



User Guide

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Calibrated{Q} Import Assist contains the following source code:

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Overview

Calibrated{Q} Import Assist is an application that works **directly** with Calibrated{Q} MXF Import and Calibrated{Q} MP4-EX Import.

IMPORTANT: This version of software (v2.0 or greater) will require a new Software License and an upgrade fee if you had purchased a Software License for a previous version.

Using Calibrated{Q} Import Assist with Calibrated{Q} MXF Import, you will be able to batch create QuickTime Reference MOV files from MXF Files, rewrap certain types of MOV files to OP1a MXF files, batch lock/unlock MXF Files, batch change the file modification/creation date, batch change the TypeCode for MXF Files (Mac OSX Only), refresh MXF Files in FCP 7 (Mac OSX Only), enable editing of supported growing MXF files in FCP 7 or FCP X, create FCP XML files from MXF Files (Beta Feature), and create FCP X XML files from MXF Files (Beta Feature).

Using Calibrated{Q} Import Assist with Calibrated{Q} MP4-EX Import, you will be able to batch create QuickTime Reference MOV files from MP4 Files, rewrap XDCAM EX MP4 files to XDCAM EX OP1a MXF files, batch lock/unlock MP4 Files, batch change the file modification/creation date, batch change the TypeCode for MP4 Files (Mac OSX Only), refresh MP4 Files in FCP (Mac OSX Only), and create FCP XML files from MP4 Files (Beta Feature).

WINDOWS - Calibrated{Q} Import Assist is a separate installer that is in the same download with either Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import

MAC OSX - Calibrated{Q} Import Assist is a separate installer that is in the same download as either Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import

DEMO MODE Limitation

The following are DEMO MODE limitation of Calibrated{Q} Import Assist. Please be aware that the 30 second DEMO MODE limitation of Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import will also still be in effect.

'Creating QT Ref MOV's files or self-contained MOV files' - The MOV file will be labeled DEMO and be limited to only 30 seconds or half of the media if already less than 30 seconds. Any spanned clip assembling does not work in DEMO MODE

'Creating MXF files' - The MXF file will be labeled DEMO and be limited to only 30 seconds or half of the media if already less than 30 seconds. Any spanned clip assembling does not work in DEMO MODE

Creating a FCP 7 XML – This will add only twenty(20) MXF or MP4 file at a time to a single xml file in DEMO MODE. Please be aware that the 30 second DEMO MODE limitation of Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import will also still be in effect.

Creating a FCP X XML – This will add only twenty(20) MXF files at a time to a single xml file in DEMO MODE. Please be aware that the 30 second DEMO MODE limitation of Calibrated{Q} MXF Import will also still be in effect.

Changing File Attributes (unlocking, locking, or changing TypeCode of files) – This specific feature in Calibrated{Q} Import Assist has no DEMO MODE limitation, but please be aware that if you are using either Calibrated{Q} MXF Import OR Calibrated{Q} MP4-EX Import in DEMO MODE then their supported files will still only show up to 30 seconds of media as per their DEMO MODE limitations.

'Refresh – FCP 7' feature – (BETA - Mac OSX Only feature for FCP 7) This specific feature while only work if you are using either Calibrated{Q} MXF Import (for MXF files) OR Calibrated{Q} MP4-EX Import (for XDCAM EX MP4 files) in LICENSED MODE. This feature lets you refresh the duration of a MXF file or XDCAM EX MP4 file that you had imported into FCP 7 while in DEMO MODE for that specific product, and it can let you edit supported growing MXF files in FCP 7.

'Refresh – FCP X' feature – (BETA - Mac OSX Only feature for FCP X) This specific feature while only work if you are using either Calibrated{Q} MXF Import (for MXF files) in LICENSED MODE. This feature lets you edit supported growing MXF files in FCP

Compatible Files

MXF files that will work with Calibrated{Q} MXF Import, will work with Calibrated{Q} Import Assist.

XDCAM EX MP4 files that will work with Calibrated{Q} MP4-EX Import, will work with Calibrated{Q} Import Assist.

IMPORTANT: This version of software (v2.0 or greater) will require a new Software License and an upgrade fee if you had purchased a Software License for a previous version.

Windows Requirements and Installation

Ensure your PC meets the following requirements prior to installing Calibrated{Q} Import Assist:

- Pentium 4 processor with SSE3 support or greater; recommended at least Intel Core 2 Duo with two cores or two physical processors
- Calibrated{Q} MXF Import v3.1.0 or greater (for MXF Files)
- Calibrated{Q} MP4-EX Import v3.1.0 or greater (for XDCAM EX MP4 files)
- 32/64-bit Windows 7 or Vista (Business or Ultimate) or Windows 32-bit XP with SP3
- BETA Support for 32/64-bit Windows 8 & 10- our software should work fine on Windows 8 & 10; however QuickTime Player does not officially support Windows 8 & 10 yet.
- QuickTime 7.6.6 or higher
- Calibrated{Q} Decode codecs are required to decompress XAVC, XAVC-L, AVC-LongG, Avid H264 Proxy, AVC-Intra, DVCProHD, DV50, IMX, and XDCAM HD video contained in MXF files.
- Avid H264 Proxy, XAVC-L & AVC-LongG require Calibrated{Q} AVC-LG Decode for decoding. Please note that Calibrated{Q} AVC-LG Decode is not guaranteed for realtime playback.
- [Avid QuickTime Codecs](#) required for Avid DNxHR, DNxHD, Meridian, 1-1 10b MXF Files. **IMPORTANT:** Please read the 'DNxHD Options' section in this User Guide for setting up either RGB SMPTE (16-235) or RGB Full (0-255) Color Ranges for DNxHR/DNxHD MXF Files

Installing on Windows

To install Calibrated{Q} Import Assist on a Windows Computer:

1. Quit any applications using QuickTime.
2. Run the Calibrated{Q} Import Assist Installer. The install program creates a folder named **Calibrated** in the *[System Drive]\Program Files* directory. The **Calibrated** folder will contain the Calibrated{Q} Import Assist application and User Guide.
3. Restart your computer

After running the Calibrated{Q} Import Assist installer, you will be able to access the Calibrated{Q} Import Assist application in this location: *[System Drive]\Program Files\Calibrated\Applications\Assist\ CalibratedQImportAssist.exe*

Uninstalling on Windows

To uninstall Calibrated{Q} Import Assist on a Windows Computer:

1. **If LICENSED, please use the Calibrated License Manager to DEACTIVATE your Software License before uninstalling**
2. Go to the **Control Panel>Add/Remove Programs**.
3. Select and uninstall **Calibrated{Q} Import Assist** from the list of programs.
4. Restart your computer.

