

REDCINE-X™

OPERATION GUIDE



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REDCINE-X™ OPERATION GUIDE

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REDCINE-X Operation Guide

Build 256 and Higher

July 2, 2010

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INTRODUCTION

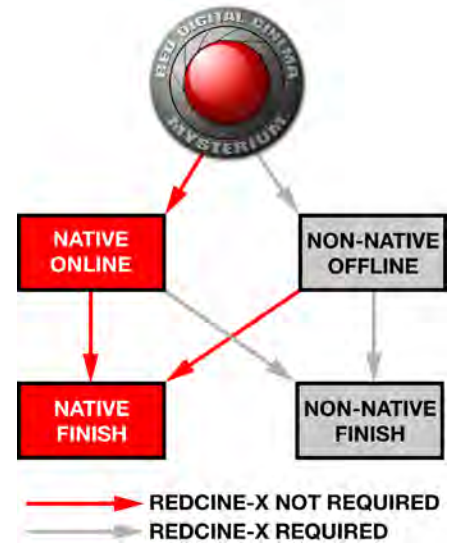
REDCINE-X is a software application for Apple Macintosh or Microsoft Windows-based PCs that performs transcoding and pre-editorial image manipulation of footage recorded in REDCODE® Raw file format.

REDCINE-X is a non-destructive application in that camera original files are left untouched regardless of how they're translated or manipulated in REDCINE-X. You thus always retain the option of returning to the camera original files to transcode, scale, and color correct or crop the footage from "scratch."

With REDCINE-X you can translate footage shot in REDCODE RAW file (.R3D) format into any number of file formats and codecs acceptable to virtually all non-linear editing systems in use today.

REDCINE-X also digitally performs these pre-editorial imaging functions typically done by a telecine in the film production workflow:

- Baseline color correction and color grading: White Balance, Gamma, Tint, Contrast, Brightness, Shadow, and other image adjustments.
- X-Y axis image crop and Z-axis zoom in /zoom out.
- Image scaling from the high resolution camera original format to lower resolution formats for editing.



HOW REDCINE-X IS USED

Footage is shot using a RED digital cinema camera onto external media devices such as REDFLASH, RED-DRIVE or RED-RAID.

REDCINE-X is used to convert the native .R3D™ files into file formats usable for non-native offline editorial such as QuickTime or Avid.

For non-native finishing, offline information is sent to REDCINE-X which creates full-resolution frames in a usable format such as DPX or TIFF of the necessary shots.

REDCINE-X™ OPERATION GUIDE

REDCINE-X USER INTERFACE

The REDCINE-X user interface includes many different tools that allow you to custom tailor your footage to your personal and professional liking. The available tools are shown below. For detailed information of each tool, refer to USER INTERFACE CONTROL OPERATION. You can also click directly on the items in the list below to be taken directly to the information. MAC version is shown, Windows version is similar.



- | | | |
|---------------------------------------|-------------------------------|------------------------------|
| A. Menu Bar | D. Lift : Gamma : Gain Window | G. Clip Settings Tool Window |
| B. Browser / Bin / Export Drawer Tabs | E. Histogram Tool Window | H. Video Window |
| C. Audio Tool Window | F. Detail Tool Window | I. Timeline Window |

THEORY OF OPERATION

RAW camera data compressed via internal REDCODE RAW compression module to a Digital Magazine may be converted to RGB color space and color processed in REDCINE-X. A number of choices may be made to perform basic “One Light” color balancing, including White Balance, Tonal Response and Color Saturation. Selected clips may be exported for editorial or finishing at a variety of frame resolutions using industry standard file formats and video codecs.

Batch processing is available, allowing a small number of reference frames to be used for the rapid establishment of color balance and sizing / encoding parameters, followed by a non-real time render of all the remaining frames in the selected source footage clips.

RAW IMAGE SELECTION

RAW images may be selected for image processing by opening the selecting files or folders that contain the source footage clips.

RAW IMAGE PROCESSING

The REDCINE-X application converts selected RAW files to RGB color space using de-mosaicing and color matrix algorithms specifically designed for the characteristics of the Mysterium sensor. Timecode, White Balance and other metadata are maintained during RAW to RGB conversion.

SYSTEM REQUIREMENTS

REDCINE-X is compatible with the following computer platforms:

MAC

Intel processor, system OS 10.5 or above, with 1GB disc drive free space and 2GB RAM

WINDOWS

Microsoft Windows XP or above, with 1GB disc drive free space and 2GB RAM.

REDCINE-X™ OPERATION GUIDE

DOWNLOAD AND INSTALL

REDCINE-X is located at www.RED.com/support.



MAC

1. Click on Download to download REDCINE-X.
2. At the license agreement page, if you agree with the license agreement, click the ACCEPT button.
3. The download will start automatically.
4. Once the file is downloaded, click on the REDCINE-X_build_xxx file in the downloads folder to install and launch REDCINE-X.

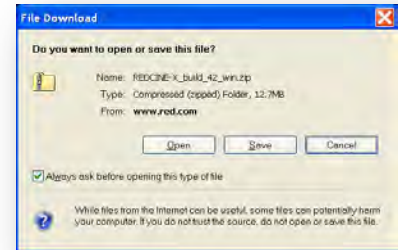
NOTE: REDCINE-X will automatically launch after installing.

NOTE: You can choose to keep REDCINE-X docked for ease of use.



WINDOWS

1. Click on DOWNLOAD to download REDCINE-X.
2. At the license agreement page, if you agree with the license agreement, click the ACCEPT button.
3. Click SAVE to begin download.
4. You will be prompted to select a destination for the REDCINE-X_build_xxx_win.zip file. Select your destination and click SAVE.
5. Navigate to and open the downloaded zip file and select “Extract all files” to the desired location.
6. Open the unzipped REDCINE-X_build_xxx folder and locate REDCINE-X.exe file.



NOTE: For ease of use, you can create a shortcut to the REDCINE-X.exe file on your desktop.

7. Double click REDCINE-X.exe directly or the newly created shortcut to launch REDCINE-X.

DOWNLOADING CLIPS FROM MEDIA TO COMPUTER

NOTE: Files can be edited directly on the RED-DRIVE or RED-RAID if desired.

1. Connect your RED-DRIVE® / RED-RAID® magazine or REDFLASH™ to a computer. For best results use “FireWire” (IEEE 1394 standard), e-SATA or faster.
2. Create a directory structure for your files on your computer that can easily be found and navigated.
3. Open the connected RED-DRIVE / RED-RAID magazine or REDFLASH to view folders and files.
4. Copy the folders and files from the RED-DRIVE / RED-RAID magazine or REDFLASH to the newly created directory on your computer.

REDCINE-X™ OPERATION GUIDE

USER INTERFACE CONTROL OPERATION

This section describes basic operation and manipulation of the tools available in REDCINE-X. MAC version is shown, Windows version is similar.

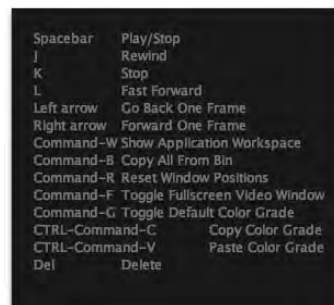
COMMON KEYSTROKES

Common keystrokes used to successfully navigate and operate REDCINE-X are as follow:

- Spacebar = Play/Stop
- J = Rewind
- K = Stop
- L = Fast Forward
- Left Arrow = Go Back One Frame
- Right Arrow = Go Forward One Frame
- Command+w = Show Application Workspace
- Command+b = Copy All From Bin
- Command+r = Reset Window Positions
- Command+f = Toggle Fullscreen Video Window
- Command+g = Toggle Default Color Grade
- Command+c = Copy Color Grade (MAC)
- Command+v = Paste Color Grade (MAC)
- CTRL+c = Copy Color Grade (Windows)
- CTRL+v = Paste Color Grade (Windows)
- Delete = Delete

HELP FUNCTION

At anytime you can press the “H” key on the keyboard to display common keystrokes used to successfully operate REDCINE-X. Click on the window to close or click “H” again. MAC version shown, Windows version similar.

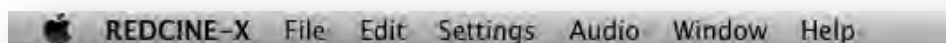


MENU BAR

The following information describes the options available through the menus located on the menu bar at the top of the application.

MAC

Available menus are REDCINE-X, File, Edit, Settings, Audio, Window, and Help.



WINDOWS

Available menus are File, Edit, Settings, Audio, Window, and Help.

REDCINE-X (MAC ONLY)

REDCINE-X menu allows you to perform the following actions:

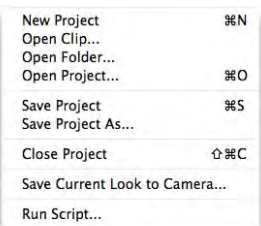
- **Services:** MAC system changes, does not apply directly to REDCINE-X.
- **Hide REDCINE-X:** Minimizes REDCINE-X. Click REDCINE-X icon to maximize REDCINE-X again.
- **Hide Others:** Hide all other application windows currently open.
- **Show All:** When **Hide Others** has been selected, this will maximize all other application windows that are currently minimized.
- **Quit REDCINE-X:** Quit REDCINE-X application.



FILE

MAC

Available options are New Project, Open Clip, Open Folder, Open Project, Save Project, Save Project As, Close Project, Save Current Look to Camera, and Run Script.



