



**Appendix A**

**Using of MG for EDIUS**



for any information or support please do not hesitate to contact us

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or visit

[www.macrogenerator.net](http://www.macrogenerator.net)

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## MacroGenerator for EDIUS

To control the EDIUS applications use the 32-bit version of MG until the version of EDIUS 6.5, the version of EDIUS 7 then use the 64-bit version of MG.

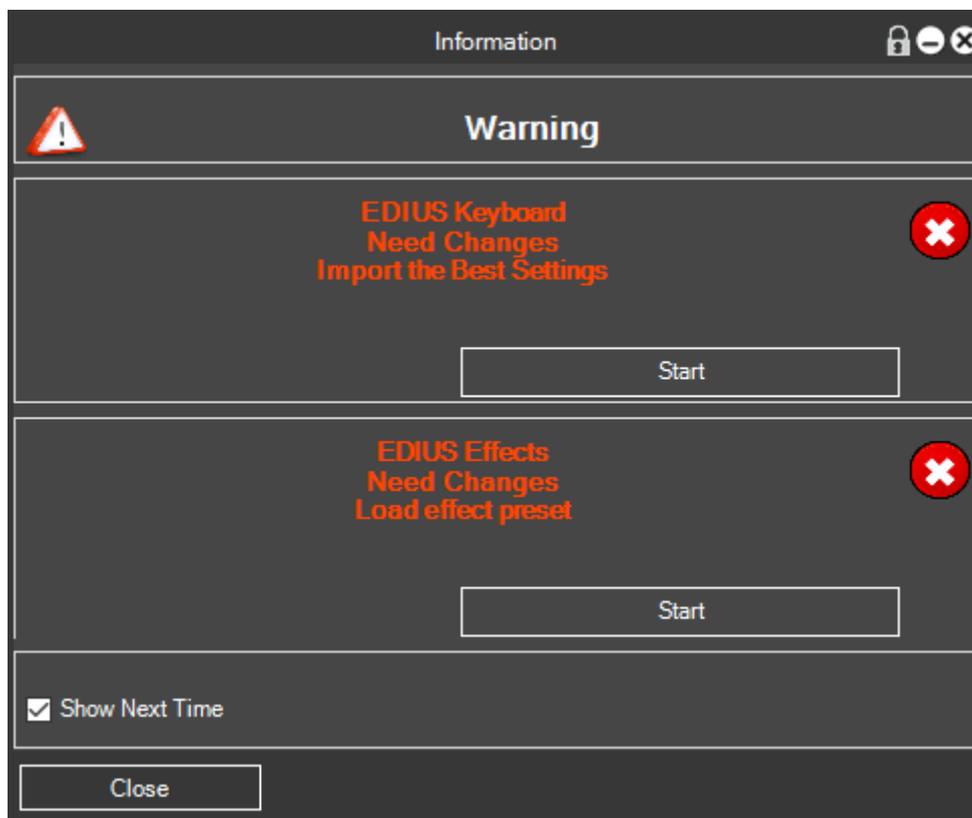
### Prerequisites for proper EDIUS working with MG

To work perfectly with EDIUS, MG needs are met these settings:

- The EDIUS keyboard must be configured to have the choice of Quick Keys (Shortcut) needed for important functions of MG
- What EDIUS is started with the previously selected project.
- What palette of EDIUS Effects must be set in "Tree View" and not "Vista effect" ([see](#))
- What in the Palette EDIUS Effects must be loaded Preset Effects of MG ([see](#))

Once you have ensured us that these settings are met, we are ready to use MG for EDIUS in all its functions.

The prerequisite checking occurs automatically at startup of a Workspace EDIUS, an automatic control is performed on the necessary settings listed before, if one of these is not met, a message will appear as in the figure.



The first section, if it is red, indicating that in EDIUS are not set Shortcut all of which MG needs to run all the macros and functions set in the workspace of EDIUS.

The second section, if it is red, indicating that they have not been found in the palette of EDIUS effects the effects supplied with MG for EDIUS and therefore cannot be applied to the MG preset effects.

Now MG provides us the opportunity to fix these errors automatically just click one at a time, the Start button of the two sections.

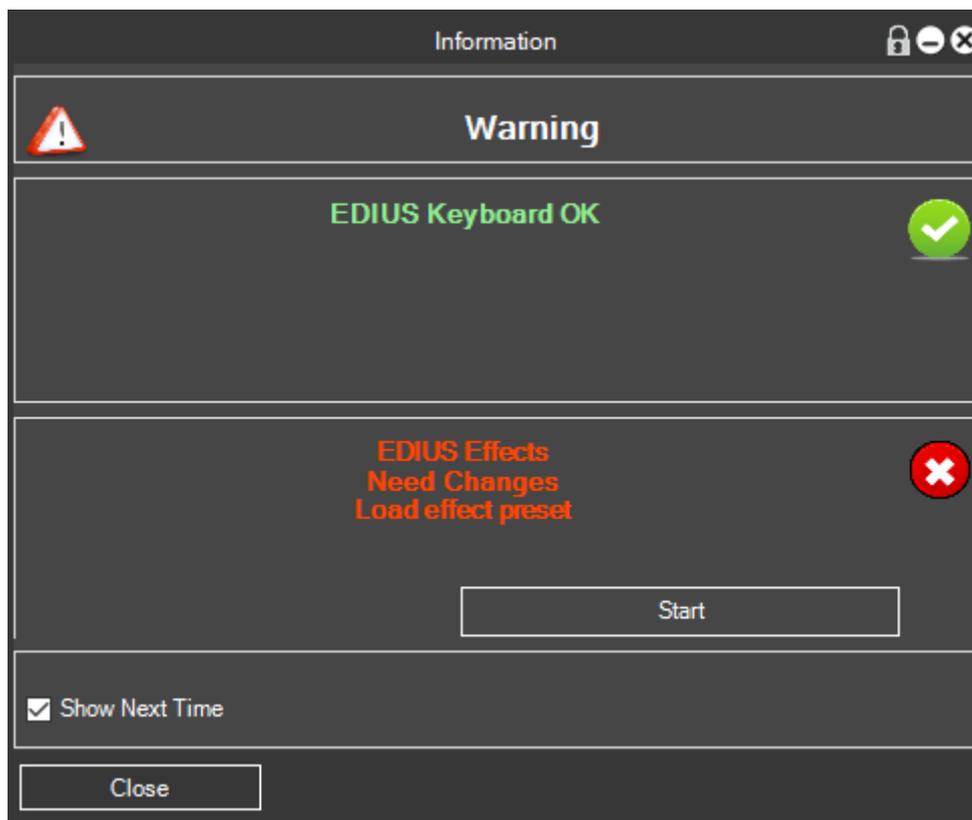
If you have already customized the EDIUS keyboard, you can use this procedure, but if you already own the EDIUS keyboard, you'll see the section ([Setting EDIUS keyboard](#)).

Click the Start button of the first section, and wait for it to load automatically customizing the EDIUS keyboard that came with MG.

Once you click Start, the start button for a few seconds will become a series of dots



After loading the MG custom keyboard, will be remade control and if everything is ok, the message will appear in green "EDIUS keyboard ok"

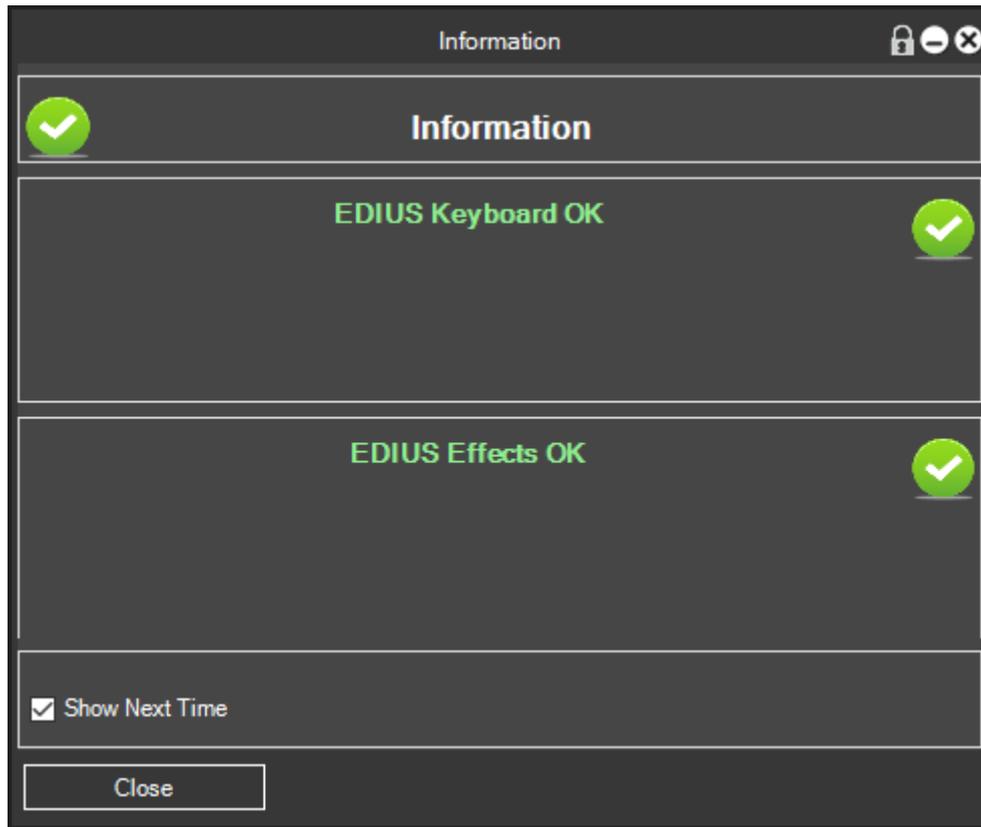


That tells us that the EDIUS keyboard is perfectly configured for MG.

Now we have to solve the second error, we must ensure that the EDIUS effects palette is set in the tree view and not in sight effect, to do this you can refer to the section [Setting Effects palette in Tree View](#)

Once the effects set in the tree view can switch to uploading of MG effects, then click on Start on the second section, and once again the button will assume a form of this type for a few seconds

..... meanwhile MG automatically loads its own effect presets, then it will be rebuilt control and if all goes well you will see this window



That shows us that even the effects of MG were loaded perfectly.

At this point if everything went well we can work with MG and EDIUS.

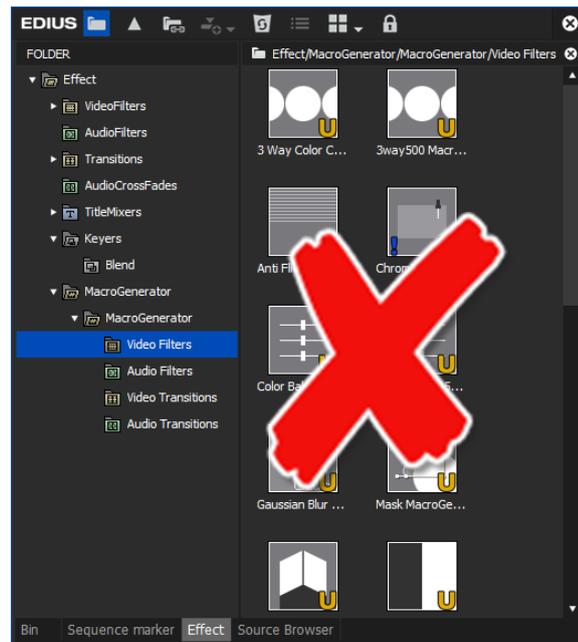
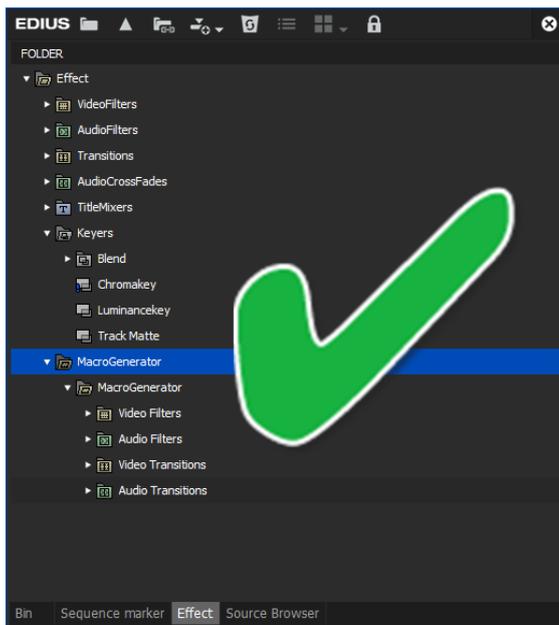
If there is still some reporting in red then we refer you to the resolution of the problem manually.

## Setting Palette EDIUS Effects in Tree View

In EDIUS we have the opportunity to work with the Effects palette in two modes:

- the Tree View
- Effect View

MG needs the EDIUS Effects palette is set in the Tree View, MG otherwise not be able to manage the application of EDIUS Effects



the Tree View (OK) View Effect (NO)

So, if you have the Effects palette in sight Effect mode, click on the top left button to change in tree view mode,



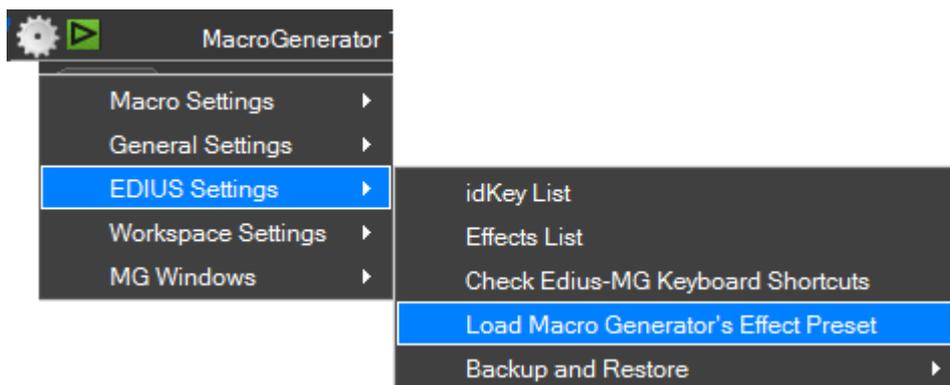
MG at this point is able to manage the EDIUS effects.

## Loading Preset Effects of MG Automatically

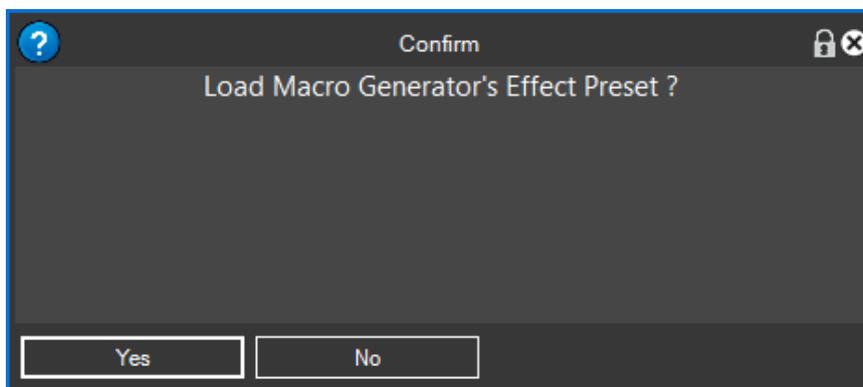
At the start of MG, you can be seen a series of already available Macro associated with Effects



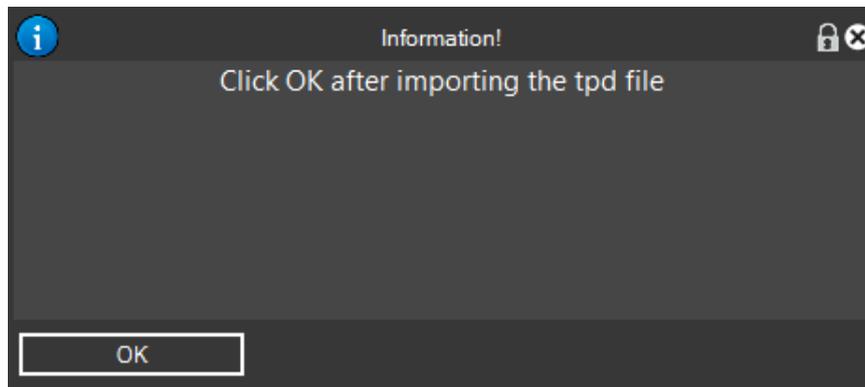
These default macro to work they need the Preset Effects of MG comes with the installation, if the palette of EDIUS Effects, MacroGenerator not find the folder, then you must proceed to load it manually by going to the Settings menu EDIUS → Upload Effects Presets MacroGenerator



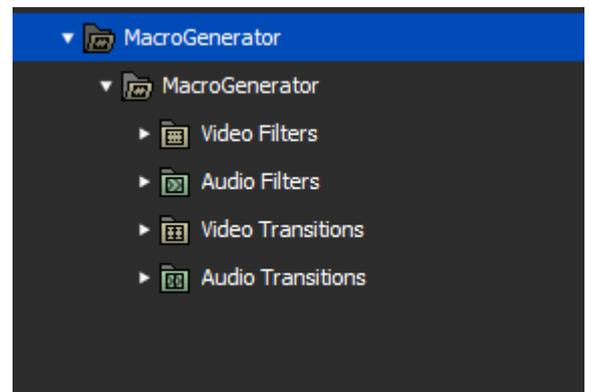
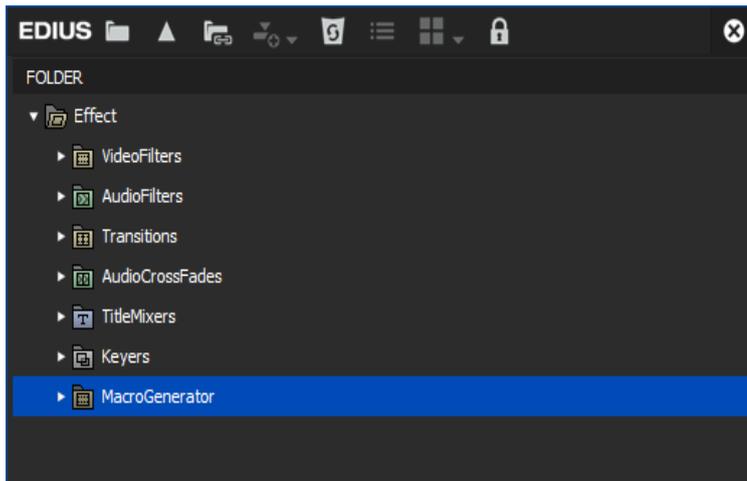
At the confirmation prompt click on It



At this point MG automatically loads the presets and wait for you to press the OK button at the end of the process to start over recognition



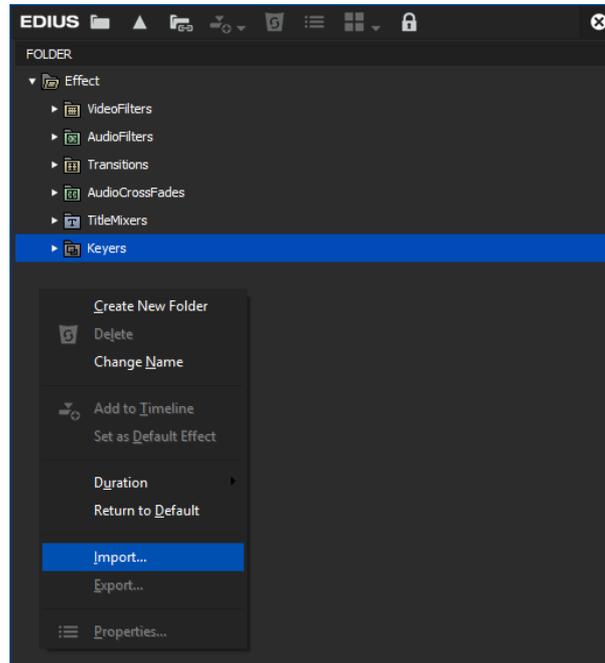
At this point we will have in the Effects palette of EDIUS MacroGenerator the folder as shown in Figure



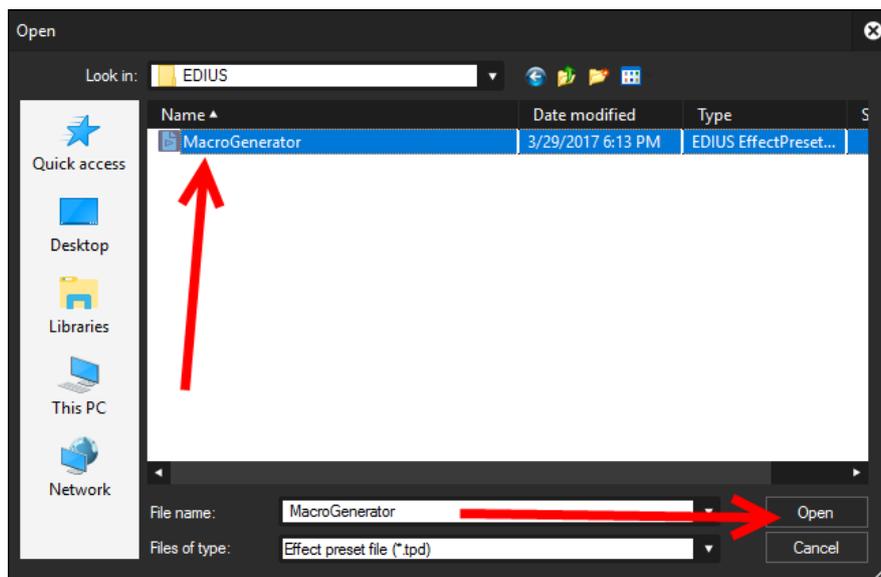
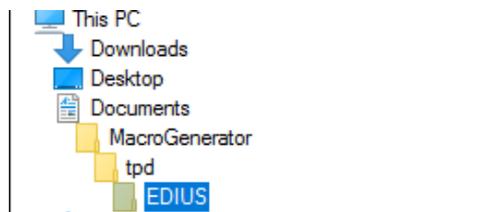
Now run a macro associated with a filter or transition check that is applied, if it is applied all went well, if you have an error like "effect not! Found" means a preset is not loaded well and so there should try to load the preset manually, as described in the next paragraph

## Loading Preset Effects of MG Manually

To load the Preset Effects of MG manually, go to the EDIUS Effects Palette, click the right mouse button in an empty space, it will open the menu as shown in Figure



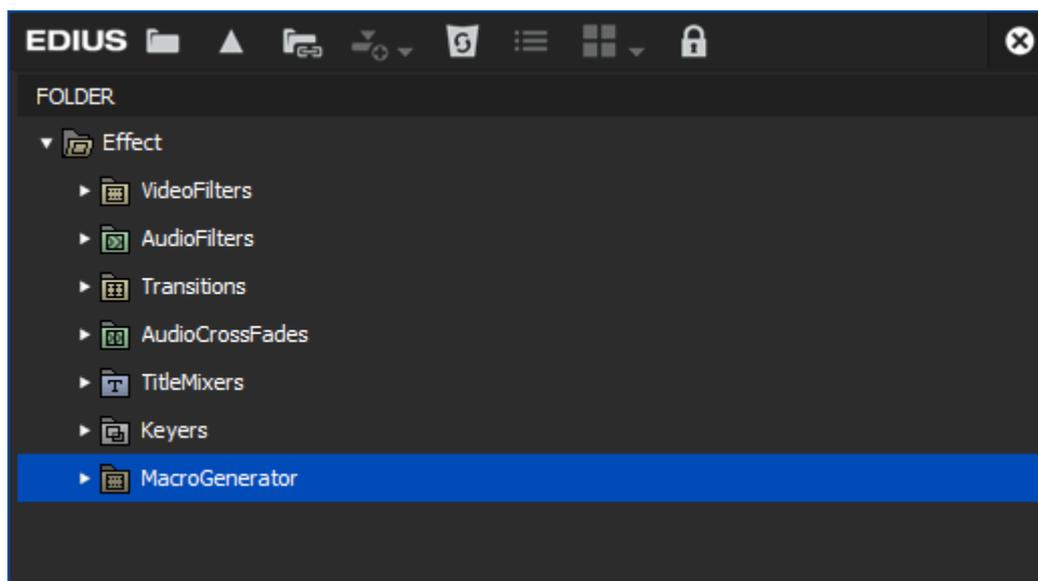
Click on the matter and choose the path as shown in figure



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And then click Open,

MacroGenerator check that the folder has been loaded as shown in Figure



If you loaded, restart the Workspace or Reboot MacroGenerator

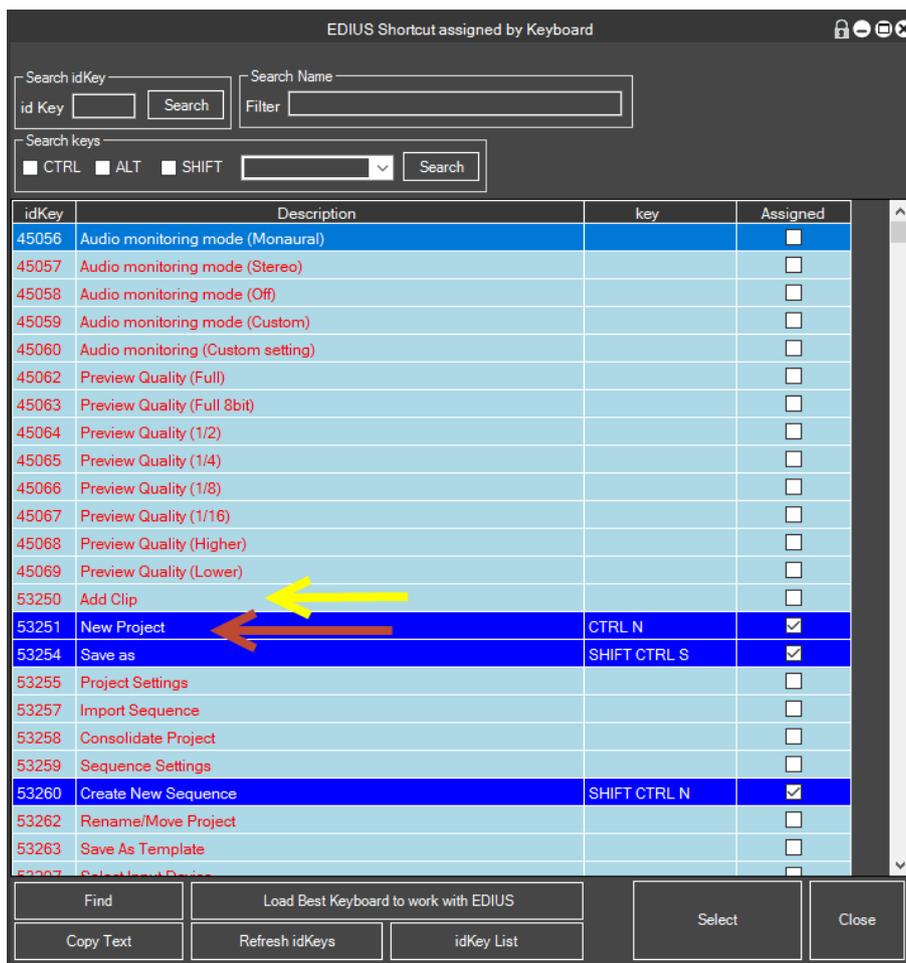
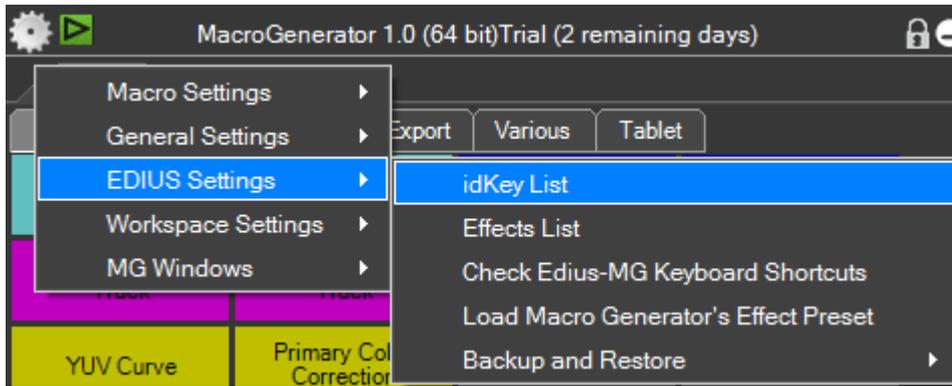
## Setting EDIUS keyboard for correct operation with MG

To understand the MG operation with EDIUS is important to understand what are the idKey EDIUS

### What are idKey EDIUS

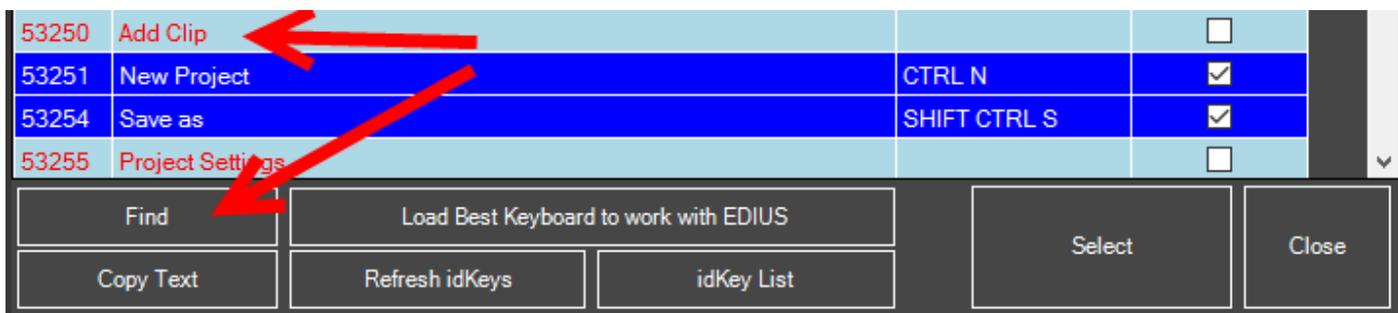
EDIUS offers many customizable control layouts with a Hotkey or Keyboard Shortcut, these shortcut for EDIUS are about 700, and from that moment these commands will call them "idKey".

EDIUS also then provides a very specific code to each of these commands, we can see in the table below, and can be reached from the EDIUS Settings menu → idKey List

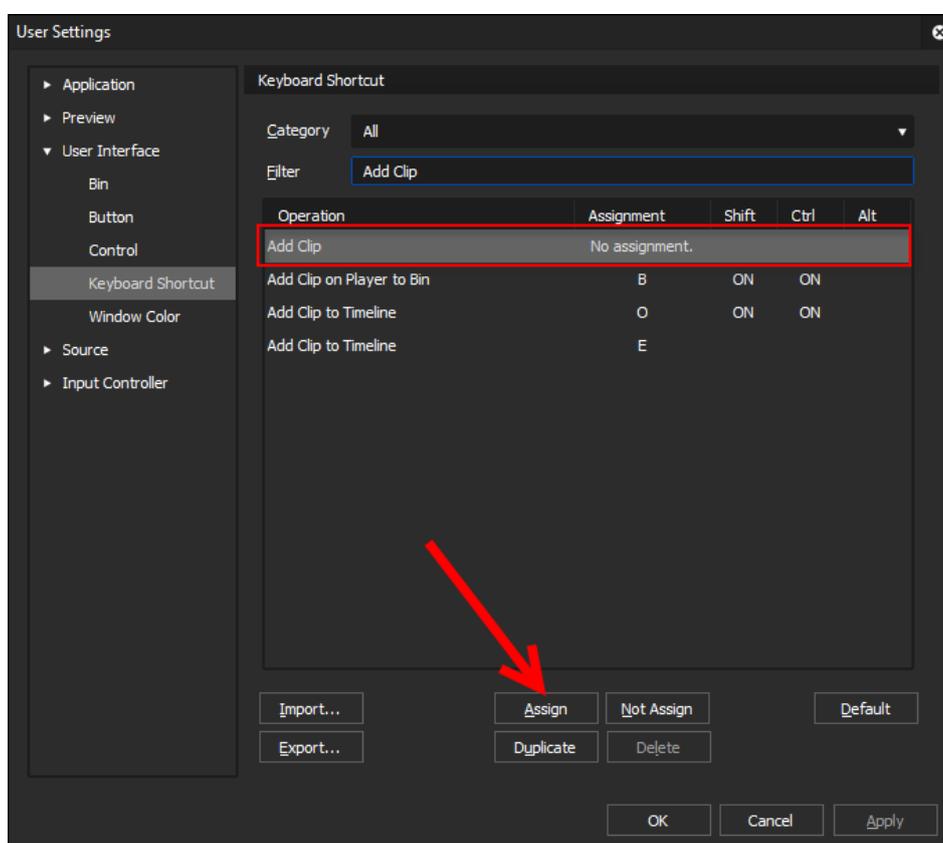


In figure, you can see the list of idKey (commands) EDIUS, those with light blue background in the example indicated by the yellow arrow, are the EDIUS commands not assigned to any key, those with a blue background, red arrow, are the commands assigned a key that appears in the "key" column, for example, the idKey 53251, corresponding to "New Project" is assigned to the Ctrl-N key while idKey 53250, corresponding to "Add Clip" is not assigned to any button.

