DDClip Overview

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

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

The audio editing has considerably larger opportunities:

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

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

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

You can download the newest version of DDClip from our web site

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

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

SoftLab-Nsk Ltd

Almost all fields of human activity are now impossible without computer graphics technology. SoftLab-Nsk is one of few companies offering low-cost complex cervices and solutions in a wide range of technologies. SoftLab-Nsk has been organized in 1988 by group of scientists from Institute of Automation and Electrometry of Russian Academy of Sciences taking part in the Russian space program in an area of astronaut training system design. The company now unites the highest level experts with many years of experience in various fields of computer graphics. That permits us to find cost and time-effective real-life task's solutions.

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DDClip registration

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

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

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

Also you can visit our WWW page:

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

or contact with SoftLab Ltd..

How to obtain the registration key

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Clip Collection

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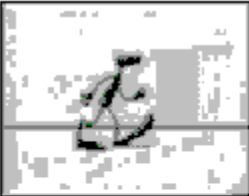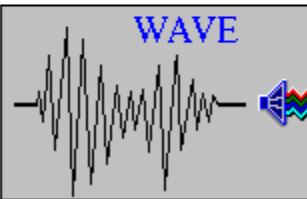
Clip Collection Window

Clip Collection may be considered as a handly storage for your audio and video source.
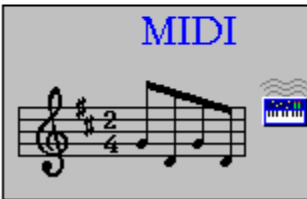When you open source file a new clip with whole file contents is added to Clip Collection.
You can drag clips from Clip Collection to project window and back. You can also drag source files from Explorer window. Clip Collection management operations are available through mouse, keyboard and accelerators.
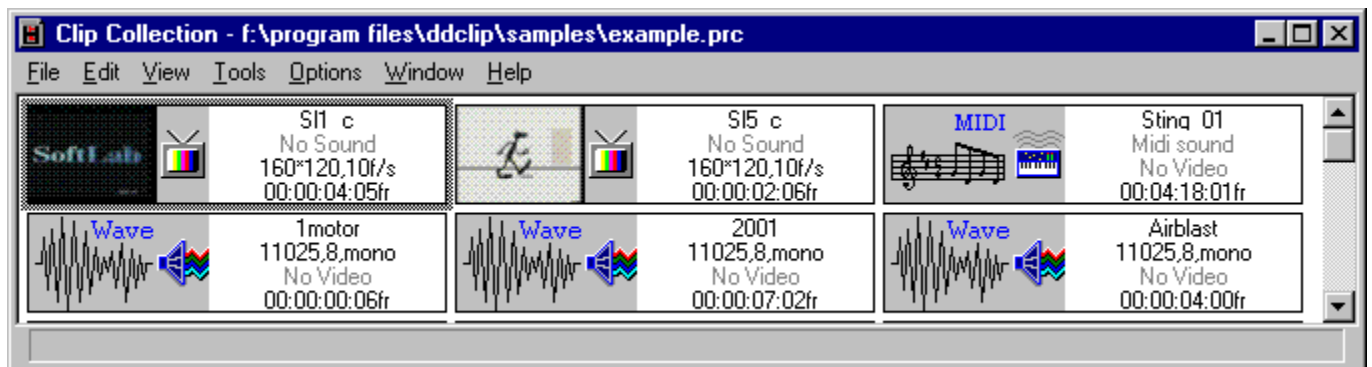
Each clip is represented by clip info window.

Full Info

Name:	SI1_c
File:	f:\...es\ddclip\samples\sl1_c.avi
Sound:	No Sound
Video:	160*120,10f/s
In: 00:00:00:00	Out: 00:00:04:05
Time:	00:00:04:05fr

Name:	SI5_c
File:	f:\...es\ddclip\samples\sl5
Sound:	No Sound
Video:	160*120,10f/s
In: 00:00:00:00	Out: 00:00:02:
Time:	00:00:02:08fr

MIDI

Name:	Sting_01
File:	c:\egor\ddclip\sting_01.mid
Sound:	Midi sound
Video:	No Video
In: 00:00:00:00	Out: 00:04:18:01
Time:	00:04:18:01fr

WAVE

Name:	1motor
File:	f:\...ddclip\samples\1moto
Sound:	11025,8,mono
Video:	No Video
In: 00:00:00:00	Out: 00:00:00:
Time:	00:00:00:06fr

Basic Info

	SI1_c
	No Sound
	160*120,10f/s
	00:00:04:05fr

	SI5_c
	No Sound
	160*120,10f/s
	00:00:02:08fr

MIDI	Sting_01
	Midi sound
	No Video
	00:04:18:01fr

Wave	1motor
	11025,8,mono
	No Video
	00:00:00:06fr

Wave	2001
	11025,8,mono
	No Video
	00:00:07:02fr

Wave	Airblast
	11025,8,mono
	No Video
	00:00:04:00fr

Large Icons

SoftLab		MIDI	WAVE	WAVE
SI1_c	SI5_c	Sting_01	1motor	2001

Small Icons

| SoftLab SI1 | SI5_c | Sting_01 | 1motor | 2001 |
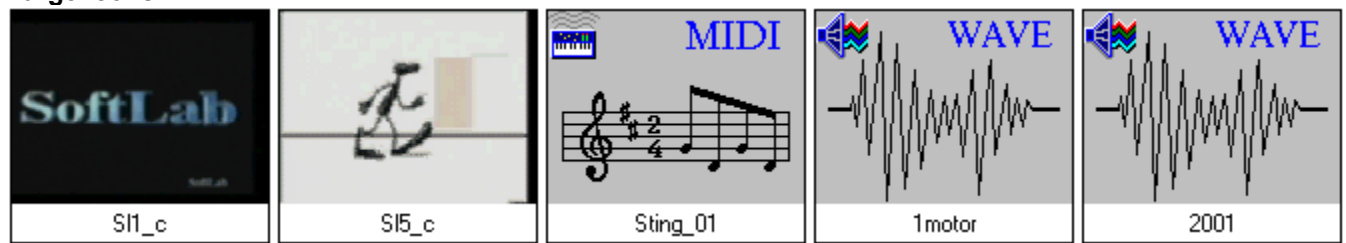
Clip Info Window

Window can be displayed in following ways:
Full Info   show maximum information about clips.
Basic Info   show basic information about clips.
Large Icons   show clips as large icons.
Small Icons   show clips as small icons.

