



Getting Started

Adobe PremiereTM version 4.2



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INTRODUCING ADOBE PREMIERE 4.2



Welcome to the Adobe Premiere™ program—software that brings the world of digital movie making to Silicon Graphics Incorporated™ (SGI) workstations. Adobe Premiere lets you record, create, and play movies using video, sound, animations, photographs, drawings, text, and other material on your SGI workstation.

You can play Adobe Premiere movies in any application that supports the QuickTime™ or Video for Windows™ (AVI) format, or you can output movies to videotape or to an Edit Decision List (EDL).

ABOUT THIS GUIDE

Before you begin using Adobe Premiere, be sure to read this guide for installation instructions and other important information. This guide contains the following:

- New feature highlights for Adobe Premiere 4.2 for SGI
- Instructions for installing and starting the Adobe Premiere software
- Information on improving performance in Adobe Premiere by setting up scratch disks and swap space
- Procedures for accessing and browsing fonts from within Premiere
- Sections about customizing Adobe Premiere preferences, managing files, installing plug-ins, and using SGI video and audio settings

SYSTEM REQUIREMENTS

To use the Adobe Premiere program (without capture), you need the following hardware and software:

- A Silicon Graphics O2 workstation with the IRIX® 6.3 (or later) operating system software
- R5000 or R10000 processor
- Minimum 64 megabytes (MB) of random-access memory (RAM)
- 120 MB of swap space
- Minimum 2 gigabytes (GB) system disk

In addition, Adobe Systems recommends the following:

- R5000 processor with 128 MB of RAM required for capture

- 256 MB of RAM and 300 MB swap space required for film-resolution
- Second disk or disk array with 4 GB or more for storage of digital media
- O2 video option card

THE ADOBE PREMIERE PACKAGE CONTENTS

The Adobe Premiere package includes the following software and documentation:

- The Adobe Premiere CD-ROM containing the software program and its components, online documentation, a number of sample files including sample movies, stock media, backdrops, title templates, and motion settings. Additionally, there are sample video and audio clips, as well as titles for use with the tutorial lesson included in the *Adobe Premiere 4.2 User Guide*.
- *Adobe Premiere 4.2 Getting Started*
- *Adobe Premiere 4.2 User Guide (printed manual for the retail version only)*
- Adobe Premiere 4.2 Quick Reference Card
- Registration card

CONTENTS OF THE ADOBE PREMIERE CD-ROM

The Adobe Premiere CD-ROM contains the following software in addition to the program and sample files:

- *Stock clips*. These include professional movies and images from various archives licensed for your use.
- *Online documentation*. This includes the *Adobe Premiere 4.2 User Guide* and *Getting Started* manual, which can be read using Adobe Acrobat Reader™ software (installed on all O2 computers; refer to the SGI IRIX man page for “acroread”).
- *Adobe Type Library*. A number of Type 1 fonts are included for your use.
- *Tryout versions of other Adobe Systems applications*. These programs include Adobe Illustrator™ and Adobe Photoshop™.

To explore the contents of the Adobe Premiere CD-ROM:

- 1** Insert the Adobe Premiere CD-ROM disc into your CD-ROM drive.
- 2** Double-click the CD-ROM icon on the IRIX desktop to use the IRIX IconView window to view the directories and files on the CD-ROM disc.

Refer to your SGI IRIX documentation for help in browsing and copying files from the CD-ROM.

REGISTRATION

We are confident you will find that the Adobe Premiere program greatly increases your productivity. So that we can continue to provide you with the highest quality software, offer technical support, and keep you informed about new Adobe Premiere software developments, please register your copy by returning the enclosed warranty registration card.

ABOUT ADOBE PRODUCTS AND SERVICES

For more information about Adobe products and services, you can use forums on CompuServe® and America Online™, the Adobe Home Page on the World-Wide Web (<http://www.adobe.com>), or Adobe's own technical support bulletin-board system at 206-623-6984. Forums and availability may vary by country.

