Appendix B

Using of MacroGenerator for Vegas

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

support@macrogenerator.net

or visit

www.macrogenerator.net

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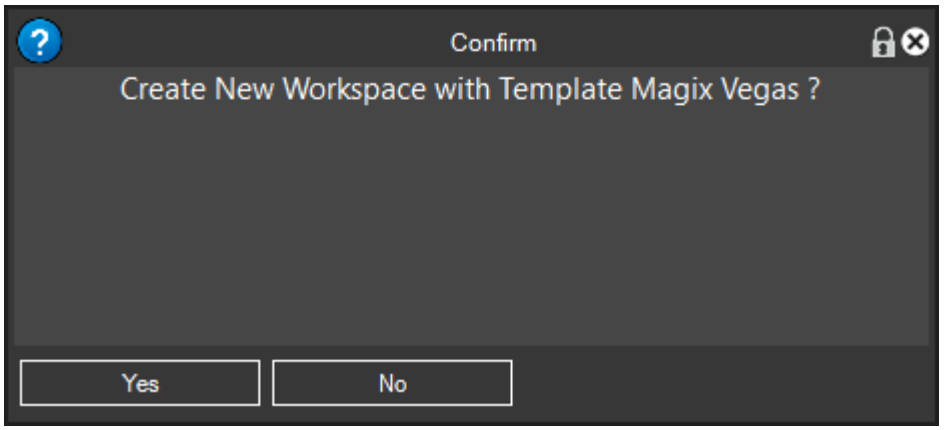
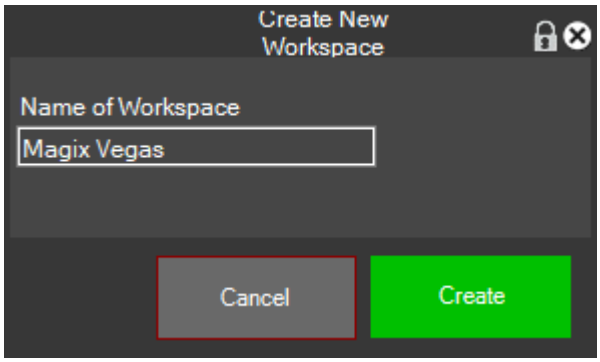
MacroGenerator to Vegas

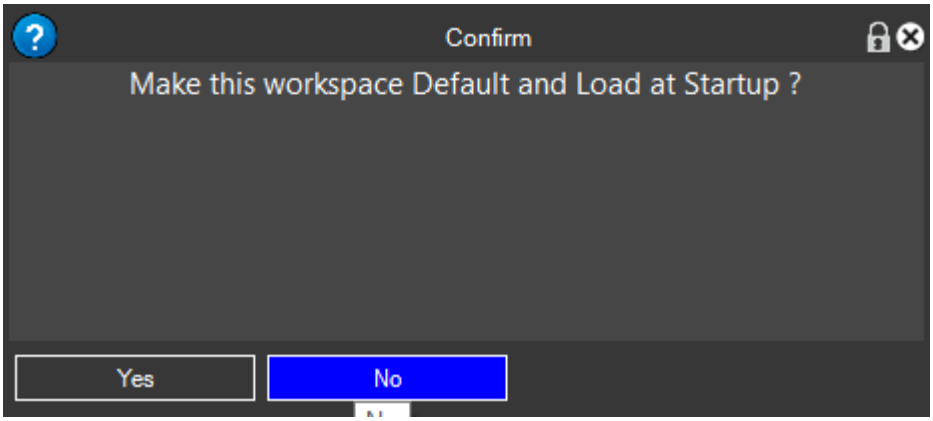
Create a Workspace to Vegas

If we installed on our PCs is Sony Vegas Magix Vegas, the Workspace window created will look like this

We click on the Magix Vegas Template to create our first Workspace to Vegas.

