions.

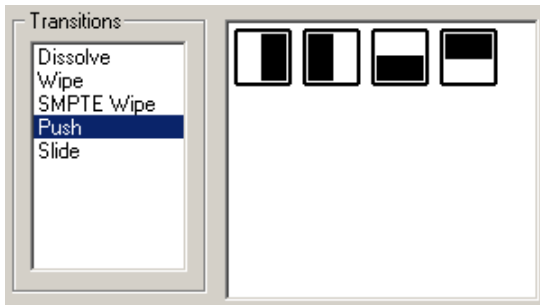
You can also add colored borders to a wipe. See “Adding Borders to Wipes and SMPTE Wipes” on page 159 for more information.

## SMPTE Wipes



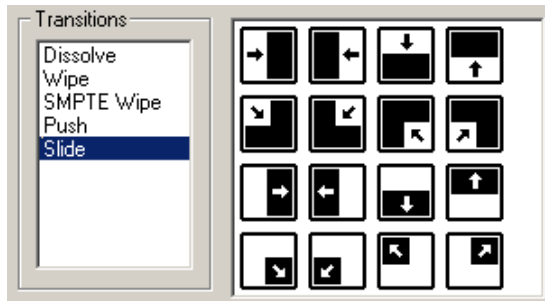
A SMPTE wipe works the same way as a wipe by moving the new image over the old image. SMPTE wipes are industry standard wipe patterns, and include more complex directional wipes, shape wipes, clock wipes, and matrix wipes.

## Pushes



A push moves the second image in the direction chosen onto the screen, looking like the first image is “pushed” out of the way.

## Slides



A slide moves either the old image or the new image. The old image moves to reveal the new image or the new image moves to conceal the old image.

A black arrow indicates the direction and path the second image takes moving into the frame. A white arrow indicates a reverse slide, where the first image slides to reveal the second image.



## Adding Transitions to Your Sequences

You add transitions between clips in your sequence. You need to have handles on your clips in order to apply a transition.

When you create a transition, NewsEdit places it on the Timeline as an unrendered effect. Before you send the sequence to another video server, you need to render all effects.

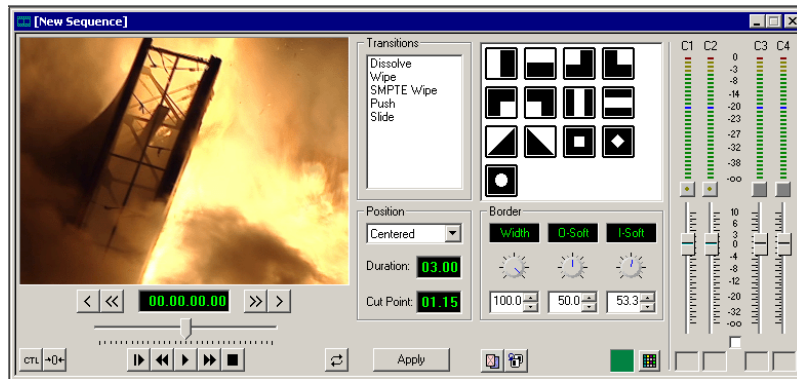
### Creating a Transition

You create each of the five kinds of transitions in the same way.

To create a transition:

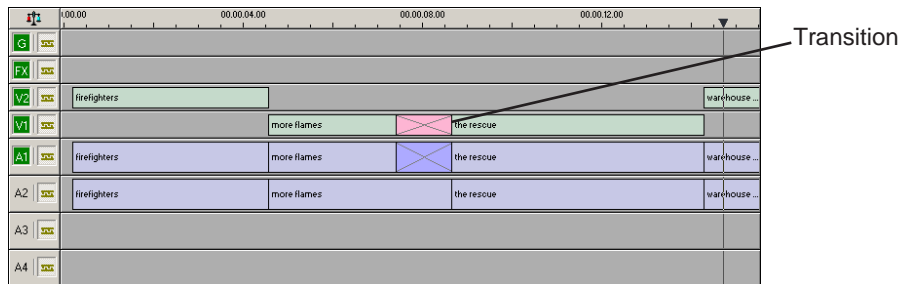
1. Press **5** on your keyboard to select the Transition Tool.

The Transition window appears:



2. Click on the transition type and then on the icon for the effect you want.
3. In the Settings area, choose the **Position** of the transition from these choices:
  - **Centered** — Centers the transition across the cut point (default).
  - **End at Cut** — Ends the transition at the cut point between clips.
  - **Start at Cut** — Starts the transition at the cut point between clips.
  - **Custom** — Lets you set the position by typing it in the Cut Point field. If you don't have enough handle material to complete the custom position you set, NewsEdit completes as much of the positioning as it can.

4. Enter the **Duration** of the transition.  
The default duration is 15 frames.
5. Move the mouse over the cut point between the two clips.  
The cursor turns into a red X.
6. Click the mouse once to place the effect.  
The transition appears on the Timeline as a pink box with diagonal lines in it, indicating the transition is unrendered.



When you play the sequence in the Timeline, you see the transitions in the Video window.

***NOTE: You need the Real-Time Preview Option to see transitions when you play a sequence before rendering it. If you don't have this option, you need to render all transitions before you can view them.***



## Changing Transitions

You can change a transition from one type to another or change the properties of the transition.

To change a transition:

1. Click once to select the transition on the Timeline.

A red and green dotted border appears around the transition indicating its properties are displayed in the Transition Tool.

You can select multiple transitions (by pressing **Ctrl +** clicking on each transition) and apply changes to all of the transitions at once. If you have more than one transition selected the red and green dotted border appears only around the transition for which the properties are displayed.

2. Make any changes—type of transition, type of effect, transition position, duration, or border.
3. Click **Apply**.

The new transition replaces the old one on the Timeline.

***NOTE:** Double-clicking on a transition in the Timeline from any tool selects the Transition Tool and shows the transition's properties.*

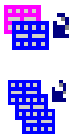
## Rendering Transitions

When you create a transition over two clips, NewsEdit places it on the Timeline as an unrendered object. Before you send the sequence to another video server, you need to render each of the transitions.

You can render a transition anytime after creating it, and you can render a selected transition or all transitions in your sequence.

To render a single transition:

1. Double-click once in the Timeline to select the transition.
2. Click **Render** on the Main Toolbar.



To render all transitions, click **Render All** on the Main Toolbar. A window appears, showing the rendering progress.

## Deleting Transitions

Sometimes you need to delete a transition on the Timeline.

To delete a transition:

1. Click on the transition to select it.

To delete several transitions at once, hold down the **Ctrl** key on the keyboard, then click on each transition you need to delete.

2. Press **Delete** on the keyboard.

The transition disappears from the Timeline.

## Adding Borders to Wipes and SMPTE Wipes

With NewsEdit, you can add a border to any wipe or SMPTE wipe you use as a transition. You can use the default settings or change these settings to customize your border: color, width, and the edge softness of a wipe.

### Changing the Border Color

The default color for a border is white. You may want to change the color to match a specific color scheme for your news station or to provide more visual contrast in a clip.

To change the color of a border:



1. Click the **Change Color** button on the Transition Tool.

The Color window appears.

2. Click on the new border color and click **OK**.

The box beside the Change Color button displays the new border color.

**NOTE:** *Border color is only visible if the Border Width is set to a value greater than zero.*

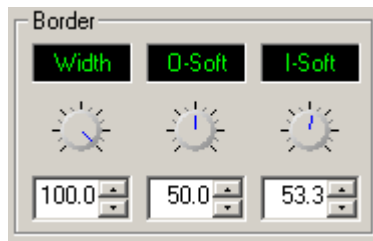


## Adjusting the Width and the Softness of a Border

Any border you use with a wipe can be adjusted to suit your needs. The parameters you adjust are:

Option	Definition	Range	Description
Width	Increases or decreases the size of the border.	0-100	0 is no border and 100 is the full border width available.
O-Soft	Softens the leading edge of the wipe.	0-100	0 is no softness and 100 is the full softness available for the outside region of the border.
I-Soft	Softens the trailing edge of the wipe.	0-100	0 is no softness and 100 is the full softness available for the inside region of the border.

You adjust the width and softness of a border using dials on the Transition Tool.



The best way to adjust a dial is:

- Click on the dial you want to adjust and move it to the right to increase the value or to the left to decrease the value.

You can see the size and softness change in the Viewing Window.

You can also adjust the parameters by typing a value in the box below the dial or clicking the up and down spinners beside the value box.

To reset a dial to 0, double-click the dial.



## Adding Audio Crossfades

If you want to soften the transition between two audio clips, you can add an audio crossfade. NewsEdit lets you create audio crossfades between any two edit points in your sequence. Apply crossfades to only the audio tracks in a clip or with each video transition you create.

### Applying Crossfades to the Audio Tracks Only

You can apply the audio crossfade to just the audio tracks in your clip.

To create an audio crossfade:

1. Press **5** on the keyboard to select the Transition Tool.
2. Move the mouse over the cut point between the two audio clips where you want to place the transition.

The cursor turns into a red X.

3. Click the mouse once on the audio track to place the effect.

The audio crossfade appears on the Timeline as a blue box with an X in it. Audio crossfades do not have to be rendered.

### Applying Crossfades Automatically With Transitions

You can also have NewsEdit apply an audio crossfade each time you add a video transition effect between edit points.

To create an Audio Crossfade automatically:

1. Press **5** on the keyboard to select the Transition Tool.
2. Click the **Auto-Apply Crossfade** button.



Each time you apply a video transition, an audio crossfade occurs on the audio tracks at the same point. The audio crossfade uses the same settings you are using for the video transitions; position, duration, and cut point.

You can also adjust the settings for the audio crossfade separately from the video transition if desired. Click to highlight the transitions for crossfading, whether all or some of the audio tracks.



---

*Chapter 9 Adding Transitions to Your Sequences*

## ***Creating Video Effects***

NewsEdit lets you create a variety of video effects with clips in your sequence, including blurs, mosaics, color inverting, and mirroring. You can also resize video images and use key shapes to create Picture-in-Picture (PIP) effects.

This chapter discusses how to:

- Use the Video Effects Tool
- Add a new video effect to the Timeline, use a saved effect, or import an effect
- Define your video effect
- Work with keyframes
- Set a path for your effect
- View video effects within your sequence
- Render video effects
- Save video effects to a bin



## Video Effects Overview

Adding video effects to your sequences involves choosing the effect you want, determining the effect duration, and adding keyframes to the effect. NewsEdit also provides a number of preconfigured video effects that you can drag directly onto the Timeline.

Creating video effects involves these basic steps:

1. Placing an effect on the Timeline.  
The effect can be new, blank, or a saved in your Bin.
2. Defining the effect by selecting and modifying an effect and its options.
3. Inserting a keyframe at the position where the effect starts.
4. Continuing to insert keyframes to determine the course of the effect.
5. Selecting the path to use for the effect.
6. Pressing **Run** to review the effect.
7. Clicking **Render**, **Render All**, or **Mixdown** to complete the effect(s).
8. Saving the effect to the Saved Effects Bin if you want to re-use again.

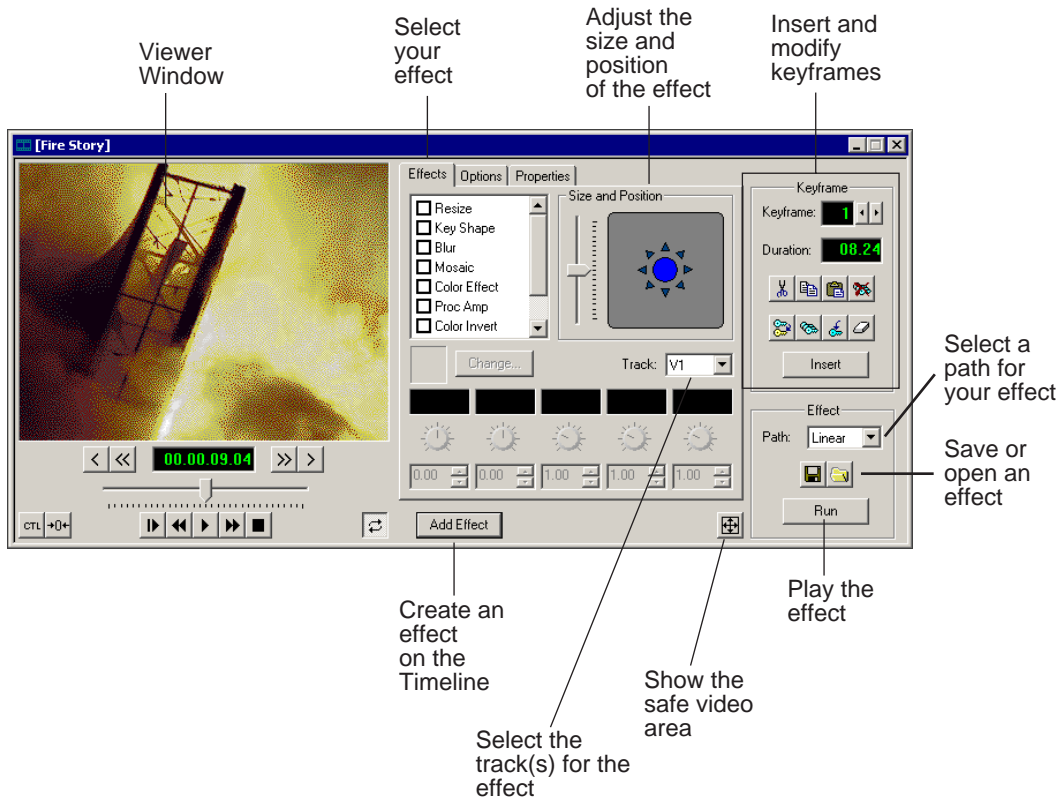
This chapter discusses each of these steps. For a complete description of each video effect, their options, and ranges, see *Appendix B*.

## Using the Video Effects Tool

To create video effects to use in your sequences, you use the Video Effects Tool.



To select the Video Effects Tool, press **8** on your keyboard or click the **Video Effects Tool** button in the Timeline Toolbar.





## Adding an Effect to the Timeline

The first step in creating a new effect is to place a blank effect template on the Timeline that will contain the keyframes to comprise the effect.

To add a blank effect to the Timeline, there must be an effects (FX) track present. When you first create a sequence you can check the **Video Effects Track** checkbox to add an effects track to the Timeline.



If you are working with a sequence without an effects track, click the **Sequence Properties** button on the Timeline Toolbar and check the **Video Effects Track** checkbox to create the track.

There are several ways to add a blank effect to the Timeline:

- Highlight the clip(s) for the effect and click **Add Effect** or **Shift + 8**.

NewsEdit places the effect on the effects track with the same duration as the selected clip(s) and sets the correct track for the effect. For example, if you select a clip on Video Track 1 and add an effect, V1 is automatically designated as the track that receives the effect.

You can automatically create a Resize effect by selecting overlapping clips on the two video tracks and clicking **Add Effect**.

- Mark In and Out points on the Timeline to set the effect duration and click **Add Effect**.

The effect appears on the Timeline at the location and with the duration set by the mark points. If you mark an In point or an Out point but not both, you must enter an effect duration in the pop-up window and click **OK**. The Mark Point you set marks either the beginning of the effect (if you marked an In point) or the end of the effect (if you marked an Out point).

- Click **Add Effect** within the Video Effects Tool, enter the duration of the effect (the default is 1 second) and click **OK**.

The effect appears on the Timeline at the pointer location.

- Right-click on the Timeline, choose **Add Effect**, enter the effect duration (the default is 1 second) and click **OK**.

The effect appears on the Timeline at the pointer location.

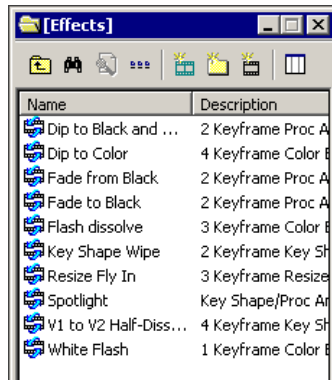
You can change the duration of the video effect using the Extend Edit feature. To lengthen or shorten an effect, place the pointer where you want the effect to end or begin and press **V** on the keyboard. The effect duration moves to the new pointer position, thereby lengthening or shortening the effect.

A video effect overlays the video tracks, allowing you to slide the video underneath it on tracks V1 and V2. The effect characteristics are applied to the clips that reside on the video tracks below it, which lets you swap one video effect for another or one video clip for another.

## Using Saved Effects in Your Sequence

NewsEdit provides a number of preconfigured effects, stored in an Effects Bin. You can add these effects to your sequence and modify them to suit your needs.

If you don't have an Effects Bin, you can import each effect into your Bin. The effects are located at **C:\ProgramFiles\Vibrint40\Effects**. See "Importing Effects" on page 168 for instructions.



***NOTE: You must have the complete NewsEdit Effects Package to use all of these effects. If you don't have the package you can still use the effects Dip to Black and White, Fade from Black, and Fade to Black.***



Saving effects also saves their duration, but the duration of an effect you place on the Timeline depends upon the way you add the effect to your sequence. There are multiple ways to add a saved effect to your sequence:

- Drag and drop the saved effect onto the Timeline — the effect duration is exactly as it was when saved and the keyframes are in the same positions.
- Highlight the clip(s) for the effect and drag the saved effect onto the Timeline — the effect duration and keyframes adjust to match the duration of the selected clip(s).
- Mark In and Out points on the Timeline to define the effect duration and then drag a saved effect onto the Timeline — the effect duration and keyframes adjust to fit the duration between the mark points.
- Click **Open**, select the effect, and click **Open** — the duration follows the above guidelines based on whether you select mark points or a clip for the effect.

Once you have the effect on the Timeline, you can use the Video Effects Tool to modify the effect.

## Importing Effects

You can also use effects that are located on another NewsEdit workstation, another computer, a network server, or a diskette. You can only import effects with a .vef suffix. For details on saving effects on other media, see “Exporting Video Effects” on page 184.

To import an effect into your sequence:

1. Choose **File | Import | Effect**.

The Import Effect window appears.

2. Navigate to the effect you want to import and select it.
3. Click **Import**.

A progress bar indicates the import status.

You can import effects to the Bin or directly to the Timeline, depending on which window has focus.



## Defining Your Video Effect

Each video effect definition consists of the effect type, the effect size and position, options set for that effect, and any adjustments you make to the effect.

### Understanding NewsEdit Video Effects

NewsEdit provides a variety of video effects to choose from:

- **Resize** — Enlarges the image using one video track or creates a Picture-in-Picture effect using two video tracks.
- **Key Shape** — Gives a specific shape to a video image or applies an effect to a part of a video image. Used primarily in conjunction with other video effects, a key shape defines an area within an image that you can fill with other effects.
- **Blur** — Distorts an image beyond recognition. Often used in conjunction with a Key Shape effect to disguise a person's identity.
- **Mosaic** — Distorts an image beyond recognition. Often used on an entire image or in conjunction with a Key Shape effect to disguise a person's identity.
- **Color Effect** — Overlays a selected color over the video with variable opacity. Used either for an entire image or in conjunction with the Key Shape effect. Used primarily for color flashes, dips or fades to color, color tints, etc.
- **Proc Amp** — Adjusts an image's video levels. Provides options for altering the image gain, chroma, setup and hue; a Key Shape effect; or a Resize effect.
- **Color Invert** — Inverts all colors to create a negative image.
- **Mirror Vertical** — Flips an image vertically.
- **Mirror Horizontal** — Flips an image horizontally.

For a complete description of each video effect and its properties, see *Appendix C*.



## How Video Effects Work Together

Most video effects can be used alone or in conjunction with other effects to create a different, more complex effect. The Blur effect is the only effect that cannot be used alone; you must combine it with the Key Shape effect.

The following table shows which video effects can be combined with NewsEdit.

