

Flip4Mac™

Digital Media Tools for Macintosh



Flip4Mac® Editcam™ Component

Version 2.1



TELESTREAM

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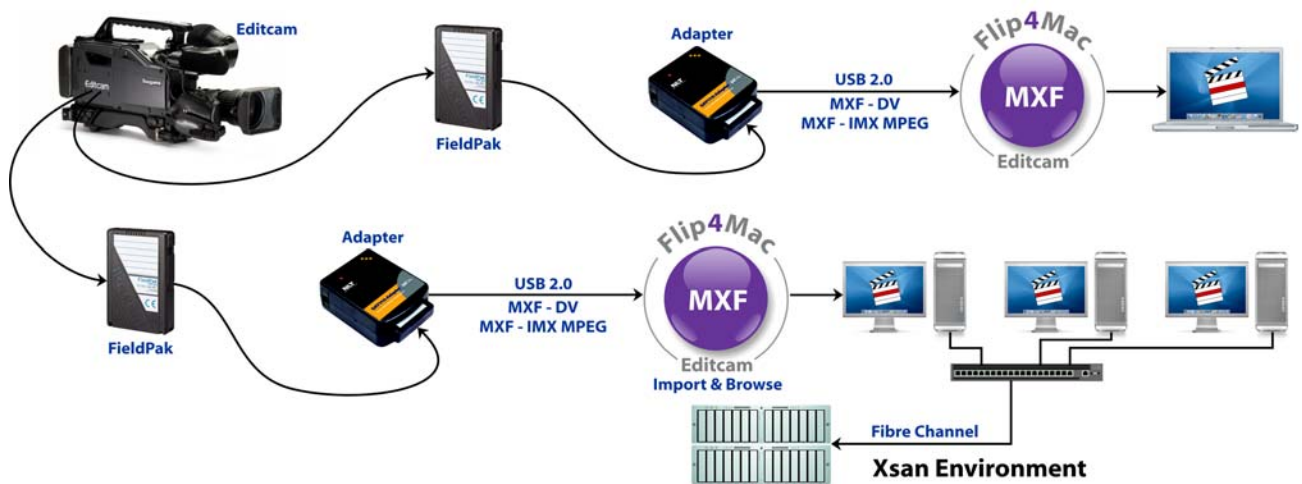
Flip4Mac Editcam Component

With Telestream's Flip4Mac Editcam Component, Final Cut Pro users benefit from a file-based media workflow. With Flip4Mac Editcam, you can ingest MXF files directly from Ikegami Editcam's FieldPak SAT Adapters into Final Cut Pro, eliminating the need for digitizing.

Flip4Mac Editcam makes it easy to...

- Browse files and preview clips directly on Editcam FieldPaks in NLT SAT-110 Adapters
- Import MXF files directly from SAT Adapters
- Import MXF files from your Macintosh and network servers
- Ingest MPEG IMX or DVCAM as QuickTime files into Final Cut Pro
- Redefine your workflow to increase your productivity.

Figure 1. You can import MXF files from Editcam FieldPaks in Adapters, computers, and servers.



Flip4Mac Editcam enables Macintosh users to browse, preview, and import MXF content for quick, easy access – without going to baseband video. This means a faster, all-digital, file-based workflow that provides greater efficiency and productivity for you.

Flip4Mac Editcam Features

- Import MPEG IMX 30/40/50 and DV 25/50
- Transfer files via USB 2.0 connection

Supported Digital Acquisition Systems

- Ikegami DNS-33W Editcam3 (software version 2.0 or later) FieldPaks/NLT SAT-110 Adapters

System Requirements

- Mac OS X Version 10.4 or newer on Intel and PowerPC Macintosh platforms
- Final Cut Pro 5 or newer
- QuickTime Version 7.0 or newer

Downloading & Installing

Flip4Mac Editcam is distributed as an Internet-enabled disk image. To download and install Flip4Mac Editcam, follow these steps:

1. Visit www.flip4mac.com and download Flip4Mac Editcam to your Macintosh.
2. When the disk image downloads, Safari automatically runs the installer.

