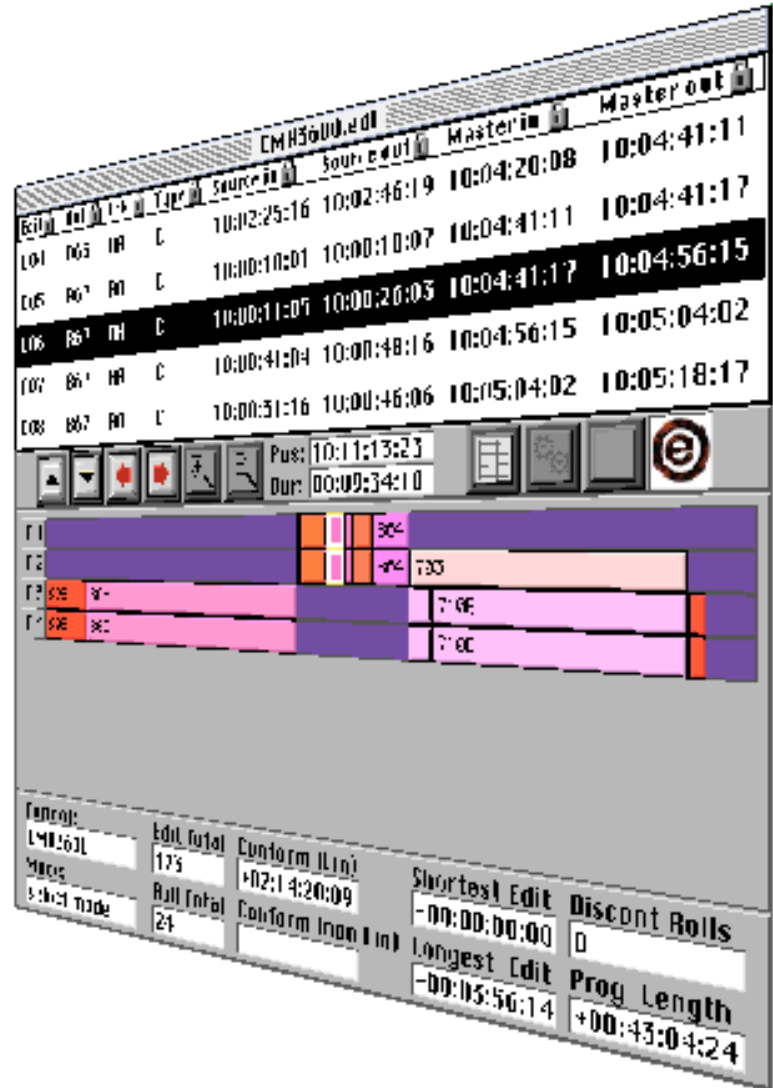


editMate

The
Conformers
Companion

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www.muteant.com



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introduction

.1

editMate is an application designed for manipulating and reading Edit Decision Lists. Most people in the Post Production Industry have learnt about EDL's the hard way and the programs to manipulate them tend to be a little confusing. editMate has been designed to enable simple straight forward manipulation of lists and also by analysing the information contained in the list potential problems can be highlighted. These problems often don't show up until its too late, in the on-line or at the audio conform, editMate can point out some of the more common problems and you can either amend them directly in editMate or ask for a new list.

editMate can be used to predict the length of time taken for Audio/Video Conforms and also show up rolls with discontinuous TC. The shortest and the longest edit is shown and also the programme length, an estimation is also made of the length of each roll.

The main advantage of editMate is that it displays a graphical representation of the EDL. This instantly shows the style of the EDL, i.e. the way the programme is cut. Using this graphical display all the conventional list manipulations can be done, adding edits, rippling list, changing roll numbers.

features

.2

- Ripple source roll TimeCodes
- Ripple master Record Times
- Split EDLs up into parts for ease of working
- Shorten/Lengthen edits

- Change roll names
- Merge EDLs
- Allow EDL's of over 1000 edits
- Edit Tracks, allowing track laying and tidying up to start as soon as possible.

- AutoStripSilence, allowing EDLs from Off or On Line systems to be used to remove the silence from lay offs.

what are EDL's

.3

Edit Decision Lists are produced mainly by off-line editing systems like LightWorks or Avid. They contain all the information that an on-line system, either Sound or Video, needs to reproduce the edits exactly as the off-line.