WINDOWS

Available options are New Project, Open Clip, Open Folder, Open Project, Save Project, Save Project As, Close Project, Save Current Look to Camera, Run Script, and Exit (to exit REDCINE-X).

NEW PROJECT

If a current project is open, you will be asked if you want to save the current project settings.

- If **No** is selected, the Browser and Bin Drawers will be cleared all settings will be reset and a new project can begin.
- If **Yes** is selected, you will be prompted to name the project and provide a location to save.



OPEN CLIP

When selected will open a navigation window to select clip to open.

OPEN FOLDER

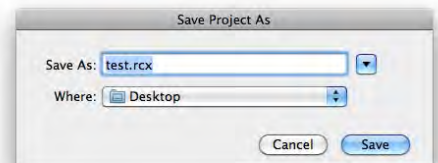
When selected will open a navigation window to select folder to open containing clips.

OPEN PROJECT

When selected will open a navigation window to select a saved project file (*.rcx).

SAVE PROJECT / SAVE PROJECT AS

When selected will open a navigation window to save a project file (*.rcx).

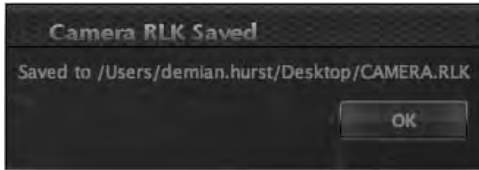


CLOSE PROJECT

When selected, you will be asked if you want to save the current project settings.

- If **No** is selected, project will close.
- If **Yes** is selected, you will be prompted to name the project and provide a location to save.

SAVE CURRENT LOOK TO CAMERA



When Save Current Look to Camera is selected, the current look in REDCINE-X will be exported as a look file (.RLK) that can be saved to SD flash memory and uploaded to the camera. The location of the exported look file will be displayed.

To export look to camera, Color Space MUST be REDcolor and Gamma Space MUST be REDgamma. If the look settings are invalid, an error message will be displayed.



RUN SCRIPT

When selected will open a navigation window to select desired Lua script to run.

EXIT (WINDOWS)

When selected will close REDCINE-X.

EDIT

Available options are Copy All from Bin, Copy Grade and Paste Grade

COPY ALL FROM BIN

Copies all clips from the selected Bin to the Timeline.

COPY GRADE

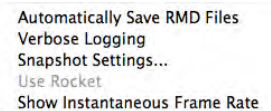
Copies the current look (grade) from the current clip.

PASTE GRADE

Pastes the copied current look (grade) to the selected clip.

SETTINGS

SETTINGS menu options are Automatically Save RDM Files, Verbose Logging, Snapshot Settings, and Show Instantaneous Frame Rate.



AUTOMATICALLY SAVE RDM FILES

When checked, auto saves RDM files next to clip when changes to clip are made (RDM is the new format of RSX).

VERBOSE LOGGING

When enabled saved detailed log files to aid in diagnostics. If an error occurs, check this option and recreate the error.

SNAPSHOT SETTINGS

Allows changes to snapshot format settings for Video Window. In the Snapshot Settings window the following changes can be made:

Save snapshot to: Location to save snapshots (default is current user's desktop for that computer).

Prompt for Filename: When checked will ask for a user defined filename when saving.

Format: TIFF or DPX, default is TIFF.

Quality: Full or Half resolution, default is Full.

Preset: Allows user to choose between export presets created under Export Settings. This will disable any settings in the Snapshot Settings window. Default is None.



USE ROCKET

If a RED Rocket is installed and operational, select this option to allow REDCINE-X to use the RED Rocket.

SHOW INSTANTANEOUS FRAME RATE

When checked changes framerate displayed at lower right corner of Video window from “averaged” to actual.

AUDIO

PREFERRED PLAYBACK CHANNELS

Allows choice of recorded camera audio source (Camera Audio 1-4) or external audio source (External Audio 1-8). Camera Audio 2 and External Audio 2 are selected as default.

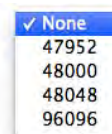
AUTO MATCH

Allows syncing of external audio files to clips.

RATE OVERRIDE

Allows you to override the recorded rate of the audio files.

Options are None (default), 47952, 48000, 48048, and 96096.



CURRENT BIN

Automatically syncs external audio files to all selected clips in the bin. When selected, you will be prompted to select the desired audio files manually to sync to the clips in the bin.

SELECTED CLIPS IN CURRENT BIN

Automatically syncs external audio files to the selected clips in the bin. When selected, you will be prompted to select the desired audio files manually to sync to the clips in the bin.



WINDOW

WINDOW menu allows the ability to toggle individual REDCINE-X tool windows on or off. MAC shown, WINDOWS similar.



APPLICATION WORKSPACE

This is the background image. On MAC, COMMAND + W toggles the Application Workspace. On WINDOWS, CTRL + W toggles the Application Workspace.

RESET

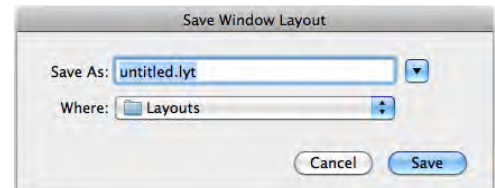
Moves all windows back to their default size and screen position. If you have dragged windows to a secondary screen, this will automatically move them back to the source screen, stack and arrange them in the default positions. On MAC, COMMAND + R resets the windows. On WINDOWS, CTRL + R resets the windows.

TOGGLE FULLSCREEN

Toggles the Video Window between full screen and default size. On MAC, COMMAND + F toggles full screen. On WINDOWS, CTRL + F toggles full screen. On MAC and Windows, pressing ESC will also exit full screen.

SAVE WINDOW LAYOUT

Allows window settings to be saved. When selected, a dialouge box will open asking you for a location to save and a name for the layout file (.lyt). Default location is the Layouts folder.



RESTORE WINDOW LAYOUT

Allows you to load the window layout settings. When selected will allow you to browse for the location of the desired file. The default location is the Layouts folder.

HELP

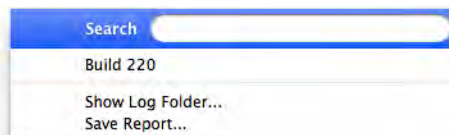
Under the help menu the current REDCINE-X Build number is displayed and the following functions are available. These functions assist RED support in resolving REDCINE-X issues on your computer.

SHOW LOG FOLDER

Opens the log file directory allowing you to retrieve individual log files.

SAVE REPORT

Compiles all log files on the current machine to a location you can choose.



BROWSER / BIN / EXPORT DRAWER TABS

The Browser / Bin / Export Drawer allows you to locate clips in the directory, view the content and properties, group them for editing and prepare them for exporting. To resize vertically, click on the lower left corner and drag to the desired size. This also resizes the Browser, Bin and Export Drawers vertically.



- A. Browse / Search / View Clips in directory
- B. Bins for production
- C. Export Settings

BROWSER

Click on Browser to open the Browser Drawer.

In the Browser Drawer you can drill-down to the location of the clips on your computer. Default will be the current user on that computer.

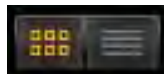
The directory used when REDCINE-X is closed will be the default directory next time the REDCINE-X is opened.

VIEWING CLIPS

Once the files are located and identified, they will be displayed in the right side of the drawer.

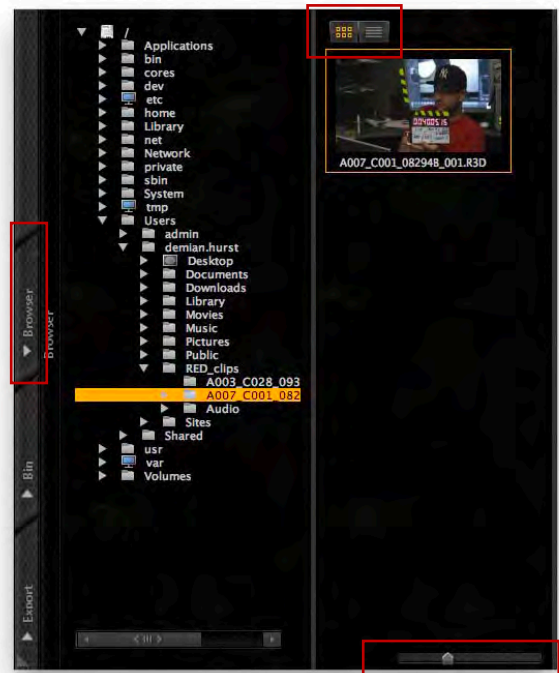
Files can be displayed in one of two ways by clicking on the icons above the file:

- Thumbnails (Left)
- Clip List (Right)



When the cursor is placed over the clip, basic clip properties will automatically display and the clip will play back. With the cursor over the clip and a right-click is performed, you can view the Metadata. Refer to RIGHT-CLICK ON CLIPS.

The viewable size of the clips in the drawer can be changed using the horizontal scroll bar located at the bottom right. The selected zoom size will be remembered next time the program is started.



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RESIZING

By clicking on the Gray border on the immediate right of the Browser Drawer, the drawer can be resized horizontally. To resize vertically, click on the lower left corner of the Browser / Bin / Export Drawer tab and drag to the desired vertical size.

RIGHT-CLICK ON CLIPS

1. Place the cursor over the clip.
2. Right click.
3. You may select Show in Folder or Metadata.
4. If Metadata is selected, a new window will open showing detailed metadata (properties). Select the OK button at the bottom to close the detailed properties window.

