

## DDClip overview

The application DDClip is intended for editing commercial films from video and audio clips. You can create, save, restore and play project with many WAVE-tracks. The distinctive feature of application is the speed of project playback, especially it audio part - DDClip executes the mixing of several sound tracks in real time.

The Clip Collection includes opened clips with video and audio data which may be used to arrange the final commercial film. The application consists of two parts: Clip Collection and Project.

Project shows editing script. The application can work only with the one project. Each project is connected to a particular clip collection. In fact you execute editing of commercial film in project.

The video editing is executing on two tracks from fragments, compressed in AVI format. DDClip can playback video at any video device which supports 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,
- audio mixing in real time,
- solo/mute for all tracks,
- and many other.

The application works with audio files in WAVE-format (files with file name extension .WAV or .AVI). Files with identical ratio only can be used at the same time. DDClip executes reduction of initial material to same ratio during opening a clip (if you select "convert clip" command), as far as sound mixing in real time takes nearly all resources of central processor. To playback audio any soundcard with WAVE- and MIDI-drivers for Windows (SoundBlaster or other) is required.

Application does not playback MIDI-track under WindowsNT.

DDClip is designed by SoftLab from Novosibirsk (Russia).

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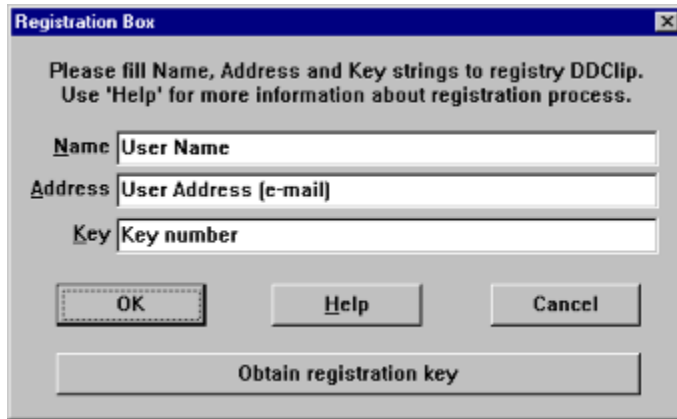
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## DDClip registration

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*.



The image shows a Windows-style dialog box titled "Registration Box". It contains the following text and controls:

- Text: "Please fill Name, Address and Key strings to registry DDClip. Use 'Help' for more information about registration process."
- Text input field: "Name" with the placeholder text "User Name".
- Text input field: "Address" with the placeholder text "User Address [e-mail]".
- Text input field: "Key" with the placeholder text "Key number".
- Buttons: "OK", "Help", and "Cancel" arranged horizontally.
- Button: "Obtain registration key" located below the other buttons.

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

To obtain register key see

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# Clip Collection

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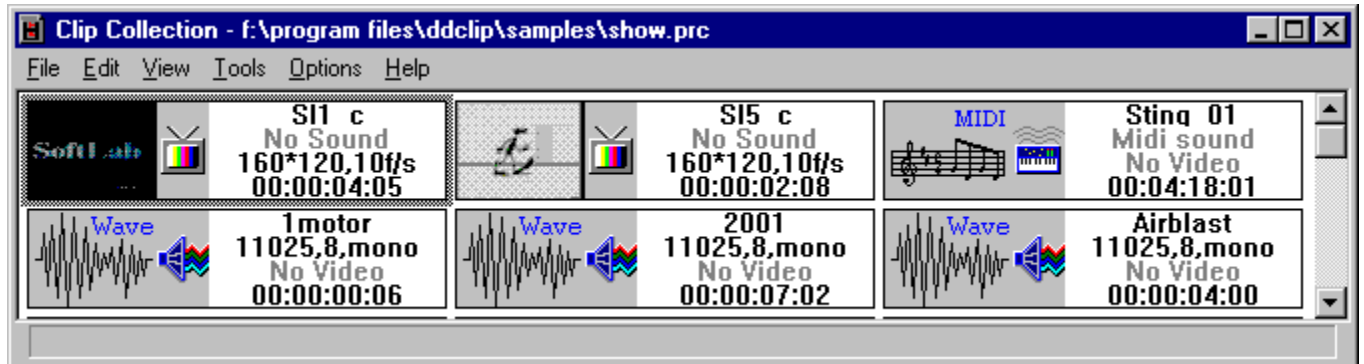
[Tools Menu](#)

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## Clip Collection

Clip Collection contains windows with opened clips. Window management is implemented by mouse and keyboard.





Clip Collection window supports Drag&Drop option for group of files.

Clip windows can be displayed by one of four ways:

- Full Info** show maximum information about clip.
- Basic Info** show basic information about clip.
- Large Icons** show large icon and clip name.
- Small Icons** show small icon and clip name under icon.

Full Info

Name: S11\_c  
File: f:\...es\ddclip\samples\s11\_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: S15\_c  
File: f:\...es\ddclip\samples\s15...  
Sound: No Sound  
Video: 160\*120,10f/s  
In: 00:00:00:00 Out: 00:00:02:08  
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** 

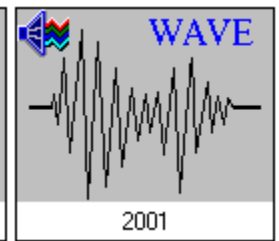
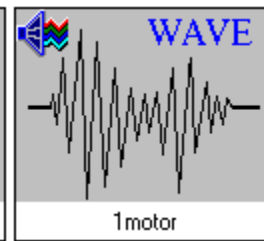
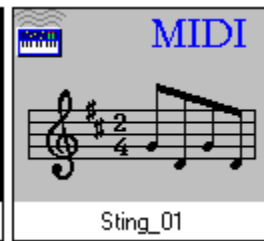
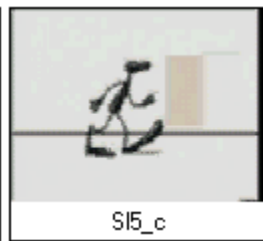


Name: 1motor  
File: f:\...ddclip\samples\1moto...  
Sound: 11025,8,mono  
Video: No Video  
In: 00:00:00:00 Out: 00:00:00:06  
Time: 00:00:00:06fr

## Basic Info

 	S11 c No Sound 160*120,10f/s 00:00:04:05fr	 	S15 c No Sound 160*120,10f/s 00:00:02:08fr		Sting 01 Midi sound No Video 00:04:18:01fr
 	1motor 11025,8,mono No Video 00:00:00:06fr	 	2001 11025,8,mono No Video 00:00:07:02fr	 	Airblast 11025,8,mono No Video 00:00:04:00fr

Large Icons




## Small Icons





## Clip Window


The clip window displays the following information (all or only part):

- name
- file name
- video parameters
- sound parameters
- time In and time Out
- duration.


If the clip contains video DDClip draws a picture with chosen frame from video and the icon  (if clip frame rate coincides with project frame rate) or

 (if clip frame rate does not coincide with project frame rate). Similarly, the clip with WAVE-sound is presented by the icon

 (if clip sound parameters coincides with project sound parameters) or

 (if clip sound parameters does not coincide with project sound parameters), and the clip with MIDI-sound is presented by the icon


 or

. If the clip contains video and audio DDClip displays both icons (with TV set and speaker). In such clip you can forbid the usage of video or audio (see [Edit Clip](#)), then instead of icons

,

,

 or

 will be displayed

,

,

 or

 accordingly.



**Selected clip with video**

**Clip with audio**

**Clip with video**

**Clip with midi**

## Management

You can carry clips from clip collection into project by moving mouse with left button pressed. Windows in clip collection can be rearranged by mouse moving or keyboard keys *Up, Down, Left, Right* with key *Shift* pressed.

