

## 7. The Attribute Window

The Attribute window shows informations about the selected clip. Most of the information available pertains to image clips, but some attributes of other clip types can also be changed.

Note that if no or multiple clips are selected, the attribute display is disabled. Whenever you change the selection with the attribute window open, the displayed values change to accommodate attributes of the newly selected clip.

The window consists of a fixed section that shows the clips instance attributes and some optional display areas for file information, status, comments and a brief help text (for effect clips only - in case of image clips, the clip name is displayed).

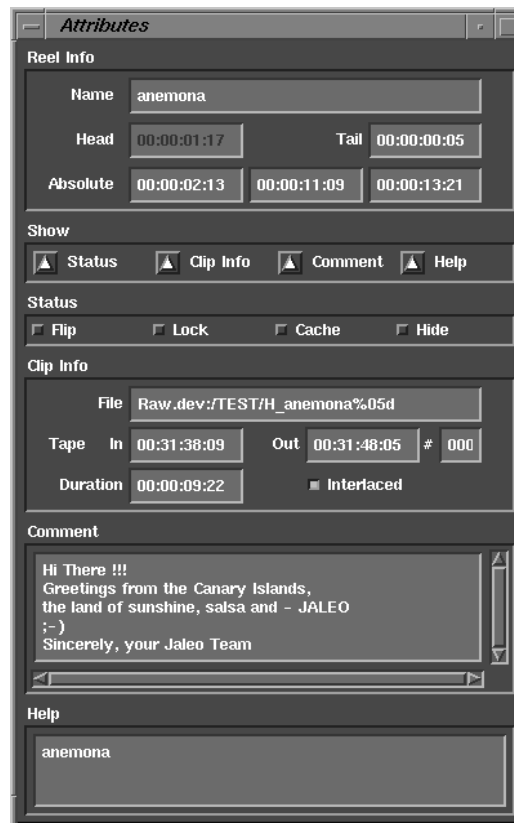


FIGURE 36. Attribute Window

### 7.1 Reel Info

#### 7.1.1 Name

Shows the name of the selected clip instance as it appears in the clip bar in the Reel. You can modify the name by editing the name text field. Press Enter to validate. Names can only be changed for image and sound clips and groups. Effect names can not be changed.

With image or sound clips freshly loaded, the default instance name of the clip is the same as the file name. Group clips have a default name constructed from the uppermost effect clip they contain and the number of additional tracks contained.

Note that the instance name is NOT necessarily always the filename of the clip. There can be different instances of one original clipfile, each having different private attributes. The original clipfile is used by all instances of a clip to reference the source material, but its attributes can be overridden by the user. One could say the attributes of the original clipfile are copied into the instance once it is created, but typically the user will later on change attributes to adapt the particular instance to her/his needs.

Information on the original clipfile can be found in the Clip Info section of the attribute window (see below).

### **7.1.2 Head and Tail Info**

Shows the relations of the start and end frame of the selected clip instance to the source material. Head and tail values thus only make sense for image and sound clips. For all other clip types, no values are shown. Displayed values can be edited, using the text cursor or drag&drop. Although negative values are displayed in red without a minus sign, you have to enter the minus sign if you want to input a negative value manually.

For more information on head and tail values, see “Clips and Image Data” on page 37 and “Managing Material Clips: Moving, Trimming, Timestretching, Shifting, Extending” on page 30.

#### **Head: Clip In Point.**

This is the distance of the first frame of the instance relative to the first frame of the source material.

- If the value is zero, the clip instance begins with the first frame of the source material. If the value is positive, the clip instance uses less images than there are available in the source material.
- If the value is negative (printed in red), the clip instance tries to use more frames than there are available, in effect causing Jaleo to “fill up” the missing frames by repeating the first frame as a still frame.

#### **Tail: Clip Out Point.**

This is the distance of the last frame of the instance relative to the last frame of the source material.

- If the value is zero, the clip instance ends at the last frame of the source material. If the value is positive, the clip instance uses less images than there are available in the source material.