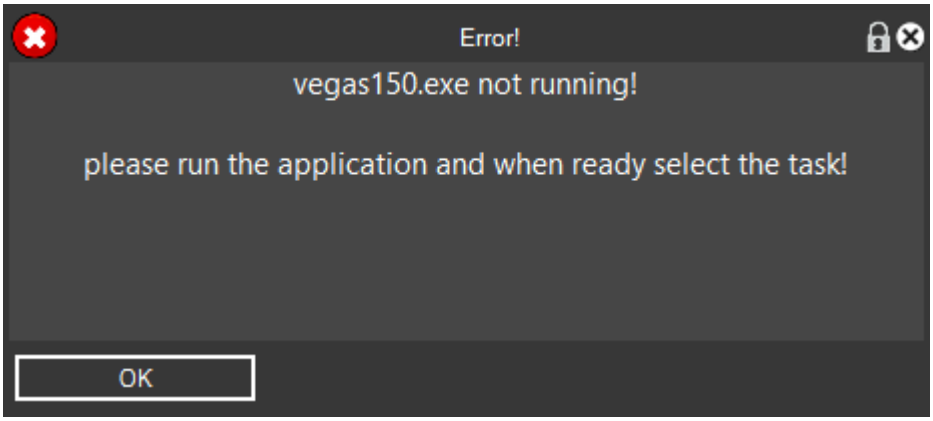






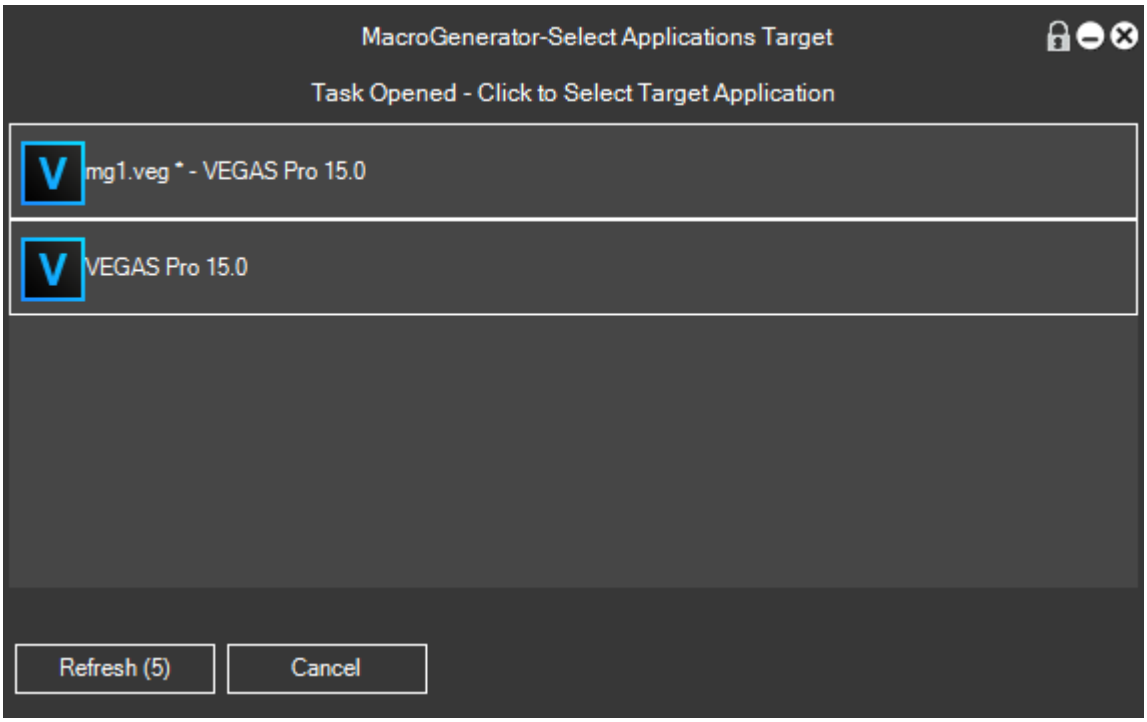
We are wishing we can create a Workspace for Sony Vegas in the same way.

We headlight that it is recommended to start Vegas before you create the Workspace, if Vegas is not running, it will be reported a message as below.

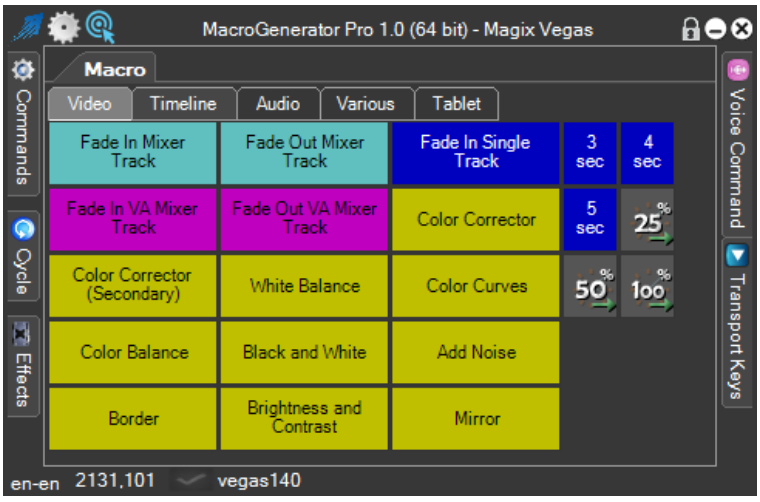


So, we provide to send running Magix Vegas, click on OK and then Refresh

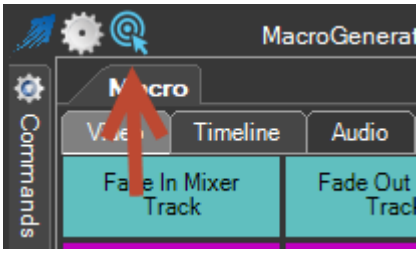
If Magix Vegas has only one open instance start the Workspace directly, but if you have opened multiple tasks of the same application you will see a screen like this



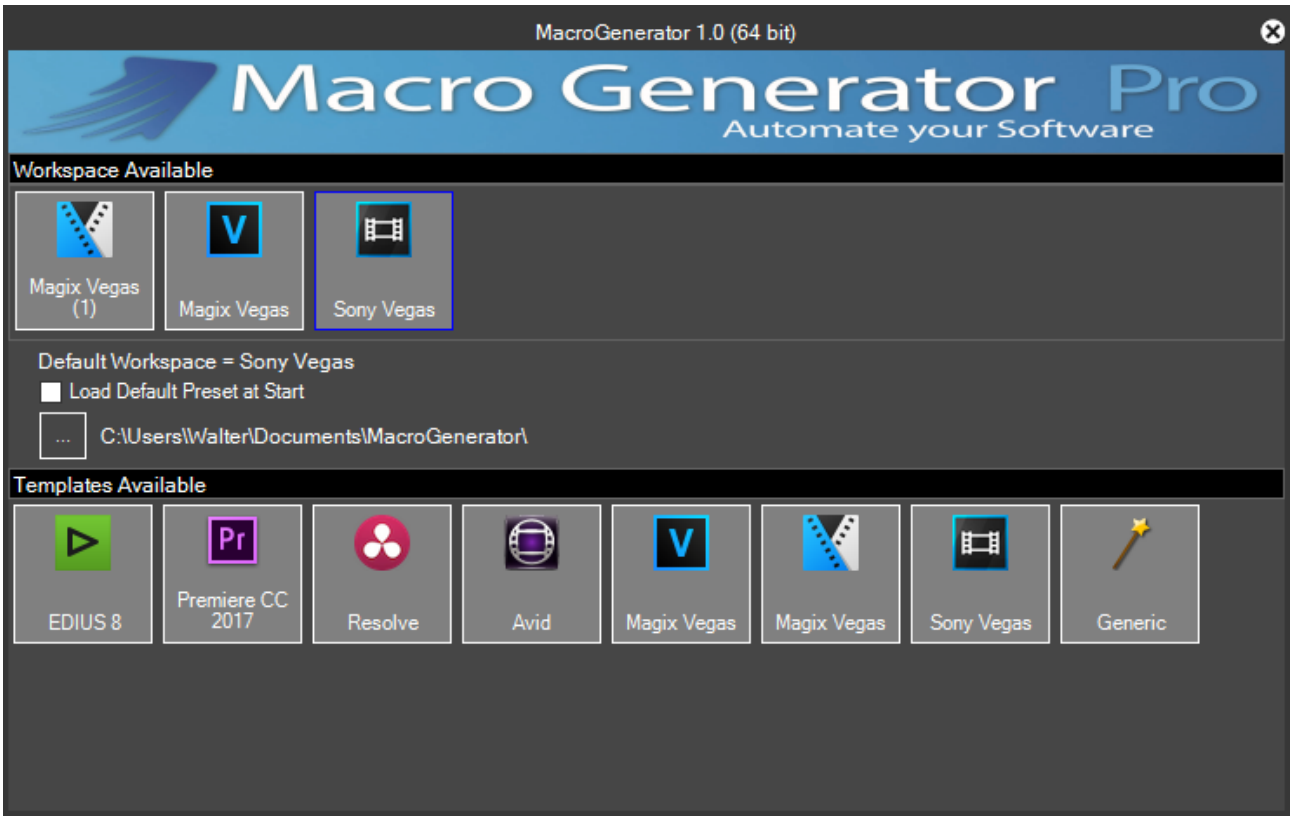
Select the task with which we want to work by clicking on it at this point will open the Workspace relative.



