

Shuttle TT

for Casablanca

User manual

Legal Information

We recommend that you carefully read the information in this manual, in order to avoid operator errors.

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For this reason, you should make a backup of your video footage before you start using the device. We recommend that you do not delete the video footage and that you create a backup copy beforehand.

Since it is possible that changes were made to the software after the manual was prepared, the functions shown and described in this manual might differ from the software.

Table of contents

	Page
1. General information	5
1.1 Welcome	5
1.2 What is Shuttle TT	5
2. Installation	5
3. Operation	6
3.1 Functions of the individual keys	6
3.2 Key assignments in individual menus	6
3.2.1 Main menu	7
3.2.2 Video settings	7
3.2.3 Edit	7
3.2.4 Splitting (edit)	7
3.2.5 Trimming (edit)	7
3.2.6 Insert, period of time (edit)	8
3.2.7 Recording, edit (audio)	8
3.2.8 Splitting (audio)	8
3.2.9 Trimming (audio)	8
3.2.10 Audio dubbing	8
3.2.11 Inserting (audio dubbing)	8
3.2.12 Period of time (audio dubbing)	9
3.2.13 Envelope (audio dubbing)	9
3.2.14 Transition effects	9
3.2.15 Specifying effect duration (transitional effects)	9
3.2.16 Single image (transition and image processing effects)	9
3.2.17 Image processing effects	9
3.2.18 Specifying duration (image processing effects)	10
3.2.19 Duration menu (image processing effects)	10
3.2.20 Shuttle TT with QuadCam	10

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1. General information

1.1 Welcome

Thank you very much for purchasing the Shuttle TT. We are grateful for your confidence and we hope that this product will live up to your expectations. The Shuttle TT will give you the opportunity to use your Casablanca video editing system even more intensively than before. Feel free to contact us for further questions or if you would like to give us suggestions for improving the product. Whenever you contact us, please have your customer number or the serial number of your device at hand so that we can help you more quickly.

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Up-to-date information on MacroSystem products can be found on the Internet: www.macrosystem.de

If you have specific technical queries, please contact our technical support. Please do not forget to mention the serial number of your device or your customer number each time you contact us, if you know them.

Support Hotline, Germany

Phone: +49 (0) 9261-997080
Monday through Thursday between 10:00 am and 5:00 pm
Friday between 10:00 am and 4:00 pm

You can also visit our **support forum** on the Internet: www.macrosystem.de/forum. In the forum, you will be able to find assistance, step-by-step directions, and tips and tricks for MacroSystem hardware and software products.

1.2 What is Shuttle TT?

The Shuttle TT is an input and control device used mainly for trimming and splitting and that will make this work both easier and faster.

It cannot replace the trackball in all menus, but it does provide a meaningful addition in many menus.

The Shuttle TT has 15 different buttons for navigating in different menus and also a so-called jog-wheel. This function consists of an external rocker (jog) with which you can fast forward and rewind (e.g. when splitting or trimming) and an internal wheel with which you can go frame by frame.

2. Installation

In contrast with other add-on products, the Shuttle-TT software must not be installed. It has been factory pre-installed on all devices with the corresponding Bogart version and you only need to acquire the license code to activate it.

After activating the product, you can simply connect the Shuttle TT via a USB port and work with it. It is not important which USB port you use to do this, since all ports have the same functionality. Please refer to the hardware manual for your device to find out where the USB ports are.

The top nine buttons of the shuttle have removable button covers. This makes it possible to simply label them with the supplied preprinted template. It is up to you whether you decide to put the letters under the button covers or – depending on the button configuration (please refer to the next chapter) – if you use the symbols in accordance with the configuration table.



Assignments 1 and 2, with the corresponding symbol assignments for the buttons of the Shuttle TT

3. Operation

3.1 Functions of the individual buttons

For the buttons **A-I**, the shuttle TT offers two configuration possibilities from which you can choose. You will find the functions of the individual buttons in the different configurations modes in the chapter Configuration of buttons in individual menus. A button has not been assigned a function if a menu is not listed. The assignment can be change by pressing the **Z** button (not possible in all menus).