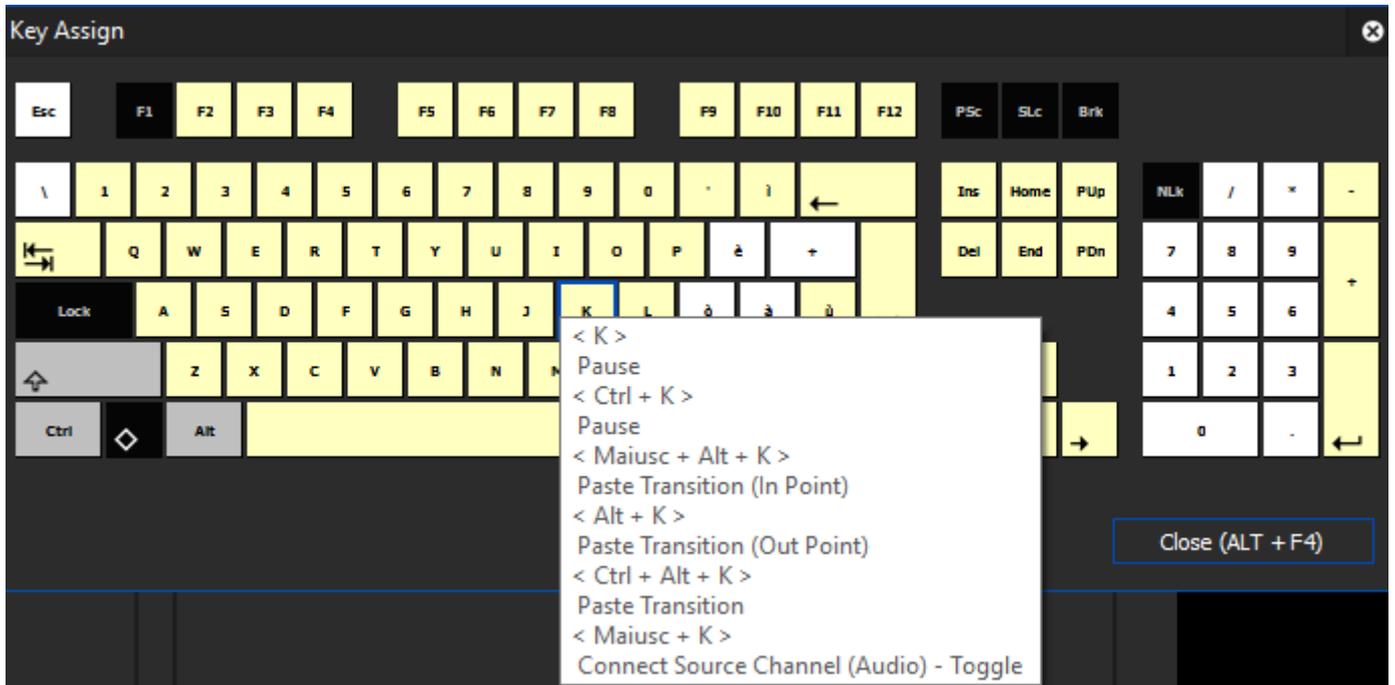
Just as it is configured, we can create a macro to the idKey "New Project" because it has an assigned key, whatever it is, but we cannot create a macro to "Add clip" if you do not associate a key at this idKey, therefore, to bind a key to a idKey, select the idKey, and click on search



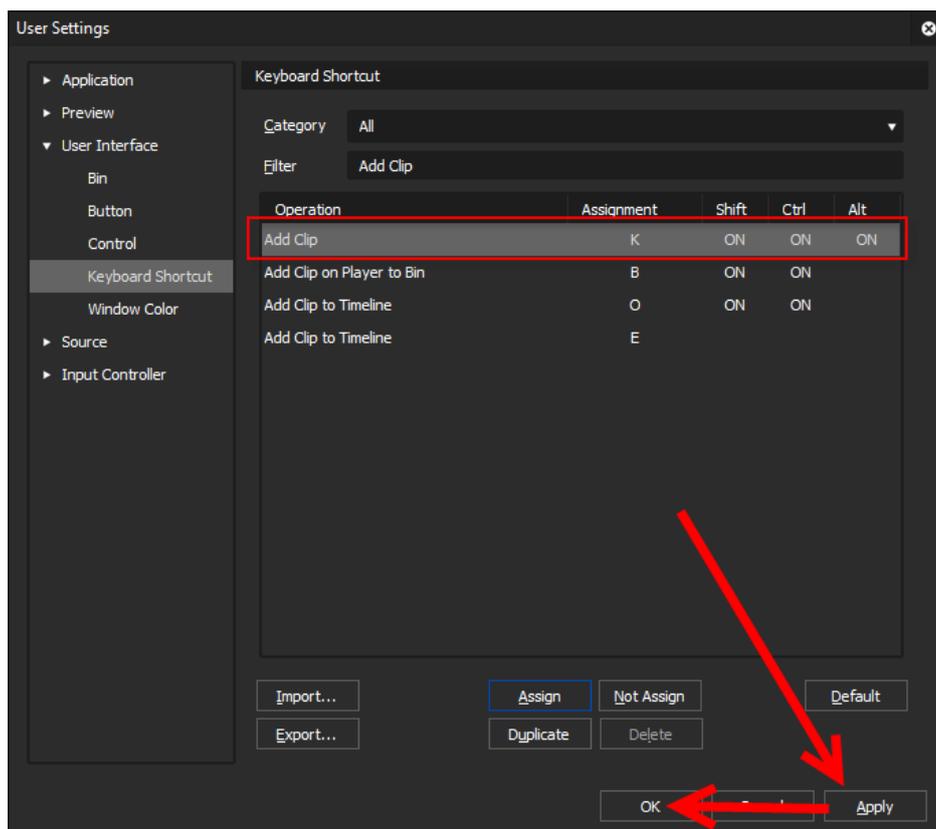
MG will be open through this window EDIUS already positioned on the button to customize



As you can see in the picture, "Add clip" is not assigned, then assign it to, click on the "Assign" will open a keyboard that is used to assign the keys.



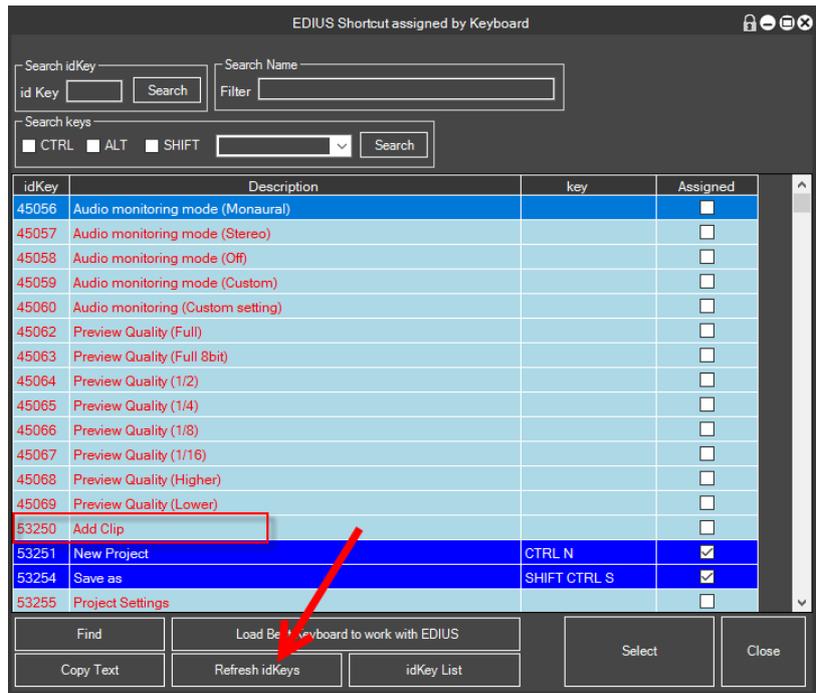
On any key, in this case the "K" button will show a tip, where you can see free buttons, in this case for the K key associated with CTRL-SHIFT-ALT is free so we select and click on Close.



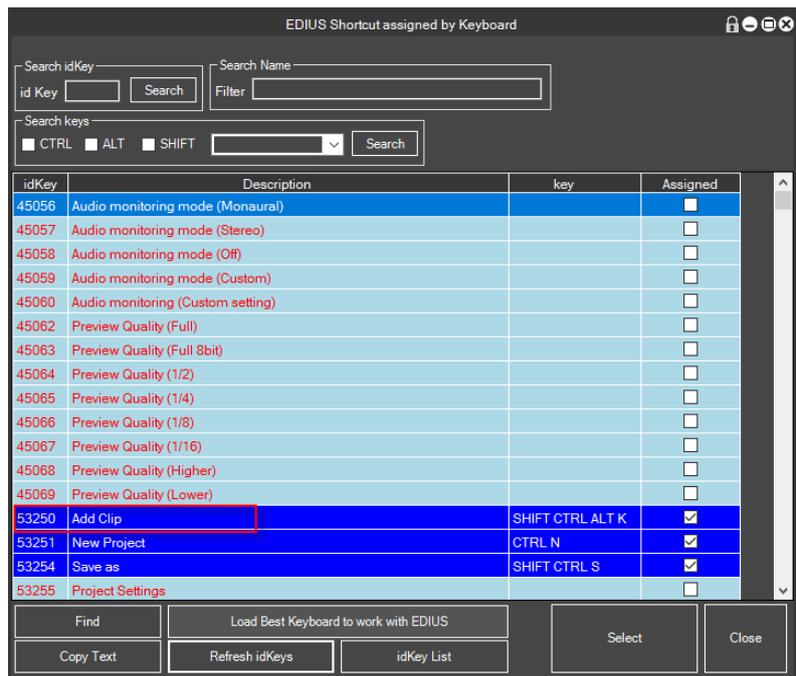
Now we can see that "Add Clip" is assigned to CTRL-SHIFT-ALT-K

So, we click Apply and OK to apply the changes.

Back in idKey list, as we can see "Add Clip" is still with light blue background



Click on the button "Update idKeys"



You will see that the idKey, if you assigned becomes background with blue and indicates which key has been assigned.

For some versions of EDIUS, prior to version 7, you must restart EDIUS to store new idKey.

At this point we can create a macro with the idKey Command ([see](#))

And it's recommended reading Chapter concerning the configuration of the MG-EDIUS keyboard ([see](#))

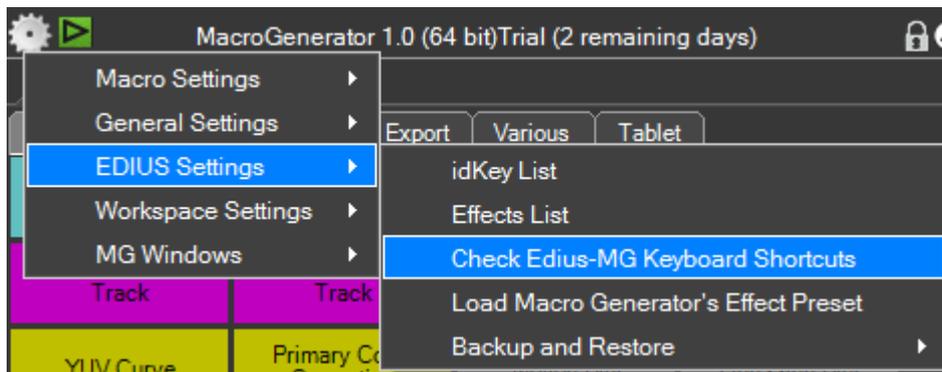
### EDIUS keyboard configuration for a great job between MG and EDIUS

As explained in the previous chapter, MG to perform all the functions and macros, with EDIUS, leverages idKey, the idKey are commands EDIUS associated with shortcut keys,

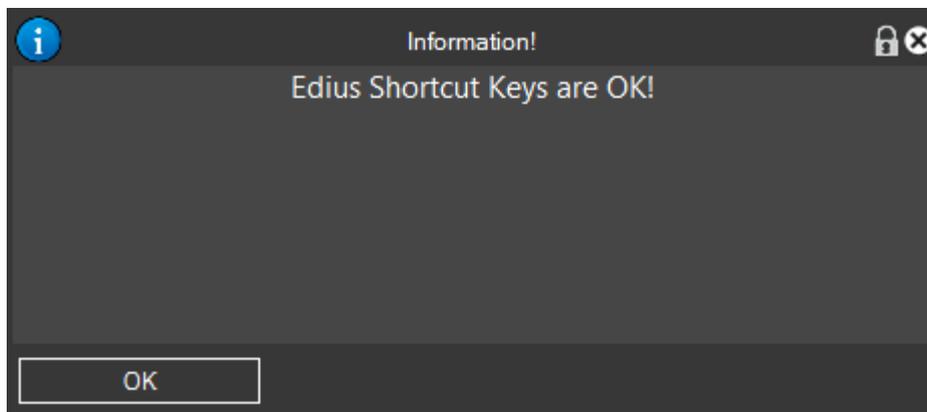
By default, many of these are already associated idKey from EDIUS, while others need to be associated by the user, it is for this reason that MG is already provided with a file and an automatic mechanism that loads the keys to complete the association of EDIUS keyboard, to operate the MG perfectly with EDIUS.

To ensure that the keyboard is updated recommend this procedure, or if you already have some key assigned to EDIUS keyboard and do not want to lose you see the section Settings individual idKey to EDIUS keyboard ([see](#)).

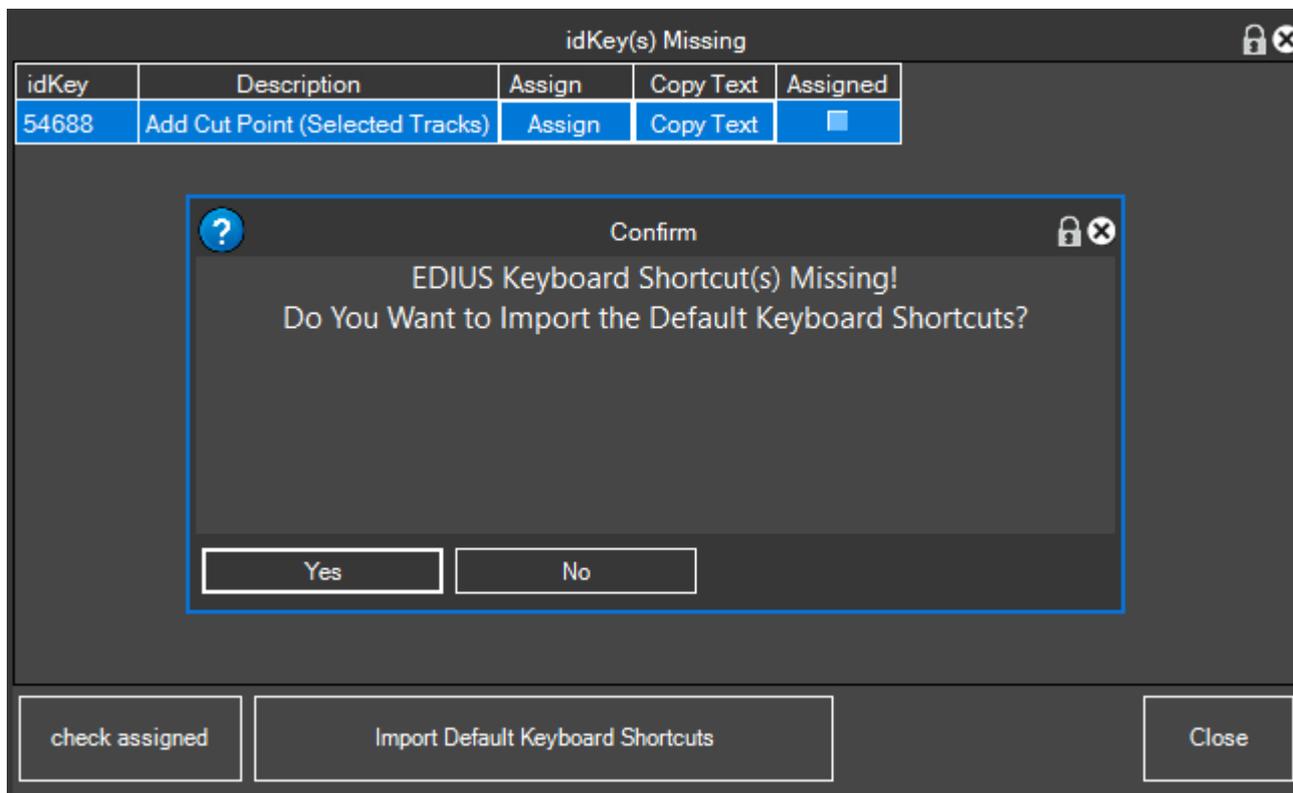
To check this, go to EDIUS menu → Check-MG EDIUS keyboard,



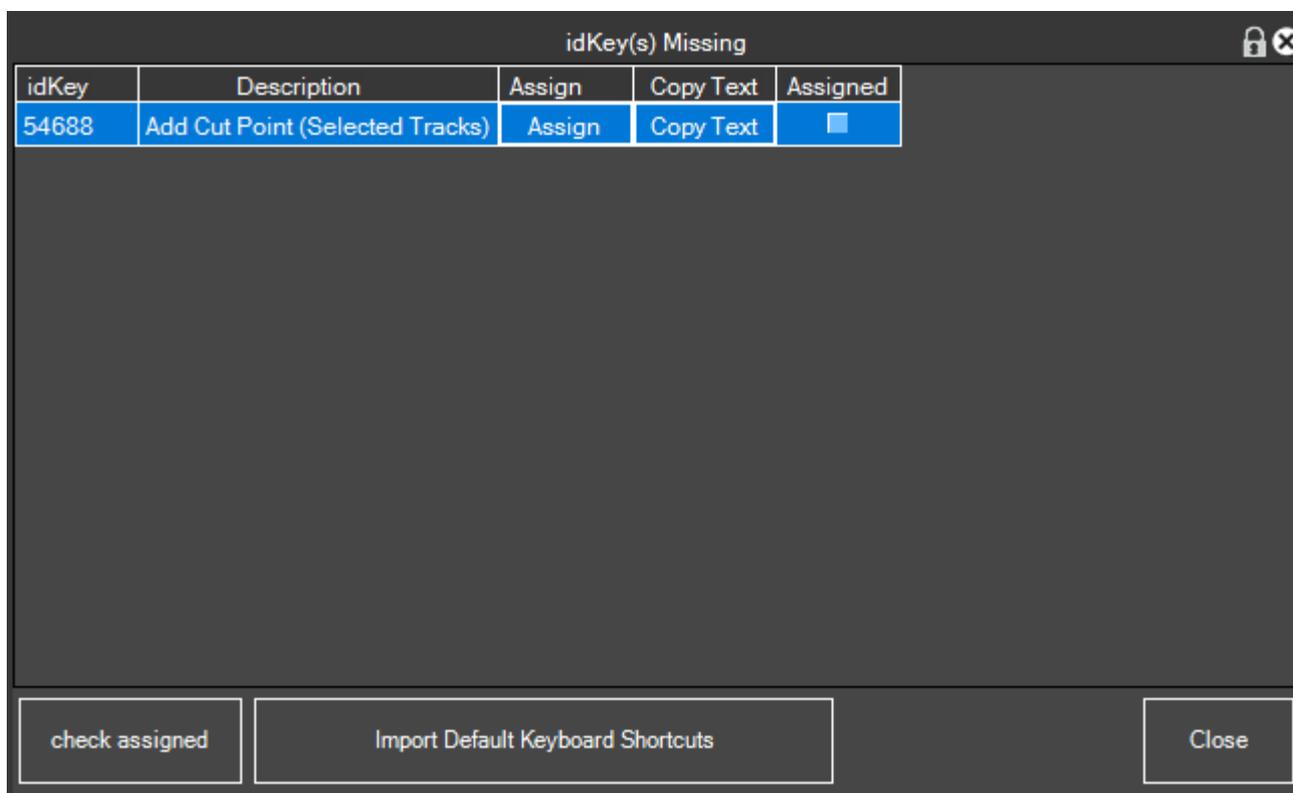
If the keyboard is well configured, will be released this message



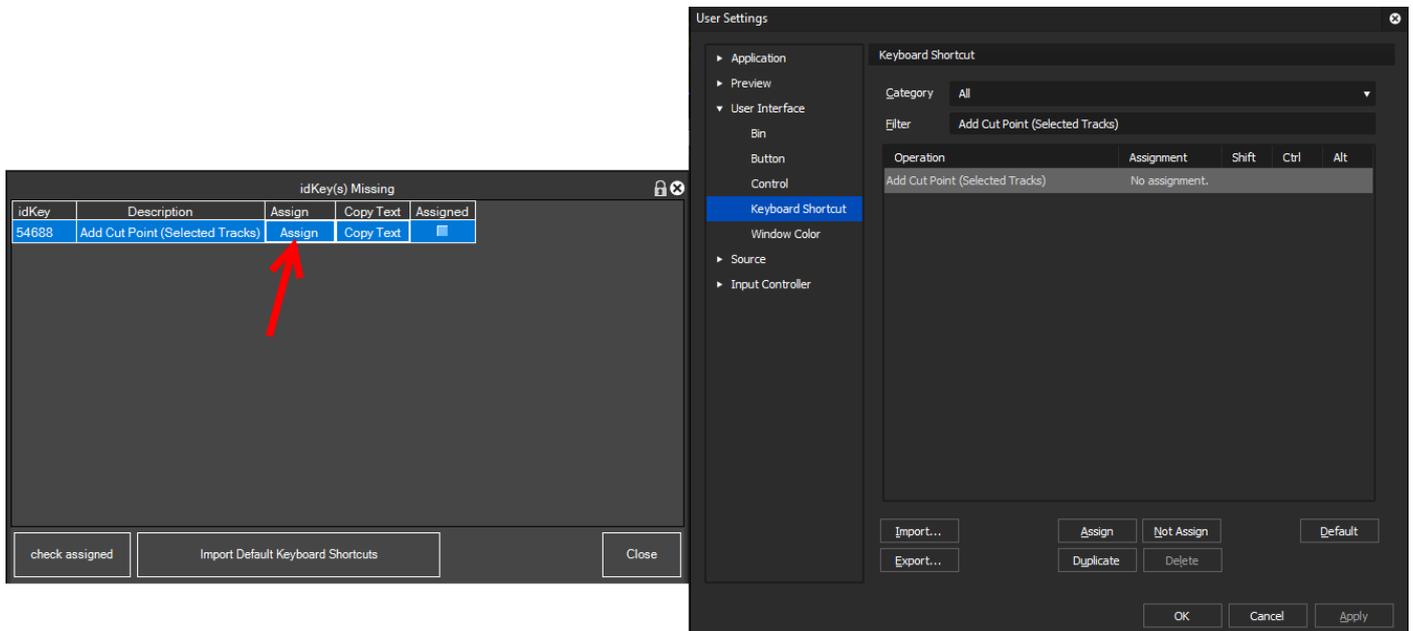
So, MG will work perfectly with EDIUS, if instead, there are buttons to be assigned, you will get a screen like this,



If we delegate to MG solve everything automatically, just click YES and wait for MG loads the keyboard settings from a file provided to the installation of MG in fully automatic mode, however, if we already have custom keys and do not want to lose them click on NO, remains open this window, giving us the ability to assign at will the missing keys



In this case the missing key has one, then click assigns and you will see it will open the key assignment window EDIUS



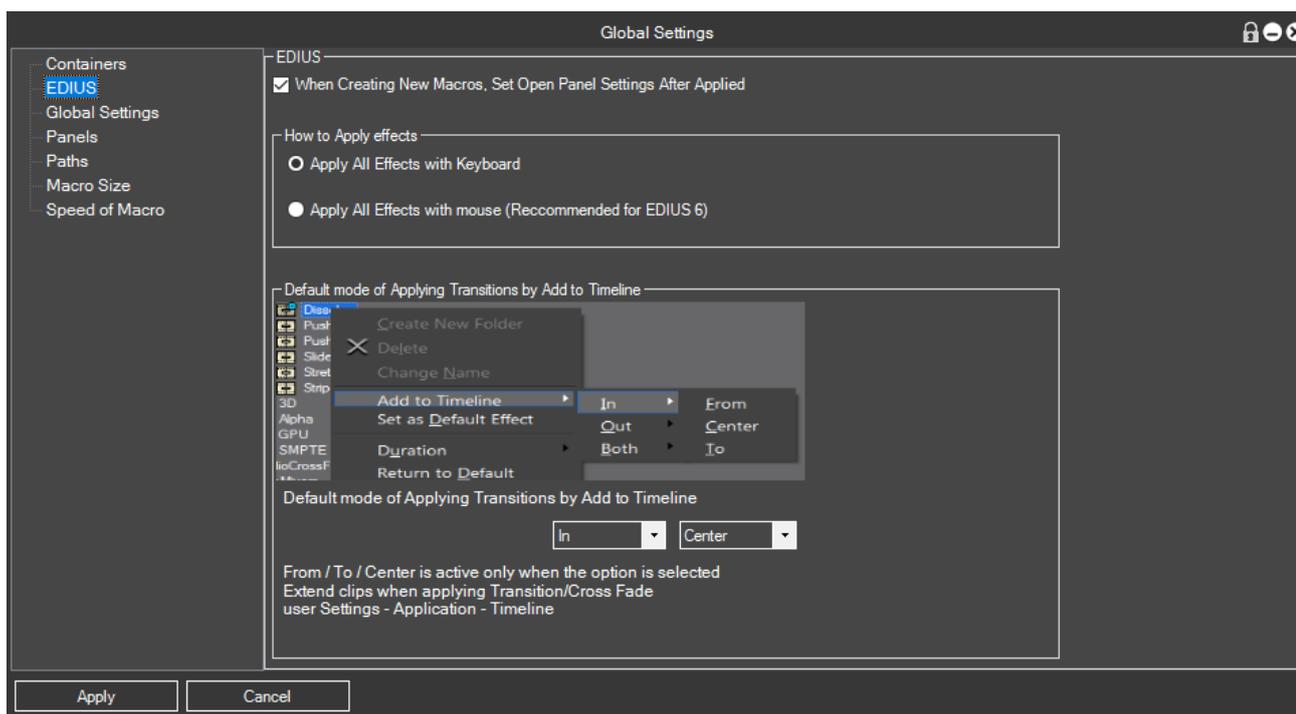
Assign any Shortcut in EDIUS, and click Apply and OK.

Repeat this procedure for each row of missing idKey shown in MG application window

It 'important to know that you can associate with the key you want to idKey, the important thing is that if that command is used in MG, it must be associated with a button.

## Global settings for EDIUS

In the Global Settings have three sections of settings for working with EDIUS

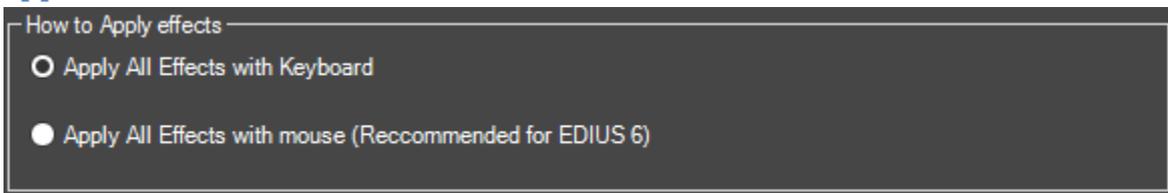


### Opening for panel-type filter macro

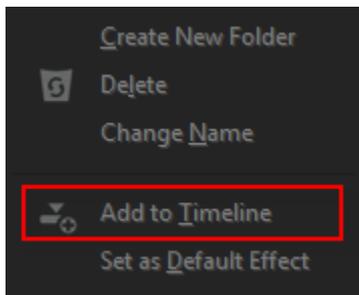
When Creating New Macros, Set Open Panel Settings After Applied

The option "When Creating New Macros, Set Open Panel Settings After Applied" is used to determine whether, when we create a new macro, type filter, must already checked the "Open Panel option applied after" we have created in the macro

### Application Mode Effects

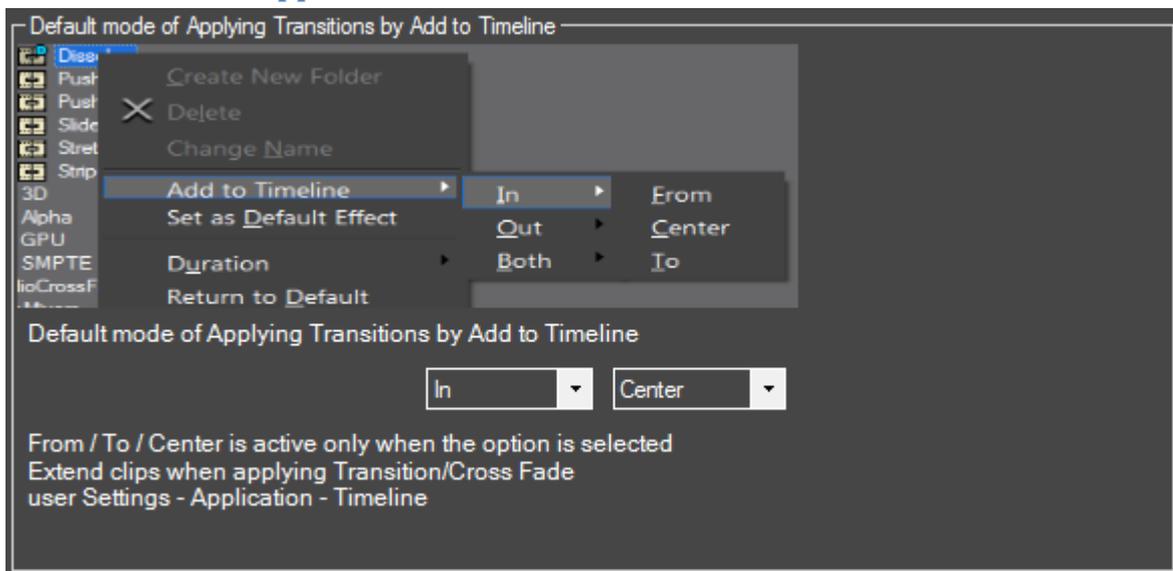


These settings give the user to specify how MG must apply Filters and Transitions from the Effects Palette EDIUS, the best operation is "Apply effects with keyboard" but for EDIUS 6 is suffering from an intermittent bug that disables the "Add Option to Timeline "as shown in figure



With this bug in some versions of EDIUS 6, the operation of applying filters and transitions via macros with keyboard becomes impossible, and for some users of EDIUS 6 must set the option "Apply with Mouse", if this bug often occurs, and filters and transitions are not applied

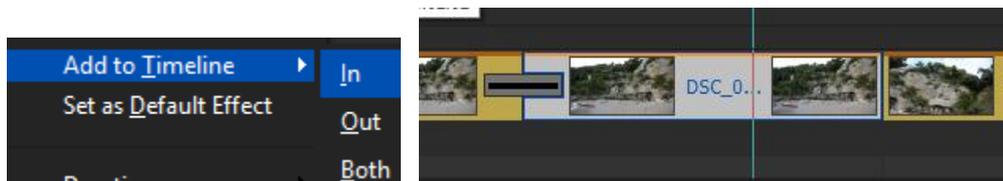
### Mode transitions application



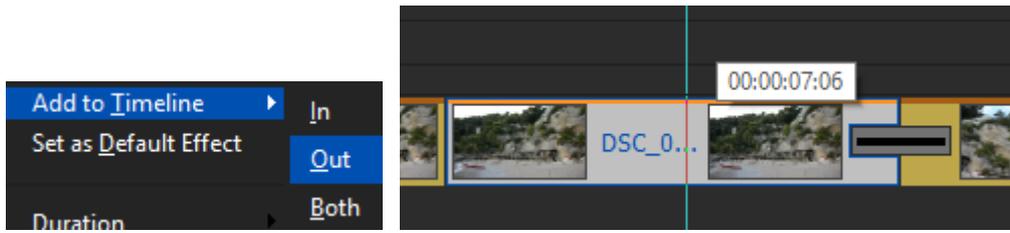
To understand these options, you need to know some basics of EDIUS

Transitions can be, Inbox (Default), Outgoing, or Both:

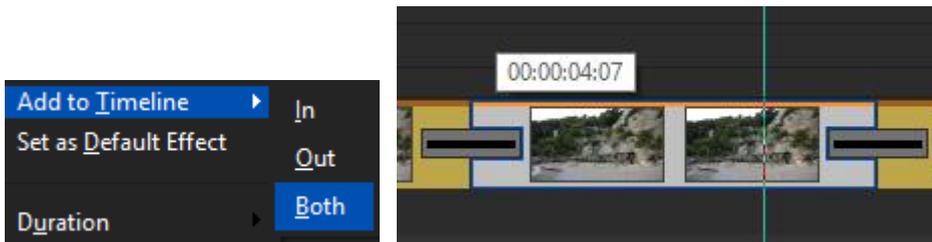
- In Entry, by selecting the clip, the transition is applied in the entry of the selected clip.



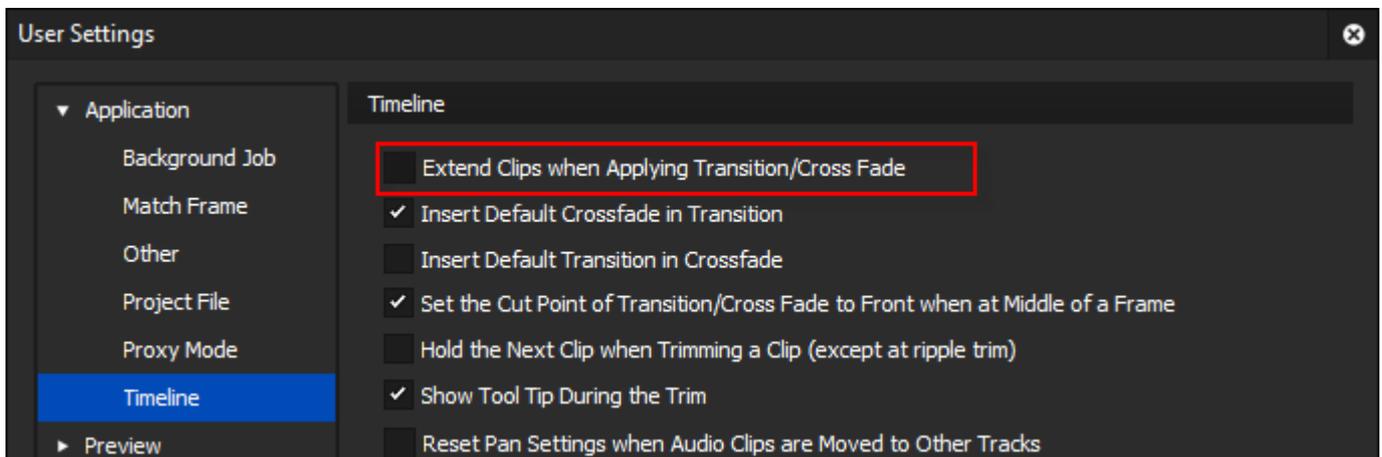
- In output, by selecting the clip, the transition is applied to the output of the selected clip.



- Both, by selecting the clip, the transition is applied to both incoming and outgoing of the selected clip.



If in case EDIUS have the option Settings→User Setup→ Timeline → Extend clip to the transition / fade checked

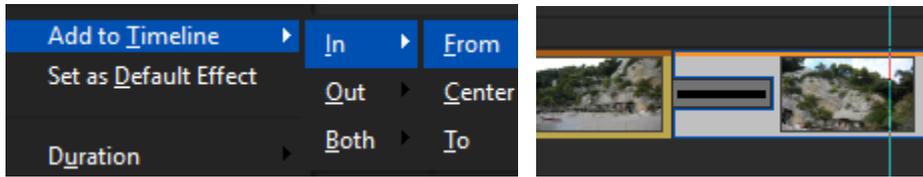


we will have in addition to the previous choice the choice, From Center (Default) A

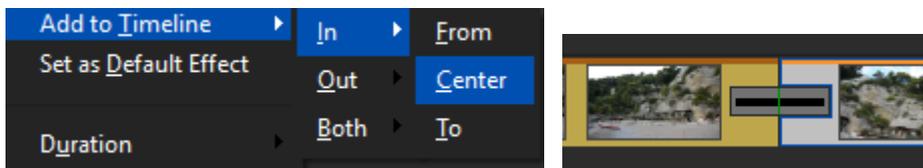
Imagine that you have prepared two cut and ready to add a clip fade, when approached the two clips, if this option is active in EDIUS, EDIUS applying the transition lengthens clips taking of frames that were previously discarded in the cut clip.

