



REDCINE-X PRO

OPERATION GUIDE



REDCINE-X PRO | BUILD 42
RED WATCHDOG | RED PLAYER | REDLINE
RED.COM

REDCINE-X PRO OPERATION GUIDE

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1

REDCINE-X PRO INTRODUCTION

REDCINE-X PRO

REDCINE-X PRO® is a professional-grade software application, designed specifically for transcoding and pre-editorial image manipulation of REDCODE® RAW (R3D®) footage. REDCINE-X PRO is a non-destructive application, enabling you to make image adjustments—while preserving the original RAW format. This gives you the ability to return to the original files at any time for transcoding, scaling, cropping, or correcting color.

REDCINE-X PRO converts selected RAW files to RGB color space using de-mosaicing and color matrix algorithms. Timecode, white balance, and other metadata is maintained during RAW to RGB conversion.

Download the latest version of **REDCINE-X PRO** at www.red.com/downloads. The REDCINE-X PRO Operation Guide can also be found in the REDCINE-X PRO Help menu.

The following programs are included in the REDCINE-X PRO download package:

- ▶ **RED PLAYER:** Built-in media player.
- ▶ **RED Launcher:** Prepares and opens R3D files in REDCINE-X PRO or RED PLAYER®.
- ▶ **RED TETHER:** Tethering application. Go to "**Set Up RED TETHER**" on page 109.
- ▶ **RED WATCHDOG:** Mac® OS X® menu bar tool. Go to "**Use RED WATCHDOG**" on page 114.
- ▶ **REDline:** Command line software application. Go to "**Use REDLINE**" on page 116.

MINIMUM SYSTEM REQUIREMENTS

- ▶ Operating system
 - ▶ Mac OS X 10.7 or later
 - ▶ 64-bit Windows® Vista or later
- ▶ 1GB hard drive space
- ▶ 8GB RAM
- ▶ 1GB GPU Video RAM (when using GPU acceleration)

NOTE: For best results, set your monitor color setting to Adobe 1998 or SMPTE-C. If you are using the HD Cinema display profile, adjust gamma to 2.2.

IMPROVE GPU PERFORMANCE

To set up your computer for the best performance, follow the guidelines below.

- ▶ Use a maximum of 80% of your RAM.
- ▶ Deselect **Verbose Logging**. Go to "**General**" on page 19.
- ▶ Set the **Memory Limit** to half of your RAM. Go to "**System**" on page 20.
- ▶ Set the **Number of Simultaneous Frames to Process** to the maximum number. Go to "**System**" on page 20.

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RED ROCKET

The RED ROCKET® enhances transcode and playback abilities of R3D files in various resolutions in real time speeds. The RED ROCKET drastically accelerates transcode times for still image sequences and video formats (such as QuickTime® and DPX) in all applications that support RED ROCKET.

NOTE: The RED ROCKET supports all MYSTERIUM®, MYSTERIUM-X®, and Monochrome R3D files. The RED ROCKET does not support RED DRAGON® and RED DRAGON Monochrome R3D files.

For more information, see the [RED ROCKET Installation Instructions](http://www.red.com/downloads) at www.red.com/downloads.

RED ROCKET-X

The RED ROCKET-X® processes and transcodes files up to 5 (five) times faster than the RED ROCKET. A redesigned chassis works to protect the card, which uses a full-length x16 PCIe port for installation in your Mac Pro®, Thunderbolt™ expansion chassis, PCIe expansion chassis, or Windows.

NOTE: The RED ROCKET-X supports all RED DRAGON, RED DRAGON Monochrome, MYSTERIUM, MYSTERIUM-X, and Monochrome R3D files.

For more information, see the [RED ROCKET-X Installation Instructions](http://www.red.com/downloads) at www.red.com/downloads.

ADDITIONAL RESOURCES

The following resources offer additional information about RED, the DSMC® system, and the RED community:

- ▶ **RED.com:** Check the [official RED website](http://www.red.com) for the latest information about RED products.
- ▶ **RED Learn Articles:** RED offers [in-depth technical articles](#) about RED cameras, post-production, and digital cinematography.
- ▶ **RED Downloads:** Go to [RED Downloads](#) to download the latest firmware, operation guides, and post-production software.
- ▶ **DSMC Toolkit:** Go to [RED Downloads](#) to find the DSMC Toolkit, which offers many helpful tools and resources to customize and improve your camera workflow.
- ▶ **RED Support:** Check the [RED SUPPORT site](#) for FAQs, or to file a support ticket.
- ▶ **Bomb Squad Support:** For more information, contact your Bomb Squad representative.
- ▶ **In-Camera Help:** Select the Help button on an in-camera screen to open up the help for that screen.
- ▶ **REDUSER:** Discuss all things RED on the [REDUSER](#) third-party forum.

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2

DOWNLOAD AND INSTALL REDCINE-X PRO

This chapter describes how to download and install REDCINE-X PRO® on a Mac® or Windows®-based computer.

DOWNLOAD REDCINE-X PRO

1. Go to the **RED Software Downloads** page at www.red.com/downloads.
2. Navigate to the **REDCINE-X PRO** download.
3. Read the Terms and Conditions and select the **Agree** check box.
4. Click **Download**.
5. Select a download location, if necessary.
6. Click **Save**, if necessary.

INSTALL REDCINE-X PRO (MAC)

1. Go to the **REDCINE-X PRO** download on your computer.
2. Double-click the **.pkg** file.
3. Click **Continue** and follow the on-screen instructions.
The Software License Agreement displays.
4. Click **Agree** to proceed with the installation.
5. Click **Install**.
6. When the installation is complete, click **Close**.
7. In the Finder, go to **Applications > REDCINE-X Professional** and double-click **REDCINE-X PRO** to open.

NOTE: You may need to restart your system before using REDCINE-X PRO.

INSTALL REDCINE-X PRO (WINDOWS)

1. Go to the **REDCINE-X PRO** download on your computer.
2. Double-click the **.msi** installer file.
3. Select the **I accept the terms in the License Agreement** check box.
4. Click **Install**.
5. When the installation is complete, click **Finish**.
6. Click **Yes**.
Your computer restarts.
7. Open **REDCINE-X PRO** using the Start Menu, or the desktop shortcut.

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UNINSTALL REDCINE-X PRO (MAC)

1. Delete the REDCINE-X PRO application.
 - A. Open the **Applications** folder.
 - B. Drag the **REDCINE-X PRO** application icon to the **Trash**.
2. Delete the preference files.
 - A. Go to **Library > Application Support > red**.
 - B. Drag the **RedCineX** folder to the **Trash**.
3. Empty the Trash.
 - A. Right-click the **Trash** icon and select **Empty Trash**.
 - B. Click **Empty Trash**.

UNINSTALL REDCINE-X PRO (WINDOWS)

1. Go to **Control Panel > Programs > Uninstall a Program**.
2. Right-click **REDCINE-X PRO** and select **Uninstall**.
3. Click **Yes**.

NOTE: You may need to restart your system.

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3

REDCINE-X PRO USER INTERFACE

This chapter describes the basic REDCINE-X PRO[®] graphical user interface (GUI) elements.

The interface and menu bar provide access to a wide variety of tools and features that allow you to customize your workflow and edit your footage before exporting.

NOTE: Press **Shift+Tab** to Show/Hide all panels.

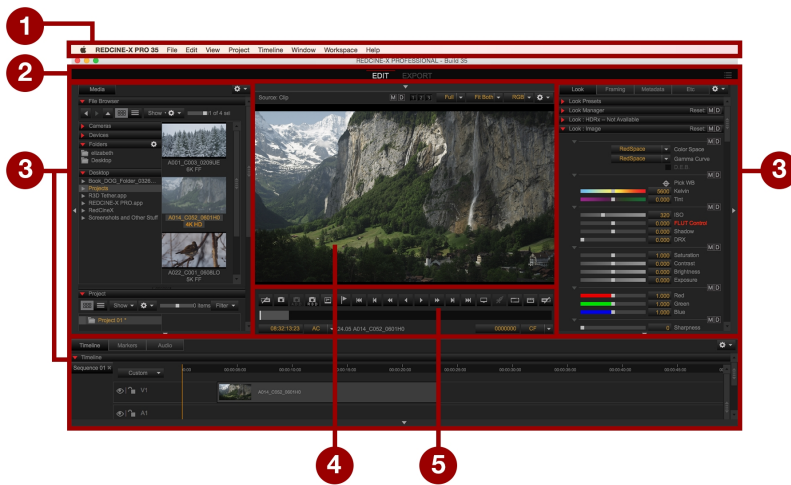


Figure: REDCINE-X User Interface

#	GUI ELEMENT	DESCRIPTION	DETAILS
1	Menu Bar	Access functions and settings of REDCINE-X PRO	"Menu Bar" on the next page
2	Workspace Bar	Select different Workspaces and navigate Workrooms	"Workspace Bar" on the next page
3	Panels	Fully customizable left, right, and bottom panels	"Panels" on page 11
4	Viewer	View R3D [®] footage of selected clip	"Viewer" on page 14
5	Control Bar	Scrub through footage, set In and Out Points, mark frames, export stills, and more	"Control Bar" on page 16

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MENU BAR

The menu bar provides access to many of the functions and settings of REDCINE-X PRO.

- ▶ **File:** Create new projects, open projects, save projects, and close projects.
- ▶ **Edit:** Copy and Paste clips or settings.
- ▶ **View:** Select Fullscreen mode, toggle between panels, and Fit Timeline to Window.
- ▶ **Project:** Create new Bins and Sequences.
- ▶ **Timeline:** Add/delete tracks and zoom in/out.
- ▶ **Window:** Select the visibility of different panel elements and reset panels in the workspace.
- ▶ **Workspace:** Select a Workspace.
- ▶ **Help:** Search the REDCINE-X PRO Operation Guide, view the log file, and save reports/system information.

WORKSPACE BAR

The Workspace bar allows you to navigate through different Workrooms for a smoother post production process. A Workroom is a tab in the Workspace bar. Each Workspace configures the panels, Workrooms, and tabs to streamline different workflows. For more information about workflows, go to "[Sample Workflows](#)" on page 89.



Figure: Workspace Bar

WORKSPACES


Each Workspace is set to default settings ideal for different workflows. You can configure a Workspace to fit your post production process. You can navigate through the Workspace by selecting different Workrooms. For example, in the Motion Workspace, the available Workrooms are Edit and Export.

To select a Workspace, go to **Workspace** in the menu bar and select one of the following Workspaces:

WORKSPACE	AVAILABLE WOOKROOMS	DESCRIPTION
Workspace	Available Workrooms	Description
Motion	Edit, Export	Default Workspace for motion post production
Stills	Import, Color, Export	Default Workspace for stills post production
Transcode	Transcode	Default Workspace for quick dailies

NOTE: To reset a Workspace, go to **Window** and select **Reset panels in current mode** or **Reset panels in all modes across all workspaces**.

STATUS PANEL

To locate the Status Panel, go to the upper right corner of the Workflow bar and click  (**Status Panel**). The Status Panel displays the following caution symbols:

- ▶ **Yellow Warning Triangle:** Warning message(s)
- ▶ **Red Error Triangle:** Critical error message(s)

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PANELS

The paneled interface is designed to retain its shape and function, while being flexible enough to meet your needs. Panel borders are adjustable, enabling you to customize the size and space needed for your work.

You can perform the following actions:

▶ **Show/Hide Panels:**

- ▶ Click anywhere on a panel border that has a light gray arrow to show/hide a panel.
- ▶ Press **Shift+Tab** to show/hide all panels.

▶ **Resize Panels:** Hover the cursor over a panel border and drag the cursor until the panel is the size that you want.

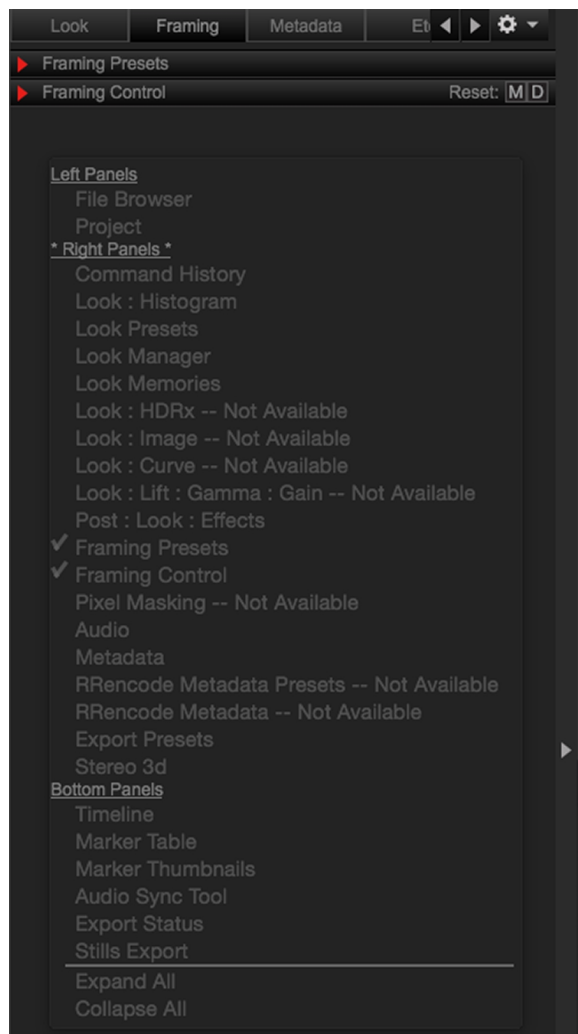


Figure: Panels

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TABS

You can add, delete, resize, move, rename, import, and export tabs in any panel.

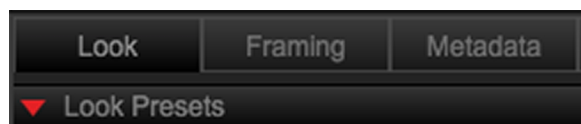







Figure: Tabs

- ▶ **Add Tab:** To create a tab, perform one of the following:
 - ▶ Click  (**Gear Menu**) in any panel and select **Add Tab...**
 - ▶ Right-click any of the existing tab headers and select **Add...**
- ▶ **Populate Tab:** Right-click a panel and select a group from the group drop-down menu.
- ▶ **Delete Tab:** To delete a tab, perform one of the following:
 - ▶ Click  (**Gear Menu**) and select **Delete Tab...**
 - ▶ Right-click the tab and select **Delete...**
- ▶ **Resize Tab:** Hover the cursor over the edge of the tab and drag the cursor to resize the tab.
- ▶ **Move Tab:** Drag a tab to a location that you want in the panel.
- ▶ **Rename Tab:** To rename a tab, perform one of the following:
 - ▶ Click  (**Gear Menu**) and select **Rename Tab...**
 - ▶ Right-click the tab and select **Rename Tab...**
- ▶ **Import Tab:** Click  (**Gear Menu**) and select **Import Tab...**
- ▶ **Export Tab:** Click  (**Gear Menu**) and select **Export Tab...**

TAB GROUP OPTIONS

You can populate a tab in any panel with the following groups:

GROUP	DESCRIPTION	DETAILS
Audio	View and synchronize audio clips	"Edit and Sync Audio" on page 73
Audio Sync Tool	Synchronize audio clips	"Sync Audio with Auto Match" on page 74
Command History	View command history	N/A
Export Presets	Set export presets	"Export with Presets" on page 81
File Browser	Browse files	"Browse Clips" on page 36
Framing Control	Frame and crop R3D footage	"Frame Adjustments" on page 67
Framing Presets	Create frame presets	
Look Curve	Adjust the curve of an R3D file	"Look: Curve" on page 56
Look Manager	Manage Looks	"Look Manager" on page 65
Look Memories	Set Look Memories	"Look Memories" on page 65
Look Presets	Set Look Presets	"Look Presets" on page 61
Look: HDRx	Adjust HDRx	"Look: HDRx" on page 51

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GROUP	DESCRIPTION	DETAILS
Look: Histogram	Adjust the Histogram	"Look: Histogram" on page 50
Look: Image	Adjust the appearance of R3D footage	"Look: Image" on page 52
Look: Lift: Gamma: Gain	Adjust the Lift, Gamma, and Gain	"Look: Lift: Gamma: Gain" on page 57
Marker Thumbnails	View marked frames in thumbnail view	"Marker Thumbnails" on page 78
Marker Table	View marked frames	"Marker Table" on page 78
Metadata	Metadata information for the active R3D in the Viewer	"View R3D Metadata" on page 38
Post: Look: Effects	Adjust the appearance and settings of R3D footage	"Post: Look: Effects" on page 58
Project	Organize R3D files	"Create a Project" on page 40
Stereo 3D	Edit 3D clips	"Edit 3D Clips" on page 76
Stills Export	Export stills	"Stills Export" on page 86
Timeline	Add/modify clips	"Add R3D Files to a Project or Timeline" on page 43
RRencode Metadata Presets	Set RRencode Presets ¹	"RRencode Workflow" on page 96
RRencode Metadata	View RRencode Metadata ¹	

1. Only available when you install RRencode. For more information, go to "Install RRencode Plugin" on page 30.

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VIEWER

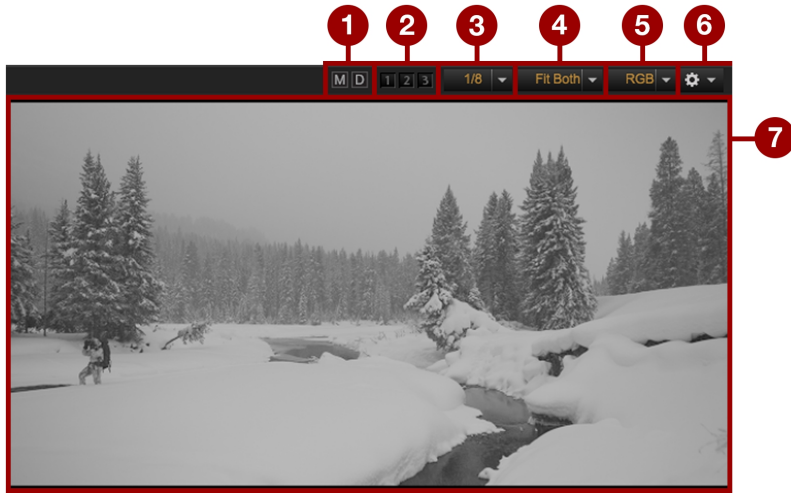


Figure: Viewer and Controls

You can play and review R3D clips in the Viewer, which is located in the center of the interface.

#	VIEWER CONTROL	DESCRIPTION	DETAILS
1	Clip Look	View the current frame with default REDCINE-X PRO or metadata settings	"Toggle Clip Look" below
2	Frame Store Slots	Store up to three (3) frames with looks to return to at a later point	"Frame Store Slots" on the next page
3	Playback Resolution	Adjust the playback resolution of R3D files	"Change Playback Resolution" on the next page
4	Playback Size	Select the size that R3D files play back in the Viewer	N/A
5	RGB Channels	View the individual RGB channels	N/A
6	Viewer Settings Menu	Provides Stereo 3D options for the R3D clip in the Viewer	"Edit 3D Clips" on page 76
7	Viewer	Primary viewing window for R3D files	N/A

TOGGLE CLIP LOOK

Use the Clip Look buttons to view the currently active frame with default REDCINE-X PRO or metadata settings.

- ▶ Click and hold **D** (D) to view the active R3D with reset REDCINE-X PRO default settings.
- ▶ Click and hold **M** (M) to view the active R3D with reset metadata settings.

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FRAME STORE SLOTS



Figure: Frame Store Slots

Use the Frame Store slots to capture and store up to three (3) frames. Frame Store slots capture the current frame with all look adjustments. You can recall stored frames later, even if you are working on a different sequence or project.

To store a frame, follow the instructions below:

1. Set the R3D clip to a frame that you want in the Timeline.
2. Click and hold a Frame Store slot.

CHANGE PLAYBACK RESOLUTION

You can change the playback resolution of R3D files to improve speed and performance on your computer.

1. Click the **Playback Resolution** drop-down menu at the top of the Viewer.
2. Select a resolution from the drop-down menu.

NOTE: Select **1/16** for fastest performance. Select **1/2** or **Full** when using a powerful computer, a RED ROCKET®, or a RED ROCKET-X®. If buffering cannot keep up with playback, reduce the playback resolution to improve performance.



Figure: Change Playback Resolution

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CONTROL BAR

The Control bar provides basic shuttle controls and additional tools for reviewing and trimming footage. The RED PLAYER® offers a similar, but pared-down version of the same control bar.



Figure: Control Bar

#	CONTROL	DESCRIPTION	DETAILS
1	Set In Point	Set the start of the R3D clip	"Trim R3D Files" on page 45
2	Snapshot	Export a still	"Stills Workflow" on page 90
3	A.D.D. Snapshot ¹	Export a still with Advanced Dragon Debayer (A.D.D.) options	
4	R3D Snapshot	Export a RAW still (R3D)	
5	Still Snapshot	Add a frame to the Stills Tab in the Bottom Panel	
6	Set Marker	Add a frame marker to the R3D metadata	"Export Stills from Markers" on page 88
7	Shuttle Controls	Navigate R3D clips	"Play Clips" on page 37
8	Monitor Out	Provides video out	"Video Out" on page 26
9	RED ROCKET, RED ROCKET-X	Opens the Rocket Settings menu	N/A ²
10	Loop Playback	Loop footage playback in forward or reverse play	N/A
11	Set Video Slate Point	Set the beginning of the clip to sync audio	"Edit and Sync Audio" on page 73
12	Set Out Point	Set the end of the R3D clip	"Trim R3D Files" on page 45
13	Frame Display Settings	Select a display method for the frame information	"Frame Display Settings" on the next page
14	Scrub Bar	Represents the entire length of the R3D clip	N/A
15	Playhead	Displays the position of the current frame location; the gray area extending from the playhead represents buffered R3D footage	N/A

1. Only for clips shot with a DRAGON sensor.

2. For more information, see [the RED ROCKET Installation Instructions](#) or [RED ROCKET-X Installation Instructions](#) at www.red.com/downloads.

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FRAME DISPLAY SETTINGS



Figure: Frame Display Settings

Select a frame identifier type for the active R3D clip in the Viewer. Available options include:

- ▶ **CF:** Clip Frame displays current frame number based on metadata.
- ▶ **TF:** Timeline Frame displays current frame number based on position in the Timeline.
- ▶ **EC:** Edge Code displays clip edge code based on metadata.
- ▶ **AC:** Absolute Timecode displays Time of Day (TOD) timecode based on metadata.
- ▶ **TC:** Timeline Timecode displays current Timeline position regardless of position or amount of clips.
- ▶ **SEC:** Subclip Edge Timecode displays clip edge timecode for the currently active subclip based on metadata.
- ▶ **SAC:** Subclip Absolute Timecode displays clip absolute timecode for the currently active subclip.
- ▶ **EATC:** External Audio Timecode displays timecode for the attached external audio file.


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ENABLE RED ROCKET ACCELERATION

NOTE: When a RED ROCKET-X is selected, REDCINE-X PRO always defaults to full debayer.

Enable a RED ROCKET® or RED ROCKET-X® to speed up your processing time.

To enable a RED ROCKET or RED ROCKET-X directly from REDCINE-X PRO, follow the instructions below:

1. Click  (**RED ROCKET**) to open the Rocket Settings menu.
2. Select the check box next to **RED ROCKET for decoding (Yes or no)**.
3. Select the check box for a **RED ROCKET** or **RED ROCKET-X**.
4. Click **OK**.

PREFERENCES MENU

To access the Preferences menu, follow the instructions below:

- ▶ **Mac:** Go to **REDCINE-X PRO > Preferences...** in the menu bar.
- ▶ **Windows:** Go to **Edit > Preferences...** in the menu bar.

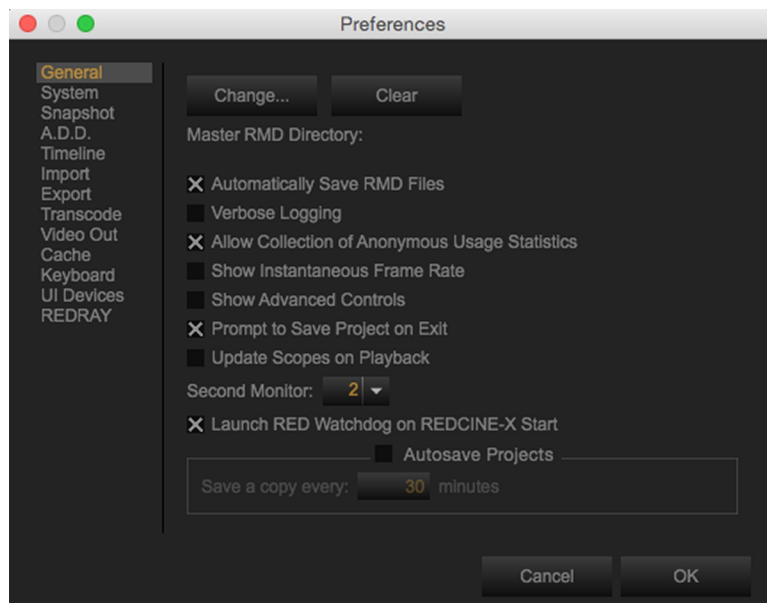


Figure: Preferences Menu

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GENERAL

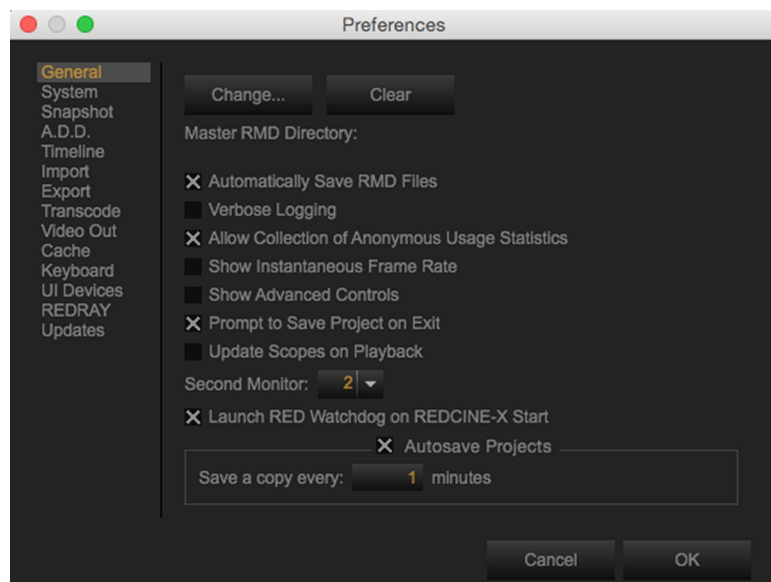


Figure: General Preferences

Go to **Preferences > General** to enable/disable the following items:

ITEM	DESCRIPTION
Automatically Save RMD Files	Automatically saves RMD files to a Master RMD Directory
Verbose Logging	Saves log information for the RED Support Team ¹
Allow Collection of Anonymous Usage Statistics	N/A
Show Instantaneous Frame Rate	N/A
Show Advanced Controls	Show advanced menu items
Prompt to Save Project on Exit	N/A
Update Scopes on Playback	Automatically update histogram during Playback
Second Monitor	N/A
Launch RED Watchdog on REDCINE-X Start	Mac [®] only
Autosave Projects	N/A

1. Only select Verbose Logging if you need extensive log files. Enabling Verbose Logging slows down your computer performance.

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SYSTEM

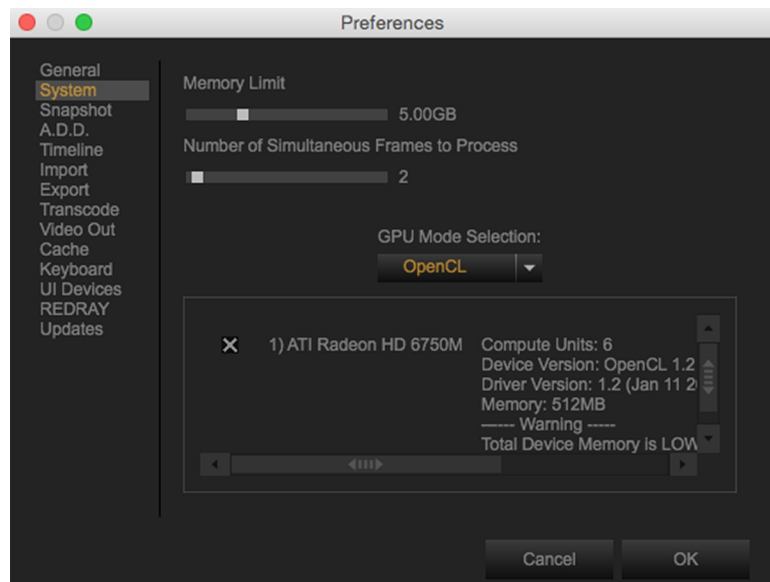


Figure: System Preferences

RED[®] recommends adjusting the following items to improve GPU performance. Go to **Preferences > System** to set the following items:

- ▶ **Memory Limit:** Set to half of your RAM.
- ▶ **Number of Simultaneous Frames to Process:** Set to the maximum number.
NOTE: Setting Number of Simultaneous Frames to Process to a value greater than the number of CPU Cores can impact system usability.
- ▶ **GPU Mode Selection:** Set to one of the following:
 - ▶ Disable GPU
 - ▶ OpenCL
 - ▶ CUDA

REDCINE-X PRO OPERATION GUIDE

SNAPSHOT

Change the directory location and format options for snapshots.

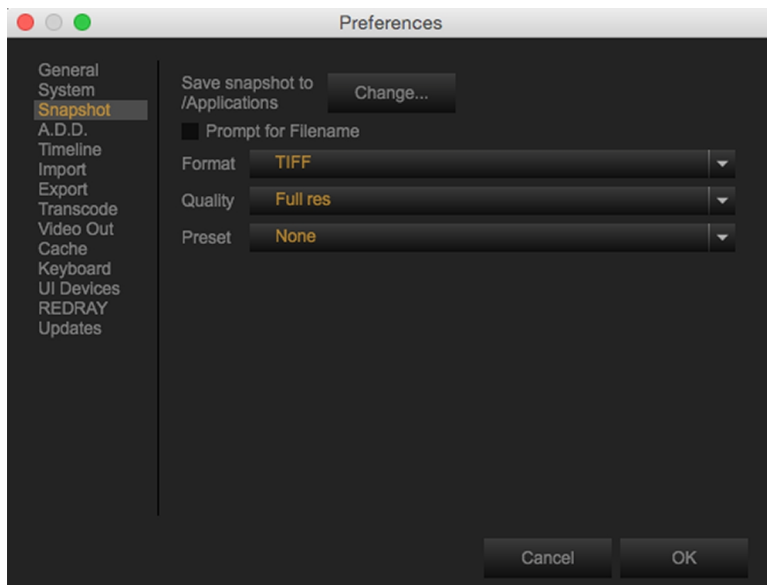


Figure: Snapshot Preferences

A.D.D.