Figure 2. Flip4Mac Editcam Installer Wizard – Welcome panel.



If you have a previous version of Flip4Mac Editcam, this version automatically updates your previous version.

Note: *If your Macintosh isn't connected to the Internet, download the Flip4Mac Editcam disk image file to another computer (Macintosh or Windows). Then, move the disk image file (copy over LAN or burn a CD) to your Macintosh and install it.*

Trying Out Flip4Mac Editcam

After installation, Flip4Mac Editcam operates in trial mode until you purchase a license. You're welcome to try out Flip4Mac Editcam for as long as you like.

In trial mode, Flip4Mac Editcam imports the first half of an MXF file, up to 30 seconds in length.

To import entire MXF files, you need to purchase and activate a serial number using one of the options described below.

Purchase Options

To purchase Flip4Mac Editcam, choose from these secure purchase options:

Option 1 - Purchase Directly in System Preferences (Page 3). If you're using Flip4Mac Editcam in trial mode and your Macintosh is connected to the Internet, you can purchase a serial number directly from System Preferences. When the purchase is complete your serial number is automatically activated.

Option 2 - Purchase from Flip4Mac Web Site (Page 4). Choose this option if:

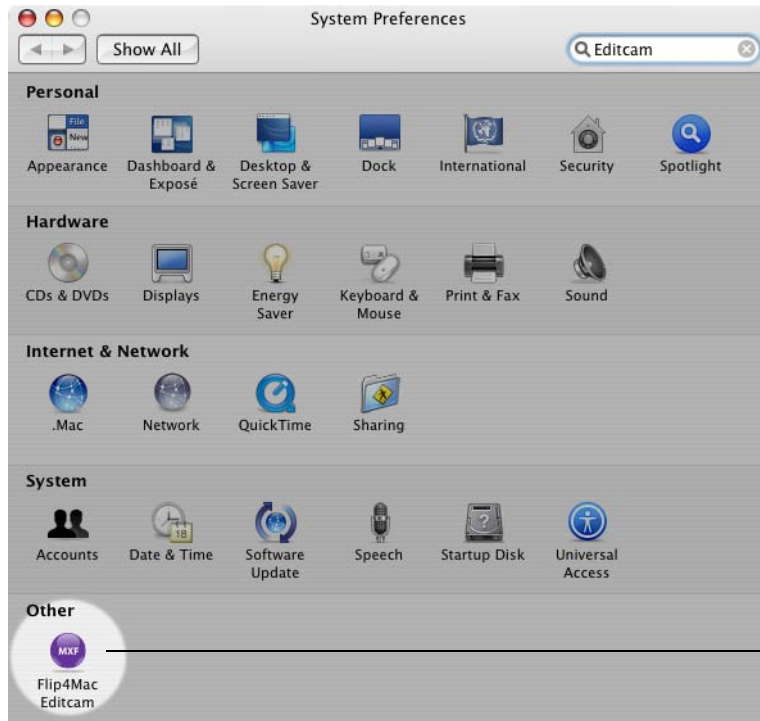
- You haven't installed a trial version of Flip4Mac Editcam yet
- You prefer to use a Web site to purchase your license
- Your Macintosh isn't connected to the Internet.

Purchase Directly in System Preferences

If your Macintosh is connected to the Internet and you've installed Flip4Mac Editcam, you can purchase a license and activate it directly in the system preferences. Follow these steps:

1. Open Applications > System Preferences to display the Flip4Mac Editcam preferences panel

Figure 3. Use System Preferences to purchase Flip4Mac Editcam directly.



Click Flip4Mac Editcam to display the preferences panel.

2. Click the Flip4Mac Editcam icon (in the Other row at the bottom) to display the Flip4Mac Editcam panel.

Figure 4. Click Purchase License to go to the secure Flip4Mac online store.



Click Purchase License to display the secure Flip4Mac online store. (If Purchase license is not active, check the security icon below to make sure its unlocked.)