So, we will have this effect

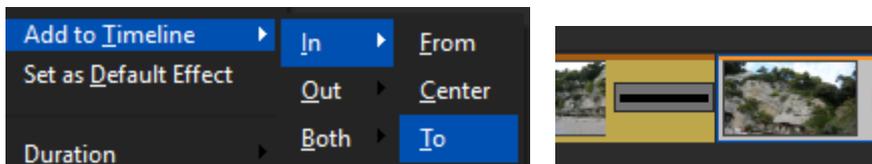
- Since, the clip is extended by taking frames of deviation from the right clip



- Center, the clip is extended by taking frames of deviation from the right and left clip



- A, the clip is extended by taking frames of deviation from the left clip



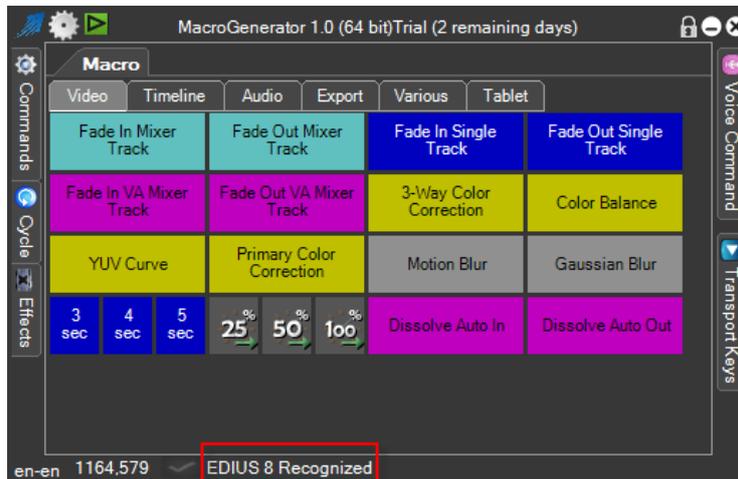
## Starting with EDIUS

And 'recommended EDIUS manually start and load the project before launching the Workspace concerning EDIUS, every launch of Workspace EDIUS checks the prerequisites for the proper functioning of MG ([see](#))

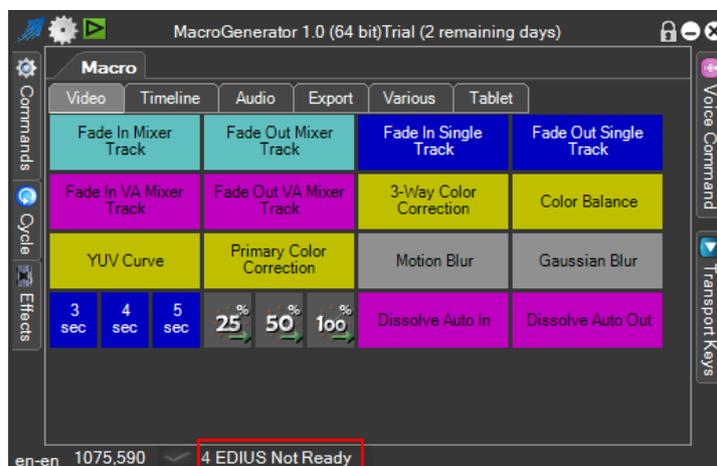
when do you will see the MG logo and a progress bar



at this stage, MG reads all the windows of EDIUS, Effects and various settings at this stage the user need only wait for the completion, at this stage we can see how MG opens and closes the EDIUS menu will appear at the end MG with the inscription in the Status bar "EDIUS Recognized".



If MG does not find available EDIUS, you put in the process of waiting, and waiting for EDIUS is ready, as in Fig.



The number, in this case 4, indicates the times that MG has checked if EDIUS is ready or not, when EDIUS is ready apart from the recognition of EDIUS windows.

Warning! This phase is very important for the proper functioning of MG.

The recognition may be raised in two ways by the user:

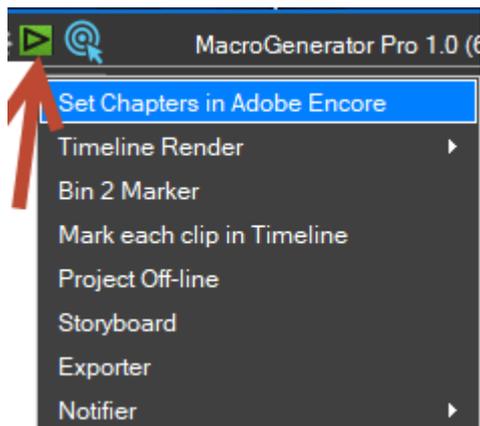
- Restarting MG
- Re-selecting the Workspace 

At the end of Recognition may be some error, which will be reported on the left of the label in the status bar,  4 EDIUS Not Ready. If you get an error is shown an X instead of a check. ([see](#))

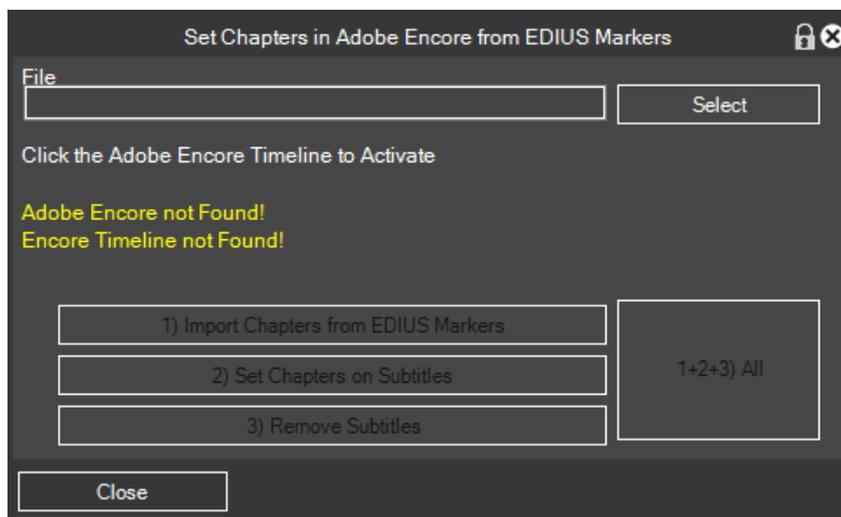
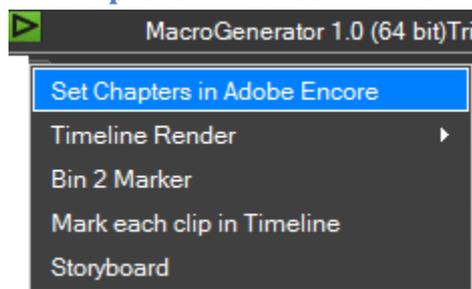
The moment we have the message that EDIUS has been recognized, we can begin to work with the selected Workspace EDIUS.

## Special Features for EDIUS

The special functions of MG are obtained for EDIUS clicking on the top left



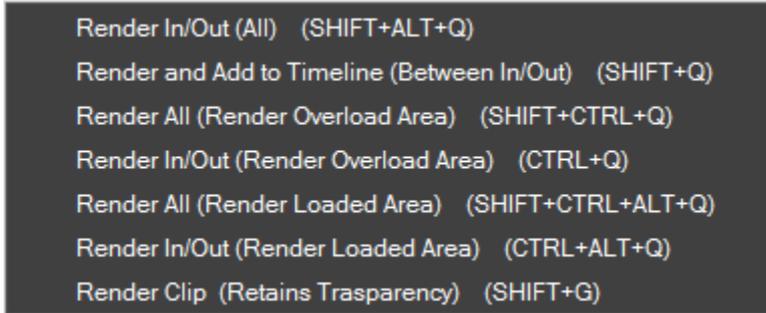
## Set chapters in Adobe Encore



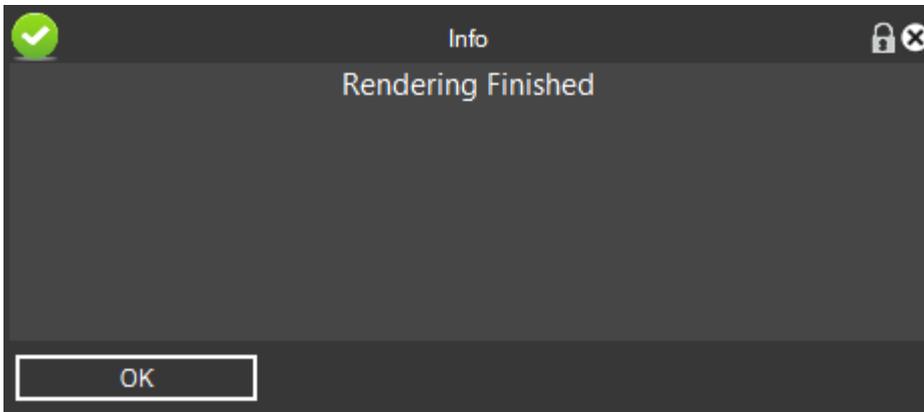
To automatically set chapters in Adobe Encore, starting from markers exported from EDIUS, we can use this function:

- After saving the files of scorers from EDIUS, press "Select"
- We start Adobe Encore and click with the mouse pointer over the Encore timeline
- at this point we can use the big key to fulfill all the operations, or click one by one the three buttons to show various steps.
- At the end of all the operations we have set chapters in Adobe Encore at points where there are markers in EDIUS

## Timeline Render



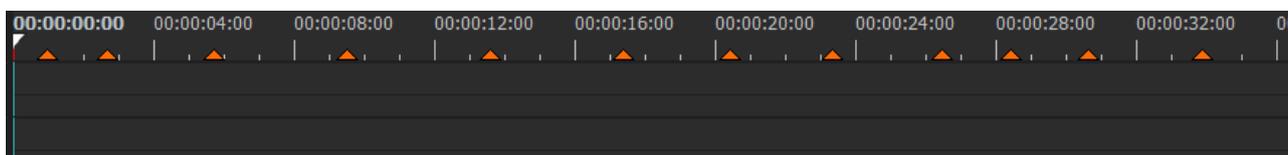
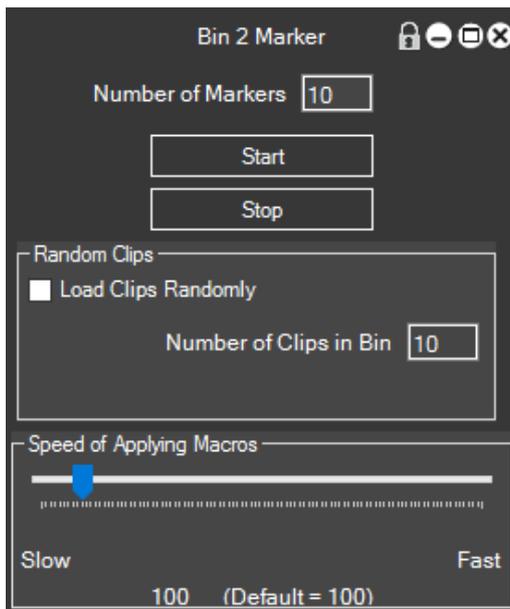
Imagine having to carry out other activities to Pc or away from your PC, instead of always being the Pc to check if EDIUS has finished Render, select the type of rendering that interests us, the party rendering we can do anything else, MG will alert us with a sound and with a message that the rendering is finished



Recalling so the user's attention, which in the meantime has been able to devote to other things.

### Bin 2 Marker

This function transfers the clip from the bin to the timeline, in order or randomly



We put marks at the points where we want it to take effect clips

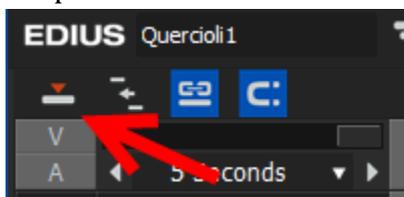
We insert in the panel the set number of markers,

Check the checkbox "Load random clips" if we want the random guy charging or not

The maximum number of bin clips to be considered, if for example in the bin there are 20 clips and we want to exclude the last 5 then we put the value of 15, so the moment is "raffled" a randomly clips, will be including clips from 1 to 15

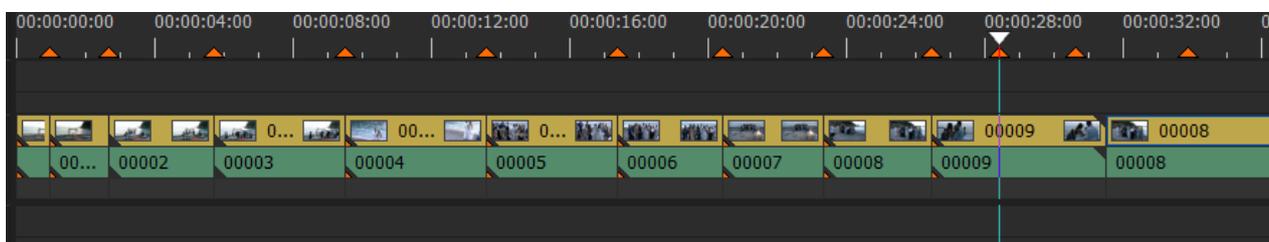
We set the speed of execution of the function

We put the cursor on the first marker from which we start, we set the timeline in overwrite mode



and click on Start

It will start executing the cycle, it will take ten times the clip from the Bin and apply in the Timeline at the marker, this is the result of the function.

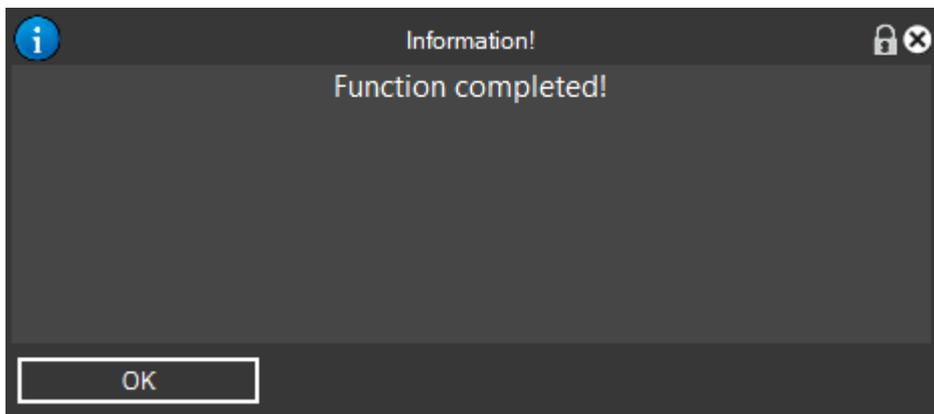
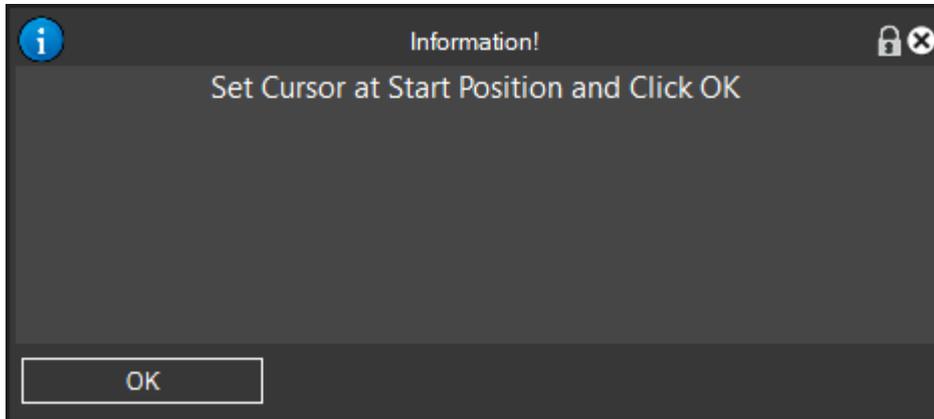


### Mark Each clip in the Timeline

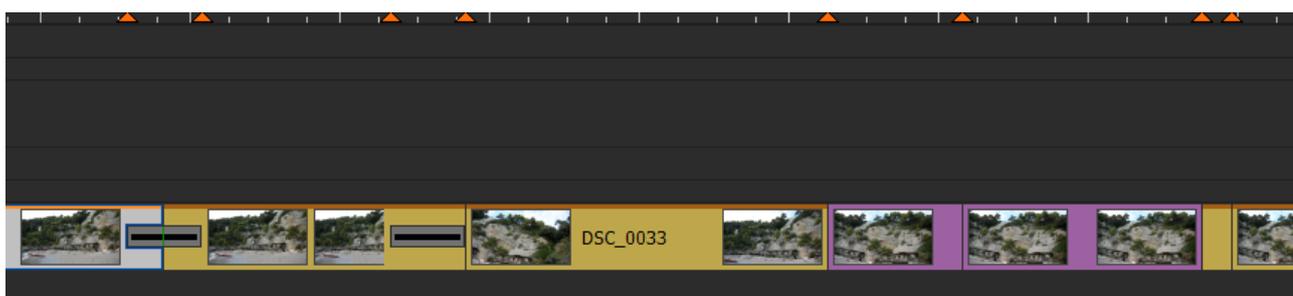
This feature puts a marker at the beginning of each clip in the timeline

We launch the function from the menu, place the cursor in the EDIUS timeline at the point where you want to start the markers, click OK and wait for the completion of the function

We got a marker at each clip in the timeline



This will result

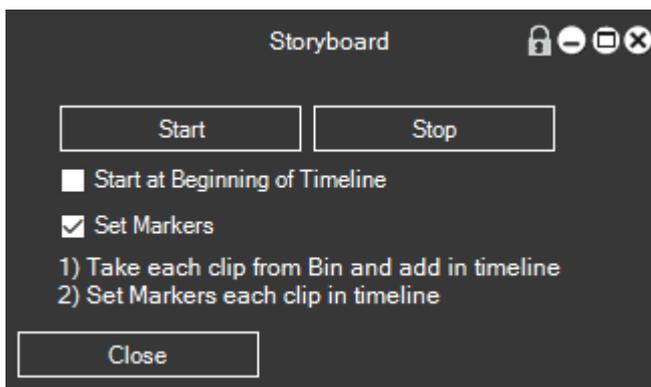
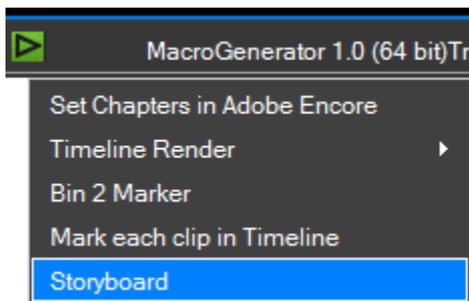


## Storyboard

This function takes all the clips from the bin and places them in the Timeline

If you have activated the option "Start from the beginning of the Timeline" clips will be applied to timecode 00: 00: 00: 00 otherwise from where the cursor is located

If you have activated the "Set Marker" option, after application of the clips in the Timeline you will set the markers for each clip in the timeline.

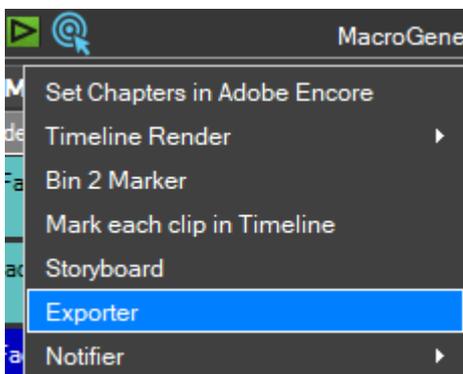


Click Start to begin the process and if you want to stop the cycle click Stop.

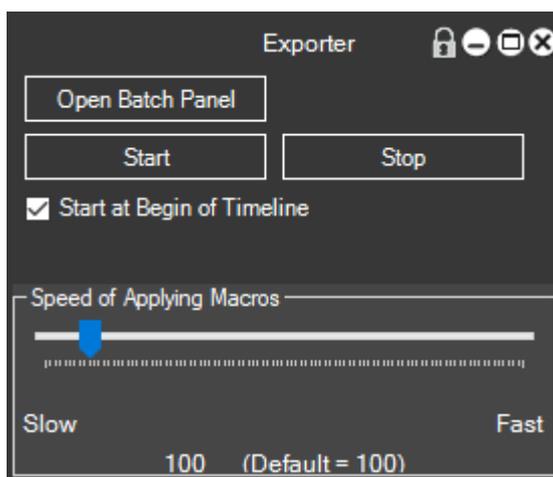
## Exporter

the Exporter is able to add all the clips in the timeline Often we find ourselves with the need to want to export a quantity of clips in the timeline separately, to perform this function manually takes a long time, so we created the Exporter, the Batch Export with the default codec, we see how.

We launch from the EDIUS Exporter menu.



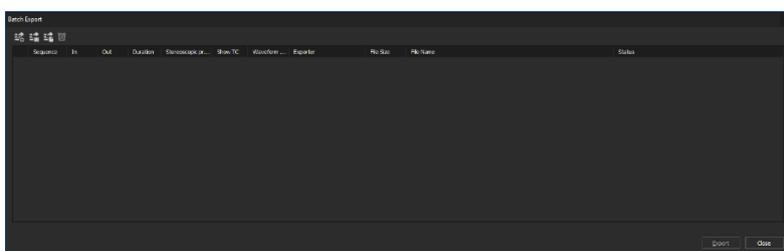
The Exporter looks like this



We have the key **Open Batch Panel** to open the Batch Panel and check the queue export

Then the start button **Start** to start the procedure and the stop button **Stop** to stop the process before it gets to the end, finally, there is the option "starts at the beginning of the timeline"  **Start at Begin of Timeline** to begin exporting to the top of the timeline, if it is not selected this option, the export will start from the current cursor position.

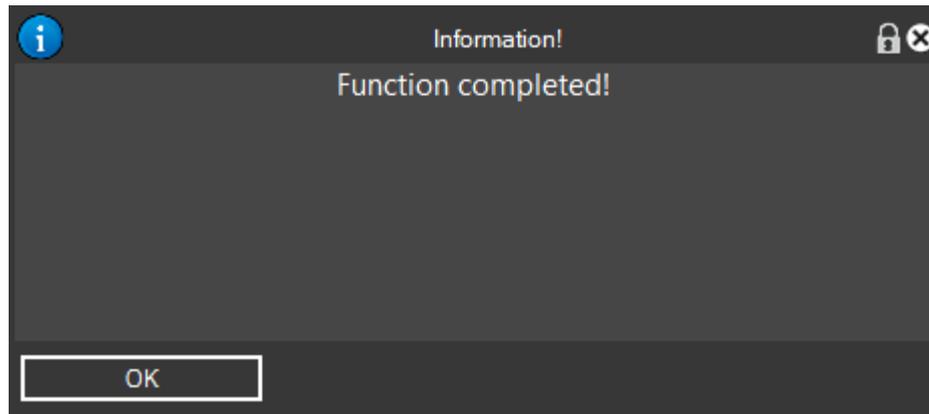
We open the Batch Panel, which in our case is empty



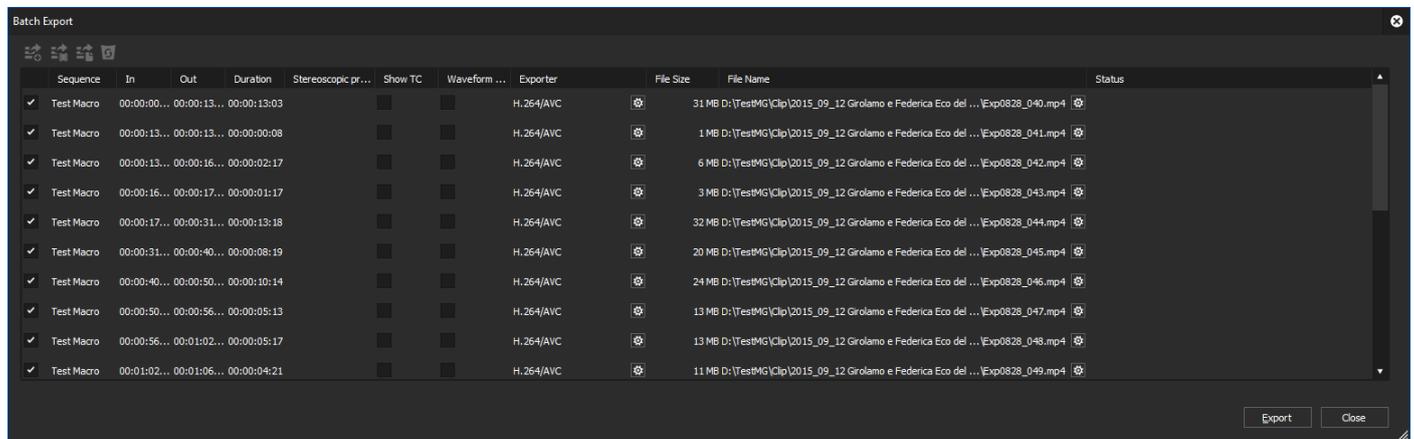
## MacroGenerator v.1.1 – Appendix A – Using of MG for EDIUS

Click on the Start button and see how they will fit clips to export in the export queue.

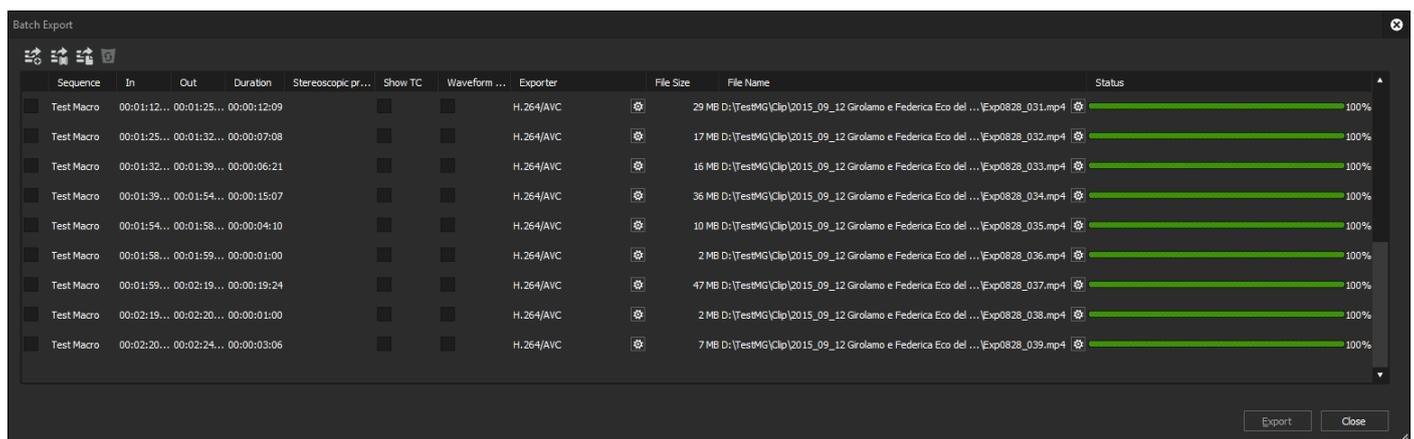
Once this function the following message



you can open the Batch Panel and see the tail export

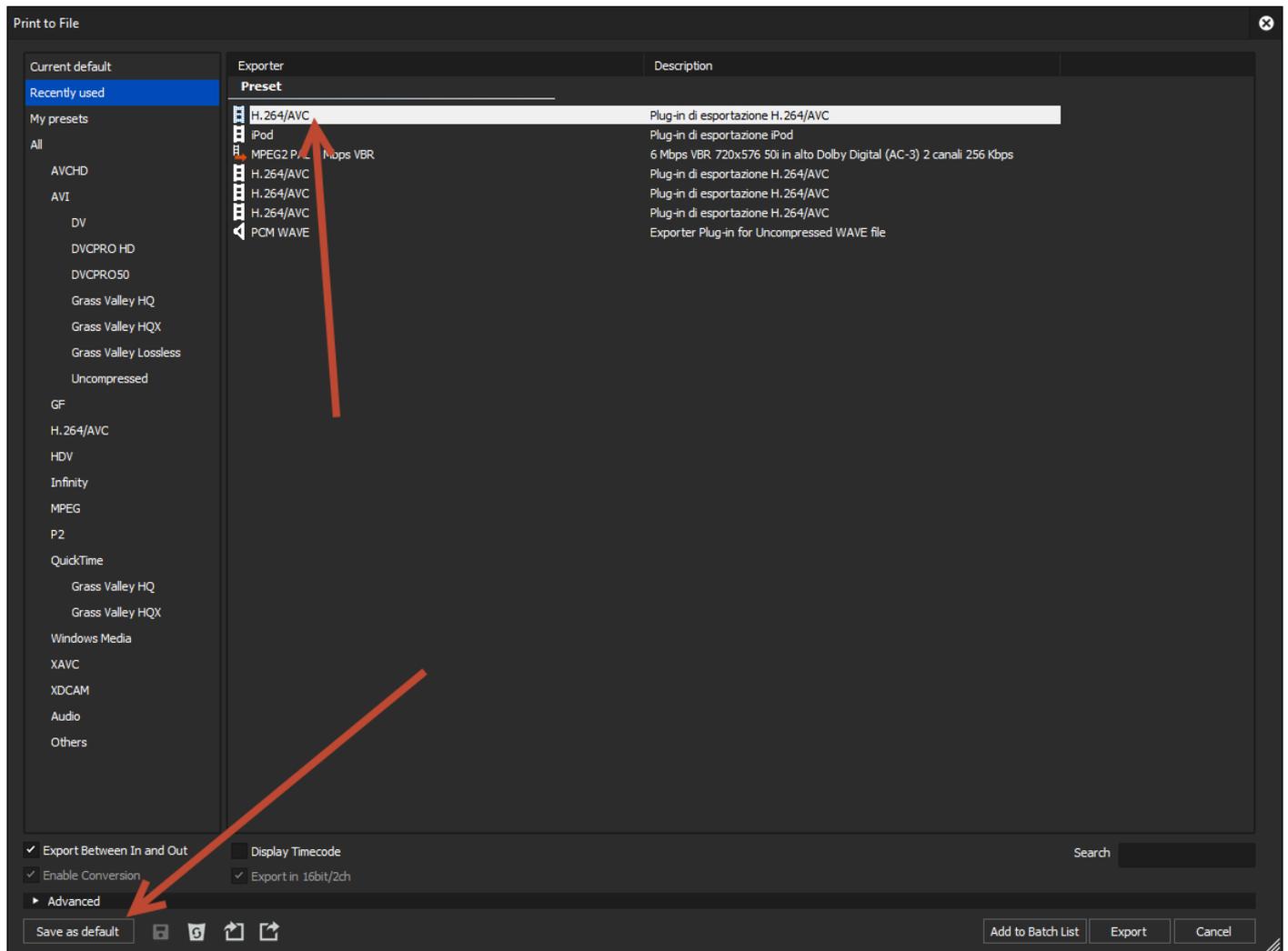


Click on the Export button and expect that the export is finished



Click on the Close button.

The codec used for export is the default codec EDIUS, if you wanted to change the export codec must do so before you perform all the operations carried out.



For example, as shown if you want to export the H264 codec, we have to select it and Save it as default, from now on exports made with the Exporter will be done with the default codec.

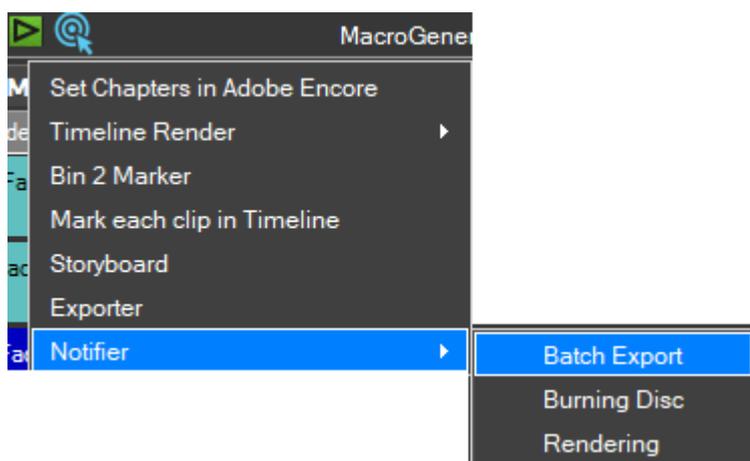
## Notifier

Often the EDIUS user performs some pretty lengthy operations that do not require a fixture of the PC, such as a batch export, burning a DVD or Blue Ray or a rendering.

After you start these long processes we need to do anything else and is therefore useful something that notifies the end of these long operations, which is why it was designed the Notifier.

The Notifier notifies us the successful end of some operations with EDIUS, according to the options that we have established, even with this tool can automate the shutdown of PCs.

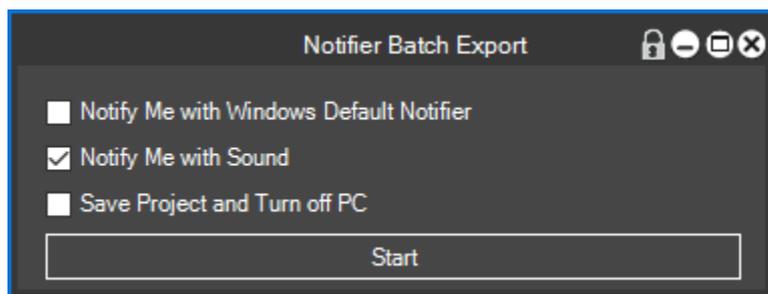
We launch the Notifier



And we select which of the processes we want to control in the Background

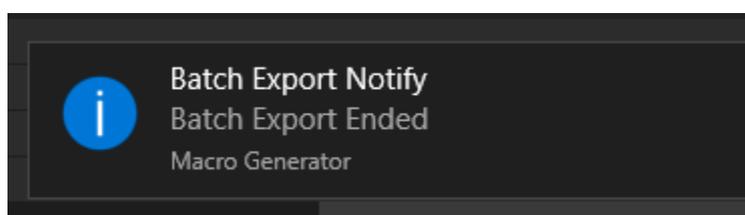
For example, we want the Notifier manages the Batch Export

This will open a small panel



Where should we define as MG must inform the Batch Export is finished

The first option  **Notify Me with Windows Default Notifier** send us a classic Windows notification into the bottom right over the tray bar, of this type



By calling our attention

The second option  **Notify Me with Sound** It means that when it is finished the Batch Export may hear a sound that draws our attention.

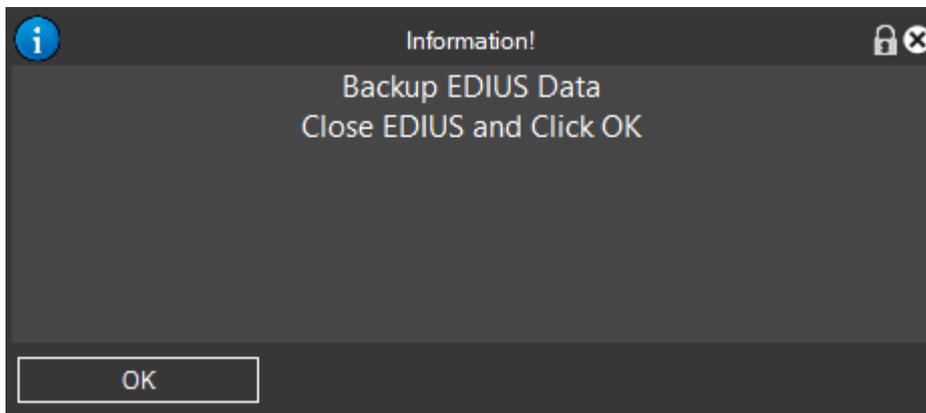
The last option  **Save Project and Turn off PC** It needs to make sure that the user can move away from the computer and feel comfortable that after Batch export, the project is saved and the computer is turned off.

