MAGIX

FASTCUT



English
language manual

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Preface

Welcome to MAGIX Fastcut

MAGIX Fastcut is the perfect tool for all action cam owners. It requires very little time to learn how to use and gets straight to the point. Just like the motto says: "Straight to the action!"

The start wizard helps you create perfectly edited videos (even directly from the camera) and offers fitting templates for all uses - with cuts and music for every taste. MAGIX Fastcut's premade effects settings save you tons of time and work.

Of course, you can always create your videos manually without the wizard. Thanks to tons of transition templates and detailed effects settings you can also easily create videos with customized editing and dubbing.

There are also many export options available, ranging from saving files locally on your PC to uploading to internet platforms.

We don't want to take up any more of your time, so we'll let you get started using the program. And get "straight to the action".

Enjoy!

Your MAGIX Team

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Support

Dear MAGIX customer,

Our aim is to provide fast, convenient, solution-focused support at all times. To this end, we offer a wide range of services:

- **Unlimited web support:**
  As a registered MAGIX customer, you have unlimited access to web support offered via the convenient MAGIX service portal on http://support.magix.net, including an intelligent help assistant, high-quality FAQs, patches and user reports that are constantly updated.
  The only requirement for use is product registration at www.magix.com
- **The online community, on-the-spot support and a platform for exchange:**
  MAGIX customers have free and unlimited access to the online community at www.magix.info, which includes approx. 150,000 members and offers the opportunity to ask members questions concerning MAGIX products as well as use the search function to search for specific topics or answers. In addition to questions & answers, the knowledge pool includes a glossary, video tutorials and a discussion forum. The multiple experts, found round-the-clock at www.magix.info guarantee quick answers, which sometimes come within minutes of a question being posted.
- **Email support for MAGIX products:**
  For each new MAGIX product you will automatically receive 12 months free customer support by email.
- **Premium Email Support:**
  For priority support, or if you want the support team to help with non-MAGIX related hardware problems you can purchase a premium email support ticket. Proceed as follows:
  1. Go to the MAGIX customer support page at http://support.magix.net.
  2. Sign in using your login details.
  3. Click on "Purchase access code" in the navigation bar.
     Each ticket corresponds to a specific problem, it will remain valid until the problem has been solved. A ticket is not limited to a single email.

Please note: To be able to use the Premium email support and free product email support via the Internet, you have to register your MAGIX product using the serial number provided. The serial number can be found on the sleeve of the installation disc or on an insert card included in the package.

- **Additional telephone service:**
  Besides the large number of free customer service offers, we also offer a fee-based telephone customer service.

Here you can find a summary of our technical support telephone numbers:

http://support.magix.net/

Mail (Europe): MAGIX Development Support, P.O. Box 20 09 14, 01194 Dresden, Germany

Mail (North America): MAGIX Customer Service, 1105 Terminal Way #302, Reno, NV 89502, USA

Please make sure you have the following information at hand:

- Program version
- Configuration details (operating system, processor, memory, hard drive, etc.), sound card configuration (type, driver)
- Information regarding other audio software installed

MAGIX Sales Department

You can reach the MAGIX Sales Department workdays for help with the following questions and problems:

- Orders
- Product consulting (pre-purchase)
- Upgrade requests
- Returns

Europe

Monday - Friday, 09:00-16:00 GMT

U.K.: 0203 3189218

Denmark: 45 699 18763

Sweden: 46 852 500713

Finland: 35 89 42419023

Norway: 47 210 35843

North America

9 am to 4 pm EST Mon-Fri

Phone: 1-305-722-5810

Serial number

A serial number is included with each product. This serial number is required for software activation. Please store this number in a safe place.

What does a serial number do?

With a serial number your program license is clearly assigned to you and only you. This allows you to use the free customer service via email.

Serial numbers also help protect against software piracy. This makes it possible for us to offer our customers the most value for their money.

Where is the serial number located?

The serial number is on the insert card in the program box.

If you have purchased the download version, you will receive a confirmation email containing the serial number that you can use to activate the program. This will be sent immediately following purchase to the email address you provided.

When is the serial number needed?

The serial number is required when you start the program the first time, as well as for program registration.

Deactivate program...

Using the serial number on another computer

If you want to use the serial number on another computer or after reinstalling your operating system, you must deactivate (view page 54) the program on your current PC.

This "releases" the serial number from the current computer so that it can be used on another.

Note: You can also deactivate the program in the MAGIX Service Center, but it is much more convenient to do this with the integrated feature in MAGIX Fastcut.

Introduction

System requirements

64-bit operating systems: Windows 10 | 8 | 7

Processor: 2 GHz. Recommended: Quad-core processor with 2.8 GHz or better.

RAM: 4 GB. Recommended: 8 GB.

Graphics card: Onboard, minimum resolution 1280 x 768. Recommended: Dedicated, at least 512 MB VRAM.

Hard drive space::2 GB for program installation.

Internet connection: Required for registering and validating the program, as well as for some program functions. Program requires one-time registration.

What's New in MAGIX Fastcut?

- **Highlight sections in your clips:** Select sections of your clips that stand out and that you want to be used in film templates.
- Modify **clip sequence** later: The new Highlights dialog enables you to adjust the sequence of imported clips at a later point.
- **Smart Preview:** High resolution video material (e.g. in 4K resolution) in the background of a video can be converted to a lower resolution for video previews, if necessary. This makes working with MAGIX Fastcut smoother. Video files will only then appear choppy when they're played back for the first time.
- Revised **Create your own templates ("Creating Your Own Templates" auf Seite 34)** section: Trim background music yourself for extra creative control, apply automatic beat recognition and import and export templates.
- Also includes keyboard operation for creating templates and a feature for selecting special highlights in videos.

The following features were new in the previous version:

- Support for UltraHD/4K export
- Image stabilization with proDAD Mercalli 2.0*
- AVCHD support, including Dolby**
- New design with touch support
- Hardware-supported decoding
- MTP support for importing GoPro Hero 4

Note:
* In order to use proDAD Mercalli 2.0, this function must be activated for free before the first use.
** For Windows 7, requires previous installation and free activation.

Features

Supports all standard cameras and action cams

MAGIX Fastcut lets you import and edit (view page 13) videos from all standard camera, action cam, smartphone and tablet models.

Movie Wizard for automatic video editing

Let MAGIX Fastcut do the work. Just provide the clips you want to use in your finished video. The template mode (view page 23) contains action templates for tons of different applications, such as bike trips and surf videos.

Transitions and effects

In MAGIX Fastcut's manual mode, you can apply exciting transitions (view page 28) to make your movie stand out. There are also tons of effects templates available.

Music and audio editing

In the templates you will find fitting music tracks which perfectly match the cut of the video. Of course, you can also use your video's original sound and mix it with the music. In the manual editing mode you can load your own music tracks and adjust them to fit your video clips (view page 30).

You can optimize your video's original sound with audio filters and even remove wind noise (view page 26).

- Proxy video editing optimized for GoPro:

HD and 4K recordings put high performance demands on your computer. For this reason, MAGIX Fastcut can import LRV files (view page 13) which have have significantly lower resolution and are used in place of the original videos during editing. The high resolution original videos are used during export to ensure high-quality results.

Automatic enhancements

MAGIX Fastcut contains a range of useful wizards (view page 38) to make working on your projects easier. proDAD Mercalli 2.0 image stabilization automatically corrects shaky footage and removes distortions caused by your GoPro's wide-angle lens. The automatic color and brightness wizards help you find the perfect settings.

Note: In order to use proDAD Mercalli 2.0 you must first activate this function for free before the first use.

Unlimited further uses

Your finished videos can be exported for all typical uses (view page 31) with the help of useful output wizards. This allows you to present your videos on your TV or smartphone as well as upload them to social platforms such as YouTube and showfy.

File formats

Import:

Video: AVI, AVCHD, DV-AVI, MPEG-1, MPEG-4 (H.264)*, MOV, MXV, WMV

Photo: BMP, JPG, PNG, TIF, TIFF

Audio: WAV, MPEG-1, MP3, WMA, CD-A

Export

Video: MPEG-4 (H.264), 4K video

Note: * MPEG-4 requires free activation before first use.

Tips for Program Help

When the program is open, you can access the Help feature by pressing F1 on your keyboard. The program Help contains tips on how to use the program and lots of additional information. Many important terms are indicated in the text in italics. Simply click on these terms for a more detailed explanation of what they mean.

Context Help: Press the "F1" key on your keyboard at any point in the open program and Help will open with the matching help topic.

Search function: This feature can be used to look for specific words in the Help section. Enter either the individual word or use logical operators (e. g. OR, AND, NEAR) to refine your search if you have several search words.

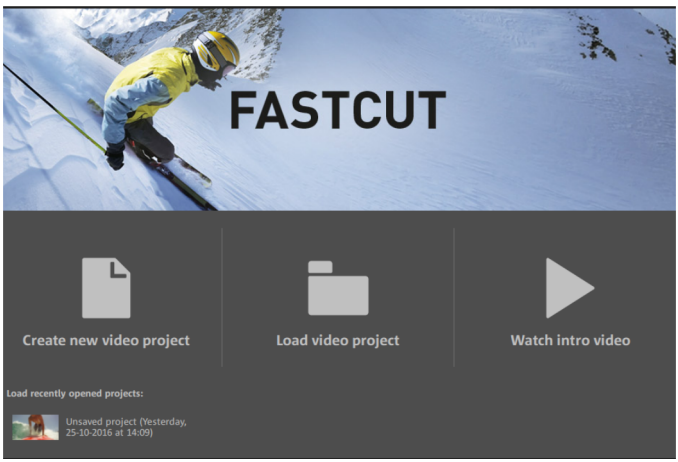
- **OR** (between two words): all topics which contain both words or one of the words will be listed.
- **AND** (between two words): only those topics will be listed which contain both words.
- **NEAR** (between two words): only those topics will be listed which contain both words. A maximum of 6 additional words are allowed between two search words.
- **NOT** (before a word): topics which contain this word will **not** be listed.

Print: The print function can be used to print out specific Help topics or entire topic sections. The print button is located at the very top of the toolbar in the Help window.

Program start

- Start MAGIX Fastcut by double-clicking the program icon on the desktop or by accessing MAGIX Fastcut via the Windows Start menu.

The first time the program is started, you will have to enter the serial number. More information about this can be found in the chapter "Serial number" (view page 8).



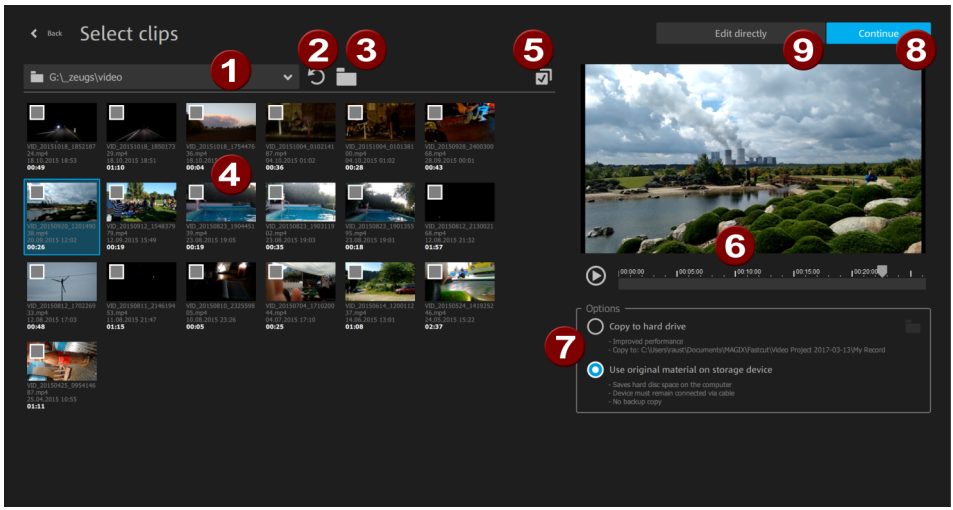
New video project: This is where you create a new project. MAGIX Fastcut automatically creates a subfolder for the newly created video project bearing the same name as the project itself. In the dialog that follows, you can load the video clips you want to work with.

Load video project: Previously saved video projects can be loaded again and further edited (view page 23).

View introduction video: This video describes the basics in MAGIX Fastcut. It's especially interesting for beginners who have little or no experience with digital video editing.

Load recently opened projects: Here you can open projects that you have recently worked on.

Select video clips



1. Select the location to save your clip.
   - Select the connected device or drive letter from the **list (1)**
   - If your camera or storage card are not automatically recognized, click on the **Update list (2)** button in MAGIX Fastcut.
   - Or pick a completely different storage location on your hard disk **(3)**.
2. Now select the clips you want to use for the movie from the **clip list (4)**.

   You can play back the last selected clip in the **preview monitor (6)**.