Mac OSX Requirements and Installation

Ensure your Mac meets the following requirements prior to installing Calibrated{Q} Import Assist:

- Mac Intel Computer Only; recommended at least Intel Core 2 Duo with two cores or two physical processors
- Mac Intel with OSX 10.6.8(Snow Leopard) or 10.7.5(Lion) or 10.8.5(Mountain Lion) or 10.9.4 (Mavericks) or 10.10 (Yosemite), or El Capitan 10.11 or 10.12 (Sierra), BETA Support for 10.13 (High Sierra)
- For 10.9, 10.10, 10.11, 10.12 - QuickTime Player X and Finder Preview do not work with our software. The workaround for QT Player X is to install QuickTime Player 7 and use that for playback. You can download QuickTime Player 7 from Apple here: <http://support.apple.com/kb/DL923> and it will install into the /Applications/Utilities folder and can co-exist fine with QT Player X on the same computer.
- Calibrated{Q} MXF Import v3.1.0 or greater (for MXF Files)
- Calibrated{Q} MP4-EX Import v3.1.0 or greater (for XDCAM EX MP4 files)
- QuickTime 7.6.6 or higher
- Final Cut Pro X (v10.0.6 or greater)*, Final Cut Pro 6.0.6* or greater OR Final Cut Pro 7.0.3*, Compressor 3.5/4 **OR** Calibrated{Q} Decode codecs are required to decompress XAVC, AVC-Intra, DVCProHD, IMX, and XDCAM HD video contained in MXF files. Calibrated{Q} Decode codecs should NOT be installed on any Mac computer with any version of Final Cut Pro. (*please see FCP X Chapter or Final Cut Pro 6/7 Chapter for any other further requirements*)
- Avid H264 Proxy , XAVC-L & AVC-LongG require Calibrated{Q} AVC-LG Decode for decoding. Please note that Calibrated{Q} AVC-LG Decode is not guaranteed for realtime playback.
- [Avid QuickTime Codecs](#) required for Avid DNxHR/DNxHD, Meridien, and 1-1 10b MXF Files **IMPORTANT:** Please read the 'DNxHD Options' section in this User Guide for setting up either RGB SMPTE (16-235) or RGB Full (0-255) Color Ranges for DNxHR/DNxHD MXF Files.

Installing on Mac OSX

To install Calibrated{Q} Import Assist on a Mac Computer:

1. Run the Calibrated{Q} Import Assist installer from either the Calibrated{Q} MXF Import DMG or Calibrated{Q} MP4-EX Import DMG.
2. Calibrated{Q} Import Assist application will be copied to your /Calibrated/Applications/Assist folder

Uninstalling on Mac OSX

To uninstall Calibrated{Q} Import Assist on a Mac Computer:

1. **If LICENSED, please use the Calibrated License Manager to DEACTIVATE your Software License before uninstalling**
2. Delete the Calibrated{Q} Import Assist application from your computer

Known Issues and Limitations

The following known issues and limitations are associated with Calibrated{Q} Import Assist:

- Since Calibrated{Q} Import Assist, uses Calibrated{Q} MXF Import to open MXF files, please consult the Calibrated{Q} MXF Import User Guide as well for issues or limitations in working with MXF Files
- Since Calibrated{Q} Import Assist, uses Calibrated{Q} MP4-EX Import to open MP4 files, please consult the Calibrated{Q} MP4-EX Import User Guide as well for issues or limitations in working with MP4 Files
- Only spanned P2 MXF files will be 'auto-joined' into one MXF or MOV file. No other spanned media will be auto-joined.
- Please note that time involved in creating self-contained MOV files or MXF files can **vary greatly** depending on the type of source file, the size of the source file and the speed of your CPU and harddrives,
- The FCP 7 XML feature will not 'auto-join' spanned MXF or MP4 files.
- The FCP X XML feature will not 'auto-join' spanned MXF and will only work with MXF files.
- TimeCode will not be present in FCP X XML files for Audio Only MXF files.
- Separate Video and Audio MXF Files (except for P2, Ikegami, and Sony SAM) will not be joined when using the FCP 7 XML or FCP X XML
- On Mac OSX computers, please only plug-in one GFPACK at a time. It seems that Mac OSX Finder will not properly resolve filename's that are the same on two or more GFPACKS. As a workaround, you could change the name of the GFPACK's themselves.
- **Premiere Pro/After Effects CS5.0.3** – The TimeCode for 23.976 QT Ref MOV files and QT Self-Contained MOV files is not interpreted correctly in CS5.0.3. This may be due to PPro/AE CS5.0.3 not interpreting the 23976/1000 rate of the TimeCode Track correctly. PPro/AE CS5.5.0 does not appear to have this issue.
- In DEMO MODE, creating MXF files, QT Reference MOV files or Self-Contained MOV files that are less than 5-4 seconds may be created with a duration of 0. This is being investigated. When Calibrated{Q} Import Assist is LICENSED then this issue is not present.
- **Premiere Pro/After Effects For reasons unknown any QT Ref MOV file with embedded Audio will have the audio play as 'silent' even though Premiere Pro/After Effects are able to see and correctly report all of the audio properties.**
- **BUG with QT Player X on Lion or greater with QT Ref MOV files:** It appears that QT Reference MOV files will no longer work with QT Player X on Lion or greater. The workaround is to install QuickTime Player 7 and use that for playback. You can download QuickTime Player 7 from Apple here: <http://support.apple.com/kb/DL923> and it will install into the /Applications/Utilities folder and can co-exist fine with QT Player X on the same computer.
- Rewrap to MXF feature is a BETA feature for rewrapping XAVC-L, AVC-LongG, XAVC/AVC-Intra 2k/3k/4, AVC_Intra 444, XDCAM, IMX, DV25 or XAVC/AVC-Intra HD MOV files to OP1a MXF Files. Not all MOV files of this type are supported. Please note that this is a re-wrapping only feature – video is not converted.
- The SonyMXFImport.component version 1.0.0 can interfere with Calibrated{Q} MXF Import and Import Assist, please make sure you have the latest SonyMXFImport.component version 1.5.0 installed with our software.

Overview

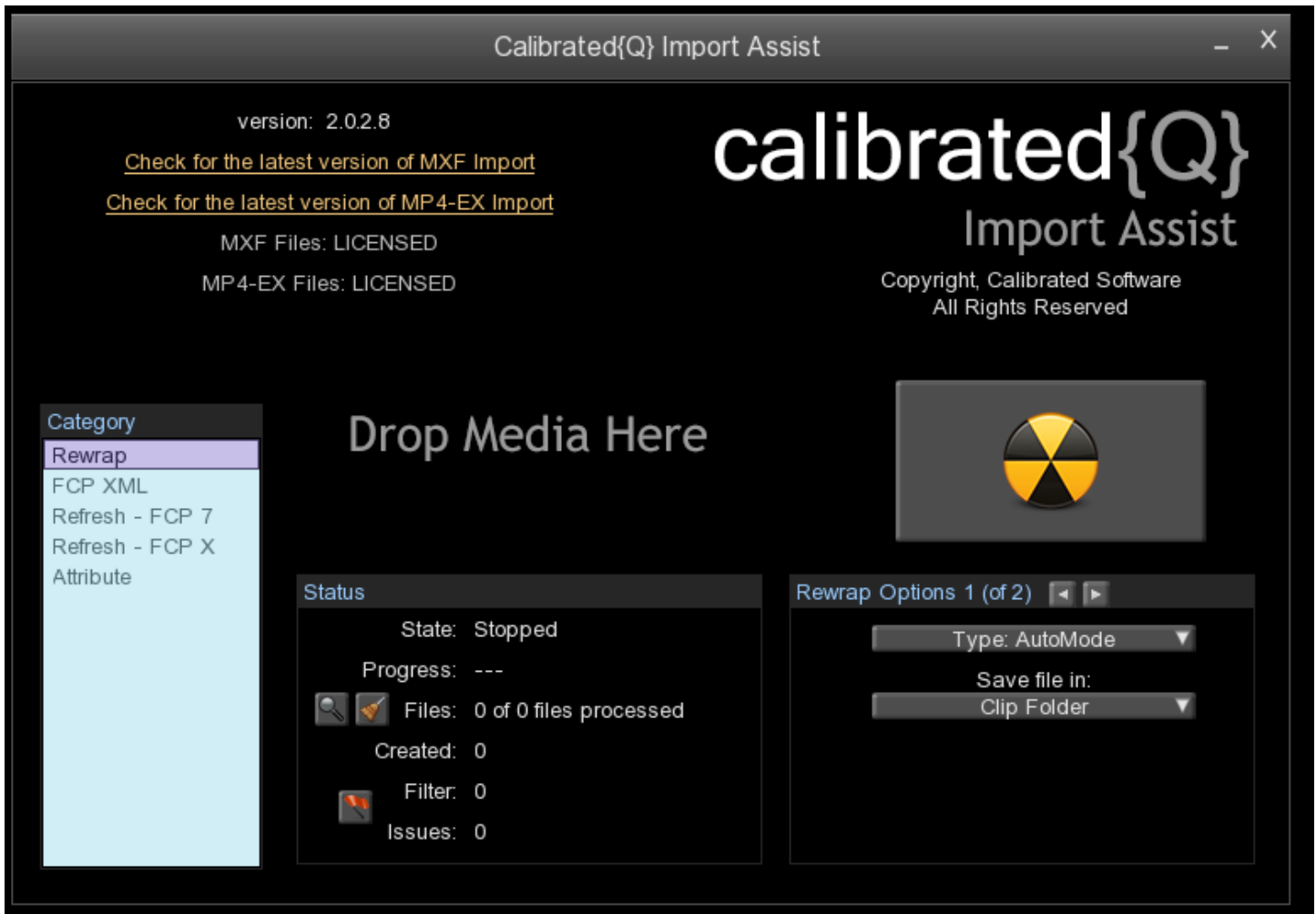
This chapter describes the features available in Calibrated{Q} Import Assist.