- If the value is printed in red, the clip instance tries to use more frames than there are available, in effect causing Jaleo to “fill up” the missing frames by repeating the last frame as a still frame.

Head and Tail values can be changed by dragging with the right and left mouse button depressed, as described in the Reel Window manual (see “Adjusting the Duration of Clips” on page 52)

Note: If no clip, or more than one clip is selected, Jaleo will display -- : -- : -- : -- instead of timecode values in the display fields. This does also apply if effect or group clips are selected.

### **7.1.3 Position and Length Info**

In this three timecode fields, Jaleo will printout the following:

- Position of the first frame of the clip instance in the Reel
- Length of the clip instance
- Position of the last frame of the clip instance in the Reel

The values displayed here are are valid for all clip types and can be edited, using the text cursor or drag&drop.

## **7.2 Show**

This area contains four arrow buttons that allow you to expand the attribute box to reveal the following information sections:

## **7.3 Status**

The status section displays toggle “lights” for various clip attributes. You can change the values by clicking on the appropriate “light”.

### **Flip:**

When turned on, it indicates that the original sequence direction has been inverted (see “Clip > Flip” on page 66).

### **Lock:**

Shows the “lock” status of the clip. If turned on, the clip is locked and can not be moved (see “Clip > Lock” on page 65).

### **Cache:**

When turned on it indicates that caching is activated for the clip (see “Clip > Cache” on page 65).

**Hide:**

When turned on it indicates that the clip is hidden (see “Clip > Hide” on page 65).

## **7.4 Clip Info**

Shows information on the original clip file. This information does only apply to image and sound clips and can not be changed.

### **7.4.1 Preview File Info**

The path where the original preview proxies are stored. File names that reference image material stored in a numbered sequence of single frames replace the actual numbering by a string like “%04d”. The string in this example tells the system that frames are numbered with 4 integers and leading zeroes. Normally, this information can safely be ignored.

Material file names have a storage device name prepended. Storage devices are further explained in the chapter on the IO subsystem. See “Supported Devices” on page 140 for more information.

### **7.4.2 Full Res File Info**

The path where the original Full Res material is stored. File names that reference image material stored in a numbered sequence of single frames replace the actual numbering by a string like “%04d”. The string in this example tells the system that frames are numbered with 4 integers and leading zeroes. Normally, this information can safely be ignored.

Material file names have a storage device name prepended. Storage devices are further explained in the chapter on the IO subsystem. See “Supported Devices” on page 140 for more information.

### **7.4.3 Tape**

If the material was captured originally supplying time code information, it is displayed here. This information only is present if supplied to the I/O module of Jaleo at capturing time (see “Jaleo Clip Parameters” on page 145).

**In**

The In point on the original source media

**Out**

The Out point on the original source media

**Num**

The tape identifier of the original source media

#### **7.4.4 Additional Information**

##### **Duration**

Absolute length of the source material of the clip.

##### **Interlaced**

Shows if the clip has been captured in interlace mode (i.e. as fields) or as full frames.

#### **7.5 Comment**

Here a textual comment on the clip instance can be entered or modified. There are no limits on the size of the comment.

#### **7.6 Help**

In this text area, a short help message is displayed if the selected entity is a single effect. The message typically gives information on input and output characteristics of an effect.

## 8. The Overview Window

The Overview window allows you to see all the reel content in an overview. It helps you to locate your whereabouts in the reel, and to quickly position the work area to an area of interest.

The black background of the overview window represents the total reel area, and the red rectangle marks the limits of the area currently visible in the Reel window.

Clips and effects are shown with the color coding familiar from the reel window. To position the reel window on any part of the reel content, you can drag the red rectangle around in the overview window. The reel window display content will follow your movements.