On pressing the right mouse button the local menu appears with the following commands:

<b>Open Clip</b>	shows standard open file dialog wherein you can add a clip into current clip collection.
<b>Delete</b>	remove selected clip from current clip collection.
<b>Edit</b>	shows edit clip dialog.
<b>Play</b>	playback this clip.
<b>Synchronize project video parameter</b>	configure videoplayer to playback this clip.
<b>Synchronize project audio parameter</b>	configure audioplayer to playback this clip.
<b>Launch video editor</b>	start 'video editor' application from <u>tools configure dialog</u> .
<b>Launch midi editor</b>	start 'midi editor' application from <u>tools configure dialog</u> .
<b>Launch audio editor</b>	start 'audio editor' application from <u>tools configure dialog</u> .
<b>Copy</b>	clear Clipboard and add selected clip to Clipboard.
<b>Add</b>	add selected clip to Clipboard.
<b>Paste</b>	add all clips from Clipboard into clip collection.
<b>Full Info</b>	show maximum information about clip.
<b>Basic Info</b>	show basic information about clip.
<b>Large Icons</b>	show large icon and clip name.
<b>Small Icons</b>	show small icon and clip name under this icon.

### Clip Collection accelerators:

Action	First accelerator	Second accelerator
<b>File operations</b>		
Open clip	'Insert'	'F4'
New clip collection	Ctrl+'N'	Shift+'F3'
Open clip collection	Ctrl+'O'	'F3'
Copy from clip collection	Ctrl+Shift+'O'	Ctrl+'F3'
Save clip collection	Ctrl+'S'	'F2'
Save clip collection as	Ctrl+Shift+'S'	Shift+'F2'
<b>Edit operations</b>		
Edit		'Enter'
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'
<b>Arrange operations</b>		
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'	
<b>Select operations</b>		
Select upper clip	'Up arrow'	
Select lower clip	'Down arrow'	
Select right clip	'Right arrow'	
Select left clip	'Left arrow'	
<b>Other operations</b>		
Swap to Clip Collection window		'F6'

Exit

Ctrl+'Q'

## Edit

Command *Edit* menu E*dit* shows clip edit dialog:



You can change the clip name (*Clip Name*), time In (*In*), time Out (*Out*). If the clip contains video, you can change frame number with postage (scroller *Stamp*). If the clip contains both video and audio, you can forbid the usage of video or audio by switches *Use Video* and *Use Audio*.

## File menu

Saved clip collections has file name extension .PRC.

<b>New collection</b>	create new (empty) clip collection.
<b>Open collection</b>	shows standard open file dialog to restore a clip collection from selected file.
<b>Open Clip</b>	shows standard open file dialog to add selected clip into current clip collection.
<b>Add From collection</b>	shows standard open file dialog to add all clips from selected clip collection.
<b>Save collection</b>	save changes in file.
<b>Save collection As</b>	shows standard save file dialog to save clip collection into selected file.
<b>Project</b>	activate <u>project</u> .



## Edit menu

<b>Insert</b>	shows standard open file dialog to add selected clip into current clip collection.
<b>Delete</b>	remove selected clip from current clip collection.
<b><u>E</u>dit</b>	shows edit clip dialog.
<b>Synchronize project video parameter</b>	configure videoplayer to playback this clip.
<b>Synchronize project audio parameter</b>	configure audioplayer to playback this clip.
<b>Video editor</b>	start 'video editor' application from <a href="#">tools configure dialog</a> .
<b>Midi editor</b>	start 'midi editor' application from <a href="#">tools configure dialog</a> .
<b>Audio editor</b>	start 'audio editor' application from <a href="#">tools configure dialog</a> .
<b>Remove unused clips</b>	remove all clips not used in <a href="#">project</a> .
<b>Copy to clipboard</b>	clear Clipboard and add selected clip to Clipboard.
<b>Add to clipboard</b>	add selected clip to Clipboard.
<b>Paste from clipboard</b>	add all clips from Clipboard into clip collection.

## View menu

<b><u>Full Info</u></b>	show maximum information about clip.
<b><u>Basic Info</u></b>	show basic information about clip.
<b><u>Large Icons</u></b>	show large icon and clip name.
<b><u>Small Icons</u></b>	show small icon and clip name under this icon.
<b><u>Auto Sort</u></b>	automatically sorts all clips in clip collection at clip inserting.
<b><u>Sort by Type</u></b>	sorts all clips in clip collection by type: <i>Video&amp;Audio</i> clips, <i>Video</i> clips, <i>Audio</i> clips, <i>Midi</i> clips.
<b><u>Sort by Name</u></b>	sorts all clips in clip collection by clip name.
<b><u>Time in frames</u></b>	show time as frame counter.
<b><u>Time in SMPTE</u></b>	show time in SMPTE format.
<b><u>Time in milliseconds</u></b>	show time in milliseconds.

## Time Format

DDClip can show time code by one of three ways:

### **Time in Frames**

The time is measured in frames (with current frame rate). For example, at 25 fps frame rate one second 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 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 label will be displayed as follow **"00:00:01:000"** or **"00:00:01:000ms"**.

## Tools menu

**Convert AVI** launch AviEdit for editing AVI-files.

**Convert WAVE** convert audio file to file with others sound parameters.

## **Convert wave**

The command *Convert wave* of menu *Tools* allows you to change sound parameters of audio file. At first, program shows standard open file dialog then standard save file dialog. At second, program shows standard sound parameter selection dialog and converts input file into output file with selected sound parameters.

## Options menu

- Font...** select font for displaying clip information by standard font selection dialog.
- Color...** select color for displaying clip name in "Small Icon" mode by standard color selection dialog.
- Save Options** save program settings in system file.



# Project

[Overview](#)

## **Commands**

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[Edit Menu](#)

[View Menu](#)

[Command Menu](#)

[Range Menu](#)

[Tools Menu](#)

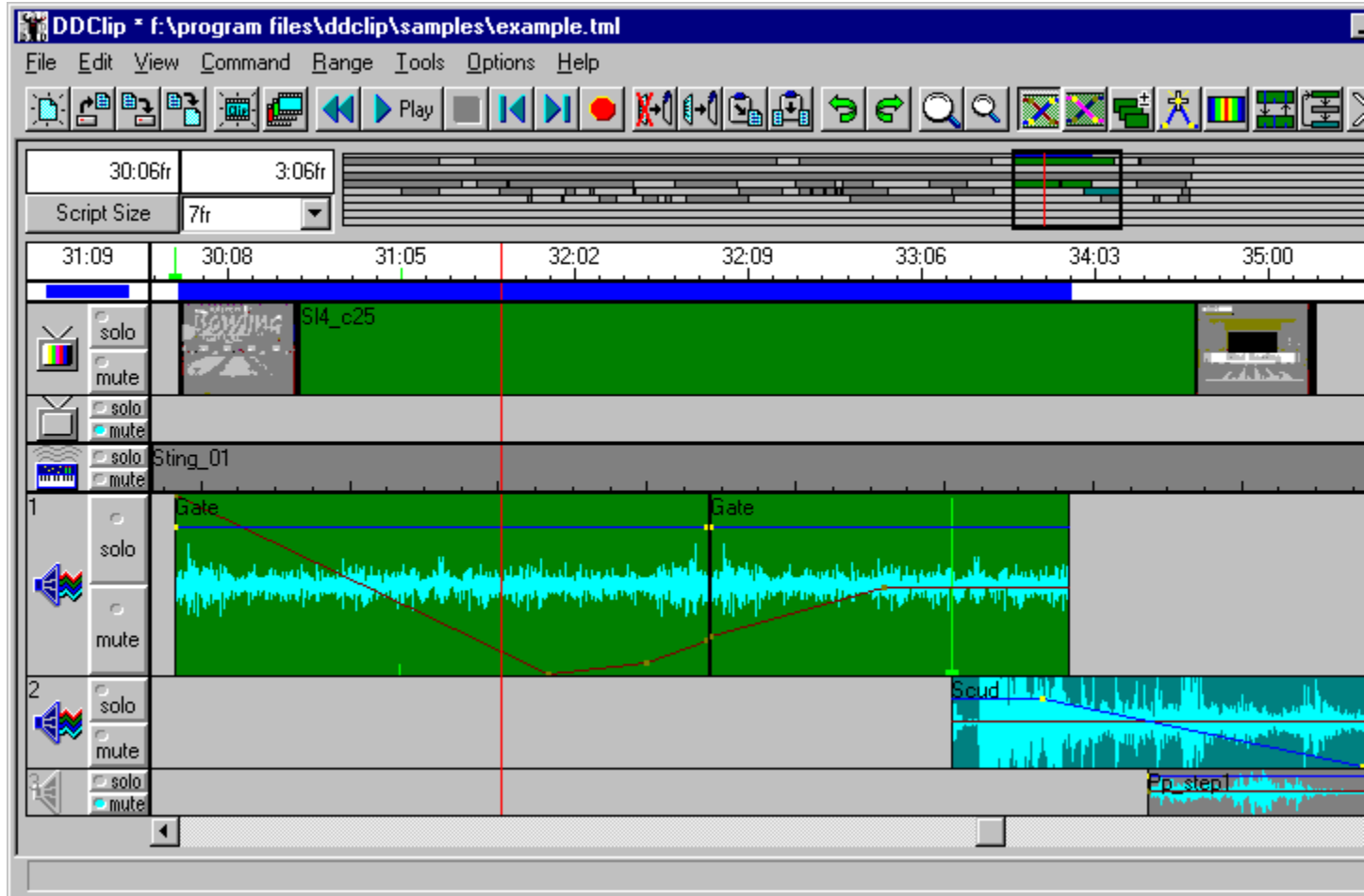
[Options Menu](#)

