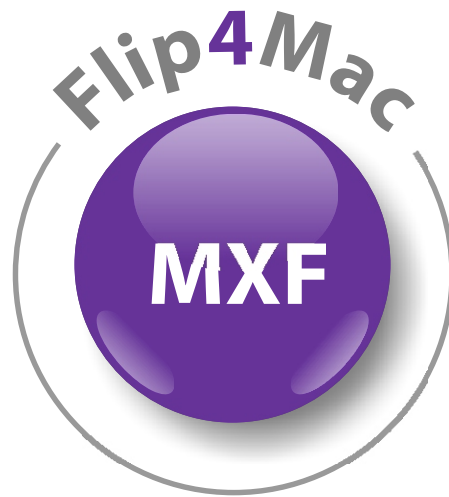


Flip4Mac™

Digital Media Tools for the Macintosh

User Guide



MXF Import Component V 1.0



TELESTREAM

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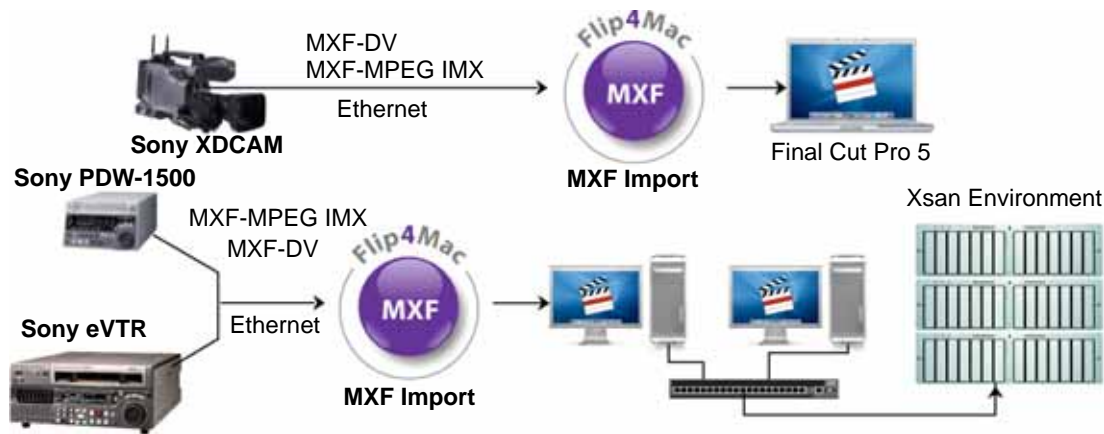
What is MXF Import?

Now Final Cut Pro users can benefit from an all-digital, file-based media workflow – ingest MXF files from Sony XDCAM digital acquisition tools to Apple's real-time media editing software – using the new Flip4Mac MXF Import Component (often called MXF Import for short).

Using MXF Import, you can...

- Import MXF files directly from servers or network-connected Sony devices
- Edit native Sony IMX media on your Macintosh
- Increase your productivity
- Redefine your workflow.

MXF Import provides direct ingest of DV and MPEG IMX content – from network-connected Sony XDCAM Camcorders, PDW-1500 Compact Decks, and eVTR IMX MPEG video tape recorders, or from localized MXF files on your Macintosh, file server, or Xsan environment – directly into Final Cut Pro 5 as a QuickTime movie.



With MXF Import, Macintosh users can browse and import MXF content for quick, easy access – without going to baseband video. This means a faster, more efficient all-digital, file-based workflow that provides greater efficiency and productivity for you.

MXF Import Features

- Import DV or MPEG IMX
- File transfer via 10, 100, or 1G Ethernet connection

Supported Digital Acquisition Systems

- Sony XDCAM Camcorder
- Sony PDW-1500 Compact Deck
- Sony eVTR IMX MPEG Video Tape Recorder

System Requirements

- Mac OS X Version 10.3.9 or later
- QuickTime Pro Version 7.0 or later
- Apple Final Cut Pro 5

Downloading & Installing MXF Import

Downloading and installing MXF Import is easy. Visit www.flip4mac.com with your Web browser and click on the purple Flip4Mac MXF Try or Buy button.