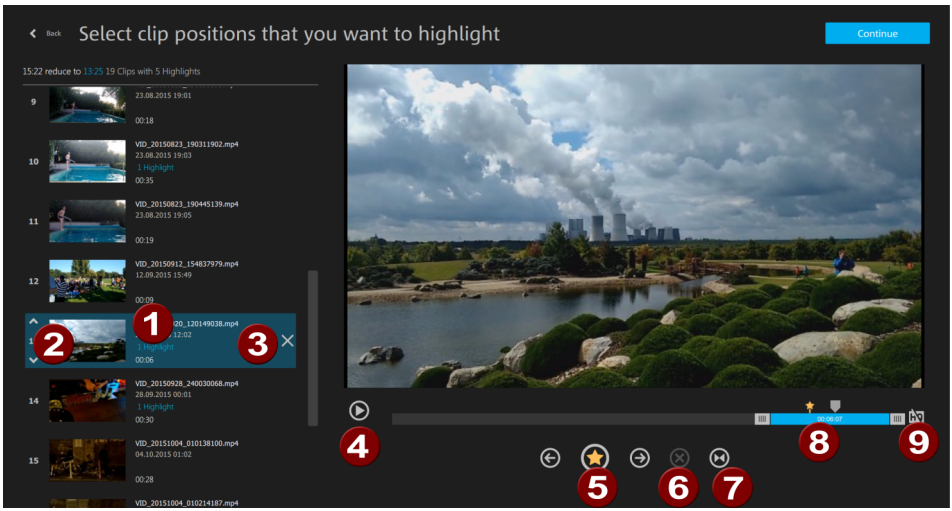
   Additional selection aids:
   - In the **clip list (4)** you can select all clips with "All" **(5)** or deselect all.
   - Each clip has a check box next to it which can be used to individually select and deselect clips.
3. Specify in the **options (7)** if you want the clips to be directly imported ("Use original material on storage medium") or copied first ("Copy to hard drive").
4. Click on the **"Continue" (8)** button. The selection page for the highlighted sections in the clips will appear.

Using **"Edit directly" (9)** you will, without selecting a template, enter the manual editing mode (view page 27) with all editing functions.

Attention: If hardware acceleration for H.264 playback has been activated, but this feature is not supported by your graphics card, you may not be able to load certain videos. If you experience problems importing certain videos, deactivate hardware acceleration for H.264 playback in the program settings.

Focus on special moments

On this page you can focus on particular sections of your clips that you want to highlight. These are the parts of your clips that you want to make sure are included in your finished film when you use a template.



1. On the right, all clips in the film are listed in sequence **(1)**. Click through these and select the clip you want to mark as a highlight. Use the arrow ahead in the clip **(2)** to sort the clip sequence or the cross mark behind **(3)** to remove them from the film.
2. Play the clip with the transport controls **(4)** and click on the most important parts on the star button **(5)**.

   Note If the preview with your material stops and starts, you can reduce the preview quality to ensure smooth preview **(9)**.

3. Using the arrows to the right and the left of the star you can jump straight to the selected positions. Using the cross mark **(6)** you can remove the section you marked as a highlight. The button on the far right **(7)** removes all highlighted sections.
4. Click "Continue" to go to the selection page for the templates.

Keyboard operation

For editing highlighted sections in a clip, you can also use the following keyboard controls:

	Function	Key command
	Play/Pause	Spacebar
	Previous Highlight	A
	Set Highlight	S
	Next Highlight	D
	Delete Highlight	W

Trim clip and select section

If your clip contains video footage at its beginning and end that you want to get rid of, you can trim the clip before import so that only a certain section of the video is used in the film templates. This is helpful when you've shot very long clips, but only want to include certain parts in a video project. This way, you can skip the template mode (view page 23) or manual editing mode (view page 27) step and finish your movie (view page 31).

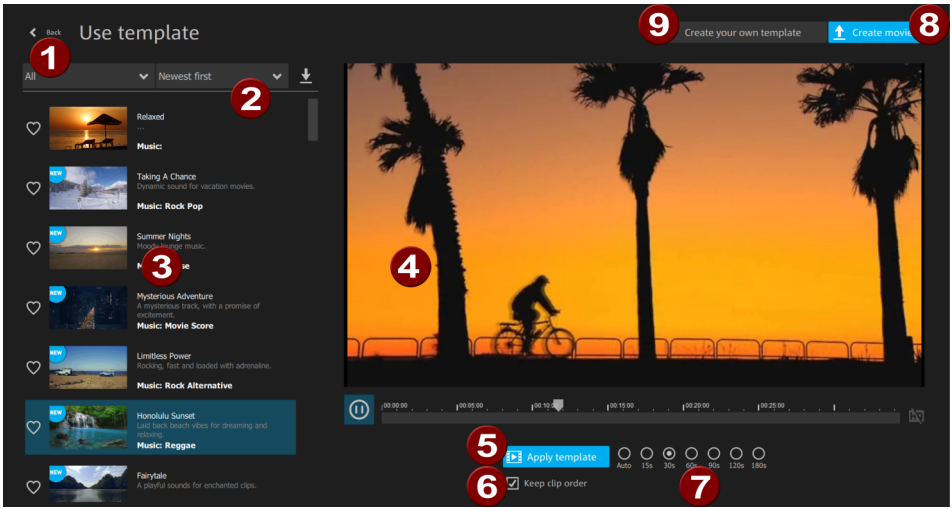
You can do this in the following way:

1. Select the clip you want to edit.
2. Play it back in the preview monitor.
   A bar will be displayed at the bottom edge of the preview monitor which represents the time section **(8)** of the assigned video clip which is to be played.
3. You can adjust the length of the clip using the handles at the beginning and end. Select the range that should be played back by moving the bar.
4. When you have selected all clips for the movie and trimmed, if necessary, click on "Continue"..

Notes

- The highlights and the trimmer selection within a clip are saved in addition to the video files for the clips and can be used for other films in future.
- If a section has been highlighted in a clip, the clip will be cut in a way that this highlighted section will be fitted exactly into the middle of one of the "spaces" in a film template.

Select template and create movie



On this page you can select the movie template you want to use for your video clips.

To do this, proceed as follows:

1. Select one of the templates **(3)**. You can sort the templates to get a better overview **(2)**.

   Double click on the template to start preview videos in the preview monitor **(4)**.

2. Once you have found the right template, press the "Apply template to n clip(s)"**(5)** button.

   MAGIX Fastcut generates a new movie out of the previously selected video clips using the template selected here.

   If you want to keep the sequence of the clips you've selected in your film, activate "Keep clip order"**(6)**. Otherwise, clips will be displayed in the film independently of selection sequence.

3. If you are happy with the result and wish to export the film, click "Create movie" **(8)**.

   MAGIX Fastcut takes over the created movie and opens the dialog **"Finish movie"** (view page 31).

4. If you want to make changes to the preview, you have the following options:

   - Click on the "Mix new" button **(5)**.

     MAGIX Fastcut then "shuffles" the video clips again.

   - To add highlighted sections or modify them in your video clips, press the "Back" **(1)** button or go further back to where additional video clips were added.

   - Manually set the Length **(7)** and press the "Mix New" **(5)** button.

     MAGIX Fastcut will generate a new movie with the provided length.

- Repeat the previous steps with another template **(3)**.
- Select the button "Finish movie" **(8)** and "Manual editing" in the next dialog and adjust the movie in template mode (view page 23) with limited options. If needed, select "Continue editing" (view page 27), to use all adjustment options in manual editing mode (view page 27).

Creating Your Own Templates

If you would like to create a template based on a selected song, click on "Create template" ("Creating Your Own Templates" auf Seite 34). **(9)**

Mark templates as favorites

If you a like a template and wish to use it again and again, select it as a favorite by clicking on the heart. Now you can sort the templates according to favorites **(2)** and find your most-often used templates quickly and easily for the next occasion.

Program interface

The program interface of MAGIX Fastcut in template mode appears somewhat different in manual editing mode.

Program interface in template mode



1. **Menu bar:** (view page 47) This contains most of the important features in MAGIX Fastcut.

2. **Video monitor: (view page 21)** Displays a preview of the movie when playback is started. When you select an **Clip(10)**, it is displayed here along with any set **effects in the editing area (3)**.

   Double-clicking on the preview monitor switches to full screen view.

3. **Editing area:** There are various effects areas available for optimizing clips, displaying text, editing sound, etc.

4. **Finish: (view page 31)** When you are finished arranging and editing your movie, you can save it locally to your computer, export it to a mobile device or make it available online.

5. **Manual editing (view page 27):** Allows you to make manual cuts and change the background music.

   Note: Activating manual editing for a project cannot be undone.

6 **Add media: (view page 24)** Add videos and background music to your movies to make them more varied.

7 **Time display (view page 21):** The current time position of the playback marker is displayed here.

8 **Contents bar:** (view page 21) When a clip is selected, the time section of the video clip in the object is moved with this bar.

9 **Transport console (view page 21):** Use the transport buttons to start and stop playback, move forward and backward within the project and jump back to the very beginning.

10 **Clips in the first track:** When a clip is selected, it is highlighted and displays additional information about the object. The playback marker will be moved to the start of the clip and a preview can be seen in the **video monitor (2)**.

Settings in the **editing area (3)** always effect the selected object.

11 **Background music in the second track:** When background music is added manually or as part of a template, it appears here as a bar in the second track. In **manual editing mode** (view page 27) you can adjust the length and start time of the background music by using the handles.



Touch optimization: With the 2-in-1 switch, the interface will be optimized for touch operation: Some elements will be hidden, others enlarged.

Additionally in manual editing mode



1 **Speed:** You can change the playback speed of the clip. Both slow and fast playback speeds, as well as backwards motion are possible.

2 **Fades:** Here you can find all fades from MAGIX Fastcut, sorted into various categories. Click on a category to see all the fades in a list.

3 **Add music:** Click this button and select the desired music file to add to your movie.

4 **Cut and delete buttons:** These buttons allow you to quickly split and remove clip parts. The delete button removes the selected clip from the movie.

5 **Fades between clips:** Fades used between clips will be displayed and can be adjusted with just a few clicks.

Video monitor in detail



1. The video monitor displays a preview of the movie that you are working on at the moment.

2. **Zoom:** Zooms in on the timeline to a section spanning 12 seconds around the current playback position. This makes editing the beginnings and ends of clips easier.

   Tip: If the original video is shorter than 12 seconds, this button will not be visible.

3. **Timeline:** This is where the current position of the playback marker is displayed. When you select a video object, the length of the video clip being used is displayed.

4. **Contents bar:** Once you've selected an object, the following editing options are available:

   In template mode: (view page 23) The object's contents can be moved.

   In manual editing mode: (view page 27) Use the left and right handles to move the start and end points. This causes the length of the object to change, and the time position of the cut will move.

   The start and end points are hidden during playback. Only the playback position is displayed.



Displays playback position. Change the playback position by moving the mouse. If a video or a photo object is selected, the position within this object will be displayed.

5 Activating this button improves playback performance by:

- Reducing resolution (vertical and horizontal image resolution are halved)
- Reducing frame rate (image repetition per second)
- Using LRV files (only when the "Improve playback performance (LRV)" option is activated for import).

6 **Transport console:** Use the transport buttons to control movie playback in MAGIX Fastcut:



To the beginning: The playback marker jumps to the beginning of the movie.



Back: The playback marker moves toward the beginning.



Playback/pause: Starts playback. Another click stops playback, and the playback marker remains at the current position.



Forwards: The playback marker moves toward the end.

7 **Cutting and deleting**

> **Note:** This button only appears in manual editing mode.



Removes the part of the object in front of the playback marker (left).



The clip is split at the position of the playback marker. This turns a single clip into two segments.



The selected object will then be deleted from the project.

8 **Position display:** The current position of the play cursor is displayed here in [minutes]:[seconds]:[frames].



Full screen: The video monitor switches into full screen view.

Template mode

After applying a template, the template mode ensures that

- the time position of transitions between objects stays the same,
- that the transition type remains the same, since it is set according to the background music,
- that the order of objects remains the same,
- and that the background music remains the same so that cuts stay in rhythm.

However, there are still many ways to edit objects:

- Swapping video clips (view page 24) assigned to objects with other video clips,
- adding additional video clips (view page 24),
- editing objects with effects (view page 23),
- adding texts (view page 25),
- and editing the original sound of video objects.

Note: MAGIX Fastcut remains in template mode until "manual editing" is activated. When you have activated manual mode, you cannot switch back to template mode.

Edit Video

Starting video editing

The area for video editing is located on the right, next to the video monitor.

1. First, select the object on the film strip that you want to edit.
2. Under "Settings", you'll find all the features available for editing the selected object.



Apply effects

You can add effects to individual clips in the "Optimize", "Color", "Templates" and "Speed" areas. Use the slider to set the various effects parameters for the object:

Im Bereich „Farbe“ zum Beispiel können Sie über den Farbkreis ausgewählte Farben betonen oder senken. This allows you to remove a blue tint from the footage, for example:

- Click the color wheel and drag the point at the center to the range you want to highlight.

You can also use auto correction for exposure and color, which selects the best values for the clip.