Following information may be presented: name, source file name, video parameters, sound parameters, time In and time Out (beginning and end position in source file), duration.
Window main contain icons with following meaning:

or

- video clip, frame rate coincides with or differ from project frame rate.

or

- audio clip, WAVE-file sound parameters coincides or differ from project ones.

or

- clip with MIDI-sound.
Clip may contain both **audio and video** data, in this case **both icons** are displayed.
If in such a clip usage of audio or video is prohibited (Edit parameters switches *Use Video* or/and *Use Audio*) corresponding icon is displayed redcrossed:

,

,

or

.

Selected clip with video

Clip with audio

Clip with video

Clip with midi

Clip Collection Management

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

Right mouse button click shows local menu with following items:

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

Clip Collection Accelerators:

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

Edit

Edit|Edit parameters command shows clip edit dialog:

You can change the *Clip Name*, time *In* and time *Out* (beginning and end position in source file).
If the clip contains video then *Stamp* scroller allows to choose frame which used as clip stamp.
If the clip contains both video and audio then you can inhibit the usage of video or/and audio by switches *Use Video* and *Use Audio*.

File menu

Saved clip collections has file name extension .PRC.

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

Edit menu

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

View menu

<u>Full Info</u>	show maximum information about clips.
<u>Basic Info</u>	show basic information about clips.
<u>Large Icons</u>	show clips as large icons.
<u>Small Icons</u>	show clips as small icons.
Auto Sort	sort clips in clip collection while add new clip.
Sort by Type	sort clips in clip collection by it's type in following order: *Video&Audio* clips, *Video* clips, *Audio* clips, *Midi* clips.
Sort by Name	sort clips in clip collection by clip name.
<u>Time in frames</u>	show time as frame counter.
<u>Time in SMPTE</u>	show time in SMPTE format.
<u>Time in milliseconds</u>	show time in milliseconds.

Time Format

DDClip can show time code in following formats:
Time in Frames
The time is measured in frames (with current frame rate). For example, at 25 fps frame rate one second time label will be displayed as *"25"* or *"25fr".*
Time in SMPTE
The time is measured in SMPTE format: "hours:minutes:seconds:frames" (with current frame rate). For example, one second time label will be displayed as *"00:00:01:00"* or *"00:00:01:00fr".*
Time in milliSeconds
The time is displayed in following format: "hours:minutes:seconds:milliseconds". For example, one second time label will be displayed as *"00:00:01:000"* or *"00:00:01:000ms".*

Tools menu

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

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

Convert wave

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

Options menu

Font…   select font for displaying clip information.
Color…   select color for displaying clip name in "Small Icon" mode.
Save Options   safety program settings save.

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

Window menu

Project   show <u>project window</u>.

Project

Project window description

Menu commands
File Menu
Edit Menu
View Menu
Command Menu
Range Menu
Tools Menu
Options Menu
Window Menu
Help Menu

Project Window Description

Different window components have **context-sensitive local menu** which activated by right mouse button click. Program has various <u>accelerators</u>. Cursor has <u>action-sensitive shape</u>.
Project window supports Drag&Drop option for source files (ONE file at ones).
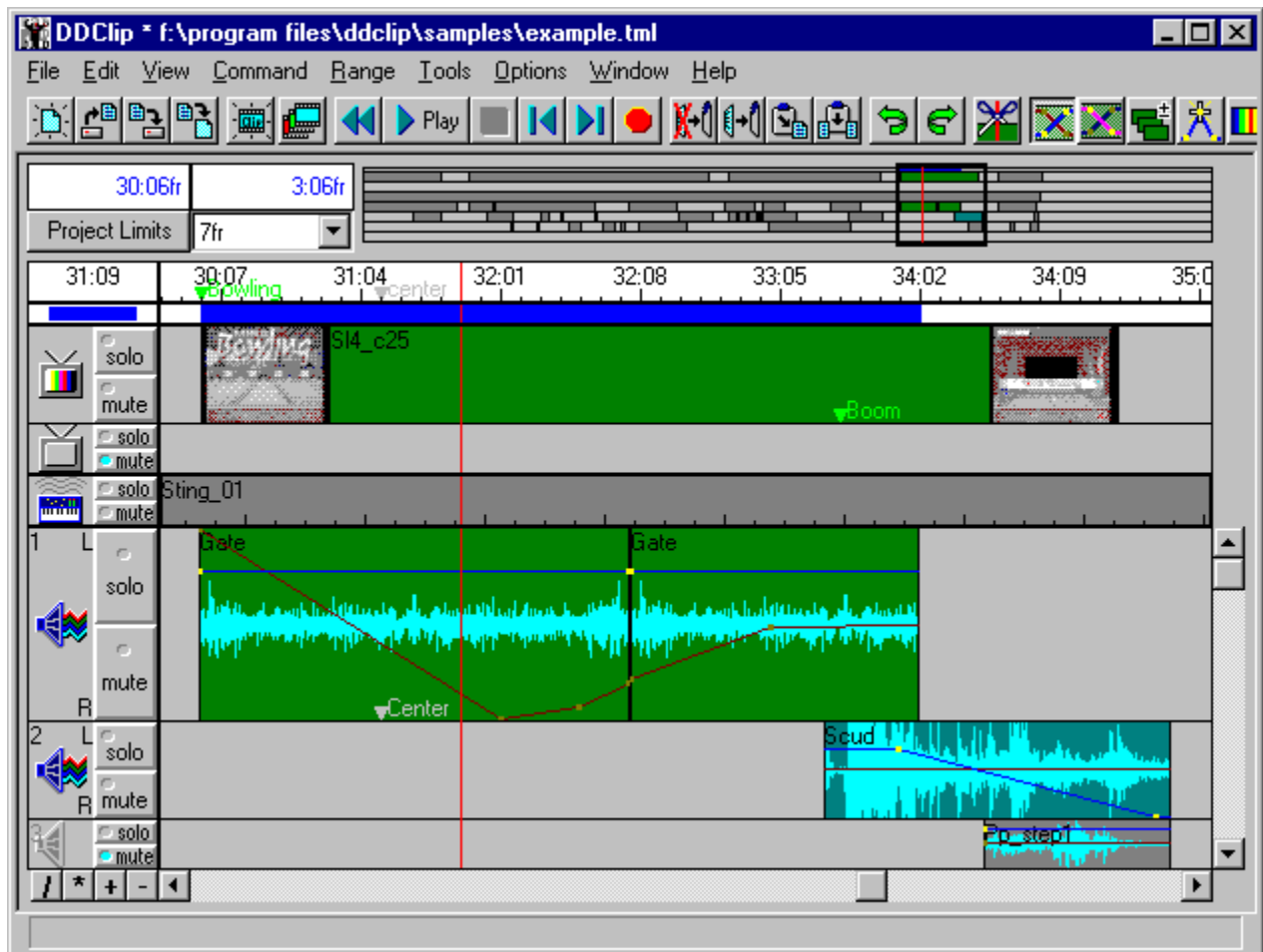
Clip management