BIN

Click on Bin to open the Bin Drawer.

ADDING/REMOVING CLIPS FROM BIN

Once the files are located and identified in the Browser Drawer, they will need to be placed into one of the three (3) Bins for editing.

To **ADD** clips into the bins, perform the following:

- Select the tab for the desired bin.
- Either drag the desired clip from the Browser Drawer into the Bin Drawer or double-click the desired clip to place in the Bin.

To **REMOVE** clips from the bins, perform one of the following:

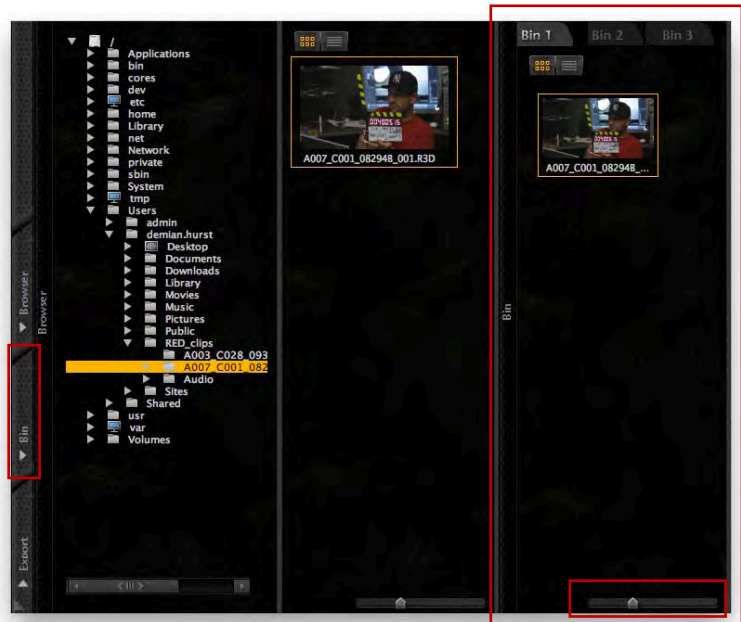
- Right click on the clip and select “Remove from Bin”.
- Select clip and press Delete key.

CAUTION: YOU WILL NOT BE PROMPTED TO CONFIRM THESE DELETIONS.

- Click and hold on the desired clip and drag the desired clip below and out of the Bin Drawer.

CREATING DUPLICATE CLIPS

To **DUPLICATE** clips located in the bins, drag another copy of the desired file from the Browser Drawer into the desired Bin. Refer to ADDING/REMOVING CLIPS FROM BIN.

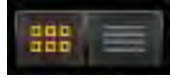


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VIEWING CLIPS IN BIN

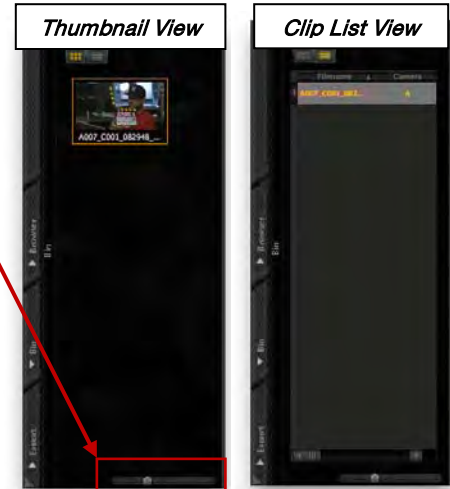
The clips can be displayed in one of two ways by clicking on the icons below the Bin label:

- Thumbnails (Left)
- Clip List (Right)



The viewable size of the clips in the drawer can be changed using the horizontal scroll bar located at the bottom of the drawer.

In Thumbnail View, when the cursor is placed over the clip, basic clip properties will automatically display and the clip will play back. With the cursor over the clip and a right-click is performed, the detailed properties window will be displayed. Select the OK button at the bottom to close the detailed properties window. See VIEWING CLIPS for more info.



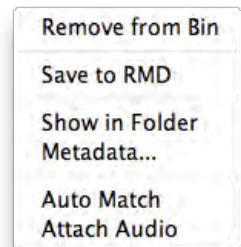
RESIZING

By clicking on the Gray border on the immediate right of the Bin Drawer, the drawer can be resized horizontally. To resize vertically, click on the lower left corner of the Browser / Bin / Export Drawer tab and drag to the desired vertical size.

RIGHT-CLICK ON CLIPS

1. Place the cursor over the clip.
2. Right click.
3. Select one of the following:

- **Remove from Bin:** Removes the clip from the Bin.
- **Save to RMD:** Saves the file setting as an RMD file (new RSX format) in the clip folder.
- **Show in Folder:** Opens the directory where the clip and related files are located.
- **Metadata:** Opens a new window showing detailed metadata (properties). Select OK at the bottom to close the window.
- **Auto Match:** Automatically syncs external audio files to all selected clips in the bin. When selected, you will be prompted to select the desired audio files manually to sync to the clips in the bin.
- **Attach Audio:** Prompts you to locate and select an audio file to attach to the clip.



EXPORT

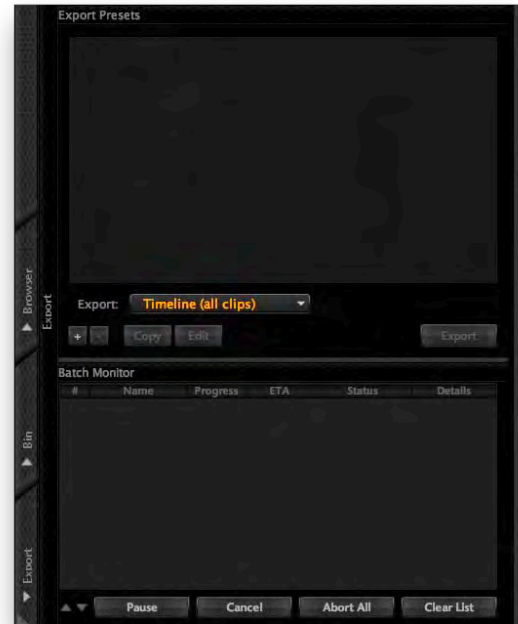
Click on Export to open the Export Presets Drawer. Export Presets allow export settings to be changed as desired. Batch Monitor shows progress of files as they are being exported.

RESIZING

By clicking on the Gray border on the immediate right of the Export Presets Drawer, the tab can be resized horizontally. To resize vertically, click on the lower left corner of the Browser / Bin / Export Drawer tab drag to the desired vertical size.

EXPORT DROP-DOWN

The EXPORT drop-down menu allows you to specify what exactly you want to export; Bin (all clips), Bin (selected clips), Clip in Player, Timeline (all clips), Timeline (selected clips).



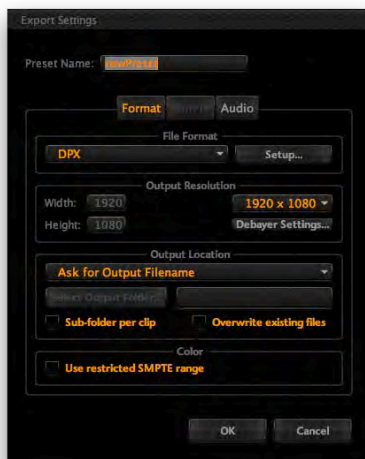
ADDING NEW (+) / EDITING / DELETING (-) EXPORT SETTINGS

- To add new Export Settings, click on the + button at the lower left. The Export Settings window will open displaying available setting that can be tailored to specific needs.
- To delete existing Export Settings, click on the – button.

CAUTION: YOU WILL NOT BE PROMPTED TO CONFIRM THIS DELETION

- If you want to change settings to created export settings, click the EDIT button and the Export Settings window will open allowing changes to the existing settings.

EXPORT SETTINGS WINDOW



The Export Settings window allows exporting of the clip to custom tailored settings for your specific needs. The Export Settings window is divided into three (3) separate functions; Format, Burn In and Audio.

PRESET NAME

Enter the desired file name in this box.

FORMAT

Format tab allows you to modify the File Format and Output Resolution.

File Format

Available formats are DPX, TIFF, OpenEXR (MAC), JPEG (MAC), QuickTime Wrapper (MAC), QuickTime and Avid AAF & MXF. If QuickTime or Avid AAF & MXF are selected, additional option may be accessed and set by clicking on the SETUP button to the right of file format will be highlighted. DPX is the default selection (BURN IN is not available).

DPX Setup

When DPX is selected and Setup button is clicked, the DPX Export Settings window will open allowing custom setup to your specific needs. Available options are:

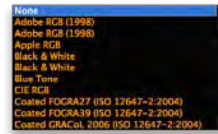
- Bit Depth (10/16 Bits Per Channel)
- Byte Order (LSB/MSB)
- DPX Max Simultaneous Writers controls the number of DPX files being written simultaneously (1-16)



TIFF Setup

When TIFF is selected and Setup button is clicked, the TIFF Export Settings window will open allowing custom setup to your specific needs. Available options are:

- Bit Depth (8/16 Bits Per Channel)
- Byte Order (LSB/MSB)
- Color Profile – Allows setting color profile
- Compression (ON/OFF)
- TIFF Max Simultaneous Writers controls the number of TIFF files being written simultaneously (1-16)



NOTE: On MAC, TIFF export uses MAC color profile settings, TIFF enabled “Snapshot” settings use the color profile of the display device.

