

XtractorHDV

User's Manual

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XtractorHDV User Manual

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Introduction

With XtractorHDV, HEURIS offers the first software application to support the new high definition video format, HDV. Until now, MacOS users had no options for editing HDV recorded content on Apple's MacOS. Now HEURIS has bridged that gap. Not only has HEURIS made it possible for Apple users to work with this new format, we've done it in a way that allows Apple users to work with an editing system with which they are already familiar – Final Cut Pro. Work with HD with no learning curve. No need to learn new editing software or techniques. Just use the same trusty editing system you've been using, and have grown accustomed to.

System Requirements

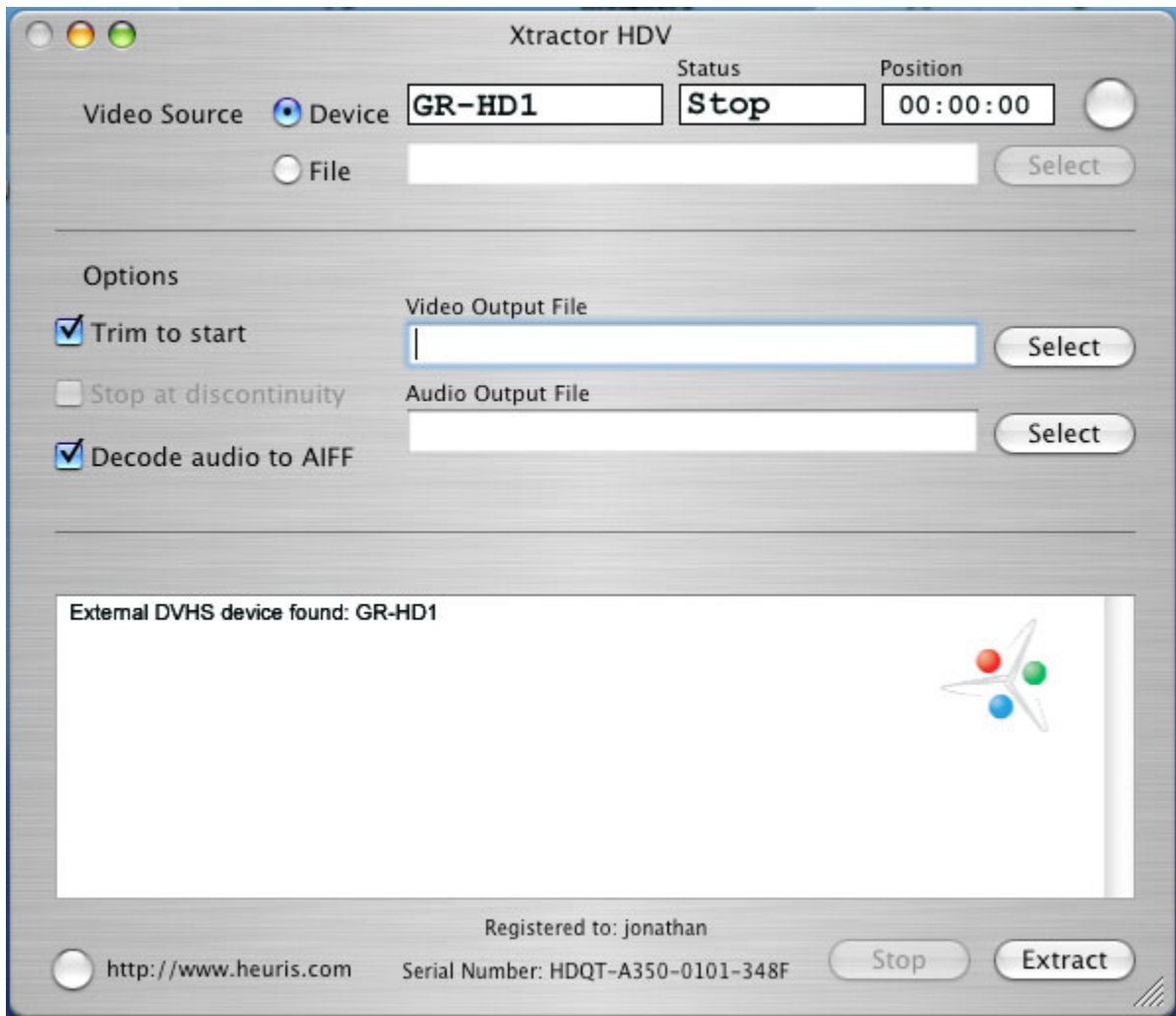
Hardware

Apple G5 1.25 GHz or faster
256 MB RAM
100 GB hard drive (or higher) for storage
firewire cable

