

MixMap™ 1.0

Cue Sheet Editing and Printing for Macintosh

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Example.mmf

Dialog 1	Dialog 2	FX 1	FX 2	Track 4
<p>01:00:17:00 <u>Harold 003</u> What do you have against red? ...I'm sure I'm not mistaken. 01:00:17:29</p>	<p>01:00:08:00 <u>Ernie 002</u> Harold! Your shirt is red! ...what is this about? 01:00:11:29</p>	<p>01:01:00:02 <u>Suzanne</u> 01:01:05:01</p>	<p>01:00:01:00 <u>Carly</u></p> <p>01:00:25:09</p>	

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1 MixMap Overview

What Does MixMap Do?

Convert Edit Decision Lists Into Cue Sheets

MixMap reads most of the major post-production formats and translates them into output-based cue sheets. Currently, MixMap supports importing of the following formats:

- ProTools 3.0 and 4.0
- CMX 3400/3600
- SonicSolutions
- OMF
- Synclavier/PostPro

As new formats arrive and as we contact systems vendors, formats will be added.

Point-and-Click Editing of Cue Sheets

MixMap supports Macintosh-style point-and-click editing of cue sheets. All aspects of cue sheet events can be changed, including the in and out times, name and dialog.

Up to 256 Tracks

MixMap supports up to 256 tracks or outputs of material. Events can be placed, cut, and copied from track to track.

Unlimited Events

MixMap supports as many events as your machine can fit into memory.

Paper-Saving Output

MixMap formats events with a unique spacing algorithm that both accurately represents time while saving paper. With a MixMap cue sheet you can tell how long an event is but not have to flip through reams of paper to find out when the next event starts.

Versatile Formatting and Page Layout

MixMap's page layout controls allow you to format cue sheets the way you want. MixMap supports adjustment of the following aspects of your cue sheets:

- Page Headers and Footers
- Track Width
- Font and Font Size
- Auto Event Grouping
- In and Out Dialog for Each Event
- Smart Pagination
- Prescriptive Fade In and Fade Outs
- Punch Ins and Outs
- Mono and Stereo Events

In and Out Dialog Fields

MixMap supports In and Out Dialog fields for each event. You can work through a reel adding dialog just as easily as typing.

Print On Any Printer

MixMap will print on any Macintosh supported printer, including inkjet and laser printers, Postscript and non-Postscript.

2 Getting Started

Requirements

68K or PPC Macintosh

2MB Free RAM

System 7.5 or later.

Installing MixMap

Run the Installer

1. Insert the MixMap CD or locate the MixMap installer if you downloaded from our website.
2. Double-click the MixMap Installer.
3. Choose where you want to install MixMap on your hard drive.
4. Click Expand.
5. You are now ready to run MixMap.
6. After installation, read the MixMap ReadMe file for the latest release information.

10-Day Demo Mode

MixMap is configured to operate on any Macintosh for 10 days with all features enabled. This 10 day period allows you to evaluate MixMap. After 10 days you will need to authorize your hard drive to continue using MixMap.

Each time you run MixMap on an unauthorized hard drive an authorization dialog will appear notifying you about how many days are left in the demo

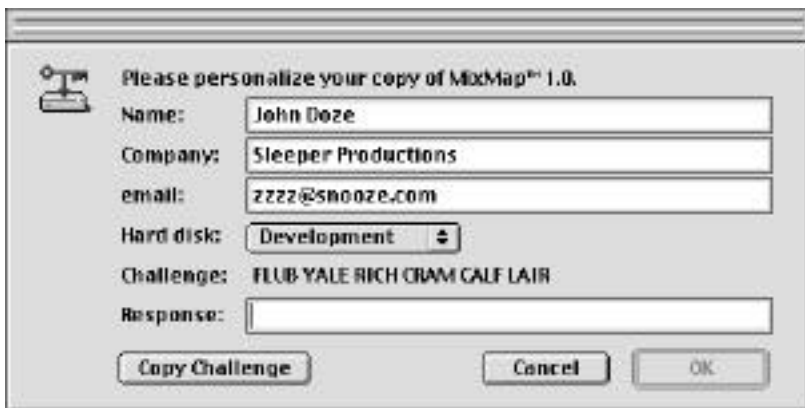


period. The dialog allows you to quit, continue or authorize your copy of MixMap. After the 10 day period, you will no longer be able to continue and must authorize to continue using MixMap.

