

# Shuttle TT

for Casablanca

User manual

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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.

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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. Changes and errors excepted.



## 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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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

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### 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 effects        |
| 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       | <sub>in</sub> IN/select start | -                             |
| C       | <sub>out</sub> OUT/select end | -                             |
| D       | -                             | 🎵 Sound on/off                |
| E       | -                             | -                             |
| F       | -                             | ▶ Play                        |
| G       | -                             | <sub>in</sub> IN/select start |
| H       | -                             | <sub>out</sub> 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-<br>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-<br>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-<br>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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