OpenEXR Setup (MAC)

When OpenEXR is selected and Setup button is clicked, the OpenEXR Export Settings window will open allowing custom setup to your specific needs. Available options are:

- Compression (ON/OFF)
- OpenEXR Max Simultaneous Writers controls the number of OpenEXR files being written simultaneously (1-16)



JPEG Setup (MAC)

When JPEG is selected and Setup button is clicked, the JPEG Export Settings window will open allowing custom setup to your specific needs. Available options are:

- Quality (1-100)
- JPEG Max Simultaneous Writers controls the number of JPEG files being written simultaneously (1-16)



Quicktime Wrapper (MAC)

Creates a Quicktime movie file which references the source R3D files for use with RED Quicktime Codec v41 or greater.

Quicktime Setup

When QuickTime is selected and Setup button is clicked, the Compression Settings (MAC) or Movie Settings (Windows) window will open allowing the QuickTime file export to be custom setup to your specific needs.

Avid AAF & MXF Setup

When Avid AAF & MXF is selected and the Setup button is clicked, the Avid Export Settings window will open allowing the Avid AAF & MXF file export to be custom setup to your needs.



NOTE: If when choosing to export in Quicktime or Avid and OK button is selected without setting up the Compression Settings (Quicktime) or Avid Export Settings, a notification window will appear prompting you to properly setup the export. Refer to TROUBLESHOOTING > EXPORT SETTINGS NOTIFICATION.

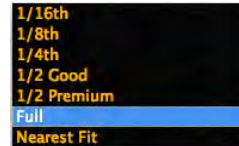
Output Resolution

Allows custom changes to the height and width or selections for standard resolutions.

Debayer Settings

Debayer Settings allows software to run faster and output files quicker at the loss of quality.

NOTE: These settings only apply to software debayer. RED Rocket™ will always do the full debayer.



Full - Will always do a Full debayer then if needed scale to output resolution (best choice for final output quality).

Nearest Fit - Will automatically choose the debayer setting that will give you the nearest debayer result size larger than or equal to your output. Then if needed downscale to the final output size (based on chosen output this can be faster than the full setting at the cost of using a lower quality debayer).

Examples:

- Exporting 4k 2:1 4096x2048 clip to 2048x1024 output:
 - Full = Full quality debayer first resulting in a 4096x2048 image, then scale it to 2048x1024.
 - Nearest Fit = 1/2 Premium debayer resulting in a 2048x1024 image with no scaling required.
 - Result = Nearest fit did a faster transcode at the cost of image quality.
- Exporting 2k 2:1 2048x1024 clip to 2048x1024 output:
 - Full = Full quality debayer resulting in a 2048x1024 image with no scaling required.
 - Nearest Fit = Full quality debayer resulting in a 2048x1024 image with no scaling required.
 - Result + Both settings did a full quality decode and took the same amount of time.

Output Location

Allows changes to the file handling upon export. Available selections as follow:

- Ask for Output Filename (default)
- Output with Clip Filename to Clip Folder
- Output with Clip Filename to Selected Folder – includes the ability to select the destination folder.



If SUB-FOLDER PER CLIP is checked, a new folder will be created for each clip exported.

If OVERWRITE EXISTING FILES is checked, the modified files will overwrite the existing ones when saved.

Color

By checking USE RESTRICTED SMPTE RANGE you limit the colors to SMPTE color range.

BURN IN

If TIFF, OpenEXR, QUICKTIME or AVID is selected as file format, Burn In allows the ability to embed parameters as text overlays onto the clip. When ENABLED is checked, parameters that can be overlaid are as follows:

- None
- Reel/Filename
- Frames: Edit + Src
- Frames: Edit
- Frames: Src
- EdgeCode
- Timecode (TC): Edgecode, EXT/MOD



Select the Enabled box at the top of the Burn In window to activate this function and display the chosen parameters on the clip. Up to four (4) different parameters can be displayed at one time from the drop-down menus at the bottom of the Burn In window. This function also allows personalization of the text (Font, Color, and Size) that will be displayed.



AUDIO

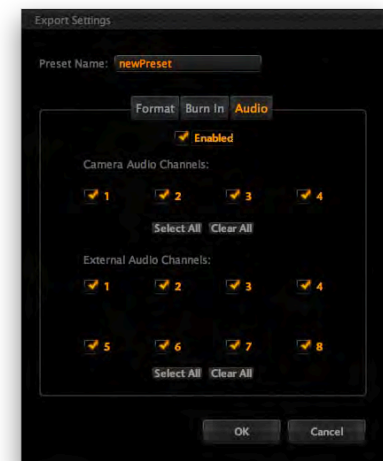
Allows desired channels to be selected for export with the clip. If the channels are present, they will be exported with the clip to the output file.

COPY

Once export preferences are set, you may highlight the desired settings in the Export Settings window and select Copy. You will be prompted to provide a name for the settings. The selected settings will be copied and displayed in the Export Settings window.

EDIT

Allows the highlighted export setting to be modified.



EXPORTING FILES (EXPORT BUTTON)

When the desired export properties are set and you are ready to export the files, highlight the desired export settings and select the Export button. You will be prompted to provide a filename (single file export) or folder name (multiple file export) and the option to select a location for the files to be exported to. The Batch Monitor section of the Export Drawer will display the current export. Refer to BATCH MONITOR for additional information.

NOTE: On MAC with Growl installed, when files finish exporting, a notification will confirm the export has been successful or has failed.

CANCEL EXPORT NOTIFICATION WINDOW

If you attempt to EXIT the REDCINE-X program while exporting files, the following notification will be displayed.

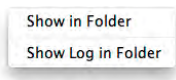
- If Yes is selected, exports will be cancelled and REDCINE-X will exit.
- If No is selected, REDCINE-X will continue running.



BATCH MONITOR

During and after exporting files, the exported files will be listed in the Batch Monitor section of the Export Drawer. When files are exporting, the destination folder of the exporting/exported files can be accessed by clicking the desired file in the Batch Monitor, right-click the file - Show in Folder and Show Log in Folder options will appear.

- Click on Show in Folder to automatically be taken to the folder where the exported files are located.
- Click on Show Log in Folder to automatically be taken to the folder where the log files are located.



The following functions can be performed during and after exporting files.

PAUSE (RESUME)

Allows you to pause the exporting of the selected file(s) during export. When selected, the button will change to display RESUME to allow resumption of export. When CANCEL is selected, PAUSE button will change to display PAUSE/RESUME.

CANCEL

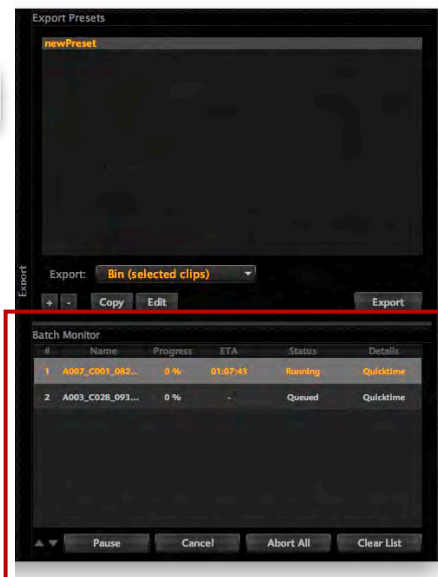
Allows you to cancel the exporting of the selected file during export. When selected, PAUSE button will change to display PAUSE/RESUME.

ABORT ALL

Allows you to abort the exporting of the all files during export.

CLEAR LIST

Allows you to clear the exported files list after exporting is complete.



BATCH LIST ORDER

Files are processed in order from top to bottom in the Batch Monitor window. The order of the items can be changed as desired. At the lower left of the Batch Monitor window to the left of the PAUSE button are up and down arrow buttons. By highlighting the desired batch file and selecting the Up arrow, the file will be moved up in the list. By selecting the Down arrow, the priority of that file will be moved down in the list.

BATCH COMPLETION AND STATUS REPORTS

Batch jobs now record the time of completion and status to a separate file located at:

- Mac: /Users/username/Library/Application Support/red/REDCINE-X/Batch
- Windows: In the application data REDCINE-X folder

AUDIO TOOL WINDOW

Allows you to sync external audio clips with video clips.

ZOOM

Sets desired audio frames to be displayed in Audio Tool window.

TRACK 1/2

Allows you to choose the audio source to be synced to the clip.

SCRUBBER

Displays current position in the audio sample.

SET SLATE POINT

Sets audio slate point to current scrubber position.

FIND SLATE IN VIEW

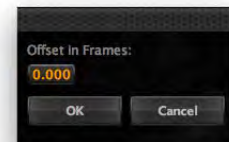
Positions scrubber at highest visible audio peak.

SET SLATE OFFSET

Allows setting of slate offset position in frames.

EXIT

Click the X located at the top right corner to close the window.

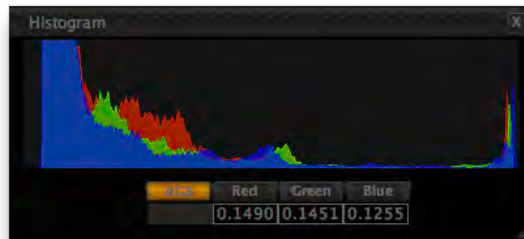


HISTOGRAM TOOL WINDOW

The Histogram Tool window displays the histogram for that specific frame. The histogram inside of the window is only visible when the clip is stopped.