Enable/disable Unsharp Mask and adjust options for Advanced Dragon Debayer (A.D.D.) exporting.

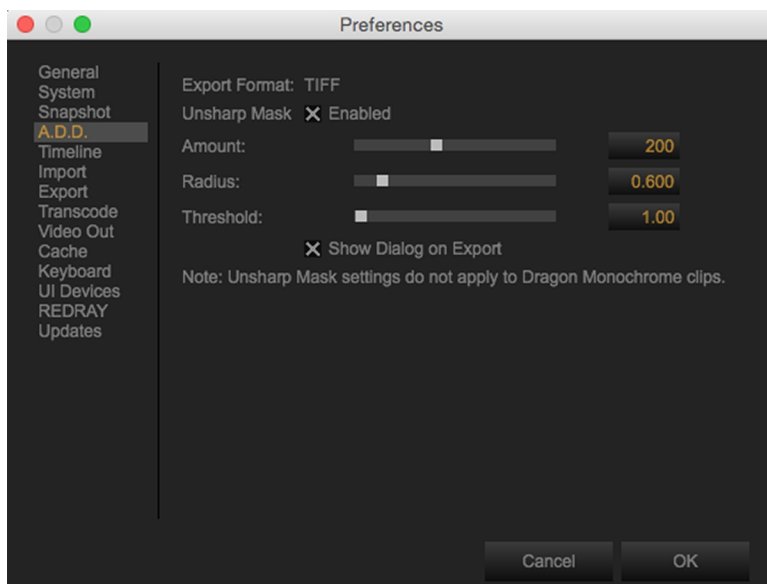


Figure: A.D.D. Preferences

REDCINE-X PRO OPERATION GUIDE

TIMELINE

Select a thumbnail style for Timeline.

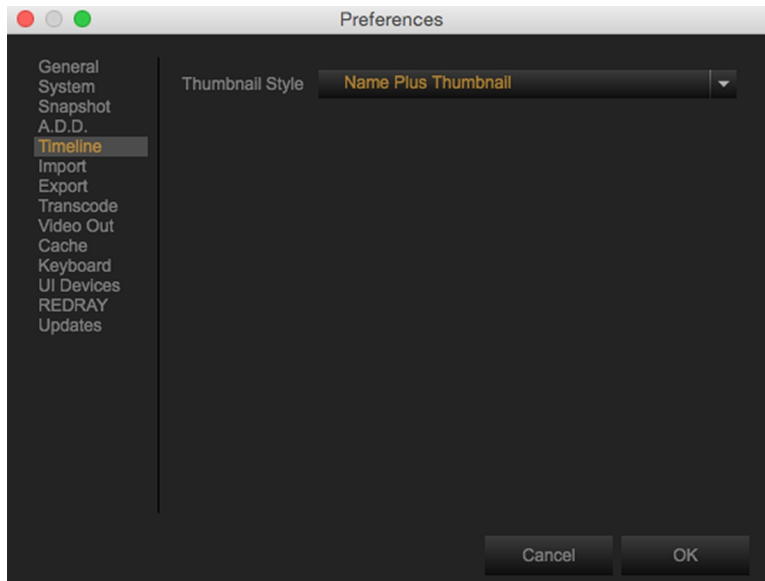


Figure: Timeline Preferences

REDCINE-X PRO OPERATION GUIDE

IMPORT

Set the following items:

- ▶ **EDL:** Set import destination for Edit Decision List.
- ▶ **TimeCode:** Set import destination for Timecode.
- ▶ **Relinking:** Set options for relinking missing R3D files. Go to "[Relink Missing Files](#)" on page 103.

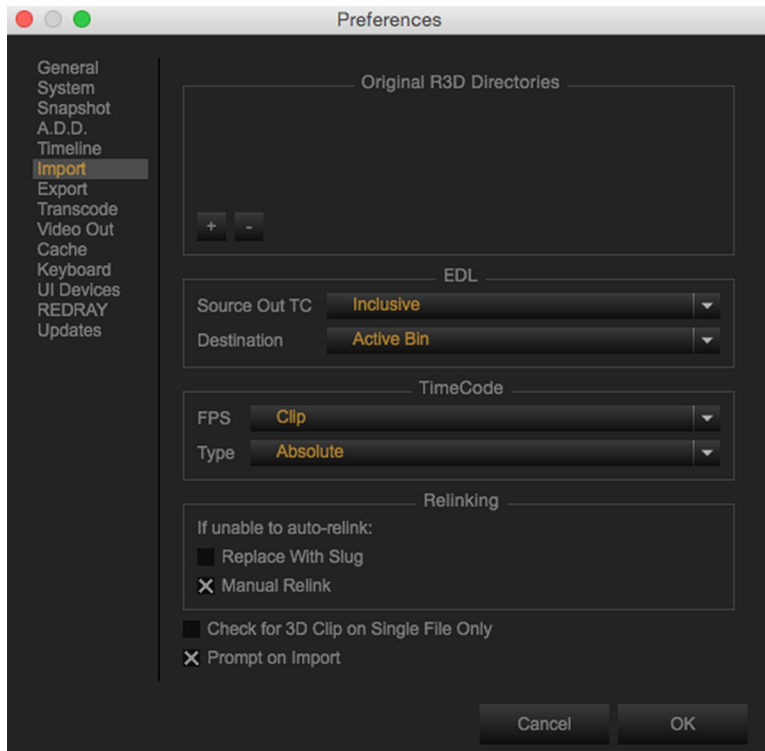


Figure: Import Preferences

REDCINE-X PRO OPERATION GUIDE

EXPORT

Set FCP XML options and EDL settings for Export.

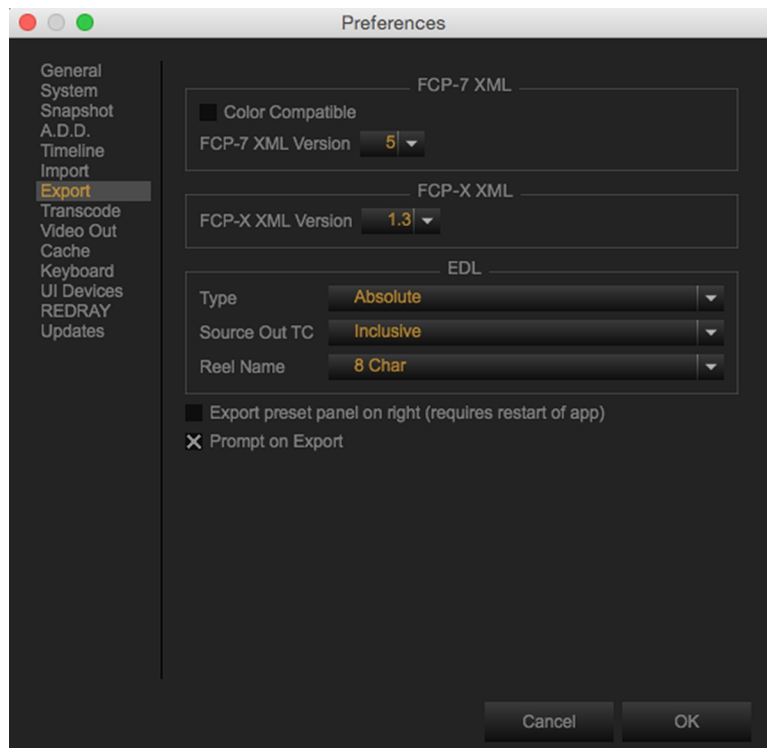


Figure: Export Preferences

REDCINE-X PRO OPERATION GUIDE

TRANSCODE

Set Default Handle Size (Frames) and Max Simultaneous Export Jobs (REDline, Snapshots).

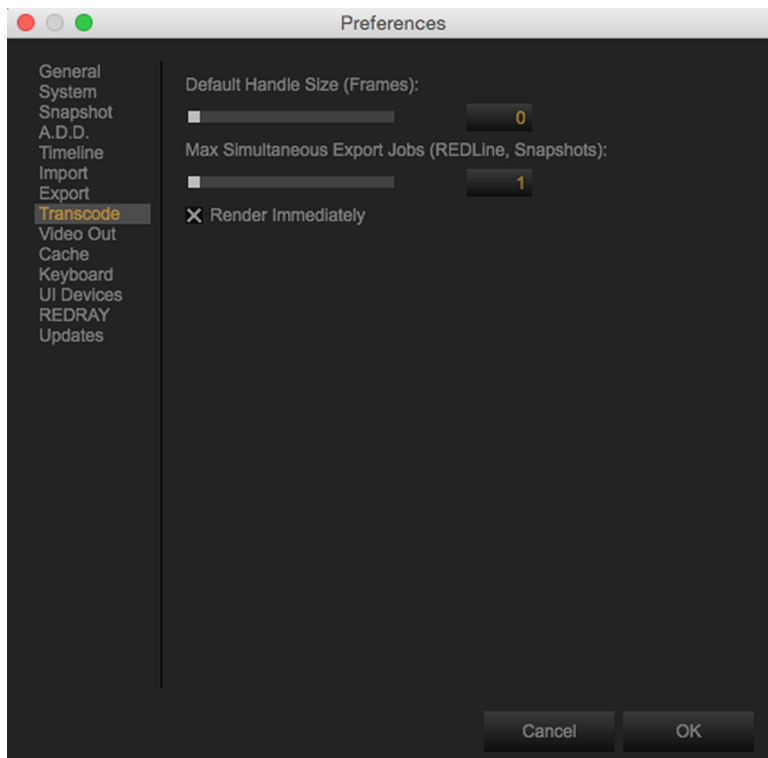


Figure: Transcode Preferences

REDCINE-X PRO OPERATION GUIDE

VIDEO OUT

To enable monitor out, follow these instructions:

1. Go to **Preferences > Video Out**.
2. Select a device.
3. Select the **Channel**, **Pixel Type**, and **Resolution** that you want based on your device.
4. Click **OK**.

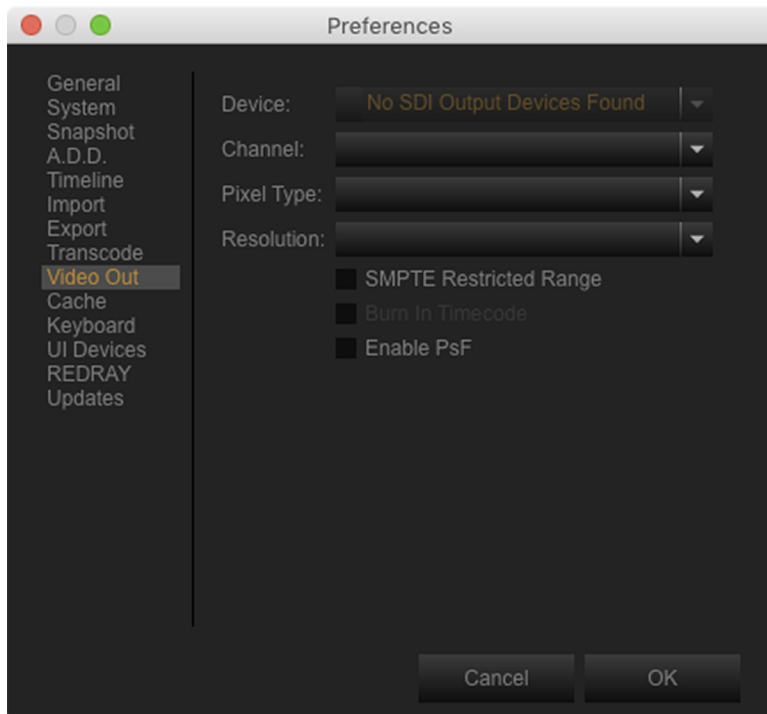


Figure: Video Out Preferences

5. Click  (**Monitor Out**) in the Control bar.

REDCINE-X PRO OPERATION GUIDE

COMPATIBLE MONITOR OUT DEVICES

The following monitor out devices are compatible with REDCINE-X PRO. Additional monitor out devices may be compatible, but have not yet been tested by RED.

- ▶ AJA® KONA® 4
- ▶ AJA KONA 3G
- ▶ AJA T-TAP®
- ▶ AJA Io 4k
- ▶ AJA Io XT
- ▶ Blackmagic® DeckLink cards
- ▶ RED ROCKET-X
 - ▶ 1.5G
 - ▶ 3G
 - ▶ DisplayPort
 - ▶ HDMI®

NOTE: HDMI requires a DisplayPort connection.

CACHE

Clear the on-disk thumbnail and metadata cache.

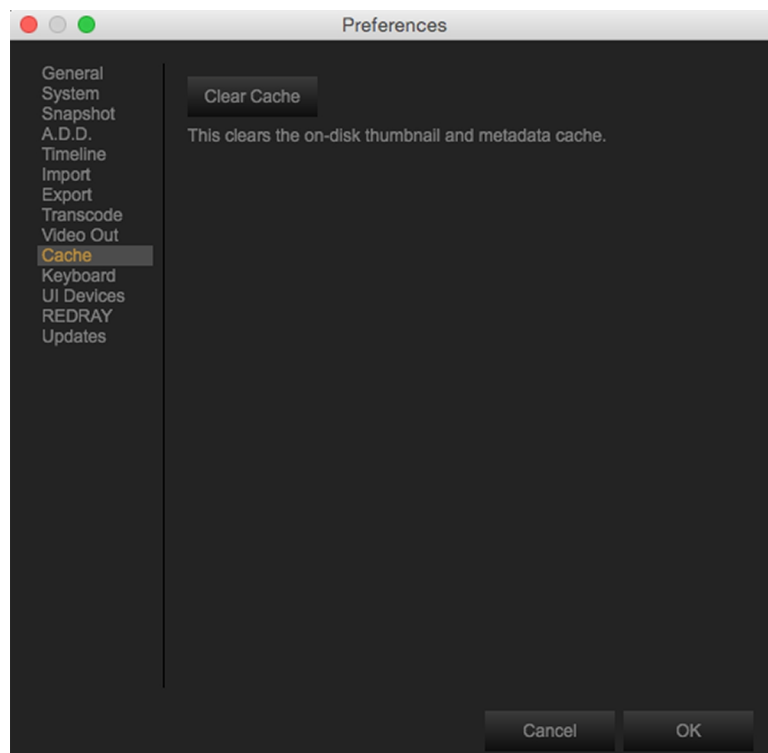


Figure: Cache Preferences

REDCINE-X PRO OPERATION GUIDE

KEYBOARD

REDCINE-X PRO features many keyboard shortcuts that enable you to quickly access common actions and controls. Keyboard shortcuts are user adjustable, allowing you to customize your workflow. For more information, go to ["Default Keyboard Shortcuts" on page 120](#).

To assign your own customized keyboard shortcuts, follow the instructions below:

1. Go to the **Preferences...** menu.
 - ▶ **Mac:** Go to **REDCINE-X PRO > Preferences...** in the menu bar.
 - ▶ **Windows:** Go to **Edit > Preferences...** in the menu bar.
2. Double-click the right column, in the row where the existing key command is located.
3. Press the key command that you want. If the key command is already assigned, select a different key or click **Assign**.
4. Click **OK**.

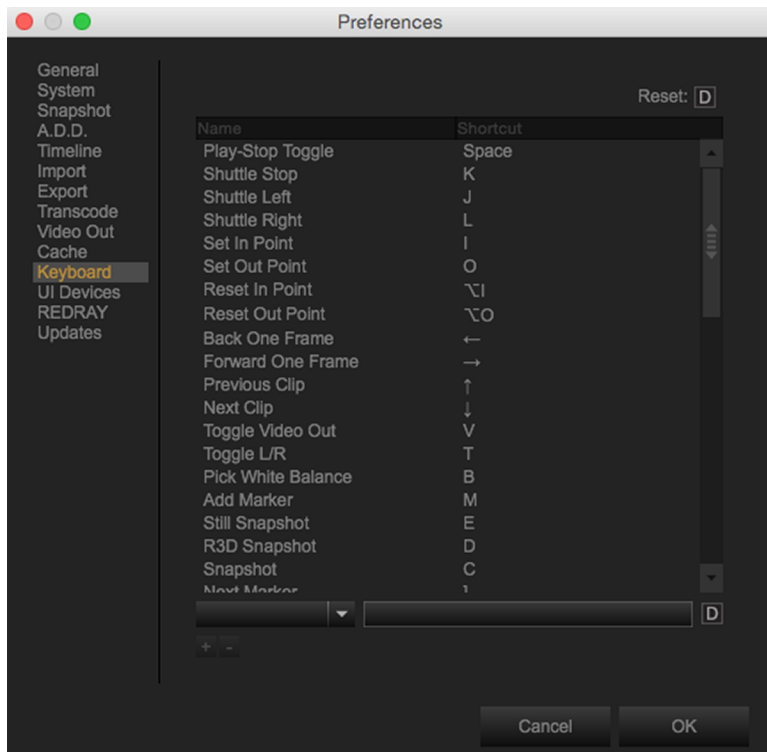


Figure: Keyboard Preferences

REDCINE-X PRO OPERATION GUIDE

UI DEVICES

To enable external surfaces, follow these instructions:

1. Go to **Preferences > UI Devices**.
2. Select the **Enable external input surfaces** check box.
3. Click **OK**.

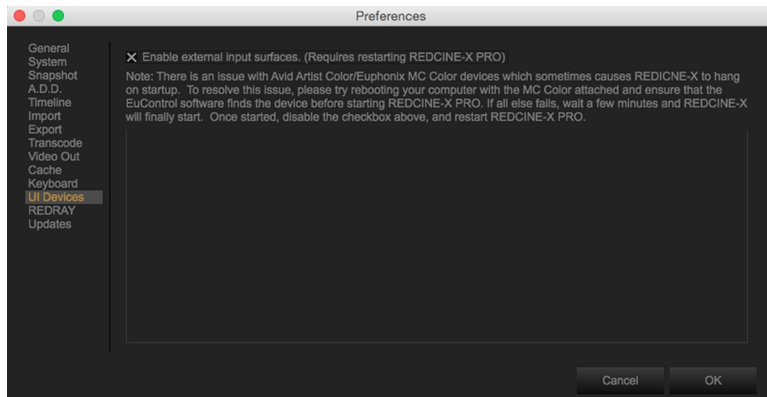


Figure: UI Devices Preferences

4. Restart **REDCINE-X PRO**.
External surfaces are enabled.

COMPATIBLE EXTERNAL SURFACES

The following external surfaces are compatible with REDCINE-X PRO:

- ▶ Tangent Element®
- ▶ Tangent Wave®
- ▶ Avid® Artist Color
- ▶ Avid Artist Transport

NOTE: If your device is configured for use with DaVinci Resolve®, you must instruct Davinci Resolve to relinquish control before the device is available in REDCINE-X PRO.

REDCINE-X PRO OPERATION GUIDE

REDRAY

NOTE: The REncode plugin is only available to REDRAY® owners.

Use the REDRAY preferences to install and manage the REncode plugin. Each purchase of a REDRAY comes with one (1) REncode license that you can install on up to five (5) devices at a time. For more information on registering and using your REDRAY, see the [REDRAY Player Operation Guide](#), available at www.red.com/downloads.

INSTALL RRENCODE PLUGIN

To install the REncode plugin, follow the instructions below:

1. Go to **Preferences > REDRAY**.
2. Click **Sign In**.

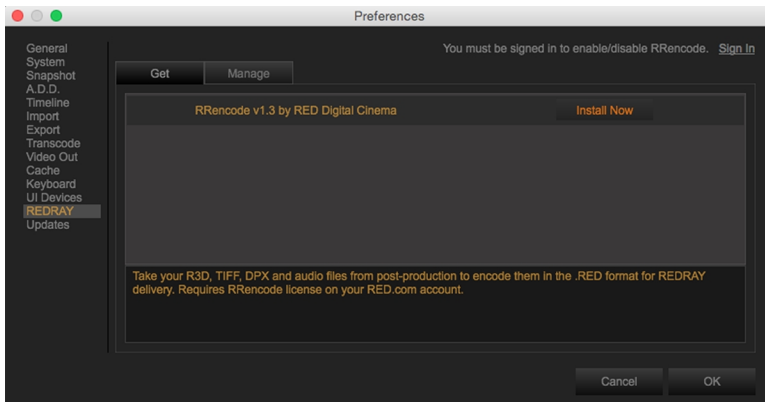


Figure: REDRAY Preferences

3. Enter your RED account username and password.

REDCINE-X PRO OPERATION GUIDE

4. Click **Login**.

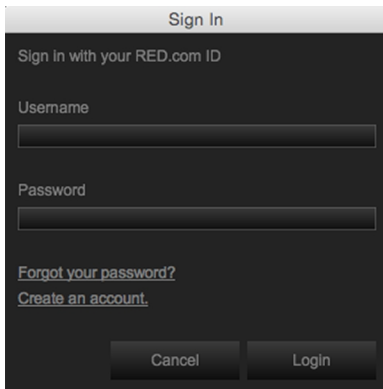


Figure: Sign In to RED Account

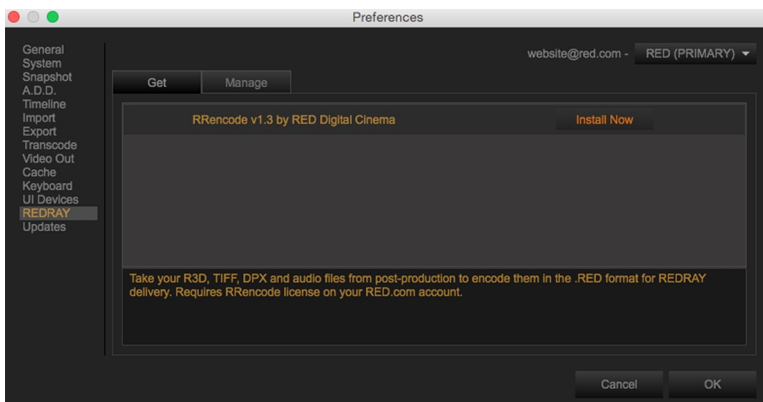


Figure: Install RRencode

5. Click **Install Now** to install the RRencode plugin.
6. Click **Yes**.
7. Read the RRencode End-User License Agreement (EULA), then select the check box to agree to the terms of the license agreement.

REDCINE-X PRO OPERATION GUIDE

8. Click **OK**.

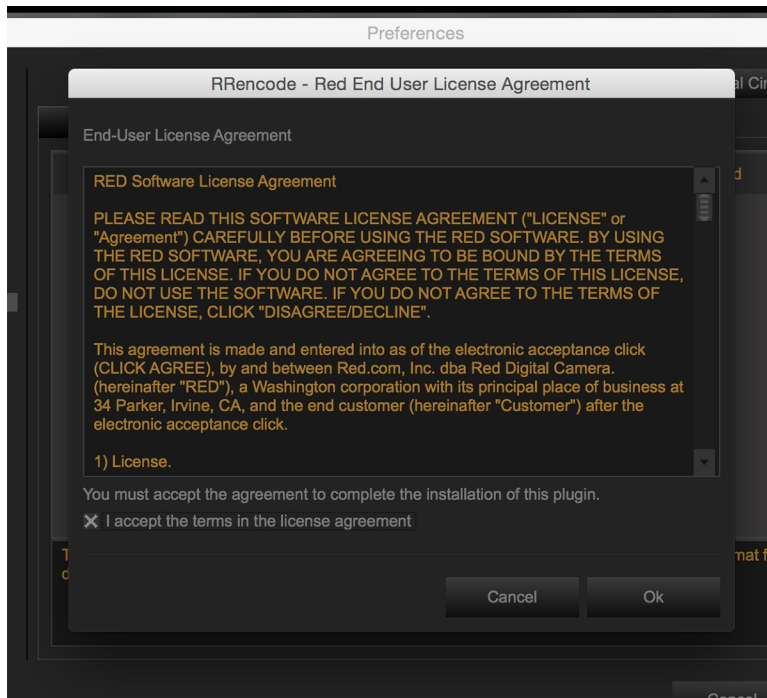


Figure: Accept the End-User License Agreement

The RREncode plugin is installed.

MANAGE RRENCODE PLUGIN

In the Manage tab, you can enable/disable and install/uninstall your RREncode plugin. You can also view the amount of available licenses and licenses in use.

UPDATES

Set how often REDCINE-X PRO automatically checks for updates.

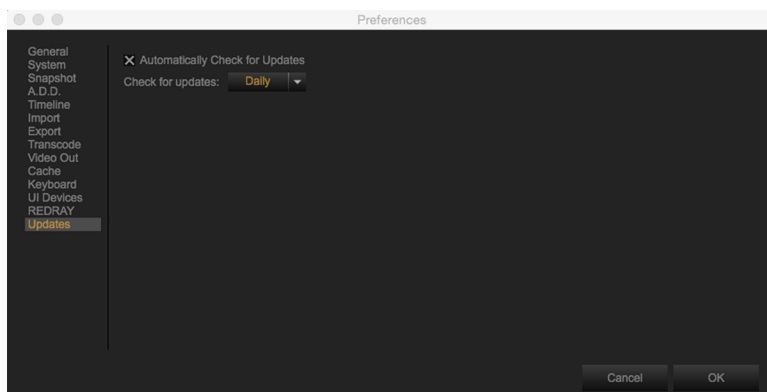


Figure: Updates Preferences

4

LOAD AND ORGANIZE CLIPS

This section describes how to load and organize clips in REDCINE-X PRO®.

OFFLOAD CLIPS FROM MEDIA TO COMPUTER

Offload R3D® clips from your SSD to a computer using a RED STATION®.

NOTE: Files can be edited directly on a REDMAG™ or RED MINI-MAG®.

1. Connect your RED STATION to your computer or workstation.
2. Insert an SSD into the RED STATION.
3. Create a file directory structure on your computer.
4. Open the mounted REDMAG or RED MINI-MAG to view folders and files.
5. Copy the folders and files that you want from your media to the created directory on your computer.

For more information about offloading clips, see the [DSMC Media Operation Guide](#), available at www.red.com/downloads.

OFFLOAD CLIPS FROM CAMERA TO COMPUTER

To offload clips from your camera to a computer, follow the instructions below:

1. Connect your camera using a RED GIG-E Right-To-Cat5E or RED GIG-E Straight-To-Cat5E Ethernet cable.
The LAN illuminates green on the camera UI when the connection is established.
2. Open **REDCINE-X PRO** on your computer.
3. If the camera is not displayed in the **Cameras** tab, follow the instructions below:
 - A. Wait 30 seconds for the connection to be established.
 - B. Select the **Refresh** icon.
4. Once the camera is displayed in the **Cameras** tab, perform one of the following:
 - A. Double-click the camera in the **Cameras** tab.
 - B. Right-click the camera in the **Cameras** tab and select **Connect**.
5. Select the **media** folder in the **Camera Files** tab.
6. Create a folder on your computer desktop labeled **Offload Clips**.
7. In the **Folders** tab, select **Desktop**.
8. In the **Desktop** tab, select the **Offload Clips** folder.
9. Drag the desired files from the **media** folder in the **Camera Files** tab to the **File Browser**.
When the file transfer is complete, the progress bar disappears.

REDCINE-X PRO OPERATION GUIDE

TRANSFER FILES FROM CAMERA TO COMPUTER

You can transfer clips, presets, looks, overlays, LUTs, and log files from your EPIC or SCARLET DRAGON camera to a computer.

1. Connect your camera through RED TETHER in REDCINE-X PRO, not the RED TETHER stand-alone application. To connect your camera via RED TETHER, go to **"Set Up RED TETHER" on page 109.**
2. Select the camera in the **Cameras** tab.

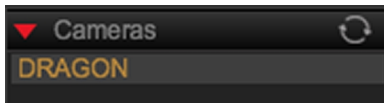


Figure: Select Camera

3. Navigate to the files or directory on the camera in the **Camera Files** tab.
4. Drag the files from the **Camera Files** tab to the **File Browser**.

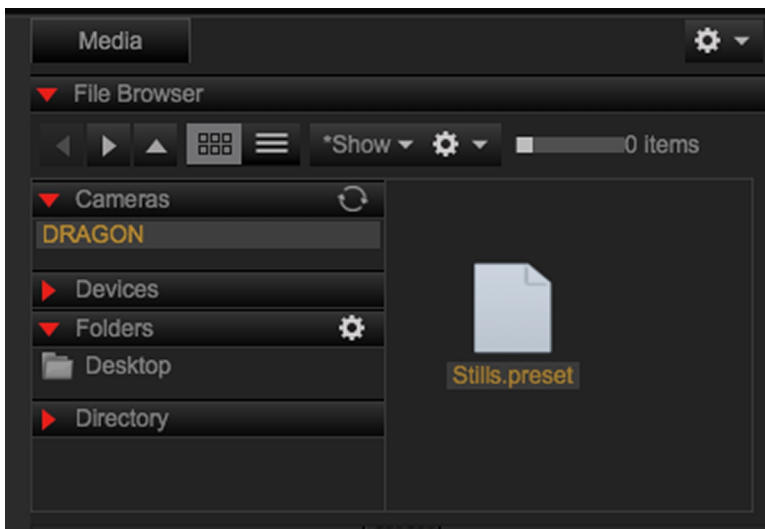


Figure: Drag Files to the File Browser

REDCINE-X PRO OPERATION GUIDE

TRANSFER FILES FROM COMPUTER TO CAMERA

You can transfer presets, looks, overlays, and LUTs from REDCINE-X PRO to your EPIC or SCARLET DRAGON camera.

1. Connect your camera through RED TETHER in REDCINE-X PRO, not the RED TETHER stand-alone application. To connect your camera via RED TETHER, go to "[Set Up RED TETHER](#)" on page 109.
2. Select the camera in the **Cameras** tab.

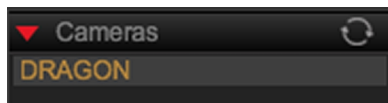


Figure: Select Camera

3. Navigate to the files or directory in the **Camera Files** tab.
4. Drag the files from the **File Browser** to the directory in the **Camera Files** tab.

NOTE: Files are automatically sorted into the corresponding folder. For example, a Stills.preset file is sorted into the presets folder.

