

cinémon® User Guide v1.4.0.30

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1 Supported Platforms and Requirements

SUPPORTED OPERATING SYSTEMS & SOFTWARE

- Mac OS X 10.6.x, 10.7.x
- Final Cut Pro® 7.0.3
- QuickTime® 7.6.6

MINIMUM SOFTWARE SPECIFICATIONS

- XDCAM Transfer v2.12.0 or later

MINIMUM HARDWARE SPECIFICATIONS

- Intel® Core™ 2 Duo processor (1.83Ghz or higher)
- 2 Gb of RAM
- GPU
 - 18, 25, 35, 50 Mbps: Same GPU requirements as Final Cut Pro
 - Proxy Only: Intel® 950 or greater

2 Supported Formats

Version 1.4.0.30 of *cinémon*® for Final Cut Pro allows native editing of the following formats in Final Cut Pro sequences ¹:

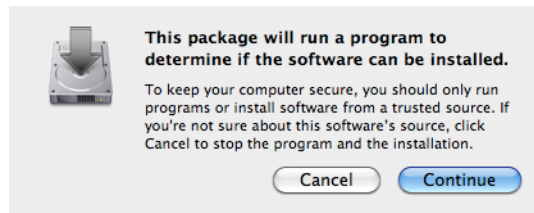
- XDCAM EX (MP4) 60i/50i/23.98p/25p/29.97p @ 25, 35 Mbps
- XDCAM EX (MP4) 720 60p/50p/23.98p/25p/29.97p @ 35Mbps
- MXF and MP4 files exported via XDCAM Transfer Tool
- XDCAM Proxy ²
- XDCAM Professional Disc
 - HD 60i/50i/23.98p/25p/29.97p @ 18, 25, 35, 50Mbps
 - HD 720 50p/60p/23.98p(PD) @ 25, 35, 50 Mbps
 - SD IMX, DVCAM
- XDCAM Memory
 - HD 60i/50i/23.98p/25p/29.97p @ 35, 50 Mbps
 - HD 720 50p/60p @ 35, 50 Mbps
 - HD 720 25p/30p/23.98p @ 50 Mbps
 - SD IMX, DVCAM
- Omneon™ XDCAM HD for NLE MXF files with OP1a Internal and OP1a Internal Low Latency wrappers generated from MediaDeck™/Spectrum™ firmware V5.2.0.10, 5.5.0.0, and 6.1.0.6.
- Omneon XDCAM HD for NLE MXF files with OP1a RDD-9 wrappers generated from MediaDeck/Spectrum firmware V 6.1.0.6.
- Omneon IMX D10 MXF files with the OP1a EVTR wrapper generated from MediaDeck/Spectrum firmware 5.5.0.0, and 6.1.0.6.

¹For QuickTime support under OS X version 10.6.x, please refer to the Apple Support page <http://support.apple.com/kb/HT3678>

²Requires rendering of audio for preview playback in timeline. Requires full render for final output.

3 Installation

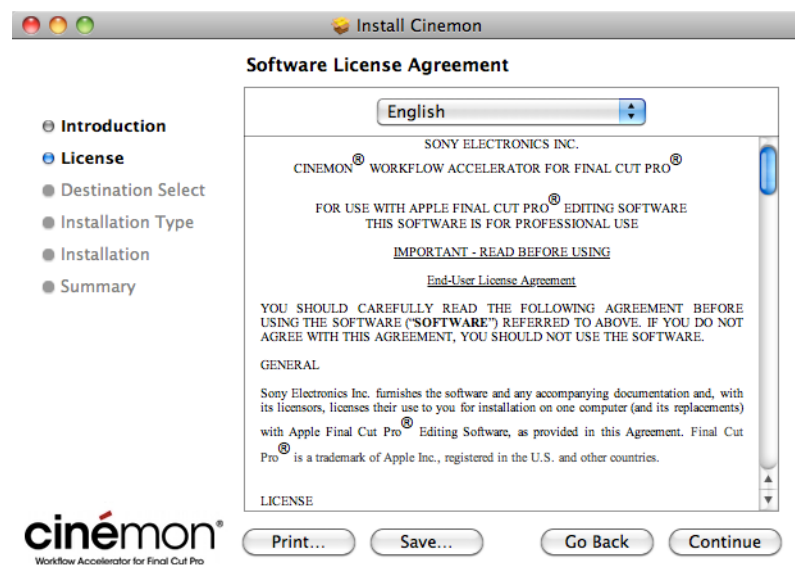
1. Download the *cinémon*® installer to your computer.
2. Unzip the installer by double-clicking the downloaded .zip file.
3. Double-click the unzipped installation package to run the installer. Follow the onscreen instructions to complete installation.
4. The installer first checks to determine if the software can be installed. Click [**Continue**].



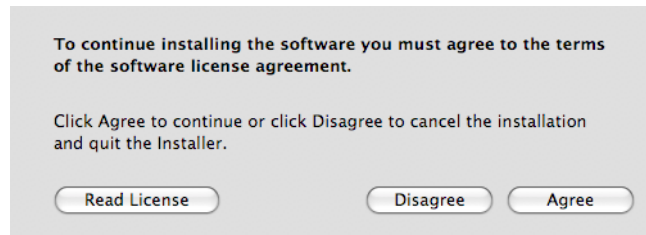
5. The *Installation* dialog appears. Click [**Continue**].