If the user is near the computer has 30 seconds to cancel standby mode or the PC is turned off by MG.

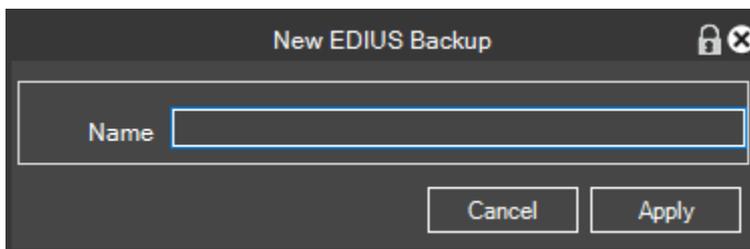
Here we have the example with the Batch Export but the function is the same for the Burning of the disc is to render.

## Backup and Restore EDIUS

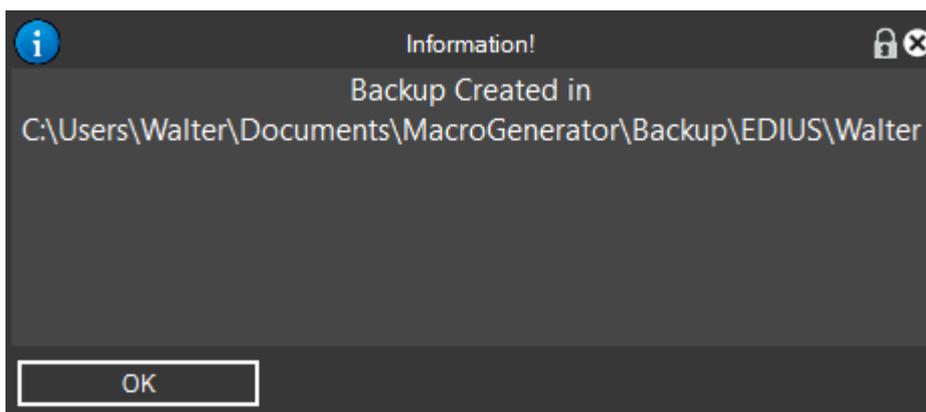
If you want to create a backup of all EDIUS useful for a future restore settings I have to click



You are prompted to quit EDIUS and EDIUS when closed click OK

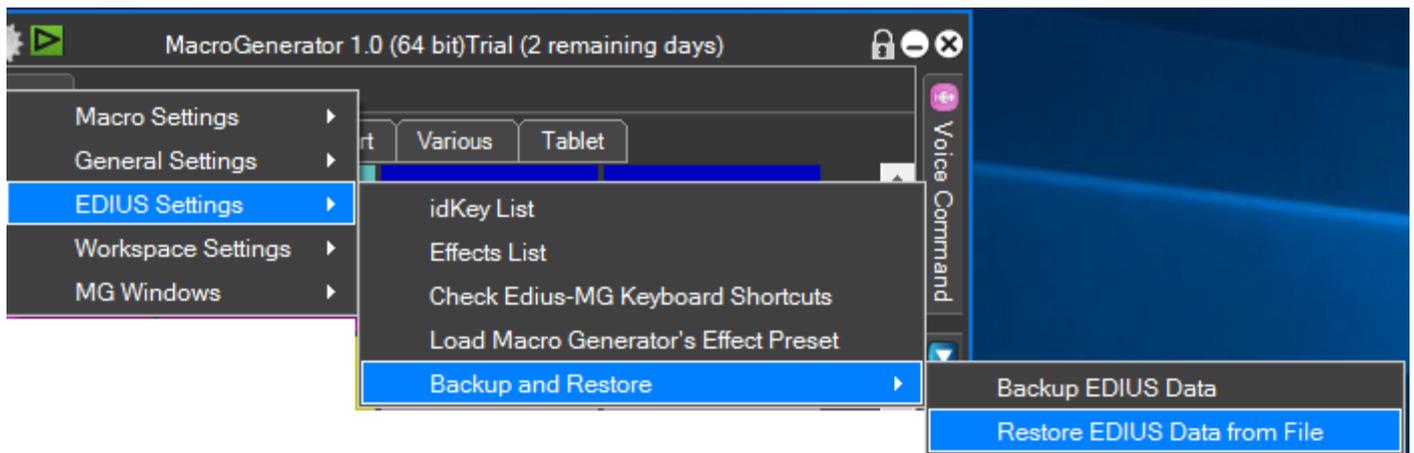


Enter a name for the Backup

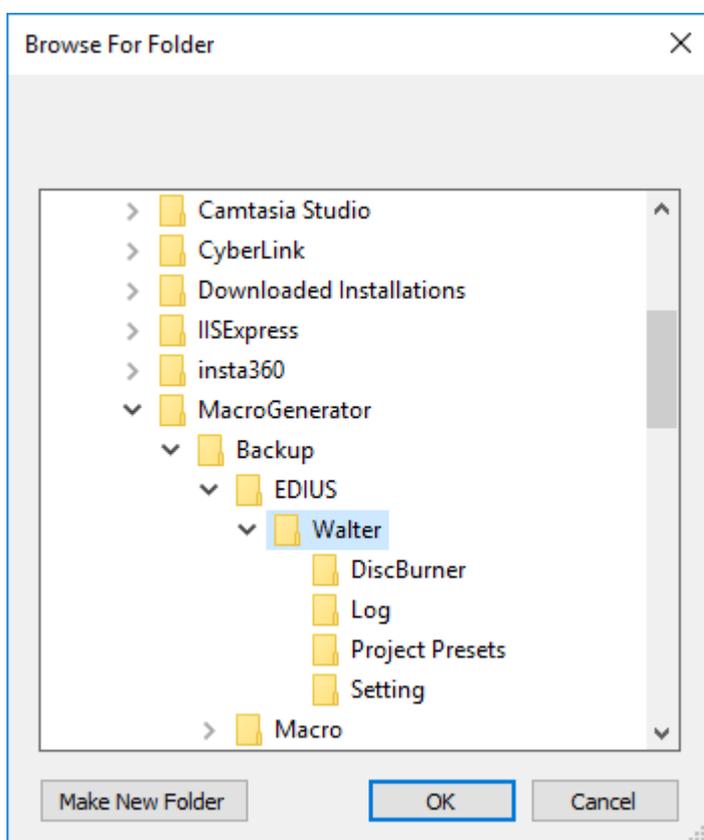


After creating a backup is signaled to the folder where you stored

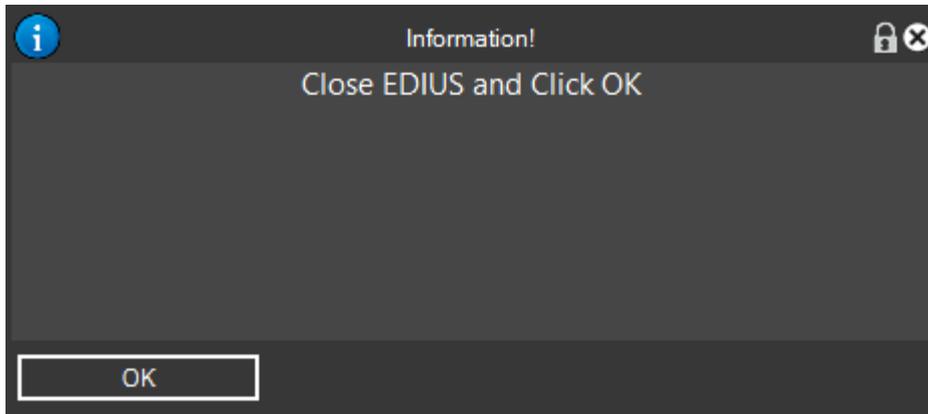
Later when you want to restore a backup, proceed as follows EDIUS



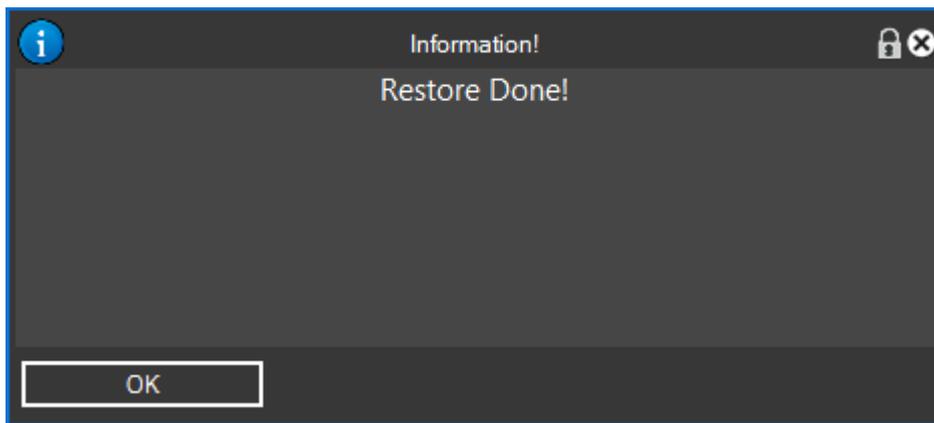
Select the location where you saved the Backup EDIUS



Click on ok



Close EDIUS if it is opened



And wait for confirmation of the executed Restore.

## Using the Cycle of MG with EDIUS

This panel is very important for those who want to apply a macro multiple times to multiple clips in



the timeline,

for example, we all know that if we want to apply to 10 clips a velocity change, we have to repeat ten times always the same operation, the opening of the panel writing the slow-motion value to be applied, select the parameters, close the panel, select the clip later and repeat the same operation for n times, with this panel instead we can apply a consecutive clip the last applied macro.

We see in particular how, when applied on a clip our macro "SPEED 50" speed change, down, in MG status bar will display the last macro name, applied, `en-en 673.383 ✓ Speed 50`, Start the cycle by

clicking the Start button  The function starts and the last macro will be applied to the number of times based on the value that we have entered in the text box `10` In this case 10, meaning we can

stop the cycle by clicking on the button  At this point the cycle will be stopped once the last operation completed.

After each application of the macro you can see that the focus on the next clip is moved because the option is checked  `add jump to next clip` If instead we experienced users and we need to be the ones to have greater control of the execution of the cycle, we have a chance to uncheck this option.

We have the first icon on the left arrow icon  which shifts the focus on the first clip to the selected clip.

The second arrow, right , Shifts the focus on the clip following the one selected.

The third arrow , Apply the last applied macro, the next clip individually

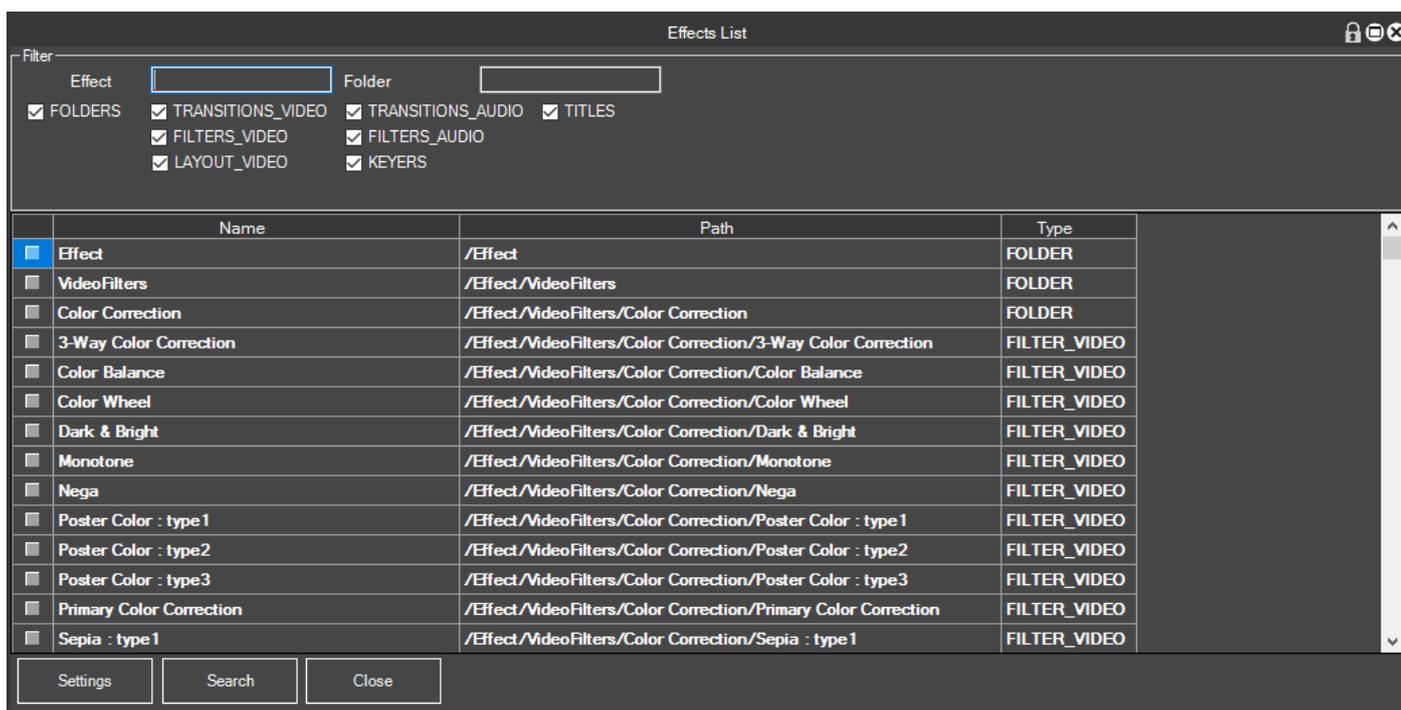
Play and Stop starts and stops the cycle  

The text box `10` It indicates the number of times it has to be repeated the cycle

The arrow  Compact the right clip and applies the default transition

The drop-down list `LAST MACRO` `PACK` if placed on LAST MACRO repeatedly applies the latest macros, but if we select PACK, run the cycle n times to shrink the clip to the left

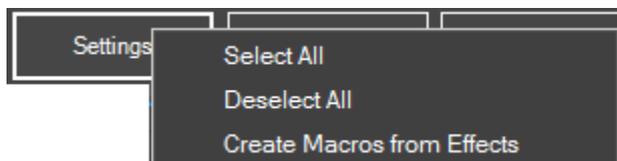
## Effects List



With this function, we can see the entire list of bed effects of MG and play on them elementary operations, such as research and the creation of macros automatically.

We also have the ability to filter the list to easily search the effect by writing the name in the

Effect  or unchecking the type of effect that we do not see



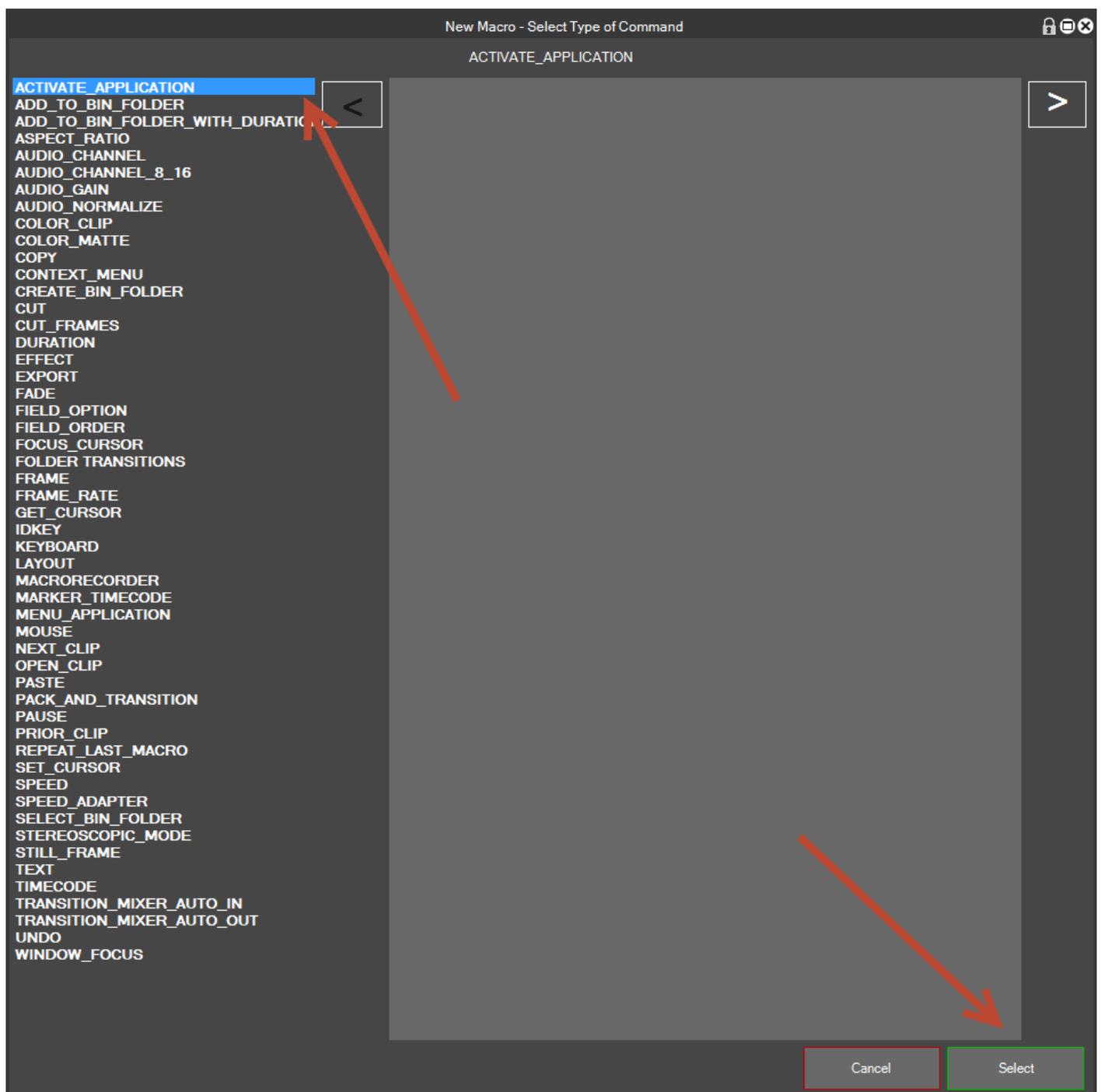
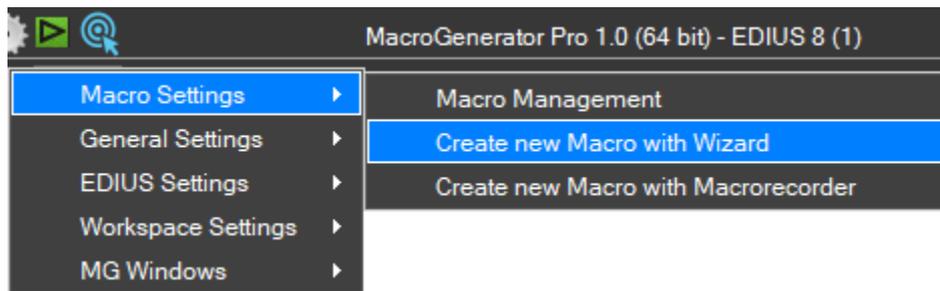
The Settings menu gives us the possibility of a complete selection or de-selection of the effects list.

And the establishment of a macro for each selected effect.

By clicking on the search button, you will search the selected effect in the Effects palette of EDIUS

## Commands for EDIUS

A quick way to create macros based on the current workspace is to use the wizard



It will open, depending on the type of Workspace list of commands available to the left and a possible visual explanation on the right

We select the type of command you want to create the macro, and click on "Select"

At this point it opens, according to the command on the input window and selection of any parameters.

If the command does not provide parameters, once you click on "Select" is created the macro immediately

At this point the macro is ready to be applied.

Below we list all the commands available for EDIUS MG:

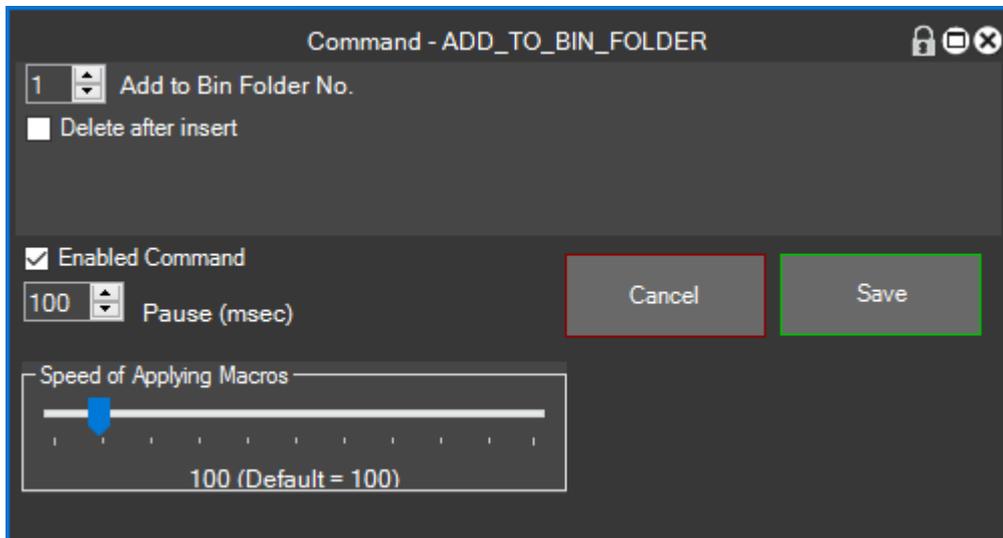
### ACTIVATE\_APPLICATION

Bring to Front EDIUS

### ADD\_TO\_BIN\_FOLDER

This command copies the selected clip in the Timeline and paste in the Bin folder of EDIUS

The parameters allow us to determine which of the bin folder to paste the clips by specifying the number, and if after pasted in the bin clip must delete it from the timeline

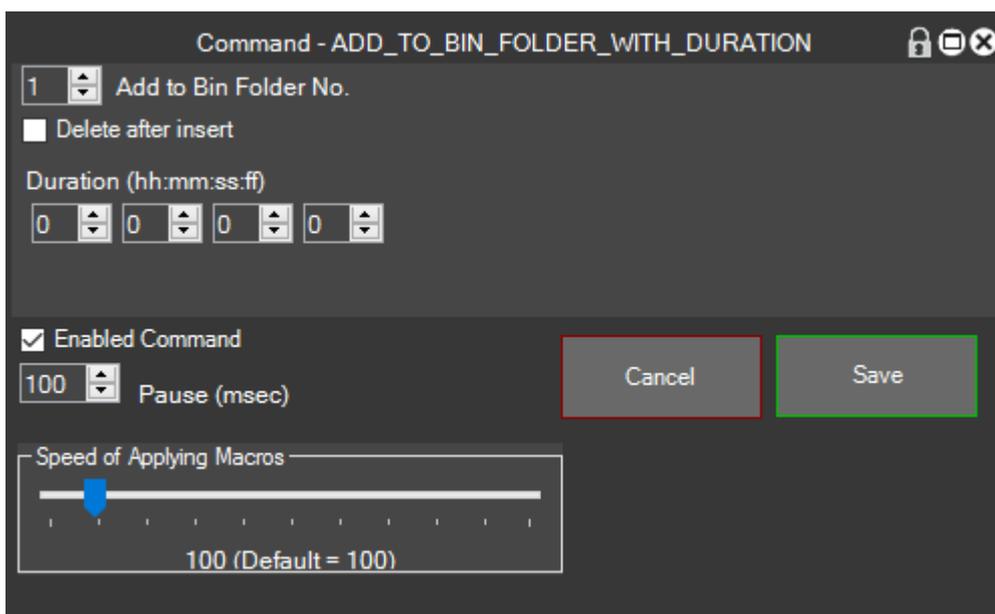


### ADD\_TO\_BIN\_FOLDER\_WITH\_DURATION

This command copies the selected clip in the Timeline and paste in the Bin folder of EDIUS with a fixed term

The parameters allow us to determine which of the bin folder to paste the clips by specifying the number, and if after pasted in the bin clip must be erased from the timeline

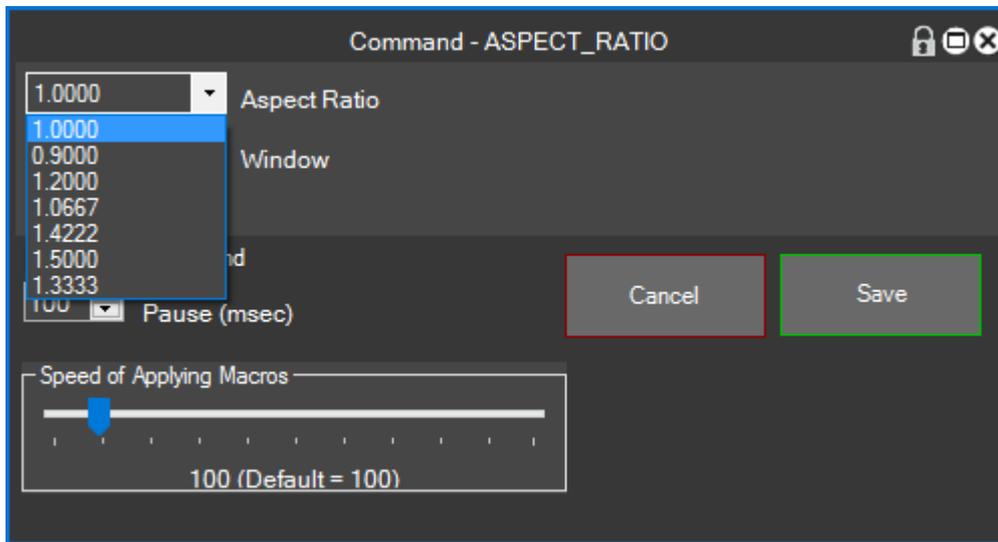
Also in the above command to have the ability to specify the duration of the clip in Bin



## ASPECT\_RATIO

With this command, you can change the aspect ratio of a clip in the timeline

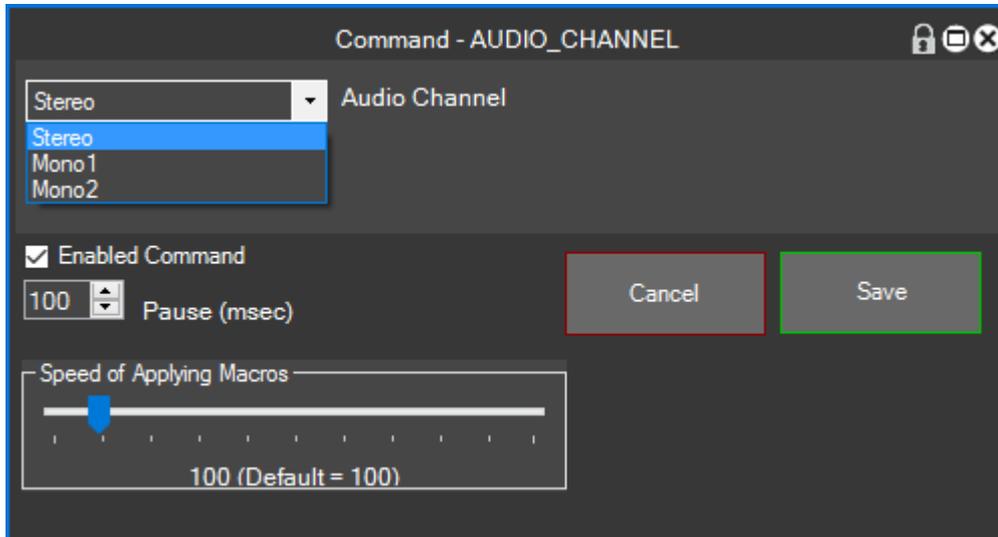
The two parameters allow us to determine the aspect ratio to apply and where to apply it, though in the Timeline or Bin



### AUDIO\_CHANNEL

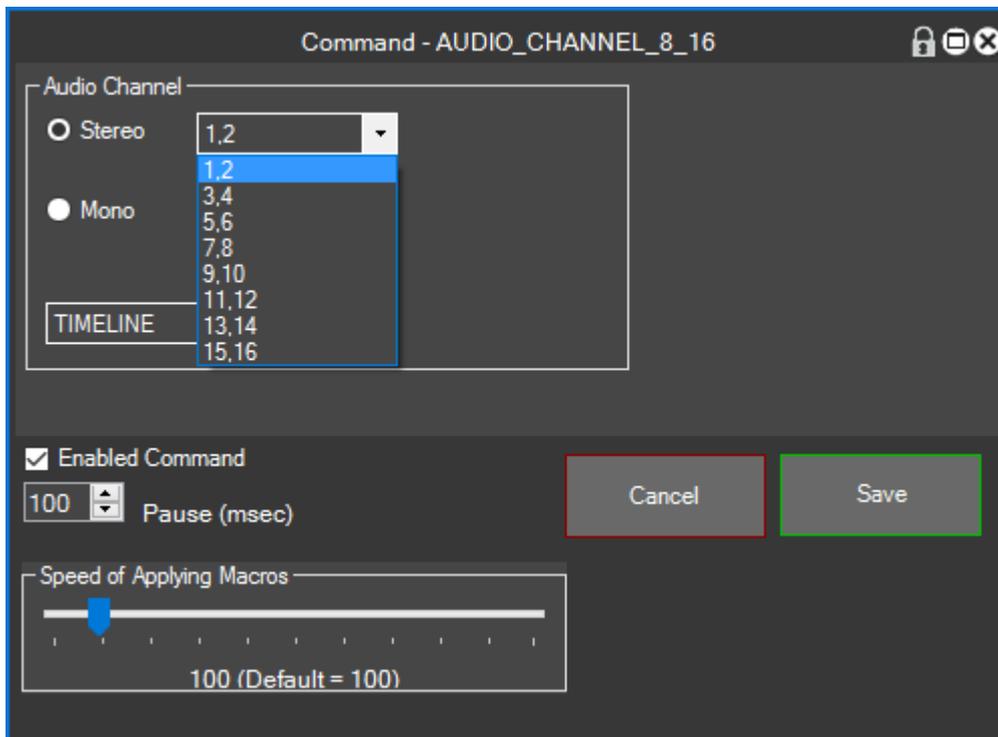
With this command, you can change the audio channel of a clip in the timeline

The two parameters allow us to determine which audio channel Switch between Stereo and Mono 2 MONO1



### AUDIO\_CHANNEL\_8\_16

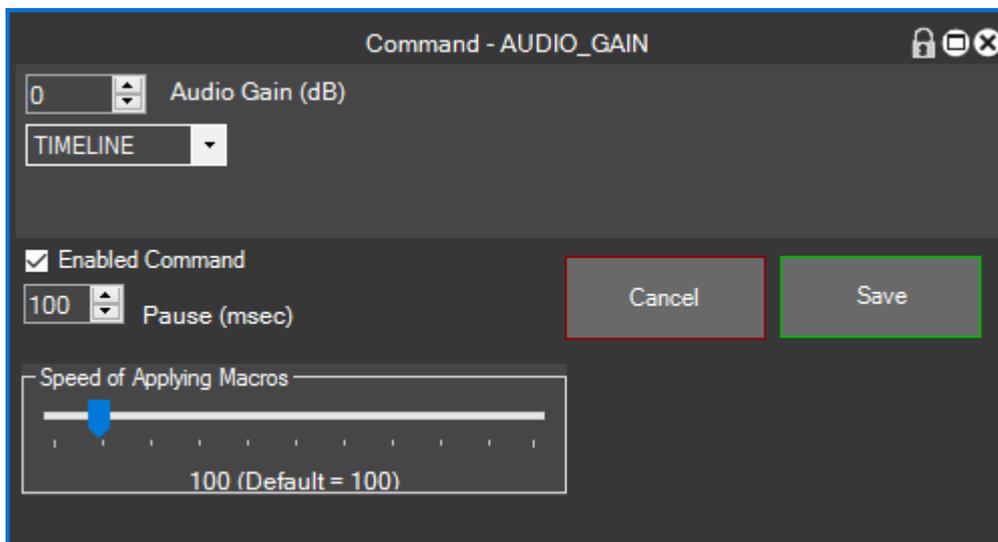
With this command, you can change the audio channel of a clip in the timeline of 8 or 16 channels



### AUDIO\_GAIN

With this command, you can apply an Audio Gain

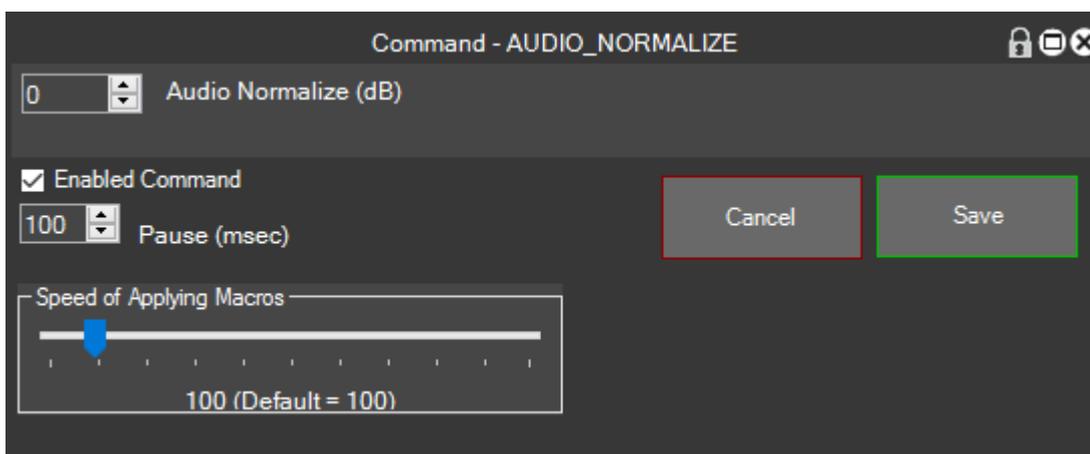
The two parameters allow us to determine the value of Audio Gain in dB to apply and where to apply it, though in the Timeline or Bin



### AUDIO\_NORMALIZE

With this command, you can apply an Audio Normalization

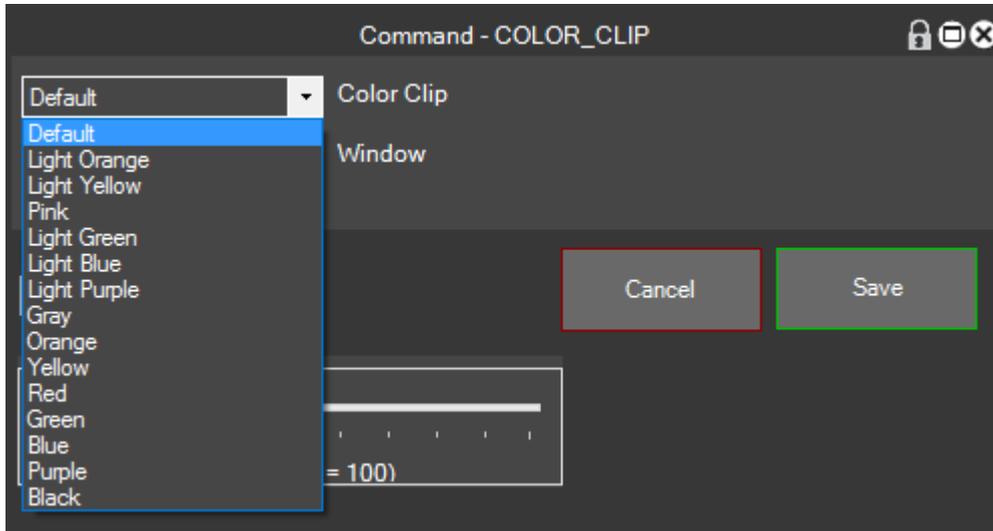
The two parameters allow us to determine the value of the normalization in dB and where to apply it, if in the Timeline or Bin



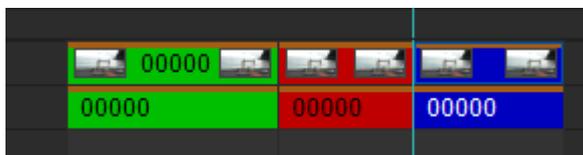
### COLOR\_CLIP

With this command, you can change the color of a clip clips

The two parameters allow us to determine the color of the clip and where to apply it, though in the Timeline or Bin



For example



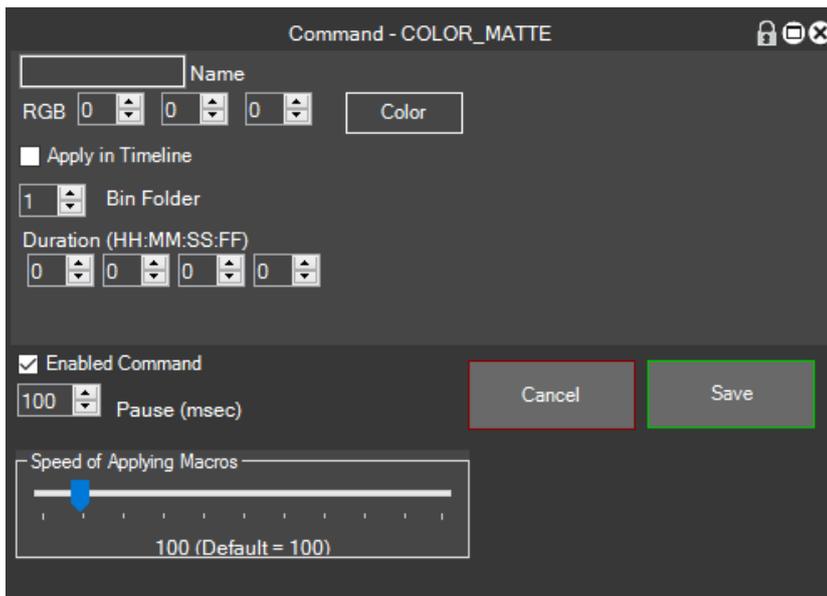
### COLOR\_MATTE

With this command, you can create a Matte color, the specified color and duration of the request, meaning you can also apply it in Timeline

The parameters in order, specify the name that you can give to the matte color Bin, the color in RGB

If you apply it in the timeline as well as in Bin

And what duration should be



### COPY

With this command, you can simulate the function key Copy



## CONTEXT\_MENU

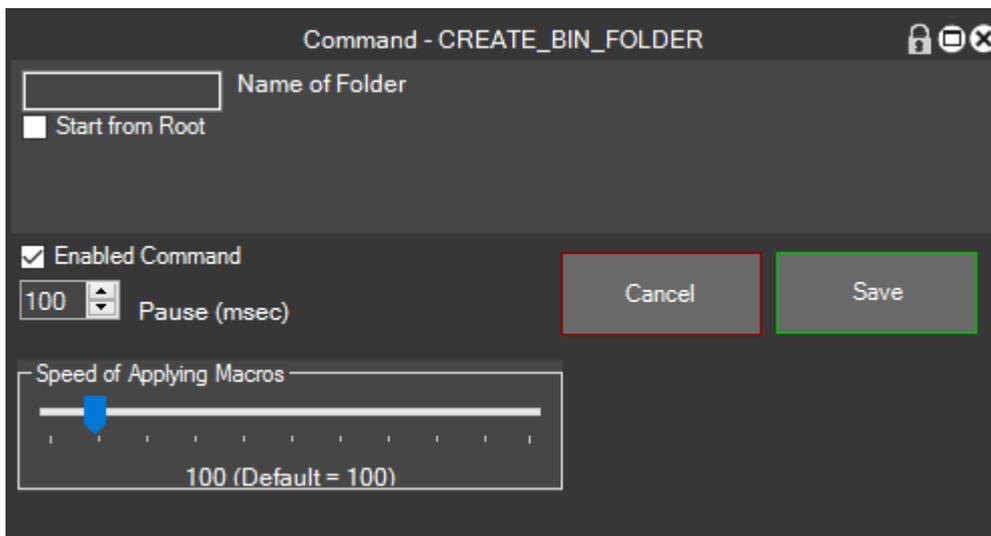
With this command, you can simulate opening a contextual menu on an object that has the focus.