If the security icon is locked, click to unlock it.

3. If this panel is locked, click the lock and provide credentials to unlock this panel.
4. Click Enter Serial Number to display the secure Flip4Mac online store.

5. Click Start and the Purchase 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. When you license Flip4Mac Editcam, you can import MXF files without file size or duration limits.

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

Purchase from the Flip4Mac Web Site

To purchase from the Flip4Mac site, follow these steps:

1. Go to www.flip4mac.com and click Buy to display the Flip4Mac secure online store. Follow the instructions to purchase the license.

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.

2. Open Applications > System Preferences and click the Flip4Mac Editcam icon (in the *Other* row at the bottom) to display the Flip4Mac Editcam preferences panel.

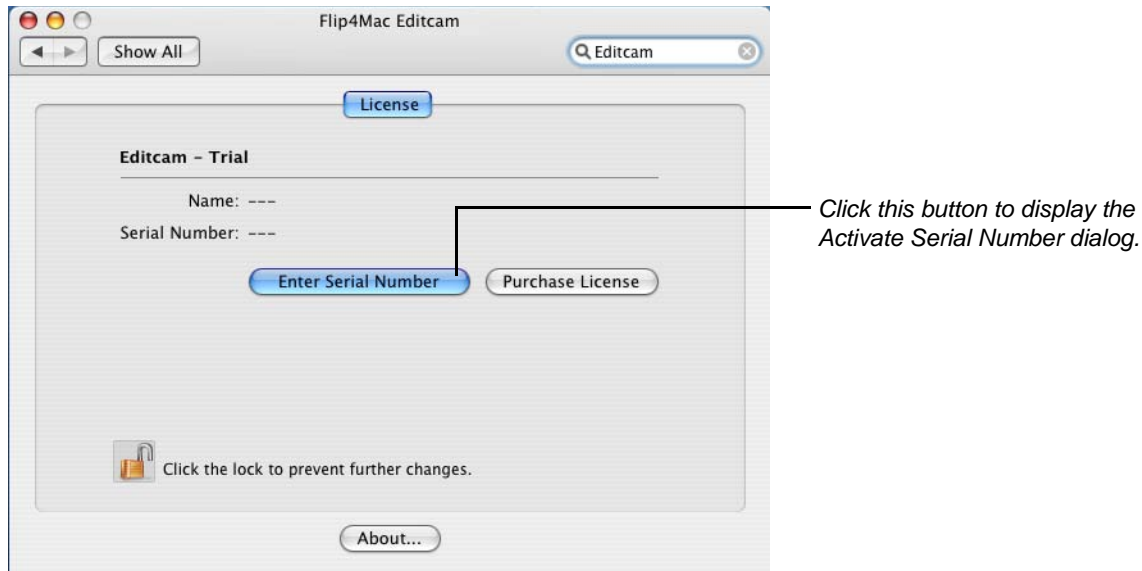
Figure 5. Use System Preferences to purchase activate Flip4Mac Editcam.



Click this icon to display the Flip4Mac preferences panel.

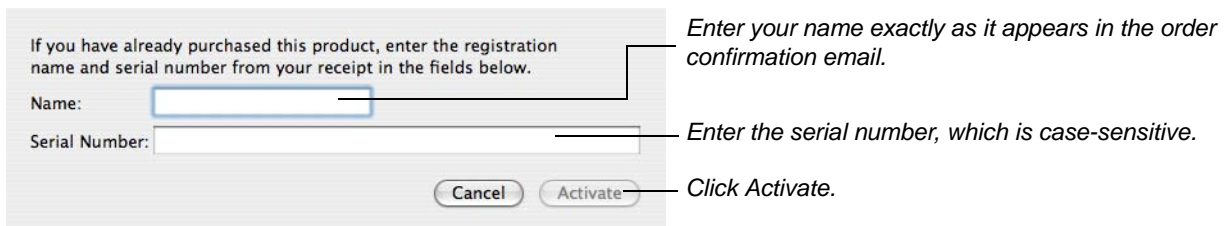
3. Click the Flip4Mac Editcam icon (in the Other row at the bottom) to display the Flip4Mac Editcam panel.