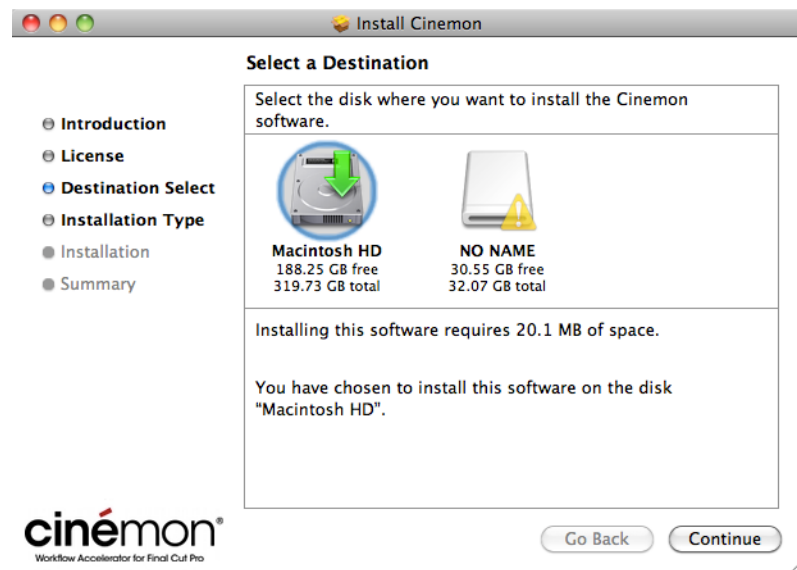
6. Read the Software License Agreement, then click [**Continue**].



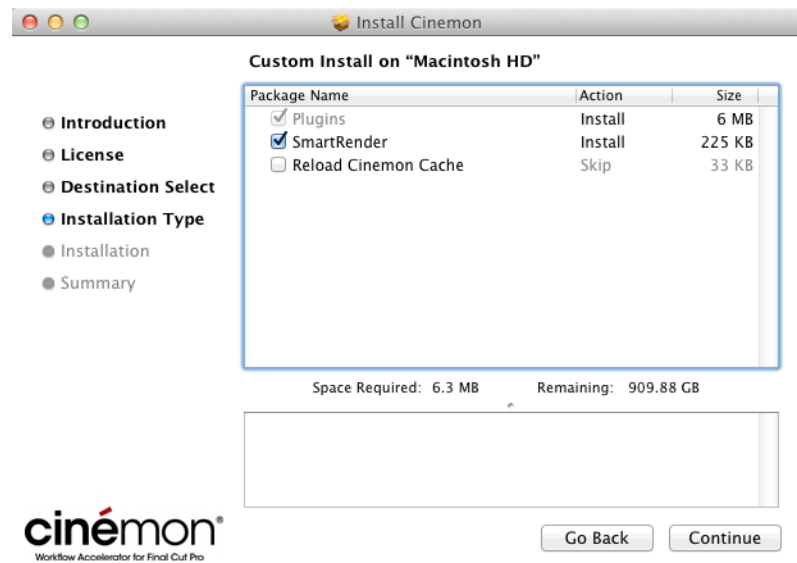
7. A message asking if you agree to the software license agreement will appear. Click **[Agree]** if you agree to the terms and conditions of the License Agreement. If you do not agree to the terms then select **[Disagree]**.



8. After you agree to the License Agreement, the *Destination Select* page may appear. Only the system drive may be selected as a destination. Click **[Continue]**.



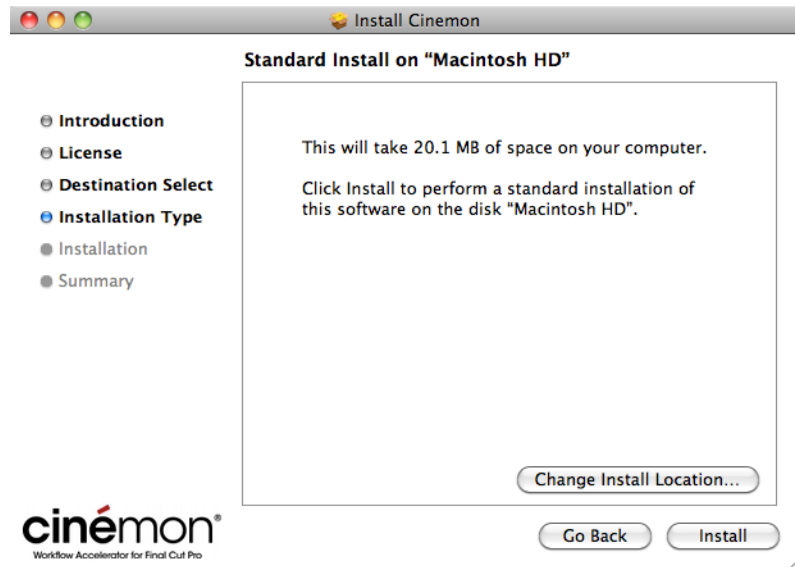
9. The *Custom Install* page will appear. The *Plugins* package is required and cannot be disabled.