Please note that Calibrated{Q} Import Assist will only work with MXF Files when you have Calibrated{Q} MXF Import installed.

Please note that Calibrated{Q} Import Assist will only work with MP4 Files when you have Calibrated{Q} MP4-EX Import installed.

IMPORTANT: This version of software (v2.0 or greater) will require a new Software License and an upgrade fee if you had purchased a Software License for a previous version.

Rewrap Feature



With this feature, Calibrated{Q} Import Assist can create OP1a MXF Files, QT Ref MOV files or self-contained MOV files from MXF (in conjunction with Calibrated{Q} MXF Import) and XDCAM EX MP4 files (in conjunction with Calibrated{Q} MP4-EX Import).

Please note that rewrapping to MXF OP1a is only for XAVC-L, AVC-LongG, XAVC/AVC-Intra 2k/3k/4, AVC-Intra 444, XDCAM, IMX, DV25, or XAVC/AVC-Intra HD MOV/MXF files. Please note that this is a re-wrapping only feature – video is not converted.

Drop Media Here – You can drag and drop media files/folders to the UI to import them to be queued to be rewrapped.

Right Button (Burn Symbol) – This is to start the process of creating MXF or MOV files from the MOV, MXF and/or MP4 files loaded.

Search Glass Button – In addition to dropping media files/folders onto the UI for import you can also import media by pressing this button. When this button is pressed, Calibrated{Q} Import Assist will pop-up a window enabling you to search for MXF and/or MP4 files. You can select multiple MOV, MXF and/or MP4 files in your search, as well as search more than once.

Broom Button – This will clear out any MXF or MP4 files you have loaded so you can start over.

Red Flag button – If errors are detected creating a MOV file, you can press this button and save the error report as a text file to your computer.

Rewrap Options Page 1

TYPE OPTION:

You have the option to create two different types of QT MOV files

- a.) Reference MOV file – This setting will create QuickTime Reference MOV files. This means that the QT Ref MOV file will 'point' to the video and audio in the source file. The QT Ref MOV file will not contain any video or audio from the source file. Please be careful when moving QT Ref MOV files on your computer as that may 'break' the QT Ref MOV files – meaning the QT Ref MOV file would no longer point to the source file.
- b.) Self-Contained MOV files – This setting will create self-contained MOV files. This means all of the video and audio essence in the source file will be placed into the QT MOV file. **Please note the time involved in creating self-contained MOV files can VARY GREATLY depending on the type of MXF files or XDCAM EX MP4 file, size of the MXF/MP4 file and the speed of your CPU and harddrives,**

LOCATION OPTION:

You have the option for three different locations when saving the MXF and MOV files:

- a.) 'Prompt for Folder' (DEFAULT) – When the green light button is pressed you are first prompted to select a folder to save the MXF and MOV files to.
- b.) 'Clip Folder' – the MXF and MOV files are saved in the same folder as the original file that they are being created from.
- c.) 'Custom Folder' – the MXF and MOV files are saved in a Custom Folder that is set by you in the 'options' page. When this option is selected, you will be able to choose a 'Custom Folder Location' to save the created MXF and MOV files to.

SEPARATE BY SUB-FOLDERS OPTION:

When this is enabled then with Location Options (a) and (c) above – the MXF and MOV files will be organized in folders according to the creation date of the original files.

Rewrap Options Page 2

Enable Advanced Audio Options

When enabled, this option will

- (a) Filter out creating MXF or MOV files from the following Audio Only MXF files Panasonic P2 Audio MXF files, Ikegami Audio MXF Files, and Sony SAM Audio MXF Files (i.e. so it will not create an Audio-Only MOV files for those formats). This is because Calibrated{Q} MXF Import will already auto-join those Audio MXF files to the Video MXF file so the audio would already be present in the Video/Audio QT MOV file.
- (b) Convert IMX AES3 Audio to PCM Audio
- (c) Will attempt to auto-join the separate Avid Video and Avid Audio MXF files together in the MOV file. Please note that both Avid Video and Audio files need to be selected - the Avid Audio files will be filtered out and only used when being joined with the matching Avid Video into a MOV file.

Add Audio to QT Ref

Save the audio from the MXF or XDCAM EX MP4 file into the QT Reference MOV file

Enable P2/GFCAM Span Assemble

BETA - This option will attempt to assemble the separate AVC-Intra MXF files in a P2 spanned clip – or the separate XDCAM MXF files in a GFCAM spanned clip This feature only works in LICENSED MODE

Preserve MOV MetaData in MXF

This option will add supported MOV metadata and embed it into a XML in the MXF file. This XML metadata can be read by MXF Import

Filter Extraneous MXF Files

This option will filter out and not re-wrap XDCAM Proxy MXF files or Audio-Only MXF files that will be paired with Video MXF files or MXF files that are not the top part of a spanned clip.

Rewrap Options Page 3

Add DisplayName in FileName

When enabled AND if a User ClipName is found for the MXF file, then the User Clipname will be used in the filename.

Add Date in FileName

When enabled, the date the source file was created will be used in the filename

Enable Direct I/O (BETA)

When enabled, reading/writing for file re-wrapping will disable system cache I/O – this may improve performance on slower SATA harddrives

Other Notes

Also see the 'Known Issues and Limitations' for other issues

BUG with QT Player X on Lion with QT Ref MOV files: It appears that QT Reference MOV files will no longer work with QT Player X on Lion. The workaround is to install QuickTime Player 7 and use that for playback. You can download QuickTime Player 7 from Apple here: <http://support.apple.com/kb/DL923> and it will install into the /Applications/Utilities folder and can co-exist fine with QT Player X on the same computer.

Premiere Pro/After Effects CS5.0.3 Error – The TimeCode for 23.976 QT Ref MOV files and QT Self-Contained MOV files is not interpreted correctly in CS5.0.3. This may be due to PPro/AE CS5.0.3 not interpreting the 23976/1000 rate of the TimeCode Track correctly. PPro/AE CS5.5.0 does not appear to have this issue.

Premiere Pro/After Effects Error - For reasons unknown any QT Ref MOV file with embedded Audio will have the audio play as 'silent' even though Premiere Pro/After Effects are able to see and correctly report all of the audio properties.

FCP7 XML Feature (BETA)



Please note this feature is currently a BETA Feature.

With this feature, Calibrated{Q} Import Assist can create a FCP XML file from MXF (in conjunction with Calibrated{Q} MXF Import) and MP4 files (in conjunction with Calibrated{Q} MP4-EX Import). The FCP XML file can then be imported into FCP and with it the MXF and MP4 files and their associated metadata.