RGB

The boxes below Red/Green/Blue indicate the RGB color setting in the clip where the cursor is placed in the Video window. The numbers in the box identify the Red, Green and Blue settings, in that order.



VIEWING RGB CHANNELS

The histogram can be viewed in one of 4 ways; RGB, Red, Green, or Blue by clicking on the boxes below the histogram.



RESIZING

The Histogram Tool window can be resized by clicking on the bottom right corner and dragging to the desired size. To return to original size, click on the bottom left corner and drag to the original size.

EXIT

Click the X located at the top right corner to close the window.

DETAIL TOOL WINDOW

This allows the ability to zoom in on a specific detail of the clip in the Video.

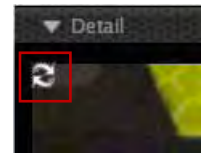


To activate the detail function, click on the arrow located on the top left of the Detail Tool window. When this is clicked, the Detail Tool window will resize and a Green outline box will appear on the clip in the Video window. You can grab this box and move it, using the cursor, to the desired location. Area of the clip contained in the box will be displayed in the Detail Tool window. To exit the detail function, click on the down arrow located on the top left of the Detail Tool Window.



REFRESH ICON

Located at the upper left corner of the Detail Tool window is the refresh icon. When the clip is playing, the Detail Tool window will no longer show the running clip therefore increasing performance of the application. To view the current detail view, select the refresh icon.



EXIT

Click the X located at the top right corner to close the window.

CLIP SETTINGS TOOL WINDOW

The Clip Settings Tool window contains the following elements:

- Look Presets
- Look Control (formerly Image Window)
- Framing Presets
- Framing Control

To expand the Clip Settings Tool window click on the Clip Settings arrow. To expand the desired controls, click on the respective arrow. To collapse, click on the respective arrow a second time.



COLLAPSE/EXPAND

Arrows located at the top left of each section can be used to expand or collapse that section.

RESIZING

The Clip Settings Tool window can be resized vertically by clicking on the bottom edge and dragging to the desired height.

EXIT

To exit and close the Clip Settings Tool window, click the X at the upper right corner.

LOOK PRESETS

Look Presets allows you to save the specific color, image, white balance, and detail settings to be used for other projects. Meta is the default settings shot on the camera and cannot be deleted. As looks are created they will be displayed alphabetically.

APPLY TO DROP DOWN MENU

Look Presets can be applied to specified clips. Apply to options are; Bin (all clips), Bin (selected clips), Clip in Player, Timeline (all clips), Timeline (selected clips).



SAVE LOOK PRESETS (+)

After making changes and corrections to the clip, click on the plus (+) button to save the look. You will be prompted to enter a Look Name (Untitled). After naming, click outside of the new name window to save.

DELETE LOOK (-)

Highlight the name in Look Presets and select the minus ("-") button and the saved look setting will be deleted.

EDIT LOOK

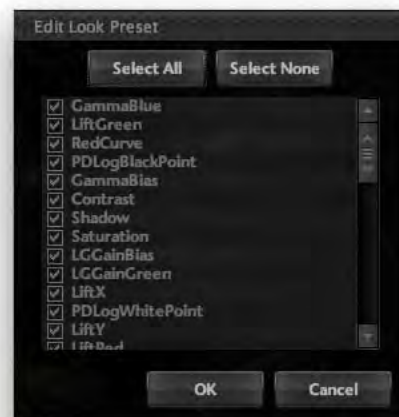
To edit a specific look, select the desired look from the list in Look Presets and click on the Edit button. The Edit look Preset window will open allowing you to toggle specific items On or Off in the selected look.

PREVIEW LOOK

To preview a specific look, select the desired look from the list in Look Presets and click and hold the Preview button. The clip in the Video window will change to the selected look.

APPLY LOOK

To apply a specific look, select the desired look from the list in Look Presets and click on the Apply button.



LOOK CONTROL

Look Control contains the following elements:

- Image
- Curve
- Lift : Gamma : Gain



IMAGE

Image allows changes to the clips color settings, white balance, as well as many other settings.

NOTE: For precise adjustments, click in the numerical value box and use the up/down arrow to adjust.

RESET

All Values

Reset is located on the right side of each section of the Image tool. Reset selections are M to reset to MetaData settings and D to reset to REDCINE-X default settings.

Single Value

To reset a single setting, press and hold Option (MAC) or Alt (Windows) and double-click on the slider for that setting. The setting will return to the clip Metadata values.

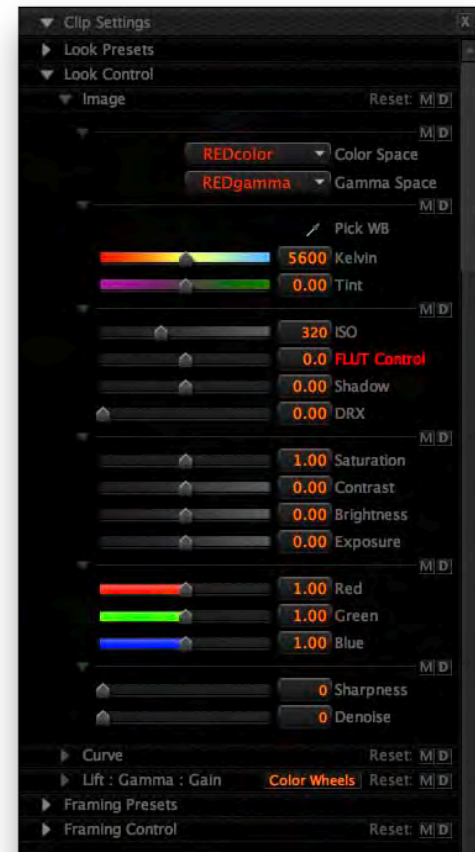
COLOR SPACE

Color Space can be changed between REDcolor, Camera RGB, REC 709, RedSpace, and sRGB. Default setting is REDcolor.

GAMMA SPACE

Gamma Space can be changed between REDgamma, Linear, sRGB, REC 709, RedSpace, REDLog, PDLog 685, PDLog 985, and Custom. Default setting is REDgamma.

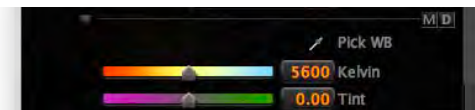
NOTE: When a clip is opened up in the Browser Drawer, added to the Bin and placed in the Timeline, Color and Gamma Space will automatically change to match clip Metadata.



WHITE BALANCE

White Balance allows adjustment of the white balance through Kelvin and Tint.

When recording RAW, white balance is not established at the time of image capture, therefore it may be freely adjusted in postproduction. If white balance was preset or calculated in-camera during shooting, for the purpose of color balancing EVF or monitoring outputs, that value can be extracted from metadata and used as a starting point for REDCINE-X White Balance processing. Common in-camera presets are 3200 (Tungsten) and 5600 (Daylight).



REDCINE-X™ OPERATION GUIDE

Pick WB

The white balance may be adjusted by selecting the Pick WB tool and clicking on the desired known gray area of the clip in the Video window.

Kelvin

Adjusts the RGB color matrix to compensate for Red – Blue tinting of the scene at different Color Temperatures of the ambient light during shooting. Common values are 3200 (Tungsten) and 5600 (Daylight).

Range 1800 to 9400, Default is 5600

Tint

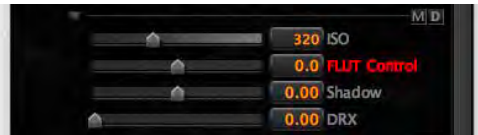
Adjusts the RGB color matrix to compensate for Yellow – Green tinting of the scene at different Color Temperatures of the ambient light during shooting. This parameter is valuable when the ambient light source contains a significant amount of Yellow or Green - such as Fluorescents.

Range -100 to 100, Default is 0.00

ISO

Allows the ISO level to be changed. ISO adjusts the basic amount of gain on the image, in familiar units. Each doubling of the ISO number represents an increase in image gain of 1 stop.

Range 50 to 6400, Default is 320



FLUT™ CONTROL

Once the preferred ISO is set, the FLUT level allows fine tuning of the ISO level. FLUT control units are in stops, so +1 FLUT Control is the equivalent of brightening the image by one stop or doubling the ISO value.

Range -8.0 to 8.0, Default is 0.0

SHADOW

Allows the Shadow level to be changed.

Range -2.00 to 2.00, Default is 0.00

DRX

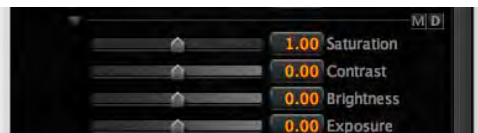
DRX allows you to recover potentially lost dynamic range by extending and balancing highlights, taking into account the rendering intent of the desired Kelvin and Tint white balance.

Range is 0.00 to 1.00, Default is 0.50

SATURATION

As the value increases color saturation increases, conversely reducing the value decreases color saturation. If the value is set too high, colors may clip. If the level is set at 0 (zero), a monochromatic image with only grey tones is produced.

Range is 0.00 to 2.00, Default is 1.00



CONTRAST

Adjusts the slope of the Tonal Response Curve between the Toe and Knee transition points, altering the tonal response to mid-level grays. Increasing the Contrast increases tonal separation between adjacent grey levels but decreases the total number of discreet grey levels in the image. Conversely decreasing the Contrast value decreases the tonal separation between adjacent grey levels. Maximum tonal range (maximum number of grey shades) of a properly exposed image is obtained with Contrast set to 0.5.