Effects	Resize	Key Shape	Blur	Mosaic	Color Effect	Proc Amp	Color Invert	Mirror Vertical	Mirror Horizontal
Resize	✓					✓	✓	✓	✓
Key Shape		✓	✓	✓	✓	✓	✓	✓	✓
Blur		✓	✓						
Mosaic		✓		✓					
Color Effect		✓			✓				
Proc Amp	✓	✓				✓	✓	✓	✓
Color Invert	✓	✓				✓	✓	✓	✓
Mirror Vertical	✓	✓				✓	✓	✓	✓
Mirror Horizontal	✓	✓				✓	✓	✓	✓



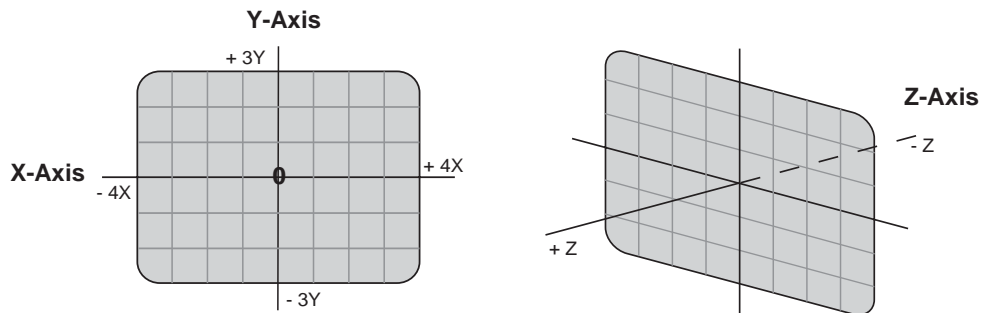
You can only use the Blur effect in conjunction with the Key Shape effect.

## **Moving the Foreground Image Within the Viewer Window**

Before selecting a video effect to create, you need to understand the ways you can manipulate the video image to choose the size and position for the effect.

When you create a Resize or Key Shape effect, one of the video tracks becomes the foreground and the other becomes the background. With a Resize Effect, the foreground image defaults to 50% the size of the background image and is visible. When you apply a Key Shape effect to a single video track, you cannot see the initial key shape until you apply an effect to it. When you add another effect to the Key Shape effect, you can then see the shape and position it.

You can manipulate the foreground image in five different ways:

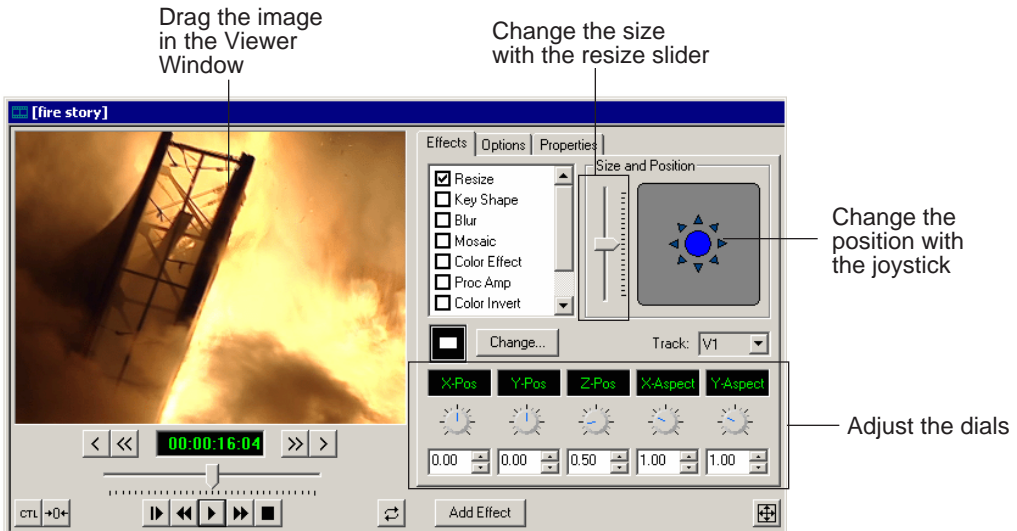


- X-Axis — The image moves left or right.
- Y-Axis — The image moves up or down.
- Z-Axis — The image moves either closer or farther away, giving the impression that the foreground is getting either larger or smaller, respectively.
- X-Aspect — The image stretches or shrinks along the X-Axis.
- Y-Aspect — The image stretches or shrinks along the Y-Axis.



## Chapter 10 Creating Video Effects

There are several ways to alter the size and position of the foreground image:



- Drag the image within the Viewer Window — When using **Resize** or **Key Shape**, the mouse cursor changes to a hand. Holding the left mouse button down grabs the image and allows you to move it left, right, up, or down. You can also change its position on the Z-Axis by holding down the **Ctrl** key while dragging up and down. Finally, holding down the **Alt** key locks the mouse movement to the X-Axis or the Y-Axis, depending on the direction you move the mouse was after pressing the Alt key.
- Use the joystick — From the **Effects** and **Options** tabs, you can move the foreground image along the X- and Y-Axes by clicking the joystick and moving it in any direction. The joystick's primary purpose is to position the foreground image outside the viewing area.
- Move the resize slider — You can change the image size (the Z-Axis) by moving the resize slider up to enlarge the image and down to make it smaller.
- Adjust the dials — You can use the **resize** and **key shape** parameter dials to change for X-, Y-, and Z-Axis positions, and X- and Y-Aspect changes.

To adjust a dial, click the dial and drag right to increase the value or drag left to decrease the value. Double-click a dial to reset it to 0.

You can also make adjustments entering a value in the box below a dial or by clicking the up and down spin controls beside a value box.

- Use the keyboard — You can also use the arrow keys on the keyboard to move the foreground image:
  - The left and right arrows move the image along the X-Axis
  - The up and down arrows move the image along the Y-Axis
  - **Ctrl +** up and down arrows move the image along the Z-Axis
  - **Shift +** left and right arrows adjust the X-Aspect
  - **Shift +** the up and down arrows adjust the Y-Aspect

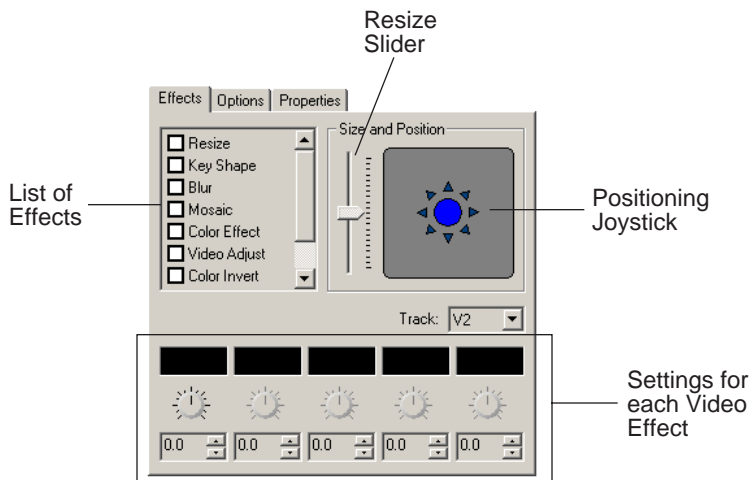
## Choosing the Video Effect

After you add a blank effect to the Timeline, you choose the video effect to create in your sequence.

To choose a video effect:



1. Press **8** on your keyboard or click the **Video Effects Tool** button on the Timeline Toolbar.
2. Add a blank effect to the Timeline using the steps in the section “Adding an Effect to the Timeline” on page 166.
3. Check the checkbox next to the effect you want to use.



4. Adjust the effect settings as necessary.



## Using Effect Options

Some video effects have additional options:

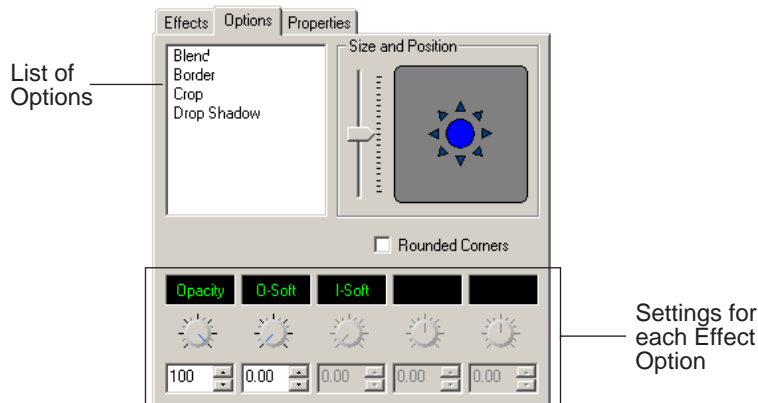
- Blend — Changes the opacity or edge softness of a resize or key shape effect.
- Border — Applies a border to a resize or key shape effect, change the color and size of the border, and adjusts border placement around the image.
- Crop — Trims the foreground image of a resize or key shape effect.
- Drop Shadow — Applies a drop shadow to the foreground image and changes the shadow's color and opacity.

For a description of each video effect and its properties, see *Appendix C*.

To choose and adjust effect options:



1. Press **8** on your keyboard or click the **Video Effects Tool** button in the Timeline Toolbar.
2. Click the effect on the FX track you want to modify.
3. Click the **Options** tab in the Video Effects Tool.
4. Select the option you want to use.



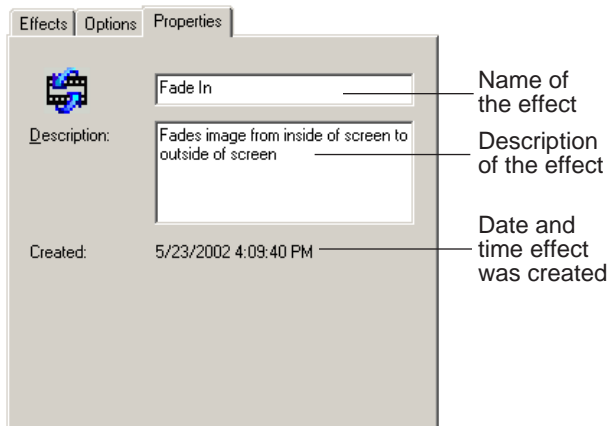
5. Adjust the effect settings.
6. To save your settings, click **Insert** for a new keyframe or click **Modify Keyframe** if the keyframe already exists.

## Defining Effect Properties

You may want to add some descriptive information about the video effect you create. Effect properties help you remember the characteristics of the effect.

To add effect properties:

1. On the FX track, click the effect for which you want to add properties.
2. Click the **Properties** tab in the Video Effects Tool.
3. Enter the effect name and a description.



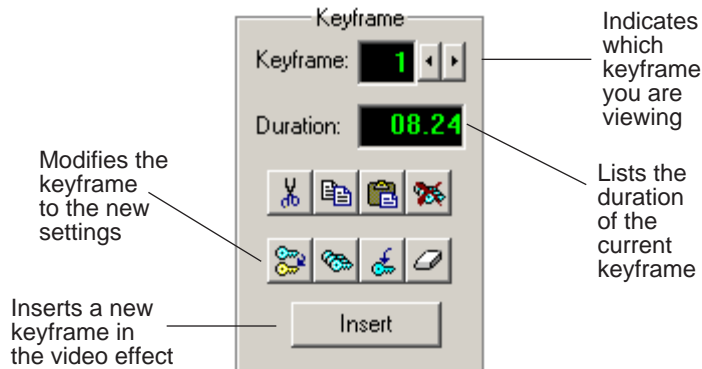


## Working with Keyframes

NewsEdit uses keyframes to synchronize a clip's video effects with the video and audio. A keyframe is a set of characteristics defining the image at a specific instant in time. Characteristics include size, location, borders, drop shadow, and cropping but do not include the video image, which resides on the video track.

After creating an effect, insert a keyframe to mark the effect's location and characteristics on the Timeline. All effects need at least one keyframe.

If you want the effect to play consistently through the clip, you only need one keyframe. If you want the effect to change throughout the clip, continue to adjust characteristics and insert keyframes throughout the clip as necessary.



Within the Video Effects Tool, some parameters are keyframeable and some are not. That is, if a parameter is keyframeable, the parameter can change from one keyframe to the next. If a parameter is not keyframeable, that parameter is used for the entire effect and cannot change across keyframes.



The type of effect and the path of the effect are not keyframeable. The following table lists the effect parameters and options, and whether each is keyframeable.

Type of Effect	Parameter	Keyframeable	
		Yes	No
	Track Selection		✓
	Path		✓
Resize and Key Shape Effects	X-Position	✓	
	Y-Position	✓	
	Z-Position	✓	
	X-Aspect	✓	
	Y-Aspect	✓	
	Shape		✓
Blur	Defocus	✓	
	O-Soft		✓
Mosaic	Size	✓	
	O-Soft		✓
Color Effect	Opacity	✓	
	Color	✓	
Proc Amp	Gain	✓	
	Chroma	✓	
	Setup	✓	
	Hue	✓	
	Background	✓	



Chapter 10 *Creating Video Effects*

Type of Effect	Parameter		Keyframeable	
			Yes	No
Resize and Key Shape Options	Blend	Opacity	✓	
		O-Soft		✓
		I-Soft		✓
Resize and Key Shape Options, cont.	Border	Left	✓	
		Right	✓	
		Top	✓	
		Bottom	✓	
		All	✓	
		Color	✓	
		Type		✓
	Cropping	Left	✓	
		Right	✓	
		Top	✓	
		Bottom	✓	
		All	✓	
	Drop Shadow	Opacity		✓
		X-Offset	✓	
		Y-Offset	✓	
		All	✓	
		Color	✓	

## Inserting Keyframes

You can add keyframes to any point of a video effect. There are two general approaches for inserting keyframes.

- Step through the video and insert a new keyframe at each point where you want the effect to move. This method is useful when creating a blur or mosaic effect or when you want to move an effect to cover or highlight a specific area.
- Set up the first keyframe and insert it into the effect. Then set up a second keyframe and insert it. NewsEdit automatically places the second and subsequent keyframes one second after the previous one. This method is useful with resizing effects such as Picture-in-Picture that are less dependent on exact frame positions than on the effect's path and speed.

Once inserted, you can adjust a keyframe's position by clicking it and then dragging it left or right.

To insert a keyframe:

1. Place the pointer at the spot where you want the keyframe.
2. Configure the video effect characteristics.
3. Press **Insert** on your keyboard or click **Insert** on the Video Effects Tool.

A keyframe appears on the FX track on the Timeline. This keyframe places all of the video effect characteristics on a single data point on the Timeline.

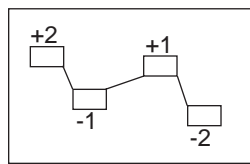
4. Continue defining the effect and inserting keyframes as necessary.



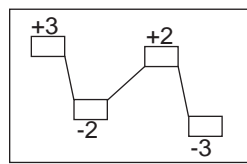
## Modifying Keyframes

NewsEdit provides some standard tools for modifying keyframes:

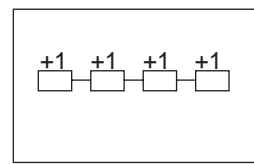
- Cut — Removes a keyframe and places it on the clipboard for pasting into another position or effect.
- Copy — Copies a keyframe for pasting into another position or effect.
- Paste — Pastes the properties of a cut or copied keyframe in a new location.
- Delete All — Deletes all of an effect's keyframes.
- Modify — Changes the characteristics of an existing keyframe.
- Modify All — After modifying the characteristics of a single keyframe, allows you to apply those changes to all keyframes within the effect. When modifying all keyframes, you can choose the type of modification you want:
  - Relative: Alters each keyframe in relation to its current status.
  - Absolute: Alters all keyframes to the value set in the modifying keyframe, regardless of each keyframe's current status.



Original Effect  
with original values



Relative Modification  
Trim by +1



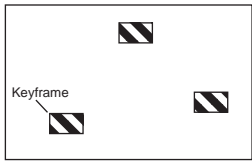
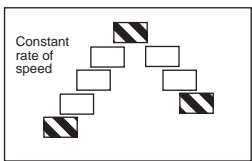
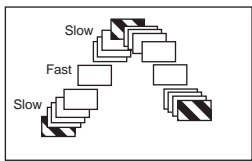
Absolute Modification  
Set to +1

- Restore — Restores default settings to the current effect position.
- Clear — Allows you to return to an original keyframe if you have altered it and want to use the previous settings instead.

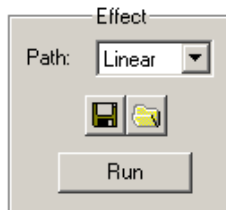
## Setting a Path for the Effect

Each video effect you create has a path that determines how the effect behaves from keyframe to keyframe. You can apply paths only to an entire effect, not just a particular keyframe or part of an effect.

NewsEdit provides three path types:

Path Type	Example	Description
Hold		The effect characteristics hold for the duration of the keyframe and then change instantaneously to the next keyframe. For example, the image jumps from its location in one keyframe to a new location in the next keyframe.
Linear		The effect plays in a constant direction and at a constant rate of speed from keyframe to keyframe. For example, the image moves from one location to the next in a straight line at the same speed.
S-Linear		The effect plays in a constant direction but at a variable rate of speed from keyframe to keyframe. For example, the image moves from one location to the next in a straight line; it begins slowly, speeds up, then slows down again as it approaches the next keyframe. Because of the changing speed, S-Linear changes appear less abrupt than linear changes.

To set a path for your effect, select a path from the Path drop-down list.





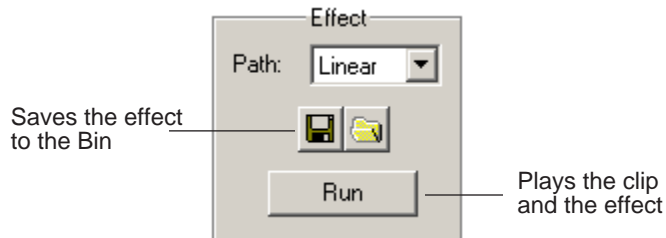
## Viewing Effects Within Your Sequence

Once you create an effect, you can view it within the clip to see if you need to make further adjustments.

To view the effect within a clip:

- Press **Ctrl + W** on your keyboard or click the **Run** button in the Effect area of the Video Effects Tool.

The current video effect plays on the clip.



## Saving Video Effects

After you create an effect, you can save it to use again in another sequence. You save effects the same way you save clips and sequences — in a bin. You can retrieve a saved effect and drag it onto a Timeline in another news sequence.

When you save a video effect, the effect characteristics such as its duration and keyframes are saved with it.

To save a video effect:



1. Click the **Save** button in the Effect box in the Video Effects Tool.
2. Select a bin for the effect and enter a name.
3. Click the **Save** button.

## Rendering Video Effects

When you add a video effect to the Timeline, you need to render the effect before you can send it to another NewsEdit workstation or server. If you begin sending a sequence to another destination without rendering video effects, NewsEdit automatically renders the effects before sending.

To render an effect:



1. Select the effect to render.
2. Click the **Render Effects** button in the Main Toolbar.

You can also render all video effects at the same time by clicking the **Render All** button.

***NOTE:** All unrendered transitions that reside under real-time effects appear as straight cuts until the transition is rendered.*

## Layering Effects

NewsEdit allows you to apply more than one effect to a clip. You can mix down an effect into the video clip below it and then add another effect on the FX track that affects the same clip.

Mix Down modifies the video clip (or clips) in which the effect occurs; for example, if the effect was on V2, the effect collapses into V2. If both video tracks are being affected, the effect collapses onto V1.

To mix down an effect:



1. Select the effect.
2. Click the **Mix Down** button on the main toolbar.

You can also right-click on the effect and select **Mix Down Selected**.

A progress bar indicates rendering status.

Once an effect is rendered, it is removed from the FX track and becomes part of the video clip below it. A new master clip is also created and saved in the Rendered Clips bin.



## Exporting Video Effects

In addition to saving your video effects to the Bin, you can also export them to a location outside of NewsEdit. The effect exports as a .vef file, which you can export to any folder on your computer, to another computer on your network, or to a diskette.

To export an effect from the Bin or the Timeline:

1. Highlight the effect you want to export from the Bin or on the Timeline.
2. Choose **File | Export | Effect**.

The Export Effect window appears.

3. Select a location for the effect and click **Save**.

The video effect exports as a .vef file.



