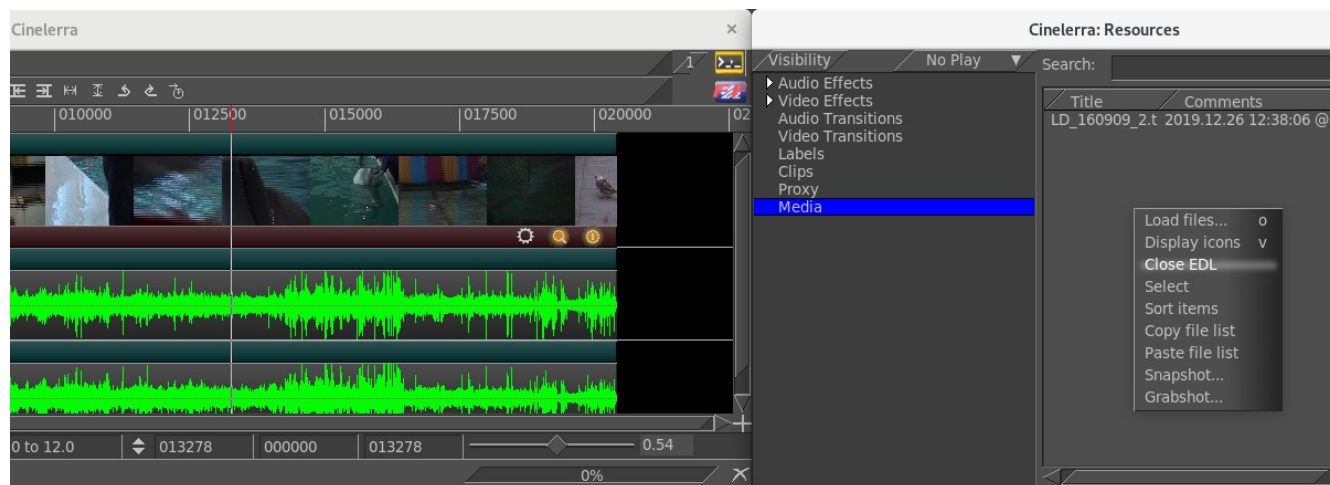


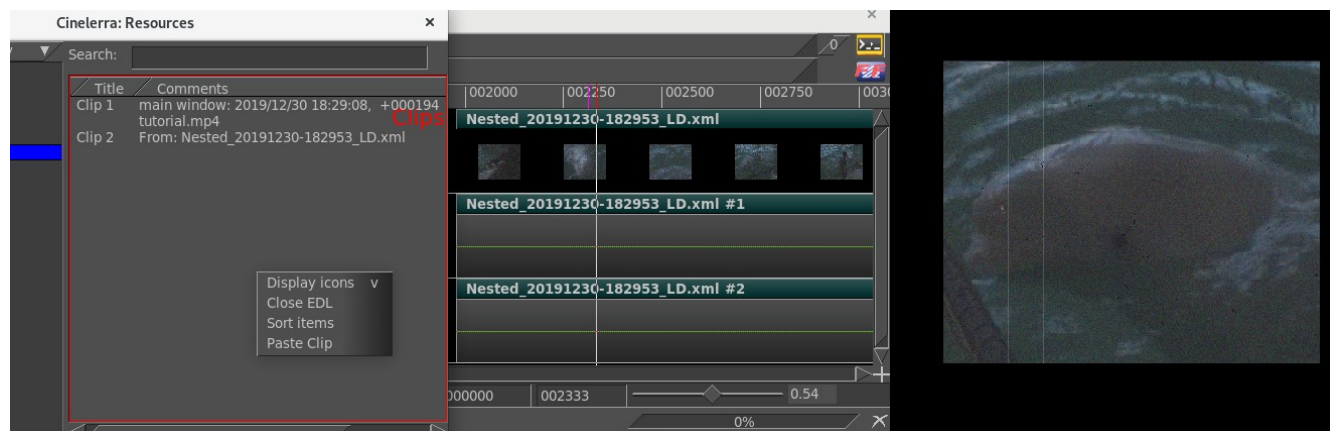
Editing EDLs within a Project

To edit EDL that is included with your project as Clips, Nested Clips, or Xml you can use the option "Open EDL" in the Resources window for the highlighted media. Then with a simple button click you can return to your main timeline project. For example, if you have a nested clip that originally had several plugins added to it before it was nested, you can edit those plugin parameter values. Previously to make any changes to these types of EDL you had to remake the whole clip from scratch.



