

Twister

for the Casablanca Avio
and the Casablanca Kron

User's Manual

1. General

Thank you for purchasing the Twister from your Casablanca dealer. We'd like to thank you for placing your trust in us and hope that this product exceeds all of your expectations.

The ergonomically designed Twister makes editing work (particularly those projects that involve multiple splits and trims) more comfortable and less strenuous.

Please do not hesitate to contact us if you have any questions or suggestions for improvement. To contact us, please refer to the addresses and telephone numbers printed in the manual for your Casablanca Avio or Casablanca Kron (hereafter referred to as Casablanca II). (Note: In order to provide you with the best service possible, we kindly ask that you have either your Casablanca serial number or your customer number ready whenever you contact us.)

2. Safety

To avoid making unnecessary mistakes when using this product, we recommend that you carefully follow the instructions provided in this manual.

The Twister has been designed with the hobby enthusiast in mind and we have taken a great deal of care while designing and testing this product.

Nevertheless, since it's not possible to guarantee completely error-free applications in all environments and at all times, we unfortunately can't rule out the possibility that some errors may exist. If, contrary to all expectations, this is indeed the case, we shall remedy any errors in the program and supply the affected customers with a new product free of charge.

We cannot, however, accept any liability for

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loss of data/time or any consequential damages that may occur as a result, particularly since we have no influence over correct software installation and operation by the customer. MacroSystem Digital Video AG and its dealers therefore cannot be held liable for any defects or unintentional damage in connection with the installation or use of the Twister product.

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3. Installation

Unlike other products developed for the Casablanca editors, the Twister software does not have to be installed on your system; it's already integrated into your system software (OS v. 1.7 and higher). You can check your OS version in the information box within the „System Settings“ screen (bottom left) on your Casablanca II.

You can easily connect and operate the Twister via the provided USB cable without first having to activate it or enter a license code. The USB cable must be connected to either one of the two USB ports on your Casablanca II; it doesn't matter which one you use. (If necessary, please refer to your

Since this is a USB connection, connecting the devices using this method does not impair the quality of the connection in any way. Furthermore, you can disconnect and reconnect the USB connections while the system is running without having to restart your Casablanca II.

4. What is Twister?

Casablanca II manual to find out which connections are the USB ports.) The flat end of the USB cable must be connected to the Casablanca II and the square end to the Twister.

Note: You can still use the Twister if both USB ports on your Casablanca II are already in use (e.g. if you've already attached both a USB keyboard and the PC-Link program). If this is the case, you'll need a "Hub" unit (available from retailers) to act as a distributor. You could, for instance, connect it to your keyboard, thus allowing you to use another USB cable to connect the keyboard to the Twister. Since some keyboards already have an integrated hub, you should first check whether yours does too. If it does, you would simply use the USB cable to connect the Twister to the keyboard, which in turn is connected to the Casablanca II.

Twister is an input device that simplifies and speeds up your work, and is particularly useful for trimming and splitting. Although it can't replace the trackball in all screens it is a good supplementary input device in most.

Its ergonomic shape means you can rest your hand on it comfortably and your work will become less tiring. The specially developed surface below the buttons and controls helps keep your hand steady and provides relief during editing work.

Now let's examine the various components in greater detail:



The Twister is equipped with three slider controls, which allow you to directly adjust video and audio settings. It also has four buttons that are responsible for different functions in various screens.

Twister is also fitted with a "jog-wheel." The jog-wheel has two functions: 1) it has a rocker-switch along its outer edge (known as a "jog control"), with which you can move backwards and forwards quickly (e.g. for splitting or trimming), and 2) an inner wheel with which you can move with frame-by-frame precision.

1.) Jog-wheel:

Some users may already be familiar with this function from their video recorders. It comprises an outer ring that we call a "jog control" and an inner "wheel."