## ***Creating Audio Effects***

NewsEdit lets you create audio effects in your sequence by adjusting the audio EQ in a clip or disguising a voice.

You can adjust the Playback EQ of a clip that has already been recorded or the input EQ of a live source. You can also disguise a voice to go along with a blur or mosaic video effect, which disguises the face of an individual.

This chapter discusses how to:

- Use the Audio Effects tool
- Equalize the audio after a sequence is recorded
- Equalize the audio input while you record a sequence
- Disguise a voice in a clip



## Using the Audio Effects Tool

To adjust the audio EQ or disguise a voice in a clip, use the Audio Effects Tool. You can also adjust the Input audio EQ of a live source.



To select the Audio Effects Tool, press **7** on your keyboard or click the **Audio Effects Tool** button in the Timeline Toolbar.

Adjusts the frequency and gain

Disguises a voice

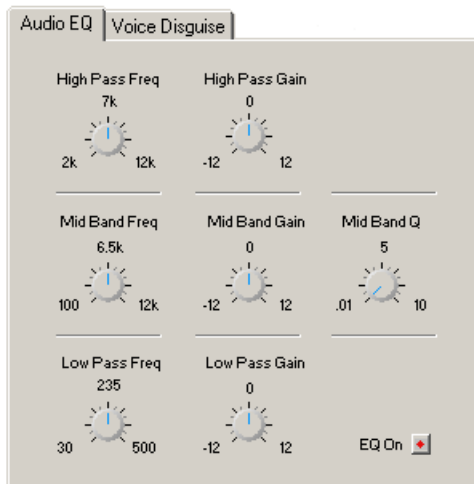
Applies your changes to the clip

## Equalizing Audio in a Recorded Sequence

Using the Audio EQ tab in the Audio Effects Tool, you can boost or cut the low-end audio, adjust the mid range audio, and modify the high-end shelf. You can adjust the Audio EQ on a single clip or multiple clips in a sequence.

The NewsEdit Audio EQ is a 3-band parametric EQ, consisting of a low-pass filter, a mid band pass with a variable Q, and a high-pass filter.

When disguising a voice, adjusting the Audio EQ on a clip in addition greatly enhances the effect.



***NOTE: Sequences with 5 or more audio tracks cannot play both playback and live EQ at the same time. During an edit, any unrendered EQ will not be heard to allow for input EQ.***

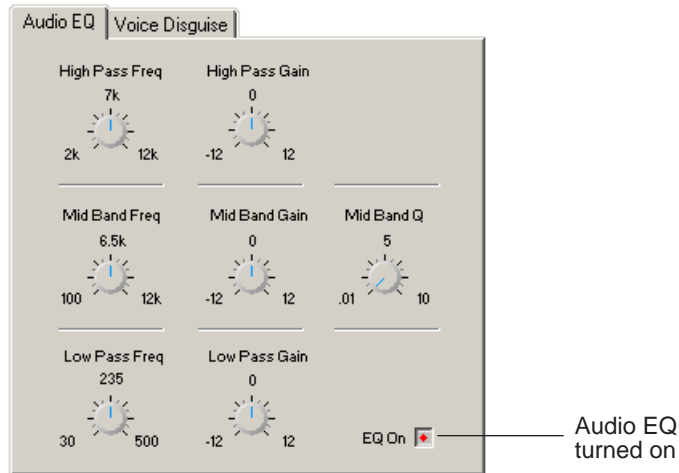
To adjust the audio EQ in a clip:



1. Press **7** on your keyboard or click the Audio Effects Tool button.
2. Select the clip you want to adjust. To select multiple clips, hold down the **Ctrl** key while clicking on clips.



The EQ turns on automatically and the button turns red.



3. Adjust the High, Mid, and Low frequencies as needed.  
A description of each adjustment follows this procedure.
4. Play back the clip to hear your changes.

***NOTE: While you are playing a clip, you can toggle the EQ button on and off to compare the original and adjusted clips.***

5. Make further adjustments as necessary.
6. Click **Apply** to apply your changes.

While you can hear the changes when you play back the clip, you need to render the effect before you can send it to another workstation or editor. If you don't render the effect, NewsEdit automatically renders before sending.

## Adjusting the Frequency

The Frequency dials let you adjust the frequency of the three shelves. The ranges for adjusting the frequency are:

Dial	Range	Default
High Pass Frequency	2k Hz to 12k Hz, +/- 12 dB	7k Hz
Mid Band Frequency	100 Hz to 12k Hz, +/- 12 dB	6.5k Hz
Low Pass Frequency	30 Hz to 500 Hz, +/- 12 dB	235 Hz

## Adjusting the Gain

The Gain dials let you alter the gains of the three shelves. The ranges for adjusting the gain are (units are in dB):

Dial	Range	Default
High Pass Gain	-12 to +12	0
Mid Band Gain	-12 to +12	0
Low Pass Gain	-12 to +12	0

## Adjusting the Mid Band Q

The Mid Band Q lets you alter the octave range for both the Mid Band Frequency and the Mid Band Gain.

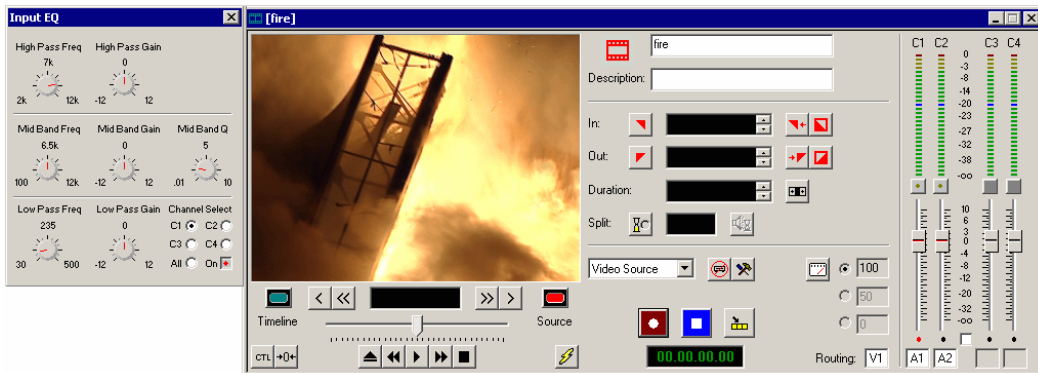
The range for the Mid Band Q is .01 to 10, with 5 as the default.

**NOTE:** You can double-click any dial to reset the default value.



## Equalizing the Audio Input

Using the Source Tool, you can monitor and control the audio EQ of live input audio while you are recording a clip. A pop-up dialog contains the same EQ functionality as the Audio Effects Tool; the difference is that you need to turn on the Input EQ for the channel you want to adjust while recording. Once on, adjustments you make occur in real time and cannot be undone once recorded.



To adjust the audio EQ while recording a clip:

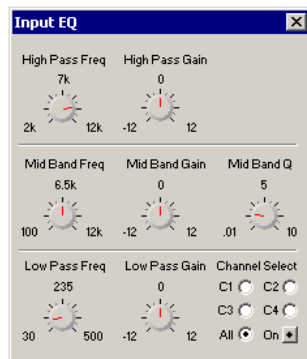


1. Press **2** on your keyboard or click the Source Tool button.



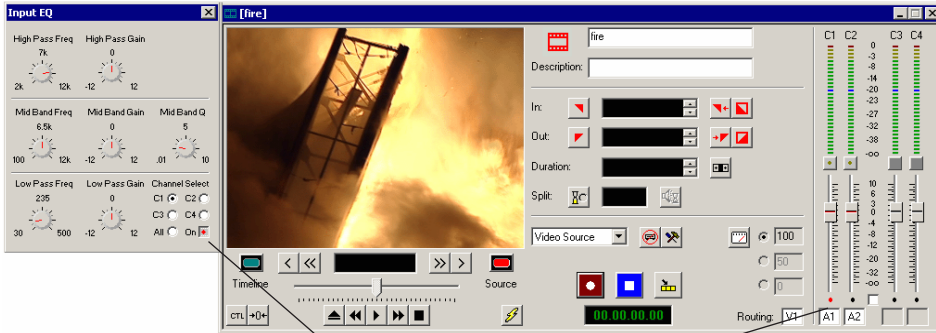
2. Press **9** on your keyboard or click the Input Tools button.

The Input EQ window appears:



3. Select the channel you want to adjust (**C1**, **C2**, **C3**, **C4**, or **All**) and click the **On** button.

The On and channel input buttons turn red.



Audio EQ  
turned on

4. Start recording your clips.
5. While you are recording clips, adjust the frequency and gain as necessary by clicking the dial with your mouse and dragging it to a new setting.  
You can make adjustments at any time while you are recording, which are automatically added to your recorded clip.
6. When you stop recording, close the Input EQ window.

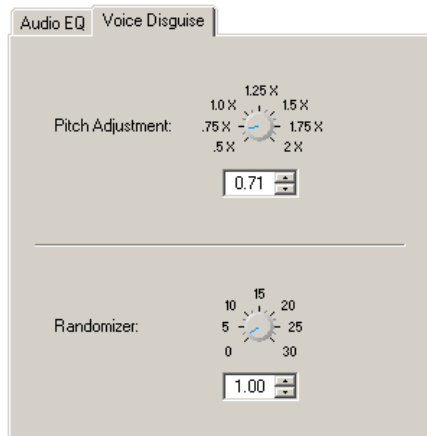
**NOTE:** You can also adjust the audio Input EQ using a clip source. Drag the clip from the Bin into the Viewing Window and follow the steps above. The clip on the Timeline displays the characteristics of an unrendered EQ clip.



## Disguising a Voice in a Clip

Using the Voice Disguise tab on the Audio Effects Tool, you can distort a clip's audio for the using the Pitch Adjustment and Randomizer parameters.

Voice Disguise is not a real-time effect; NewsEdit automatically renders the voice disguise when you apply the effect to a clip.



To disguise a voice in a clip:



1. Press **7** on your keyboard or click the Audio Effects Tool button.
2. Click the Voice Disguise tab to bring it to the front of the window.
3. Select the clip you want to disguise. To select multiple clips, hold down the **Ctrl** key while clicking on clips.
4. Adjust the pitch and use the randomizer as necessary.  
A description of each adjustment follows this procedure.
5. Click **Apply** to apply your changes.

The voice disguise adds to your clip, and a new master clip is created and saved to the Rendered Clips bin.



## **Adjusting the Pitch and Randomizing the Voice**

When you adjust pitch you also adjust the tone of a voice. Adjusting the pitch less than 1x makes the audio sound slower and lower. Adjusting the pitch greater than 1x makes the audio sound faster and higher. A lower pitch is typical for a blur or mosaic video disguise.

The Randomizer applies frequency changes and makes the audio effect irreversible.

You also can apply the Randomizer along with the Pitch Adjustment. The Randomizer periodically alters the Pitch Adjustment in order to further skew the audio, therefore better disguising the voice.

The ranges for these adjustments are:

<b>Dial</b>	<b>Range</b>	<b>Default</b>
Pitch Adjustment	.5x to 2x	1x
Randomizer	0 to 30	0



---

*Chapter 11 Creating Audio Effects*

## ***Adding Titles***

NewsEdit lets you use existing templates to add titles to your sequences. Titles allow you to add your news station logo to all of your stories, add newscaster names, and other graphics or text you wish to superimpose on your video.

To use the Title Tool, you need to have the Chyron<sup>®</sup> Lyric plug-in installed.

This chapter discusses how to:

- Use the Title Tool
- Use existing title templates
- Modify templates for your sequence
- Create new templates

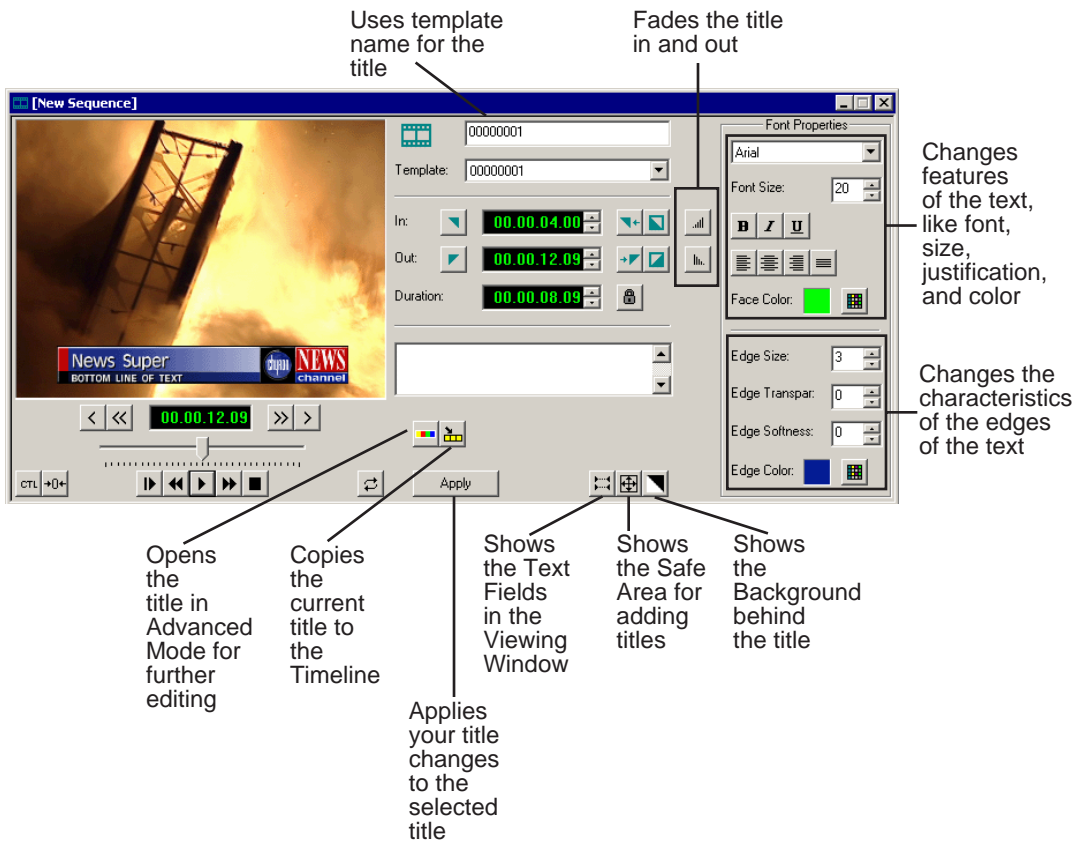


## Using the Title Tool

To add titles to your sequences, use the Title Tool.

**T**

To select the Title Tool, press **Ctrl + T** on your keyboard or click the **Title Tool** button in the Timeline Toolbar.



## Using Title Templates

NewsEdit comes with several templates you can use. Your news station may also use standard templates.

To add a title to your sequence:

1. Select a template from the Template drop-down list.

The title template appears in the Viewing Window.



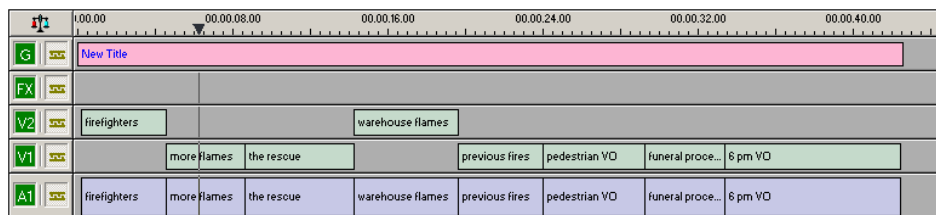
2. Make any changes to the title; see the next sections for instructions.

3. Select how to add the title to your sequence:

- Add a Mark In and Mark Out Point on the Timeline and click the **Copy to Timeline** button—the title appears between the mark points; or
- Press the **Copy to Timeline** button with no mark points; the title starts at the cursor position and uses the duration set in the Options menu.



The new title appears on the Graphics track on the Timeline.



You can extend the duration once the title is on the Timeline by creating a new Mark Out point and pressing **V** (Extend Edit) on the keyboard.

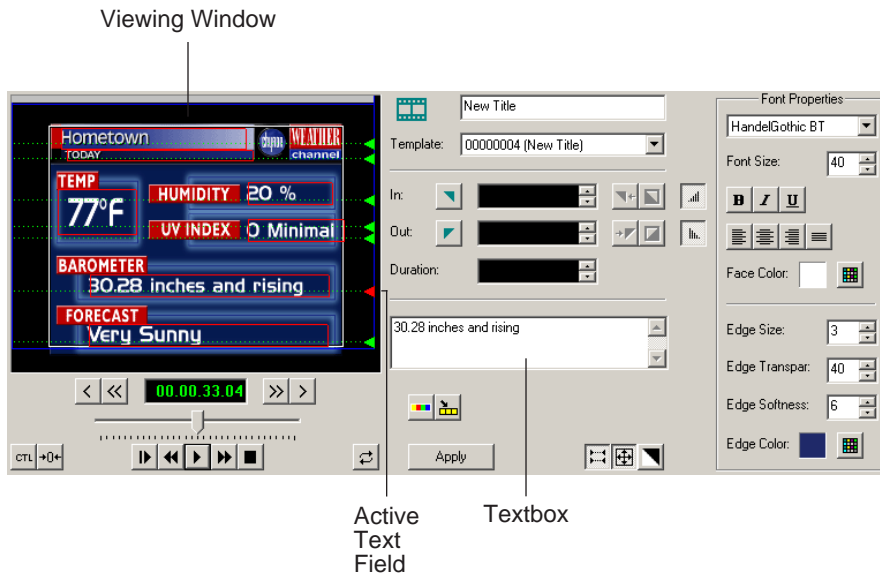
4. Play your sequence to view the title.



## Modifying a Template for Your Sequence

When using a template for the title in your sequence, you'll probably need to make changes to the text or text style.

You can make changes to any existing text fields. To add another field, see “Creating New Title Templates” on page 203.



## Selecting a Text Field

To make any changes to the text in the template, you first need to select the text field. Any changes you make to a text field affect the entire field — you cannot change part of a field, such as bolding only one word.

To select a text field:



1. Verify that the **Show Text Fields** button is toggled on.
2. Double-click the green arrow at the end of the text field you want to modify.

The arrow turns red and the text appears next to the Viewing Window.

## Changing Text

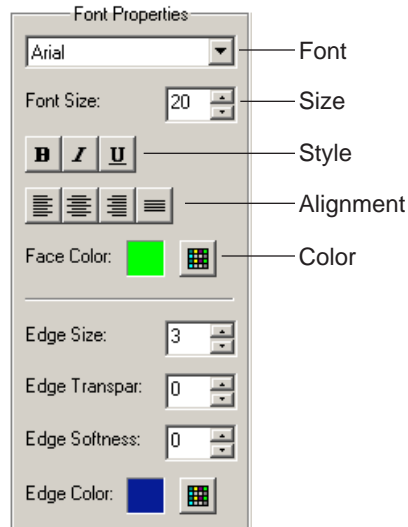
To change the text in any part of a title:

1. Select the field.  
The selected text appears next to the Viewing Window.
2. Modify the text as necessary.
3. Click other green arrows to change other text fields.
4. Click **Apply** to save changes to your title.



## Changing Text Properties

Within a title, you can change many text properties. Changes affect the entire text field.



To change text properties:

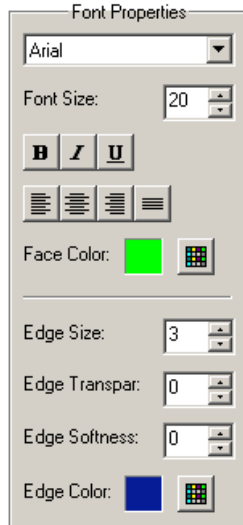
1. Select the text.

The selected text appears next to the Viewing Window.
2. Make any of the following changes:
  - Font—Select a font from the drop-down menu.
  - Size—Enter a new font size or click the arrows to change the size.
  - Style—Click the buttons for Bold, Italic, or Underline.
  - Alignment—Select Align Text Left, Center, Right, or Justify Text.
  - Color—Click the color button and select the new color; click **OK**.
3. Click **Apply** to save changes to your title.



