# Color Title Bars and Assets

In order to visually aid in locating clips on the timeline that are from the same media file, you can have them auto-colored or self-colored. Use of this feature requires additional memory and cpu on every timeline redraw, therefore it is recommended that smaller computers leave it turned off.

For auto-color the color will be based on a hashed filename so that whenever you load this particular media, it will always have the same color on the title bar even if you use proxy. To enable auto-color, go to Settings→Preferences, Appearance tab and check on "Autocolor assets". It is disabled by default. Each media will have a random muted color and there could easily be close duplicates as generated by the program algorithm. There will be no total black, but some dark shades are possible.

Screencast shows the red colored checkmark to enable Autocolor assets. In the lower left corner is Highlighting Inversion color which can also be set and is discussed further on.
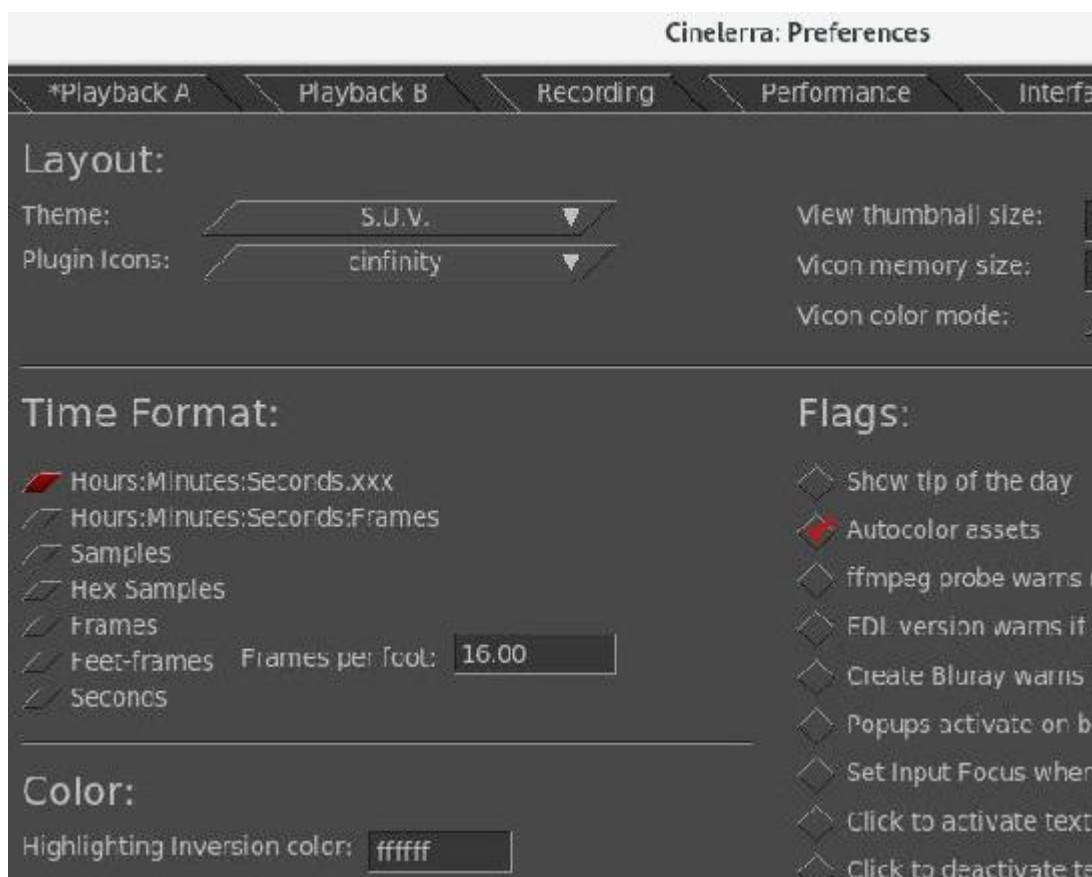

To change a specific clip to your own chosen color, middle mouse button over that clip and an Edits popup will be displayed. Choose the option "Bar color" to bring up the color picker and choose a color.   You can also change the alpha value in the color picker and this alpha takes precedence over the current alpha slider bar value unless it was set to 1.0.   The color will only change after you click on the checkmark. The "bar color" option works in either Drag and Drop or Cut and Paste editing mode and also works if "Autocolor assets" is not set. In Drag and Drop editing mode, if you select several clips and then bring up the Edits popup with the middle mouse button over a track, you can use the Bar color option to change all of those selected to the same color.

To go back to the the default colors, uncheck "Autocolor assets" in Preferences, but this does not affect the specially chosen self-colored ones as they are preserved. To change these individually or selectively use the Edits popup Bar color option and click on "Default" in the color picker window. Auto-color does not honor armed/disarmed tracks. Self-color does honor armed/disarmed tracks.