Once you create a workspace for Sony Vegas and one for Magix Vegas to route from one workspace to another click on the bullet markers top left

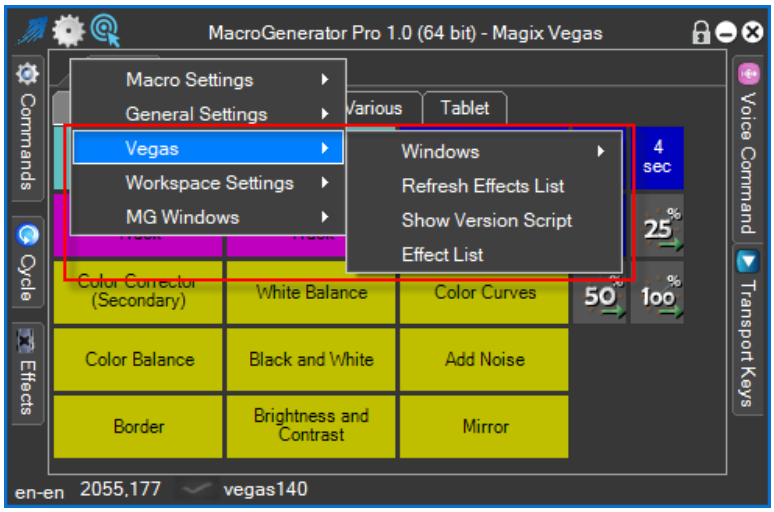


This opens the selection window of the workspace in this way



Select the workspace in which you want to work.

You may notice that there is also a custom menu to Vegas



Setting to speed up the implementation of macro with Vegas

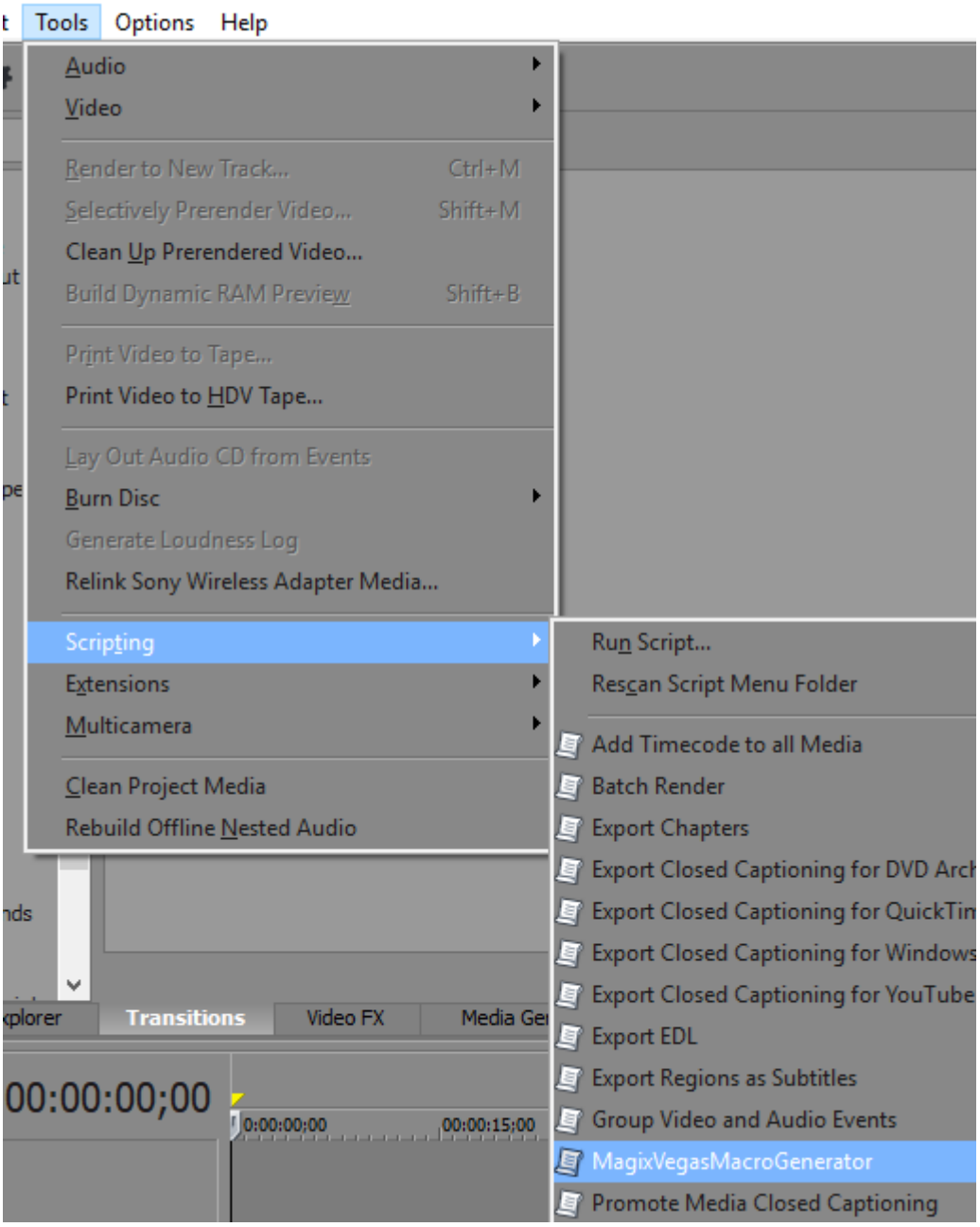
Once the Workspace to Vegas loaded, the macro will be applied without having to worry about any settings, but the application will take place in a slower way, in fact it will open the Script menu to Vegas and run the script by MG.