[Help Menu](#)



## Project Overview

The second part of application provides editing of final commercial film from clips (see [clip management](#)).














DDClip supports [context-sensitive local menu](#) by right mouse button click and [context- and action-sensitive cursor shape](#).

Project window supports [Drag&Drop](#) option (only for ONE file).

DDClip supports some [accelerators](#).

## Clip management

Action	Subaction	Realization
<b>Clip inserting</b>		<p>At clip inserting the mouse cursor can have the following shapes:</p> <p>1) if cursor is  , the clip will not be inserted;</p> <p>2) if cursor is  , the clip will be inserted instead of black rectangle;</p> <p>3) if cursor is  , the clip will be inserted instead of black rectangle and clips in specified track at right of it will be shifted.</p>
<b>Selection</b>	<p>Clear selection</p> <p>Select one clip</p> <p>Select clips</p> <p>Select/deselect many clips</p>	<p>To deselect all clips click on any empty area.</p> <p>Click left mouse button on desired clip.</p> <p>Specify rectangle by mouse dragging to select all clips into this rectangle.</p> <p>Press the <i>Shift</i> key or select the command <i>Multiselection mode</i> of menu <i>View</i> (in this mode cursor has shape  ) and select needed clips using one of these possibilities:</p> <p>1) click left mouse button on every clip;</p> <p>2) double click left mouse button to select/deselect all clips in this track after specified position;</p> <p>3) specify rectangle by mouse dragging to select/deselect all clips into this rectangle.</p>
<b>Moving</b>	<p>Move selected clips</p> <p>Move left clip edge</p> <p>Move right clip edge</p>	<p>When cursor has shape  you can move selected clips by mouse dragging.</p> <p>When cursor has shape  you can move left clip edge by mouse dragging. For clip with video the first frame of it will be displayed on videoplayer.</p> <p>When cursor has shape  you can move right clip edge by mouse dragging. For clip with video the last frame of it will be displayed on videoplayer.</p>
<b>Audio profile editing</b>	<p>Move profile key point</p> <p>Move horizontal segment of profile</p> <p>Move slope/vertical segment of profile</p> <p>Add key points to audio profile</p> <p>Delete key point</p> <p>Clear audio profile</p>	<p>When cursor has shape  you can move key point of audio clip profile.</p> <p>When cursor has shape  you can move up or move down the horizontal segment of profile (two key points of audio clip profile with equal profile values).</p> <p>When cursor has shape  you can move left or right the slope/vertical segment of profile (two key points of audio clip profile with different profile values).</p> <p>Press the <b>Control</b> key or select command <i>Add profile point mode</i> of menu <i>View</i> (in this mode cursor has shape  ) and click left mouse button on the audio clip.</p> <p>On the key point call local menu (click right mouse button) and select command <i>Remove profile point</i>.</p> <p>On the key point call local menu (click right mouse button) and select command <i>Delete profile</i>.</p>

**Start playback**

Double click left mouse button starts playback of project from specified position to end of visible part of project.

**Call local menu**

Click right mouse button.

## Accelerators of project window

Action	First accelerator	Second accelerator
<b>File operations</b>		
Open clip		'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'
<b>Edit operations</b>		
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'	
<b>Zoom operations</b>		
Zoom in	Ctrl+'+'	'+'
Zoom out	Ctrl+'-'	'-'
Zoom in selected range	Ctrl+'0'	'0'
<b>Playback/cursor position operations</b>		
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'	
<b>Scroll operations</b>		
Scroll to right visible part of project	Ctrl+'Right arrow'	
Scroll to left visible part of project	Ctrl+'Left arrow'	
Scroll up audio lines	Ctrl+'Up arrow'	
Scroll down audio lines	Ctrl+'Down arrow'	
<b>Other operations</b>		
Swap to Clip Collection window		'F6'
Exit	Ctrl+'Q'	

## View and Selection range

30:06fr	3:06fr
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The left window shows playback start time. The right window shows playback duration.

If you specify any selection range DDClip will playback this range.

If you don't specify selection range DDClip will playback the visible part of project (view range).

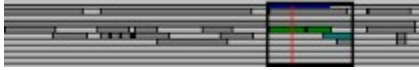
Left mouse button double click in windows permits precisely setting of view and selection range:




**Scale list**



List of time steps.

## Full script window



All clips of the script are displayed in this window. The black framework specifies position of visible part of the script.

To move the visible part of script - press left mouse button when cursor is  and move mouse.

To move left or right edge of visible part of script - press left mouse button when cursor is  or  and move mouse.

For setting the **new** position of visible part of script - press **right** mouse button, move mouse and release button.

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

## Current time window

31:09

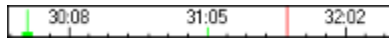
Current time is displayed in this window (see the right one).

Double click of left mouse button in window permits precisely setting of current time:





## Timeline window



The time scale is displayed in this window.

Pressing the left mouse button in this window sets current time to specified position and displays current frame from video track on videoplayer (if *Preview Video* mode from playback dialog is selected). Moving mouse with pressed left mouse button starts scrubbing audio (if *Preview Audio* mode is selected). The Min value sets the minimal duration of playing. If mouse is stopped when playing is started, the duration of playing will be Max.

On pressing the right mouse button the local menu appears with the following commands:

<b>Play</b>	playback project from specified position to the end of visible part of script.
<b>Preview video</b>	on/off showing current frame on video player.
<b>Preview audio</b>	on/off audio scrubbing by mouse moving with pressed left mouse button.
<b>Auto scroll</b>	on/off automatically scrolling of visible part of project when mouse moves outside the timeline.
<b>Align to nearest frame</b>	on/off aligning current time to the nearest frame position.
<b>Align to gravity points</b>	on/off aligning current time to <u>gravity points</u> .
<b>Gravity point</b>	set/remove <u>gravity point</u> at specified position.

Pressing the right mouse button also sets current time, but not precisely in specified position, and with alignment to gravity point, established in a window and in clips.

Double click of left mouse button starts playback from specified position to the end of visible part of script.

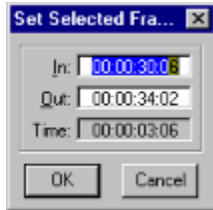
Double click the right mouse button sets/removes gravity point at specified position.

## Selection flag window



The fact of range selection is displayed in this window: if range selection is not present, the window is painted in white color, otherwise a dark blue band is displayed in window.