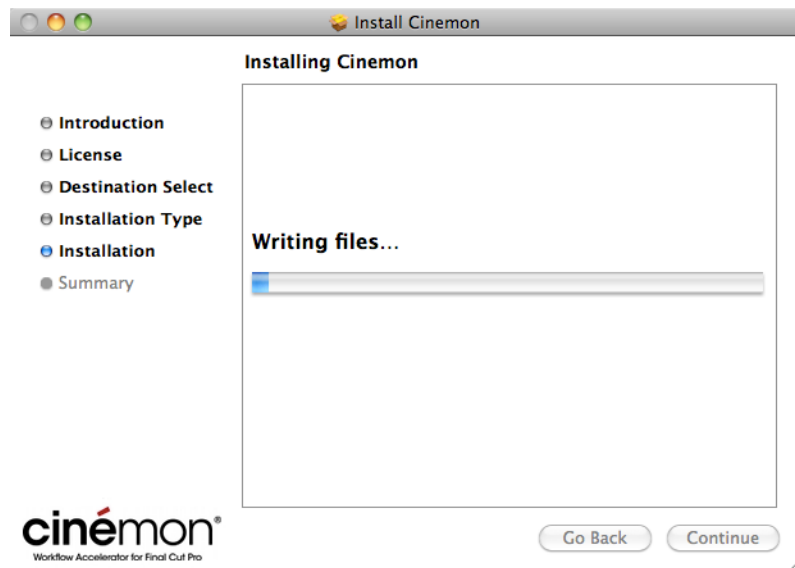
Note

See the [Usage](#) section for more information on the optional [Smart Render](#) and [Reload Cinemon Cache](#) packages.

10. Click **[Continue]**.
11. Next, the *Installation Type* page confirms that the standard installation will be performed. Click **[Install]** to continue.



12. You will be prompted to enter the username and password of the local administrator. Provide the login credentials and then click **[OK]** to proceed with installation.
13. Installation will begin.

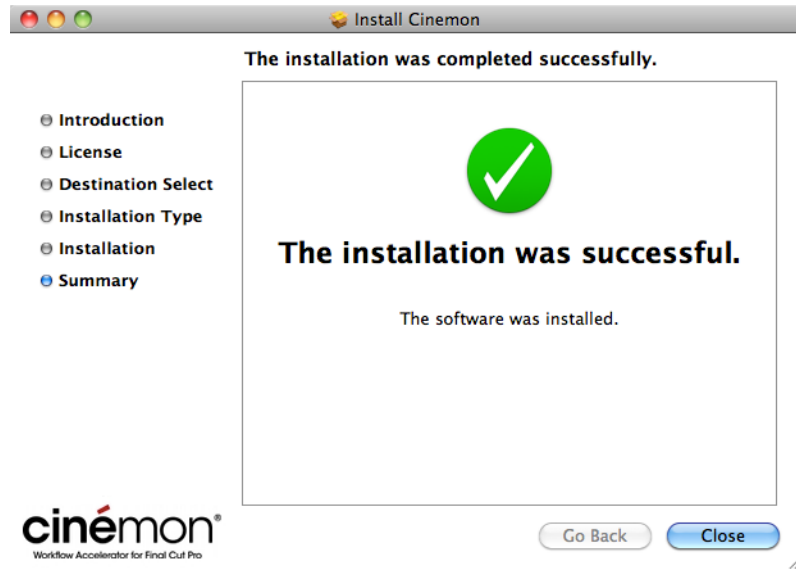


14. During installation, the Registration dialog will appear. See the [Licensing Tool Registration](#) section for instructions on how to register the software.

Note

A 30 day free trial is available without registration. The trial license is valid for 30 days from the installation date. During the trial period, a dialog will appear periodically indicating the number of days remaining and offering registration.

15. After completing registration, the *Summary* dialog will appear.
-



16. Click [**C**lose] to complete installation.

4 Preference Panel

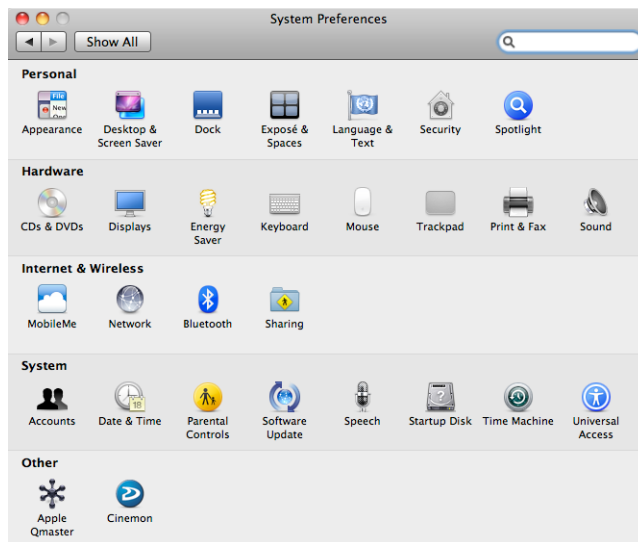
The **Cinemon Preference Panel** is used to register *cinémon*®, manage preferences, install software updates when they become available, and to uninstall the software.

The Preference Panel is located in the System Preferences menu under *System Preferences* ⇒ *Cinemon*. Use the **Cinemon Preference Panel** at any time after installation to register the product.