## Changing the Edge of the Text

In addition to changing text properties, you can also modify the edge of the text. The main use of this feature is to make a drop shadow on the text.



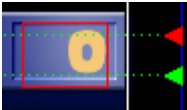
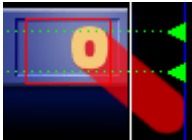
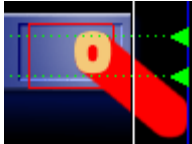
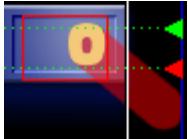
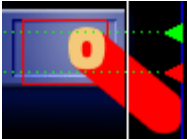
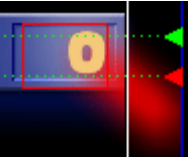
These options affect the right edge of each character in the selected text field.

Option	Range	Description
Size	0-100	0 is not visible at all and 100 is the full size of the edge.
Transparency	0-100	0 is no transparency and 100 is fully transparent.
Softness	0-99	0 is no softness and 99 is the full softness available for the edge of the text.



## Chapter 12 Adding Titles

This table shows each of the edge characteristics using different values:

Edge Characteristic	Lowest Value = 0	Highest Value = 100
Size		
Transparency		
Softness		

To change the edge of the text:

1. Select the text field.  
The selected text appears next to the Viewing Window.
2. Make any of the following changes:
  - Size, Transparency, and Softness—Enter new values or use the arrows to change the values.
  - Color—Click the color button to select a new color.
3. Click **Apply** to save these changes to your title.

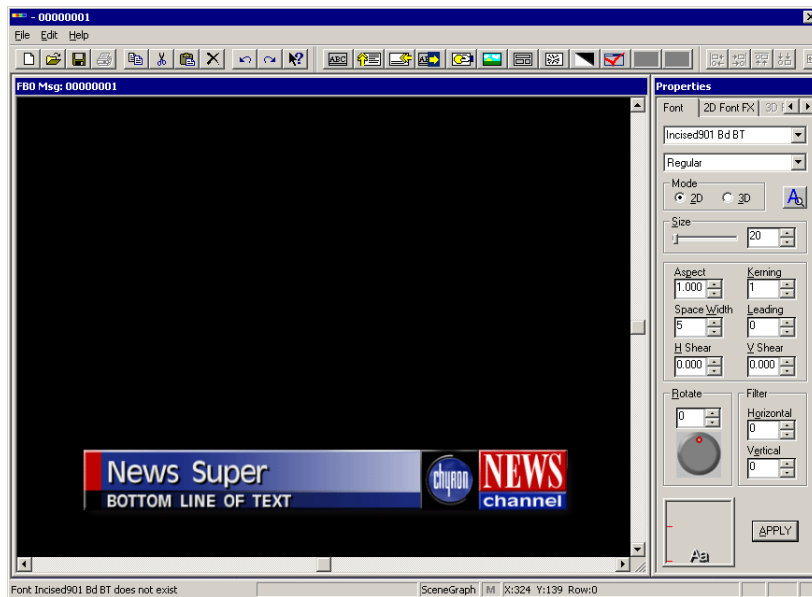
## Creating New Title Templates

To create a new template or extensively edit an existing one, you need to have the Chyron<sup>®</sup> Lyric plug-in installed. If you need to configure the plug-in, see “Setting Graphics Options” on page 57.

To access the plug-in:



- Click the **Advanced Mode** button in the Title Tool.  
The Chyron Lyric plug-in appears.



For instructions on modifying a current template or creating a new one, see the online help under **Help | Help Topics**, or see the Chyron documentation.



---

*Chapter 12 Adding Titles*

## ***Sending & Storing Completed Sequences***

Once your sequence is complete, you have several output options. The most efficient method is sending the sequence to a network video server.

If you are using NewsEdit in a shared environment, you don't need to send sequences — since the Bin is shared, all editors can access the same clips and sequences.

This chapter discusses how to:

- Send your sequences to another NewsEdit or a playback server
- Record your sequences to tape
- Store your sequences on NewsEdit
- Create a playback list
- Archive your sequences on tape



## Sending Sequences to Another NewsEdit or a Playback Server

Sending your completed sequences to a playback server is the most common way to use NewsEdit. You can also send your sequences to another NewsEdit workstation or to a network server.

**NOTE:** *When using NewsEdit in a shared environment, you won't need to send files often since the Bin is common among all editors.*

If you have a Profile Video Server, you can send your sequences to the server for almost instant playback to air. Once you establish a network between a Profile server and other NewsEdit workstations, you can send clips and sequences to other NewsEdit workstations as well as the Profile Video Server.

You follow the same steps to send a story to any NewsEdit workstation or compatible playback server.

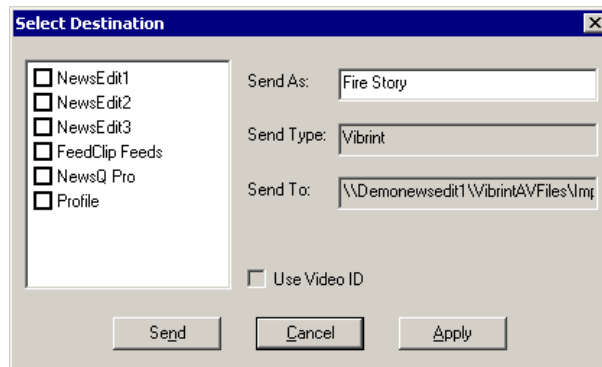
To send a completed sequence:

1. Go to the Bin and highlight the sequence you wish to send by clicking on the sequence title.

If the sequence is open on the Timeline, you don't need to go to the Bin.

2. Press **F2** on the keyboard.

The Select Destination window appears, showing all available locations:



**NOTE:** *If you need to add another destination to your system, see “Setting Up Media Files for Sharing” on page 60 for instructions.*

3. Click on the box where you want to send the sequence.
4. If you want to change the name of the sequence, enter it in the **Send As:** field.  
You cannot change the **Send Type** or **Send To** fields.
5. Click **Send** or press **Enter** on the keyboard to send your sequence.

A progress bar indicates sending progress.

You can use the Video ID of a sequence instead of the sequence name by selecting the **Use Video ID** box in the Select Destination window. If no Video ID appears with the sequence, that box is grayed out.

## Recording Completed Sequences to Tape

You can also record your sequences to tape. Use this to archive stories or provide a copy of a story to others not using NewsEdit.

Before you begin:

- Make sure that you have rendered all effects before recording a sequence to tape; non-rendered effects don't record and won't be visible on the tape.  
See “Rendering Transitions” on page 158 and “Rendering Video Effects” on page 183 for instructions.
- Save your sequence and close it.
- Cue your record tape to an appropriate recording spot.

Click the **Record To Bin** button and play the tape to determine an appropriate spot to start recording.



## Chapter 13 *Sending & Storing Completed Sequences*

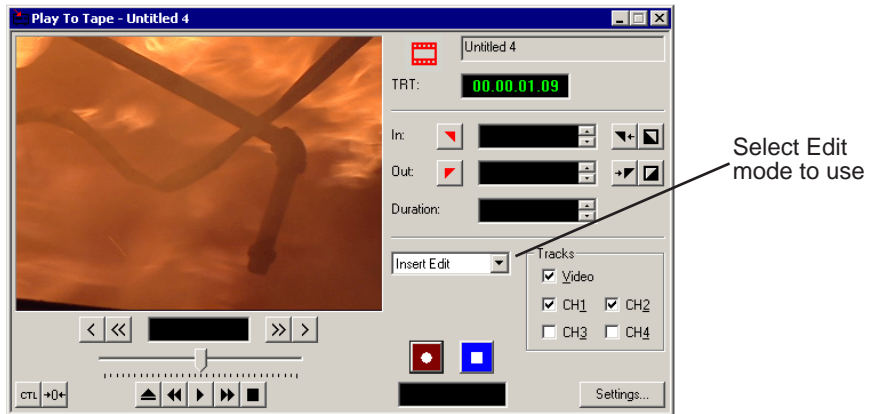
To record to tape:

1. Highlight the sequence you wish to record by clicking the sequence title in the Bin window.

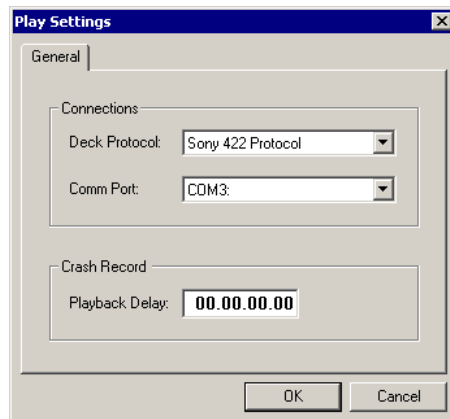


2. Click the **Play to Tape** button in the main toolbar.

The Play To Tape window appears:



3. Click the **Settings** button and verify the settings in the Play Settings window:





- **Deck Protocol** — Choose the protocol for the tape deck you are using. Choices include Sony 422 Protocol, Sony DNW-A100, and DV 1394. You only need to configure the protocol once.
  - **Comm Port** — Choose the communication port you are using for the tape deck, from COM1 through COM10. The port should be set to the same port as the Comm Port you specify for deck controls in your Source setup.
  - **Playback Delay** — Enter a playback delay if you want a delay between clicking **Record** in the Play to Tape dialog and when the playback actually begins. Playback Delay applies only to the Crash Record mode, providing time to press the Record button on the tape deck.
4. Select an edit mode for the record:
- **Insert Edit** — Records new material at an intermediate point of an existing recording, using the existing timecode. You can send individual tracks to the tape as well.
  - **Assemble Edit** — Records new material at the end of a pre-recorded section of the tape, changing the timecode.
  - **Crash Record** — Initiates a record without using the auto-edit function, eliminating the need for preroll; results in a record that doesn't have a frame-accurate start position.

***NOTE: The Insert and Assemble Edit modes work only with decks that have Auto-Edit functions. Check your tape deck's user manual to determine if it supports this feature.***



5. Mark an In point.

The timecode of the record tape shows up at the Mark In point.



6. Press **F12** on the keyboard, or click the **Record** button, to start recording.

After the sequence is done recording, the deck will stop.

7. Close the Play To Tape window.



8. Review your recorded story on tape by clicking the **Record To Bin** button in the main toolbar.



## Storing Sequences on NewsEdit

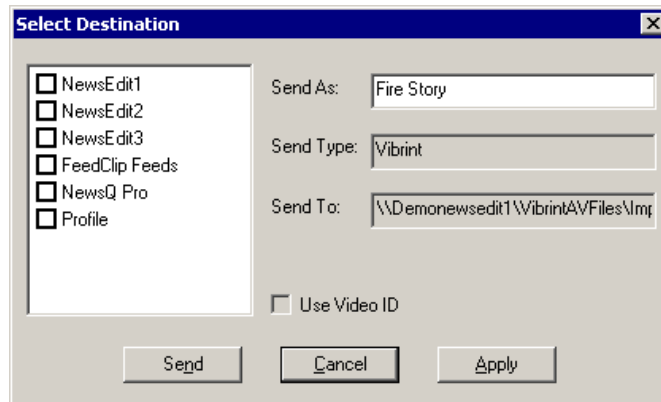
Instead of sending your sequences to a playback server, you can save them on your NewsEdit workstation to use later. To save a completed sequence, you send it to a bin on the same computer you are using. You can then create master clips instead of saving the entire sequence and the clips it uses.

To set up a send location for your system, see “Setting Up Send Locations” on page 52. It is a good idea to create a bin specifically for holding stored sequences, such as HFR (Hold For Release).

To send a sequence to your system:

1. Click once on the sequence title that you want to send.
2. Press **F2** on the keyboard.

The Select Destination window appears, showing all available locations:



3. Click on the box for your system.
4. Click **Send** to send your sequence.

Your sequence archives as a single clip.

To archive a sequence so it can be edited later, you must export it in .AAF format:

- Select **File | Export | AAF**, select a location for the file, and click **Save**.

## Creating a Playback List

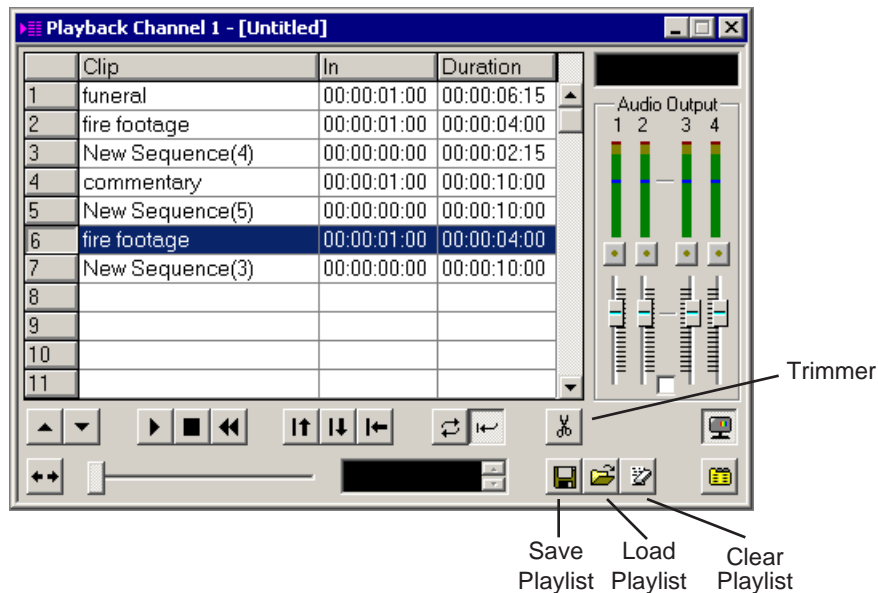
You can use NewsEdit's playback list feature to back up your primary playback server. With this feature, stories can be played to air from any edit bay.

If you want to send sequences directly to air from NewsEdit, use the Playback Channel feature. Opening a Playback Channel lets you add completed sequences in order and save the compiled list of sequences as a Playback List.

To create a playback list:

1. Choose **Channels | Open Playback Channel**.

The Playback Channel window appears:



2. Open the bin (or bins) where the sequences reside.
3. Highlight each sequence and drag it into the numbered slots in the window.

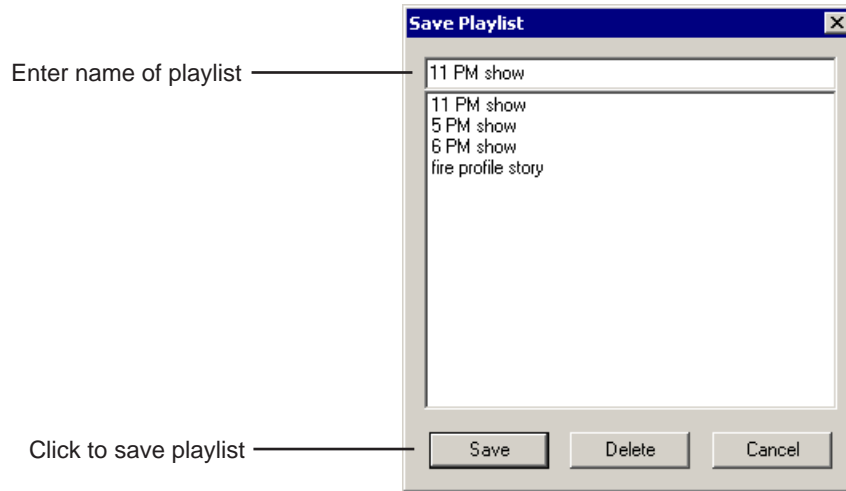


## Chapter 13 *Sending & Storing Completed Sequences*



4. When you are done adding sequences, click the **Save** button.

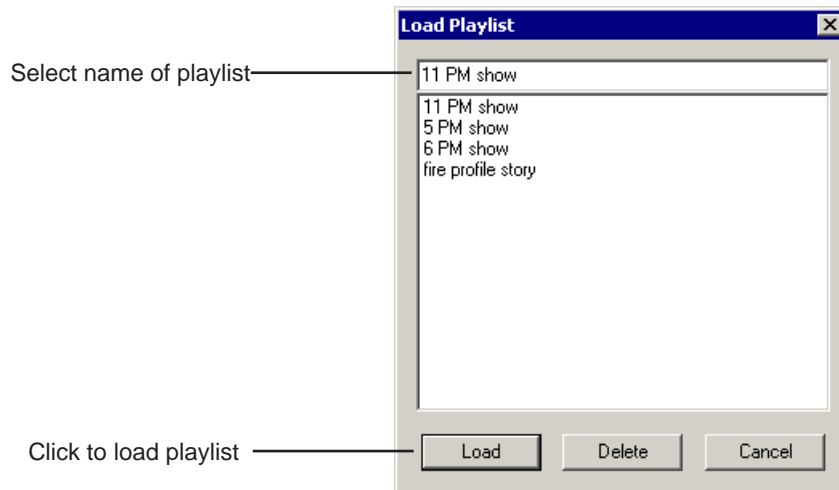
The Save Playlist window appears:



5. Enter the name of the playlist and click **Save**.

6. When you are ready to air the playlist, click the **Load** button.

The Load Playlist window appears:



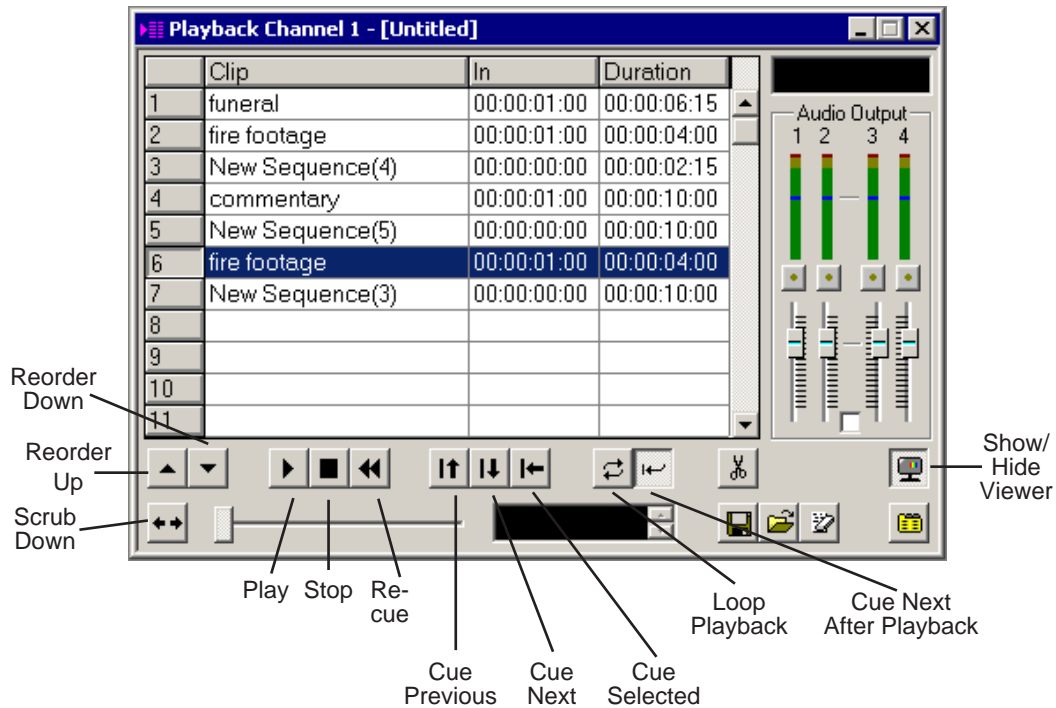
7. Select the name of the playlist you want and click **Load**.

The playlist loads into the Playback Channel window.

You can now play or review the playlist.

## Playing Sequences in the Playback List

There are several ways to view a playlist. Use the buttons below to move through the list.



**TIP**—You can play through all sequences by pressing **Ctrl + Shift** on the keyboard and simultaneously clicking the **Play** button on the screen, which continuously loops the entire playlist. Turn **Loop Playback** off and **Cue Next After Playback** on to use this feature.