Figure 6. Click Enter Serial Number to display the Activate Serial Number dialog.



4. If this panel is locked, click the lock and provide credentials to unlock this panel.
5. Click Enter Serial Number to display the Activate Serial Number dialog.

Figure 7. Enter your name and serial number to activate Flip4Mac Editcam.



6. In the Name field, enter your name just as it is printed in the order confirmation email.
7. In the Serial number field, enter the serial number from the order confirmation email. (There are no alphabetic O's in the serial number. The serial number only contains numeric zeroes.)
8. Click Activate.

If your Macintosh is on the Internet, the serial number is validated and the software is activated. When you license Flip4Mac Editcam, you can import MXF files without file size or duration 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 in case you ever need to re-install the software.

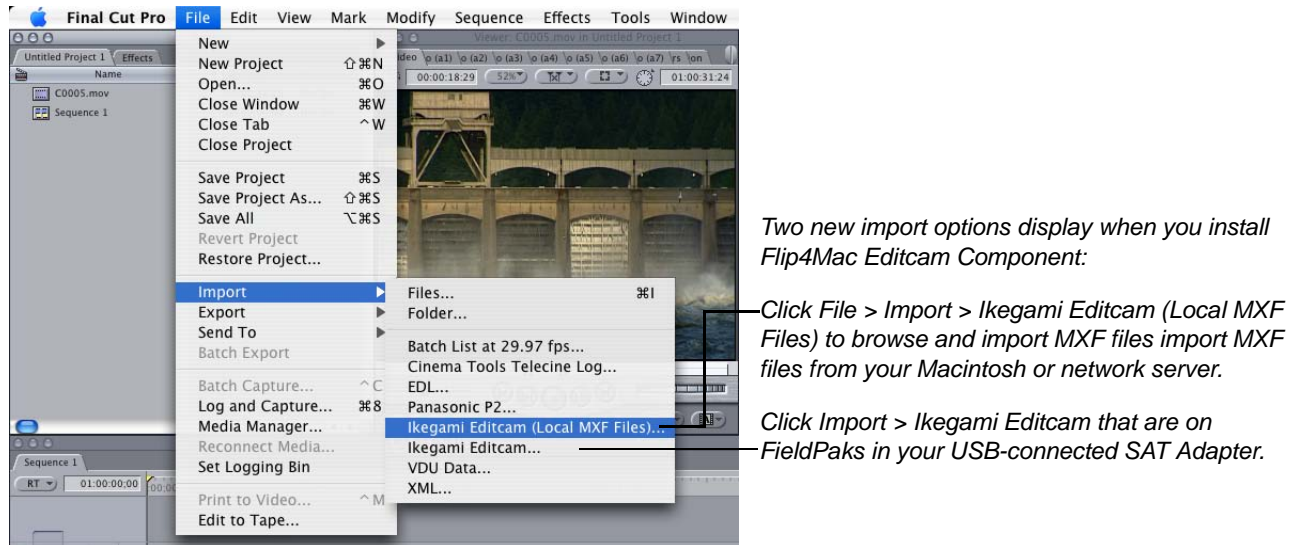
Note: If your Macintosh is not connected to the Internet, go to www.flip4mac.com/pdfs/wmv_purchase.pdf and review the manual activation section to learn how to activate your software.

Importing Media into Final Cut Pro

Flip4Mac Editcam Component allows you to import DV or MPEG IMX MXF files directly into Final Cut Pro as QuickTime movies. With Flip4Mac Editcam installed, two new menu items are added to the Import menu:

- Ikegami Editcam
- Ikegami Editcam (Local MXF Files)

Figure 8. You can import MXF files from Editcams or computers.



