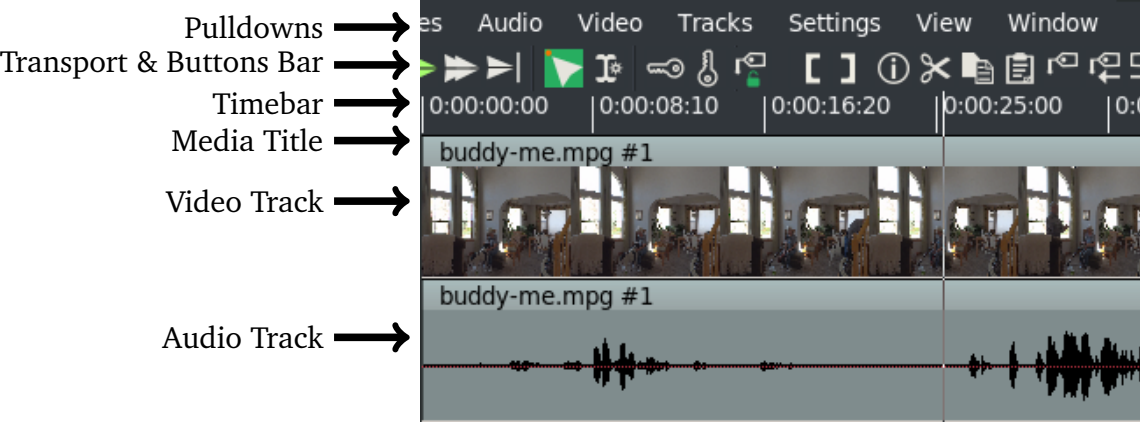

CIN

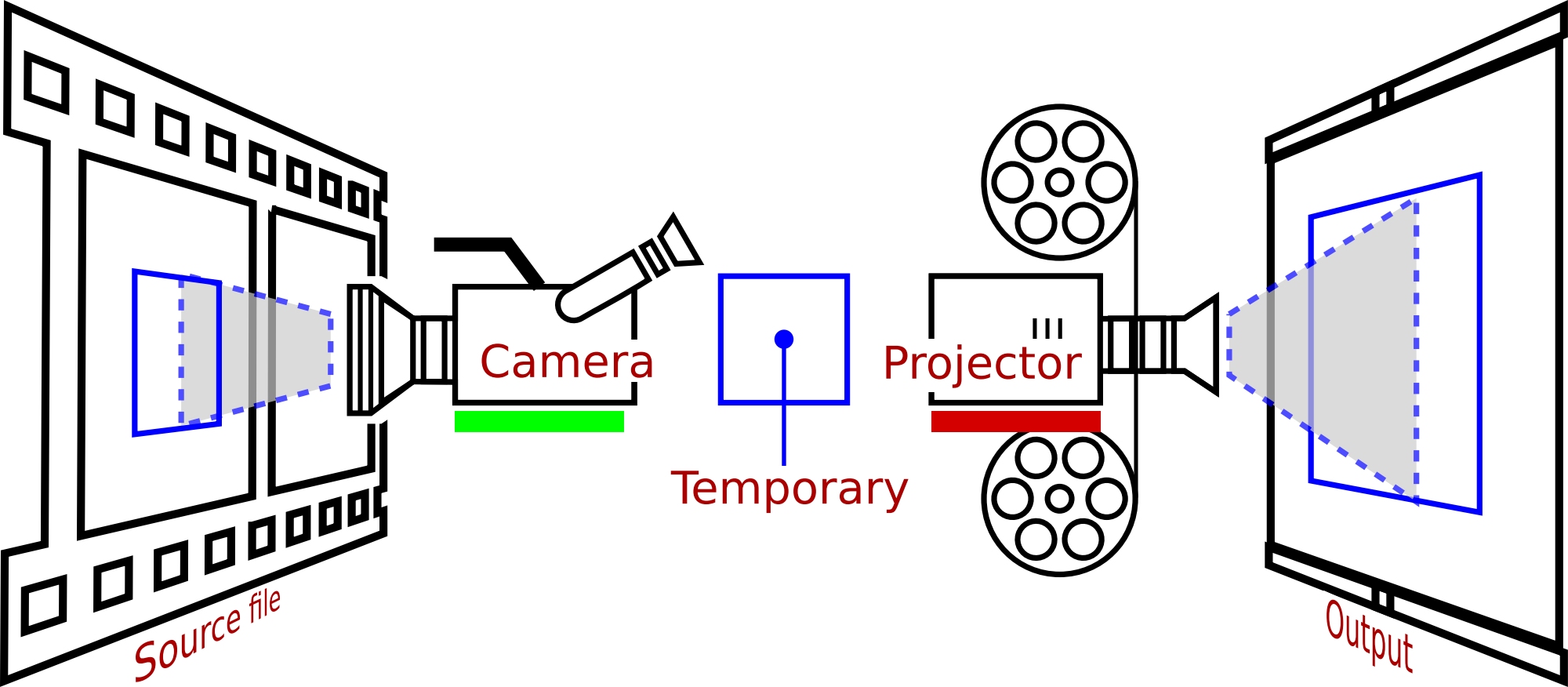

Pulldowns
Transport & Buttons Bar
Timebar
Media Title
Video Track
Audio Track
es
Audio
Video
Tracks
Settings
View
Window
0:00:00:00
0:00:08:10
0:00:16:20
0:00:25:00
buddy-me.mpg #1
buddy-me.mpg #1

