

Calibrated{Q} MXF Options – Manual

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Introduction

The Calibrated{Q} MXF Options application sets global parameters for use with the Calibrated{Q} MXF Import plugin.

Options should **ONLY** be set before any application that supports QuickTime is opened and before attempting to open any MXF File in any application that supports QuickTime. If you set options while an application that supports QuickTime is opened – you will have to restart that application for Calibrated{Q} MXF Import Options to take affect within that application.

Windows Location

After running the Calibrated{Q} MXF installer, options application will be found here:

```
[System Drive]\Program Files\Calibrated\Applications\Options\CalibratedQMXFOptions.exe
```

OSX Location

After running the Calibrated{Q} MXF installer, options application will be found here:

```
/Applications/Calibrated/Applications/Options/CalibratedQMXFOptions.app
```

Options Interface

The Calibrated{Q} MXF Options Interface is an OpenGL GUI with four pages: 'import', 'ref', 'codec' and 'about'.

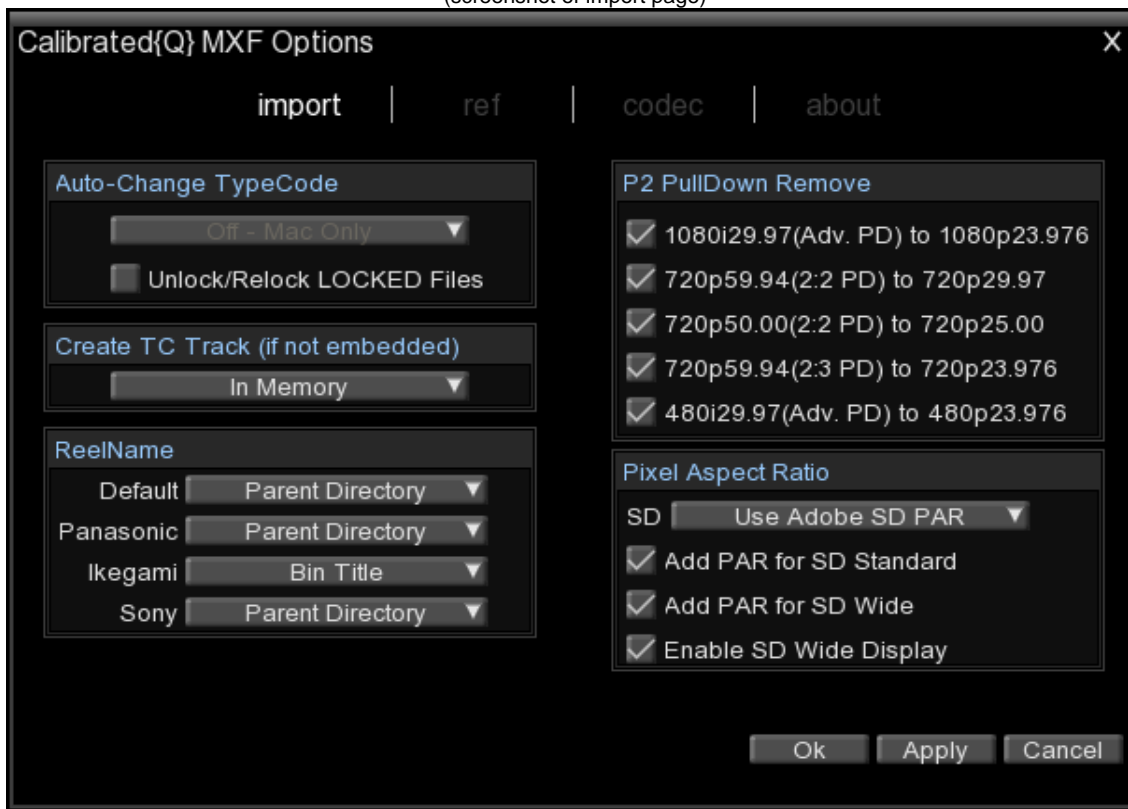
The 'import page is the default page that is displayed when the application is started. This page contains options for how MXF files.

The 'ref' page can be reached be clicking on the word 'reference'. This page contains the options for how and where QuickTime Reference Movies are created when MXF Files are opened.

The 'codec' page can be reached by clicking on the word 'codec'. This page contains the options for what codec is used for opening Avid MXF files.

The 'about' page can be reached by clicking on the word 'about'. This page contains the version number of the currently installed Calibrated{Q} MXF Import as well as how to Activate the software after purchase.