Its primary function is to allow you to move the storyboard. In this case, the jog-wheel takes on the job of the trackball. But you can also use this Twister feature to operate various functions in many other screens and subscreens. You can use the jog control to move very quickly through the video footage, and the wheel allows you to move forwards and backwards step-by-step (similar to the separate </> buttons). The speed of move-

ment depends on how far you turn the jog control. The further you turn the jog control, the faster the video footage moves.

2.) Buttons:

The four buttons (labeled on the device as A, B, C and D) have various functions in various screens. The buttons have not been assigned any functions in screens that are not listed here.

3.) Slider controls:

The three separate slider controls (labeled on the device as 1, 2 and 3) are used in the Video Settings, Audio Record/Edit and Audio-Mix screens. In these screens, you can use the Twister controls to directly adjust the program interface's slider controls without you first having to click on the screen's controls. The position already assigned to the slider control is initially left unchanged. The program's slider control will only be set to the value assigned by the Twister control after you actually move the Twister control. When you move the Twister control, the slider control on the monitor moves in real-time synchrony with it.

Note: You'll notice that it remains gray and doesn't switch to the "active" color mode (a blue slider). Sometimes the Twister controls may be in a different position when compared to those seen on-screen. However, as soon as you move one of the Twister controls, the on-screen counterpart jumps to the same position that the Twister control is set to.

5. Functions in the screens

Now we'll list all the Casablanca II screens with functions that can be controlled by the Twister.

Video Settings:

In this screen you can use the three different slider controls as well as the four buttons.

The slider controls are assigned in the same order as in the screen (from top to bottom):

- 1) Brightness
- 2) Contrast
- 3) Color

The buttons allow you to set which video input you want to use. In the case of the Casablanca Avio, they are assigned as follows (from left to right):

- A) FBAS
- B) YC
- C) SCART
- D) DV (if available).

If you do not have a DV interface on your Casablanca Avio, button D has no function associated with it.

The Casablanca Kron system has the following button assignments:

- A) FBAS
- B) YC
- C) DV
- D) DV

Edit:

If you're in the "Edit" screen, you can first of all use the jog-wheel to move the storyboard. You can turn the jog control to quickly roll through the storyboard. So in effect it takes on the job of the slider control that is located beneath the storyboard. You can use the inner wheel if you want to move through the storyboard scene by scene. So this function in effect takes on the job of the individual </> buttons located next to the slider control. You can also use the Twister's four buttons in this screen:

Trim:

Button D replaces the "Trim" button, i.e. for opening the Trim screen in which you can set your IN and OUT points. If you then click on button B, the trim toolbar for the IN-point is displayed – the button acts as the Trim

screen's IN button. Now you can use the Twister to trim the scene. Move the jog-wheel again and you'll see that you can roll through the video footage more comfortably than before (you can move faster using the jog control and more precisely using the wheel).

After you've reached the position you want in the video footage, you can use button B to confirm it (in this case it replaces the left trackball button) or button D to cancel the operation without the settings being applied (this replaces the right trackball button). In both cases you'll return to the Trim screen. Clicking on button C will make the OUT-point toolbar appear. You can trim the OUT-point in the same way as you trimmed the IN-point. When you've finished, either confirm the position you selected by pressing button C or cancel the operation with button D. Finally, you can close the screen by pressing button D. You can directly switch between B (IN) and C (OUT) at any time without first having to go back to the higher screen in the hierarchy.

Split:

Button A replaces the "Split" button. If you click on it, the Split screen appears and you can activate the Split Position by clicking on button A. Next, roll through your video footage again using the wheel until you find the required position and confirm this position by clicking on button A (clicking on button D cancels the operation).

If you want to use the selected scene, click on button B. If you want to reject the selected footage, press button C. You can close the screen again by clicking on button D. Buttons B and C do not cancel the "rolling state" that was activated by A – once you begin with the splitting procedure by pressing button A, you can continue rolling through the video footage as much as you like and press B and C whenever you wish. You can return at any time using button A, and if you click on A again you can continue with the splitting process.