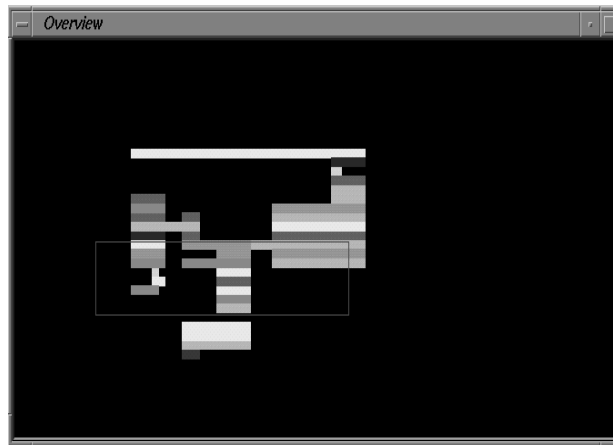


FIGURE 37. The Overview window

### 8.1 The Overview Window During Group Navigation

While navigating inside of a group, the overview window also allows you to change the navigation level for monitor control purposes. When you navigate inside a group, all monitor cursors of the original level are hidden, and cannot be moved. It is, however, often important to see different frames of the global composition in which the group is used. Using the overview window, monitors can be controlled in any of the levels you have navigated in.

#### 8.1.1 Changing Navigation Overview Levels

By default, the overview window shows the same navigation level as the reel. If you navigate within a group inside of a group, the reel and the overview both show navigate level 2. (As soon as you navigate in a group, the overview window will display a message indicating in which level you currently are.)

With the mouse cursor positioned over the overview, you can now use the up and down arrow keys to change the display of the overview to any of the navigated levels. To go back to the example, you could press the arrow down key two times to move the overview display to level 1 and level 0. If level 2 contained another group, you could not see it in the overview unless you had used navigate in to put it in the reel. In short, the current navigation level of

the reel window is the uppermost level you can reach with the overview. In the other direction you can see all levels below the current reel level including the navigation level 0, i.e. the main “out of all groups” level.

In any of the navigation levels viewed using the overview window you will see vertical lines in the colors of the monitor that have been opened in that level. However, you can not move these lines directly.

### **8.1.2 Moving Monitors on Different Navigation Levels**

To move monitors on a different navigation level than the one currently displayed in the reel, move the mouse cursor over the appropriate monitor window and use the left and right arrow keys on your keyboard to shuttle back and forth. The overview window will position itself automatically in the appropriate navigation level, so that you can see where you actually moving around.

To move monitors of other navigation levels, you need not have the overview window open, although this enhances understanding and previewing of the various levels of your production.

## 9. The Position Window

This window is divided into two sections to displays the position (given as a timecode value) of specific cursors or markers within the Reel (see also “Cursors and Markers” on page 43).



**FIGURE 38. The Position Window**

On its upper section you can choose the following positions:

### **Cursor**

Displays the position of the last click inside the work area of the Reel Window. The reel cursor is visible at this position.

### **Mark In**

Displays the position of the edit in mark. This option can only be selected if the marks are activated using the Setup menu.

### **Play In**

Displays the position of the play in mark. This option can only be selected if the marks are activated using the Setup menu.

And on the bottom:

### **Reel Duration**

Displays the total length of the reel, measured from the start of the leftmost clip to the end of the rightmost clip.

### **Mark Out**

Displays the position of the edit out mark. This option can only be selected if the marks are activated using the Setup menu.

### **Mark Duration**

Shows the interval between the Edit in and out marks. This option can only be selected if the marks are activated using the Setup menu.

### **Play Out**

Displays the position of the play out mark. This option can only be selected if the marks are activated using the Setup menu.



**Play Duration**

Shows the interval between the play in and out marks. This option can only be selected if the marks are activated using the Setup menu.

## 10. The Render Tool

The render tool is used to select a part or all of your environment and to create a render file from the selection, ready for rendering using the IO program. The render file only contains information describing the render job; creating a render file does not actually compute the images. This can (and must) be done in the background with the IO program (see “The Input/Output Module” on page 139 and page 148).

After selecting Render from the tool menu, a dialogue window opens and the render marks appear in the work area. You can now drag the render marks with the mouse to the desired in and out points for the render process.

Alternatively, you can enter timecode values directly into the render dialogue window. After selecting the render area with the render marks, you can use the render dialogue window to specify some necessary data for the render job.