(screenshot of import page)



Import Options

a. Auto-Change TypeCode (Mac Only)

With this options, Calibrated{Q} MXF Import component can auto-change the typecode of MXF files – this does NOT change the MXF file in anyway rather it changes how OSX identifies the file. The default is 'Off' – the other options are MooV (which is QuickTime TypeCode), '????' (which is Generic TypeCode), or to Remove the TypeCode (usually MXF files have no TypeCode associated with them).

Switching to MooV has a few advantages in Final Cut Pro – with MXF files with a TypeCode of MooV you can apply the SmoothCam Filter as well as perform certain Media Management features.

The Auto-Change TypeCode feature can only work if the MXF file is 'unlocked' and on writeable storage (i.e. if the harddrive that the MXF file is non-writeable then the Auto-Change TypeCode will not work)

If the MXF file is 'locked' BUT on writeable storage you can check the "Unlock/Relock" LOCKED Files option – this will 'unlock' a LOCKED MXF file thereby letting the TypeCode to be changed and then the MXF will be 'relocked'.

b. Create TC on Disc

TimeCode in the MXF file is almost always stored in a format that can be accessed by QuickTime but sometimes it isn't – in those cases a TimeCode Track must be created on either disc (i.e. your harddrive) or in system memory. The default is to create the TimeCode Track in system memory. On Windows, when creating

Reference MOV files in QuickTime Player of MXF files – users should change ‘Create TC Track’ to ‘On Disc’ – if this is not done then QuickTime Player will not create a Reference MOV file – rather it will export out the entire file as a MOV file. This seems to be the only case where ‘On Disc’ is needed.

When creating the TimeCode Track on disc, a very small binary file (called “[FileName]TC01MXF.TCT”) is auto-created in the folder containing the MXF file

- c. ReelName** - This options will allow the user to select the ReelName reported to QuickTime.
1. ReelName for P2 MXF files can either be determined by the Parent Directory, Creation Date, Clip UUID, Program Name (from XML), or SceneName (from XML)
 2. ReelName for Ikegami MXF can either be determined by the Parent Directory, Creation Date, Clip UUID, Bin Title (from XML), or GFPACK ID (from XML)
 3. ReelName for Sony MXF can either be determined by the Parent Directory, Creation Date, Clip UUID, or UserDisc ID (from XML)
 4. ReelName for all other MXF files can either be determined by the Parent Directory, Creation Date, or Clip UUID.
- d. PullDown for P2 MXF Files Only** – Selecting the respective checkboxes automatically removes pulldown for the listed type of video. P2 MXF File structure must be valid with valid XML file.
- e. Pixel Aspect Ratio** - This option will let the user select the type of SD PAR that is reported to QuickTime for Standard Definition Content. Since Adobe and Apple use slightly different PAR for SD content it is necessary to differentiate which SD PAR to report.
1. **Use Adobe SD PAR** – This reports a SD PAR resolution used by Adobe software products on Windows and on Mac. The SD PAR Ratios are .9 for Standard NTSC, 1.0667 for Standard PAL, 1.2 for Wide-Screen NTSC, and 1.4222 for Wide Screen PAL.
 2. **Use Final Cut Pro SD PAR** – This reports a SD PAR resolution used by Final Cut Pro Studio products on Mac. The SD PAR Ratios are .90909 for Standard NTSC, 1.09259 for Standard PAL, 1.21212 for Wide-Screen NTSC, and 1.4567 for Wide Screen PAL.

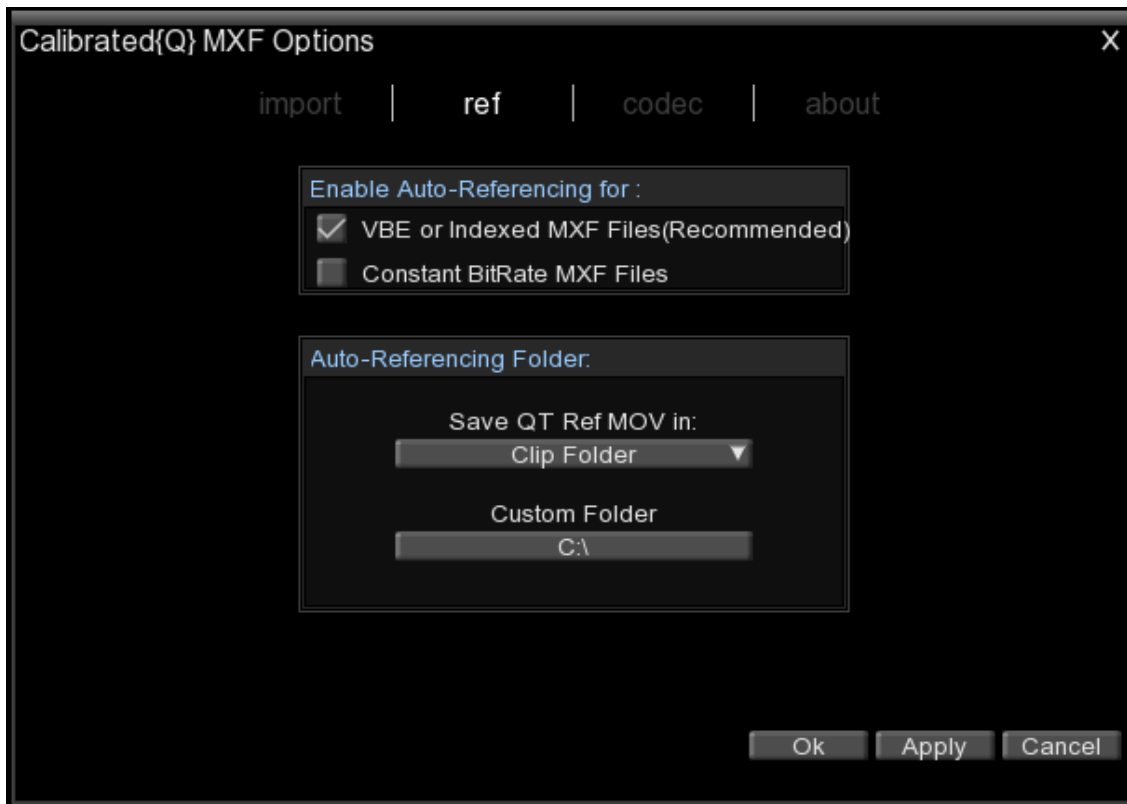
Add PAR for SD Standard - Users can turn off reporting Standard SD PAR by de-selecting this checkbox. This can be useful if users are using BOTH Final Cut Pro and Adobe products. By not reporting the Standard SD PAR, Final Cut Pro and Adobe products can interpret the footage with their own SD PAR’s.

Add PAR for SD Wide - Users can turn off reporting Wide SD PAR by de-selecting this checkbox. This can be useful if users are using BOTH Final Cut Pro and Adobe products. By not reporting the Wide SD PAR, Final Cut Pro and Adobe products can interpret the footage with their own SD PAR’s.

Enable SD Wide Display – For WideScreen SD MXF Files, when this is enabled they will be set to display the ‘clean’ aperture.

Reference Options

(See AutoReferencing.pdf for more information on workflows)



a. Enable QT Referencing for

- a. **VBE or Indexed MXF Files** – This is **recommended** for working with XDCAM, Ikegami, Grass Valley and other MPEG2 MXF files and other types of Indexed MXF Files.(Recommended)
- b. **Constant BitRate MXF Files** - Enable QT Referencing for MXF Files without an Index – settings this option should **NOT** be necessary.

b. QT Ref Folder -This determines where QuickTime Reference Movies will be auto-saved to.

- a. **Clip Folder** – the folder where the MXF file resides.
- b. **Custom Folder** – A user-chosen folder.
- c. **Clip and Custom Folder**



- a. **Avid MXF Video Decode** – For Avid MXF Files Only, you can set whether or not certain type of Avid MXF files open with Apple/Calibrated codecs or the Avid codecs. If you choose to open Avid MXF Files with the Avid codecs you can also set what whether it opens as SMPTE or RGB range – this is a property of Avid Codecs.

Known Issues and Limitations

Options should **ONLY** be set before any application that supports QuickTime is opened and before attempting to open any MXF File in any application that supports QuickTime. If you set options while an application that supports QuickTime is opened – you will have to restart that application for Calibrated{Q} MXF Import Options to take affect within that application.

Windows Requirements

32-bit/64-bit Windows 7 or Vista (Business or Ultimate) or Windows 32-bit XP with SP23

QuickTime 7.6.5 or higher

Calibrated{Q} MXF Import plugin is installed.

OSX Requirements

Mac Intel with OSX 10.4.11(Tiger) or 10.5.8(Leopard) or 10.6.2(Snow Leopard)

QuickTime 7.6.5 or higher

Calibrated{Q} MXF Import plugin is installed.

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