### **PREVIEW**

Key	Function
<b>→</b> I	[mpv] play this line (guessing start pos at cursor), stop at end
ਹੇ→ı	[mpv] play this line from start (no guessing
\ →I	[mpv] play this line (from cursor), don't stop
\_	[mpv] play line by line from this one till EOF

## TIMECODE EDITING

	Function
J	Join (timecode) with the next line
I	Split this line into two, guessing a new
<b>☆←</b> / <b>☆→</b>	Roll timecode with the previous line for 1 sec
g0	go to the start of subtitle
g8	go to record_out timecode in prev line
g9	go to record_in timecode
gO	append a gap for 5 secs below current line
\ c	toggle conceallevel=0, 1

## **EDITORIAL DECISION**

	Function
\ p	Enter cherry-pick mode. tabnew on the left, map &
Ą	pick this line to Vim tab 1, then mark used
\ P	Enter cherry-pick mode (split horizontally), map <
4	pick this line to next window, then mark used
⊗	reject this line, mark xxx, then go to next line
<b>⋈</b> (fn <b>⋈</b> )	toggle between EDL and xxx; toggle to EDL
V	render those highlighted lines with tsv2roughcut

## MPV IPC CONTROL MODE

	Function
\\	<pre>init.mpvinput-ipc-server=/ tmp/mpvsocketpause clipname.mp4</pre>
	and enter IPC Control mode. s ← → ↑ ↓ □ d is redefined, and restored at quit
\\	send quit signal via ipc socket to mpv
_	[mpv ipc] toggle play
<b>←</b> , →	move, then [mpv ipc] seek to cursor
↑,↓	move, then [mpv ipc] seek; reload when clip changed
\_	[mpv ipc] play from this line till EOF
<┚, s	[mpv ipc] seek to cursor
ns	[mpv ipc] search next (n), and seek
S	[mpv ipc] sync playhead: seek vim cursor to nearest of mpv timecode, wrap end
\ <b>S</b>	backwards of sync playhead
<b>→</b> I	seek to cursor, [mpv ipc] alway play. if in comment region, jump to next 'EDL'
ि→ı	seek to line head, then →
gi	[mpv ipc] get current timecode, write record_in. overwrite existing.
go	[mpv ipc] get current timecode, write record_out & clipname. overwrite existing

# Orgmode/Markdown Folding

	Function
<b>→</b> I	When not on a EDL//xxx line. do za on ## Header or * Org head
<b>û</b> →ı	cycle foldlevel=0,1,2
	if on a EDL line, you have to use za zm zr zo zO zM zR