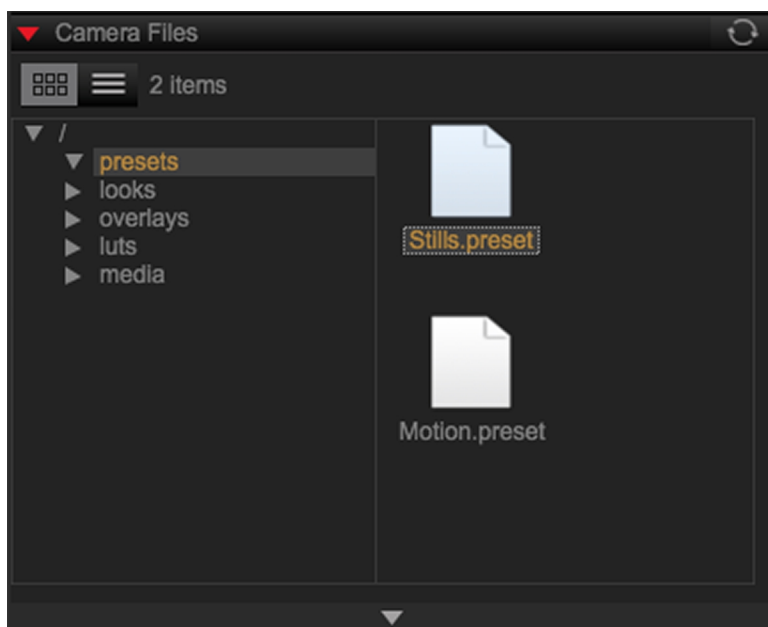


Figure: Drag Files to the Camera Files

REDCINE-X PRO OPERATION GUIDE

R3D FILE STRUCTURE

This section describes the R3D file structure on an SSD:

- ▶ .RDM Folder
 - ▶ .RDC Folder
 - ▶ .R3D
 - ▶ .RMD
 - ▶ .mxr (only available on DSMC2™ cameras)
 - ▶ .mov

NOTE: The .mov file is an Apple ProRes file on DSMC2 cameras. The .mov file is a QuickTime R3D reference on RED ONE. The .mov file is not available on EPIC/SCARLET cameras.

NOTE: DSMC cameras split each clip (regardless of recording to R3D or a third-party codec) into multiple 4 GB clips. RED ONE cameras split each clip (regardless of recording to R3D or a third-party codec) into multiple 2 GB clips.

NOTE: RMD files are created when you open an R3D file in REDCINE-X PRO and make a change to the clip.

BROWSE CLIPS

Use the the File Browser tab to navigate and browse footage on connected hard drives by doing one of the following:

- ▶ Select the mounted SSD or another hard drive from the **Devices** drop-down group.

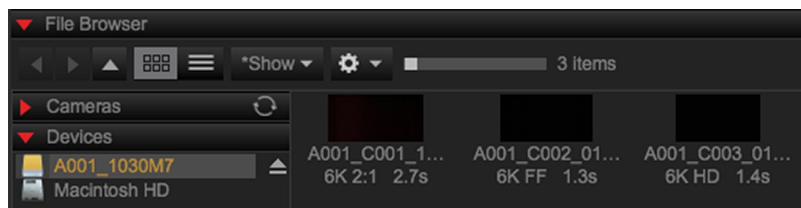


Figure: Select Hard Drive

- ▶ Select a location from the **Folders** drop-down group.

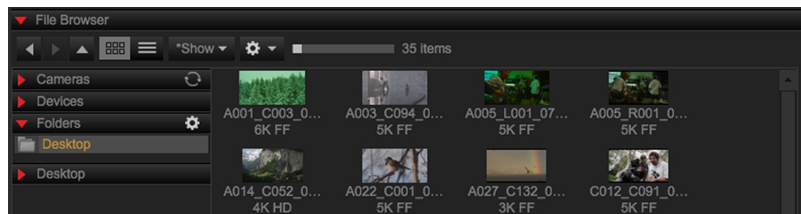


Figure: Select Folder Location

REDCINE-X PRO OPERATION GUIDE

CLIP TOOLTIPS

You can hover over a clip in the File Browser tab to view clip information.

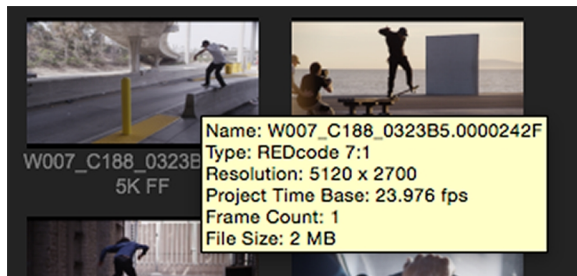


Figure: Clip ToolTips

LOAD CLIPS

Load R3D files into REDCINE-X PRO through the File Browser tab. To load an R3D file into the Viewer:

- ▶ Double-click or drag clips from the Project bin directly into the Viewer.
- ▶ Right-click and select, or drag clips from the Project bin to the Timeline tab.

PLAY CLIPS

1. Select a playback location by performing one of the following:
 - ▶ Click the **Scrub Bar** at the location that you want.
 - ▶ Drag the **Playhead** to the location that you want on the Scrub Bar. This is known as “scrubbing”.
2. Click (**Play**) in the **Control bar**.

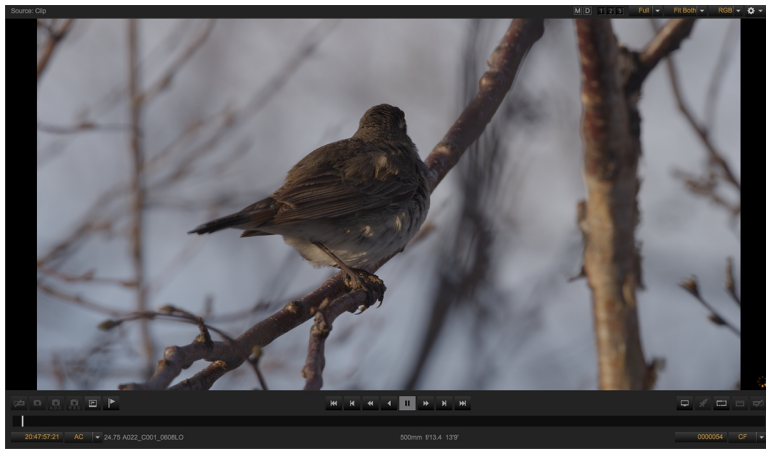


Figure: Click Play

3. Press the **Spacebar** to toggle play/pause in the Viewer.


THUMBNAIL SCRUBBING

You can scrub through thumbnails in the File Browser or Project Bin by doing the following:

- ▶ **Mac:** Press **Option**, click, and drag your mouse over a thumbnail.
- ▶ **Windows:** Press **Alt**, click, and drag your mouse over a thumbnail.

REDCINE-X PRO OPERATION GUIDE

VIEW R3D METADATA

R3D files are recorded with embedded metadata, providing a variety of information for review in post production. By default, a standard set of metadata values is visible in the Metadata tab. Click  (**Gear Menu**) and select the additional metadata values that you want to display.

To access and view Metadata, perform one of the following:

- ▶ Go to the **Metadata** tab.

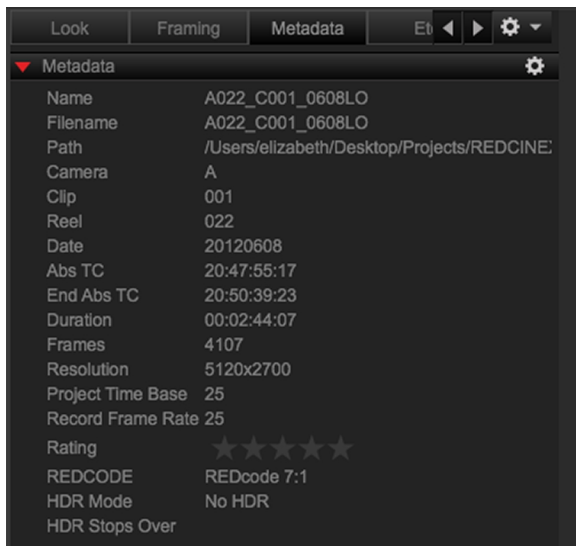


Figure: Go to Metadata Tab

- ▶ Right-click an R3D clip and select **Metadata...**



Figure: Right-click and Select Metadata

REDCINE-X PRO OPERATION GUIDE

RENAME CLIP NAME

You can rename clip name in REDCINE-X PRO to organize your clips. Renaming clip names in REDCINE-X PRO does not change the filename embedded in the metadata of the clip. This information cannot be permanently altered in REDCINE-X PRO.

WARNING: Altering the original filename on your desktop can cause problems in post production.

To rename an clip name in REDCINE-X PRO, follow the instructions below:

1. Drag the selected clip to a project bin.
2. Right-click the thumbnail and select **Rename**.

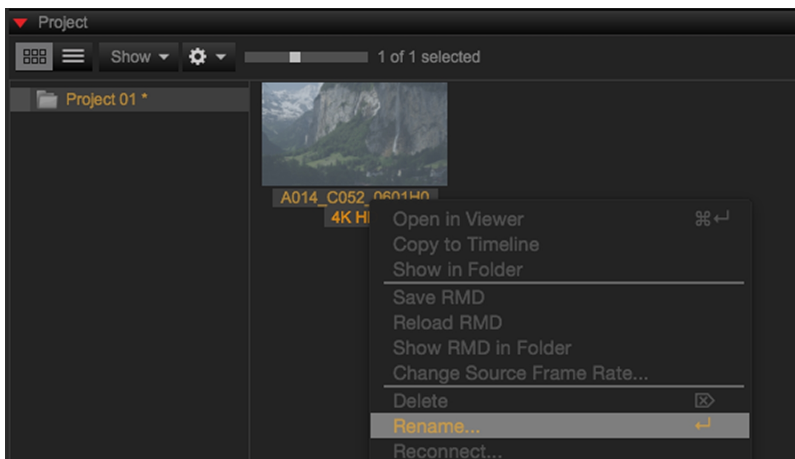


Figure: Rename Clip

REDCINE-X PRO OPERATION GUIDE

CREATE A PROJECT

A REDCINE-X PRO project (.rcx file) is a way of organizing links and settings for multiple R3D files.

Follow the instructions below to create a project:

- ▶ **Create before edits:** Go to **File > New Project**.

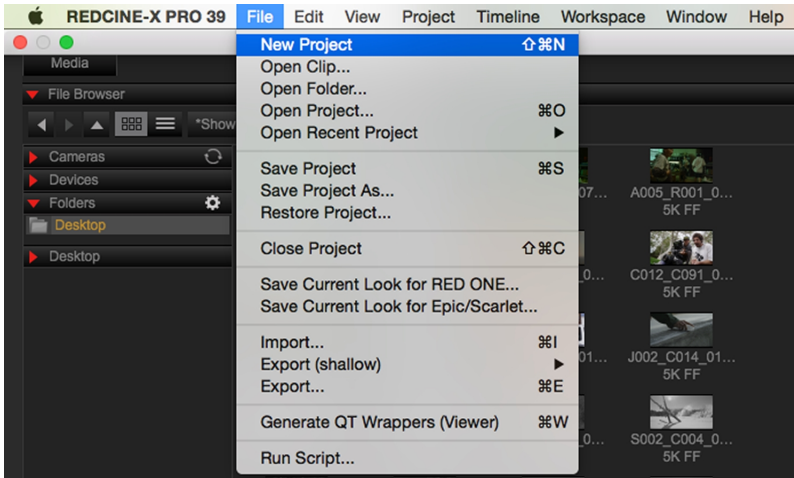


Figure: Create New Project

- ▶ **Create after edits:** Go to **File > Save Project** or **File > Save Project As...**

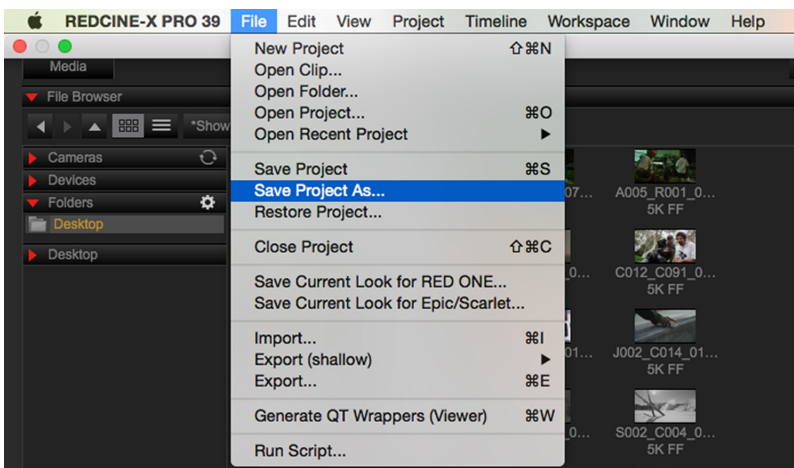


Figure: Save Project As


NOTE: Relocating or renaming R3D or audio files after you have synchronized audio changes the referenced file path and requires you to relink R3D files and resynchronize audio.

For more information, go to ["Edit and Sync Audio"](#) on page 73 or ["Relink Missing Files"](#) on page 103.

REDCINE-X PRO OPERATION GUIDE

CREATE A SEQUENCE

A sequence is a series of clips on a timeline. To create a sequence, perform one of the following:

- ▶ Click  (Gear Menu) and select **New Sequence**.

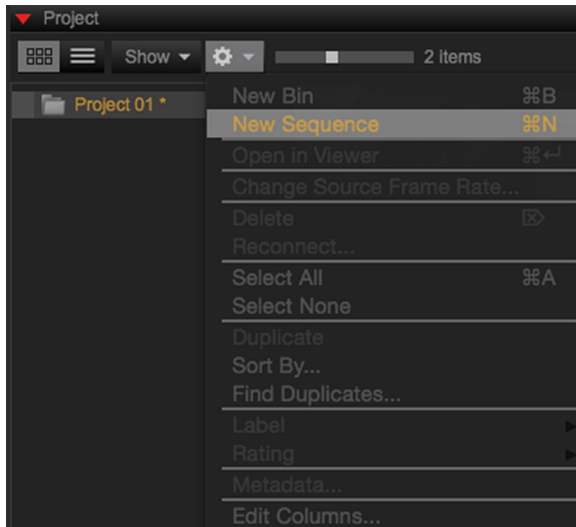


Figure: Create New Sequence from Gear Menu

- ▶ Right-click in the Project group and select **New Sequence**.

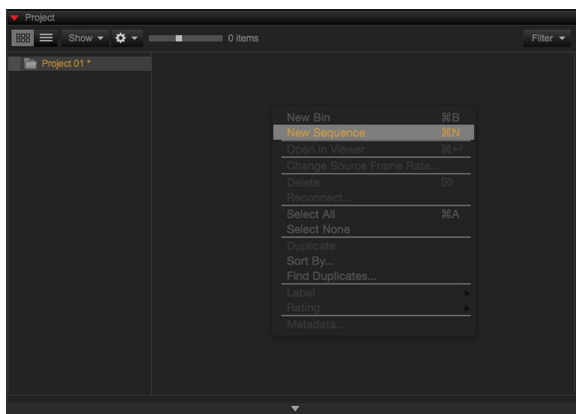


Figure: Create New Sequence from Project Group

REDCINE-X PRO OPERATION GUIDE

CREATE A BIN

A bin is a folder that includes clips. To create a bin, perform one of the following:

- ▶ Click  (**Gear Menu**) and select **New Bin**.

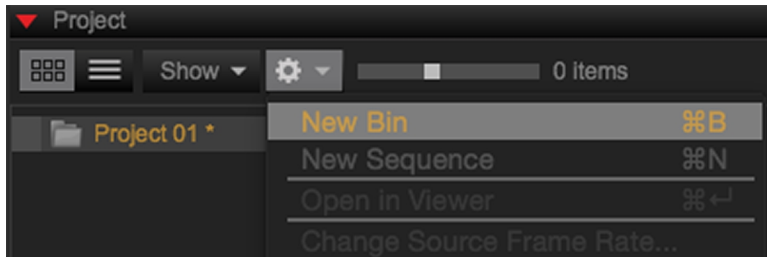


Figure: Create New Bin from Gear Menu

- ▶ Right-click in Project group and select **New Bin**.

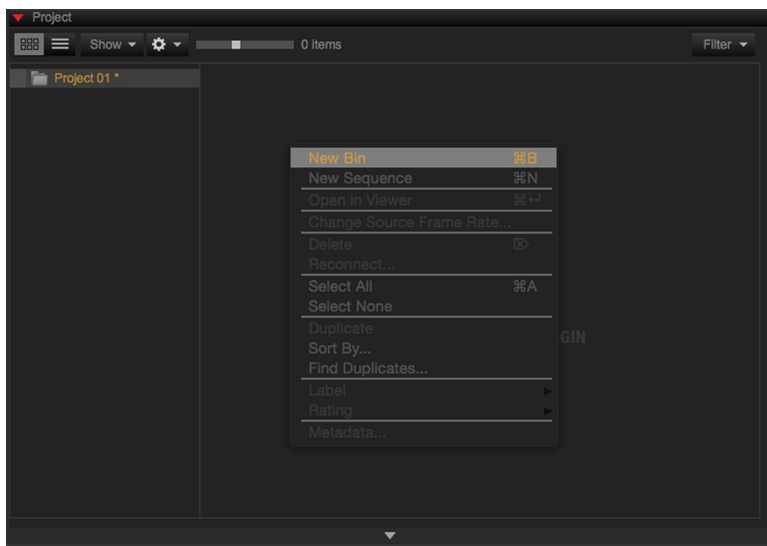


Figure: Create New Bin from Project Group

- ▶ Right-click a project folder and select **New Bin**.

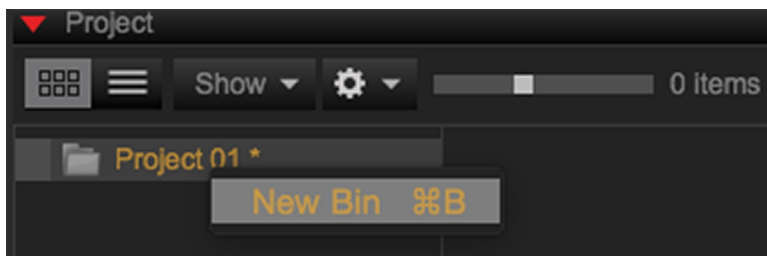


Figure: Create New Bin from Project Folder

FILTER MEDIA

You can filter media in bins based on the label and rating. To apply a filter, click the **Filter** drop-down menu and select or deselect filter options. To add a label and rating to a bin or media clip, go to ["Bin Features" on the next page](#).

REDCINE-X PRO OPERATION GUIDE

BIN FEATURES

To create a bin subfolder, label, delete, rename, or rate a bin, right-click a bin and select one of the following:

- ▶ **New Bin:** Create a bin subfolder.
- ▶ **Label:** Label the bin using different colors.
- ▶ **Delete:** Remove all clips inside the bin.
- ▶ **Rename...:** Rename the bin folder.
- ▶ **Rating:** Add rating stars to the bin.

ADD R3D FILES TO A PROJECT OR TIMELINE

To add R3D files to a project or timeline, follow the instructions below:

1. Go to the **File Browser** tab.
2. Browse and find the R3D file(s) that you want.
3. Add the R3D file(s) to your project or timeline by performing one of the following:
 - ▶ Drag the R3D file to the **Project** tab.
 - ▶ Select a **Project** folder. Then right-click an R3D file and select **Add to Current Bin**.

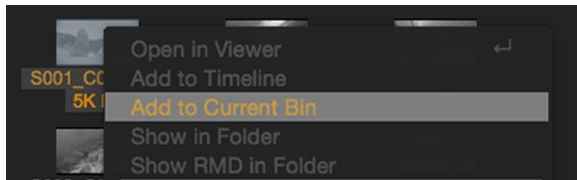


Figure: Add R3D Files

REDCINE-X PRO OPERATION GUIDE

RESTORE AUTO-SAVED PROJECTS

To restore an auto-saved project, follow the instructions below:

1. Go to **File > Restore Project...**

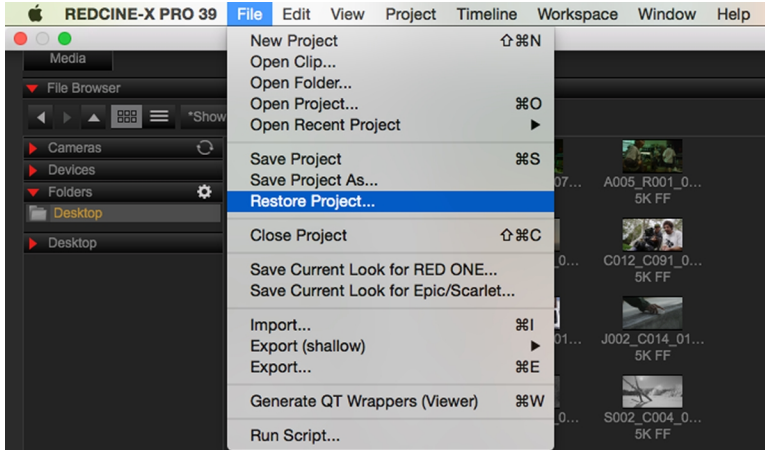


Figure: Select Restore Project

2. Select the project that you want to restore.
NOTE: REDCINE-X PRO stores up to 10 auto-saved projects.
3. Click **Restore**.

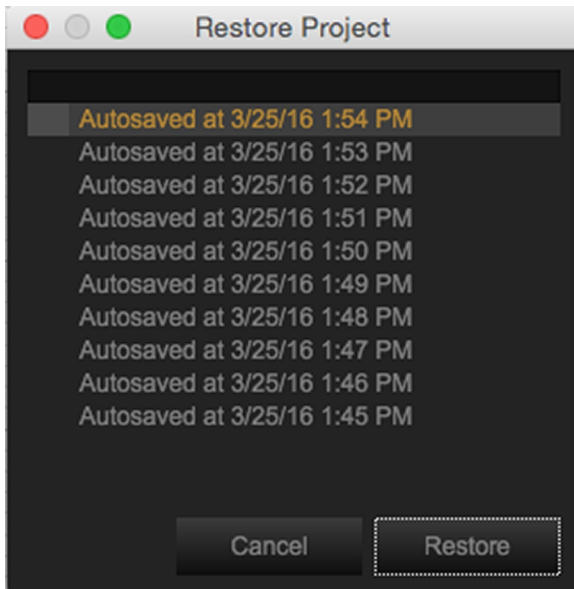



Figure: Restore Project

REDCINE-X PRO OPERATION GUIDE

TRIM R3D FILES

You can adjust the length of footage by setting in and out points from the Control bar or Timeline tab.

1. Set an In Point by performing one of the following.
 - ▶ Click the **Scrub Bar** at the in point that you want.
 - ▶ Drag the **Playhead** (scrub) to a frame that you want.
2. Click  (**Set In Point**).

The Set In Point button highlights when a starting position is selected.

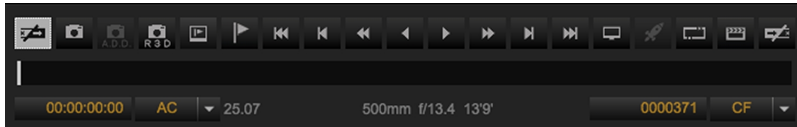



Figure: Set In Point

3. Set an Out Point by performing one of the following.
 - ▶ Click the **Scrub Bar** at the end point that you want.
 - ▶ Drag the **Playhead** (scrub) to a frame that you want.
4. Click  (**Set Out Point**).

The Set Out Point button highlights when an end position is selected.

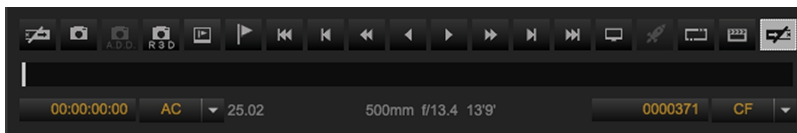


Figure: Set Out Point

REDCINE-X PRO OPERATION GUIDE

CLEAR IN AND OUT POINTS

To clear In and Out Points, follow the instructions below:

- ▶ **Clear In Point:** Right-click  (Set In Point) and select **Clear In Point**.

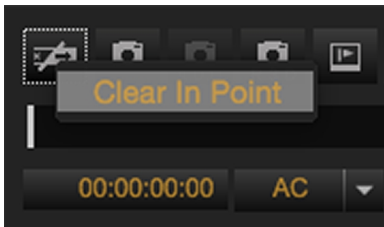


Figure: Clear In Point

- ▶ **Clear Out Point:** Right-click  (Set Out Point) and select **Clear Out Point**.

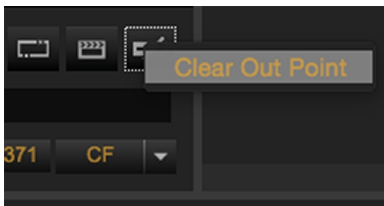


Figure: Clear Out Point

- ▶ **Clear In and Out Points:** Right-click the clip thumbnail in the bin and select **Clear In and Out Points**.

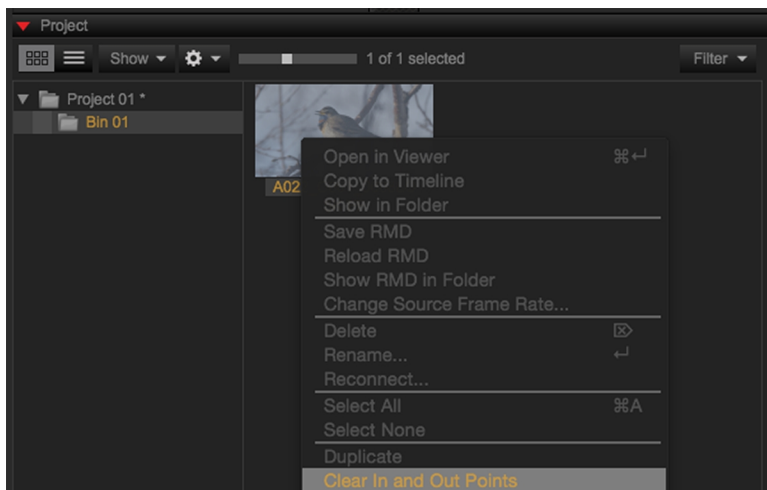


Figure: Clear In and Out Points

REDCINE-X PRO OPERATION GUIDE

LOAD MEDIA FILES

To import media files, follow the instructions below:

1. Go to the **Media tab** > **File Browser** > **Show** drop-down menu and select the file type check box that you want to search for.
2. Select the media clips that you want by performing one of the following:
 - ▶ Drag the clips to your project.
 - ▶ Right-click the clips and **select Add to Bin**.

For more information, go to "[Edit and Sync Audio](#)" on page 73.

IMPORT XML AND EDL FILES

REDCINE-X PRO supports the following XML and EDL formats:

- ▶ Avid® Media Composer®
- ▶ DaVinci Resolve®
- ▶ Adobe® Premiere Pro®
- ▶ Adobe SpeedGrade®
- ▶ Final Cut Pro® X

REDCINE-X PRO OPERATION GUIDE

IMPORT

To import XML and EDL files, follow the instructions below:

1. Go to **File > Import**.

The Import dialog displays. If the Import dialog does not display, go to **File > Preferences > Import** and select **Prompt on Import**.

2. Click **+** (**Choose a Directory**) and select a directory.
3. Select **EDL** files, **TimeCode**, and **Relinking** options.
4. Click **Import**.

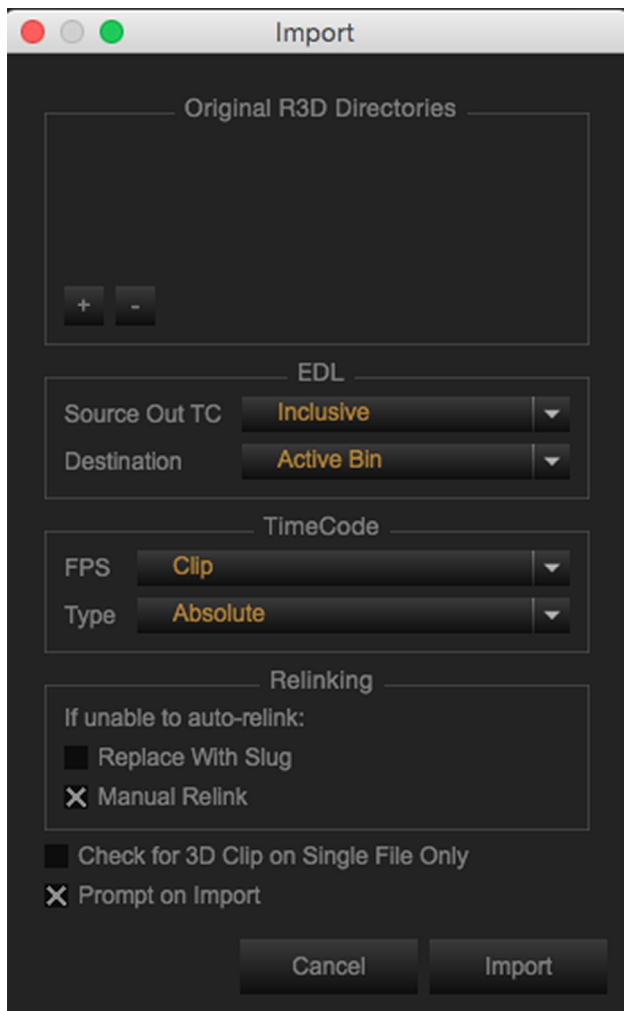


Figure: Import Files

5. Select **EDL** and **XML** files.

The files import to the destination that you selected.

REDCINE-X PRO OPERATION GUIDE

5

ADJUST CLIPS

This section describes how to adjust clips in REDCINE-X PRO®.

