



Casablanca Avio Pro Pack

User Manual

Disclaimer

We recommend that you carefully read this User Manual before installing and using the **Avio Pro Pack**.

Completely bug-free software cannot be guaranteed, and some software errors could arise.

If this is the case, the replicable bugs will be corrected and the customer will receive the revised software.

However, we are neither responsible for potential data and/or time loss, nor any resulting damages, since we cannot control for proper installation and operation of the program by the customer. Thus, MacroSystem Digital Video AG and its dealers are therefore not responsible for faults and unintentional damages in relation to the installation or the application of the **Avio Pro Pack**.

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Chapter 1: General information

Welcome

Thank you for purchasing the **Avio Pro Pack!**

We appreciate the trust you have placed in our company and our products and hope that this package will fulfil all of your expectations.

With the Pro Package software, your **Avio** will become much more powerful and efficient (the individual features of this software package are explained in the **Setup and Functions** section of this manual). This manual will help you with the installation and the application of the **Avio Pro Pack**.

We are available for further questions and suggestions about future improvements (for contact information, please refer to the addresses and phone numbers listed in the **Casablanca Avio** manual and have your Casablanca Avio's serial number available each time you contact us).

Chapter 2: Installation

Installing Avio Pro

The **Avio Pro Pack** needs to be installed on your **Casablanca Avio** along with system software that is at least Version 1.4 or higher (you'll find the version number in the information field in the bottom left corner of the **System Settings** screen) and 64 MB of RAM.

Note: Before installing a new OS, please make sure that you don't have a project in process, because reinstalling the OS software deletes all data from your hard drive. Installing the Avio Pro Pack does not delete your material, this warning applies only to the OS (1.4c, 1.5, etc.).

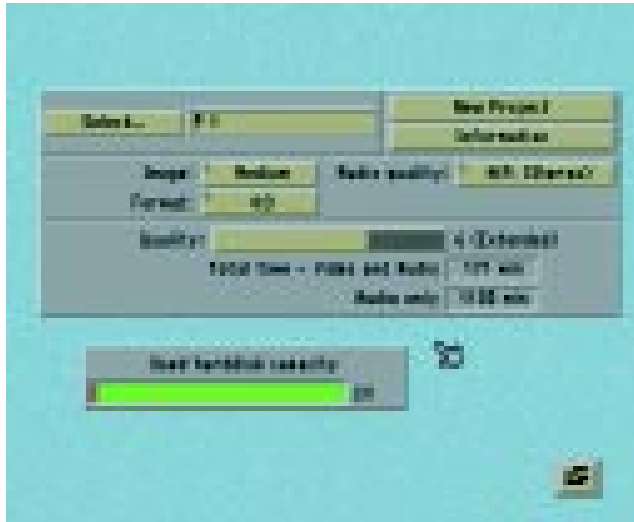
In the **System Settings** screen, select the **Install Product** option and insert the **Avio Pro Pack** SmartMedia installation card into the SmartMedia disk drive on the front of the **Casablanca Avio**.

Now you can see the **Avio Pro Pack** listed as an item in the dialog box. Select this software package from the list and click on **License**. A keypad will then appear, enabling you to enter the registration code that you received from your dealer. Click OK, and then OK again on the **Install Product** Screen. Once you do this, you'll see a message prompt informing you that the installation is complete and that you can remove the SmartMedia card.

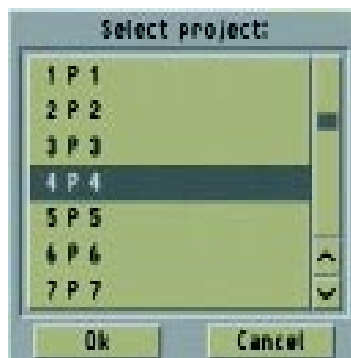
Chapter 3: Setup and Functions

Once you've installed and registered the **Avio Pro Pack**, you'll notice that a number of your **Casablanca Avio's** screens and features have been enhanced:

3.1 Project Settings screen



Notice that the items in the project settings have been reordered. The three standard options for selecting projects have been replaced by the **Select...** button. Clicking on it opens the **Select project** box, where you can select from up to ten different projects:



After you have clicked on **OK**, the name of the project you selected will be displayed next to the **Select...** button (e.g., **P1**).

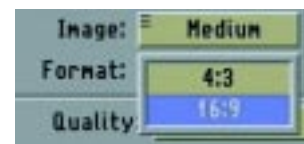
If you want to rename the project, click on the project's current name and a keyboard will appear, enabling you to enter a different name for it.