WHAT'S NEW IN ADOBE PREMIERE FOR SGI



dobe Systems and Silicon Graphics worked together to maximize the performance of this powerful combination of hardware and software. Adobe Premiere 4.2 for Silicon Graphics directly accesses the O2 system's built-in video and graphics architecture, designed to perform time-critical functions, such as rendering effects, at hardware speeds.

IRIX INTEGRATION FEATURES

- *User Interface features.* Premiere for Silicon Graphics includes a standard open file dialog box with previewing, attached window-specific menus, drag and drop from the desktop, support for window manager color schemes, and right mouse button support.
- *IRIX movie library support.* Support for the IRIX movie library allows Premiere for SGI to read and write movies in both the QuickTime and AVI movie formats. Supported codecs include hardware motion JPEG, uncompressed, Cinepak™, Apple Video, Apple Animation, and Indeo®.
- *File formats.* Premiere for Silicon Graphics supports a variety of video, animation, audio, and graphics file formats. Image formats include Photoshop, TIFF, PICT, Targa, Alias, Softimage, JFIF, PhotoCD®, and others. Audio formats include AIFF, Wave, MPEG-1 Audio, Sun AU, Sound Designer, Sound Edit and others.
- *Font Panel Sampler.* The font panel sampler gives SGI users the ability to preview their fonts before choosing them.

ENHANCEMENTS

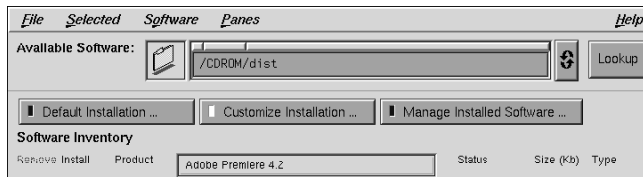
- *Accelerated transition and effects plug-ins.* A number of commonly-used transition and filter plug-ins have been accelerated using OpenGL™ and hardware in Premiere for SGI.
- *Additional 3-D plug-ins.* With the 3-D plug-ins users can combine 3-D and video content. Users can apply video as texture maps onto surfaces of 3-D objects and customize effects that combine 3-D video and still images.

INSTALLING AND STARTING ADOBE PREMIERE

Use the procedures in this section to install the Adobe Premiere program files from the CD-ROM, and to start the program once you've successfully installed it. (You cannot run Adobe Premiere from the CD-ROM; you must install the program files onto your hard disk.) Note that if you purchased an O2 system with Adobe Premiere pre-installed, you need only run the installation program in the event that your pre-installed software is erased or corrupted due to hardware problems or other circumstances.

To install Adobe Premiere:

- 1 Insert the Adobe Premiere CD-ROM disc into your CD-ROM drive.
- 2 Choose Toolchest > System > Software Manager from the desktop.
- 3 If a dialog box prompts for the root password, enter it and press OK.
- 4 For the Available Software option, either select the /CDROM/dist item from the pop-up menu, or type /CDROM/dist in the text field.



- 5 Press Enter.
- 6 Choose the kind of installation to perform, as follows:
 - To install the basics from the CD-ROM onto your hard disk drive, select the Default Installation button. This option selects the Premiere application and all its component and support files, including title templates, motion settings, and sample files for use with the tutorial in the *Adobe Premiere 4.2 User Guide*.
 - To select individual items for installation, select the Custom Installation option and select the items you want to install. This option offers the standard installation choices and in addition makes the Adobe Premiere 4.2 Software Developer's Kit software and documentation available for installation. (If you do not see a list of items to install, choose Subsystems Only from the Software menu in the Software Manager window.)
- 7 Press the Start button.