LOOK ADJUSTMENTS

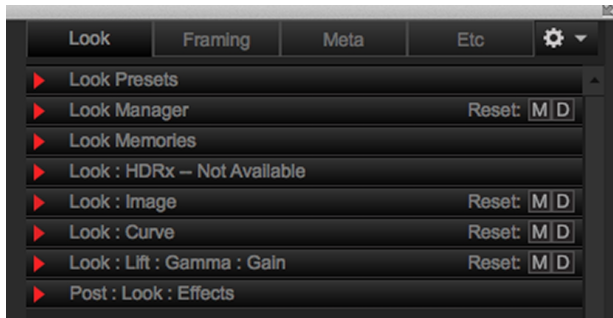


Figure: Look Tab

The Look tab contains tools for white balance, brightness, color saturation, tonal curve, and more. These tools are separated into groups that can be opened or hidden in an accordion-style to meet your workflow needs. To access Look groups, click the **Look** tab. Click the group bar that you want to expand/collapse. To add a group, right-click in any tab and select a Look group. Look groups include:

LOOK GROUP	DESCRIPTION	DETAILS
Look: Histogram	Adjust histogram and scopes	"Look: Histogram" on the next page
Look: HDRx	Select HDRx tracks and blending options. Only available in R3D® files captured with HDRx enabled	"Look: HDRx" on page 51
Look: Image	Adjust the appearance of R3D footage	"Look: Image" on page 52
Look: Curve	Adjust the tonal curve	"Look: Curve" on page 56
Look: Lift: Gamma: Gain	Adjust lift, gamma, and gain levels	"Look: Lift: Gamma: Gain" on page 57
Post: Look: Effects ¹	Adjust alchemy, clarity, skin-tones, saturation, sharpness filters, levels, and film qualities	"Post: Look: Effects" on page 58
Look Presets	Select and apply Look presets	"Look Presets" on page 61
Look Manager	Create new Look presets	"Look Manager" on page 65

1. Post Look Effects are saved in the RMD file. Changes made in this group are applied to R3D files upon export. RED ROCKET® and RED ROCKET-X® do not accelerate clips with applied Post Effects.

REDCINE-X PRO OPERATION GUIDE

RESET SETTINGS

Use the reset buttons to quickly return to default REDCINE-X PRO (**D**) or metadata (**M**) settings.

- ▶ Click and hold **D** (**D**) to reset REDCINE-X PRO default settings.
- ▶ Click and hold **M** (**M**) to reset metadata settings.

LOOK: HISTOGRAM

To add the Look: Histogram group to a panel, right-click in a panel and select Look: Histogram.

HISTOGRAM

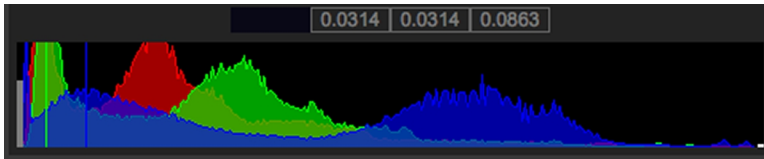


Figure: Histogram

The Histogram element displays red, green, and blue channel information for the current frame.

To change the mode, right-click the **Histogram** element and select a viewing option.

- ▶ **Overlay**: Displays all three (3) histograms overlaid together.
- ▶ **RGB**: Displays all three (3) histograms separately.
- ▶ **Red**: Displays the histogram for the red channel.
- ▶ **Green**: Displays the histogram for the green channel.
- ▶ **Blue**: Displays the histogram for the blue channel.
- ▶ **Luma**: Displays a Luma waveform.

NOTE: By default, the histogram is only available when the clip is stopped. To view the histogram during playback, go to **Preferences > General** and select **Update Scopes on Playback**.

HISTOGRAM INTENSITY

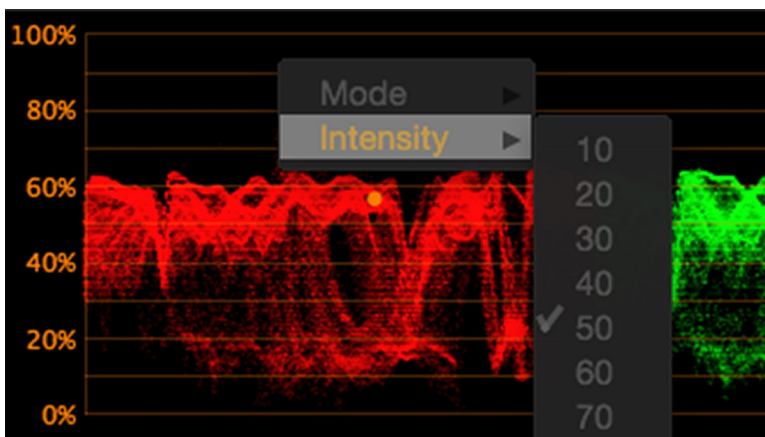


Figure: Histogram Intensity

You can set the intensity of the histogram graph for each mode. Right-click the histogram graph and select an intensity. Range is 10 to 100. Default is 50.

REDCINE-X PRO OPERATION GUIDE

SCOPES

The Scopes element displays the waveform, or shape and form, of red, green, blue, and luma channels for the current frame. Scopes can be displayed in one of six (6) modes, and at intensities from 10% to 100%.

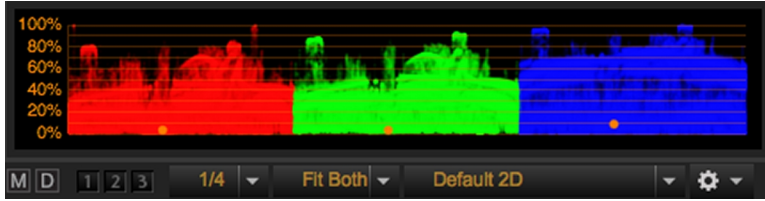


Figure: Scopes

To change the mode and intensity, right-click the Scopes element and select a viewing option.

- ▶ **Overlay:** Displays all three (3) channels overlaid together.
- ▶ **RGB:** Displays all three (3) channels separately.
- ▶ **Red:** Displays the red channel.
- ▶ **Green:** Displays the green channel.
- ▶ **Blue:** Displays the blue channel.

NOTE: By default the scopes are only available when the clip is stopped. To view the scopes during playback, go to **Preferences > General** and select **Update Scopes on Playback**.

LOOK: HDRX

Look: HDRx is available when an R3D is loaded into the Viewer that has been recorded with HDRx enabled. To add the Look: HDRx group to a panel, right-click in a panel and select Look: HDRx.

For more information about HDRx, see the following:

- ▶ RED camera [operation guides](http://www.red.com/downloads), available at www.red.com/downloads
- ▶ [High Dynamic Range Video with HDRx](http://www.red.com/learn/red-101/hdrx-high-dynamic-range-video), available at <http://www.red.com/learn/red-101/hdrx-high-dynamic-range-video>

HDRX BLENDING OPTIONS

- ▶ **A Track:** Normally exposed, standard motion blur track
- ▶ **X Track:** Underexposed, sharper reference track
- ▶ **Simple Blend:** Combination of A track and X track
- ▶ **Magic Motion:** More advanced combination of A track and X track

NOTE: When Magic Motion is selected, the result is an image with more natural motion blur and a sharper reference track, regardless of the slider setting.

ADJUST A AND X TRACKS

The slider is available when Simple Blend or Magic Motion modes are selected. Move the slider to adjust the blend of the A and X Tracks.

- ▶ Move the slider right (+) to achieve a brighter image with more motion blur.
- ▶ Move the slider left (-) to achieve a darker and sharper image.

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LOOK: IMAGE

Look: Image contains the primary image adjustment tools and sliders for viewing, color grading, and exporting R3D footage.

Most adjustments in Look: Image use the slider function. Click and drag the slider left or right to decrease or increase the value, respectively. Alternatively, enter a value into the value box next to the slider to select a specific level.

NOTE: To add the Look: Image group to a panel, right-click in a panel and select Look: Image.

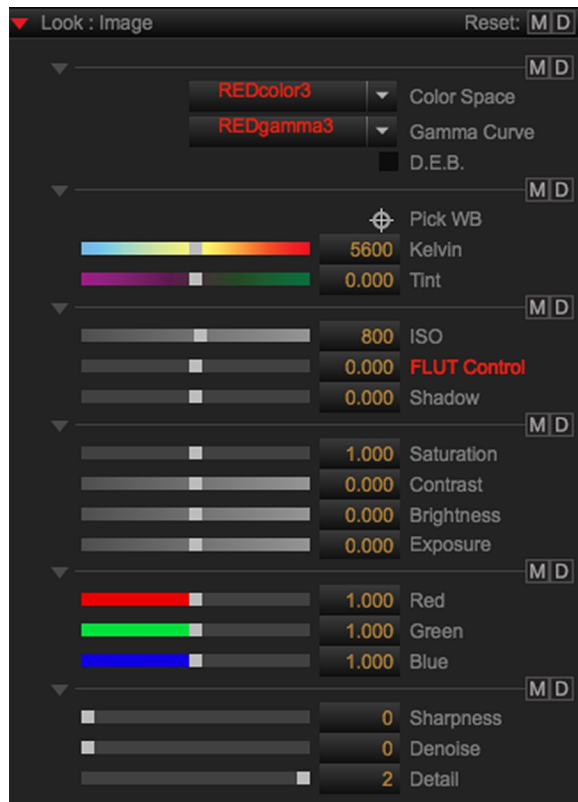


Figure: Look: Image

Look: Image groups include:

LOOK IMAGE GROUP	DETAILS
Color and Gamma Space	"Color and Gamma Space" on the next page
White Balance Adjustments	"White Balance Adjustments" on page 54
ISO, FLUT, Shadow	"ISO, FLUT, Shadow, and DRX" on page 55
Saturation, Contrast, Brightness, Exposure	"Saturation, Contrast, Brightness, and Exposure" on page 55
Red, Green, Blue Channels	"Red, Green, and Blue Channels" on page 55
Sharpness, Denoise, Detail	"Sharpness, Denoise, and Detail" on page 55

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COLOR AND GAMMA SPACE

Color Space and Gamma Space enable you to set chrominance and luminance LUTs to express the color and gamma values of your RAW footage.

EFFECT	DESCRIPTION
Color Space	Determined by the final export format, such as TIFF, DPX, or XML
Gamma Curve	REDlogFilm Gamma Space setting is recommended as a neutral starting point for grading footage
D.E.B.	DRAGON Enhanced Blacks (D.E.B.) reduces red grain that affects midtones, darks, and shadows

NOTE: RED ROCKET and RED ROCKET-X do not support D.E.B.

For more information, see the following tutorials:

- ▶ [Color Management with Cinema](http://www.red.com/learn/red-101/cinema-color-management), available at www.red.com/learn/red-101/cinema-color-management
- ▶ [Understanding REDlogFilm and REDgamma](http://www.red.com/learn/red-101/redlogfilm-redgamma), available at www.red.com/learn/red-101/redlogfilm-redgamma
- ▶ [Intro to Grading with REDCINE-X PRO](http://www.red.com/learn/red-101/redcine-x-grading-tutorial), available at www.red.com/learn/red-101/redcine-x-grading-tutorial

NOTE: Color and Gamma Space settings for R3D files are set in-camera and captured in the R3D metadata. When an R3D is opened in REDCINE-X PRO, the Color and Gamma Space settings reflect the in-camera setting.

COLOR SPACE OPTIONS

NOTE: To view all color and gamma space options, go to **Preferences > General** and select the **Show Advanced Controls** check box.

- ▶ REDcolor
- ▶ REDcolor2
- ▶ REDcolor3
- ▶ REDcolor4
- ▶ DRAGONcolor
- ▶ DRAGONcolor2
- ▶ RedSpace
- ▶ Camera RGB
- ▶ REC 709
- ▶ REC 2020
- ▶ sRGB
- ▶ Adobe 1998
- ▶ XYZ

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GAMMA SPACE OPTIONS

NOTE: To view all color and gamma space options, go to **Preferences > General** and select the **Show Advanced Controls** check box.

- ▶ REDgamma
- ▶ REDgamma2
- ▶ REDgamma3
- ▶ REDgamma4
- ▶ REDLog
- ▶ REDlogfilm
- ▶ RedSpace
- ▶ Linear
- ▶ sRGB
- ▶ REC 709
- ▶ PDLog 685
- ▶ PDLog 985
- ▶ HDR-2084
- ▶ BT1886
- ▶ Log3G12

WHITE BALANCE ADJUSTMENTS

White Balance is the process of adjusting how color is rendered in an image so that objects that appear white in person also appear white in the image. You can set the Kelvin slider number to the color temperature of the scene. The slider graphic indicates how the image looks at that Kelvin value.

For more information, see the [Using White Balance to Control Color Casts](http://www.red.com/learn/red-101/color-cast-tutorial) article, available at www.red.com/learn/red-101/color-cast-tutorial.

White Balance allows you to adjust the following image characteristics:

EFFECT	DESCRIPTION	RANGE	DEFAULT
Pick WB	Click the Pick WB crosshairs and select an area of the image that is approximately 18% gray	N/A	N/A
Kelvin (Color Temperature)	Adjust the RGB color matrix to compensate for the relative coolness or warmth	1800 K to 9400 K	5600 K
Tint ¹	Adjust the RGB color matrix to compensate for yellow and green tinting	-100.000 to 100.000	0.000

1. This parameter is valuable when the ambient light source contains significant amounts of yellow and green, such as in environments with fluorescent lighting.

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ISO, FLUT, SHADOW, AND DRX

This group allows you to adjust the following image characteristics:

EFFECT	DESCRIPTION	RANGE	DEFAULT
ISO	Adjust the overall sensitivity of each pixel in the RAW image	50 to 12,800	N/A
FLUT Control	Adjust ISO without clipping the highlights or crushing the shadows	-8.000 to 8.000	0.000
DRX ¹	Dynamic Range Extension (DRX) attempts to recover clipped highlights	0.000 to 1.000	1.000

1. DRX is not available for DRAGON clips.

SATURATION, CONTRAST, BRIGHTNESS, AND EXPOSURE

This group allows you to adjust the following image characteristics:

EFFECT	RANGE	DEFAULT
Saturation	0.000 to 2.000	1.000
Contrast	-1.000 to 1.000	0.000
Brightness	-10.000 to 10.000	0.000
Exposure	-7.000 to 7.000	0.000

RED, GREEN, AND BLUE CHANNELS

This group allows you to adjust the following image characteristics independently:

CHANNEL	DESCRIPTION	RANGE	DEFAULT
Red	Increase/decrease the gain of the Red channel	0.000 to 2.000	1.000
Green	Increase/decrease the gain of the Green channel	0.000 to 2.000	1.000
Blue	Increase/decrease the gain of the Blue channel	0.000 to 2.000	1.000

SHARPNESS, DENOISE, AND DETAIL

This group allows you to adjust the following image characteristics:

EFFECT	RANGE	DEFAULT
Sharpness	0 to 3	0
Denoise	0 to 6	0
Detail	0 to 2	2

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LOOK: CURVE



Figure: Look: Curve

Look: Curve enables you to adjust the highlights, lights, midtones, darks, and shadows to improve the Look of your R3D footage.

NOTE: To add the Look: Curve group to a panel, right-click in a panel and select **Look: Curve**.

This group allows you to adjust the following image characteristics:

EFFECT	RANGE	DEFAULT
Highlights	0.000 to 1.000	1.000
Lights	0.000 to 1.000	0.750
Midtones	0.000 to 1.000	0.500
Shadows	0.000 to 1.000	0.000

ADJUST THE TONAL CURVE

To adjust the tonal curve, choose one of the following methods:

- ▶ **Tonal Curve:** Click and drag the curve.
- ▶ **Curve Settings:** Expand **Curve Settings** to click and drag the sliders or enter a value.

TONAL CURVE PRESETS

To create and use your own tonal curve preset, follow the instructions below:

1. Go to the **Look: Curve** tab.
2. Select a preset or adjust the tonal curve.
3. Click and hold the preset number for three (3) seconds to save tonal curve settings to the preset.

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LOOK: LIFT: GAMMA: GAIN

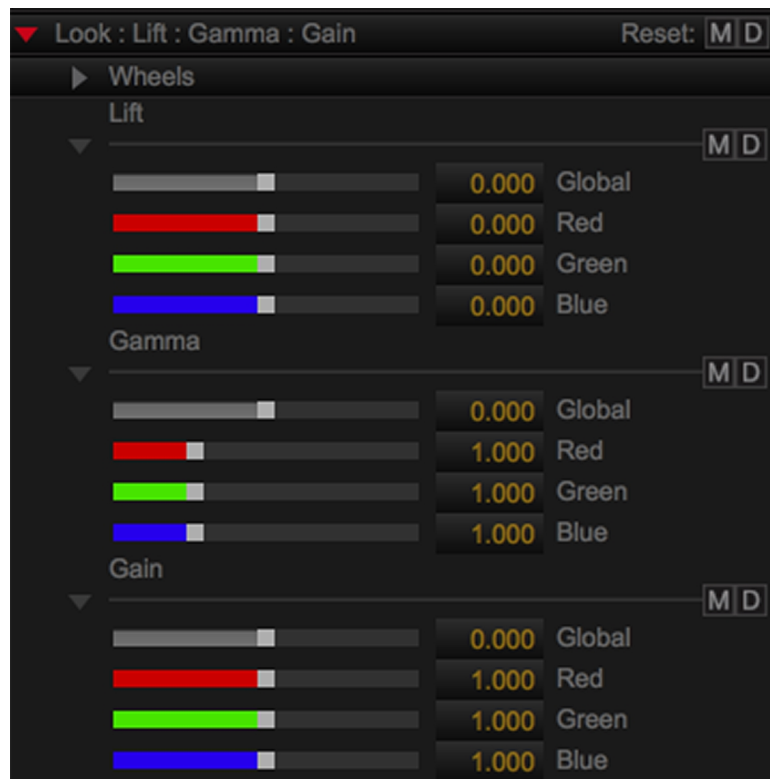


Figure: Look: Lift: Gamma: Gain

Lift, gamma, and gain enable you to adjust the black levels (dark tones, shadows), mid tones, and highlights individually, or as a group. Lift, gamma, and gain tools use a standard color model to correct master coloring with color offsets to blend results with other Look effects. Adjustments in the Lift: Gamma: Gain tab change black levels without affecting whites in the R3D clip.

NOTE: To add the Look: Lift: Gamma: Gain group to a panel, right-click in a panel and select **Look: Lift: Gamma: Gain**.

REDCINE-X PRO OPERATION GUIDE

POST: LOOK: EFFECTS

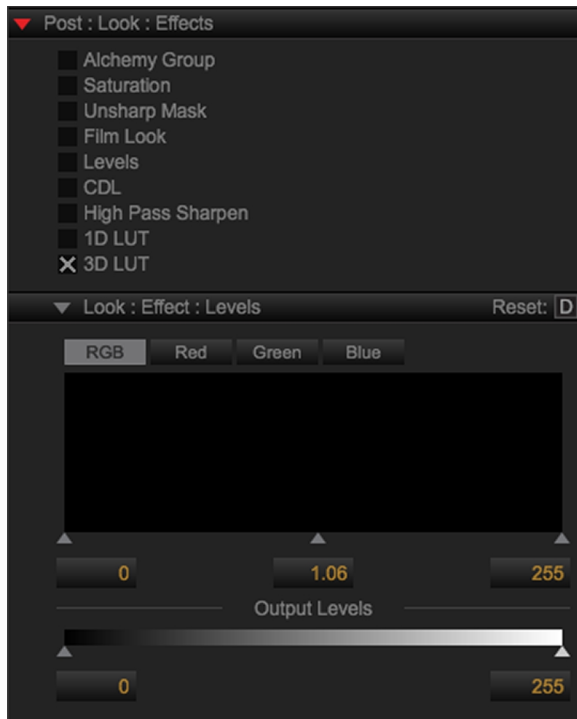


Figure: Post: Looks: Effects

NOTE: To add the Post: Look: Effects group to a panel, right-click in a panel and select **Post: Look: Effects**.

The Post: Look: Effects adjustments are processed with R3D footage at export. Includes:

EFFECT	DESCRIPTION	SETTINGS	RANGE	DEFAULT
Levels	Adjust the brightness, contrast, and tonal range via input and output black, midtone, and white points	RGB Levels	0 to 255	N/A
		Output Levels	0 to 255	N/A
CDL	Load and apply Color Decision Lists	N/A	N/A	N/A
Alchemy Group	Special control like base and richness for film	Alchemy	-1.000 to 1.000	0.000
		Clarity	-1.000 to 1.000	0.000
		Skin	-1.000 to 1.000	0.000
Saturation	Increase or decrease the intensity of color	N/A	0.000 to 2.000	1.000

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EFFECT	DESCRIPTION	SETTINGS	RANGE	DEFAULT
Unsharp Mask	Sharpen with finer control to enhance contrast along edge details	Amount	0 to 500	50
		Radius	0.100 to 5.000	1.000
		Threshold	0.00 to 255	0.000
High Pass Sharpen	Sharpen with contrast along edge details	Radius	0.100 to 10.000	1.000
Film Look	Apply film grain	Grain Strength	0.000 to 1.000	0.300
		Grain Size	1.00 to 2.00	1.30
		Grain Chroma	0.000 to 1.000	0.300
		Grain Softness	0.000 to 1.500	0.300
		Shadow	0.050 to 0.500	0.350
		Highlight	0.500 to 0.950	0.750
1D LUT	Load and apply 1D LUTs	N/A	N/A	N/A
3D LUT ¹	Load and apply 3D LUTs	Edge Length	0 to 64	32

1. For supported 3D LUT formats, go to ["3D LUT Formats"](#) on the next page.

ENABLE POST: LOOK: EFFECTS

To enable Post: Look: Effects, select the check box next to the effect that you want to enable.

NOTE: To rearrange the order of the applied effects, drag the names of the effects to your preferred location.

ADJUST POST: LOOK: EFFECTS

To make changes to Post: Look: Effects, follow the instructions below:

- ▶ Select the check box to activate a Post: Look: Effects group.
- ▶ Use the slider or enter a new value.

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3D LUT FORMATS

REDCINE-X PRO supports the following 3D LUT formats:

FORMAT	EXTENSION
Autodesk	.3dl
IRIDAS®	.cube
Pandora	.m3d
Imageworks	.spi3d
Inventor	.vf
Truelight	.cub

LOOK PRESETS AND MANAGEMENT

REDCINE-X PRO offers advanced features for convenient control of your Look Presets. This section provides basic tips for managing Looks for your projects.

NOTE: To add the Look Presets or Look Manager tab to a panel, go to ["Tabs" on page 12](#).

LOOK PRESETS

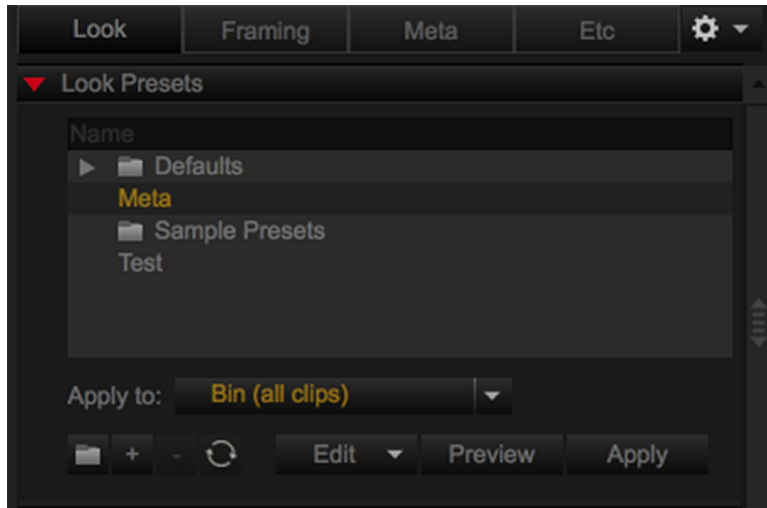


Figure: Look Presets

Look Presets allow you to create, edit, and save settings for clips and images. Look Presets make it easy to reproduce looks or use settings for other projects. As additional Look Presets and folders are created, they display alphabetically by name.

NOTE: Meta is the default settings shot on the camera and cannot be deleted.

NOTE: Be sure to back up your Look Presets. For more information, go to ["Export Look Presets" on the next page](#).

The following options are available in Look Presets:

- ▶ **Edit:** Provides import, export, and look setup options for the selected Look Preset.
- ▶ **Preview:** Click and hold to temporarily apply the selected Look Preset to the active clip in the Viewer.
- ▶ **Apply:** Click to apply the selected Look Preset to clips as determined by the **Apply to** drop-down menu.

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EDIT

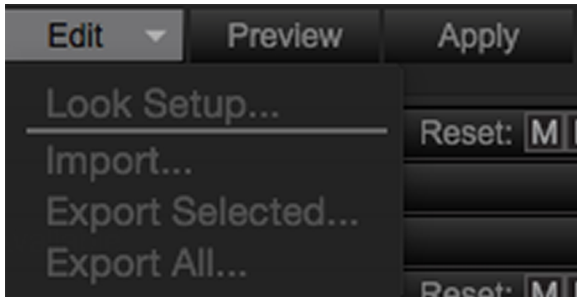


Figure: Edit Button

The Edit drop-down menu provides import, export, and look setup options for the selected Look Preset.

IMPORT LOOK PRESETS

1. Go to **Edit > Import...**
2. Find and select the compressed **.zip** file.
3. Click **Open**.

EXPORT LOOK PRESETS

1. Select a Preset or Preset Folder that you want to export.
2. Click **Edit** and select one of the following:
 - ▶ **Export All...:** Export all Look Presets.
 - ▶ **Export Selected...:** Export only selected Look Presets.
3. Enter a name and location for the Look Presets export file.
4. Click **Save**.

The Look Preset export file saves as a compressed **.zip** file to the selected location.

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LOOK SETUP OPTIONS

Look Setup options allows you to select Look Parameters.

1. Go to **Edit > Look Setup...** in the Look Presets Panel.

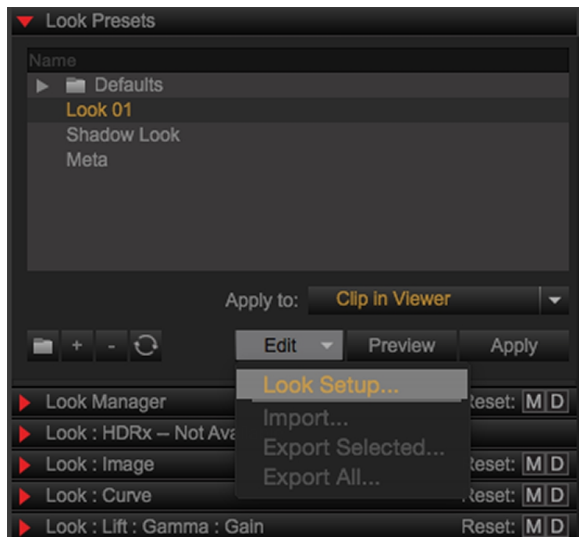


Figure: Look Setup

2. Select the check box next to the parameters that you want to enable.
3. Click **OK**.

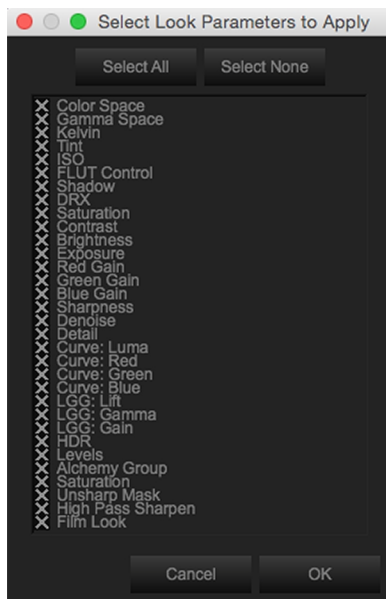




Figure: Select Look Parameters to Apply

REDCINE-X PRO OPERATION GUIDE

CREATE A LOOK PRESET FOLDER


1. Click  (**Create a folder**) to create a new Look Preset folder.
2. Enter a name for the Look Preset folder.
3. Press **Enter**.

CREATE A LOOK PRESET


1. Make look adjustments to the clip.
2. Click  (**Create a preset**) to save the Look.
3. Enter a name for the new Look Preset.
4. Press **Enter**.

REFRESH LOOK PRESETS

Enable the Refresh button to update the settings of an existing Look Preset.

1. Select an existing Look Preset to edit.
2. Make adjustments.
3. Click  (**Replace a preset**) to update the Look Preset.

DELETE A LOOK PRESET

1. Select the Look preset that you want to delete.
2. Click  (**Remove a preset**) to delete the Look Preset.
3. Click **Yes**.

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LOOK MANAGER

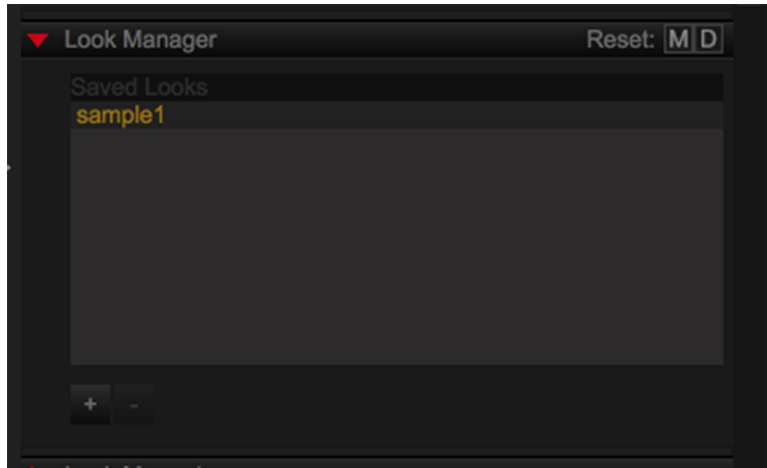


Figure: Look Manager

The Look Manager allows you to control the looks of your R3D files on a clip-by-clip basis. This saves the current Look Metadata for convenient use at a later point.

- ▶ **Add a Look:** Click **+** (**Add**) and enter a name for the new Look.
- ▶ **Remove a Look:** Select **-** (**Remove**).

LOOK MEMORIES

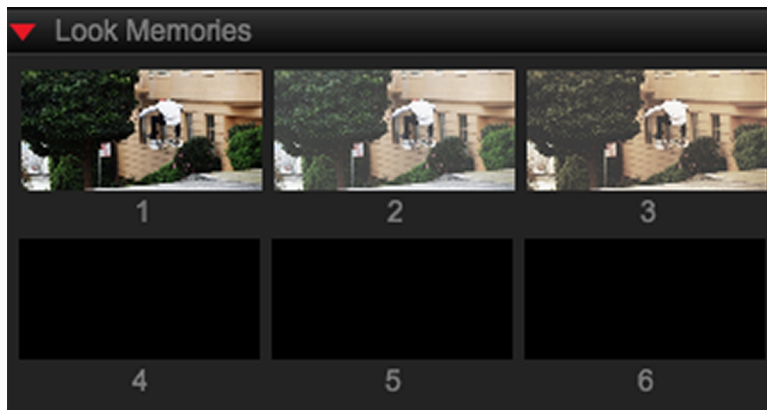


Figure: Look Memories

The Look Memories tab provides six (6) memory slots for you to save Look Presets for convenient application via drag-and-drop or hotkeys.

SAVE LOOK MEMORY

1. Make Look adjustments to the active clip, or apply a Look Preset to the clip in the Viewer.
2. Right-click the Look Memory slot that you want to save and select **Copy Look from Viewer into Memory 1-6**.