In the Flip4Mac Free Trial & Purchase Center, click the MXF Import Download button to download a disk image (.dmg) file to your Macintosh. Next, double-click the disk image file to open it. Double-click the installer to install Flip4Mac MXF Import Component on your Macintosh, following the installer instructions.



Note: *If your Macintosh isn't connected to the Internet, download the MXF Import disk image file to another computer (Macintosh or Windows) and move the disk image file (copy over LAN or burn a CD) to your Macintosh for installation.*

Trying Out MXF Import

MXF Import operates in trial mode until you purchase a license. You're welcome to try out MXF Import for as long as you like.

During the trial period, you can import the first half of an MXF file into Final Cut Pro 5.

Purchase Options

To purchase WMV MXF Import, choose from these secure options:

Option 1 - Purchase Directly in MXF Import (see next page). If your Macintosh is connected to the Internet, purchase directly from MXF Import. This is easiest and fastest. Choose this option if:

- You have downloaded and installed a trial version of MXF Import.

Option 2 - Purchase from Flip4Mac Web Site (Page 4). You can also purchase from the Flip4Mac Web site. Choose this option if:

- You haven't downloaded and installed a trial version of MXF Import yet
- You prefer to use a Web site to purchase your license and transfer it to MXF Import
- Your Macintosh isn't connected to the Internet so you need to use another computer.

Visit www.flip4mac.com/buy.htm for purchasing details and instructions.

Purchase Directly in MXF Import

If your Macintosh is connected to the Internet and you've already installed a trial version of MXF Import, you can purchase a serial number directly in MXF Import. To activate Flip4Mac MXF Import, follow these steps:

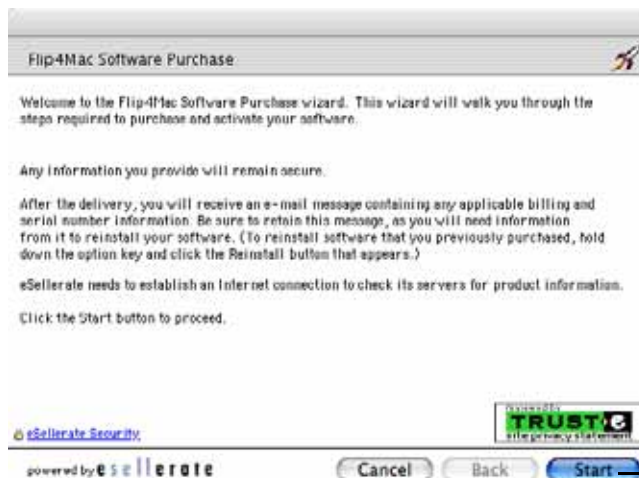
1. Make sure your Macintosh is connected to the Internet.
2. Open Applications > System Preferences and click the MXF Import icon (in the Other row at the bottom) to display the MXF Import panel.



Click Purchase to purchase a serial number and activate MXF Import.

Click About MXF Import to view the version number.

3. Click Purchase to display the secure Flip4Mac Software Purchase wizard.



Click Start to run the secure Flip4Mac Purchase wizard.

4. Click Start and the Wizard will guide you through the secure purchasing process.

When the purchase is complete the serial number is automatically installed and your software is activated. You should print the receipt before closing the wizard.

Now that you have licensed MXF Import you can import MXF files without any file size limits.

You will also receive an order confirmation via email that contains the serial number. Save the receipt for your records, and save your order confirmation in case you ever need to re-install the software.

Purchase from the Flip4Mac Web Site

To purchase directly from the Flip4Mac Web site, go to www.flip4mac.com and click the Buy button at the top of the home page. On the next page, click the Buy Now button in the Flip4Mac Free Trial & Purchase Center to display the eStore page. Follow the instructions to purchase.

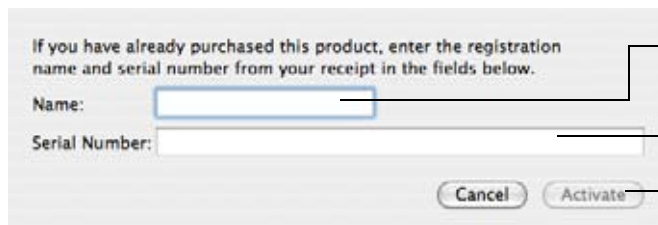
When the purchase is complete, you will receive an order confirmation via email that contains the serial number. When the email arrives (usually momentarily), continue.