8 Follow the instructions on-screen until the installation process is successfully completed.

9 Quit Software Manager by choosing File > Exit.

***Note:** Premiere adjusts the IRIX kernel tunable parameter `ndpri_hilim` as part of its installation. This allows Premiere to set a high process priority when capturing movies so that frames are not dropped due to IRIX scheduling. The system administrator should be aware of this in case unusual behavior occurs in Premiere or other programs due to process priorities.*

CHANGING THE INSTALLATION DIRECTORY

After you have installed the software, you may want to move it to another directory, rather than the default installation directory (/usr/adobe). You can locate the new directory anywhere in the filesystem hierarchy (in the following example we name the new directory /usr/local/Premiere_4.2). To move the default installation to /usr/local/bin, for example, become root and in a shell window type:

```
# cd /usr/adobe
# tar -cf - Premiere_4.2 | (cd /usr/local; tar -xvf -)
# rm -rf /usr/adobe/Premiere_4.2
# ln -s /usr/local/Premiere_4.2 /usr/adobe/Premiere_4.2.
```

To remove Adobe Premiere:

- 1** Choose Toolchest > System > Software Manager from the desktop.
- 2** If a dialog box prompts for the root password, enter it and press OK.
- 3** Click Manage Installed Software.
- 4** Select the Remove button to the left of the “premiere” item in the Software Inventory list.
- 5** Press the Start button.
- 6** Follow the instructions on-screen until the removal process is successfully completed.
- 7** Quit Software Manager by choosing File > Exit.

STARTING ADOBE PREMIERE

After installing Adobe Premiere, you are ready to start the program and begin exploring its features. This section describes how to start Premiere, and also how to set your working directory.

To start Adobe Premiere:

- 1** Choose Toolchest > Find > Icon Catalog > Applications to display application icons.
- 2** Double-click the Premiere icon.

You may also launch the application by double-clicking on a Premiere Project file icon, or by dragging-and-dropping appropriate data file icons onto the application icon, such as QuickTime movie files.

To launch Premiere from an IRIX shell window (make sure you are not logged in as root), type:

```
premiere
```

When you launch Adobe Premiere the first time, it creates a working directory (AdobePremiere4.2) in your home directory that contains the standard Premiere files. Many of the files in this location are actually links to the Premiere installation area. (While Premiere is creating this working directory, a new shell window appears and displays the files being created or linked. You must close this window to let the application continue by double-clicking in the upper left corner after reviewing its content.)

The working directory and its symbolic links back to the installation directory allows users to customize and save different Premiere environments under different login accounts all using the same installation.

If you want this working directory to be created somewhere other than in your home directory (the \$HOME variable set by the shell when you first login), then you must set the environment variable PREMIERE_ROOT correctly *before* you launch the application. The variable PREMIERE_ROOT must be the full pathname (beginning with “/”) of the directory you want to use for your Premiere working directory. If this variable is not set, then it defaults to \$HOME/AdobePremiere4.2.

For example, suppose you want to set your working directory to be /disk2/premiere_projects. Then, if you use “csh” as your UNIX shell, you should add the following line to both the “.cshrc” and “.login” files in your home directory:

```
setenv PREMIERE_ROOT /disk2/premiere_projects
```

CONFIGURING YOUR ENVIRONMENT AND MANAGING FILES



his portion of the manual describes environment configuration and file management issues such as using scratch disks and swap space, setting up fonts, customizing keyboard modifier keys, and other topics that help you to make sure Premiere runs correctly and achieves the best performance.

SETTING UP SCRATCH DISKS AND SWAP SPACE

When Premiere is performing certain storage-intensive actions (capturing movies and previewing video or audio), it can use temporary areas within the IRIX file system called scratch disks.

You control where Premiere puts its scratch disk for these functions by choosing Preferences > Scratch Disks from the File Menu and selecting a location. (If you accept Premiere default scratch disk locations, then your scratch disk will be located within your Premiere working directory.)