Drop Media Here – You can drag and drop media files/folders to the UI to import them to be added to the XML

Right Button (Green Light) – This is to create the FCP XML file from the MXF and/or MP4 files loaded.

In 'Save To HardDrive' Mode - when this button is pressed, Calibrated{Q} Import Assist will pop-up a window prompting where to save the XML file and what the XML file should be named. Calibrated{Q} Import Assist will then process and add all of the MXF and/or MP4 data into the XML file. You can then import the XML file into FCP 6 or FCP 7. In this mode, you have the option of using the XML file name as the Bin Name.

In 'Send To FCP' Mode - when this button is pressed, Calibrated{Q} Import Assist will then process and add all of the MXF and/or MP4 data into a XML file in system memory and then send it to FCP. FCP should already be open. A XML file will NOT be saved to your harddrive in this mode, and all files will be added into the root of the FCP Bin.

Filter Auto-Joined Audio Option:

When enabled, this option will filter out using MXF Audio Only files from the following Audio Only MXF files Panasonic P2 Audio MXF files, Ikegami Audio MXF Files, and Sony SAM Audio MXF Files (i.e. so it will not create add Audio-Only MXF files to the XML file for those formats). This is because Calibrated{Q} MXF Import will already auto-join those Audio MXF files to the Video MXF.

Filter Proxy:

When enabled, this option will filter out adding XDCAM Proxy files to the XML file.

Search Glass Button – In addition to dropping media files/folders onto the UI for import you can also import media by pressing this button. When this button is pressed, Calibrated{Q} Import Assist will pop-up a window enabling you to search for MXF and/or MP4 files. You can select multiple MXF and/or MP4 files in your search, as well as search more than once.

Broom Button – This will clear out any MXF or MP4 files you have loaded so you can start over.

Red Flag button – If errors are detected after saving or sending a XML file, you can press this button and save the error report as a text file to your computer.

Please note this feature is currently a BETA Feature.

-Importing a FCP XML file into FCP will only work if a licensed v3.0.0 or greater Calibrated{Q} MXF Import(for MXF Files) or 3.0.0 Calibrated{Q} MP4-EX Import(for MP4 files) is installed on that computer.

-The FCP XML will not 'auto-join' spanned MXF or MP4 files, nor will it associate separate Avid Video and Audio MXF Files together in FCP.

-By default, P2 Audio MXF Files, Ikegami Audio MXF Files, and Sony SAM Audio MXF Files are filtered out of any searches as these separate audio MXF files are already auto-joined to their video MXF Files by Calibrated{Q} MXF Import.

-Panasonic AVC-Intra MP4 proxy files are filtered out of any searches as it is not supported by Calibrated{Q} MP4-EX Import

-By default, Sony XDCAM Proxy MXF Files will currently state there is a 'General Error' when attempting to play them in FCP7, presumably this is because of the 8kHz audio stored in the MXF file.

P2 MXF – FCP MetaData mapping

1. **Name** – Clip Name
2. **Label 2** – Top Clip Name and Global Shot ID (for spanned MXF Files only)
3. **Description** – Clip UMID
4. **Clip Comment A** – Location Name, Altitude, Longitude, Latitude, Source
5. **Clip Comment B** - Company Name, Product Name, Product Version, Manufacturer, Model Name, Serial Number, and Creation Date
6. **Master Comment 1** – opposite Eye name (if 3D) and Creator Name and Creation Date
7. **Master Comment 2** – Last Update Person and Last Update Date
8. **Master Comment 3** – Shooter Name, Start Date, End Date

9. **Master Comment 4** – Reporter Name, Purpose, Object
10. **Good** – Clip Shot Mark
11. **Log Note** – Program Name
12. **Scene** – Scene
13. **Shot/Take** – Take

Sony XDCAM MXF - FCP MetaData mapping

1. **Name** – Alias and Title
2. **Description** – Clip UMID
3. **Clip Comment B** - Company Name, Product Name, Product Version, Manufacturer, Model Name, Serial Number, Lens Model and Creation Date
4. **Log Note** – Description
5. **Good** – Status
6. **Master Comment 1** – Creator and Creation Date
7. **Master Comment 4** – User Disc ID and Disc Initialized Date

Ikegami GFCAM MXF - FCP MetaData mapping

1. **Name** – Clip Name
2. **Label 2** – Bin Name, and Top Clip Name and Global Shot ID (for spanned MXF Files only)
3. **Good** – Clip Mark
4. **Description** – Clip UMID
5. **Master Comment 1** – User Defined MetaData 1-25
6. **Master Comment 2** – User Defined MetaData 26-50
7. **Master Comment 3** – Data Source, Start Date, End Date
8. **Master Comment 4** –Clip Memo1
9. **Log Note** – User Defined MetaData tagged as 'LogNote'
10. **Scene** – User Defined MetaData tagged as 'Scene'
11. **Shot/Take** – User Defined MetaData tagged as 'Take'
12. **Clip Comment A** – User Defined MetaData tagged as 'ClipCommentA'
13. **Clip Comment B** - Company Name, Product Name, Product Version, Creation Date, Manufacturer, Model Name, Serial Number, and PAK ID

All other MXF - FCP MetaData mapping

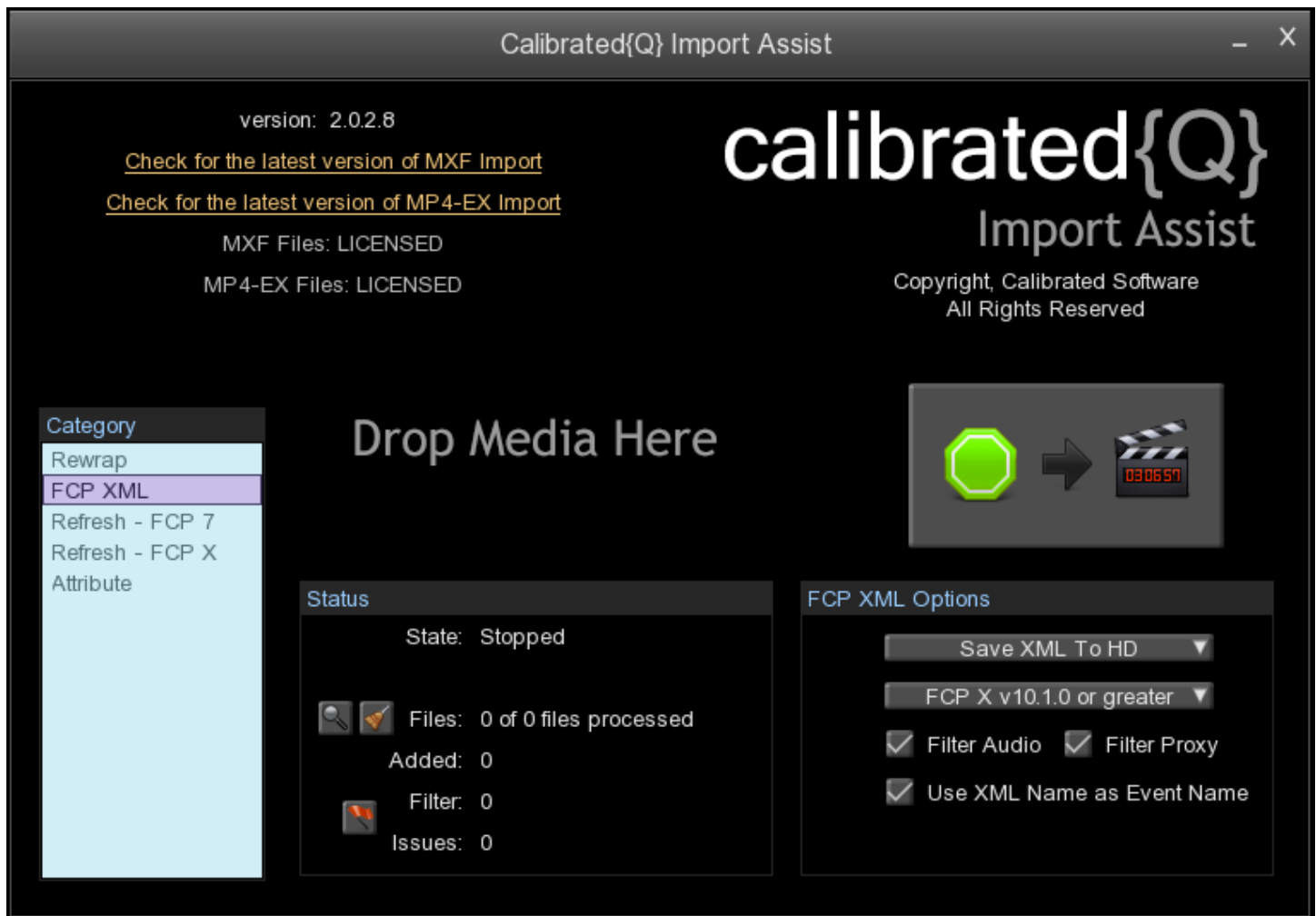
1. **Name** – Clip Name
2. **Description** – Clip UMID
3. **Clip Comment B** - Company Name, Product Name, Product Version, and Creation Date