1. Open Applications > System Preferences and click the MXF Import icon (in the Other row at the bottom) to display the MXF Import panel.



Click the Enter Serial Number button to display the Activate Serial Number dialog.

2. Click the Enter Serial Number button to display the Activate Serial Number dialog.



Enter your name exactly as it appears in the order confirmation email.

Enter the serial number.

Click Activate.

3. In the Name field, enter your name just as it is printed in the order confirmation email.
4. In the Serial number field, enter the serial number from the order confirmation email.
5. Click Activate.

If your Macintosh is on the Internet, the serial number is validated and the software is activated.

If your Macintosh is not on the Internet, go to www.flip4mac.com/support/not_connected.htm (in Flip4Mac Support) with another computer to complete the last steps to activate your software.

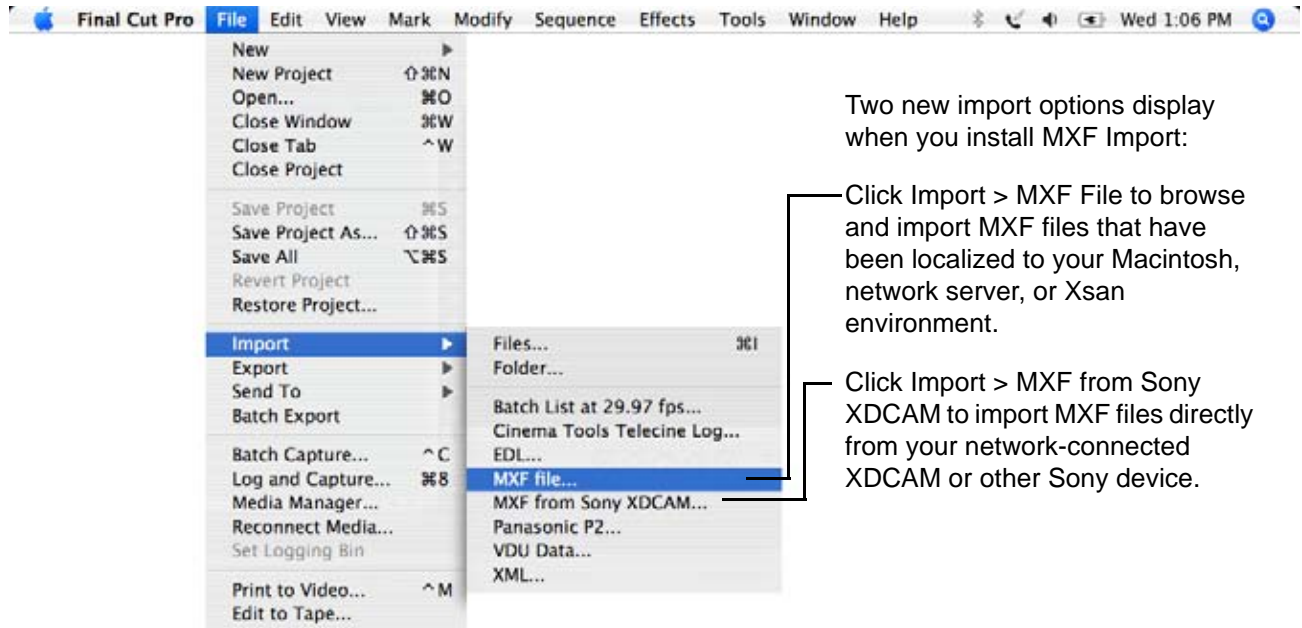
Now that you have licensed MXF Import you can import MXF files without any file size limits.

You should print the receipt before closing the wizard. You will also receive an order confirmation via email that contains the serial number. Save the receipt for your records, and save your order confirmation in case you ever need to re-install the software.

Using MXF Import

MXF Import allows you to import MXF files that contain either DV or MPEG IMX media into Final Cut Pro 5.

When you install MXF Import, two menu items are added to Final Cut Pro's File > Import menu: MXF File, and MXF from Sony XDCAM.