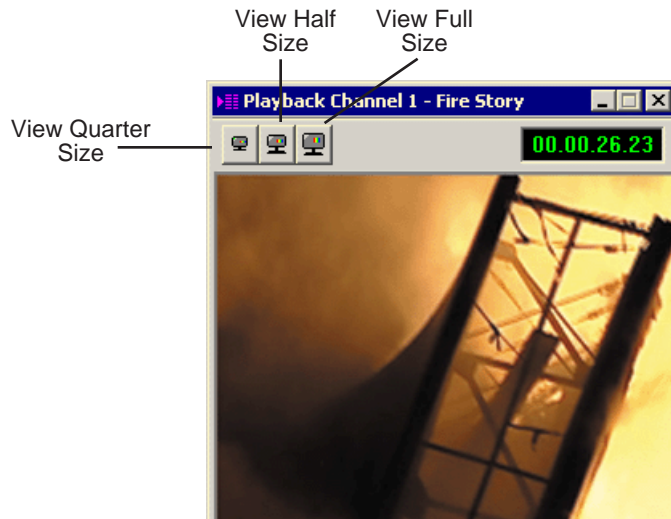


---

## Chapter 13 *Sending & Storing Completed Sequences*

You have the option of viewing footage while playing a sequence. To view your sequences, click the **Show/Hide Viewer** button.

The Playback Channel View window appears:



## Trimming Sequences in the Playlist

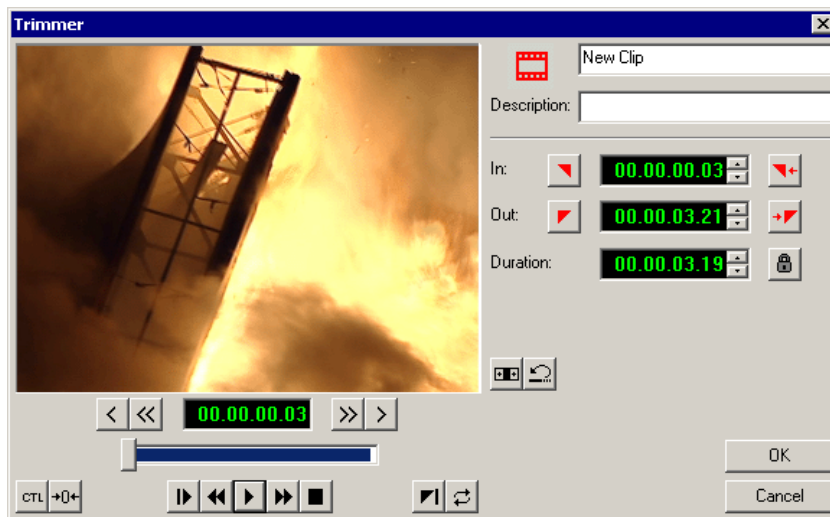
You can trim sequences in the playlist without going back to the original sequence in the bin.

To trim a sequence in the playlist:

1. Highlight the sequence you want to trim.
2. Click the **Trimmer** button in the Playback Channel window.



The Trimmer window appears:



3. Change the Mark In and Mark Out points for the clip.
4. Click **OK**.



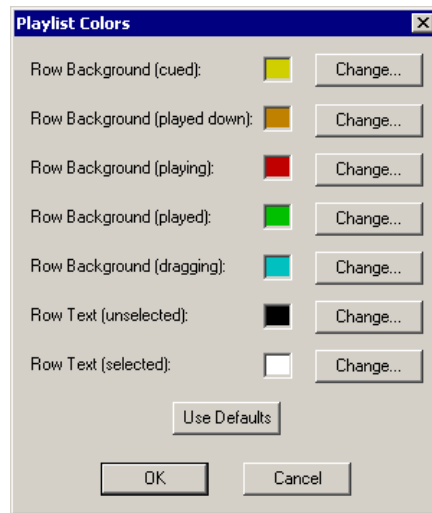
## Changing Playback Colors

In the playback list, different colors indicate the playback status of sequences.

To change the playback colors:

1. Choose **Channels | Playlist Colors**.

The Playlist Colors window appears:



2. Click **Change** for the row color you wish to change.
3. Pick a new color and click **OK**.
4. Change other colors as necessary.
5. Click **OK**.



## Archiving Sequences on Tape

The Play to Tape feature records one story at a time, though you can also record stories in groups.

To archive a group of stories, create a playlist with the selected sequences and then record the playlist to tape. It is a good idea to load a clip of black (or a countdown) for approximately 5 seconds in between each sequence. You can record a clip of black and keep it in your MISC folder in your Bin.

To archive your sequences to tape:

1. Create a playlist using the sequences you want to archive.  
See “Creating a Playback List” on page 211 for instructions.
2. Press Record on your tape deck.
3. Press the **Play** button in the Playback Channel window.



***TIP—You can play through all sequences by pressing Ctrl + Shift on the keyboard and simultaneously clicking the Play button on the screen, which continuously loops the entire playlist. Turn Loop Playback off and Cue Next After Playback on to use this feature.***



---













*Chapter 13 Sending & Storing Completed Sequences*












## ***The NewsEdit Keyboard***

This appendix lists all of the keyboard functions that control NewsEdit, including key combinations using the Control and Shift keys.



Appendix *The NewsEdit Keyboard*








Icon	Key	Name	Function
	<b>Esc</b>		Unused
	<b>F1</b>		Unused
	<b>F2</b>	Send	Lets you send a clip or sequence to another destination.
	<b>F3</b>	Match to Bin	Matches the selected frame in the Timeline to the exact frame in the Bin and becomes the Clip Source.
	<b>F4</b>	Match to Source	Matches the exact frame of the clip and loads the timecode into the Mark In of the first remote source.
	<b>F5</b>	Cut Mark In;  Refresh	Cuts the beginning of the clip, the top, off of the selected clips on the Timeline;  In the Bin, refreshes bin folders and displays any newly imported files.
	<b>F6</b>	Cut Mark Out	Cuts the end of the clip, the tail, off of the selected clips on the timeline.
	<b>F7</b>	Go to Mark In	Moves to the Mark In point.
	<b>F8</b>	Go to Mark Out	Moves to the Mark Out point.
	<b>F9</b>	Overwrite edit mode	Allows you to overwrite clips to the Timeline.
	<b>F10</b>	Splice edit mode	Allows you to splice clips to the Timeline.
	<b>F11</b>	Fit To Fill	Lets you create fit to fill clips.
	<b>F12</b>	Record	Starts recording from source or source bin.
	<b>~</b>	Play	Plays the Timeline, source or clip.
	<b>Shift + ~</b>	Add Handles	In the Source Tool, toggles clip handles on and off. When on, handles appear as additional frames on the slider in the Viewing Monitor.

Icon	Key	Name	Function
	<b>1</b>	Timeline Tool	Selects and moves items on the Timeline.
	<b>2</b>	Source Tool	Views the source.
	<b>Ctrl + 2</b>	Quick Edit	In the Source Tool, toggles Quick Edit mode on and off. When on, NewsEdit automatically switches you to the Source Tool after an edit to the Timeline.
	<b>3</b>	Trim Tool	Trims Mark In and Mark Out points in your clips.
	<b>4</b>	Cut Point Edit Tool	Trims the cut points between adjacent clips.
	<b>5</b>	Transition Tool	Adds transition effects to your clips.
	<b>6</b>	Audio Mixer Tool	Adjusts the audio tracks in your clips.
	<b>Ctrl + 6</b>	Show All Tracks	Display all of the audio tracks on the Timeline.
	<b>7</b>	Audio Effects Tool	Adjusts the Audio EQ in your clips and disguise voices.
	<b>8</b>	Video Effects Tool	Creates video effects to use on your clips, such as blurs and Picture-in-Picture.
	<b>Ctrl + 8</b>	Effects (FX)	Toggles the Effects Track (FX) on and off.
	<b>Shift + 8</b>	Add Effect	Adds a blank effect to the Timeline.
	<b>9</b>	Input Tools	Lets you adjust the Audio EQ in a clip while it is recording.
	<b>0</b>	Collapse	Collapses a clip in a sequence to close a gap between media.
	<b>(-)</b>	Zoom out	Zooms the view in the Timeline out.
	<b>(+)</b>	Zoom in	Zooms the view in the Timeline in.
	<b>Q</b>	Play From Start	Plays sequence or clip starting at the beginning.
	<b>Ctrl + Q</b>	Eject	Ejects tape from tape deck.



Appendix *The NewsEdit Keyboard*

Icon	Key	Name	Function
▶	<b>W</b>	Play	Plays the Timeline, source or clip.
	<b>Ctrl + W</b>	Run Effect	Plays the video effect from the beginning.
	<b>Shift + W</b>	Reverse Play	Plays sequence in the Timeline in reverse.
◀◀	<b>E</b>	Rewind	Rewinds for both Timeline and Source.
▶▶	<b>R</b>	Fast Forward	Fast Forwards for both Timeline and Source.
	<b>Ctrl + R</b>	Record	Starts recording from source or source bin.
	<b>Shift + R</b>	Rename	In the Bin, lets you change the name of a selected clip or sequence.
	<b>Ctrl + Shift + R</b>	Render Selected	Renders the selected effect.
◁→	<b>T</b>	Trim Mark Out	Trims the Out point in the Cut Point Edit Tool; changes the duration of the sequence.
	<b>Ctrl + T</b>	Title Tool	Adds titles and graphics to your sequences.
←▷	<b>Y</b>	Trim Mark In	Trims the In point in the Cut Point Edit Tool; changes the duration of the sequence.
	<b>Ctrl + Y</b>	Redo	Re-applies the last edit for which you used the Undo command.
◁▷	<b>U</b>	Trim Both	Trims both the In and Out points in the Cut Point Edit Tool; doesn't change the duration of the sequence.
▴	<b>I</b>	Mark In	Marks an In point.
	<b>Ctrl + I</b>	Go to Mark In	Moves to the Mark In point.
	<b>Shift + I</b>	Mark Audio In	Creates an Audio Mark In point for either the Timeline or the source.
▾	<b>O</b>	Mark Out	Marks an Out point.
	<b>Ctrl + O</b>	Go to Mark Out	Moves to the Mark Out point.
	<b>Shift + O</b>	Mark Audio Out	Creates an Audio Mark Out point for either the Timeline or the source.







Icon	Key	Name	Function
	<b>P</b>	Clear Mark In	Clears the In point.
	<b>Ctrl + P</b>	Sequence Properties	Displays the Sequence Properties for the current sequence in the Timeline.
	<b>Shift + P</b>	Clear Audio In	Clears the Audio In point.
	<b>Alt + P</b>	Clear All Mark Points	Clears all points in the Timeline and Source Tools.
	<b>[</b>	Clear Out	Clears the Out point.
	<b>Shift + [</b>	Clear Audio Out	Clears the Audio Out point.
	<b>]</b>	Lift Clip	Lifts selected clip out of the sequence, leaving black and silence.
	<b>Ctrl + ]</b>	Lift Area	Lifts the area between the Mark In and Mark Out points.
	<b>\</b>	Split Clip	Splits the selected clip at the cursor point.
	<b>A</b>	Move 1 frame back	Moves cursor one frame back on the Timeline.
	<b>Ctrl + A</b>	Aux Input	Switches to the auxiliary input source.
	<b>Shift + A</b>	Show Audio Marks	Toggles the video and audio Mark In and Out points.
	<b>S</b>	Move 1 frame forward	Moves cursor one frame forward on the Timeline.
	<b>Ctrl + S</b>	Save	Saves your sequence.
	<b>Shift + S</b>	Select All	Selects all clips, effects, graphics, and audio clips on the Timeline.
	<b>D</b>	Move 10 frames back	Moves cursor 10 frames back on the Timeline.
	<b>Ctrl + D</b>	Move one second back	Moves cursor 1 second back on the Timeline.
	<b>Shift + D</b>	Deselect All	Removes the highlight on all items on the Timeline.



Appendix *The NewsEdit Keyboard*




Icon	Key	Name	Function
»	<b>F</b>	Move 10 frames forward	Moves cursor 10 frames forward on the Timeline.
	<b>Ctrl + F</b>	Move one second forward	Moves cursor 1 second forward on the Timeline.
	<b>Ctrl + Shift + F</b>	Insert Filler	Places a gap between the clip at the cursor location.
←	<b>G</b>	Move to previous cut point	Moves cursor to the previous cut point.
	<b>Ctrl + G</b>	Graphic	Toggles the Graphics Track (G) on and off.
→	<b>H</b>	Move to next cut point	Moves cursor to the next cut point.
<b>V</b>	<b>J</b>	Video 1	Toggles video track V1 on and off.
	<b>Ctrl + J</b>	Video 2	Toggles video track V2 on and off.
	<b>Ctrl + Shift + J</b>	Video sync lock	Toggles the video sync lock on and off for V1.
<b>A1</b>	<b>K</b>	Audio 1	Toggles audio track A1 on and off.
	<b>Ctrl + K</b>	Audio 5	Toggles audio track A5 on and off.
	<b>Shift + K</b>	Sync lock	Toggles the sync lock on and off for A1.
	<b>Ctrl + Shift + K</b>	Sync lock	Toggles the sync lock on and off for A5.
<b>A2</b>	<b>L</b>	Audio 2	Toggles audio track A2 on and off.
	<b>Ctrl + L</b>	Audio 6	Toggles audio track A6 on and off.
	<b>Shift + L</b>	Sync lock	Toggles the sync lock on and off for audio track A2.
	<b>Ctrl + Shift + L</b>	Sync lock	Toggles the sync lock on and off for A6.
<b>A3</b>	<b>;</b>	Audio 3	Toggles audio track A3 on and off.
	<b>Ctrl + ;</b>	Audio 7	Toggles audio track A7 on and off.
	<b>Shift + ;</b>	Sync lock	Toggles the sync lock on and off for audio track A3.
	<b>Ctrl + Shift + ;</b>	Sync lock	Toggles the sync lock on and off for A7.



Icon	Key	Name	Function
<b>A4</b>	'	Audio 4	Toggles audio track A4 on and off.
	<b>Ctrl + '</b>	Audio 8	Toggles audio track A8 on and off.
	<b>Shift + '</b>	Sync lock	Toggles the sync lock on and off for A4.
	<b>Ctrl + Shift + '</b>	Sync lock	Toggles the sync lock on and off for A8.
<b>K</b>	<b>Z</b>	Extend left	Moves the selected clip to the previous cut point.
	<b>Ctrl + Z</b>	Undo	Removes the last edit you did.
<b>&gt;</b>	<b>X</b>	Extend right	Moves the selected clip to the next cut point.
	<b>Ctrl + X</b>	Cut	Removes the selected clip from the Timeline.
	<b>C</b>	Copy To Timeline	Copies selected clips from Bin as well as Timeline clip sources to the Timeline.
	<b>Ctrl + C</b>	Copy	Copies selected clip or sequence in the Bin.
	<b>Shift + C</b>	Load Clip to Source	Takes a clip from the Bin and loads it as a source.
	<b>V</b>	Extend Edit	Extends an edit past the end of the clip using handles.
	<b>Ctrl + V</b>	Paste	Pastes the clip or sequence in the Bin.
	<b>Shift + V</b>	Render All	Renders all unrendered transitions or other effects.
<b>CTL</b>	<b>B</b>	Control Track	Toggles between Timecode and Control Track.
	<b>N</b>	Reset Control Track	Resets the Control Track to 00:00:00:00.
	<b>M</b>	Select previous clip	Selects the previous clip in the sequence.
	<b>Ctrl + M</b>	Move to Mark In point	Moves the selected clip to the Mark In point.
	<b>Shift + M</b>	Mixdown Selected	Layers the selected effect into the video track immediately below it.
	,	Select next clip	Selects the next clip in the sequence.
	.	Select previous track	Selects a clip on the previous track in the sequence.



Appendix *The NewsEdit Keyboard*

Icon	Key	Name	Function
	/	Select next track	Selects a clip on the next track in the sequence.
<b>Space Bar</b>		Stop/Record	Toggles between recording and stopping recording.
Pause Break	<b>Pause</b>	Enable Vary Speed	Enables variable speed controls in the Source Tool.
	<b>Insert</b>	Insert Keyframe	In the Video Effects Tool, adds a keyframe to the currently selected effect.
	<b>Ctrl + Insert</b>	Modify Keyframe	In the Video Effects Tool, applies your changes to the current keyframe.
	<b>Shift + Insert</b>	Modify All Keyframes	In the Video Effects Tool, allows you to apply changes to one keyframe to all keyframes within an effect.
Home	<b>Home</b>	Go to Start	Moves the position to the beginning of a clip or sequence.
Page Up	<b>Page Up</b>	Previous Vary Speed Previous Keyframe	In the Source Tool or Trimmer, selects the previous variable speed. In the Video Effects Tool, goes to the previous keyframe for the effect.
Delete	<b>Delete</b>	Delete	Deletes the selected clip from the Bin or the Timeline.
	<b>Ctrl + Delete</b>	Delete area	Deletes the selected area from the Bin or the Timeline.
End	<b>End</b>	Go to End	Moves the position to the end of a clip or sequence.
Page Down	<b>Page Down</b>	Next Vary Speed	In the Source Tool or Trimmer, selects the next variable speed.
		Next Keyframe	In the Video Effects Tool, goes to the next keyframe for the effect.
	<b>Left arrow</b>	Shuttle Rewind	Shuttles left in increments of -50%, -75%, -1x, -2x, -3x.
	<b>Right arrow</b>	Shuttle Fast Forward	Shuttles right in increments of +50%, +75%, -1x, -2x, -3x.

---

<b>Icon</b>	<b>Key</b>	<b>Name</b>	<b>Function</b>
↑	<b>Up arrow</b>	Shuttle Default Speed	Resets shuttle speed to its default speed.
↓	<b>Down arrow</b>	Shuttle Previous Speed	Selects previous shuttle speed.
←	<b>Numberpad 4</b>	Back 1 frame	Moves the selected clip on the Timeline backwards one frame.
	<b>Ctrl + Numberpad 4</b>	Back 10 frames	Moves the selected clip on the Timeline backwards 10 frames.
→	<b>Numberpad 6</b>	Forward 1 frame	Moves the selected clip on the Timeline forward one frame.
	<b>Ctrl + Numberpad 6</b>	Forward 10 frames	Moves the selected clip on the Timeline forward 10 frames.



---

*Appendix The NewsEdit Keyboard*

## ***Video Effects***

This appendix lists all of the video effects you can create within your sequences, a description of each, and the options available for each effect.

To learn about creating video effects, see Chapter 10.



## Effects and What They Do

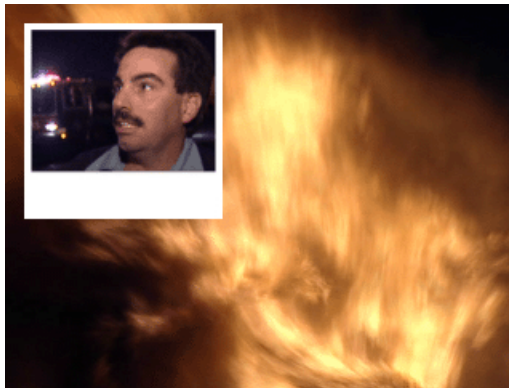
Each video effect has a different function and different adjustment controls.

### Resize

You can use the Resize effect with a single video track or with both video tracks (V1 and V2). You can also use a Resize effect in conjunction with the Proc Amp, Color Invert, Mirror Vertical, and Mirror Horizontal effects.

When you use resize with one video track, you are generally enlarging the image. Enlarging lets you zoom in on a still image, remove a logo, or highlight newspaper print. When you use resize with two video tracks, you create a Picture-in-Picture (PIP) with V2 in the foreground and V1 in the background.

To resize an image, use the slide control or adjust the dials.



Option	Range	Description
X-Position	-32 to +32 (4:3) -128 to +128 (16:9)	Changing the X-Position moves the image left or right.
Y-Position	-24 to +24 (4:3) -72 to +72 (16:9)	Changing the Y-Position moves the image up or down.
Z-Position	0 to 4	Changing the Z-Position moves the image closer or farther away.
X-Aspect	0 to 4	Changing X-Aspect adjusts the image width left to right.
Y-Aspect	0 to 4	Changing the Y-Aspect adjusts the image width top to bottom.
Shape	Change the Resize shape by clicking <b>Change</b> on the Effects tab and selecting a new shape.	