Here's how import files from an Editcam FieldPak in an SAT Adapter (detail on [Page 7](#)):

1. Select File > Import > Ikegami Editcam
2. Choose a destination for the new QuickTime files
3. Browse and select the MXF files you want to import
4. Import them into Final Cut Pro as QuickTime movies.

Here's how to import files from a computer or server (details on [Page 8](#)):

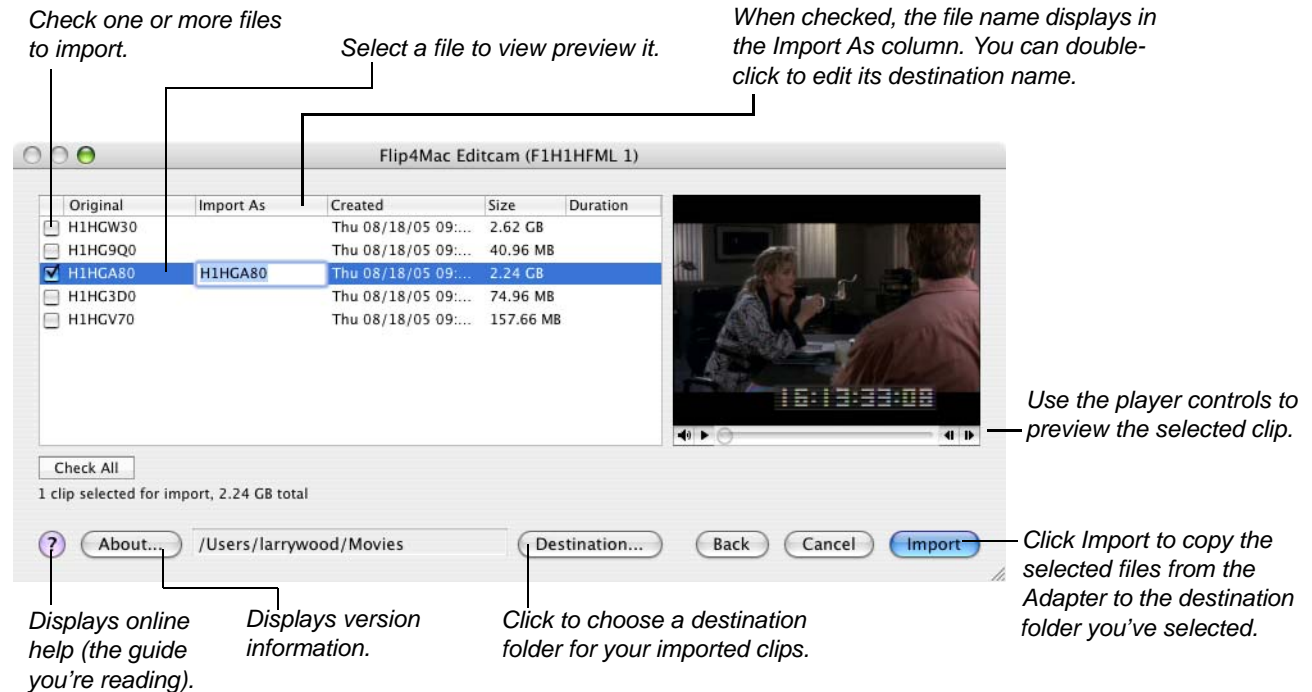
1. Select File > Import > Ikegami Editcam (Local MXF Files)
2. Choose a destination for the new QuickTime files
3. Browse and check the MXF files you want to import
4. Import them into Final Cut Pro as QuickTime movies.

Importing MXF Files from Ikegami Editcam Adapters

To import MXF files (or proxies) directly from an Adapter that is attached via USB 2.0, follow these steps:

1. Select File > Import > Ikegami Editcam to connect to the SAT Adapter.

Figure 9. Use the Import dialog to import MXF files from your Editcam.



2. **Browse and Check Files to Import.** When a file is checked, the destination name displays in the Import as column – you can double-click it to change the import name.
To play a preview, select a file and use the player controls in the preview panel.
3. **Choose a Destination.** Click Destination and select the folder for the imported files. You can save the files directly on your hard drive, or another computer or server on the LAN.
4. **Import Files.** To import the checked files, click Import.