For a complete description of the effects in Settings, see , Advanced features and dialogs (view page 38).

Adding additional video clips

1. Click on the following button:

   This opens the selection dialog for loading video clips.
2. Select the video clips you want to load. This approach corresponds to selecting video clips in the start wizard (view page 13).

   MAGIX Fastcut loads the selected video clips, but they do not automatically get used in movie.
3. Now you can replace the video clips in the movie with your own.

Exchange video clips

All the video clips that have already been loaded into the movie in MAGIX Fastcut can be easily exchanged:

1. Select "Swap clip content" in the menu of the video object you want to use.

   The video clip selection dialog will open.

   Note: If you want to use a video clip which has not yet been loaded, you must first add it to the movie (view page 24).
2. Select the video clip you want to replace the old clip with.
3. Then click on "Continue".

   MAGIX Fastcut will replace the old video clip in the object with the one you selected.
4. You can now move the time section of the video clip in the object (view page 24).

Move the time section of the video clip in the object

As long as MAGIX Fastcut is in template mode, you cannot move the object start and end on the timeline. This way, MAGIX Fastcut makes sure that transitions stay in the same position, so that they are always synchronized with the music.

However, you can move the time section of the video clip that is located "behind the video object" and displayed during playback:

1. Select the video object you want to edit.

   The playback marker is located behind the start transition of the selected video object.

   A bar will be displayed at the bottom edge of the preview monitor which represents the time section of the assigned video clip which is to be played.
2. Pull the bar to the desired position.
3. This moves the time section of the video clip in the object. The image in the preview monitor will be updated accordingly.



You can activate the zoom button for fine tuning. Then the timeline no longer represents the whole video source but a range of 12 seconds around the recent playback position.

Note: The playback marker will remain at the same position in the movie strip since the contents of the video object have been moved, not the object itself.

Adding a title

Switch to the text module by clicking "T".



1. Select the clip to which you want to apply the text.

Note: The display always starts at the beginning of the selected clip. If you want the title to be displayed somewhere other than at the start of the clip, cut it at the desired start point and select the latter part.

2. Double-click "Templates" to select the desired template.
3. Now open "Title and text"
4. Click on "Edit title" and enter text.

The following options are also available in the text editor:

- **Duration:** The display duration for the title can be set here.
- **Font type and appearance:** Use this option to format the font, size, color, bold, italic, underlining in text with borders or shadows.
- **Arrange:** Define whether text should be aligned right, center or left.
- **Animation:** Creates moving titles. To create cinematic closing credits, you can select the animation "From bottom to top".
- **Fade in and out:** Activate this feature to fade the title in and out.

Sound and music

Adding background music and editing it together with original sound is easy in MAGIX Fastcut.

Adjusting the volume

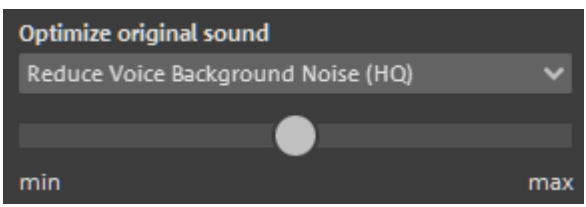


The volume of the audio track can be adjusted with the volume slider in the "Audio" section:

- **Original audio volume:** You can adjust the volume of the original audio, in case it is too low. The slider is deactivated for photos because they do not contain an audio track.
- **Background music volume:** Adjust the volume of the background music for the duration of the selected clip.

Slider settings always refer to the selected clip! This allows you to raise the original sound and lower the background music at important spots, for example to accentuate voices.

Optimize original sound



You can optimize a video's original sound quickly and easily using templates.

Once you've selected a video with sound you can choose a template from the drop down menu and begin the optimization process. Use the slider to adjust the intensity of the effect.

Manual editing mode

The manual editing mode is useful for the following use cases:

- if you have unsorted video material you want to quickly cut and sort.
- If you want to use your own background music and prefer to cut your video matieral yourself.

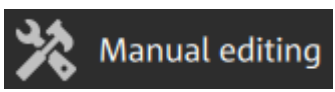
  Tip: Try the templates first - you will be surprised what they can do with your video material! Plus they will save you tons of time.

- If you have used a template, but want to manually set the transitions between video objects.

All the editing features in the template mode are also available when using manual editing.

Activate

Note: If you close the start wizard, MAGIX Fastcut will automatically switch to manual editing mode.



This button activates the manual editing mode. Activating manual editing cannot be undone.

This setting is made for each movie separately.

Manual cut

If you want to cut your videos manually and select your own background music, then the following procedure is recommended for you:

Create movie and load media

1. Start MAGIX Fastcut.
2. Import your video clips without using a template.

   MAGIX Fastcut will import the video clips and close the start wizard without using a template. The manual editing mode is activated.
3. Add the desired background music:



Cut objects to match the beat and remove unwanted material

1. Start playback.
2. Stop playback at the point where you want to cut.

   The playback marker will stop at the current position.

   Tip: If you want to cut the video material to match the beat of the background music, tap your foot along to the beat and stop playback on the desired spot.

   Start/stop keyboard shortcut: Spacebar

3. Cut/remove object:
   - If you want to remove the part of the object played back up to this point, press the "Remove object start" button":

     Keyboard shortcut: Z
   - If you want to keep the part of the object played back up to this point, press the "Split object" button:

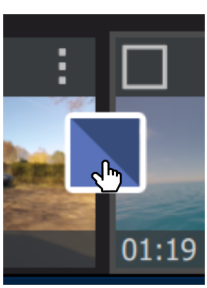
     Keyboard shortcut: T
4. Repeat these steps until you reach the end of the movie.

   You have now cut the entire movie to the beat and removed all unwanted material at the same time.

Insert Transitions

Transitions control how your movie plays from one object to another. Normally, a so-called "hard cut" is made between objects: The first image of the following object appears directly at the end of the previous object, i.e. without any special fade effect.

However, you are free to select and add a transition:



1. Click on the transition icon between two objects.
   The transition dialog will open.
2. Select an option and click "Preview" to get an idea of the effect.
   - If "No Fade" is selected, a hard cut will be made.
   - If "Transition" is selected, the objects will be faded softly from one into the other.
   - "Fade Through Black" fades the last image of the first object to black, and the first image of the following object begins shortly after.
   - "More..." opens the transition menu next to the preview monitor, providing you with a large selection of transition types.
3. Click "OK" if you are satisfied with the settings you have selected.

Sound and music

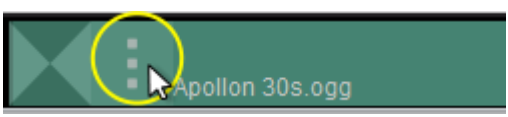
Adding background music and editing it together with original sound is easy in MAGIX Fastcut.

Add background music

- Click on the "Music" button to choose background music for your video.



- Then select your music files. "Open" inserts the file into the audio track. The length of the music will be adjusted to match the length of the video. The background music will be adjusted automatically if you insert other images or videos into the video project.
- You can insert additional music tracks before or after the selected music track via the context menu.



The music volume can be changed in the "Audio" dialog using a separate volume controller.

Hint: The music track will be cut off if it is longer than the video.

Keyboard shortcut: M

Move background music

If necessary, music tracks can be repositioned. Click in the center and move it with the mouse key held down to the desired position.

Hint: If there are several music tracks in the video project, they cannot be exchange with each other and may be moved around only in the free ranges.

Shorten background music

1. Click and hold down the mouse button on the edge of the music track.

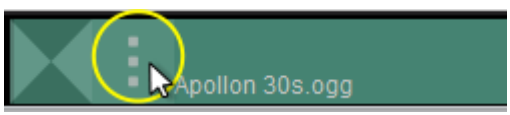


2. Move the edge to the desired position with the mouse button held down
3. Release the mouse button.

Remove background music

Individual music tracks can be easily removed:

1. Right click on the music track. Alternatively, you can click on the menu button (see illustration).



   The context menu for the music track will open.

2. Select one of the following entries in the context menu:
   - Remove music track
     (removes only the selected music track)
   - "Remove all music files in the track"
     (removes all music tracks used in the project)

   The following features are also available:

Note: You cannot remove a video's original sound. However, you can reduce the volume to 0 in the "Audio" section.

Create movie

If you are satisfied with your movie, you can burn it to disc, export it as a video file, or upload it to the Internet, e. g. YouTube ®.

- If you have already selected a movie template for your clips in the start dialog and are satisfied with this, go to the export dialog by clicking "Export directly".
- If you are in editing mode, click "Finish Movie" to open the export dialog.



The dialog that follows contains a wide range of options for what you can do with your finished movie.

Keyboard shortcut: B

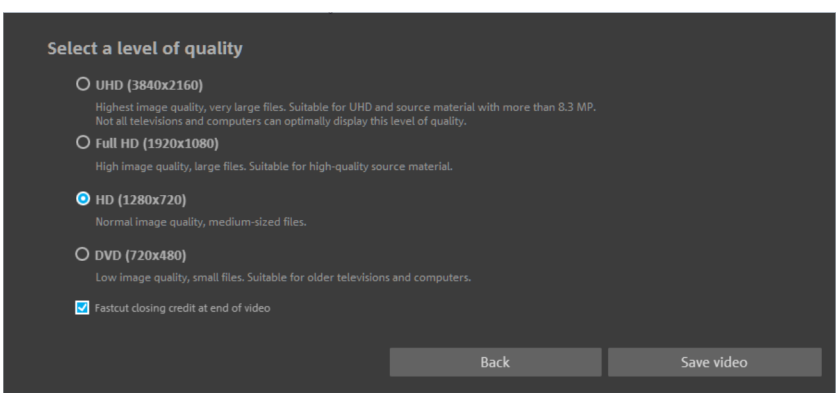
Save on computer

If you save your movie as a video file, you can open it at any time on your computer and play it back with Windows Media Player.

- Click "Save on computer" in the selection dialog to save your movie as a video file.

Your video will be exported in MPEG-4 format.

- Select a quality level. The higher the quality, the more space required on the hard drive.
- Click "Save video" to select a save folder and start the export process.

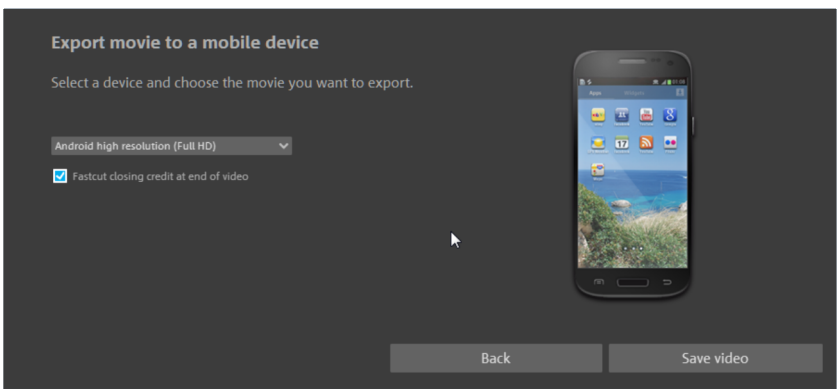


Export to mobile device

You can export your project to Apple mobile devices, Samsung Galaxy Tab or mobile phones with Android or Windows operating systems.

- Click on "Export to mobile device" in the export dialog.
- Then select the operating system and resolution for the project you're exporting.

Tip (only for Android phones and Samsung Galaxy Tab): Normally your device will be recognized by your computer as a "mass storage device". If this is not the case then change the connection detection settings of the device before connecting to your computer, so you can select the correct connection type (e.g. "mass storage drive"). For more details, please consult your device manual.



Upload to Internet

You can present your movie on YouTube or on Facebook.

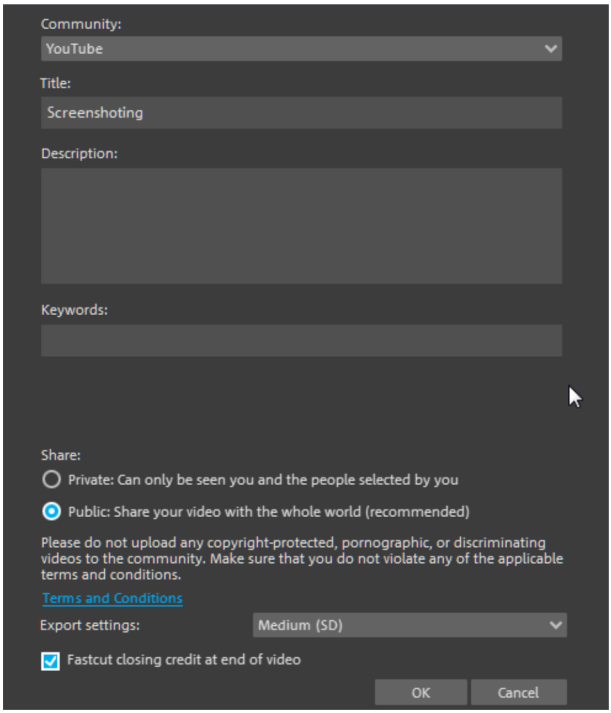
- Click "Upload to Internet" in the export dialog.