Sony XDCAM EX MP4 - FCP MetaData mapping

1. **Name** – Alias and Title
2. **Description** – Clip UMID
3. **Clip Comment B** - Company Name, Product Name, Product Version, Manufacturer, Model Name, Serial Number, Lens Model and Creation Date
4. **Log Note** – Description
5. **Good** – Status
6. **Master Comment 1** – Creator and Creation Date
7. **Master Comment 2*** - **AUTOMODE** – AutoMatic Exposure Mode, AutoFocus Mode, White Balance Mode
FILTERWHEEL – ND Filter, CC Filter
8. **Master Comment 3*** - **LENS** – Macro, Optical Extender, Iris, Focus, Zoom
REC – fps, Shutter
9. **Master Comment 4*** - **PROCESSING** - Gain, Electrical Extender, White Balance Temp., BlackLevel, Gamma

* RealTime Metadata in #7-#9 is taken from the .BIM file and represents the realtime metadata of the last frame of the .MP4 file

FCP X XML Feature (BETA)



Please note this feature is currently a BETA Feature.

With this feature, Calibrated{Q} Import Assist can create a FCP X XML file for importing MXF files (in conjunction with Calibrated{Q} MXF Import) into FCP X. The FCP X XML file can be imported into FCP X (v10.0.9 or greater) and with it the MXF files and their associated metadata will be imported into FCP X.

Drop Media Here – You can drag and drop media files/folders to the UI to import them

Right Button (Green Light) – This is to create the FCP X XML file from the MXF files loaded.

In 'Save To HardDrive' Mode - when this button is pressed, Calibrated{Q} Import Assist will pop-up a window prompting where to save the XML file and what the XML file should be named. Calibrated{Q} Import Assist will then process and add all of the MXF data into the XML file. You can then import the XML file into FCP X. In this mode, you have the option of using the XML file name as the Event Name.

In 'Send To FCP X' Mode - when this button is pressed, Calibrated{Q} Import Assist will then process and add all of the MXF into a XML file in temporary location on your harddrive and then send it to FCP X. FCP X should already be open. All MXF files will be added into a new Event in FCP X.

Filter Auto-Joined Audio Option:

When enabled, this option will filter out using MXF Audio Only files from the following Audio Only MXF files Panasonic P2 Audio MXF files, Ikegami Audio MXF Files, and Sony SAM Audio MXF Files (i.e. so it will not create add Audio-Only MXF files to the XML file for those formats). This is because Calibrated{Q} MXF Import will already auto-join those Audio MXF files to the Video MXF.

Filter Proxy:

When enabled, this option will filter out adding XDCAM MXF Proxy files to the XML file.

Search Glass Button – In addition to dropping media files/folders onto the UI for import you can also import media by pressing this button. When this button is pressed, Calibrated{Q} Import Assist will pop-up a window enabling you to search for MXF and/or MP4 files. You can select multiple MXF and/or MP4 files in your search, as well as search more than once.

Broom Button – This will clear out any MXF files you have loaded so you can start over.

Red Flag button – If errors are detected after saving or sending a XML file, you can press this button and save the error report as a text file to your computer.

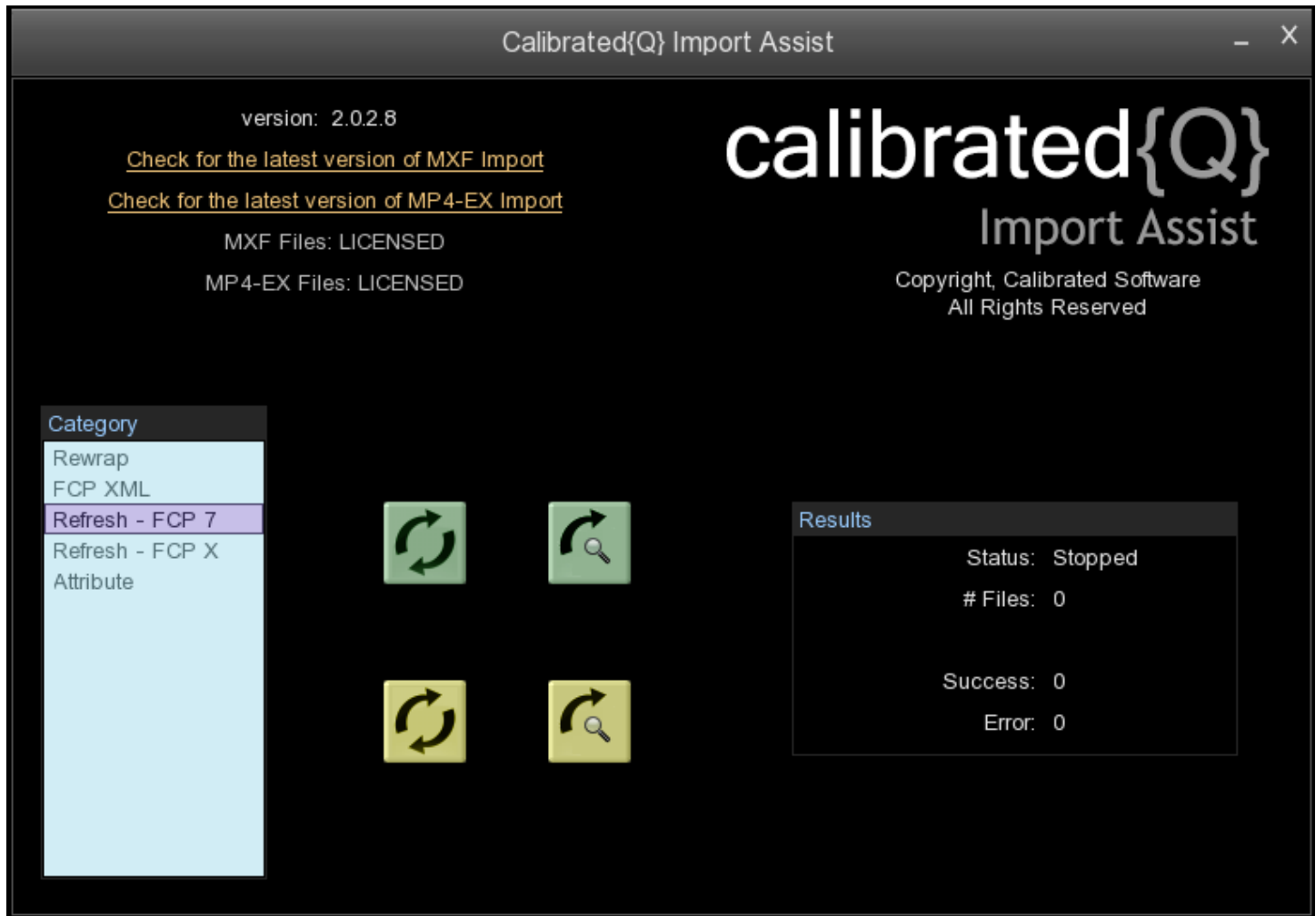
Please note this feature is currently a BETA Feature.