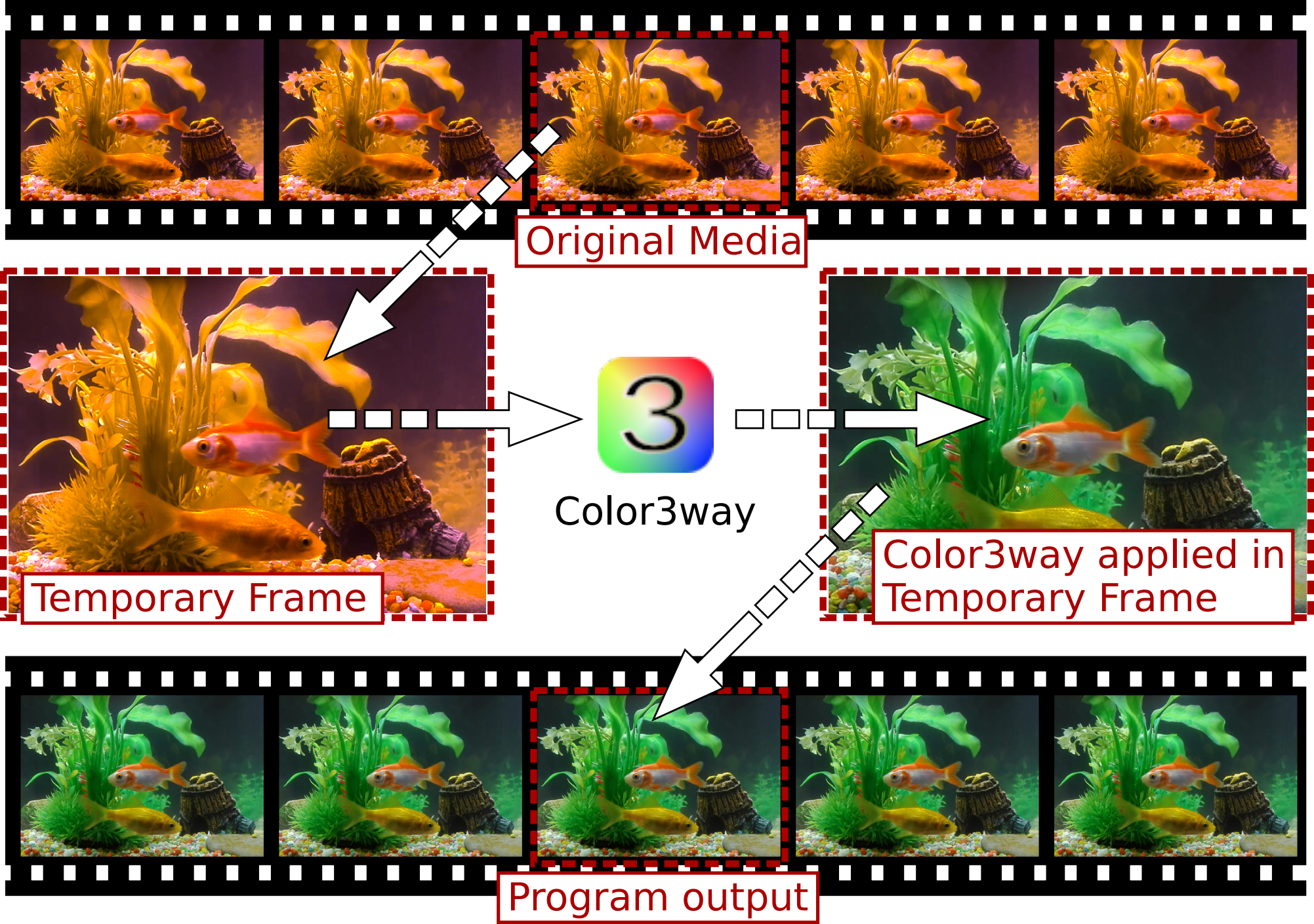
$$\frac{82}{100}$$

$$\frac{W}{H}$$

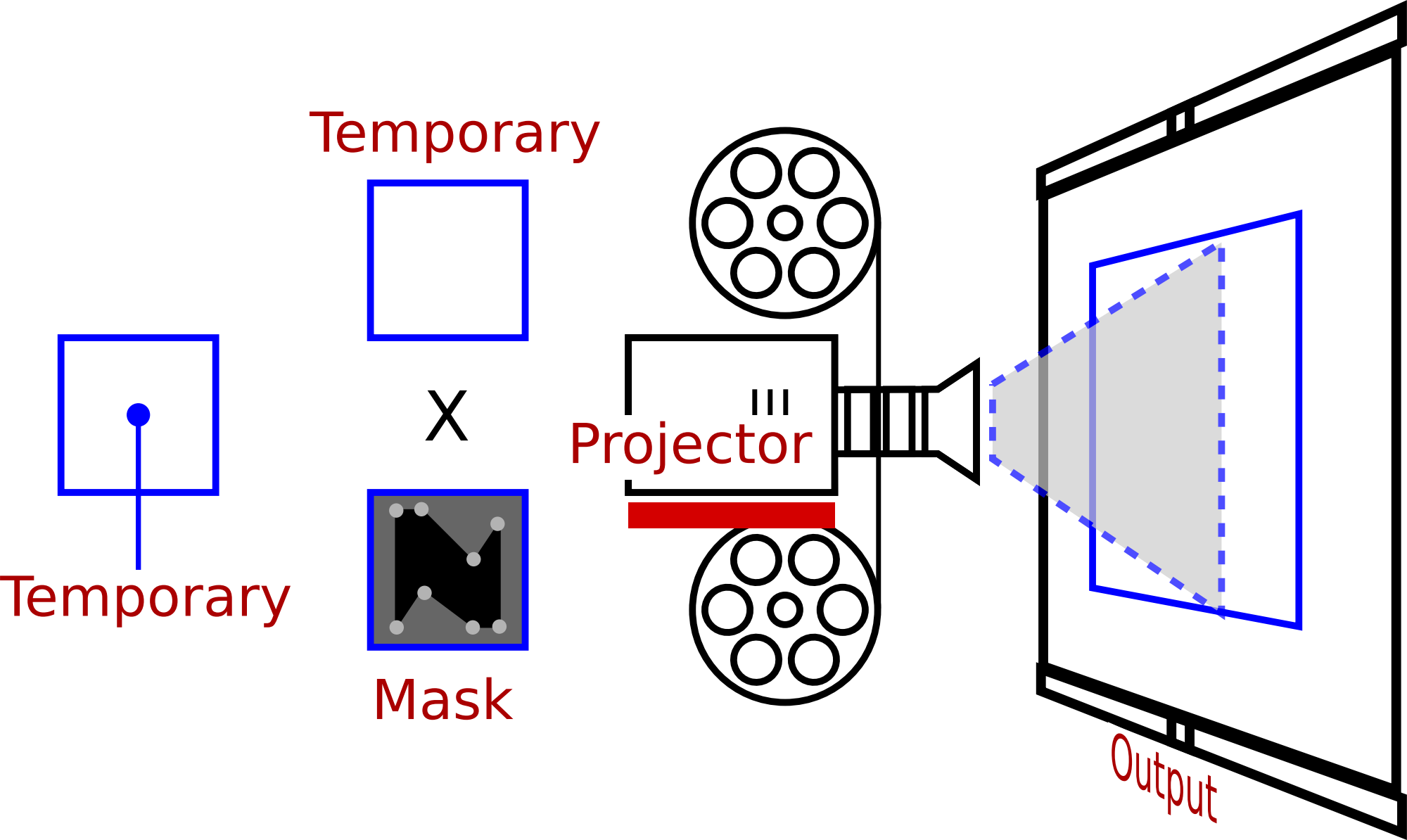

pixels
pixels

$$\frac{1920}{H}$$

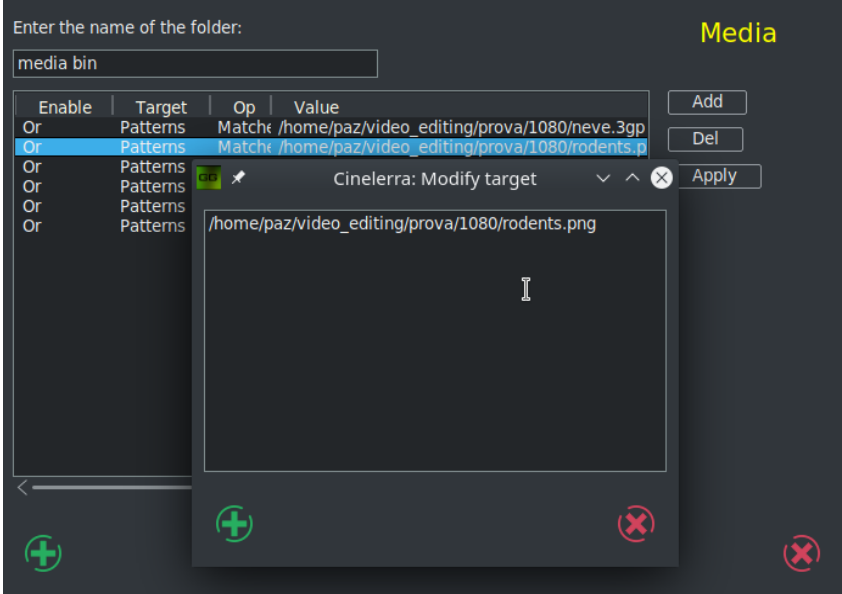