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APPLY LOOK MEMORY

Perform one of the following to apply a Look Memory to the current clip in the Viewer:

- ▶ Click and drag the Look Memory slot that you want to the Viewer.
- ▶ Right-click the Look Memory slot and select **Paste Look from Memory 1-6 into the Viewer**.
- ▶ For Mac[®] only:
 - ▶ Hold **Command** and click the Look Memory to apply it to the active clip in the Viewer.
 - ▶ Press **Command+(1-6)** to apply the Look Memory to the active clip in the Viewer.

BATCH LOOKS WITH LOOK PRESETS

To apply a Look Preset to all clips in the Bin, follow the instructions below:

1. Load several clips into the **Bin**.
2. Select a Look Preset that you want to apply to all clips in the Bin.
3. Select **Bin (all clips)** for **Apply to**.

BATCH LOOKS WITH LOOK MEMORIES

To apply a Look Memory to selected clips, follow the instructions below:

1. Load several clips into the **Bin**.
2. Go to the **Look Memory** tab.
3. Select **Look Memory (1-6)**.
4. Select multiple clips.
5. Go to **Edit > Paste Look**.
6. Select **Look Memory (1-6)**.

REDCINE-X PRO OPERATION GUIDE

FRAME ADJUSTMENTS



Figure: Framing Tab

Framing Control provides a variety of settings that enable you to frame and crop the source R3D to get just the right shot. Framing Presets enable you to create, save, and apply commonly used Framing Control settings to your R3D files.

NOTE: To add the Framing tab to a panel, go to ["Tabs"](#) on page 12.

Framing includes:


GROUP	SETTING	DESCRIPTION
Framing Control	Fit	Select a fit option to adjust how much of the frame is visible in the Viewer
	Crop	Select the crop adjustment or create a custom crop size and centerpoint
	Source Resolution	Adjust the resolution of the R3D (Not available when crop is disabled)
	Flip	Invert the image vertically or horizontally
	Rotation	Rotate the image 90° clockwise or counterclockwise
	Aspect Ratio	Set an aspect ratio for crop and frame adjustments

REDCINE-X PRO OPERATION GUIDE


GROUP	SETTING	DESCRIPTION
Framing Presets	Apply to	Choose which R3D files or groups of files are affected by the preset when you select Apply
	Preview	Click and hold to view preset settings on an overlay of the Viewer
	Apply	Click to apply the preset to R3D files based on the selection in the Apply to drop-down menu

CREATE A NEW FRAMING PRESET

NOTE: Be sure to back up your Framing Presets. For more information, go to "[Export Framing Presets](#)" below.

1. Go to the **Framing Control** group in the Framing tab.
2. Choose settings in the **Framing Control** group.
3. Go to **Framing Presets** group.
4. Click  (**Create a preset**).
5. Enter a name for the new preset.
6. Press **Enter**.

EDIT A FRAMING PRESET

1. Select an existing preset from the **Framing Presets** group.
2. Make changes to settings in the **Framing Control** group.
3. Click  (**Replace a preset**) to update.

EXPORT FRAMING PRESETS

1. Select a Preset or Preset Folder that you want to export.
2. Click **Edit** and select one of the following:
 - ▶ **Export All...:** Export all Look Presets.
 - ▶ **Export Selected...:** Export only selected Framing Presets.
3. Enter a name and location for the Look Presets export file.
4. Click **Save**.

The Look Preset export file saves as a compressed .zip file to the selected location.

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FRAME RATE OVERRIDE

You can use Frame Rate Override to change the project time base of a clip.

1. Drag a clip to the bin.
2. Right-click the clip and select **Change Source Frame Rate....**

A frame rate window displays.

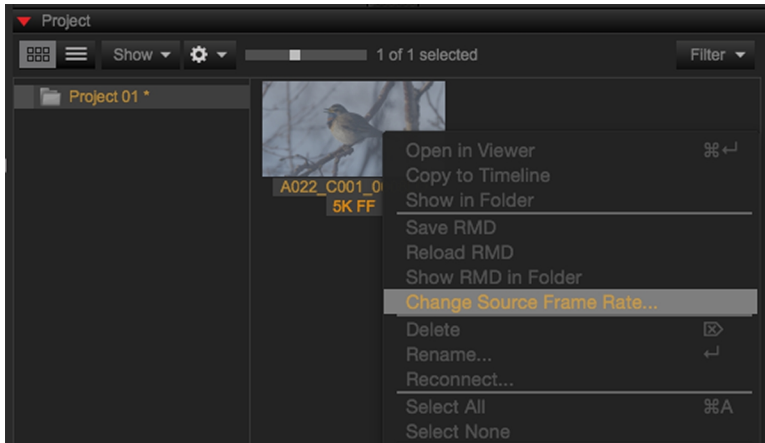


Figure: Select Change Source Frame Rate

3. Select a frame rate from the **New Frame Rate** drop-down menu.
4. Click **OK**.

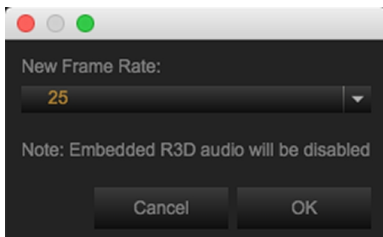


Figure: Frame Rate Override

NOTE: Changing the frame rate removes audio from the clip.

REDCINE-X PRO OPERATION GUIDE

SET FRAME RATE OVERRIDE THROUGH EXPORT SETTINGS

1. Double-click a preset.
2. Select **R3D Trim** from the **File Format** drop-down menu.
3. Click **Setup...**

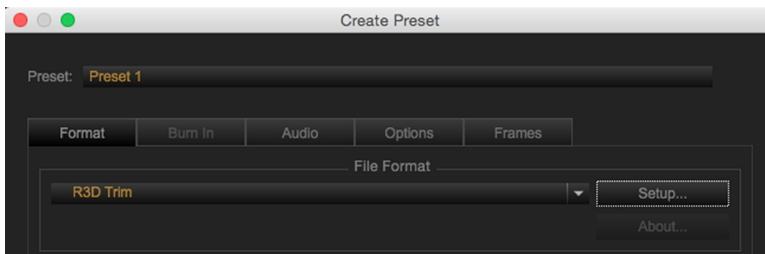


Figure: Click Setup

4. Select the **Ignore Frame Rate Override** check box.
5. Click **OK**.

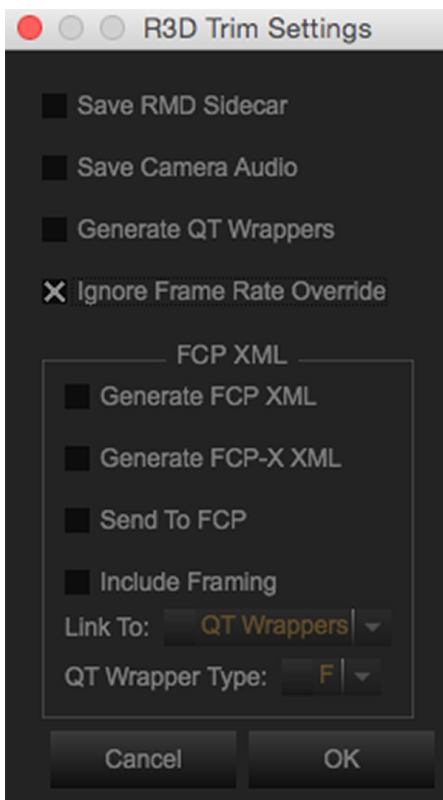


Figure: Click OK

6. Click **Save**.
7. Click **Export**.

NOTE: If you override the frame rate when exporting a clip, the new frame rate is applied to the R3D file.

NOTE: Changing the frame rate removes audio from the clip.

REDCINE-X PRO OPERATION GUIDE

PIXEL MASKING

You can use the Pixel Masking tool to correct hot pixels in recorded footage. Once you pick a pixel to mask, the pixel is masked for all frames in the clip. To apply a pixel mask from one clip to another clip, both clips need to be from the same camera and recorded at the same resolution.

NOTE: Pixel masking is not available for cameras with MONOCHROME or RED DRAGON MONOCHROME sensors and does not apply to R3D trim exports.

APPLY PIXEL MASKING

To apply pixel masking, follow the instructions below:

1. Drag a clip to the bin.
2. Load a clip with a hot pixel to the Viewer.
3. Ensure the following:
 - A. Set debayer to **Full**.
 - B. Disable RED ROCKET and RED ROCKET-X.
 - C. Set **Crop** to **No Crop** in the Framing Control panel.
 - D. Set **Fit** to **Fit Width** in the Framing Control panel.
4. Add the **Pixel Masking** tab to a panel.

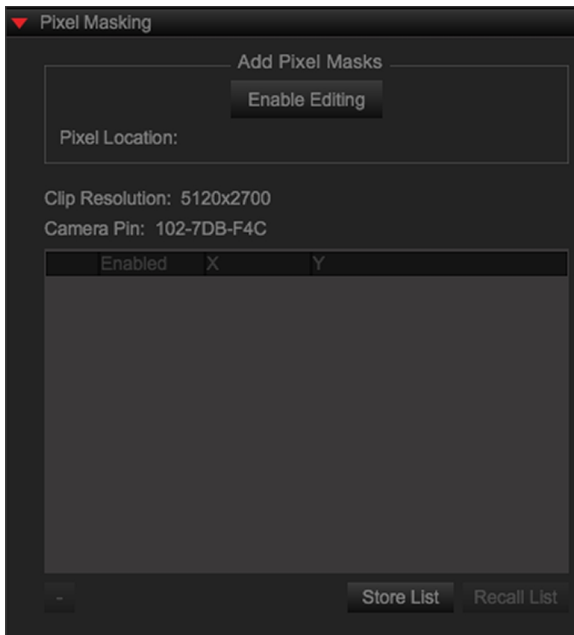


Figure: Add Pixel Masking Tab

5. Click **Enable Editing** under **Add Pixel Masks**.

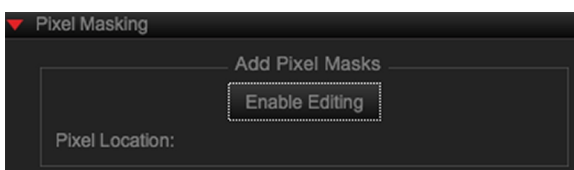


Figure: Enable Editing

REDCINE-X PRO OPERATION GUIDE

6. Zoom in on the hot pixel.
7. Double-click the center of the hot pixel.

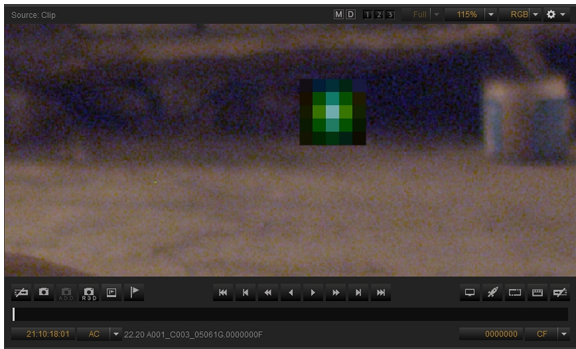


Figure: Double-Click Hot Pixel

8. The coordinates of the pixel display under Pixel Masks. You can enable and disable the pixel mask by selecting and deselecting the Pixel Mask check box, respectively.

SAVE PIXEL MASK LIST

To save a pixel mask list, follow the instructions below:

1. Go to the Pixel Masking panel.
2. Click **Store List**.

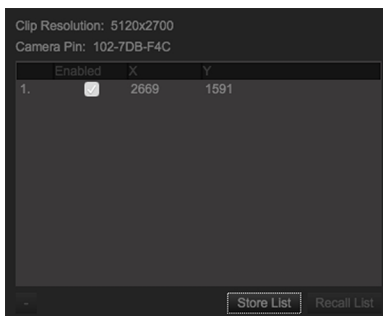


Figure: Store List

REDCINE-X PRO OPERATION GUIDE

LOAD PIXEL MASK LIST

To load a pixel mask list, follow the instructions below:

1. Go to the Pixel Masking panel.
2. Click **Recall List**.

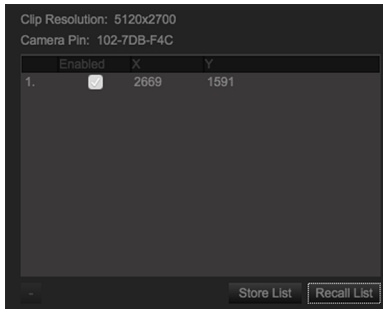


Figure: Recall List

EDIT AND SYNC AUDIO

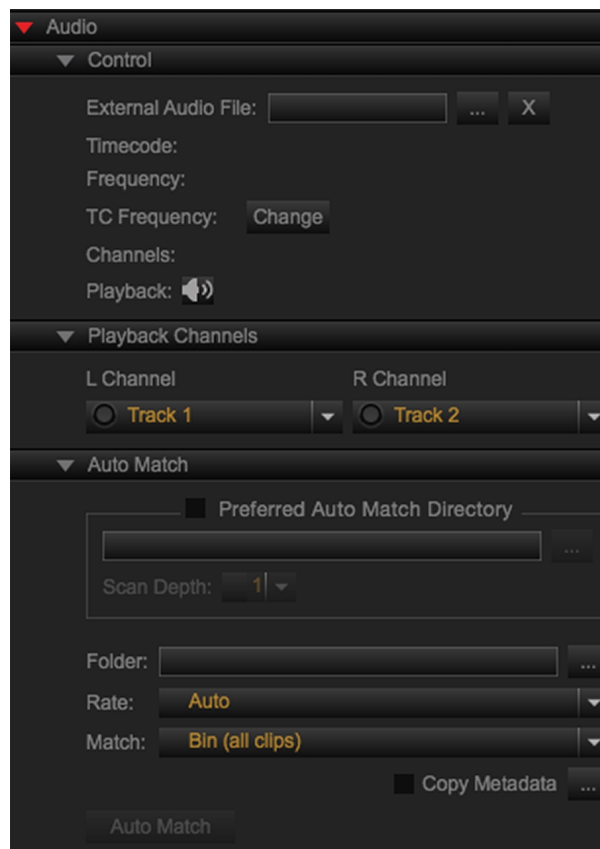


Figure: Edit and Sync Audio

You can control the audio settings and channels by creating an audio tab in a panel. Right-click in the **Audio** tab and select **Audio** to populate the audio settings.

REDCINE-X PRO OPERATION GUIDE

The Audio tab allows you to adjust the following settings:

- ▶ **Control:** Sync an R3D file to a WAV or MP3 file.
- ▶ **Playback Channels:** Select a recorded camera audio source or an external audio source.
- ▶ **Auto Match:** Sync an audio file to an R3D file.

For more information, go to **REDCINE-X PRO: Audio Sync**, available at www.red.com/learn/workflow/audiosync.

SYNC AUDIO WITH AUTO MATCH

To sync audio using Auto Match in REDCINE-X PRO, follow the instructions below:

1. Import R3D footage into REDCINE-X PRO.
2. Double-click an R3D clip to open the clip in the Viewer.
3. Go to **Audio tab > Auto Match**.
 - NOTE:** To add the Audio tab, go to **"Tabs"** on page 12.
 - A. Select the folder containing the audio files in the **Folder** drop-down menu.
 - NOTE:** You can set your default directory for Auto Match in Preferred Auto Match Directory.
 - B. Select **Auto** from the **Rate** drop-down menu.
 - C. Select **Bin (all clips)** from the **Match** drop-down menu.
4. Click **Auto Match**.

The audio track and video track match when played back.

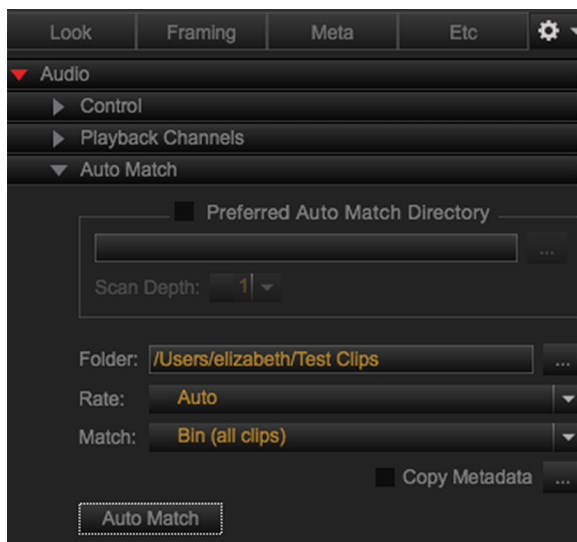


Figure: Auto Match

NOTE: Before exporting, set your export preset to enable **Export Audio** and **External Audio Tracks**.

REDCINE-X PRO OPERATION GUIDE

SYNC AUDIO MANUALLY

To sync audio manually in REDCINE-X PRO, follow the instructions below:

1. Import R3D footage into REDCINE-X PRO.
2. Double-click an R3D clip to open the clip in the Viewer.
3. Go to **Audio** tab > **Auto Match** and select the folder containing the audio files in the **Folder** drop-down menu.

NOTE: To add the Audio tab, go to **"Tabs"** on page 12.

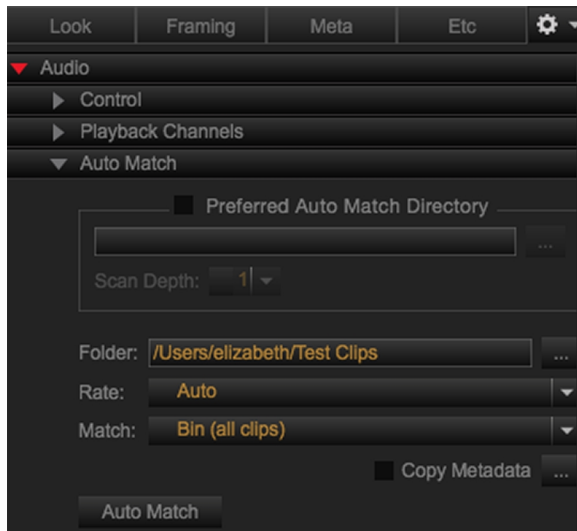




Figure: Add Audio Files in Audio Match

4. Drag the **Playhead** to the slate frame (clap) in the video track.
5. Click  (**Set Video Slate Point**) in the **Viewer**.
6. Go to the **Audio** tab in the **Bottom Panel**.
7. Select the external audio track that you want to synchronize.
8. Drag the **Playhead** to the slate frame (clap) in the audio track.
9. Click  (**Set Video Slate Point**) in the Audio tab in the Bottom Panel.

The audio track and video track match when played back.

NOTE: Before exporting, set your export preset to enable **Export Audio** and **External Audio Tracks**.

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EDIT 3D CLIPS

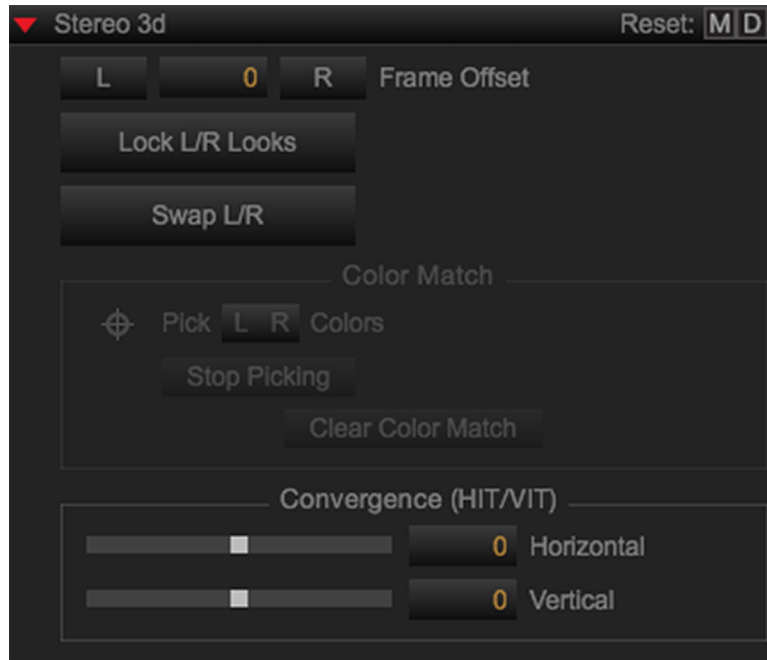


Figure: Stereo 3D Drop-Down Menu

When a 3D clip is in the Bin and loaded in the Viewer, the Stereo 3D menu appears in the Look tab.

- ▶ **Frame Offset:** Allows offsetting of frames between the left and right clip
- ▶ **Color Match:** This feature is disabled
- ▶ **Convergence:** Adjusts the angle of the left and right clip in the Stereo 3D image
 - ▶ **HIT:** Horizontal Image Translation
 - ▶ **VIT:** Vertical Image Translation

NOTE: You must apply a crop set before applying convergence. Go to "[Sample 3D Workflow](#)" on page 91.

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STEREO 3D MODE OPTIONS

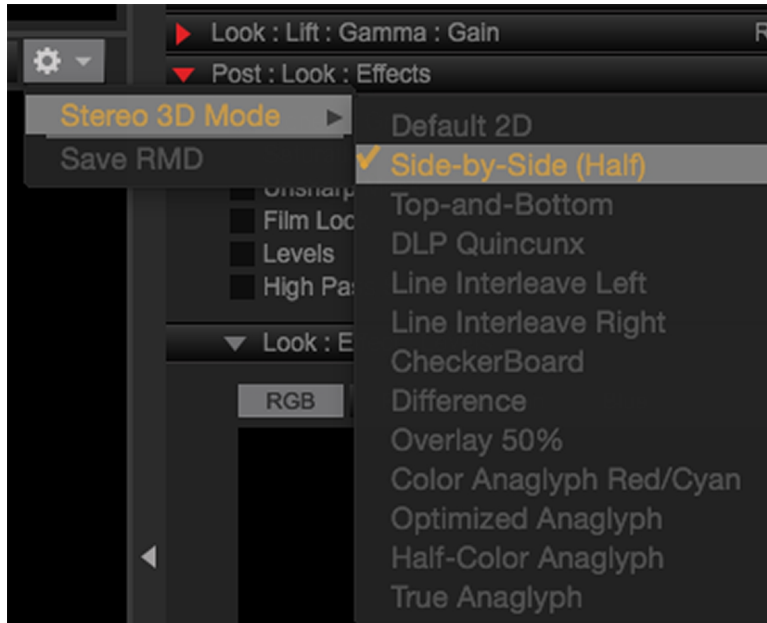


Figure: Stereo 3D Mode Options

The following Stereo 3D mode options can be accessed in the **Viewer Panel > Viewer Settings Menu > Stereo 3D Mode**:

- ▶ Default 2D
- ▶ Side-by-side (half)
- ▶ Top-and-bottom
- ▶ DLP Quincunx
- ▶ Line Interleave Left
- ▶ Line Interleave Right
- ▶ CheckerBoard
- ▶ Difference
- ▶ Overlay 50%
- ▶ Color Anaglyph Red/Cyan
- ▶ Optimized Anaglyph
- ▶ Half-Color Anaglyph
- ▶ True Anaglyph

For more information, go to ["Sample 3D Workflow"](#) on page 91.

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MARKER THUMBNAILS

Use the Marker Thumbnails drop-down group to add, view, edit, delete, and export the markers created in the Markers tab and the Marker Thumbnails drop-down group. For more information, go to ["Export Stills from Markers" on page 88](#).

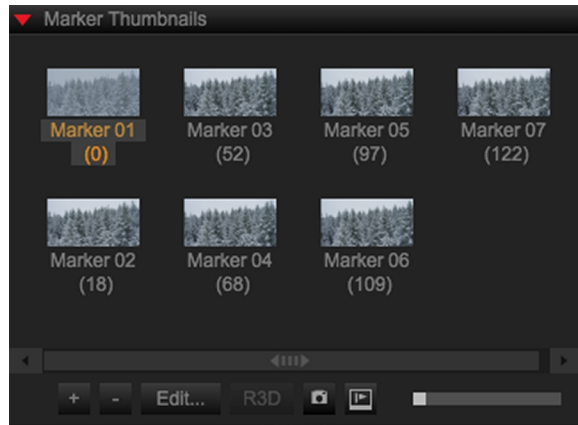


Figure: Marker Thumbnails

MARKER TABLE

Use the Marker Table drop-down group to view the markers created in the Markers tab and the Marker Thumbnails drop-down group. For more information, go to ["Export Stills from Markers" on page 88](#).



Figure: Marker Table

6

EXPORT CLIPS

This section describes how to export clips in REDCINE-X PRO®. Exporting, also known as “transcoding”, processes the original R3D® file and metadata (.RMD file), producing a media file with the specified file format. Exporting processes (or “bakes in”) metadata, Look adjustments, and any other adjustments made in the Post : Look: Effects group.

Perform one of the following to export your files:

- ▶ **Export Window:** Export from the menu bar. Go to "[Export Media](#)" on the next page.
- ▶ **Export Presets:** Export from a panel. Go to "[Export with Presets](#)" on page 81.

For more information, go to the [REDCINE-X PRO: Exporting](http://www.red.com/learn/workflow/redcine-x-exporting) video tutorial at www.red.com/learn/workflow/redcine-x-exporting.

EXPORT SETTINGS

Access the following settings in the Export window:

- ▶ **Export:** Select what you want to export.
- ▶ **Preset:** Select Export Preset.
- ▶ **Format:** Select formatting options. Go to "[Export File Formats](#)" on page 83.
- ▶ **Burn In:** Select settings for a burn in watermark.
- ▶ **Audio:** Select audio tracks for export.
- ▶ **Options:** Select output framing, color, handles, timecode, REDline, and 3D.
- ▶ **Frames:** Select options for still exporting. Only available for TIFF and DPX file formats.

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EXPORT MEDIA

To export media, follow the instructions below:

1. Go to **File > Export**.
The Export window displays.
2. Select a project, an export preset, and export settings.
3. Select an export file format.
4. Click **Setup....**
5. Click **OK**.
6. Click **Export**.

The File Directory dialog displays.

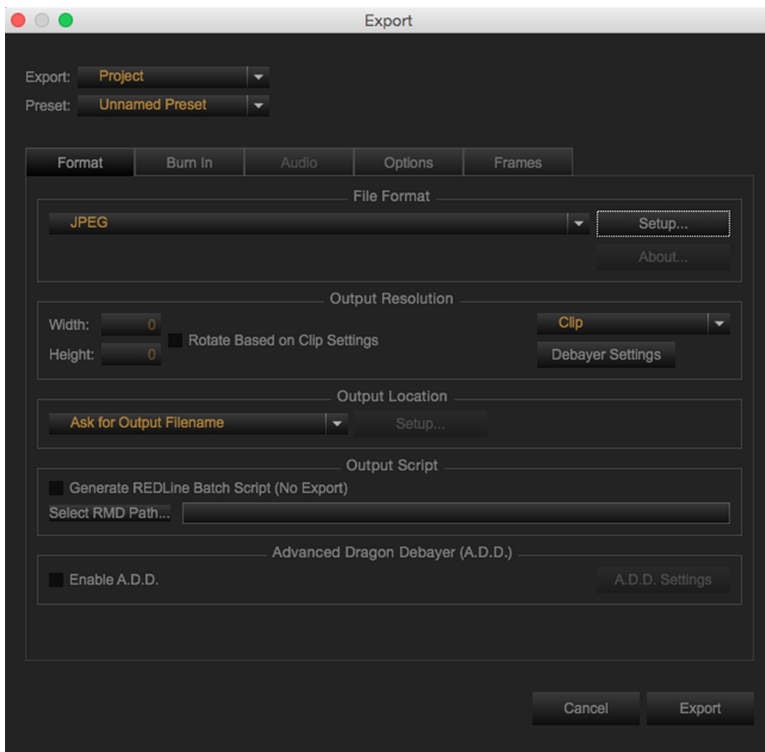


Figure: Export Window

7. Select a **File Directory** destination.
8. Click **Open**.


Clips are placed in the render queue in the Export tab or Export Workroom and export automatically by default.

#	Name	Start Time	Preset	Progress	ETA	Status	Details
1	W005_C112_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG
2	W004_C042_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG
3	W003_C055_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG

Render Pause Cancel Abort All Clear List

Figure: Clips in the Render Queue

NOTE: You can change the render options in **Preferences > Transcode**.

NOTE: You can arrange the order in which the clips export by clicking .

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EXPORT WITH PRESETS

You can use Export Presets to speed up your workflow.

To batch export with an Export Preset, follow the instructions below:

1. Load clips into your project.
2. Go to the **Export** tab or the **Export Workroom**.
3. Select the Export Preset that you want to use.

For more information, go to ["Add Export Preset" on the next page](#).

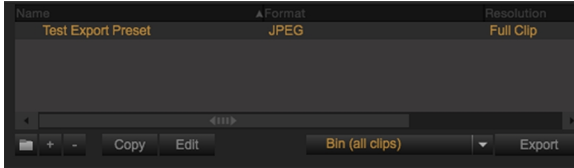


Figure: Select Export Preset

4. Select **Bin (all clips)**.
5. Click **Export**.

The File Directory dialog displays.

6. Select a File Directory destination.
7. Click **Open**.

Clips are placed in the render queue in the Export tab or in the Export Workroom and export automatically by default.

#	Name	Start Time	Preset	Progress	ETA	Status	Details
1	W005_C112_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG
2	W004_C042_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG
3	W003_C055_0...	Wed Feb 25 10:3...	Test Export Preset	100 %	-	Finished	JPEG

Figure: Clips in the Render Queue

NOTE: You can change the render options in **Preferences > Transcode**.

NOTE: You can arrange the order in which the clips export by clicking .

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ADD EXPORT PRESET

To add an Export Preset, follow the instructions below:

1. Click **+** (Add Export Preset).

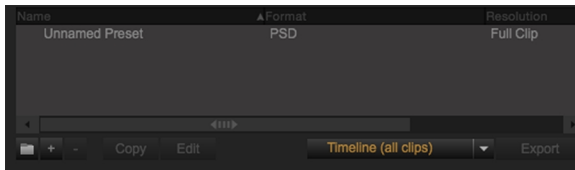


Figure: Add Export Presets

2. Enter a name for your preset.
3. Select any export preset settings that you want.
4. Select a file format.
5. Click **Save**.