## CREATE\_BIN\_FOLDER

With this command, you can create a folder in the Bin folder of EDIUS

You can specify the folder name to be created

and if it should start from the root of the Bin folder, or from the point in which the Bin is selected



## CUT

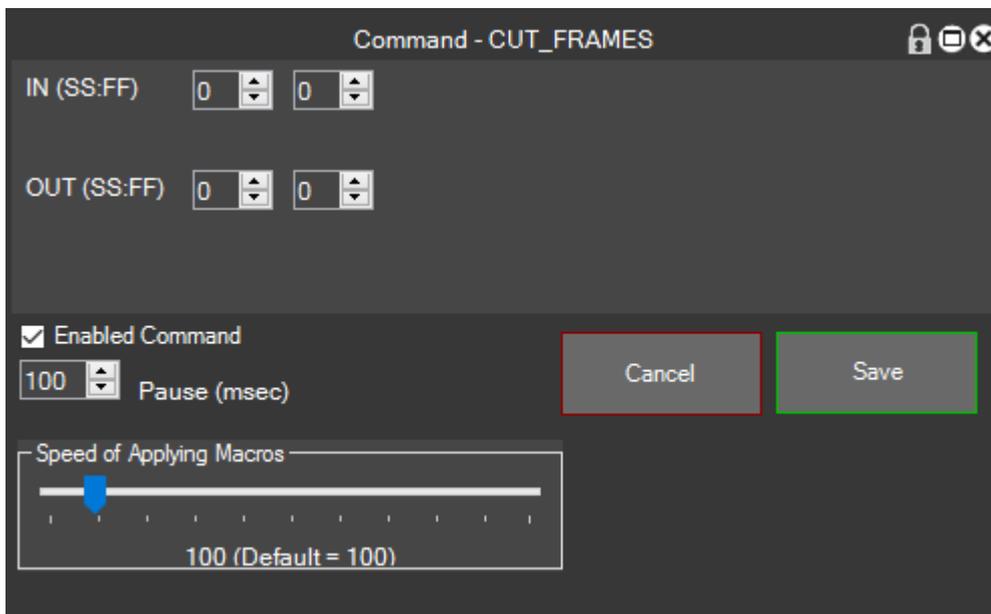
With this command, you can simulate the function key Size



### CUT\_FRAMES

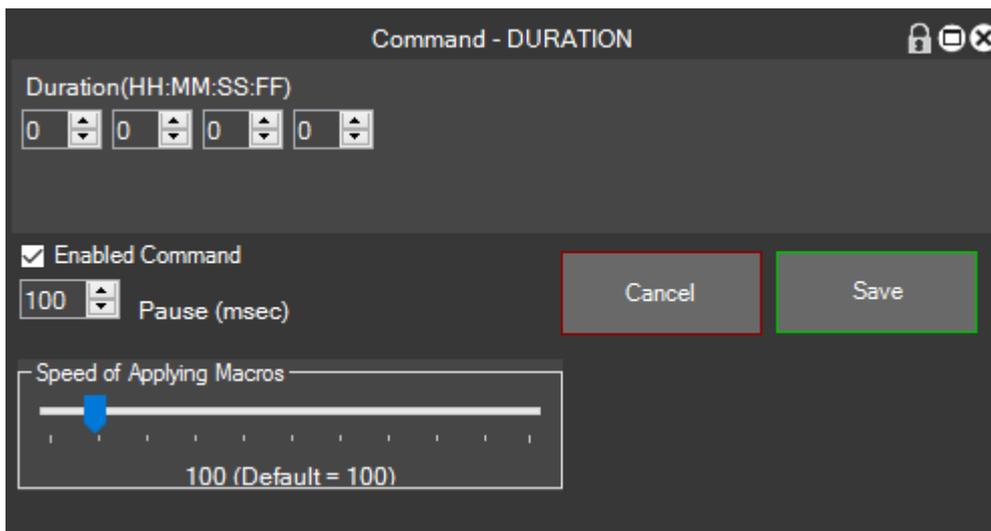
With this command, you can cut frames Inbox and Outbox on a clip

You can specify how many frames to cut the initial part of the clip and how many frames to the end of the clip, this feature is very useful when cleaning clip



### DURATION

With this command, you can change the duration of a clip in the timeline specifying what is to become the clips

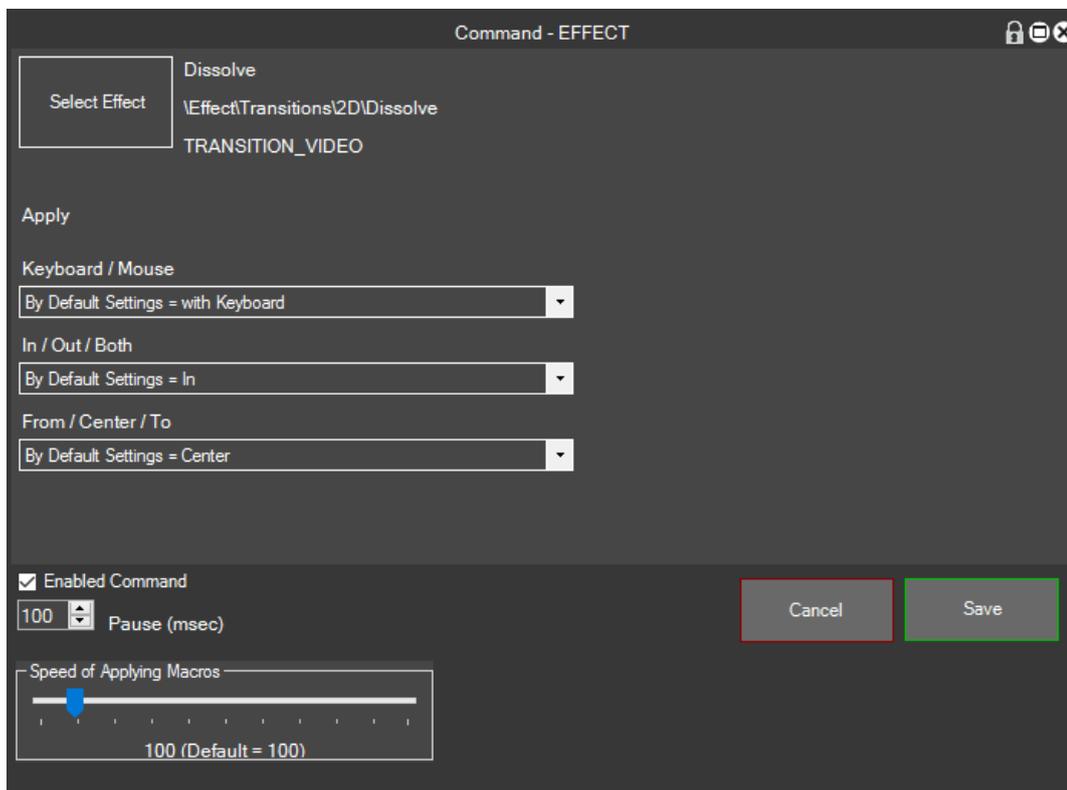


## EFFECT

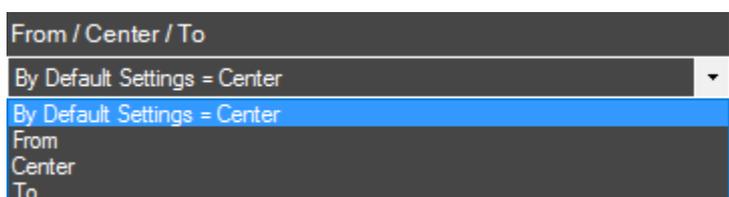
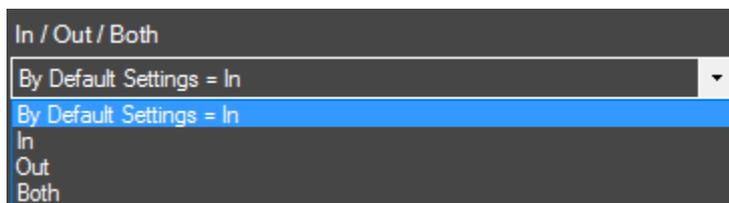
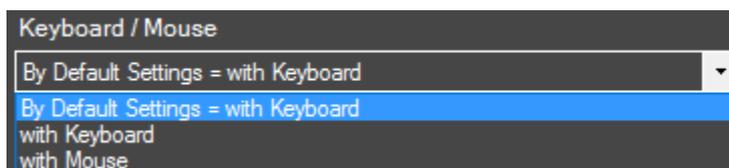
With this command, you can apply an effect to a clip in the timeline.

The parameters give us the chance to choose the effect from the effects list

If a filter is the option to automatically open the settings panel after applying the filter you are selected

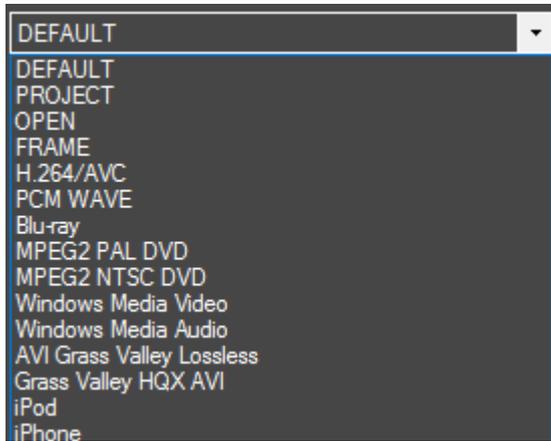
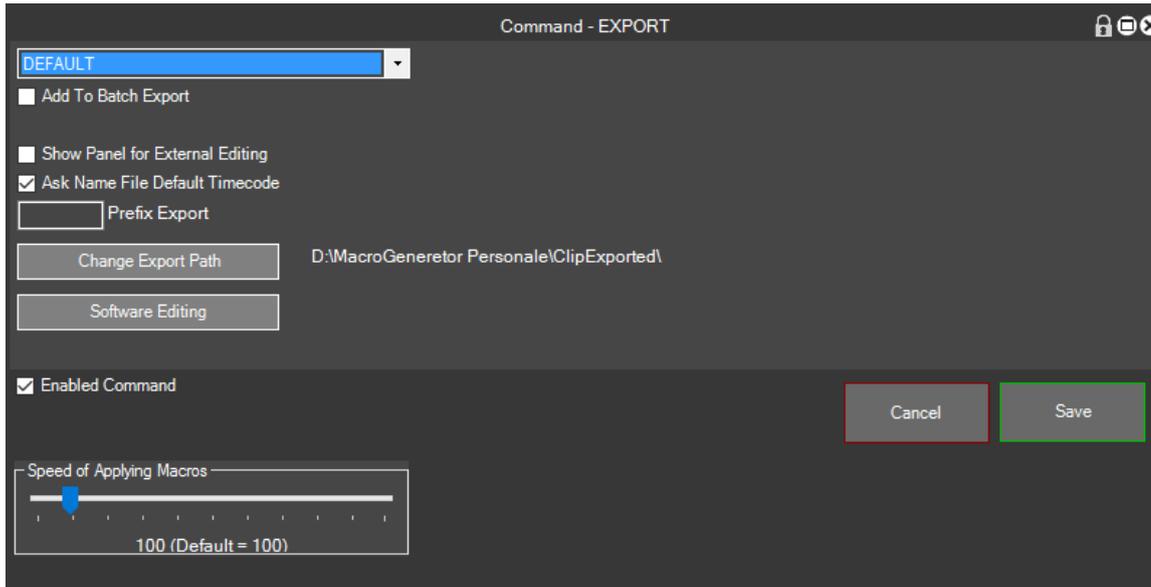


For these three other parameters, you should refer to this chapter to understand what we have to select (see [the Application Mode Effects](#) is [Transitions Application](#))



## EXPORT

With this command, you can Export Video and Audio



The first parameter is the type of codec you want to export:

DEFAULT means for the codec that we have as Default codec in EDIUS,

for PROJECT means the codec with which we are working on our project,

OPEN opens only the export panel and just

FRAME exports the single frame, then follow a series of codec among the most used, if it is not listed an important codec please report it to technical support

The Add to Batch Export, it makes sure that the clip is not exported immediately, but is added to the export queue.

Show the export panel, and Editing Software is for Round Trip to an External Application ([see](#))

If you ask for the file name it is checked the export process will stop at the point where you are prompted for the file name, however, if it is not checked, as the file name is taken the time code of the point and the export process is up to namely the end of the export file will have the name of the time code with the prefix before specified in the appropriate field.

## FADE

With this command, you can apply a Fade Track Mixer, popping the values that matter to you

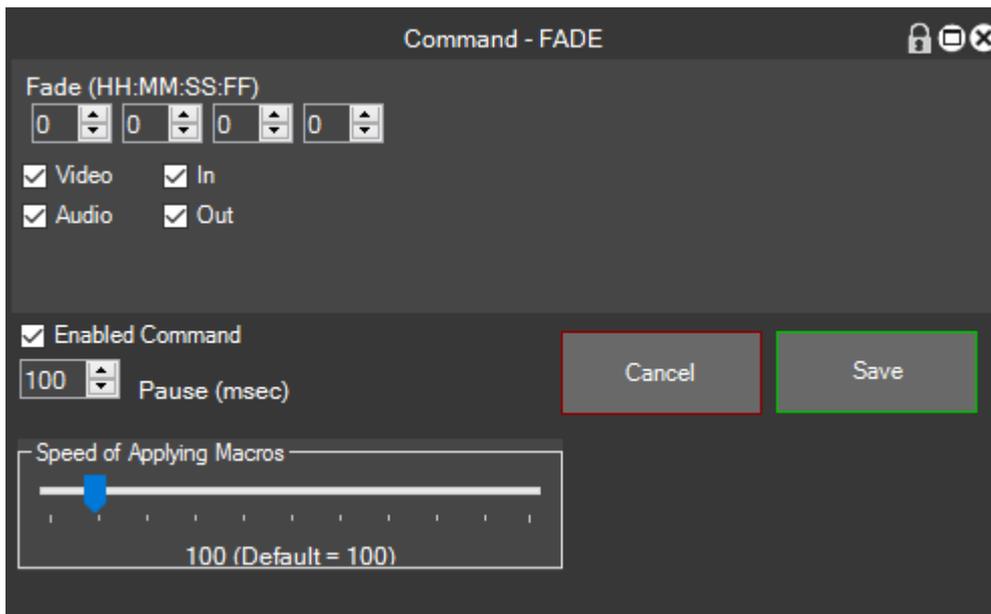
The parameters that can be set so the time of the fade duration that you want to apply, if everything remains at zero is taken to where the cursor as the start point of the fade

Video, if you want video fade

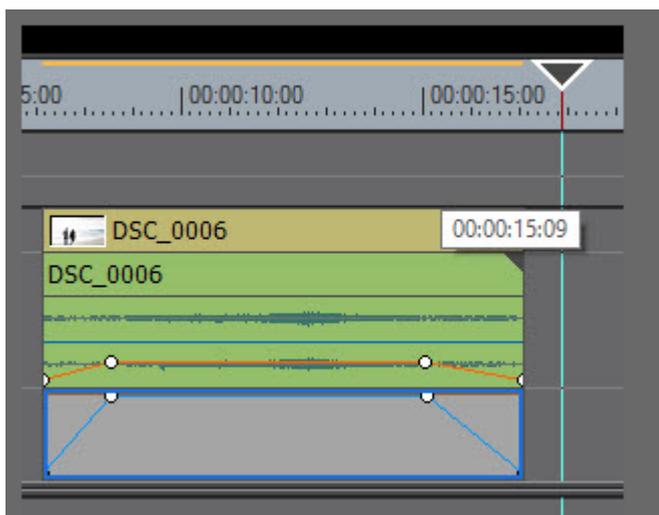
Audio, if you want audio fade

In, if we want to have a fade in

Out, if we want to have a fade out

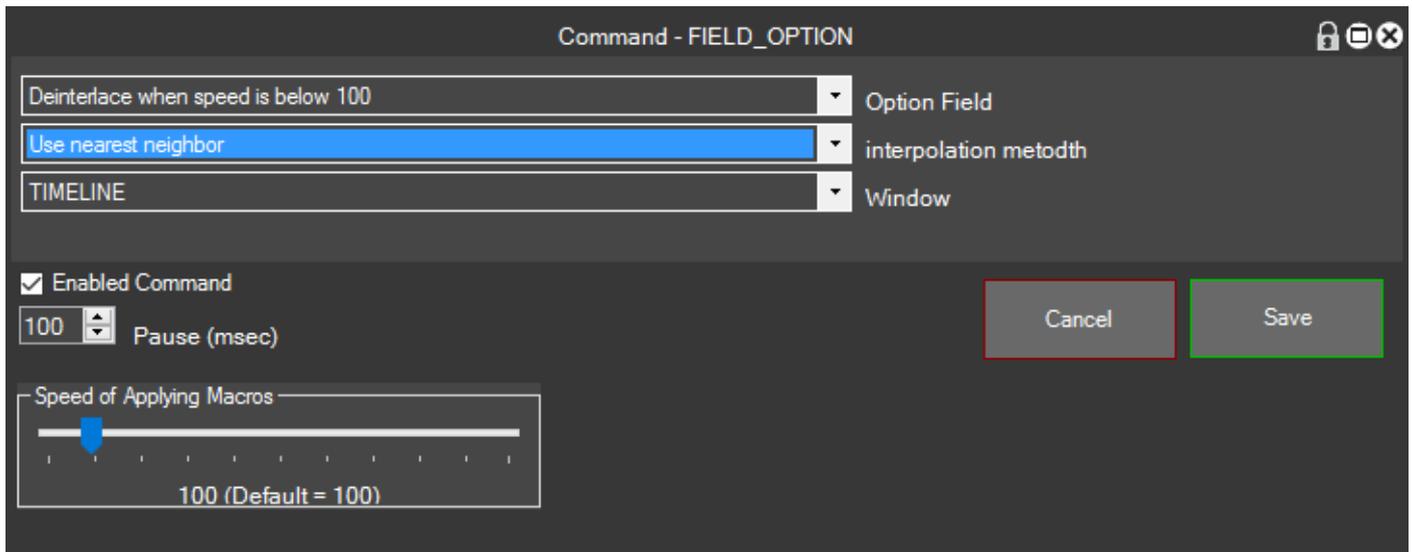


In the example, the use of automatic Fade

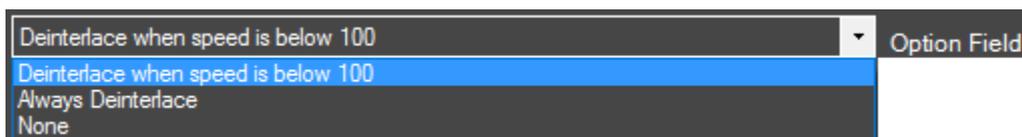


## FIELD\_OPTION

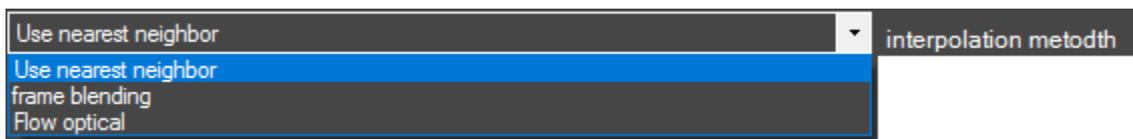
With this command, you can change the Option field in a timeline clip



The first option indicates whether deinterlace when the speed is less than 100, or always or never deinterlace interface.



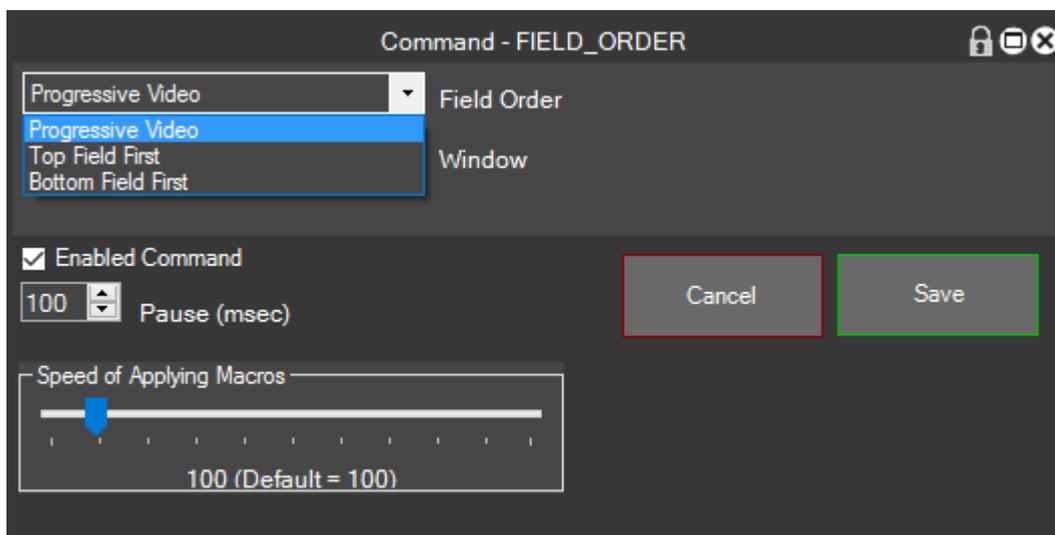
The second option indicates the type of interpolation method to be used, in EDIUS 8 has also added the possibility of Optical Flow



### field order

With this command, you can change the order of the fields in a timeline clip

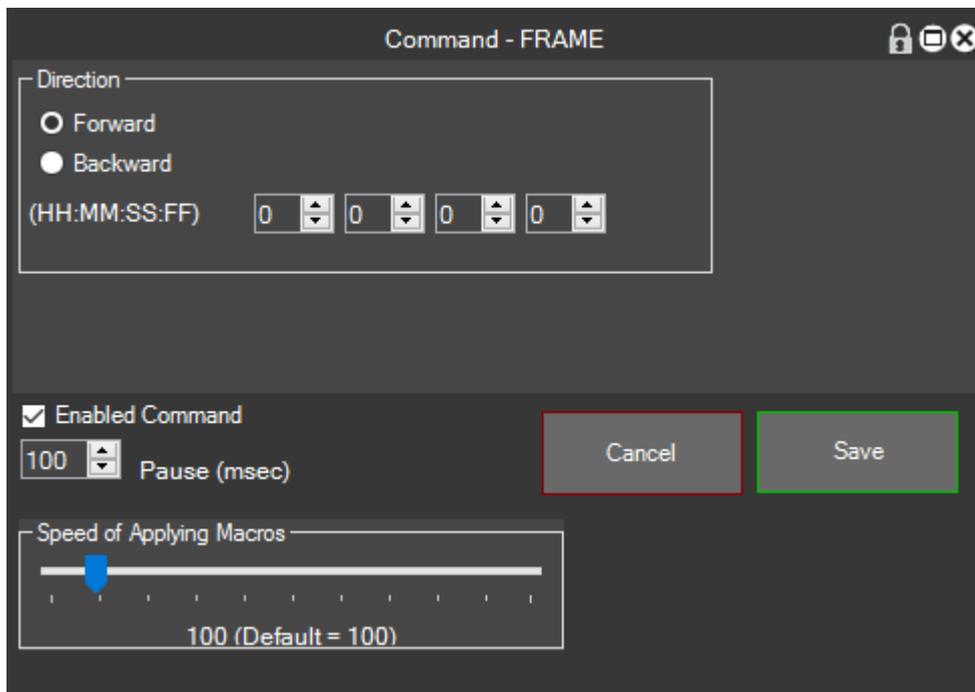
The choices are Progressive, Superior Court or lower range and whether to apply this change to the clip in the timeline or in the Bin



### FRAME

With this command, you can move the cursor to Next or Previous to a certain length.

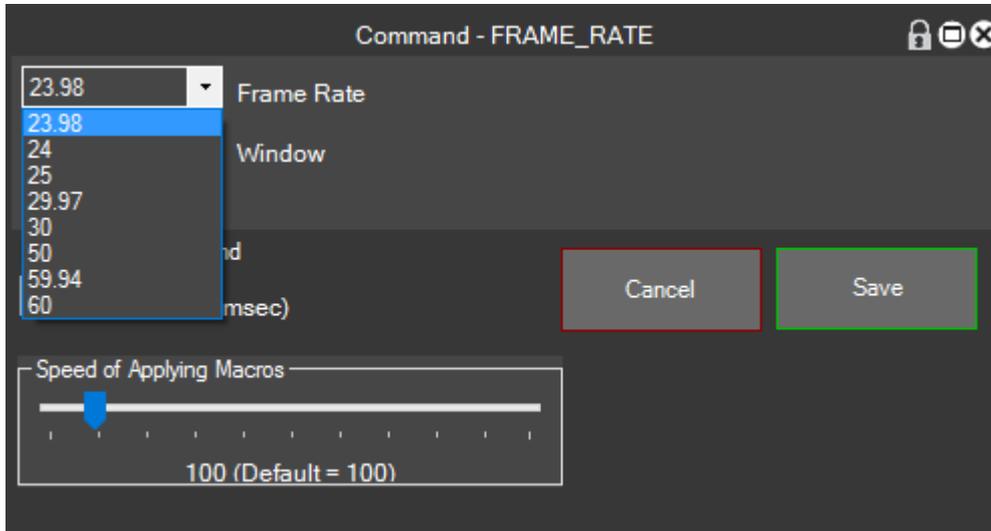
The options indicate the direction of movement of the cursor, and by how much you have to move



### FRAME\_RATE

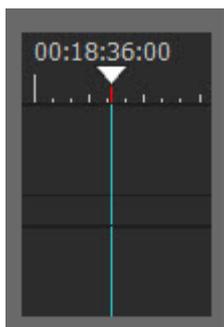
With this command, you can change the frame rate of a clip in the timeline

The two parameters allow us to determine the value of the frame rate to apply and where to apply it, though in the Timeline or Bin



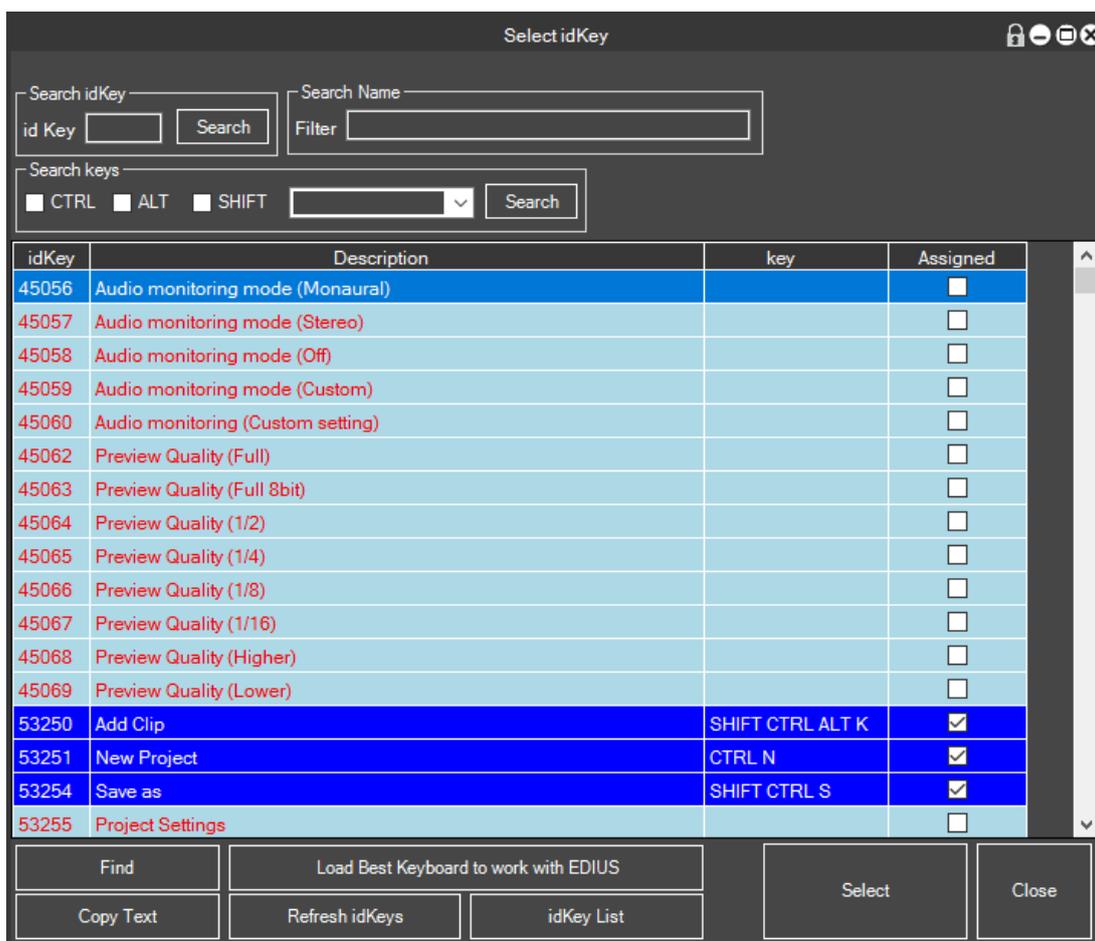
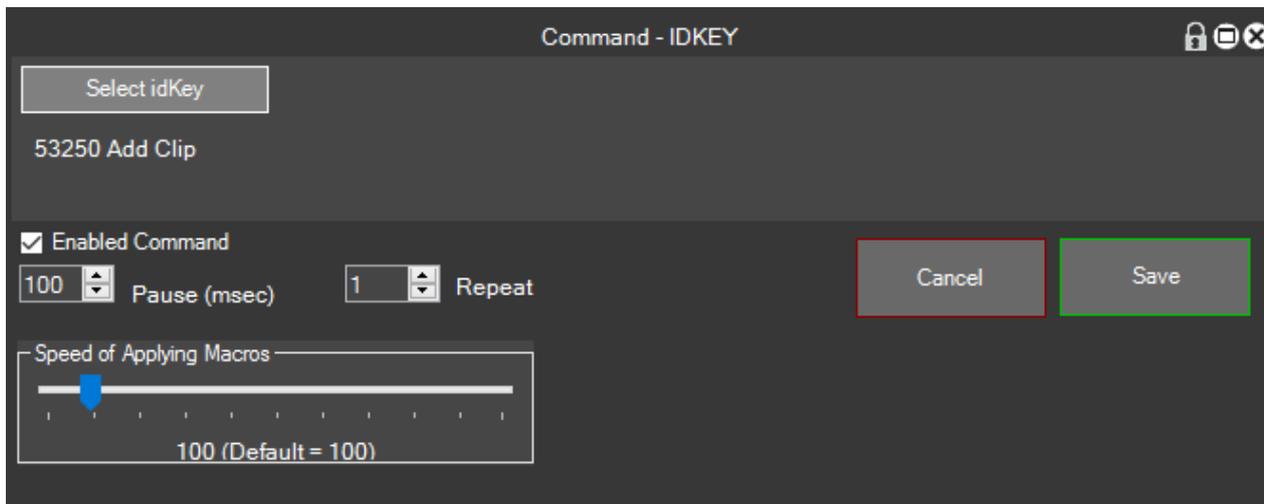
### GET\_CURSOR

With this command, you can save in memory the cursor position in the timeline and then use it with SET\_CURSOR ([see](#))



### IDKEY

With this command, you can simulate a EDIUS function key, this is a very important command to the use of MG with EDIUS, with this command you can create amazing macro, so you have to understand the meaning of idKey, and we refer to the explanation of idKey ([see](#))



## KEYBOARD

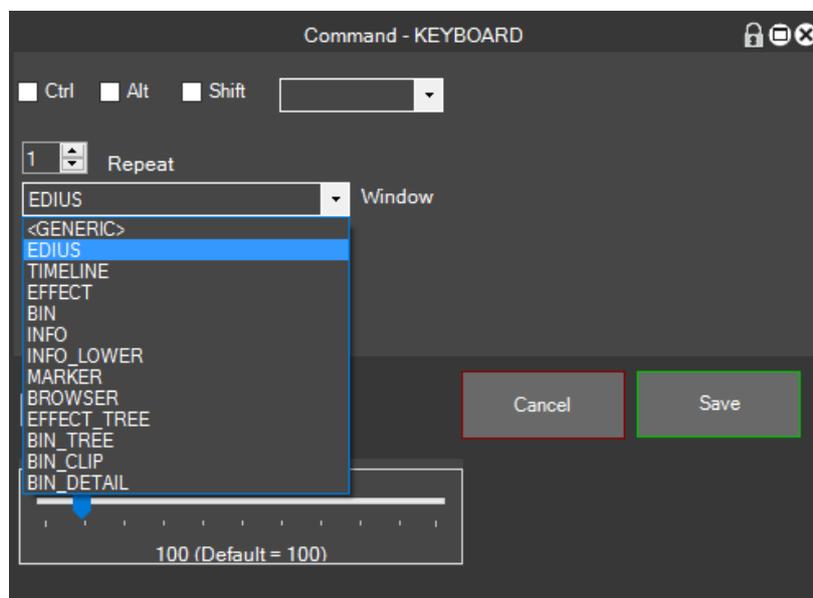
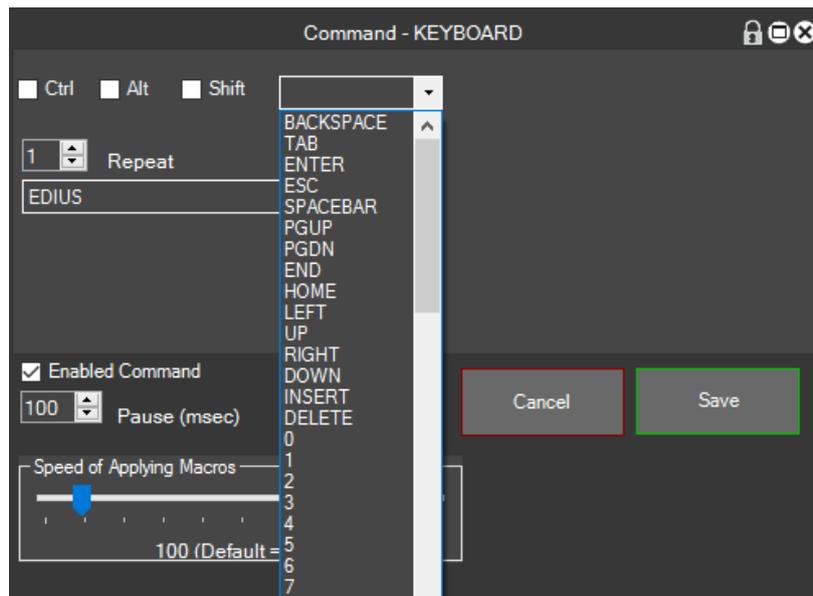
With this command, you can simulate the press of a key on the keyboard, this command as the idKey is a fundamental command to MG with EDIUS so you'll want to study it well.