The list is made up of individual edits, each edit can be easily broken down to its separate parts.

| Edit | Roll | Trk | Type | Source in | Source out | Master in | Master out |
|------|------|-----|------|-------------|-------------|-------------|-------------|
| 008 | 500 | A | C | 18:00:10:00 | 18:01:10:00 | 10:03:03:04 | 10:04:03:04 |

This line from an EDL can be explained as follows.

- Edit

This is the number of the edit as it appears in the list. 1 for the first edit and so on.

- Roll

The number of the rushes roll needed for the edit. Sometimes this could be a name like DAT but its best to try and keep to numbers.

- Trk

This part tells the on-line system what type of edit to do. It could be an Audio edit, like this one, or a video edit or a combination of sound and vision.

- Type

Most edits are cuts, a straight edit from one picture to another, but dissolves can be shown with a 'D' or less common wipes and keys.

- Source in / Source out

The start and end points of the section needed from the rushes roll.

- Master in / Mater out

The position of the Source In/Source Out section from the rushes roll on the master tape. The difference between the Source In TC and the Source Out TC will be the same as the difference between Master In TC and Master Out TC.

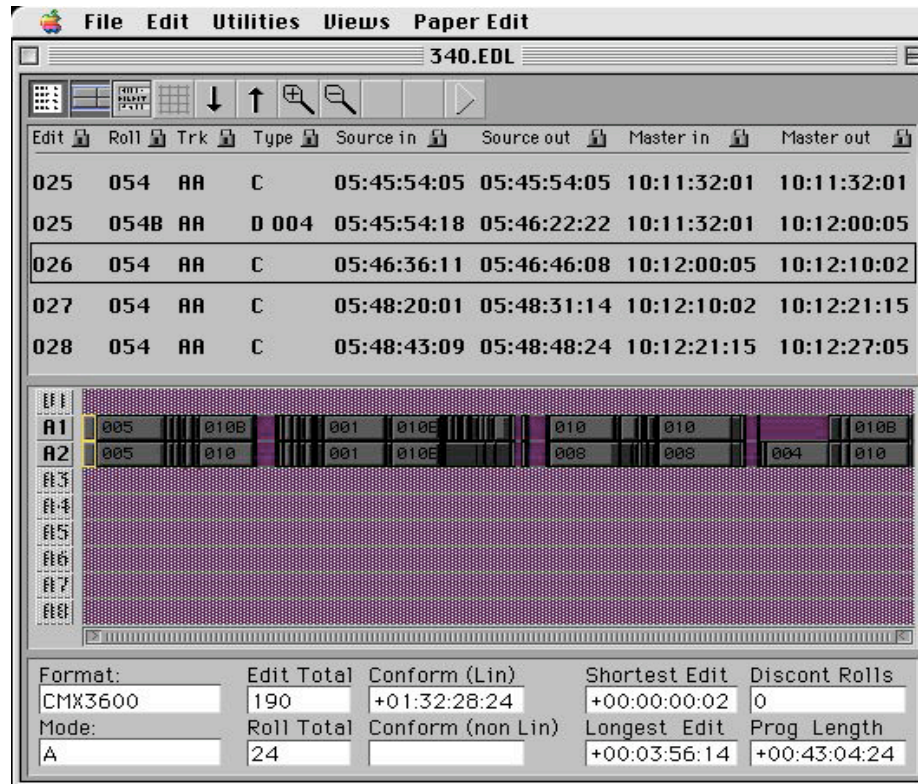
So our line of EDL can be translated as the eighth edit in the EDL from rushes roll '500' recording onto track 'A' with a 'Cut' from source TC 18:00:10:00 to 18:01:10:00 recording on the master at TC 10:03:03:04 to 10:04:03:04.

There are different formats of list like GVG, Sony and CMX but the main construction of the EDL line stays the same.

Now you have an idea of what an EDL contains you could, with a little practice, learn to read the EDL and get an idea of the final programme. This is where editMate comes in. editMate gives you a graphical representation of the EDL so you don't have to translate the EDL yourself.

the screen

.4



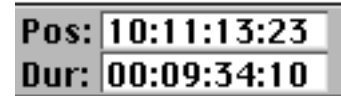
This is the main screen from editMate. It consists of three sections, a Text Display at the top, followed by a tool bar the TimeLine Display and finally the Conform Information.

The Text Display displays the EDL as it appears in the original list, with or without comments. The tool bar is used for navigating through the EDL.

