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GoPro App for Desktop User Manual  
Version 1.0

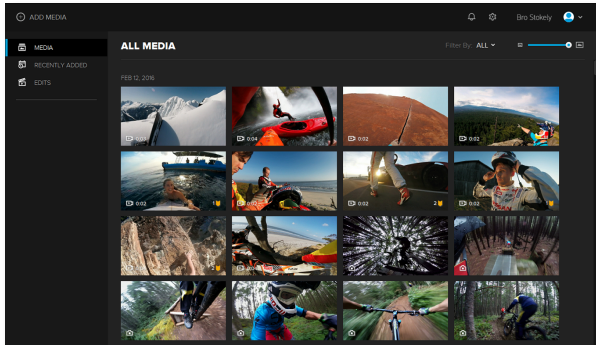
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# INTRODUCTION

## What is the GoPro App for desktop?



The GoPro App for desktop is the most convenient way to import, manage and enjoy your GoPro photos and videos on your computer. Automatically import your media and keep everything organized in one place, so you can quickly find your best shots. Easily edit and share your favorite photos and videos straight to Facebook and YouTube™, or use the bundled GoPro Studio app for more advanced editing, including GoPro templates, slow-motion effects and more.

The GoPro App for desktop has the following key features:

- Optimized for importing, managing, editing and sharing GoPro photos and videos
- Keeps your GoPro media organized and accessible all in one place
- Automatically imports media from your camera or SD card
- Trim videos to create short clips for easy sharing
- Pull high-quality still images from videos
- View and share burst and time-lapse photo sequences as videos
- Collapses burst and time-lapse photo sequences into single thumbnails
- View, add and remove HiLight Tags to quickly find your best moments
- Rotate videos and photo sequences captured while your camera was mounted upside down
- Update your camera software for new features and optimal performance
- Comes bundled with GoPro Studio for more advanced editing
- Available free for Mac® and PC at [gopro.com/getstarted](https://gopro.com/getstarted)

## Learning Resources

GoPro provides help on how to use the GoPro App for desktop. There's the User Manual that you are reading now and an online support website, [gopro.com/help](https://gopro.com/help).



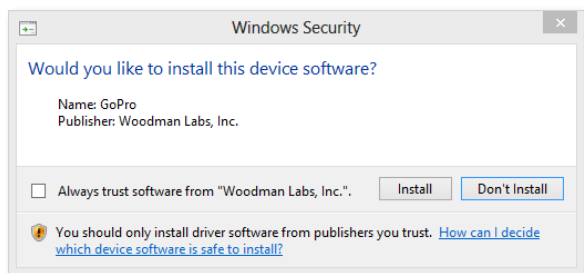
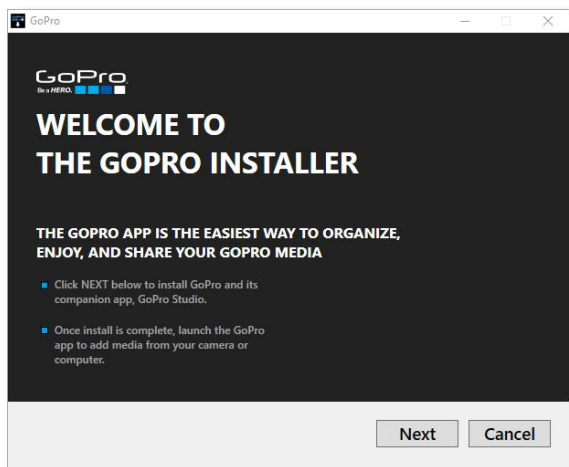
## Installation

### Installing on Windows

The GoPro App for desktop is installed by launching installer file that can be downloaded from <http://shop.gopro.com/softwareandapp>.

1. Verify that your computer meets the minimum system requirements for your operating system and hardware. System requirements can be found at <http://shop.gopro.com/softwareandapp>.
2. After the file has finished downloading, you'll see the installer file. Double-click on it (it should be called, 'GoPro-WinInstaller-0.1.x.xxx.xxx.exe', where the x's are replaced by the specific version and build number). That will launch the Install Wizard which will guide you through the installation process.
3. If this is your first time installing GoPro Studio or GoPro for desktop, during the installation process you may be prompted to install a device driver from GoPro or Woodman Labs. It is completely safe to install this driver. In fact, we suggest that you check the "always trust drivers from Woodman Labs" checkbox. This will ensure that your compatible GoPro cameras and accessories will be properly detected by GoPro for Desktop for product software updates.

*NOTE: The GoPro App for Desktop installation wizard automatically chooses the most appropriate default install location based on your system. Do not modify the default location unless you are an experienced user and have a clear reason for doing so.*



## Installing on a Mac

The GoPro App for desktop is installed by launching the installer file that can be downloaded from <http://shop.gopro.com/softwareandapp>.

Removable Media Icon



GoPro-  
MacInstaller-v1.dmg  
Installer Package



GoPro.pkg

1. Verify that your computer meets the minimum system requirements for your operating system and hardware. System requirements can be found at <http://shop.gopro.com/softwareandapp>.
2. After the file has finished downloading, you will have a file named, “GoPro-Macinstaller-vx.dmg” in your download folder (the x will be replaced by the specific number of the version you have downloaded).
3. Double-click on the downloaded file to create the GoPro-Macinstaller package on your desktop. You will see a progress bar dialog indicating the extraction process. When complete, you may see a new removable media icon on that will look similar to the image on the left.
4. If necessary, double-click on the GoPro-Macinstaller icon on your desktop to open a window containing the installer package.
5. Double-Click on the GoPro.pkg icon in the window that resembles a box. This will launch the Install Wizard which will guide you through the installation process.

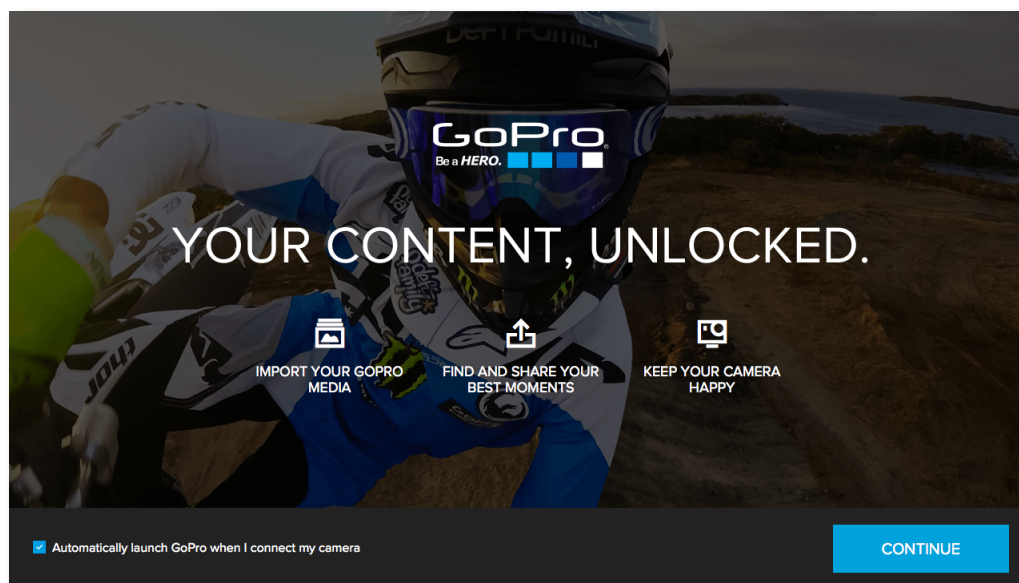
*NOTE: The GoPro for Desktop installation wizard automatically chooses the most appropriate default install location based on your system. Do not modify the default location unless you are an experienced user and have a clear reason for doing so.*

# FIRST TIME LAUNCH

## Welcome Screen/Opt-in

Launch the GoPro App for desktop by double-clicking on the GoPro icon found on your Windows desktop or in the Applications folder or your Mac.

If this is your first time using the GoPro App for desktop you will be presented with a Welcome Screen which offers you the option to automatically launch the GoPro App whenever you connect a GoPro camera to the computer.

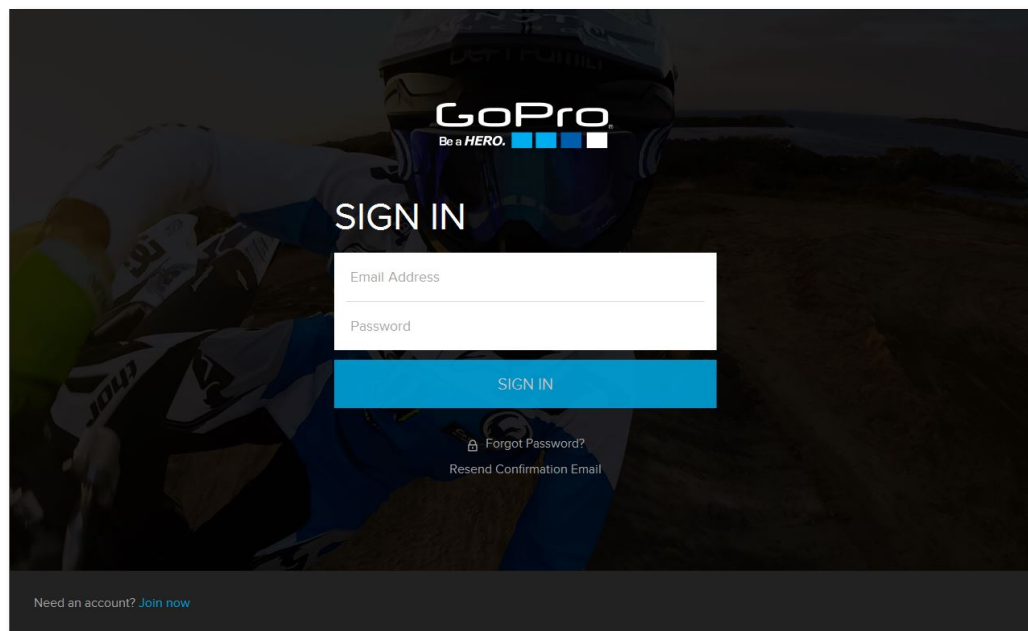


This option is selected by default. If that works for you, go ahead and click on the blue 'CONTINUE' button to proceed to the next screen.

If you do not want the GoPro App to launch when you connect a GoPro camera, uncheck the box and then click on the blue **CONTINUE** button.

## Sign In/Create Account

On the next screen, you will be prompted to sign in to your GoPro account or create an account if you do not already have one.



### *Signing in to your GoPro Account*

If you have an existing GoPro account, enter your email address and password into the appropriate boxes and then click the blue **SIGN IN** button.

If you've forgotten your password or need GoPro to resend the account confirmation email to you, click on the corresponding link below the blue **SIGN IN** button. That will take you to the GoPro website where you can get help with your password or request a new account confirmation email.

## Creating a GoPro Account

If you do not already have a GoPro account, click on the blue **Join now** link at the bottom left-hand corner of the Sign In Screen. You will then be presented with the Create your Account screen.

**CREATE YOUR ACCOUNT**  
And access the online Support Hub, software updates, and more through the GoPro app.

Email Address

First Name Last Name

Password (8+ characters)

Confirm Password

Get news and videos from GoPro via email

I acknowledge that I have read and agree to be bound by the [Terms of Service](#) and [Privacy Policy](#).