The parameters of this command allow us, in order to set which of the keys must be simulated by the macro

How many times the button has to be repeated

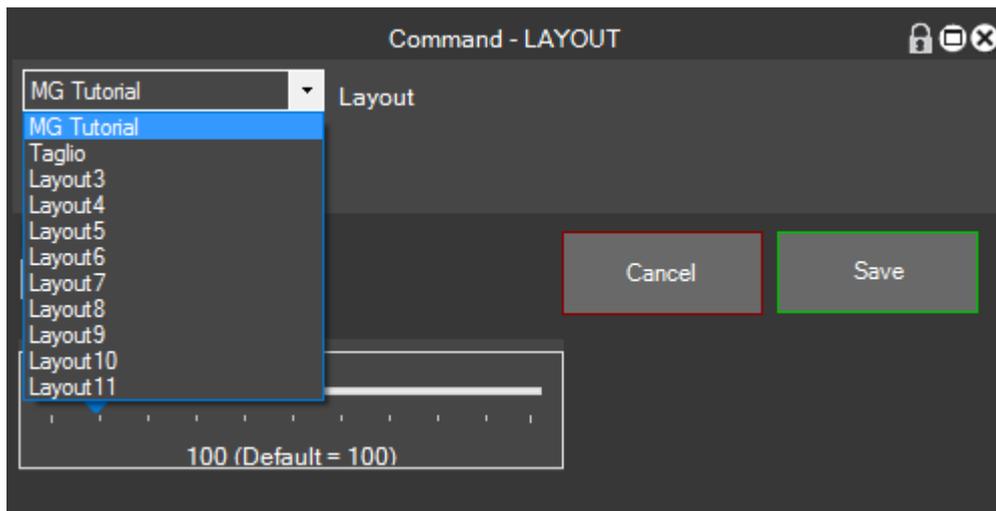
And which box should be checked before applying the keyboard button,

If you do not want if you select a window than the one already selected sets of <generic>



## LAYOUT

With this command, you can change the EDIUS Layout



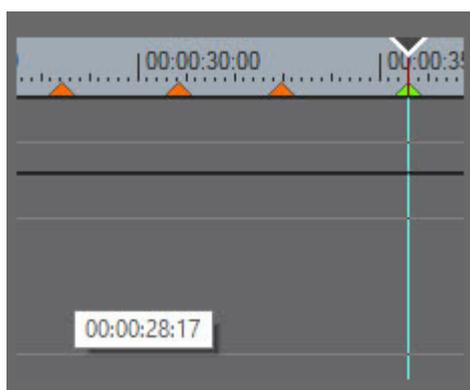
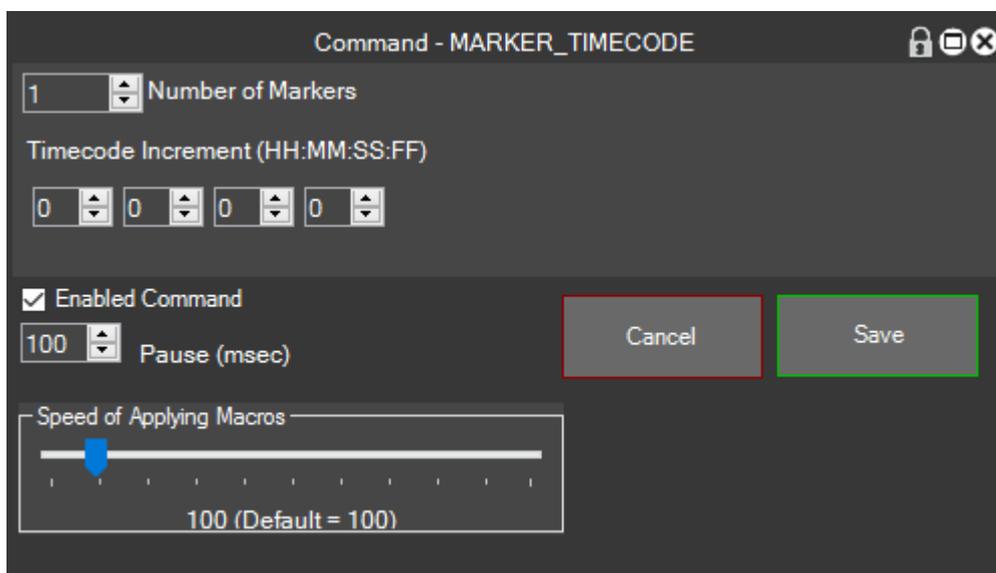
## MacroRecorder

We refer you any explanation to the chapter on MacroRecorder.

## MARKER\_TIMECODE

With this command, you can apply a number of equally spaced markers

The parameters indicate the number of markers to be included in the timeline and what must be far apart

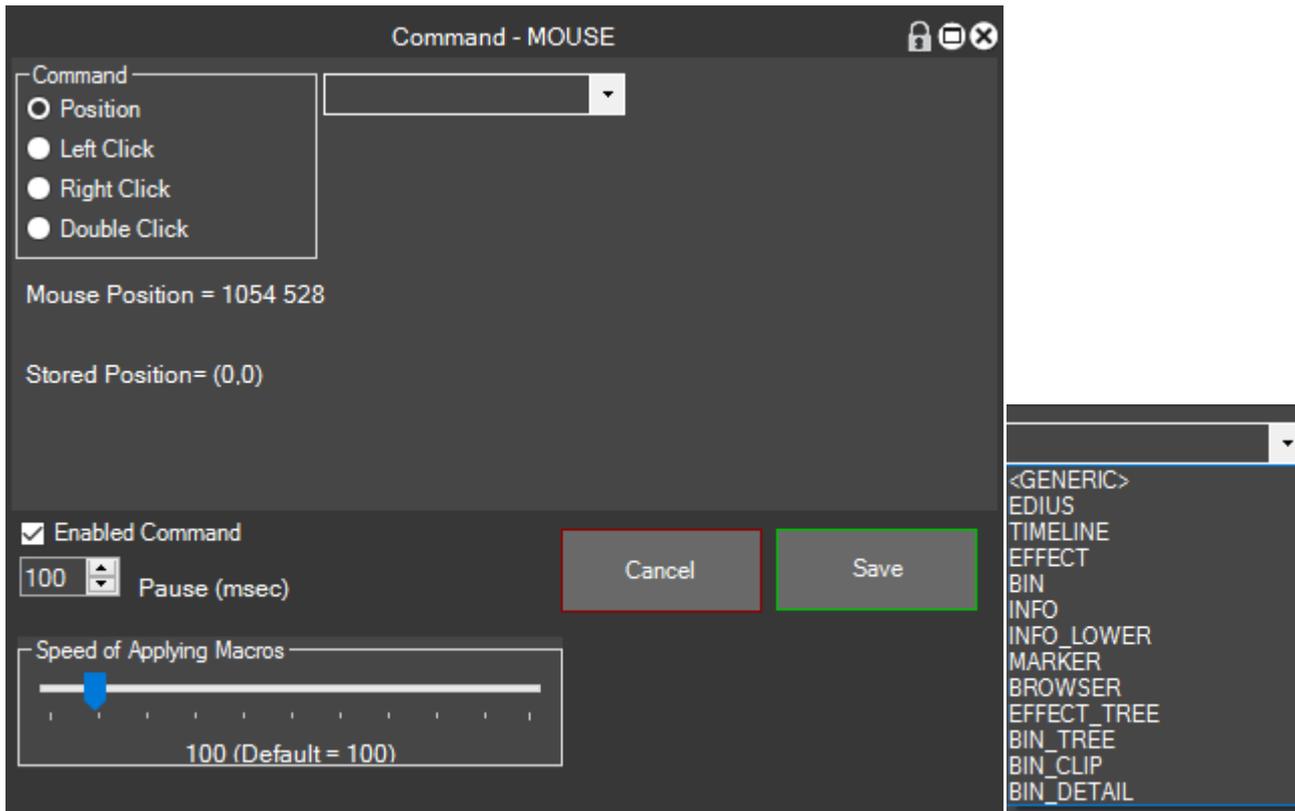


## MENU\_APPLICATION

With this transaction, we can activate the main menu of EDIUS

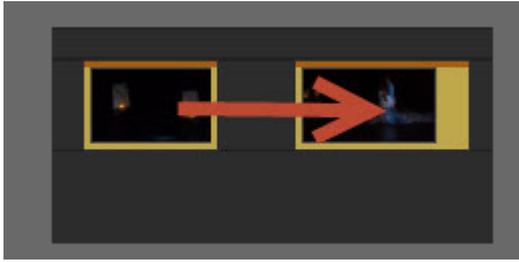
### MOUSE

With this command, you can simulate all mouse operations, you can also choose a window of EDIUS relative



### NEXT\_CLIP

With this command, you can move the focus on the Next clips in the Timeline

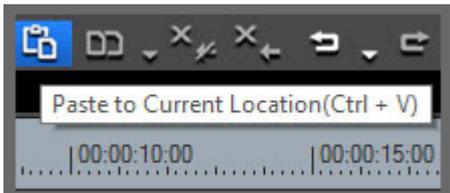


### OPEN\_CLIP

This command opens the clip selected with the windows player

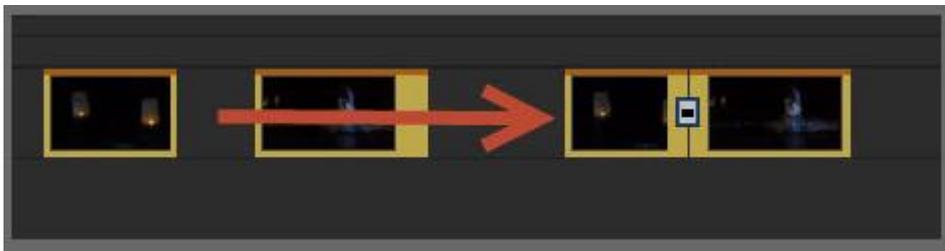
### PASTE

With this command, you can simulate the function key Paste



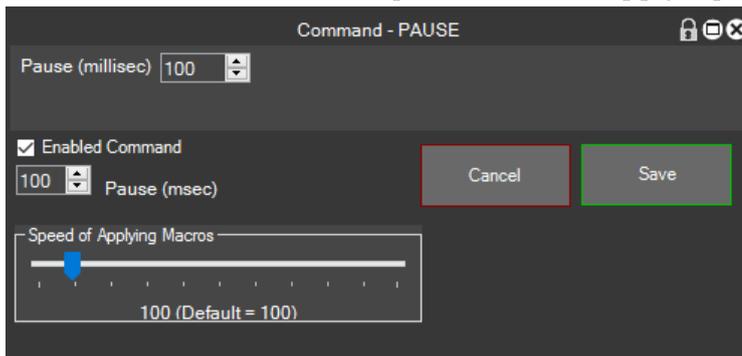
### PACK\_AND\_TRANSITION

With this command, you can delete empty space between clips and apply the default transition



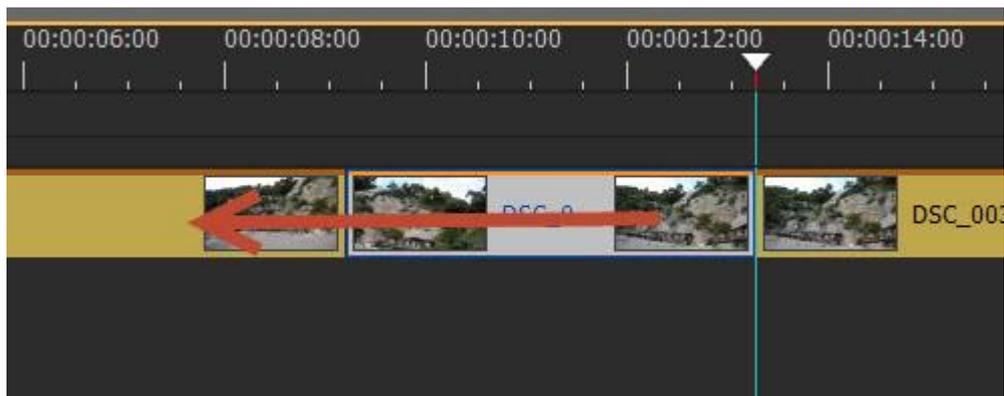
## PAUSE

With this command in a complex macro can apply a pause between two commands



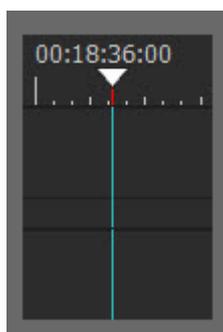
### **PRIOR\_CLIP**

With this command, you can move the focus on the clips in the Timeline Previous



### **SET\_CURSOR**

With this command, you can move the cursor to the position saved with GET\_CURSOR in timeline



### SPEED

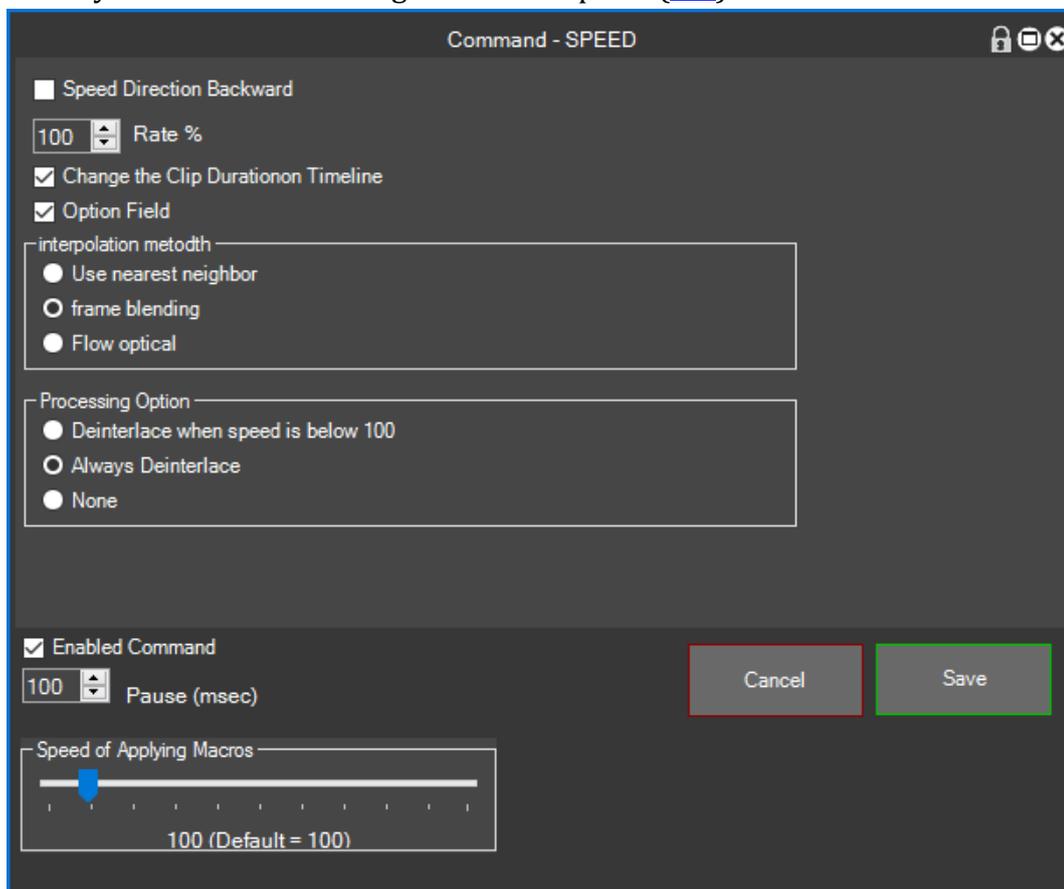
With this command, you can change the speed of clips in the timeline

The parameters are, speed back if you want a reverse speed is applied

The speed parameter

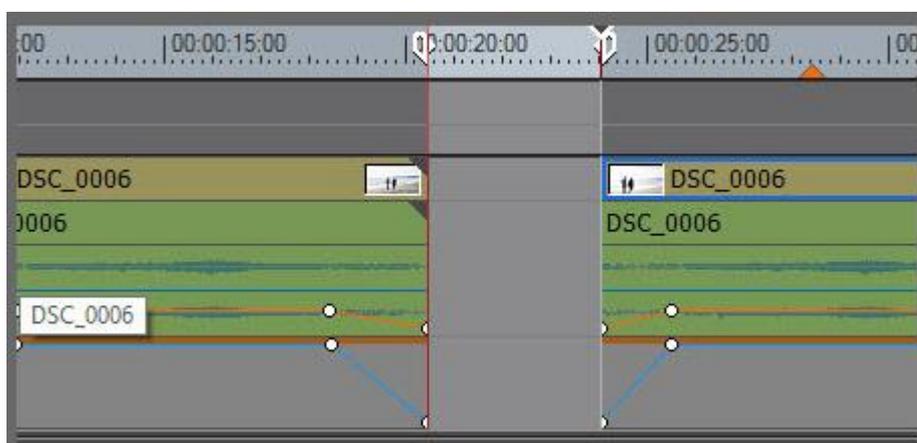
If it must be changed in the timeline of the clip duration change

and if you also want to change the Field Option ([see](#))



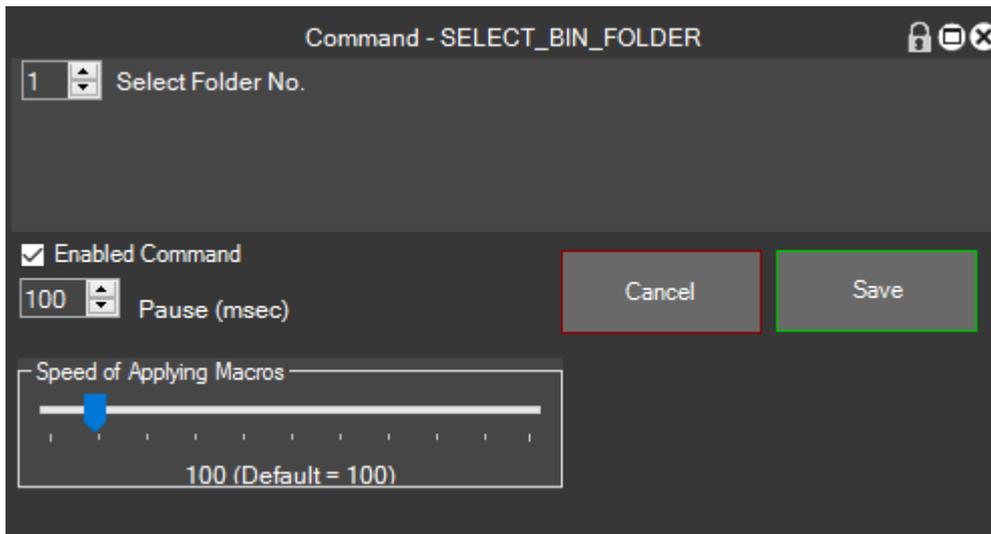
### SPEED\_ADAPTER

With this command, you can adapt the clip in a designated area by changing the speed of clips



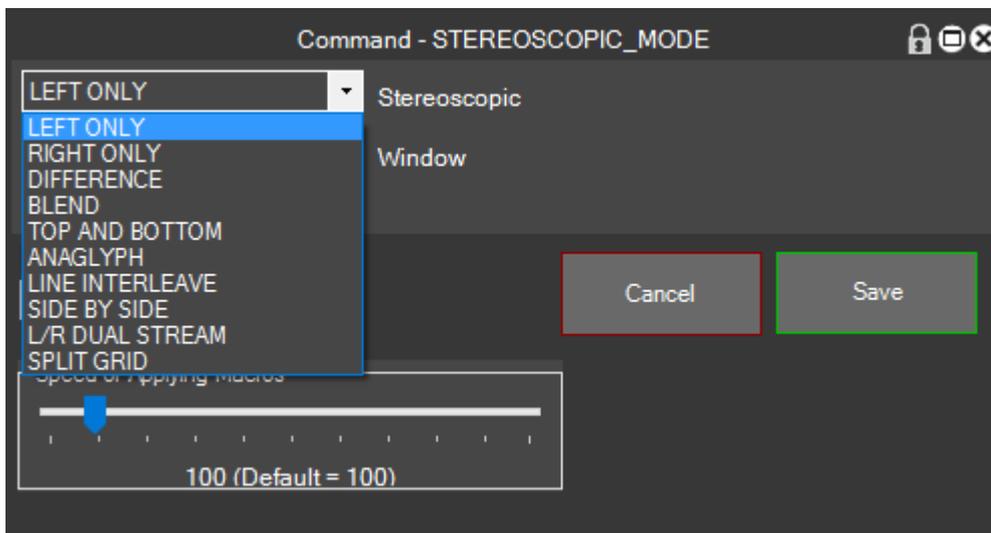
### SELECT\_BIN\_FOLDER

With this command, you can select a specific folder in the Bin folder



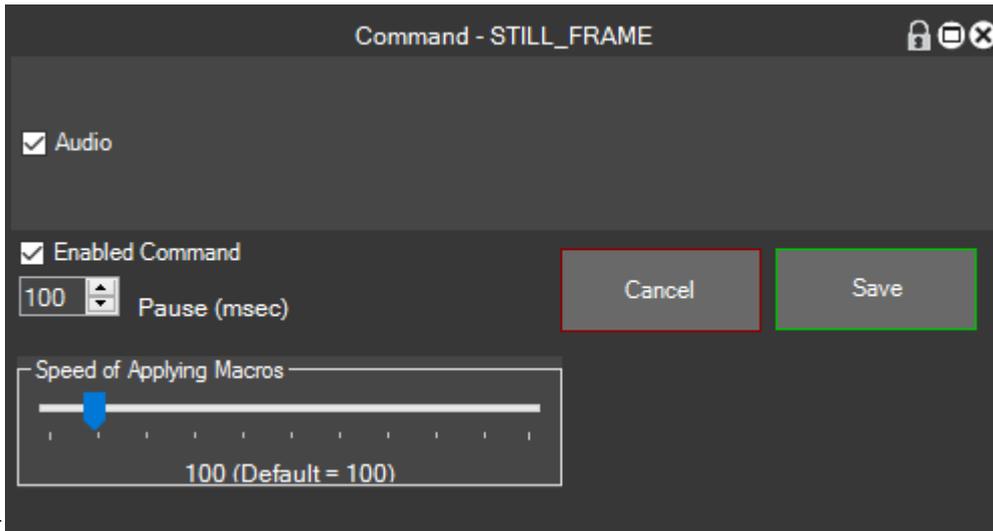
### STEREOSCOPIC\_MODE

With this command, you can change the stereoscopic mode of a timeline clip if you're using a stereoscopic project



### STILL\_FRAMES

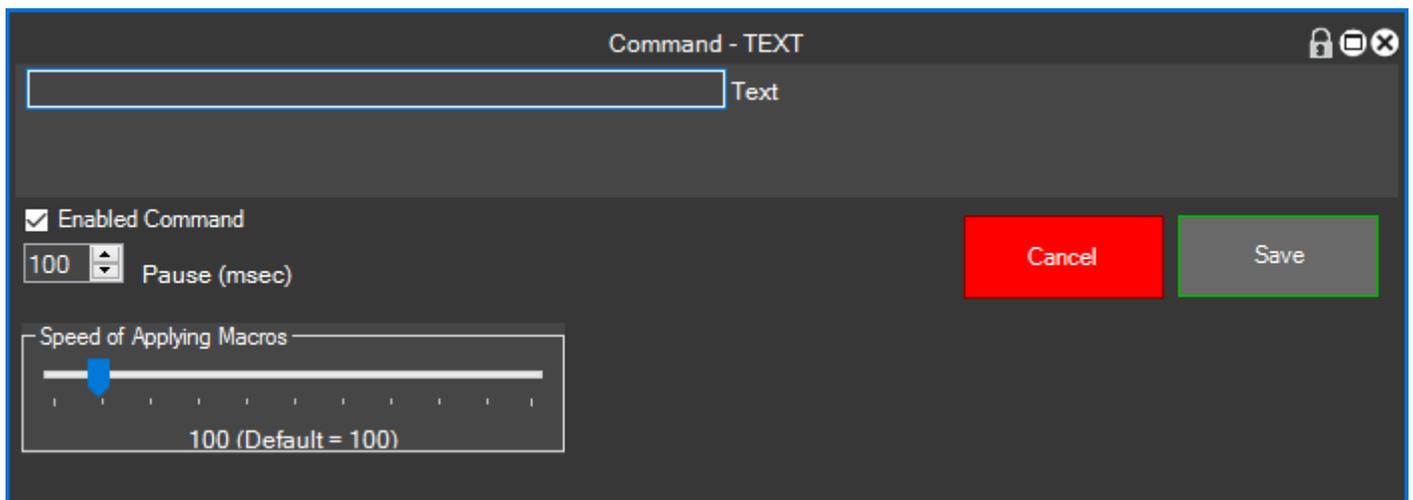
With this command, you can get a frame lock for a specified time and decide if you mute the sound or



keep it

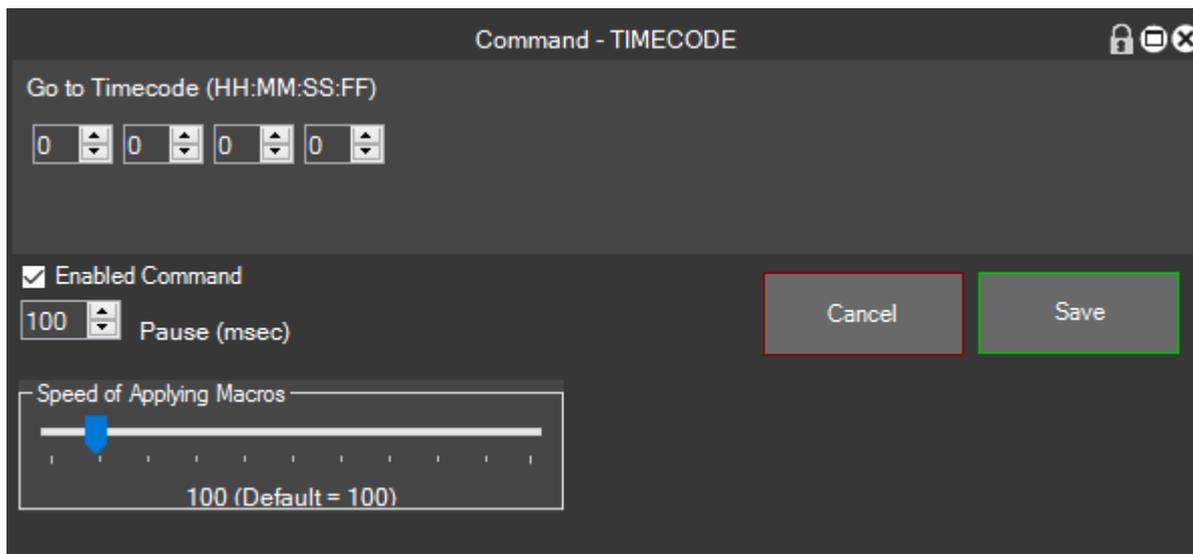
### TEXT

With this command, you can apply a text where required



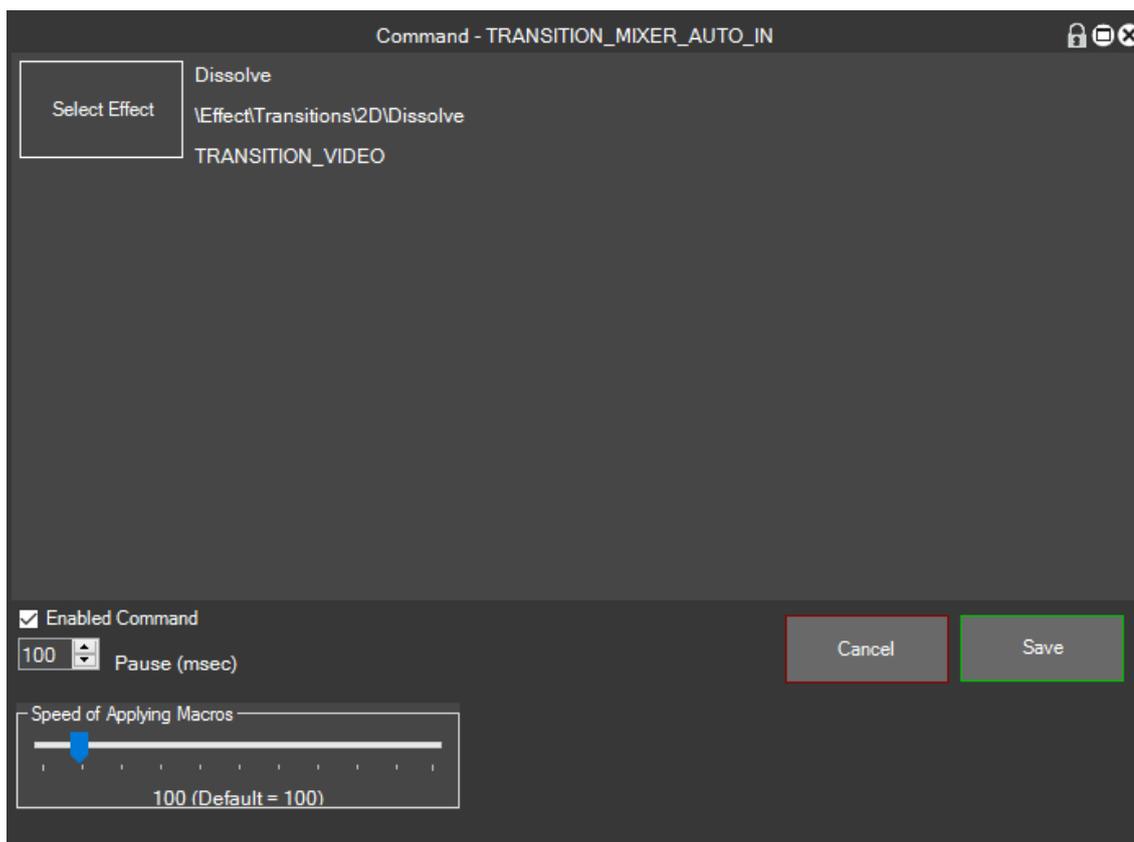
## TIMECODE

With this command, you can move the cursor to a specific timecode on the Timeline