The TimeLine is generated from the EDL and at the bottom information generated from the EDL is displayed.

• button definitions

- Scrolling up/down EDL in Text Display.
- Moving Left /Right in TimeLine in Graphics Display
- Increasing/Decreasing Scale the TimeLine Window
- Position of Mouse Scale of TimeLine
- Toggles Source Table on/off
- Locks TimeLine and Text Display
- Puts selected Edits at top of Text Display



• text display

This window displays the EDL in its original form as Text. It can be shown in several different sort modes. These are selected using the Sort Mode Menu. They include Edit No, C Mode and A Mode. The EDL is displayed in whichever format it comes in, that is GVG, Sony 9000 or CMX, these are the most commonly used lists, the Conform Information window will tell you which format the list is in.

File Edit Sort Mode Utilities Views Paper Edit

| AUDIO.EDL | | | | | | | |
|-----------|------|-----|------|-------------|-------------|-------------|-------------|
| Edit | Roll | Trk | Type | Source in | Source out | Master in | Master out |
| 026 | 003 | A | C | 03:22:46:07 | 03:22:52:18 | 10:07:26:11 | 10:07:32:22 |
| 027 | 100 | AA | C | 11:05:51:13 | 11:06:05:11 | 10:07:27:07 | 10:07:41:05 |
| 028 | 003 | A | C | 03:21:51:16 | 03:22:02:19 | 10:07:32:22 | 10:07:44:00 |
| 029 | 003 | A | C | 03:23:38:21 | 03:23:56:09 | 10:07:40:20 | 10:07:58:08 |
| 030 | 003 | A | C | 03:25:37:01 | 03:25:49:22 | 10:07:58:08 | 10:08:11:04 |

The EDL line or lines that are highlighted correspond to the highlighted edit or edits in the TimeLine Window. Edits can be selected in the Text Display by clicking the edit with the mouse, if you want to select multiple edits then hold the 'Shift' key or the Caps Lock key and highlight the appropriate edits.

Each part of the EDL can be edited and each part of the EDL has a padlock. If the padlock is locked you cannot edit the EDL, if you try you will be prompted to unlock the padlock, this is done by clicking once on the padlock. These padlocks are designed to stop any accidental editing of the list.

Once a padlock is unlocked double clicking on the element you wish to change like 'Roll', a window will appear over the element and you can type in a new 'Roll' number then press 'Return' and the new roll will appear in the EDL. This is the same for 'Trk', 'Type' and 'Edit'. If you wish to edit the Source in/out or the Master in/out TimeCodes then the corresponding padlocks will need to be unlocked. You can type in a new TC completely or ripple by adding '+' or subtracting '-' a TC number.

If you have more than one edit selected all the edits will change to the new "Roll" number. If more than one 'Roll' is selected you will be prompted that you are editing more than one roll, this is to save accidental editing.

• padlocks

All padlocks are locked unless otherwise stated. This is the way the padlocks work:

- Source In padlock unlocked
Ripple Source In TC, the duration of stays the same
- Source Out padlock unlocked
Ripple Source Out TC, the duration of stays the same
- Master In padlock unlocked
Ripple Master In TC, the duration of stays the same
- Master Out padlock unlocked
Ripple Master Out TC, the duration of stays the same

- Source In+Master In padlock unlocked

Changes the length of the edit from the front keeping the end of the edit locked, the duration changes.

- Source Out+Master Out padlock unlocked

Changes the length of the edit from the back keeping the front of the edit locked, the duration changes.

The best way to see who these padlocks work is to practice on the supplied examples, use 'Basic.EDL'.

• navigating in the text display

These buttons in the ToolBar window allow you to navigate up and down the EDL in the Text Display.



The up/down cursor keys can also be used.

Once you have selected a number of edits spread throughout the EDL you can group them together at the top of the Text Display by pressing this button.



This is only to help you look at the edits and does effect the original order of the list.

• source table

This is an internal editMate Source Table and shows you information about each roll. It is accessed by pressing "⌘ - T" or selecting 'Show Source Table' from the Views Menu or by pressing this button.