Flip4Mac Editcam copies each checked MXF file, automatically converts it to a QuickTime movie (.mov) file, and saves the files in the destination folder. During conversion, Flip4Mac Editcam displays a progress dialog. As each file completes, it is added to the Final Cut Pro bin.

Note: Movies with the mxf suffix may be encoded in DV or IMX format.

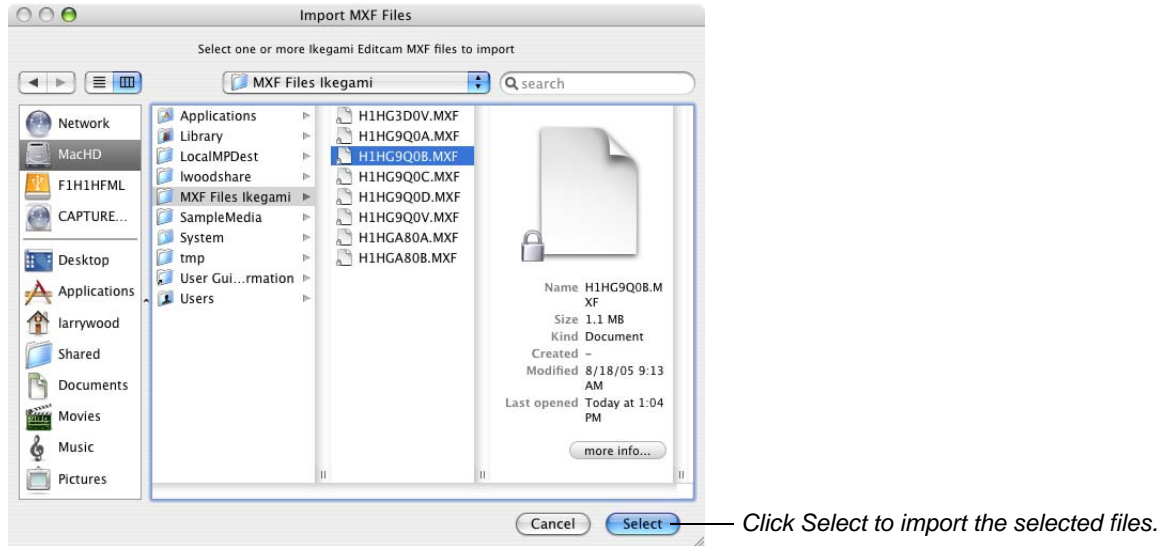
In trial mode, Flip4Mac Editcam imports the first half of an MXF file, up to 30 seconds in length.

Importing Editcam MXF Files from a Computer or Server

To import Editcam MXF files that are stored on your computer or other server on the LAN, follow these steps:

1. Select File > Import > Ikegami Editcam (Local MXF Files) to display the Import MXF dialog.

Figure 10. Use the Import MXF dialog to locate and select files to import.

