

## Short-Reference

**Reel-Name**

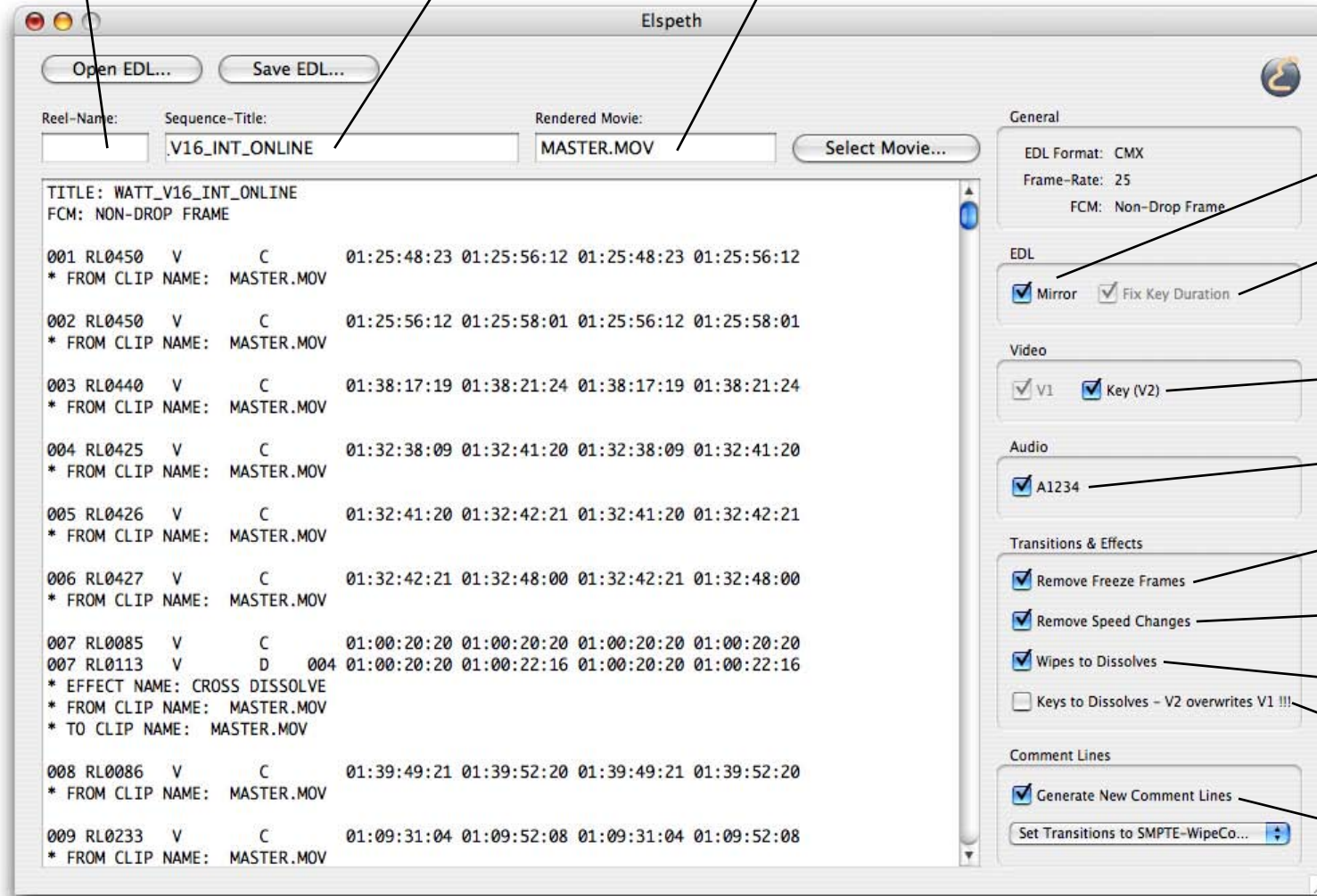
all Events get this Reel-Name.  
**Don't type in anything, if you want import the mirrored EDL into FCP!**

**Sequence-Title**

under this name you find the imported EDL in your NLE-System.

**Rendered Movie**

all Events get this Movie-Name.  
**Type in a Name, if you want import the mirrored EDL into FCP!**



The screenshot shows the Elspeth application window. At the top, there are buttons for 'Open EDL...' and 'Save EDL...'. Below these are input fields for 'Reel-Name:', 'Sequence-Title:', and 'Rendered Movie:'. The 'Sequence-Title' field contains 'V16\_INT\_ONLINE' and the 'Rendered Movie' field contains 'MASTER.MOV'. A 'Select Movie...' button is next to the 'Rendered Movie' field. The main area displays a list of EDL events with columns for event number, reel name, type, channel, and timecodes. The events are as follows:

Event	Reel	Type	Channel	Start	End	Start	End	
001	RL0450	V	C	01:25:48:23	01:25:56:12	01:25:48:23	01:25:56:12	
* FROM CLIP NAME: MASTER.MOV								
002	RL0450	V	C	01:25:56:12	01:25:58:01	01:25:56:12	01:25:58:01	
* FROM CLIP NAME: MASTER.MOV								
003	RL0440	V	C	01:38:17:19	01:38:21:24	01:38:17:19	01:38:21:24	
* FROM CLIP NAME: MASTER.MOV								
004	RL0425	V	C	01:32:38:09	01:32:41:20	01:32:38:09	01:32:41:20	
* FROM CLIP NAME: MASTER.MOV								
005	RL0426	V	C	01:32:41:20	01:32:42:21	01:32:41:20	01:32:42:21	
* FROM CLIP NAME: MASTER.MOV								
006	RL0427	V	C	01:32:42:21	01:32:48:00	01:32:42:21	01:32:48:00	
* FROM CLIP NAME: MASTER.MOV								
007	RL0085	V	C	01:00:20:20	01:00:20:20	01:00:20:20	01:00:20:20	
007	RL0113	V	D 004	01:00:20:20	01:00:22:16	01:00:20:20	01:00:22:16	
* EFFECT NAME: CROSS DISSOLVE								
* FROM CLIP NAME: MASTER.MOV								
* TO CLIP NAME: MASTER.MOV								
008	RL0086	V	C	01:39:49:21	01:39:52:20	01:39:49:21	01:39:52:20	
* FROM CLIP NAME: MASTER.MOV								
009	RL0233	V	C	01:09:31:04	01:09:52:08	01:09:31:04	01:09:52:08	
* FROM CLIP NAME: MASTER.MOV								

The right-hand panel contains settings for 'General', 'EDL', 'Video', 'Audio', 'Transitions & Effects', and 'Comment Lines'. The 'EDL' section has 'Mirror' and 'Fix Key Duration' checked. The 'Video' section has 'V1' and 'Key (V2)' checked. The 'Audio' section has 'A1234' checked. The 'Transitions & Effects' section has 'Remove Freeze Frames', 'Remove Speed Changes', and 'Wipes to Dissolves' checked. The 'Comment Lines' section has 'Generate New Comment Lines' checked.

**Mirror**

On: Src-IN = Rec-IN, Src-OUT = Rec-OUT  
 Off: Src-IN = Src-IN, Src-OUT = Src-OUT

**Fix Key Duration (if the EDL was generated by Final Cut Pro)**

EDLs from Final Cut Pro allways have a Key-Track(V2)-Duration of 0 (zero) frames. That leads to errors at re-import.  
 On: Key-Track(V2)-Duration = V1-Duration  
 Events with Key-Track(V2)-Duration > 0, are not changed.

**Key(V2)**

On: V2 is transferred to the EDL (Standard)  
 Off: V2 is not transferred to the EDL

**A1234**

On: Remove all audio, if available  
 Off: Kept all audio, if available

**Remove Freeze Frames**

On: Remove all Freeze Frames  
 Off: Kept all Freeze Frames

**Remove Speed-Changes**

On: Remove all Speed Changes  
 Off: Kept all Speed Changes

**Wipes to Dissolves**

On: Change all Wipes to Dissolves (Duration is kept)

**Keys to Dissolves**

On: Change all Keys to Dissolves (Duration allways 0 Frames)  
 ATTENTION! overwrites available Video at V1

**Generate New Comment Lines**

On: Generate new Comment Lines.  
 ATTENTION! Original Comment Lines will be ignored fromm Elspeth.  
**Always activate, if you want re-import the mirrored EDL into FCP!**

