September 2024
Installation and Operation Manual

Blackmagicdesign

DaVinci Resolve Replay Editor

DaVinci Resolve Replay Editor

Welcome

Thank you for purchasing your DaVinci Resolve Replay Editor!

DaVinci Resolve Replay Editor is a hardware control panel that combines features for both DaVinci Resolve Replay and multicam editing using DaVinci's powerful 'cut' page. We designed the replay editor for dynamic live broadcast environments allowing you to create and run replays fast with on air switching between camera angles, slow motion control, live speed ramping, stinger transitions and more. However, because DaVinci Resolve Replay is handled by the cut page, you can add your replay onto an edit timeline and use the 'cut' page's powerful editing tools!

Your replay editor features a search dial for slow, jog and scroll, plus high quality keys that gaming keyboards use so it's reliable and feels nice to use. All the buttons are spaced so you can locate them by feel and because the editor is designed for both replay and editing, you can work on replays while loading them into the timeline with the keyboard's editing features. This makes it incredibly fast to use!

Having the ability to use DaVinci Resolve's powerful editing features, it's very exciting to build fast replays for live broadcast with a world of transitions, graphics and effects at your fingertips!

We hope you use your DaVinci Resolve Replay Editor to create some of the world's most dynamic live action replays! We are keen to see what creative work you produce and to get your feedback on new features you would like to see us add to your replay editor!

Grant Petty

Grant Petty
CEO Blackmagic Design

Contents

Getting Started

Getting started with your DaVinci Resolve Replay Editor is as simple as connecting to your computer via USB-C or Bluetooth.
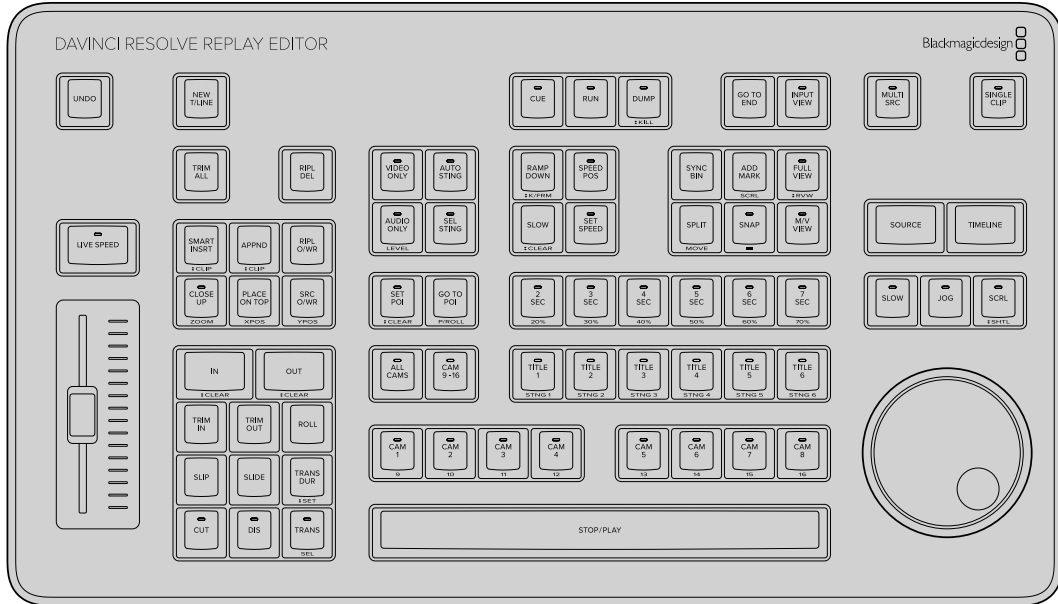
Connecting via USB

Connecting to your computer via USB-C is the simplest and most reliable way to connect. No additional configuration is required and your DaVinci Resolve Replay Editor will show up automatically in DaVinci Resolve. You can see the panel is working because the 'jog' button's LED will be illuminated. You can also press the 'live speed' key and move the speed fader to see its LEDs functioning.
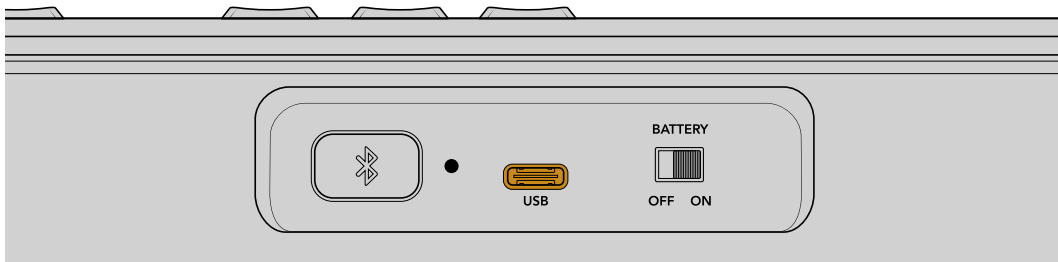
Connect DaVinci Resolve Replay Editor to your computer via the USB-C port on the rear panel

Connecting via Bluetooth

Connecting the replay editor to your computer via Bluetooth allows for added wireless portability.

To connect to Mac via Bluetooth:

1 On the rear panel, move the battery switch to the 'on' position to power your DaVinci Resolve Replay Editor using the internal battery.

2 Press the 'Bluetooth' button. A blue light will flash to let you know DaVinci Resolve Replay Editor is ready to pair.

3 On your Mac, open the Bluetooth preferences in system settings. You should see your DaVinci Resolve Replay Editor listed under 'nearby devices'. Click the 'connect' button.
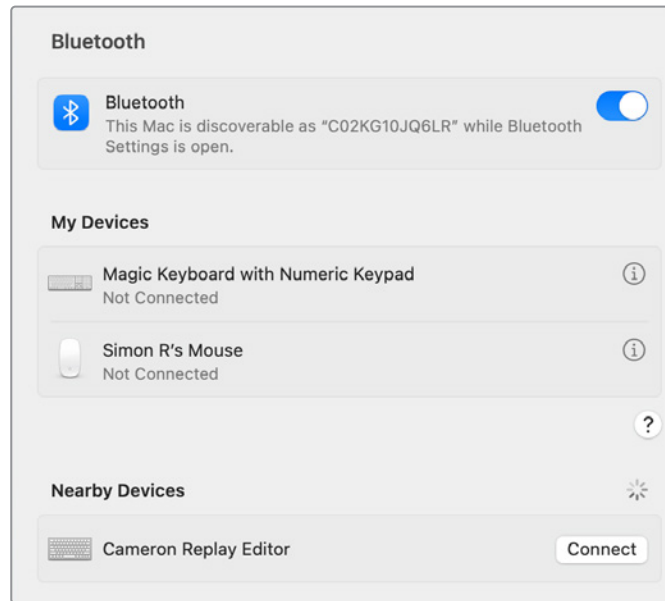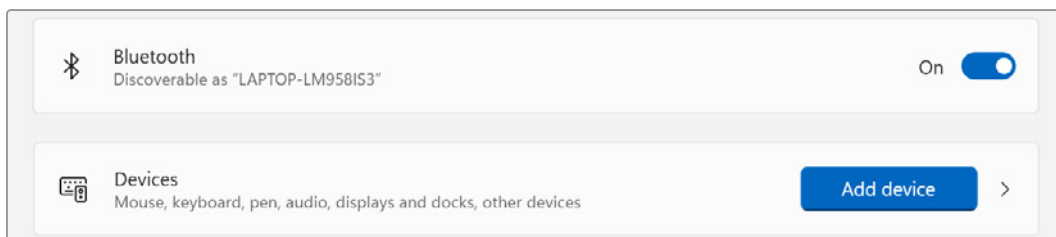

Click the 'connect' button in your Mac's Bluetooth settings

4 Open DaVinci Resolve. The LED light on the 'jog' key will illuminate to confirm your DaVinci Resolve Replay Editor is connected.

To connect to Windows via Bluetooth:

1 On the rear panel, move the battery switch to the 'on' position to power your DaVinci Resolve Replay Editor using the internal battery.

2 In the Windows Settings, select Devices > Bluetooth & devices. Make sure the Bluetooth switch is set to on.

The Bluetooth settings in Windows 11

3 Click on 'add device' in the 'device' menu and select Bluetooth from the 'add a device' window.

4 Select your DaVinci Resolve Replay Editor from the list. Click 'done' once connected.

5 If Windows asks you if you would like to pair the unit, click the 'allow' key.

6 Open DaVinci Resolve. The LED light on the 'jog' key will illuminate to confirm your DaVinci Resolve Replay Editor is connected.
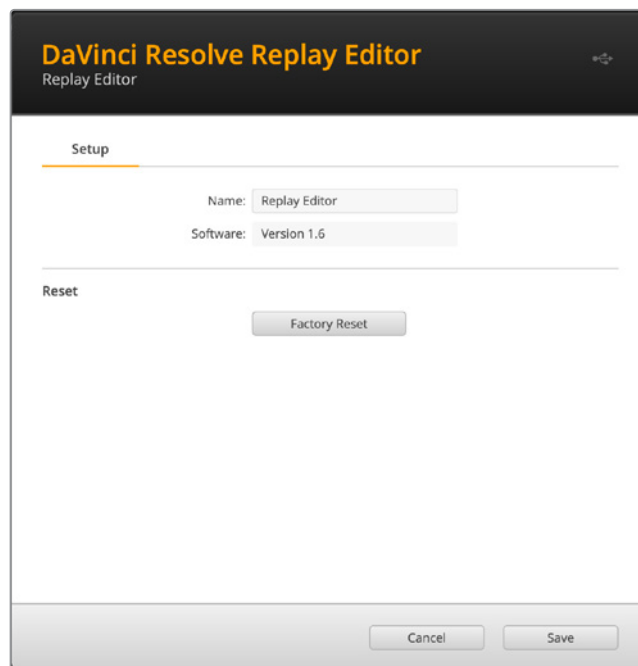
Resetting the Replay Editor

To reinstate your replay editor's Bluetooth connection after a period of inactivity, press the 'cut' and 'trans' keys at the same time. The Bluetooth connection with your computer will be reestablished.
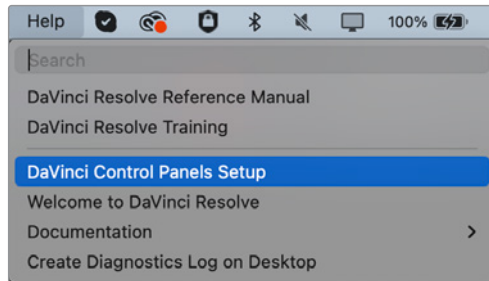
If you want to reset your DaVinci Resolve Replay Editor to its factory settings and remove any paired Bluetooth information, connect your replay editor to your computer using a USB-C cable and open the 'DaVinci Control Panels Setup' application from the DaVinci Resolve 'help' menu.