### TRANSITION\_MIXER\_AUTO\_IN

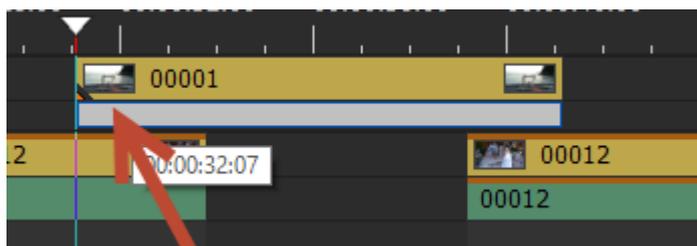
With this command, you can apply a transition Inbox on Track Mixer of a clip, which automatically adapts to the duration necessary



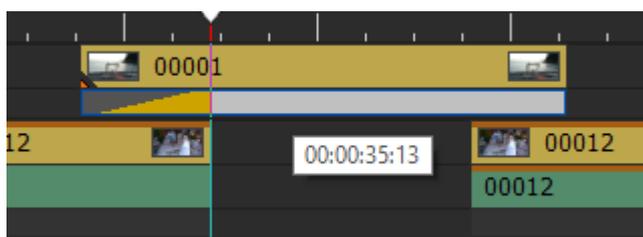
In these lines, we explain how you can use:

once positioned clips, position the cursor at the point of the selected clip,

then click the point where the transition should be applied as shown in figure

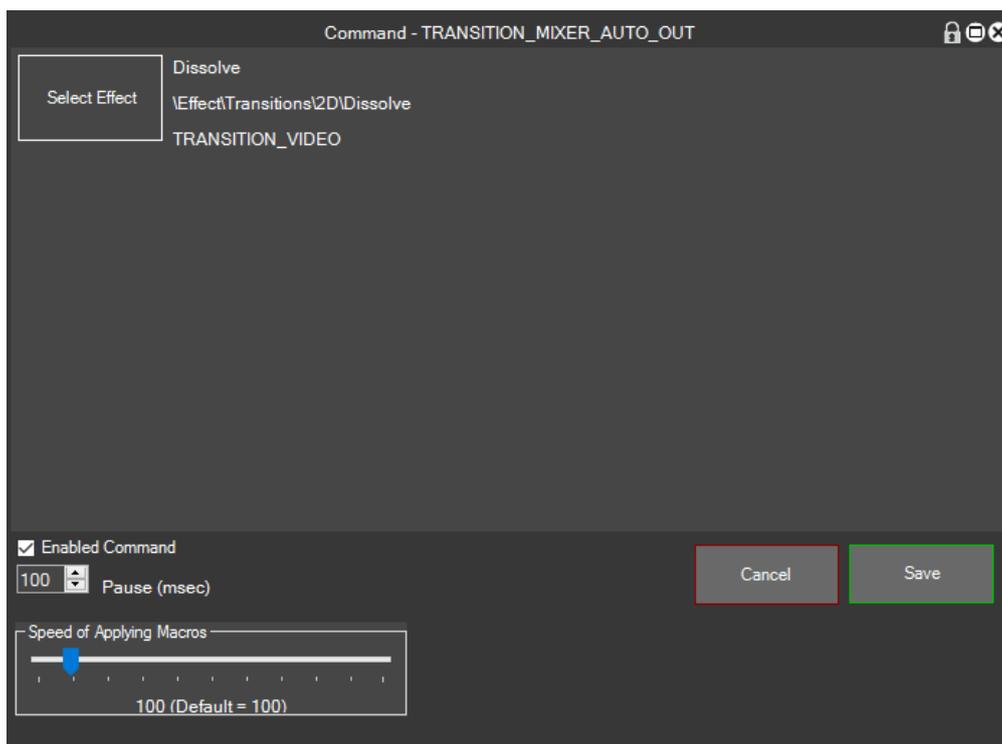


Then click on the macro, you will see that the desired transition will be selected, and will be automatically dragged in the clicked point, then automatically MG adjusts the duration of the transition in order to fill the required duration, see figure



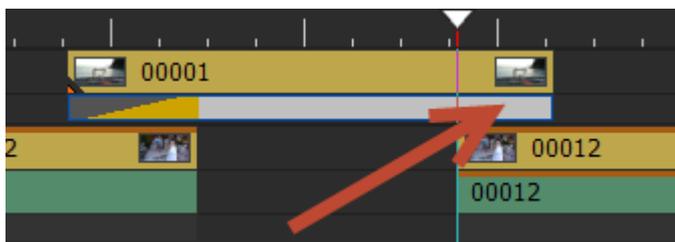
### TRANSITION\_MIXER\_AUTO\_OUT

With this command, you can apply a transition in output on the Track Mixer of a clip, which automatically adapts to the duration necessary

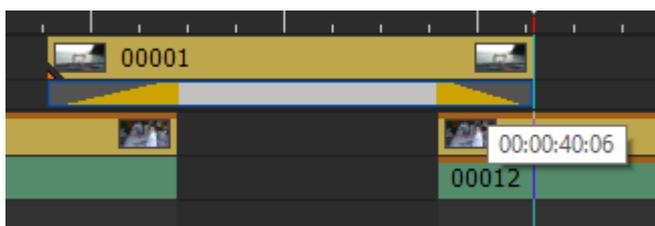


In these lines, we explain how you can use:

once positioned clips, position the cursor at the point of the underlying clip, then click the point where the transition should be applied as shown in figure



Then click on the macro, you will see that the desired transition will be selected, and will be automatically dragged in the clicked point, then automatically MG adjusts the duration of the transition in order to fill the required duration, see figure

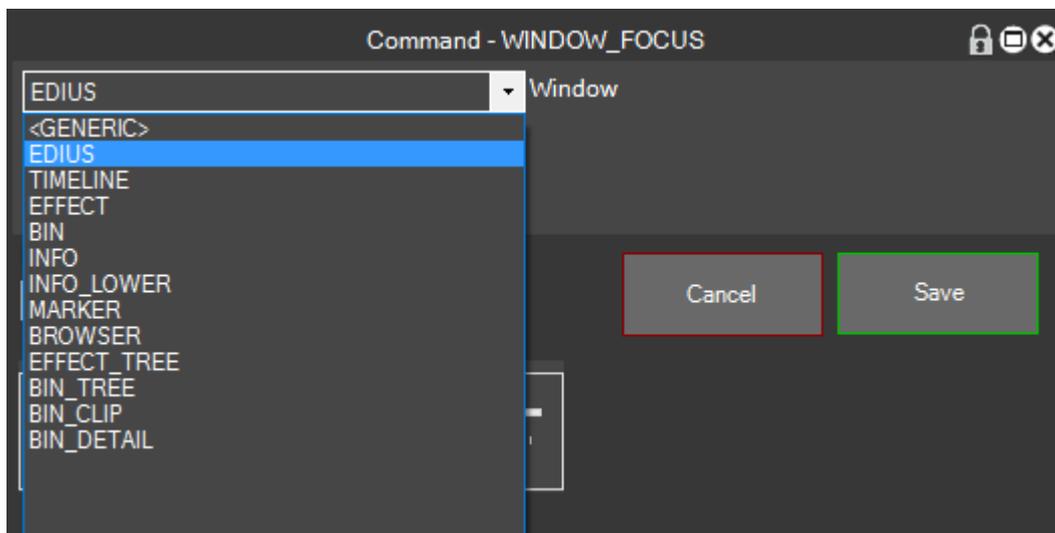


## UNDO

Undo the last operation performed as the shortcut key ctrl-z

## WINDOW\_FOCUS

With this command, you can activate a window for EDIUS and then perform the following operations

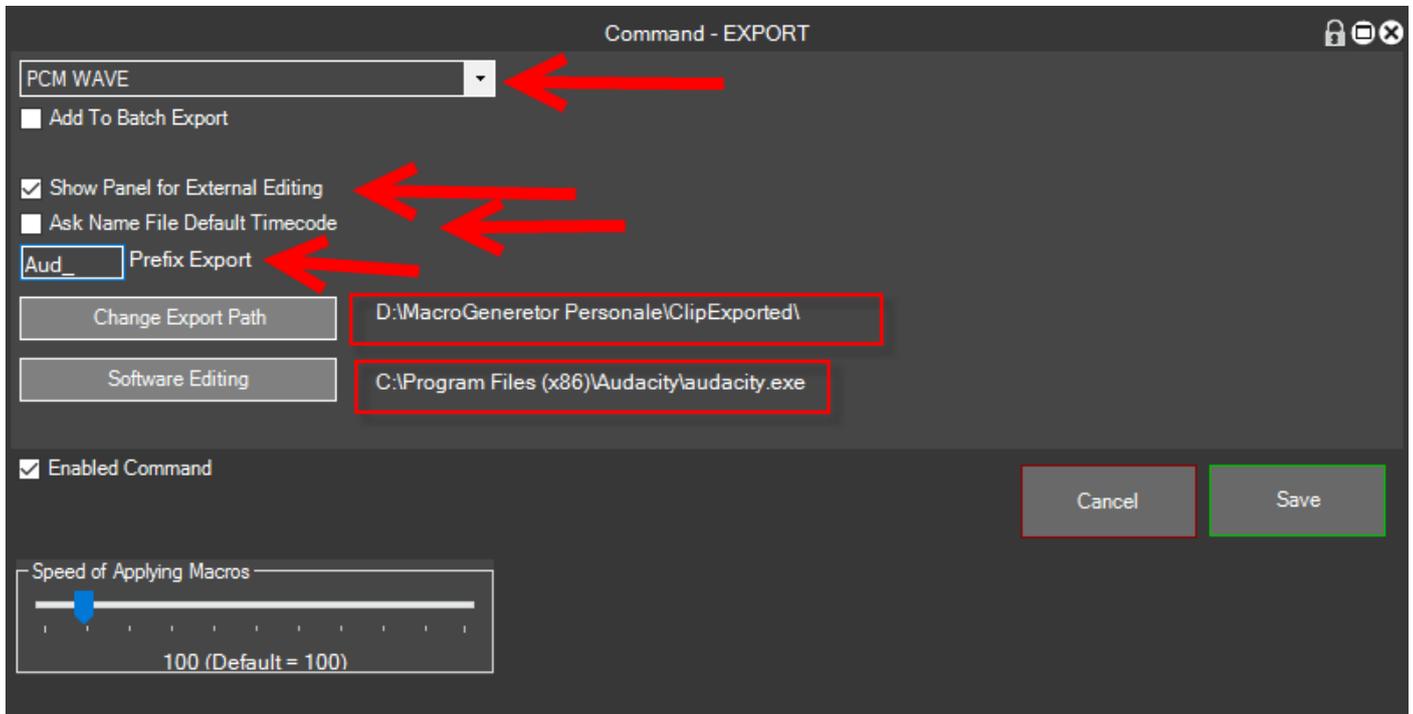


### Round Trip with Audacity

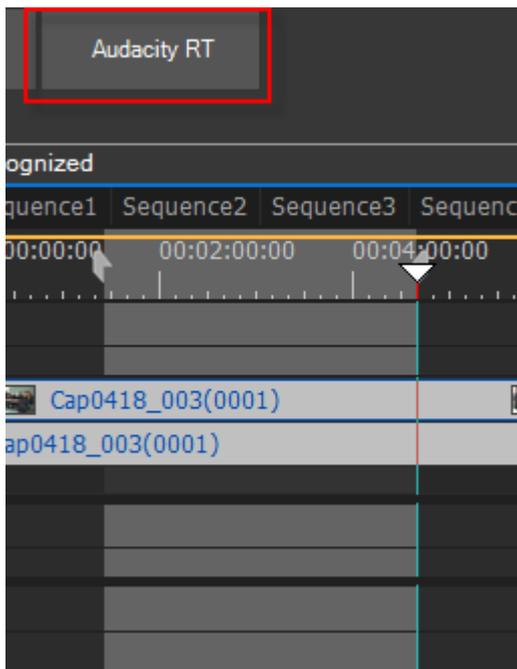
When we create a macro type EXPORT we have the possibility to export a portion of a clip, elaborate with external software and re-import it in modified EDIUS, we see how

For example, we realize an Audacity Round Trip, and export a portion of audio from the timeline, elaborate with Audacity, save processing and replace the original clip with the modified clip.

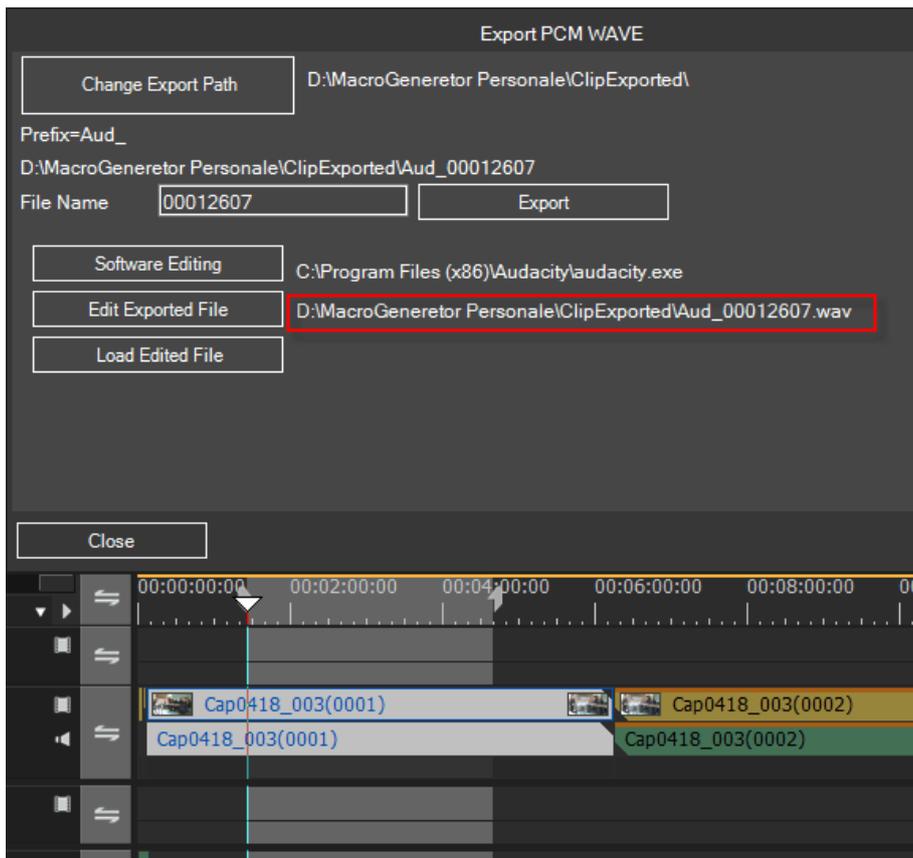
We create a macro type of Export and set the parameters in this way



If you select the codec, the opening of the panel, the export path, and the external editing software, in this case Audacity, save the macro, we set In and Out of the part in the timeline that we want to process

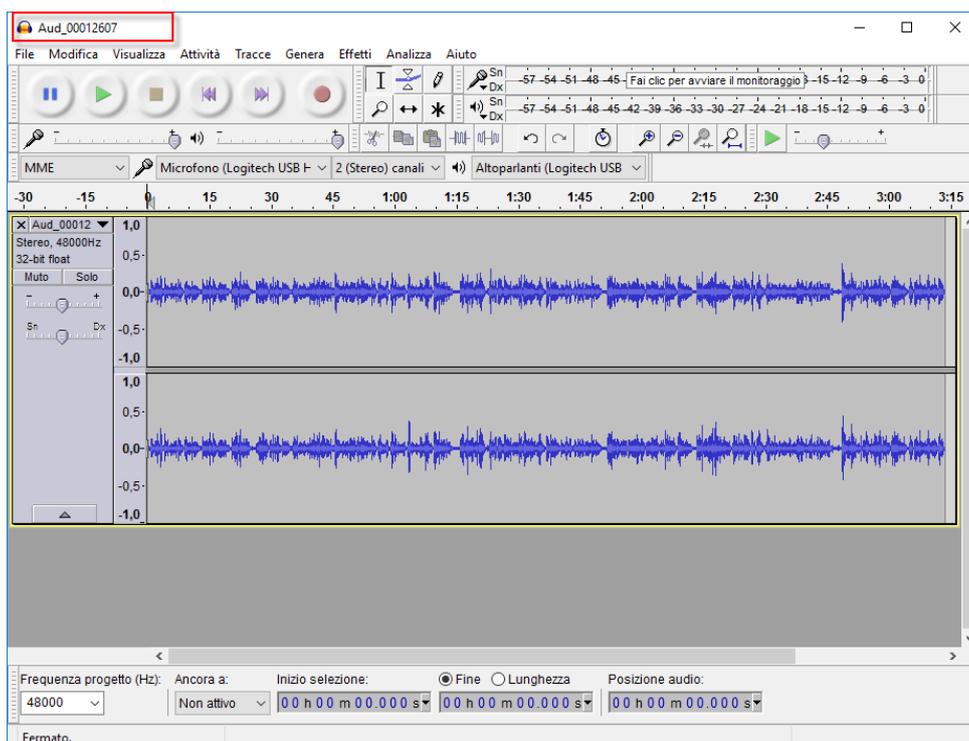


We click on the macro "Audacity RT" will open the Export panel, click on Export and will be exported to the part of audio to be processed

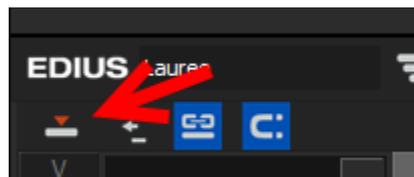


You see that is shown the filename consisting of the export path, the prefix, and the time code of the point selected

Now click on Edit Exported File and we will see Audacity will open with the file to be processed



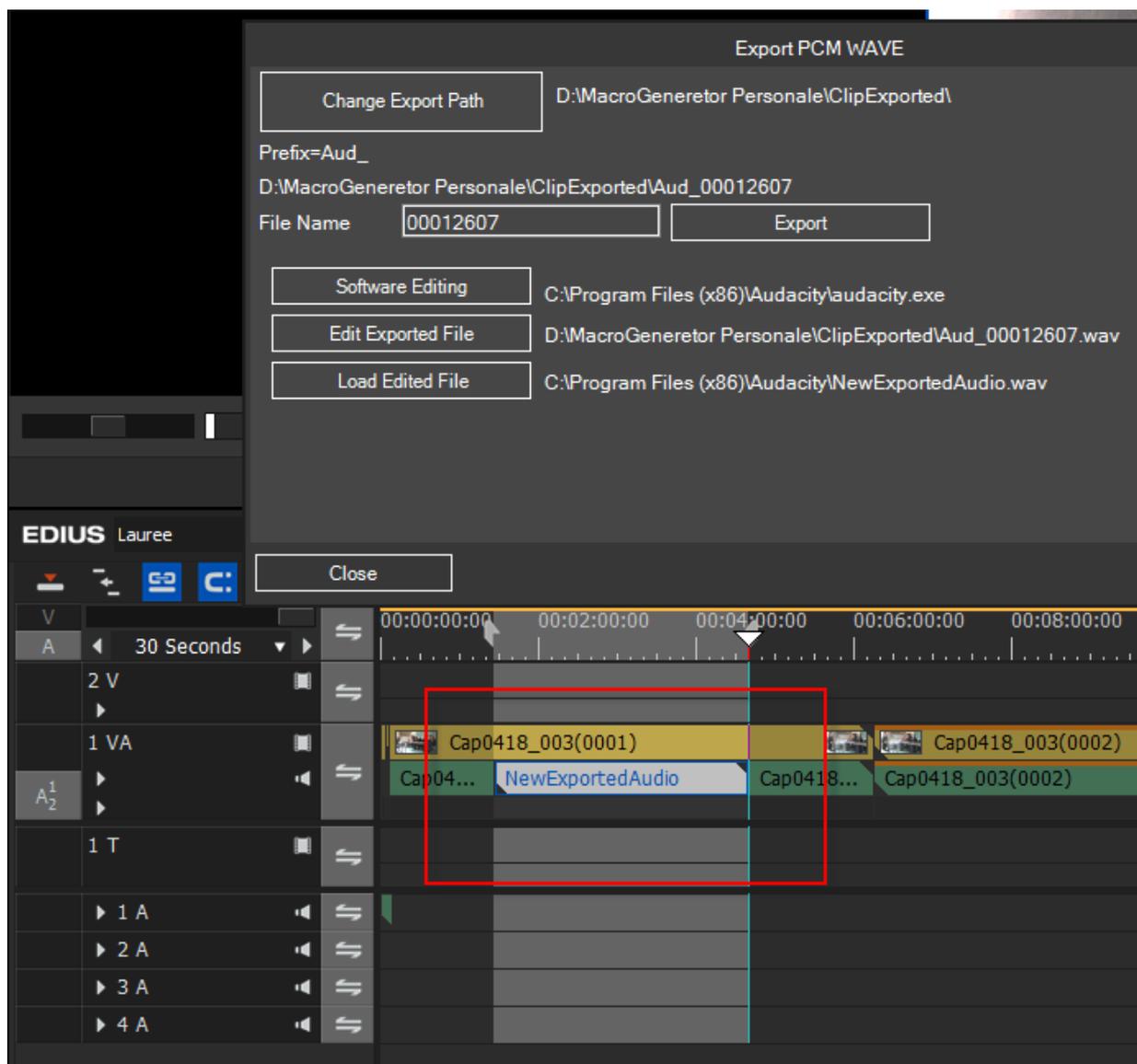
Once processed the files to your liking we can save it under another name, in my case I'll call New Export Audio



Let's make sure that the timeline is checked overwrite mode

Now we click Export in the panel on "charge File Changed"

Select the processed file



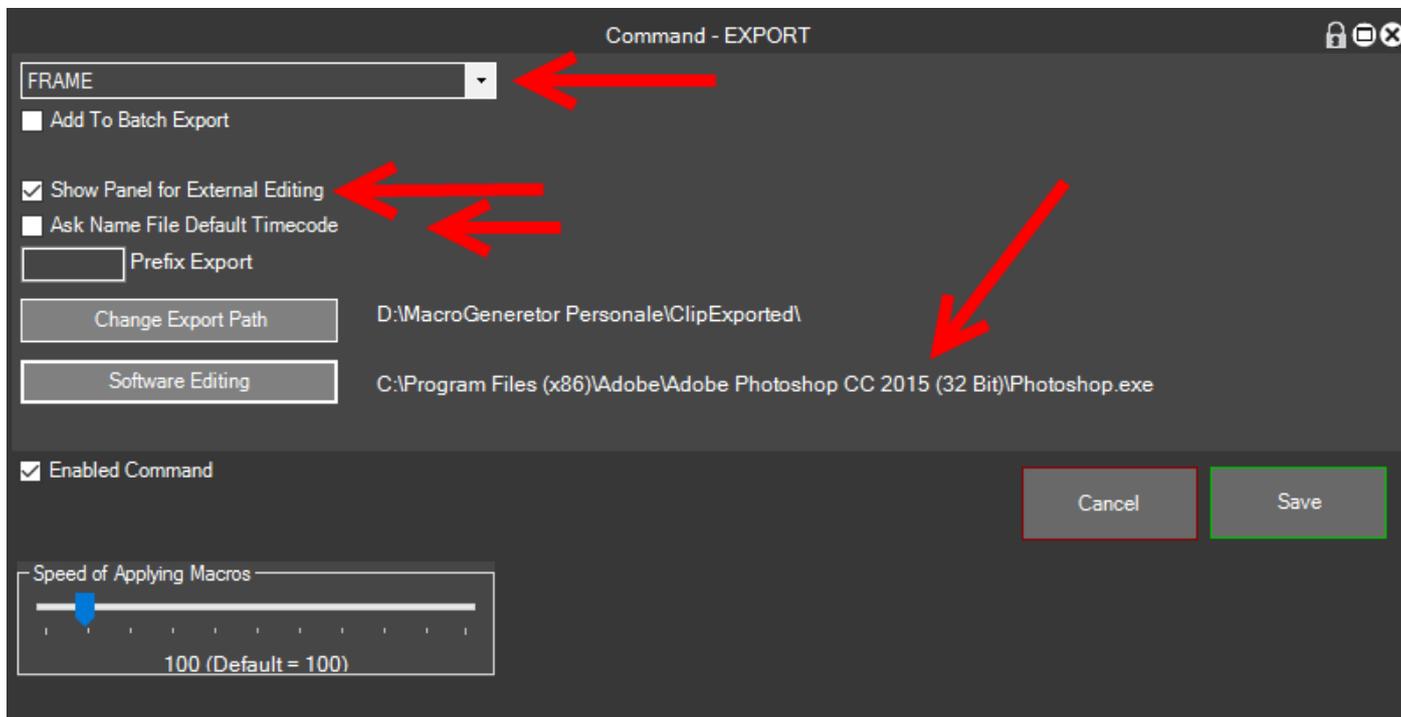
and we will see that loads the development and enforcement of file into the timeline to replace the one being replaced, we have seen as well as apply a macro Audacity RT Type

## Round Trip with Photoshop

Once you understand the previous chapter "Audacity RT" we look at only the differences of how to set up a Round Trip with Photoshop

As Codec select FRAME

How we select External Editing Software Photoshop



At this point we run the macro created

We click on Export and we see that exports the frame

Click on Edit File exported and we'll see that you start with Photoshop files to edit

Edit the file and save it with the name you want

Now click on Upload modified file

And we'll see that the previous frame will be applied in timeline

## We create a complex macro

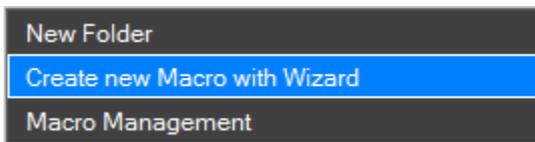
In this section, we realize together step by step a complex macro, so as to make you understand how to achieve macro composed of multiple commands.

Our goal is to get a macro that:

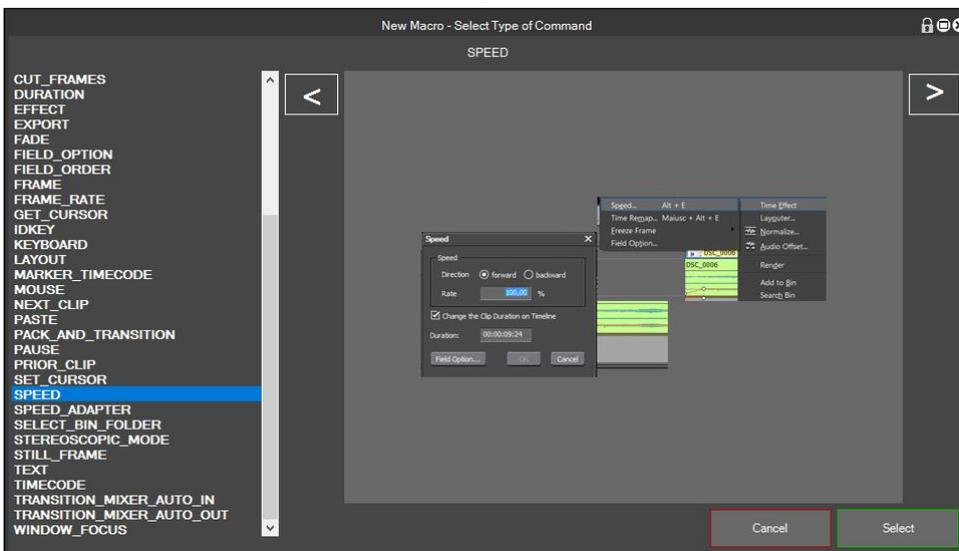
- Apply to a slow-motion clip of 50%
- Discard the first ten frames of slow-motion clip
- Discard the last twenty frames of slow motion clip

Let's see how it's done:

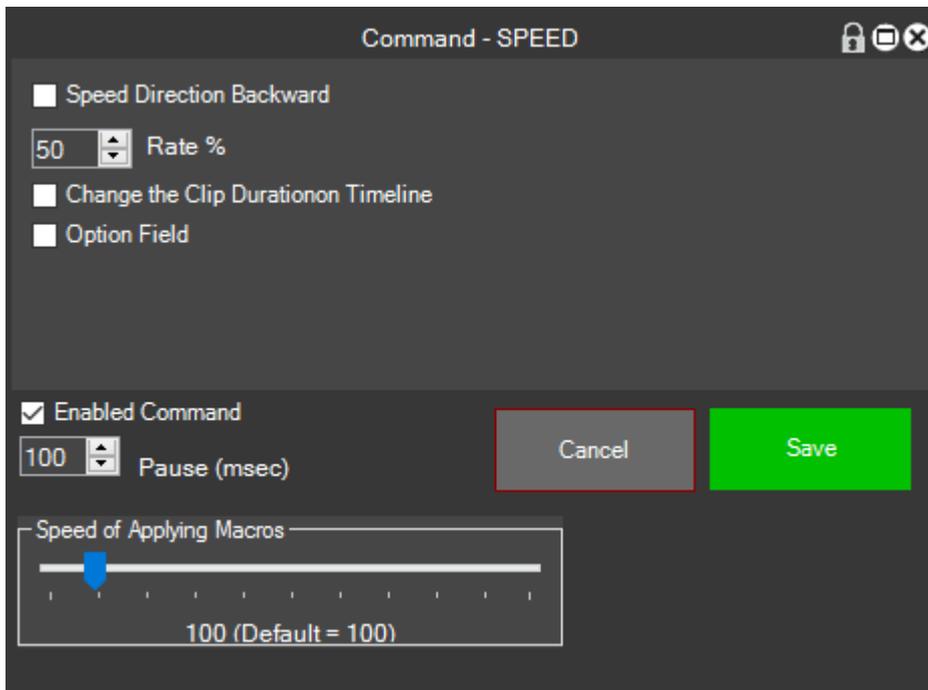
Right-click in the box macro



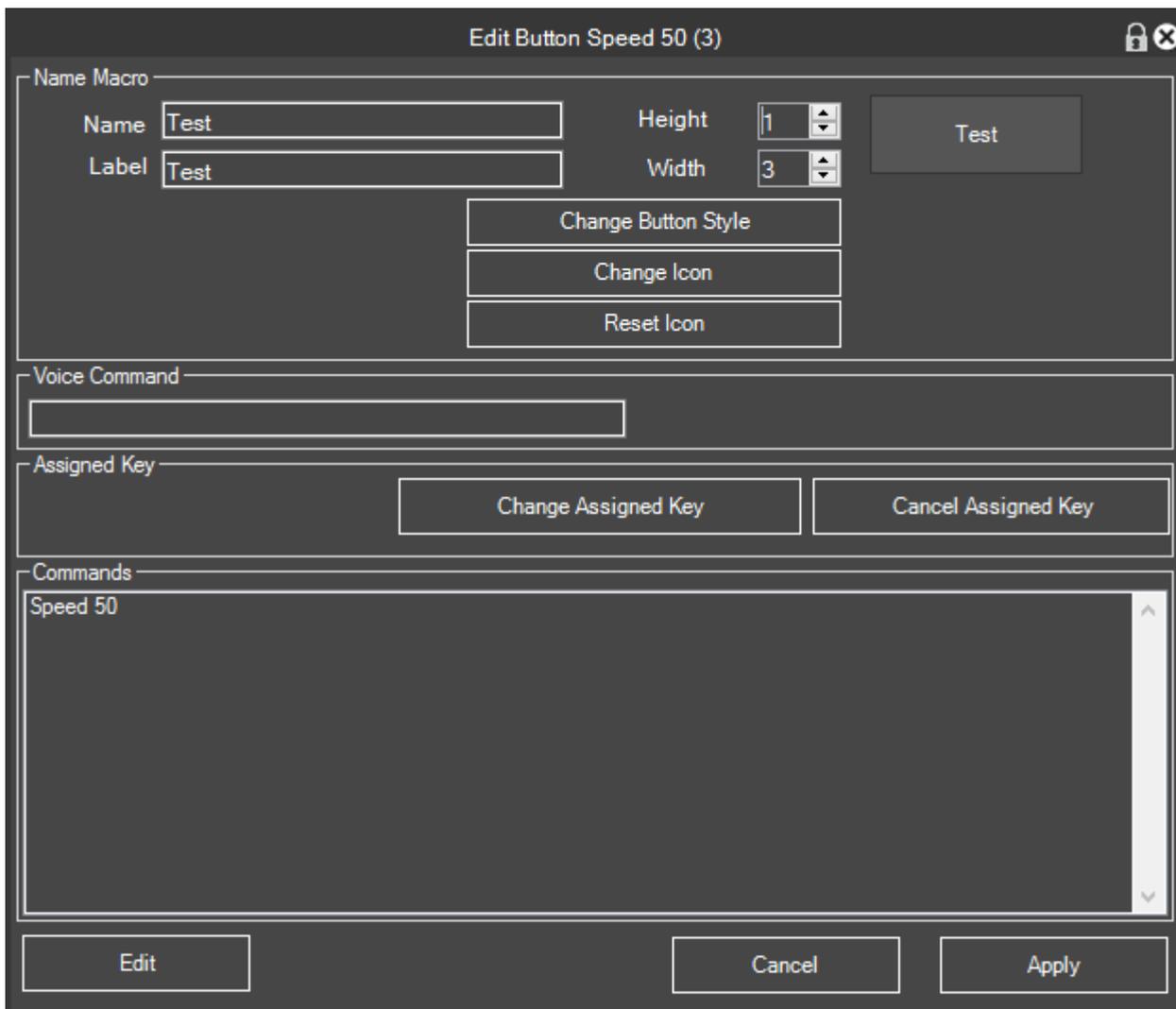
Click on New Macro with the setup wizard,