In the dialog that follows, you may setup your video for presentation on YouTube® and Facebook®.

- Under "Title" enter a descriptive title for the video as it will appear on YouTube® or Facebook®.
- An informative "description" tells your viewers what the video is about.
- You may enter terms in "Keywords" to help users find your video in YouTube.
- Just for YouTube®: You can select the "Category" in which the video should be published.

In "Send" you choose which user groups are able to see your videos.

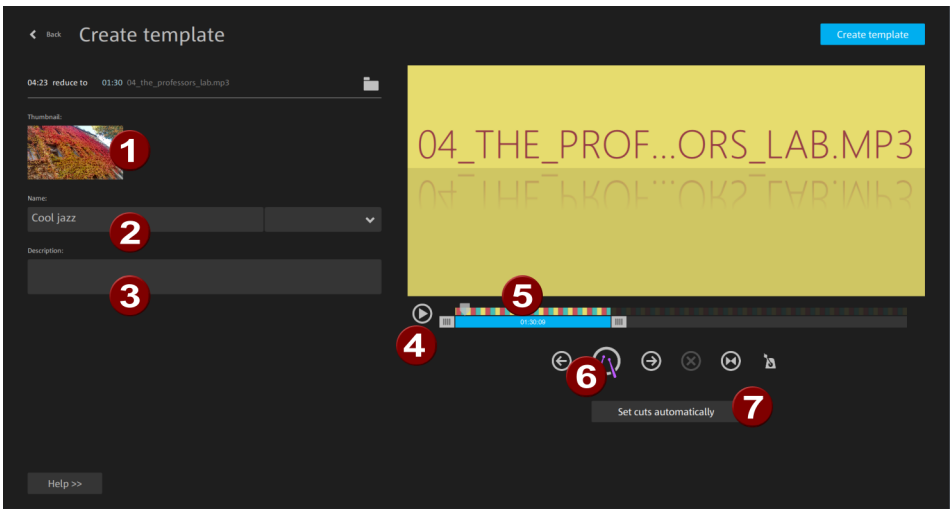
"Export settings" allows you to choose different quality settings for your video.


Community:
YouTube
Title:
Screenshoting
Description:
Keywords:
Share:
Private: Can only be seen you and the people selected by you
Public: Share your video with the whole world (recommended)
Please do not upload any copyright-protected, pornographic, or discriminating videos to the community. Make sure that you do not violate any of the applicable terms and conditions.
Terms and Conditions
Export settings:
Medium (SD)
Fastcut closing credit at end of video
OK
Cancel

More functions and dialogs

Creating Your Own Templates

Access the dialog for creating your own movie templates by clicking **"Create own template"** in the Select template (view page 16) window. In the file selection dialog, chose the music title your own template should base on. Click "Open" and MAGIX Fastcut will take over the song.



1. Select the part of a music track you want to use for a template by moving and trimming the track using the handles right and left **(5)**.
2. You can set the position in the template where in the future a cut should take place and another clip should start in two ways: manually or automatically. If you click **"Set cuts automatically" (7)**, will detect the tempo of the track and set cuts automatically to the beat borders.
3. To set cuts manually, start playback of the music file by clicking **"Play" (4)** (shortcut: space bar) and click on **"Set cut" (6)** (shortcut: S) each time you want to make a cut. The cut will be color coded in the timeline below. Repeat this until you reach the end of the music
4. It's best to listen to the music file again and use the color changes in the preview monitor to check whether the cuts are at the right places.

To remove individual cuts, bring the cursor key to the cut you want to remove and



click "Remove".



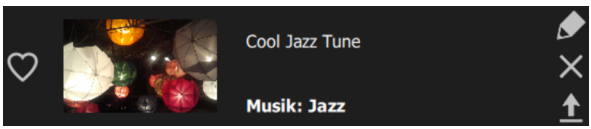
To align manual cuts to the beat of the music afterwards, click "Align".



Note: Shortcuts (view page 14) for cut editing are the same as for marking highlights

Under **(1)** select a descriptive image for your template, so that you can quickly recognize it among the others. You can use "Name" **(2)** and "Description" **(3)** for this purpose too. Using sorting in the "Select template" dialog you can quickly find your own templates under "Custom".

Click the **"Create template"** button to save your template. It will immediately appear among other templates and can be used for your films.



You can mark a template you've created as a favorite in the template list, where the following options are also available:

 Select "Edit template" to switch to the "Create template" dialog.

 Delete Template

 Export Template.

Note: A corresponding import can be found in the "Select template" dialog above the list.

Edit Objects

In the effects area you can edit image, video and audio objects, insert text, choose transitions and much more.



1. **Text (view page 37):** Select this tab to add titles or text to the object.

2. **Settings (view page 38):** Use these settings to adjust the display options. Click an object to display its settings. This lets you make further changes.

3. **Audio (view page 40):** Adjust the volume of the original sound, the audio dubbing and the background music. You can also optimize the video sound using presets.

4. **Transitions (view page 41):** If you want to transition between image/video objects browse the selection for a suitable style. You can only modify or add transitions when using manual editing mode (view page 27).

5. This can be used to add additional video clips and music files.

   For adding video clips, the wizard for loading video clips (view page 13) will open. Depending on which mode is active, MAGIX Fastcut will behave differently.

   For more info, read the chapters on template mode (view page 23) and manual editing mode (view page 27).

   For adding music, a dialog will open allowing you to select the files you want to import. You can only add music when using manual editing mode (view page 27).

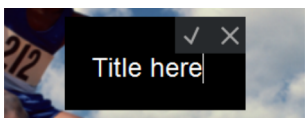
New music files are always added to the end of the arrangement and can be manually moved to the desired position.

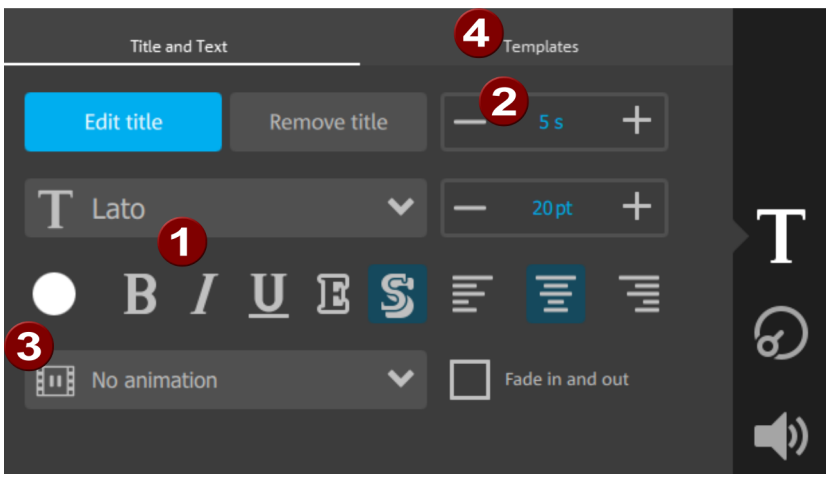
6 **Finish Movie: (view page 31)** The wizard for finishing projects opens to help you export the video in the desired format or to burn it to disc.

Title and text



Select the clip to which you want to add a title. Click on "Add title" and a text field will appear in the preview monitor.





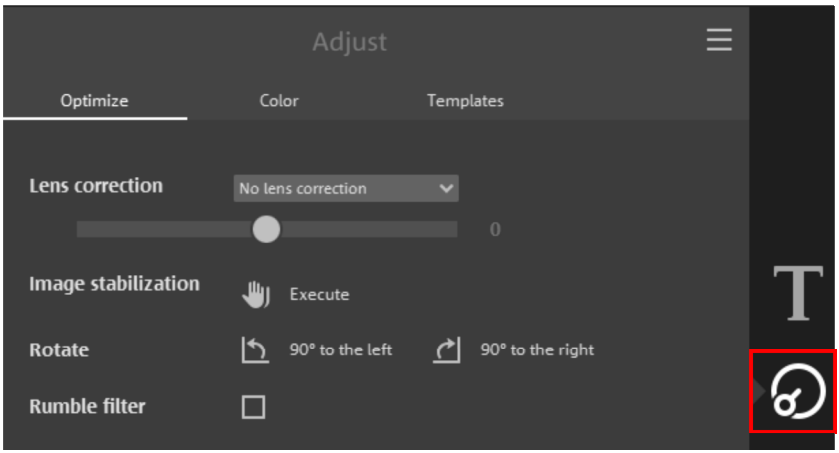
1 Specify the font type, size and color of the text. You can also add outlines and shadows to the text and arrange it the way you want in the text field.

2 You can also set display duration and specify whether titles should fade in/out.

3 You can animate the text or make it scroll down the screen.

4 By clicking on "Templates" you can access a selection of pre-made titles - all you have to do is add your own text.

Adjust



Adjust effects using the fader.

- To do this, click on the slider and drag it to the left to decrease the value or to the right to increase it.
- Alternatively, you can click on the percentage field next to the slider and manually enter a value between 0 and 100 %.

Optimize:

Lens correction: With the lens correction you can remove image distortions caused by certain lenses. Even "converging lines" can be easily straightened. There are useful presets for action cams which can be selected from the drop down menu.

Image stabilization: proDAD Mercalli 2.0 Image stabilization balances undesired picture movements. It counteracts unwanted movements by moving the image in the opposite direction. This produces overlapping edges in the footage that are trimmed automatically and replaced by black borders which are in turn removed using a zoom shot. This results in a more stable and almost imperceptibly larger picture.

Note: In order to use proDAD Mercalli 2.0 you must first activate this function for free before the first use.

Rotation: If the image is upside down because of the way the camera was mounted, activate this feature to rotate the picture.

Rumble filter: Effectively filters out rumbling noises. This could be wind noise which typically arises during recordings of ski runs.

Color

Brightness: The brightness is not changed linearly so that it is adjusted to normal human perception. This means that changes in the median brightness range are stronger than in dark and bright ranges.

Contrast: In photo editing, the level of the difference in brightness is referred to as contrast. If the contrast is increased bright areas become brighter and dark areas darker. Contrast is also often referred to as "brilliance".

Saturation: Refers to the color intensity of an image. If the saturation is turned up too high the image will look artificial. Reducing the saturation completely produces a black and white image (grayscale).

Backlight correction: Brightens shadows and darkens areas which are too bright.

Hue: The color wheel allows you to color the image. The further out you place the point, the stronger the image will be colored.

Automatic correction for color and exposure: The optimum color setting/exposure is calculated automatically.

Templates

Clicking on "Templates" opens a selection of effect presets. Here you can find the "Old movie" effect which gives your clip a 1920s style look. There are also various movement effects which simulate camera tracking shots, e.g. "Zoom in" or "Move left to right".

Try out the different effects to get an idea of what you can do with them.

- First select an effect and click "Preview"  to preview it.
- If you want to use the effect, either drag it onto an object using the mouse or click on it. .
- Since the effects do not change the original material, you can easily undo any effect. Click on  to undo.

Speed

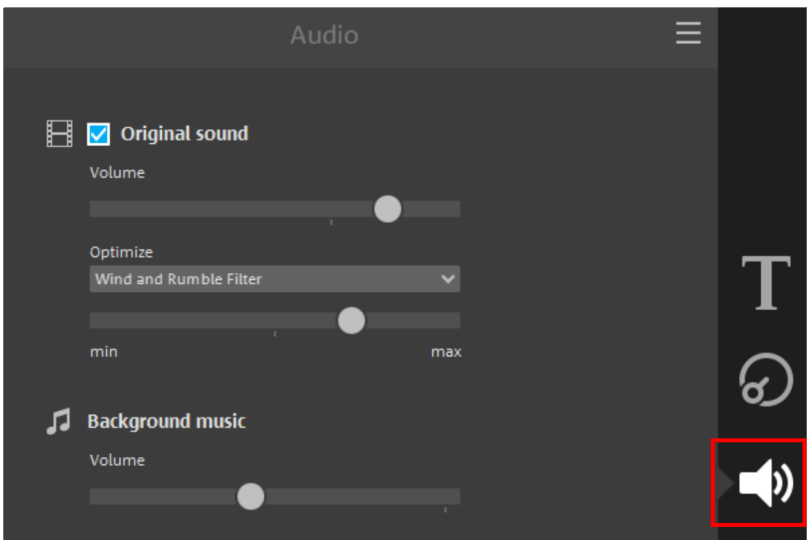
When you've specified the object's playback speed, slow and fast motion are also possible. The video can also be played in reverse.

Interpolate additional frames: To improve the visual appearance, additional images are generated for slow motion.

Maintain length: The length of the clip stays the same when the speed is changed since a shorter or longer section of the video is played back. (This option is permanently activated in template mode)

Note: If the video is played faster but you want the clip length to stay the same, more video material is "used up". If the clip's too short, it can happen that you can't set the maximum speed. If this happens, move the start time in the video forward.