In the 'setup' tab, click the 'factory reset' button, then click 'reset' to confirm your choice.

> **TIP** Give your replay editor a unique name by typing in the 'name' field of the 'setup' tab and clicking 'save'.

Charging the Replay Editor

Connecting your DaVinci Resolve Replay Editor to your computer via USB will charge the internal battery. To check your replay editor's battery level in DaVinci Resolve, open 'preferences' and click on 'control panels'.
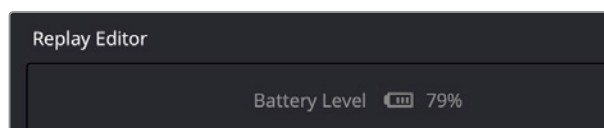
Check your replay editor's battery level in DaVinci Resolve

Additional Checks for Replay Use

This section provides information on how to connect and set up a Blackmagic Replay system. If you need more information on a particular setting for a specific product, refer to its dedicated product manual at www.blackmagicdesign.com/support.

Large Replay System

The checklist below outlines the setup for a large replay system using Blackmagic HyperDeck recorders, Blackmagic Cloud Store and an ATEM 2 M/E Constellation 4K switcher.

Connect Video Sources

Connect your cameras and any video sources you want to use in your replay to your ATEM switcher's inputs.
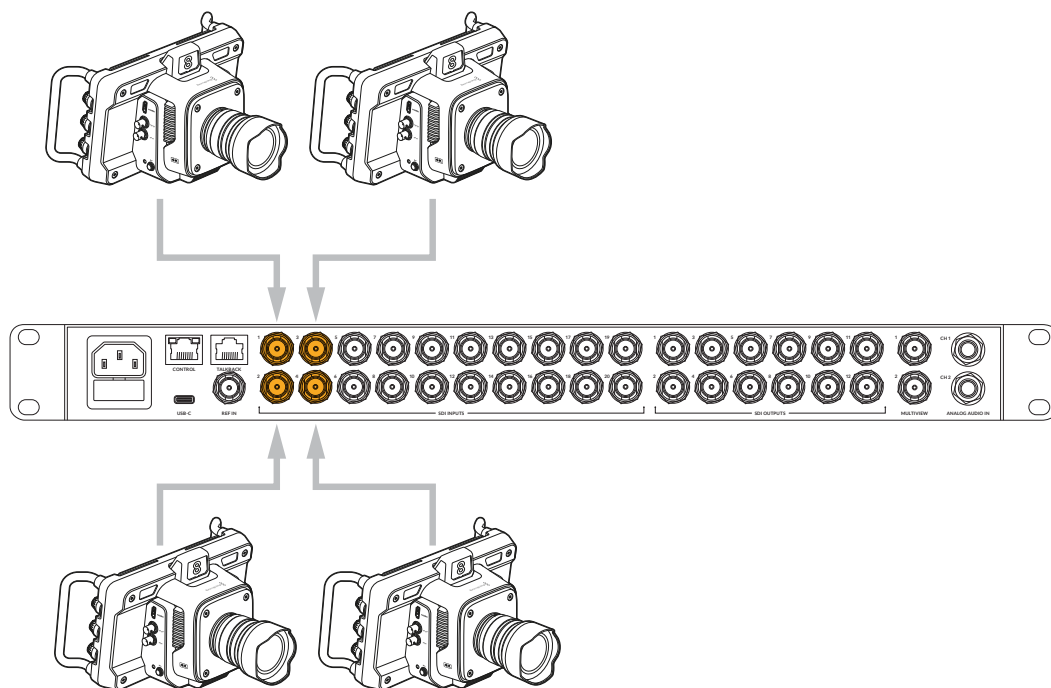
Connect HyperDeck Recorders

Connect the ATEM switcher's SDI outputs for each camera to the SDI inputs on your HyperDeck recorders.

> **TIP** Routing all your connections via an ATEM switcher ensures timecode sync between all your sources.

Route ATEM Switcher Outputs

In ATEM Software Control, open the 'outputs' settings from the top menu and route each output to a specific input. For ex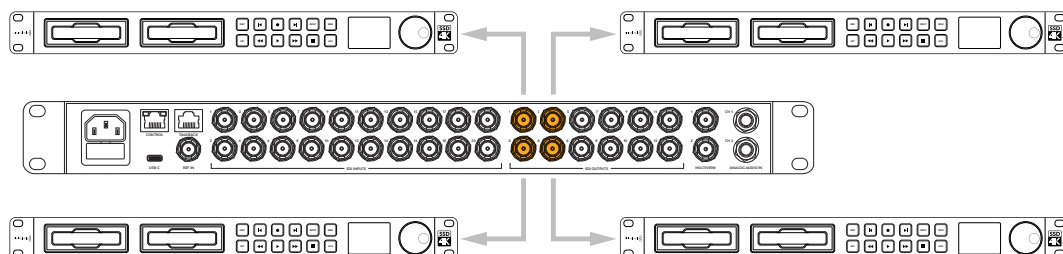ample, if camera 1 is connected to input 1 on your ATEM switcher, route output 1 to camera 1 in ATEM Software Control, then continue matching the input number to the camera number for your remaining connections.
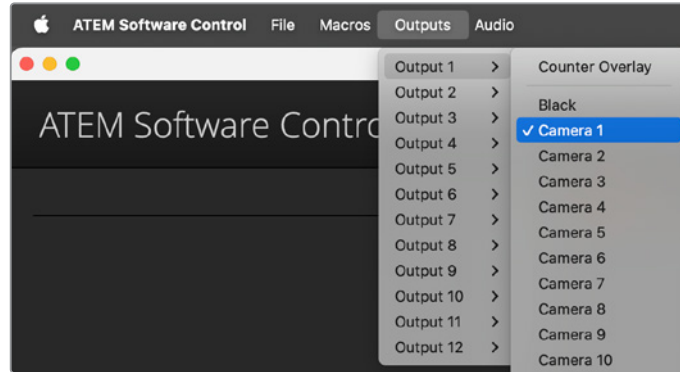
Set ATEM Switcher Date and Time

Open the Setup utility for your ATEM switcher and check that the time zone, date and time are set correctly.

Set ATEM Switcher Timecode

In ATEM Software Control, open the timecode generator. Set the timecode generator run mode to 'time of day'.
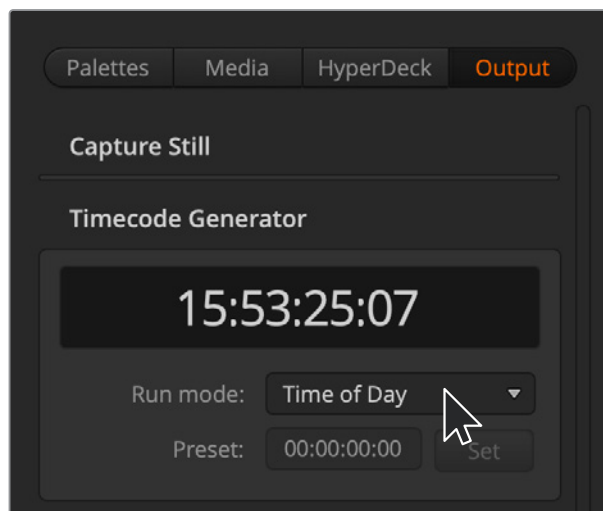
Set Blackmagic Cloud Store Date and Time

Open the setup utility for your Blackmagic Cloud Store and check that the time zone, date and time are correct.

Connect Media Player 10G or UltraStudio 4K Mini

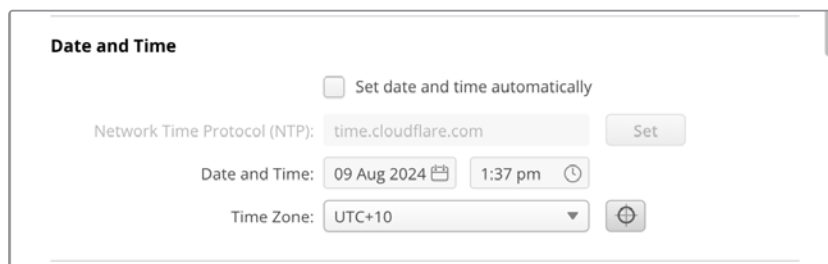Connect the two SDI outputs from Blackmagic Media Player 10G or UltraStudio 4K Mini to two spare inputs on the ATEM switcher. The SDI outputs on Media Player 10G are labeled 12G-SDI fill and key. On UltraStudio 4K Mini they are labeled SDI output 'A' and 'B' respectively.

Set the ATEM Downstream Key

In ATEM Software Control, open the 'downstream keys' palette and set the connected inputs for 'fill' and 'key' sources. For example, if you have connected the 12G-SDI fill output to input 9 on your switcher and the 12G-SDI key output to input 10, match these settings in ATEM Software Control.
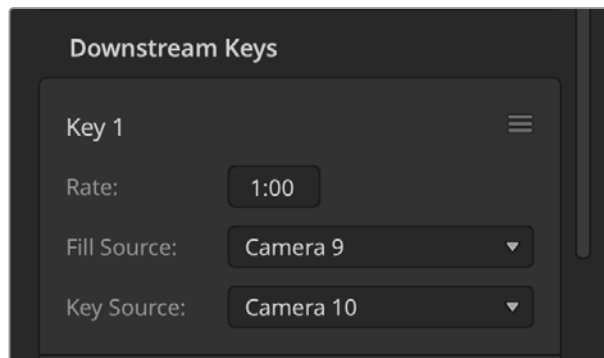
TIP If you want to use auto stingers with your replay, set the downstream key on your ATEM switcher to 'on air'.