In the above screenshot, note the 1 in the right hand corner of the timeline to the left of the yellow colored icon. This shows that an "Open EDL" is in effect. Also, note the addition of the plugin on the timeline and the "Close EDL" as an option in the Resources window.

Here is how this works. In the Clip or Media folder, the option "Open EDL" for the highlighted clip or nested clip is available so that when you choose this option, that EDL will be brought up on the timeline superseding the current EDL that exists on the timeline. Now, once the clip is open on the timeline, you can edit it however you want. The previous timeline EDL is "pushed onto a stack" so it can be recalled by "popping the stack" with a click of the left mouse button in the upper right hand corner of the timeline to the left of the "shell cmds" icon. Initially this button displays a 0 to indicate your initial timeline/project. Then this button will read 1 if you choose "Open EDL" and then back to 0 and your original timeline with the left mouse click. You can go several levels deep so instead of 1, it could be 2, 3, ... but this requires some thought to avoid potential confusion.



In this screenshot, the # 0 indicates at the main timeline level and the compositor on the right side reflects the addition of the AgingTV effect. Note the comments in the Clip folder on the left.

An example of a typical set of steps to follow is:

- 1) Load your media using insertion strategy of “Replace current project”. There will be # 0 in the upper right hand corner of the main menu with the tooltip of “Close EDL”.
- 2) Highlight a selection on the timeline and press the “To clip” icon and click the green checkmark OK.
- 3) In the Resources window, open the Clip folder and you will see that Clip 1 is present.
- 4) Highlight Clip1 and right mouse the item to bring up available options and select “Open EDL”.
- 5) Now you will see the timeline change from the original media to just the clip content and the # in the upper right hand corner will change from 0 to 1.
- 6) Add a visible effect, like AgingTV to the timeline.
- 7) Click on the # 1 in the main menu bar to see the timeline restored to the original media.
- 8) Drag the clip from the Resources Clip folder to the timeline and you will see the AgingTV effect.

You can follow the same steps as above by first using the option “Nest to media” in the Clip folder which nests the clip and moves it out of the Clip folder to the Media folder. Then use “Open EDL” on the Nested EDL in the media folder. When you Open EDL and edit the changes, those changes will take affect on any and all occurrences of that nested clip on the current and/or original timeline. The option to unnest that clip and put that back into the Clip folder is the option “EDL to clip”. The nested clip is still in the Media folder. It will now have a name of the next available Clip # but the comment contains the previous name so you can tell where it came from.

Instead of using the # number on the main menu to close the current EDL, both the Media and Clip folders have "Close EDL" options with the left mouse button. Clicking on the # number is quick and easy but for infrequent usage it is not obvious, whereas if you use “Open EDL” you see “Close EDL” right below that and so it is very obvious. In addition in the case of where you have opened a EDL, and you no longer see that clip in the folder, the right mouse button where no media is highlighted will also display the Close EDL option.

An aside - when nesting and unnesting clips to take advantage of this feature, names of the media can lead to some confusion. For example, if you nest a clip, the new name in the Media folder is the word “Nested” followed by an underscore with the date and timestamp, another underscore, and then the clip name. Then when you unnest this Media folder clip via the “EDL to clip” option, the name will be changed in the Clip folder to the next available Clip #. However the comment field will reflect the nested clip name from which it was derived. To avoid confusion you can easily change the name for these clips in either the Clip or Media folder because they are not real files at this point. To do so, highlight the clip name in Resources, click on Info and type in a new name.

For additional safety, the “Open EDL” feature includes additional backup capabilities. Automatically Cinelerra saves a backup when certain changes are made or you can always use the shortcut "b" to do one yourself, although keep in mind it will be overwritten whenever Cinelerra wants to do another backup. Now there is a shortcut for the backup shortcut "b" so you can keep your hand on the mouse instead of the keyboard. Just click on the # in the upper right hand corner of the main window. If # is at 0, it backs up to backup.xml, if at 1, it backs up to backup1.xml and so on ... up to backup9.xml.

When “Open EDL” is invoked, the current EDL and current undo stack are both “pushed”, and the active session EDL is replaced with the target clip/nested edl. A new undo stack is created, and the active backup.xml file name is decorated with the stack level. So, backup.xml is backup1.xml when your edits are at stack level 1, backup2.xml at stack level 2, and so on. This means that if you “load backup” at stack level 1, the session will reload from history at stack level 1, not the main session.