Audio



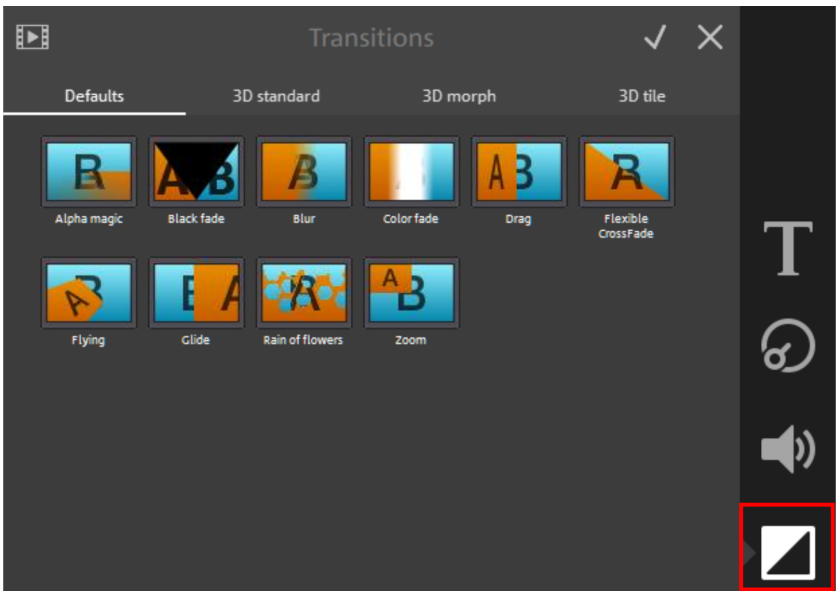
Original audio volume: You can adjust the volume of the original audio, in case it is too low.

Background music volume: Adjust the volume of the background music for the duration of the selected clip.

Optimize original audio: You can optimize a video's original sound quickly and easily using certain templates. Once you've selected a video with sound you can choose a template from the drop down menu and begin the optimization process. Use the slider to adjust the intensity of the optimization.

Transitions

Note: Transitions are only available in manual editing mode since they are assigned by the selected template in template mode.



Transitions control how your movie plays from one object to another. Normally, a "hard cut" is made between objects: The first image of the following object appears directly at the end of the previous object, i.e. without any special fade effect.

Here you can find all fades from MAGIX Fastcut, sorted into various categories. Click on a category to see all the fades in a list.

- First select a transition and click "Preview" to preview it.
- If you want to use the transition, either drag it into the gap between two objects or click , if the first object is selected.
- Since the effects do not change the original material, you can easily undo any transition. Select the first object that uses the transition and click to undo.

Display duration

Enter the display duration for the current photo here in [Minutes]:[Seconds]:[Frames].

Apply to all: The settings are applied to every photo in the current movie. The settings will not be applied to photos in additional movies in the project.

Shortcut: Ctrl + L

Note: This dialog can only be accessed in the "Manual editing“ area when an image object is selected.

Clean-up Wizard

The Clean-up Wizard helps you delete disc projects from your hard drive, including all movies and the audio, video, and picture files used in them. Use this function to free up disk space for future projects.

Caution: If the files you used in the movie have also been used in other movies (like trailers, opening music, etc.), then you should make backup copies of these files beforehand.

Delete certain files

Choose this option if you would like to select certain files for deletion. In the file selection dialog, you can select the desired files. In the next step the Clean-up Wizard automatically look for other files which belong to your selection. Using this method you can delete an entire movie with all of its accompanying media, help, project, and backup files. Before they are deleted, you receive relevant information in a dialog and a confirmation request.

Search and delete unnecessary files

Choose this option if you would like to find unnecessary files or free up some space on your hard drive. The Clean-Up Wizard then automatically looks for extraneous files created during use of MAGIX Fastcut. Before they are deleted, you receive relevant information in a dialog and a confirmation request.

Object properties

This function displays all the information about the currently selected objects, such as file name, and its location on the hard drive. Depending on the type of object, the elements displayed will vary.

General information

Here, you can change the name of the selected object. Additional information is also displayed about which file the selected object points to.

Interlace/Deinterlace (only for video objects)

The "Interlace/Deinterlace" tab lets you specify the interlace editing of the video footage.

Interlace properties: Normally, MAGIX Fastcut automatically makes suitable settings for this. Adjustments still need to be made to faulty video footage. If playback of the exported movie is very jittery, if flickering occurs, or if some effects do not look how they should, you can reverse the source material frames.

Deinterlace options: Normally, the setting **"Automatic interlace processing"** does not have to be changed. The frames are processed separately and passed to the encoder when exported. If necessary, <Program Name> will perform high-quality de-interlacing. If "No interlace processing" is set, then it is assumed that the source material contains full frames.

For more information on interlacing, please see "Interlace" (view page 64).

Keyboard shortcut: Ctrl + E

Project settings

Project name: Give your project a name.

Video settings: Specify the format and ratio for the entire project. The format specified will be used as the default size during export.

Automatic: The settings for the imported clips will be applied to the project.

Shortcut: E

Program Settings

Project folder: This is the folder where MAGIX Fastcut normally saves all projects and imported videos. When a project is created, a subfolder with the same name is added to help you keep everything in view.

Operation & animations:

- **Activate touch optimization in the storyboard:** Connect a touch-enabled device to automatically activate touch support. You can also deactivate this option to go back to using the mouse.

Note for using the mouse when touch support is activated: To drag and drop a clip into the Storyboard, you have to hold down the left mouse button until the photo is released from the series and can be moved.

- **Activate animations:** Deactivate the animations to make working with the program more effective.

Video mode: Set up the playback mode in the arranger here. Choose from the following:

- **Compatibility mode:** This mode works on all systems. Activate this mode if there are problems with playback.
- **Standard mode:** This mode offers an extreme speed advantage by letting the graphics card directly calculate mixing, a wide range of effects and various transitions. Depending on your graphics card, performance can be raised by up to 300%. The graphics card will not be used during export.

Note: To use this mode the graphics card must have at least 128 MB of RAM, the graphics card driver has to support "High Level Pixel Shader Language 2.0" and Direct 3D 9 or higher must be installed. MAGIX Fastcut checks the corresponding properties when this mode is selected, and switches it off if necessary.

- **Alternative mode 2:** This mode uses the hardware de-interlacing feature of modern graphics cards together with DirectX 9. Make sure that you are using the most recent version of your graphics card driver, which must be compatible with DirectX 9 to function properly. This mode is only superior to "Overlay mixer" mode for a limited number of graphics card models.

Always use DirectX9: Normally DirectX11 is activated for the preview in the project window. DirectX9 can be activated for Windows XP and graphics cards that don't support DirectX11. You can also activate it if you are having general problems.

Use hardware acceleration where possible: Here you can activate hardware acceleration for your graphics card during MPEG-4 export or H.264 playback if your system supports it.

Attention: If hardware acceleration for H.264 playback has been activated, but this feature is not supported by your graphics card, you may not be able to load certain videos. If you experience problems importing certain videos, deactivate hardware acceleration for H.264 playback in the program settings.

Fade in/out time for background music: You can set the length of the fade in/out time for the background music here. The values are given in milliseconds (ms).

Reactivate dialogs: When newly installed, MAGIX Fastcut displays a number of security queries in various parts of the program. Each of these can be switched off by clicking the small box at the bottom that says "Don't show this message again". To display these warning messages, select the "Reactivate dialogs" option.

Shortcut: Y

Smart Preview

Processing high resolution videos (Ultra HD, 4K) demands a good deal of computer power. If you're then editing these videos and adding effects that will be included in realtime, this can also really slow down playback.

For these kind of files we've developed a type of the optimization known as **Smart Preview**. When using Smart Preview to play high resolution video footage, each individually decoded frame in converted to a lower resolution to create a proxy video. This video is then used in your project in place of the source material, so that it can be played back in realtime with effects and transitions that require high CPU. Then, when you're rendering your video at the end of the editing process, the original video material is used again in place of the lower resolution material to maintain high quality.

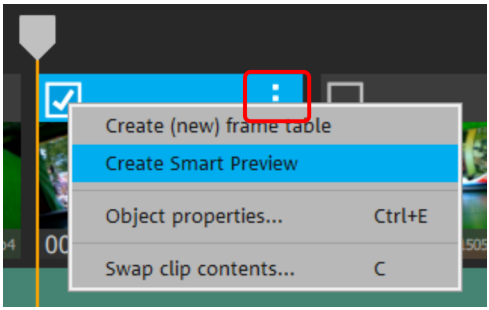
The Smart Preview process takes place automatically in the background and is highly efficient because a preview file is only created for the areas of the video that are actually played back.



If you want to play back the original file instead of the Smart Preview, activate the HQ button in the video preview.

If you're editing in template mode or manual editing mode, you can also use Smart Preview for a clip to cut down on waiting time during editing. Simply click a clip in the context menu and select **"Generate Smart Preview"**.

Note: HQ must be deactivated first!



You can deactivate Smart Preview completely, change storage location for preview files or delete all previews in the program settings (view page 44).

Menu reference

In this chapter you'll find the full menu list for your copy of MAGIX Fastcut and the corresponding functions.

Note: Not all functions are available in template mode, as they cannot be used in conjunction with templates. You can use further effects in manual editing mode, depending on your program version (free or subscription).

File Menu

New/open

The start dialog will open when you begin a new project open a previously saved project.

Keyboard shortcut: New: Ctrl + N
Open (Ctrl+O)

Recently accessed projects

Load the last projects you opened using this menu item.

Clean-up Wizard

This menu item opens the Clean-up Wizard (view page 42). This helps remove unnecessary names to save memory on the hard drive.

Save

The current disc project is saved with the name displayed in the project window. If you have not yet specified a name for your project, a dialog will open wherein MAGIX Fastcut asks you to do so.

Keyboard shortcut: Shift + S

Save as...

A dialog opens where you can specify the path and name of the video, under which it is to be saved.

Keyboard shortcut: Shift + S

Import

These 3 menu entries enable video, photo, and music files to be imported into the current project.

You can use the buttons in the filmstrip view to do this.

Keyboard shortcuts: F (Photo)

M (Music)

V (Video)

Online

This is a list of menu entries regarding all of the services that are available directly from within MAGIX Fastcut.

Catooh – the Online Content Library

Catooh provides you with high-quality photos, videos, and music for every theme, expanded by intelligent iContent with professional Soundpools, DVD menu templates, and brilliant MAGIX ShowMaker styles to help you make your photo, video, and music projects reality. All of this is available directly from your MAGIX software.

Browse through the thematically sorted categories or view the results directly by entering a keyword. After downloading, you can drag the objects from the Media Pool directly into your arrangement.

Tip: Read the introduction online!

Export single frames as BMP files

Exports the image located at the playback marker and displayed in the video monitor as a bitmap (*.BMP) file.

With the still picture export function you can export individual pictures from a movie, for example, as a background picture.

A suitable resolution will be used automatically, this can be changed though.

Finish Project

This menu point opens the Project Finishing Wizard (view page 31).

Backup copy

Back up your project to ensure you don't lose your work. All of the files used in the project will be copied into the folder indicated. This means that you can edit your project at a later date and save it or burn it to another format.

Settings

Project...

This menu entry opens up the Settings for the opened project (view page 43).

Keyboard shortcut: E

Program...

This menu item opens the program settings (view page 44).

Keyboard shortcut: Y

Language

Change the language used in MAGIX Fastcut here. Normally, the language that is used for installation is set as the program language.

Reset program settings to defaults.

Use this function to reset all program settings (view page 44) you made in MAGIX Fastcut to their original settings.

Exit

Closes MAGIX Fastcut.

Keyboard shortcut: Alt + F4

Edit Menu

Undo



During movie editing you can undo the last changes you made. This way, it's no problem if you want to try out critical operations. If you don't like the result, you can always revert to the previous state using "Undo".

Using the arrow buttons you can select individual changes which you would like to undo.

Keyboard shortcut: Ctrl + Z

Restore



This function undoes the previous "Undo" function.

Using the arrow buttons you can select individual changes which you would like to undo.

Keyboard shortcut: Ctrl + Y

Cut

This command deletes the selected object and saves it to the clipboard. You can then use the "Paste" command to copy it into any movie.

Keyboard shortcut: Ctrl + X

Copy

This command copies the selected object to the clipboard. Then you can use the "Paste" command to use it again.

Keyboard shortcut: Shift + C

Insert

This command inserts the clipboard material at the current position of the start marker.

Keyboard shortcut: Ctrl + V

Delete

This command deletes the selected object.

Keyboard shortcut: Del

Splitting objects



This command cuts a selected clip at the point where the playback marker is positioned. This way, two independent clips are created.

This way you can isolate a part of a clip in order to delete it or move it:

1. Set the playback marker at the desired starting position in the clip and click on the scissor button.
2. Place the play cursor at the end of the part you wish to remove and click on the scissor button again.
3. Select the middle object that was created and press "Del".