**GET ACCOUNT**

[Sign In](#)

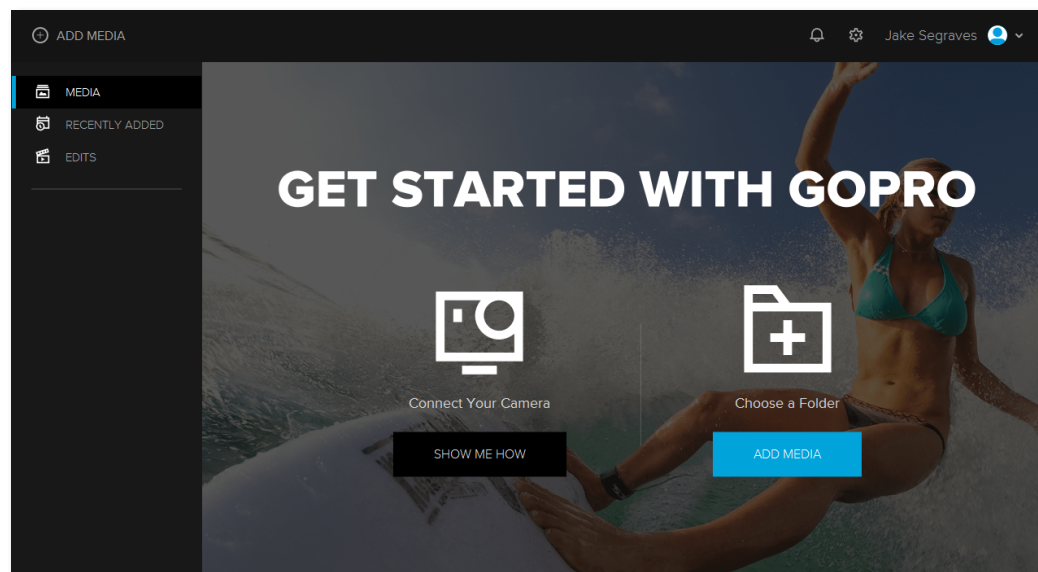
1. Enter your email address, first name and last name into the appropriate boxes.
2. Then create a password that has at least 8 characters and enter it into the two password boxes.
3. Next, check the check-box that says, “Get news and videos from GoPro via email” if that is something you are interested in. Otherwise, keep that option unchecked.
4. Check the box that says, “I acknowledge that I have read and agree to be bound by the Terms of Service and Privacy Policy”. This box must be checked to create an account and it’s a good idea to actually read the Terms of Service and Privacy Policy before agreeing.
5. Finally, click on the blue **GET ACCOUNT** button.

If you want to return to the Sign In screen, click on the blue **Sign In** link at the bottom right-hand corner of the Create Your Account screen.

## OVERVIEW OF THE USER INTERFACE

After creating a GoPro account and signing in, the Media Library appears. This is the main window of the GoPro App for desktop, where you can view and manage all your GoPro media.

If this is a fresh install, you'll see the GET STARTED WITH GOPRO screen, which prompts you to connect your camera or choose a folder from which to add media.



You will need some media showing in the Media Library to take advantage of the great features provided by the GoPro App for desktop, however, before plugging in your camera or choosing a Media Folder, it's a good idea to take a quick look at the GoPro App user interface to see where everything is and to understand the terminology used in this user manual.

# The Media Library

The screenshot shows the GoPro Media Library interface. On the left, there is a sidebar with 'Page Tabs' (MEDIA, RECENTLY ADDED, EDITS) and 'MY DEVICES' (HERO4 BLACK, HERO4SILVER, HERO4 SESSION). The main area displays 'ALL MEDIA' for 'FEB 12, 2016' with a grid of 16 video thumbnails. Each thumbnail includes a play icon and a duration (e.g., 0:03, 0:04, 0:02). Some thumbnails have a yellow highlight icon. The top right corner features an 'Alert Icon', 'Settings Icon', and 'Signed in User' (Bro Stokely). A 'Filter By' dropdown is set to 'ALL'. A 'Thumbnail Size Slider' is located to the right of the filter. A 'Back to Top Button' (upward arrow) is in the bottom right corner.

ADD MEDIA Button

Media Date

Media Thumbnails

Alert Icon

Settings Icon

Signed in User

Page Tabs

Thumbnail Size Slider

Filter By Drop-Down

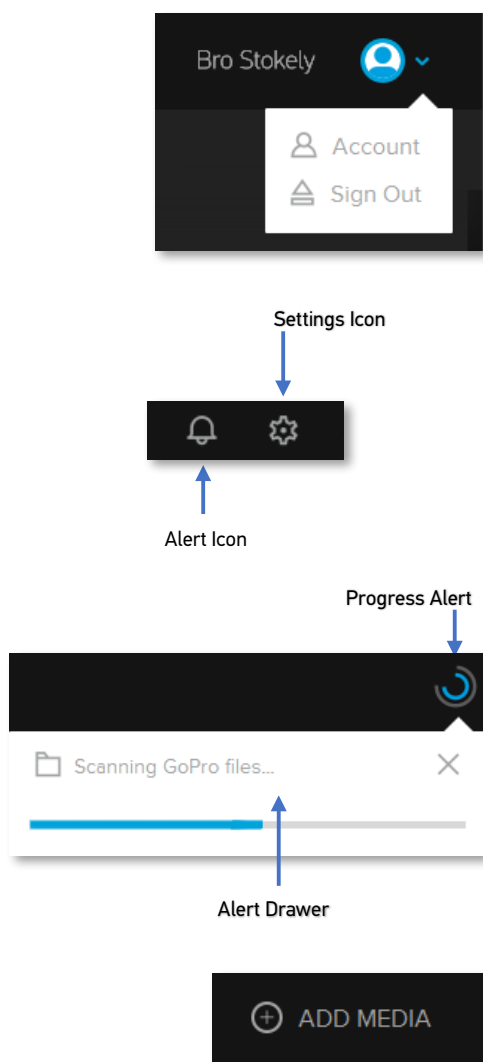
HiLight Icon

Media Type Icon

Media Length

Back to Top Button





### Signed In User

Your name will be shown in the upper right-hand corner of the Media Library window, indicating that you are currently signed in to your GoPro account.

Clicking on the blue arrow to the right of your name displays the **Account** and **Sign Out** options, which you can use to view your account online (at GoPro.com) or sign out of the GoPro App.

### Settings

Clicking on the **Settings Icon** opens the Settings window where you can choose default behaviors for both the GoPro App and connected GoPro cameras. The actual settings are discussed in the section called, "[GoPro App Settings](#)".

### Alerts

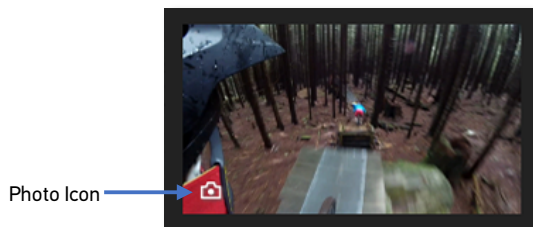
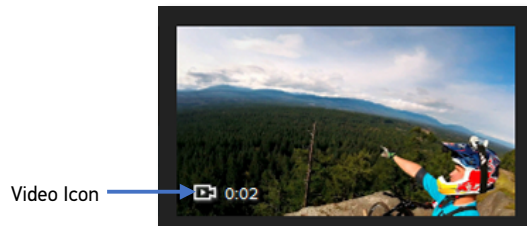
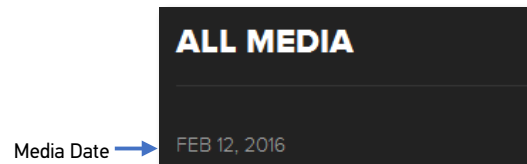
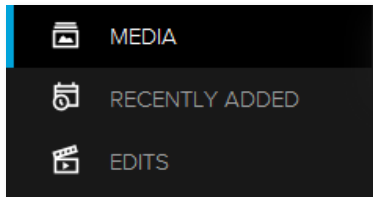
The **Alert Icon** and the **Alert Drawer** is where you will see notifications about the GoPro App for desktop. There are three main types of alerts:

- **Important Alerts** – these remain pinned at the top of the alert drawer until you have clicked on the alert icon and addressed the issue. An example of this would be, "A new software update is available – Update Now".
- **Progress Alerts** – these show you the progress of various processes that the GoPro App may be working on. An example of a this would be the file a progress bar for the file scanning process (as shown to the left). This kind of alert will disappear when the process is complete.
- **Standard Alerts** – these notify you that a process has completed. An example of this would be, "10 files have been added from Pictures/GoPro".

### ADD MEDIA Button

The **ADD MEDIA** button is used to add GoPro content from an existing location on your computer. The process involves setting up a Media Folder, which is described in the section called, "[Setting up Media Folders](#)".





### Page Tabs

There are three pages that make up the Media Library, with **All Media** being the default page. **Recently Added** and **Edits** are the other two pages. Use the Page Tabs on the left-hand side of the Media Library to select which page is currently displayed.

- **MEDIA** – displays your entire media library, regardless of when it was added or how it was created.
- **RECENTLY ADDED** – displays your most recently added media (from a camera import, a Media Folder or by using the Extract Photo, Clip Tool or a GoPro Studio Export).
- **EDITS** – displays media that was exported out of GoPro Studio or created using the Clip Tool or the Extract Photo feature.

### Media Date

The Media page sorts your media chronologically, with newer items at the top. The **Media Date** shows the date (in Month, Day and Year) for the clips displayed directly beneath it.

### Media Thumbnails

**Media Thumbnails** are representations of your media content. These are all the files that the GoPro App has either imported from your GoPro camera or added to the library using a Media Folder.

### Media Type Icon

There are several media types that are supported in the GoPro App Media Library. Each media's type is indicated by a small icon in the lower left-hand corner of the item's thumbnail.



**Video** – Source video taken straight from a GoPro camera, exported out of GoPro Studio or created using the Clip feature (explained in the section called "[Trimming Media with the Clip Tool](#)").



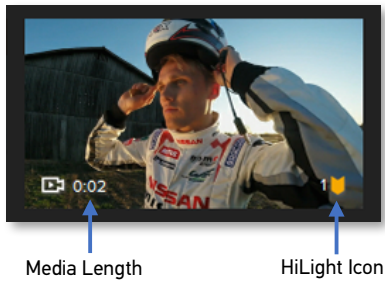
**Photo** – Source photo taken straight from a GoPro camera or created using the Extract Photo feature (explained in the section called "[Extracting Photos](#)").



**Burst** – Source burst photography. This is a single entity that contains multiple photos.



**Timelapse** – Source time lapse, either video or photo based.

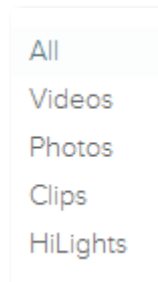
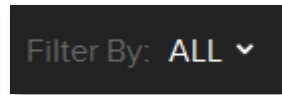


Media Length

HiLight Icon



Thumbnail Size Slider



### Media Length

The **Media Length** is located to the right of the **Media Type Icon** and indicates how long (in minutes and seconds) a video is or how many photos are contained within a burst or time lapse sequence.

### HiLight Icon

The **HiLight Icon** indicates that a video or time lapse has one or more HiLight tags in it. HiLight tags are explained in the section called "[Working with HiLights Tags](#)". If there is more than one HiLight in the media, you'll see a number next to the **HiLight Icon** indicating the amount of HiLights.

### Thumbnail Size Slider

The **Thumbnail Size Slider** is located towards the top right-hand corner of the Media Library. Click and drag the slider left or right to make the thumbnails appear smaller or larger.

