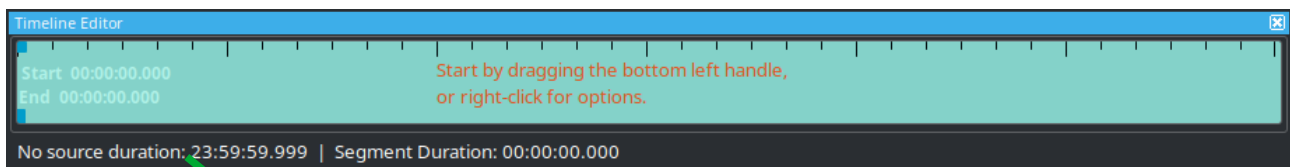


Timeline Usage

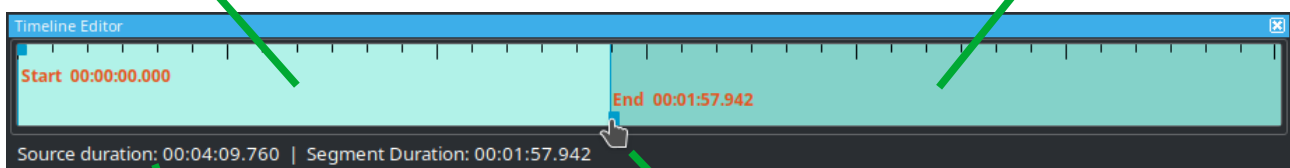
The timeline is a very useful tool for set the duration or time trim of imported media. It can be shown or hidden by check the box located in the menu bar, *View → Show Timeline*, or by using the keyboard shortcut Ctrl+T.

Timeline off



The source duration refers to the duration of the file selected in the File List panel. If no file is selected, the source duration is set to the maximum allowed time 23:59:59.999

Timeline on (duration setting)



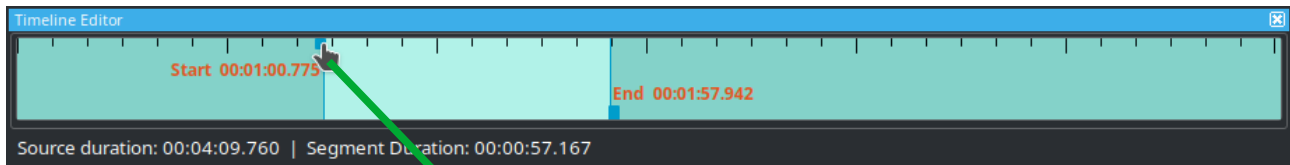
Selection display

Time remaining

Total duration of the selected source file

Move the handle at the bottom left to set a duration for the destination file

Timeline on (time trim setting)



Move the handle at the top left to set the time trim duration for the destination file

Note that showing or hiding the Timeline does not disable its settings. To disable the timeline settings, move the End and Start handles to 00:00:00.000, or right-click the timeline to display the context menu and click Reset.

Using the Timeline you need to know that...

The Timeline can only be used only by Presets Manager, AV-Conversions, Still Image Maker, From Movie to Picture, for file playback. It will have no effect on the Youtube Downloader and Concatenate media files.

- Using AV-Conversions it affects video filters preview; Also affects audio filters such PEAK and RMS normalizations during volume detect process. So if you use PEAK or RMS audio normalization, you will have to rerun volume detect with each new Timeline setting, otherwise the detected values of the audio volume may be incorrect.
- Using Presets Manager, the Timeline will have the same settings made on AV-Conversions and vice versa. In fact it is the same Timeline, no difference.
- Timeline settings will be reset every time you add new files and also when they are deleted.

Tips and Tricks

Use the Timeline to do some conversion tests before finally processing your files. This way you save a lot of time. For example, first select a short duration 10-30 seconds to quickly evaluate the results.

The timeline handles can be moved normally with the mouse but you have more precision to edit time with end-point/start-point editors:

