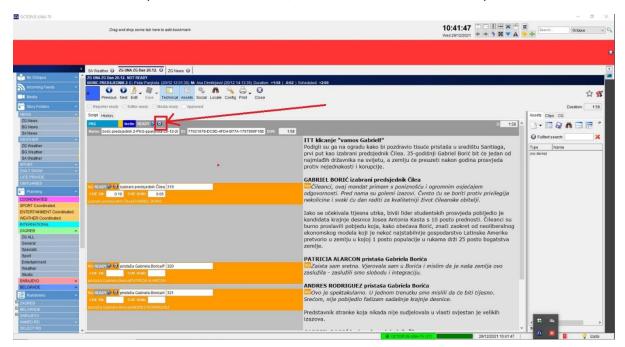
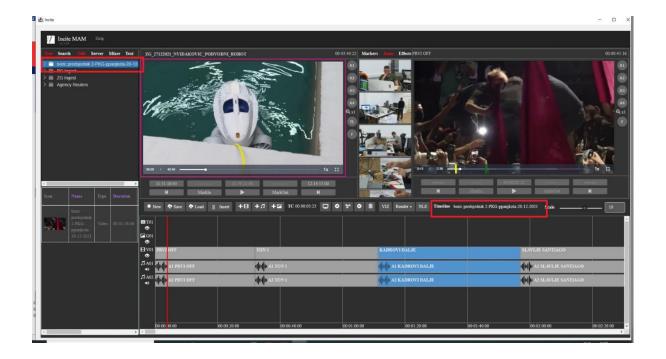


Incite MAM Web Edit from Octopus

Once when you have a PH (placeholder) created for Incite inside your Octopus story, you can launch MAM Web Edit directly from it in order to add/edit some material for that story.



When you open Web Edit from the PH we use its name in the Timeline name to help us to link back to same story when we export from Web Edit or Adobe.

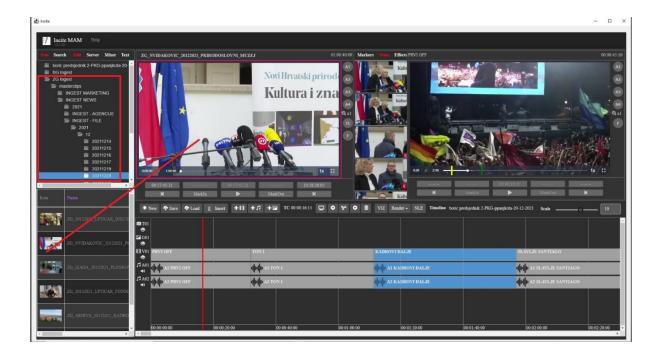




Once when you are inside, to edit you can navigate through different Ingest projects and folders to find your material.

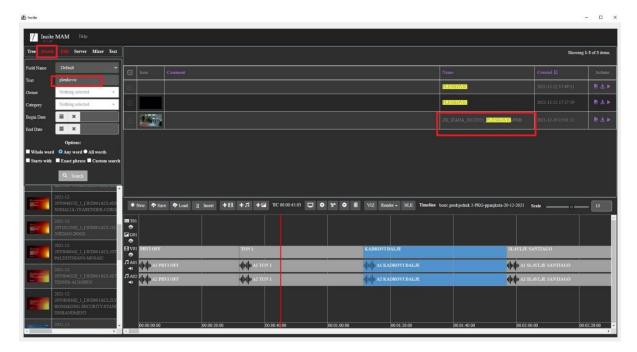


With double-click you can load a file to the CE (Clip Editor) or you can drag and drop it to the TL (timeline)

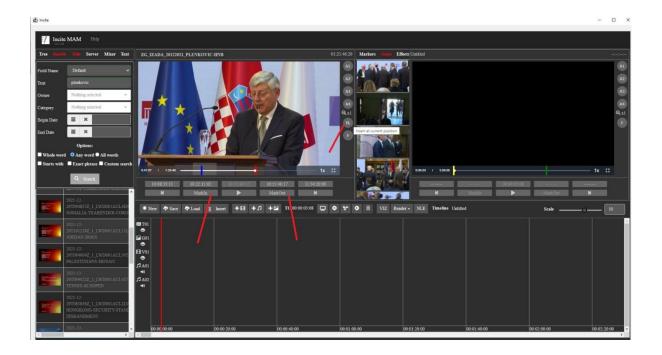




You can also search for your material in the search tab and from there you can insert to TL or load to CE.