The **L** and **R** buttons have similar functions as both big trackball buttons, but they don't replace them. Use **L** to confirm a choice or an action, such as marking a scene in the scene bin, and use **R** to abort or reject. Directly controlling the elements under the mouse pointer is not possible, however.

The **W** button opens the navigation menu, in which you may use the wheel of the Shuttle TT to select the menu you want to access. This choice can be confirmed with **L**, rejected with **R**.

Depending on the menu, the **X** button is used to abort an action. The table below contains an overview of the corresponding action in each menu:

Menu	Action
Splitting, trimming	Switching between the different display modes.
Insert, duration, Period of time (audio dubbing)	The context menu is opened to make it possible to select between "Moving" and "Trimming".
Video	Opens a context menu for selecting an input.
Transition, image processing and title effects	The context menu is opened to make it possible to select between different products.
Individual image (video effects)	Opens a context menu to select the display.
Audio dubbing	Opens a context menu to select the sound track for correcting the sound volume.
Inserting (audio dubbing)	Opens the context menu for sorting the list.

The **Y** button is used to switch between using the storyboard and the scene bin in the Edit menu, identified by a * symbol for the title text of the part that is active at the time. This button is also used to switch between the storyboard and the effect list in the transition, image processing and title effects. In Video, Splitting, Trimming and Inserting, the **Y** button can be used to change the position of the tool bar, just as in Duration in the "Audio dubbing" menu and "Individual image" in Video effects. In the "Audio dubbing" menu, pressing this button will switch between the storyboard and the timeline display, if the Gold Edition has been installed on your device.

The **Z** button includes the configuration options of buttons **A-I**, which you can select.

When using **wheel** and **jog**, the so-called jog-wheel, you will be able to control these also with both components, in all menus where the storyboard is displayed. If you turn the external **jog**, you will roll through the storyboard, just as you would with the slider located below the storyboard. Other than the **wheel**, the **jog** has a resting position and can be turned in both directions until it reaches a clear stop. The farther you turn, the faster the scroll movement is in that direction. Use the inner **wheel** if you want to navigate scene by scene through the storyboard, it will behave in a similar way as the individual buttons located below the storyboard.

In the Edit menu there is also the possibility to navigate through the scene bin with the **wheel** or the **jog**. The inner **wheel** is used, just as with the storyboard, to scroll image by image through the scene bin. The **jog** behaves like the slider. If you are in one of the "Video effect" menus, both components will allow you to navigate through the active effect list. The **wheel** will allow you to scroll slowly, whereas the **jog** will allow you to scroll faster through the effect list.

As described before, the **Y** button can be used to select what has to be controlled by the **wheel** or the **jog**.

Sliders and individual context menus can also be used through the wheel or the **jog**. The selection can accordingly be confirmed with **L** or rejected with **R**. Selecting a piece of music to insert in audio dubbing is also possible.

Additionally, the **wheel** or the **jog** can also be used in the audio dubbing menu to scroll through the individual sound clips of the active sound track.

3.2 Key assignments in individual menus

Below, you will find a list of the functions that can be controlled by buttons **A-I**, depending on the assignments. Some function could not present, depending on whether you are using the Basic, Silver or Gold Edition.

The lists indicate the situation at the moment of writing. It is possible that the functions and available assignments will be expanded.

Labelling the buttons with the supplied prints will help you to become familiar with the operation of the shuttle as fast as possible. Besides letters, we also offer you symbols to make it easier to assign the functions:

Function	But-ton	Symbols			
Play, pause, preview	A				
IN, start, position, index, splitting, length, up, left	B		In		
OUT, end, trimming, down, right	C		Out		
Rename	D		Name		
Insert, duration (audio)	E		Insert		
Inserting scene in storyboard	F		Add		
Remove, erase	G		Strg x	Entf	Cut
Insert	H		Strg v	Einfüg	Paste
Sound, scrubbing on/off, sound volume	I		Audio	Stumm	Mute

3.2.1 Main menu

But-ton	Assignment 1	Assignment 2
A	-	Activate audio dubbing
B	Activate video	Activate transition effects
C	Activate recording	Activate image processing effects
D	Activate editing	Activate title effects
E	Activate recording, editing	Activate recording, editing
F	Activate audio dubbing	-
G	Activate transition effects	Activate video
H	Activate image processing effects	Activate recording
I	Activate title effects	Activate editing