Authorization

To authorize your copy of MixMap:

1. Press the Authorize button when the authorization dialog appears after launching MixMap.
2. The authorization dialog will appear.



3. Contact DEMAS with the Challenge displayed:

- By calling DEMAS at 603-632-4159, 9am-4pm EST
- By faxing DEMAS your challenge at 603-632-7324
- By emailing DEMAS your challenge at registerMM@synclavier.com
- By filling out a registration form on the web at www.synclavier.com/reg-mixmap.html

✦ *Note: If you fax, email or register over the web, you will receive a response within one business day.*

4. After receiving your response, enter the response into the response field of the authorization dialog. Please fill out the other information in the authorization dialog.

✦ *Note: Please make a copy of your response in case you need to reauthorize your hard drive after initialization or reformatting.*

5. Select a hard drive that you would like to authorize. You may authorize removable media as well, such as Iomega and Syquest.

6. Press OK. Your hard drive or removable media is now authorized for unlimited use.

✦ *Note: Each hard drive you would like to run MixMap on needs to be authorized. For additional authorizations, please contact DEMAS.*

✦ *Note: If you choose to authorize a removable media, be aware that the authorization resides with that media, not on your hard drive. You will be able to run MixMap only when the removable media is mounted.*

3 MixMap Guide

Importing

Import an EDL

MixMap reads a variety of EDLs and editor formats to streamline your work flow. The formats currently supported include:

- ProTools 3.0 and 4.0
- CMX 3400/3600
- SonicSolutions
- OMF
- Synclavier/PostPro

To import an EDL:

1. Launch MixMap by double clicking the MixMap application.
2. Select the format you wish to import from the **File** ⇨ **Import** menu.
3. Select a file. Only relevant files are shown.
4. Press Open.
5. MixMap will translate the EDL into a MixMap cue sheet.

Saving a Cue Sheet

After importing an EDL, it is a good idea to immediately save it to a MixMap file. MixMap stores cue sheets in its own format. To save a MixMap cue sheet:

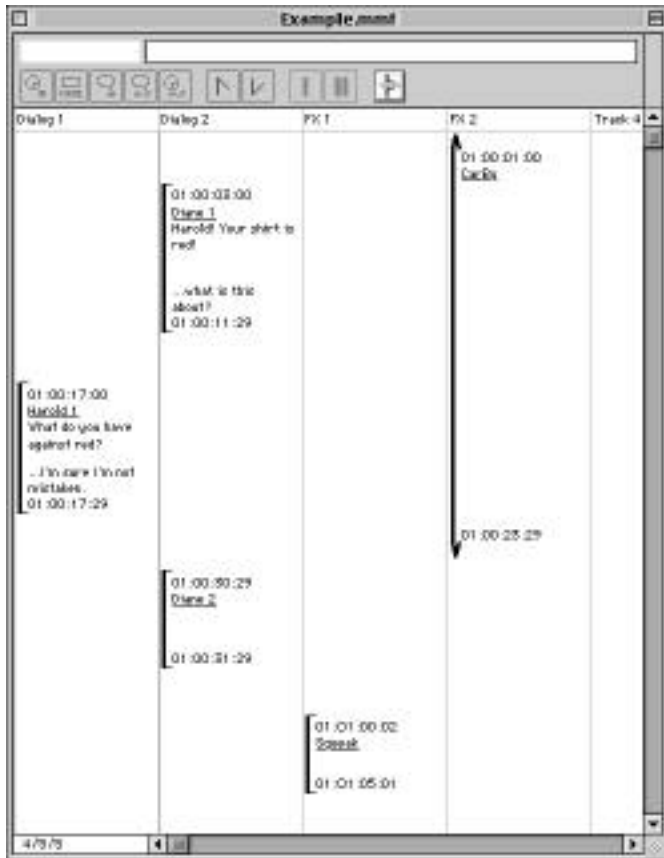
1. Select from the menu **File** ⇨ **Save**.

OR

2. Press **-S**.

3. MixMap will ask you what you want to call the file and where to save it in the standard Macintosh file save dialog.

✿ *Note: Once saved as a MixMap file, your cue sheets can be opened by double clicking them in the Finder.*



Editing the Cue Sheet

Each cue sheet has one window associated with it. Windows have two scroll bars that allow you to move around in the cue sheet.