Source file
Camera
Temporary
Projector
Output

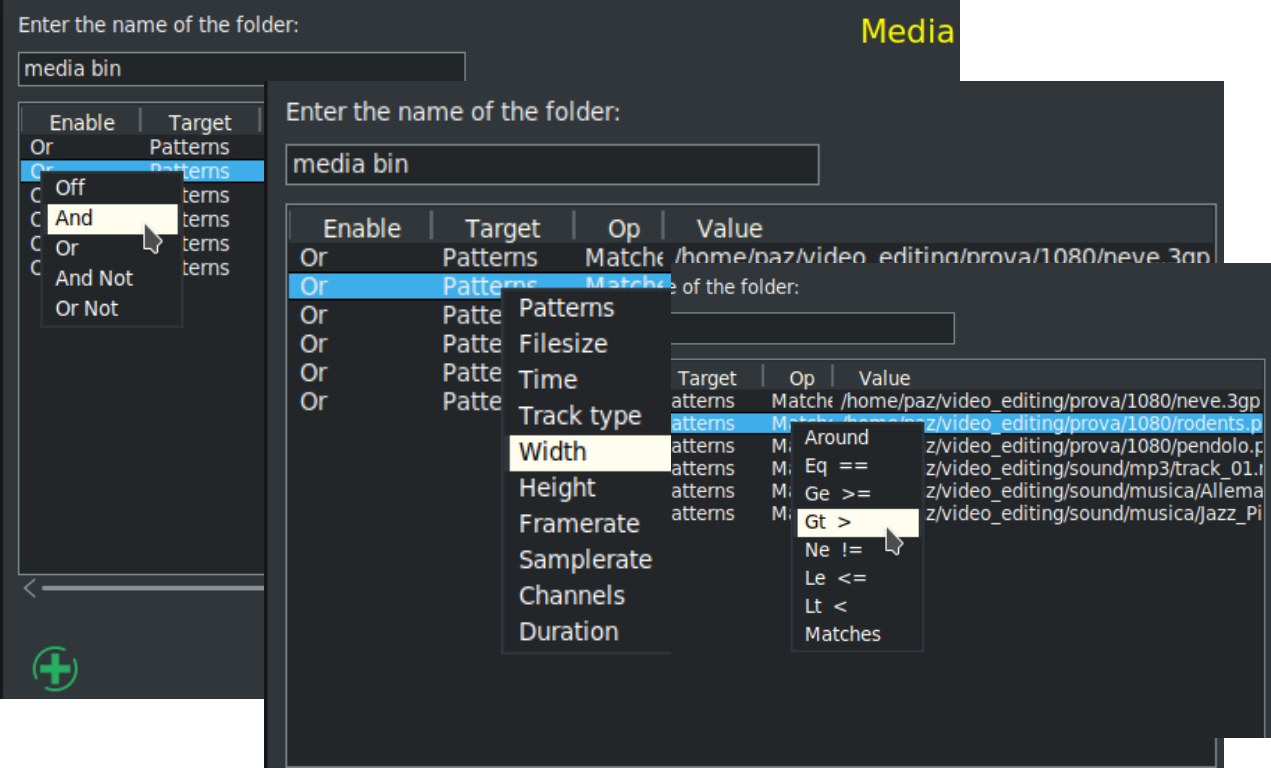

Original Media
Temporary Frame
Color3way
Color3way applied in Temporary Frame
Program output