3.2.2 Video settings

But-ton	Assignment 1	Assignment 2
A	Brightness selection	SVHS input selection
B	Contrast selection	DV input selection
C	Color selection	-
D	-	
E	Back cinch input selection	Back cinch input selection
F	SVHS input selection	Brightness selection
G	DV input selection	Contrast selection
H	-	Color selection
I	-	-

3.2.3 Edit

But-ton	Assignment 1	Assignment 2
A	Play selected scene or storyboard, pause when pressed again	Inserting selected scene in storyboard
B	Activate splitting menu	Delete selected scene from storyboard
C	Activate trimming menu	Fetch back scene deleted from storyboard or scene bin
D	Rename selected scene	-
E	Activate insert menu	Activate insert menu
F	Insert selected scene in storyboard	Play selected scene or storyboard, pause when pressed again
G	Delete selected scene from storyboard	Activate splitting menu
H	Fetch back scene deleted from storyboard or scene bin	Activate trimming menu
I	-	Rename selected scene

3.2.4 Splitting (Edit)

But-ton	Assignment 1	Assignment 2
A	Play	-
B	Select split position	Discard
C	-	Use
D	Rename scene	Sound on/off
E	-	-
F	-	Play
G	Discard	Select split position
H	Use	-
I	Sound on/off	Rename scene

3.2.5 Trimming (Edit)

But-ton	Assignment 1	Assignment 2
A	Play	-
B	In IN/select start	-
C	Out OUT/select end	-
D	Rename scene	Sound on/off
E	-	-
F	-	Play
G	-	In IN/select start
H	-	Out OUT/select end
I	Sound on/off	Rename scene

3.2.6 Insert, period of time (Edit)

But-ton	Assignment 1	Assignment 2
A	▶ Play	-
B	In IN/select start	-
C	out OUT/select end	-
D	▶ ▶ Play background and insert side-by-side	🎵 Sound on/off
E	-	-
F	-	▶ Play
G	-	In IN/select start
H	-	out OUT/select end
I	🎵 Sound on/off	▶ ▶ Play background and insert side-by-side

3.2.7 Recording, edit (audio)

But-ton	Assignment 1	Assignment 2
A	▶ Play, pause during play	-
B	⊖ Activate splitting menu	⊗ Delete
C	⊖ Activate trimming menu	⊗ Fetch back deleted sample
D	AA Rename	🎵 Select slider for level control
E	-	-
F	-	▶ Play, pause during play
G	⊗ Delete	⊖ Activate splitting menu
H	⊗ Fetch back deleted sample	⊖ Activate trimming menu
I	🎵 Select slider for level control	AA Rename

3.2.8 Splitting (audio)

But-ton	Assignment 1	Assignment 2
A	▶ Play	-
B	⊖ Select split position	⊗ Discard
C	-	⊗ Use
D	AA Rename	-
E	-	-
F	-	▶ Play
G	⊗ Discard	⊖ Select split position
H	⊗ Use	-
I	Abort the splitting menu	AA Rename

3.2.9 Trimming (audio)

But-ton	Assignment 1	Assignment 2
A	▶ Play	-
B	In IN/select start	-
C	out OUT/select end	-
D	AA Rename	-
E	-	-
F	-	▶ Play
G	-	In IN/select start
H	-	out OUT/select end
I	-	AA Rename

3.2.10 Audio dubbing

But-ton	Assignment 1	Assignment 2
A	▶ Play selected scene in storyboard, pause when pressed again	⊕ Insert a sound sample
B	⊖ Move the individual sound track up	⊗ Remove the selected sound sample from the sound track
C	⊖ Move the individual sound track down	-
D	AA Select volume control for correction	🎵 Select volume control
E	ⓘ Select duration menu	ⓘ Select duration menu
F	⊕ Insert a sound sample	▶ Play selected scene in storyboard, pause when pressed again
G	⊗ Remove the selected sound sample from the sound track	Change to the original sound track
H	-	⊖ Move the individual sound track down
I	🎵 Select volume control	AA Select volume control for correction