Here are specific guidelines:

- The most important rule is that the scratch disks should be on locally mounted disks, not NFS mounted disks. The speed of local SCSI disks can be many times faster than the speed of remote disks, which are accessed over a network.
- Purchase the fastest possible disk or disk storage subsystem available and set your scratch disk preferences to a directory on that disk. Attaching this disk to the second SCSI controller (external connector) may help performance.
- Put IRIX swap space and the Premiere scratch disk on separate physical disks so that IRIX swapping and reads/writes to the Premiere scratch disk can happen in parallel. (This should be advantageous only if you observe that IRIX is swapping at the same time that Premiere is writing to its scratch disk.)

Premiere reliability and performance can suffer if you do not have a large enough UNIX swap area. Also, the faster IRIX can perform its swapping, the faster all applications will run, including Premiere. The speed with which the IRIX operating system can perform its virtual memory operations depends on how you set up your system.

Here are specific guidelines:

- Swap partitions should perform faster than swap files. However, swap partitions must be allocated when the disk is first formatted, while swap files are added to an existing file system. See the IRIX man page swap for more information.
- You should allocate sufficient swap space on your system before running Premiere; otherwise, you may experience random application crashes. Anything less than 120 MB of swap space is likely to cause crashes. This will satisfy most needs when using video-resolution (768 x 576 or smaller); however, larger amounts of swap space are required when working with film-resolution (2048 x 2048 maximum) material. An additional 200-300 MB is recommended for higher resolution work, along with additional RAM.

WORKING WITH FONTS

When creating titles with Adobe Premiere, you'll need to have access to fonts installed on your system. This section describes how to install fonts so that Premiere can use them, and how to use the Font features in the Adobe Premiere Title window to specify type for your titles.

Choosing where to install fonts

To make it easier to share fonts between applications, consider installing fonts in the `/usr/share/psres` or `$HOME/psres` directory. The directory name `psres` stands for "Post-Script Resource." Most Adobe IRIX applications automatically search for fonts in these default directories, which may save you steps during installation.

If you are installing fonts for use by multiple users, the recommended installation location is `/usr/share/psres`, which may be a protected directory that only the root account can access or create. If this is so, log on as superuser (root account) to install fonts in `/usr/share/psres` or in any other protected directory. If root access is restricted in your environment, see your system administrator.

If you are installing fonts for use by only one user, the recommended installation location is `$HOME/psres`. (`$HOME` stands for the full path to a user's home directory—for example, `/usr/jones` or `/usr/people/jones`.)

If you used Adobe Type Installer™ to install fonts in one of the recommended default directories, `$HOME/psres` or `/usr/share/psres`, Adobe Premiere, Illustrator, Photoshop, Acrobat Exchange, Acrobat Reader, and Acrobat Distiller automatically recognize the new fonts.

If you installed fonts in a directory other than `$HOME/psres` or `/usr/share/psres`, you must give Adobe Premiere access to the fonts manually.

To access fonts:

1 Log on as yourself.

2 Open an IRIX shell window.

3 Set the PSRESOURCEPATH environment variable to point to the new font locations.

If you already have this environment variable set to other values, append the location of the fonts.

If you are using the C shell, enter the following command:

```
% setenv PSRESOURCEPATH <font_location>::
```

For example, <font_location> might be /usr/share/psres:\$HOME/psres.

If you are using the Bourne shell, enter the following commands:

```
% PSRESOURCEPATH= <font_location>::  
% export PSRESOURCEPATH
```

If you are using the Korn shell, enter the following command:

```
% export PSRESOURCEPATH= <font_location>::
```

Note: *If the PSRESOURCEPATH environment variable is defined, it should always contain :: (two colons) to ensure that the default search path is included.*

4 Permanently point to the fonts by setting the PSRESOURCEPATH environment variable in the appropriate start-up file in your home directory. Using a text editor, add the C shell command to your .cshrc or .login file, add the Bourne shell command to your .profile file, or add the Korn shell command to your .profile file.

5 Restart Adobe Premiere from the same IRIX shell window. Or, logout and login again and then start Premiere from the desktop.

If you have font problems in the Premiere Title window, you might need to update the .upr files which describe the location of fonts on your system.