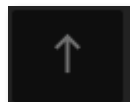
*NOTE: When the thumbnails are displayed at their smallest size, the HiLight Icon will still be displayed but the Media Type, Media Length and number of HiLights will be hidden.*

### Filter By Drop-Down

The **Filter By Drop-Down** determines which content will be displayed in the Media Library. By default, all media is displayed, but by clicking on the drop-down menu, you can choose from the following filters.

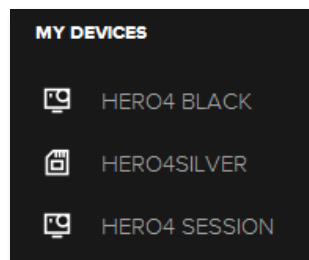
- **Videos** – displays video taken straight from a GoPro camera, exported out of GoPro Studio or created using the Clip feature (explained in the section called "[Trimming Media with the Clip Tool](#)").
- **Photos** – displays photos taken straight from a GoPro camera or created using the Extract Photo feature (explained in the section called "[Extracting Photos](#)").
- **Clips** – displays Clips created using the Clip feature (explained in the section called "[Trimming Media with the Clip Tool](#)").

**HiLights** – displays videos and/or time lapse sequences which contain one or more HiLights.



### Back to Top Button

Your Media Library is likely to grow quite large and you'll have more thumbnails than you can see on the screen. When this happens, you can use the mouse, trackpad or keyboard to scroll up and down through your media. If you've scrolled down to your older media, click on the **Back to Top Button** to jump back to the top of the Media Library.

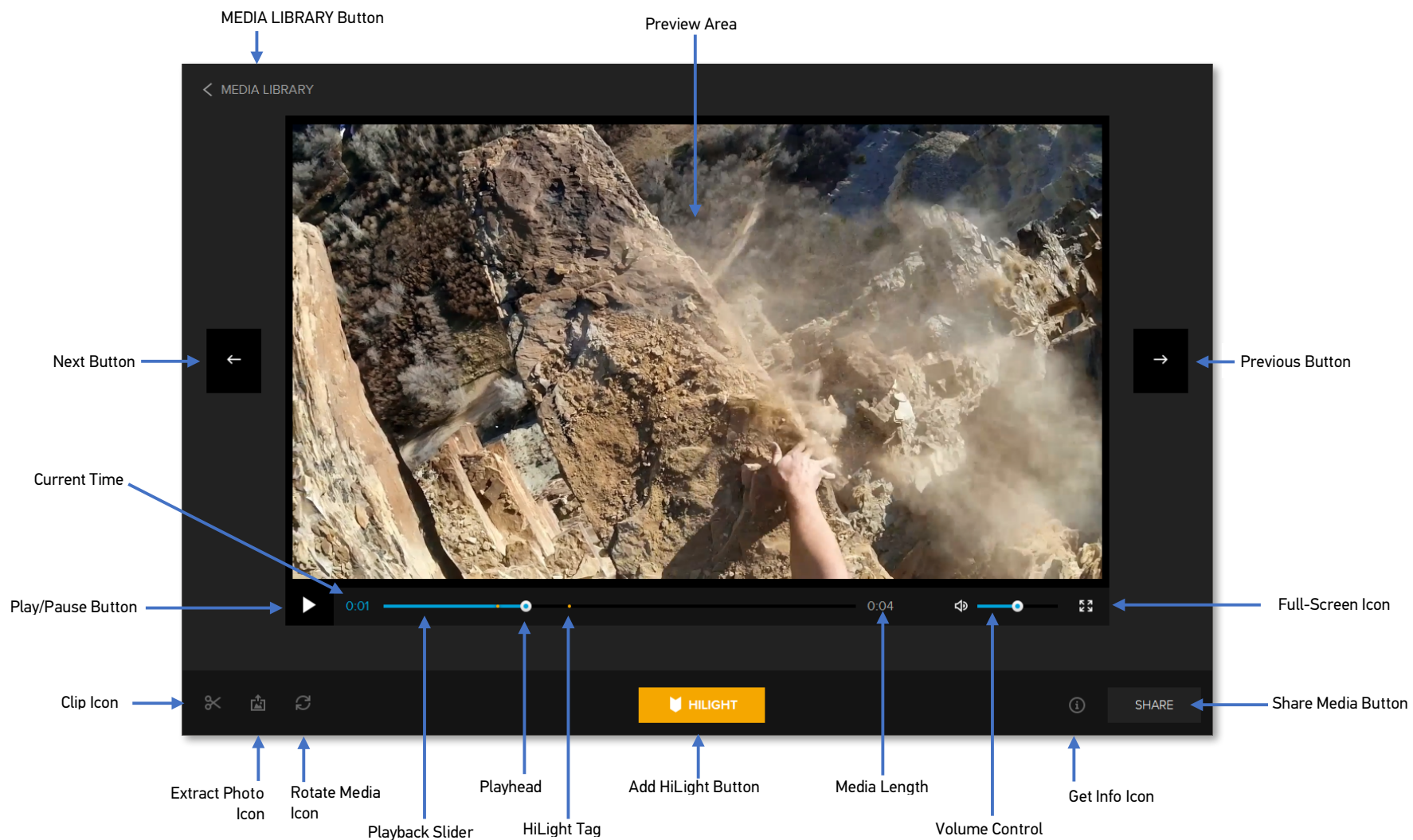


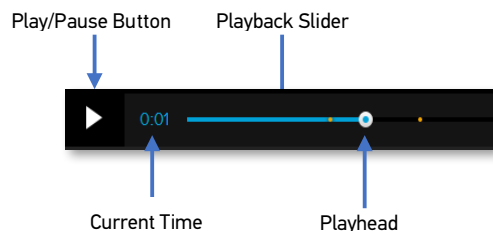
### MY DEVICES

All connected GoPro Cameras and SD Cards will be displayed under **MY DEVICES** on the left-hand side of the Media Library screen. Clicking on one of these causes the GoPro app to display the Device Window, which shows specific information about that particular camera or SD card. This is explained in the section called, "[The Device Window](#)".

## The Player

Double-click on an item's Thumbnail in the Media Library to invoke the **Player**. This is where you can preview, clip, rotate, extract photos and add HiLights to your media.





### Preview Area

The **Preview Area** is where your media will appear. The Player supports all GoPro media types – video, photo, burst and time lapse. The image showing in the **Preview Area** will always correspond to the current location of the Playhead on the Playback Slider.

### Play/Pause Button

The **Play/Pause** button will appear when you have a video, burst or time lapse sequence loaded into the Player window. Pressing this button will toggle between playback and pause.

### Playback Slider

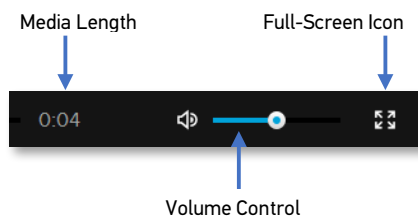
The **Playback Slider** is used to scrub through your media. Click and drag on the **Playback Slider** to move to specific moments in your videos, bursts or time lapse sequences.

### Playhead

The **Playhead** resides on the Playback Slider and indicates the position of the current time (or moment) in a video or photo sequence. The location of the **Playhead** determines what image is showing in the Preview Area.

### Current Time

The **Current Time** shows the current location of the Playhead. This is represented in minutes and seconds.



### Step Backwards/Forward Buttons

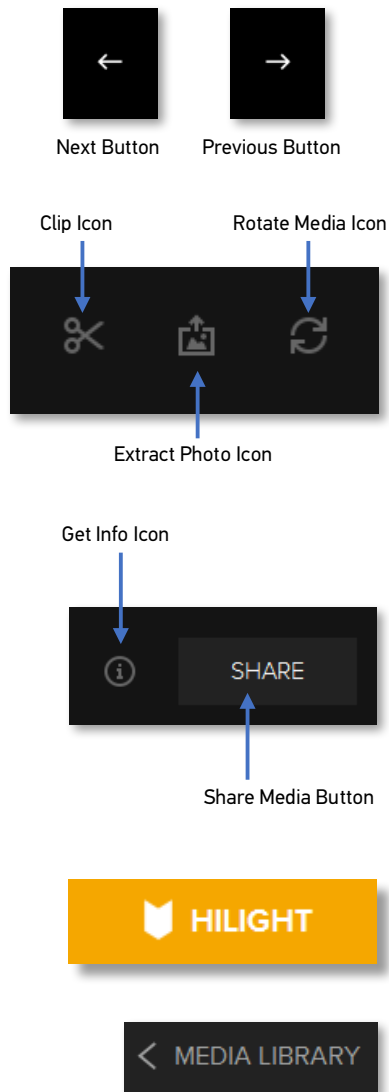
When a burst or time lapse sequence is loaded in the Player, the Play/Pause Button will add two additional controls for stepping one frame forward or one frame backwards in the sequences.

### Media Length

The **Media Length** indicates the total duration of the video or photo sequence. This is represented in minutes and seconds.

### Volume Control

The **Volume Control** is used to raise or lower the audio playback level of the item loaded in the player. Drag the slider left or right to adjust the audio level.



### Full-Screen Icon

The **Full-Screen Icon** causes the media in the Preview area to fill your computer screen. Press the **ESC** key on your keyboard to return to normal.

### Previous and Next Buttons

The **Previous** and **Next Buttons** let you cycle through your media in the Player window without having to return to the Media Library.

### Clip Icon

The **Clip Icon** launches the Clip Tool where you can trim the selected video or photo sequence. This is in the section called "[Trimming Media with the Clip Tool](#)".

### Extract Photo Icon

The **Extract Photo Icon** is used to export a single image/frame of your video or photo sequences to a separate jpg file. This is explained in the section called "[Extracting Photos](#)".

### Rotate Media Icon

The **Rotate Media Icon** can be used to flip your image 180 degrees. This is useful if the camera was mounted upside down during capture as explained in the section called, "[Rotating Media](#)".

### Get Info Icon

Clicking on the **Get Info Icon** opens a window that shows additional details about the item currently showing in the Player. These details include Media Type, Date Created, File Size, Length and Resolution.

### Share Media Button

Clicking on the **Share Media Button** opens a window offering the option to share your media to Social Media. This is explained in the section called, "[Sharing Your Content](#)".