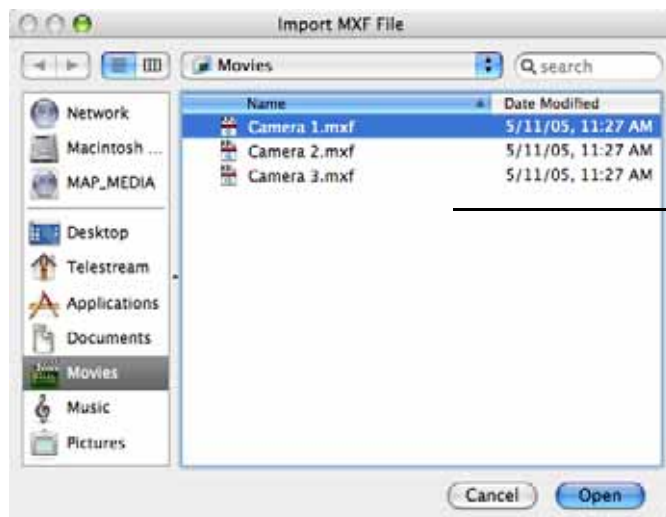


Choose the MXF File menu option to select MXF files that have already been localized to your Macintosh, network server, or Xsan environment. Choose the MXF from Sony XDCAM option to select files directly from a network-connected XDCAM, PDW-1500, or eVTR deck.

You can select one or more IMX files and save them on your Macintosh as QuickTime files. They are automatically added to the project list in Final Cut Pro 5.

Importing MXF Files from your Macintosh or Server

When you select File > Import > MXF file, Final Cut Pro displays the Import MXF File dialog.



Browse local or network drives and folders to select one or more MXF files to import.

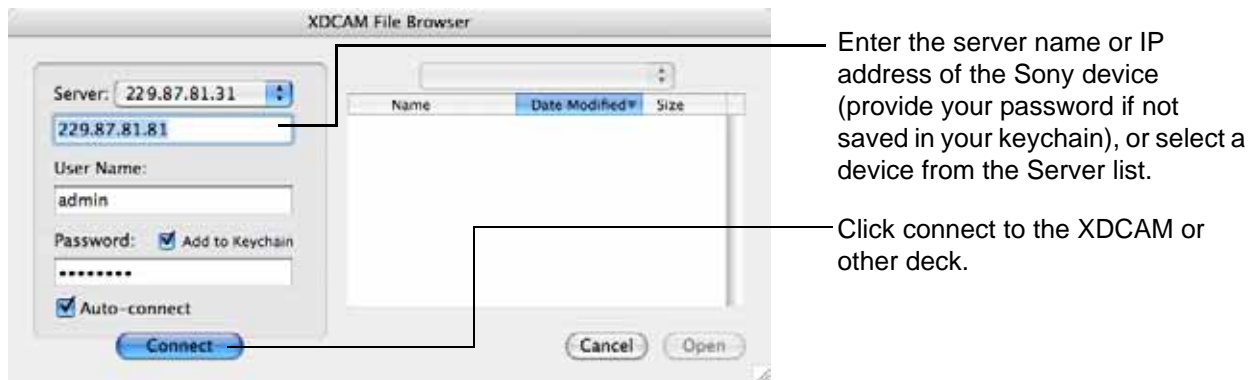
Browse local or network drives and select one or more MXF files you want to import, and click Open.

MXF Import automatically converts each MXF file to a QuickTime movie (.mov) file, and provides a dialog so that you can save it. After the file or files are saved, they are automatically added to the project list.

For details on saving converted MXF files, go to Saving QuickTime Files on page 7.