---

## Key Shape

You can use the Key Shape effect with a single video track or with both video tracks (V1 and V2). You can also use a key shape effect in conjunction with these effects: Blur, Mosaic, Color Effect, Proc Amp, Color Invert, Mirror Vertical and Mirror Horizontal.

When you use a Key Shape effect with one video track, you can create a variety of effects. You can apply a Blur or Mosaic effect in conjunction with the key shape to block out a face. You can also use this effect for other purposes, including creating a highlight with Proc Amp and bringing up the gain of the video image through a small hole, adding a gray blotch if the Blur and Mosaic effects aren't sufficient, or creating a spotlight effect.

You use two video tracks with the Key Shape effect in much the same way as you use a PIP. However, a Key Shape effect only provides the shape instead of resizing the image. In order to see the key shape image, you need to choose V2 to be over V1 in the Video Effects Tool (Select **V2/V1** from the Track drop-down box in the Effects tab). The key shape appears to “punch a hole” through V1 with the V2 image displaying in the key.

To position a Key Shape effect, drag the image in the Video Window or use the Left and Right arrow keys on the keyboard.

Option	Range		Description
X-Position	-32 to +32 (4:3)	-128 to +128 (16:9)	Changing the X-Position moves the key shape left or right.
Y-Position	-24 to +24 (4:3)	-72 to +72 (16:9)	Changing the Y-Position moves the key shape up or down.
Z-Position	0 to 4		Changing the Z-Position moves the key shape closer or farther away.
X-Aspect	0 to 4		Changing the X-Aspect stretches or shrinks the key shape from the left and right. Changing the Y-Aspect stretches or shrinks the key shape from the top and bottom.
Y-Aspect	0 to 4		
Shape	Change the shape of the Key Shape effect by clicking <b>Change</b> on the Effects tab and selecting a new shape.		



## Blur

You use the Blur effect to cover up an image that needs to be protected or disguised. When you select the Blur effect, the Key Shape effect automatically turns on. This is because you need the Key Shape effect to select the size, shape, and position of the blur. You cannot create a Blur effect without using the Key Shape effect as well.

When covering up an image throughout a clip, you probably have to move the blur effect several times in order to cover the image as the clip plays. You can do this quickly using the keyboard keys.



Option	Range	Description
Defocus	0-5	0 is no blur and 5 is the heaviest blur.
O-Soft	0-100	0 is no softness and 100 is full softness for the outside region of the shape.



---

To create a blur effect using the keyboard:

1. Add a blank effect to the Timeline and select it.
2. Check the **Blur** checkbox to choose the effect.
3. Find a size and shape for the blur that you like.

Move the slider up or down to change the size of the blur; check the **Key Shape** box on the **Effects** tab and click **Change** to change the shape.

4. Move the blur pattern over the image at the beginning of the effect.
5. Hit **Insert** on the keyboard.  
This places a keyframe in the effect on the Timeline.
6. Using the **A**, **S**, **D**, and **F** keys, step through the clip to determine if you need to move the blur pattern in order to cover the image.
7. If you need to move the blur, use the left, right, up, and down arrow keys to place the blur pattern over the image.
8. Hit **Insert** on the keyboard.
9. Continue until the end of the clip.

If you need to resize the blur, press the **Ctrl + Up** and **Down** keys.



## Mosaic

You can also use the Mosaic effect to cover up an image that needs to be protected or disguised. When you select the Mosaic effect, the Key Shape effect automatically turns on. This is because you need the Key Shape effect to select the size, shape, and position of the mosaic. Unlike the Blur effect, however, you can turn off the Key Shape effect, giving the entire image a mosaic effect.

When covering up an image throughout a clip, you probably have to move the mosaic effect several times in order to cover the image as the clip plays. You can do this quickly using the keyboard keys.



Option	Range	Description
Block Size	0-5	0 is no mosaic at all and 5 is the largest block size.
O-Soft	0-100	0 is no softness and 100 is full softness for the outside region of the shape.

---

To create a Mosaic effect using the keyboard:

1. Check the Mosaic checkbox to choose the effect.
2. Find a size and shape for the mosaic that you like.  
Move the size slider up or down to change the size of the mosaic; check the Key Shape box on the Effects tab, then click **Change** to change the shape.
3. Move the mosaic pattern over the image at the beginning of the effect.
4. Hit **Insert** on the keyboard.  
This places a keyframe in the effect on the Timeline.
5. Using the **A**, **S**, **D**, and **F** keys, step through the clip to determine if you need to move the mosaic pattern in order to cover the image.
6. If you need to move the mosaic, use the left, right, up, and down arrow keys to place the mosaic pattern over the image.
7. Hit **Insert** on the keyboard.
8. Continue until the end of the clip.

If you need to resize the mosaic, press the Ctrl + Up and Down keys.

## Color Effect

You use the Color Effect either as a standalone effect or in conjunction with the Resize or Key Shape effects to create an area of color.

You can change the color and the opacity to create the effect you want.

Option	Range	Description
Opacity	0-100	0 is not visible at all and 100 is opaque.
Color	Standard Windows color picker.	Change the color by clicking the <b>Change</b> button on the Effects tab and selecting a new color.



## Proc Amp

You adjust video levels using the Proc Amp effect. You use this effect either as a standalone effect or in conjunction with the Resize or Key Shape effects.

You use four controls — Gain, Chroma, Setup, and Hue — to alter the entire image or part of the video image.

One way to use the Proc Amp effect is to spotlight an image. You create a key shape within a single track of video, check the Background checkbox, and increase the Gain in order to bring out the spotlight within the video image.



Option	Range	Description
Gain	-100 to +100	-100 appears black and +100 washes out with brightness. 0 is the default.
Chroma	-100 to +100	-100 appears black and white while +100 boosts the color scheme. 0 is the default.
Setup	-100 to +100	-100 crushes the black levels while +100 increases the brightness. 0 is the default.
Hue	-180 to +180	The sweep from -180 to 180 cycles through the entire spectrum of colors altering the image.

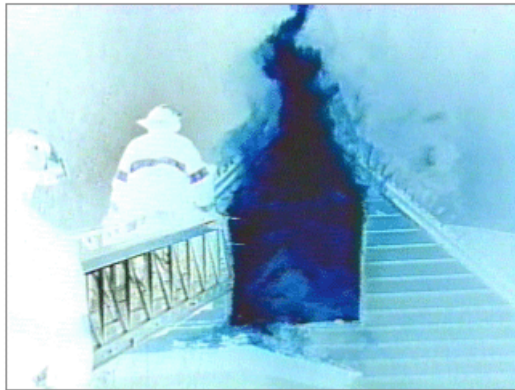
---

## Color Invert

You use the color invert effect either as a standalone effect or in conjunction with the Resize or Key Shape effects.

Color inverting gives a film negative look to the image by inverting all of the colors within the video image.

The color invert effect is either On or Off.



## Mirror Vertical

You use the Mirror Vertical effect either as a standalone effect or within the Resize or Key Shape effects. This effect flips the image vertically providing an upside-down view of the image.

The Mirror Vertical effect is either On or Off.

## Mirror Horizontal

You use the Mirror Horizontal effect either as a standalone effect or within the Resize or Key Shape effects. This effect flips the image horizontally providing a reverse view of the image.

One way to use the Mirror Horizontal effect is to reverse an interview subject either within a PIP or to change story interviews from one side to the other.

The Mirror Horizontal effect is either On or Off.



## Options For Resize or Key Shape Effects

Effect options can be applied to both Resize and Key Shape effects. Options include the ability to add borders, crop images, and apply drop shadows.

***NOTE:** When using the default resize rectangle, you can round the corners of the shape by checking the **Rounded Corners** checkbox. When you use rounded corners and apply a border or a softness to the rectangle image, the image's edges appear rounded, not square.*

### Shape and Blend Options

Shape and Blend options affect the characteristics of the resize or key shape.

Option	Range	Description
Opacity	0-100	0 is not visible at all and 100 is fully visible.
O-Soft	0-100	0 is no softness and 100 is the full softness available for the outside region of the shape.
I-Soft	0-100	0 is no softness and 100 is the full softness available for the inside region of the shape.

#### Opacity

Opacity affects the entire foreground image. The default is 100%, which shows the foreground image and hides the background image. As you change the opacity percentage, the foreground image blends into the background image.

Use the opacity option to create fade-ins and fade-outs with Picture-in-Picture (PIP) and to create half-dissolves without fully exposing the background image.

#### O-Soft

The O-Soft option softens the hard line that surrounds the outside of the foreground image. You use O-Soft to blend the outside border of the foreground into the background.

#### I-Soft

The I-Soft option softens hard images that are found on the inside border of an image. One way to use I-Soft is to soften a white border for the inside of a PIP.

---

## Borders

You can apply a border to any Resize or Key Shape effect. You can also change the color and size of a border and add the border from different directions.

Using any of the key shapes, you can alter the border from the left, right, top, bottom, or on all sides. This may mean your image can have an uneven border. To ensure your borders apply evenly, use the dial **All**.

Option	Range	Description
Left	0-8	The 4:3 image is divided into 8 equal sections, making the border larger as the number increases.
Right	0-8	
Top	0-6	
Bottom	0-6	
All	0-4	
Color	Standard Windows color picker	Change the color of the border by clicking the <b>Change</b> button on the Options tab and selecting a new color.
Direction	Inside	The border starts at the outer edge of the foreground and expands inward.
	Middle	The border starts equally over the inside and outside.
	Outside	The border starts at the outer edge of the foreground and expands outward.



## Cropping

You can crop a Resize effect. Cropping an image trims the foreground image from whatever side you select, either left, right, top, bottom, or from all sides. You can also use cropping to center an image or cut out any unwanted video.

Option	Range	Description
Left	0-8	The 4:3 image is divided into 8 equal sections, making the border larger as the number increases.
Right	0-8	
Top	0-6	
Bottom	0-6	
All	0-4	

## Drop Shadows

You can apply a drop shadow to the foreground image in your effect. In addition to adding the drop shadow, you can change its color, opacity, and amount of offset.

To position the drop shadow, use the X-Offset and Y-Offset parameters.

Option	Range	Description
Opacity	0-100	0 is not visible at all and 100 is opaque.
X-Offset	-4 to +4	-4 is the far left of the foreground and +4 is the far right.
Y-Offset	-3 to +3	-3 is the upper most limit and +3 is lowest limit from the foreground.
All	-4 to +4	-4 places the X-Offset at the left and the Y-Offset at the upper most limit while +4 places the X-Offset at the right and the Y-Offset at the lowest limit from the foreground.
Color	Standard Windows color picker	Change the color of the drop shadow by clicking the <b>Change</b> button on the Options tab and selecting a new color.

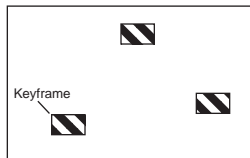


---

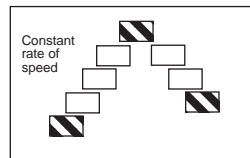
## Effect Paths

Each video effect you create has a path applied to it. The path determines how the effect behaves from keyframe to keyframe. You can choose which path you prefer for each effect; the path can only be applied to an entire effect, not a specific keyframe or part of an effect.

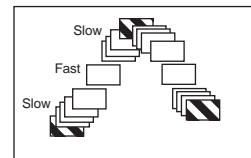
The paths available in NewsEdit are:



Hold



Linear



S-Linear

- **Hold** — The effect characteristics hold for the duration of the keyframe and then change instantaneously to the next keyframe. For example, the image jumps from its current location in one keyframe to its new location in the next keyframe instantly.
- **Linear** — The effect plays in a constant direction and at a constant rate of speed from keyframe to keyframe. For example, the image moves from one location to the next in a straight line at the same speed. This is the default path.
- **S-Linear** — The effect plays in a constant direction but at a variable rate of speed from keyframe to keyframe. For example, the image moves from one location to the next in a straight line; it begins slowly, speeds up, then slows down again as it approaches the next keyframe. Because of the changing rate of speed, S-Linear changes appear less abrupt than linear changes.



---

*Appendix Video Effects*

## ***Digital News Production: Site Preparation***

This Appendix provides site information for installing Digital News Production (DNP) systems, and electrical and physical specifications for those system components.

This Appendix also provides connector information and pin assignments in case you require custom cabling.

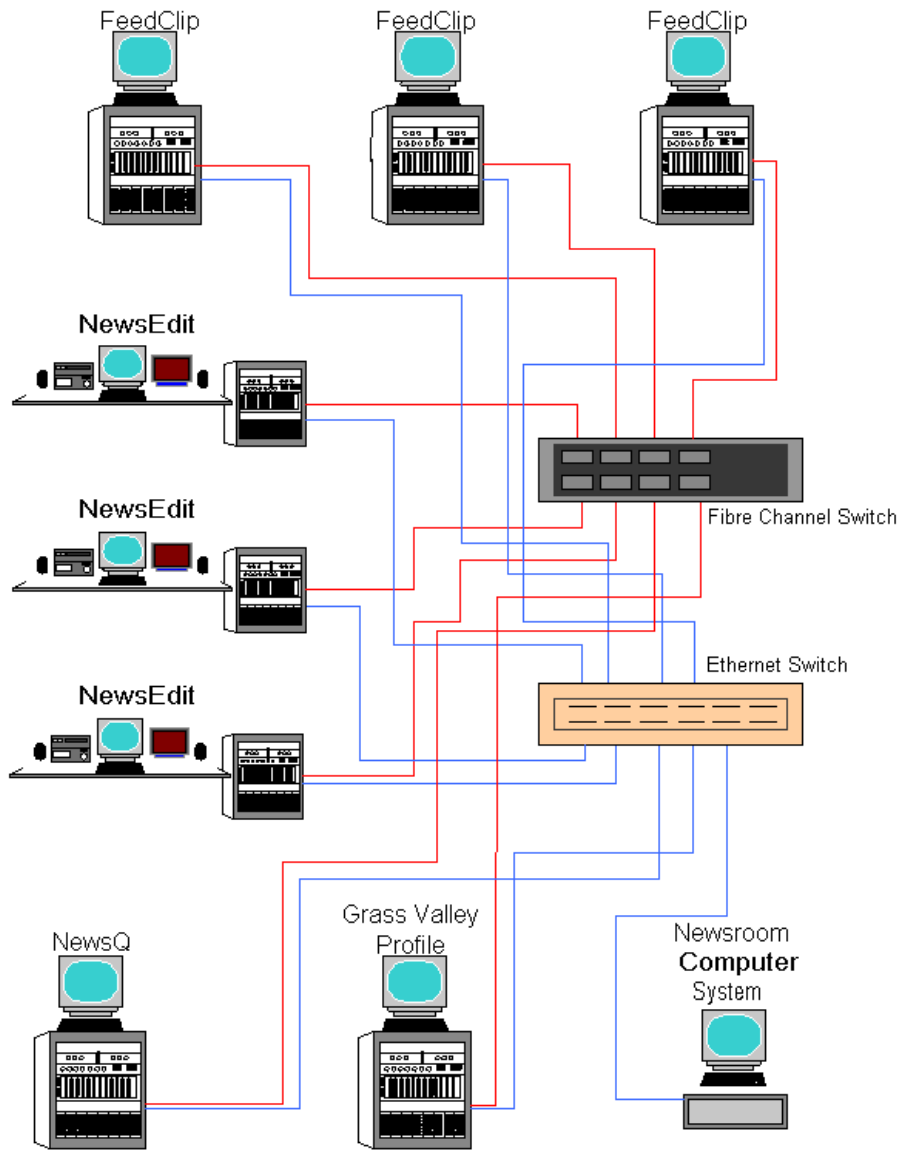


## DNP System Layouts

This section provides a typical system layout and diagrams of the Vibrant system components showing the rear interface connections. The exact orientation of the equipment depends on:

- Available space in the work area — This document provides the dimensions of the equipment; however, Grass Valley Group recommends additional space for access and ventilation.
- Cable length — Excessive length clutters the area and impedes signal strength.
- User preference — Whether the monitor, video deck, and system are on the left or the right side is up to the user. The order from top to bottom in the rack can also differ due to connector and viewing indicator accessibility.

## Digital News Production (DNP) Workgroup Layout





## **DNP Components**

The DNP Server system includes the following features:

- 20 gigabyte IDE hard drive with NTFS format
- 3.5 inch floppy drive; reads and writes to 1.44 MB diskettes
- CD-ROM drive; required for installing software
- TCP/IP-compatible Ethernet LAN connection
- Microsoft Windows 2000 operating system
- Breakout I/O panel (either Pro Analog or Pro D&A)
- Standard keyboard and PS/2 mouse
- Two serial ports
- DNP software

The DNP Server system may have the following optional features:

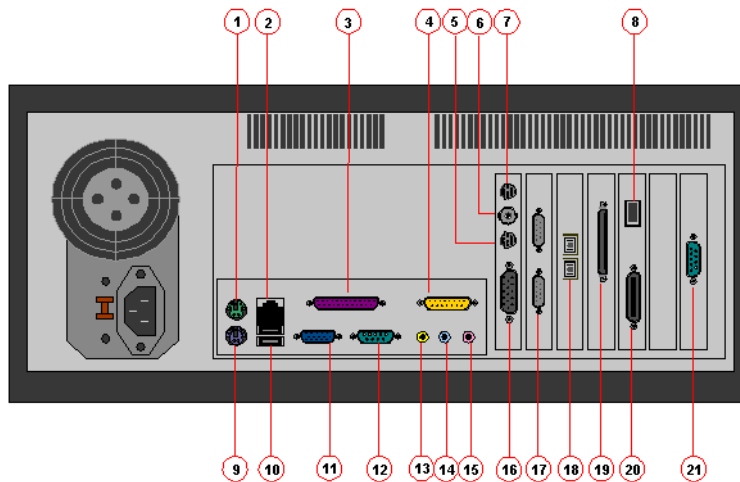
- 17-inch VGA monitor
- Fibre Channel network adapter card
- Gigabit Ethernet adapter card
- Time-code Reader adapter card (FeedClip systems only)
- 9, 18, 36, 72, or 180 gigabyte removable SCSI media drives
- Additional DNP software
- RAID3 Fibre Channel protection

---

## DNP Server Connectors

The DNP Server is a computer with specific peripheral hardware for converting incoming video and audio (analog or digital) signals into digital format for storage. The Windows 2000 operating system and DNP application come pre-installed on the DNP Server.

The following illustrations identify the connectors and parts on the rack mount version. The tables describe each connector.