### HiLight Button

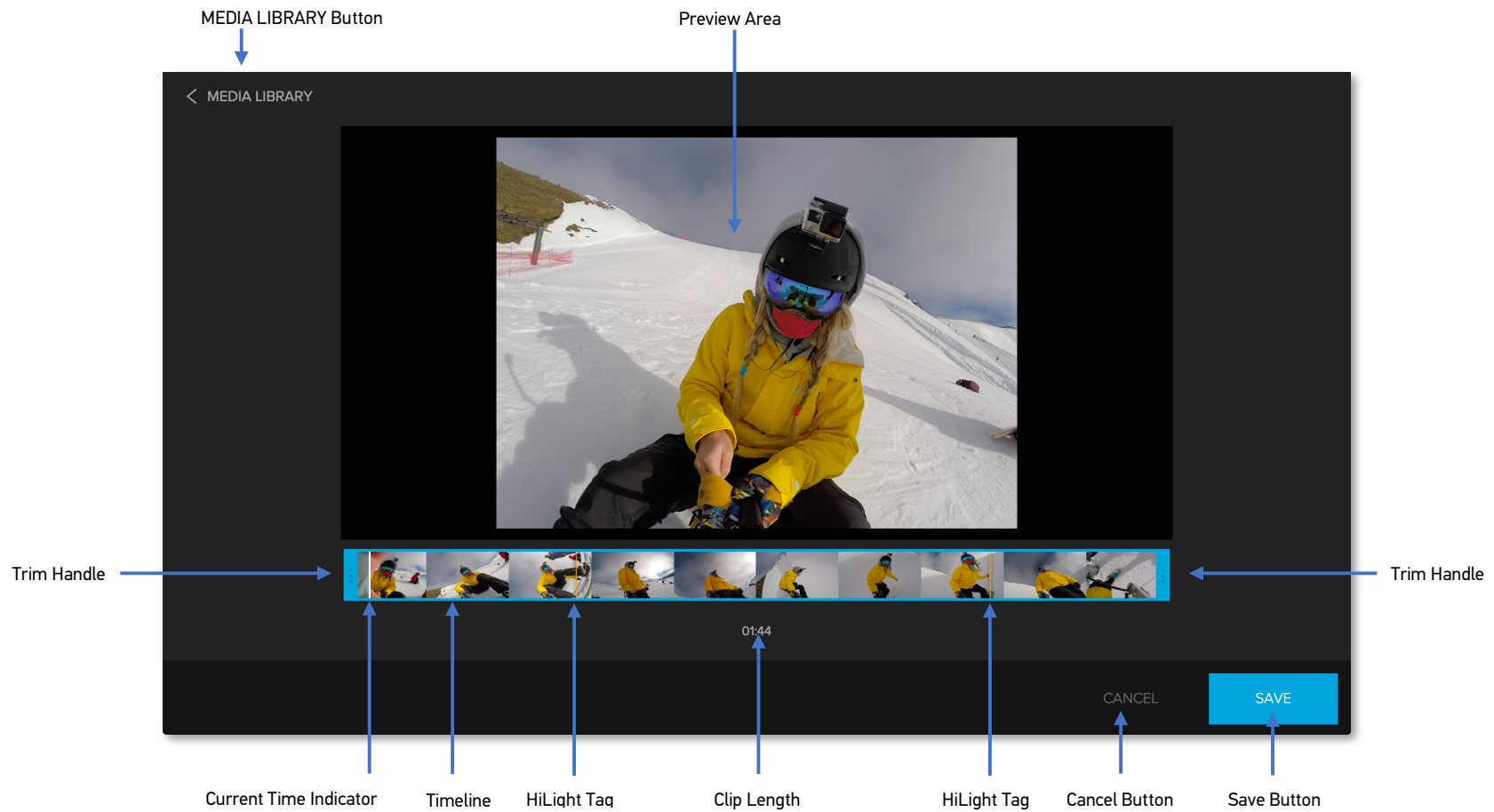
The **HiLight Button** is used to add HiLights to to videos and photo sequences. This is explained in the section called, "[Working with HiLight Tags](#)".

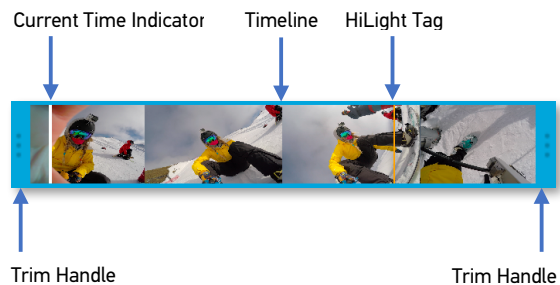
### Media Library Button

The **Media Library Button** exits the Player and returns to the Media Library.

## The Clip Tool

The **Clip Tool** is invoked from the **Player** by clicking on the **Clip Button**. This is where you can trim longer videos and photo sequences into smaller clips, ready to share to Facebook or YouTube.





### Preview Area

The **Preview Area** is where your media will appear. The Clip Tool supports video, burst and time lapse sequences. Upon launching the Clip Tool, your media may automatically start playing through the video or photo sequence (depending on the settings chosen in the GoPro App Settings). The image shown in the **Preview Area** will always correspond to the location of the Current Time Indicator in the Timeline.

### Timeline

The **Timeline** is a visual representation of the frames in your video or photo sequence. You can toggle between playback and pause by pressing the spacebar on your keyboard. Click and drag on the **Timeline** to move to specific moments in your videos, bursts or time lapse sequences.

### Current Time Indicator

The **Current Time Indicator** is represented by a vertical white bar on the Timeline and indicates the position of the current time (or moment) in a video or photo sequence.

### HiLight Tags

In the Clip Tool, **HiLight Tags** are represented as vertical yellow bars on the Timeline. **HiLight Tags** are useful in the Clip Tool because they make it quick and easy for you to find the best moments in your Media.

### Trim Handles

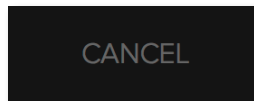
The **Trim Handles** are located at the beginning and end of the Timeline. Click and drag the **Trim Handles** around your HiLight Tags to adjust the IN Point and OUT Point of your clip.

### Clip Length

The **Clip Length** indicates the total duration (in minutes and seconds) of your clip. This duration will be updated as you adjust the Trim Handles.

### Cancel Button

The **Cancel Button** returns the GoPro App to the Player without saving any changes you made with the Trim Handles.

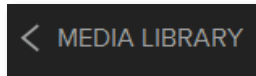






#### Save Button

The **Save Button** saves the trimmed media to your hard drive as a new file and adds it to the Media Library.

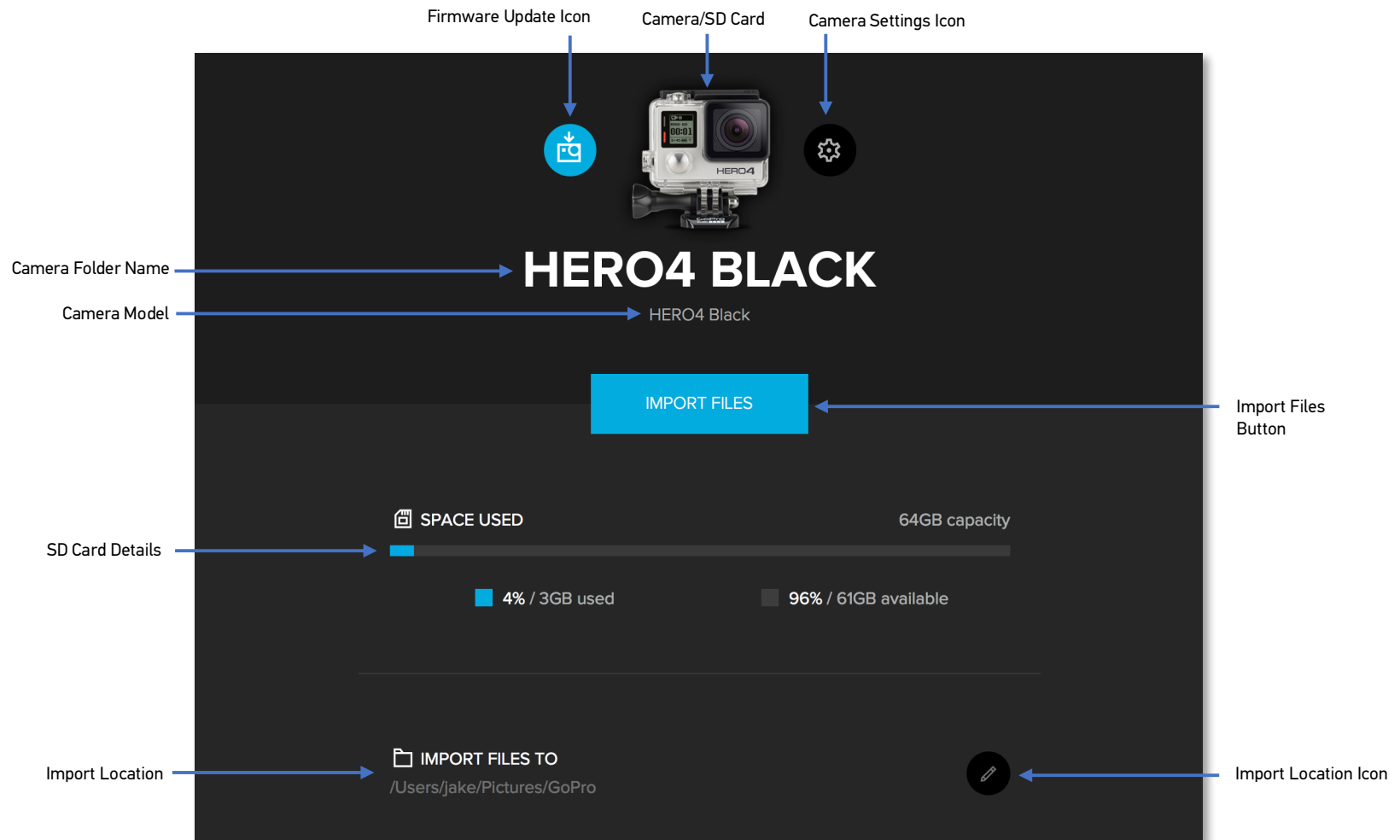


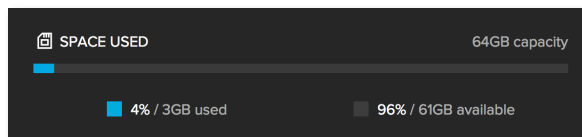
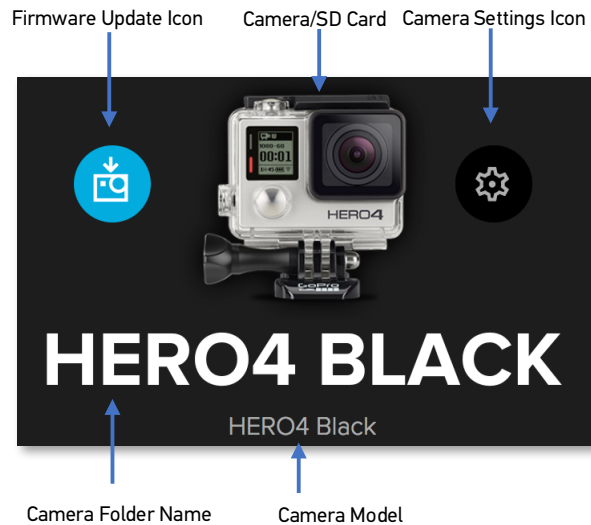
#### Media Library Button

The **Media Library Button** exits the Player and returns to the Media Library.

## The Device Window

The **Device Window** is displayed whenever a GoPro camera or GoPro formatted SD Card is plugged into the computer. This is where you will see information about the connected camera or SD Card.





### Camera/SD Card

The **Camera/SD Card** area indicates whether a camera is plugged with a USB cable or an SD Card is plugged in via a card reader. If a camera is plugged in, an image of the specific camera model will be shown. If an SD Card is plugged in, an image of an SD Card will be shown.

### Camera Folder Name

The **Camera Folder Name** is the folder name where media from this camera will be imported to. It is recommended that you give each camera a unique name. This is explained in the section called, "[Camera Settings.](#)"

### Camera Model

This indicates the **Camera Model** for the GoPro camera or GoPro-formatted SD Card that is currently plugged into the computer.

### Firmware Update Icon

If a software update is available for the connected camera, the **Firmware Update Icon** will appear. Click on the **Firmware Update Icon** to initiate a firmware update. This is explained in the section called, "[CAMERA FIRMWARE UPDATES.](#)"

### Camera Settings Icon

Click on the **Camera Settings Icon** to change the default behavior for when this GoPro camera or SD Card is connected to the computer. This is explained in the section called, "[Camera Settings.](#)"

### Import Files Button

If there is media on the connected camera's SD Card, the **Import Files Button** will appear. Click on it to initiate a camera offload. This is explained in the section called, "[GoPro Camera or SD Card Auto-Import.](#)"

### SD Card Details

In the **SD Card Details** area of the Device Window, you will see specific information about the GoPro camera's SD Card. This information includes, card capacity, percentage used and percentage available.