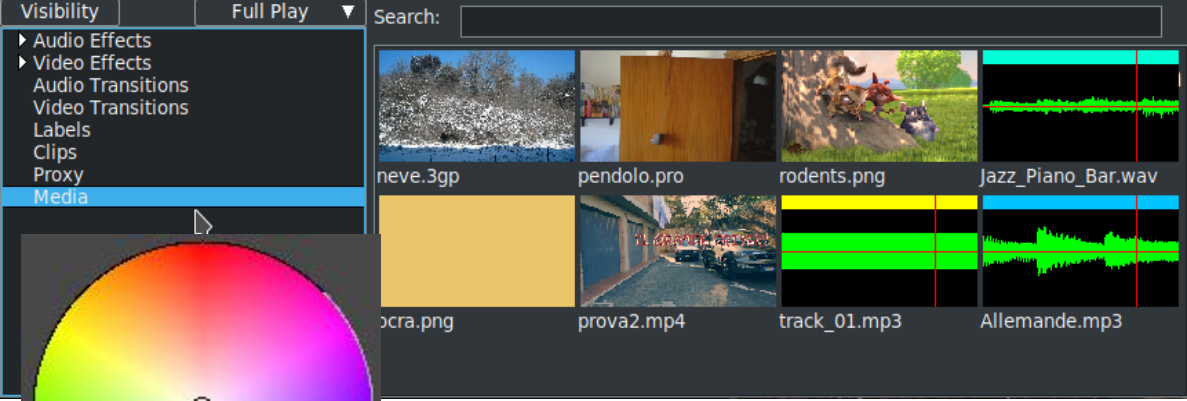
$\frac{1}{4}$


Temporary
X
Temporary
Mask
Projector
Output

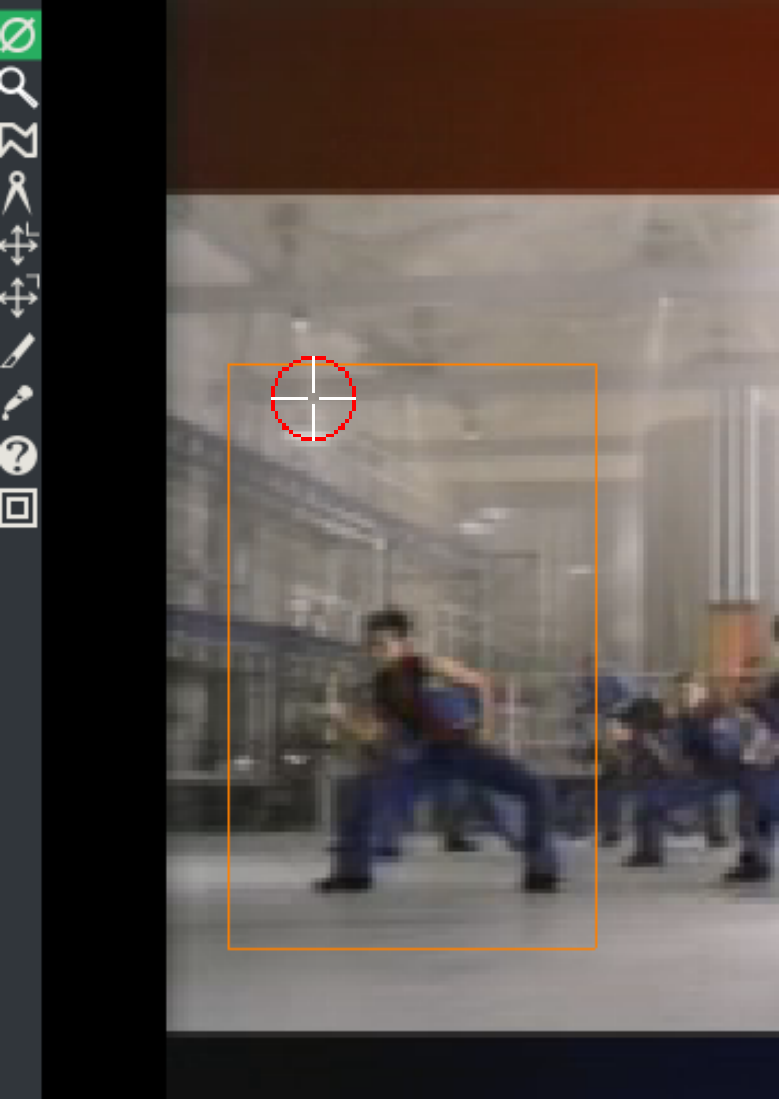
Here is the filter that was generated with the original drop




