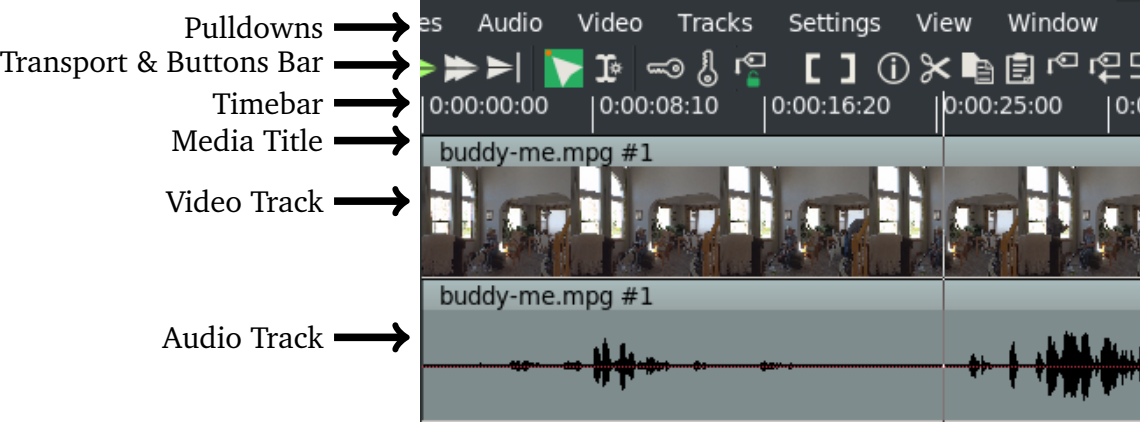




CIN



82



100

W



H

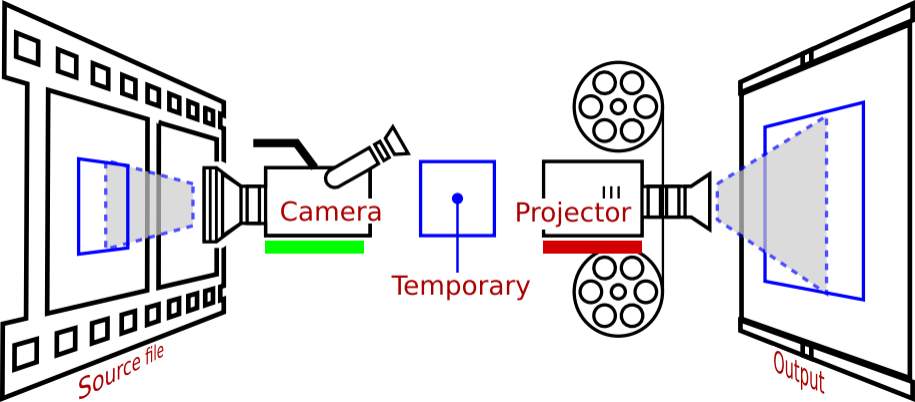
pixels

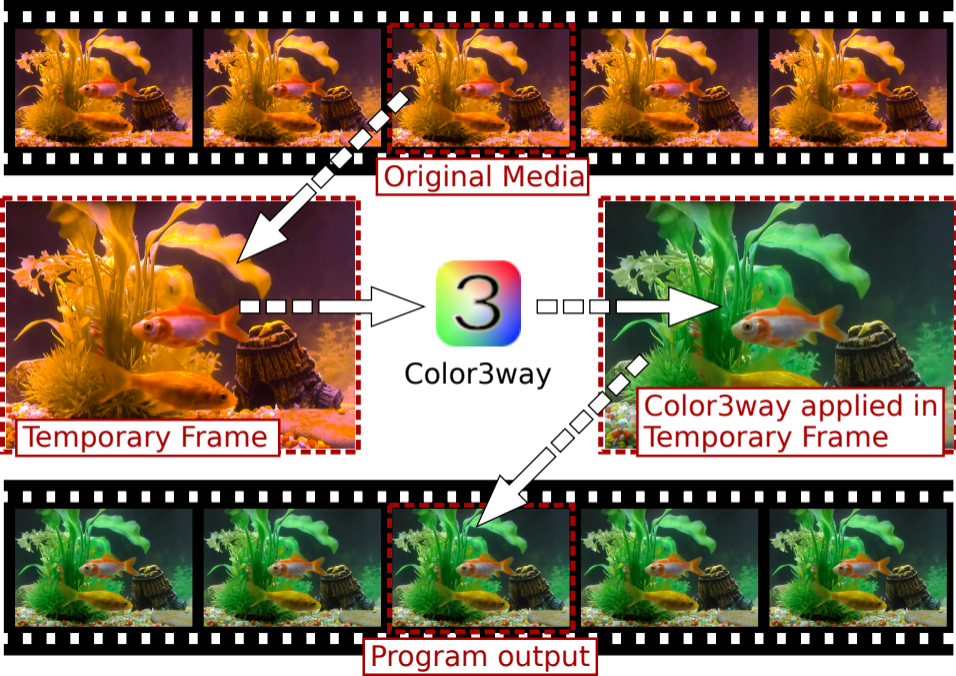
pixels

1920

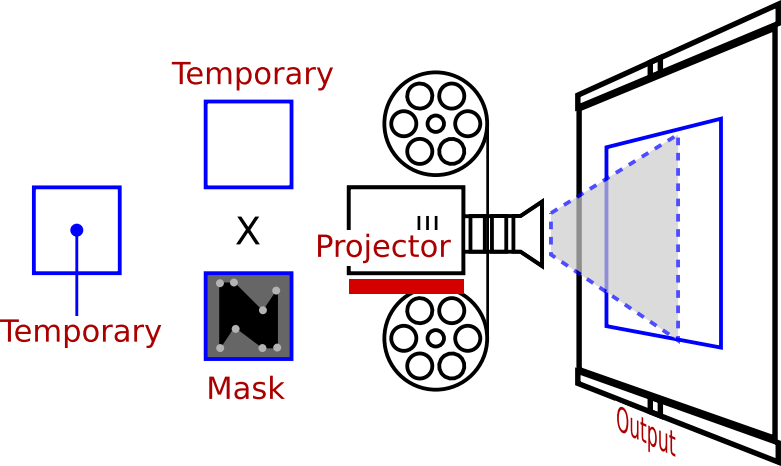


H









Here is the filter that was generated with the original drop



Enter the name of the folder:

media bin

Media

Enable	Target	Op	Value
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/rodents.p
Or	Patterns		
Or	Patterns		
Or	Patterns		
Or	Patterns		

Add

Del

Apply

Cinelerra: Modify target

/home/paz/video_editing/prova/1080/rodents.png



Enter the name of the folder:

media bin

Enable	Target
Or	Patterns
Or	Patterns
Off	Patterns
Or	Patterns
And	Patterns
Or	Patterns
And Not	Patterns
Or Not	Patterns

Enter the name of the folder:

media bin

Enable	Target	Op	Value
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/neve.3an
Or	Patterns	Matche	of the folder:

Enable	Target	Op	Value
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Matche	z/video_editing/prova/1080/rodents.p
Or	Patterns	Matche	z/video_editing/prova/1080/pendolo.p
Or	Patterns	Matche	z/video_editing/sound/mp3/track_01.i
Or	Patterns	Matche	z/video_editing/sound/musica/Allema
Or	Patterns	Matche	z/video_editing/sound/musica/Jazz_Pi



Visibility Full Play ▾

- ▶ Audio Effects
- ▶ Video Effects
- Audio Transitions
- Video Transitions
- Labels
- Clips
- Proxy
- Media

Search:



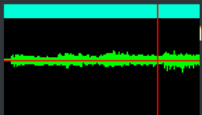
neve.3gp



pendolo.pro



rodents.png



Jazz_Piano_Bar.wav



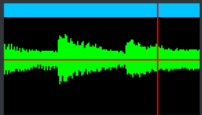
ocra.png



prova2.mp4



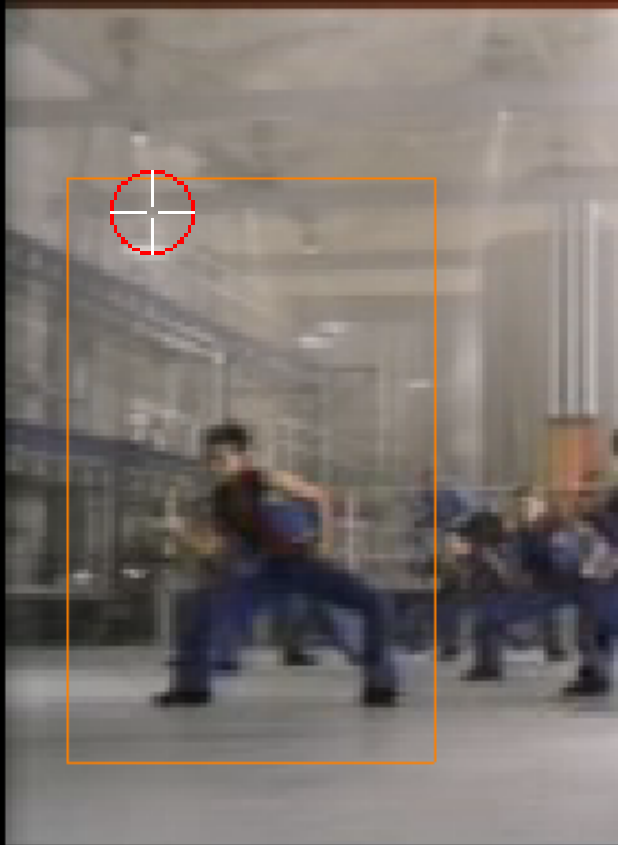
track_01.mp3



Allemande.mp3



← Color hue wheel. For illustration only



Wf



Wi

Hi

Hi







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 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)		



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

$DataRate [MB/sec] \times 3600 [sec]$

$1024MB/GB$

Preferences Window →

Tab section →

Plugin icon choices →

The screenshot shows a dark-themed software interface. At the top, there is a header bar with a circular icon containing the letter 'M' and a white pin icon. Below the header, there are three tabs: '*Playback A', 'Playback B', and 'Recording'. The main content area is titled 'Layout:' and contains two dropdown menus. The first dropdown is labeled 'Theme:' and is set to 'Cakewalk'. The second dropdown is labeled 'Plugin Icons:' and is set to 'cinfinity2'. A mouse cursor is hovering over the 'cinfinity2' option in the dropdown menu. Below the dropdowns, the text 'Time Forr' is partially visible.

Presets:

- *blue
- *cyan
- *pink
- *red
- green

A user preset Green →

Textbox to type in the title for the chosen preset or name for a new preset. →

Preset title:

green

Use the Delete, Save or Apply button for operation. →

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



1



50

zero

—

equations









range(1.0 - 0)

#bins

$$f(x_i)$$

$$b$$

12, 34, 56, 78



1



100





4

10









1

scale factor







NTSC

—

PAI

—

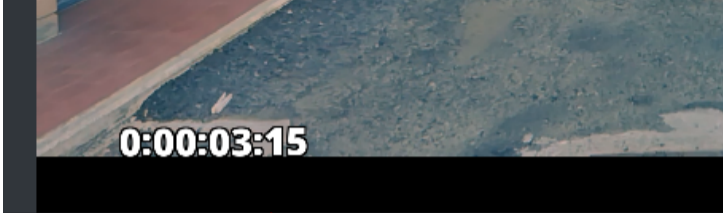
NCJ

—

CL

—

Red cursor in Compositor →

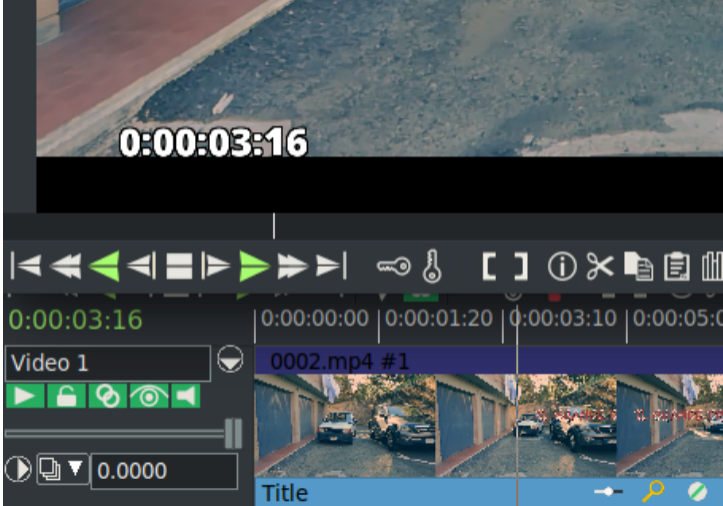


red cursor in Timeline →

A video editing timeline interface. At the top, a red vertical line indicates the current cursor position. Below it is a toolbar with various editing icons. The timeline itself shows a green bar representing a video clip labeled "0002.mp4 #1" starting at 0:00:00:00 and ending at 0:00:05:00. A red vertical line is positioned at 0:00:03:16. Below the timeline are controls for "Video 1", including play, lock, unlink, eye, and volume icons, and a playback speed control set to 0.0000. The bottom of the interface shows a "Title" bar with navigation icons.

White cursor in Compositor →

White cursor in Timeline →



.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 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