Enable Auto Stinger

In DaVinci Resolve, open the 'replay controls' palette. Open the 'replay handling' menu and select 'auto stinger on'. This will enable the 'auto stinger' window in the media pool.
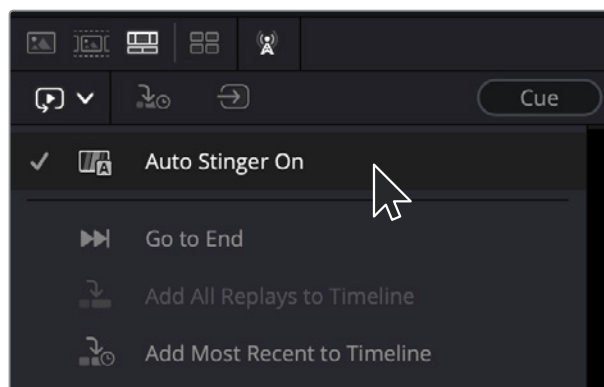
In the 'replay handling' menu, set 'mute replay hardware SDI outputs' to on.

Load Stingers

To load stingers, import your stingers into the media pool and drag and drop them into the six stinger slots in the 'auto stingers' window.
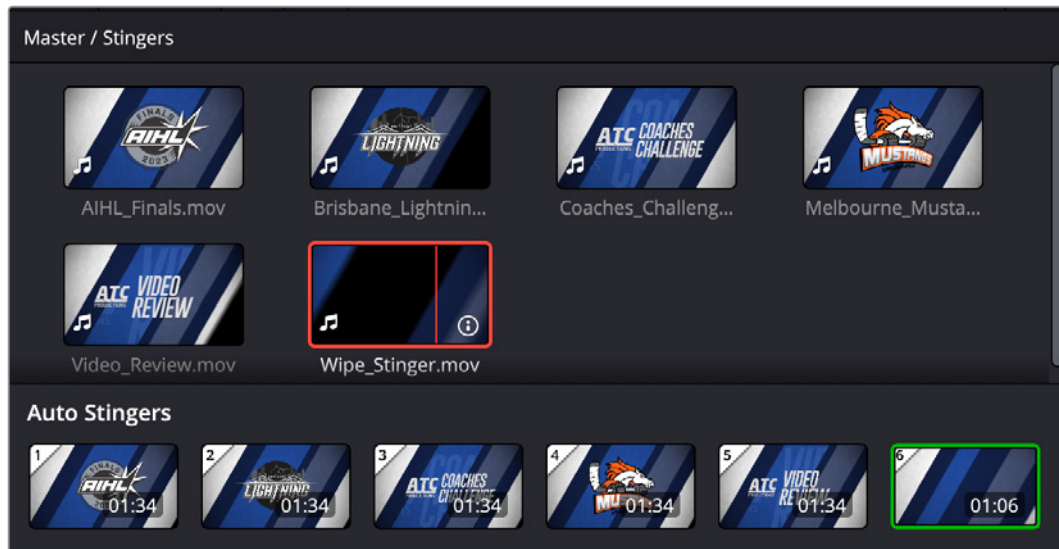
Connect ATEM Multiview

Connect a multiview output from your ATEM switcher to the SDI input on Media Player 10G or UltraStudio 4K Mini. This connection lets you view the ATEM switcher's multiview as a live input in DaVinci Resolve.
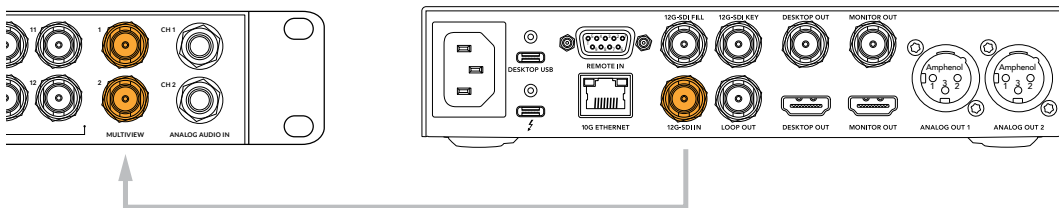
Set the ATEM Multiview Output

In ATEM Software Control, open 'settings' and click the 'multiview' tab. Set the multiview to display four views.

Connect a Monitor

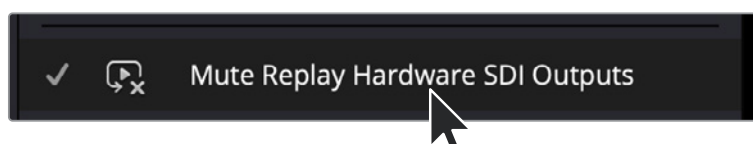To display the DaVinci Resolve output on an external monitor, connect an HDMI monitor to the 'HDMI out' on UltraStudio 4K Mini. On Media Player 10G, connect a monitor to the HDMI or SDI monitor out.

Set DaVinci Resolve Video and Audio I/O

In DaVinci Resolve, open 'preferences' and select 'video and audio I/O'. In the 'video I/O' settings, set 'capture device' and 'monitor device' to your Blackmagic Media Player 10G or UltraStudio 4K Mini. Click 'save'.
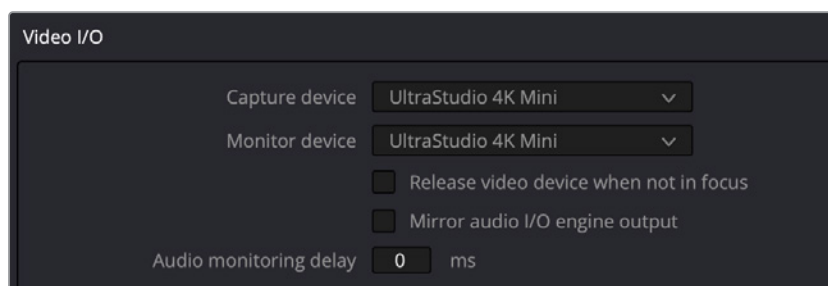
> **NOTE** If you are using UltraStudio 4K Mini and working with an Ultra HD resolution, ensure that you use a video format below 30fps.

Set DaVinci Resolve Project Settings

In DaVinci Resolve, click the 'project settings' icon at the bottom right of the UI. In the 'master settings' tab, ensure the 'timeline format' and 'video monitoring' settings are set correctly.

Enable Optical Flow and Smart Render Cache

In DaVinci Resolve, click the 'replay controls' icon to open the replay palette. Open the 'replay handling' menu and click on 'enable optical flow' and 'enable smart render cache'.
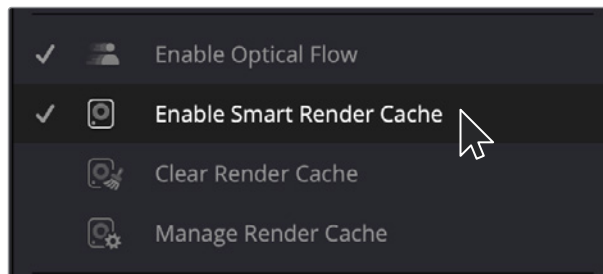
Create Media Folders

On Blackmagic Cloud Store, create folders for your replay media. For example, create a master folder called 'replay media'. Inside the 'replay media' folder, create a separate folder for each of your sources, name these folders ISO 1 to ISO 8.
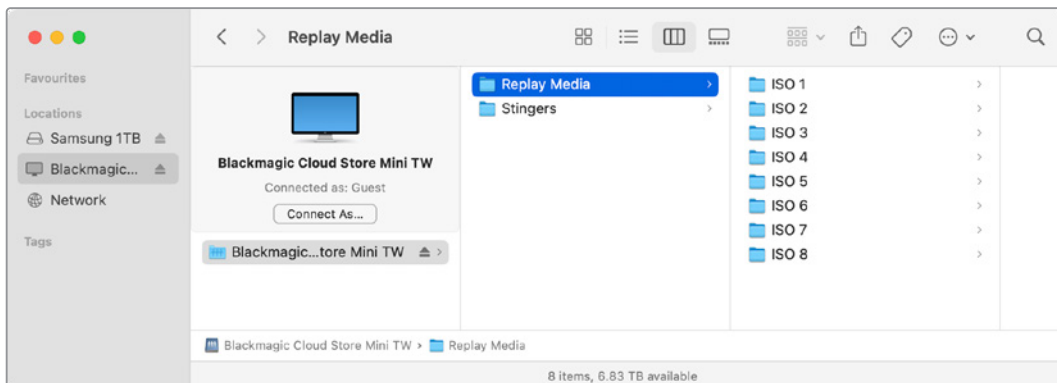
Set the HyperDeck Recorders

Using the front panel menu, set each of your HyperDeck recorders to record to an ISO folder on Blackmagic Cloud Store. For example, set the HyperDeck connected to the ATEM switcher's camera 1 output to record to the ISO 1 folder on Blackmagic Cloud Store.

Small Replay System

This checklist outlines the setup for a smaller replay system using an ATEM Mini Extreme ISO or ATEM SDI Extreme ISO model switcher.

Connect Video Sources

Connect your cameras and any other video sources to the SDI or HDMI inputs on your ATEM switcher.

Connect your Computer

Using a USB-C cable, connect your switcher's 'USB A' port to a spare USB-C port on your computer.

Connect a USB-C Drive

Connect a USB-C drive to your switcher's 'USB B' port. For information on choosing a suitable USB-C drive, go to www.blackmagicdesign.com/au/support

On your computer, connect to the USB-C drive. The drive will appear on your network under the name of your ATEM switcher.
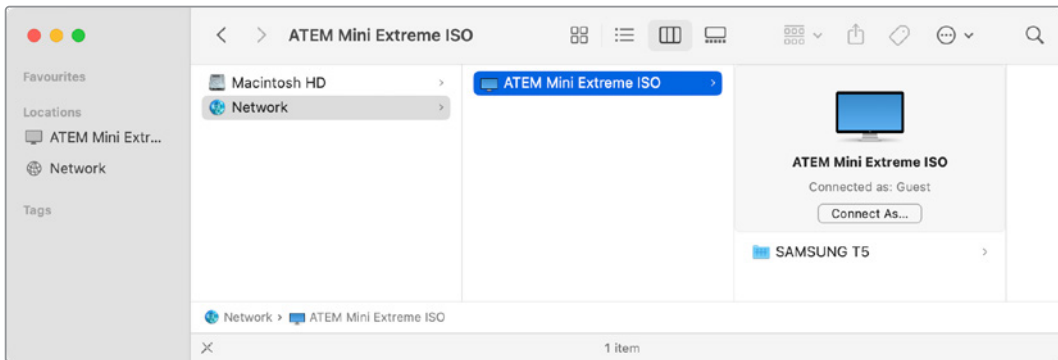
Configure ATEM Software Control

On your computer, open ATEM Software Control. In the 'outputs' menu at the top of the screen, set the 'webcam out' to 'multiview'.

1   Open the 'output' tab and select the 'record' palette.

2   In the 'filename' field, enter a suitable name for your replay project. This name will set the folder name on your USB-C drive.