Action	Subaction	Realization
Clip inserting		Dragged clip (or source file) is displayed as black rectangle. Cursor may have one of following shapes: ⊘ - clip can not be inserted; 🖑 - clip can be inserted at place of black rectangle; 🖗 - clip can be inserted but right part of this track will be shifted to right as whole. Clip will be inserted at left mouse button click.
Selection	Select one clip	Click left mouse button on desired clip.
	Select clips	Press left mouse button and drag. All clips touched by or within specified box selection will be selected.
	Select/deselect many clips	Press the **Shift** key or turn on *Multiselection mode* in *Edit* menu or toolbar. In this mode cursor has shape 🖗. Then select needed clips by following methods: 1) left mouse button click on clip; 2) left mouse button double click to select/deselect all clips on track after specified position; 3) press left mouse button and drag; for all clips touched by or within specified box selection will be inverted.
	Clear selection	Left mouse button click on empty area.
Moving	Move selected clips	When cursor has shape 🖑 click left mouse button and drag.
	Move left clip edge	When cursor has shape ⟺ click left mouse button and drag. For clip with video the first frame of it will be displayed on videoplayer.
	Move right clip edge	When cursor has shape ⟺ click left mouse button and drag. For clip with video the last frame of it will be displayed on videoplayer.
	Move alignment mark	When cursor has shape ▽Mark click left mouse button and drag.
Audio volume/ balance profile editing	Add key points to audio profile	Press the **Control** key or turn on *Add profile point mode* in *Edit* menu or toolbar. In this mode cursor has shape ✚. Then add new key point by left mouse button click inside audio clip.
	Move profile key point	When cursor has shape ✚ click left mouse button and drag.
	Move horizontal profile segment	When cursor has shape ⇕ click left mouse button and drag up or down the horizontal segment of profile (two key points of audio clip profile with equal profile values).
	Shift inclined/ vertical profile segment	When cursor has shape ⇔ click left mouse button and drag to left or to right the inclined/vertical segment of profile (two key points of audio clip profile with different profile values).
	Delete key point	When cursor shape become ✚ call local menu (by right mouse button click) and select item *Remove profile point*.
	Clear audio profile	Call local menu and select item *Delete profile*.
Start playback		Left mouse button double click starts playback of project from

specified position to end of window.

Call local menu   Click right mouse button.
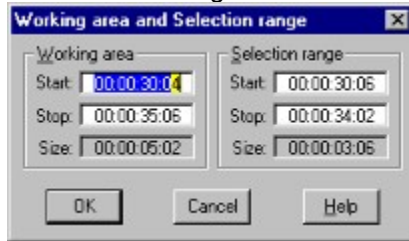
Accelerators of project window

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

Working Area and Selection Range

30:06fr	3:06fr

If you set selection range in <u>selection window</u> then left window shows selection start and right window shows selection size in blue. If you do not specify selection range then left and right windows show in black start and size of working area.
Left mouse button double click in one of the windows shows dialog where you can define working area and selection range:

Working area and Selection range ☒

Working area
Start: 00:00:30:04
Stop: 00:00:35:06
Size: 00:00:05:02

Selection range
Start: 00:00:30:06
Stop: 00:00:34:02
Size: 00:00:03:06

[OK] [Cancel] [Help]

If switch *Start playback from current time position* in <u>general settings dialog</u> is not checked then left window shows playback start time and right window shows playback duration.

Project Limits

Project Limits dialog allows to change project duration and number of audio tracks. Same changed may be made in <u>general settings dialog</u>.
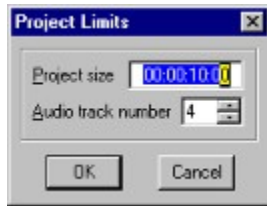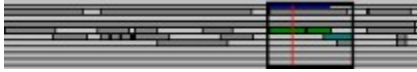

Project size sets duration of the whole project.
Audio track number sets number of available audio tracks.

Scale list

List of intervals between time labels in timeline window.

Project overview window

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

To shift the working area - when cursor has shape ✋ press left mouse button and drag.

To change working area size move left or right edge of working area - press left mouse button on black frame edge (cursor became ⟷ or ⟷) and drag.

To completely redefine working area - press right mouse button at position of one new edge, drag and release at position of another new edge.

Double click of left mouse button starts playback from specified position to the end of project.
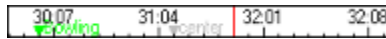
Current time window

31:09
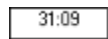
Current time is displayed in this window (see the right one).
Double click of left mouse button in window permits precisely setting of current time:

Timeline window

This window has scale with time labels.

Left mouse button click in this window change current time position (vertical red line). If *Show video* is set in general settings dialog then current video frame is displayed. Left mouse button click and mouse movement while button is pressed starts 'scrubbing'. Scrubbing parameters may be changed in general settings dialog. Right mouse button click shows local menu with following items:

Play	playback project from specified position to the end of working area.
Set current time	allow to define current time precisely.
Preview video	enable drawing current frame on video player.
Preview audio	enable audio scrubbing with left mouse button dragging.
Align to nearest frame	enable aligning current time to the nearest frame position.
Auto-scroll rolls	on/off automatically scrolling of working area when mouse moves outside the timeline (see also *Auto-scroll rolls* in general settings dialog).
Attract to marks	enables interaction of current time position with alining marks.
Add mark	set alignment mark at specified position.
Set mark position	allow to define precisely mark position.
Mark name	allow to set mark name.
Remove mark	remove alignment mark.

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

Selection flag window

If there is selection range then this window has dark blue band otherwise it is blank.
Left mouse button double click in window permits precisely set selection range:

Set Selected Fra...

In: 00:00:30:06
Out: 00:00:34:02
Time: 00:00:03:06

OK   Cancel
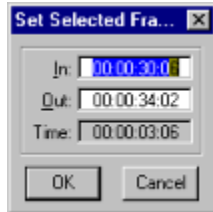
Selection window

Dark blue band displays selected range.
Left mouse button double click in this window selects the whole project except switched off tracks; *Range|Select all* command do the same.
To specify selected range press left mouse button, drag and release. During mouse moving the program displays current frame from video track. Left mouse button click with *Shift* key pressed set nearest bound of selection range to specified position.
To set selection range precisely use <u>selection range dialog</u> or double click left mouse button in <u>selection flag window</u>.