To update .upr files:

Be sure you are in super user mode, and type the following:

```
cd /usr/share/psres  
/usr/adobe/Premiere_4.2/bin/makepsres
```

BROWSING FONTS

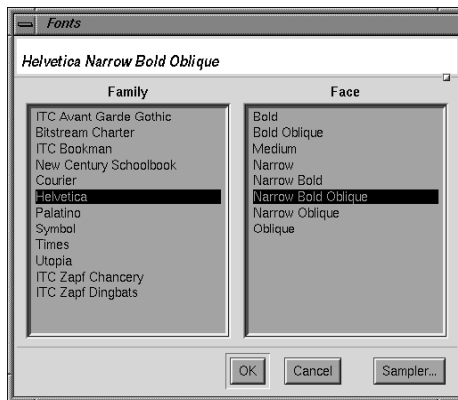
This section explains how to use the Browse Fonts panel and Font Sampler to search for specific types of fonts and to preview them before you use them in your Premiere titles.

Using the Browse Fonts panel

The Browse Fonts panel lets you select a font family and face, and then preview the font. From the Browse Fonts panel, you can select the Font Sampler to preview entire collections of fonts.

To browse through fonts installed on your IRIX system:

Open a new or existing title, and choose Fonts Panel from the Fonts menu. The Browse Fonts panel appears on-screen.



The Browse Fonts panel contains the following components:

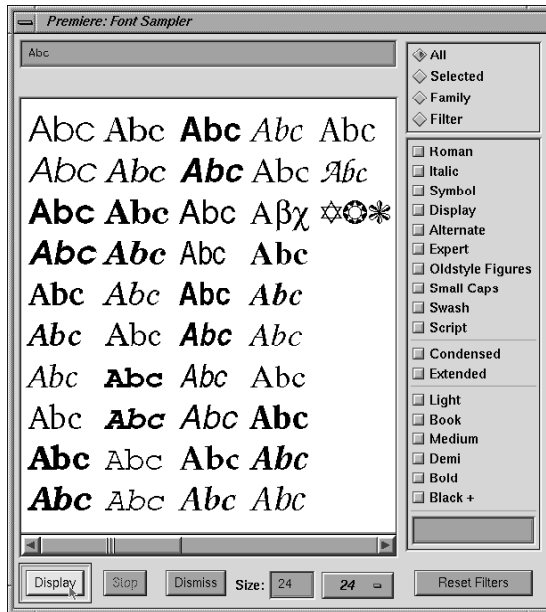
- **Preview Area.** This display area shows an example of the selected font. You can resize the preview pane by dragging the square handle at the lower right corner of the pane.
- **Family and Face.** These lists show the available fonts. Each time you select a name from the Family list, Adobe Premiere updates the Face list to show the faces available in the font family you selected. For example, a Face list for the family New Caledonia might include Bold and Italic, and a Face list for the family Helvetica might include Bold, Oblique, Condensed, and others.
- **Sampler.** This button displays the Font Sampler described in the next section, “Using the Font Sampler.”
- **Cancel.** This button closes the Browse Fonts panel.

Using the Font Sampler

The Sampler lets you preview entire collections of fonts. It provides several filters to let you select which fonts to preview.

To use the Font Sampler:

- 1 Click the Sampler button in the Browse Fonts panel. The Font Sampler appears:



The Font Sampler contains the following components:

- Text. This field lets you enter text to preview.
- Display Area. This area displays previews of each font using the characters in the Text field.
- Display Criteria. This area consists of radio buttons and check boxes that let you select which fonts to preview.
- Display By Font Name. This field lets you limit the previewed fonts to those whose names contain the characters that you specify.
- Display. This button displays the font previews according to the display criteria.
- Stop. This button lets you interrupt the display of font previews.
- Dismiss. This button closes the Font Sampler.

- **Size.** This field lets you enter the size of the fonts. Alternatively, you can select a font size from the adjacent menu of font sizes.
- **Reset Filters.** This button clears all currently selected filters.