It's important to remember that you can only edit the project that's currently active. You can, however, exchange archive (title and colors) and clipboard (video scenes or audio clips) material between different projects.

PAL users only:

Below **"Image"**, you will find the new item **"Format"**.

Press the yellow panel and you can select between the standard **"4:3"** format or the **"16:9"** mode which is becoming increasingly popular in the TV/video field.



The option **"16:9"** refers to the **Anamorphic 16:9** mode and contains 576 image lines. It switches to 16:9 right when it is started. This special mode functions only when both the camcorder and the TV support this standard. If necessary, the TV screen has to be manually switched to 16:9. If the TV is not switched to 16:9, **Casablanca Avio** remains in its standard mode of 4:3.

Note: The 16:9 mode does not depend on the format in which the video source has been recorded.

3.2 Record screen



A new **Split** button has been added to the **Record** toolbar (you'll need to have an Avio with the DV option in order to use the new feature). When capturing via FireWire from a camera-original tape, you can capture the full tape and then click once on "Split" and the Avio will split the scene instantly into smaller clips.

This Split function uses the index points that DV cameras place on the tape at each stop/start. If you are using a copy of the original tape, or a playback device or tape that does not support these index points, the split function will not work.

Note: This function only works directly after recording footage onto Avio!

A new **Mode** button has also been added to the **Record** screen. It offers you three recording options:

- **Normal** for standard recording.
- **Time** enables you to determine the exact recording length (the recording automatically stops).
- **Photo** is for still images. **Casablanca Avio** records material for approximately half a second, which is then automatically looped for the clip length that you've set with the **Time** controller.

You can interrupt the recording any point (even if you've preset a recording time) by pressing the **Stop** button.

3.3 Edit screen

The **Insert**, **Split** and **Trim** toolbars now include a button with speaker icon; this is the **Waveform** button. When you click on it, a **Waveform** display appears. This display represents sound over a period of time, whereas the height of the curve shows the different volume levels (the higher the curve, the greater the volume) and the width shows the period of time expired. A black, vertical position marker indicates your current frame position (this position marker is also displayed while you scroll through the scene or the audio file).



If the Waveform is on, you'll also be able to hear your scene's audio while you're scrolling through it. Depending upon the scrolling speed, you will hear it faster or slower than it was recorded ("scrubbing").

If you select the **In**, **Out**, **Split Position**, **/>** or **/<** buttons, the **Waveform** will automatically replay (a vertical bar shows the current position of the playback).

When you're trimming the beginning of a scene (**In**), the black position marker will be on the left of the display. When you're trimming the end of a scene (**Out**), the black position marker will be on the right of the graph.

You can disable the **Waveform** simply by clicking on its button once more (it will turn yellow).

When splitting video clips, you will also find a new function on the toolbar next to the Stop button: The **"Index"**.

While video is played, you can click on this button at regular intervals, so that the trimmed/cut scene parts are stored in the scene tray behind the original scene. This function is used for the rough splitting of a scene, before you carry out the final editing.

Enhancements also have been added to the **Special** menu. Click on the **Special** button and you'll see that a bar separates the image-processing effects from the special effects. A new special effect you can select is the **Clipboard** function. To the right, there are three functions: **Clipboard — > Project**, **Project — > Clipboard** and **Remove Scene**.

If you click on **Project — > Clipboard**, the scene you selected from the scene bin will be added to the Clipboard (if there's no scene in the scene bin, a **"No scene currently available!"** message will appear).

Before you load a scene from the Clipboard you'll need to choose a place in the scene bin for it to go. (To do this, click on any scene in the scene bin, and the Clipboard scene will be placed after it.) When you click on **Special**, then on **Clipboard** and then select **Clipboard — > Project**, the **Load Scene from Clipboard** dialog box opens. Here you can select the scene you want, click on **OK** and leave the **Special** menu by pressing **OK**. You will then see that the scene that has been added to the scene bin (it may have a new number if the scene or the scene name is already stored in the scene bin).

If you click on **Delete Scene** in the Clipboard, the **Delete Scene from Clipboard** box will open and you can mark the scene you want to delete from the Clipboard. Click on **OK** to delete the scene.

Tips:

- If you click on **Delete Scene**, you'll notice that the **OK** button is grayed out and disabled. This is a safety feature that prevents the accidental deletion of a scene. However, if you want to delete a scene, just click on the scene you want to delete (even if it's already grayed out) and then click on the now-active **OK** button.