Right mouse button click call local menu which has same items as *Range* menu and two additional:

<u>Normalize audio</u>	change project master volume to normalize audio.
Check overflow	mix audio in selected range and show resulting audio volume as color picture in <u>selection line</u>. The picture reflects volume according to <u>audio meter color settings</u>.

Zoom buttons

set scale to view whole project.

zoom working area to selected range bounds.

increment time scale.

decrement time scale.

Time scrollbar

Scrollbar for shifting the working area.

Audio tracks scrollbar

Scrollbar for vertical moving of audio tracks.

Video track working area

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

Right mouse button click shows local menu with following items:

Play clip	playback only this clip.
Delete clip	delete this clip.
<u>Edit clip parameters</u>	show edit clip dialog.
Video editor	launch 'video editor' application with the clip source file name added to command line. 'Video editor' path is defined in <u>tools configure dialog</u>.
Add mark	set <u>alignment mark</u> at specified position.
Set mark position	allow to define precisely mark position.
Mark name	allow to set mark name.
Remove mark	remove <u>alignment mark</u>.
Split clip	split clip in two parts at specified position.
<u>Repeat clip</u>	show repeat clip dialog.
Starting at a key frame	indicate that video clip starts from a key frame.
Start at the next key frame	set the beginning of video clip to the next key frame.
Start at the previous key frame	set the beginning of video clip to the previous key frame.
Cut	cut <u>selected clips</u> to <u>Clipboard</u>.
Copy	copy <u>selected clips</u> to <u>Clipboard</u>.
Paste	add all clips from <u>Clipboard</u> to project starting at specified position.
Insert	split all clips at specified position, shift them and insert clips from <u>Clipboard</u> in this gap. If there is video data then current time and gap width aligns to frame boundaries.

Edit clip
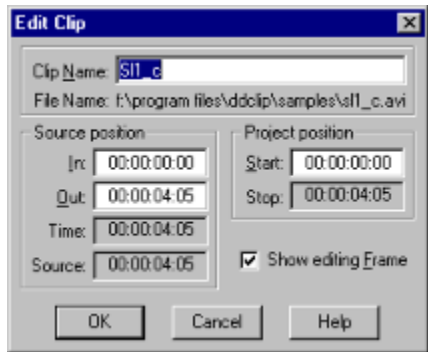
You can change *Clip Name*, *In* and *Out* positions in source file. *Start* sets clip position in project.
If the clip contains video and *Show editing frame* is checked then frame of currently editing field (*In* or *Out*) is displayed.

Repeat clip

Copy count sets the repeat number.
Pause sets duration of pause before each repeated clip.
Clip shows duration of clip.
Period sets total duration of repeat unit (pause + clip).
Time shows total duration of repeated units.

Video track state window

This window has "solo" and "mute" buttons for <u>track selection</u>.
Icons and
 shows that the track will be included in or excluded from playback respectively.

Right mouse button click shows local menu with following items:

Name	change name of this track.
Move up	swap this and upper tracks.
Move down	swap this and lower tracks.
Double height	change height of this track to double of normal height.
Normal height	set normal height of track.
Half height	decrease height of track to half of normal height.
Solo	include this track obligatory.
Mute	switch off this track.

The command *Name* of the local menu allows changing name of this track.

Midi track working area

Sting_01

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

Right mouse button click shows local menu with following items:

Play clip	playback only this clip.
Delete clip	delete this clip.
Edit clip parameters	show edit clip dialog.
Midi editor	launch 'midi editor' application with the clip source file name added to command line. 'Midi editor' path is defined in tools configure dialog.
Add mark	set alignment mark at specified position.
Set mark position	allow to define precisely mark position.
Mark name	allow to set mark name.
Remove mark	remove alignment mark.
Split clip	split clip in two parts at specified position.
Repeat clip	show repeat clip dialog.
Tempo	modify tempo of this clip.
Clip volume	change volume of this clip.
Cut	cut selected clips to Clipboard.
Copy	copy selected clips to Clipboard.
Paste	add all clips from Clipboard to project starting at specified position.
Insert	split all clips at specified position, shift them and insert clips from Clipboard in this gap. If there is video data then current time and gap width aligns to frame boundaries.

Tempo

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

Midi track state window

This window has "solo" and "mute" buttons for track selection.
Icons and shows that the track will be included in or excluded from playback respectively.

Right mouse button click shows local menu with following items:

Name	change name of this track.
Double height	set double height of track.
Normal height	set normal height of track.
Half height	set half height of track.
Track volume	change volume of this track.
Solo	include this track obligatory.
Mute	switch off this track.

Audio track working area
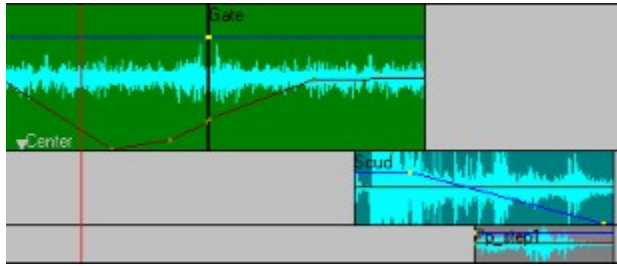
Project may have up to 16 audio tracks.

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

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

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

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

Right mouse button click shows local menu with following items:

Play clip	playback only this clip.
Delete clip	delete this clip.
Edit clip parameters	show edit clip dialog.
Audio editor	launch 'audio editor' application with the clip source file name added to command line. 'Audio editor' path is defined in tools configure dialog.
Add mark	set alignment mark at specified position.
Set mark position	allow to define precisely mark position.
Mark name	allow to set mark name.
Remove mark	remove alignment mark.
Split clip	split clip onto two parts at specified position.
Repeat clip	show repeat clip dialog.
Clip volume	set master volume and balance of this clip.
Set profile volume	set profile value at specified position.
Add profile point	add new key point to profile at specified position.
Remove profile point	remove key point at specified position.
Delete profile	remove key points and set default profile - constant volume/balance level.
FadeIn	multiply volume profile to current FadeIn profile from start of clip to specified position.
FadeOut	multiply volume profile to current FadeOut profile from start of clip to specified position.
Cut	cut selected clips to Clipboard.
Copy	copy selected clips to Clipboard.
Paste	add all clips from Clipboard to project starting at specified position.
Insert	split all clips at specified position, shift them and insert clips from Clipboard in

this gap. If there is video data then current time and gap width aligns to frame boundaries.