-Importing a FCP X XML file into FCP X will only work for FCP X version 10.0.9 or v10.1(or greater), AND if a licensed v3.0.0 or greater of Calibrated{Q} MXF Import is installed on that computer.

-The FCP X XML will not 'auto-join' spanned MXF files, nor will it associate separate Avid Video and Audio MXF Files together in FCP X.

-By default, P2 Audio MXF Files, Ikegami Audio MXF Files, and Sony SAM Audio MXF Files are filtered out of any searches as these separate audio MXF files are already auto-joined to their video MXF Files by Calibrated{Q} MXF Import.

'Refresh – FCP 7' page (Mac OSX only)



You can access this option by opening Calibrated{Q} Import Assist application and clicking on the word 'Refresh – FCP 7'

TO UPDATE FILES IMPORTED INTO FCP 7 WHILE IN DEMO MODE

'Refreshing' is needed to update the duration of any MXF file or MP4 file that you had previously imported into FCP 7 while in DEMO MODE.

After proper licensing Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import on Mac OSX, you may still encounter that MXF or MP4 files that you had imported into Final Cut Pro 7 while running in DEMO MODE will still only show 30 seconds of duration. This is due to the fact that Final Cut Pro 7 will 'remember' the duration of an imported MXF or MP4 file and FCP 7 has to be told to 're-look' at the MXF or MP4 file to see the proper duration.

Calibrated{Q} Import Assist 'refresh', is sending Final Cut Pro 7 a command to 'silently' reconnect to the MXF or MP4 file. This silent reconnect command tells Final Cut Pro 7 to re-look at the MXF or MP4 file and update its properties (including duration) if necessary.

Instructions to refresh MXF or MP4 files imported into FCP 7 while in DEMO MODE

1. **Open Final Cut Pro 7**
2. Open the project (s) where MXF or MP4 files are still only showing 30 seconds
3. Run Calibrated{Q} Import Assist and click on the word 'Refresh – FCP 7'
4. Do either Option A, or B below:

Option A:

-Press the **Green Double Arrows** button to refresh all MXF and MP4 files in the open projects in Final Cut Pro 7

Option B:

- Press **Green Single Arrow with a Search Glass** button - then this will open a 'Choose File Dialog'.
- In the 'Choose File Dialog', navigate to a MXF or XDCAM EX MP4 File in Finder that is only showing 30 seconds in Final Cut Pro 7 and choose it and click 'Open'

5. The MXF and XDCAM EX MP4 file duration should now be updated in Final Cut Pro 7

TO UPDATE GROWING MXF FILES IMPORTED INTO FCP 7

After proper licensing Calibrated{Q} MXF Import OSX, you can import and edit growing XDCAM MXF files in FCP 7.

Please note that this is a BETA feature.

Other types of MXF files may work but we have only tested XDCAM MXF files.

Instructions to refresh growing MXF files imported into FCP 7

1. **Open Final Cut Pro 7**
2. Open a project and import the growing MXF file into your FCP 7 Bin
3. Run Calibrated{Q} Import Assist and click on the word 'Refresh – FCP 7'
4. Do either Option A, or B below:

Option A:

-Press the **Yellow Double Arrows** button to refresh all growing MXF in the open projects in Final Cut Pro 7

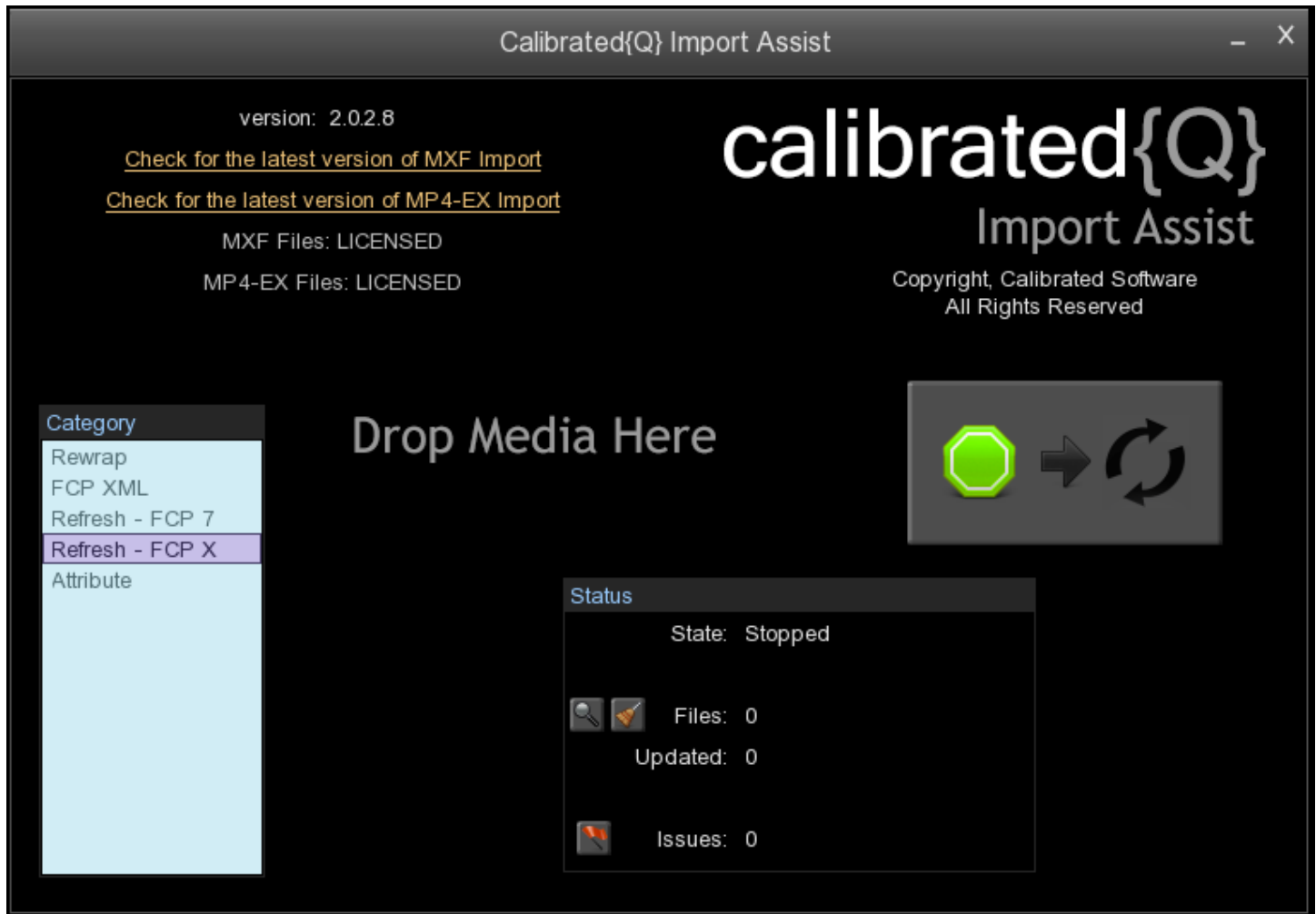
Option B:

- Press **Yellow Single Arrow with a Search Glass** button - then this will open a 'Choose File Dialog'.
- In the 'Choose File Dialog', navigate to a growing MXF File in and choose it and click 'Open'

The Yellow Button(s) above tell FCP 7 to silently update the MXF file if the modification date of the actual file has been changed.