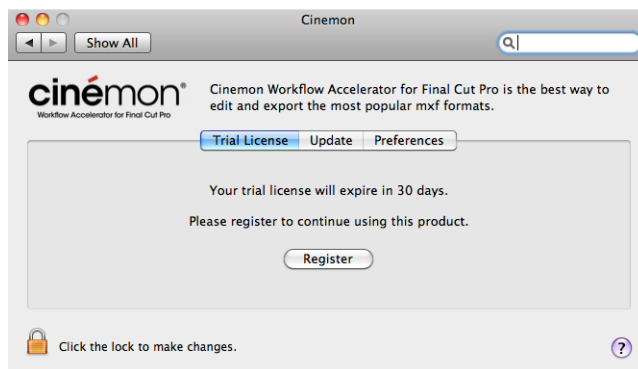
4.1 Open the Preference Panel

To open the **Cinemon Preference Panel**, follow these instructions:

1. Click the Apple icon in the top left corner of the screen and select *System Preferences...*
2. The *System Preferences* window will appear. Under the *Other* category, click the **Cinemon** entry.



3. The **Cinemon Preference Panel** will be displayed.

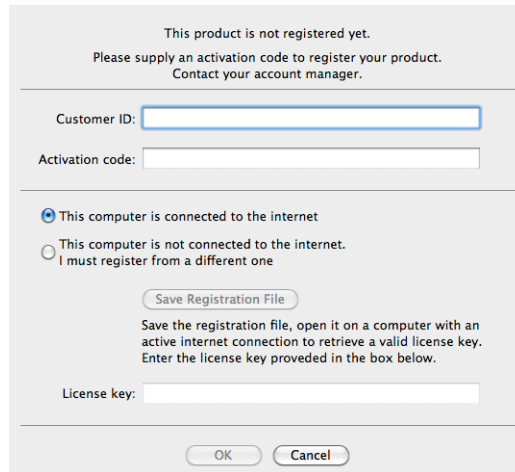


4.2 Registration

To register your product, follow these instructions:

1. [Open the Preference Panel](#)

- In the *Trial License* tab, click **[Register]**.
- The *Registration* dialog appears.



This product is not registered yet.
Please supply an activation code to register your product.
Contact your account manager.

Customer ID:

Activation code:

This computer is connected to the internet
 This computer is not connected to the internet.
I must register from a different one

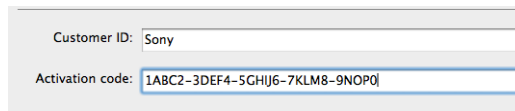
Save the registration file, open it on a computer with an active internet connection to retrieve a valid license key. Enter the license key provided in the box below.

License key:

Note

If you do not have an Activation Code, please contact your Sony account manager to purchase one.

- Enter your Customer ID in the "*Customer ID*" field.
- Enter your Activation Code in the "*Activation Code*" field.



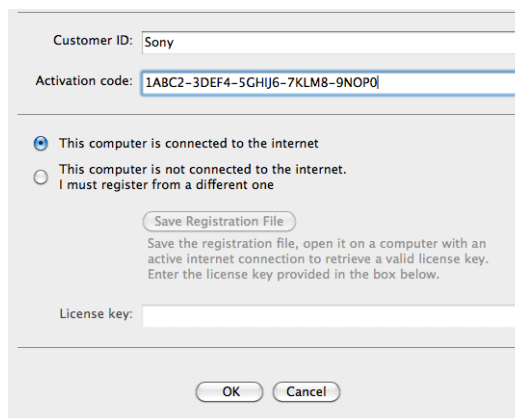
Customer ID:

Activation code:

- If the computer being registered is connected to the internet, proceed to the [Online Registration](#) section below. If the computer is not connected to the internet, proceed to the [Offline Registration](#) section.

4.2.1 Online Registration

- If the computer you are registering *cinémon*® on is connected to the internet, select the option "This computer is connected to the internet."



Customer ID:

Activation code:

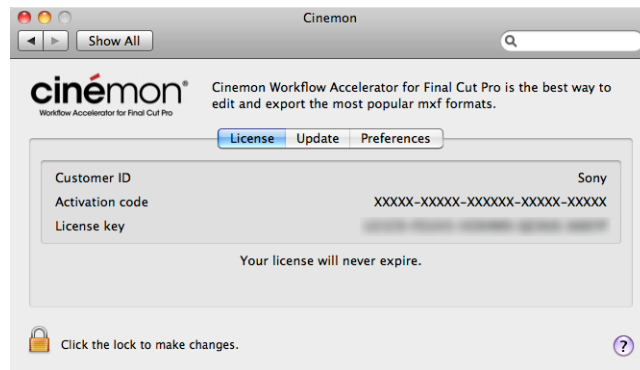
This computer is connected to the internet
 This computer is not connected to the internet.
I must register from a different one

Save the registration file, open it on a computer with an active internet connection to retrieve a valid license key. Enter the license key provided in the box below.

License key:

- Click the **[OK]** button.
-

- After registration is complete, the Licensing Tool will display the license information.



