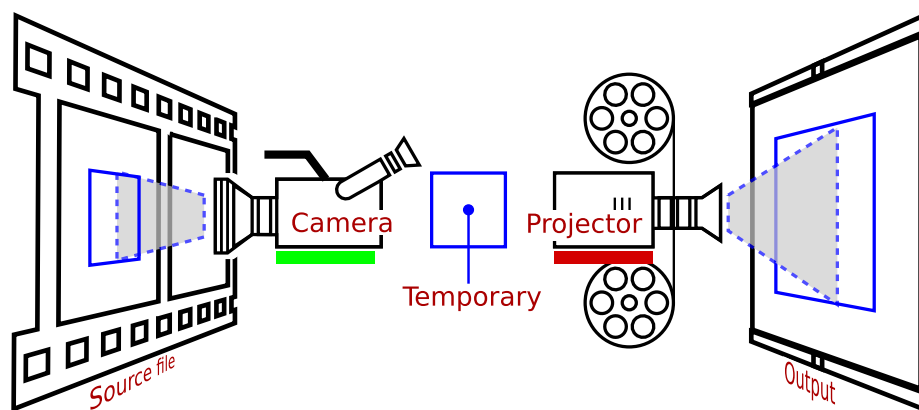


$$\frac{82}{100}$$

$$\left\lfloor \frac{W}{H} \right\rfloor$$

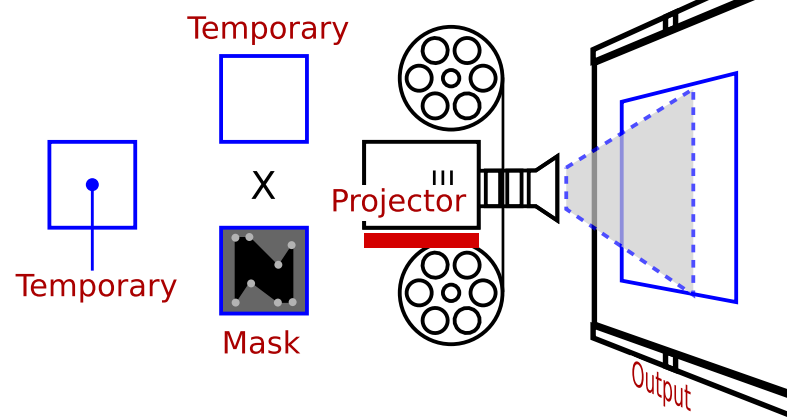
pixels
pixels

$\frac{1920}{H}$

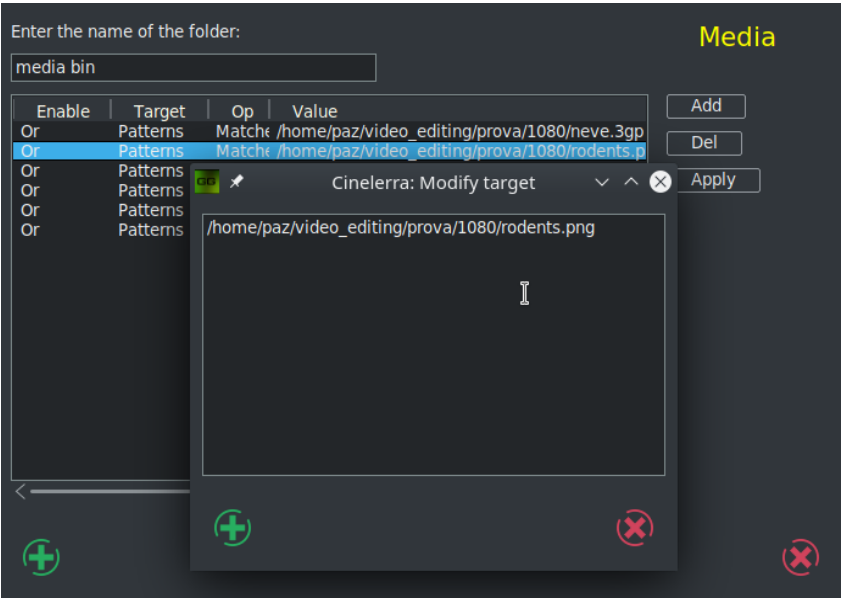




$\frac{1}{4}$



Here is the filter that was generated with the original drop



Enter the name of the folder:

media bin

Enable

Target

Or

Patterns

Off

terms

And

terms

Or

terms

And Not

terms

Or Not

media bin

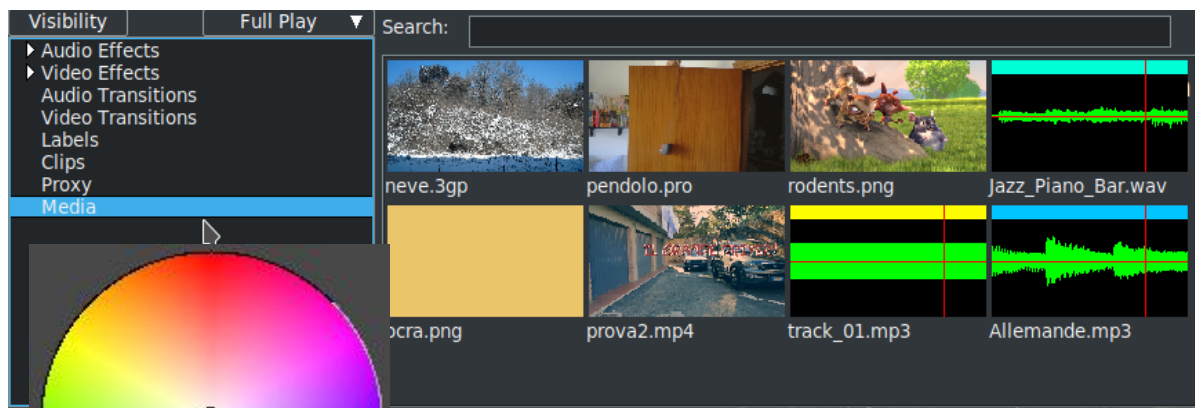
Enable	Target	Op	Value
Or	Patterns	Matches	/home/naz/video_editing/prova/1080/neve.3gp
Or	Patterns	Matches	of the folder:
Or	Patterns	Patterns	
Or	Patterns	Filesize	
Or	Patterns	Time	
Or	Patterns	Track type	
		Width	
		Height	
		Framerate	
		Samplerate	
		Channels	
		Duration	