Importing MXF Files from Sony Devices

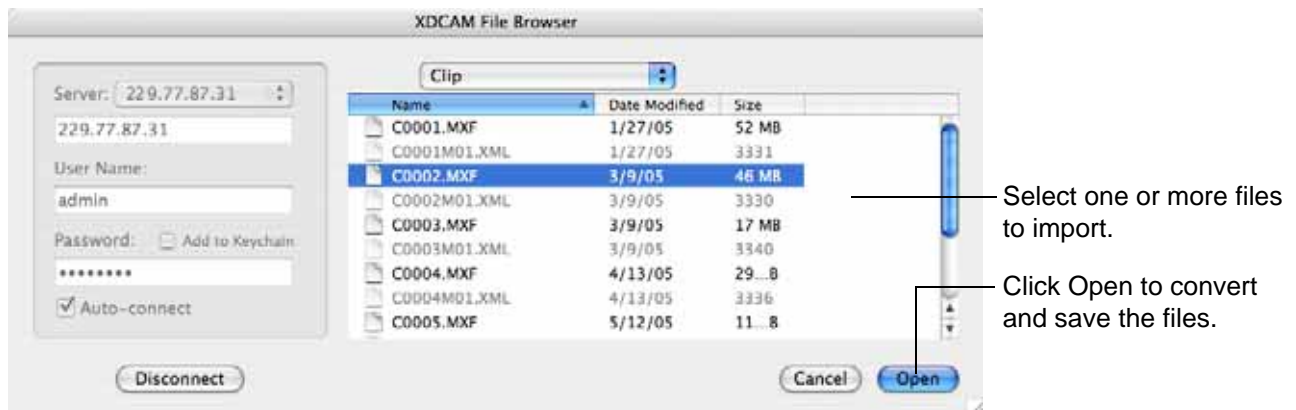
Select File > Import > MXF from Sony XDCAM to display the XDCAM File Browser dialog.



To connect to a Sony device, select the device from the Server list (displays recently connected Sony devices). To connect to a Sony device for the first time, enter the server name (assigned by your system administrator) or the IP address and provide the user name and password you want to browse, then click Connect.

To save your password, check Add to Keychain. To automatically connect to this device each time you select Import > MXF from Sony XDCAM, check Auto-connect.

When you connect, open the Clip folder and the MXF files display in the list on the right.



Select the MXF files you want to import, and click Open. MXF Import automatically converts each MXF file to a QuickTime movie (.mov) file, and provides a dialog so that you can save it.

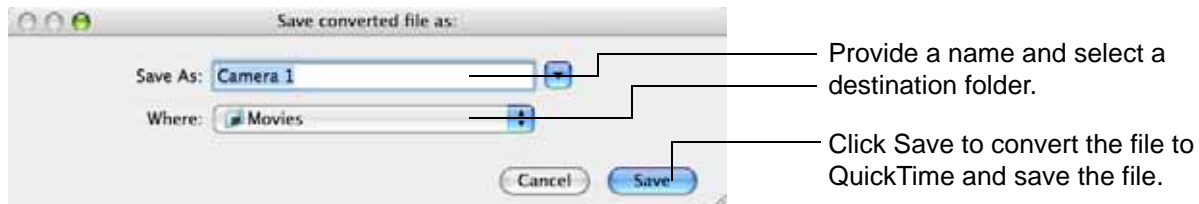
For details on saving converted MXF files, go to Saving QuickTime Files, following.

Saving QuickTime Files

You can import a single MXF file, or multiple MXF files. If you select more than one file to import, MXF Import displays a modified save as dialog to provide save options.

Saving a Single QuickTime File

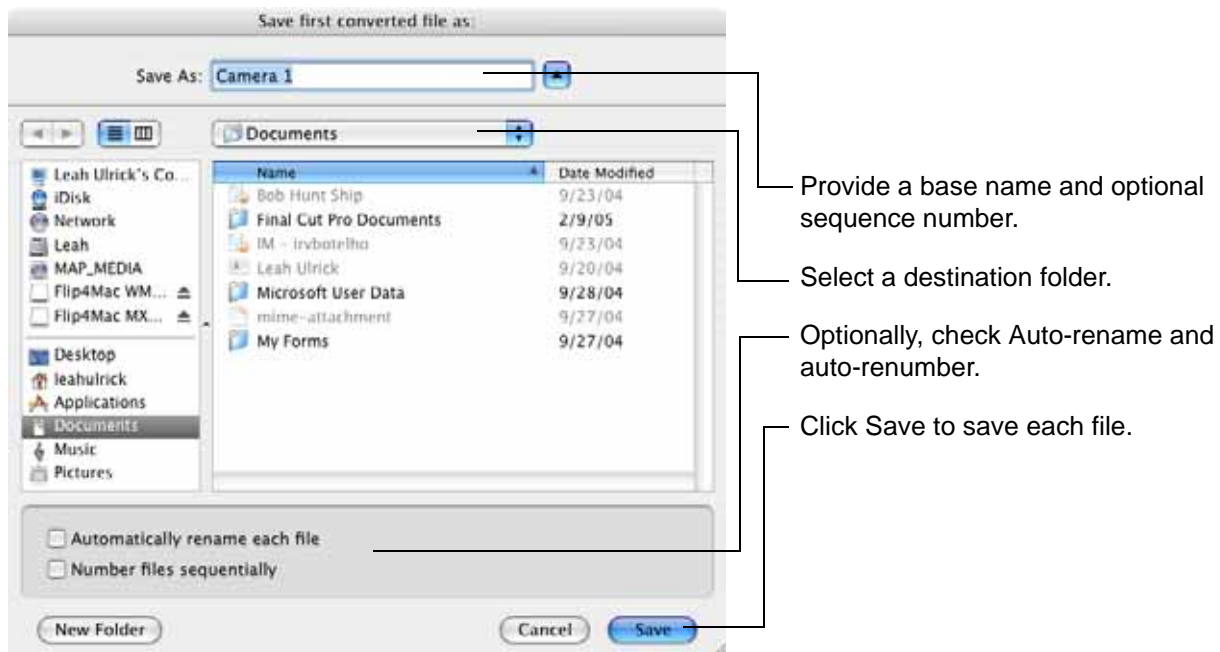
When you select a single MXF file and click Open, MXF Import displays the Save converted file as dialog.