- The Clipboard is available in all projects, but once you switch off your **Casablanca Avio**, all Clipboard scenes are deleted.

- If you switch projects to a project with incompatible video or audio settings, the scenes that are in the Clipboard will be marked with a small star. If you select these marked scenes in order to add them, a **"These scene features do not match the project settings!"** message will be displayed.

3.4 Finish screen

In this menu you will see the new **Range** button and the **Selected** display.



Range lets you record a selected portion of your storyboard to tape, rather than the entire storyboard. Once you click on the **Range** button, the first frame of your storyboard will appear behind a **Trim** toolbar (see the section on the **Trim** option within your **Casablanca Avio** manual for more information). Once you set new **In** and **Out points**, click on the video-cassette icon in the lower right corner of the toolbar to return to the **Finish** screen.

When defining the range, a graphical display of the (waveform curve) sound helps you to position the range accordings.

The running time for the segment of video that you chose will be indicated in the **Selected** counter.

3.5 Transitions screen

In this screen you'll notice a **Full Size** preview option below the **Preview** button.

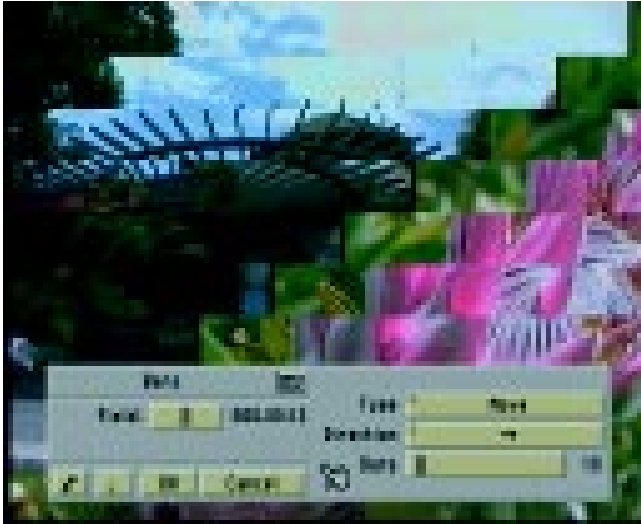


Add an effect and press the button. In the background, you will now see the middle image of the whole running time of the inserted transition effect, that is, two scenes that merge into each other (e.g. 1 second effect = frame 12 or 2 seconds effect = frame 24). The video image is overlaid by a toolbar, on the right side of which you can see the Effect Options – if they are available for the effect applied.

To the left you can see the button "Field" under the effect name, which you can use to set the time of the transition effect you want to view.

So, you can view the inserted effect at any time of the scene. In order to do so, you do not need to press the button, but you can roll slowly through the part of the scene and view its process at the same time.

The "Full Size" toolbar contains a frame indicator and a slider bar that enables you to select any frame within the scene. Below the frame indicator is a display modifier. This option allows you to preview any frame of your original scene (**Original**), any frame of the effect (**Effect**), or a special split-screen mode (**Orig.+Effect**) that displays the original scene on the left half of the screen and the applied effect on the other.



On the right side of the **Full Size** preview's toolbar are the control options that allow you to modify the transition. Therefore, you can make adjustments to the transition immediately after previewing it in full-screen mode.

The effect options that are set in this menu are accepted by clicking **OK**; clicking on **Cancel** enables you to leave the menu without saving any changes.

You'll also notice the presence of a **Scene** button in this screen. Clicking on it creates an entire scene from a rendered effect, the effect and its surrounding scenes or any number of scenes that you specify; you can even make a scene that's composed of your entire storyboard. This procedure makes it possible to use more than one transition effect on a particular scene – the so-called multilayer effect (or A/B/C/D-Roll).

Multilayering can be a powerful tool for experienced Avio users; it's like using several analog video mixers at the one time, but without any quality loss. You can make a scene of just the effect (**Effect**), the effect including the entire length of the clips in the entire storyboard (**Effect + Scene**) or a particular range within the storyboard (**Range**).

3.6 I.P. Effects screen

As was the case in the **Transitions** screen, the **I.P. Effects** screen now features a **Full Size preview** button underneath the **Preview** button.



Clicking the **Full Size** button displays a full-size preview of a single frame from the selected scene or scenes.