Enter the name of the folder:
media bin
Media
Enable
Target
Or
Patterns
Off
And
Or
And Not
Or Not
Enter the name of the folder:
media bin
Enable
Target
Op
Value
Or
Patterns
Matche
/home/paz/video_editing/prova/1080/neve.3gp
Patterns
Filesize
Time
Track type
Width
Height
Framerate
Samplerate
Channels
Duration
Target
Op
Value
Matche
/home/paz/video_editing/prova/1080/neve.3gp
z/video_editing/prova/1080/pendolo.p
z/video_editing/sound/mp3/track_01.
z/video_editing/sound/musica/Allema
z/video_editing/sound/musica/Jazz_Pi
Around
Eq ==
Ge >=
Gt >
Ne !=
Le <=
Lt <
Matches



← Color hue wheel. For illustration only



$$\frac{W_f}{W_i}$$

$$\frac{H_f}{H_i}$$

$$\frac{h}{v}$$



$\frac{1}{2}$

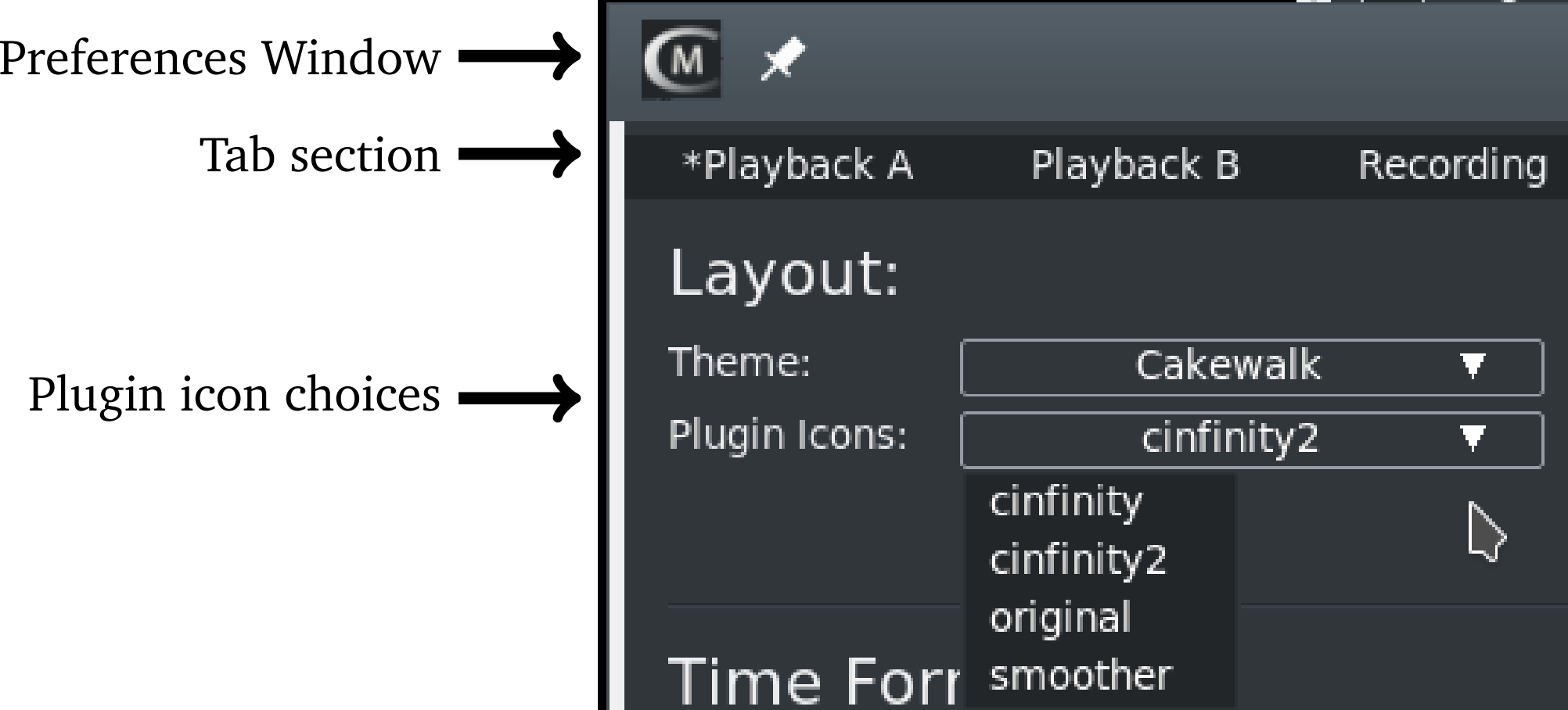
K1 Label	K2 Future use Splice (viewer)		K3 Future use Copy	K4 Clip Overwrite (viewer)		
K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel Play forward (first row) or Play reverse (second row)						
S1=Stop S-1=Stop	S2=1/2 S-2=1/2	S3=Normal S-3=Normal	S4=2x S-4=2x	S5=4x S-5=4x	S6=8x S-6=8x	S7=16x S-7=16x
K14 Toggle In		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		K15 Toggle Out
		K10 Previous Edit Future Use(Viewer)		K11 Next Edit Future Use(Viewer)		
		K12 Previous Edit Previous Label		K13 Next Edit Next label		