Software

MacOS 10.2.8 or 10.3.x
Quicktime Player 6.5
QuickTime MPEG 2 plug-in
Final Cut Pro 4.x

Getting Started



Taking Source Material Directly from the HDV Camera

So you're ready to begin editing your HDV recorded content. The first thing you need to do, obviously, is to get the footage from tape to your hard drive. Good thing you now have XtractorHDV.

Go to the *Applications* directory located on the root of your hard drive. Here you'll find XtractorHDV. Just double click to start the app.

Video Source

When XtractorHDV opens, make sure that the Video Source is set to *Device*. The HDV device that is connected to the firewire bus will be listed in the field to the right of the *Device* button (if this field is empty, and if the Xtractor window reports that there are "no DVHS devices found" please see the Troubleshooting section in this manual).

Next to the field displaying the device that is connected, you'll see a field labeled *Status*. This tells the status of the camera. This field should read *Stop* right now. When the tape is playing, this field will read *Play*. The next field to the right is labelled *Position*. This field tells you at which point the tape is currently cued.

The next thing you need to do is to cue the tape to the point where you want the capture to begin. You can do this with the controls on the camera itself, or you can use the controls in XtractorHDV to control the camera. To use the controls built into XtractorHDV, just click the round button next to the *Position* field. This will open the deck controls window. From here you can Play, Stop, Rewind, or Fast Forward the camera.



Output Files

Now that the tape is cued, it's time to set the destination directory and name for the captured file(s). Below the Video Source section you'll see a *Video Output File* field. Click the *Browse* button the right of this field, and browse to the directory where you want to store the captured file. Name the file and click *Save*. Do the same for the *Audio Output File*.

Trim To Start

To the left of the *Video Output File* field, you'll notice a checkbox labeled *Trim to start*. If you are capturing from a JVC HDV camera **you must have this box checked**. The reason for this is because the camera records information at the beginning of the MPEG file that QuickTime does not need, nor does it like. So, if this box is not checked, the captured file will not open in QuickTime, and in turn, it won't open in Final Cut Pro, either.

Decode Audio to AIFF

If you plan to edit your captured footage in Final Cut Pro, you must check this box. If this box is not checked, XtractorHDV will not convert the audio to AIFF. It will leave the audio as MPEG audio. Final Cut Pro cannot import MPEG audio, so it is important that you check this box.

Extracting the Footage from the DV Tape

So the tape is cued to the correct spot, you've set a destination for your video file, and you've also set a destination for the audio file. Everything is all ready to begin the capture. To begin the capture, just click the *Extract* button in the bottom right corner of the XtractorHDV window.

Note: Make sure that the camera is stopped when you click the *Extract* button. If the camera is not stopped, the capture will not be successful.

You'll notice the camera begin to play when you click the *Extract* button. When the tape reaches the point where you want to stop the capture just press the *Stop* button located to the left of the *Extract* button.

That's it! The footage has been moved to your destination directory as separate video and audio files. The video is stored as a MPEG 2 video elementary stream, and the audio is a standard AIFF audio stream.

Taking Source Material from Your Hard Drive

There may be an instance where you have an MPEG file on disc that you would like to extract into separate video and audio streams. XtractorHDV is the perfect tool for this.

Just change the Video Source from *Device* to *File*. Click the *Select* button and browse to where the file is stored on your computer. Select the file and click *Open*. Follow the rest of the steps listed above to extract the file.