In the upper-left corner of the toolbar are the effect's name and icon. Below the name is a frame indicator and a slider bar that enables you to select any frame within the scene. Below the frame indicator is a display modifier. This option allows you to preview any frame of your original scene (**Original**), any frame of the effect (**Effect**), or a special split-screen mode (**Orig.+Effect**) that displays the original scene on the left half of the screen and the applied effect on the other. On the right side of the Full Size preview's toolbar are the control options that allow you to modify the image-processing effect. Therefore, you can make adjustments to the effect immediately after previewing it in full-screen mode.

Clicking the "Scene" button creates an entire scene from a rendered effect, the effect and its surrounding scenes or any number of scenes that you specify; you can even make a scene that's composed of your entire storyboard. This procedure makes it possible to use more than one effect on a particular scene, which is often called "multilayering." Multilayering can be a powerful tool for experienced Avio users; it's like using several analog video mixers at the one time, but without any quality loss. You can make a scene of just the effect (**Effect**), the effect including the entire length of the clip in the effect (**Effect +Scene**) or a particular range within the storyboard (**Range**).

3.7 Titling screen

The **Avio Pro Pack** also enhances your **Titling** screen's capabilities.

If you select the **Textured** option under **Color/Pattern**, a **Select Pattern** box will appear, enabling you to choose a texture to place over the letters of your text. You will see a **Product** list enabling you to choose from either the standard **Casablanca** package, **Liquid Images** (a set of 25 3D surfaces and illumination/radiance effects) or **Video SpiceRack** (a package of nearly 200 exciting transitions and i.p. effects that you can obtain from your dealer).



The **Type**, which can be found under **Product**, provides a selection among the three options: **Masks**, **Unicolor** and **Textured**.

The **Masks** button will open predefined masks listed in the dialog box below. If **Casablanca** has been set under **Product**, you will see two masks. If you have selected **Liquid Images**, you can select among 25 different masks, while **Video SpiceRack** offers a selection of up to 200 masks.

Each of these masks can be selected and modified. Click on the left area of the dialog box on the desired mask to frame it (you can read the name of the selected mask in the upper right side of the dialog box). You can then determine the **Color** of the mask on the right side of the dialog box, make your selection between **Positive** and **Negative** under **Mode**, and enter the **Alpha** value (that is, the degree of transparency) as a percentage.

If you want to view patterns from either the **Unicolor** or **Textured** categories, you need to select **Casablanca** under **Product** (neither **Liquid Images** nor **Video SpiceRack** offer these variations). **In the current version, Unicolor** provides 17 different patterns that you can modify with individual settings – just like the masks. **Textured** provides a selection of eight patterns for which you can make individual settings. You can lay any color you want over them with the help of the color box.

Another new function is the **Char/line spaces** button that is located under **Shadow**. If you click on this new function, a dialog box opens where you'll see three options: **Character Width**, **Character Spacing** and **Line Spacing**. This feature allows you to adjust the width of the characters, the spacing between the individual characters and the spacing between the lines of text.

3.8 Audio record/edit

When you enter the **Audio record/edit** screen, select an audio file from the sample list and then click on either **Split** or **Trim**, you'll now be able to see the same **Waveform** display that was described in the video editing section.



The **Waveform** display switches between two forms of representation: While you are scrolling through the audio file, you will see approximately six frames of the audio waveform. If you stop scrolling, you will see the entire three seconds of the audio waveform that it is looping..



The Waveform display can not be disabled in this menu (as it does not cover any vital parts of the screen).

A new Clipboard function has also been added to **Audio record/edit** screen. If you click on **Special** and select **Clipboard**, you'll see the three buttons (**Clipboard — > Project**, **Project — > Clipboard** and **Remove Audio File**) that have the same functions as those in the **Video** menu.

Tips:

-If you click on **Delete Audio File**, you'll notice that the **OK** button is grayed out and disabled. This is a safety feature that prevents the accidental deletion of a file. However, if you want to delete an audio file, just click on the sample you want to delete (even if it's already grayed out) and then click on the now-active **OK** button.