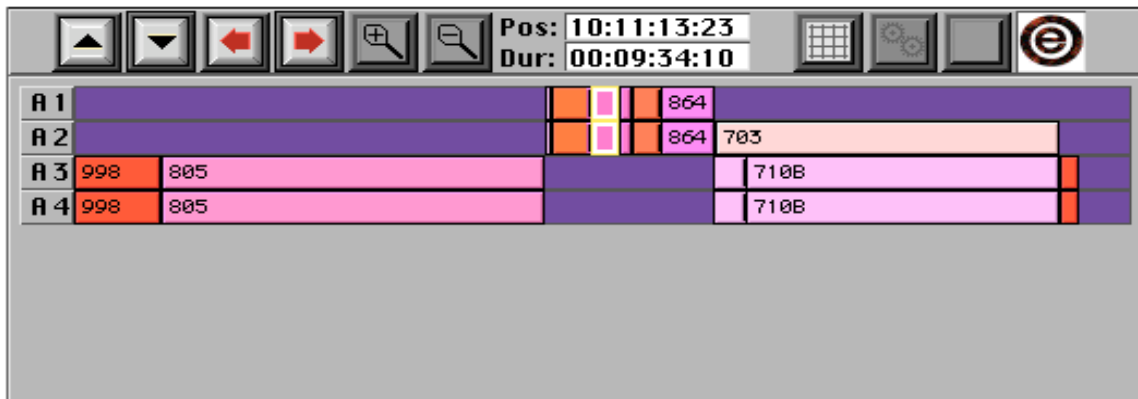
It looks like this:

| AUDIO.EDL | | |
|-----------|----------------|------------------------|
| Roll name | Roll Number | Roll duration (approx) |
| =>001 | is numbered: 1 | 00:00:36:14 |
| =>002 | is numbered: 2 | 00:18:48:07 |
| =>003 | is numbered: 3 | 00:29:42:01 |
| =>004 | is numbered: 4 | 00:28:26:13 |
| =>005 | is numbered: 5 | 00:12:03:16 |

Each roll appears on the left with the corresponding EditMate internal roll number followed by the approximate roll duration. This is generated from the EDL as the earliest Source In TC to last Source Out TC, if these durations go above 90 minutes the roll has discontinuous TC, i.e. time of day or an edit has the wrong roll number either way it will need to be checked.

By clicking on the roll number all the corresponding edits will be highlighted when you return to the Text Display and on the TimeLine.

• timeLine display



The TimeLine displays the current loaded EDL. Each track from the EDL appears on the left hand side, i.e. Video or Audio, and then each Edit from the EDL is represented by blocks in the TimeLine. Each block appears in the correct position in respect to the other blocks depending on the Master in TC and on the edit described in the EDL. The roll number from the EDL is drawn on the block if the block is big enough, if it's too small then its not drawn. The blocks are normally drawn in grey but there is an option under the Views menu to 'Show Roll Colours'. Then the colours of each block correspond to the roll number, i.e. roll 006 is yellow and so all blocks from roll 006 will be in yellow, it makes it very easy to see how busy a show is.

The block in the middle of the TimeLine on Track 2 is highlighted, this block would also be highlighted in the Text Display.

You can highlight blocks by clicking in them on the TimeLine they will also be highlighted in the Text Display. You can highlight multiple blocks by lassoing with the mouse or clicking in each block whilst holding down the 'Shift' key.

• navigating in the timeLine display

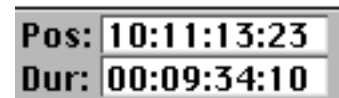
These Buttons scroll the TimeLine Display.



These Buttons are for changing the resolution in the TimeLine Display. You cannot zoom out further than the total EDL length, it will always show all the edits at the lowest resolution. The left and right cursor keys can also be used.



These displays show the 'Position' of the mouse allowing you to quickly find the TC of any point on the TimeLine. The 'Dur' displays the length in TC of the TimeLine being displayed. The total length of the TimeLine on this example is 00:14:00:01 as you zoom in and out this value will change.



This Button turns the Source Table on/off in the Text Display.



This button will lock the Text Edit Display and the TimeLine Display together so using the Red Left/Right arrow keys the TimeLine Display scrolls the text.



This Button puts the Highlighted edits at the top of the Text Display.



• conform information

| | | | | |
|----------------|-------------------|--------------------------|----------------------|----------------------|
| Format: | Edit Total | Conform (Lin) | Shortest Edit | Discont Rolls |
| CMX3600 | 173 | +02:14:20:09 | +00:00:00:00 | 0 |
| Mode: | Roll Total | Conform (non Lin) | Longest Edit | Prog Length |
| select mode | 24 | | +00:03:56:14 | +00:43:04:24 |

This Displays information about the EDL. This is created by editMate and is generated from the information in the list.