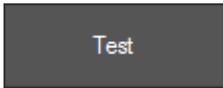
Since the first command must be to set a 50% slow motion, we select and then select SPEED



save

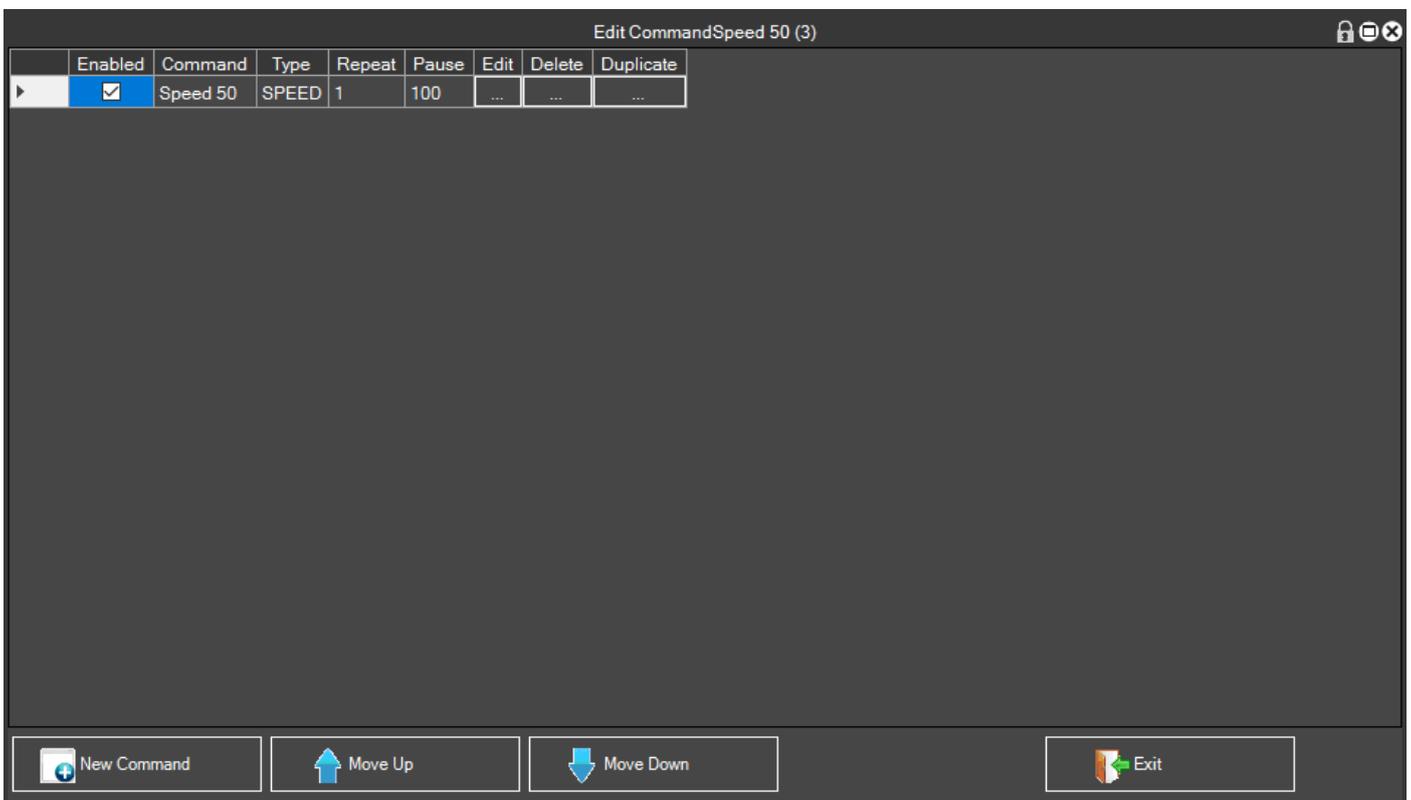


And we change name and label to "Test" at this point the macro with the first command is created



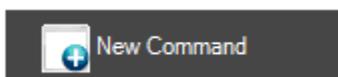
Now click on Edit Macro and again Change

We will have this screen

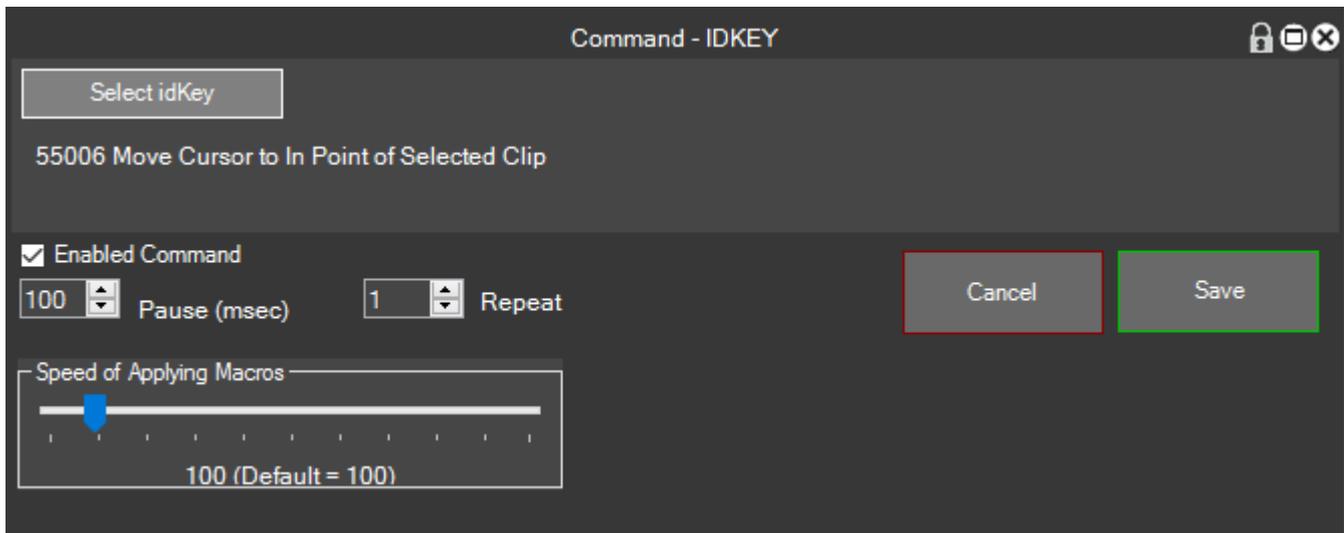


Where the macro is still a macro with a single command,

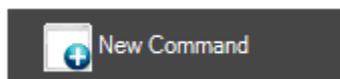
click on new command and insert below the commands needed to compose the complex macro



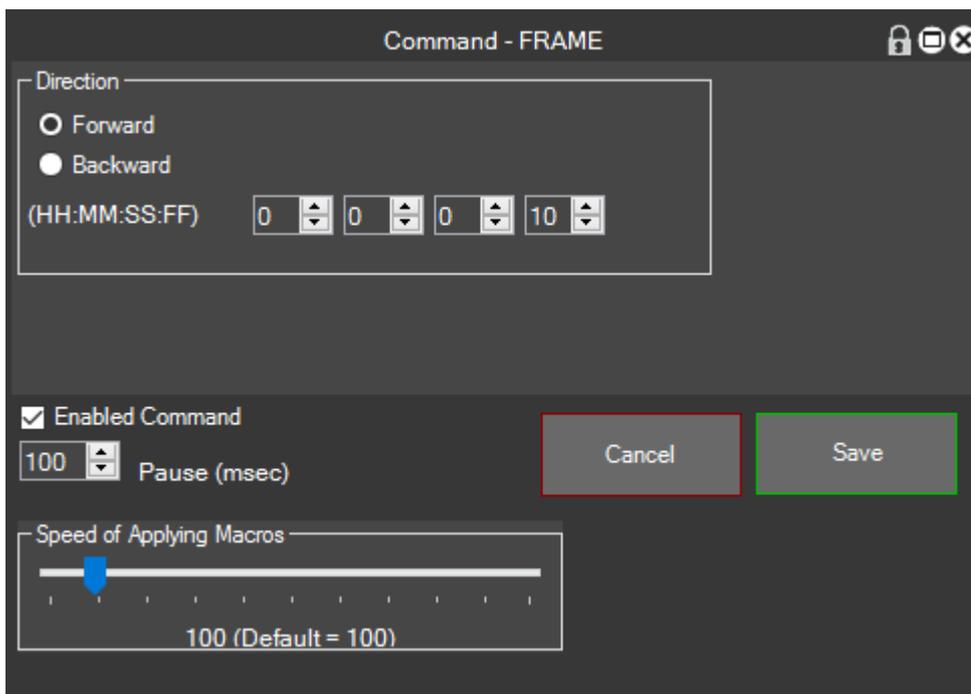
We select the idKey Command



We select the command that brings us to the beginning of the selected clip, click on Save and new command



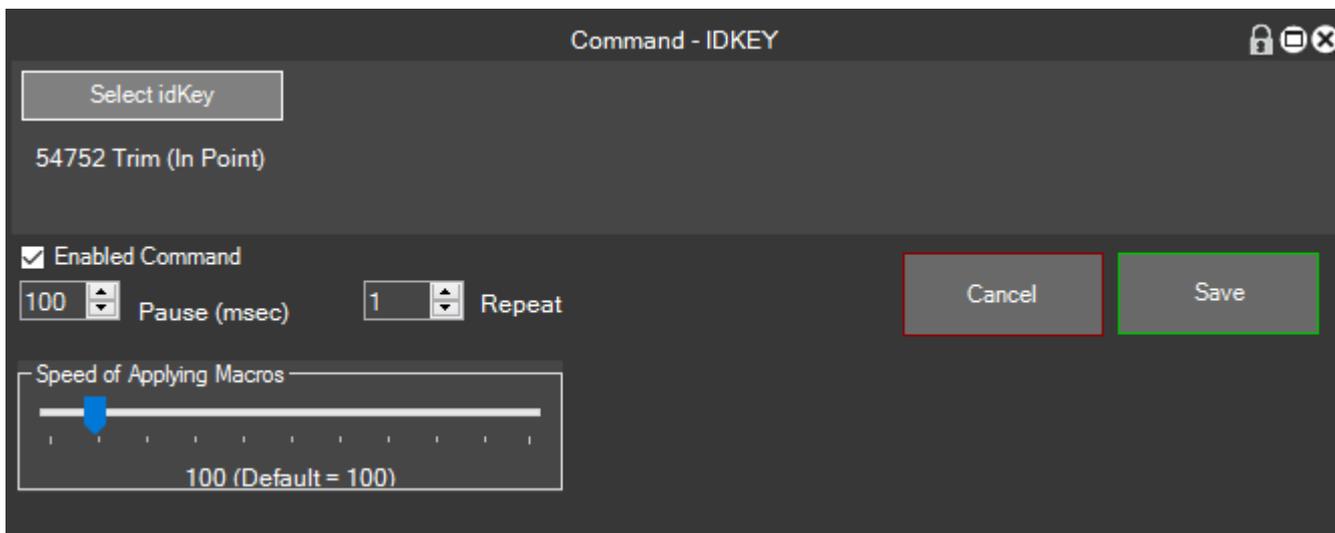
Now, since we want the cursor moves 10 frames forward we select the FRAME command and insert the value of 10 Next



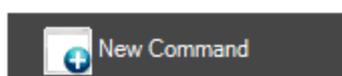
Click on the Save and new command



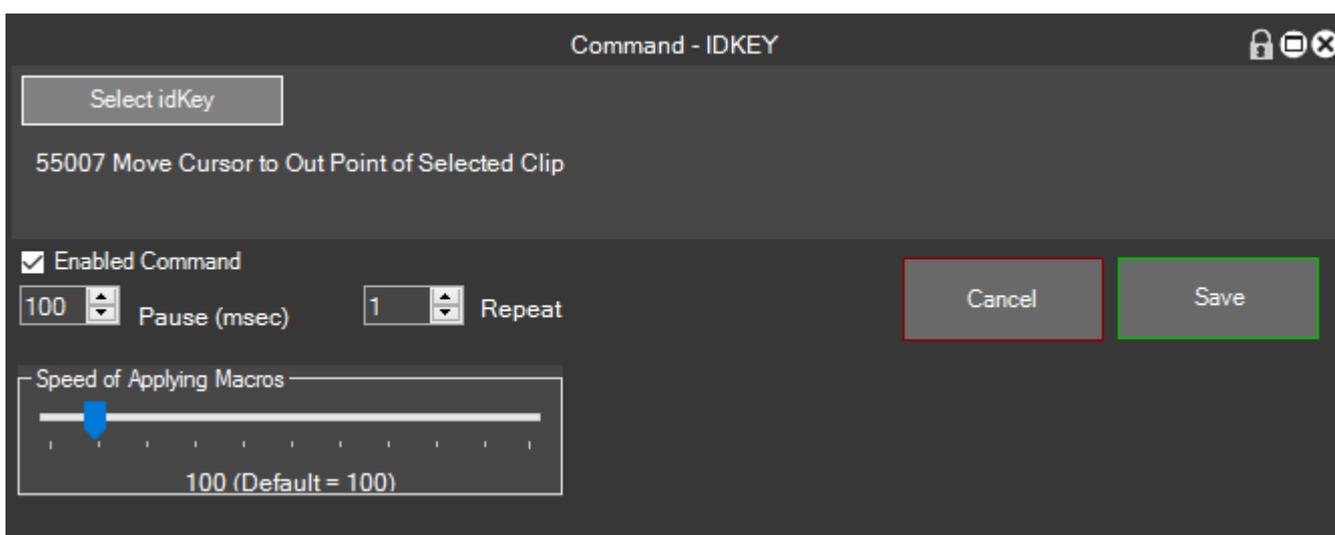
We select Command idKey



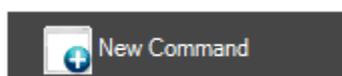
And since we want to trim the clip to select the idKey IN 54572, and click save at new command



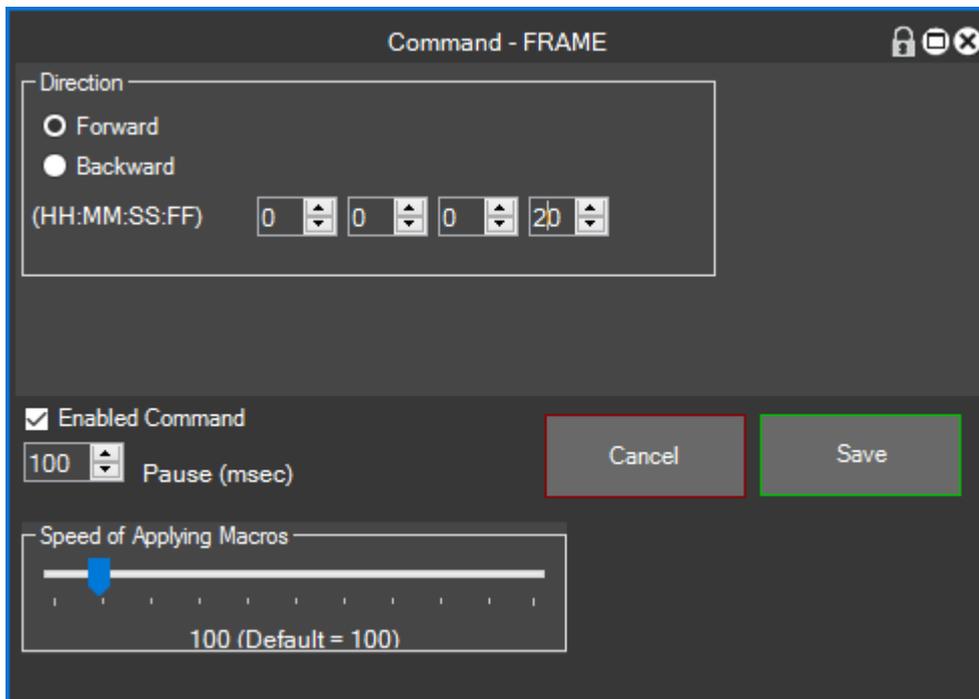
We select idKey



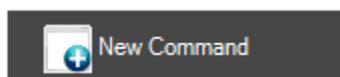
And we select the idKey which moves the cursor to the end of the selected clip, save and click on the new command



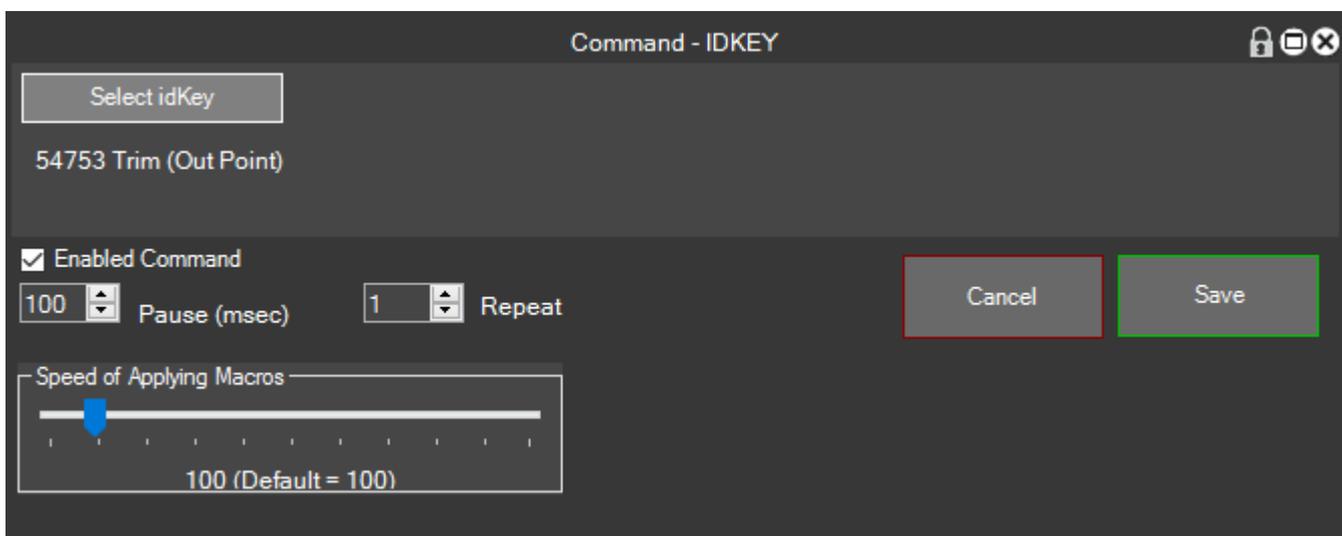
Now since we want to move the cursor back twenty frames, select the FRAME command, select Back, we insert the value 20 in the field frames



Save and click on new command



Since we have to perform a trimming out, we select the idKey command and try the idKey 54753



We save and at this point we're done

	Enabled	Command	Type	Repeat	Pause	Edit	Delete	Duplicate
	<input checked="" type="checkbox"/>	Speed 50	SPEED	1	100	...	...	...
	<input checked="" type="checkbox"/>	Move Cursor to In Point of Selected Clip (idkey 55006)	IDKEY	1	100	...	...	...
	<input checked="" type="checkbox"/>	Frame Forward 10 frames	FRAME	1	100	...	...	...
	<input checked="" type="checkbox"/>	Trim (In Point) (idkey 54752)	IDKEY	1	100	...	...	...
	<input checked="" type="checkbox"/>	Move Cursor to Out Point of Selected Clip (idkey 55007)	IDKEY	1	100	...	...	...
▶	<input checked="" type="checkbox"/>	Frame Forward 20 frames	FRAME	1	100	...	...	...
	<input checked="" type="checkbox"/>	Trim (Out Point) (idkey 54753)	IDKEY	1	100	...	...	...

We can see the summary of the commands that will execute the macro step by step

At this point we leave

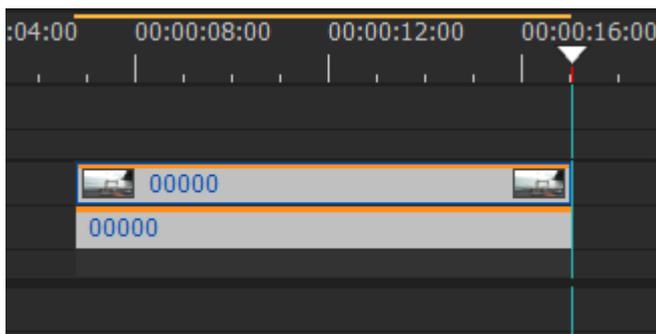
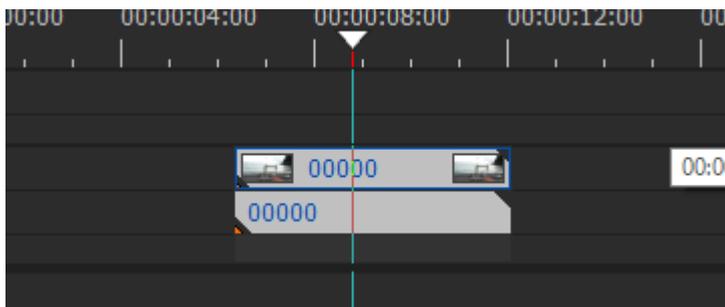


Click Apply to save the Macro



Now we test the macro in Timeline

We click on the clip to select it, click on the macro Test and see the result



The result is the desired

50% is applied to the slow motion and are cut into 10 frames and 20 Out of the selected clip.

## Projects Off Line

One of EDIUS features is the ability to work with offline projects.

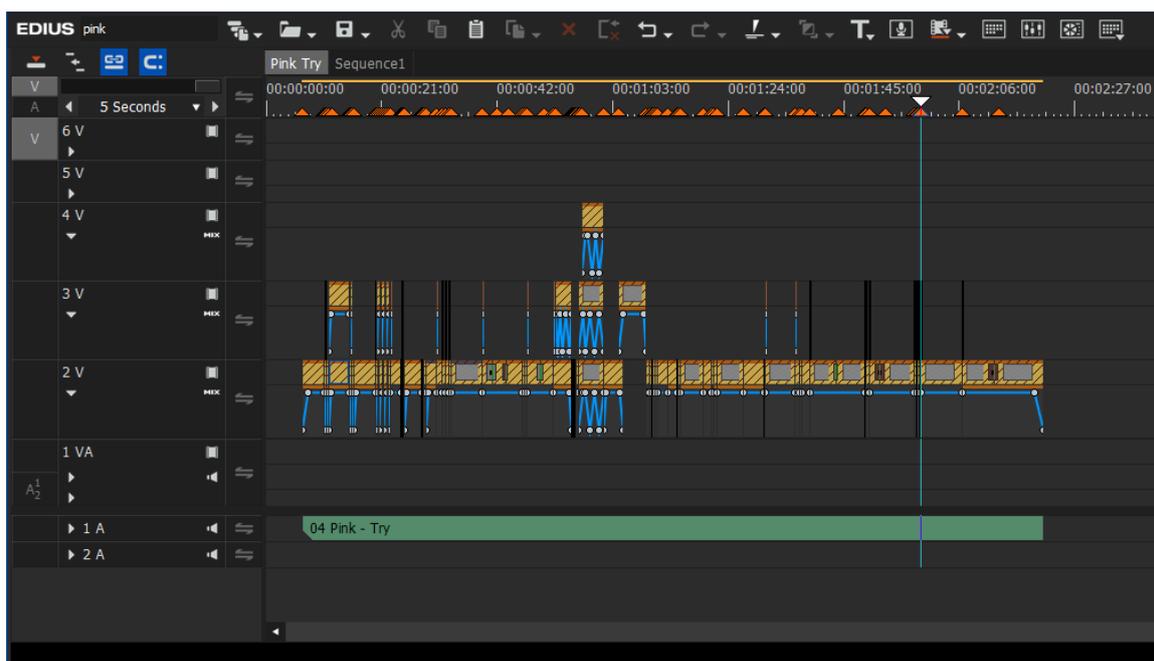
What is an offline project?

Imagine creating your own EDIUS project with a musical base and clips with cuts corresponding to the music tracks of that song, and imagine we can only change the clips, leaving everything unchanged, cuts, rhythm, music base, all with one simple function; we will always get different results by only replacing the clips automatically to be replaced with other clips, with its time gain and incredible creative possibilities.

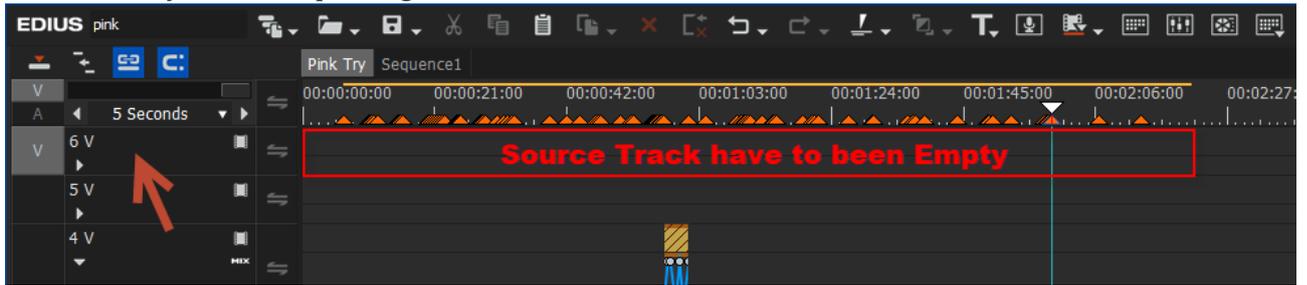
## How to Prepare the offline project in EDIUS

To create an offline project in EDIUS MG to be used with the following steps:

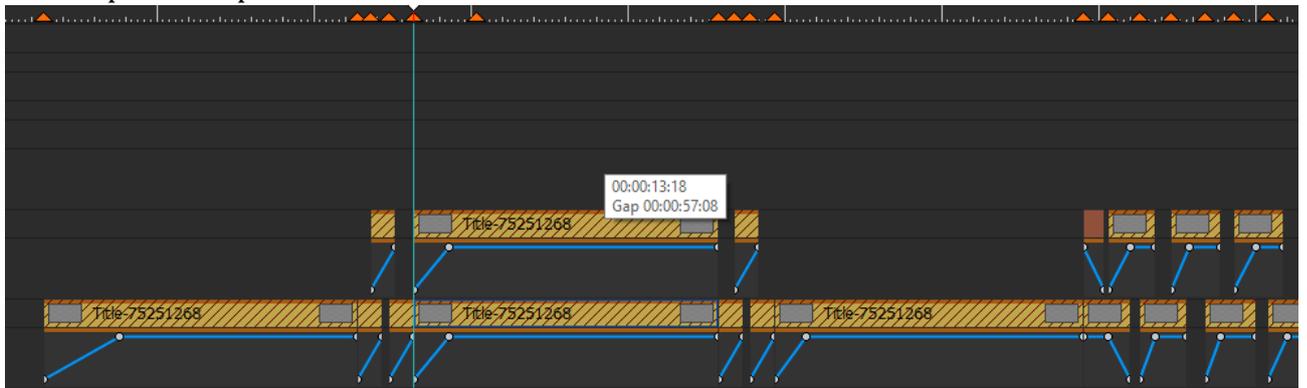
- Create a project EDIUS
- Delete the online clip so that the clip being replaced are barred by oblique lines as shown
- Let's save our project and we always keep a backup copy of EDIUS project



- Leave a blank video track for the timeline, in my case track 6, this track will be called from now on "Source Track" or "Track temporary" because the bin will be collected clips and parked momentarily before replacing them in "Track Destination"



- We set as many markers are the clips in the timeline, we set each marker at the beginning of each clip to be replaced



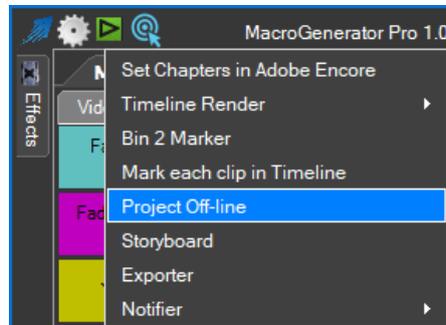
- Now, in the window of EDIUS markers at each marker insert the track number where you placed each in a timeline clip, in case more than one clip timeline is located at the same point of time code must be entered in the comments of the marker the corresponding track numbers, for example, in my case to mark number 5, at time code 00: 00: 11: 07 are two clips, we have to enter the number of the tracks destination without spaces and separated by a hyphen, in my case having two clips positioned in the target tracks 2 and 3, in the comments of that marker I simply wrote "2-3", this definition is important.

Anchor	No.	In	Out	Duration	Comments
✓	001	00:00:06:14			2
✓	002	00:00:10:14			2
✓	003	00:00:10:18			3
✓	004	00:00:10:24			2
✓	005	00:00:11:07			2-3
✓	006	00:00:15:04			2
✓	007	00:00:15:09			3
✓	008	00:00:15:14			2
✓	009	00:00:15:22			2

- Once you have set all the markers in the timeline in correspondence with the clip with the appropriate solutions save the markers through the appropriate export function



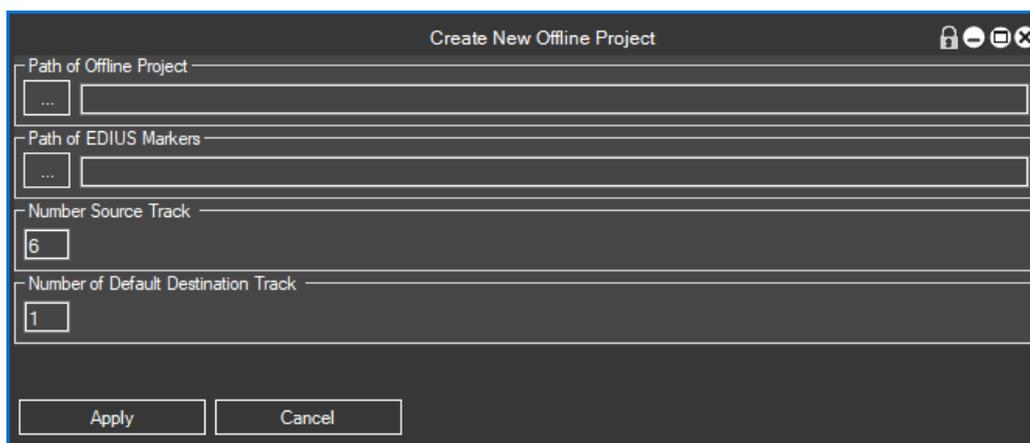
- At this point we have created the markup file and we can go to create our off-line project of MG
- We launch the Project Off-line function



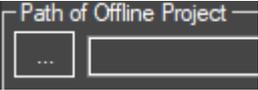
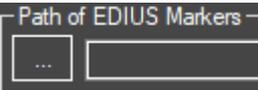
- We select New Project

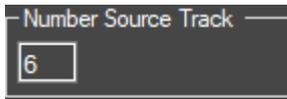


This will open a dialog settings to create our new project offline MG

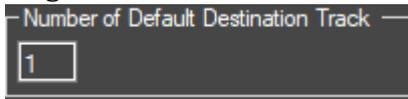


We set:

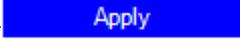
1.  click on  and select the name of the project offline MG
2.  click on  and select the EDIUS marker files just prepared



3. enter the source track number, the one we vacated in the timeline to be used as a temporary track support to clips taken from Bin waiting to replace the clip in the target track



4. in this field, you enter the track number of the default destination, clips that are to be positioned in a different track from this track must be specified in the comments of the respective markers

- We click Apply  and we see that MG creates a table

Anchor	No.	In	Out	Duration	Comment
✓	001	00:00:06:14			2
✓	002	00:00:10:14			2
✓	003	00:00:10:18			3
✓	004	00:00:10:24			2
✓	005	00:00:11:07			2-3
✓	006	00:00:15:04			2
✓	007	00:00:15:09			3
✓	008	00:00:15:14			2
✓	009	00:00:15:22			2
✓	010	00:00:19:20			2
✓	011	00:00:20:03			3
✓	012	00:00:20:13			2
✓	013	00:00:20:23			3
✓	014	00:00:21:09			2
✓	015	00:00:21:18			3
✓	016	00:00:22:04			2
✓	017	00:00:22:17			2
✓	018	00:00:24:11			2
✓	019	00:00:24:16			3
✓	020	00:00:24:22			2
✓	021	00:00:25:04			

Marker	Timecode	Source	Destination	Speed	Enabled
1	00:00:06:14	6	2	0	✓
2	00:00:10:14	6	2	0	✓
3	00:00:10:18	6	3	0	✓
4	00:00:10:24	6	2	0	✓
5	00:00:11:07	6	2	0	✓
5	00:00:11:07	6	3	0	✓
6	00:00:15:04	6	2	0	✓
7	00:00:15:09	6	3	0	✓
8	00:00:15:14	6	2	0	✓
9	00:00:15:22	6	2	0	✓
10	00:00:19:20	6	2	0	✓
11	00:00:20:03	6	3	0	✓
12	00:00:20:13	6	2	0	✓
13	00:00:20:23	6	3	0	✓
14	00:00:21:09	6	2	0	✓
15	00:00:21:18	6	3	0	✓
16	00:00:22:04	6	2	0	✓
17	00:00:22:17	6	2	0	✓

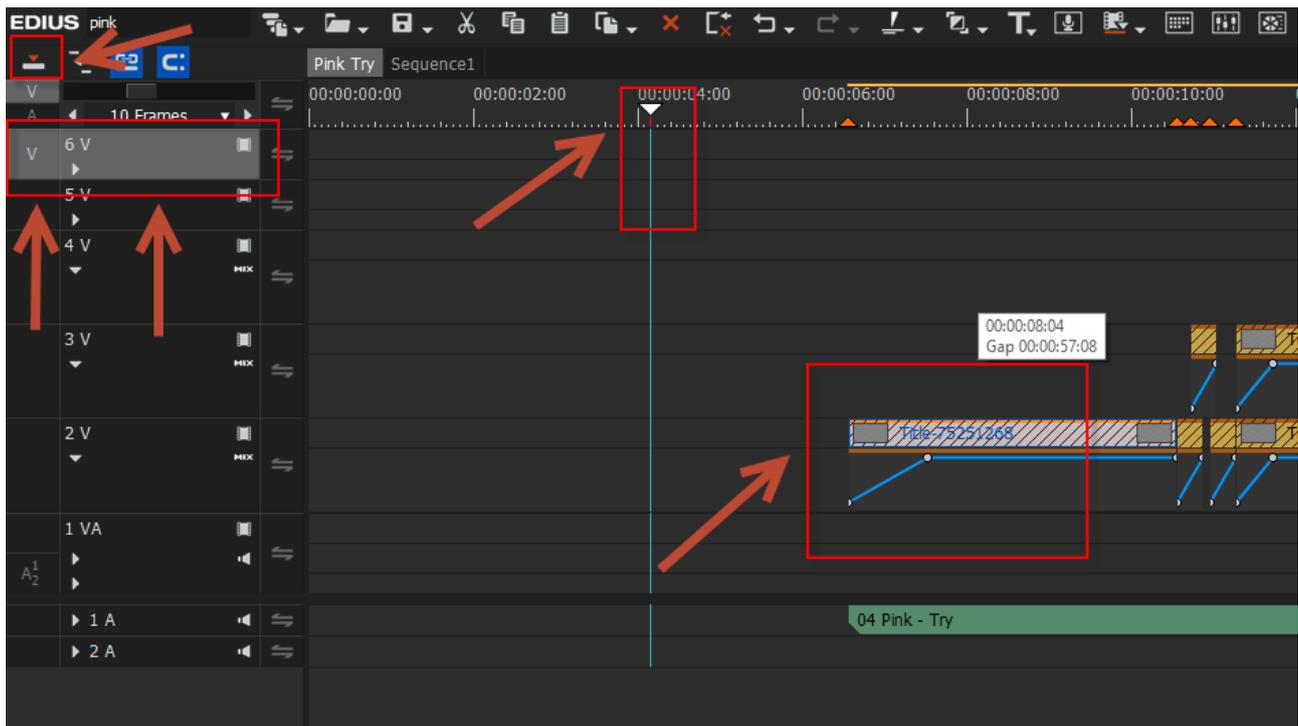
We can compare the table on the left of EDIUS and right markers Voices clips to replace automatically created by MG.

Now we prepare the timeline for the application of the function

The EDIUS timeline should be so set before clicking Apply

- In Bin select the first clip to be applied in the timeline,
- In the Timeline select the first clip target that needs to be replaced
- Place the cursor before the first marker
- selects the source track, that vacated by clips where the clip will be temporarily supported (track 6 in my case)

- moves the "v" selection always on the source track



Everything is ready, click on Start and let complete MG operations

We will thus perform the replacement of clips in the timeline.