

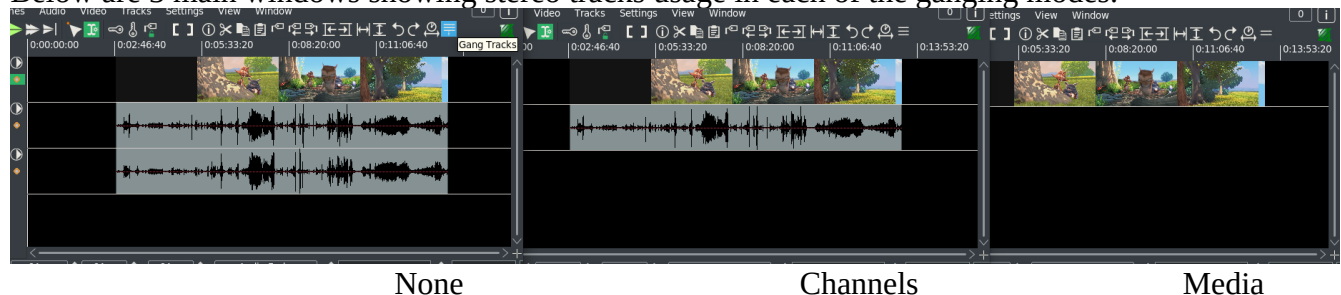
Specific "Ganged" Mode (especially useful with multiple Audio channels)

Often users working on media where Audio is the main focus, want all of a media's audio channels, whether stereo or 5:1 channels, to be treated as a single unit. They are more familiar with working with a DAW (Digital Audio Workstation software) and find that it takes extra work and a lot more care to have to individually manage audio tracks rather than have them automatically edited as a ganged group.

To get this capability, there is a "Gang Tracks" toggle button on the main timeline controls to switch between 3 modes of working with multiple channels so that the tracks are automatically edited as a single unit. Operations affected include edits such as cuts, moving sections, and adding plugins. Group masters are marked by the "Master Track" toggle in the patchbays. A track gang group begins on a master track, and extends to, but not including, the next master track. The 3 "Gang Tracks" modes are:

- 1) GANG_NONE - this is the default mode and is the traditional way Cinelerra operates. If you never toggle the "Gang Tracks" button, everything operates normally as it always has. In this mode, the button icon looks like 3 tracks with ... on the end and all tracks are visible on the timeline.
- 2) GANG_CHANNELS - in this mode, only the first track of video, audio, or subtitles will be shown. Stereo tracks, or 5:1 channels/any number of audio tracks, are drawn as 1 audio track for the purpose of making changes on that single track which are propagated to all of its other channel tracks automatically. This is the DAW-like mode. The "Gang Tracks" button icon looks like 2 tracks and only the first video and first audio tracks will be shown.
- 3) GANG_MEDIA - this mode only shows the first track (the "Master" Track") of the media but changes are propagated to the appropriate other related tracks. The "Gang Tracks" button icon looks like a single track.

Below are 3 main windows showing stereo tracks usage in each of the ganging modes.



The current "Gang Tracks" mode is saved across sessions and will be saved in your project. Although most likely users will work in the GANG_NONE mode, users more familiar with DAW software will tend to use the GANG_CHANNELS mode.

More details are described next about master tracks. Each patchbay has a "Master Track" button on the extreme right of the patchbay. These mark which tracks of the media are master tracks. The span of tracks between the gang group masters are the gang track group. The master track toggles can be disabled/enabled as the user wishes to create the desired track groups. Normal file loads will mark the first stream of each file loaded as a master, if the media is loaded with "insertion strategy of "Replace current project", "Replace current project and concatenate tracks" or "Append in new tracks". Frequently, editing is done on video, audio, or audio/video groups to maintain timeline synchronization. By grouping related tracks, this procedure is much more automatic.

Previously existing projects created before the addition of ganged tracks, will have ALL tracks marked as master tracks and changing the “Gang Tracks” button mode will have no effect. The user will have to properly designate which track is the master track and disabling the others in order to make use of the toggle modes.

There are no restrictions on how you use this feature and there may be variations for users not concerned about DAW-like workings that are very useful. Several methodologies are possible, but you have to know what you are doing.

Notes:

- When in GANG_CHANNELS or GANG_MEDIA mode, if the first audio track is not disarmed, but any of its connected channel tracks are, the disarm of those channels are ignored and all channels are treated as being armed. This is to be consistent with the purpose of using this mode; the purpose being that any edits to the first master track are automatically propagated to all other channels.

- It may be better when using the GANG_CHANNELS or GANG_MEDIA mode to make any changes to the first audio channel to be automatically duplicated before reverting to the GANG_NONE mode to make other changes. Once you start changing individual channels (that is, audio tracks) so that they are no longer coordinated in their edits/plugins, it may be more difficult to switch back to GANG_CHANNELS mode and get the desired results since the channels may no longer be lined up.