Media

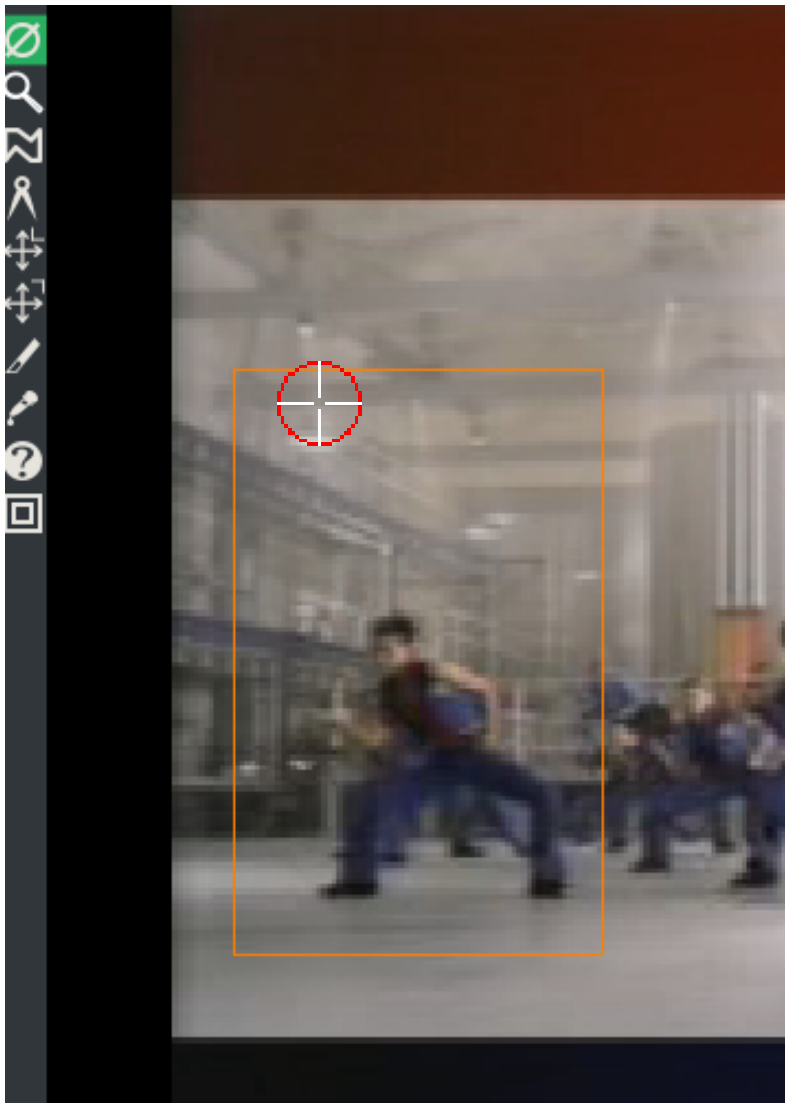
Enter the name of the folder:

media bin

Target	Op	Value
patterns	Matches	/home/paz/video_editing/prova/1080/neve.3gp
patterns	Matches	z/video_editing/prova/1080/rodents.p
patterns	M: Around	z/video_editing/prova/1080/pendolo.p
patterns	M: Eq ==	z/video_editing/sound/mp3/track_01.t
patterns	M: Ge >=	z/video_editing/sound/musica/Allema
patterns	M: Gt >	z/video_editing/sound/musica/Jazz_Pi
	Ne !=	
	Le <=	
	Lt <	
	Matches	



← Color hue wheel. For illustration only



$$\left| \frac{W_f}{W_i} \right|$$

$$\left| \frac{H_f}{H_i} \right|$$

$$\left\lfloor \frac{h}{v} \right\rfloor$$



$$\left| \frac{1}{2} \right|$$

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	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
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 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	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)		

$\frac{1}{8}$

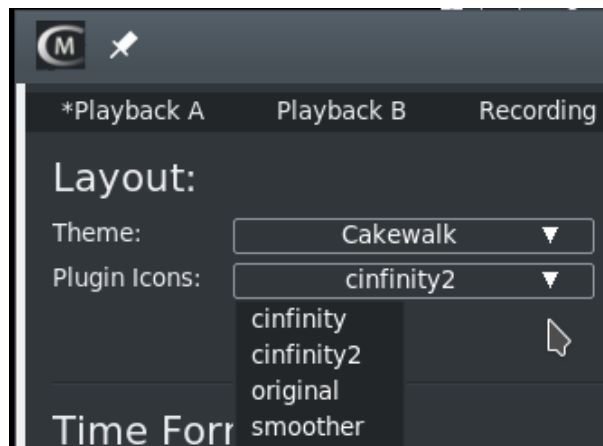
$$\frac{Width \times Height[pixels] \times BitDepth[bits/pixel] \times Color}{8[bit/Byte]}$$

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

Preferences Window →

Tab section →

Plugin icon choices →



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



Blend programming environment

Program:

Color space: ☒

Supplementary color selection

Chroma key or substitution color:

Clip color values ☐

Substitution opacity: 0.55

Processed tracks arrangement

Track order:

_zero

_equations



1
7

$$\left\lfloor \frac{1}{\gamma} \right\rfloor$$

$$\left\lfloor \frac{1}{\gamma} \right\rfloor$$

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

$$\left| \frac{f(x_i)}{b} \right|$$

12, 34, 56, 78

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

$$\left\lfloor \frac{1}{8} \right\rfloor$$

$$\left| \frac{1}{3} \right|$$

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

$$\left\lfloor \frac{x}{y} \right\rfloor$$

⌊

\mathbb{L}

_NTSC

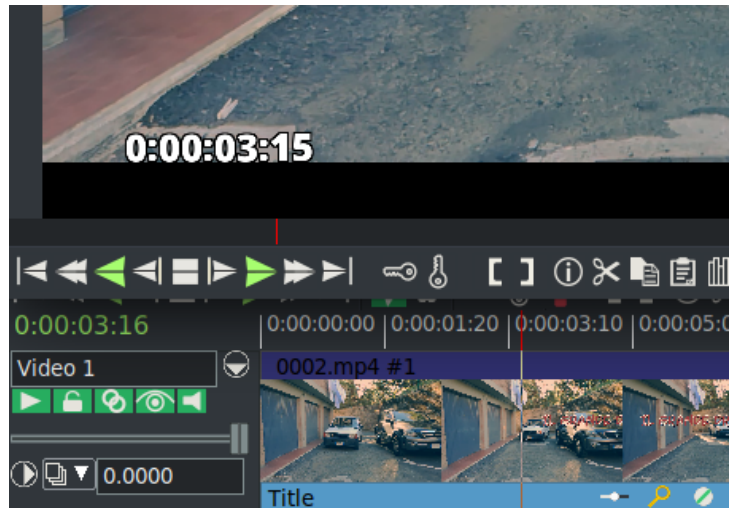
PAL

_NCL

\perp_{CL}

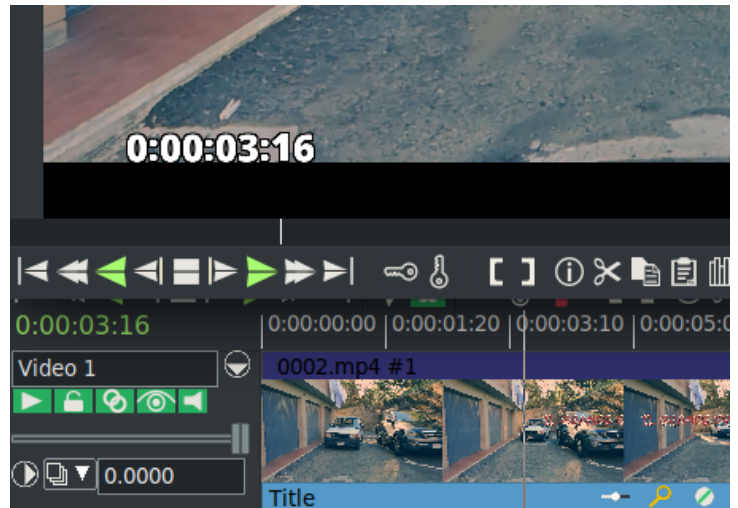
Red cursor in Compositor →

red cursor in Timeline →



White cursor in Compositor →

White cursor in Timeline →



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

$$\left\lfloor \frac{x}{y} \right\rfloor$$

.dat	represent saved <i>data</i> for perpetual sessions and color palettes; maybe others
.idx	original <i>index</i> files that were created for loaded video to speed up seeking
.mkr	ffmpeg specific <i>marker</i> index file that is created for each video to aid seeks
.rc	rc stands for <i>run commands</i> so basically represents a script
.toc	toc is <i>table of contents</i> file for MPEG video files (a type of index)
Cinelerra_plugins	a list of the currently loaded plugins available in your CINELEERRA-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 CINELEERRA-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