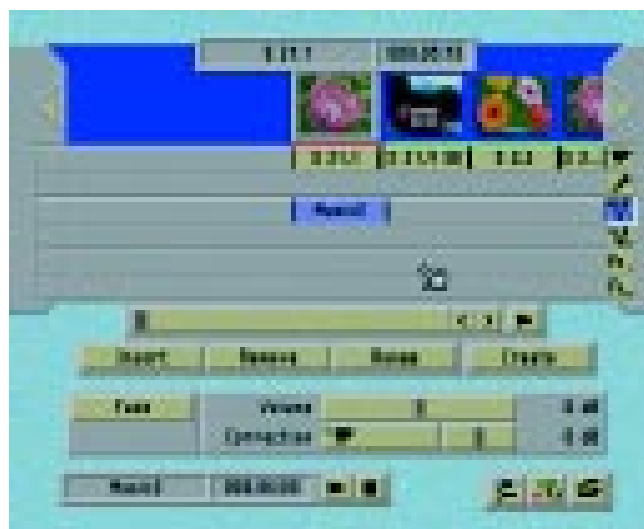
- The Clipboard is available in all projects, but once you switch off your **Casablanca Avio**, all Clipboard files are deleted.

-If you switch projects to a project with incompatible audio settings, the samples in the audio clipboard will be marked with an asterisk and cannot be added.

- The audio files are automatically stored in the file list and can be added to audio tracks in the **Audio mix screen** by marking them. If there's no audio file in the list, you'll see a message stating "**No current audio file available!**"

3.9 Audio mix screen

The **Avio Pro Pack** enables you to use up to six audio tracks in your **Audio mix screen**.



The track at the top is reserved for the **original source audio** (camera icon) of the video, whereas the **commentary track** (microphone icon), the two tracks for the **background music** (musical note icon) and the two **effects tracks** (FX) are available for you to add clips to. Naturally, you can use these five tracks as you want to – the names and the symbols at the right side are only suggestions.

Tips:

- The original source audio track, the commentary track and the effect tracks are "locked" to the scene(s) above them. If you make changes to either of the scenes positioned before and after the audio clips on these tracks, the sound will move with the scene it was placed under. If changes are made to the scenes that overlap with the audio file, the audio will be deleted (after a warning message).

- Audio files placed in the music tracks are not connected to one scene, but maintain their position according to the starting point of the storyboard. If you make changes to the scenes positioned before and after the audio clips on these tracks, the audio will stay put while the storyboard scenes shift.

Several other buttons in this screen have changed, due to the new number of sound tracks:

- The **audio file list** is now displayed in a separate dialog box when you click on **Insert**. Scroll through the list to select the sample you want, click **OK** and the sample will be placed at the beginning of the Work-box scene in the track that you designated. Note that if another sample is already at the beginning of the scene, the Avio will automatically insert the new sample immediately after the existing one.

After it's been placed, you can always move it with the **Range** button, if necessary. This function allows you to do two very different things. First, the **Range** option's **Start** button allows you to select the point in the scene where you'd like the active audio sample to begin playing. Remember: it's automatically placed at the beginning. Click **Start** and begin scrolling right through the scene.

Once you reach the point where you want to begin the active audio sample, click the left trackball button and the start point will be set. (To change it, click **Start** again.) You can also change the **In & Out** points of the active sample. Simply make the changes as you would if you were using the **Trim** function in the **Edit** screen. Remember: Once the **In** point is trimmed, the active sample will still begin at the set Start point.

- The **title** and **length** of the active audio file will be displayed at the bottom left in the menu.

- Another new function that has been added is the ability to **Fade** an audio file's volume in or out. Select a sample and click on **Fade**. (Note that the slider sets the duration of the fade out, not the point at which it starts fading. So if you want the sample to fade out for three seconds, simply set the slider at three seconds.) Once created, you will have a nice, smooth fade.

You can also fade volume corrections made to other tracks from the active sample. To do this, first make the correction to another track, and then set the fade time. Once created, any volume corrections that begin or end in the middle of a sample on the corrected track will smoothly fade up or down. (Keep in mind that that both functions will always be performed.)

If you want the Active sample to Fade but not the correction, (or vice versa) generate a **Silent Sample** of the same length and place it on one of the other tracks and make the correction from there.

The **Volume** slider allows you to adjust the volume of the active file. Remember that an audio file's volume can also be affected if it has been corrected from another audio file in the storyboard. This slider is not used in conjunction with the **Correction** button.

The **Correction** button allows you to adjust the volume of another track for the duration of the active sample. Click the button and scroll to the audio track icon that corresponds to the track containing the audio file (or files) you want to correct.

Use the **decibel** slider to the right to make the adjustment (you will not be able to hear the adjustment until you have created it.) To have this adjustment change gradually, use a **fade in** and **fade out**. Once a correction has been made, it will then appear next to the audio track icon (e.g., -17db).