5. The MXF file duration should now be updated in Final Cut Pro 7 in your FCP 7 Bin. If the MXF file is on a Sequence – you will have to manually stretch out the MXF file to the new duration on your FCP 7 Sequence.

'Refresh – FCP X' page (BETA - Mac OSX only)



TO UPDATE GROWING MXF FILES IMPORTED INTO FCP X

After proper licensing Calibrated{Q} MXF Import OSX, you can import and edit growing XDCAM MXF files in FCP X.

Please note that this is a BETA feature.

Other types of MXF files may work but we have only tested XDCAM MXF files.

Please note that this feature will update the Modification date on the MXF file so that FCP X will update the MXF file in its Event and Project.

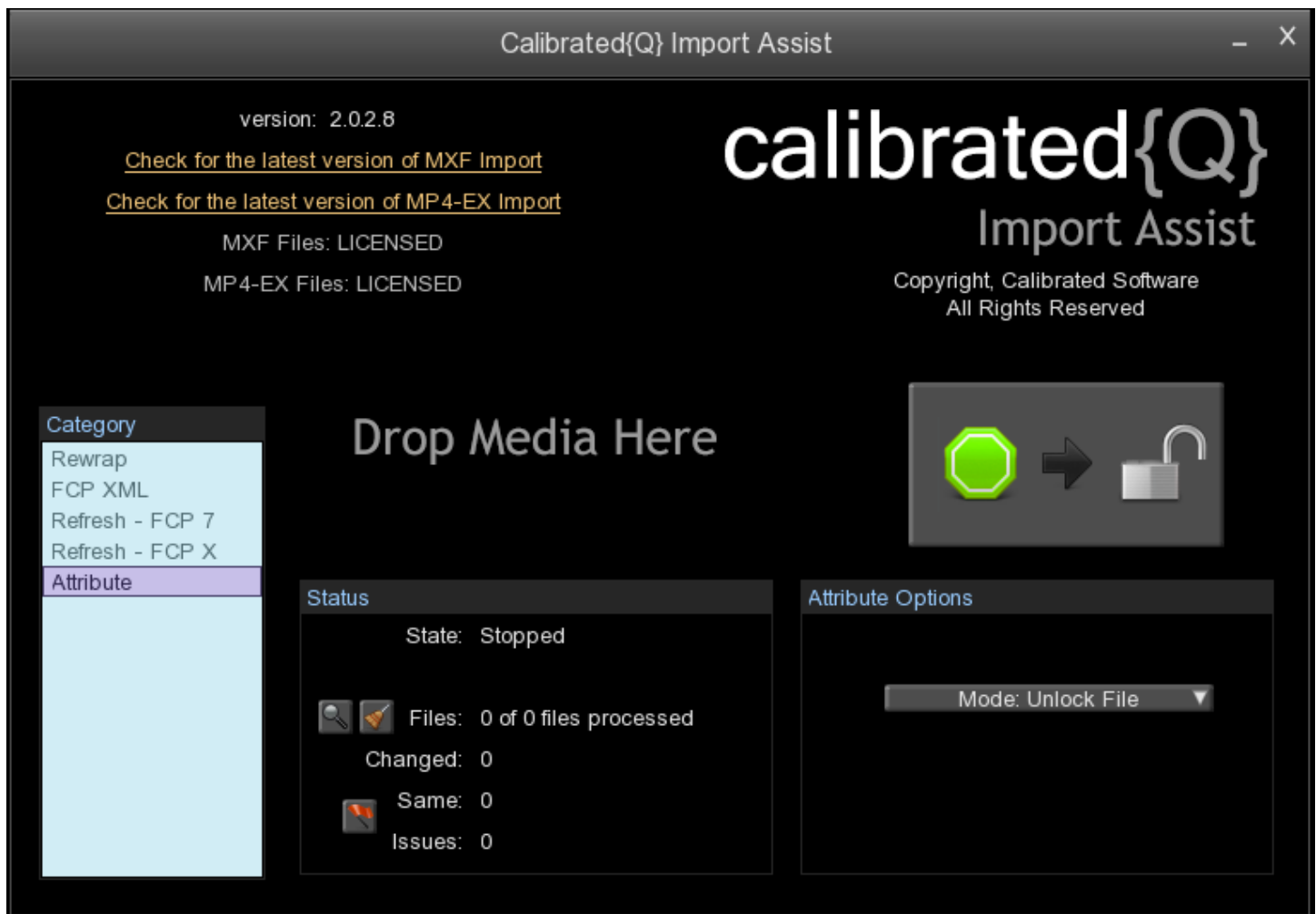
FCP X should update the duration of a growing MXF file when OSX updates the modification date of the growing MXF file. You can speed up this process by updating the modification date yourself using Import Assist

Instructions to refresh growing MXF files imported into FCP X

- 1. Open Final Cut Pro X**
2. Open a project and import the growing MXF file into your FCP X Library Event
3. Run Calibrated{Q} Import Assist and click on the word 'Refresh – FCP X'

4. You can drag and drop media files/folders to the UI to import them **OR** you can press **Search Glass** button - then this will open a 'Choose File Dialog'. In the 'Choose File Dialog', navigate to a growing MXF File(s) in and choose them and click 'Open' - this will load the MXF files that you want to update in FCP X
5. Press the button with the green light and double arrows – this will update the modification date of the MXF file(s) you have chosen
6. If the MXF file is on a Project Sequence – you can then manually stretch out the MXF file to the new duration in your FCP X Project Sequence.
7. The MXF file duration should now be updated in your FCP X Event – sometimes though it may not update as quick as the file on your Sequence, and the Project will show a yellow explanation point in your Event – this signals that elements in your Event and Sequence may not be both upated. This is being investigated.

Attributes Feature



With this feature, Calibrated{Q} Import Assist can unlock, lock, change the FileDate, or change TypeCode(Mac OSX Only) for MXF (in conjunction with Calibrated{Q} MXF Import) and XDCAM EX MP4 files (in conjunction with Calibrated{Q} MP4-EX Import).

In the 'options' section, you can select which file attribute to change –

- (a) Unlock
- (b) Lock
- (c) Change TypeCode (Mac OSX Only)
- (d) Change FileDate – please note that this will not change any file date metadata in the MXF file or XDCAM EX MP4 file; rather it changes the Modification and/or Creation Date that the operating system sees and reports

Drop Media Here – You can drag and drop media files/folders to the UI to import them

Right Button (Green Light) – This is to change the selected attribute for the MXF and/or MP4 files that are loaded.

Search Glass Button – In addition to dropping media files/folders onto the UI for import you can also import media by pressing this button. When this button is pressed, Calibrated{Q} Import Assist will pop-up a window enabling you to search for MXF and/or MP4 files. You can select multiple MXF and/or MP4 files in your search, as well as search more than once.

Broom Button – This will clear out any MXF or MP4 files you have loaded so you can start over.

Red Flag button – If errors are detected after changing file attributes, you can press this button and save the error report as a text file to your computer.

Software License Agreement

By downloading, installing, ordering, or using the software - you are agreeing to the Software License Agreement. You can download or view the Software License Agreement on our website:

<http://www.calibratedsoftware.com/SoftwareLicenseAgreement.php>

After Purchase - Software License Instructions

Calibrated{Q} Import Assist will only work with MXF Files when Calibrated{Q} MXF Import 3.0.0 or greater is installed with a valid Software License.