Insert:

The four Twister buttons can also be used for Insert editing. Click on “Insert” to open the corresponding “Range” screen. You can activate the Start toolbar with Twister button A, roll through the video footage with wheel and confirm the selected position with button A or cancel the operation using button D. Next, click on button B to activate the IN toolbar. Set the IN-point again using the wheel and confirm with button B or cancel with button D. You can open the OUT toolbar by clicking on button C. Again, you can roll through the video footage using the wheel and set the OUT-point with button C or cancel the operation using button D. The “Range” screen can then be closed by clicking on the right trackball button.

If you subsequently want to correct these settings, you can open the appropriate screen by clicking on the “Range” button and using your Twister as described above (Insert). You can directly switch between B and C at any time without first having to go back to the higher screen in the hierarchy.

Finish:

Click the “Range” button to open the corresponding screen toolbar. Activate the IN-point by pressing button B, roll the wheel to set the range you want and confirm it with button B (or cancel it with button D). You can activate the OUT-point by clicking button C. You can then roll through the video footage with the wheel and confirm the position with button C (or cancel it with button D). You can directly switch between buttons B and C without first having to go back to the higher screen in the hierarchy. Clicking on the right trackball button closes this Range screen.

Transition effects:

Here, the jog-wheel (i.e. the jog control and wheel) can be used to move the storyboard. You can turn the jog control to quickly roll through the storyboard. In effect, it takes on the job of the slider control that is located

beneath the storyboard. You can use the wheel if you want to move through the storyboard scene-by-scene. So this function basically takes on the job of the separate </> buttons located next to the slider control.

If you own a Casablanca Kron or a Casablanca Avio (including the Avio pro-package), your unit will be equipped with the “Single Frame” and “Scene” buttons. Twister can also be used in conjunction with these two buttons. If you click on “Single Frame”, in the subsequent screen you can move the “Frame” button using the jog control or wheel. Here again, you do not need to first select the “Single Frame” button – it is activated (though not highlighted in blue) as soon as the jog control or wheel on the Twister is moved. If you click on the “Scene” button, a toolbar will first be displayed from which you can make your selection. If you decide to use the “Range” function, you can select the button in the usual way using the trackball and then click on “OK” to open the “Range” screen.

In this screen you can use Twister button B to open the toolbar for the IN-point. Next, you can roll through the video footage with either the jog control or wheel until the range you want is selected. Confirm your selection using button B or cancel the operation by pressing button D. You can activate the OUT-point by clicking on button C, and then roll through the video footage with the wheel and confirm the position with button C or cancel it with button D. You can directly switch between buttons B and C without first having to go back to the higher screen in the hierarchy. Clicking on the right trackball button can close this Range screen.

Image-processing effects:

Here, the jog-wheel (i.e. the jog control and wheel) can be used to move the storyboard. Turn the jog control again if you want to roll through the storyboard quickly, and use the wheel if you want to move through the storyboard scene-by-scene.

If you own a Casablanca Kron or a Casablanca Avio (including the Avio Pro package), your unit will be equipped with the “Single Frame” and “Scene” buttons. You can use Twister in conjunction with these two buttons. If you click on “Single Frame”, you can move the “Frame” button in the subsequent screen using the wheel. You do not need to first select the “Single Frame” button – it’s activated (though not highlighted in blue) as soon as the jog control or wheel on the Twister is moved. You can also use the Twister buttons to adjust the “Display” selector switch. Use button A to set “Original”, button B to set “Effect” and button C for “Orig. + Effect”. Button D is not assigned in this screen.