Cue sheets are organized into tracks. Each track has a name which can be changed.

Setting Track Names

To set a track name:

1. Click on the track name you wish to change.
2. The track name will highlight.
3. Type in the new track name and press return or click elsewhere.

Cue Sheet Events

Events on the cue sheet appear in time vertically. Each event has five parts:

- Start Time
- Name
- In Dialog
- Out Dialog
- End Time

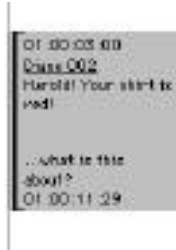
Selecting an Event

Once translated from an EDL or opened from a MixMap file, cue sheets can be edited. MixMap works like most Macintosh applications. Editing is accomplished with simple point and click methods.

To select an event for editing:

1. Click on the event to be edited.
2. The event will highlight in on of two ways.

■ **Totally highlighted**, when the entire event is selected. This occurs when you click on the line at the left of the event, representing the event's duration.



■ **Partially highlighted**, when one of the parts of an event is selected. This occurs when you click on any of the parts of an event.



MixMap also supports multiple selection.

To select multiple events for editing:

1. Shift-click on events to be edited.

Changing Event Start Time

Events can be moved within a track by changing their start time. When the start time of an event is changed, the end time is adjust accordingly to preserve the event length.

To change the start time of an event:

1. Click on the start time.
2. The start time will highlight.
3. Enter the new start time by typing or select a portion of the start time with the mouse by clicking and dragging in the field and then typing.

4. The event will move to its new location.

✦ *Note: If you move an event off the window, you will have to scroll to locate it.*

✦ *Note: After any edit, you can undo by selecting **Edit** ⇨ **Undo** or pressing **-Z**.*

Changing Event End Time

Changing the end time of an event is done exactly the same way you change the start time of an event.

1. Click on the end time of an event.

2. The end time will highlight.

3. Enter a new time.

✦ *Note: MixMap will not let you enter an end time before the start time. Changing the end time of an event does not affect the start time.*

Cutting and Pasting

MixMap supports standard Macintosh-style cut and paste using the familiar Cut/Copy/Paste commands. Cut, Copy and Paste commands can be executed from either the menu or by the traditional command keys:

■ Cut -X

■ Copy -C

■ Paste -V

To Cut or Copy:

1. Select an event by clicking on it or shift-clicking to selected multiple events

2. Select Cut or Copy from the menu or press **-X** for a cut or **-C** for a copy. The command will execute. If you cut the selection, it will be removed from the cue sheet and the cue sheet will be reformatted.

To Paste:

1. Click the on the track and location where you would like to paste the clipboard.

2. Select Paste from the menu or press **-V**.

3. The clipboard contents will be pasted starting on the selected track at the selected position (indicated by a red arrow).

Entering Event Dialog

Each MixMap event has In and Out Dialog slots. These can be used to enter dialog or any other information you would like to have appear either at the start and end of events.

To Enter In Dialog:

1. Click on existing In Dialog, or if no In Dialog exists, just below the event name or start time.
2. The In Dialog field will highlight.
3. Enter the dialog and press Return or click elsewhere.

✦ *Note: Dialogs are limited to 256 characters each.*

To Enter Out Dialog:

1. Click on existing Out Dialog or just above the event end time.
- 2 The Out Dialog field will highlight.
3. Enter the dialog.

Adding Fade Ins and Fade Outs

MixMap allows you mark events with fade in and out indicators. Two tools in MixMap's toolbar indicate whether the current selection has fade ins or outs. You can click on these buttons to toggle the fade in or fade out state of an event.



To set a Fade In:

1. Select an event by clicking on it or multiple events by shift-clicking.
2. Click on the Fade In tool.
3. The event or events will toggle their Fade Ins.

To set a Fade Out:

1. Select an event by clicking on it or multiple events by shift-clicking.
2. Click on the Fade Out tool.
3. The event or events will toggle their Fade Outs

Mono and Stereo Events

MixMap supports mono and stereo events. Mono events appear on one track, stereo events appear on two adjacent track. The mono and stereo buttons in the toolbar allow you to change the mono/stereo state of events.



To change a mono event to stereo:

1. Select an event or events to change to stereo.
2. Click on the Stereo button.
3. The events will change to stereo, appearing on two tracks.