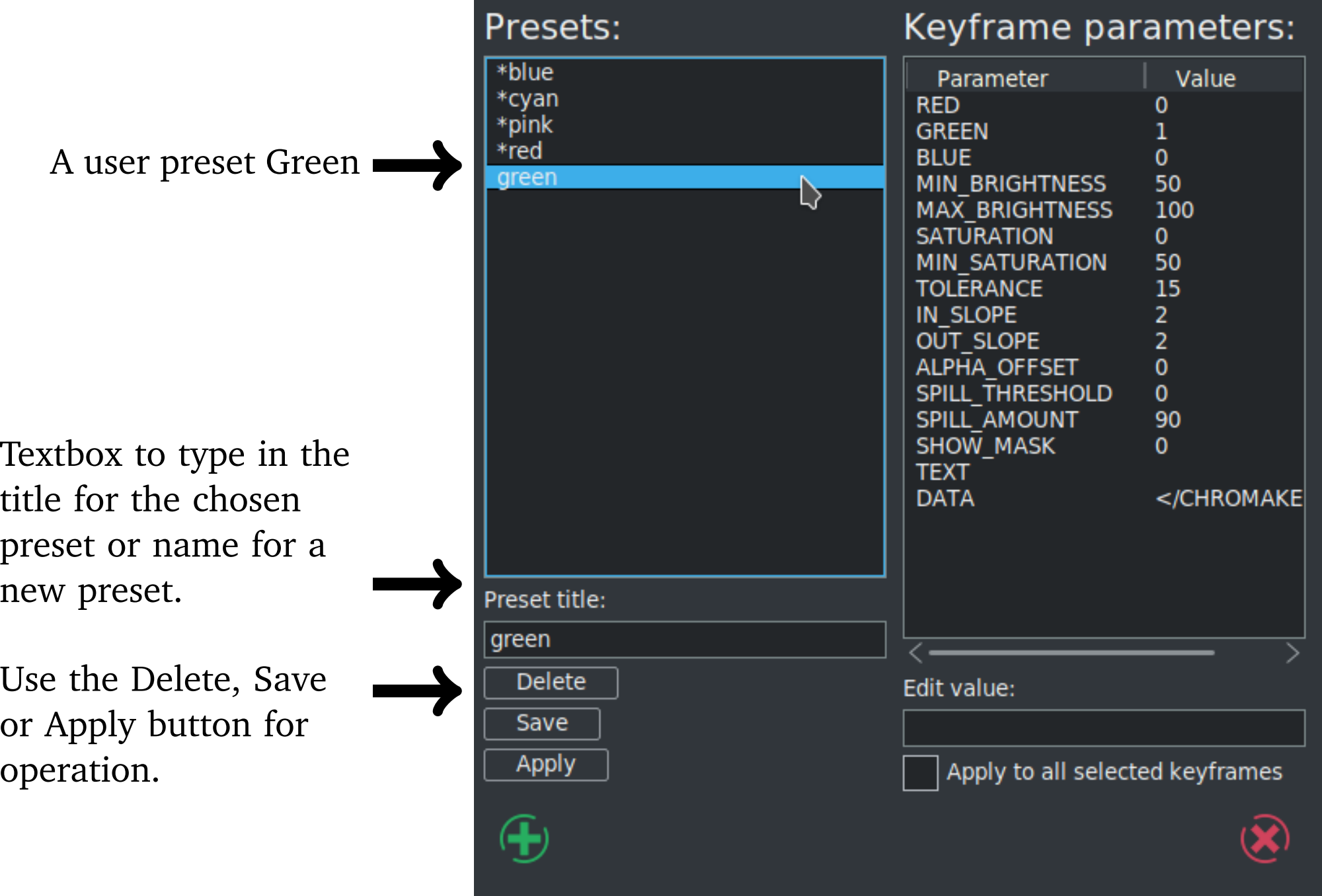
K5	K6	K7	K8	K9		
Home	Reverse	Stop Fullscreen (viewer / compositor)	Play	End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
		Shuttle Outer Wheel Play forward (first row) or Play reverse (second row)				
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x
		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		