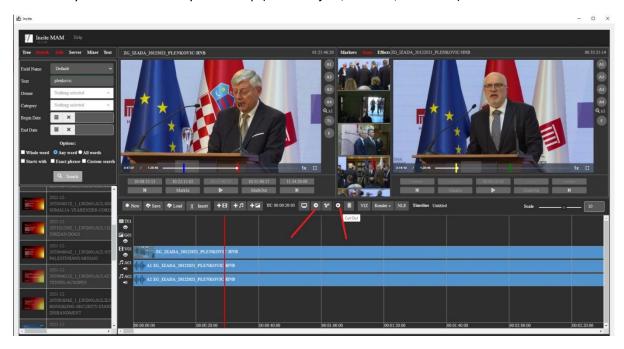


When a file is loaded to CE you can cut it (Mark in / out) and insert different parts to the TL.

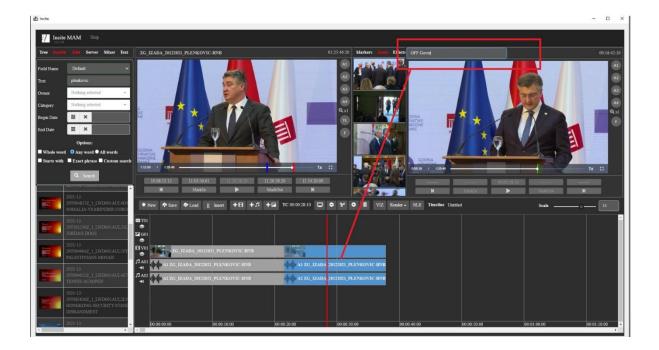




On the TL you can also directly trim a clip (select object, mark-in, mark-out) .

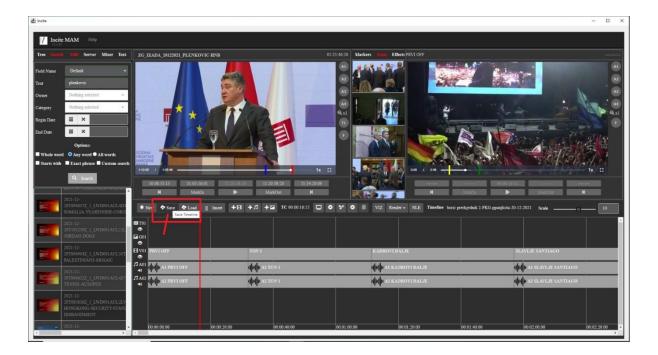


Renaming a clip is also possible by selecting it and putting the Position bar over the clip

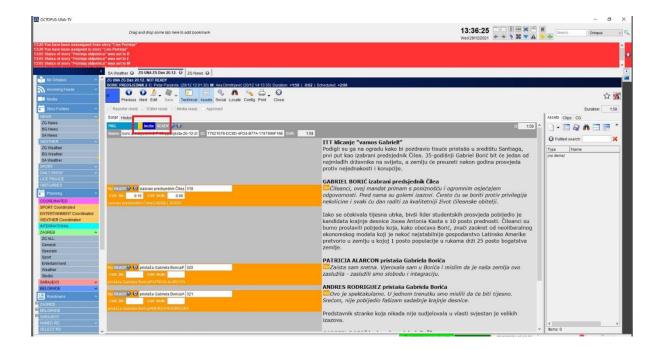




When the TL is finish with "Save" you will be able to open the same TL in Adobe editor to finalize your editing.



When the story is exported from Adobe it will be set by the MAM as ready.



:/ IMC Technologies

Web shortcuts Video Edit

Active Player (applies to both Clip and Timeline players)

SPACE Play/Pause

Arrow right Jump Forward x seconds

Arrow left Jump Backward x seconds

SHIFT right Next Frame

SHIFT left Previous Frame

Keypad + Next Marker

Keypad - Previous Marker

Clip Player

J K L Slower Normal Faster – playback speed

IOT Mark In, Mark Out, Insert to Timeline

Timeline

Keypad + Next Clip

Keypad - Previous Clip

CTRL+Z Undo

CTRL+Y Redo

ALT+S Save

ALT+L Load

Home Start of timeline

End End of timeline

ALT+I Timeline Region In

ALT+O Timeline Region Out

(render will use this region if set)



On selected clip(s)

Delete	Delete
S	Cut (S plit)
1	Mark-In (shorten or expand)
0	Mark- O ut (shorten or expand)
M	M ove to RED bar position