Range -1.00 to 1.00, Default is 0.00

NOTE: A curve smoothing algorithm is applied to the Tonal Response Curve to prevent clipping of near black grey levels to black, and near white grey levels to white.

BRIGHTNESS

Adjusts the overall brightness of the image by lifting blacks without affecting the white level.

Range -10.00 to 10.00, Default is 0.00

EXPOSURE

Allows adjustments to the clip exposure.

Range is -7.00 to 7.00, Default is 0.00

RED

Increases or decreases the camera's apparent sensitivity to RED light by amplifying just the R channel digital video signal received from the sensor. At 0 (zero), no Red will be visible, the image will have a strong Cyan cast.



Range is 0.00 to 2.00, Default is 1.00

GREEN

Increases or decreases the camera's apparent sensitivity to GREEN light by amplifying just the G channel digital video signal received from the sensor. At 0 (zero), no Green will be visible, the image will have strong Magenta cast.

Range is 0.00 to 2.00, Default is 1.00

BLUE

Increases or decreases the camera's apparent sensitivity to BLUE light by amplifying just the B channel digital video signal received from the sensor. At 0 (zero), no Blue light will be visible, the image will have strong Yellow cast.

Range is 0.00 to 2.00, Default is 1.00

SHARPNESS

Allows sharpness adjustments to be made.

DENOISE

Allows Denoise adjustments to be made.



CURVE

Allows multiple adjustments of the image curve. Located within the Curve Tool is the Curve Settings tool. For precise adjustments, click in the numerical value box and use the up/down arrow to adjust.

RESET

All Values

Reset is located in the upper right corner of the Curve tool. Reset selections are M to reset to MetaData settings and D to reset to REDCINE-X default settings.

Single Value

To reset a single setting, press and hold Option (MAC) or Alt (Windows) and double-click on the slider for that setting. The setting will return to the clip Metadata values.

RGB CURVES

Curve can be adjusted separately by Luma and RGB colors. Click on Luma, Red, Green, or Blue boxes above curve to adjust as desired (curve will change to that color while selected).

CURVE PRESETS

P1 through P7 are preset curves. Click to view the preset curve and apply to the clip.

To set new presets:

1. Change the curve as desired
2. Click/hold on the desired preset button until the 3 dots in the Curve tool increase and decrease in size (approx. 4 seconds). The user defined curve is now set.

CURVE SETTINGS

Upper setting is X position, lower setting is Y position.

Highlights

Range is 0.00 to 1.00, Default is 1.00

Lights

Range is 0.00 to 1.00, Default is 0.75

Midtones

Range is 0.00 to 1.00, Default is 0.50

Darks

Range is 0.00 to 1.00, Default is 0.25

Shadows

Adjusts the overall black level of the image without affecting white level.

Range is 0.00 to 1.00, Default is 0.00



REDCINE-X™ OPERATION GUIDE

LIFT : GAMMA : GAIN

The Lift-Gamma-Gain tool uses the standard color model to correct master lift, gamma and gain with color offsets for each control and strength adjustment to blend the result with the previous tool's output. Lift-Gamma-Gain adjusts blacks without affecting whites.

NOTE: The color wheels have been moved to a separate Lift : Gamma : Gain Window that can be accessed by clicking on "Color Wheels" or going to MENU BAR > WINDOW > LIFT : GAMMA : GAIN TOOL.

RESET

All Values

Reset is located on the upper right corner of each of the Lift : Gamma : Gain tool sections as well as a master reset at the top section next to Color Wheels. Reset selections are M to reset to MetaData settings and D to reset to REDCINE-X default settings.

Single Value

To reset a single setting, press and hold Option (MAC) or Alt (Windows) and click on the slider for that setting. The setting will return to the clip Metadata values.

COLOR WHEELS

Toggles the Lift : Gamma : Gain color wheels Off and On. Refer to **LIFT : GAMMA : GAIN WINDOW**.

GLOBAL

Sets RGB of Lift, Gamma or Gain sections together.

Range is -1.00 to 1.00. Default level is 0.00.

LIFT

Sets the black level - shadow level and colors.

Range is -1.00 to 1.00. Default level is 0.00.

GAMMA

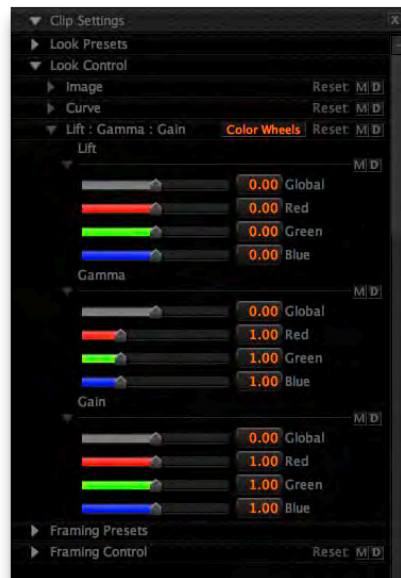
Darkens, brightens and/or tints mid-tones.

Range is 0.00 to 4.00. Default level is 1.00.

GAIN

Brightens or tints the entire image, affecting mostly the highlights.

Range is 0.00 to 2.00. Default level is 1.00.

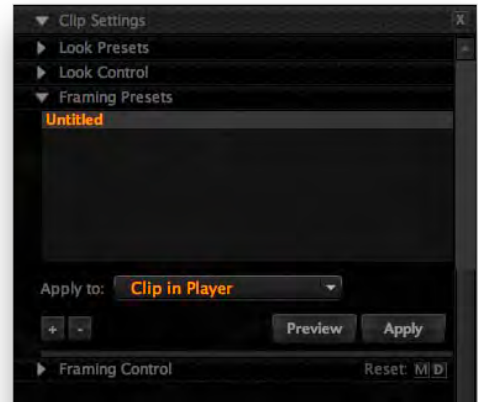


FRAMING PRESETS

The Framing Presets tool allows you to save the framing settings to be used for other projects.

APPLY TO DROP DOWN MENU

Framing Presets can be applied to specified clips. Apply to options are; Bin (all clips), Bin (selected clips), Clip in Player, Timeline (all clips), Timeline (selected clips).



SAVE FRAMING PREFERENCES (+)

After making framing changes using the Framing Presets tool, click on the plus (+) button to save. You will be prompted to enter a Framing Preference Name (Untitled). After naming, click outside of the new name window to save.

DELETE FRAMING PREFERENCE (-)

Highlight the name in the Framing Presets tool and select the minus ("-") button and the saved framing setting will be deleted.

PREVIEW FRAMING PREFERENCE

To preview a framing preference, select the desired framing preference from the list in the Framing Presets tool and click and hold on the Preview button.

APPLY FRAMING PREFERENCE

To apply a framing preference, select the desired framing preference from the list in the Framing Presets tool and click on the Apply button.

FRAMING CONTROL

The Framing Control tool allows cropping from the R3D file during transcoding.

FIT

Available fit options are Fit Width, Fit Height, Stretch W/H, Fit Width 2x, Fit Width .9x and Fit Height .9x.

CROP

Selections are No Crop, Center Crop and Custom. When crop is set to any value other than No Crop, framing guidelines will be displayed in the Video window.

FRAMING GUIDELINES

The Red framing guidelines can be adjusted by selecting the Video window and click + drag to the desired size. The position of the framing selection can be moved without resizing by holding down Command (MAC) or CTRL (Windows) + select with cursor and drag to the desired position.



No Crop: No Crop

Center Crop: Crop will start from the center of the R3D and will use the Width and Height Resolution selected.

Custom: Will be using the X/Y axis set as well as the Width and Height Resolution.

SOURCE RESOLUTION

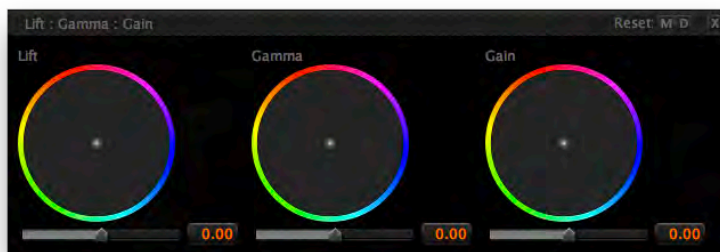
This will select what resolution you want the crop settings to be applied to.

ASPECT RATIO

This will select what aspect ratio you want to crop the clip to. By selecting the Lock Aspect Ratio box, this forces the framing guidelines to be set to the selected aspect ratio. When resizing the Framing Guidelines, the aspect ratio will be held.

LIFT : GAMMA : GAIN WINDOW

The Lift-Gamma-Gain tool uses the standard color model to correct master lift, gamma and gain with color offsets for each control and strength adjustment to blend the result with the previous tool's output. Lift-Gamma-Gain adjusts blacks without affecting whites.



RESET

ALL VALUES

Reset is located on the upper right corner of the Lift : Gamma : Gain tool. Reset selections are M to reset to MetaData settings and D to reset to REDCINE-X default settings.

SINGLE VALUE

To reset a single setting, press and hold Option (MAC) or Alt (Windows) and click on the color wheels or the slider for that setting. The setting will return to the clip Metadata values.

LIFT

Sets the black level - shadow level and color.

Range is -1.00 to 1.00. Default level is 0.00.

GAMMA

Darkens, brightens and/or tints mid-tones.

Range is -1.00 to 1.00. Default level is 0.00.

GAIN

Brightens or tints the entire image, affecting mostly the highlights.

Range is -1.00 to 1.00. Default level is 0.00.

ADJUSTMENTS

CLICK on DOT in center and drag to desired position to adjust.

COMMAND + CLICK (MAC) on Dot in center and drag allows precise adjustments.

CONTROL + CLICK (MAC) or Alt + CLICK (Windows) on Dot to return Dot to center position.

EXIT

The close Lift : Gamma : Gain window, click on the X in the upper right corner.

REDCINE-X™ OPERATION GUIDE

VIDEO WINDOW

The following information describes the functions available in the Video window.



- A. Reset Buttons
- B. Still Store
- C. Playback Preferences
- D. Playback Controls
- E. Playback Status
- F. Set In Point
- G. Loop Playback
- H. Camera Snapshot
- I. Set Video Slate point
- J. RED Rocket Monitor Out
- K. RED Rocket Indicator
- L. Frame Flag (Inactive)
- M. Set Out Point
- N. Frame No.
- O. Video Window
- P. Frame No. Setting
- Q. Framerate
- R. Clip File Name

VIEWING/EDITING CLIPS

To SELECT a clip for viewing/editing, perform the following:

- Double-click the desired clip in the Bin. It will appear in the Timeline AND Video window.

OR

1. Click and hold on the desired clip in the Bin.
2. Drag the desired clip below and out of the Bin and directly into the Video window or Timeline.

NOTE: Dragging the clip directly into the Video window will allow playback and grading of the clip ONLY.

STILL STORE

Stores current frame in the Video window. Up to 3 frames may be stored at one time.

To store a frame:

1. Set video to desired frame.
2. Click and hold on the desired button OR press Option (MAC), Alt (Windows) + 1, 2 or 3.

To recall image:

- Click on desired button.
- Press 1, 2 or 3 on keyboard.

PLAYBACK PREFERENCES

The following information details the available preference setting available when viewing the clip.

ASPECT

The available options are Normal or Anamorphic (ANA). Select ANA to de-squeeze footage. Default setting is Normal.

PLAYBACK QUALITY

Allows playback resolution to be changed. Choose Full, 1/2, 1/4, 1/8, or 1/16; default setting is 1/8 (for RED Rocket equipped computers with USE ROCKET enabled for REDCINE-X under SETTINGS, default setting is 1/2).

PLAYBACK SIZE

Selects size in percent of clip during playback. Default setting is Fit W. If Playback size is changed, double click on the clip in the playback window to change the size to Fit Both.

ZOOM

You can click on the image in the Video Window and use the scroll wheel to zoom in or out. The zoom level will be shown on the bottom of the Playback Size drop down menu. This allows you to go back to that zoom level if desired by simply clicking the selection.



PLAYBACK CONTROLS

The following explains the playback controls for the Video window from left to right:

Previous Clip, To In Point, Fast Reverse Play, Reverse Play (shows Pause when playing), Forward Play (shows Pause when playing), Fast Forward Play, End of Clip, To Out Point.



LOOP PLAYBACK

Located between the Set In Point and Camera Snapshot buttons is the Loop Playback Button. This will loop the clip when played in either forward or reverse. When selected, the button will light up.



PLAYBACK STATUS

The Status Bar Indicator below the playback controls indicates clip playing progress (Yellow) as well as clip buffering progress (Gray).

NOTE: You can grab the Status Bar indicator with the cursor and navigate through the clip as well.

NOTE: You can click on the Video window and navigate through the clip, frame by frame, using the left and right arrows on the keyboard.

The total number of frames in the clip is displayed at the lower left of the window with the Frames Per Second (fps) on the right of that. When the clip is played back, the frame numbers cycle with the current frame. When the clip is paused, the current frame will be displayed as well as the fps of playback.

NOTE: When the fps text turns Yellow, this indicates that the clip is not playing at full speed at that moment. Lowering the quality will help increase frame rate.

At the lower right of the display is the current timeline timecode in Hours / Minutes / Seconds / Frames per Second.

SET IN/OUT POINTS

This feature works in conjunction with the TIMELINE WINDOW.

At any point while playing back the clip or paused you can set the In Point or Out point. To set the points at the desired location, you can drag the Yellow Bar located in the Timeline window to the desired location anywhere in the clip. By selecting the In Point you are setting a new beginning for the clip. By setting the Out Point, you are setting a new end for the clip.



REDCINE-X™ OPERATION GUIDE

The In and Out points can also be set by clicking on the clip in the Timeline window (a Yellow box will surround the clip) and drag either end toward the center of the clip.



RESET IN/OUT POINTS

To reset modified in/out points, press and hold Option (MAC) or Alt (Windows) and click on the in or out point button. The in or out point will return to original in or out point.

CAMERA SNAPSHOT

When Camera Snapshot button is clicked a picture is taken of the current frame. The images will be saved in the format and directory specified in SETTINGS > SNAPSHOT SETTINGS in the Menu Bar.



SET VIDEO SLATE POINT

Sets video slate point to be used in conjunction with the Audio tool. When set, the audio tool can sync audio slate points to this frame.



RED ROCKET MONITOR OUT

The RED Rocket Monitor Out button will allow full quality real time playback on a Projector or Monitor using RED Rocket's DVI or HD-SDI outputs. Click the Rocket Monitor Out button to open the Rocket Settings window. Button is lit up when monitor out is enabled (RED rocket is installed). Button is disabled if no RED rocket is installed.



RESOLUTION

Allows changes in resolution to match external monitor or projector. Default resolution is 1920x1080.



COLOR FORMAT

Allows changing between RGB or YUV from 8, 10 or 12 bit. Default color format is RGB8. Available color formats vary based on resolution selected.

FRAME RATE

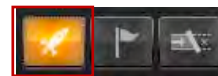
Allows frame rate to be changed from 23.976 up to 60 fps (depending on resolution settings). Default frame rate is 23.976. Available frame rate options vary based on resolution selected.

ENABLE PSF

Allows Progressive Segmented Frames (PSF) to be outputted via HD-SDI to a PSF capable monitor. Availability of PSF mode varies based on resolution selected.

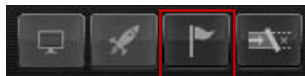
RED ROCKET INDICATOR

The RED Rocket indicator will be lit if a RED Rocket is installed and in-use by REDCINE-X. If a RED Rocket is installed and not in use by REDCINE-X, the button will not be lit.



FRAME FLAG

Frame Flag controls are inactive at this time.



FRAMERATE

Framerate displayed is an average of clip. To change to view the actual frame rates throughout the clip, go to SETTINGS > SHOW INSTANTANEOUS FRAME RATE and select to disable averaging of framerate.

FRAME NUMBER SETTINGS

FRAME NUMBER

Displays the current frame number depending on the setting in the Frame Number Setting drop-down.

FRAME NUMBER SETTING

Allows displayed frame number to be changed to meet specific needs. Default is CF.

- CF: Clip Frame displays current frame in selected clip based on clip meta data.
- TF: Timeline Frame displays current frame in selected clip based on position in timeline.
- EC: Edge Code displays clip edge code based on clip meta data.
- AC: Absolute Timecode displays Time of Day (TOD) based on clip meta data.
- TC: Timeline Timecode displays current timeline position regardless of clip position or amount of clips in timeline.



RESET

Reset is located on the upper right corner of the Video window. Reset selections are M to reset to Meta-Data settings and D to reset to REDCINE-X default settings. When you click and hold on M or D, the video window will display the look of the clip as if the values were reset to MetaData or Default. When released, the clip will return to set values. You must reset desired setting using the Clip Settings window if desired.

RESIZING

The Video window can be resized by clicking on the bottom left corner and dragging to the desired size. To return to original size, click on the bottom left corner and drag to the original size.

TIMELINE WINDOW

The Timeline window displays the clip and allows modification of the beginning, end and length of video. Also allows multiple clips to be compiled into one for export.



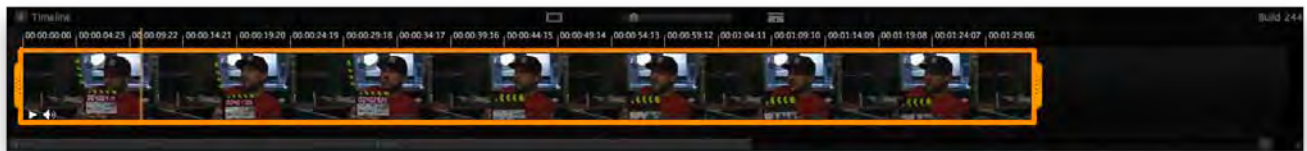
ADDING/REMOVING CLIPS

To **ADD** a clip for viewing/editing, perform one of the following:

- Double-click the desired clip in the Bin. The clip will be displayed in the **Timeline** AND the **Video** windows.
- Click and hold on the desired clip and Drag the desired directly into the **Timeline** window. The clip will be displayed in the **Timeline** AND the **Video** windows.

To **REMOVE** clips from the Video window (must also be in the Timeline window), perform the following:

1. Click the clip in the **Timeline** window (a Yellow border will appear around the selected clip).



2. Drag the desired clip out of the **Timeline** window **OR** select Edit > Delete from the Menu Bar **OR** press the Delete key on the keyboard.

TRIM CLIP

To trim the clip (change in/out points); click once on the clip in the Timeline window. A Yellow border will highlight the clip. Drag the ends of the Yellow border inward to trim the clip. Refer to VIDEO WINDOW > SET IN/OUT POINTS.