4. Drag the last clip to the position of the first one. It will automatically latch onto the cut edges. All subsequent clips will be moved along in unison so that no gaps appear.

You can also use this function to apply effects only to a certain part of a clip.

Keyboard shortcut: T

Remove object start



The clip will be split at the current position of the playback marker, and the first part of the clip will be removed.

Shortcut: Z

Removing an object end

The object will be cut at location of the play cursor and the latter part of the object will be removed.

Shortcut: U

Select All

All objects found in the project are selected.

Keyboard shortcut: Ctrl + A

Effects Menu

View duration

Opens a dialog to set the Display duration for photo and title objects (view page 41).

Keyboard shortcut: Ctrl + L

Effects Settings

The entries for this submenu are also directly available in the video object context menus.

Apply to all

The current effects settings will be applied to all objects.

Keyboard shortcut: Shift + A

Apply to all subsequent objects

The current effects settings will be applied to all objects in your movie which lie behind the selected object.

Keyboard shortcut: Shift + O

Copy

The current settings will be saved to the clipboard so that they can be applied to other objects.

Keyboard shortcut: Alt + C

Insert

Applies the effects settings from the clipboard to the selected bject. The settings must be copied beforehand.

Keyboard shortcut: Alt + P

Reset

This "effect" is not an effect. as such. It disables all applied effects.

Keyboard shortcut: Shift + C

Object properties

This function displays all the information about the currently selected objects such as file name, position on the hard-drive, tempo, etc.

You can also set a background color for the object to make it stand out and easier to find.

Keyboard shortcut: Ctrl + E

Share Menu

Here you will find many options for for quickly and easily publishing your data from the program on the web. Additionally, data transfer into other programs for specialized editing, if you have such programs installed, is enabled.

Help Menu

Help

This command is available for almost every feature of the program, and it opens the "Help" file for the corresponding topic. Use this command to get help on any of MAGIX Fastcut's functions.

Keyboard shortcut: F1

Context help

The mouse cursor will turn into an arrow with a question mark. Click on any button in the main screen to open program help.

PDF manual

Opens the manual in PDF format. Similar to the Help feature that can be accessed by pressing F1, this manual contains all of the important information about the program.

Open magix.info

Directly from within the program you'll be able to access magix.info, the Multimedia Community from MAGIX. You'll find answers to all the most frequently asked questions about MAGIX products and multimedia in general. Were you unable to find a solution to your particular problem? No problem, just ask the question yourself.

Show introduction video online...

The online introduction video is a great way to quickly familiarize yourself with MAGIX Fastcut.

Show video tips online...

This menu entry displays a video which contains general tips about filming with action cams. This function requires an Internet connection.

Note: You can find additional tips in the personal tips from Tilman Herberger (CTO at MAGIX Software GmbH) (view page 56).

Display tooltips

Tooltips are small information windows that open up automatically if the mouse pointer stops briefly on a button or some other area. They provide information about the function of the button. These information boxes can be switched on or off with this option.

Register online

This option opens the MAGIX homepage for online registration where you can register as a MAGIX user.

Registration grants you access to the MAGIX support website where various program updates and help programs can be downloaded.

Online Update

Connects directly to the online update page where you can get the latest version of your program.

Deactivate Program

This menu item deactivates MAGIX Fastcut with immediate effect. After deactivation, it is possible to immediately install and activate MAGIX Fastcut on another computer

About MAGIX Fastcut

Displays copyright info and version number of MAGIX Fastcut.

Function and codec activations

MAGIX Fastcut requires 3 free activations if you want to use the corresponding functions or file formats:

- MPEG-4
- Dolby Digital (only if you have Windows 7 installed. With Windows 8 and higher, it is automatically installed and activated on your system.)
- proDAD Mercalli 2.0

MAGIX Fastcut sends corresponding dialogs to notify you of corresponding functions/formats that need free activation.

Personal tips from Tilman Herberger

Hi, I´m Tilman Herberger. For many years i´ve been using GoPro action cams for my hobbies such as skiing, biking and aerial photography using my quadrocopter. That's why I´m very proud to introduce MAGIX Fastcut for super high speed editing and improving GoPro clips.



I´d like to give you – especially the action cam beginner – some tips based on my experience in this area. This will help you to achieve good results in a very short time using the right GoPro settings and the best tools in MAGIX Fastcut.

GoPro action cam settings

Video format

State-of-the-art action cams support many different video formats. If you have lots of time, try them all and find out which meet your needs best.

My tip: Use the full HD format. That means 1080 lines. For really fast movement in your videos, use 50 or 60 frames, but in most cases also 25 or 30 frames per second are enough.
Advantage over higher resolutions: These settings keep editing slick and fluid and the resulting file sizes are moderate. A typical HD TV shows the same format – 1080 lines.

Angle settings

When using a 1080 video format the GoPro 3 and 4 support three different view angles: Wide (W), Medium (M) and Narrow (N).

In my experience, the medium angle (M) works best for most situations:

- All objects **in front** of the camera are in the picture.
- The wide angle distortion is moderate and can be easily compensated in MAGIX Fastcut.

When using the W setting you have to deal with massive distortions and some objects appear really small. When using N, some important objects might not be in the picture.

PAL or NTSC?

Hidden in the GoPro settings, you can find the switch between the American video system (NTSC) and the European setting (PAL).

If you live in Europe, I recommend that you switch to PAL. Only in PAL mode can you use common European frame rates like 25 or 50 frames per second.

Using NTSC you get 30 or 60 fps, which is OK for Internet media, but not perfect for European televisions.

Here you can see the GoPro settings I use for most recordings - with 1080, 50 fps and a medium angle setting:



Connecting your GoPro to your PC

You can connect your GoPro to your PC using a USB cable, then switch it on and access the clips.

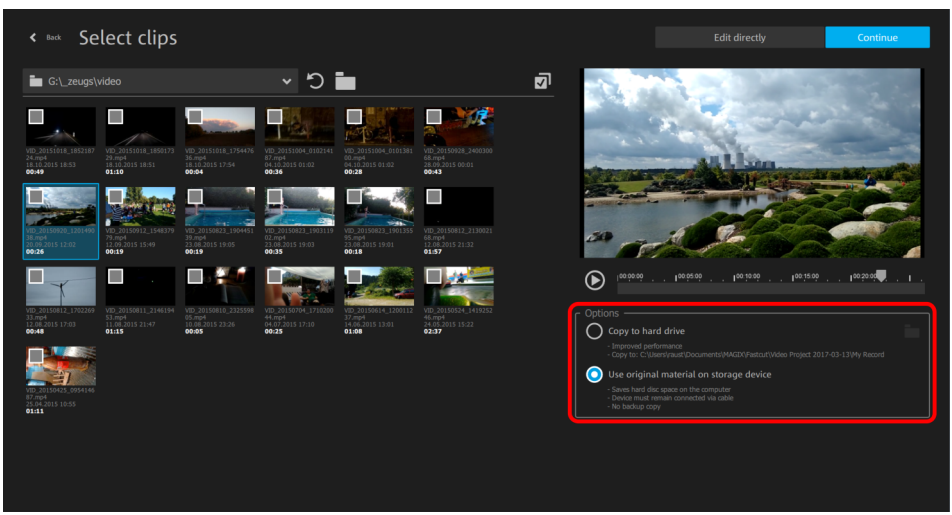
But my tip is: If your PC or notebook has an SD- or micro-SD card slot: Take the small micro SD card out of your GoPro and attach it to this slot.

Advantage: Much faster data access compared to a USB cable.

This lets you edit your clips more fluidly! This way you can create small editing projects with MAGIX Fastcut directly from your SD card without the need of copying large files to your PC, which can easily take 15 minutes or more. A unique MAGIX Fastcut advantage!

From GoPro to PC

Should I use Direct Import or Copy to hard drive?



MAGIX Fastcut offers two ways to access your GoPro clips:

- **Copy to hard drive:** Using the Copy mode all video data is copied from your GoPro to the PC's hard drive and then edited. This takes up time and space on your hard drive.

  But the advantage is: Normally the hard drive is faster than the SD card. This makes later editing more fluid. Besides that, it creates a backup copy of your clips.
- **Use original material on storage medium:** The large clips stay on your SD card and are accessed directly via USB, or even better, via an SD card reader.

Advantage: You won't lose time copying over data, and can start editing immediately. This way you can show template-based results in less than three minutes, while users of other tools are still importing their files.

Tip:
Use "Copy to hard drive" if, for example, you are going to start a comprehensive editing of an important or unrecoverable recording.
For all other projects – where speed and hard drive space matter – use the direct import mode, for example if it's just the ski clip of the day.

Should I use templates or manual editing?

MAGIX Fastcut offers the fantastic option to automatically apply professionally created project templates to your clips. The program makes dozens of perfectly aligned cuts – you'll be surprised how impressive this looks with your own video material!

If one of the clips doesn´t fit right, you can easily trim it afterwards using the trim tools below the video monitor.

Tip: Try out some of the different templates before starting with time-consuming manual editing! Often you will get near-perfect results using a template and need to make only a few small manual corrections - and all this can be done in a fraction of the time of a complete manual edit.

Help! My video won't play smoothly!

No need to panic – sometimes it is possible that the video preview in MAGIX Fastcut jumps if your PC is overloaded. But this is only the preview! Your final video will be exported fluidly – you can count on this!

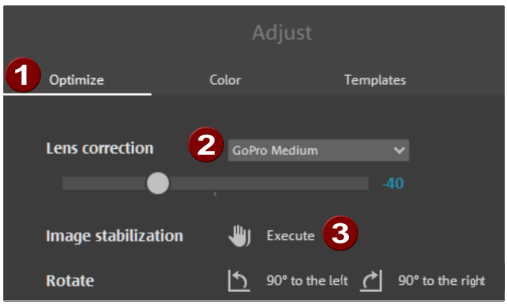
Here some tips for a slick preview:

- Make sure that Smart Preview is activated, i. e. **HD** at the video monitor must be set to "off".
- Use a fast SD card reader instead of accessing the clips via USB cable. Or copy the clips to your hard drive using the "Copy" import option.
- Use only the video quality you really need, for example 1080 or 720 lines. If maximum quality is used, this can overtax a standard laptop quickly.

Effects

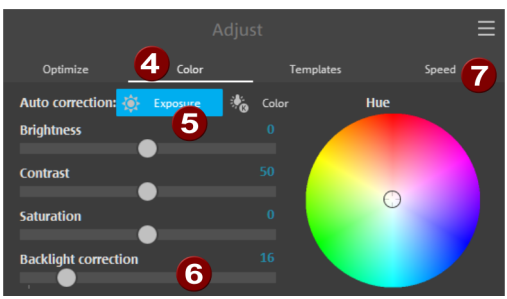
MAGIX Fastcut offers a wide range of effects for editing.

For action clips the following effects are very useful:



"Optimize" (1) effects page

- **Lens Correction (2):** With this tool it is easy to correct a bent horizon or other crooked lines created by your GoPro's wide-angle lens. Just select the right GoPro setting ("Narrow", "Medium" or "Wide") and use the slider to fine tune.
- **Image stabilization (3):** Often action clips are a little bit shaky, e.g. a rough ski ride or bike descent. Shaky clips can usually be stabilized, making them look smoother and softer.



"Color" (4) effects page

- **Auto Brightness (5):** Sometimes the colors in GoPro clips look a bit soft and dull. If this happens, you can activate the Auto Brightness option to generate brilliant colors!
- **Back light correction (6):** This effect is very helpful for creating nicer colors in shadows and dark areas in your clips. It's perfect for optimizing the colors in footage shot at sunset.

"Speed" effects page (7)

- **Slow motion/Fast motion:** Sometimes your action clip does not look as fast as it felt while filming it. Increase the video speed by a certain factor can help. Try out 1.3 faster, for instance, to recreate the look of rapid action rides. But don't overdo it!

Note: The "Speed" effects page is only available in "Manual editing" mode (view page 27), as it affects the video templates.

Publish

Of course, you'll want to share the videos you've made with MAGIX Fastcut.

MAGIX Fastcut has built-in export modules for MP4 files, as well as YouTube and Facebook upload.

So far that's all for now – I'm happy to receive your personal feedback on MAGIX Fastcut. You can be sure that we will improve the program consistently.

Tilman Herberger

MPEG glossary

Motion estimation

Motion estimation is a further element for reducing data used in MPEG encoding.

Motion estimation also occurs in the B and P frames. The image difference that still exist after prediction (view page 66) are examined. Complex algorithms are used to search for an original occurrence of the macro block in the reference frame of each macro block of the P or B frame (these are units of 2x2 blocks specially combined for this purpose), which have been moved either by movement or by camera pan. They can then be left out in the P and B frame. Only the information by how far and to where the macro block has been moved is saved instead. This vector is called the motion detector.

In the General encoder settings, you can specify the quality of the final MPEG video. This factor also influences the time required for encoding. The longer it takes, the better the quality.