Master volume

Dialog allows to change master volume and balance levels. It may be called by commands *Clip volume* of audio clip <u>local menu</u>, *Track volume* of audio track <u>local menu</u> and <u>*Command*</u>|*Master volume* for clip, track or project respectively.
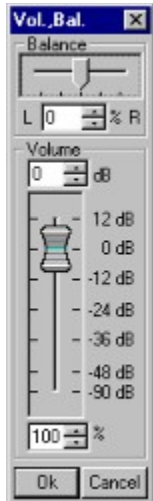
Set profile volume

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

Volume level
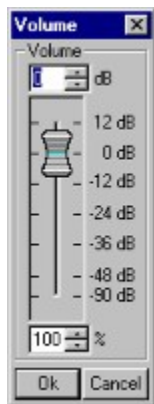
Balance level

Audio track state window

This window has "solo" and "mute" buttons for <u>track selection</u>.

Icons and

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

Right mouse button click shows local menu with following items:

Name	change name of this track.
Move up	swap this and upper tracks.
Move down	swap this and lower tracks.
Double height	set double height of track.
Normal height	set normal height of track.
Half height	set half height of track.
Locked	set quarter height of track. Also, all clips in this track will not be selected by mouse.
<u>**Track volume**</u>	change volume of this track.
Solo	include this track obligatory.
Mute	switch off this track.

Alignment marks

Alignment marks help on with alignment and synchronization of clips. Alignment mark works during moving of selected clip(s). It attracts objects and keeps them while object is within predefined distance from alignment mark. Object type, distance and other alignment parameters are defined in <u>alignment settings dialog</u>.

Alignment mark can be placed in <u>timeline window</u> and/or in clip on a track. Timeline alignment mark has fixed 'absolute' project time. Alignment mark in a clip has fixed time position from the clip start, it always moves with the clip.

Local menu of timeline window or clip has following items for alignment mark management:

Add mark	set alignment mark at specified position.
Set mark position	allow to define precisely mark time position.
Mark name	allow to set mark name.
Remove mark	remove alignment mark.

When cursor approaches mark it change shape to ▽Mark; you can drag this mark by left mouse button. When you drag mark in <u>timeline window</u> you drag current time position also.

Alignment marks may be arranged in groups (up to 9 groups), only one group may be active. Consecutive switching of active group available through command <u>Next mark group</u> in toolbar or menu *View*. Active group number may be set in <u>alignment settings dialog</u>.

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

How it works. Alignment mark attracts current time position (if this is not switched off in <u>alignment settings dialog</u>). Suppose you set alignment mark in timeline window. When you drag current time position and distance between it and alignment mark become less then predefined the current time position will jump to alignment mark position. While distance between cursor and alignment mark is less then predefined distance then current time will be kept at alignment mark. In similar ways alignment works with various points in dragged clips. In <u>alignment settings dialog</u> you can select what interacts with aigning marks: other alignment marks, edges of clips or mouse position.

Clip selection

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

Clip background color corresponds to clip selection state. The clips included in current group are displayed in dark green. The clips included in other groups are displayed in dark blue. The other clips are displayed in dark gray. It may be up to 9 clip selection groups. It is possible to change the number of current clip selection group in selection parameters dialog or by command Next selection group.

Most of operations (*Move*, *Cut*, *Copy*, *Delete* and other) are applied to all clips in current clip selection group. Clip management functions are described separately.

Track selection (active tracks)

Each track has "solo" and "mute" buttons. "Solo" track ⬛solo⬜mute always will be included in playback. "Mute" track ⬜solo⬛mute always will be excluded from playback. If track is not "solo" or "mute" ⬜solo⬜mute then it will be excluded from playback while there is any "solo" track.

File menu

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

New project	create new (empty) project.
Open project	open project and associated clip collection.
Open source file	add clip.
Save project	save changes in project and clip collection files.
Save project As	save project into specified project file.
Save All	copy project and clip collection and **all source files** into one directory.
Export AVI	write resulting video and audio data into specified AVI-file.
Export Wave	write resulting audio data into specified WAVE-file.
Exit	exit from application.

Open source file

File|*Open source file* command adds clip with whole file content to project and Clip Collection.
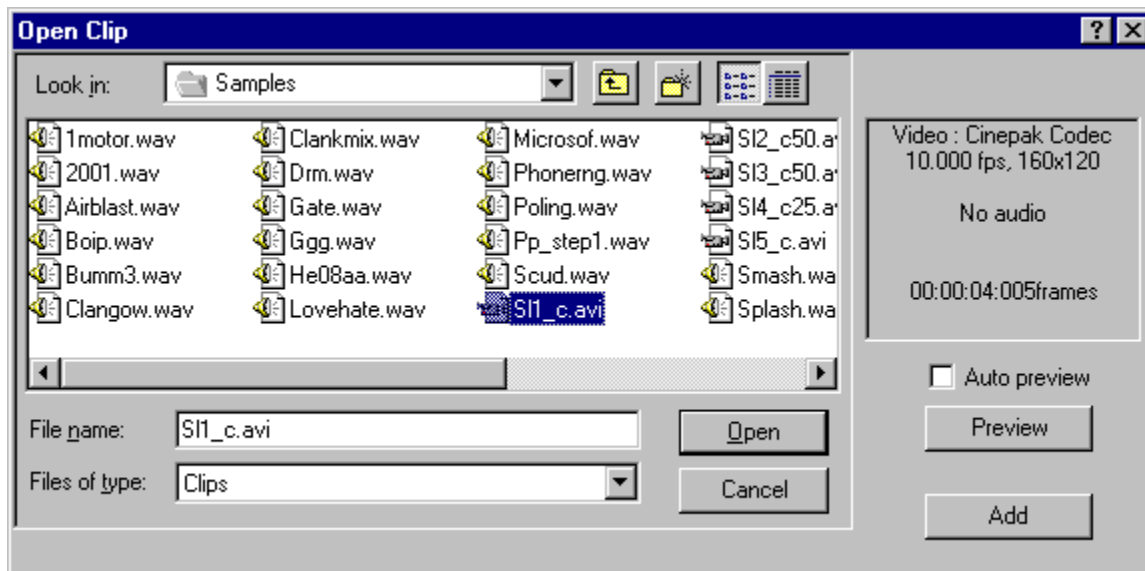
Info area at right displays information about selected source file.
Preview button starts playback of selected file.
Auto preview enables automatic playback start when selection is changed.

If *File*|*Open source file* command issued from Clip Collection window then dialog has additional *Add* button. This button adds selected source file to Clip Collection and does not close dialog.