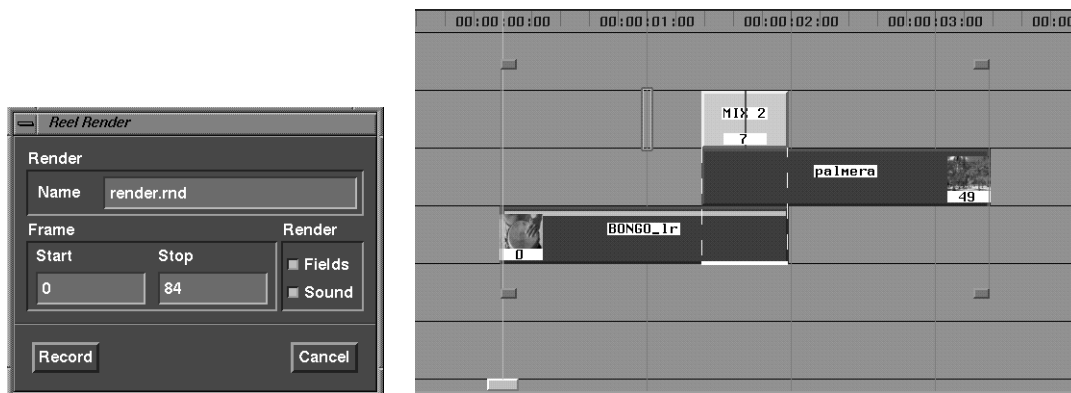


FIGURE 39. The Render Tool and Render Marks

### Filename

Here, you type in a name for the render file to be saved. The render file will be stored in the RENDER directory of the current project.

### Frame > Start

Start frame for the render job. You can either use the left Render cursor or directly type in a value.

### Frame > Stop

End frame for the render job. You can either use the right Render cursor or directly type in a value.

### Render > Fields

Turn on this option if you want Jaleo to render fields. If this option is switched off, full frames are computed. Note that you always should use field mode whenever only one of your input clips has been created with fields.

**Render > Sound**

Turn this option on if you want to render an output sound file from all sound files present in the reel.

**Record**

Validates the information in the dialogue and creates a file with a .rnd extension in the RENDER directory of the present project.

**Cancel**

Closes the render dialogue window without saving a render file.

## 11. The EDL Render Tool

With the EDL Render function you can generate an Edit Decision List in a number of common formats.

An EDL is a commonly used exchange mechanism among editing systems. As EDL files historically come from simple editing systems, they generally support cuts and fades, but not complex effects or multilayering compositings. All clips used in a composition must include source timecode information, or an EDL cannot be generated. The source timecode information must be specified at the time when a clip is created using the IO program (see “Jaleo Clip Parameters” on page 145).



FIGURE 40. The EDL Render Tool

Restrictions:

- Only Mix Linear Up and Mix 2 Linear Down effects can be used.
- You cannot use Groups
- You cannot use the Flip Clip option

EDL rendering works almost like normal rendering: When you select EDLRender from the Reel menu, a set of marks appear in the Reel and a dialogue window opens. You can use the marks to delimit the area you want to generate an EDL file from, and you have to enter some information in the dialogue window.

This window includes the following fields:

### EDL > Name

File name under which you would like to save the EDL list. This will be saved in the EDL directory of the current project.

**EDL > Type**

Allows you to select the EDL file type that is to be generated. A number of common formats are available and shown in a list.

**Frame > Start**

Position of the first frame for the EDL within the Reel.

**Frame > Stop**

Position of the last frame for the EDL within the Reel.

**Frame > Time Code In**

Position of the tape in point for the destination.

**See List**

This button opens a text area to display the result of the EDL render, i.e. the EDL list generated by the render. It will be saved to a file as well.

**Record**

Validates the reel content and, if the reel content proves valid, produces an EDL file. In case of errors a message is posted that identifies the reason for the problem.

The EDL file will be saved into the current projects EDL directory.

**Cancel**

Closes the dialogue window without creating an EDL file.