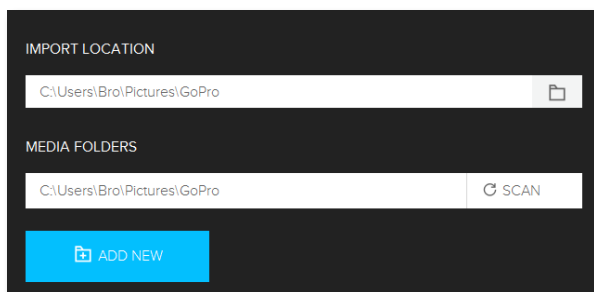
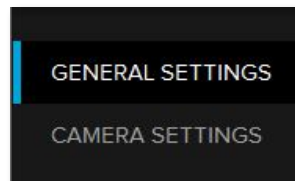
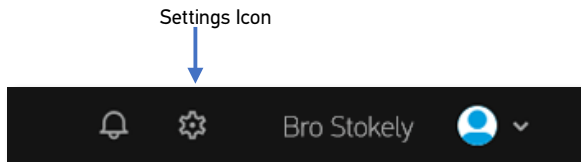


### Import Location

The **Import Location** is the folder on your computer where the your media will be saved to during a camera or SD Card auto-import.

### Import Location Icon

Click on the **Import Location Icon** to change the Import Location to a different folder on your computer.



## GoPro App Settings

The GoPro App Settings can be accessed by clicking on the **Settings Icon** to the left of your name in the upper right-hand corner of the Media Library.

The Settings screen consists of two pages, selectable by the tabs on the left-hand side of the window:

- General Settings
- Camera Settings

The vertical blue line on the far left of the tab, indicates which page is currently selected.

You can use these settings to determine default behaviors for both the GoPro App for desktop as well as your connected GoPro cameras.

### General Settings

The General Settings page lets you determine the following options:

#### Import Location

The **Import Location** is the folder in which the GoPro App will import GoPro camera media into. By default, the Import Location is a 'GoPro' folder inside your 'Users\Pictures' folder. You can change it to any folder you like, however, if you choose a location on an external drive, you will need to make sure that the drive is plugged in and available when attempting to import media from a GoPro camera or SD Card.

*NOTE: If you upgraded from GoPro Studio and modified your import folder location using the GoPro Importer, that modified location will be inherited by the GoPro App for desktop.*

#### Media Folders

**Media Folders** are all the various locations where your GoPro content is stored. This includes, but is not limited to the Import Location (selected above). You can have as many **Media Folders** as you like and they can be located on internal or external drives.

Click the blue **ADD NEW** button to add a location to your list of **Media Folders**. This process is explained in the section called, "[Setting up Media Folders](#)".

#### **Automatically launch the GoPro app when camera is connected**

When checked, the GoPro App will launch whenever a GoPro camera (or SD card) is plugged into the computer.

#### **Automatically download GoPro app updates**

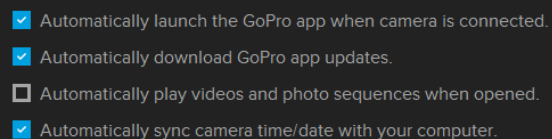
When checked, GoPro App updates to be downloaded from the internet whenever they become available.

#### **Automatically play videos and photo sequences when opened**

When checked, this causes videos and photo sequences to automatically start playing when opened in the Player Window.

#### **Automatically sync camera time/date with your computer**

When checked, the time and date on your GoPro camera will be synchronized with the time and date of your computer (when connected via USB).

- 
- Automatically launch the GoPro app when camera is connected.
  - Automatically download GoPro app updates.
  - Automatically play videos and photo sequences when opened.
  - Automatically sync camera time/date with your computer.

## Camera Settings

The Camera Settings page shows a list of all connected GoPro cameras and GoPro-formatted SD cards.

Clicking on the Settings Icon for a GoPro camera or SD card displays the following camera or SD card settings:

### Camera Folder Name

This determines the folder name where this particular camera's media will be imported to. This folder will be a subfolder in your main Import Folder (chosen then the General Settings). It is strongly recommended that you create a unique **Camera Folder Name** for each of your GoPro Cameras.

### Camera Model

This setting is not editable. It simply indicates the camera model for the connected GoPro camera or GoPro-formatted SD card.

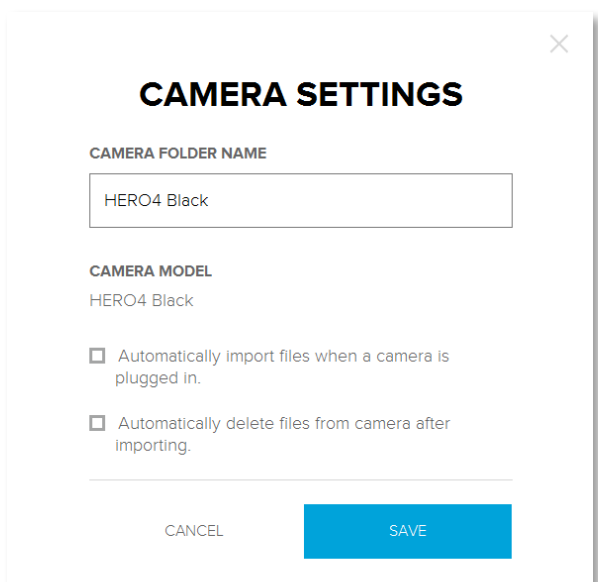
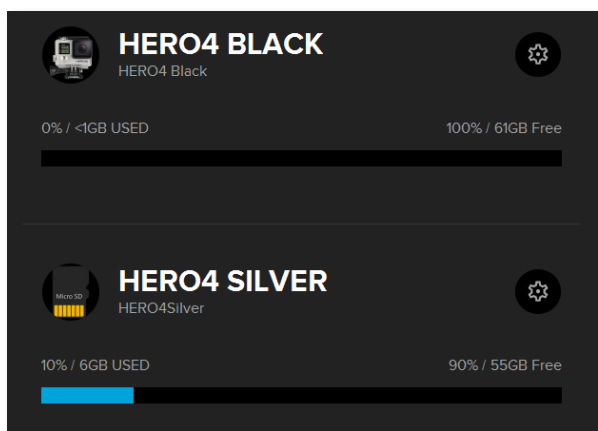
### Automatically import files when a camera is plugged in

When checked, this causes the GoPro App to launch and automatically import all the media from a GoPro camera or SD card, when connected to the computer.

### Automatically delete files from the camera/SD card after importing

When checked, the GoPro App will erase all the media from the connected camera or SD card.

Click on the blue **SAVE** button to save these as the default options for this camera or SD card.



## ADDING MEDIA TO THE LIBRARY

There are currently three ways in which content can be added to the Media Library:

- GoPro camera or SD card auto-import
- Setting up Media Folders
- Manually copying and pasting files into a Media Folder

### GoPro Camera or SD Card Auto-Import

The simplest way to add content into your Media Library is to import it directly from your GoPro camera or camera SD card.

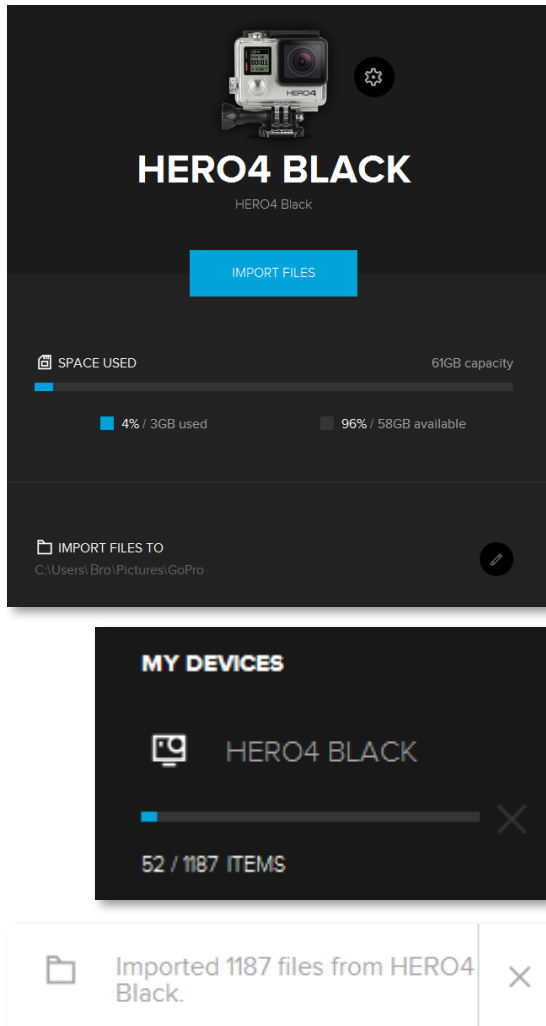
#### *Importing Media from a GoPro Camera*

The steps below explain how to import media from a GoPro camera.

1. Plug your GoPro camera into the computer using the USB cable that came with your GoPro.
2. Turn on the camera on and the GoPro App will detect it and display its details in the Device Window.
3. Confirm that the **IMPORT FILES TO** location is the place where you want your media copied to.
4. Click on the blue **IMPORT FILES** button.
5. A window will appear asking if you want to automatically import files when a camera is plugged in. Click **NO** or **ALWAYS IMPORT**, depending on which you prefer. This can be changed later in the Camera Settings window.

At that point, the media will copy from the camera's SD Card to the computer. You'll see a progress bar in the My Devices area of the Media Library.

When the import is complete, the GoPro App will display the **RECENTLY ADDED** page of the Media Library. There, you will see all the media that was just copied to the computer. You'll also see a notification in the Alert Drawer, indicating how many files were copied from the camera.





## Importing Media from an SD Card

The steps for importing files from an SD card are similar to the steps for importing from a camera, except that instead of plugging the camera into the computer using a USB cable, the SD Card is plugged into the computer using a card reader.

## Setting up Media Folders

A Media Folder, is a folder location on your computer that contains content from a GoPro camera. If you have GoPro media already stored in another folder on your computer, you should set that folder up as Media Folders. All GoPro media located in a Media Folder is displayed in the GoPro App Media Library.

There are two ways in which you can create a Media Folder:

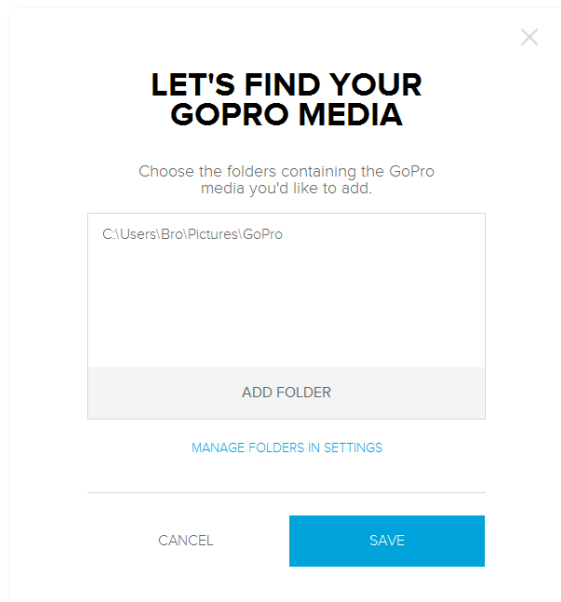
- Click the **ADD MEDIA** button in the Media Library
- Manage Folders from within the Settings Window.

### Creating a Media Folder using the **ADD MEDIA** Button

The steps below explain how to add a Media Folder using the 'ADD MEDIA' button.