3   Check the 'ISO record all inputs' checkbox.

4   Now open the 'timecode generator' palette and set 'run mode' to 'time of day'.
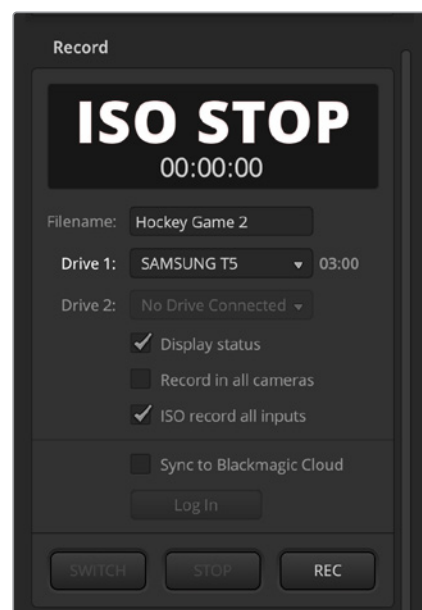
Configure DaVinci Resolve

In DaVinci Resolve, open 'preferences' and select 'video and audio I/O'. In the 'video I/O' settings, set 'capture device' to 'Blackmagic Design'. Click 'save'.
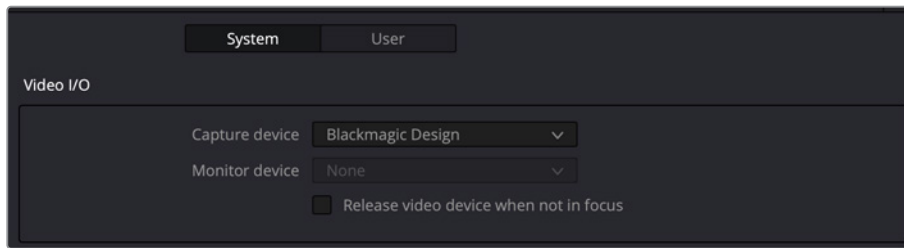
Click the 'project' settings at the bottom right of the UI. In the 'master settings' tab, ensure the 'timeline format' and 'video monitoring' settings are set correctly.

Open the 'replay handling' menu in the 'replay controls' palette and set 'enable optical flow' and 'enable smart render cache' to on.

DaVinci Resolve Replay Editor Layout

The keys on your DaVinci Resolve Replay Editor are arranged to give you fast access to both the replay and multicam editing features in the DaVinci Resolve 'cut' page. Many of the keys on the panel provide more than one function that changes when you switch between replay and editing.

This section provides an overview of the main keys of your replay editor. For more detailed information on the function of each key, refer to the 'DaVinci Resolve Replay Editor Features' section later in this manual.

View Mode Buttons, Navigation Keys and Search Dial

Press the view mode buttons to toggle the cut page viewer between multi source, source tape and single clip view.

The timeline and source navigation keys switch between the source view and the cut page edit timeline. Now you can use the search dial to move forwards and backwards through the source clips or timeline.

Select a search dial mode by pressing the slow, jog or scroll keys. These set the speed and sensitivity of the large search dial when moving through the video to find precise moments. Rotate the search dial clockwise to move forwards and counterclockwise to reverse.

The three red 'view' keys select the view modes. While setting up your replay, press 'input view' to display the multiview output from an ATEM switcher. Press 'full view' to turn DaVinci's full screen viewer on and off and press 'M/V view' to hide the media pool and increase the viewer size.
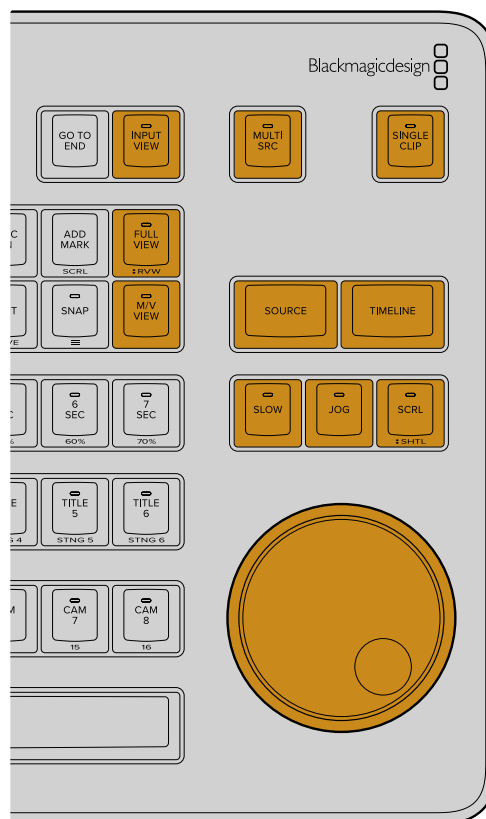
POI Keys
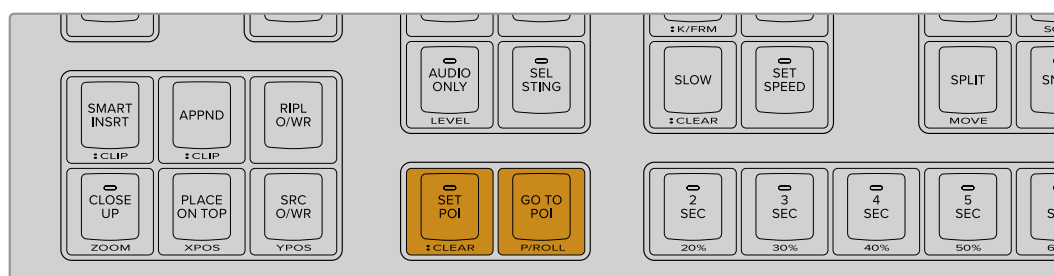
Press the 'set POI' key to set a point of interest and double press to clear a POI. To jump to a POI, press the 'go to POI' key.

On Air Keys
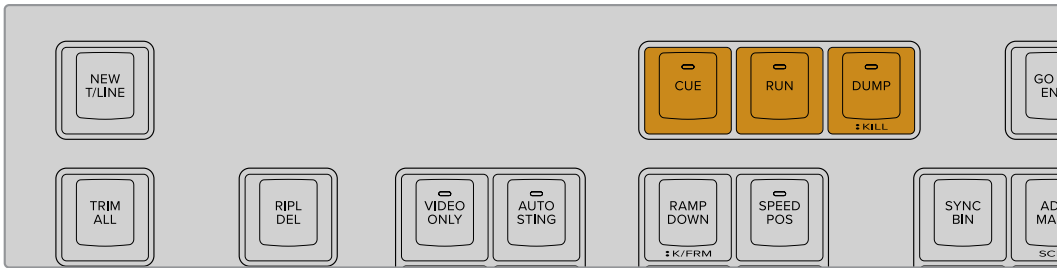
The three on air keys provide the main set of keys for running a replay to air. Use the 'run' key to start playing a replay to air, switch out of a replay by pressing the 'dump' key and cue a timeline for replay using 'cue'.

Camera keys
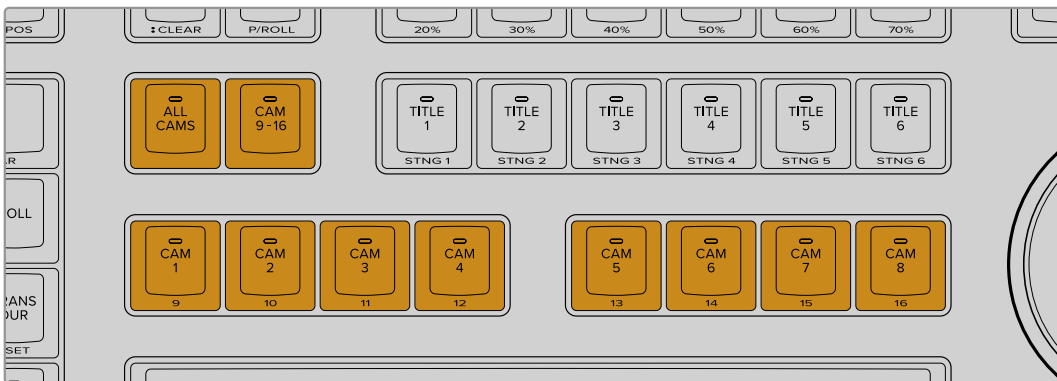
Press the camera keys to select a camera angle from the multi source to use for your replay. The selected camera will be displayed full screen in the viewer, press 'all cams' to return to the multi source. During a replay use the camera keys to live switch between different camera angles.

Time and Percentage Keys
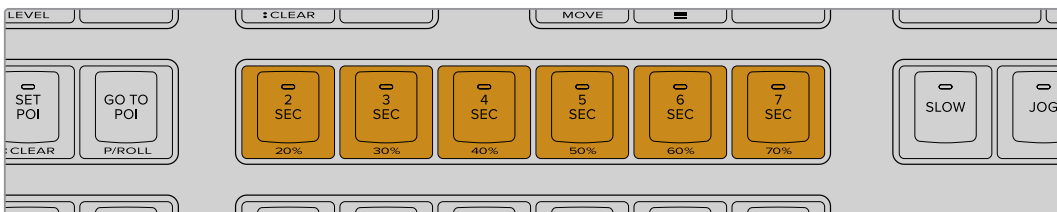
The time keys work with the camera keys. During a replay, press and hold a time key, then press a camera key to jump back to before your POI and sequence to another camera angle.

When you are editing, add shots to a timeline from the multi source based around the POI or CTI position by holding down a time key and selecting a camera.

The percentage keys work with the speed keys, more information on the speed keys is provided later in this section.