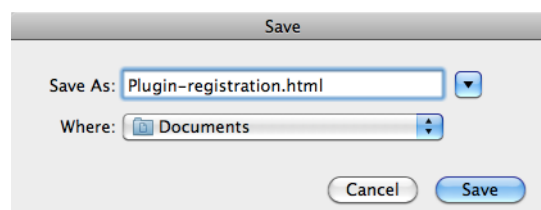
4.2.2 Offline Registration

- If the computer you are registering *cinémon*® on is not connected to the internet, select the option "This computer is not connected to the internet. I must register from a different one."

 A screenshot of a dialog box for offline registration. It contains the following fields and options:

- Customer ID: Sony
- Activation code: 1ABC2-3DEF4-5GHIJ6-7KLM8-9NOP0
- Two radio button options:
 - This computer is connected to the internet
 - This computer is not connected to the internet. I must register from a different one
- A "Save Registration File" button.
- Below the button, text reads: "Save the registration file, open it on a computer with an active internet connection to retrieve a valid license key. Enter the license key provided in the box below."
- License key: [Empty text field]
- At the bottom, there are "OK" and "Cancel" buttons.

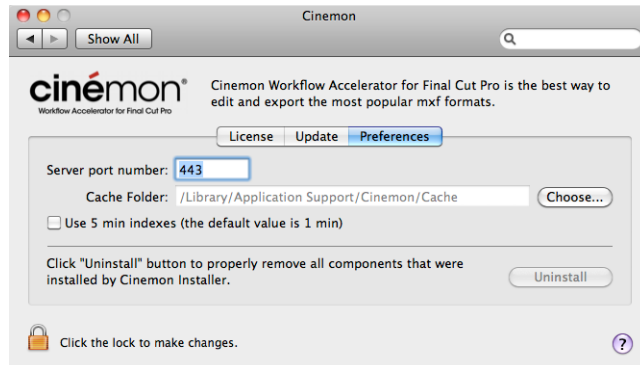
- Click the [Save Registration File] button.
- Select a location to save the registration HTML file and then click the [Save] button. This file will allow you to register from another computer with internet connectivity.



- Copy the HTML file generated in the previous step to a computer connected to the internet.
- Open the HTML file in an internet browser and click the [Get License] button.

4.3 Preferences

The *Preferences* tab of the **Cinemon Preference Panel** allows the user to change certain options and to [uninstall](#) the software.



4.3.1 Server Port Number

The default port number used when licensing *cinémon*® is **443**. This setting may be changed to **8443** if your firewall does not allow connections through port 443. Other port numbers are not supported for registration.

4.3.2 Cache Folder

cinémon® maintains a local cache which allows it to open MXF files faster after their first load. The cache folder may be moved to a user defined location if desired.

Note

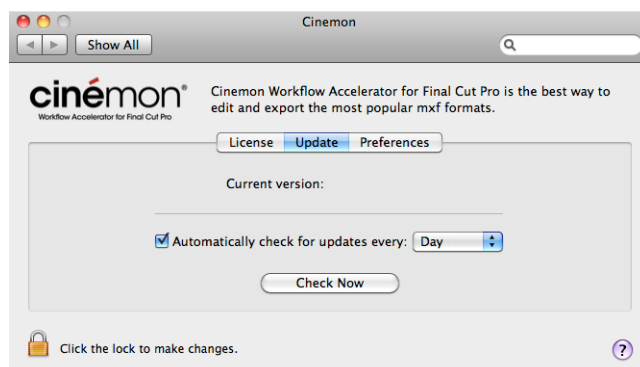
When changing the cache folder location, ensure that the new location is accessible by users. If the cache folder is moved to a location that cannot be read from or written to by other users, they will not benefit from the performance gains the cache provides.

4.3.3 Use 5 min Indexes

This option affects the Frame Chase features of *cinémon*® and is unchecked by default. This option should **only** be checked if capturing media using the Omneon MediaDeck/Spectrum server with firmware version 5.2.0.10 installed. Leave this option unchecked if capturing media using the Omneon MediaDeck/Spectrum server with firmware version 5.5.0.0 or later.

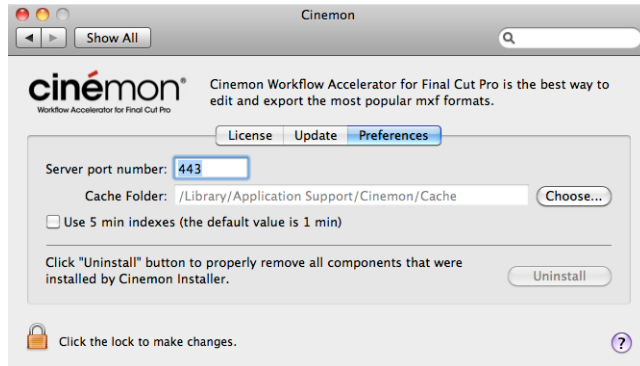
4.4 Software Updates

The *Update* tab of the **Cinemon Preference Panel** allows the user to disable or change the frequency of automatic checks for software updates. The user may also manually check for software updates using the **[Check Now]** button.