Bit rate

MPEG is a format used for storage and transferring. With older formats (e.g. AVI) you could predict that 20 seconds of movie would result in 20 MB of data. The file size is this a direct measurement of quality.

This is different for MPEG: The amount of data available can be used differently for different display modes. 20 MB can be 4 seconds of DVD Video or 5 minutes Internet streaming in thumbnail format. The quality of an MPEG video is measured by the width of the created data stream, the bit rate. This is the amount of the transmitted data per time unit; it is stated in kBit/s or bit per second.

Bits, not bytes are used, since the data word width has to address the transmission restrictions.

The file size can be calculated from the average bit rate, if its length is known:

F = (BRV + BRA) * t

F=File size	BRV= Video bit rate	BRA= Audio bit rate	t=Length in s

Block

For almost all image file editing techniques the image is subdivided into 8 x 8 pixel blocks (image points). This should be noted if you would like to used user-defined image resolutions (width/height), and they should always be a multiple of 8.

Chroma format

The color value of each image point consists of the color values for the primary colors red, green, and blue (RGB), and for traditional and technical reasons it is transformed into one brightness value (Y = 0.299*R = 0.587*G + 0.114*B) and two color difference values (U = R - Y, V = G -Y).

The Y value alone produces the black and white picture. These signal components allow brightness and color information to be handled separately. The first data reduction occurs when single rows comprising a picture are read. Because the human eye has a lower color resolution than a brightness resolution, the color components are recorded only for every other point of a row (4:2:2) for each four pixels grouped (4:1:0), i.e. color signal under-reading.

4:2:2 This corresponds to the established TV standard. One piece of color information is transmitted per row for two pixels which corresponds to a 2/3 compression of the output data.

4:1:0 This is the color coding used for DVDs and most other consumer video applications. For each 4 pixels grouped together on two rows, one unit of color information is saved. This corresponds to a output data compression of 1/2.

Field

A half-image, i.e. two halves which combine to produce a frame (see de-interlacing (view page 64)).

Frame

A frame is a single image from a video sequence which also called a full image. PAL video, for example, contains 25 frames per second, NTSC 29.97 frames.

Video recordings, with the exception of computer animations and still frames, don't contain full images. Instead, they have double numbers of half-images (fields) which are transmitted in an interlaced state. However, we still refer to frames, since many predecessors of MPEG compression are based on such frames. Video editing literature usually refers to frames.

GOP

Group **o**f **P**ictures: The sequence of I frames and the P and B frames that belong to them.

e.g. I B B P B B P B B I ...

(This GOP has a length of 9, with 2 P frames and 2 B frames)

I frames contain the entire image information of a frame, while P and B have part of the information. So-called prediction (view page 66) and movement approximation are methods used for reduction.

The combination P B B is called a subgroup.

I frames must appear in regular intervals in the data stream for image and sound to be synchronized. Between the I frames only a limited count of P and B frames is allowed. This explains a few things: Since P and B frames contain only differential information, these differences will be larger with time, since more and more changes takes place from frame to frame. A large count does not make much sense, since GOP has a maximum length of 15 (4P, 2B) in PAL and 18 (5P, 2B) in NTSC. (More than 2 B frames between P frames is not allowed).

In a **closed GOP**, B frames of the last subgroup may contain only backward predictions or references to the preceding P frame, but no references to the following I frame, since it belongs to the next GOP.

I frames

Intra-frames: In these pictures, the entire image information of a frame is saved and only information from this frame is used ("intra-frame encoded"). In contrast to the I frame, P and B frames save only the differences between the current frame, and preceding and/or following frame are also found in MPEG video (P frame = "predicted frame", B frame = "bidirectional frame", see Prediction (view page 66)).

Interlace

For historical reasons, pictures in a movie are always recorded and transmitted in the form of two fields, first the lines with even numbers and then those with odd numbers. These fields are alternatively displayed with a double-frame rate. The (lazy) eye of the viewer or the processing of the TV tube puts the two frames together to form one.



The output image



First field



Second field

You normally don't have to worry about field processing. The video material goes through the entire processing chain as fields and is exported again as fields or burned onto DVD or shown on TV when played back on a DVD as a full picture. Only in certain rare conditions is it necessary to delve deeper into this process. Two problems can occur:

Interlace artifacts

To be displayed on a computer monitor the two fields must be combined to form a full screen.

These two fields are not the same, since two fields are created during the recording (between which a 1/50 of a second gap is evident). Moving objects can therefore produce artifacts at the vertical edges.



Typical interlacing errors

You can use so-called "de-interlacing" to avoid these artifacts. A picture in between the two fields is created (interpolated). So if you want to create stationary pictures from movies, then you should definitely use a de-interlace filter.

Incorrect field rate

If you move around the series of fields in a movie data stream you can see strong jitter and flicker effects. Picture objects move in a backward movement - two steps forwards, one back - since a delayed field is shown before the previous one. This can happen in the processing chain if you export video material improperly with the wrong field order and then import it into different material.

We use MXV or MPEG "Top field first" format for all analog recordings ("odd" in other programs). DV-AVI on the other hand is saved with “Bottom Field First”.

P frames and B frames

P frames save only the difference between the current picture and the preceding I frame. The "P" comes from the term "prediction" which describes this process.

B frames save the differences between the current picture and the I or P frame preceding and following. This includes the information that was the same before and remained the same after the current frame. Both directions are analyzed (indicates the "B" in the name, i.e. "bidirectional-predicted"). You can read more under prediction (view page 66).

Prediction

Prediction is a method of data reduction used by the MPEG format. The image elements already known from the previous or following frames are removed from the data stream.

How does it work?

The encoder has a precisely defined GOP, for example IBBPBBPBB. This sequence is transmitted together with the encoder, which always knows exactly which kind of frame comes next. I, P, and B frames are differentiated.

Hint: When we talk about pictures, we mean frames of the video output, and I, P an dB frames are the frames of the encoded video. Just as in movement approximation, blocks (8x8 pixels) are united into macroblocks (16x16 pixels) during prediction.

The first frame is always the I frame. It is completely encoded from the first picture. Afterwards, the 4th picture is analyzed for the creation of the first P frame. (As already said, the encoder, and later the decoder, will know that two B frames belong between them.) This image will also be completely encoded, and afterwards all macroblocks that haven't changed in comparison to the I frame will be deleted. They will be replaced by corresponding references for the decoder that tell it "you already know what should be shown here, and you can get it from the last I frame".

Now, the 2nd will be completely encoded, and all macroblocks identical to the first I frame **and** the following P frame will be removed. References to previous frames are called **backward predictions**, and references to following frames are called **forward predictions**. The third picture will be edited in exactly the same fashion.

The fourth picture we have already explained, and now we need the next P frame, or picture number 7. Pictures 5 and 6 are B frames again, which are compared to P frames to both sides of them (picture 4 and 7); these are followed by the last two B frames. These have a special place, since in closed GOPs, they may contain only

backward predictions, and no references to the next I frame, because it belongs to the next GOP.

Something else: Since the decoder is no prophet, the P frames are always transmitted before the B frames! The GOP explained above will be encoded and transmitted in the order it is written.

Original GOP	$I_0\ B_{01}\ B_{02}\ P_{01}\ B_{11}\ B_{12}\ P_{02}\ B_{21}\ B_{22}\ I_1$	
Data stream	$I_0\ P_{01}\ B_{01}\ B_{02}\ P_{02}\ B_{11}\ B_{12}\ B_{21}\ B_{22}\ I_1$ ...	for closed GOPs
	$I_0\ P_{01}\ B_{01}\ B_{02}\ P_{02}\ B_{11}\ B_{12}\ I_1\ B_{21}\ B_{22}\ P_{11}$...	For open GOPs

Due to this nested structure, it is easy to see that during direct editing of MPEG material, complicated computations have to take place! These are made easier using a **frame table**. A frame table contains a list, where the information of every frame in the data stream is found, identifying the type of frame it is.

Using Movement prediction (view page 62) P and B frames are likewise reduced.

Quantization scaling

The single pictures in MPEG are saved using a compression method comparable to JPEG with bitmaps and associated with quality loss. For this single images are divided into 8 x 8 blocks (view page 63).

Each one of these blocks is then transformed into an 8 x 8 matrix (a table with rows and columns) using a **DCT** (discreet cosinus transformation) mathematical method. Each of these values is produced using all 64 individual pixels of the block, but the values in the matrix are ordered in such a way that the image information is ordered according to its importance.

This matrix will then be multiplied by another matrix, i.e. the **quantization matrix**. Exactly how and why this matrix must be created is the biggest secret of encoder programmers, since this determines the quality of the whole encoding process. What is known is that the result should contain as many zeros as possible! These zeros correspond to the "unimportant" image elements mentioned and will not be transmitted in the data stream.

Depending on the encoder parameters regarding the target bit rate, fewer or more values of the matrix will be declared unimportant by dividing the quantization matrix by the **quantization scaling factor**. Since only whole numbers are used, a division can produce a zero is the remainder is discarded.

This factor is also a direct measure of the sought image quality of the MPEG data stream, since the "Q" in "Q" factor stands for quantization and quality.

Glossary

A

Aliasing

Aliasing, or alias effects, are mistakes that appear during digital scanning of sounds, videos or images when the sample frequency (in audio editing) or resolution (in video editing) used are too low.

ATN:

This abbreviation stands for "Absolute Track Number". Which is the actual time code of DV and HDV recordings recorded using the helical scan method.

Audio

This is then referred to as "audio" when the sound signal is saved directly as such on the PC. The actual sound is recorded or played back here.

audioid

audioid is a process used to determine the title and artist name base on musical properties. An Internet connection is required to access the audioid database.

AVCHD

Stands for "Advanced Video Codec Definition". It is an HD format for video cameras, which has been developed by Panasonic and Sony. In comparison to the "HDV" format, a clear improvement in quality can be seen here.

MPEG-4 AVC/H.264 is used for video encoding and AAC or AC3 for audio encoding. The maximum bitrate is 25 Megabits/sec.

AVI

The AVI format (**Audio Video Interleaved**) isn't actually a proper video format! Rather, it is a so-called "container" for which the conventions for transferring audio and video files to the program are only loosely defined. More in this topic can be found in General notes on AVI videos.

B

Backup disc

Copying of files to a different file storage medium to secure these files is called backing up, or creating a backup.

Browser

A browser (also known as web browser, or Internet browser) is a computer program that displays websites. The best-known browsers are Internet Explorer, Firefox, Safari, and Opera.

Button

Refers to an element of the graphic user interface of a program. The button initiates an action in the program via left mouse click.

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Refers to an element of the graphic user interface of a program. The button initiates an action in the program via left mouse click.

C

Cache

Simply stated, this is a temporary folder where frequently accessed files are saved so that they can be quickly launched while you are working.

CC

CC stands for "Connectivity Co-ordination" and describes how the change of a domain name from one provider to another occurs (domain transfer).

Clip level

Signifies the volume level at which the recorded signal is overmodulated, or "clipped".

Clipboard

The clipboard is used to temporarily store objects during execution of commands like "copy" and "cut".

Clipboard

The clipboard is used to temporarily store objects during execution of commands like "copy" and "cut".

Compatible

Different devices are compatible with each other if they operate together without any errors occurring.

Context menu

Context menu can be reached by right clicking on a selected object. It offers functions which are available and can be expected in the given context.

Copyright

Protection of intellectual and creative property against unauthorized copying.

Copyright

Protection of intellectual and creative property against unauthorized copying.

CPU

Central processing unit: The name for the main processor of the computer (CPU). Modern computers have even two or more processors, or one processor with several cores.

D

Dialog

A dialog opens in a new window and lets the user interact with the program. This means that the dialog can present information to the user and/or expects to receive input from the user.

A dialog can contain various user elements which can be manipulated by a simple mouse click. Keyboard entries are also possible.

Disc project

A "Disc project" includes everything that you want to put on your CD and DVD.

This normally contains one or more movies and includes a menu structure/menu design which allows you to choose a movie later on the CD or DVD.

Disc types

The disc types determines the format and medium (CD, DVD, Blu-ray disc, etc.) to which the current project will be burned.

Dissolve

Transitions, Dissolve. Can be used to fade between objects.

DNS

The abbreviation DNS stands for Domain Name Service and refers to a provider of Internet services that registers domain names for customers.

Domain

A domain is the website's Internet address. It consists of the name of the Internet protocol (usually http://), the computer or network name (such as www), the second-level domain (such as magix), and the top level domain (like .com, .net).

Altogether we have: protocol://networkname.second-level-domain.top-level-domain (such as "http://www.magix.com").

Domains are allocated by a country's so-called NIC (Network Information Center). In Germany the DENIC is responsible for the release of domains.

Domain transfer

See CC. If you already have a domain, you can move it from your previous provider to another provider.

Downmix

A method developed for audio technology to turn a Surround Sound recording into a version with fewer channels. Most often (as is the case with MAGIX Fastcut) this will be a stereo version.

Drag & drop

Enables files and objects to be moved freely between various applications (or within an application) by dragging the object and letting it drop using the mouse cursor.