Edit menu

Undo	cancel last operation, if possible.
Redo	repeat last canceled operation, if possible.
Delete	remove selected clip(s).
Cut	move selected clip(s) to <u>Clipboard</u>.
Copy	copy selected clip(s) to <u>Clipboard</u>.
Copy from file	copy all clips from specified project file to <u>Clipboard</u>.
Paste	add all clips from <u>Clipboard</u> to project at current time position on free tracks.
Insert	split all clips at current time position, shift them and insert clips from <u>Clipboard</u> in this gap. If there is video data then current time and gap width aligns to frame boundaries.
Split	split selected clip(s) in two parts at current time. If there is video data then current time aligns to frame boundaries.
Join	join selected clips (it looks like undo for Split command). This command became active only when clips are from same source file and edges have same times.
Cross fade	for two selected overlapped audio clips apply <u>FadeOut</u> to left clip and <u>FadeIn</u> to right clip in overlapped region.
Edit volume profile	enable editing of volume profile of audio clips.
Edit balance profile	enable editing of balance profile of audio clips.
<u>Add profile point mode</u>	in this mode left mouse button click adds new point to volume/balance profile of audio clip.
<u>Multiselection mode</u>	in this mode left mouse button click selects/deselects clip.
Select All	select all clips in the project.
Deselect All	deselect all clips in the project.
Invert selection	select all unselected clips and deselect all selected clips.

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

Add profile point mode

Edit|Add profile point mode is an easy way to add new points to volume/balance profile with left mouse button click. This mode is also active when the **Control** button is pressed. In this mode cursor has shape ✚.

Multiselection mode

Edit|Multiselection mode allows to make multiple selection/deselection of clips. This mode is also active when the *Shift* key is pressed. In this mode cursor has shape .

To invert selection of many clips press left mouse button and drag. For all clips touched by or within specified box selection will be inverted.
Double click of left mouse button inverts selection of all clips in this track after specified position.

View menu

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

Command menu

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

Record audio

Command|Record audio requests target file name and shows audio recorder dialog.

Ratio/Resolution/Stereo select recording audio parameters.
Meter controls displaying of input audio volume.
Always on top keeps recorder window on top.
Synchronize playback turns on playback of current project during recording. Play command will be issued on *Record* button press.
Wait sets time between *Record* click and start of recording.
Status shows current state of recorder: Stopped, Recording or Pause.
Time shows time position in recording file.
<< or >> buttons rewind to begin or forward to end of recording file. The end of recording file is the end of last recording fragment.
Prepare/Rec button makes preparations for recording process. After that label changes to *Record*.
Record button starts recording.
Stop button stops recording.
To record next fragment press *Prepare/Rec* button.
OK button closes dialog and inserts the written file in project and clip collection.
Cancel button closes dialog and deletes written file.

Normalize audio

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

The program mixes selected range and finds max. volume. Project master volume is adjusted to a value at which resulting max. volume will be equal to specified level.
This command does not change volume/balance profile, clip or track master volume. It changes only the project master volume.

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

Range menu

Selection range is a user defined time interval used in many operations. Selection range is displayed and may be redefined in <u>selection window</u>.
Commands operate on clips within range and on part of clips within range if range bound cross clip.

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

Tools menu

Each menu item launches corresponding application defined in <u>tools configure dialog</u>.

Volume control	start 'volume control'.
Audio editor	start 'audio editor'.
Midi editor	start 'midi editor'.
Video editor	start 'video editor'.
ToolName1	start corresponding tool.
…	…
ToolName5	…
<u>Configure</u>	show tools configure dialog.

Configure

Tools|Configure command shows tools configure dialog.
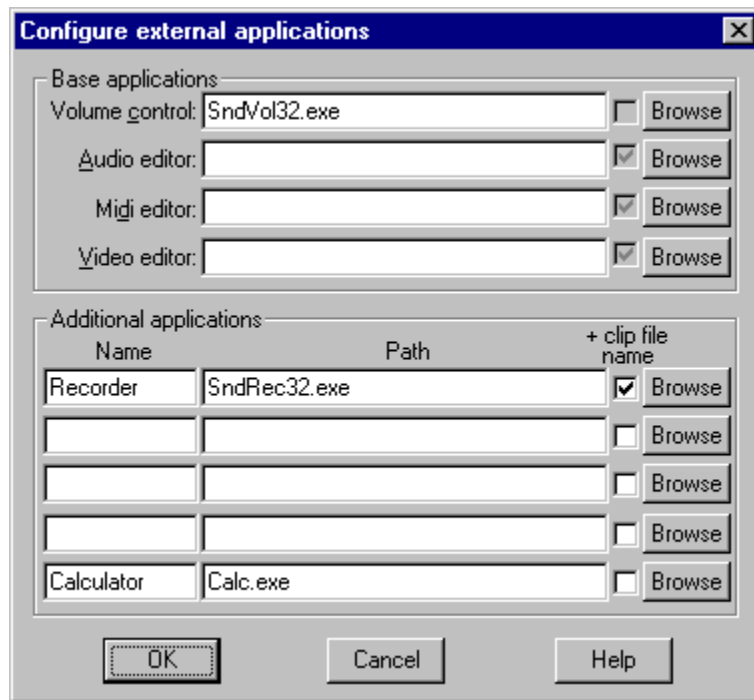
Each application corresponds to item in menu *Tools*.
Path contains path to external application.
+ clip file control adding of clip source file name to application command line.
Browse button allows to select application.

Options menu

Settings…	show project settings dialog.
Fade profile	show fade profile dialog.
Font for time mark	choose font for displaying time code label.
Font for clip name	choose font for displaying clip name.
Clip name color	choose color for displaying clip name.
Save Options	safety program settings save.

Settings

Options|*Settings* command shows settings dialog with following tabs:

General	general parameters.
Audio	audio/midi parameters.
Video	video parameters.
Troubleshooting	troubleshooting options.
Audio meter	audio meter parameters.
Alignment	alignment parameters.
Selection	selection parameters.
Save	saving and autosaving parameters.

General

Settings|General tab.

Project size sets duration of the whole project.
Audio track number sets number of available audio tracks.