$\frac{1}{8}$

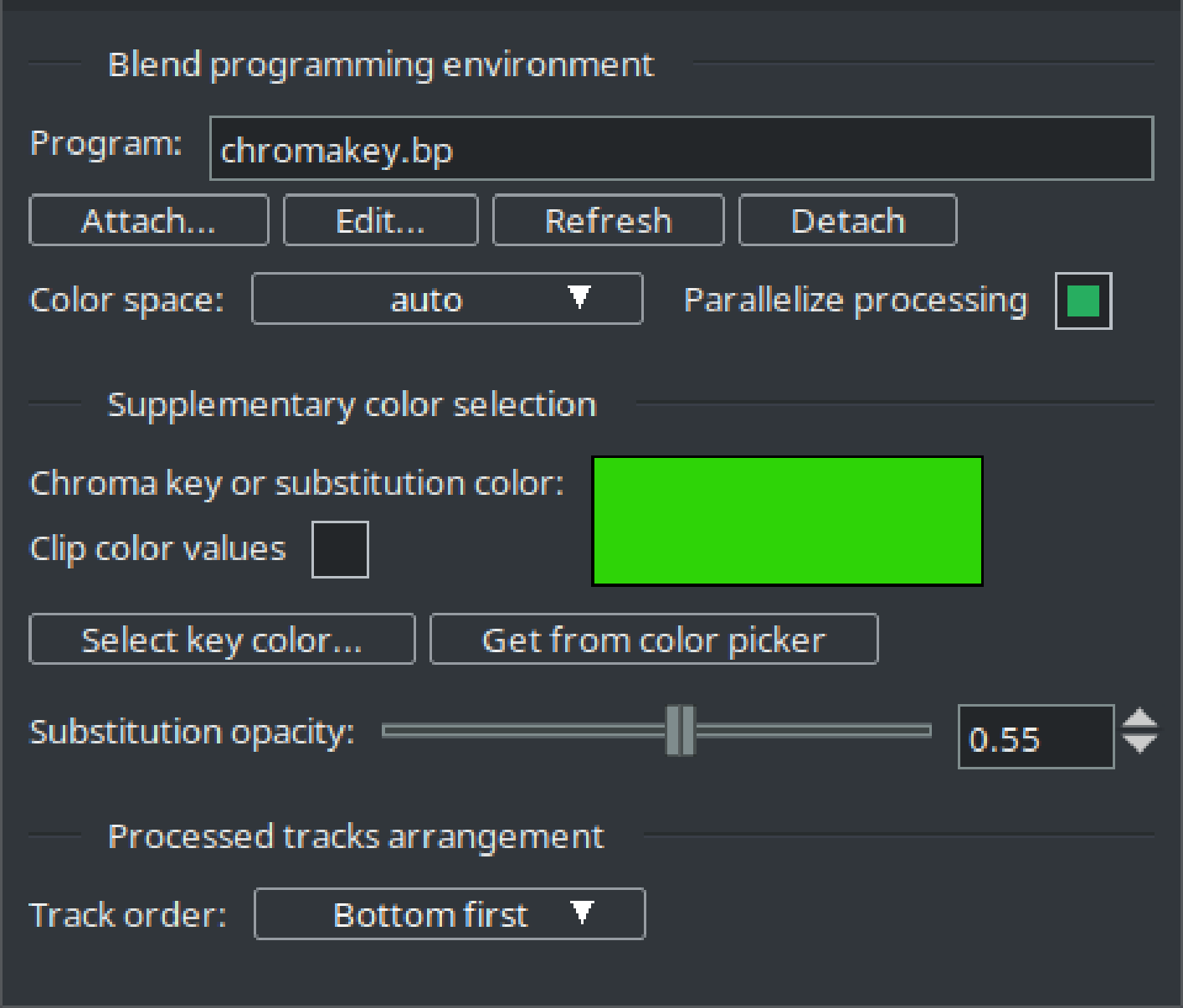
$$\frac{Width \times Height[pixels] \times BitDepth[bits/pixel] \times Color}{8[bit/Byte]}$$

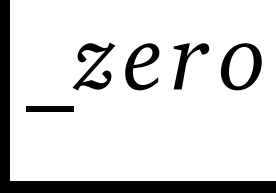
$$\frac{DataRate[MB/sec] \times 3600[sec]}{1024 MB/GB}$$


Preferences Window
Tab section
Plugin icon choices
*Playback A
Playback B
Recording
Layout:
Theme:
Cakewalk
Plugin Icons:
cinfinity2
cinfinity
cinfinity2
original
smoother
Time Forr

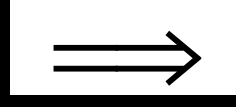

A user preset Green
Textbox to type in the title for the chosen preset or name for a new preset.
Use the Delete, Save or Apply button for operation.
Presets:
*blue
*cyan
*pink
*red
green
Preset title:
green
Delete
Save
Apply
Keyframe parameters:
Parameter
Value
RED 0
GREEN 1
BLUE 0
MIN_BRIGHTNESS 50
MAX_BRIGHTNESS 100
SATURATION 0
MIN_SATURATION 50
TOLERANCE 15
IN_SLOPE 2
OUT_SLOPE 2
ALPHA_OFFSET 0
SPILL_THRESHOLD 0
SPILL_AMOUNT 90
SHOW_MASK 0
TEXT
DATA </CHROMAKE
Edit value:
Apply to all selected keyframes

$$\frac{1}{50}$$


Blend programming environment
Program:
chromakey.bp
Attach...
Edit...
Refresh
Detach
Color space:
auto
Parallelize processing
Supplementary color selection
Chroma key or substitution color:
Clip color values
Select key color...
Get from color picker
Substitution opacity:
0.55
Processed tracks arrangement
Track order:
Bottom first