The Font Sampler provides a variety of methods for selecting which fonts to preview. The radio buttons at the top of the Display Criteria area of the Font Sampler provide the following filters:

- **All.** This radio button lets you preview all fonts installed on your workstation.
- **Selected.** This radio button lets you preview the font selected in the Browse Fonts panel.
- **Family.** This radio button lets you preview all fonts in the family selected in the Browse Fonts panel.
- **Filter.** This radio button lets you preview the fonts that match the currently selected filters. After selecting this radio button, you can use the check boxes to filter fonts, indicating class or appearance, or you can use the Display By Font Name field.

To filter and display fonts:

- 1 Click a radio button that reflects the filter you wish to use.
- 2 If you selected the Filter radio button, choose one of the following options:
 - Click a check box that reflects the type of font for which you wish to filter.
 - Type some characters in the Display By Font Name field. This field allows you to display only fonts whose names include the specified characters.
- 3 Click the Display button. All fonts that reflect the specified filter appear in the display area.

MANAGING THE ADOBE PREMIERE PREFERENCES

Adobe Premiere saves status and configuration information in preferences files. These files are located in the Preferences directory in your working directory:

- %AdobePremiere4.2.Prefs
- AdobePremiere4.2.Prefs

If Premiere is not saving your preferences, you may not have permission to write to these files. If the files are deleted, Premiere re-creates them the next time you launch and exit the program.

In some cases, you might find that you need to delete your preference files to restore Premiere to its initial default state. In this case be sure to delete both preference files.

Customizing Premiere modifier keys

One preference you can set in Premiere lets you customize modifier keys. Premiere supports four modifier keyboard keys. The default modifier key locations for the Premiere platforms are shown in the following table:

MacOS equivalent	Windows equivalent	SGI equivalent
Shift	Shift	Shift_L, Shift_R
Command	Ctrl	Ctrl_L, Ctrl_R
Option	Alt	Alt_L
Control	None	Alt_R

You can remap the default modifier keys to other locations. To do so, choose Preferences > Keyboard from the File menu. In the dialog box, choose from the standard default SGI modifier key mappings, modifier key mappings similar to the MacOS locations, or your own custom modifier key mappings. If you choose MacOS modifier key locations, the new modifiers are as listed in the following table.

MacOS equivalent	Windows equivalent	SGI equivalent
Shift	Shift	Shift_L, Shift_R
Command	Ctrl	Alt_L, Alt_R
Option	Alt	Ctrl_L
Control	None	Ctrl_R

To customize your own keyboard locations, select Custom Keyboard from the Keyboard pop-up menu. Then select the keyboard button that corresponds to the key you want to set. A dialog box instructs you to press the key of your choice.

You must restart Premiere for any modifier key change to take effect.

MANAGING FILES

This section describes tips pertaining to saving, naming, and otherwise managing files you'll work with in Premiere.

Saving and naming files

Adobe Premiere cannot recognize or create files with names longer than 31 characters. Full pathnames can be up to the IRIX maximum length, with arbitrary directory names separated with a slash ("/"), but the actual filename at the end of the pathname must not exceed 31 characters.

When naming files, do not use colons or slashes. Familiarize yourself with IRIX naming conventions, and avoid characters that have particular meaning in the IRIX operating system, such as #, %, and \$.

Also, when naming files, remember that Adobe Premiere does not differentiate between two filenames in the same directory that differ in case only. For example, Premiere considers “Tour.movie” and “TOUR.movie” to be the same file if stored in the same directory, with the result that you can unintentionally overwrite a file. Either store the two identically-named files in different directories, or rename one of the files so that something other than capitalization differentiates it from the other.