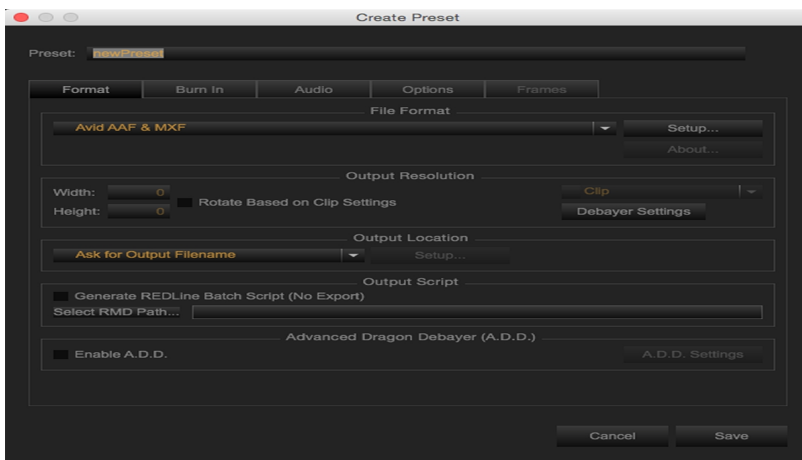


Figure: Create Preset

DELETE EXPORT PRESETS

1. Select the Export preset that you want to delete.
2. Click **-** (Remove) to delete the Export Preset.
3. Click **Yes**.

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EXPORT FILE FORMATS

You can export to the following formats:

FORMAT	DESCRIPTION
Apple ProRes	Compressed ProRes video with optional uncompressed audio
Avid AAF & MXF	Compressed DNxHD in a MXF wrapper
Avid DNxHR	Compressed DNxHR in a MXF wrapper
BWF	Broadcast wave file
DPX	Digital picture exchange for visual effects
JPEG	Lossy compression for digital images
OpenEXR	Half float based format for visual effects
PSD	Photoshop file
QuickTime®	QuickTime movie file
QuickTime Wrapper ¹	QuickTime movie file which references the source R3D files for use with RED QuickTime Codec v41 or greater
R3D Trim	Trimmed R3D file
RRencode2	REDRAY® package
SGI	Raster format for Silicon Graphics workstations
TIFF	Computer file for storing raster graphics images
Windows AVI	Windows audio video interleave file

1. Mac® only.

2. Requires RRencode plugin to be installed. For more information, go to ["REDRAY" on page 30](#).

QUICKTIME SETTINGS

- ▶ Compression Settings
 - ▶ **Video:** Set compression type, frames per second, encoding mode, and compressor quality.
 - ▶ **Audio:** Set format, channels, rate, render settings, and linear PCM settings.
- ▶ Overrides
 - ▶ **Clip FrameRate:** Override the Frames per second option of the Video Dialog.
 - ▶ **Mono Audio Channel Layout:** Overrides Audio dialog settings, exports all tracks of audio as uncompressed linear PCM.
- ▶ FCP XML
 - ▶ Generate FCP XML
 - ▶ Generate FCP-X XML
 - ▶ Send to FCP
 - ▶ Include Framing

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EXPORT SHALLOW FILES

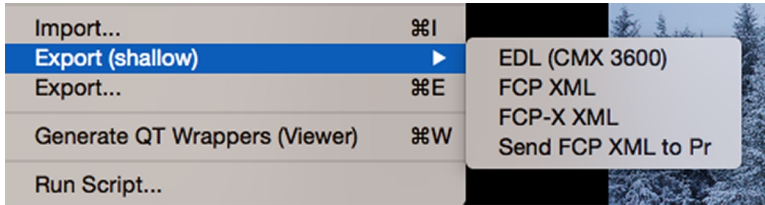


Figure: Export (Shallow)

Go to **File > Export (shallow)** to export following file formats:

- ▶ **EDL (CMX 3600)**: Export EDL (CMX 3600) file(s).
- ▶ **FCP XML**: Export XML file(s) for Final Cut Studio® 7.
- ▶ **FCP-X XML**: Export XML file(s) for Final Cut Pro® 10.
- ▶ **Send FCP XML to Pr**: Send XML file(s) to Adobe® Premiere® Pro.

For more information, go to ["XML Roundtrip Workflow" on page 93](#).

GENERATE QUICKTIME WRAPPERS

NOTE: QuickTime wrappers are for Mac only.

EXPORT QUICKTIME WRAPPERS AUTOMATICALLY

To export QuickTime wrappers automatically, go to **File > Generate QT Wrappers (Viewer)**. REDCINE-X PRO automatically generates the following QuickTime wrappers for the clip in the Viewer:

- ▶ **F**: Full debayer quality
- ▶ **H**: Half debayer quality
- ▶ **M**: Medium debayer quality
- ▶ **P**: Proxy debayer quality

EXPORT QUICKTIME WRAPPERS AND XML FILES MANUALLY

To export QuickTime wrappers and XML files manually, follow the instructions below:

1. Go to **File > Export...**
2. Select **QuickTime Wrapper** from the **File Format** drop-down menu.
3. Click **Setup...**

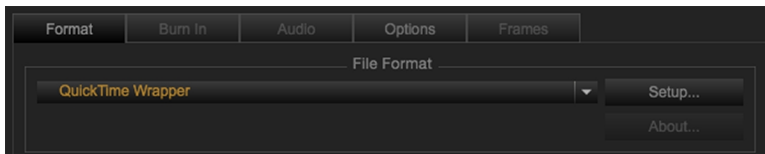


Figure: Click Setup

4. Select one of the following:
 - ▶ **Generate FCP XML**
 - ▶ **Generate FCP-X XML**

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5. Select **F**, **H**, **M**, or **P** from the **QT Wrapper Type** drop-down menu. This option selects the QT Wrapper that the XML file references.
6. Click **OK**.

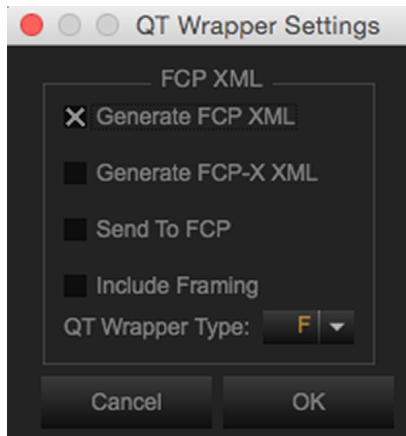


Figure: QT Wrapper Settings

7. Click **Export**.

APPLE PRORES

REDCINE-X PRO supports the following Apple ProRes codecs:

- ▶ Apple ProRes 4444 XQ (log encoding only)
- ▶ Apple ProRes 4444
- ▶ Apple ProRes 422 HQ
- ▶ Apple ProRes 422
- ▶ Apple ProRes 422 LT
- ▶ Apple ProRes 422 Proxy

AVID DNxHR

REDCINE-X PRO supports the following Avid DNxHR codecs:

- ▶ **LB**: Low Bitrate Offline
- ▶ **SQ**: Standard Quality
- ▶ **HQ**: High Quality
- ▶ **HQX**: High Quality 10-bit
- ▶ **444**: Finishing Quality 444 10-bit

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OLPF OVERRIDE

You can change the interchangeable OLPF in the metadata for the following reasons:

- ▶ You recorded footage when the installed OLPF did not match the OLPF selected in the OLPF menu.
- ▶ You recorded footage with an OLPF, but want to apply the color science of a different OLPF.

NOTE: OLPF Override is only applicable if your clip was shot on a camera with interchangeable OLPFs.

1. Right-click a clip in the browser.
2. Select **Generate R3D from OLPF Override...**
3. Select the OLPF that you want from the **OLPF** drop-down menu.
4. Click **OK**.
5. Click **Save**.

STILLS EXPORT




You can export stills in the following ways:

- ▶ **Export a Single Frame:** For more information, go to ["Export a Single Frame" below](#).
- ▶ **Export Multiple Frames:** For more information, go to ["Export Multiple Frames" on the next page](#)
- ▶ **Export Stills from Markers:** For more information, go to ["Export Stills from Markers" on page 88](#).

EXPORT A SINGLE FRAME

NOTE: A.D.D. applies temporal denoise to DRAGON clips only.

To export single frames, follow the instructions below:

1. Go to the **Stills** workspace.
2. Load an R3D file into the Viewer.
3. Navigate to the frame that you want in the Scrub Bar.
4. Click one of the following:
 - ▶  **(Still Snapshot):** Export the current frame with current snapshot settings.
 - ▶  **(R3D Snapshot):** Export the current frame as a single frame RAW R3D file.
 - ▶  **(A.D.D.):** Export the current frame with Advanced Dragon Debayer.

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EXPORT MULTIPLE FRAMES

NOTE: You cannot save, import, or export a export presets from the Stills Export panel.

To export a Bin, a project, selected stills, or all stills, follow the instructions below:

1. Go to the **Stills** workspace.
2. Load an R3D file into the Viewer.
3. Navigate to the frame that you want in the Scrub Bar.
4. Go to the **Export workroom > Export tab > Stills Export**.
5. Select one of the following:
 - ▶ **Source:** Select Project, Bin (all stills), Bin (selected stills), or Still in Viewer.
 - ▶ **Export Preset:** Select or create an Export preset. For more information, go to ["Export with Presets" on page 81](#).
 - ▶ **File Format:** Select a file format. For more info, go to ["Export File Formats" on page 83](#).
 - ▶ **Output Resolution:** Select the output resolution for the clip.
 - ▶ **Output Location:** Select the filename and location.
 - ▶ **A.D.D.:** Select A.D.D. and settings. For more info, go to ["A.D.D." on page 21](#).
 - ▶ **Export Markers Only:** Select to export all markers in the bin. For more information, go to ["Export Stills from Markers" on the next page](#).
6. Click **Export**.

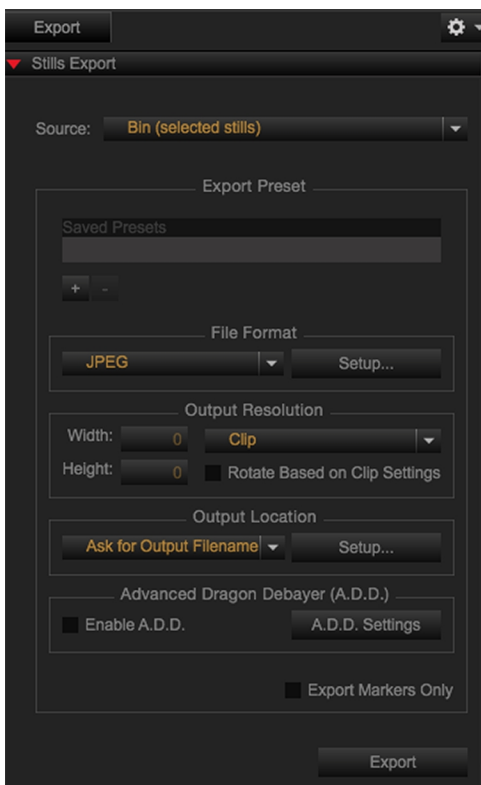




Figure: Stills Export

REDCINE-X PRO OPERATION GUIDE

EXPORT STILLS FROM MARKERS

1. Load an R3D into the Viewer.
2. Navigate to the frame that you want in the Scrub Bar.
3. Click one of the following:
 - ▶  (**Set Marker**) in the Control bar
 - ▶  (+) in the **Mark Thumbnails** drop-down groupMarkers appear in the Markers tab in the bottom panel and in the Marker Thumbnails drop-down group.
4. Go to the **Markers** tab in the bottom panel or the **Marker Thumbnails** drop-down group.

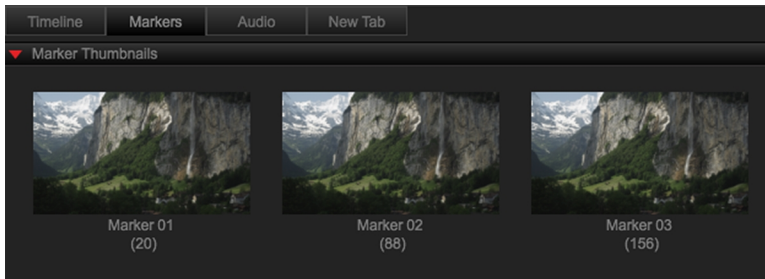




Figure: Marker Thumbnails

5. Select the markers that you want to export.
6. Perform one of the following:
 - ▶ Click  (**Still Snapshot**) in the **Markers** tab to export selected markers with current snapshot settings.
 - ▶ Click  (**Make Stills from Markers**) in the **Markers** tab to create reference stills for all selected markers in the Stills tab.

ADJUST SNAPSHOT SETTINGS

1. Go to the **Preferences...** menu.
 - ▶ **Mac:** Go to **REDCINE-X PRO > Preferences...** in the menu bar.
 - ▶ **Windows:** Go to **Edit > Preferences...** in the menu bar.
2. Select **Snapshot** to make adjustments to Snapshot button export settings.
3. Click **OK**.

7

SAMPLE WORKFLOWS

This section describes sample workflows to help you start editing.

2D WORKFLOW

The following is a recommended workflow for using REDCINE-X PRO® for standard 2D RAW R3D® footage.

NOTE: Files can be edited from your computer or directly on the REDMAG™ or RED MINI-MAG®.


NOTE: The higher the resolution of the clip or project, the slower the footage buffers. For more information, go to ["Change Playback Resolution" on page 15](#).

1. Go to **Workspace** in the menu bar and select **Motion Workspace**.
2. Locate the clips in the **File Browser** panel.
3. Select the clips that you want to edit.
4. Drag the clips to the **Project bin** to the **Project** panel.
5. Load a clip to the Viewer. For more information, go to ["Load Clips" on page 37](#).
6. Apply Look adjustments. For more information, go to ["Look Adjustments" on page 49](#).
7. Go to the **Export Workroom** in the Workspace bar.
8. Export clip(s).

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STILLS WORKFLOW

NOTE: You can change the render options in **Preferences > Transcode**.

NOTE: You can arrange the order in which the clips export by clicking .

RED recommends the following workflow for adjusting and exporting stills.

1. Go to **Workspace** in the menu bar and select **Stills Workspace**.
2. Load stills into a project or bin by performing one of the following:
 - ▶ Record stills through RED TETHER. Go to "[Set Up RED TETHER](#)" on page 109.
 - ▶ Grab still snapshots from R3D clips. Go to "[Stills Export](#)" on page 86.
 - ▶ Export stills from Markers. Go to "[Export Stills from Markers](#)" on page 88.

NOTE: Only stills show up in the Stills Workspace. The stills icon on the thumbnail lets you know that the clip is a still.

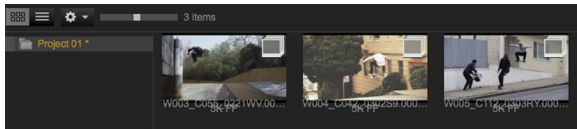


Figure: Load Stills

3. Go to the **Color Workroom** in the Workspace bar.
4. Make adjustments to stills in the right panel.
5. Go to the **Export Workspace**.
6. Go to the **Stills Export** panel.
7. Select a **Source** and an **Export Preset** from **the Stills Export** tab.
8. Click **Export**.
9. Select a **File Directory** destination.
10. **Click Open**.

The Stills export in the Queue automatically from the Project bin.

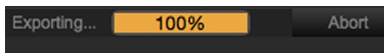


Figure: Still Exports Automatically

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SAMPLE 3D WORKFLOW

To edit 3D footage, follow the instructions below:

1. Go to **Workspace** in the menu bar and select **Motion Workspace**.
2. Go to **Media** tab > **File Browser** > **Devices** in the left panel.
3. Drag the left and right clips to the **Project Bin**.
4. Right-click both clips and select **Make 3D clip....**

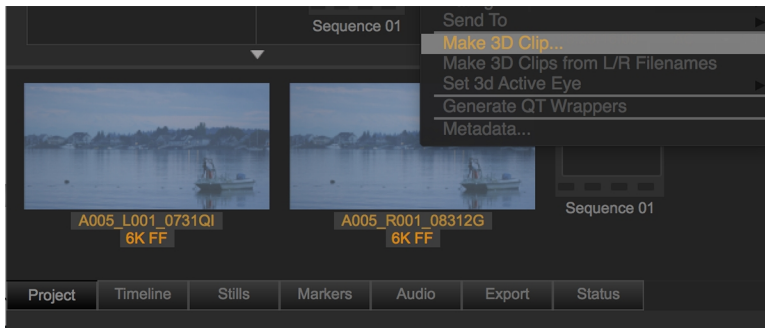


Figure: Make 3D Clip

5. Make adjustments and click **OK**.

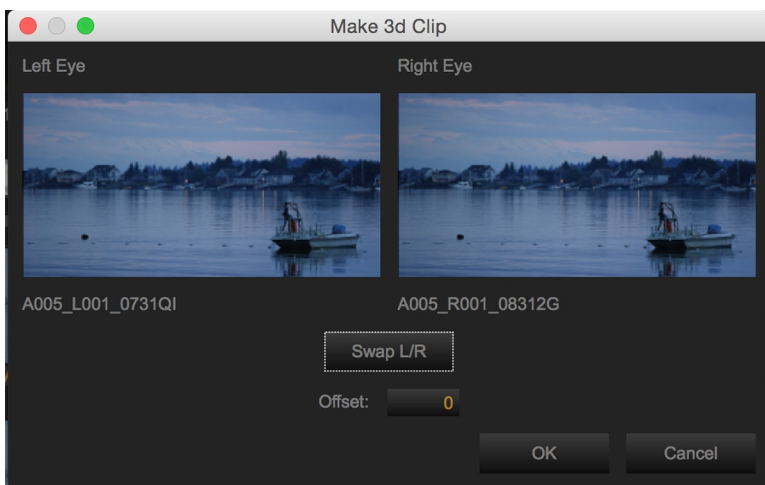


Figure: Adjust Left and Right Eye

6. Load the 3D clip into the **Viewer**.

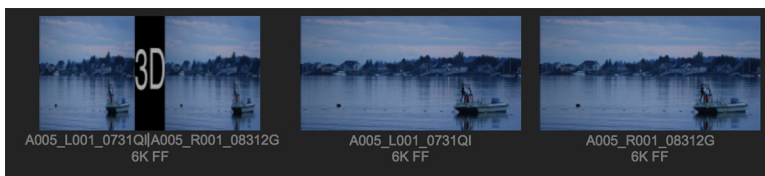


Figure: Load 3D Clip into Viewer

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7. Select **Side-by-Side (half)** from the **Stereo 3D Mode Menu**. For more information, go to "[Stereo 3D Mode Options](#)" on page 77.



Figure: Select Side-by-Side (Half)

8. Make adjustments in the **Stereo 3D** drop-down menu in the **Look** tab.

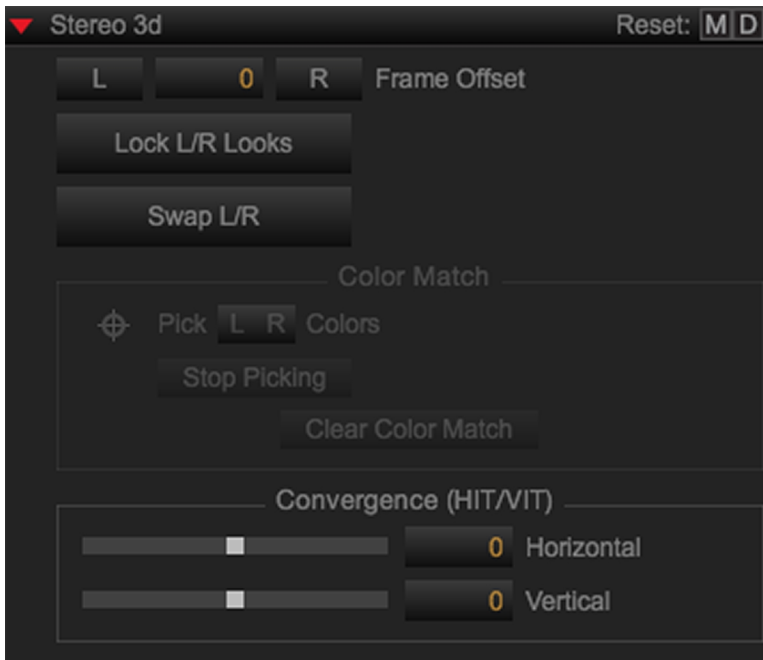


Figure: Stereo 3D

9. Apply Look adjustments. For more information, go to "[Look Adjustments](#)" on page 49.
10. Export clips. For more information, go to "[Export Clips](#)" on page 79.

REDCINE-X PRO OPERATION GUIDE

XML ROUNDTRIP WORKFLOW

The XML roundtrip workflow allows you to load XML files into REDCINE-X PRO and export XML files from REDCINE-X PRO for additional editing in another non-linear editing (NLE) program that works with R3D files.

1. Go to **File > Import** in REDCINE-X PRO.
2. Click (+) to locate the R3D files that you want in Original R3D Directories.
3. Select one of the following from the **EDL Desintation** drop-down menu:
 - ▶ Active Bin
 - ▶ Timeline
 - ▶ Export

NOTE: Selecting **Timeline** automatically sends your XML sequence to the REDCINE-X PRO Timeline.

4. Select **Manual Relink** in **Relinking**.
5. Click **Import**.

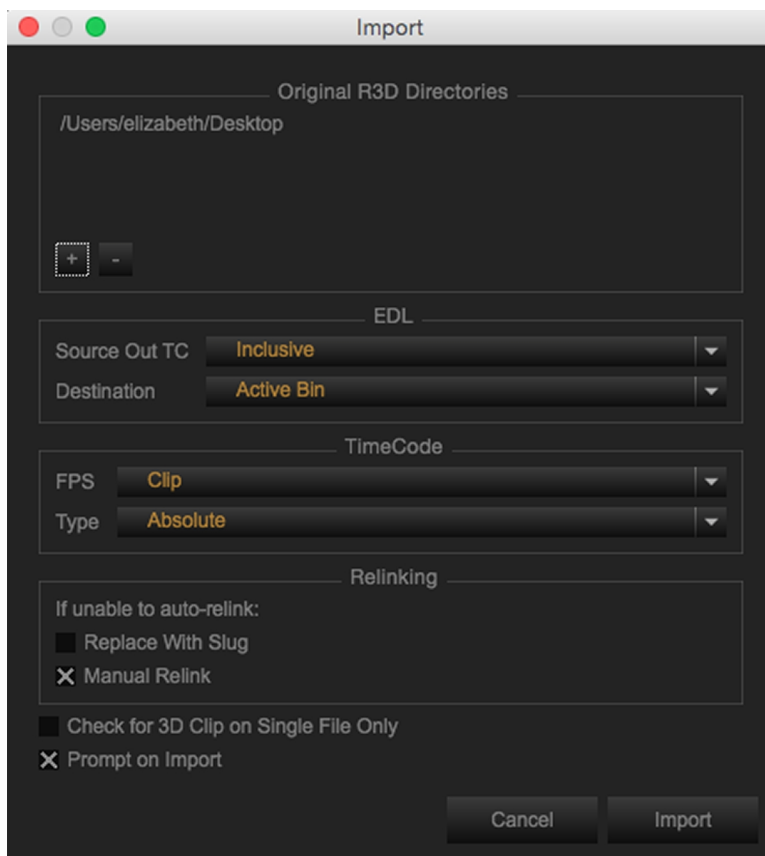


Figure: Import Window

6. Select the XML files that reference the R3D files that you selected earlier in this procedure.

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7. Click **Open**.

Clip Relinker launches automatically. If Clip Relinker does not launch, go to ["Relink Missing Files"](#) on page 103.

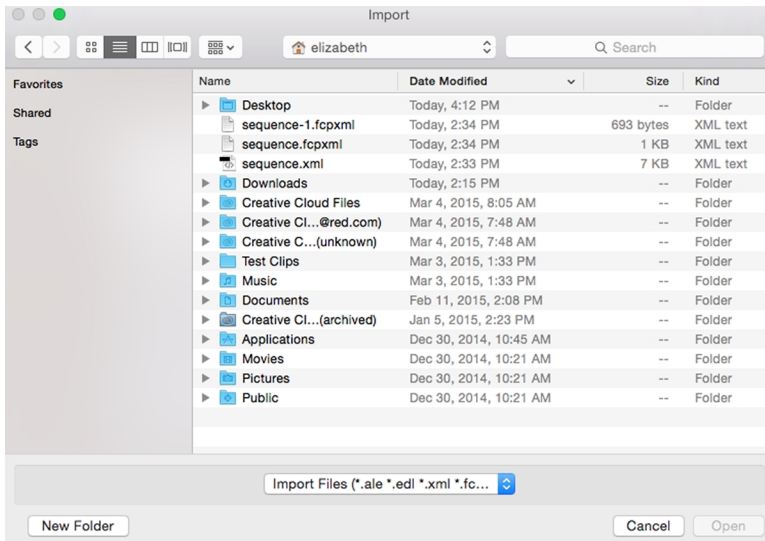


Figure: Select XML Files

8. Select the R3D files in Clip Relinker.

9. Click **OK**.

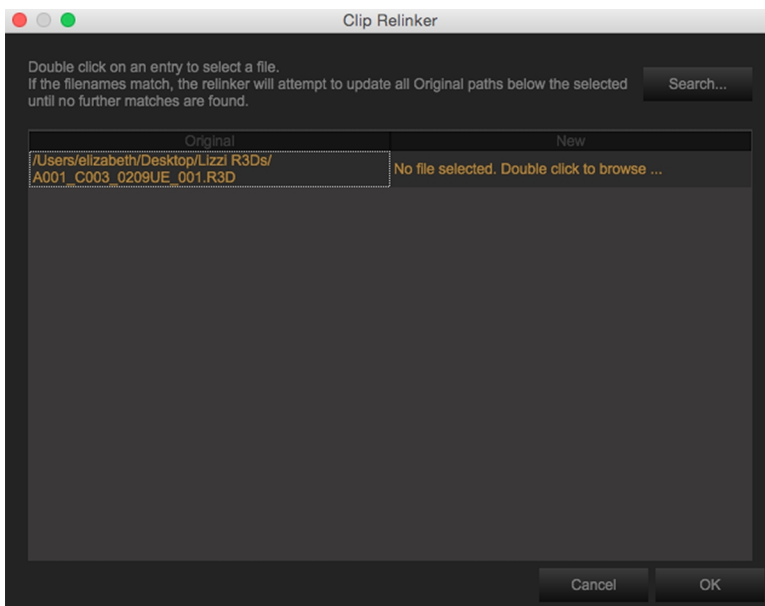


Figure: Clip Relinker

10. Apply Look adjustments to imported R3D files. For more information, go to ["Look Adjustments"](#) on page 49.

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- Go to **File > Export (shallow)** and select one of the following. For more information, go to "[Export Shallow Files](#)" on page 84.
 - ▶ FCP
 - ▶ FCP-X XML
 - ▶ Send FCP XML to Pr
- If you are exporting to Final Cut Pro, select the Final Cut Pro version that you want.
- Click **Export**.

NOTE: If the Export window does not display, go to **Preferences > Export** and select the **Prompt on Export** check box.

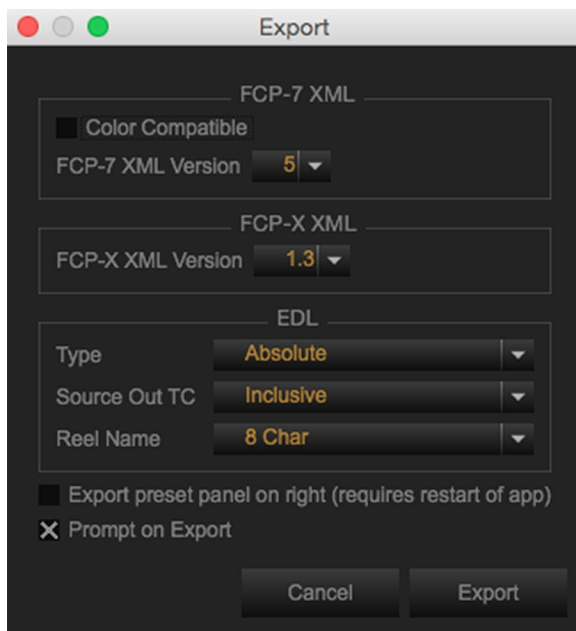


Figure: Export Window

- Type a name for your XML file and select a destination.
- Click **Save**.

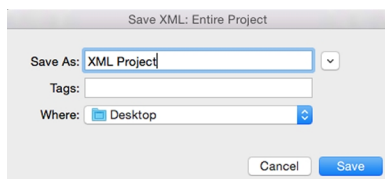


Figure: Save XML

- Import the XML file into an approved NLE application and make adjustments. For more information, go to "[Other Non-Linear Editing \(NLE\) Applications](#)" on page 100.

NOTE: You can relink the project XML file to the original R3D files in the NLE application.

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RRENCODE WORKFLOW

You can encode R3D, TIFF, DPX, and audio files into the .RED format for REDRAY® delivery. The RREncode plugin is required to load TIFF and DPX files in the Media tab. To install the RREncode plugin, go to "[REDRAY](#)" on page 30.

NOTE: The RREncode plugin is only available to REDRAY owners.

CLIP OPTIONS

- ▶ **Encode a single clip:** Ensure that the file and its corresponding audio file (if applicable) are in the Bin panel. When you encode (export) the clip, select **Bin (Selected Clips)** or **Bin (All Clips)**.
- ▶ **Create a single encoded clip from multiple video clips:** Place your files and corresponding audio files (if applicable) in the **Timeline** panel. When you encode (export) the clips, select **Timeline (All Clips)**.

EXPORT FOR REDRAY

1. Go to **Media** tab > **File Browser**.
2. Click and drag the clips that you want to encode to the **Timeline**.
3. Set RREncode Metadata, if applicable.
 - A. Go to the **RREncode Metadata** drop-down group.
 - B. Enter metadata for each clip.
4. Edit still sequences, if applicable.
 - A. Right-click a clip and select **Still Sequence Editor...**
 - B. Make adjustments to the Gamma, Color Space, and Frame Rate, if applicable.
 - C. Click **Accept**.

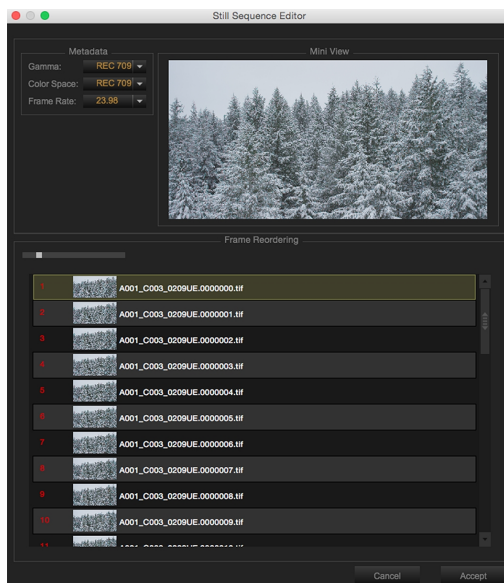


Figure: Still Sequence Editor

5. Attach and sync audio files, if applicable.

NOTE: Only attach 48 kHz WAV audio files to video files. The encoding terminates automatically if you attempt to use an audio file with another sample rate or format.