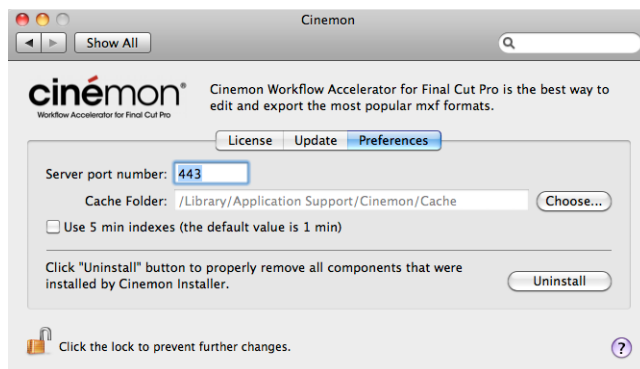


4.5 Uninstalling

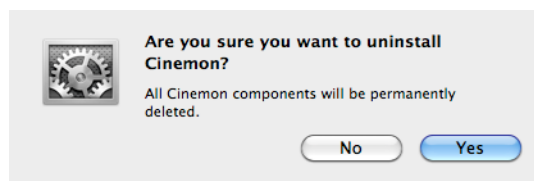
1. Open the Preference Panel
2. Select the *Preferences* tab.



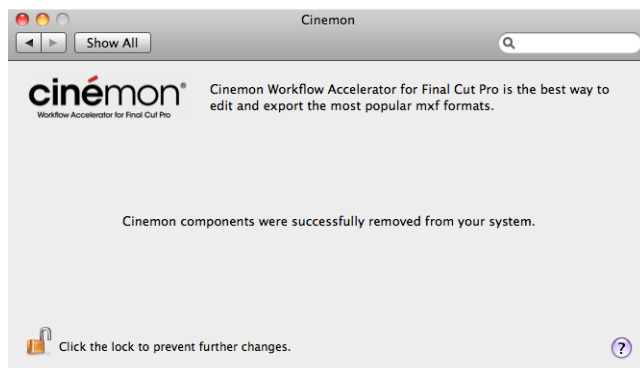
3. Click the lock at the bottom left of the window.
4. Provide the credentials of a local administrator and click **[OK]** to unlock the Preferences Panel.
5. The **[Uninstall]** button will now be available. Click it to begin uninstallation.



6. Click **[Yes]** to confirm you want to uninstall the program.



7. The Preference Panel will display a message confirming that the software has been removed.



8. Close the Preference Panel to complete uninstallation.

5 Basic Usage

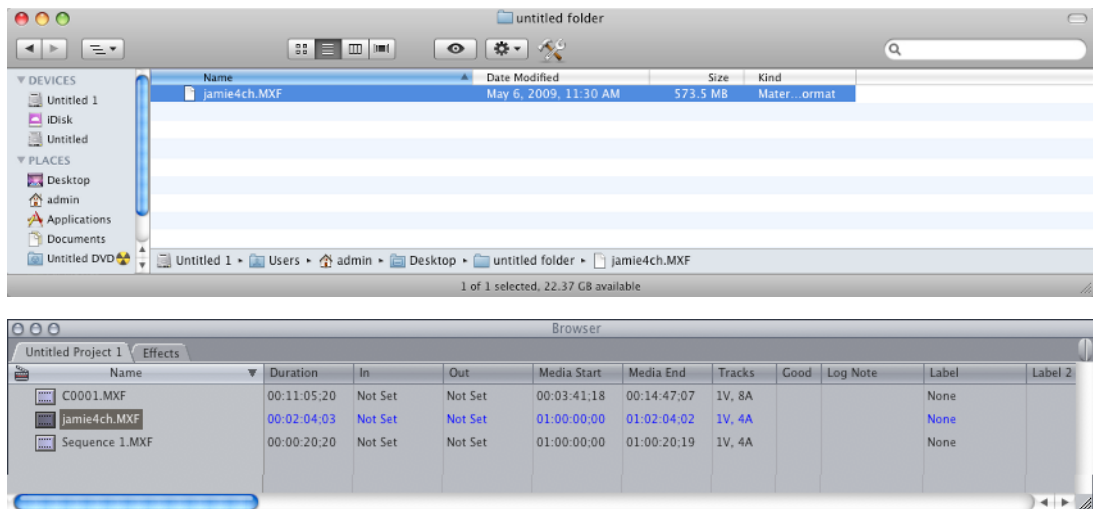
MXF and MP4 files can be played in QuickTime, Final Cut Pro, and QuickLook directly from a local hard disk or a network file server. Though files can be played directly from XDCAM and XDCAM EX devices, the performance will be limited to the performance profile of the given device or connection.

MXF and MP4 files can also be played in the Finder Icon, Columns, and Cover Flow views.

PLAYING CLIPS IN FINAL CUT PRO:

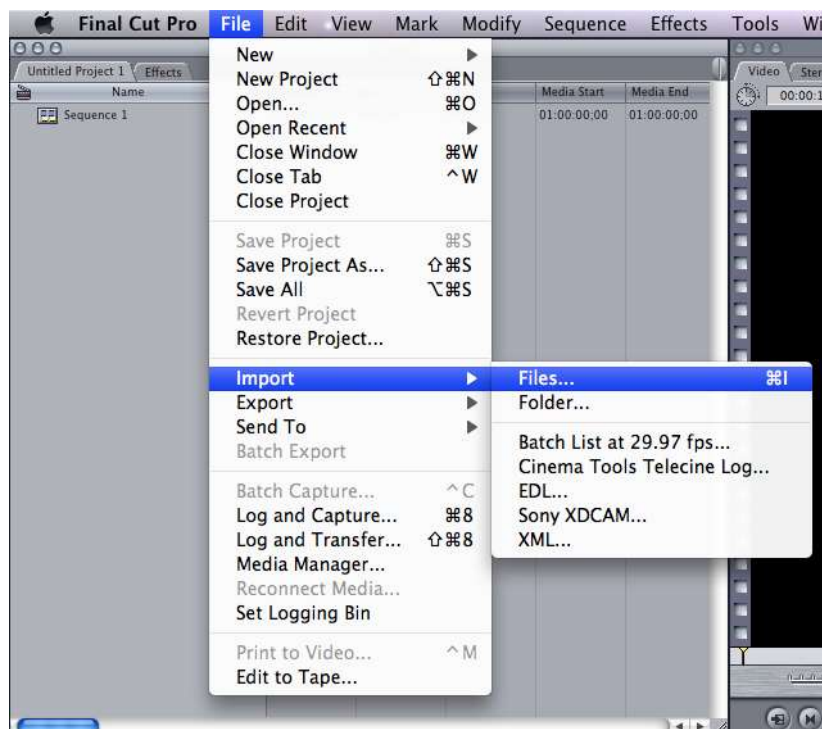
- Drag and Drop from Finder

1. Drag and drop files directly from Finder into the Final Cut Pro bin.

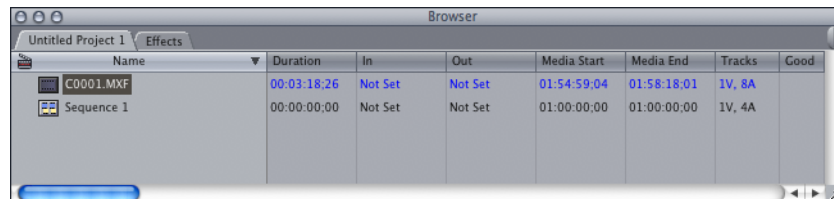
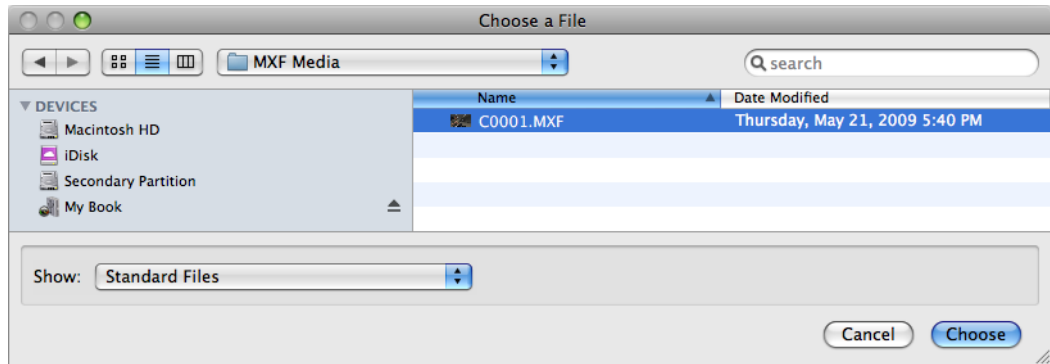


- File Import

1. From the main menu, select *File* ⇒ *Import* ⇒ *Files*



2. Select the desired files to import and click the **[Choose]** button, or double click on the files to import them.



PLAYING CLIPS IN FINDER USING QUICK LOOK:

1. In Finder, right click the file to be previewed and select *Quick Look "<filename>"*



6 Frame Chase

When recording a live feed with either the Sony XDS-PD2000 device, the Omneon MediaDeck, or Omneon Spectrum server in one of the supported formats, MXF files can be imported into Final Cut Pro before the record process has finished. After the file has been imported, the user may manually update the clip with new material that has been ingested using the **Refresh** or **Refresh All** options and continue editing with the latest material available.

OMNEON FRAME CHASE FORMAT SUPPORT

- XDCAM HD MXF format with *OP1a (Internal, Low Latency)* media wrapper.

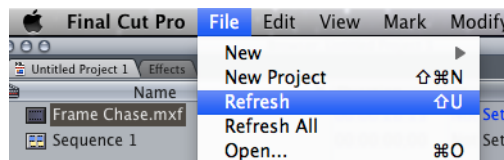
- XDCAM HD MXF format with *OP1a (RDD-9)* media wrapper.
- XDCAM IMX MXF format with *OP1a (EVTR)* media wrapper.

SONY XDS-PD2000 FRAME CHASE FORMAT SUPPORT

- 59.94i/50i/23.98p/25p/29.97p @ 35, 50 Mbps
- 720 59.94p/50p @ 35, 50Mbps
- IMX 59.94i/50i @ 50Mbps
- DVCAM 59.94i/50i @ 25Mbps

When an MXF file is imported into Final Cut Pro while it is still being ingested, the material that has been recorded thus far will be imported. The clip's length can then be updated while it is still ingesting by using the **Refresh** and **Refresh All** commands. This allows the editor to work with the most recent material available.

The **Refresh** and **Refresh All** commands are located in Final Cut Pro under the menu *File* ⇒ *Refresh*, and *File* ⇒ *Refresh All*.