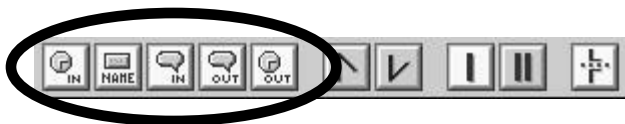
To change a stereo event to mono:

1. Select an event or events to change to stereo.
2. Click on the Mono button.
3. The selected events will change to mono, appearing on one track.

✳ *Note: Stereo events display their information twice, once on each track. If you change the information of a stereo event on one track it will also change on its other track.*

Showing & Hiding Parts

All parts of a MixMap event may be shown or hidden. The controls for showing and hiding are located in the toolbar.



To show or hide a part:

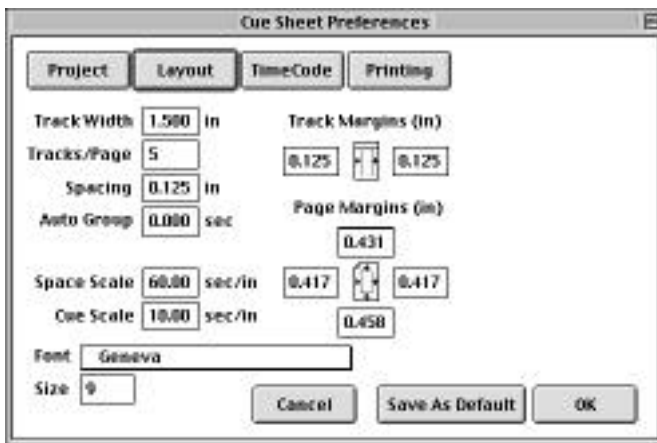
1. Click on an event (or shift-click events) to be modified.
2. Click on the toolbar button representing the part you wish to show or hide. The parts are: In Time, Name, In Dialog, Out Dialog and Out Time.
3. The part will toggle on or off, depending on its current state, and the cue sheet will reformat.

Cue Sheet Formatting

You may have noticed while editing events that the cue sheet reformats. MixMap rescales the cue sheet every time a change is made to it. You can control how this formatting looks with the Layout preferences.

1. Select from the menu **Settings** ⇨ **Layout**.
2. The Layout preferences window will appear.

The controls presented here determine how a MixMap cue sheet looks. MixMap stores settings with each document so that documents may contain different settings.



- **Track Width**—The width of each track in a cue sheet. Allows you to specify exactly how wide each track will be. Affects Tracks/Page.
- **Tracks/Page**—Tracks per page. Allows you to specify how many tracks you want to appear on each page. Affects Track Width.
- **Spacing**—Defines the minimum internal space within an event. Allows you to set the amount of space between the last starting part and first ending part.
- **Auto Group**—Allows you to tell MixMap to automatically group events that are closer together than a specific time. When set at 0.000, Auto Group does nothing. As an example, if you set Auto Group to .033, all events closer together than a video frame would be automatically grouped. When automatically grouped, only the first event and last event of the group's start and end parts are shown.

■ **Space Scale**—Defines the scaling used when no events are active at a particular time. Allows you to define how many seconds per inch are used when “silence” occurs in a cue sheet.

■ **Event Scale**—Defines the scaling used when one or more events are active at a particular time. Allows you to define how many seconds/inch are used when events are “playing” in a cue sheet.

✧ *Note: MixMap always allocates enough space for event parts. If an event’s dialog, for instance, makes the event longer than it would be were it scaled by time only, MixMap makes space for the dialog.*

■ **Font**—Defines the font used for all parts of the cue sheet. Allows you to change the way your cue sheet looks with different fonts.

■ **Font Size**—Defines the size of the font used. Allows you to change the way your cue sheets look by making text bigger or smaller.

■ **Track Margins**—Defines the space between track lines and events.

■ **Page Margins**—Defines the margins of your cue sheets.

✧ *Note: It is possible to define margins that exceed your printer’s printable area. If you notice that your cue sheets appear to be chopped off on a side of the page, try increasing the margin on that side of the page.*

✧ *Note: When MixMap creates a new document, it sets the margins to the printer’s maximum print area.*

Saving a Default Layout

MixMap stores a set of preferences in your Macintosh’s System Preferences folder. These settings determine how new MixMap documents are setup. By pressing the Save As Default button in the preferences window, you can define the default MixMap document.