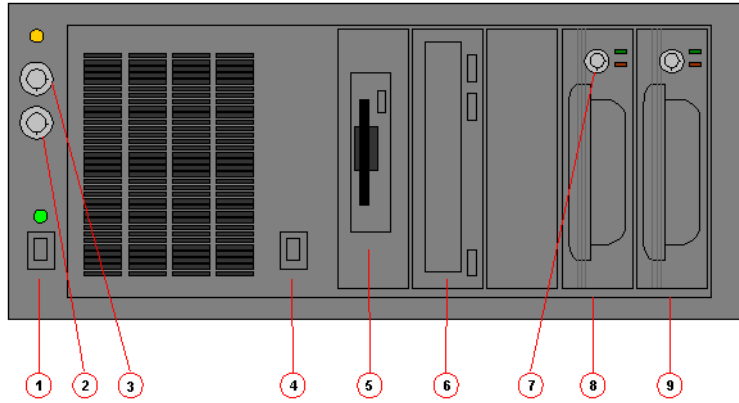
---

Appendix *Digital News Production: Site Preparation*

The following table identifies the DNP Server connectors:

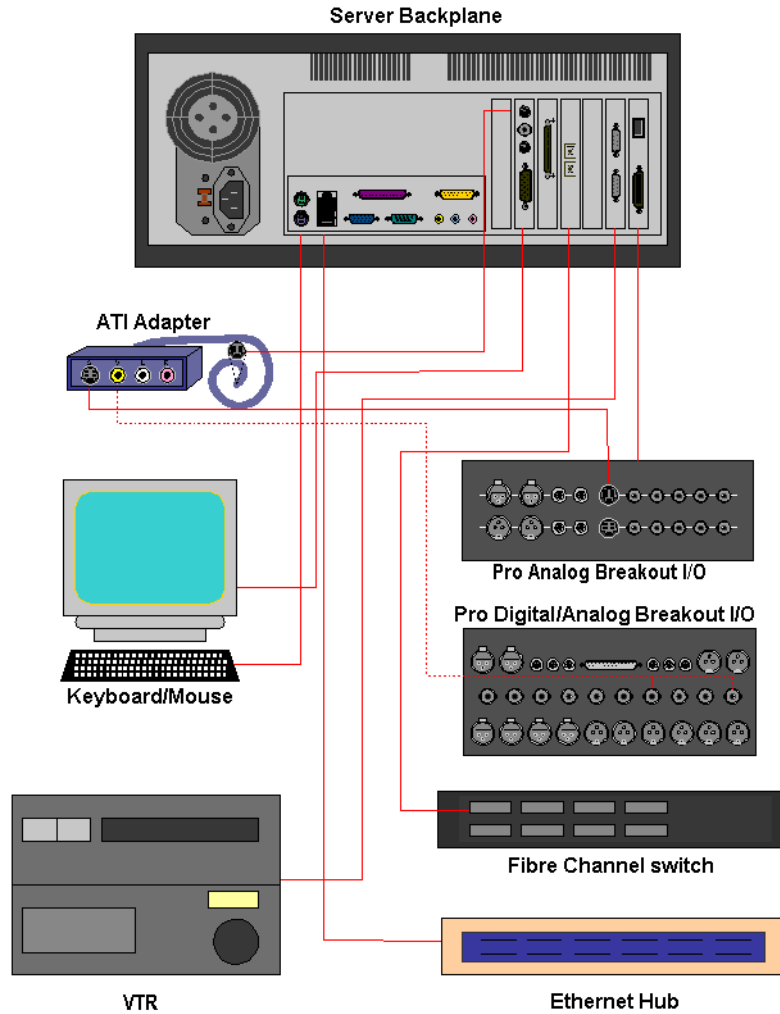
Number	Connector	Function
1	PS/2 style	PS/2 style connector for Mouse
2	RJ-45	Ethernet Port Connector
3	DB-25	Not used
4	DB-15	Not used
5	S-Video In	Video Input for VGA video
6	RCA	Not used
7	S-Video Out	Not used
8	1394 Firewire	Not used
9	PS/2 style	PS/2 style connector for Keyboard
10	USB	Disabled
11	DB-15 HD	VGA port (only used for troubleshooting)
12	DB-9 Male	COM1 port used for external GPI
13	RCA Mini	Computer audio line in (not used)
14	RCA Mini	Computer audio line out (not used)
15	RCA Mini	Computer Mic (not used)
16	DB-15 HD	VGA port used for external UI monitor
17	DB-9 Male	RS-422 Remote Control
18	Dual SC type	Fibre Channel connectors
19	50 pin SCSI	SCSI connector for external storage devices
20	Digital Tether	Connection to I/O Breakout panel
21	DB-9 Male	COM2 port used for external GPI





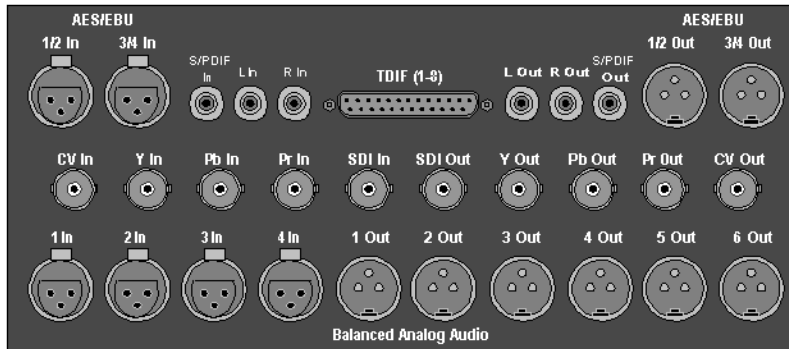
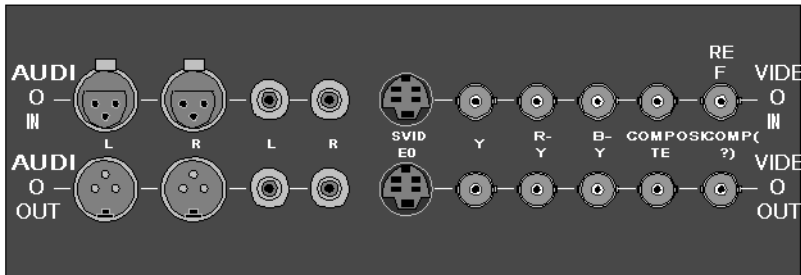
The following table identifies the DNP Server connections:

Number	Function
1	Main power switch
2	Panel door lock
3	Keyboard lock
4	Reset power switch
5	1.4 meg Floppy disk drive
6	CD-ROM drive
7	Media drive lock
8	Media drive carriage #1
9	Media drive carriage #2



## External I/O Connections

The DNP Server comes with an I/O Breakout Box (BOB) to provide video and audio input and output. Currently there are 2 different types of I/O panel configurations. The following illustrations identify the connections for the Pro Analog and the connections for the Pro Digital/Analog combination panel.



**NOTE:** The Pro Digital/Analog breakout panel has a reference input for genlocking the DNP system.



### **ATI All-In-Wonder Breakout Module**

The DNP contains an ATI All-In-Wonder Video Graphics Adapter and a small purple breakout module for viewing low-resolution video display on the user interface. The module has S-Video, RCA video, and RCA audio inputs.

When using the Pro Analog I/O, you need to connect the S-Video output from the I/O panel to the S-Video input on the ATI module. When using the Pro Analog/Digital I/O, you need to connect the composite video output of the I/O panel to the RCA video input on the ATI module.

Alternately, you can connect the video input of the ATI module to the Component Y output of the I/O panel to see video. In any case, when you open the DNP program, you need to set the VGA input selection in order to properly see a video connection on the user interface.

### **Cabling Guidelines**

Creating a floor plan of your facility with user and equipment locations marked will help you determine necessary cable lengths. The following list describes all cables typically needed, as well as length limitations and recommendations.

- Use all GVG-supplied cables delivered with the DNP system. All supplied cables are tested and qualified for GVG broadcast system configurations.
- The monitors should be within 6 feet of the DNP server. You may use VGA cable extensions, though video images degrade with increased length.
- The keyboard and mouse should be within 6 feet of the DNP server. Use keyboard and mouse extensions only if necessary.
- The audio/video breakout panel should be within 10 feet of the DNP server.
- The VTR should be within 15 feet of the DNP server for a standard RS-422 length cable. An extension cable can be added for greater distances.
- The length of a fibre-optic cable between a DNP server and a fibre-channel switch should be 1650 feet (500 meters) when using a 50-micron cable.

## System Cable descriptions: Grass Valley-Supplied

Cable Description	Length	Connects
Standard power cords	Up to 6 ft. (1.8m)	All physical hardware with designated power supply
Keyboard cable	Up to 6 ft. (1.8m) (Quality PS/2 extender cables can be used)	Keyboard to Server
Mouse cable	Up to 6 ft. (1.8m) (Quality PS/2 extender cables can be used)	Mouse to Server
Digital tether data cable	15 ft. (1.8m)	I/O Breakout box to video board on Server
Purple ATI I/O cable	8 ft. (1.8) standard	ATI I/O to mini din connection on graphics card
S-Video cable	6 ft. (1.8m)	S-Video on Analog I/O box to ATI I/O

## System Cable descriptions: Customer-Supplied

Cable Description	Length	Connects
Fibre optic	50-micron, SC Multimode type, up to 1650 ft. (500m)	Fibre channel switch to server fibre port
RJ-45 Cat5 Ethernet	Customer desired	Ethernet hub or switch to Server ethernet port
Remote serial	Up to 15 ft. (4.6m) (Quality RS422 extension module can be used)	Remote control from VTR to RS-422 card on server
BNC video	8 ft.	Digital I/O composite or component Y to ATI I/O
BNC video reference	Customer desired	Reference on I/O Panel
BNC video	Customer desired	Customer equipment to I/O panel
BNC timecode	Customer desired	House timecode clock to TCR card
XLR Audio	Customer desired	Customer supplied equipment to I/O panel



## Audio Mixer for NewsEdit

Optionally, you can add an audio mixer to enhance NewsEdit's audio capabilities by feeding multiple inputs into the editor. The following table is a suggested configuration on the setup of a mixer and NewsEdit, based on the Mackie 1402VLZPro.

The following table describes a possible mixer setup.

Input	From	To	Cable type
Analog Audio with a Mixer	VTR Channel 1 output	Mixer channel 1 line IN	XLR-female to 1/4"-male
	VTR Channel 2 output	Mixer channel 2 line IN	XLR-female to 1/4"-male
	Main mixer out left channel	Breakout panel balanced IN left channel	XLR-female to XLR-male
	Main mixer out right channel	Breakout panel balanced IN right channel	XLR-female to XLR-male
	Breakout panel Balanced Left Out	VTR Channel 1 input	XLR-male to XLR-male
	Breakout panel Balanced Right Out	VTR Channel 2 input	XLR-male to XLR-male
	Breakout panel Unbalanced Left Out	Left desktop speaker	RCA-male to XLR-male or 1/4" male
	Breakout panel Unbalanced Right Out	Right desktop speaker	RCA-male to XLR-male or 1/4" male

<b>Input</b>	<b>From</b>	<b>To</b>	<b>Cable type</b>
Analog Audio without a Mixer	VTR Channel 1 output	Breakout panel balanced IN left channel	XLR-female to XLR-male
	VTR Channel 2 output	Breakout panel balanced IN right channel	XLR-female to XLR-male
	Breakout panel Balanced Left Out	VTR Channel 1 input	XLR-male to XLR-female
	Breakout panel Balanced Right Out	VTR Channel 2 input	XLR-male to XLR-female
	Breakout panel Unbalanced Left Out	Left desktop speaker	RCA-male to XLR-male or 1/4" male
	Breakout panel Unbalanced Right Out	Right desktop speaker	RCA-male to XLR-male or 1/4" male
Digital Audio	VTR AES/EBU Channels 1&2 Output	Breakout panel AES/EBU Channels 1&2 Input	XLR-male to XLR-male
	Breakout panel AES/EBU Channels 1&2 Output	VTR AES/EBU Channels 1&2 Input	XLR-male to XLR-female
	Breakout panel Unbalanced Left Out	Left desktop speaker	RCA-male to XLR-male or 1/4" male
	Breakout panel Unbalanced Right Out	Right desktop speaker	RCA-male to XLR-male or 1/4" male
Video	VTR-SDI Output	Breakout panel SDI Input	Single BNC-BNC
	Breakout panel SDI Output	VTR SDI Input	Single BNC-BNC
	VTR Composite Output	Breakout panel Composite Input	Single BNC-BNC
	Breakout panel Composite Output	VTR Composite Input	Single BNC-BNC
	VTR Component Output	Breakout panel Component Input	Tri BNC-BNC harness
	Breakout panel Component Output	VTR Component Output	Tri BNC-BNC harness
Ethernet & Fibre	Server Chassis	Ethernet Hub/Switch	RJ45-RJ45
	Server Chassis	Fibre Channel Switch	Dual SC-Dual SC



## Component Weights and Dimensions

The following table describes DNP physical specifications.

Component	Rack Mount	Rack Units	Height x Width x Depth	Weight
DNP Server	Yes	4	5.87 x 17 x 20 in	40 lbs
Analog Breakout Box	Yes	2	3.5 x 12 x 3.8 in	2.5 lbs
D&A Breakout Box	Yes	3	3.7 x 13.68 x 4.25 in	3.5 lbs
17" Monitor (optional)	No	N/A	16 x 16 x 17 in	38 lbs
Mackie 1402VLZ Pro (optional)	Yes	8	2.9 x 14 x 12.9 in	9.5 lbs
Speakers (optional)	No	N/A	7.25 x 4.67 x 6.58 in	3.7 lbs
Brocade Silkworm 2400 (optional 8 port)	Yes	1	1.71 x 16.87 x 17.72 in	17 lbs (dual power supply)
Brocade Silkworm 2800 (optional 16 port)	Yes	2	3.5 x 16.87 x 17.72 in	28.5 lbs (dual power supply)
Netgear FS516 Ethernet Switch (optional 16 port)	Yes	1	1.7 x 13 x 8 in	4.7 lbs



---

## Site Requirements

This section describes the various site requirements for installing the Digital News Production System.

### Power Requirements

Grass Valley Group highly recommends using a surge protector and an uninterruptible power supply (UPS) with your system. There must be a 20 A, 110 to 120 V alternating current, 60 Hz or 10 A, 220 to 224 V alternating current, 50 Hz circuit breaker and an isolated ground.

Storage upgrades may require additional electrical service. Consider the equipment nameplate ratings and consult your GVG representative.

GVG systems are designed to work with a single-phase (three-wire) power cord with a grounded neutral conductor. To reduce the risk of electric shock, always plug the cord into a powered off grounded power outlet.

For best performance, keep all system power connections on the same power feed distribution panel. Do not connect any other equipment to the same outlet that is powering the DNP equipment.

The following table lists the power requirements for the system components.

Component	Voltage	Frequency	Power
DNP Server	120/240 VAC	50/60	300 Watts
Analog Breakout Box	N/A	N/A	N/A
D&A Breakout Box	120/240 VAC		1.5 Amps
17" Monitor (optional; spec based on Viewsonic A70)	100/240 VAC	50/60	2 Amps
Mackie 1402VLZ Pro (optional)	120/240 VAC	50/60	25 W
Fostex Speakers (optional)	120 VAC		5 W
Brocade Silkworm 2400 (optional 8 port)	100/240 VAC	50/60	1.5 Amps
Brocade Silkworm 2800 (optional 16 port)	100/240 VAC	50/60	1.5 Amps
Netgear FS516 Ethernet Switch (optional 16 port)	100/240 VAC	50/60	29 W



## Synchronization Requirements

You must have a stable video reference source to synchronize the system if you are playing directly to air. The system needs no reference as a stand-alone workstation or on a fibre channel network environment. The Pro Analog and Pro Digital/Analog breakout boxes each have reference in connections.

## Environmental Requirements

The following table lists the environmental specifications for a standard broadcast environment.

Condition	Range
Operating temperature	50 to 75 degrees Fahrenheit
Storage temperature	0 to 140 degrees Fahrenheit
Relative humidity	20% to 80%
Altitude	0 to 6000 ft. (0 to 1829 m)

## Networking Requirements

Grass Valley Group products are designed to work over industry-standard local area networks (LANs) and wide area networks (WANs), using standard TCP/IP networking protocols. Install all possible network cabling before the equipment arrives and note of all the network IP addresses that reside within the network.

### Fibre Channel

The DNP system transfers files to the playback server through a Fibre Channel switch connection. GVG recommends the Brocade Silkworm 2800 switch. Typically, fibre- optic cable is run along or inside facilities ductwork using 50 micron dual SC type termination connectors. GVG can recommend sources for custom or off-the-shelf length cables.

### Ethernet Switch

The Ethernet switch routes data between all DNP systems, the playout server, and newsroom systems. A 100-BaseT Ethernet switch with RJ-45 connectors is required to connect network devices within GVG newsroom production workgroups. Status LEDs on the hub show network activity.

---

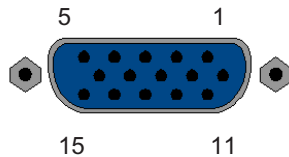
## Pin Assignments

The following section provides pin assignments for various connections to the DNP server.

### VGA Monitor Port

The monitor port is a standard DB-15 pin female VGA connector for the 17" graphics monitor. The following illustration and table shows the pin-out configuration for the connector.

#### VGA Connector Pin Assignments



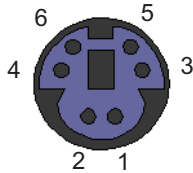
Pin	Signal
1	Red video
2	Green video
3	Blue video
4	GND
5	Display Data Channel GND
6	Red GND
7	Green GND
8	Blue GND
9	Not used
10	SYNC GND
11	GND
12	Serial Data
13	Horizontal SYNC
14	Vertical SYNC
15	Serial Clock



## Keyboard and Mouse Connectors

The DNP system provides two standard PS/2 style connectors. These connectors are used for the keyboard and mouse. The following illustration and table shows the pin-out for these 6-pin female connectors.

### PS/2 Connector Pin Assignments



Keyboard/Mouse Pin	Signal
1	Data
2	NC
3	Ground
4	Plus 5 volts
5	Clock
6	Not used

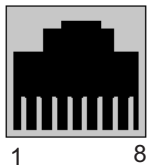
---

## RJ-45 Connectors

Category 5 unshielded twisted pair (UTP) cable supports up to 100 megabits per second. The cable contains four twisted pairs of wires, for a total of eight wires.

The four pairs of wires in UTP cable are color-coded so that they can be identified at each end of the cable. Typically, the pairs are made up of a solid color and the same color striped with white. The following illustration and table shows the standard pin configuration for an 8-pin RJ-45 connector.

### RJ-45 Connector Pin Assignments



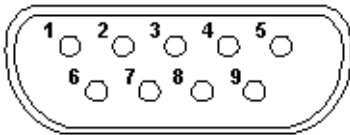
Pin	Color Code
1	Orange/white stripe
2	Orange
3	Green/white stripe
4	Blue
5	Blue/white stripe
6	Green
7	Brown/white stripe
8	Brown



## GPI Pin Assignments

There are 2 COM port connectors on the backplane of the DNP server. COM1 is located alongside the other motherboard connectors. COM2 is located in a slot position next to the video capture card(s). Both COM ports are generally used for the NewsQ application but can also be used with NewsEdit. See the User Manual for setting up the GPI Commands in relationship to the pins shown in the illustration and table below.

### GPI Pin Assignments



Pin	COM1 Function	COM2 Function
1	-	-
2	-	-
3	-	-
4	-	-
5	Chassis Ground	Chassis Ground
6	IN 2	IN 5
7	+12V	+12V
8	IN 1	IN 4
9	IN 3	IN 6

Provide +5 to +24 volts to an input to trigger.

For more information on third party products, see these vendor websites:

[www.brocade.com](http://www.brocade.com)  
[www.netgear.com](http://www.netgear.com)  
[www.mackie.com](http://www.mackie.com)  
[www.ati.com](http://www.ati.com)  
[www.fostex.com](http://www.fostex.com)  
[www.microsoft.com](http://www.microsoft.com)  
[www.intel.com](http://www.intel.com)

## ***Troubleshooting***

This appendix describes the symptoms of various problems you might encounter when using NewsEdit and offers suggestions for solving each problem.