- **Format:** the format of the EDL, in this case 'CMX3600'.
- **Edit Total:** the total number of edits in the EDL.
- **Roll Total:** the total number of rolls in the EDL.
- **Conform(Lin):** the time it will take to conform the EDL, it's linear in that it counts a piece of audio that's used several times as separate recordings. This is calculated on 2 minute change overs for reels and 4 second handles on every edit.
- **Conform(non Lin):** the time it will take to conform the EDL on a non-linear system.
- **Shortest Edit:** the shortest edit in the EDL. Sometimes 1 frame edits are intentional sometimes they are part of dissolve information.
- **Longest Edit:** the longest edit in the EDL.
- **Discont Rolls:** the number of rolls that appear to be longer than 90 minutes. This means that they may either have time of day code, and may have timecode breaks, or some rolls may be mislabelled.

- **Prog Length:** the programme length. The difference between the start of the first edit to the end of the last edit, it will include any gaps like part breaks. If you require an accurate length for each part of a programme the mouse position can be read off the TimeLine.

This information can be printed out separately and then used to check back with the off-line editor to make sure everything checks out.

menus

.5

•file menu

| File | |
|--------------------|----|
| Open EDL text... | ⌘O |
| Open Project... | |
| Clear data | ⌘G |
| Save EDL as Text | ⌘S |
| Save Project | |
| Save Project As... | |
| | |
| Print EDL | ⌘P |
| Print conform info | |
| | |
| Quit | ⌘Q |

- Open EDL Text....

This function brings up the standard Mac Open File dialogue window and then any EDL saved in a text file format can be opened.

- Open Project.....

This function brings up the standard Mac Open File dialogue window and then any EditMate project can be opened. This is an EditMate file format and is not compatible with other software packages, it would be used to save work in progress when using EditMate. EDL's would then be created from a project.

- **Clear data**

This clears the current EDL, clears the Timeline display and resets the Conform Information.

- **Save EDL as Text**

This is used to create EDL files from EditMate.

- **Save Project/Save Project as...**

This is to save the current EDL your working on as an Editmate project without the need to select a specific EDL format, i.e. CMX/GVG/Sony.

- **Print EDL/Print Conform Info**

The Text window EDL can be printed out for reference including the Conform Information about that particular EDL.

- **Quit**

Quit editMate. You will be prompted to save your work.

• edit menu

| Edit | |
|-----------------------------|-----------|
| Undo | ⌘Z |
| <hr/> | |
| Cut | ⌘H |
| Copy | ⌘C |
| Paste | ⌘V |
| <hr/> | |
| Select same track(A) | |
| Select same Roll | |
| Select All | |
| select all following | |
| Toggle selection | |
| De-Select All | |

• Undo

Undo the last action

• Cut/Copy/Paste

Individual edits can be cut/copied/pasted within EditMate. The pasted cues will be highlighted in case they need further positioning on tracks or at a new TC.

• Select same Track (A/V)

Once one block is highlighted in either the Text or the TimeLine Display all the other edits on that track can be selected. This is useful for removing Video or Audio from and EDL or moving track one to track.

- **Select same Roll**

Once one block is highlighted in either the Text or the TimeLine Window all the blocks of the same roll are highlighted. This can be used for changing roll names or rippling source roll TC's.

- **Select All**

This selects all the edit blocks and can be used to ripple the whole list to a new start time.

- **Select All Following**

Once one block is highlighted in either the Text or the TimeLine Display all the following edit blocks to the left of the first one are highlighted. This is useful for moving the second part of a programme to a new start TC.

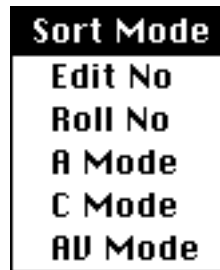
- **Toggle Selection**

Once a selection has been made you can toggle the highlighted edits so all the un-highlighted blocks are highlighted.

- **De-Select All**

This un-highlights any blocks that are highlighted. This can also be done by clicking in a blank track space on the TimeLine.

• sort menu



This menu allows you to sort the Text Display into different sort modes.

• Edit No.

This mode displays the EDL in the numerical order of the Edit Number.

• Roll No

This mode sorts the EDL with respect to roll number order with the lowest roll number first.

• A Mode

This mode sorts the EDL with respect to Master TC In with the first edit in the EDL first and the last edit last.