Transition keys
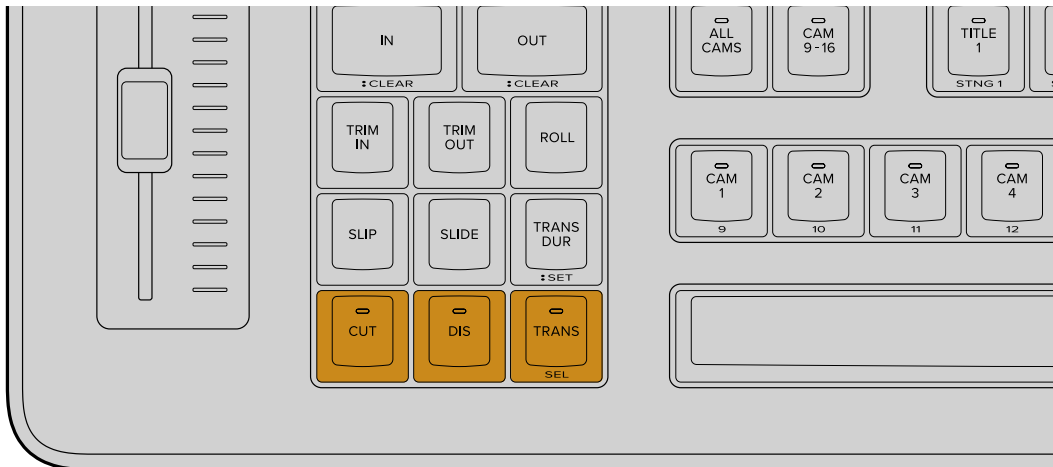
During a replay, press the 'dissolve' or 'transition' keys to add a transition between cuts when you switch cameras. Press the 'cut' key to return to a straight cut.

In the timeline, use the 'dissolve' or 'transition' keys to add transitions between cut points, press the 'cut' key to remove a transition.

Live Speed Controls
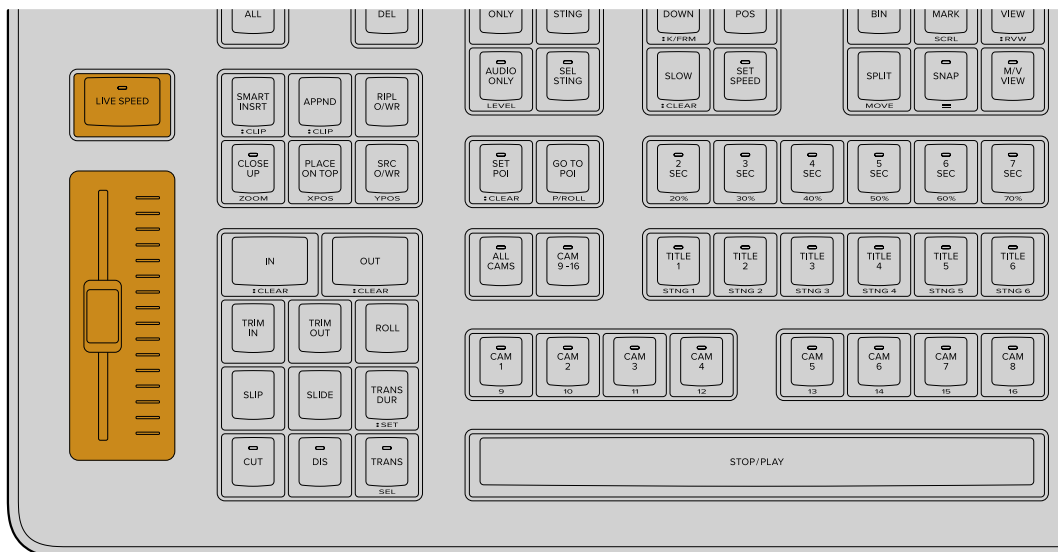
Use the 'live speed' key and speed fader for live speed changes. Press the 'live speed' key to enable the speed fader. Move the speed fader up or down to increase or decrease playback speed in 5% increments, an indicator in the DaVinci Resolve replay palette displays the playback speed. To disable the speed fader, press the 'live speed' key again.

Title and Replay Sting Keys
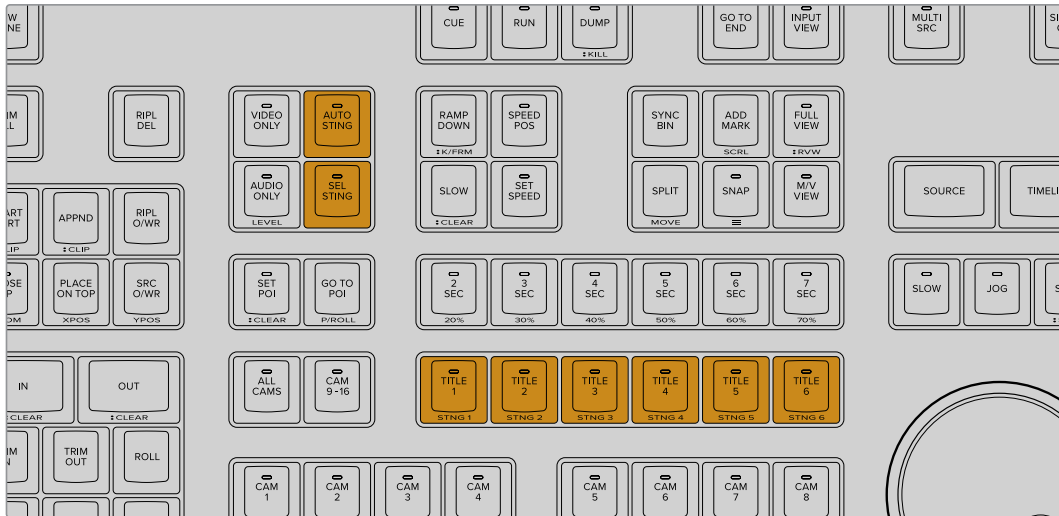
Use the 'sting' keys to start or end your replay with an auto stinger. Press 'auto sting' to open the 'auto stingers' window in the media pool, then press 'select sting' and use the numbered 'sting' keys to select a stinger to use in your replay.

In the timeline, use the 'title' keys to add titles set as favorites to your timeline. A five second title will be added to the next available video track.

Function keys
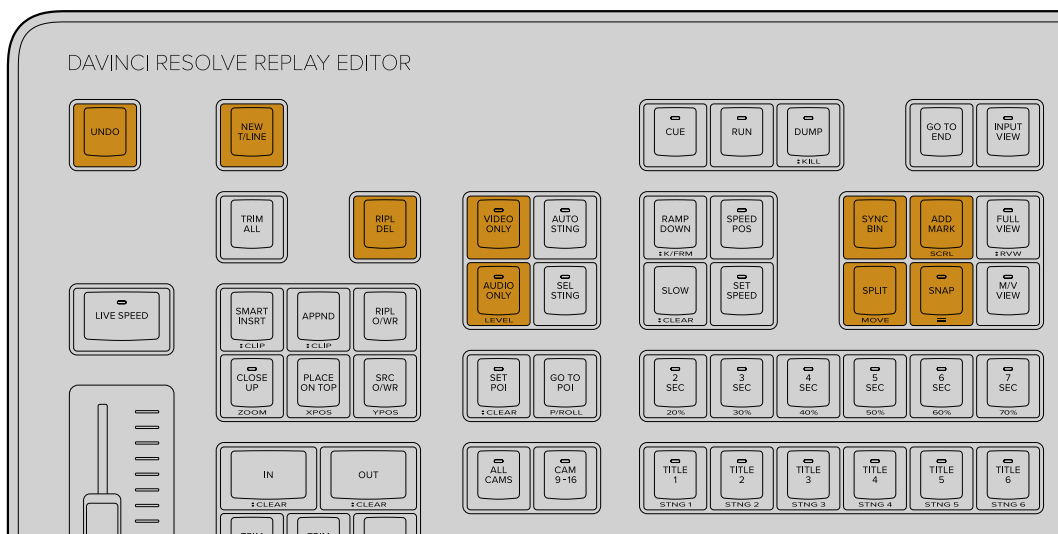
Use these keys to access commonly used cut page functions. These keys include the 'undo', 'new timeline' and 'ripple delete' commands. 'Video only' and 'audio only' keys are used when performing video or audio edits, as well as the 'sync bin', 'add mark', 'split' and 'snap' keys.

Edit Keys
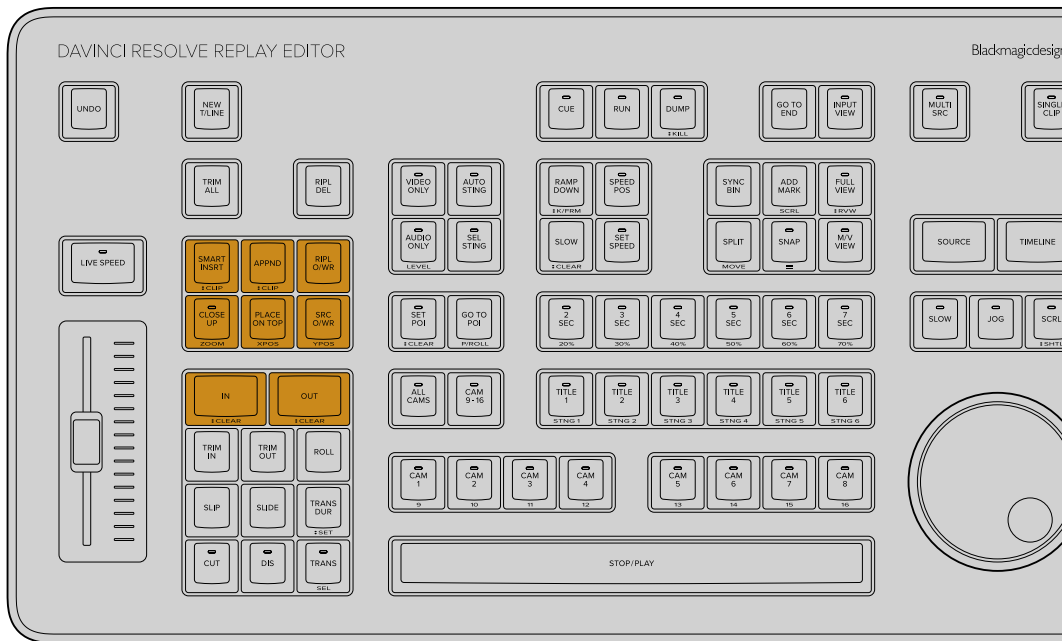
The edit keys help you to build a timeline quickly. Add clips to your timeline using the 'append' and 'smart insert' keys, plus 'ripple overwrite' which lets you add a clip of a different duration with the timeline automatically adjusting the difference.

Add cutaways and close ups using the 'source overwrite', 'place on top', and 'close up' keys.