And that's not all! There is an *alpha fader slider bar* on the bottom of the main window on the right hand side of what is referred to as the Zoom Bar. With this alpha slider, you can colorize your video and audio tracks to either see only the color at 0.0 or see only the image/audio waveform at 1.0. This slider bar affects all colored areas of the Autocolor Assets and the self-colored ones. In the case when a specifically changed edit alpha value is any value except 1, the slider bar will not affect that. Once you use the slider bar, it is activated so gets first shot at any keystrokes in the main window. You deactivate this by simply clicking in a different part of the main window.

As long as we are on the subject of color, just a reminder that you can also change the "Highlighting Inversion color" in Settings→Preferences, Appearance tab. This is on right left hand side of the menu more than half the way down and you can see this in the previous screencast. That setting defaults to white (ffffff) but sometimes this is a little bright so you can put any hex value in that suits you.

Screencast which shows an example of the Autocolor assets with alpha set to 0.0.
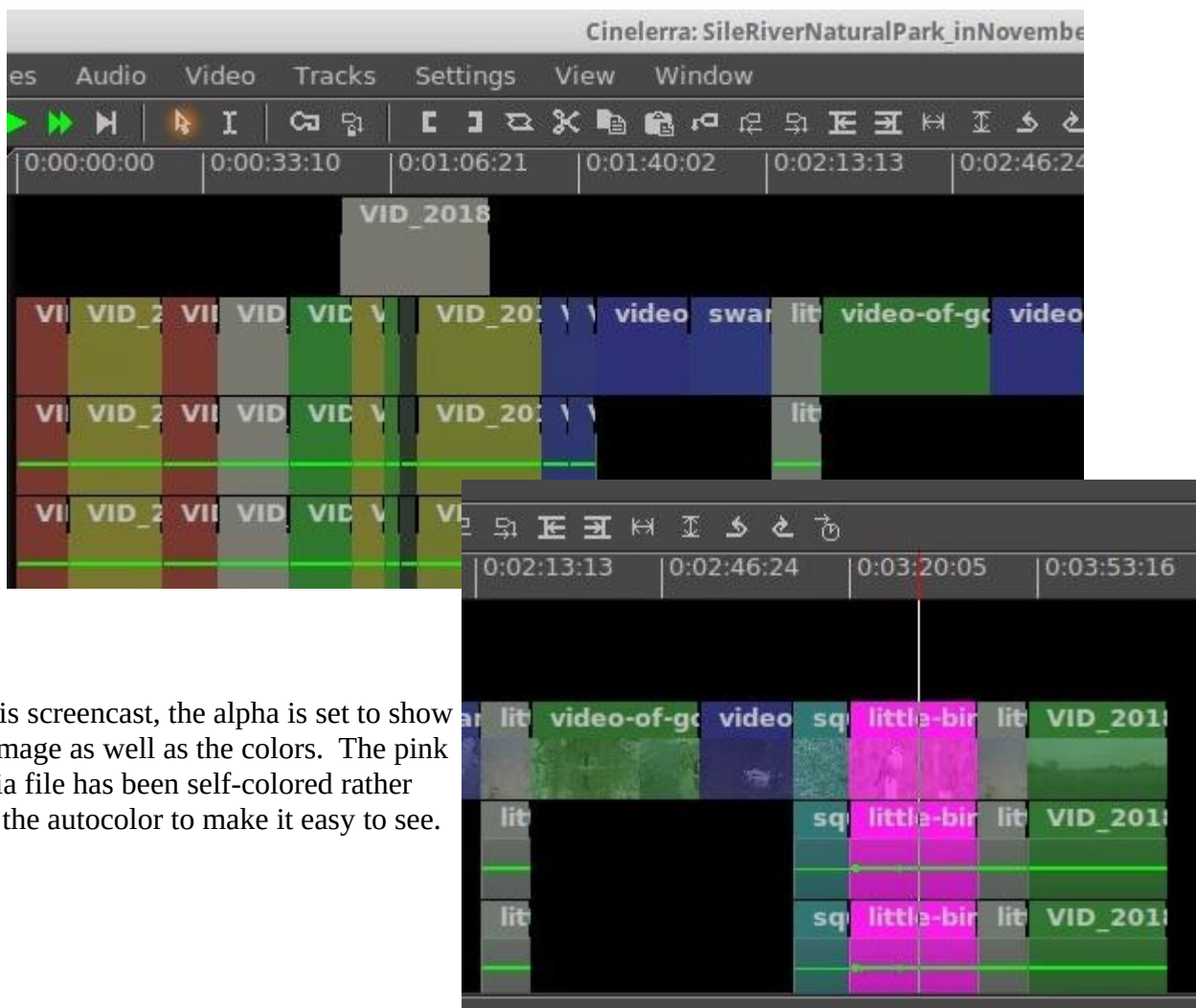
In this screencast, the alpha is set to show the image as well as the colors. The pink media file has been self-colored rather than the autocolor to make it easy to see.