Double click of left mouse button in window permits precisely setting of selection range:



## Selection window



In this window the dark blue band displays selected range.

Double click of left mouse button in this window selects the whole script, except empty and switched off tracks; as well as the command *Select all* of menu *Range*.

To specify selected range press left mouse button, move mouse and release button. During mouse moving the program displays current frame from video track on videoplayer. For editing selected range you can use mouse with the *Shift* key pressed.

On pressing the right mouse button the local menu appears with the same commands as *Range*.

**Time scrollbar**

Scrollbar for moving the visible part of script.

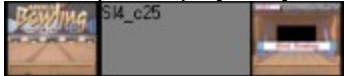
**Audio tracks scrollbar**

Scrollbar for vertical moving of audio tracks.

## Video tracks



Each clip is displayed by dark gray rectangle with clip user name in the top left corner:

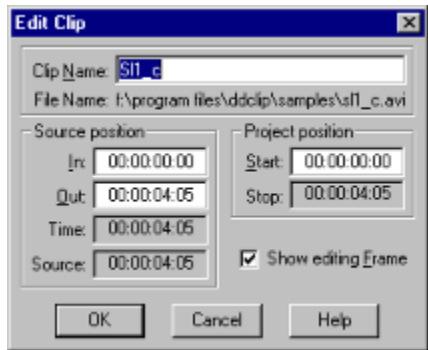


If the clip is selected its color becomes dark green. If selection number of selected clips does not coincide with current number of selection group, the color becomes dark blue. If the switch *Show first and last frames* of menu View is on, the first and the last frame of the clip are displayed at its edges. During playback video, the first video track has more priority than the second video track.

On pressing right mouse button the local menu appears with the following commands:

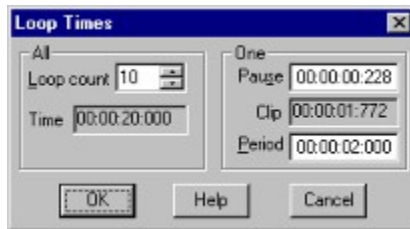
<b>Play clip</b>	playback only this clip.
<b>Delete clip</b>	delete this clip.
<b>Edit clip</b>	shows Edit Clip dialog.
<b>Video editor</b>	starts 'video editor' application with the clip file name as parameter of application command line. 'Video editor' path can be changed in <u>tools configure dialog</u> .
<b>Gravity point</b>	set/remove clip <u>gravity point</u> at specified position.
<b>Split clip</b>	split clip onto two parts at specified position.
<b>Repeat clip</b>	shows Repeat Clip dialog.
<b>Starting at a key frame</b>	shows that video clip starts from a key frame.
<b>Start at the next key frame</b>	moves the beginning of video clip to the next key frame.
<b>Start at the previous key frame</b>	moves the beginning of video clip to the previous key frame.
<b>Cut</b>	move selected clips (dark green lighted clips) from script into Clipboard.
<b>Copy</b>	copy selected clips (dark green lighted clips) into Clipboard.
<b>Paste</b>	copy all clips from Clipboard into script beginning from specified position.
<b>Insert</b>	shift all clips in script to the right and insert clips from Clipboard into script at the specified position.

## Edit clip



You can change clip name (*Clip Name*), time In (*In*), time Out (*Out*). If the clip contains video and the switch *show Editing frame* is on, the editing edge will be displayed on videoplayer. The field *Start* sets starting time for playback of this fragment (in project time).

## Repeat clip









When you click OK, program inserts the specified number of combinations “pause and clip” after this clip. The field *Loop count* sets the number of repeating combinations. The field *Time* shows duration of result fragment. The field *Pause* sets duration of pause. The field *Clip* shows duration of this clip. The field *Period* sets duration of one combination “pause and clip”.



## Video track showing



If application can playback this video track the icon  is displayed, otherwise .

The SOLO button sets obligatory usage of this track. If SOLO is on, then icon  is displayed, otherwise . The MUTE button switches off usage of this track. If MUTE on, the icon  is displayed, otherwise .

On pressing the right mouse button the local menu appears with the following commands:

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

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

## Midi track



Each clip is displayed by dark gray rectangle with clip name in top left corner. Below the clip midi measures are displayed. Also, at changing time signature or tempo of midi, current time signature and current tempo are displayed as follows: "4/4, 120[120]". If clip is selected, its color becomes dark green. If selection number of selected clips does not coincide with current number of selection group, the color becomes dark blue.

On pressing the right mouse button the local menu appears with the following commands:

<b>Play clip</b>	playback only this clip.
<b>Delete clip</b>	delete this clip.
<b><u>Edit clip</u></b>	shows Edit Clip dialog.
<b>Midi editor</b>	start 'midi editor' application with clip file name as parameter of application command line. 'Midi editor' path can be changed in <u>tools configure dialog</u> .
<b>Gravity point</b>	set/remove clip <u>gravity point</u> at specified position.
<b>Split clip</b>	split clip onto two parts at specified position.
<b><u>Repeat clip</u></b>	shows Repeat Clip dialog.
<b><u>Temp</u></b>	modify tempo of this clip.
<b><u>Clip volume</u></b>	change volume of this clip.
<b>Cut</b>	move selected clips (dark green clips) from script into Clipboard.
<b>Copy</b>	copy selected clips (dark green clips) into Clipboard.
<b>Paste</b>	copy all clips from Clipboard into script beginning from specified position.
<b>Insert</b>	shift all clips in script and insert clips from Clipboard into script beginning from specified position.

## Tempo




The number at bottom of the window shows original tempo. The top number sets new tempo.

## Midi track showing



If the application can play this midi track, it displays the icon , otherwise



The SOLO button includes this track obligatory. If solo is on, the icon  is displayed, otherwise



. The MUTE button switches off this track. If mute is on, then icon



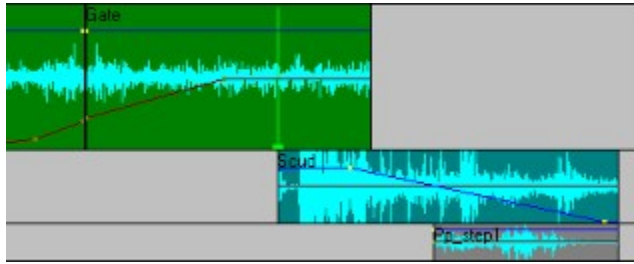
is displayed, otherwise




On pressing the right mouse button the local menu appears with the following commands:

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

## Audio tracks



Project can include up to 16 audio tracks.

Each clip is displayed by dark gray rectangle with clip name in top left corner. On top of rectangle sound profile picture (light blue color), volume (dark blue color) and balance (magenta color) profiles with key points (yellow color) are displayed . If the clip is selected, its color becomes dark green. If selection number of selected clips does not coincide with current number of selection group, the color becomes dark blue.

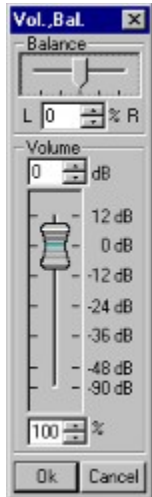
Except a volume and balance profiles, each audio clip has a general volume and balance levels (clip volume). Each audio track and whole project also have the master volume and balance levels. All master volumes (project master volume, track master volume and clip master volume) are multiplying to value of volume profile at each point of clip. Respectively, all balance values are adding to balance profile in each point of clip. For editing the master volume of all audio tracks there is the Mixer dialog.