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

Scrubbing group parameters refer to changing of current time in <u>timeline window</u>.
Show video turns on showing of current frame in video window.
Play audio turns on audio playback during "scrubbing".
Sound playbacks in small pieces of *Min.* duration. If during the small piece playback current time is changed then next piece starts from new current time position. While current time do not changes audio plays piece by piece up to *Max.* duration; at *Max.* duration it loopbacks from current position. In other words, *Min* value sets the minimal duration of playing; if mouse is stopped when next piece playing is started, duration will be *Max*.
Auto-scroll rolls changes scrolling mode of working area. When current time mark is dragged outside timeline window the working area automatically shifts. If auto-scroll rolls switch is turned on then working area slides smoothly while left mouse button is pressed outside timeline window. Else when current time mark reach the working area edge the working area shifts at a step. It looks like at in this moment time mark and associated cursor jumps back from the shifted edge.

Start playback from current time position turns on "VTR playback" mode. In this mode command "Play" starts playback from current time position. Command "Stop" do not changes current time position. When this switch is turned off the <u>working area and selection range windows</u> define playback start position. "Stop" restores current time position to one before playback.
When *Prompt before playback video* is checked the first frame of video will be displayed and confirmation will be asked.
Repeat playback sets playback repeat count for command "Play".
When *Hide cursor during playback* is checked the current time mark will not be drawn over project tracks. Current time mark will be drawn in timeline window only. This option reduce system load during playback.
Enable solo/mute control during playback allows dynamically include/exclude audio tracks from mixing during playback.

Alignment

Settings|*Alignment* tab.

Align current time position to the nearest frame turns on alignment of current time position and left edge of moving clips to the nearest video frame.
Attract current time position to alignment marks enables interaction of current time position with alining marks.

Active group number selects group of alignment marks which will be active. Other groups became inactive.
Distance defines radius (in pixels) around alignment mark at which objects are automatically catched.
Attract to alignment marks defines which objects will be catched by alignment marks during moving selected clip(s):

   None - nothing,
   Marks inside active group - active group marks interacts with each other only,
   Mouse position - cursor position aligns to marks of active group. When cursor remains within catching range selected clip(s) are not moved.
   Leftmost edge - leftmost edge of selected clips aligns to marks of active group,
   Rightmost edge - rightmost edge of selected clips aligns to marks of active group,
   Left edges - left edge of each selected clip aligns to marks of active group,
   Right edges - right edges of each selected clip aligns to marks of active group,

Selection

Settings|*Selection* tab.
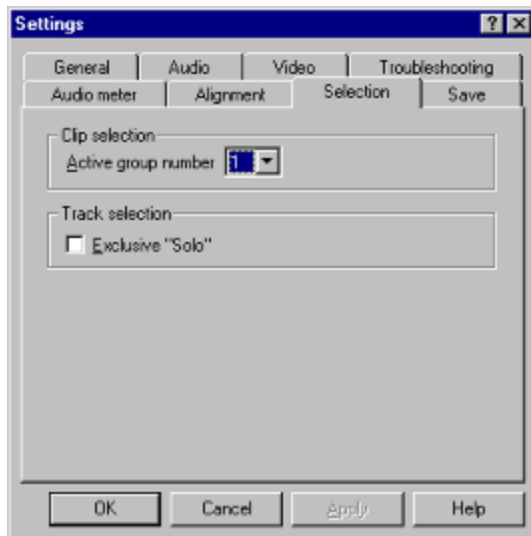
Active group number sets active clip selection group number. Other groups became inactive.

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

Video

Frame rate sets project video frame rate.

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

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

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

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

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

    Decompress directly to window - video codec decompresses and draws frames directly at "Video" window.

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

    None - DDClip will not playback video.

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

Video codec may not support some of playback modes.

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

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

Zoom list selects scale factor for "Video" window.

Audio

Settings|*Audio* tab.

Ratio defines audio ratio of the current project. The first opened audio file determines a project ratio. You can type in any ratio or select predefined standard ratio from list. If you change the project ratio then all clips with audio will be removed from project.
Resolution selects number of bits per sample for current project.
Stereo turn on stereo mode for current project.

Optimization group of settings allows to tune interface to power of your PC.
Buffer size sets premix buffer size. It determines delay when you dynamically change track volume during playback.
Playback through file turns off real time audio mixing. In this mode audio tracks will be preliminary mixed in temporary file before playback. DDClip has optimized preliminary mixing algorithm. Only changed part of the project will be remixed on next play.
Fine waveform picture turns on high resolution for waveform pictures which are displayed on audio tracks.

Devices group lists allow to select devices:
    Output - for playback audio (WAVE format).
    Input - for recording audio (WAVE format).
    Midi - for playback music (MIDI format).

Audio meter

Settings|Audio meter tab.

Thresholds group sets interval bounds for audio volume indicator in audio meter window. All levels are in range 0..100%. Intervals can not overlap.

Always on top keeps audio meter/faders window always on top.
Peak hold enables display of peak mark.

Troubleshooting

Settings|Troubleshooting tab.

Some sound card's Windows drivers can not correctly do playback and record audio simultaneously.
Successive start of playback and record sometimes may help.
Use playback starting delay in full-duplex mode turns on this mode.
Delay sets delay duration in milliseconds.

Reopen video codec at any operation. In this mode video codec is reopened at each access. This allows to work correctly with hardware video codecs as one for miroVideo DC20.
Attention! This mode may decrease video performance for most video codecs.

Save

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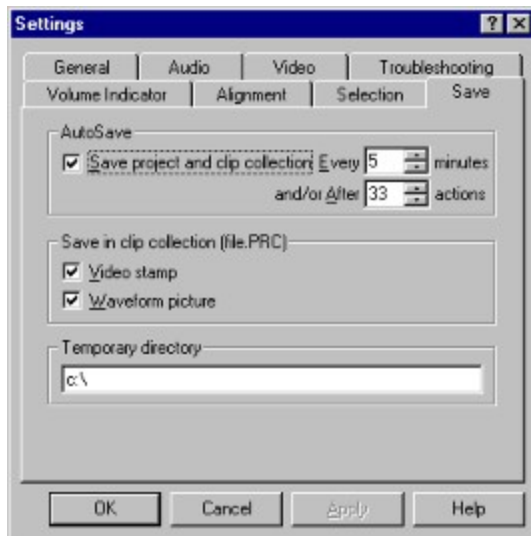
Save project and clip collection turns on saving of current project and clip collection at specified period and/or after specified number of project changes.

Video stamp turns on saving stamps for each video clip in clip collection.
Waveform picture turns on saving picture of waveform for each audio clip in clip collection.