1. Click on the **ADD MEDIA** button in the upper left-hand corner of the Media Library.
2. This displays a window that says, "LET'S FIND YOUR GOPRO MEDIA".
3. From there, click on the **ADD FOLDER** button, and browse to the location where the folder containing your GoPro content resides.
4. Select the folder in the browser window and then click the 'Select Folder' button.
5. Then click on the blue **SAVE** button or repeat this process if you have additional folders you would like to add.

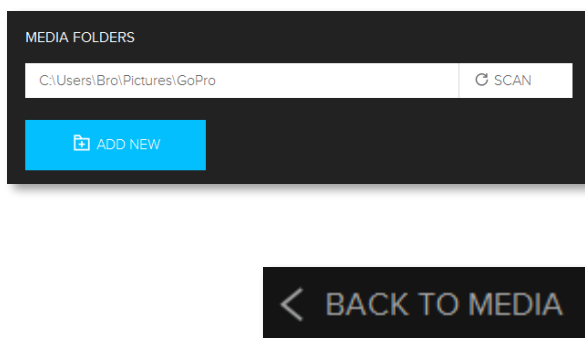
**NOTE:** You cannot select the root of a hard drive as a Media Folder. Only actual folders may be selected as Media Folders and you can only select one at a time. Repeat the steps to add additional Media Folders.



After selecting a folder, the GoPro App begins scanning the files in that folder and adds the media to the library. The Alert Icon indicates that the process has begun and will display an alert message when scanning is complete.

### Creating a Media Folder from within the Settings Window

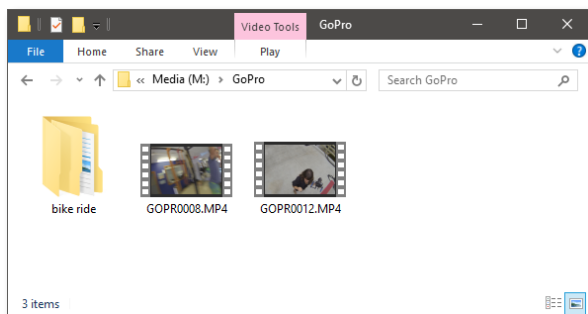
The steps below explain how to add a Media Folder by managing folders within the Settings Window:



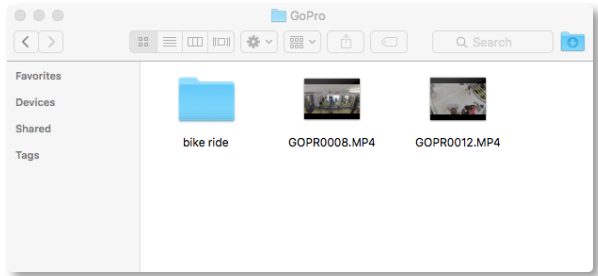
1. Click on the Settings Icon at the top of the Media Library screen.
2. In the General Settings page, click on the blue **ADD NEW** button.
3. From there, click on the **ADD FOLDER** button, and browse to the location where the folder containing your GoPro content resides.
4. Select the folder in the browser window and then click the 'Select Folder' button.
5. The GoPro App will scan the selected folder for GoPro media. This process may take several minutes depending on the number of files in the folder. Sub-folders are automatically included in the scan.
6. Repeat this process to add additional folders or click on the **BACK TO MEDIA** button in the top, left-hand corner of the window to return to the Media Library.
7. The media contained in the selected folder or folders will now appear in the Media Library.
8. Click on the **RECENTLY ADDED** tab to see the most recently added media.

### Manually copying files into Media Folders

If you've already created a Media Folder, you can use Windows File Explorer or the Mac Finder to add more content. The steps below explain how to add files to existing an existing Media Folder:



1. Using Windows File Explorer or a Mac Finder window, browse to the location of your media.
2. Select the file or files you want to see in the GoPro App.
3. Copy them to the Windows or Mac clipboard by pressing 'ctrl+c' (Windows) or 'cmd+c' (Mac) on your keyboard.
4. Browse to the location of your Media Folder.
5. Paste the files from the clipboard into the Media Folder by pressing 'ctrl+v' (Windows) or 'cmd+v' (Mac) on your keyboard.

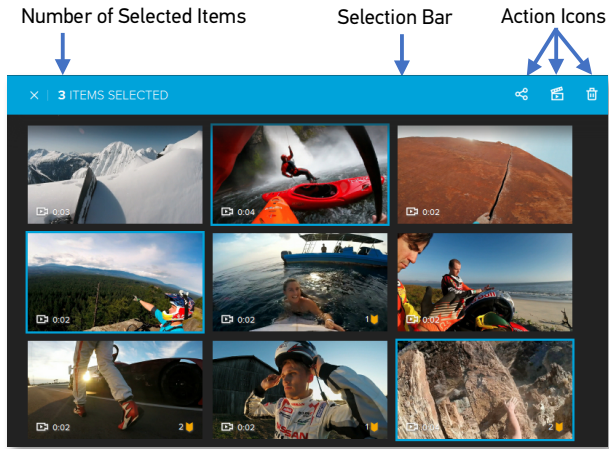


6. In the GoPro App's General Settings Page, click on the word **SCAN** next to the Media Folder where you copied the files to.
7. Click on the **BACK TO MEDIA** button to return to the Media Library.
8. The media copied into the Media Folder will now be displayed in the Media Library.
9. Click on the **RECENTLY ADDED** tab to see the most recently added media.

*NOTE: As an alternative to copying and pasting, you can also drag and drop media files from one folder to another. Refer to your operating system's documentation for help with this process.*

# WORKING WITH YOUR MEDIA

## Selecting Items in the Media Library



Thumbnails will change contrast slightly as you hover the mouse over them. Click on a item's thumbnail to select it. Hold down the shift key, 'ctrl' key (Windows) or the 'command' key (Mac) key while clicking to select multiple items.

When one or more items are selected, the blue **Selection Bar** will appear near the top of the Media Library indicating that the GoPro App is in 'Selection Mode'. The **Selection Bar** reveals the **Number of Selected Items** as well as the following **Action Icons**:



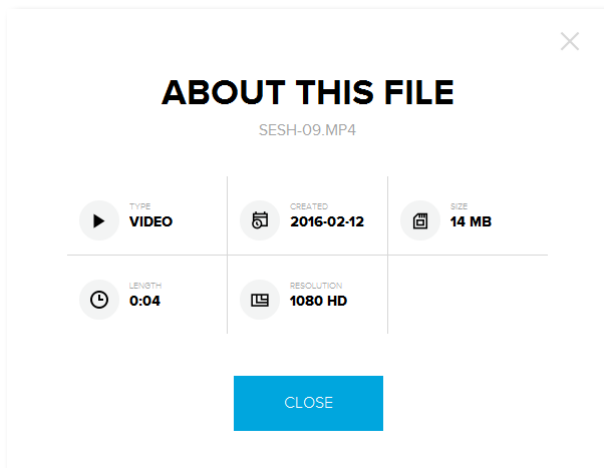
**Share** – lets you share items to Facebook or YouTube. This is explained in the section called "[Sharing Your Content](#)".



**Open in Studio** – launches GoPro Studio and imports the selected items. This is explained in the section called, "[Editing in GoPro Studio](#)".



**Delete** – removes the selected items from the Media Library AND hard drive. This is explained in the section called, "[Deleting Content](#)".



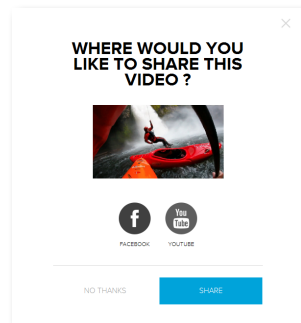
These same actions can be accessed by right clicking on an item's thumbnail in the Media Library. When right-clicking, you'll also see the additional actions:

**Open** – launches the item in the Player. This action is only available when a single item is selected. Opening multiple items at once, is not supported.

**Show in Explorer/Finder** – displays the selected item's source file in Windows File Explorer or Mac Finder. This action only works when a single item is selected.

**Show Info** – opens a window that reveals additional details about a selected item. These details include Media Type, Date Created, File Size, Length and Resolution.

Click on the 'X' in upper left-hand corner of the Selection Bar to deselect any currently selected items and exit Selection Mode.



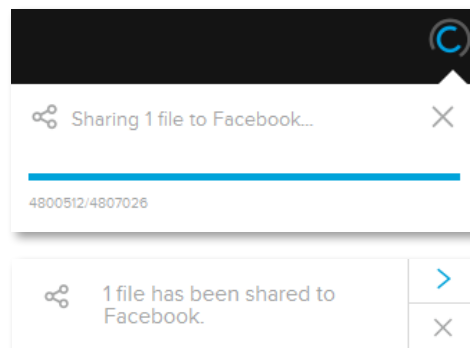
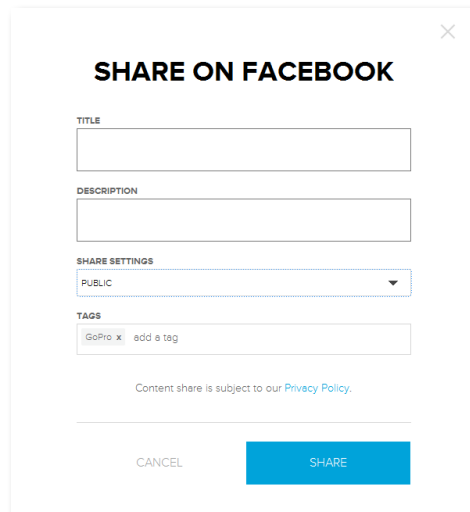
## Sharing Your Content

With the GoPro App, you can quickly and easily share your media on Facebook or YouTube™. If you have content that doesn't need to be clipped or edited, you can share it directly from the Media Library.

### Sharing to Facebook

The following steps describe how to share a photo or video to Facebook:

1. Select a photo or video by clicking on its thumbnail in the Media Library.
2. Click on the Share Icon in the Selection Bar (or right-click on the thumbnail and select 'Share').
3. This opens a window that says, "WHERE WOULD YOU LIKE TO SHARE THIS VIDEO?" and offers two choices - Facebook or YouTube. Click on the Facebook logo or the word **FACEBOOK** to select that option.
4. Click the blue **SHARE** button.
5. You will then be prompted to log in to Facebook and grant the GoPro App access to your Facebook account. This does not allow the GoPro App to access your personal information or to post anything without your permission. This is a one-time process that must be completed in order for the GoPro App to be able to share your content. After completing this, a window will appear that says, "SHARE ON FACEBOOK".
6. In this window, enter a **TITLE** and a **DESCRIPTION** that best describes your photo or video.
7. Choose your **SHARE SETTINGS** (public, friends or only me).
8. Add some tags (separated by commas) to help people find your media via searches.
9. Click on the blue **SHARE** button to initiate the upload to Facebook. At that point, the Alert Icon and Alert Drawer will indicate that the Sharing is in progress.



To cancel the upload, click on the 'X' in the Alert Drawer. A window will appear that says, "ARE YOU SURE YOU WANT TO CANCEL SHARING?". Click the blue **CANCEL SHARING** button to confirm the cancellation of the upload or the white **NEVERMIND** button to continue uploading.

The Alert Drawer will notify you when the upload is complete and the file has been shared to Facebook. Click on the blue **ARROW** icon to launch your browser and view the file on Facebook.