With Vegas, we can speed up the application macros.

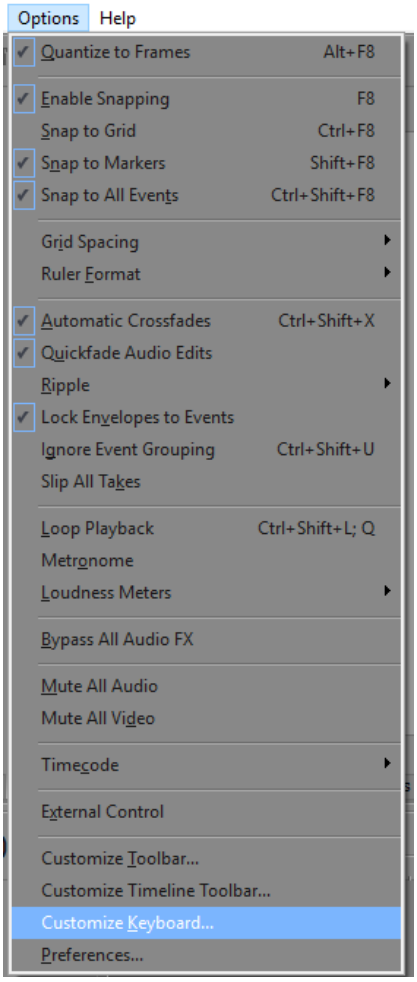
But we must be careful to set a good MG function, and one in Vegas

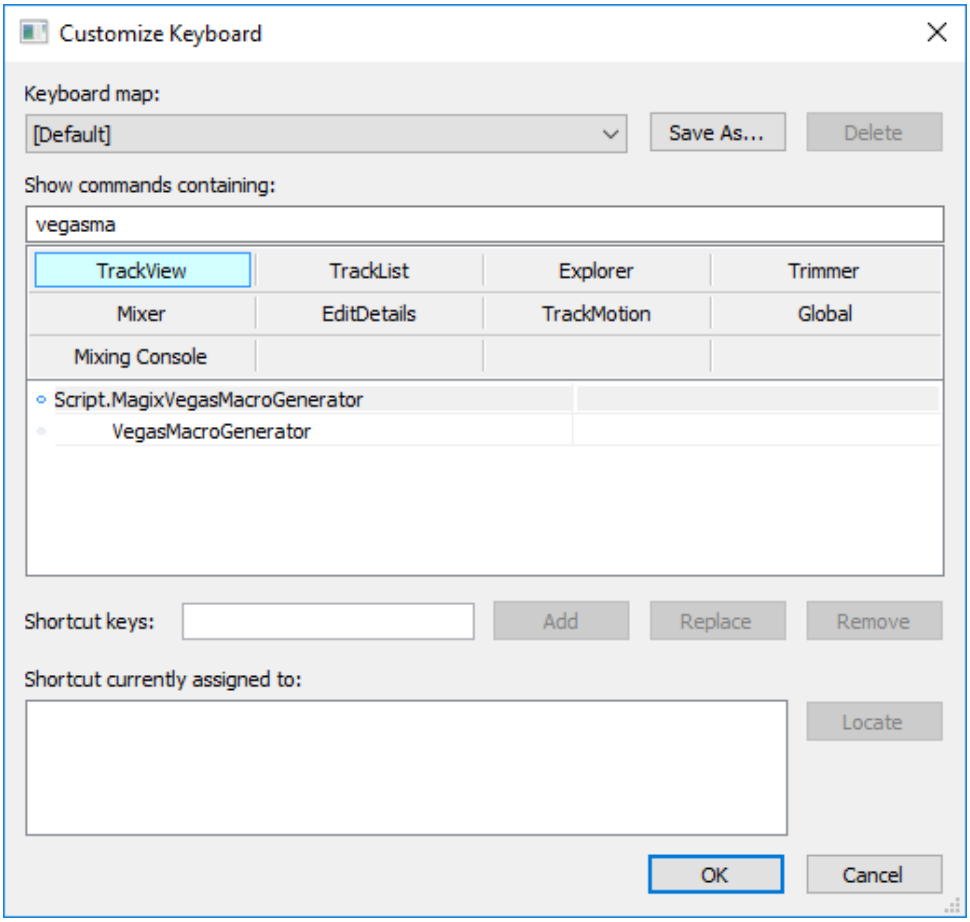
- In Vegas

You may notice that the installation MG puts his script on the Vegas menu



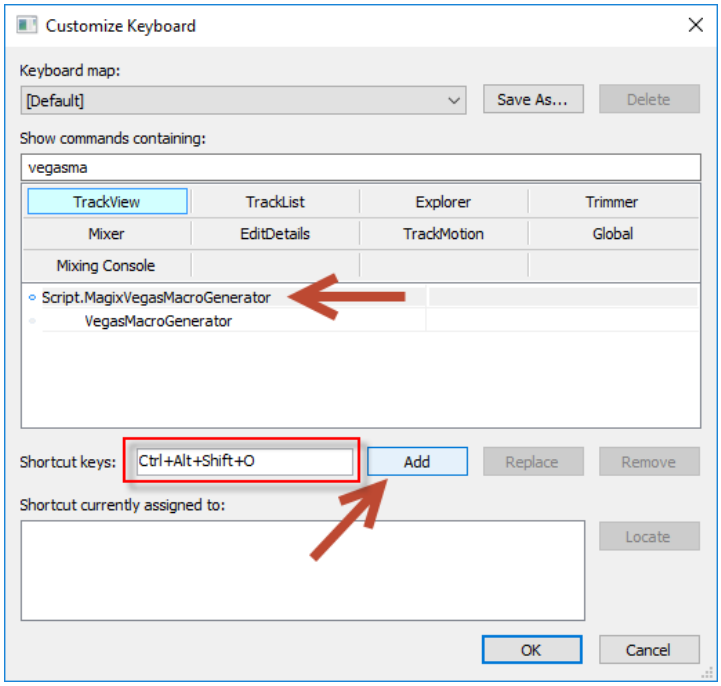
In this entry, we have to assign a keyboard shortcut to do this, open the Options menu and click Customize Keyboard.