Speed Edit Keys
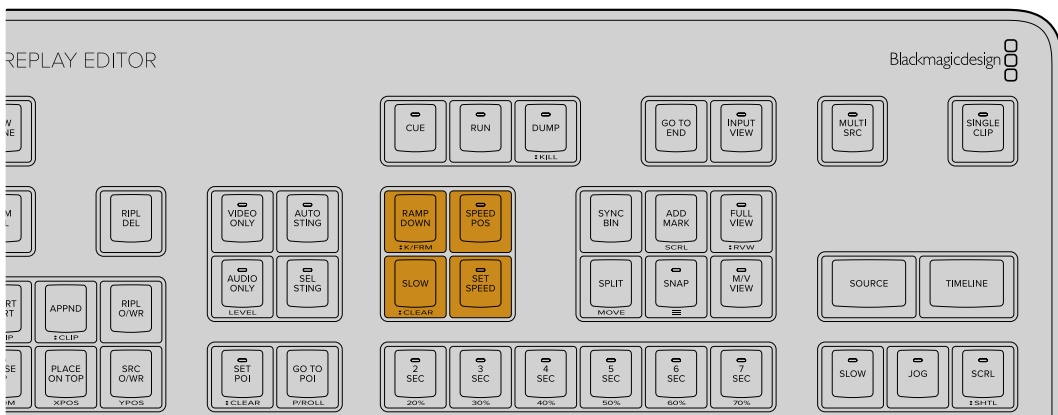
The four speed keys towards the center of your replay editor control speed effects in the timeline. Press the 'slow' key to set the playback of a clip in the timeline to 50%, or the 'ramp down' key to gradually reduce the speed of a clip from 100% to 50%. Use the 'set speed' key to set the speed of a clip using the percentage keys or search dial. The 'speed position' key lets you adjust the position of a key frame using the search dial.

Trim Keys
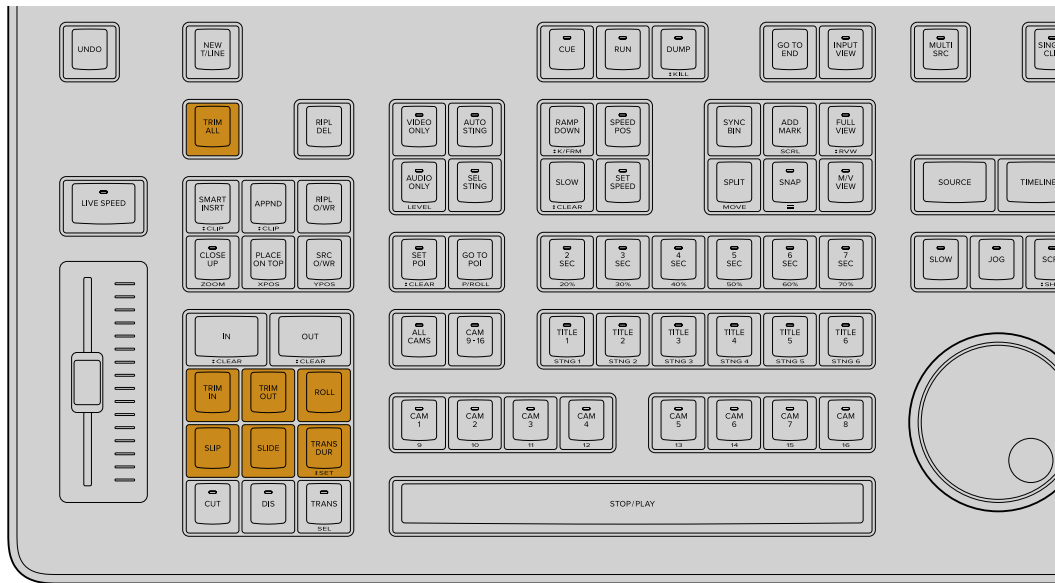
Use the trim keys to fine tune the clips in your edit. The trim keys work together with the search dial. To trim a clip, press and hold a trim key and rotate the search dial. If you need to trim your edit to a specific duration, use the 'trim all' key.

Simple Editing with Replay Editor

The DaVinci Resolve Replay Editor is a hardware control panel that gives you fast access to all the editing and multi cam features in the 'cut' page. The large search dial makes navigating through source clips and timelines quick and efficient, while dedicated keys give you fast access to all the important editing features.

This section provides information on creating a simple edit using your replay editor in the DaVinci Resolve 'cut' page.

Visually Scrolling Media

The search dial and navigation controls on the right hand side of your DaVinci Resolve Replay Editor let you navigate through your clips and the timeline.
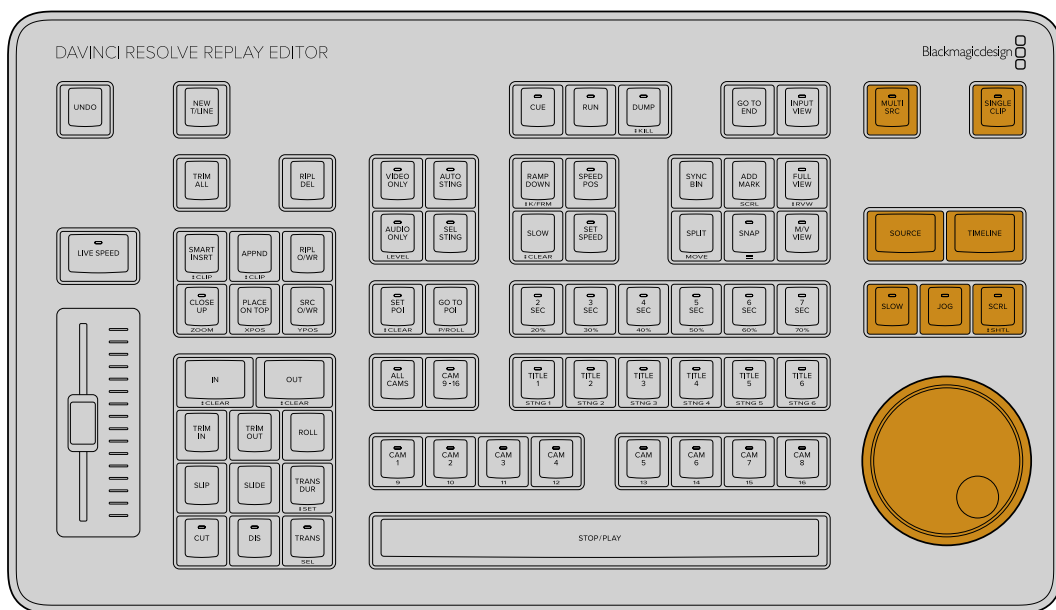
The navigation controls
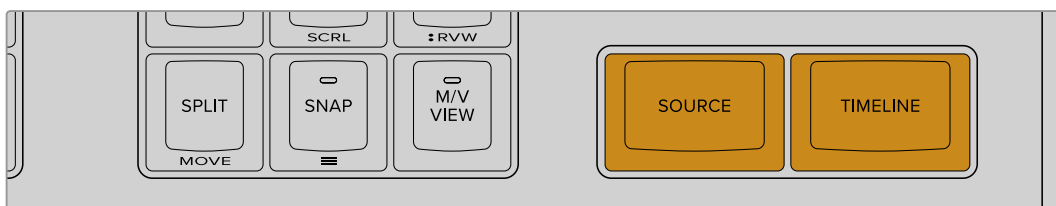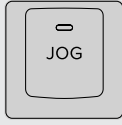
Use the large 'source' and 'timeline' keys to switch the viewer between clip and timeline views. Pressing the 'source' key will display all the clips in your bin in source tape view, allowing you to scroll through your media. The 'timeline' key will let you view and navigate your timeline.

Use the 'source' key to view your source media

The search dial provides a fast way to move through your media and select specific moments in a clip or navigate through your timeline. The three buttons above the search dial let you adjust the speed and sensitivity of the dial. Modes include slow, Jog, Scroll and Shuttle.

	Slow	Select slow to move through a clip or timeline frame by frame. Slow mode is useful for high accuracy.
	Jog	Jog mode is faster than 'slow' mode, but still lets you move through a clip frame by frame.
	Scroll and shuttle	Use 'scroll' to move through a clip or timeline quickly. As you turn the search dial, scroll is locked to your movement so you have total control over where to position the CTI, or current time indicator. Double press the 'scroll' key to engage 'shuttle' mode. In shuttle mode you can rewind or fast forward through your media by turning the dial left or right. As you turn the dial, the media will shuttle faster until you reach the maximum speed of x64. To slow the shuttle speed to a stop, turn the dial back to the start position.
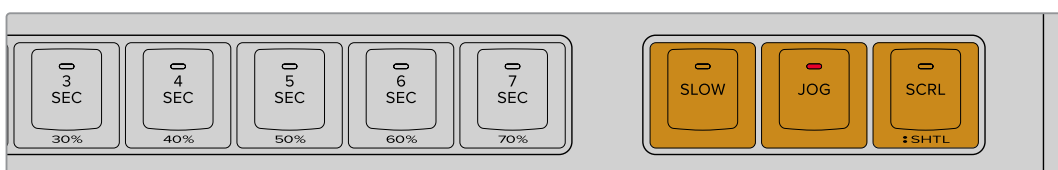
Press a button to select a speed for the search dial. The LED on the top of the button will illuminate red.
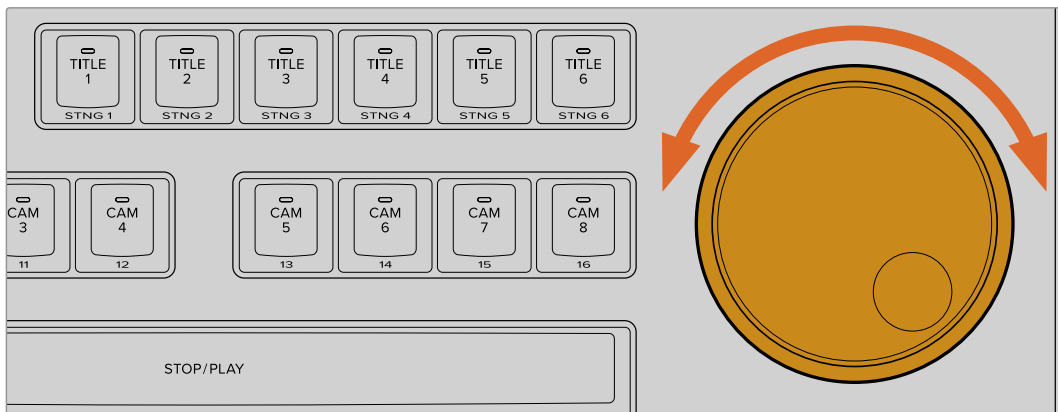
Turn the search dial to navigate through your media

Use the 'multi source' and 'single clip' keys at the top right of your DaVinci Resolve Replay Editor to switch between different source media views in the viewer.
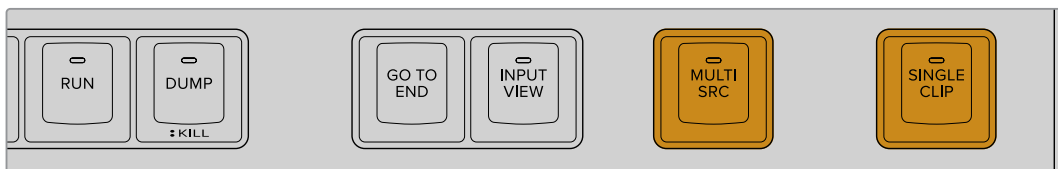
Multi source will switch the viewer from source tape to a multi view and display all your available camera angles simultaneously. Press single clip to view a single clip in the viewer. Both these keys feature a red LED that will illuminate when the key is active. Press the key again to return to source tape.

