Pulldowns ➡️ | es Audio Video Tracks Settings View Window

Transport & Buttons Bar ➡️

Timebar ➡️ | 0:00:00:00 | 0:00:08:10 | 0:00:16:20 | 0:00:25:00 | 0:0

Media Title ➡️ buddy-me.mpg #1

Video Track ➡️

buddy-me.mpg #1

Audio Track ➡️

$\dfrac{82}{100}$

$$\frac{W}{H}$$

$$\frac{pixels}{pixels}$$

$$\frac{1920}{H}$$

Camera

Temporary

Projector

Source file

Output

Original Media

Temporary Frame

Color3way

Color3way applied in Temporary Frame

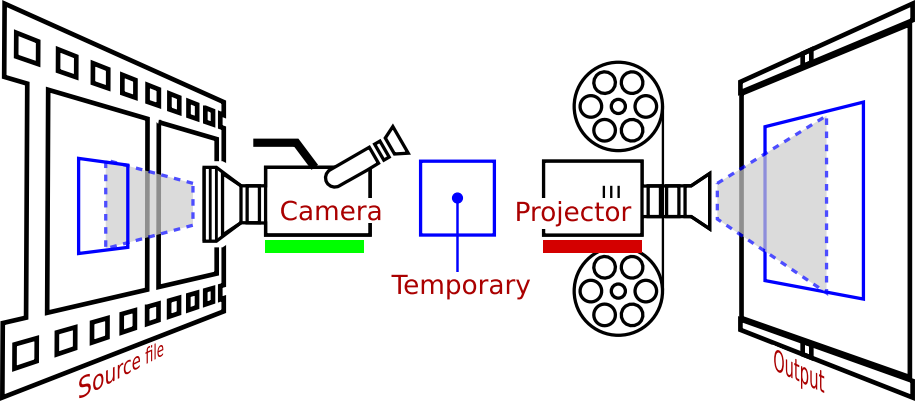Program output

$$\frac{1}{4}$$

Temporary

Temporary

X

Mask

Projector

Output
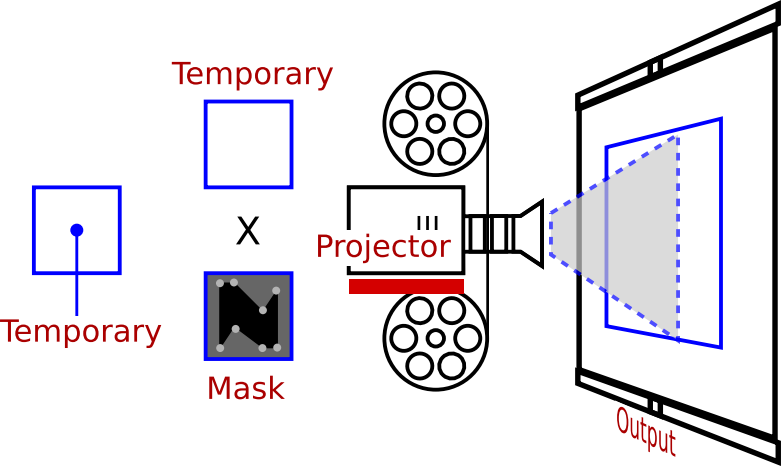
Here is the filter that was generated with the original drop ⟶

Enter the name of the folder:

media bin

Enable	Target
Or	Patterns
Or	Patterns
Off	terns
And	terns
Or	terns
And Not	terns
Or Not	