Options
Help
Quantize to Frames Alt+F8
Enable Snapping F8
Snap to Grid Ctrl+F8
Snap to Markers Shift+F8
Snap to All Events Ctrl+Shift+F8
Grid Spacing
Ruler Format
Automatic Crossfades Ctrl+Shift+X
Quickfade Audio Edits
Ripple
Lock Envelopes to Events
Ignore Event Grouping Ctrl+Shift+U
Slip All Takes
Loop Playback Ctrl+Shift+L; Q
Metronome
Loudness Meters
Bypass All Audio FX
Mute All Audio
Mute All Video
Timecode
External Control
Customize Toolbar...
Customize Timeline Toolbar...
Customize Keyboard...
Preferences...

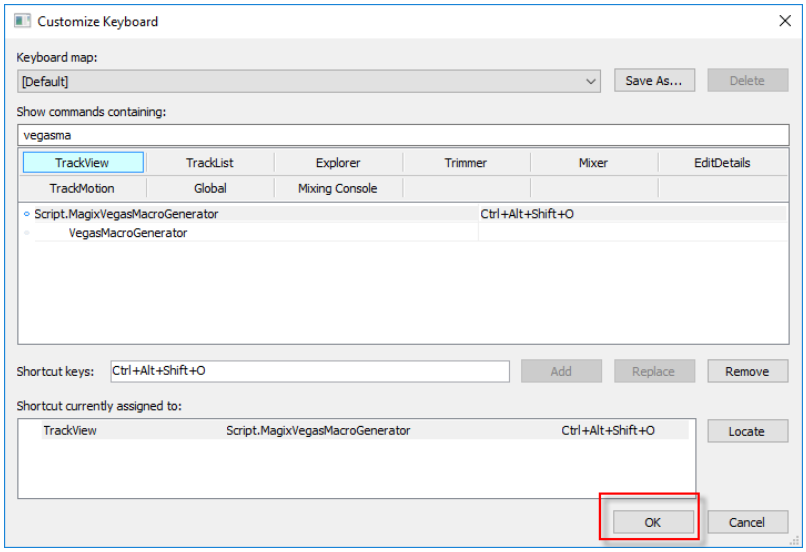

Customize Keyboard
Keyboard map:
[Default]
Save As...
Delete
Show commands containing:
vegasma
TrackView
TrackList
Explorer
Trimmer
Mixer
EditDetails
TrackMotion
Global
Mixing Console
Script.MagixVegasMacroGenerator
VegasMacroGenerator
Shortcut keys:
Add
Replace
Remove
Shortcut currently assigned to:
Locate
OK
Cancel

Let the script or writing into the textbox "Show commands containing" the voice "vegasma", so as to make it appear the Script.MagixVegasMacroGenerator voice (for Magix Vegas) or Script.SonyVegasMacroGenerator (Sony Vegas), we select the first item, and Shortcut keys in the same time we type Shift + Ctrl + Alt + O (O letters, not zero)