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6. Set movie framing, if applicable.

A. Go to **Framing Control**.

B. Select a **Fit** setting from the drop-down menu:

- ▶ **Fit Height:** Select if your source content has an aspect ratio of 16:9. This creates an active image area of 3840 x 2160p, with additional black bars on either side.
- ▶ **Fit Width:** Select if your source content has an aspect ratio of 2.39:1. This creates an active image area of 4096 x 1714p, with additional black bars above and below.

NOTE: You can select Stretch W/H and crop settings to map other aspect ratio images. You can also isolate specific areas of the source image.



Figure: Framing Control

7. Set a poster frame, if applicable.

A. Scrub through your clip until you locate a frame that you want to use as the poster frame.

B. Go to **Marker Table > Markers Control**.

C. Click **Set** or type the frame number for the poster frame field.



Figure: Set a Poster Frame

8. Click and drag each additional video clip from the **Bin** to the row labeled **V1**, and ensure that each clip snaps to align with the previous clip.

9. Go to the **Export Workroom** in the **Workspace** bar.

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10. Select your RREncode export preset in the Presets tab.
NOTE: If you do not have an RREncode export preset, create a new preset. For more information about how to add a preset, go to ["Add Export Preset" on page 82](#).
11. Select **Bin (all clips)** from the **Export** drop-down menu.
12. Click **Export**. For more information, go to ["Export with Presets" on page 81](#).

COPY ENCODED CONTENT TO USB AND SDHC CARDS

NOTE: When copying encoded content to a USB 2.0 flash drive or SDHC card, the maximum recommended media size for the flash drive and SDHC card is 32GB.

NOTE: The entire output folder must be copied in tact onto the flash drive or SDHC card in order for the encoded content to play on the REDRAY. DO NOT modify or delete any files or subfolders in the output folder.

To copy the encoded content to a USB 2.0 flash drive or SDHC card, follow the instructions below:

1. Connect a USB 2.0 flash drive or SDHC card to your computer.
2. Ensure that the flash drive or SDHC card is formatted as MS-DOS FAT (for Mac[®]) or FAT32 (for Windows[®]). For more information, go to ["Format USB and SDHC Card" below](#).
3. Create a new folder labeled **Content** on your flash drive or SDHC card.
NOTE: When you connect a flash drive or SDHC card to the REDRAY, the REDRAY only loads movies from the Content folder.
4. Copy the entire output folder of the encoded clip into the **Content** folder on the flash drive or SDHC card.
NOTE: DO NOT compress or zip the Content folder.

FORMAT USB AND SDHC CARD

You must format a flash drive or SDHC card before you copy encoded content to one of the following formats:

- ▶ **Mac:** MS-DOS FAT. Go to ["Format USB and SDHC as MS-DOS FAT \(Mac\)" below](#).
- ▶ **Windows:** FAT32. Go to ["Format USB and SDHC as FAT32 \(Windows\)" on the next page](#).

FORMAT USB AND SDHC AS MS-DOS FAT (MAC)

To format your USB flash drive or SDHC card as MS-DOS FAT on a Mac, follow the instructions below:

1. Connect the USB 2.0 flash drive or SDHC card to your computer.
2. Open **Disk Utility**.
3. Click the **Erase** tab.
4. Select **MS-DOS (FAT)** from the **Format** drop-down menu.

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5. Click **Erase**.

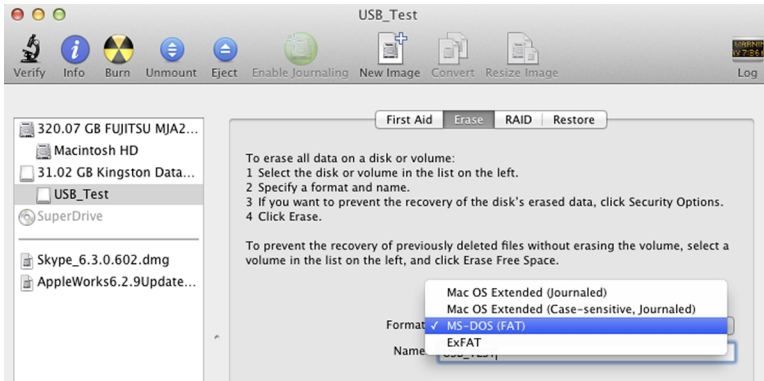


Figure: Format USB (Mac)

FORMAT USB AND SDHC AS FAT32 (WINDOWS)

To format your USB flash drive or SDHC card as FAT32 on a Windows-based computer, follow the instructions below:

1. Connect the USB 2.0 flash drive or SDHC card to your computer.
2. Open **My Computer**.
3. Right-click the USB or SDHC card icon and select **Format**.
4. Select **FAT32** from the **File System** drop-down menu.
5. Click **Start**.

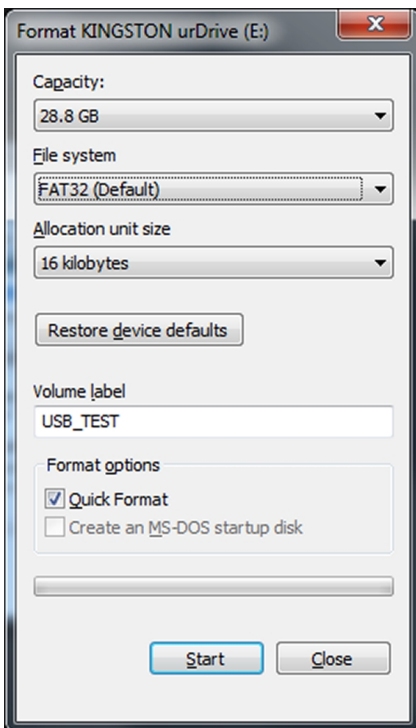


Figure: Format USB (Windows)

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OTHER NON-LINEAR EDITING (NLE) APPLICATIONS

NOTE: Third-party NLE applications may have limited compatibility with R3D files.

To enable R3D support in Final Cut Pro 7 and Final Cut Pro X, download the [RED Apple Workflow Installer](http://www.red.com/downloads), available at www.red.com/downloads.

R3D files are also compatible with the following applications:

- ▶ Adobe® Premiere® Pro
- ▶ Final Cut Pro® 7
- ▶ Final Cut Pro X
- ▶ Avid® Media Composer®
- ▶ DaVinci Resolve®
- ▶ Edius Pro®
- ▶ Vegas Pro®

8

TROUBLESHOOT REDCINE-X PRO

This chapter describes common troubleshooting topics and potential resolutions for REDCINE-X PRO®. For more information about RED Support or to create a support ticket, go to <https://support.red.com>.

LOG FILES

Log files provide the RED Support team with important system information to help resolve issues that you may encounter.

TURN ON VERBOSE LOGGING

If you experience an issue that cannot be resolved with troubleshooting tips, turn on Verbose Logging. Recreate the issue, save, and send a report to the RED Support team. For more information, go to "[Save Report](#)" below.

To turn on Verbose Logging, follow the instructions below:

1. Go to **Preferences > General**.
2. Select **Verbose Logging**.
3. After you send a report to the RED Support team, turn off Verbose Logging. Go to **Preferences > General**, and deselect **Verbose Logging**.

LOCATE A LOG FILE

To locate a log file, go to **Help > Show Log File...** to open the log file directory.

SAVE REPORT

A report is a compressed folder of all log files. To save a compressed folder of all log files to a location of your choice, go to **Help > Save Report...**

SAVE SYSTEM INFORMATION

To save a file that includes all of your system's information, go to **Help > Save System Information...**

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SLOW OFFLOAD SPEEDS

SYMPTOM

Offloading files from your SSD to the computer takes longer than expected.

EXPLANATION

The offload speed depends on a few factors, including RED STATION® type, SSD type (RED MINI-MAG® vs. REDMAG™ 1.8" SSD), and data cable type. Below is a list of potential causes for slow offload speeds:

- ▶ Slow disk speeds
- ▶ Bad port on the computer or RED STATION
- ▶ Bad cable
- ▶ Copying files to multiple locations at the same time
- ▶ Failing hard drive

POTENTIAL RESOLUTIONS

- ▶ Reboot the computer.
- ▶ Use an alternate cable.
- ▶ Copy one file at a time.
- ▶ Use an alternate drive/disk.
- ▶ Use an alternate port on the computer or RED STATION. Below is a list of the connections ranked by speed (the top being the fastest) that show you the best cable to use:

#	CONNECTION	MAXIMUM DATA RATE
1	eSATA 6g	6Gbps
2	USB 3.0	5Gbps
3	eSATA 3g	3Gbps
4	FireWire 800	800Mbps
5	FireWire 400 (not available from RED)	500Mbps
6	USB 2.0	480Mbps

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RELINK MISSING FILES

SYMPTOM

Your R3D files display as “offline”.

POTENTIAL RESOLUTIONS

Clip Relinker is a feature in REDCINE-X PRO that automatically launches when REDCINE-X PRO detects offline R3D, WAV, and MP3 files. You can manually relink each clip or allow Clip Relinker to automatically relink clips.

If Clip Relinker does not automatically launch, follow the instructions below:

1. Right-click the “offline” clip.
2. Click **Reconnect**.
The Clip Relinker launches.
3. Relink the clip by performing one of the following:
 - ▶ Manually relink each clip by browsing for the clip in your directory.
 - ▶ Click **Search** and Clip Relinker automatically relinks the clip.

REDCINE-X PRO DOES NOT RECOGNIZE FOOTAGE

SYMPTOM

REDCINE-X PRO does not recognize R3D footage.

POTENTIAL RESOLUTIONS

- ▶ Update REDCINE-X PRO to the latest version.
- ▶ Update your computer to the latest software.

RED TETHER DOES NOT RECOGNIZE CAMERA

SYMPTOM

RED TETHER does not recognize your camera.

POTENTIAL RESOLUTIONS

- ▶ Right-click your camera and select **Refresh Camera List** in REDCINE-X PRO.
- ▶ Ensure that WiFi and all other network connections are turned off.
- ▶ Manually configure your camera and your computer:
 - ▶ **All:** "Manually Configure Camera" below
 - ▶ **For Mac:** "Manually Configure Ethernet (Mac)" below
 - ▶ **For Windows:** "Manually Configure Ethernet (Windows)" below

MANUALLY CONFIGURE CAMERA

1. Go to **Menu > Settings > Setup > Communication > Ethernet**.
2. Deselect the **Enable DHCP** check box.
3. Select the **Enable External Control** check box.
4. Leave the **Ethernet** settings at the default values.
 - ▶ **IP Address:** 10.10.10.10
 - ▶ **Subnet Mask:** 255.255.255.0
 - ▶ **Gateway:** Leave at default value

NOTE: You can enter values suitable for your network configuration.

MANUALLY CONFIGURE ETHERNET (MAC)

1. Go to **System Preferences > Network > Ethernet**. (The correct Ethernet icon is labeled **Self-Assigned IP**.)
2. Select **Manually** from the **Configure IPv4** drop-down menu.
3. Enter the following values:
 - ▶ **IP Address:** 10.10.10.2
 - ▶ **Subnet Mask:** 255.255.255.0
 - ▶ **Router:** Leave blank

NOTE: The IP address can range from 10.10.10.1 to 10.10.10.254. The IP address cannot match the IP address of the camera or any other device connected to the network.

4. Click **Apply**.
The Ethernet icon turns green when connected successfully.

MANUALLY CONFIGURE ETHERNET (WINDOWS)

1. Go to **Start > Control bar > Network and Internet**.
2. Right-click the network connection that is connected to your camera and select **Properties**.
3. Select **Internet Protocol Version 4 (TCP/IPv4)** from the pane.
4. Click **Properties**.

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5. Enter the following values:

- ▶ **IP Address:** 10.10.10.2
- ▶ **Subnet Mask:** 255.255.255.0
- ▶ **Default gateway:** Leave blank

NOTE: The IP address can range from 10.10.10.1 to 10.10.10.254. The IP address cannot match the IP address of the camera or any other device connected to the network.

6. Click **OK**.

OFFLINE CLIPS AND AN EXTRA R3D FILE

SYMPTOMS

- ▶ After mounting an SSD to your computer, REDCINE-X PRO shows that all or most clips are “Offline”.
- ▶ The RDC folder for a clip shows two R3D files. The first R3D file is very small (a few kilobytes).

EXPLANATION

A “phantom” R3D file sometimes results from either of the following:

- ▶ Using Pre-Record: An extra 12 KB R3D file is created when pressing the Record button too quickly.
- ▶ Using an external start/stop trigger: An extra 12 KB R3D file is created. This file is very small (a few kilobytes).

In both situations, the expected R3D file is also in the RDC folder, and is completely intact.

POTENTIAL RESOLUTION

Delete the “phantom” file from the RDC folder on your computer. After deleting the file, your clips load correctly in REDCINE-X PRO.

FOOTAGE RECORDED AT WRONG PROJECT TIME BASE

SYMPTOM

Footage was recorded with a specific project time base, but the final video needs to have a different time base. For example, the footage was recorded with a 23.98 FPS project time base, but the final video needs a 29.97 project time base. If you export the footage directly from 23.98 FPS to 29.97 FPS, the video and audio is out of sync, since both are sped up to match 29.97 FPS.

POTENTIAL RESOLUTION

Use a third-party application to properly convert the project time base of the video. Export the audio file from the original file, and then manually sync it to the video that has the correct time base.

CONVERT TO REDCODE RAW (.R3D)

SYMPTOM

You want to work with R3D files but your footage is in another file format.

POTENTIAL RESOLUTION

REDCODE RAW (.R3D) is the native recording format of RED cameras. It is not possible to convert another file format into the R3D format.

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MULTIPLE R3D FILES FOR ONE CLIP

SYMPTOM

A single clip displays as multiple R3D files on your REDMAG or RED MINI-MAG.

EXPLANATION

Each clip is separated into 4GB R3D segments. When referenced together, the R3D segments display as a single clip.

REDCINE-X PRO DOES NOT OPEN FULL SCREEN

SYMPTOM

REDCINE-X PRO only opens in half of your screen.

POTENTIAL RESOLUTION

Go to **View** and select **Toggle Full Screen Mode**.

CANNOT EXPORT CLIPS

SYMPTOM

Cannot export clips from REDCINE-X PRO.

EXPLANATION

You may not be able to export clips for the following reasons:

- ▶ There is not enough available hard drive space.
- ▶ A previously selected hard drive is not available or connected.
- ▶ The clip is corrupt.
- ▶ There is a blank space before the first clip.

POTENTIAL RESOLUTIONS

- ▶ Ensure that you have enough hard drive space available.
- ▶ Reset the Output Location.
- ▶ Export a known good clip to your desktop as a test. Then, try re-exporting your original clip.
- ▶ Create a new export preset.
- ▶ Select your Timeline and drag it to the left.
- ▶ Go to **Preferences > System > GPU Mode Selection** and select **Disable GPU**.
- ▶ Export with alternate codecs.
- ▶ Remove any cropping or scaling.
- ▶ Export your source file from Clip in Viewer.
- ▶ Use an alternate computer.
- ▶ Disable or enable the RED ROCKET or RED ROCKET-X.
- ▶ Reinstall REDCINE-X PRO.

TROUBLESHOOT RED ROCKET/RED ROCKET-X

SYMPTOM

REDCINE-X PRO displays the following message: "You must select at least one board for decoding and at least one board for video out".

POTENTIAL RESOLUTION

- ▶ Ensure that the RED ROCKET® card is installed in a slot that supports an 8x or 16x PCIe slot.
- ▶ Ensure that the RED ROCKET-X® card is installed in a slot that supports a 16x PCIe slot.

REDLINE FONT ERROR MESSAGE DURING BURN IN

SYMPTOM

REDline displays the following error message:

```
Unable to load font face: 4 - Text printing disabled.
```

POTENTIAL RESOLUTION

A font error means that you are missing one of the REDCINE-X PRO fonts. Ensure that the following fonts are installed on your computer:

- ▶ Lucida Type
- ▶ Andale Mono
- ▶ OCRA
- ▶ DejaVu Sans Mono

CANNOT ACCESS RED ACCOUNT

SYMPTOM

Cannot access your RED account, register your REDRAY, or install the RREncode Plugin.

POTENTIAL RESOLUTION

Contact your Bomb Squad representative to verify your information and retrieve your RED account information.

RRENCODE PLUGIN IS NOT AVAILABLE

SYMPTOM

The following error displays: “Your selected Plugin for export “com.red.redcinex.plugin.RREncode” is not available. Please check the Manage Plugins dialog to ensure the plugin is installed and enabled.”

POTENTIAL RESOLUTION

To resolve the error, you must install the RREncode plugin, uninstall the plugin, and install the plugin again.

1. Install the RREncode plugin. For more information, go to ["Install RREncode Plugin" on page 30](#).
2. Uninstall the RREncode plugin.
 - A. Go to **Preferences > REDRAY**.
 - B. Click the **Manage** tab.
 - C. Click **Uninstall**.
3. Install the RREncode plugin. For more information, go to ["Install RREncode Plugin" on page 30](#).
4. Restart REDCINE-X PRO.

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9

SET UP RED TETHER

RED TETHER is an application in REDCINE-X PRO®. This application allows you to record footage from your camera directly to a computer. Using tethering bypasses the need to record to SSD and offload to a computer later, saving you time.

NOTE: RED TETHER is compatible with EPIC DRAGON, SCARLET DRAGON, WEAPON 6K, SCARLET-W 5K, and RED RAVEN 4.5K.

NOTE: For WEAPON 6K, SCARLET-W 5K, and RED RAVEN 4.5K, tethering requires a DSMC2 Jetpack-SDI Expander or DSMC2 REDVOLT Expander.

NOTE: For more information, go to "[RED TETHER Capture Frame Rates](#)" on page 119.

REQUIRED EQUIPMENT

EPIC DRAGON AND SCARLET DRAGON REQUIREMENTS

- ▶ Computer with gigabit Ethernet port and REDCINE-X PRO operating system requirements
- ▶ EPIC DRAGON or SCARLET DRAGON with firmware v6.0 or later
- ▶ RED® GIG-E-to-CAT5E Ethernet Cable (P/N 790-0159, P/N 790-0557)

WEAPON 6K, SCARLET-W 5K, AND RED RAVEN 4.5K REQUIREMENTS

- ▶ Computer with gigabit Ethernet port and REDCINE-X PRO operating system requirements
- ▶ WEAPON 6K, SCARLET-W 5K, or RED RAVEN 4.5K with firmware v6.3.33 or later
- ▶ RED® GIG-E-to-CAT5E Ethernet Cable (P/N 790-0159, P/N 790-0557)
- ▶ One (1) expander with a GIG-E port:
 - ▶ DSMC2 Jetpack-SDI Expander
 - ▶ DSMC2 REDVOLT Expander

SET UP RED TETHER

NOTE: RED TETHER can only connect to one (1) camera at a time.

1. **For WEAPON 6K, SCARLET-W 5K, or RED RAVEN 4.5K:** Install a DSMC2 Jetpack-SDI Expander or DSMC2 REDVOLT Expander.
2. Turn on the camera.
3. Turn off WiFi and disconnect all other network connections.

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4. Ensure that DHCP is selected in your Ethernet settings.
 - ▶ **Mac:** Go to **System Preferences > Network** and select **Using DHCP** from the **Configure IPv4** drop-down menu.
 - ▶ **Windows:** Go to **Start > Control bar > Network and Internet**. Right-click the network connection that is connected to your camera and select **Properties**. Select **DHCP** from the pane.
5. Connect the camera to your computer using a RED GIG-E-to-CAT5E Ethernet Cable (P/N 790-0159, P/N 790-0557).
WARNING: Connecting through a switch or router may cause dropped packets on busy networks and compromise the recording.
6. Open **REDCINE-X PRO** or the **RED TETHER** application.
7. Double-click the camera ID to connect.
NOTE: RED TETHER may take up to one (1) minute to recognize your camera.
8. If your camera does not display, click **Refresh**. If your camera still does not display, go to "**RED TETHER Does Not Recognize Camera**" on page 104.
9. Click **Select...** to set a location to save live recorded R3D files. For more information, go to "**Save Mode**" on page 112.
NOTE: RED TETHER supports all Recording modes except Speed Ramp mode. For more information, see the camera [operation guides](#), available at www.red.com/downloads.

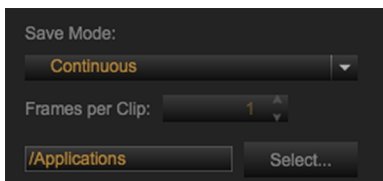


Figure: Select Save Mode

10. Enter the settings that you want in RED TETHER or on your camera.
NOTE: RED TETHER does not support Motion + Stills mode.
11. Click **Preview** in RED TETHER.
A live stream from the camera appears in the Viewer.
12. Click **Record** or press the **Record** button on your camera to begin live recording.

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RED TETHER APPLICATION USER INTERFACE



Figure: RED TETHER Application User Interface


The RED TETHER application user interface allows you to use RED TETHER without opening REDCINE-X PRO.

#	GUI ELEMENT	DESCRIPTION	DETAILS
1	Camera List	View a list of connected cameras	"Camera List" on the next page
2	Camera Settings	Control camera settings	"Camera Settings" on page 113
3	Convert Stills To	Convert stills to JPEG or TIFF	"Convert Stills" on page 113
4	Save Mode	Specify how many frames are saved to an R3D	"Save Mode" on the next page
5	Viewer	View streaming R3D footage	"Viewer" on page 14
6	Settings	Select metadata location	"Camera Settings" on page 113

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DISPLAY METADATA DURING STREAMING

To display metadata during streaming, follow the instructions below:

1. Click .
2. Select **Metadata**.
3. Select one of the following:
 - ▶ **Viewer**: Metadata displays in the Viewer.
 - ▶ **Controls**: Metadata displays in the Controls.
 - ▶ **Disabled**: Metadata does not display.

SAVE MODE

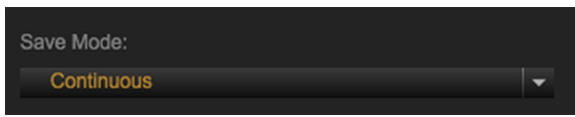


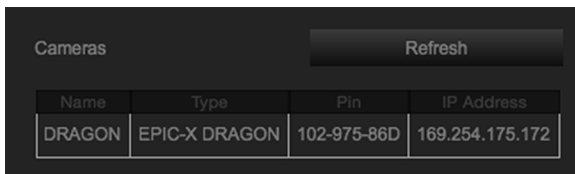
Figure: Save Mode

Select one of the following Save modes to specify how many frames are saved to an R3D:

NOTE: The Save modes display based on the Recording mode.

- ▶ **Continuous**: Saves every frame.
- ▶ **Continuous N-frame**: Enter the frames per clip. Saves N-frames.
- ▶ **Single Frame**: Saves one (1) frame.
- ▶ **5 Frame Burst**: Saves five (5) frames.

CAMERA LIST

A screenshot of a software interface showing a 'Cameras' list. At the top right is a 'Refresh' button. Below it is a table with four columns: Name, Type, Pin, and IP Address. One row is visible with the following data: DRAGON, EPIC-X DRAGON, 102-975-86D, 169.254.175.172.

Name	Type	Pin	IP Address
DRAGON	EPIC-X DRAGON	102-975-86D	169.254.175.172

Figure: Camera List

Double-click the camera ID to connect. If your camera does not display, click **Refresh**.

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CONVERT STILLS

1. Select **Single Frame** from the **Save Mode** drop-down menu.
2. Select one of the following from the **Convert Stills To** drop-down menu:
 - ▶ Don't Convert
 - ▶ JPEG
 - ▶ TIFF
3. If you selected **JPEG** or **TIFF**, click **Select...** to select the save destination.

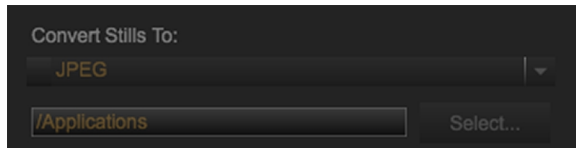


Figure: Select Save Destination

CAMERA SETTINGS



Figure: Camera Settings


You can change the following camera settings in RED TETHER: REDCODE, Resolution, Frame Rate, Shutter Time, ISO, Color Temp, and Aperture.

10 | USE RED WATCHDOG

RED Watchdog is a menu bar tool available for Mac® OS X® that enables you to manage permissions for mounted RED® media. By default, media is mounted as “Read Only” to reduce the chance of file corruption or unintentional changes.

NOTE: RED Watchdog automatically installs and runs in the background when you install REDCINE-X PRO®.

CHANGE MEDIA PERMISSIONS

1. Click  (**RED Watchdog**) in the OS X menu bar.
2. Select **Preferences...** and go to the **Settings** Tab.
3. Select **Read-Write** from the **Mount RED Media** drop-down menu.

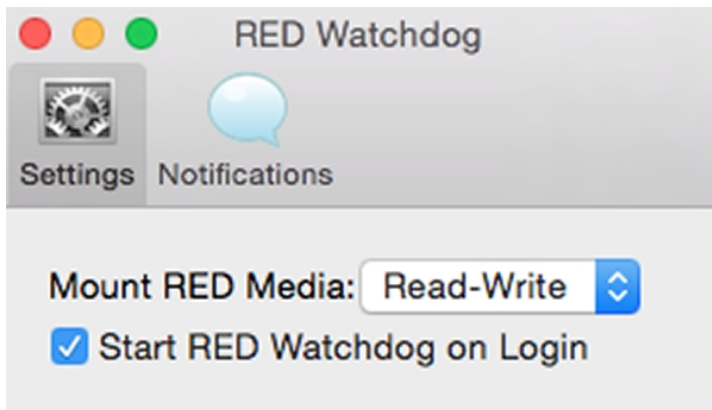



Figure: RED Watchdog

REMOUNT MEDIA AS READ/WRITE

1. Click  (**RED Watchdog**) in the OS X menu bar.
2. Select the media that you want from the list of mounted RED media.
3. Select **Remount Read/Write**.


RED Watchdog unmounts and remounts the media, enabling you to edit R3D® files directly from the media.

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SAFELY EJECT MEDIA

WARNING: Always properly eject media before removing it from the computer. Failure to safely eject media may result in corruption or lost files.

Methods of safely ejecting media on Mac OS X include:

- ▶ On the desktop, right-click a mounted drive and select **Eject**.
- ▶ On the desktop, select the media that you want to eject and press **Command+E**.
- ▶ On the menu bar, click  (**RED Watchdog**) and select the media drive. Select **Eject**.
- ▶ Open **Disk Utility**. Select the mounted media that you want to eject and click **Eject**.
- ▶ In REDCINE-X PRO, go to the **Import** tab and right-click the media source. Select **Eject**.

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USE REDLINE

REDline is a command line software application for Mac® OS X® and Windows®. REDline performs transcoding and pre-editorial image manipulation of REDCODE® RAW footage. The original files are left untouched regardless of how they are translated or manipulated in REDline.

You can perform the following actions with REDline:

- ▶ Translate R3D® files into file formats and codecs usable for most non-linear editing systems.
- ▶ Convert R3D files in to file formats usable for editorial applications or VFX, such as Apple ProRes®, Avid® DNxHD, Avid DNxHR, DPX, and EXR.

LAUNCH REDLINE

You can launch REDline in Terminal on Mac OS X, Command Prompt on Windows, or shell on Linux. For Mac and Windows, REDline is located in the default installation location of the REDCINE-X PRO® suite of applications. For Linux, you must download the standalone REDline Linux (Beta) software.

FOR MAC

On Mac, REDline is located inside of the REDCINE-X PRO.app bundle. You can also launch REDline from any location if `/usr/sbin/` is a part of your shell path.

1. Open **Terminal**.
2. Type **REDline** at the command line.
3. Press **Enter**.

The available REDline commands display in the Terminal window.

FOR WINDOWS

1. Open Command Prompt.
 - A. Go to the **Start** menu and click **Run**.
 - B. Type **cmd** and click **OK**.A Command window opens.
2. Type **cd** followed by a space character. Type the exact location of the REDline application. The following command is an example of a Windows location:

```
cd C:\Program Files\REDCINE-X PRO 64-bit
```

3. Press **Enter**.

The available REDline commands display in the Command Prompt window.

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FOR LINUX

1. Download [REDline Linux \(Beta\)](http://www.red.com/downloads), available at www.red.com/downloads.
2. Extract the REDline archive to its own directory on the system. For example:

```
~/REDline
```
3. Open a shell.
4. Change the directory to the location that REDline was extracted to. For example:

```
cd ~/REDline
```
5. Type `./REDline` to the command prompt.
6. Press **Enter**.

The available REDline commands display in the shell window.

LINUX REQUIREMENTS

Linux requires the following:

- ▶ Linux[®] support requires a 64-bit Intel[®] Linux distribution that supports Linux Standard Base (LSB) 4.0.
- ▶ LSB packages may need to be installed before using REDline.
- ▶ OpenCL requires proper drivers and OpenCL Installable Client Driver installation.

NOTE: CUDA and RED ROCKET[®] acceleration are not supported.

REDLINE COMMAND EXAMPLES

This section provides examples of basic REDline commands. For more information, go to "[REDline Argument Legend](#)" on page 122.

IMPORTANT: REDline is case sensitive. Use care when typing your paths, file names, and commands.

BASIC HELP

NOTE: Some commands do not have extended help information.

REDline can be invoked without entering an argument. All available options print out in the Terminal or Command Prompt window by default. To receive help with a command, type **REDline --help** followed by the argument. The following command is an example of a help command for red curve:

```
REDline --help redCurve
```

BASIC OUTPUT

The following command initiates a transcode to TIFF with basic scaling and cropping:

```
REDline --i /Users/myuser/sample.R3D --format 1 --resizeX 1920 --resize Y 1080 --cropX 227 --cropY 0 --cropW 3641 --cropH 2048
```

BURN IN

The following command initiates a simple burn in of timecode metadata:

```
REDline --i /Users/myuser/sample.R3D --format 1 --burnIn --burnLL 6
```

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RED ROCKET AND RED ROCKET-X

The RED ROCKET and RED ROCKET-X® can only be used by one application at a time. REDline attempts to use each available RED ROCKET and RED ROCKET-X by default.