Selecting Shots

To select a shot, press the source key to display your clips in the viewer, then navigate through them using the search dial.

To select part of a clip to use in your edit, press the 'in' and 'out' keys on your DaVinci Resolve Replay Editor.
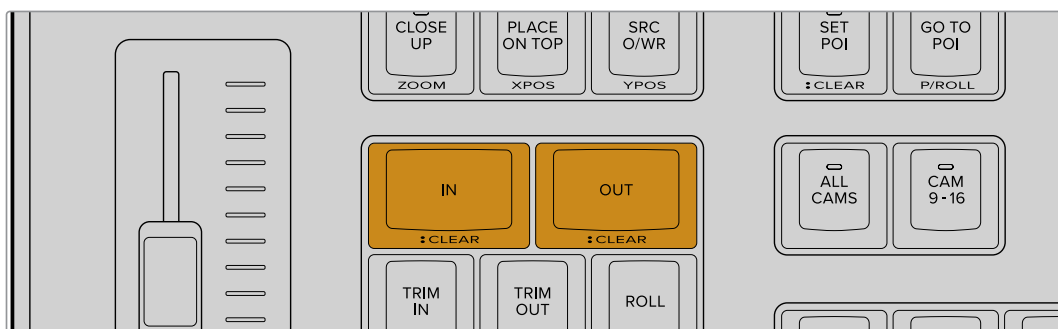
Press the 'in' and 'out' keys

In and out points will be added to the scroll bar

Double press a key to clear an in or out point. To clear both in and out points, press both keys at the same time.

Creating a New Timeline

To create a new timeline, simply press the 'new timeline' key at the top left of your replay editor.
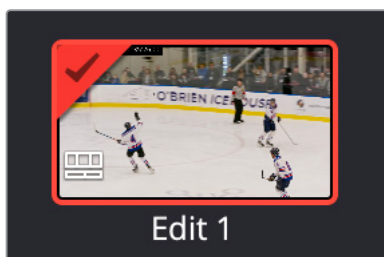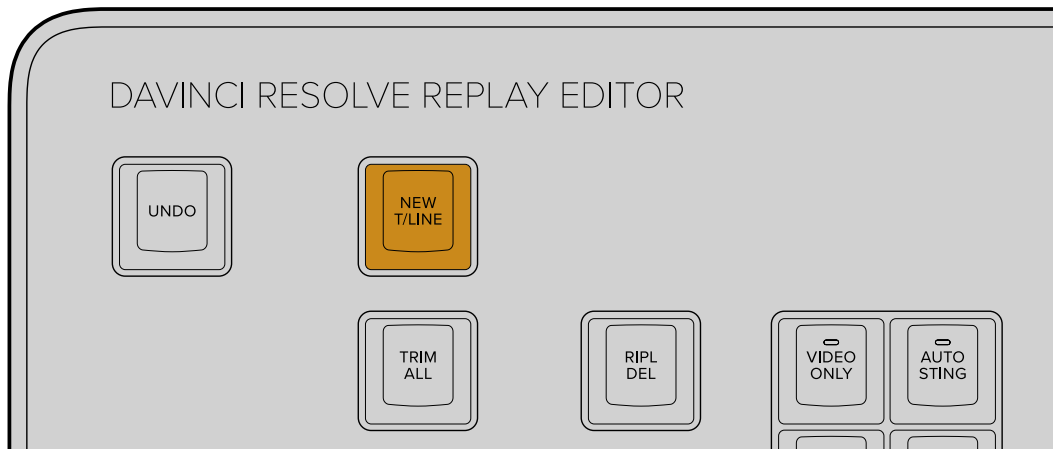
A new timeline will be added to the media pool and loaded into the 'cut' page, ready for you to start adding your clips. To rename the timeline, double click on the timeline name in the media pool and type in a new name.

You can rename a timeline in the media pool

Append and Insert Edits

Once you've created and named your timeline you can start adding clips using different types of edits, for example smart insert, append, ripple and more.

Append

An 'append' edit always adds your clip to the end of your timeline, regardless of the position of the CTI, or if you've set an in or out point in the timeline. To append a clip to the timeline, press the 'append' key on your DaVinci Resolve Replay Editor.
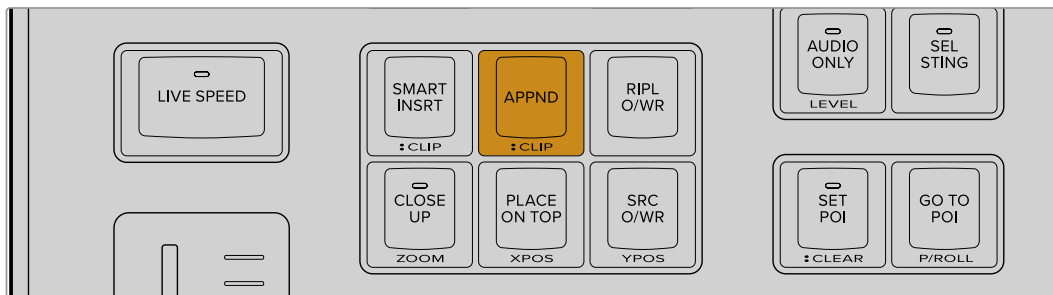
Press 'append' to add a clip to the end of the timeline

Double press the 'append' key to add an entire source clip to your timeline and ignore any in and out point that you have set in the clip.
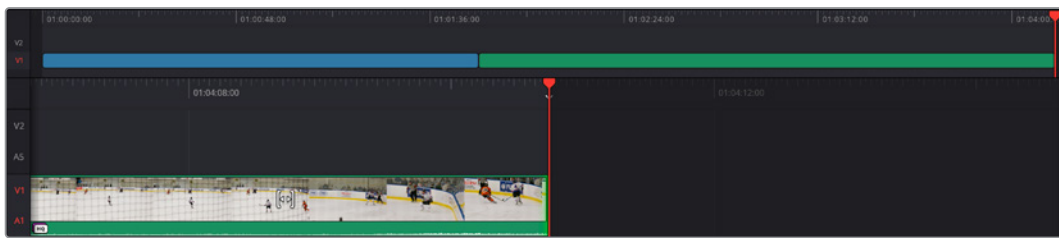
In the image above, the green clip has been appended to the end of the timeline

Smart Insert

The 'smart insert' key will automatically add a clip into the nearest edit point to the CTI in the timeline.

As you scroll the timeline, the 'smart indicator' will show you where DaVinci Resolve thinks you want to add the clip. If it's not the correct spot, continue to scroll the timeline until the smart indicator points to the edit where you want to insert. You don't have to be accurate as DaVinci Resolve will try and work it out for you. More information on the 'smart indicator' is provided later in this chapter.

To insert a shot using the 'smart insert' key:

1 Set in and out points in the source clip that you want to add to your timeline.

2 In the timeline, use the scroll dial to move the CTI close to where you want to insert your clip. The 'smart indicator' will show the selected edit point as you scroll through your edit.

3 Press the 'smart insert' key to insert your shot into the timeline.
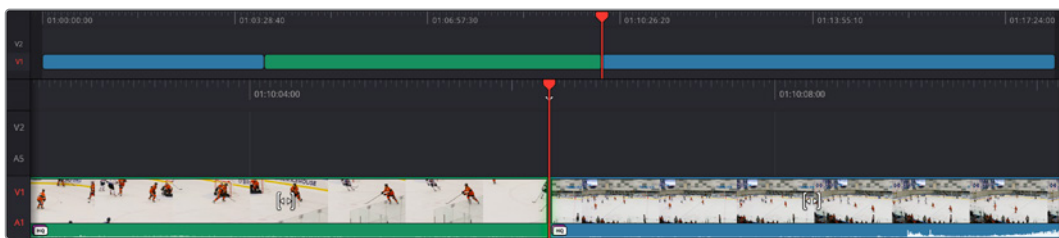
In this image, the green clip has been inserted between two clips in the timeline

TIP If there is a transition on the edit point you are inserting into, DaVinci Resolve is smart and it will insert the clip and make sure the same transition is added to either end of the clip you have just inserted. If you don't want that, just scroll along the timeline and press the 'cut' key to remove any transitions you don't want.

Source Overwrite Edits

If you are working with footage from multiple cameras that all share the same synced timecode, use the 'source overwrite' key to quickly add a cutaway to your timeline.

Source overwrite works by matching the timecode of the clip in the timeline with the timecode of the new shot.

To use source overwrite:

1	In the timeline, use the 'in' and 'out' keys to mark where you want the new shot to be added.
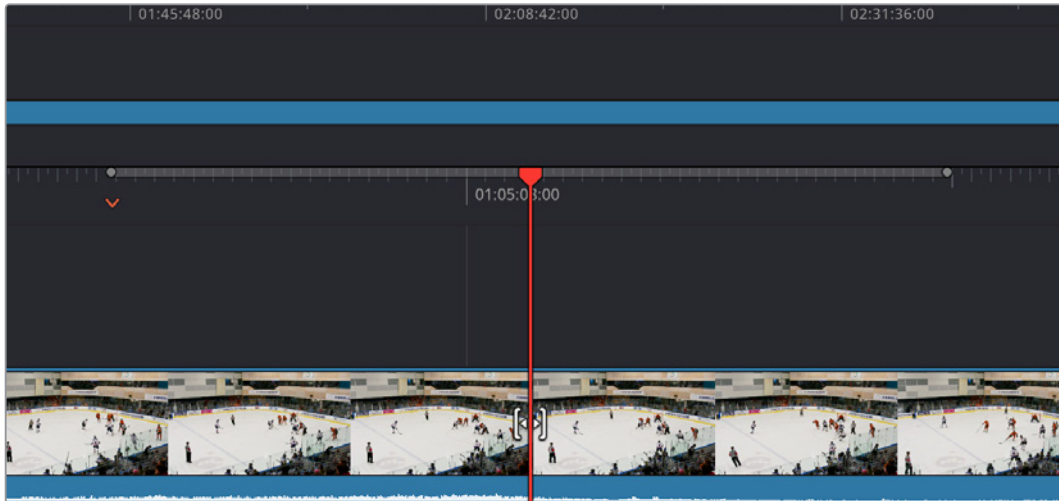
Mark 'in' and 'out' points in your timeline

2	Press the 'source' key and scroll to the clip you want to add to your edit. You can select the clip you want to use from the source tape, multi view, or single clip view. You don't need to set any in or out points.