Calibrated{Q} Import Assist will only work with MP4 files when Calibrated{Q} MP4-EX Import v3.0.0 or greater is installed with a valid Software License.

Please see the Calibrated{Q} MXF Import User Guide or the Calibrated{Q} MP4-EX Import User Guide to see how to license those products.

Refund and Transfer Policy

A refund for the purchase price of an order may only be given if you have NOT generated a Software License for your order or used an Activation Key to license the software to a computer, AND the refund request is within 30 days of the order purchase date. For more details, please see our official [refund policy](#).

Troubleshooting

Please consult the troubleshooting guides of Calibrated{Q} MXF Import or Calibrated{Q} MP4-EX Import if you cannot work with a MXF or XDCAM EX MP4 file in Calibrated{Q} Import Assist.

Version 2.5.3

- Fixed issue with working with XML data on macOS 10.6.8

Version 2.5.1

- Update Licensing SDK
- BETA Support macOS High Sierra

Version 2.5.0

- Support for rewrapping Sony RAW and X-OCN MXF files to MOV files
- Bug Fixes

Version 2.3.0

- Updated Licensing SDK

Version 2.2.5

- Minor update

Version 2.2.4

- Updated Licensing SDK
- Added BETA support for re-wrapping Canon XF-AVC MXF files.

Version 2.2.3

- Fixed issue when rewrapping 29.97fps MOV files or 59.94fps MOV files to MXF files where in certain cases the last 1 to 4 frames of video/audio would not be included in the rewrapped MXF file.

Version 2.2.2

- Updated Windows and Mac OS X requirements in User Guide

Version 2.2.1

- Minor bug fix

Version 2.2.0

- BETA Support for rewrapping Panasonic P2 AVC-Intra 444 OP1b MXF files to OP1a MXF files or MOV files
- BETA Direct I/O reading/writing for file re-wrapping – this may improve performance on slower SATA harddrives
- Support for rewrapping DV25 MOV files to DV25 OP1a MXF files

Version 2.1.1

- Minor fixes

Version 2.1.0

- Fixed issue with application sometimes hanging during re-wrapping of MXF files

- Updated UI to accept dropped media files or media folders
- Updated MXF and MOV re-wrapping into the same UI and consolidated options
- Added support to rewrap XAVC-L 4:2:2 and AVC-LongG 4:2:2 MXF/MOV files.
- Added support to rewrap Avid H264 Proxy MXF files, XAVC-L 4:2:0 MXF files, and AVC-LongG 4:2:0 MXF files to H264 MOV files.
- BETA support to assemble a spanned Panasonic P2 AVC-Intra HD/2k/3k/4k & AVC-LongG MXF clip into a single MOV or MXF OP1a file
- BETA support to assemble a spanned Ikegami GFCAM XDCAM/IMX MXF clip into a single MOV or MXF OP1a file
- Write Adobe XMP sidecar file when re-wrapping MOV to MXF file (if Adobe XMP metadata exists in MOV file)

Version 2.0.1

- Fixed incorrect framerate when re-wrapping 25fps and 50fps MXF files – 25/1 and 50/1 is now used for the framerate (previously 25000/1000 and 50000/1000 was used and these MXF files may not be understood by some applications)

Version 2.0.0

- New Software Licensing and Software License Agreement
- Updated User Guide
- Update GUI
- BETA Support for re-wrapping AVC-Intra 2k/3k/4, XDCAM MOV, IMX MOV, and AVC-Intra HD MOV files to OP1a MXF files.
- BETA Support for editing growing XDCAM MXF files in FCP 7 and FCP X.
- BETA Support for joining separate Avid Video and Audio MXF files to a MOV file when re-wrapping MXF files to MOV.
- Separate IMX/D10 MXF Audio into 2,4,6 or 8 separate Audio Track when rewrapping to MOV files.
- Separate MP4 Dual Mono Audio into 2 separate Audio Tracks when rewrapping to MOV files.
- **IMPORTANT: This version of software (v2.0 or greater) will require a new Software License and an upgrade fee if you had purchased a Software License for a previous version.**

Version 1.3.8

- Fixed issue where Version 0 Sound Descriptions were ignored when trying to save Audio into QT Reference MOV files.

Version 1.3.7

- Updated to work with Calibrated{Q} MXF Import v2.5.1
- Updated FCP X XML function for 10.0.9 or 10.1 FCP X
- BETA Support for saving Audio from MXF files or XDCAM EX MP4 files into QT Ref MOV files

Version 1.3.6

- Updated to work with Calibrated{Q} MXF Import v2.5.0.
- Fixed issue when 'sending a XML' to FCP 7 to an unsaved FCP 7 project. (Previously Import Assist would give an error saying the project could not be found)

Version 1.3.5

- Updated to work with Calibrated{Q} MXF Import v2.4.5.

Version 1.3.0

- FCP X Clip ID is now the UMID_DISCNAME of a file; previously it was just the UMID.
- Fixed issue where invalid self-contained MOV files would be generated from some types of IMX MXF files with AES3 audio
- [MAC ONLY] Fixed issue where MXF files or XDCAM EX MP4 files that did not have the proper 'TypeCode' set were 'greyed' out and unselectable in the 'File Open' window.
- Added the ability to change the file creation date or the file modification date to the current date
- **[BETA – Mac OSX]** Added the ability to import MXF files to FCP X (v10.0.6 or greater) by either 'sending' a FCP X XML to FCP X or by saving a FCPX XML file to the harddrive which can then be manually imported into FCP X

Version 1.2.0

- Added support for UTF8 filenames and folder paths
- Added BETA support for creating self-contained MOV files
- Added BETA support for embedding FCP X metadata in QT Ref MOV files or self-contained MOV files
- Added BETA Support for joining BlackMagic Design Audio MXF Files with BlackMagic Design DNxHD MXF Files in QT Ref MOV files or self-contained MOV files.
- BETA Support for converting IMX AES3 Audio to PCM Audio
- Added file name, filter and folder options for the QT Feature
- Merged the QT Feature, FCP7 XML Feature, and Attributes Features on one panel
- Removed parsing FCP Projects for the Attributes Feature or QT Feature
- Installer is now 'digitally signed'

Version 1.1.4

- Deprecated creating QT Ref MOV files from a FCP Project in 'qt ref' feature
- Added BETA support for ARRI ALEXA DNxHD MXF files in the FCP XML feature
- Mac OSX now has an installer

Version 1.1.3

- Added in 'qt ref' feature where QT Ref MOV files now have the 'High-Quality' check set – this seemed to only affect DV25 QT Ref MOV files in QuickTime Player 7.6/7.7 – they would playback in Lower Quality unless the 'High Quality' was manually set in the "Movie Properties" using QuickTime Player Pro 7.6/7.7.

Version 1.1.2

- Fixed issue in 'qt ref' feature where folders created to store QT Ref MOV files in the 'Custom' Folder option had only maximum 1 digit for the 'day' date in the folder name – now the 'day' date in the folder name can be 1 or 2 digits.

Version 1.1.1

- QT Ref MOV files created via the 'qt ref' feature are now created as Read-Only
- XDCAM EX MP4 RealTime MetaData supported in the feature 'FCP XML'

Version 1.1.0

- Updated User Guide
- Removed Options page and embedded options in the feature pages
- Added 'Send to FCP' for FCP XML feature
- Added an error report button to 'qt ref', 'fcp xml', and 'attributes' features
- Added search mode (Manual or FCP Project) for 'qt ref' and 'attributes' features
- Using the XML file name as the bin name in the XML file created in the 'Send To Harddrive' mode in the 'fcp xml' feature is now optional
- Ikegami MXF Files now have the Bin Name in Label 2 for the 'fcp xml' feature

Version 1.0.0

- Released

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s o f t w a r e