Editing the Captured Footage

Importing the Captured Video and Audio Files into Final Cut Pro

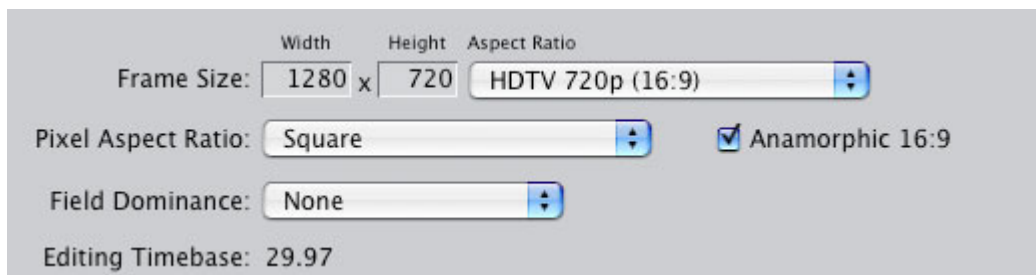
Note: You must have the QuickTime MPEG 2 plug-in installed in order to import the video file into Final Cut Pro. You can buy it at <http://store.apple.com>.

After the content has been extracted, it can be imported into Final Cut Pro just like any other media asset. It is important, however, to make sure that the sequence settings specified in Final Cut Pro are identical to the parameters of the video and audio content. Here are the timeline settings that should be used when importing HD footage from the JVC HDV cameras:

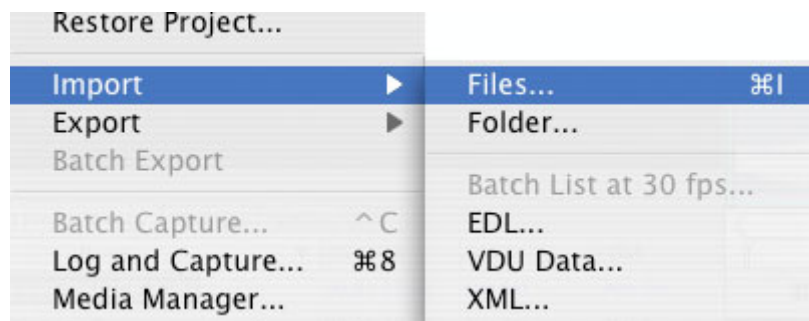
Video resolution – 1280 x 720

Frame rate – 29.97 fps (progressive)

Pixel Aspect Ratio - Square



To import assets into Final Cut Pro, just go to *File/Import/Files* and browse to the file you would like to import as an asset. Do this for both the video and the audio.



After you have imported the video, and dragged it into the timeline, you will notice a red line above the video track in the Final Cut Pro timeline. This is because Final Cut Pro does not support MPEG 2 video natively. If you would like to perform real-time editing, you will have to render the MPEG 2 video to another format. To do this:

1. Go to *Sequence/Settings* and select the codec to which you would like to render the MPEG 2 video. **(See note below)**
2. Now go to *Sequence/Render All*. When the render is complete, you will be able to perform real-time editing.

Note: Final Cut Pro does not natively read MPEG 2 content. This means that in order to perform real-time editing, the sequence will have to be rendered to a format that is native to Final Cut Pro. For best quality, we recommend using no compression. If space is not available to render to uncompressed QuickTime, the Targa YUV codecs (<http://www.pinnaclesys.com>) will work well, as well as the BlackMagic HD codecs (<http://www.decklink.com>).

Troubleshooting

If your camera is not being recognized by XtractorHDV:

- Make sure that the *iLink* switch on your camera is set to *MPEG2* and not *DV*.
- Open the menu on the camera and go to *System > iLink out*. Make sure this is set to *Auto* and not *SW*.

When I try to begin the capture I get an error message that reads ***DVHS transport not stopped PLAY command ignored***:

- Make sure that the camera is in *Stop* mode before you click the *Extract* button
- There is no tape in the camera.

The capture seems to work fine, but no file is saved:

- Try moving the firewire cable to a different port. If you have a firewire card installed in addition to the on-board firewire ports on your Apple system, we recommend connecting to the additional card.

XtractorHDV crashes when I begin the extraction:

- This is generally caused by a dirty tape head in the DVHS deck. Insert a DVHS head cleaning tape to clean the heads.

The captured video file does not play correctly:

- This is also usually caused by a dirty tape head. Insert a DVHS head cleaning tape to clean the heads.

QuickTime Player does not handle my MPEG files very well:

- Capture the media in smaller sections. QuickTime does not seem to handle large MPEG 2 files very gracefully.