## Appendix Troubleshooting

Symptom	Description or Action Required
When trying to move an audio clip from the A2 track to the A3 track, you see a <i>No</i> symbol.	<ul style="list-style-type: none"> <li>You must activate the track by clicking <b>A3</b> to the left of the track before you can move the clip.</li> </ul>
In your sequence, you turned off tracks A1 and A2 and turned on A3, but when you record, the audio doesn't record to A3.	<ol style="list-style-type: none"> <li>In the Source tool, click in the Track Assign field under the Audio Input slider for the desired channel.</li> <li>Select <b>A3</b>. Audio for the channel is re-routed to A3.</li> </ol> <p>To set a track as the default:</p> <ol style="list-style-type: none"> <li>Choose <b>View   Sources</b> and select a Source Name.</li> <li>Choose <b>Edit   Record Channels</b>.</li> <li>Choose a default record track for each audio channel.</li> </ol>
You see the message <i>Unable to perform edit. Check video 'Mark Ins' and video 'Mark Outs' to make sure you have set a valid editing mode, then try again.</i> when trying to record a split edit.	<p>There is a conflict between the Mark Ins/Outs set on the Timeline and those set in the Source tool.</p> <p>Try removing one or more of your marks in the Timeline or Source tool to reach a valid configuration for recording.</p>
You want to import a clip or EDL, but the menu item is missing from the File menu.	<ul style="list-style-type: none"> <li>Click on the Bin window to make these items available in the File menu.</li> </ul>
You want to Record to Bin, but the menu item is grayed out.	<ul style="list-style-type: none"> <li>Click on the Bin window to make Record to Bin available.</li> </ul>
You want to Play to Tape, but the menu item is grayed out.	<ul style="list-style-type: none"> <li>In the Bin window, click on the sequence or clip that you wish to Play to Tape.</li> </ul>
You're trying to send a clip or sequence, but the Send to File menu item is grayed out.	<p>Try one of these solutions:</p> <ul style="list-style-type: none"> <li>Verify that you selected only one clip or sequence in the Bin window. You cannot send multiple items.</li> <li>If you are sending an open sequence, click on the Sequence window to give it focus before sending.</li> <li>If you are sending an item in the Bin, click to select it.</li> </ul>
Someone at another NewsEdit workstation sent you a clip, but you don't see it in your Bin.	<ul style="list-style-type: none"> <li>Click in the Bin and press <b>F5</b> on your keyboard or choose <b>Refresh</b> from the View Menu.</li> </ul>
You minimized your sequence window and now you can't find it.	<ul style="list-style-type: none"> <li>Choose the sequence from the Window menu to switch back to it.</li> </ul>
When you choose Send to File, the Rendering Effects progress dialog comes up.	<p>You can view variable speed and transition effects in the sequence window without rendering them, but you must render them before sending them to another location. After rendering, the Select Destination dialog appears.</p>



Symptom	Description or Action Required
<p>When sending clips or sequences to another location, the transfer rate seems slow.</p>	<p>File transfers may be occurring over your Ethernet connection instead of the faster fibre channel connection.</p> <p>To force transfers to use fibre channel:</p> <ol style="list-style-type: none"> <li>1. From the Windows desktop, right-click on My Network Places and choose <b>Properties</b>.</li> <li>2. In the Network and Dial-up Connections window, right-click on the Ethernet LAN connection and choose <b>Properties</b>.</li> <li>3. Deselect <b>Client for Microsoft Networks</b> and click <b>OK</b>.</li> </ol>
<p>When you choose Update Workgroup under Options, not all other Vibrint systems on the network show up.</p>	<p>Try one of these solutions:</p> <ul style="list-style-type: none"> <li>• Make sure that each system has a shared <i>VibrintAVFiles</i> folder.</li> <li>• Make sure that each system is using the same login password, which is <i>vibrint</i> by default.</li> </ul>
<p>You receive the message <i>No material exists beyond one or both clip boundaries to apply transition</i>. when attempting to apply a transition between two clips on the timeline,</p>	<p>To apply a transition, there must be overlapping material between the two clips for the transition to use.</p> <ul style="list-style-type: none"> <li>• Overlap the clips slightly and then apply a transition.</li> </ul> <p>To avoid this problem, enable the <b>Add Handles</b> button in the sequence window or Record to Bin dialog when recording clips.</p>
<p>You want to adjust the edge softness of a transition, but the Softness slider is grayed out.</p>	<p>You can only apply the Softness setting to Wipe transitions. Select the Wipe category and the slider will be available.</p>
<p>You receive a message that the clip is the wrong frame size, compression, or format when adding a clip to your sequence.</p>	<p>Clips must match the Compression Type, Chroma Format, and Resolution that was set when the sequence was created.</p> <p>To change these settings:</p> <ol style="list-style-type: none"> <li>1. Choose <b>Tools   Options   Record</b>.</li> <li>2. Make any changes to the settings.</li> </ol> <p>The settings will take effect for any future sequences or clips that are created.</p>
<p>You receive the message <i>Cannot delete items while windows, other than bins and playback channels, are opened. close all other windows before deleting</i>. when trying to delete a clip from the Bin.</p>	<p>This feature is a safeguard against accidentally deleting clips that are currently in use in an open window.</p> <ul style="list-style-type: none"> <li>• Save and close any open sequences or other open windows, and then delete the clip.</li> </ul>



---

## Appendix Troubleshooting

Symptom	Description or Action Required
You receive the message <i>Not all selected items could be deleted. You must first delete all references to each selected item and make sure the item is not opened for playback or editing.</i> when trying to delete a clip from the bin.	<ul style="list-style-type: none"><li>• Right-click on the clip and choose <b>Show References</b>. A list appears showing any sequences or sub-clips that are currently referencing the clip. If you still need to delete the clip, you must delete it from any sequence that is using it or delete the sequence itself.</li></ul>
You changed a clip to slow-motion on your Timeline but can no longer view the entire clip.	<ol style="list-style-type: none"><li>1. Right-click on a clip's video track on the timeline and choose <b>Play Speed</b>.</li><li>2. Deselect the <b>Maintain Duration</b> setting to increase the overall clip length and show the entire clip.</li></ol>
You are unable to send clips or sequences between your NewsEdit system and a Grass Valley Group Profile Server.	<ol style="list-style-type: none"><li>1. In Media Manager on the NewsEdit system, verify that you have added the Profile system by choosing <b>File   Add/Remove Machine</b>.</li><li>2. In NewsEdit, verify that you have set up a send destination to the Profile system by choosing <b>Tools   Options   Send</b>.</li><li>3. Using Notepad, open the <b>Hosts</b> file on the NewsEdit system to verify that the your workstation name is listed and that the IP addresses match and are correct. The path is C:\WINNT\system32\drivers\etc\Hosts. You may need your IT engineer check this file.</li><li>4. Verify that your fibre switch is showing good connections for both the NewsEdit system and the Profile (usually indicated by a solid green light).</li><li>5. Check the disk space available on the Profile.</li><li>6. Verify that checksums are enabled in the Profile Configuration Manager.</li><li>7. If you've tried all of the above and still can't connect, try rebooting the NewsEdit system, Profile, and fibre switch, if possible. Check with your IT engineer before you reboot.</li></ol> <p>For more information on establishing connectivity between a NewsEdit system and a Profile, see the <i>NewsEdit Setup Guide</i>.</p>

# *Index*

---

## **A**

- adding a border 174
- adding borders 239
- adding frames to clips 112
- adding sources
  - setting connections 41
  - setting general options 40
  - setting Preroll 43
  - setting record channels 42
  - setting record handles 44
- adjusting
  - audio gain 148
  - audio tracks 142
  - frequency 189
  - gain 189
  - mid band Q 189
  - pitch 193
  - volume on the fly 149
- adjusting video levels 169
- AP/ENPS, linking to 101
- archiving sequences on tape 217
- assemble edit, definition of 209
- audio 85
  - adjusting gain 148
  - automation 149
  - changing levels 141
  - master audio sliders 146
  - muting tracks 145
  - patching tracks 85
  - routing output channels 147
  - setting output level 146
  - setting pan control 143
  - soloing a track 144
  - using mixer with NewsEdit 254
- audio automation 149
  - removing 150
  - showing in Timeline 149
- audio crossfades
  - applying 161
  - using with transitions 161
- audio effects
  - adjusting frequency 189
  - adjusting gain 189
  - adjusting mid band Q 189
  - adjusting pitch 193
  - disguising voice 192
  - equalizing audio 187, 190
  - randomizing a voice 193
- Audio Effects Tool
  - description of 30
  - using 186
- Audio Mixer Tool
  - description of 30
  - using 140
- audio tracks
  - adjusting multiple tracks 142
  - ganging 142
  - routing 85
  - showing 81
- auxiliary input, using 87



## B

### Bin

- creating 64
- deleting media files 106
- description of 24, 62
- Details View 69
- displaying columns 69
- matching frame to 136
- recording to 104
- renaming media files 106
- searching for files 107
- setting up 66
- sorting media files 70
- Thumbnail View 67
- toolbar 63
- trimming clips in 118
- using clips stored in 92
- using context-sensitive menu 71
- viewing 67

### Blend 174

- options 238

### Blur 169

- creating 233
- definition 232
- options 232

### border, description of 239

## C

### cabling guidelines 252

### certifications 16

### changing

- audio levels 141
- cut points 113
- edit modes 123

### playlist colors 216

### sources 87

### Timeline view 76

### transitions 158

### channel

### muting 145

### routing 147

### soloing 144

### choosing a video effect 173

### clip

### changing audio levels 141

### copying 105

### copying to Timeline 119

### creating 88

### deleting 127

### disguising a voice 192

### finding in Workgroup 100

### importing 93

### inserting filler 129

### lifting from Timeline 125

### locking duration of 112

### moving 105, 122

### searching for 100, 107

### source 86

### splitting 124

### stored in Bin 92

### trimming 110, 111

### varying the speed of 134

### clip selection keys 34

### Color Effect 169

### definition 235

### options 235

### Color Invert 169

### definition 237

- compliances 16
- configuring NewsEdit
  - setting general options 46
  - setting handles 55
  - setting output options 50
  - setting record options 48
  - setting Timeline undo 56
  - setting up send locations 52
  - setting up Workgroups 51
  - sharing media files 60
- connectors
  - external I/O 251
  - pin assignments 259
  - server 247
- control track, using 136
- controlling a deck from NewsEdit 78
- copying clips 105
- copying clips to the Timeline 119
- crash record, definition of 209
- creating
  - blur effect 233
  - clips 88
  - Fit To Fill 131
  - mosaic effect 235
  - new bin 64
  - new sequence 79
  - playback list 211
  - split edits 135
  - sub-clips 119
  - transitions 156
- criteria, environmental 19
- cropping an image 174
- cropping, description 240
- crossfades, audio 161

- Cut Point Edit Tool
  - description of 29
  - keys 34
  - using 113
- cut points, changing 113

## **D**

- deck control keys 34
- deleting
  - clips 127
  - files 106
  - transitions 158
- deselecting tracks 81
- Details View
  - description of 69
  - displaying columns 69
  - sorting files 70
- disguising a voice 192
- displaying Bin columns 69
- dissolves, definition of 153
- drop shadow 174
- drop shadow, description 240

## **E**

- edit mode keys 34
- editing
  - overview 22, 74
  - sequence properties 80
  - setting up in Source Tool 84
  - setting up in Timeline Tool 82
  - transitions 158
- editing modes
  - changing 123
  - Fit To Fill 123



---

*Index*

- Overwrite 123
  - Quick Edit 123
  - Splice 123
  - effect options
    - blend 174
    - border 174
    - crop 174
    - description 238
    - drop shadow 174
  - effects
    - audio crossfades 161
    - blur 169
    - changing 158
    - color effect 169
    - color invert 169
    - creating 156
    - defining 169
    - deleting 159
    - description of 153
    - dissolves 153
    - exporting 184
    - key shape 169
    - layering 183
    - mirror horizontal 169
    - mirror vertical 169
    - mosaic 169
    - paths 181
    - proc amp 169
    - pushes 155
    - rendering 158, 183
    - resize 169
    - saving 182
    - slides 155
    - using keyframes 176
    - video 164
    - viewing in sequence 182
    - wipes 153, 154
  - environmental criteria 19
  - environmental requirements 258
  - equalizing audio
    - audio input 190
    - in a recorded sequence 187
  - exporting video effects 184
    - from the Bin 184
  - external I/O connectors 251
- F**
- fade control points
    - adding 141
    - removing 142
  - files
    - importing 93
    - pulling from Profile 99
    - sharing 60
  - filler, inserting 129
  - finding clips in your Workgroup 100
  - Fit To Fill
    - creating 131
    - definition of 123
  - foreground image 171
  - freeze frame 133
  - frequency, adjusting 189

## G

### gain

adjusting 189

audio 148

ganging audio tracks 142

getting around NewsEdit 32

guidelines, cabling 252

guidelines, safety 13

## H

### handles

setting 55

using to add frames to clips 112

## I

### importing

clips 93

iNews, linking to 101

insert edit, definition of 209

inserting filler 129

inverting color 169

I-Soft, description 238

## K

Key Shape 169

definition 231

moving foreground image 171

options 231, 238

### keyboard

clip and track selection keys 34

Cut Point Edit Tool keys 34

deck control keys 34

description of 33

description of keys 220

edit mode keys 34

Mark Point keys 34

navigating around NewsEdit 32

record key 33

tool selection keys 33

track selection keys 33

transport command keys 34

### keyframes

inserting in Timeline 179

using with video effects 176

### keys

clip and track selection 34

Cut Point Edit Tool 34

deck control 34

edit mode 34

Mark Point 34

record 33

tool selection 33

track selection 33

transport command 34

## L

layering video effects 183

lifting clips 125

linking to a news service 101

locking duration of a clip 112



## M

- Mark Point keys 34
- Mark Points
  - description of 82
  - setting 82, 84
- master audio sliders 146
- match frame 136
- media files
  - deleting 106
  - importing 93
  - pulling from Profile 99
  - renaming 106
  - searching for 107
  - sorting 70
- Media Manager, using for pulling files 99
- menus
  - navigating around NewsEdit 32
  - right-click 32
- mid band Q, adjusting 189
- Mirror Horizontal 169
  - definition 237
- Mirror Vertical 169
  - definition 237
- mirroring an image 169
- Mosaic 169
  - creating 235
  - definition 234
  - options 234
- mouse, navigating around NewsEdit 32
- moving clips 105, 122
- moving foreground image 171
- muting tracks 145

## N

- navigating
    - keyboard 32
    - mouse 32
    - shortcut menus 32
  - networking requirements 258
  - NewsEdit
    - audio mixer with 254
    - controlling a deck from 78
    - creating a playback list 211
    - definition of 22
    - keyboard 33
    - navigating 32
    - screen interface 23
    - site preparation 243
    - storing sequences on 210
    - system layout 244
    - tools 27
  - NewStar, linking to 101
- ## O
- opacity, description 238
  - options
    - adding borders 239
    - blend 238
    - blurring an image 232
    - color effect 235
    - cropping 240
    - I-Soft 238
    - key shape 231
    - mosaic 234
    - opacity 238
    - O-Soft 238
    - proc amp 236



- resize 230
- setting for your newsroom 45
- setting up 46, 48, 50
- setting up send locations 52
- shape 238
- sharing media files 60
- undo 56

options for video effects 174

O-Soft, description 238

Out Point, making on the fly 112

overview, editing 22, 74

Overwrite Edit Mode, definition of 123

## P

pan control, setting 143

patching audio tracks 85

paths 241

paths for a video effect 181

physical specifications 256

Picture-in-Picture effect 230

pin assignments 259

pitch, adjusting 193

playback server, sending sequences to 206

playing

- sequence 88
- sequences in the playlist 213

playing past out 112

playlist

- changing colors 216
- creating 211
- playing sequences 213
- trimming sequences 215

power requirements 257

precautions 13, 14

Preroll, setting for new source 43

Proc Amp 169

- definition 236
- options 236

product support 11

Profile

- pulling files from 99
- using as a send location 54

properties, video effects 175

pulling files from a Profile Server 99

pushes, definition of 155

## Q

Quick Edit Mode, definition of 123

## R

randomizing a voice 193

rearranging clips 122

record handles, setting for new source 44

recording

- Bin 104
- key 33
- sequences to tape 207
- using variable speed 84

removing audio automation 150

renaming files 106

rendering

- transitions 158
- video effects 183

requirements

- environmental 258
- networking 258
- power 257



- site 257
- synchronization 258
- Resize
  - definition 230
  - moving foreground image 171
  - options 230, 238
- resizing image 169
- routing
  - audio tracks 85
  - output channels 147
- S**
- safety guidelines 13
- saving a sequence 89
- saving video effects 182
- script, linking to 101
- searching for files 100, 107
- selecting
  - head frame 68
  - source 86
  - track keys 33
  - tracks 81
  - video effect 173
- sending sequences 206
- sequence
  - adding a freeze frame 133
  - archiving on tape 217
  - copying 105
  - creating 79
  - editing properties 80
  - playing 88
  - recording to tape 207
  - saving 89
  - searching for 107
  - sending completed sequences 206
  - storing on NewsEdit 210
- server connectors 247
- service safety 15
- setting
  - audio mixer 254
  - audio output level 146
  - Bins 66
  - edits in the Source Tool 84
  - edits in the Timeline Tool 82
  - Mark Points 82, 84
  - options for NewsEdit 45
  - pan control 143
  - Preroll for new source 43
  - record handles for new source 44
  - split edit 83, 85
- setting effect paths 181, 241
- setting up NewsEdit
  - general options 46
  - output options 50
  - record options 48
  - send locations 52
  - setting handles 55
  - setting Timeline undo 56
  - setting Workgroups 51
  - sharing media files 60
- shape options 238
- sharing media files 60
- showing audio automation 149
- site preparation 243
- site requirements 257
- slides, definition of 155
- soling audio tracks 144

source  
    auxiliary input 87  
    changing 87  
    clip 86  
    matching frame to 137  
    selecting 86  
    video 38  
Source Tool  
    description of 28  
    using 77  
    using Aux Input 87  
specifications, physical 256  
speed, adjusting for recording 84  
Splice Edit Mode, definition of 123  
split edit  
    creating 135  
    setting up 83, 85  
splitting clips 124  
spotlight effect 236  
storing sequences 210  
sub-clips, creating 119  
support 11  
    phone 11  
    web 11  
synchronization requirements 258

## T

tape  
    archiving sequences on 217  
    recording sequences to 207  
tape deck  
    controlling from NewsEdit 78  
technical support 11  
    phone 11

    web 11  
thumbnails 67  
    changing size of 68  
    selecting head frame 68  
Timeline  
    changing view 76  
    copying clips to 119  
    description of 25  
    lifting clips from 125  
    setting the undo level 56  
    toolbar 25  
timeline  
    adding video effects 166  
Timeline Tool  
    description of 27  
    using 75  
toggling tracks on the fly 81  
tool selection keys 33  
toolbars  
    Bin 63  
    Timeline 25  
tools  
    Audio Effects Tool 30, 186  
    Audio Mixer Tool 30, 140  
    Cut Point Edit Tool 29, 113  
    description of 27  
    Source Tool 28, 77  
    Timeline Tool 27, 75  
    Transition Tool 29, 152  
    Trim Tool 28, 110  
    Video Effects Tool 31, 165  
track selection keys 34  
tracks 81  
    muting 145



## Index

---

- patching audio 85
- selecting 81
- soloing 144
- Transition Tool
  - description of 29
  - using 152
- transitions
  - changing 158
  - creating 156
  - deleting 158, 159
  - description of 153
  - dissolves 153
  - pushes 155
  - rendering 158
  - slides 155
  - wipes 153, 154
- transport command keys 34
- Trim Tool
  - description of 28
  - using 110
- trimming
  - clips 110, 111
  - clips in the Bin 118
  - sequences in the playlist 215
- troubleshooting 263

## U

- undo 56
- updating Workgroups 51
- using audio effects 186
- using video effects 170

## V

- variable speed recording 84
- varying the speed of a clip 134
- video effects
  - adding borders 239
  - adding to timeline 166
  - blur 169
  - choosing 173
  - color effect 169
  - color invert 169
  - cropping 240
  - defining 169
  - defining properties 175
  - description 230
  - drop shadows 240
  - exporting 184
  - key shape 169
  - layering 183
  - mirror horizontal 169
  - mirror vertical 169
  - mosaic 169
  - moving the foreground image 171
  - options 174
  - overview 164
  - paths 181, 241
  - Picture-in-Picture 230
  - proc amp 169
  - rendering 183
  - resize 169
  - saving 182
  - using keyframes 176
  - using together 170
  - viewing in sequence 182

- Video Effects Tool
  - description of 31
  - using 165
- video sources
  - adding to NewsEdit 38
  - changing 87
  - description of 38
- viewing Bins 67
  - Details View 69
  - Thumbnail View 67
- viewing effects 182
- voice
  - disguising 192
  - randomizing 193

## **W**

- wipes, definition of 153, 154
- Workgroups
  - finding clips in 100
  - updating 51



---

*Index*