**Reel-Name**

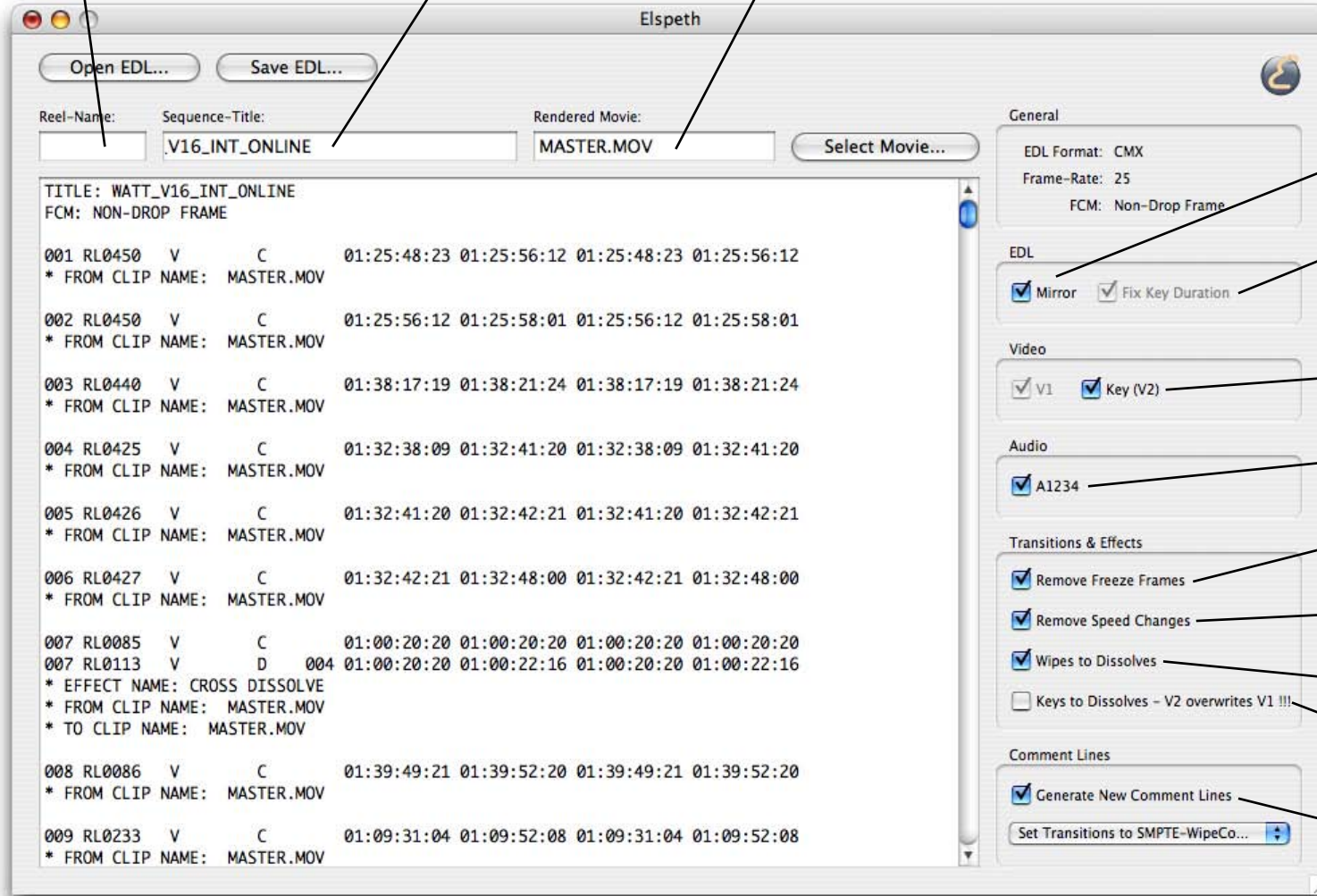
alle Events bekommen diesen Reel-Namen.  
Nichts eintragen, wenn die EDL für FCP-Import gespiegelt wird!

**Sequence-Title**

unter diesem Namen wird die Sequence der EDL in einem NLE-System angezeigt.

**Rendered Movie**

alle Events bekommen diesen Movie-Namen.  
Name eintragen, wenn die EDL für FCP-Import gespiegelt wird!



The screenshot shows the Elspeth application window. At the top, there are buttons for 'Open EDL...' and 'Save EDL...'. Below these are input fields for 'Reel-Name:', 'Sequence-Title:' (containing 'V16\_INT\_ONLINE'), and 'Rendered Movie:' (containing 'MASTER.MOV'). A 'Select Movie...' button is also present. The main area displays an EDL list with columns for event number, reel name, type, effect, and timecodes. The settings panel on the right is open to the 'General' tab, showing options for EDL Format (CMX), Frame-Rate (25), FCM (Non-Drop Frame), and checkboxes for 'Mirror', 'Fix Key Duration', 'V1', 'Key (V2)', 'A1234', 'Remove Freeze Frames', 'Remove Speed Changes', 'Wipes to Dissolves', 'Keys to Dissolves - V2 overwrites V1 !!!', and 'Generate New Comment Lines'.

**Mirror**

An: Src-IN = Rec-IN, Src-OUT = Rec-OUT  
Aus: Src-IN = Src-IN, Src-OUT = Src-OUT

**Fix Key Duration (wenn die EDL mit Final Cut Pro erstellt wurde)**

Bei EDLs aus FCP ist die Dauer der Key-Spur(V2) immer 0 Frames. Das führt zu Fehlern, falls die EDL wieder importiert wird.  
An: Die Dauer von Key-Spur(V2) = Dauer von V1  
Aus: Events bei denen Key-Spur(V2) > 0 ist, werden nicht verändert

**Key(V2)**

An: V2 wird in die EDL übernommen (Standard)  
Aus: V2 wird nicht in die EDL übernommen

**A1234**

An: Alles Audio, falls vorhanden, entfernen  
Aus: Alles Audio, falls vorhanden, behalten

**Remove Freeze Frames**

An: Alle Freeze Frames entfernen  
Aus: Alle Freeze Frames behalten

**Remove Speed-Changes**

An: Alle Speed Changes entfernen  
Aus: Alle Speed Changes behalten

**Wipes to Dissolves**

An: Wandelt alle Wipes in Dissolves (Duration bleibt erhalten)

**Keys to Dissolves**

An: Wandelt alle Keys in Dissolves (Duration immer 0 Frames)  
ACHTUNG! Überschreibt vorhandenes Video in V1

**Generate New Comment Lines**

An: Generiert neue Kommentarzeilen.  
ACHTUNG! Original Kommentarzeilen werden von Elspeth nicht berücksichtigt.  
Sollte für einen Re-Import einer gespiegelten EDL in FCP immer aktiviert werden.