Accept the current name (same as the imported file) or edit it, then select the destination folder and click Save. MXF Import automatically converts the file to QuickTime, saves it, and automatically adds it to the project list in Final Cut Pro 5. The suffix .mov is supplied by default – you do not have to supply the suffix.

Saving Multiple QuickTime Files

When you select multiple MXF files and click Open, MXF Import displays the Save converted file as dialog with two options near the bottom, to make saving multiple files easier.



Before you save files, determine how you want them named.

Automatically rename each file. If unchecked, you manually supply the destination file name for each file you selected.

Check this option to have MXF Import save each converted file as a .mov file in the selected directory, using a file-naming convention. This option permits you to click Save one time and convert and save each selected file without further intervention.

In the Save as field, enter the base name and sequence number (*basename001*, for example) you want to use for the first file, and as a template for the remaining files to be converted. For subsequent source files, MXF Import uses the base name (*basename*, in this example) you provided for the remaining files.

For each file it converts and saves, MXF appends the base name you supply with the number from the source file. The number of digits in this number matches the number of digits you supply in the template – in this example, *001*, which is 3 digits long. If the base name you supply has no trailing numbers, the minimal number of digits for the sequence is used. If you supply a sequence number, the number of digits you supply is used. (MXF Import add digits if necessary due to the number of files.)

If the destination file name you supply does not match the numbering convention of the first file, you must manually supply the destination file name for each file you save.

Number files sequentially. You can only check Number files sequentially when you have already checked Automatically rename each file. Check to have MXF Import save each converted file using the base file name you supply, plus a four-digit, ascending numeric sequence beginning with the value *0001*.

If you do not change the original destination file name (which is the name of the first source file), each file name is created by using the base name of the first source file, and the sequence number, including files whose names are different from the first source file.

Source file names are always sorted alpha-numerically in ascending order before encoding and saving them using these file-naming conventions.

The suffix *.mov* is supplied by default – you do not have to supply the suffix.

Click Save one time and convert and save each selected file without further intervention.

Uninstalling MXF Import

To uninstall MXF Import, quit Final Cut Pro 5 and any other QuickTime applications.

Open the Library > QuickTime folder and drag the Flip4Mac MXF Import.component file to the Trash.

Open the Library > PreferencePanels folder and drag the MxfImport.prefPane file to the Trash.

Open the Library > Application Support > Final Cut Pro System Support > Plug-ins folder and drag Flip4Mac MXF PlugIn.bundle to the Trash.

The serial number remains on your Macintosh, and re-activates if you re-install the software.

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Obtaining Support and Information

To learn more about MXF Import, or find out how other professionals are using MXF Import, go to www.flip4mac.com and click the forum button. The Flip4Mac forum is used by people interested in all aspects of media. You can read FAQs, search for specific topics, and participate in lively discussions.

You can also join the forum and post your questions so that another Flip4Mac user or a support engineer may respond.

Alternatively, you can email support@flip4mac.com for assistance.

When you post a question to the forum or send email to the support address, please include your Mac OS X version and QuickTime version.

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