On pressing the right mouse button there is the local menu with following commands:

<b>Play clip</b>	playback only this clip.
<b>Delete clip</b>	delete this clip.
<b><u>Edit clip</u></b>	shows Edit Clip dialog.
<b>Audio editor</b>	start 'audio editor' application with clip file name as parameter of application command line. 'Audio editor' path can be changed in <u>tools configure dialog</u> .
<b>Gravity point</b>	set/remove clip <u>gravity point</u> at specified position.
<b>Split clip</b>	split clip onto two parts at specified position.
<b><u>Repeat clip</u></b>	shows Repeat Clip dialog.
<b><u>Clip volume</u></b>	change volume and balance of this clip.
<b><u>Set profile volume</u></b>	change profile of this clip.
<b>Add profile point</b>	create new key point of profile at specified position.
<b>Remove profile point</b>	remove key point of profile at specified position.
<b>Delete profile</b>	remove all key points of profile and set default profile - normal volume/balance level along whole clip.
<b>FadeIn</b>	multiply volume profile to current <u>FadeIn profile</u> in range from start of clip to specified position.
<b>FadeOut</b>	multiply volume profile to current <u>FadeOut profile</u> in range from start of clip to specified position.
<b>Cut</b>	move selected clips (dark green ones) from script into Clipboard.
<b>Copy</b>	copy selected clips (dark green ones) into Clipboard.
<b>Paste</b>	copy all clips from Clipboard into script at beginning from specified position.
<b>Insert</b>	shift all clips in script and insert clips from Clipboard into script at beginning from specified position.

## Master volume

Command *Clip volume* of audio clip local menu, command *Track volume* of audio track local menu or command *Master volume* menu Command shows set volume and balance levels dialog. It allows to change general volume and balance levels of clip, track or project respectively.



## **Set profile volume**

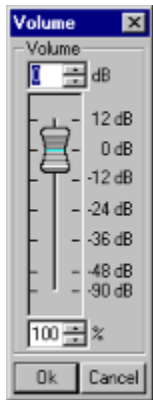
Command *Set profile volume* of local menu shows set volume level dialog or set balance dialog, respectively to current mode - editing volume (View|Edit volume profile) or balance (View|Edit balance profile) profile. This dialog sets level of volume profile or level of balance profile at specified position.

Three variants are thus possible:

- 1) if the specified point is in direct affinity from a key point of profile, you set level of profile in this key point;
- 2) if left and right key points of profile from specified position have the identical level, you set level of this horizontal segment of profile;
- 3) otherwise, application will ask you about necessity of creation of new key point of profile and you will set level of new point of profile.



## Volume level





## Balance level





## Audio track showing




If the application can play this audio track, it displays the icon  with black track number in upper left corner, otherwise

 with gray track number in upper left corner.

The SOLO button includes this track obligatory. If solo is on, the icon  is displayed, otherwise

. The MUTE button switches off this track. If mute is on, the icon

 is displayed, otherwise

.

On pressing the right mouse button there the local menu appears with the following commands:

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

## **Gravity point**

The gravity point can be placed in time line window and/or in clips. Up to 9 groups of gravity points can be simultaneously existing. The points of different groups do not interact with any from another.

Points of current group are displayed as high dark blue lines. Points of other groups are displayed as low dark blue lines. It is possible to change the current group number of gravity points in gravity parameters dialog or by command Next gravity group.

DDClip can align object edge(s) to gravity points of current group at object moving (moving of clips, volume profile key point and etc.). Type of alignment is set by gravity parameters dialog.

Distance of alignment about equally 7 pixels.

## **Group of clip selection**

DDClip permits to save up to 9 groups of clip selection simultaneously. The clips included in current group are displayed in dark green color. The clips included in other groups are displayed by dark blue color. The other clips are displayed by dark gray color.

At moving of clips, all clips, included in current group of clip selection, are moved as one whole.

It is possible to change the current number of group of clip selection in selection parameters dialog or by command Next selection group.



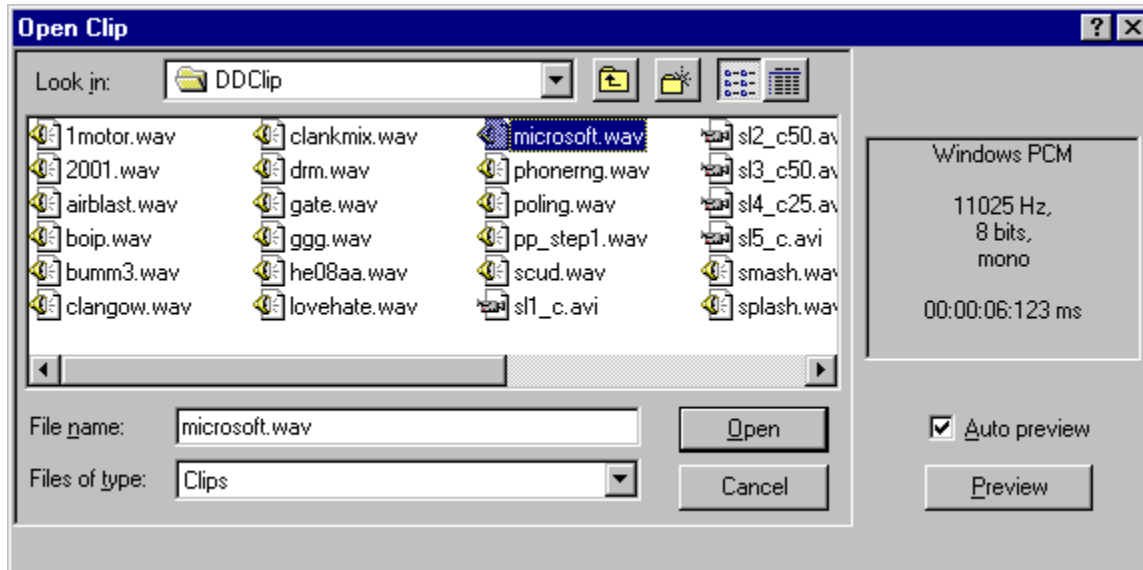
## File menu

The saved projects have filename extension .PRT.

<b>New</b>	create new (empty) project.
<b>Open</b>	shows standard open file dialog to open project from specified file.
<b><u>Open Clip</u></b>	open existing clip.
<b>Save</b>	save changes in file.
<b>Save As</b>	shows standard open file dialog to save project into specified file.
<b>Save All</b>	shows standard open file dialog to save project and clip collection into specified files and copy all source files witch are used in project.
<b>Export AVI</b>	shows standard open file dialog to save video and audio data into specified file in AVI format.
<b>Export Wave</b>	shows standard open file dialog to save audio data into specified file.
<b>Clip Collection</b>	activate <u>Clip Collection</u> .
<b>Exit</b>	save project and exit from application.

## Open Clip

The command *Open Clip* of menu *File* shows standard open file dialog and adds selected clip into *Clip Collection* and into project.



The right window shows information about selected file.

The *Preview* button starts playback of selected file. The new selected file starts playback automatically if *Auto preview* switch is on.




## Edit menu

<b>Undo</b>	permits to cancel last operation.
<b>Redo</b>	permits to cancel undo of last operation.
<b>Delete</b>	remove selected clips (dark green ones).
<b>Cut</b>	move selected clips (dark green ones) from script into Clipboard.
<b>Copy</b>	copy selected clips (dark green ones) into Clipboard.
<b>Copy from file</b>	shows standard open file dialog to copy all clips from specified project into Clipboard.
<b>Paste</b>	copy all clips from Clipboard into script at beginning from current time.
<b>Insert</b>	shift all clips of script and insert clips from Clipboard into script at beginning from current time.
<b>Edit volume profile</b>	switch on editing volume profile of audio clips.
<b>Edit balance profile</b>	switch on editing balance profile of audio clips.
<b><u>Multiselection mode</u></b>	allow to select many clips.
<b><u>Add profile point mode</u></b>	allow to add new point into volume or balance profile.
<b>Split</b>	cut selected clips into two parts at current time.
<b>Join</b>	join selected clips (as undo for Join)
<b>Cross fade</b>	fadeIn left selected audio clip and fadeOut right selected audio clip by current <u>fade profile</u> . Fade interval starts from the left edge of right clip and stops at the right edge of left clip.
<b>Select All</b>	select all clips in project.
<b>Deselect All</b>	unselect all clips in project.
<b>Invert selection</b>	select all unselected clips and unselect all selected clips.