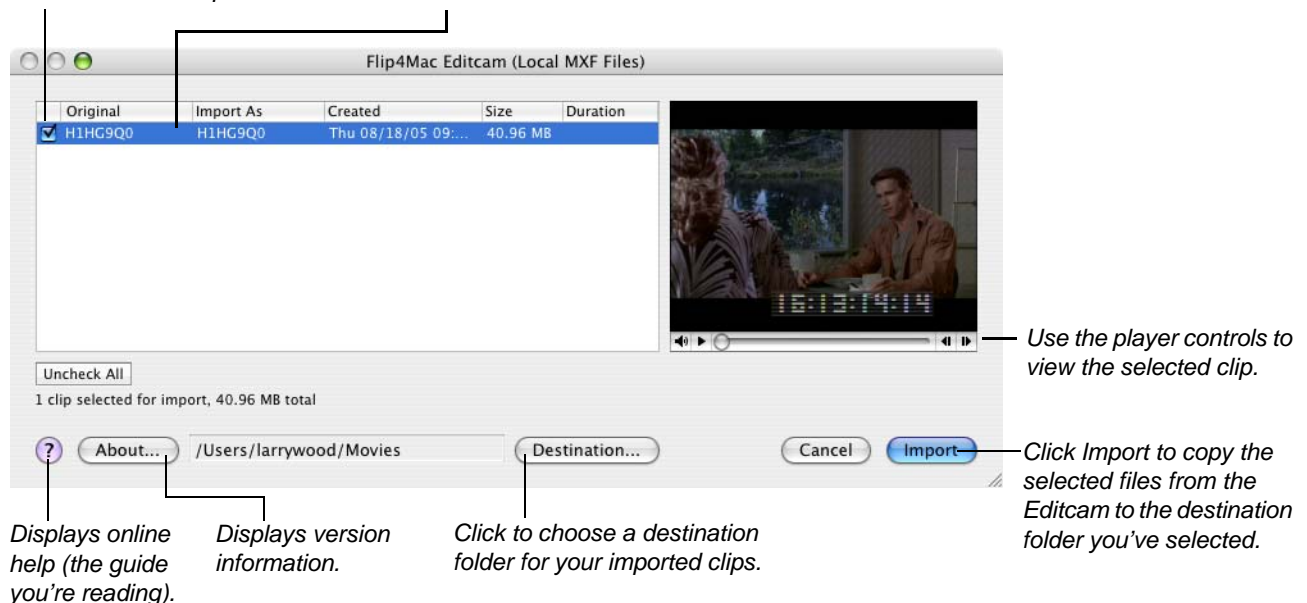


Use the Browse dialog to locate the Editcam MXF files on your computer or server on the LAN. Select the files you want to import, and click Select.

Figure 11. Use the Import dialog to import MXF files from a computer.

Select to view file. Check one or more files to import.

When checked, the file name displays in the Import As column. You can double-click to edit its destination name.



2. **Browse and Check Files to Import.** When a file is checked, the destination name displays in the Import as column – you can double-click it to change the import name.

To play a preview, select a file and use the player controls in the preview panel.

3. **Choose a Destination.** Click Destination and select the folder for the imported files. You can save the files directly on your hard drive, or another computer or server on the LAN.

4. **Import Files.** To import the checked files, click Import.

Flip4Mac Editcam copies each checked MXF file, automatically converts it to a QuickTime movie (.mov) file, and saves the files in the destination folder. During conversion, Flip4Mac Editcam displays a progress dialog. As each file completes, it is added to the Final Cut Pro bin.

Note: *Movies with the mxf suffix may be encoded in DV or IMX format.*

In trial mode, Flip4Mac Editcam imports the first half of an MXF file, up to 30 seconds in length.

Troubleshooting Ikegami Connection Problems

If your Adapter does not mount on your desktop or open in Final Cut Pro, test for these problems:

Make sure the FieldPak is mounted in the Adapter correctly (the red light on the Adapter is lit).

Unplug the device from the computer's USB port and then plug it in again.

Unplug and check the cable connections of both ends of the cable before reconnecting them. Make sure to follow all directions on proper device use (such as unlocking the FieldPak from the Adapter before pulling it out) when unplugging.

If the drive mounts onto your desktop but doesn't display when attempting to import files, open the Adapter by double-clicking it in the Finder. If it doesn't open, restart your computer and retry.

Uninstalling Flip4Mac Editcam Component

To uninstall Flip4Mac Editcam Component, quit Final Cut Pro and any other QuickTime applications.

Open the Library > QuickTime folder and drag the Flip4Mac Editcam.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 the Flip4Mac MXF PlugIn.bundle to the Trash.

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

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Obtaining Support and Information

To learn more about Flip4Mac Image Server Component or find out how other professionals are using it, 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 question so that another Flip4Mac user or support engineer may respond.

Send email to supportf4m@flip4mac.com for product support, assistance, or to report issues.

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

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