Media

Enter the name of the folder:

media bin

Enable	Target	Op	Value
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Matche	e of the folder:
Or	Patte		
Or	Patte	Patterns	
Or	Patte	Filesize	
Or	Patte	Time	
		Track type	Target	Op	Value
		Width	atterns	Matche	/home/paz/video_editing/prova/1080/neve.3gp
		Height	atterns	Match	/home/paz/video_editing/prova/1080/rodents.p
		Framerate	atterns	Ma	Around	z/video_editing/prova/1080/pendolo.p
		Samplerate	atterns	Ma	Eq ==	z/video_editing/sound/mp3/track_01.r
		Channels	atterns	Ma	Ge >=	z/video_editing/sound/musica/Allema
		Duration			Gt >	z/video_editing/sound/musica/Jazz_Pi
					Ne !=	
					Le <=	
					Lt <	
					Matches	
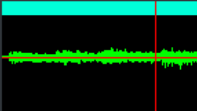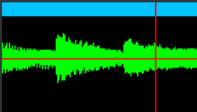
Color hue wheel. For illustration only

$$\frac{W_f}{W_i}$$

$$\frac{H_f}{H_i}$$

$$\frac{h}{v}$$

$$\frac{1}{2}$$

K1	K2		K3	K4		
Label	Future use		Future use	Clip		
	Splice (viewer)		Copy	Overwrite (viewer)		

K5	K6	K7	K8	K9		
Home	Reverse	Stop	Play	End		
		Fullscreen				
		(viewer / compositor)				

Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x

K14		Jog Left	(Inner Wheel)	Jog Right		K15
Toggle In		Frame reverse		Frame forward		Toggle Out
		Scroll up(Defaults)		Scroll down(Defaults)		

	K10		K11	
	Previous Edit		Next Edit	
	Future Use(Viewer)		Future Use(Viewer)	

	K12		K13	
	Previous Edit		Next Edit	
	Previous Label		Next label	

K5	K6	K7	K8	K9		
Home	Reverse	Stop	Play	End		
		Fullscreen				
		(viewer / compositor)				
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
		Shuttle Outer Wheel				
		Play forward (first row) or Play reverse (second row)				
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x
		Jog Left	(Inner Wheel)	Jog Right		
		Frame reverse		Frame forward		
		Scroll up(Defaults)		Scroll down(Defaults)		

$\frac{1}{8}$

$$\frac{Width \times Height[pixels] \times BitDepth[bits/pixel] \times Color}{8[bit/Byte]}$$

$$\frac{DataRate[MB/sec] \times 3600[sec]}{1024MB/GB}$$

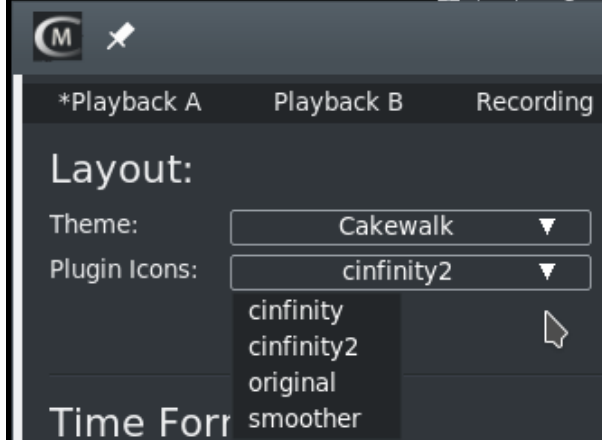**Preferences Window** ⟶

*Playback A   Playback B   Recording

Layout:

Theme: Cakewalk ▼

Plugin icon choices ⟶ Plugin Icons: cinfinity2 ▼

cinfinity
cinfinity2
original
smoother

Time For

Presets:

*blue
*cyan
*pink
*red
green

A user preset Green ➡

Keyframe parameters:

Parameter	Value
RED	0
GREEN	1
BLUE	0
MIN_BRIGHTNESS	50
MAX_BRIGHTNESS	100
SATURATION	0
MIN_SATURATION	50
TOLERANCE	15
IN_SLOPE	2
OUT_SLOPE	2
ALPHA_OFFSET	0
SPILL_THRESHOLD	0
SPILL_AMOUNT	90
SHOW_MASK	0
TEXT	
DATA	</CHROMAKE

Textbox to type in the title for the chosen preset or name for a new preset. ➡

Preset title:

green

Use the Delete, Save or Apply button for operation. ➡

Delete
Save
Apply

Edit value:

☐ Apply to all selected keyframes

$\frac{1}{50}$

Blend programming environment

Program: `chromakey.bp`
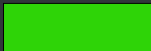
[Attach...] [Edit...] [Refresh] [Detach]

Color space: [auto ▼]   Parallelize processing ■

Supplementary color selection

Chroma key or substitution color:

Clip color values ☐

[Select key color...] [Get from color picker]

Substitution opacity: ──────●───── [0.55 ▲▼]
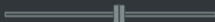
Processed tracks arrangement

Track order: [Bottom first ▼]

_zero

_equations

$$\frac{1}{\gamma}$$

$$\frac{1}{\gamma}$$

$$\frac{1}{\gamma}$$

$$\frac{range(1.0 - 0)}{\#bins}$$

$$\frac{f(x_i)}{b}$$

$$\underline{12, 34, 56, 78}$$

$$\frac{1}{100}$$

$$\frac{1}{8}$$

$$\frac{8}{1}$$

$$\frac{4}{10}$$

$$\frac{5}{4}$$

$$\frac{4}{5}$$

$$\frac{1}{3}$$

$$\frac{3}{4}$$

$$\frac{1}{scale\,factor}$$

$$\frac{X}{Y}$$

_PAL

_NCL

_CL

Red cursor in Compositor →

red cursor in Timeline →

White cursor in Compositor ⟶

White cursor in Timeline ⟶

0:00:03:16

Video 1

0.0000

0:00:03:16   0:00:00:00 0:00:01:20 0:00:03:10 0:00:05:0

0002.mp4 #1

Title

$$\frac{3}{2}$$

$$\frac{768 \times 2}{3}$$

$$\frac{x}{y}$$
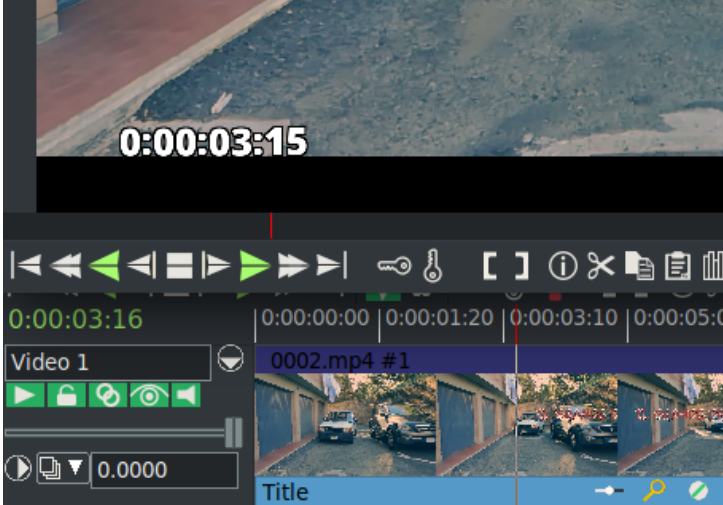
.dat	represent saved *data* for perpertual sessions and color palettes; maybe others
.idx	original *index* files that were created for loaded video to speed up seeking
.mkr	ffmpeg specific *marker* index file that is created for each video to aid seeks
.rc	rc stands for *run commands* so basically represents a script
.toc	toc is *table of contents* file for MPEG video files (a type of index)
Cinelerra_plugins	a list of the currently loaded plugins available in your CINELERRA-GG session
Cinelerra_rc	the user's preferences and settings are saved in this file to be used on startup. This file can be carefully edited to change startup values for certain parameters, but if you inadvertently set up something incorrectly, you may end up crashing the program.
ContextManual.pl	the user's configurable version of the Perl script which drives the Context Help feature
ladspa_plugins...	list of currently loaded ladspa plugins for each version of CINELERRA-GG being used
layout#..._rc	user-defined window layout setup with the layout name as part of the file name
.xml	used for various backups or for the current settings of plugins that you have used
.png	thumbnails of files in Resources so they do not have to be created over and over