## View menu

<b>Next Gravity group</b>	cyclically changes current group of gravity points number.
<b>Next selection group</b>	cyclically changes current group of clip selection number.
<b>Show first and last frames</b>	switch displaying of first and last frame of clip in video track.
<b>Show Video tracks</b>	switch displaying of video tracks.
<b>Show Midi track</b>	switch displaying of midi track.
<b>Show Audio tracks</b>	switch displaying of audio tracks.
<b>Show volume indicator/faders</b>	switch displaying of <u>volume indicator</u> or <u>faders</u> , as respect to selection in <u>volume indicator dialog</u> .
<b>All audio tracks height</b>	
<b>double</b>	set height of all audio tracks to double.
<b>normal</b>	set height of all audio tracks to normal.
<b>half</b>	set height of all audio tracks to half.
<b><u>Time in frames</u></b>	show time as frame counter.
<b><u>Time in SMPTE</u></b>	show time in SMPTE format.
<b><u>Time in milliseconds</u></b>	show time in milliseconds.
<b>Zoom In</b>	increment time scale.
<b>Zoom Out</b>	decrement time scale.


## Multiselection mode

The switch *Multiselection mode* of menu E*dit* allows to select many clips. This mode is also enabled when the *Shift* key is pressed. In this mode cursor has shape .

To select/deselect the clip in this mode click left mouse button over this clip.

To invert selection of some clips outline them by rectangle (press left mouse button at the upper left corner of rectangle, move mouse and release left mouse button at the right bottom corner of rectangle). Double click of left mouse button inverts selection of all clips in this track after the specified position.

### **Add profile point mode**

The switch *Add profile point mode* of menu *Edit* allows to add a new point in volume or balance profile by clicking of left mouse button. This mode is also enabled when the **Control** button is pressed. In this mode cursor has shape  .

## Command menu

<b>Play</b>	start playback of selected area of script.
<b>Stop</b>	stop playback.
<b><u>Audio Record</u></b>	shows audio recorder dialog.
<b>Next frame</b>	go to next frame.
<b>Previous frame</b>	go to previous frame.
<b>Rewind</b>	set current time to start of playback range.
<b>Master volume</b>	set <u>volume and balance</u> of the whole project. If the <u>mixer</u> was opened, the application activates it and sets focus to master volume bar.
<b><u>Normalize audio</u></b>	change project master volume to normalize selected audio.
<b>Check overflow</b>	mix the selected range of project and show resulting volume as color picture in the selection line. The picture consists of vertical color line which color respects to the maximal volume in this point (see <u>volume indicator dialog</u> ).

## Audio Record

Command *Audio Record* of menu Command shows audio recorder dialog.



You can select audio parameters of recording file (*Ratio/Channels/Resolution*) before start recording.

The switch *Hide Indicator* turns off showing of pick level of recording audio.

The switch *Synchronize playback with recording* turns on playback of current project (same as Play command) during recording.

The field *Wait* sets time (in second) between *Record* click and start of recording.

The field *Status* shows current state of recorder: Stopped, Recording or Pause. The field *Time* shows current position in recording file.

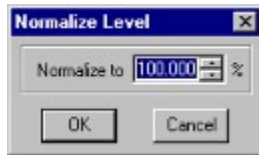
Buttons << or >> are to set the current position at begin or end of recording file respectively. The end of recording file is the end of last recording fragment. The *Record* button starts/continues audio recording. The *Stop* button stops recording. The *Pause* button pauses recording.

The button *OK* closes dialog and inserts the written clip into project.

Button *Cancel* close dialog and delete writing file.

## Normalize audio

The command *Normalize audio* of menu Command asks the maximum level of output volume by the following dialog.



The program mixes the selected range of project, finds maximal volume and changes the master volume of whole project that the maximal volume of mixed audio will be equal to the specified volume. This command does not change volume/balance profile, clip or track master volume. It changes only the project master volume.

ATTENTION! DDClip limits maximum volume amplification at 12 dB (4 times): amplification will be limited in places, where volume profile contacts to the top clip edge. Accordingly, it is possible that after normalization a maximum output level will not reach the specified value. For example, the program can not normalize file with maximum level less than 25%.

## Range menu

<b>Zoom in range</b>	zoom window with visible part of project exactly to selected range.
<b>Include all clips</b>	select the whole script, except empty and switched off tracks.
<b>Copy...</b>	
<b>all tracks</b>	copy all clips in selected range into Clipboard.
<b>selected tracks</b>	copy all clips from selected tracks (with color icons) in selected range into Clipboard.
<b>Cut...</b>	
<b>all tracks</b>	split all clips at edges of the selected range, move clips from this range into Clipboard and shift to left all clips after it.
<b>selected tracks</b>	split all clips on selected tracks (with color icons) at edges of the selected range, move clips from this range into Clipboard and shift to left all clips after it.
<b>Clear...</b>	
<b>all tracks</b>	split all clips at edges of the selected range and move clips from this range into Clipboard.
<b>selected tracks</b>	split all clips on selected tracks (with color icon) at edges of the selected range and move clips from this range into Clipboard.
<b>FadeIn...</b>	
<b>all tracks</b>	multiply volume profile of all clips to <u>FadeIn profile</u> in the selected range.
<b>selected tracks</b>	multiply volume profile of all clips on selected tracks (with color icon) to <u>FadeIn profile</u> in the selected range.
<b>selected clips</b>	multiply volume profile of all selected clips to <u>FadeIn profile</u> in the selected range.
<b>FadeOut...</b>	
<b>all tracks</b>	multiply volume profile of all clips to <u>FadeOut profile</u> in the selected range.
<b>selected tracks</b>	multiply volume profile of all clips on selected tracks (with color icons) to <u>FadeOut profile</u> in the selected range.
<b>selected clips</b>	multiply volume profile of all selected clips to <u>FadeOut profile</u> in the selected range.

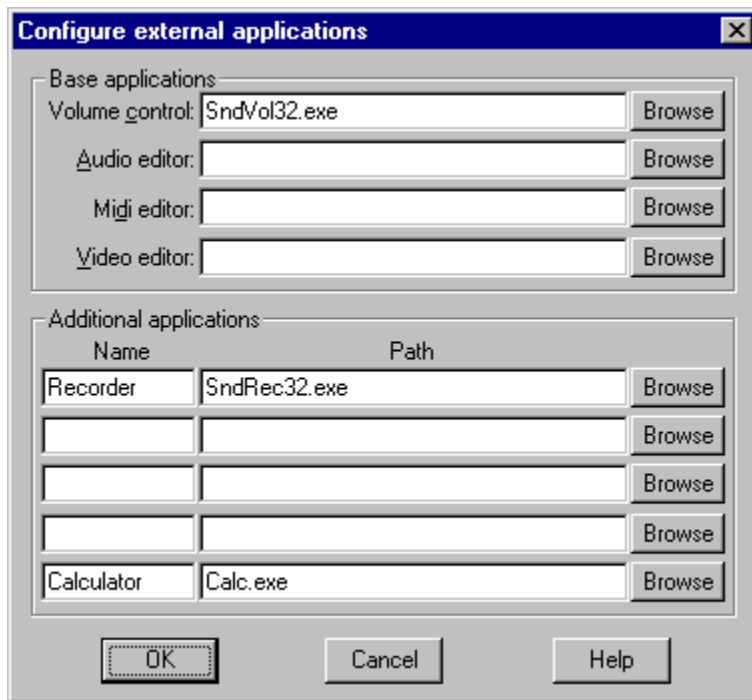


## Tools menu

<b>Volume control</b>	start 'volume control' application from <a href="#">tools configure dialog</a> .
<b>Audio editor</b>	start 'audio editor' application from <a href="#">tools configure dialog</a> .
<b>Midi editor</b>	start 'midi editor' application from <a href="#">tools configure dialog</a> .
<b>Video editor</b>	start 'video editor' application from <a href="#">tools configure dialog</a> .
<b>Tool1</b>	start 'tool1' application from <a href="#">tools configure dialog</a> .
<b>Tool2</b>	start 'tool2' application from <a href="#">tools configure dialog</a> .
<b>Tool3</b>	start 'tool3' application from <a href="#">tools configure dialog</a> .
<b>Tool4</b>	start 'tool4' application from <a href="#">tools configure dialog</a> .
<b>Tool5</b>	start 'tool5' application from <a href="#">tools configure dialog</a> .
<b><u>Configure</u></b>	shows <a href="#">tools configure dialog</a> .