*NOTE: The upload process may take several minutes depending on the size of the file and your internet connection speed.*

## Sharing to YouTube

The following steps describe how to share a video to YouTube™:

1. Select a video by clicking on its thumbnail in the Media Library.
2. Click on the Share Icon in the Selection Bar (or right-click on the thumbnail and select 'Share').
3. This opens a window that says, "WHERE WOULD YOU LIKE TO SHARE THIS VIDEO?" and offers two choices - Facebook or YouTube. Click on the YouTube™ logo or the word 'YOUTUBE' to select that option.
4. Click the blue **SHARE** button.
5. You will then be prompted to log in to YouTube™ and grant the GoPro App access to your YouTube™ account. This does not allow the GoPro App to access your personal information or to post anything without your permission. This is a one-time process that must be completed in order for the GoPro App to be able to share your content. After completing this, a window will appear that says, "SHARE ON YOUTUBE".
6. In this window, enter a **TITLE** and a **DESCRIPTION** that best describes your video.
7. Choose your **SHARE SETTINGS** (public, unlisted or private).
8. Add some tags (separated by commas) to help people find your video via searches.
9. Click on the blue **SHARE** button to initiate the upload to YouTube™. At that point, the Alert Icon and Alert Drawer will indicate that the Sharing is in progress.

To cancel the upload, click on the 'X' in the Alert Drawer. A window will appear that says, 'ARE YOU SURE YOU WANT TO CANCEL SHARING?'. Click the blue **CANCEL SHARING** button to confirm the cancellation of the upload or the white **NEVERMIND** button to continue uploading.

The Alert Drawer will notify you when the upload is complete and the file has been shared to YouTube. Click on the blue **ARROW** icon to launch your browser and view the file on YouTube™.

*NOTE: The upload process may take several minutes depending on the size of the file and your internet connection speed.*

**SHARE ON YOUTUBE**

TITLE

DESCRIPTION

SHARE SETTINGS

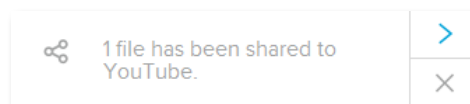
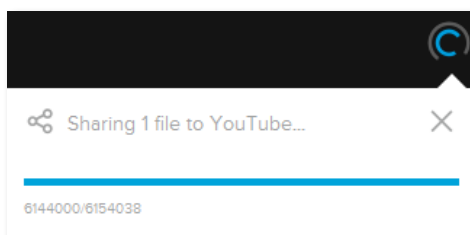
PUBLIC

TAGS

GoPro X add a tag

Content share is subject to our [Privacy Policy](#).

CANCEL SHARE



## Editing Content in GoPro Studio

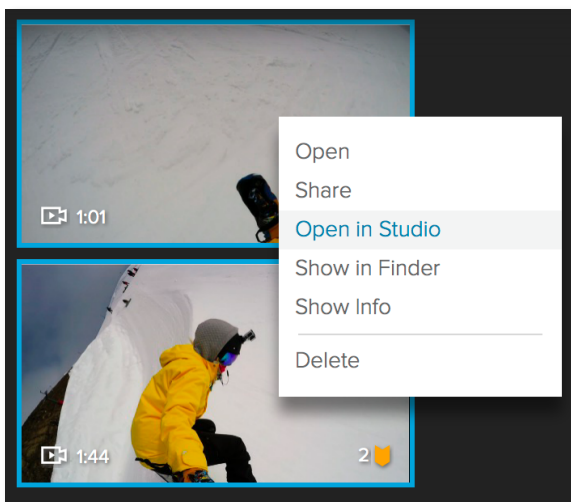
The GoPro App download also includes GoPro Studio for more advanced video editing. Easy-to-use GoPro templates help fast-track you to an incredible edit by dialing in the music, edit points and more. Just drag and drop your clips into a template to create awesome GoPro-style videos. You can also create your own professional-quality edits from scratch with a variety of powerful editing tools.

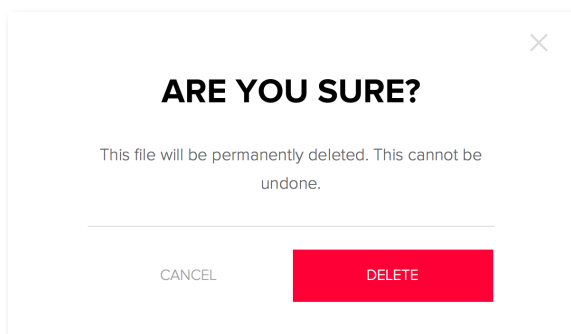
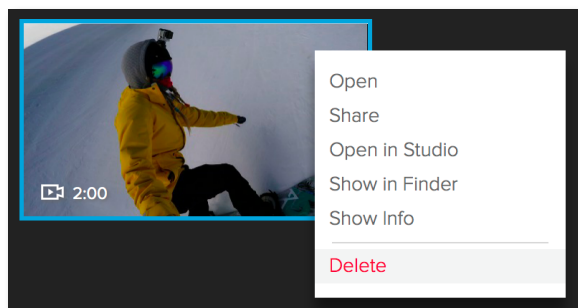
The following steps explain how to send content from your Media Library to GoPro Studio:

1. Select one or more items in the Media Library.
2. Click on the **Open in Studio Icon** in the Selection Bar (or right-click on one of the selected thumbnails and select **Open in Studio**).
3. At this point, if GoPro Studio is not currently running, it will launch with the selected items loaded into its 'Step 1 Conversion' room. If GoPro Studio is already running, you will be prompted to either add the selected items to the existing GoPro Studio Project or create a new project for them.

Refer to the *GoPro Studio User Manual* for further instructions on how to edit your media in GoPro Studio. The *GoPro Studio User Manual* can be accessed in the **HELP** menu in GoPro Studio.

When you are finished editing and have successfully exported your completed GoPro Studio project, the exported file will appear in the Media Library in the GoPro App for desktop. From there, you can share it to social media as explained in the section called, "[Sharing Your Content](#)".





## Deleting Content

Sometimes you may have some videos or photos that you don't want or need. The GoPro App for desktop makes it easy for you to remove content from your Media Library.

The following steps explain how to delete items from your Media Library.

1. Select one or more items in the Media Library.
2. Click on the **Delete Icon** in the Selection Bar (or right-click on one of the selected thumbnails and select 'Delete').
3. This opens a window that says, "ARE YOU SURE?" Click on the red **DELETE** button to confirm your decision to delete these files from the Media Library.

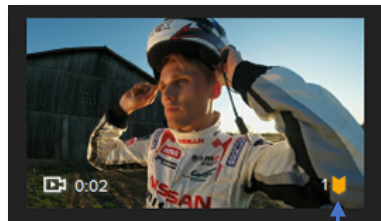
*NOTE: Deleting items in the Media Library also deletes them from your Hard Disk so be absolutely sure you no longer want or need the selected file or files before deleting them.*



## Working with HiLight Tags

You can mark specific moments in your media as they happen with HiLight Tags. HiLight Tags make it easy to find the best highlights to edit and share. You can add tags with your camera, the GoPro App or the Smart Remote.

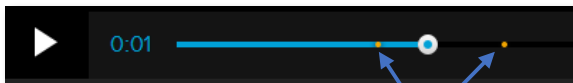
HiLight tags that you've added to your media using a GoPro camera or the GoPro App for Mobile will carry over to the GoPro App for Desktop. In the Media Library, content that is HiLight tagged is identified by the HiLight Icon in the lower right-hand corner of the item's thumbnail.



HiLight Icon

### Locating Existing HiLight Tags

The Player Window shows all your HiLight Tags on the Playback Slider, making it easy for you to locate the best moments in your media. HiLight Tags are represented by small yellow markers on the Playback Slider.



HiLight Tags

The following steps explain how to locate existing HiLight Tags in your media:

1. In the Media Library, double-click on an item that is HiLight tagged (or right-click on an item that is HiLight tagged and select **Open**) to load it into the Player.
2. From there, you can see your HiLight Tags on the Playback Slider. Click and drag along the Playback Slider to the location of one of your HiLight Tags. This moves the Playhead to that location and the Preview window updates to show the moment associated with that specific HiLight Tag.

### Adding HiLight Tags

While previewing media in the Player, you may find more awesome moments that you want to add HiLight Tags to.

The following steps explain how to add HiLights to your media:

1. Open a video or photo sequence into the Player and move the **Playhead** on the **Playback Slider** to the specific moment where you want to add a HiLight Tag.
2. Click the yellow **HiLight** button located at the bottom of the Player window.
3. Repeat these steps to add additional HiLight Tags.



## Removing HiLight Tags

There may be times when you want to remove one or more HiLight Tags from your media. This can be done in the Player window.

The following steps explain how to remove existing HiLight Tags from your media:

1. Open a video or photo sequence into the Player and click on the **HiLight Tag** on the Playback Slider.
2. After successfully clicking on a HiLight Tag, the **Remove HiLight Icon** will appear below the HiLight Tag. Click on the 'X' in the **Remove HiLight Icon** to remove the HiLight Tag from the media.

*NOTE: Removing a HiLight Tag cannot be undone, so be sure you no longer need a specific HiLight Tag before removing it. You can, however, add a new HiLight Tag if you remove one by mistake.*

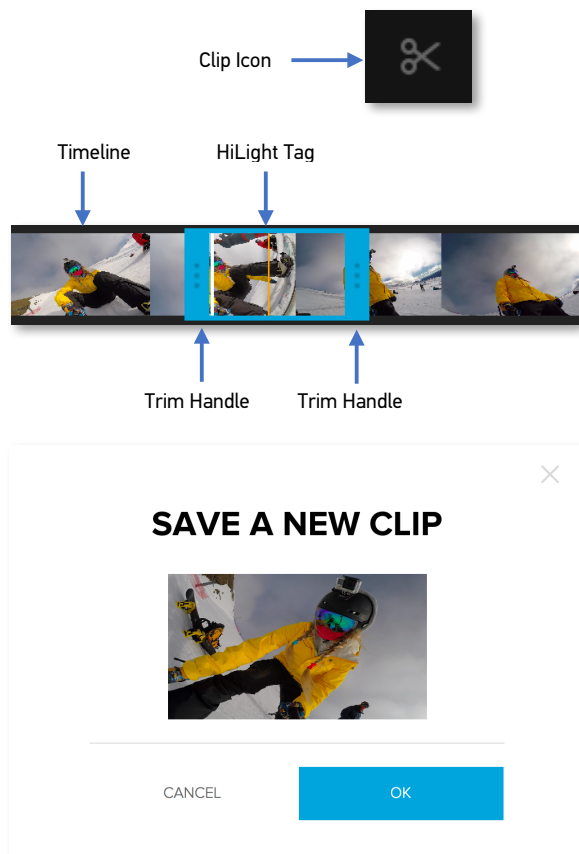


Remove HiLight Icon

## Trimming Media with the Clip Tool

The Clip Tool makes it easy to trim longer videos or photo sequences into smaller clips, ready to share to Facebook or YouTube.

The following steps explain how to trim a video or photo sequence using the Clip Tool:



1. Open a video or photo sequence into the Player and click on the **Clip Icon** at the bottom left-hand corner of the Player window. This launches the Clip Tool where the selected item will automatically start playing (unless you have changed the default behavior in the GoPro App Settings).
2. Look at the Timeline in the Clip Tool for HiLight Tags (represented by a vertical yellow bar).
3. Click and drag the **Trim Handle** at the beginning of the Timeline to the moment where you want your trimmed clip to start. Usually this will be just before a HiLight Tag.
4. Click and drag the **Trim Handle** at the end of the Timeline to the moment where you want your trimmed clip to end. Usually this will be just after a HiLight Tag.
5. Press the spacebar on your keyboard to toggle between **Play** and **Pause**.
6. Once you are happy with the adjustments made with the Trim Handles, click on the blue **SAVE** button.
7. A window will appear that says, "SAVE A NEW CLIP". Click on the blue **OK** button to save the clip. A new file will be created in same folder as the original source file.
8. After the clip is created and saved, a window will appear that says, "SAVED. WOULD YOU ALSO LIKE TO SHARE?". This gives you the option to share your trimmed clip to Facebook or YouTube as described in the section called, "[SharingYour Content](#)".