If you click on the “Scene” button, a toolbar will first be displayed from which you can make your selection. If you decide to use the “Range” function, you can select the button in the usual way using the trackball and then click on “OK” to open the “Range” screen. In this screen, if you press Twister button B the toolbar for the IN-point will open. Next, you can roll through the video footage using the wheel until the required range is selected, and then confirm your selection using button B or cancel the operation by pressing button D. You can activate the OUT-point by clicking on button C. You can then roll through the video footage in the usual way using the wheel and then confirm the required position with button C or cancel it using button D. You can directly switch between buttons B and C without first having to go back to the higher screen in the hierarchy. Clicking on the right trackball button can close this Range screen.

Titling:

Here, the jog-wheel (i.e. the jog control and wheel) can move the storyboard. Turn the jog control again if you want to roll through the storyboard quickly, and use the wheel if you want to move through the storyboard scene-by-scene.

If you own a Casablanca Kron or a Casablanca Avio (including the Avio Pro package), your unit will be equipped with the “Single Frame” and “Scene” buttons. You can use Twister in conjunction with these two buttons. If you click on “Single Frame,” you can move the “Frame” button in the subsequent screen using the wheel. Here again, you do not need to first select the “Single Frame” button – it’s activated (though not highlighted in blue) as soon as the jog control or wheel on the Twister is moved. If you click on the “Scene” button, a toolbar will first be displayed from which you can make your selection.

If you decide to use the “Range” function, you can select the button with the trackball and then click on “OK” to open the “Range” screen. In this screen, if you press Twister button B, the toolbar for the IN-point will open. Next, you can roll through the video footage using the wheel until the required range is selected, and then confirm your selection using button B or cancel the operation by pressing button D. You can activate the OUT-point by clicking button C. You can then roll through the video footage in the usual way using the wheel and then confirm the required position with button C or cancel it using button D. You can directly switch between buttons B and C without first having to go back to the higher screen in the hierarchy. Clicking the right trackball button can close this Range screen.

Audio Record / Edit:

In this screen you can use the (upper) control 1 on the Twister to control the Casablanca level adjustment slider (top left in the screen). Although it’s not highlighted in blue, it is still active. This control can be moved during normal use as well as during a recording. The four buttons can also be used in this screen. Button A acts as the “Split” button. If you click on it, the Split screen appears and you can activate the Split Position by clicking button A. Roll through the video footage

using the wheel until you get to the point you want within the video. Confirm this position by clicking on button A (clicking on button D cancels this operation). If you want to use the selected scene, click on button B. If you want to reject it, press button C. The “Split Position” button remains active. You can close the screen again by clicking on button D.

Within the Audio Record/ Edit screen you can click on button D to open the “Trim” screen, where you can set the IN-point and OUT-point. If you click on button B in the “Trim” screen, the trim toolbar for the IN-point is displayed. The button acts as the Trim screen’s “IN” button. Now you can use the Twister to trim the scene by moving the jog control or wheel once again to roll through the video footage. After you’ve reached the required position in the video footage, you can use button B to confirm it (in this case it replaces the left trackball button) or button D to cancel the action without the settings being applied (replaces the right trackball button). In both cases you’ll return to the Trim screen. Clicking on button C will make the OUT-point toolbar appear. You can trim the OUT-point just as you trimmed the IN-point. When you’ve finished, confirm the selected position with button C or cancel the operation using button D. Finally, you can close the screen again by pressing button D.

Audio-Mix:

You can use the jog-wheel in this screen to move the storyboard in the same way as you did in the video screens. If you turn the jog control you can move the storyboard scene by scene regardless of what audio track you’re currently in. If you turn the inner wheel, you can roll through the storyboard audio sample by audio sample. If there are no audio samples on the audio track that you selected, you will not be able to move the storyboard by turning the inner wheel.

If you own a Casablanca Kron or a Casablanca Avio (including the Avio Pro package), you can set the volume of the audio tracks

with the Twister’s slider controls. Once you select an audio sample, you can use control 1 to move the on-screen volume control. You can use control 2 on the Twister to adjust the dB correction value (i.e. on all other tracks except for the one you just selected). However, the audio track for the correction button still has to be selected with the trackball.