So, you have this screen

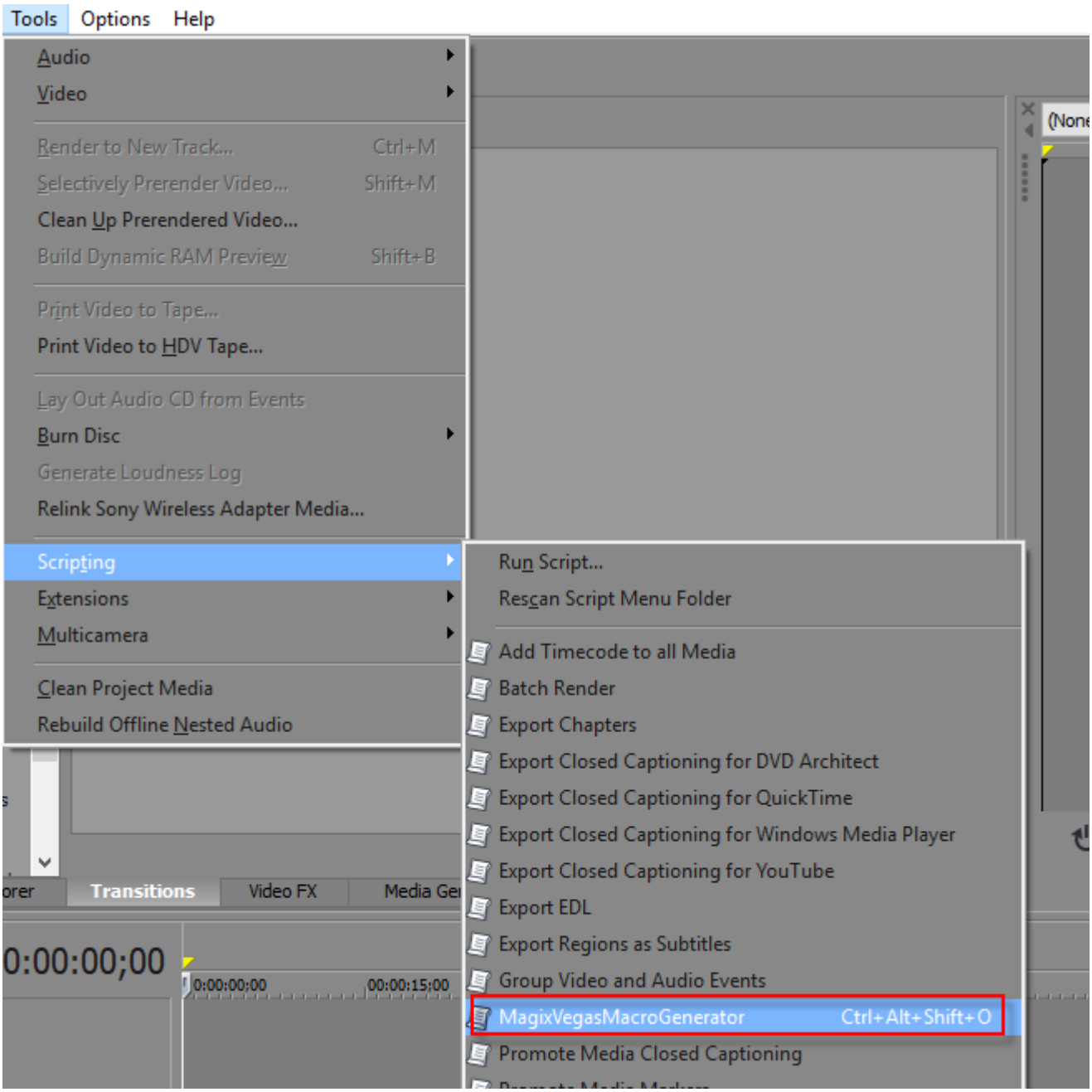


Click on Add



And then OK

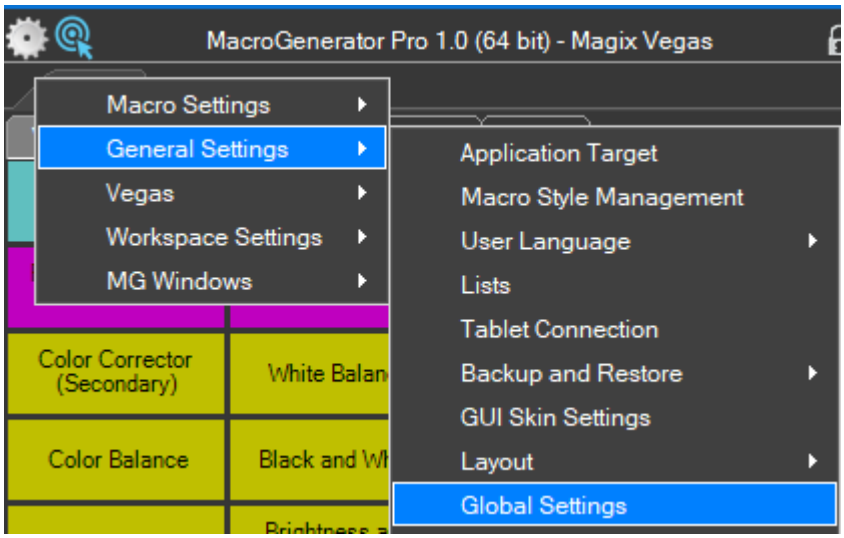
In order to achieve this



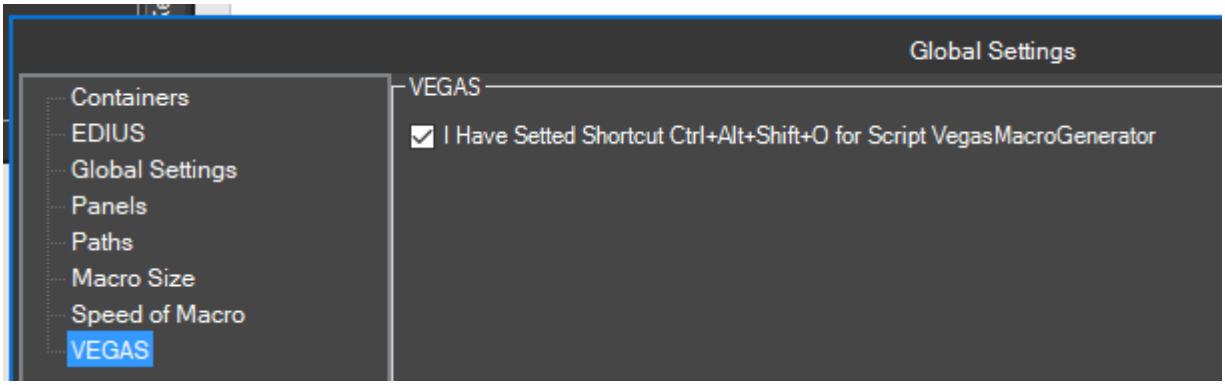
At this point you need to check a setting MG

- In MG

Open the General Settings



Check the confirmation that it has assigned the keyboard shortcut item in Vegas at MG script with the key combination Shift + Ctrl + Alt + O