## Configure

The command *Configure* of menu *Tools* shows tools configure dialog.



You can select any application which will be called by the corresponding command of menu *Tools*. The *Browse* button shows standard open file dialog.

## Options menu

**Settings...**

change project settings.

**Fade profile**

set FadeIn/FadeOut profile.

**Font for time marks**

choose font for displaying time code by standard font selection dialog.

**Font for clip name**

choose font for displaying clip user name by standard font selection dialog.

**Clip name color**

choose color for displaying clip user name by standard color selection dialog.

**Save Options**

save program settings in system file.

## Settings

The command *Settings* of menu *Options* shows settings dialog with 6 folders:

<b><u>General</u></b>	change general parameters (time/tracks limits and playback parameters).
<b><u>Audio</u></b>	change audio/midi parameters.
<b><u>Video</u></b>	change video parameters.
<b><u>Troubleshooting</u></b>	change parameters to correct some problems.
<b><u>Volume indicator</u></b>	change colors and type of output volume indicator.
<b><u>Alignment</u></b>	change gravity/alignment parameters.
<b><u>Selection</u></b>	change selection parameters.

## General

The folder *General* of dialog Settings shows time/track limits and playback parameters.



The field *Project size* sets duration of the whole project.

The field *Audio track number* sets number of available audio tracks.

The field *Undo/Redo number* sets the level of Undo/Redo options.

The switch *Preview video* turns on showing of current frame at videoplayer during “scrubbing” at current time.

The switch *Preview audio* turns on playback audio during “scrubbing” at current time. Fields *Min.* and *Max.* specify minimal and maximal fragments for playback during “scrubbing”.

The switch *Auto-scroll* changes scrolling mode of visible part of project during changing current time.

The switch *Start playback from Cursor* turns on starting playback from current position and turns off setting cursor to previous position at playback stopping.

If you turn off *Prompt immediately before start playback video* the application displays the first frame and shows the message for starting playback before actual playback.

The field *Repeat playback* sets playback count (when you select the command Play).

The switch *Hide cursor during playback* turns off cursor displaying for all tracks (video-, midi- and audio-) during project playback.

The switch *Enable switching solo/mute during playback* turns on dynamic including/excluding tracks during playback.

## Alignment

The folder *Alignment* of dialog Settings shows gravity parameters.



The switch *Align current time position to the nearest frame* turns on alignment of current time position and left edge of moving clips to the nearest frame.

The switch *Align current Time position to gravity points* turns on alignment of current time position to gravity points.

The field *Number of active group of gravity points* sets current number of active group of gravity points.

The field *Align to gravity points* sets rules of alignment to gravity points:

*None* - none alignment,

*Points of this group only* - Points of one group is aligned friend to friend,

*Start of clip selection* - left edge of clip selection is aligned to points of current group,

*Beginnings of all clips* - left edges of all selected clip is aligned to points of current group,

*End of clip selection* - right edge of clip selection is aligned to points of current group,

*Endings of all clips* - right edges of all selected clip is aligned to points of current group,

*Mouse position* - position in which was pressed left mouse button is aligned to points of current group.

## Selection

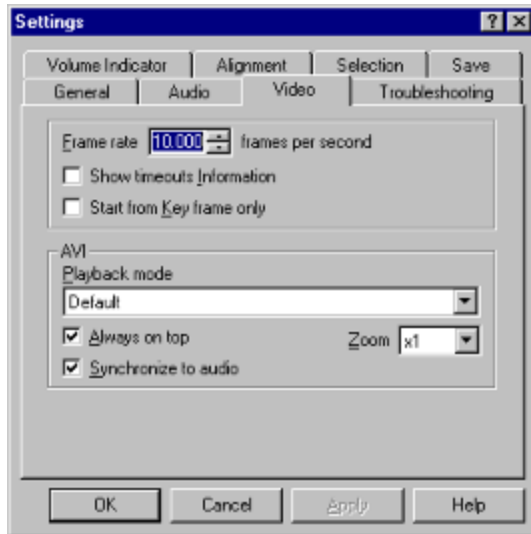
The folder *Selection* of dialog Settings shows selection parameters.



The field *Number of active group of selection* sets current group number of clip selection. The switch *Exclusive "Solo"* always deselects all selected "solo" buttons when you turn on any "solo" button. All "solo" buttons looks like "radio" buttons.

## Video

The folder *Video* of dialog Settings shows video parameters.



Field *Frame rate* sets project frame rate.

The *Show timeouts information* check box switches on displaying of information about playback timeouts (number of dropped frames during playback video).

The switch *Start from Key frame only* disables starting video clip from not key frame. DDClip can draw some noise at video during playback when clip starts from not key frame, but the saved AVI-file will be correct at any case. DDClip draws red border on frames with noise during playback.

The list *Playback mode* selects one of type of decompressing and drawing video:

*Full screen* - codec decompresses and draws frames at the extern monitor or at the full screen;

*Decompress directly to window* - codec decompresses and draws frames at the preview window;

*Decompress and then draw* - codec only decompresses frames and DDClip draws them at the preview window;

*Default* - the program tries to find codec from all upper variants (starting from Full screen mode);

*None* - the program will not playback video.

The *Always on top* check box places the preview window under other windows.

The *Synchronize to audio* check box turns on mode of synchronization video playback to audio playback.

The list *Zoom* selects initial zoom factor for preview window size.



## Audio

The folder *Audio* of dialog Settings shows audio parameters.



You can change project sound format:  
ratio - 44, 22, 11 kHz or other;  
mono or stereo;  
8 or 16 bit per sample.

The group *Optimization* allows to choose the compromise between productivity and delay at changing of track or project volume during playback audio.  
The field *Buffer size* sets premix buffer size (changing track volume delay during playback).

The group *Devices* describes audio devices for sound playback or recording:

*Output* - for playback audio (WAVE).  
*Input* - for recording audio (WAVE).  
*Midi* - for playback midi.

The group *Temporary sound file* displays the name of temporary file which is used for preliminary sound mixing and the *Playback through file* check box witch turns off real time sound mixing.

ATTENTION! If you change the project ratio, all clips with audio will be removed from project.

## Volume indicator

The folder *Volume indicator* of dialog Settings shows volume indicator parameters.



Application shows the resulting volume at the indicator of audio level during playback and recording audio. The indicator has 5 color areas and 4 levels for dividing colors. All levels in ranges 0..100%. Select *Show volume indicator only* or *Show faders* for displaying small audio volume indicator or faders. Check box *Always on top* places indicator or faders under other windows. Check box *Peak hold* turn on preservation of maximal output volume during last playback. Every playback start clears this peak.

## Troubleshooting

The folder *Troubleshooting* of dialog Settings shows parameters for correct some problems.

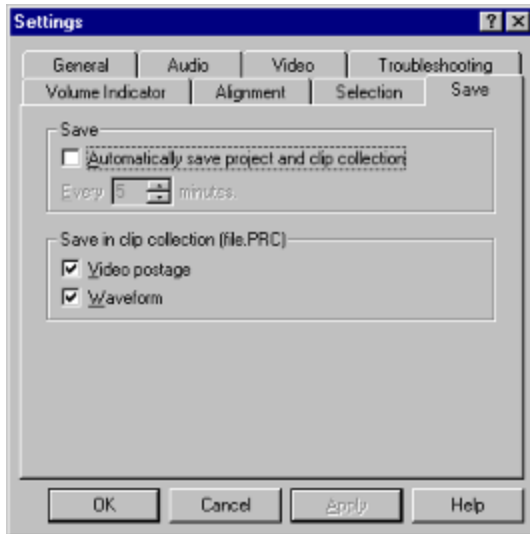


Some drivers can not correct playback and record audio if the program simultaneously starts recording and playback. For solving this problem DDClip waits some periods between start of recording and start of playback. The switch *Enable recording delay* turns on delay between start of recording and start of playback. The field *Delay* sets this period in milliseconds.