- ▶ The following command turns off each available RED ROCKET or RED ROCKET-X:

```
REDline --i /Users/myuser/sample.R3D --format 1 --noRocket
```

- ▶ The following command limits REDline to a single RED ROCKET or RED ROCKET-X:

```
REDline --i /Users/myuser/sample.R3D --format 1 --singleRocket
```

- ▶ The following command explicitly instructs REDline to use RED ROCKET or RED ROCKET-X at index 0:

```
REDline --i /Users/myuser/sample.R3D --format 1 --useRocket 0
```

RMD FILES

RMD files are located with the corresponding R3D files. REDline does not use RMD files by default. Additional commands override the information in the RMD file.

- ▶ The following command initiates a red gain of 1.5 is applied regardless of previous edits in the RMD file:

```
REDline --i /Users/myuser/sample.R3D --format 1 --useRMD 1 --redGain 1.5 means that.
```

- ▶ The following command initiates color adjustments and in/out points to an RMD file:

```
REDline --i /Users/myuser/sample.R3D --format 1 --useRMD 1
```

EXPORT PRESETS FROM REDCINE-X PRO

You can export with a REDCINE-X PRO export preset. Additional output commands override the export preset.

- ▶ The following command exports TIFFs even if the preset specifies Apple ProRes as the output format:

```
REDline --i /Users/myuser/sample.R3D --exportPreset "My ProRes Export" --format 1
```

- ▶ The following command initiates an export with a REDCINE-X PRO export preset:

```
REDline --i /Users/myuser/sample.R3D --exportPreset "My ProRes Export"
```

METADATA

The following command initiates a print out in the Terminal or Command Prompt window of all clip metadata:

```
REDline --i /Users/myuser/sample.R3D --printMeta 1
```

CSV-BASED OUTPUT

NOTE: All printMeta output goes to stdout. You can send metadata to another application or redirect it to a file.

The following command initiates CSV based output:

```
REDline --i /Users/myuser/sample.R3D --printMeta 2
```

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A

RED TETHER CAPTURE FRAME RATES

The table describes the maximum available capture frame rate given a REDCODE® compression ratio and format for RED TETHER. These numbers are based on a 500 Mb network performance. The capture frame rate may be higher or lower depending on the actual network speed.

NOTE: The values in this table are specific to firmware v6.0.

CAPTURE FRAME RATES (FPS)

FORMAT	REDCODE													
	22:1	18:1	15:1	12:1	11:1	10:1	9:1	8:1	7:1	6:1	5:1	4:1	3:1	2:1
6K	42	34	28	23	21	19	17	15	13	11	9	7	5	3
6K 3:2	54	44	37	29	27	24	22	19	17	14	12	9	7	4
6K 6:5	60	56	46	37	34	31	28	25	21	18	15	12	9	6
5K	59	48	40	32	29	27	24	21	18	16	13	10	8	5
5K 6:5	60	60	60	51	47	42	38	34	29	25	21	17	12	8
4K	60	60	60	50	45	41	37	33	29	25	20	16	12	8
4K 2:1	60	60	60	52	48	43	39	35	30	26	21	17	13	8
4K 2.4:1	60	60	60	60	57	52	46	41	36	31	26	20	15	10
4K 16:9	60	60	60	53	48	44	39	35	31	26	22	17	13	8
4K 6:5	60	60	60	60	60	60	58	52	45	39	32	26	19	13
3K	60	60	60	60	60	60	60	58	51	44	36	29	22	14
3K 2:1	60	60	60	60	60	60	60	60	54	46	38	31	23	15
3K 2.4:1	60	60	60	60	60	60	60	60	64	55	45	36	27	18
3K 16:9	60	60	60	60	60	60	60	60	55	47	39	31	23	15
3K 6:5	60	60	60	60	60	60	60	60	60	60	57	46	34	23
2K	60	60	60	60	60	60	60	60	60	60	60	60	49	32
2K 2:1	60	60	60	60	60	60	60	60	60	60	60	60	52	34
2K 2.4:1	60	60	60	60	60	60	60	60	60	60	60	60	60	41
2K 16:9	60	60	60	60	60	60	60	60	60	60	60	60	60	35
2K 6:5	60	60	60	60	60	60	60	60	60	60	60	60	60	51

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B

DEFAULT KEYBOARD SHORTCUTS

This section lists the default keyboard shortcuts for REDCINE-X PRO.

ACTION	MAC KEYBOARD SHORTCUT	WINDOWS KEYBOARD SHORTCUT
Add Marker	M	M
Audio Sync Offset 1 Frame Right	Option+Right	Alt+Right
Audio Sync Offset 1 Frame Left	Option+Left	Alt+Left
Back One Frame	Left	Left
Clip Look Default (Hold Key)	‘	‘
Clip Look Metadata (Hold Key)	;	;
Clip Rating: 0–5 Star Rating	0, 1, 2, 3, 4, 5	0, 1, 2, 3, 4, 5
Close Project	Ctrl+Shift+C	Ctrl+Shift+C
Copy Look from Viewer to Memory Slot	Option+(1–6)	N/A
Forward One Frame	Right	Right
Next Clip	Down	Down
Next Marker]]
Open Project	Ctrl+O	Ctrl+O
Paste Look from Memory into Viewer	Command+(1–6)	N/A
Pick White Balance	B	B
Play/Stop Toggle	Space	Space
Previous Clip	Up	Up
Previous Marker	[[
Quick Help	H	H
R3D Snapshot	D	D
Redo	Shift+Command+Z	Ctrl+Y
Reset In Point	Option+I	Alt+I
Reset Out Point	Option+O	Alt+O
Save Project	Ctrl+S	Ctrl+S

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ACTION	MAC KEYBOARD SHORTCUT	WINDOWS KEYBOARD SHORTCUT
Set In Point	I	I
Set Out Point	O	O
Shuttle Stop	K	K
Shuttle Fast Reverse (Left)	J	J
Shuttle Fast Forward (Right)	L	L
Snapshot	C	C
Still Snapshot	E	E
Timeline Fit Timeline to Window	Shift+Z	Shift+Z
Timeline Roll	R	R
Timeline Ripple	Shift+R	Shift+R
Timeline Snapping	S	S
Timeline Select	A	A
Timeline Zoom	Z	Z
Timeline Zoom In	Ctrl+=	Ctrl+=
Timeline Zoom Out	Ctrl+-	Ctrl+-
Toggle All Panels	Shift+Tab	Shift+Tab
Toggle Fullscreen Mode	Command+Shift+F	N/A
Toggle Fullscreen Video (Viewer) Window	Command+F	N/A
Toggle L/R	T	T
Toggle Side Panels	Tab	Tab
Toggle Video Out	V	V
Undo	Command+Z	Shift+Z

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REDLINE ARGUMENT LEGEND

This section lists and describes the arguments for REDline.

FILE SETTINGS

ARGUMENT	DESCRIPTION
--i <filename>	Enter the location of the R3D file name that you want to edit
--o <filename>	Enter the output filename
--pad <int>	Adjust the filename padding Default = 6
--outDir <path>	Enter the output directory path
--audio <filename>	Enter the audio filename
--makeSubDir	Make a subdirectory for each output
--exportPreset <name>	Loads settings from an export preset. The export preset must be in quotation marks.
--presetFile <filename>	Load export presets from a file: Mac Default /Users/user/Library/Application Support/Red/RedCineX/UserExportPresets.xml Windows Default C:/Documents and Settings/user/Local Settings/Application Data/Red/RedCineX/Presets/UserExportPresets.xml
--advLutRender <int>	Add a LUT to a clip The file will have the same name as the output file with a .lut extension. 1 = Assimilate 16 bit LUT 2 = Shake 12 bit LUT 3 = CSP 1D (0.0 to 1.0) (Default = 1)

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3D SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--i3d <leftEyeFilename>	N/A	Left eye input files (required instead of --i for 3D export)
--i3d <rightEyeFilename>	N/A	Right eye input files (required instead of --i for 3D export)
--3dmode <int>	N/A	Export to the following 3D modes: Default = 1 1 = Pixel Interleave 2 = Side By Side 3 = Right Top, Left Bottom 4 = Left Top, Right Bottom 5 = Row Interleave
--3doffset <int>	N/A	Offset frames of the left eye from the right (or right eye from the left if negative) (Default = 0)
--endTC <timecode>	-E <timecode>	End timecode at a specific time
--useEC	N/A	Use Edge timecode
--renum <int>	-V <int>	Add a new start frame number or -1 for timecode as frame count from 00:00:00:00. For example, 00:00:02:00 = frame 48 at 24 fps.

FORMAT SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--format <int>	-w <int>	Export to the following output formats: 0 = DPX 1 = Tiff 2 = OpenEXR 3 = JPEG 4 = SGI 10 = QT wrappers 11 = QT transcode 102 = R3D Trim 104 = REDRAY 201 = Apple ProRes (Default = 0)

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ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--res <int>	-R <int>	Export to the following render resolutions: 1 = Full 2 = Half high 3 = Half normal 4 = 1/4 8 = 1/8 (Default = 1)
--colorSciVersion <int>	N/A	Export to the following color science versions: 0 = Current version 1 = Version 1 2 = Version 2 (Default = 0) The current version will always be used if the clip was created with a MYSTERIUM-X sensor or later.

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FRAME SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--start <int>	-s <int>	Start frame
--end <int>	-e <int>	End frame
--frameCount <int>	N/A	Number of frames to output, takes precedence over --end
--startTC <timecode>	-S <timecode>	Start TC as "00:01:00:00"
--endTC <timecode>	-E <timecode>	End TC "00:01:00:00"
--useEC	N/A	Use Edge timecode instead of TimeOfDay/EXT TC
--renum <int>	-V <int>	New start frame number or -1 for timecode as frame count from 00:00:00:0. For example, 00:00:02:00 = frame 48 at 24 fps

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CROP AND SCALE SETTINGS

ARGUMENT	DESCRIPTION
--resizeX <int>	Resize the resolution to the X dimension Default = none
--resizeY <int>	Resize the resolution to the Y dimension Default = none
--fit <int>	Change the source resolution a fit output: 1 = fitX 2 = fitY 3 = StretchXY 4 = fitX 2x desqueeze 5 = fitX .9 6 = fitY .9 7 = fitX 1.46 8 = fitX 1.09 (Default = 1)
--cropX <int>	Crop the demosaiced source before resizing with the origin X (Default = no crop)
--cropY <int>	Crop the demosaiced source before resizing with the origin Y (Default = no crop)
--cropW <int>	Crop the demosaiced source before resizing the width (Default = no crop)
--cropH <int>	Crop the demosaiced source before resizing the height (Default = no crop)

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ARGUMENT	DESCRIPTION
<code>--filter <int></code>	Add one of the following filters to the clip: 0 = Bilinear (fastest) 1 = Bell (smoother) 2 = Lanczos3 (sharper) 3 = Quadratic (smoother) 4 = Cubic-bspline (smoother) 5 = CatmulRom (sharper) 6 = Mitchell (smoother) 7 = Gauss (smoother) 8 = WideGauss (smoothest) 9 = Sinc (sharpest) 10 = Keys (sharper) 11 = Rocket (sharper) (Default = 5)
<code>--forceFlipHorizontal <int></code>	0 = Disables any horizontal flip setting in metadata 1 = Forces the image to be flipped horizontally
<code>--forceFlipVertical <int></code>	0 = Disables any vertical flip setting in metadata 1 = Forces the image to be flipped vertically
<code>--rotate <float></code>	Rotates the image by 0, -90, and 90 degrees
<code>--preventNegativePixels <int></code>	Turn on to prevent the scaler from generating negative pixel values 0 = off 1 = on (Default = 1)

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METADATA SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--useMeta	N/A	Default the look metadata and frame guides to the original clip settings Values will be replaced with default values.
-- metalgnoreFrameGuide	N/A	Ignore frame guides You must enter the --useMeta argument first.
--loadRSX <filename>	--loadRMD <filename>	Use look metadata in RedAlert RSX file
--useRSX <int>	--useRMD <int>	Use RMD for defaults (falls back to RSX if no RMD exists): 1 = color+in/out, 2 = color only (overridden for each value explicitly set. If both useMeta and useRSX are selected, RMD/RSX takes priority. In/out does not impact QuickTime wrappers)
--masterRMDFolder <directory>	N/A	Specify a master RMD folder where RMDs should be loaded from
--printMeta <int>	N/A	Print out metadata settings: 0 = header 1 = normal 2 = csv 3 = header+csv 4 = 3D rig 5 = per-frame lens+acc+gyro
--ALE <filename>	N/A	Enter the filename of the .ale file
--reelID <int>	N/A	Enter the reel ID 0 = full name 1 = FCP 8 Character

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ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--clipFrameRate <int>	N/A	Change clip framerate: 1 = 23.976 fps 2 = 24 fps 3 = 25 fps 4 = 29.97 fps 5 = 30 fps 6 = 47.952 fps 7 = 48 fps 8 = 50 fps 9 = 59.94 fps 10 = 60 fps 11 = 71.928 fps 12 = 72 fps

QUICKTIME SETTINGS

ARGUMENT	DESCRIPTION
--noClobber	Do not clobber an existing QuickTime file; add an _Sxxx for each new file (Default = clobber)

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QUICKTIME TRANSCODE SETTINGS

ARGUMENT	DESCRIPTION
--QTcodec <int>	Export the following QuickTime codecs: 0 = Apple ProRes 422 HQ 1 = Apple ProRes SQ 2 = H264 3 = MJpegA 4 = MJpegB 5 = ComponentVideo 6 = H263 7 = RawCodec 8 = Pixlet 9 = DVCPROHD720P 10 = JPEG 11 = Animation/RLE 12 = Uncompressed 8-bit 4:2:2 13 = Uncompressed 10-bit 4:2:2 15 = Black Magic RGB 10bit 17 = AJA Kona 10bit Log RGB 18 = AJA Kona 10-bit RGB 20 = Avid 1080P DNxHD 36 8-bit (23.98, 24, 25) 21 = Avid 1080P DNxHD 115/120 8-bit (23.98, 24, 25) 22 = Avid 1080P DNxHD 175/185 8-bit (23.98, 24, 25) 23 = Avid 1080P DNxHD 175/185 10-bit(23.98, 24, 25) 24 = Avid 720P DNxHD 60/75 8-bit (23.98, 25, 29.97) 25 = Avid 720P DNxHD 90/110 8-bit (23.98, 29.97) 26 = Avid 720P DNxHD 90/110 10-bit (23.98, 29.97) 27 = Avid 720P DNxHD 120/145 8-bit (50, 59.94) 28 = Avid 720P DNxHD 185/220 8-bit (50, 59.94) 29 = Avid 720P DNxHD 185/220 10-bit (50, 59.94) 30 = Apple ProRes 4444 31 = Apple ProRes 422 LT 32 = Apple ProRes 422 Proxy (Default = 0)

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APPLE PRORES SETTINGS

ARGUMENT	DESCRIPTION
--PRcodec <int>	Export the following Apple ProRes codecs: 0 = Apple ProRes 422 HQ 1 = Apple ProRes 422 2 = Apple ProRes 422 LT 3 = Apple ProRes 422 Proxy 4 = Apple ProRes 4444 5 = Apple ProRes 4444 XQ (Default = 0)

TEXT BURN IN SETTINGS

ARGUMENT	DESCRIPTION
--burnIn	Turn on burn in
--burnFrames <int>	Perform burn in for the following frames: 0 = all frames 1 = first 2 = first and last 3 = last (Default = 0)
--burnFramesCount <int>	Enter the number of frames to burn in (Default = 1)
--burnFont <int>	Enter one of the following fonts for burn in: 4 = Lucida Type 5 = Andale Mono 6 = OCRA 8 = DejaVu Sans Mono (Default = 6)
--burnSz <float>	Enter the height of text. The value that you enter is a percentage of the output height. (Default = 5)
--burnBase <float>	Burn in the Y location. The value that you enter is a percentage of the output height. (Default = 20)

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ARGUMENT	DESCRIPTION
<code>--burnLL <int></code>	Enter the following information in the lower left corner of the clip: 1 = Reel/Filename 2 = Frames 3 = Frames in Edit 4 = Frames in Source 5 = Edge timecode 6 = EXT/TOD TC (Default = none)
<code>--burnLR <int></code>	Enter the following information in the lower right corner of the clip: 1 = Reel/Filename 2 = Frames 3 = Frames in Edit 4 = Frames in Source 5 = Edge timecode 6 = EXT/TOD TC (Default = none)
<code>--burnUL <int></code>	Enter the following information in the upper left corner of the clip: 1 = Reel/Filename 2 = Frames 3 = Frames in Edit 4 = Frames in Source 5 = Edge timecode 6 = EXT/TOD TC (Default = none)
<code>--burnUR <int></code>	Enter the following information in the upper right corner of the clip: 1 = Reel/Filename 2 = Frames 3 = Frames in Edit 4 = Frames in Source 5 = Edge timecode 6 = EXT/TOD TC (Default = none)
<code>--burnAtLL <text></code>	Enter any text at lower-left. You can include variables such as <code> edge timecode </code> , <code> TOD timecode </code> , etc. (Default = none)

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ARGUMENT	DESCRIPTION
--burnAtLR <text>	Enter any text at lower-right. You can include variables such as edge timecode , TOD timecode , etc. (Default = none)
--burnAtUL <text>	Enter any text at upper-left. You can include variables such as edge timecode , TOD timecode , etc. (Default = none)
--burnAtUR <text>	Enter any text at upper-right. You can include variables such as edge timecode , TOD timecode , etc. (Default = none)
--burnTxtR <float>	Text red channel (Default = 1.0) (Range = 0 to 1.0)
--burnTxtG <float>	Text green channel (Default = 1.0) (Range = 0 to 1.0)
--burnTxtB <float>	Text blue channel (Default = 1.0) (Range = 0 to 1.0)
--burnTxtA <float>	Text alpha channel (Default = 0.8) (Range = 0 to 1.0)
--burnBgR <float>	Background red channel (Default = 0.5) (Range = 0 to 1.0)
--burnBgG <float>	Background green channel (Default = 0.5) (Range = 0 to 1.0)
--burnBgB <float>	Background blue channel (Default = 0.5) (Range = 0 to 1.0)
--burnBgA <float>	Background alpha channel (Default = 0.5) (Range = 0 to 1.0)

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WATERMARK SETTINGS

ARGUMENT	DESCRIPTION
--watermark	Turn on watermark
--watermarkFont <int>	Set the watermark font to one of the following fonts: 4 = Lucida Type 5 = Andale Mono 6 = OCRA 8 = DejaVu Sans Mono (Default = 6)
--watermarkText <string>	Enter the watermark text
--watermarkSz <float>	Enter the height of text. The value that you enter is a percentage of the output height. (Default = 5)
--watermarkBase <float>	Set the watermark Y location. The value that you enter is a percentage of the output height. (Default = 20)
--watermarkTxtR <float>	Text red channel (Default = 1.0) (Range = 0 to 1.0)
--watermarkTxtG <float>	Text green channel (Default = 1.0) (Range = 0 to 1.0)
--watermarkTxtB <float>	Text blue channel (Default = 1.0) (Range = 0 to 1.0)
--watermarkTxtA <float>	Text alpha channel (Default = 0.8) (Range = 0 to 1.0)

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COLOR/GAMMA SPACE SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--gammaCurve <int>	-G <int>	Set gamma curve: -1 = lin 1 = rec709 2 = sRGB 3 = REDlog 4 = PDLog985 5 = PDLog685 6 = PDLogCustom 14 = REDspace 15 = REDgamma 27 = REDLogFilm 28 = REDgamma2 29 = REDgamma3 30 = REDgamma4 31 = HDR-2084 32 = BT1886 33 = Log3G12 (Default = 14)
--gammaCustom <float>	-v <float>	Enter a custom gamma value Default = off
--colorSpace <int>	-c <int>	Set the color space: 2 or 11 = REDspace 0 or 12 = CameraRGB 1 or 13 = rec709 14 = REDcolor 15 = sRGB 5 = Adobe1998 18 = REDcolor2 19 = REDcolor3 20 = DRAGONcolor 21 = XYZ 22 = REDcolor4 23 = DRAGONcolor2 24 = rec2020 (Default = 2)

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ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--detail <int>	-d <int>	Set detail: 1 = leadingLady 4 = medium 8 = high (Default = 8)
--OLPF <int>	-D <int>	Set OLPF Compensation: 1 = Post sharpen low 50 = Med 100 = High (Default = off)
--NR <int>	N/A	Set noise reduction: 0 = Noise reduction off 1000 = Very mild 500 = Milder 200 = Mild 100 = Medium 50 = Strong 10 = Max (Default = 200)
--SMPTEColorRange <int>	N/A	Turn on to restrict colors to the SMPTE range: 0 = off 1 = on (Default = 0)

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COLOR SETTINGS

ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--iso <int>	-I <int>	Set ISO (Default = 320) (Range = 100 to 2000)
--flut <float>	-F <float>	Set FLUT (Default = 0.0) (Range = -8.0 to 8.0)
--shadow <float>	-W <float>	Set Shadow (Default = 0.0) (Range = -2.0 to 2.0)
--kelvin <int>	-k <int>	Set Kelvin (Default = 5600) (Range = 1700 to 50000)
--tint <float>	-t <float>	Set Tint (Default = 0.0) (Range = -100 to 100)
--exposure <float>	-x <float>	Set Exposure (Default = 0.0) (Range = -12 to 12)
--saturation <float>	-T <float>	Set Saturation (Default = 1.0) (Range = 0.0 to 2.0)
--contrast <float>	-C <float>	Set Contrast (Default = 0.0) (Range = -1.0 to 1.0)
--brightness <float>	-B <float>	Set Brightness (Default = 0.0) (Range = -10 to 50)
--redGain <float>	-r <float>	Set Red gain (Default = 1.0) (Range = 0.0 to 4.0)
--blueGain <float>	-b <float>	Set Blue gain (Default = 1.0) (Range = 0.0 to 4.0)

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ARGUMENT	SHORTCUT ARGUMENT	DESCRIPTION
--greenGain <float>	-g <float>	Set Green gain (Default = 1.0) (Range = 0.0 to 4.0)
--drx <float>	-X <float>	Set DRX (Dynamic Range Extender) (Default = 0.5) (Range = 0.0 to 1.0)
--deb <int>	N/A	Set D.E.B. (Dragon Enhanced Blacks) 0 = off 1 = on (Default = 0)

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LIFT, GAMMA, AND GAIN SETTINGS

ARGUMENT	DESCRIPTION
--lggRedLift <float>	Set Red Lift (Default = 0.0) (Range = -1.0 to 1.0)
--lggGreenLift <float>	Set Green Lift (Default = 0.0) (Range = -1.0 to 1.0)
--lggBlueLift <float>	Set Blue Lift (Default = 0.0) (Range = -1.0 to 1.0)
--lggRedGamma <float>	Set Red Gamma (Default = 1.0) (Range = 0.0 to 4.0)
--lggGreenGamma <float>	Set Green Gamma (Default = 1.0) (Range = 0.0 to 4.0)
--lggBlueGamma <float>	Set Blue Gamma (Default = 1.0) (Range = 0.0 to 4.0)
--lggRedGain <float>	Set Red Gain (Default = 1.0) (Range = 0.0 to 2.0)
--lggGreenGain <float>	Set Green Gain (Default = 1.0) (Range = 0.0 to 2.0)
--lggBlueGain <float>	Set Blue Gain (Default = 1.0) (Range = 0.0 to 2.0)

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PRINT DENSITY SETTINGS

ARGUMENT	DESCRIPTION
--pdBlack <int>	Set black point (Default = 95) (Range = 0 to 511)
--pdWhite <int>	Set 90% white point (Default = 685) (Range = 512 to 1023)
--pdGamma <float>	Set gamma (Default = 0.6) (Range = 0.0 to 2.2)

CURVE SETTINGS

ARGUMENT	DESCRIPTION
--black <float>	Set black level (Default = 0) (Range = 0 to 100)
--white <float>	Set white level (Default = 100) (Range = 0 to 100)
--blackX <float>	Set the curve black point for the X value (Default = 0) (Range = 0 to 100)
--blackY <float>	Set the curve black point Y value (Default = 0) (Range = 0 to 100)
--toeX <float>	Set the curve toe point X value (Default = 25) (Range = 0 to 100)
--toeY <float>	Set the curve toe point Y value (Default = 25) (Range = 0 to 100)
--midX <float>	Set the curve mid point X value (Default = 50) (Range = 0 to 100)

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ARGUMENT	DESCRIPTION
--midY <float>	Set the curve mid point Y value (Default = 50) (Range = 0 to 100)
--kneeX <float>	Set the curve knee point X value (Default = 75) (Range = 0 to 100)
--kneeY <float>	Set the curve knee point Y value (Default = 75) (Range = 0 to 100)
--whiteX <float>	Set the curve white point X value (Default = 100) (Range = 0 to 100)
--whiteY <float>	Set the curve white point Y value (Default = 100) (Range = 0 to 100)
--lumaCurve <int list>	Set the luma curve point values (Default = 0:0:25:25:50:50:75:75:100:100)
--redCurve <int list>	Set the red curve point values (Default = 0:0:25:25:50:50:75:75:100:100)
--greenCurve <int list>	Set the green curve point values (Default = 0:0:25:25:50:50:75:75:100:100)
--blueCurve <int list>	Set the blue curve point value (Default = 0:0:25:25:50:50:75:75:100:100)

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HDR SETTINGS

ARGUMENT	DESCRIPTION
--hdrMode <int>	Set HDR Mode: 1 = A Frame 2 = X Frame 3 = Simple Blend 4 = Magic Motion (Default = 1)
--hdrBias <float>	Set HDR bias (for Simple Blend and Magic Motion modes only) (Default = 0) (Range = -1.0 to 1.0)

DPX SETTINGS

ARGUMENT	DESCRIPTION
--byteOrder <int>	Set DPX Byte Order: 0 = LSB 1 = MSB (Default = 0)
--bitDepth <int>	Set DPX Bit Depth (for example, 10 or 16) (Default = 10)
--maxWriters <int>	Set DPX Max Simultaneous Writers (Default = 10) (Range = 1 to 64)

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OPENEXR SETTINGS

ARGUMENT	DESCRIPTION
--exrCompression <int>	Set OpenEXR Compression: 0 = NONE 1 = RLE 2 = ZIPS (Default = 0)
--exrDWACompression <int>	Set OpenEXR DWA Compression Level (Default = 45) (Range = 25 to 100)
--exrMultiView <int>	Set OpenEXR MultiView: 0 = Single Channel 1 = Dual Channel (Default = 0)
--exrMaxWriters <int>	Set OpenEXR Max Simultaneous Writers (Default = 10) (Range = 1 to 64)
--exrACES <int>	Set OpenEXR ACES: 0 = off 1 = on Default = 0
--exrSoftClamp <int>	Set OpenEXR Soft Clamp: 0 = off 1 = on Default = 0

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R3D TRIM SETTINGS

ARGUMENT	DESCRIPTION
--trimRMDSidecar	Include the RMD Sidecar
--trimQTWrappers	Include the QuickTime Wrappers
--trimFCPXml <int>	Include FCP XML: 0 = No FCP XML 1 = Full 2 = Half 3 = Quarter 4 = Eighth (Default = 0)
--trimAudio	Include audio in R3D Trim
--trimChangeFrameRate <int>	Change clip frame rate: 1 = 23.976 fps 2 = 24 fps 3 = 25 fps 4 = 29.97 fps 5 = 30 fps 6 = 47.952 fps 7 = 48 fps 8 = 50 fps 9 = 59.94 fps 10 = 60 fps 11 = 71.928 fps 12 = 72 fps
--trimChangeOLPF <int>	Change the clip's OLPF. Use the --olpfLookup argument to print the available OLPF IDs for a clip.
--olpfLookup	Print a list of available OLPF IDs. The --olpfLookup argument requires an input R3D clip.

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REDRAY SETTINGS

ARGUMENT	DESCRIPTION
--rrContentTitle [<string>]	Enter a Content Title
--rrPosterFrame [<int>]	Enter a Poster Frame Number

RED ROCKET/RED ROCKET-X SETTINGS

ARGUMENT	DESCRIPTION
--noRocket	Turn RED ROCKET/RED ROCKET-X support off
--singleRocket	Limit REDline to a maximum of one (1) RED ROCKET/RED ROCKET-X
--forceRocket	Force the use of RED ROCKET/RED ROCKET-X If a RED ROCKET/RED ROCKET-X is not available, the export aborts.
--useRocket <...>	Select the RED ROCKET/RED ROCKET-X(s) to use (For example, --useRocket 0, 2, or 3)

GRAPH PROCESSING/OPENCL/CUDA SETTINGS

ARGUMENT	DESCRIPTION
--gpuPlatform <int>	Set GPU 0 = No GPU 1 = OpenCL 2 = CUDA (Default = 1)
--decodeThreads <int>	Set the number of simultaneous decompression threads (Default = 7)
--numGraphs <int>	Set the number of Simultaneous Graphs to Process
--numOclStreams <int>	Set the number of GPU Processing Streams
--maxMemory <int>	Set the Maximum Memory to use in Bytes
--openglDeviceList	Print all OpenCL devices
--openglDeviceIndexes <...>	Print the available OpenCL devices
--openglPlatformName <string>	Set the OpenCL platform. Enter the string in quotes.
--cudaDeviceList	Print all Cuda devices
--cudaDeviceIndexes <...>	Set Cuda device

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ADVANCED DRAGON DEBAYER (A.D.D.)

ARGUMENT	DESCRIPTION
--enableADD	Enable A.D.D.
--ADDUsmAmount <float>	Set A.D.D. Unsharp Mask Amount (Default = 200)
--ADDUsmRadius <float>	Set A.D.D. Unsharp Mask Radius (Default = 0.6)
--ADDUsmThreshold <float>	Set A.D.D. Unsharp Mask Threshold (Default = 1.0)
--ADDUsmDisable	Disable Unsharp Mask for A.D.D. Processing

3D LUT SETTINGS

ARGUMENT	DESCRIPTION
--lut <filename>	Load a 3D LUT from file
--lutEdgeLength <int>	Set the edge length of the 3D LUT

MISC SETTINGS

ARGUMENT	ARGUMENT SHORTCUT	DESCRIPTION
--help [<command>]	-? [<command>]	Print additional information about commands
--verbose	N/A	Enables verbose output
--errorsOnly	N/A	Only print errors
--silent	N/A	Disable all output except the most vital
--logFile <filename>	N/A	Name the log output file
--noRender	N/A	Force REDline to abort before rendering occurs
--noAudio	N/A	Disable all audio output