3.2.11 Inserting (audio dubbing)

But-ton	Assignment 1	Assignment 2
A	▶ Play the selected sound sample	-
B	-	-
C	-	-
D	-	-
E	-	-
F	-	▶ Play the selected sound sample
G	-	-
H	-	-
I	-	-

3.2.12 Period of time (audio dubbing)

But-ton	Assignment 1	Assignment 2
A	▶ Play	-
B	_{in} IN/select start	-
C	_{out} OUT/select end	-
D	-	🎵 Sound on/off
E	-	-
F	-	▶ Play
G	-	_{in} IN/select start
H	-	_{out} OUT/select end
I	🎵 Sound on/off	-

3.2.13 Envelope (audio dubbing)

But-ton	Assignment 1	Assignment 2
A	▶ Play sample	⊕ Insert
B	⊖ Jump one editing point to the left	⊗ Remove
C	⊕ Jump one editing point to the right	-
D	Play all sound tracks	🎵 Select volume slider
E	-	-
F	⊕ Insert	▶ Play sample
G	⊗ Remove	⊖ Jump one editing point to the left
H	-	⊕ Jump one editing point to the right
I	🎵 Select volume slider	Play all sound tracks

3.2.14 Transition effects

But-ton	Assignment 1	Assignment 2
A	▶ Play	⊕ Insert effect
B	Open "Specify effect duration"	⊗ Remove effect
C	Individual image	Calculate effect
D	Display preview	-
E	Display extended preview	Display extended preview
F	⊕ Insert effect	▶ Play
G	⊗ Remove effect	Open "Specify effect duration"
H	Calculate effect	Individual image
I	-	Display preview

3.2.15 Specify effect duration (transition effects)

But-ton	Assignment 1	Assignment 2
A	-	-
B	Select duration 1	-
C	Select duration 2	-
D	Select duration 3	-
E	-	-
F	-	-
G	-	Select duration 1
H	-	Select duration 2
I	-	Select duration 3

3.2.16 Single image (transition and image processing effects)

But-ton	Assignment 1	Assignment 2
A	Display preview	Display "Effect"
B	-	Display "Original + Effect"
C	-	-
D	-	-
E	Display "Original"	Display "Original"
F	Display "Effect"	Display preview
G	Display "Original + Effect"	-
H	-	-
I	-	-

Here, it is possible to select a position in the scene without activating the relevant slider via the wheel and the jog of the Shuttle TT.



3.2.17 Image processing effects

But-ton	Assignment 1	Assignment 2
A	▶ Play	⊕ Insert effect
B	Open "Specify duration"	⊗ Remove effect
C	Individual image	Calculate effect
D	Display preview	-
E	Display extended preview	Display extended preview
F	⊕ Insert effect	▶ Play
G	⊗ Remove effect	Open "Specify duration"
H	Calculate effect	Individual image
I	-	Display preview

3.2.18 Specifying duration (image processing effects)

But- ton	Assignment 1	Assignment 2
A	-	-
B	Select "1s at the start"	-
C	Select "1s at the end"	-
D	Select "Entire scene"	-
E	Select "Duration"	Select "Duration"
F	-	-
G	-	Select "1s at the start"
H	-	Select "1s at the end"
I	-	Select "Entire scene"

3.2.19 Duration menu (in "Specify duration" of the image processing effects):



But- ton	Assignment 1	Assignment 2
A	-	-
B	<small>In</small> IN/select start	-
C	<small>out</small> OUT/select end	-
D	-	 Sound on/off
E	-	-
F	-	-
G	-	<small>In</small> IN/select start
H	-	<small>out</small> OUT/select end
I	 Sound on/off	-

3.2.20 Shuttle TT with QuadCam

Shuttle TT also supports working in the (optionally available) QuadCam software product.

The **L** and **R** buttons support here, just as in other menus, the confirmation or cancellation of an action.

The assignment of buttons **A-I** in QuadCam is as follows:

But- ton	Assignment 1	Assignment 2
A	 Play	Select insert 1
B	-	Select insert 2
C	-	Select insert 3
D	-	-
E	Select background	Select background
F	Select insert 1	 Play
G	Select insert 2	-
H	Select insert 3	-
I	-	-

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