Some video codecs use hardware for decompressing of video and have not local data for opening multiple instances of this codec. Program must reopen video codec at any access to this codec. The switch *Hardware decompressor with one instance only* allows to work correctly with such codecs as miroVideo DC20. You need ещ know that this mode decreases the performance of video.

## Save

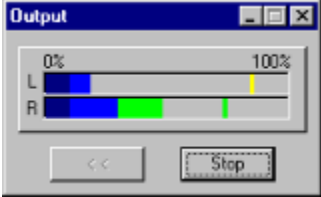
The folder *Save* of dialog Settings shows parameters for saving of project and clip collection.



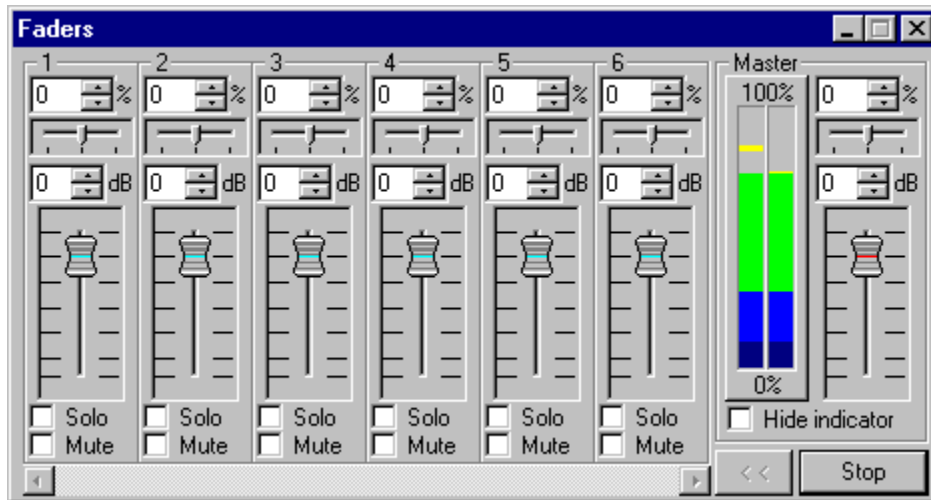
The switch *Automatically save project and clip collection* turns on saving of current project and clip collection with specified period (in minutes). Also the program saves automatically the project and clip collection on exit or on closing project and clip collection.

The switch *Video postage* turns on saving in PRC-file postage of all video clips from clip collection. The switch *Waveform* turns on saving in PRC-file waveform of all audio clips from clip collection.

**Volume indicator** shows output audio volume during playback.



## Audio track mixer

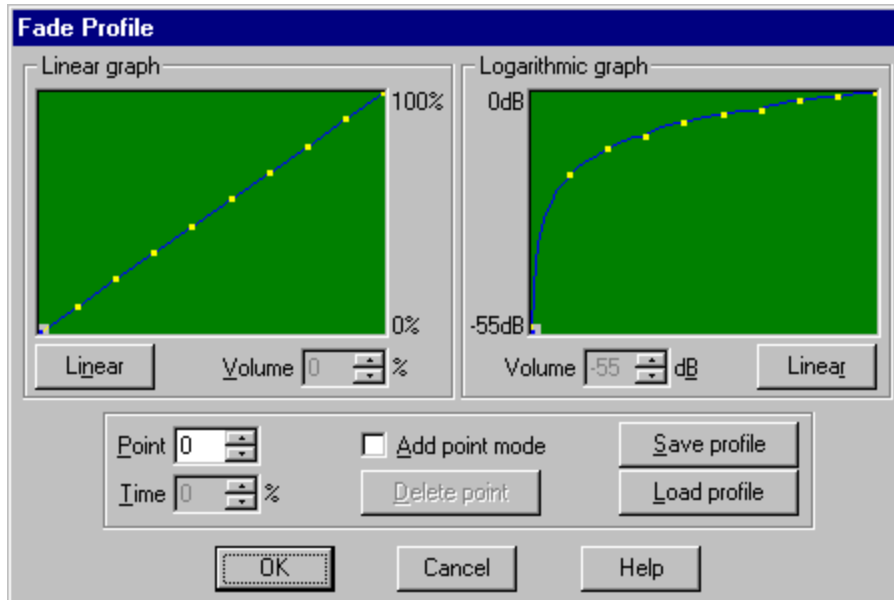


The mixer shows output audio volume, the project master volume and contains regulators for balance and all audio track volume and balance.

Use the command View>Show volume indicator/faders to show this mixer.

## Fade profile

The *Fade profile* command of menu *Options* shows fade profile dialog.



This dialog changes FadeIn profile. The application creates FadeOut profile by time inverting of FadeIn profile on dialog closed. The profile duration is equal to 100% - it scales to time range at every FadeIn/FadeOut command.

The dialog shows fade profile in linear and logarithm scales. The button *Linear* makes linear interpolation of time and volume in linear or logarithm scale. The field *Volume* shows the volume of current point. The field *Time* shows time of current point. The field *Number* shows the number of current point.

*Add point mode* allows to add point to profile by left mouse button clicking on profile windows.

The button *Delete point* deletes current point from profile.

Buttons *Save profile* and *Load profile* allow to save in file current profile or load it from other file.

## Help menu

- Overview** shows [project/clip collection](#) overview.
- Contents** shows contents of the help.
- Using help** shows help topic about using help in Windows.
- About** shows information about DDClip authors.





## The Toolbar

The Toolbar is a row of buttons at the top of the main window that represent 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 a new project	<a href="#">File New</a>
	Locate and open a project	<a href="#">File Open</a>
	Save modified project	<a href="#">File Save</a>
	Save project in file with another name	<a href="#">File Save As</a>
	Locate and open a clip	<a href="#">File Open Clip</a>
	Show clip collection window	<a href="#">File Clip Collection</a>
	Set current time to start of playback range	<a href="#">Command Rewind</a>
 Play	Playback selected lines	<a href="#">Command Play</a>
	Stop playback	<a href="#">Command Stop</a>
	Previous frame	<a href="#">Command Previous frame</a>
	Next frame	<a href="#">Command Next frame</a>
	Record audio	<a href="#">Command Audio record</a>
	Cut selected clips to Clipboard	<a href="#">Edit Cut</a>
	Copy selected clips to Clipboard	<a href="#">Edit Copy</a>
	Paste clips from Clipboard	<a href="#">Edit Paste</a>
	Insert clips from Clipboard	<a href="#">Edit Insert</a>
	Undo previous action	<a href="#">Edit Undo</a>
	Redo previous action	<a href="#">Edit Redo</a>
	Zoom in time scale	<a href="#">View Zoom In</a>
	Zoom out time scale	<a href="#">View Zoom Out</a>
	Switch to edit volume profile	<a href="#">View Edit volume profile</a>
	Switch to edit balance profile	<a href="#">View Edit balance profile</a>
	Switch to multiselection mode	<a href="#">View Multiselection mode</a>
	Switch to add profile point mode	<a href="#">View Add point mode</a>
	Mix audio and show resulting volume as colored picture	<a href="#">Command Check overflow</a>
	Activate next gravity group	<a href="#">View Next gravity group</a>
	Activate next selection group	<a href="#">View Next selection group</a>
	Split selected clips	<a href="#">Edit Split</a>
	Join selected clips	<a href="#">Edit Join</a>