_zero

_equations

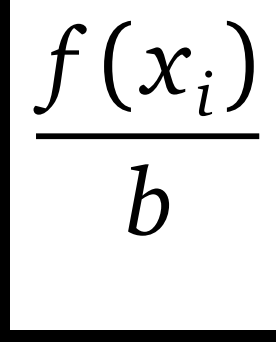


$$\frac{1}{\gamma}$$

$$\frac{1}{\gamma}$$

$$\frac{1}{\gamma}$$

$$\frac{range(1.0-0)}{\#bins}$$



12,34,56,78



$$\frac{1}{100}$$

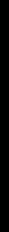


$\frac{8}{1}$

$$\frac{4}{10}$$

$\frac{5}{4}$

$\frac{4}{5}$


$\frac{1}{3}$

$\frac{3}{4}$

$$\frac{1}{scalefactor}$$

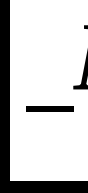
$$\frac{X}{Y}$$



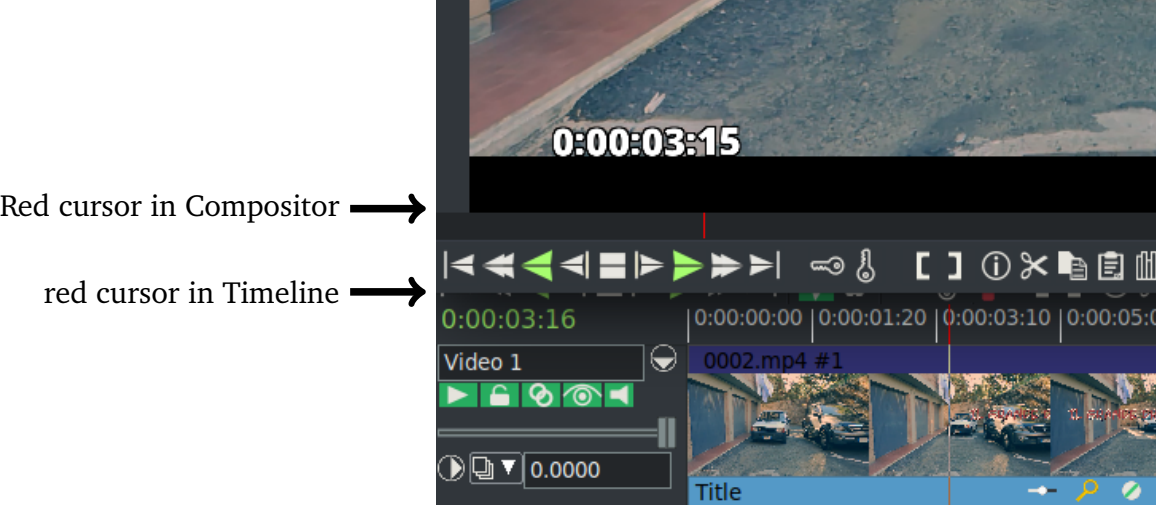


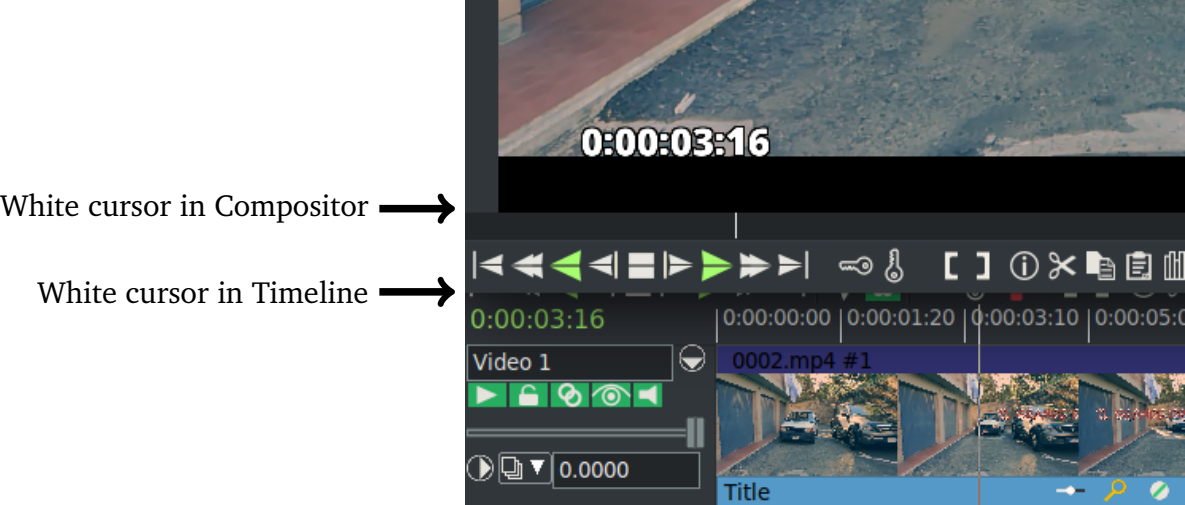

_NTSC


_PAL


_NCL


_CL


Red cursor in Compositor
red cursor in Timeline
0:00:03:15
0:00:03:16
0:00:00:00
0:00:01:20
0:00:03:10
Video 1
0002.mp4 #1
0.0000
Title


White cursor in Compositor
White cursor in Timeline
0:00:03:16
0:00:03:16
0:00:00:00
0:00:01:20
0:00:03:10
Video 1
0002.mp4 #1
0.0000
Title

$$\frac{3}{2}$$

$$\frac{768 \times 2}{3}$$

$$\frac{x}{y}$$

.dat	represent saved *data* for perpertual sessions and color palettes; maybe others
.idx	original *index* files that were created for loaded video to speed up seeking
.mkr	ffmpeg specific *marker* index file that is created for each video to aid seeks
.rc	rc stands for *run commands* so basically represents a script
.toc	toc is *table of contents* file for MPEG video files (a type of index)
Cinelerra_plugins	a list of the currently loaded plugins available in your CINELERRA-GG session
Cinelerra_rc	the user's preferences and settings are saved in this file to be used on startup. This file can be carefully edited to change startup values for certain parameters, but if you inadvertently set up something incorrectly, you may end up crashing the program.
ContextManual.pl	the user's configurable version of the Perl script which drives the Context Help feature
ladspa_plugins...	list of currently loaded ladspa plugins for each version of CINELERRA-GG being used
layout#..._rc	user-defined window layout setup with the layout name as part of the file name
.xml	used for various backups or for the current settings of plugins that you have used
.png	thumbnails of files in Resources so they do not have to be created over and over