If you want to use a Windows application to open files saved or exported by Premiere for SGI, use the appropriate filename extensions. QuickTime movies on Windows need to have the .MOV extension, and movies in the Video for Windows format need the .AVI extension. A series of numbered still images exported from Premiere uses the MacOS naming convention (for example, “Newclip.1,” “Newclip.2,” etc). However, if the filename already contains a number, then Premiere will increment from that number instead of appending one. You can use these images on the Windows platform (provided you chose a file format supported on Windows, such as TIFF), but you need to place the number before the filename extension: for example: “Newclip1.tif,” “Newclip2.tif.”

Avoiding very large files

Due to an inherent QuickTime limitation, Premiere cannot open files that exceed 2 GB in size. Refer to the *Adobe Premiere 4.2 User Guide* for information on optimizing file sizes.

About Temporary files and Print Spool files

If Premiere crashes or is killed for any reason, it will not remove temporary files created in your working directory as it would do during a normal quit process. If you have killed the Premiere process or have experienced a crash, you will need to delete the temp files from your <workingdir>/ .system/System/Temporary Items directory.

If you exit Premiere from an IRIX shell window while Premiere is still printing, a temporary PostScript™ file can be left in your <workingdir>/ .system/System/Temporary Items directory. You should delete this file to make more disk space available. Also note that when you print from Premiere, Premiere creates not only the temporary PostScript file, but also copies the Postscript file to the printer spooling directories (via a lpr or lp command). Make sure you have adequate disk space available for storing these temporary files during the printing process.

About resource forks

You may have problems opening a Premiere file copied from a MacOS computer, or importing certain still images or sounds, if the resource file is missing. (If the resource file is unavailable, Premiere will post a message “Error: the file [filename and location] has the wrong type.”) The resource file accompanies a data file and describes resource information such as what icon corresponds to the file and what applications can launch it. If you are saving files in the Apple Double format (the format used by Adobe applications) the two filenames are stored in the same directory and are identical if viewed at the IRIX file system level, except that the resource file is preceded by a percent sign. The O2 uses a different format when reading MacOS CD-ROM discs. It stores the resource information within a hidden subdirectory named .HSResource within the directory containing the actual data file. When working with files from another platform, be sure to use a utility that copies the resource file along with the data file, or copy the resource file explicitly.

If you cannot open files from Windows Photoshop in Premiere for SGI, you can try saving them out of Photoshop in a format that does not require a resource file, such as TIFF or JPEG. Alternatively, use Photoshop for SGI to open and then resave the file; Premiere for SGI will then be able to open the image.

INSTALLING AND USING ADDITIONAL PLUG-INS

If you acquire additional plug-ins for Adobe Premiere for SGI, install them into the Plug-ins directory within the working directory, following any instructions provided by the vendor of the plug-in. The next time you start Premiere the plug-in becomes available.

If you later move a plug-in, do not copy or move the plug-in’s resource file unless that plug-in included a resource file when you first installed it.

When using third-party plug-ins that perform the same or similar tasks as a plug-in provided by Adobe (such as color balancing, for example), keep in mind that you should not use both plug-ins on the same project. Since the plug-ins may not write program data in identical fashion, the conflicting information can cause Premiere to crash or to output your work with settings you did not intend.

USING THE SGI VIDEO AND AUDIO PANELS

Several important settings for capturing or outputting video and audio with Premiere are controlled by two SGI utilities: Video Panel and Audio Panel. As standalone utilities these panels can be modified at any time, but it is important to note that Premiere recognizes changes to Video and Audio Panel settings only at the following times:

- When the Video Settings or Audio Settings dialog boxes are open. Clicking OK in either of these dialog boxes informs Premiere of the current Video or Audio Panel settings. You must reopen the appropriate dialog box (Video Settings or Audio Settings) if you want to modify Video or Audio Panel settings and have them influence how data is captured.
- When you choose Send to Video Out in the Preview window. (The command is available when you press the right mouse button in the Preview window.) The size at which the preview displays is determined by the Video Panel setting at that time.
- When you choose Print to Video. The size at which the preview displays is determined by the Video Panel setting at that time.

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Adobe Premiere 4.2 Getting Started

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