Since most aspects of MixMap documents are not defined by the supported import formats, your imports will inherit most of the default settings.

Printing

Once your cue sheet is edited to your satisfaction, you will likely want to print it out.

MixMap supports any printer that can be attached to a Macintosh, including inkjet and laser printers, running with and without Postscript.

To print your document:

1. Select from the menu **File** ⇨ **Print**.
2. If you have not printed from MixMap, you will be presented first with a Page Setup dialog. Choose your paper and printer options here.
3. If you have printed before, or have finished with Page Setup, the print dialog of the print driver you have selected in the Chooser will appear.
4. Choose the settings, such as page range, you would like. Press **Print**.
5. MixMap will print your cue sheet.

Headers and Footers

Each MixMap document can be setup to print a custom header and footer. Headers and footer appear at the top and bottom of each page. MixMap automatically prints date and page number at the left top.



To set up a header or footer for your cue sheet:

1. Select from the menu **Settings** ⇨ **Project**.
2. The Project settings dialog will appear.

✦ *Note: You can also get to the Project settings from the Layout settings (-Y) by pressing the Project button.*

Timecode

MixMap supports both SMPTE and film time formats for display and editing. The formats supported are:

- SMPTE 30fps
- SMPTE 30fps Drop
- SMPTE 25fps
- SMPTE 24fps



- 35mm 24fps
- 35mm 25fps
- 35mm 30fps
- 16mm 24fps
- 16mm 25fps
- 16mm 30fps

MixMap also supports timecode offset, and, if possible, retrieves the offset from imported files.

To open the timecode setup for your MixMap cue sheet:

1. Select from the menu **Settings** ⇨ **Timecode**

OR

2. Press **-Y** and then press **Timecode**.

MixMap also supports time speed. When set a 1.000, one second of time equals one second of time code. If set less than 1.000, one second of time equal more than one second of timecode, and if more than 1.000, less than one second of timecode. This setting is useful only in rare situations when a source was running slower or faster than it should.

At the bottom of the Timecode panel are two settings that allow you to control the precision of the time codes. You can choose whether to show subframes, frames, and seconds.

Printing Setup

MixMap allows you to limit what is printed by time or tracks. You set up this information in the Printing setup.

To open the printing setup:

1. Select from the menu **Settings** ⇨ **Printing**

OR

2. Press **-Y** and press the Printing button.

If you do not want to limit the printout, click on the All Tracks and All Time checkboxes. When these are checked, the numbers in the boxes below are ignored.



4 MixMap Reference

Menus

File

New	Creates a new MixMap document
Open	Open an already existing MixMap file. You can also open MixMap files by double clicking on them in the Finder.
Close	Closes the current MixMap document. If the document has been changed since it was last saved, MixMap will prompt you about saving.
Save	Saves the current MixMap document to a file.
Save As...	Saves the current MixMap document, first asking you where you want to put the file and what you want to call it.
Import	Opens a sub-menu of supported import formats.
Page Setup...	Open the Page Setup dialog.
Print	Prints a MixMap document. Printing is controlled by not only the print dialog that comes up when you select this command, but also the printing preferences.
Quit	Quits MixMap. If any documents are open that have been changed, MixMap will prompt you about saving them.

Edit Menu

Undo	Undoes the last edit.
New Event	Creates a new MixMap event on the currently selected track.
Copy	Copies the current selection to MixMap's clipboard.
Cut	Cuts the current selection and places it on MixMap's clipboard.
Paste	Pastes the current MixMap clipboard to the currently selected track. If the selection spans multiple tracks, events are pasted from the first selected track left.
Format	Reformats the current MixMap document.

Event Menu

In	Selects the In Time of the current event.
Name	Selects the Name of the current event.
In Dialog	Selects the In Dialog of the current event.
Out Dialog	Selects the Out Dialog of the current event.
Out	Selects the Out Time of the current event.
Mono	Changes the current selection to Mono.
Stereo	Changes the current selection to Stereo.
Fade In	Toggles a prescriptive fade in on the current selection.
Fade Out	Toggles a prescriptive fade out on the current selection.
No Join	Toggles the no-join feature on the current selection.

Settings Menu

Project	Opens the Projects Preference window.
Layout	Opens the Layout Preferences window.
TimeCode	Opens the TimeCode Preferences window.
Printing	Opens the Printing Preferences window.

Notes