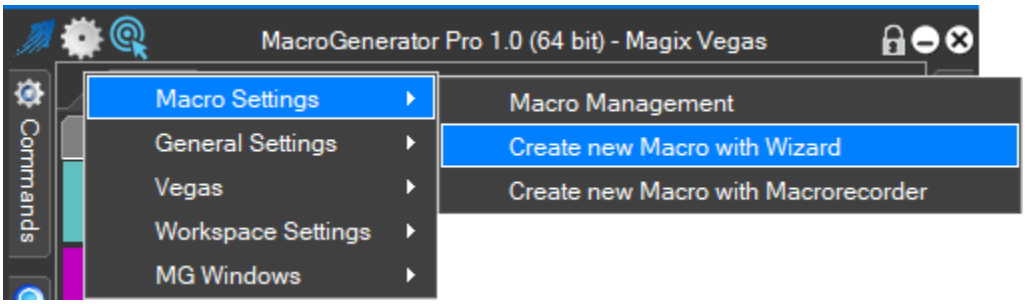


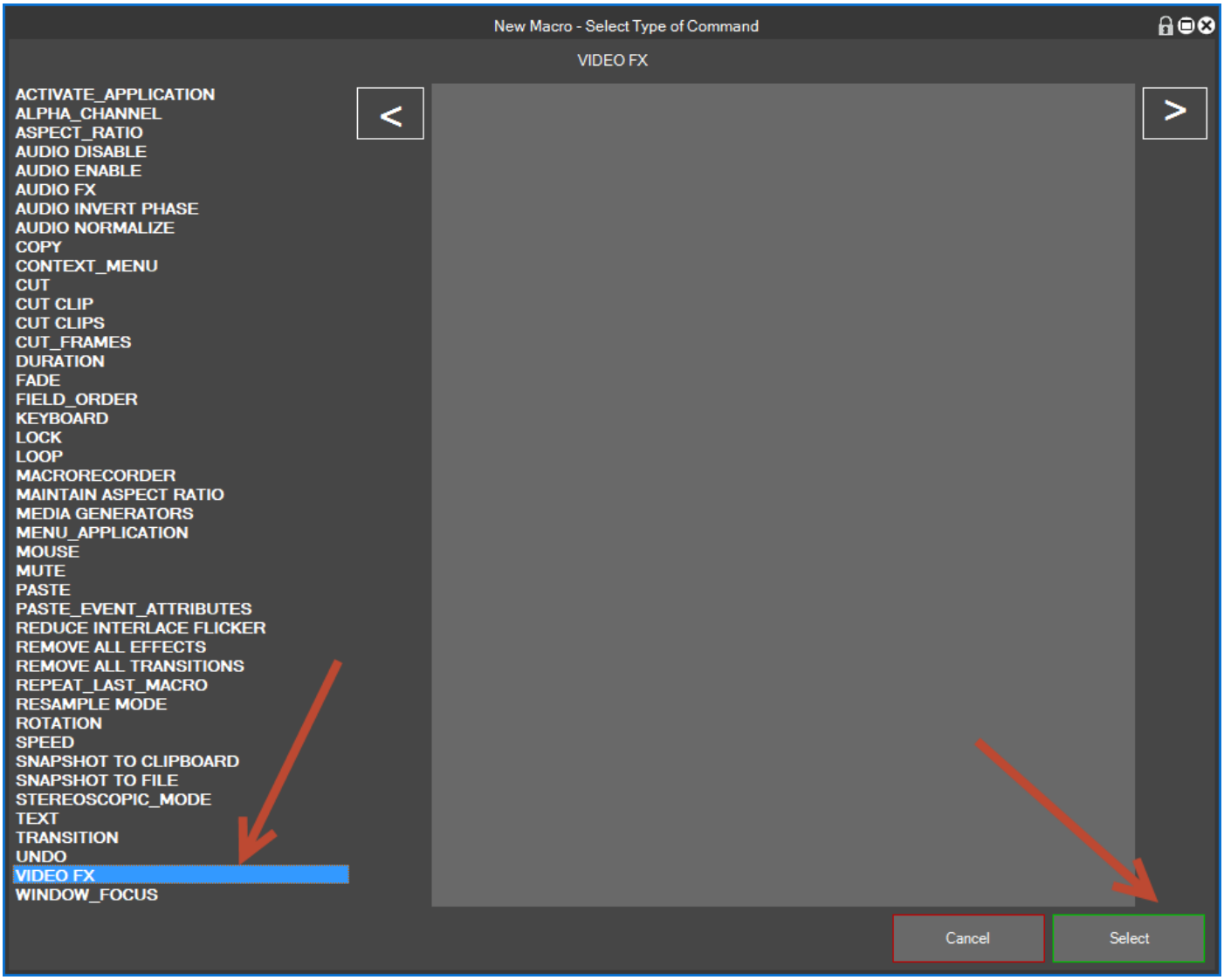
Remembering and make sure that both approaches must be well controlled, otherwise the macro will not be applied.

At this try applying macros and you'll see that the macro will be applied instantly.

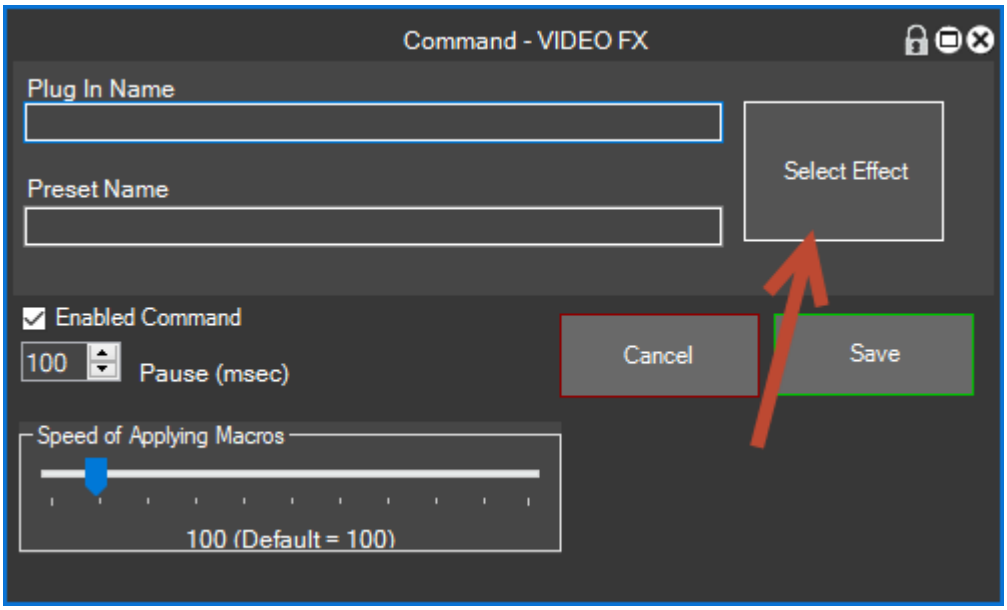
Update the Effects list if there is an effect in the list

Suppose you want to create a macro to apply a video filter with MG to Vegas, we use the Wizard

