

SPECIAL FEATURES

Manual for Cinderella (GG) Infinity

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Introduction

This manual covers features or areas of Cinelerra that are different or new in the Cinelerra-GG Infinity version. Many of the new features were created by a lot of different people to include the original author and were merged in from various sources and each person is to be commended for their efforts. The content of this manual also came from various people/places/e-mail and thanks to all.

The standard Cinelerra Manual covers “The Secrets of Cinelerra” and can be found at:

https://cinelerra-cv.org/docs/cinelerra_cv_manual_en.html

1.1 How to Build Cinelerra-GG Infinity from Developer’s Git Repository

These are generic build instructions for building Cinelerra-GG Infinity. Known to work on ubuntu, mint, suse, fedora, debian, centos, arch, and 32-bit slackware. It has not been tested on every single possible distro yet so you might expect to have to make some minor changes. It has failed miserably on FreeBSD. At least once, a Gentoo version was successfully created.

Alternatively, there are some pre-built dynamic or static binaries which are updated on a fairly regular basis (as long as code changes have been made) available at link below. See Section 1.2.

<https://cinelerra-gg.org/download/> There are 2 kinds of builds, the default system-build and a single-user build. A system build has results which are installed to the system. The majority of the files are installed in the standard system paths, but some customization is possible. The single user build allows for running completely out of a local user directory so it doesn’t affect the system.

We recommend the single-user version when possible. It makes it very easy to install a new version without having to delete the older version in case you want it for backup – once you are happy with the new version, all you have to do is delete the entire old directory path. Also, if you install a new Operating System version and if you have Cinelerra on separate disk space that is preserved, you won’t have to reinstall Cinelerra. In addition

for purposes of having the ability to interrupt or to see any possible error messages, if you start the application from a terminal window command line you will have more control to catch problems. The system builds can be useful in a university lab setting where there are possibly multiple users, or multiple versions.

There are two notable differences between “standard” views of Cinelerra and this implementation for the system builds. Both of these can be configured during installation. These differences make it possible to have several different versions installed without having them “walk” on each other. ault system-build an

1. application name can be set during installation and defaults to: “cin”
2. the home configuration directory can also be set and defaults to: “\$HOME/.bcast5”

To do a system build, you should read the README that is at the top level after you get the source.

1. You need at least 2.5GB of disk storage to operate a build. Need to have “git” installed.
2. Obviously in order to install into the system, you must run as root.
3. The "git" step has to download a bunch of stuff (approx 100MB) so allow time.
4. Run the following commands (this takes awhile):

```
1 cd /<build_path>/
2 # this is where you need the 2.5GB of disk space
3 git clone --depth 1 "git.cinelerra-gg.org/goodguy/cinelerra.git"
  cinelerra5
4 cd cinelerra5/cinelerra-5.1 # toplevel directory
```

NOTE: if your system has never had Cinelerra-GG Infinity installed, you will have to make sure you have all of the compilers and libraries necessary. So on the very first build you should run:

```
1 ./blds/bld_prepare.sh <os> # where <os> represents the Operating System of
  centos, fedora, suse, leap, ubuntu, debian.
2 ./autogen.sh
3 ./configure --prefix=/usr
4 # optional parameters can be added here
5 make 2>&1 | tee log
6 # make and log the build
```

5. Check for obvious build errors:

```
1 grep "\*\*\*.error" -ai log
```

If this reports errors and you need assistance or you think improvements can be made to the builds, email the log which is listed below to cin@lists.cinelerra-gg.org:

```
1 /<build_path>/cinelerra5/cinelerra -5.1/log
```

6. If there are no build errors, finally just run:

```
1 make install
```

7. If it all worked, you are all setup. Just click on the “blue lady” cinelerra desktop icon.

To do a single-user build, read the README that is at the top level after you get the source.

1. You need at least 2.5GB of disk storage to operate a build. Need to have “git” installed.
2. Recommend you build and run as root, just to avoid permission issues initially.
3. The "git" step has to download a bunch of stuff (approx 100MB) so allow time.
4. Run the following commands (this takes awhile):

```
1 cd /<build_path>/
2 # this is where you need the 2.5GB of disk space
3 git clone --depth 1 "git://git.cinelerra-gg.org/goodguy/
  cinelerra.git" cinelerra5
4 cd cinelerra5/cinelerra -5.1
```

NOTE: if your system has never had Cinelerra-GG Infinity installed, you will have to make sure all the compilers and libraries necessary are installed. So on the very first build you should run as root:

```
1 ./blds/bld_prepare.sh <os> # where <os> represents the Operating System of
2 centos, fedora, suse, leap, ubuntu, debian.
3 ./autogen.sh
4 ./configure --with-single-user
5 # the “with-single-user” parameter makes it so
6 make 2>&1 | tee log
7 # make and log build (check for errors before proceeding)
8 make install
```

Then just start the application by keying in: `./cin` in the bin subdirectory
OR add a desktop icon by using the appropriate directory to copy the files
to, run as root, and edit to correct the directory path.

```
1 cd /cinelerra_directory_path
2 cp -a image/cin.{svg,xpm} /usr/share/pixmaps/.
3 cp -a image/cin.desktop /usr/share/applications/cin.desktop
4 change the "Exec="cin line to be "Exec=<your_directory_path>/bin/"cin
```

The preceding directions for doing a single-user build has been meticulously followed to build and run on a newly installed ubuntu 15 system WITHOUT BEING ROOT except for the `bld_prepare.sh` and creating the desktop icon.