FRAME CHASE A FILE IN FINAL CUT PRO

1. Start ingesting a clip on one of the supported ingest devices.
2. If the Omneon MediaGrid™ is used for asset management, the Omneon Media Application Server™ should begin transferring the clip to the MediaGrid automatically.

Note

The File System Driver supplied by Omneon should be used to mount the MediaGrid file system on the Mac.

3. Import the clip being ingested into the Final Cut Pro project.
4. After the clip imports into Final Cut Pro it can be played, edited, and exported like any other video clip.
5. While the clip is still ingesting, refresh the file to work with the most recent material available. Clips may be refreshed in one of three ways:
 - a. Highlight a single frame chase clip in the bin and select *File* ⇒ *Refresh*. This will update the clip length for the highlighted clip in the bin.
 - b. Multiselect two or more frame chase clips in the bin and select *File* ⇒ *Refresh*. This will update the clip length for all highlighted clips in the bin.
 - c. Select *File* ⇒ *Refresh All*. This will update the clip length for all clips in the bin.

Note

Use of the **Refresh All** command for very large projects with many clips is discouraged due to performance limitations.

6. Continue editing with the newly available material. Repeat the previous step to update the clip length again.
-

7 Smart Render Export

The Smart Render Export feature allows users to export a Final Cut Pro sequence directly to MXF. This also provides the Smart Render Export API which allows the creation of customized MXF export tools for Final Cut Pro.

Individual clips cannot be exported directly from the Final Cut Pro bin. Smart Render Export only supports export of Final Cut Pro sequences.

7.1 Smart Render Export Plug-in

If the *Smart Render* option was selected during installation of cinémon®, the Smart Render Export plug-in will be available in the Final Cut Pro menu under *File ⇒ Export ⇒ Smart Render Export*.

The sequence settings are used to determine the format of the MXF file created by Smart Render Export. Only formats that are compatible with the Sony XDCAM HD/SD MXF specifications can be exported.

EXPORTING A SEQUENCE USING SMART RENDER EXPORT

1. Set the sequence settings to a Sony XDCAM HD/SD MXF compatible format.
2. Select the sequence to be exported in the Final Cut Pro bin.
3. Select *File ⇒ Export ⇒ Smart Render Export* from the menu, or right click the sequence in the bin and select *Export ⇒ Smart Render Export*.
4. A Save dialog will open. Specify the location and name of the file to be exported.
5. Click [**Save**] to begin the export.

Note

If any of the sequence settings are incompatible with Smart Render Export, a warning dialog will appear and the sequence settings must be changed to a compatible format before Smart Render Export will succeed.

6. A progress bar will be displayed until export completes.

7.2 Smart Render Export API

Custom Final Cut Pro export tools may be created using the Smart Render API to perform MXF exports using Smart Render.

8 Reload Cinemon Cache

If the *Reload Cinemon Cache* package was selected during installation, then a new menu item will appear in Final Cut Pro under *File ⇒ Reload Cinemon Cache*.

In certain cases, audio errors may be introduced during the creation of an MXF file. This usually occurs when an SDI line feed is switched in the middle of recording to an ingest device which records MXF files. The audio errors cause clicking sounds to be heard when the defective MXF file is played in Final Cut Pro or QuickTime, and can also affect the audio of files exported from Final Cut Pro.

The *Reload Cinemon Cache* option forces cinémon® to perform a deep scan of the MXF file in order to detect these audio errors and correct them in the MXF cache. This option does not make any changes to the original MXF file, but it allows cinémon® to play the affected MXF file in QuickTime and Final Cut Pro without audio clicking errors.

If an MXF file contains clicks in the audio in all or part of the file, then the *Reload Cinemon Cache* function should be used to correct the problem. Performing a deep scan of the MXF file may take a long time, especially for large MXF video files.

RELOADING THE CINÉMON® CACHE

1. Import the affected file(s) into Final Cut Pro
2. Highlight the affected file(s) in the Final Cut Pro bin.
3. Select *File ⇒ Reload Cinemon Cache*.
4. Wait for the operation to complete. This operation may take a long time reload large files.
5. A confirmation message will be displayed. Restart Final Cut Pro to finish reloading the file(s).

9 Known Issues

- Timecode breaks and discontinuous timecode are not supported by Final Cut Pro. Media files containing timecode breaks will import and play properly, but the timecode will increment from the first frame of the file, regardless of the embedded timecode value.
- VANC data packet has been tested with the parameter set to 6000 on the Omneon MediaDeck.
- Incorrect timecode display for Omneon 50i/60i clips. The timecode is one frame off for clips recorded using the Omneon MediaDeck/Spectrum firmware V5.2.0.10.
- Extra material is sometimes displayed at the end of Omneon clips.
- Audio of proxy video files must be rendered to be played in Final Cut Pro preview mode. Proxy video must be rendered for full resolution final output.
- Smart Render Exports with a format of 1280 x 720 25Mb 50p/60p can't be written to XDCAM discs. Exporting these files as 1280 x 720 35Mb 50p/60p format will allow them to be written to XDCAM discs.

10 Technical Support

For technical support, U.S. customers may contact Sony's Broadcast Business and Professional Support Group at 1-800-883-6817 (select options 2-4-2).

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This product uses the sparkle software update framework.

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