After completing the above steps, the GoPro App will return to the Player and the trimmed clip will appear in the Media Library next to the original source file. It will also appear in the Recently Added Page and the Edits Page.

## Extracting Photos

If you want to extract a single frame from a video or photo sequence, the GoPro App for Desktop makes it easy.

The following steps explain how to extract a frame from a video or photo sequence:

1. Open a video or photo sequence into the Player
2. Move the **Playhead** to the frame you would like to save as a photo.
3. Click on the **Extract Photo** Icon at the bottom left-hand corner of the Player window.
4. A window will appear that says, "GRAB A PHOTO". Click on the blue **SAVE** button to save the photo. A new file will be created in the same folder as the original source file.
5. After the photo is created and saved, a window will appear that says, "WHERE WOULD YOU LIKE TO SHARE THIS PHOTO?". This gives you the option to share you photo to Facebook or YouTube™ as described in the section called, "[Sharing Your Content](#)".

*NOTE: You can actually only share a photo to Facebook since YouTube is for Videos. Attempting to share a photo to YouTube will result in a window that says "Photo Not Shared. To share to YouTube, select a video. Or share this photo to Facebook, instead."*

After completing the above steps, the GoPro App will return to the Player and the extracted photo will appear in the Media Library next to the original source file. It will also appear in the Recently Added Page and the Edits Page.

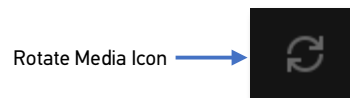
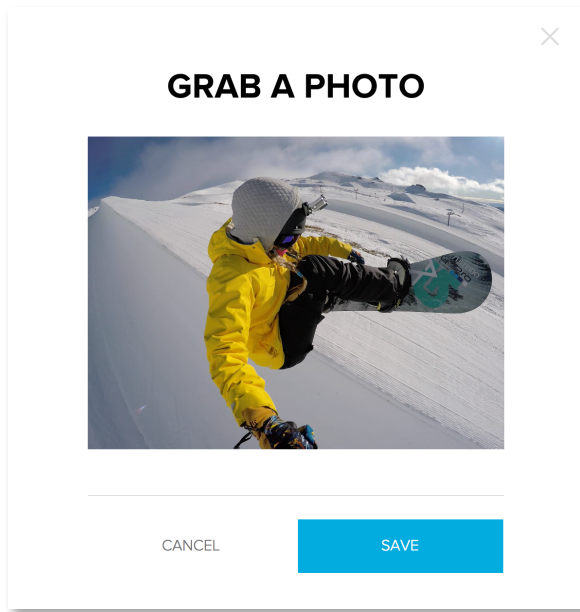
## Rotating Media

If you captured footage while your camera was mounted upside down, you can easily rotate videos or entire photo sequences to the correct orientation for viewing and editing.

The following steps explain how to rotate media in the GoPro App:

1. Open an item in the Player by double clicking on its thumbnail in the Media Library.
2. In the Player, click on the **Rotate Media** Icon.

After completing the above steps, the media will be rotated 180 degrees.



## CAMERA FIRMWARE UPDATES

The GoPro App for desktop offers a way for you to update the product software in your GoPro cameras. The process for updating camera firmware varies depending on which GoPro camera you are updating and which firmware is currently installed on that camera.

### *Updating the original HD HERO*

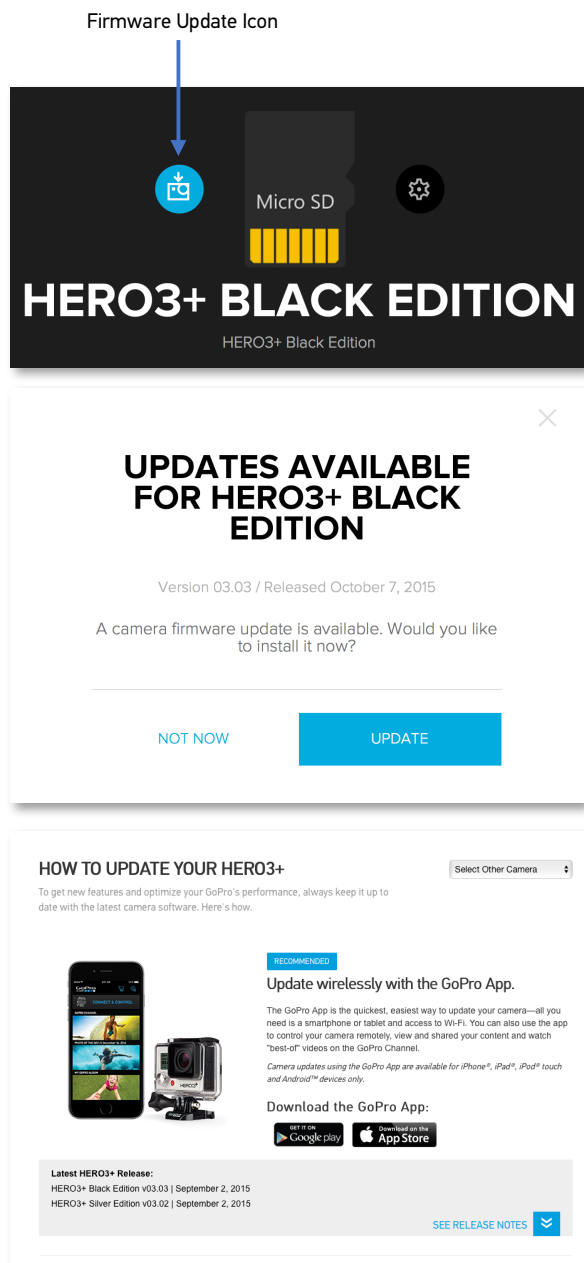
Firmware updates for the original HD HERO are done at [gopro.com/update/original\\_hdhero](https://gopro.com/update/original_hdhero).

### *Updating a HERO 2*

To update the HD HERO 2, HERO 2 LCD BacPac and HERO 2 WiFi BacPac, contact GoPro customer support at [gopro.com/help](https://gopro.com/help).

### *Updating a HERO 3*

Firmware updates for the original HD HERO are done at [gopro.com/update/hero3](https://gopro.com/update/hero3).



## Updating a HERO 3 + with firmware earlier than version 3.0

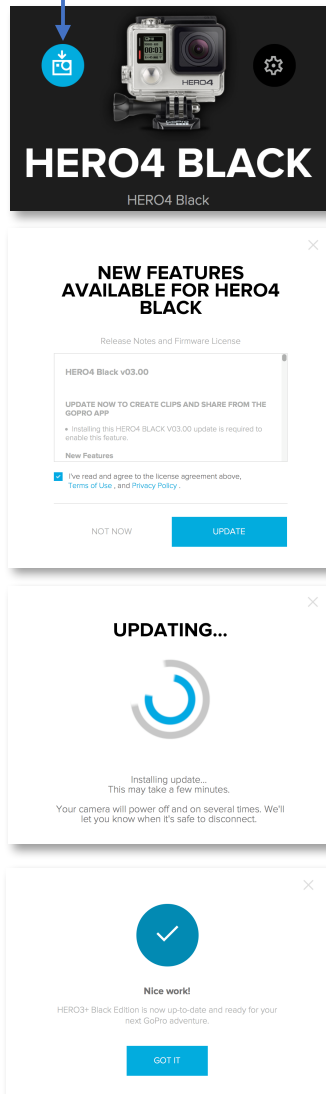
If your HERO 3+ currently has firmware version earlier than 3.0, when you plug the camera into the computer, you will be redirected to the GoPro website to update the firmware on this camera.

The following steps explain how to update the firmware on a HERO 3 + wither firmware version earlier than 3.0:

1. Plug your GoPro camera into the computer using the USB cable that came with your GoPro.
2. Turn on the camera on and the GoPro App will detect it and display its details in the Device Window. If a firmware update is available, you will see the **Firmware Update Icon**. Click the **Firmware Update Icon**.
3. A window will appear that says, "UPDATES AVAILABLE FOR HERO3+ BLACK/SILVER EDITION". Click the blue **UPDATE** button.
4. After that, your web browser will launch and take you to the GoPro website which will walk you through the firmware update process.

*NOTE: If your HERO 3+ has firmware version 3.0 installed, use the steps in the section called "[Updating all other GoPro Cameras](#)" to update it to the latest version.*

Firmware Update Icon



## Updating all other GoPro Cameras

If an update is available for your GoPro Camera, the GoPro App for desktop will offer to update the camera's firmware when plugged into the computer. The follow camera models can be updated using the GoPro App:

- HERO 3 +
- HERO 4
- HERO
- HERO +
- HERO + LCD
- HERO 4 Session

The following steps explain how to update the firmware on your GoPro camera:

1. Plug your GoPro camera into the computer using the USB cable that came with your GoPro.
2. Turn on the camera on and the GoPro App will detect it and display its details in the Device Window. If a firmware update is available, you'll see the **Firmware Update Icon**. Click the **Firmware Update Icon**.
3. A window will appear that says, "NEW FEATURES AVAILABLE...". Check the box that says "I've read and agree to the license agreement above, Terms of Use, and Privacy Policy". It's a good idea to actually read the Terms of Use and Privacy Policy as well.
4. Click the blue **UPDATE** button.
5. At that point, a window will appear that says "UPDATING". Do NOT unplug the camera from the computer during this process.
6. When the update is complete, a window will appear that says, "Nice Work!". Click the blue **GOT IT** button and the GoPro App will return to the Device Window.

# APPENDIX

## Mac Menu Items and Keyboard Shortcuts

*Menu Item*                      *Keyboard Shortcut*

### GoPro

About	
Preferences	⌘,
Hide GoPro	⌘H
Hide Others	⇧⌘H
Show All	
Quit	⌘Q

### File

Import Media	⌘I
Export to Studio	⇧⌘E
Share	
Facebook	
YouTube	

### Edit

Cut	⌘X
Copy	⌘C
Paste	⌘V
Select All	⌘A
Deselect All	⇧⌘A

### Media

Play / Pause	Space
Step Forward	→
Step Backward	←
Back to the Beginning	



Highlight	⌘
Extract Frame	⌘
Loop Playback	⌘L

### View

Large Thumbnails	⌘1
Normal Thumbnails	⌘2
Small Thumbnails	⌘3
Show Unavailable Media	[]
Enter / Exit Fullscreen	^⌘F

### Window

Minimize	⌘M
Zoom	

### Help

Search  
GoPro App User Manual  
Online Support

## Windows Menu Items and Keyboard Shortcuts

### *Menu Item*                      *Keyboard Shortcut*

#### **File**

Import Media	Ctrl+M
Export to Studio	
Share	
Facebook	
YouTube	
Exit	

#### **Edit**

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Select All	Ctrl+A
Clear Selection	Ctrl+D
Settings	

#### **Media**

Play / Pause	Space
Step Forward	→
Step Backward	←
Back to the Beginning	
Highlight	Ctrl+B
Extract Frame	Ctrl+E
Loop Playback	Ctrl+L

#### **View**

Large Thumbnails	Ctrl+1
Normal Thumbnails	Ctrl+2
Small Thumbnails	Ctrl+3
Show Unavailable Media	[ ]

**Help**

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