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

Audio meter (faders)

<u>View|Show audio meter (faders)</u> menu command activates audio meter window. Meter window may be shown as **A.Meter** or **Faders**:
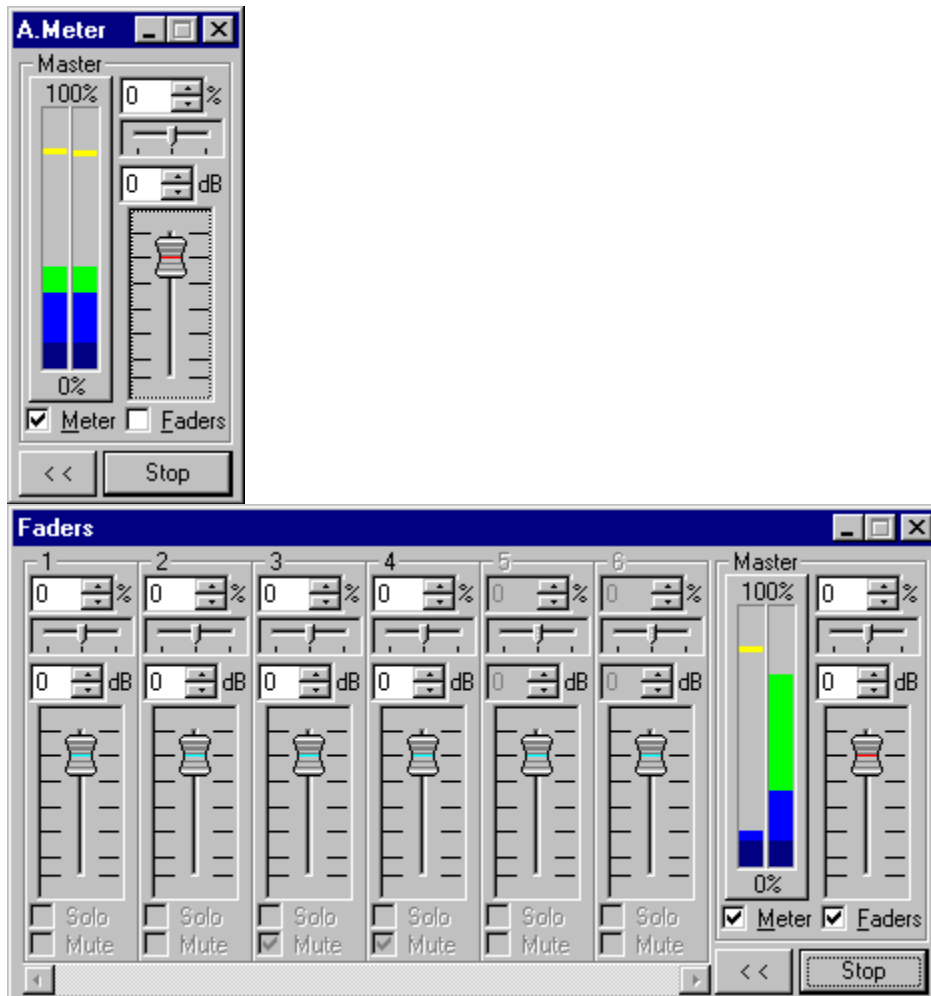
A.Meter contains output volume indicator which displays current volume during playback audio. Indicator is divided into 5 intervals. Output audio volume within each interval is painted in Dark Blue, Blue, Green, Yellow and Red color consequently. Intervals bounds can be changed in <u>Audio meter settings dialog</u>. Thin line marks maximum peak volume (if *<u>Peak hold</u>* is enabled). This mark is cleared at playback start. Mouse click at indicator clears this mark also.
Vertical fader controls project master volume. Horizontal fader controls project master balance.
Meter box enables monitoring output audio volume on indicator.
Faders box adds faders at left side.

Faders contains all elements described above and track faders with <u>solo/mute buttons</u>.
Track numbers are displayed at top.
Dialog contains 6 tracks. If current project has less then 6 tracks excessive faders will be grayed. If project has more then 6 tracks scroller at bottom allows to select which 6 tracks will be displayed.

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

Fade profile

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

The *Fade profile* command of *Options* menu shows fade profile dialog.
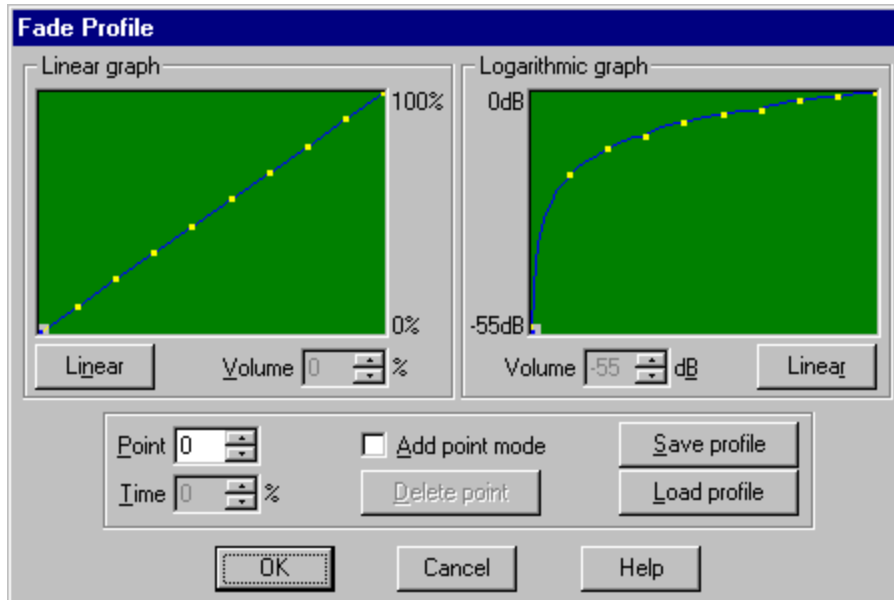
This dialog specifies FadeIn profile. FadeOut profile is time reversed FadeIn profile.
The dialog shows fade profile in linear and logarithm scales. Between adjacent points profile has linear interpolation (in logarithmic scale it looks like a bend).
In both windows cursor become crossed near key point. Selected key point surrounded by pink square and may be dragged around. It can not be placed before and below previous point and after and above next. First and last points can not be moved.
Linear buttons sets points equidistantly in corresponding scale.

Volume sets the volume of selected point in linear or logarithmic scale.
Time sets time of selected point.
Point sets the number of selected point.
Delete point deletes selected point from profile.

Add point mode allows to add key points to profile. While this mode is on each left mouse button click in profile windows adds new point.
Save profile saves current profile into file (*.FPR).
Load profile loads profile from file.

Window menu

Clip Collection   show <u>Clip Collection window</u>.
Audio meter (faders) show <u>audio meter window</u>.
Video   show video preview window if possible.

Help menu

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

Toolbar

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

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