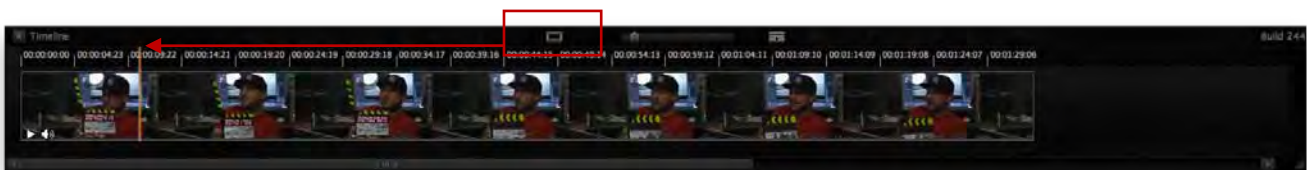
SLICE CLIP TOOL

To slice a clip, drag the Yellow bar (default location is to the extreme left of the clip) to the desired position in the clip and select the razor blade icon located in the upper center of the Timeline window.



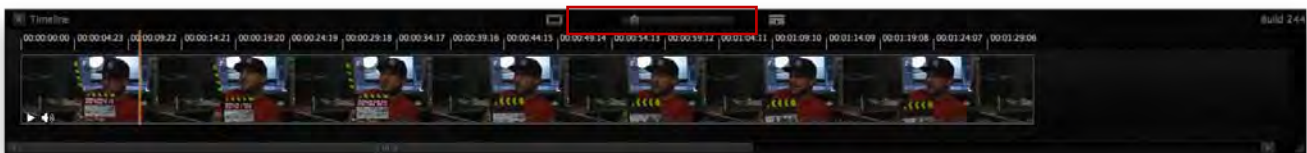
SLUG TOOL

To insert a new slug into the clip, drag the filmstrip (slug) icon into the desired location of the clip in the Timeline window.



ZOOM TOOL

To zoom the timeline in or out, click and drag left to zoom in or right to zoom out. Zoom allows zoom-in to display a single frame and zoom-out to display the entire timeline and all clips.



REORDER CLIPS

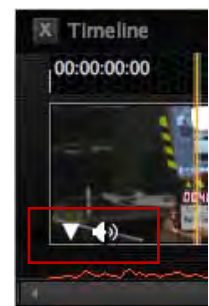
When multiple clips are added to the Timeline window, they can be reordered in the Timeline. To reorder, click on the clip you want to move and drag it to the desired location in the timeline.

AUDIO CLIP CONTROLS

Audio Clip Controls are located at the lower left corner of the Timeline window.

ARROW ICON

Allows the user to choose between displaying the audio clip with or separately from the video clip. When clicked, the arrow will point downward and the audio clip will be displayed separately from the video clip. When clicked a second time, the arrow will point right again, audio and video clips will be combined. One channel clip shown.



SPEAKER ICON

Allows the audio to be muted in the timeline. When clicked, a Red slash will appear across the speaker icon indicating it has been muted, click again to un-mute.

RESIZING

The Timeline window can be resized by clicking on the bottom right corner and dragging to the desired size. To return to original size, click on the bottom right corner and drag to the original size.

EXIT

To close Timeline window, click on the X in the upper right corner.

REDCINE-X WORKFLOW

STANDARD WORKFLOW

The following is a recommended workflow for using the REDCINE-X software.

NOTE: The higher the resolution of the clip/project, the slower the program will run. This is to be expected.

1. Connect REDFLASH, RED-DRIVE or RED-RAID to computer. If desired, copy files from external drive to computer. Refer to IMPORTING CLIPS FROM RED-DRIVE, RED-RAID OR REDFLASH.

NOTE: Files can be edited directly on the RED-DRIVE or RED-RAID if desired.

2. Start REDCINE-X.
3. Locate external drive/files or local files using the browse option in the Browser Drawer. Refer to USER INTERFACE CONTROL OPERATION > BROWSER / BIN / EXPORT DRAWER TABS > BROWSER. On MAC machines, the external drive will be located under VOLUMES folder.
4. Select desired clips to edit from the Browser Drawer and either drag and drop or double click to add to the desired Bin. Refer to USER INTERFACE CONTROL OPERATION > CLIP BROWSER / BIN / EXPORT DRAWER TABS > BIN > ADDING/REMOVING CLIPS FROM BIN.
5. Select desired editing function:
 - For editing dailies, drag desired clips from the Browser Drawer directly into the Video Window. Refer to USER INTERFACE CONTROL OPERATION > VIDEO WINDOW. Go to step 6.
 - For timeline / grading editing, drag and drop to Timeline window or double click to add to Timeline window. Refer to USER INTERFACE CONTROL OPERATION > TIMELINE WINDOW. Go to step 7.
6. Perform grading (color correction etc...) as desired. Refer to USER INTERFACE CONTROL OPERATION > CLIP SETTINGS TOOL WINDOW. Go to step 8.
7. Perform timeline modifications (see TIMELINE WINDOW) and grading (color correction etc...) as desired. Refer to USER INTERFACE CONTROL OPERATION > CLIP SETTINGS TOOL WINDOW. Go to next step.
8. Export clips in desired formats. Refer to USER INTERFACE CONTROL OPERATION > BROWSER / BIN / EXPORT DRAWER TABS > EXPORT.

MANUAL AUDIO SYNC WORKFLOW

1. The following is a recommended workflow for manually syncing audio using the REDCINE-X software.
2. Auto sync external audio files to selected clips.
 - Go to MENU BAR > AUDIO > AUTO MATCH > CURRENT BIN or SELECTED CLIPS IN CURRENT BIN.
3. When prompted, select folder containing audio files.
4. Place desired clip for manual syncing into Video window.
5. Locate slate frame.
6. Click Set Video Slate Point button on Video window to set slate point for video.
7. Go to Audio Tool window. Refer to USER INTERFACE CONTROL OPERATION > AUDIO TOOL WINDOW.
8. Select external audio track to sync.
9. Locate slate point (clap) in audio track and place scrubber at this point.
10. Click on Set Slate Point in Audio Tool window.

NOTE: Before exporting, verify the following:

- **Export Audio is enabled in Export presets. Refer to BROWSER / BIN / EXPORT DRAWER TABS > EXPORT > EXPORT SETTINGS WINDOW.**
- **External audio tracks are enabled in Export presets. Refer to BROWSER / BIN / EXPORT DRAWER TABS > EXPORT > EXPORT SETTINGS WINDOW.**

TROUBLESHOOTING

LOG FILES

When a problem while using REDCINE-X occurs, you may be requested to send in the log files via e-mail to: redcinex@red.com. The log files will need to be located and compressed in size to send to the support team properly.

If you are requested to send log files, ensure you can recreate the problem and enable Verbose Logging to allow detailed log files to be created. Refer to SETTINGS > VERBOSE LOGGING.

LOCATING LOG FILES

Log files can be accessed as follows:

- Go to MENU BAR > HELP > Show Log Folder. This will open up the log file folder.
- When exporting a file, right click on the file in the Batch Monitor and select Show Log in Folder.
- Locate log files manually:

MAC

The log files will be located under:

(User folder)/Library/Application Support/Red/RedCineX/Logs

WINDOWS

The log files will be located under:

WINDOWS XP:

C:\Documents and Settings\ (User Folder) \Local Settings\Application Data\REDCINE-X\logs

WINDOWS VISTA AND WINDOWS 7:

C:\Users\ (User Folder) \AppData\local\REDCINE-X\logs

COMPRESSING LOG FILES

The LOG FILE FOLDER will need to be compressed into a manageable size that can be sent via e-mail.

Log files can be compressed as follows:

- Go to MENU BAR > HELP > Save Report. This will allow you to save a compressed copy of all log files for your computer in a location of your choice. Send this file to the support team: redcinex@red.com.
- Compress log files manually:

MAC

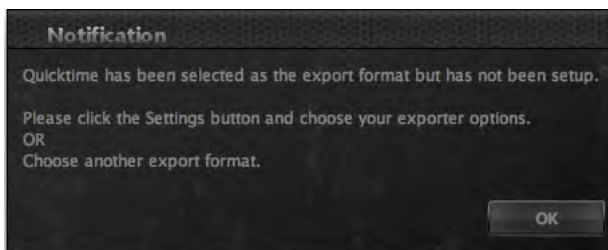
1. Right-click on the logs folder.
2. Select COMPRESS "LOGS".
3. A LOGS.zip folder will be created in the same directory. Send this file to the support team: redcinex@red.com.

WINDOWS

1. Right-click on the logs folder.
2. Select SEND TO.
3. Select COMPRESSED (ZIPPED) FOLDER.
4. A LOGS.zip folder will be created in the same directory. Send this file to the support team: **redcinex@red.com**.

EXPORT SETTINGS NOTIFICATION ERROR

If you choose DPX, TIFF, OpenEXR, JPEG, Quicktime or Avid as the export format in the Select Exporter window and try to save the Export settings, an error will occur (Quicktime shown, other similar).



To correct the error perform the following:

1. Click CLOSE in the error window.
2. Click on the FORMAT tab in the Select Exporter window.
3. Select the SETUP button to open the settings window.
4. Choose your desired extended export format settings and click ok.

VIDEO WINDOW ALWAYS ON TOP

If the Video window assumes an “always on top” placement and other windows cannot be placed over it, restart REDCINE-X.

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