If you own a Casablanca Avio that does not include the Avio Pro package, you can use the Twister’s slider controls to set the volume of the three audio tracks. In the bottom right of the screen you will see a small box containing three slider controls for the audio tracks. You can use Twister control 1 to adjust the volume of the original audio track, control 2 to adjust the commentary track and control 3 to adjust the music track.

You can also use the Twister’s four buttons in this screen. Click on “Range” to open the corresponding screen. Here you can activate the Start toolbar with Twister button A, roll through the video footage using the wheel and confirm the selected position with button A or cancel the operation using button D. Next, click on button B to activate the IN toolbar. Set the IN-point again using the wheel and confirm with button B or cancel with button D. You can open the OUT toolbar by clicking on button C. Again, you can roll through the video footage using the wheel and set the OUT-point with button C or cancel the operation using button D. The “Range” screen can then be closed by clicking on the right trackball button.

Description of Symbols

OUT	Switch to the OUT menu
←OK	Apply the current value and return to the higher menu in the hierarchy
←OK IN	Apply the current value and switch to the IN menu
←Cancel	Reject the last changes and return to the higher menu in the hierarchy
-	No action

The Individual Screens

Video Settings

Slider Control	Function
Top	Brightness
Middle	Contrast
Bottom	Color

You can only set even values for your settings using the Twister.

Button	A	B	C	D
Input (Avio)	FBAS	YC	SCART	DV
Input (Kron)	FBAS	YC	DV	DV

Editing, Audio Recording:

Besides being able to roll through the storyboard (see above), the buttons are also assigned functions in the "Edit" and "Audio Record / Edit" menus.

Button	A	B	C	D
Function	Split	Scene ←	Scene →	Trim

Trimming Video / Audio

Button	A	B	C	D
Trim menu	-	IN	OUT	←OK
IN	-	←OK	←OK OUT	←Cancel
OUT	-	←OK IN	←OK	←Cancel

You can directly switch between B and C at any time without first having to go back to the higher menu in the hierarchy.

Splitting Video / Audio

Button	A	B	C	D
Split menu	Split position	Use	Reject	←OK
Split position	←OK	Use	Reject	←Cancel
PLAY *	Index	-	-	←Cancel

* Only on the Kron and the Avio with pro-package.

B and C do not cancel the "rolling state" that was activated by A, i.e. once you begin with the splitting procedure by pressing button A, you can continue rolling through the video footage as much as you like and press B and C whenever you wish. You can go back at any time using A, and continue splitting by pressing A again.

Video Insert, Range (Audio Mix)

Button	A	B	C	D
Insert menu	Start	IN	OUT	-
Start	←OK	←OK IN	←OK OUT	←Cancel
IN	←OK Start	←OK	←OK OUT	←Cancel
OUT	←OK Start	←OK IN	←OK	←Cancel

You can directly switch between A, B and C at any time without first having to go back to the higher menu in the hierarchy.

Range (Image Processing Effects, Titling and Finish /Range)

Button	A	B	C	D
Range menu	-	IN	OUT	-
IN	-	←OK	←OK OUT	←Cancel
OUT	-	←OK IN	←OK	←Cancel

You can directly switch between B and C at any time without first having to go back to the higher menu in the hierarchy.

Single-Frame Preview

During single-frame preview, you can use the Twister's jog-wheel to change the position in the scene. Buttons A, B and C can be used for switching between the three display modes, in so far as this is permitted by the relevant pop-up gadget.

Button	A	B	C	D
Single Frame menu	Original	Effect	Orig. + Effect	-

Audio Record/Edit

Slider Control	Function
Top	Adjustment of levels
Middle	-
Bottom	-

The buttons have been assigned for trimming/splitting (see Splitting Video / Audio).

Audio-Mix

Slider Control	Function on Avio	Function on Kron
Top	Original sound	Volume
Middle	Commentary	Correction
Bottom	Background	-