The Demo can be accessed at: https://mc17fl.github.io

About us: Thank you for using our wonderful new product, CPU again deluxe pro edition! This is an innovative video editing software that puts full control into the user's hands, with as much customization as possible while maintaining a clean and minimal design. Our product focus is on a clean and simple approach to UI, with something called "button dropdowns", which feature icons inside of the menus to present a clean and simple way to view our features. The names of these features as well as hotkeys can be accessed simply by hovering over their icons. As this is a demo version of the product, some features in this read me will be hypothetical, but will be explained as if they are fully implemented to give the full idea of how our product works. Please note that the hotkeys listed in this readme are not yet implemented.

How to use our product:

Creating a project: When the program starts, a new project is created. Users can open a previously worked on project using the blue files button and clicking the open files icon, or CTRL+O. Projects can then be saved using CTRL+P, and new projects created with CTRL+N. a finished project can be exported using the purple button on the right-hand side, or by pressing CTRL+S.

Adding and editing: the green buttons are used for creating and interacting with elements inside of the main screen area. The plus button is used to add assets like a blank source (ALT+N), video (ALT+V), audio (ALT+A), or an asset (ALT+Q). these will be added into the timeline window and can be moved around freely by left clicking and dragging with a mouse. (this can be demoed within our current preview. blank sources will be numbered, and assets are currently represented through placeholder images). These can be removed by clicking on the red x.

Next is the tools button. This menu contains features for editing video or audio. Current features include magic select (ALT+M), crop (ALT+X), colour correction (ALT+Y) and the audio editor (ALT+E). The user can preview their changes to their project by pressing the play button on the preview menu (These features are currently not available but will be in the next update).

UI Customization: all windows within the main editing area (the black window) are able to be dragged, resized, and altered to fit the users needs. This can be done by clicking on the window, which takes it into editing mode. Future implementations would allow users to add their own windows for quick access to items like an editing window, which would allow access to tools without repetitive menu usage. Other future features include the ability to customize the colour of every window within the program, the fonts used on the windows, and would also include a selection of default layouts and colour palettes for the user to choose between. Advanced users will be able to save their own custom layouts (added windows, colours, and fonts) in this section as well for future use.

the yellow button represents one of the customization features that will be available in our program. This button currently switches the application to light mode, or back to dark mode. (This can also be changed with CTRL+E).

We hope you will enjoy our product to its fullest potential!