F

Fader

Used for visual input of values. Similar to volume control on a mixing board, you can control various parameters by sliding the fader. A very common example for this is the zoom slider that lets you see a picture in more detail.

Field

A half-image, two of which combine to produce a frame (see interlace).

Flip menu

Drop down menus create menus consisting of lists of selectable choices. They look very similar to text input fields, but have a button with a downward-pointing symbol on the right-hand side.

Frame

A frame is a single image from a video sequence which also called a full image.

A PAL video contains 25 frames per second; NTSC contains 29.97 frames.

H

Handles

Handles are the five little rectangles at the edges of selected objects. All curve points can be moved by holding down the left mouse button.

Length handles: Bottom right and bottom left. You can use them to change the length of an object.

Transition/Fade handles: Top right and top left. These can be used to softly fade an object in or out.

Volume/Brightness handle: Above-center. You can use it to adjust the volume or the brightness.

Hard disk

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

Hard disk drive

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

Hardware

The all-encompassing name for all internal components of a computer. For example hard disk, graphics card, mainboard, etc. External peripheral devices are also considered hardware, i.e. printer, scanner, monitor, etc. The synchronization of single hardware components is coordinated by the software.

HDD

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

HDTV

This acronym stands for "**H**igh **D**efinition **T**ele**v**ision.

HTTP

Stands for Hyper Text Transfer Protocol and is used for transferring websites onto the Internet (from web server to the browser). For this reason, the abbreviation **http://** always comes before the Internet address. This is automatically inserted and does not have to be entered when entering the Internet address.

Hyperlink

Hyperlinks (or in short "links") are references to other websites/online documents (or other computer networks). They build the base of the World Wide Web (WWW) as it is only via these hyperlinks that networking or interlinking between the billions of website out there is actually possible.

I

ID3 tags

ID3 tags contain title information that can be added to a music title. This includes the title, artist, album, as well as the genre, year of release, and other criteria that can help searching through a database. The database is created using this information.

Info: Title information will only be saved for MP3s in the so-called ID3 tags (Identify an MP3), but other formats offer similar possibilities, like "Vorbis comment" for the OGG Vorbis format, for example.

Image

An image is a representation of a CD, DVD, hard drive, or another storage medium that is saved as a file.

The difference from a copy or backup is that an image contains information about the structure of the original storage medium, and not just individual files. This enables 01:01 copies of complete storage media to be created.

Caution! Copyright laws forbid copying of commercial CDs/DVDs, and for this reason, this process can be prohibited by copy protection.

IMAP

Stands for Internet Message Access Protocol and is an advanced process of receiving emails.

Interlace

Describes the creation of a full image from 2 half-images (fields).

In this process, even and odd lines are alternately assigned to one of the two fields.

The human eye perceives both of the projected half-images as a single full image, so that despite the slow image repetition rate (25 Hz for PAL, 29.97 for NTSC) a subjectively fluid image is seen.

Intro

"Intro" means the introduction or opening credits of a movie.

J

jpx

A format developed by MAGIX which is used for photo editing. It enables free experimentation with effects without altering the original file. The effects settings are also displayed when the photos are opened using a different MAGIX program.

M

Menu

Menus contain practically all the program functions. They can be opened using a simple mouse click on the corresponding menu. Keyboard shortcuts, if available, are also found at the end of menu entries.

The graphical surface of a CD/DVD will also be represented as a menu.

Menu bar

Almost every program has a menu bar. It can normally be found underneath the title line of the program. A simple mouse click opens a corresponding menu.

MIDI

MIDI files do not contain the actual sounds like audio files, but only the note control information which can be interpreted during playback by the synthesizer chip on the sound card or an external synthesizer.

Motherboard

This is the centerpiece of hardware components of a computer. All other hardware components like CPU, RAM, hard disk, additional drives, graphics cards, as well as other cards for specialized uses are connected to the motherboard.

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MP3

MP3 (actually MPEG-1 layer 3) is currently the most important standard for compressing audio files.

MPEG

MPEG is short for "Moving Picture Experts Group" and refers to a committee concerned with the standardization of video and audio data compression as well as container formats.

MS audio

A process developed by Microsoft for compressing audio files with properties similar to those of MP3.

MTC

MTC stands for **M**IDI **T**ime **C**ode and it transmits the exact playback position via MIDI. In this way, programs and devices can be synchronized with each other.

N

Noise Sample

Sample of a noise that is to be removed

NTSC (USA, Japan)

NTSC stands for "**N**ational **T**elevision **S**ystems **C**ommittee". This is a US institution that defined the first color carrier system for TV which is now used in most of America and some East Asian countries.

The image repetition rate for NTSC is 29.97 Hz.

Numeric keypad

Also known as the numpad, or the number block.

O

Offset

With an offset of 60:00:00 (1 hour) you can, for example synchronize a tape whose time code that starts at 1 hour, MAGIX Fastcut however, still starts the tape beginning at 0.

OGG VORBIS

This is a new, royalty-free format with similar properties to MP3.

P

PAL (Europe)

Phase **A**lternating **L**ine, or **PAL**, is a process for color transmission for analog TV that is primarily used in Europe, but also in Australia, South America, and many African and Asian countries.

The image repetition rate for PAL is 25 Hz.

Play marker

The play marker is a red vertical line which moves from left to right during playback. It indicates the current play position.

Playlist

Arrange your songs in playlists from various sources in different formats and in whatever way you like, sometimes updated daily.

Important: Playlists are only links to songs on your hard drive or in your CD drive.

When you add a song to your playlist whose real source is a CD in your computer's drive, the song will no longer be playable when the CD is removed from the drive.

Similarly, when you move a folder on your hard drive, the playlist will no longer be able to play the song, since the link is no longer valid.

For the latter, however, there is a simple solution: If you know where the song has been saved, then you can redefine the path. A corresponding dialog window is provided for this purpose. You can reset the path by navigating through the Explorer folders. The playlist is now correct once again.

Plug-in

Plug-ins are additional programs that expand the functionality of the main program. They are inserted into the main program.

POP3

Stands for Post Office Protocol (version 3) and is used in standard email programs for receiving email (for example, Outlook Express). POP3 enables email to be collected by the provider's email server and loaded into your email program.

Provider

A provider or ISP (Internet Service Provider) offers Internet services like webhosting or domains (DNS). In relation to the MAGIX Website Service, MAGIX is the provider.

R

RAM (Random Access Memory)

This is a hardware component of a computer. RAM is needed to temporarily save files. This type of storage is erased when the computer is shut down or reset. The larger this storage is, the faster you can work with programs to change and save files.

Ratio

The aspect ratio is the ratio between the height and width of a rectangle. In practice these are photos, screens or projection screens. This method can also be used to describe the aspect ratio of pixels.

Here are some examples of typical aspect ratios: at home **4:3**, **16:9** (typical for TV sets), or **16:10** (widescreen flat screens, widescreen notebooks), **3:2** for 35 mm films and photos. In cinemas you mostly find **1.85:1**

Red Book

Specific standards have been established for the different CD types in order to unify their data structure and to make them compatible with the different CD drives. Their names refer to the color of the books where these standards were written.

The term "Red Book" is common language for the Compact Disc Audio Standard. The requirements listed here have to be observed for industrial CP production. Audio CD players only read CDs created according to the Red Book format. It is therefore necessary to first convert PC files into this format before writing them onto an audio disc compatible with any audio CD player.

Restore

Restoration of files originating from a backup is called "Restoring".

S

Scene

Freely definable section of a video in MAGIX Fastcut.

In general, a scene is a segment of a film that is a product of various settings and conveys a certain action.

Screenshot

A screenshot is an image composed of all visible screen elements (messages, open dialogs, etc.) at a certain time. By pressing the "Print screen" key on the keyboard, this image is saved into the clipboard. Next, open a program which can edit images and select "Insert" (shortcut "Ctrl+V") in a new document to add the screenshot for editing and saving.

Note: Press "Alt + Print screen" on the keyboard to capture the active window only.

Slider

Used for visual input of values. Similar to volume control on a mixing board, you can control various parameters by sliding the fader. A very common example for this is the zoom slider that lets you see a picture in more detail.

SMTP

Stands for Simple Mail Transfer Protocol and enables the exchange of emails across computer networks.

Software

The name for all non-physical functional components of a computer. This primarily includes computer programs and files that are meant to be used by computer programs.

Storyboard mode

The Storyboard mode is the default edit screen view. This view offers an easy, streamlined interface to simplify the editing process. The alternative Timeline mode offers a more detailed interface for more extensive editing and scene arrangements, the scene overview mode offers a complete overview of all scenes on a small scale. You can toggle between the three view modes using the Tab key.

Submenu

Along with normal entries, a menu can contain submenus that offer additional functions. These provide a better overview of the menus.

Super Video CD (SVCD)

The Super Video CD (SVCD) is a technological advancement of the video CD. SVCDs are also like VCD-specified CD-ROMs which can be played using either a Super Video CD player (connected to the television), or directly with the CD-ROM drive of a computer. Many DVD players can also play SVCDs. MPEG-2 and the increase of the data transfer rate makes it hard to tell videos from videos in DVD quality apart.

Resolution: SVCDs use the better MPEG-2 encoder in a standardized resolution of 480 x 576 (PAL). The MPEG-2 format offers a maximum resolution of up to 720 x 576 points and improved compression methods characterized by excellent image definition and homogeneity.

Hard disk capacity: An average 90-minute movie must be spread across 3 CDs. On one SVCD you can get about 30 minutes of good-quality movie.

Encoder setting: Compared to the VCD with 1.3, the data transfer rate is doubled to 2.6 Mbit/s.

MPEG-2 format introduces the so-called variable bit rate (VBR). In contrast to the constant bit rate (CBR) of the MPEG-1 encoders, this encoder has the option of using more bits for movement-intensive sections, as well as saving bits if picture content remains the same.

T

Toolbar

All basic functions of the corresponding program can be found here. The corresponding functions can be called up via mouse click.

Toolbar

Here you will find small buttons that provide a function when clicked. For example, you can cut out a selected object by clicking on the scissors.

Top-level domain

Top-level domains (TLD) are always those separated by a dot at the end of an Internet address (for example, "http://www.magix.com" < here, .com is the top-level domain). Among these are also country top-level domains, such as .co.uk, .us, .de as well as so-called generic top-level domains like .net, .org, .biz, and so on.

Traffic

Traffic (data transmission) occurs within your MAGIX Website Service as soon as data is transferred across the Internet: for example, when uploading or downloading files to your website or when someone else opens your website.

U

Universal Plug & Play; UPnP

Universal Plug 'n' Play (UPnP) is a network protocol which enables data exchange between different devices (PCs, hi-fi systems, video cameras, PDAs, and webservers). UPnP allows various devices to participate in network-wide communication, i.e. the initialization of functions and other device functions. Long-winded configuring or installing of drivers is not required as the devices can handle their own functions and data sources by themselves. Find out more at www.upnp.org.

Hint: To work with UPnP you have to activate it first. This can be found under "Options" ("Y" -> UPnP).

URL

URL stands for Uniform Resource Locator and describes where a source can be found online (for example, a website). The address or the path to the storage location of a file on your computer is known as a URL. Often the term URL is used as a term for the domain. The URL for the MAGIX website is: http://www.magix.co.uk

V

VirtualDub plug-in

Plug-ins are additional programs that expand the functionality of the main program. They are inserted into the main program.

VirtualDub plug-ins are also referred to "VirtualDub filters" and have the "VDF" file extension. You can use them to apply additional video effects to video objects.

VST and DirectX plug-ins

Plug-ins are additional programs that expand the functionality of the main program. They are inserted into the main program.

Two standards exist for audio editing: VST (Steinberg) and DirectX (Microsoft). VST has asserted itself stronger in the current market.

W

WAV

Wave (*.WAV) is a standard uncompressed audio format.

Wave

Wave (*.WAV) is a standard uncompressed audio format.

Wave file

Wave (*.WAV) is a standard uncompressed audio format.

Webhosting

This means that an Internet Service Provider makes domains and webspace available to its customers. With the MAGIX Website Service, MAGIX provides webhosting to its customers.

Webmail

Webmail enables the customer to view and receive the contents of their email inbox without having to install email software on their computer. Customers of the MAGIX Website Service can use MAGIX Webmail for this.

Webmaster

A webmaster is responsible for the administration and maintenance of a website. Often, the webmaster is also the owner of the website as well as the domain that belongs to it. Once you have registered a domain in the MAGIX Website Service, an email account will automatically be set up, for example: "mailto:webmaster@domainname.co.uk".

Webserver

Webserver refers to the computer on which your host saves your website's pages and which makes your pages accessible on the Internet 24-hours a day.

WMA

A process developed by Microsoft for compressing audio files with properties similar to those of MP3.

World Wide Web (WWW)

WWW stands for "World Wide Web" and is the most used service of the Internet. On the WWW, web browsers (for example, Internet Explorer) are used to display information via websites. The process is colloquially called "Surfing the Internet".

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