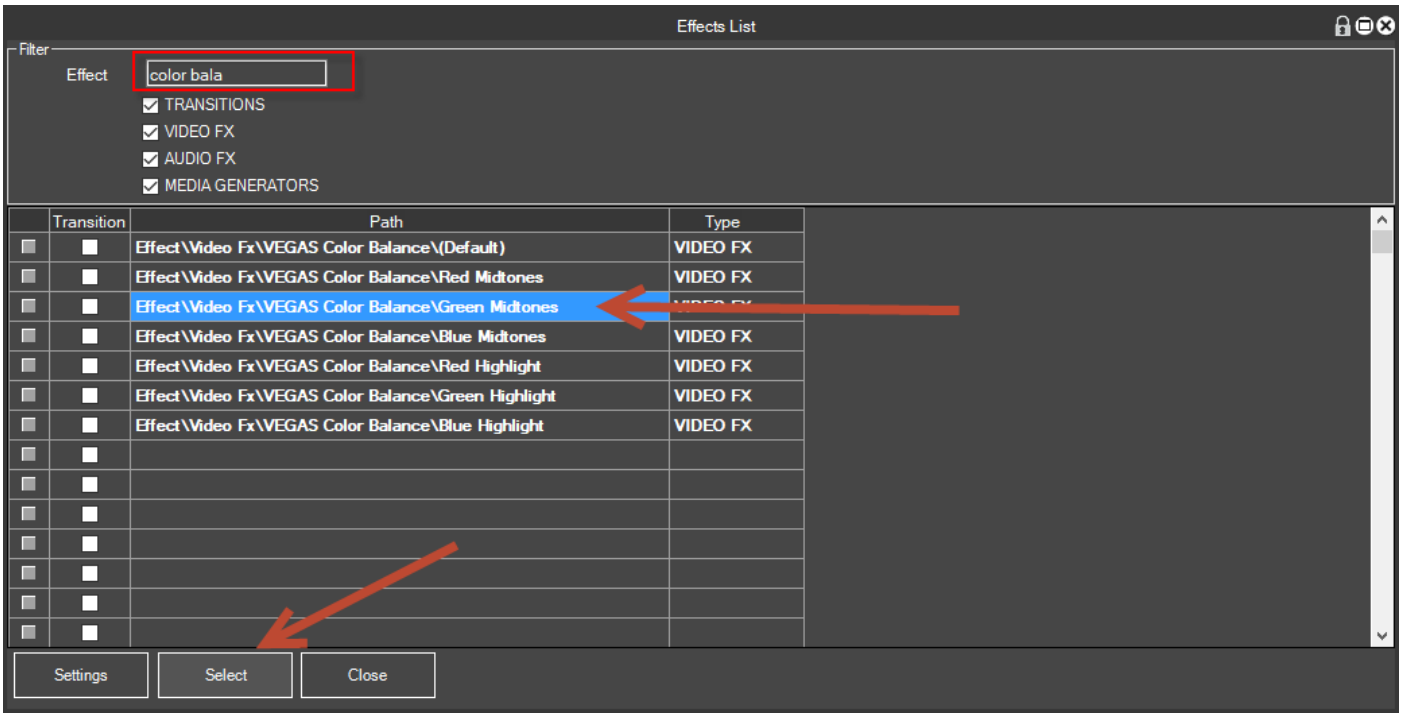




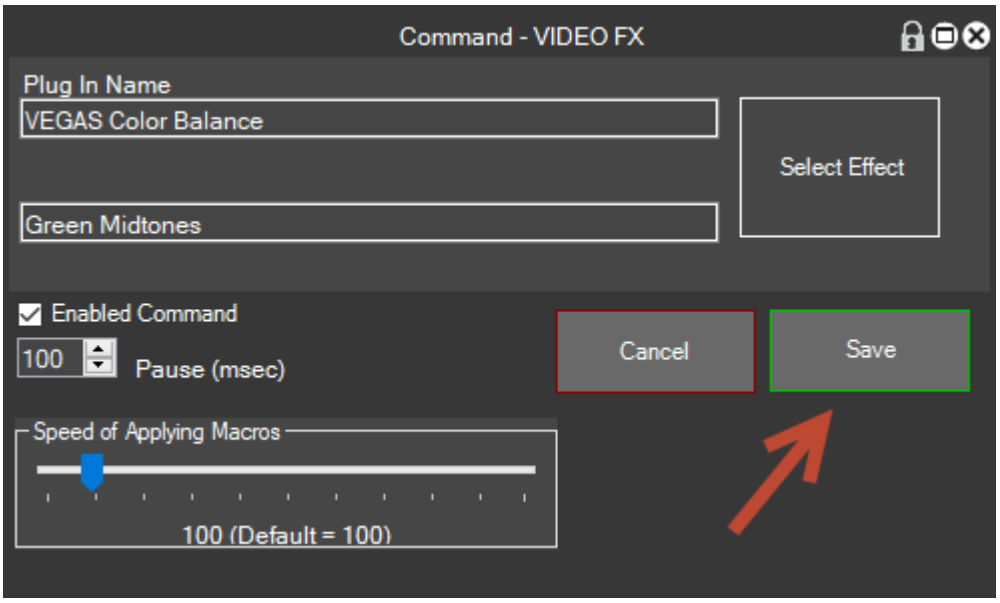
We select Video Fx for a video filter, and click on Select



Click on Select Effect to bring up the list of effects

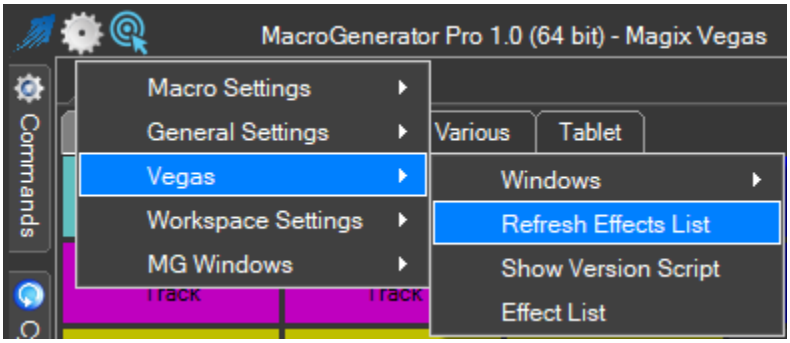


Since the effects are so many try to filter the list by entering the name of the filter to search for, then select the filter name and click to select



We have selected the filter and now we just have to save the macro to find it among our macro

If we want to create a macro type of effect and not the effect we find in the list, try to refresh the effects list, to do this we use the function



And we go back to see if the list now is the desired effect.