• C Mode

This mode sorts the list into Roll number first and then sorts each edit in the particular roll with respect to Source In TC. This is the most commonly used list for Audio Conforming.

- **AV Mode**

This mode sorts the list into Audio edits first, in ascending track order and then Video edits.

- **utilities menu**

| Utilities | |
|---------------------------|----|
| Ripple Lists | ⌘R |
| Resolve nones | |
| Remove Black Edits | |
| Merge EDL | ⌘I |
| Re-Number Edits | |
| <hr/> | |
| Format mode | ▶ |
| AutoStripSilence™ | |
| Grey out Edit | ⌘E |
| Add Edit | ⌘N |
| Erase edit | |
| Remove Comment | |
| Add Comment | |

- **Ripple List**

Once an edit or edits have been selected the edit can be rippled or moved to a new TC. This is useful to move a group of edits to a new start time. The ripple can be to a particular TC or as an offset by pressing either '+' or '-'.

- **Resolve Nones**

This is for CMX list only. These lists support Audio tracks 1,2 any track above 2 is written as 'NONE' followed by a comment line telling you which track it should be. EditMate will read the Comment and amend the EDL. This new format is read by most DAW's and is called Extended Audio in editMate.

- **Remove Black Edits**

This function removes Black edits from the list. These edits are ignored by most DAW's.

- **Merge EDL**

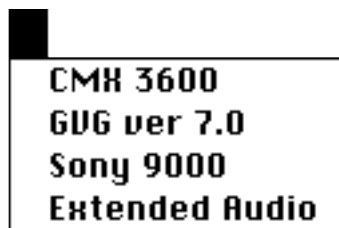
This function allows you to merge to EDL's together. The list will require renumbering after wards.

- **Re-Number Edits**

This function renumbers the EDL in to take account of any extra or subtracted lines

- **format mode**

These are the formats supported by editMate.



- **AutoStripSilence**

This is a special function that is dealt with in the AutoStripSilence Section.

- **Grey Out Edit**

This removes the Edit from the TimeLine display and the Conform Information but leaves it in the Text Display but in Grey. This allows some degree of editing without physically losing the edits. If you save an EDL the Greyed Out edits will not appear.

- **Add Edit**

This allows you to add an edit of your own . See Paper Edits.

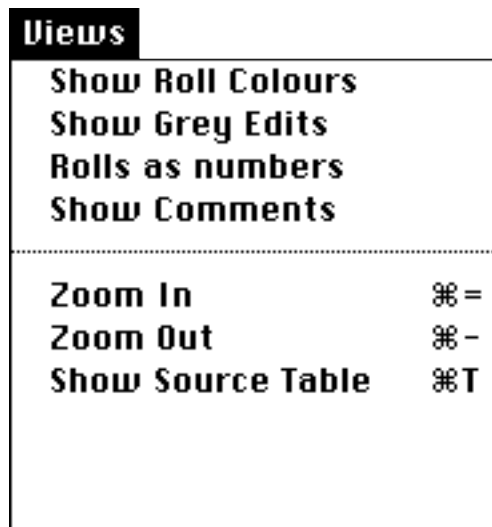
- **Erase Edit**

This removes edits from the EDL. The Delete key does the same thing.

- **Remove Comment/Add Comment**

These functions allow you to add and delete comments.

- **views menu**



- **Show Roll Colours**

This fills the blocks in the TimeLine with colours that correspond to the roll number. Its a quick visual way of seeing how many rolls are involved.

- **Show Grey Edits**

Any edit that has been greyed out can be seen without un-greying the edit in the EDL. The Edit block is drawn with a hashed effect.

- **Rolls as Numbers**

This will put a roll number instead of roll name in the roll position in the Text Display.

- **Show Comments**

This will show comments in the EDL display. A comment corresponds to the preceding EDL line.

- **Zoom In/Out**

This changes the scale of the Timeline.

- **Show Source Table**

This displays the Internal editMate Source Table and relevant information about each roll.

- **paper edit menu**



This menu is used for writing EDL's from scratch. This is helpful for track laying or producing rough or 'paper edits' of programmes.

- **Add Edit**

This function allows you to create an edit from scratch. If the edit is being added to an existing list the last Master in TC will automatically be in your new edit, you can change the Master in TC if you want to.

- **Remove Edit**

This allows you to delete an Edit from an existing EDL or from a Paper Edit. The delete key has the same effect to which ever edit is highlighted.

- **Add Comment/Remove Comment**

You can add comments to each Edit, these comments can be reminders for yourself or the on-line editor.

paper editing

.6

Paper Editing is commonly used when Off-line system are unavailable or too expensive for a particular project. However the paper edit of a show can slow down the On-Line as each line of edit has to be typed into the On-Line computer by hand, if you could supply a disc version it would speed up the On-Line considerably.

EditMate allows you to type in a paper edit line by line and then produces a list in the right format for the On-Line. At the same time it will create a TimeLine display of the EDL making it very clear to the user exactly how the paper edit is taking shape.

The 'Add Edit' or 'Apple N' is used to input the lines of EDL. The first edit requires the Master in TC to be put in, this is commonly a round hour figure like 10:00:00:00 or 01:00:00:00, this makes it easier to see programme duration.

When Add Edit is used a window appears over the 'Roll No' and you can type in a name or number for the roll, this is entered by pressing return. The next window appears in the next part of the EDL , 'Trk' or 'Type' is entered in the same way.

When entering TC if you make a mistake just start typing the number again, there is no need to put the ':' in as EditMate takes care of that. If you enter a number that is not a true TC value, i.e. 12:78:65:32, then you will be prompted to try again.

Each time a new edit is added it is added onto the end of the previous edit so the new Master in TC is the same as the previous Master out TC. If you want to change this value you can type a new one in or just press return.

When you've finished you can save the EDL making sure the title is seven letters long and ends in '.edl'. If you are planning on coming back to the work you can save it as an EditMate project before you decide to save an EDL.

how do I.....?

.7

• Convert a Mono Cue To Stereo?

1. Select the cue by clicking on the edit in the TimeLine window or the Text window.

| sky3.EDL | | | | | | | |
|----------|-------|-----|------|-------------|-------------|-------------|-------------|
| Edit | Roll | Trk | Type | Source in | Source out | Master in | Master out |
| 008 | 2029 | A | C | 00:32:36:02 | 00:32:38:03 | 10:11:07:02 | 10:11:09:03 |
| 009 | 2029 | A | C | 00:32:38:03 | 00:32:39:13 | 10:11:09:03 | 10:11:10:13 |
| 005 | 103 | A | C | 10:10:24:11 | 10:32:17:19 | 10:11:09:23 | 10:33:03:06 |
| 010 | 2029 | A | C | 00:34:09:17 | 00:34:10:18 | 10:11:10:13 | 10:11:11:14 |
| 011 | DAT_1 | A | C | 01:01:45:06 | 01:01:52:05 | 10:33:03:06 | 10:33:10:05 |

2. Undo the Track padlock by clicking on the padlock at the top of the Text window.

| Edit | Roll | Trk | Type | Source in | Source out | Master in | Master out |
|------|------|-----|------|-----------|------------|-----------|------------|
|------|------|-----|------|-----------|------------|-----------|------------|

3. Double click the mouse on the Track display in the Text window.

| | | | | | | | |
|-----|-----|----|--|-------------|-------------|-------------|-------------|
| 005 | 103 | 12 | | 10:10:24:11 | 10:32:17:19 | 10:11:09:23 | 10:33:03:06 |
|-----|-----|----|--|-------------|-------------|-------------|-------------|

4. Type in the number of the track you want the mono version of the cue to be on.

• how do I merge two EDLs?

1. Open the first EDL from the menu command "Open EDL Text" under the File Menu.
2. Merge in the second file using the command "Merge EDL" under the Utilities Menu.

If you have two EDL's one for tracks 1&2 and one for 3&4. Open 3&4 first and make sure that the edits appear on tracks 3&4 in the TimeLine display. If they are not Select an edit on channel 3, then use "Select Same Track" under the Edit Menu. Undo the Trk padlock on the Text window, double click in the track column on one of the highlighted cues and type in 4. Do the same for track 4. Now merge the EDL for tracks 1&2 and then save as a new EDL.Tech Spec

system requirements

.8

You will need a Macintosh running System 7.1 or later. It can be PowerMac or 68K. You will need at least 2 Meg of Ram and 1 meg of Hard drive space. You will also need the Macintosh Foreign File Access extension which should be part of the operating system. This will allow the Macintosh to read DOS formatted Discs.

editMate will open the following EDL formats:

CMX 3600

GVG 4.1

SONY 9000 (as a standard ascii file only)

Extended Audio (EditMate EDL Format)