3	Press the 'source overwrite' key.
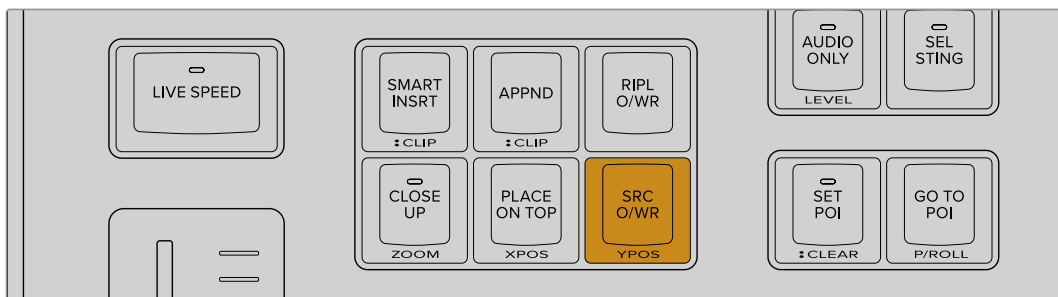
DaVinci Resolve will automatically match the timecode from the timeline clip to the source clip. The new shot will be added to the next video track in your timeline.
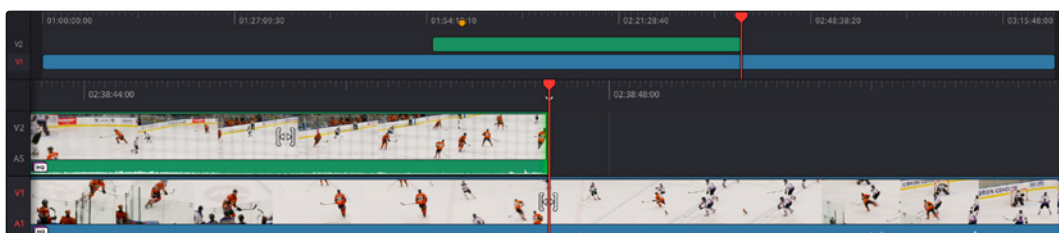
In this image the green clip has been added to the timeline using source overwrite

Multi Source

The multi source feature displays all the clips in a bin that have common timecode as a multiview in the viewer. Multi source lets you scroll through all your camera angles using the search dial to find the angle that you want to use for your edit.

To open multi source, press the 'multi source' key on the top left of your DaVinci Resolve Replay Editor.
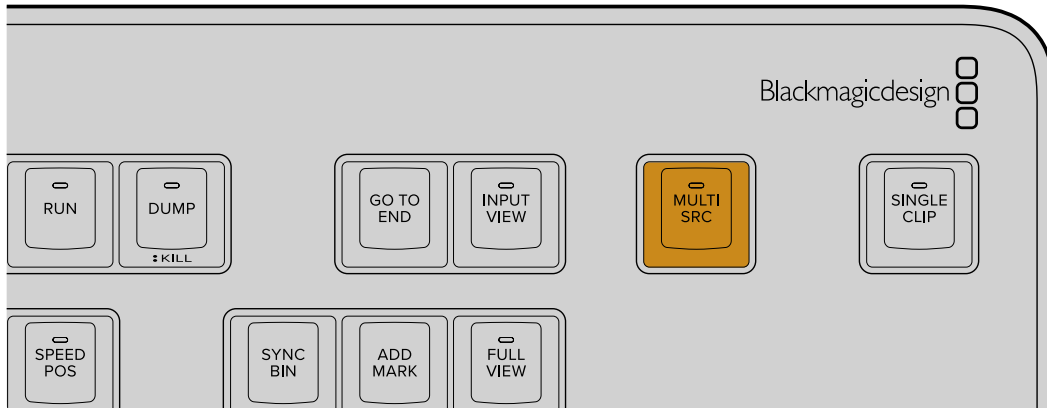
You clips will be displayed as a multiview.
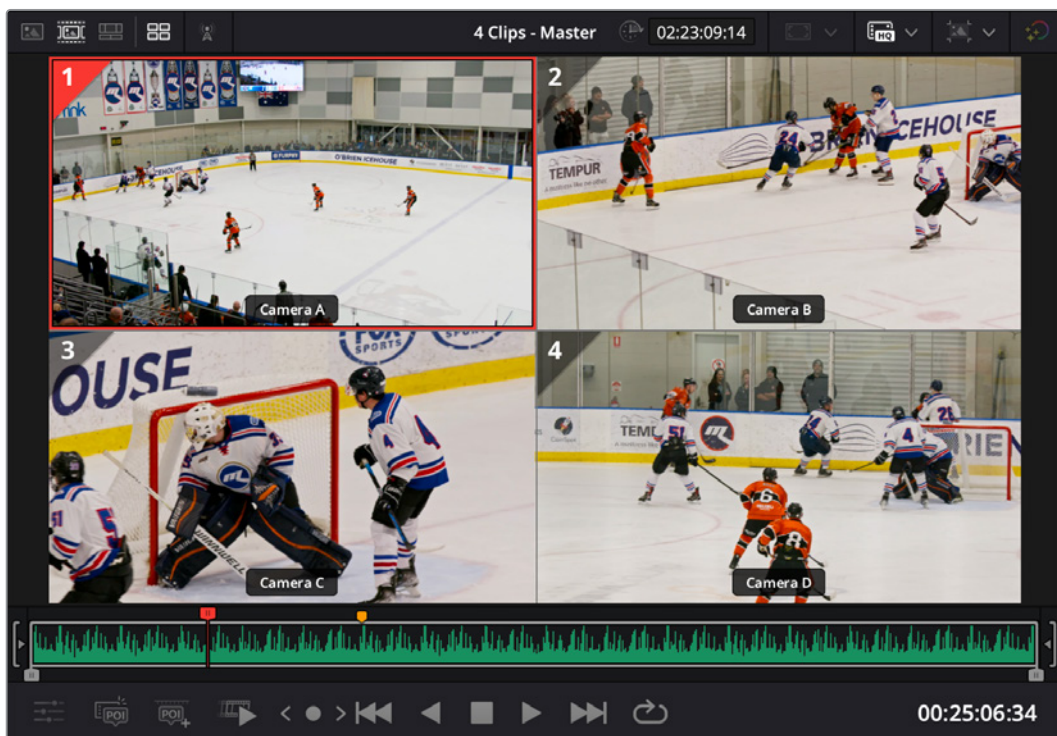
Use the 'camera' keys on your DaVinci Resolve Replay Editor to select a camera to view in full screen. To return to the multi source, press the 'all cams' key.

Creating Edits

Creating and refining an edit in the 'cut' page using your DaVinci Resolve Replay Editor is a similar process for all types of projects. The 'cut' page tools are simple to use and designed to make editing fast! When combined with the replay editor you'll find editing in the 'cut' page engaging and intuitive. Building your timeline starts with you selecting a shot and adding it to a timeline.

To create an edit:

1	The first step is to select a clip that you want to add to your timeline. To select a clip, use source tape to view all the clips in your bin placed end to end. If you are working on a multi camera production and all your cameras have synced timecode, you can use the multi source to see all your camera angles at the same time.

2	Use the scroll dial to navigate through your clips. To adjust the speed of the scroll wheel, use the 'slow', 'jog' and 'scroll' keys.

3	When you find a clip that you want to use in your edit, use the 'in' and 'out' keys on your replay editor to set the section of the clip that will be added to the timeline.

4	Press the 'append' key to add the selected clip to your timeline. To add another shot, simply repeat the process above.

As you build your timeline, you can switch to a fullscreen view and review your last edit by double pressing the 'full view' key. Press the key again to return to the DaVinci Resolve UI.

Live Overwrite

'Live overwrite' is a powerful feature that lets you quickly an edit by "painting" clips into a timeline from the multi source using the 'camera' keys and search dial.

To perform a simple live overwrite:

1	Start by creating a timeline or open an existing timeline. Press the 'multi source' key on your replay editor to view your clips in a multiview.

2	To add a clip to the timeline from the multi source, press and hold a 'camera' key and rotate the search dial to the right. The clip will be "painted" into the timeline. If you want to shorten the clip, rotate the search dial to the left.
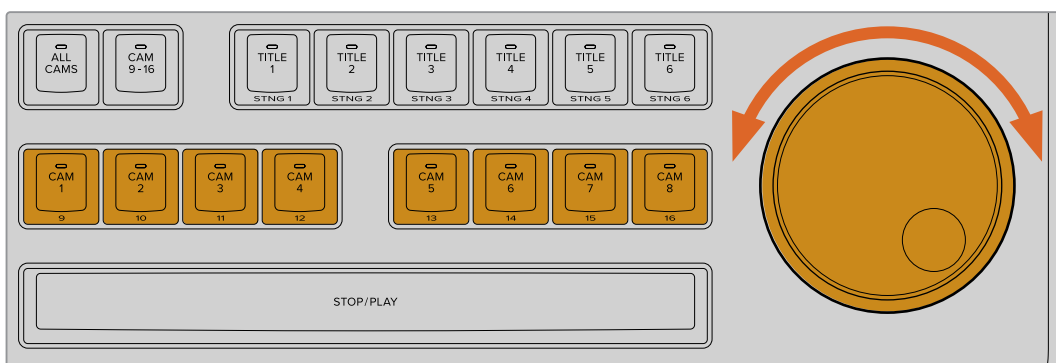
Press a camera button and rotate the search dial

You can use 'live overwrite' to append, insert and add cutaways to your timeline without leaving the multi source. When you are in the multi source, the 'append' key changes its behavior and pressing it will move the timeline to the end without you having to switch the viewer to the timeline.

Pressing the 'smart insert' key in the multi source will move the CTI to the closest edit point in the timeline. When you are directly over an edit point, 'live overwrite' will add the clip into the edit like an insert edit and ripple all the other clips down the timeline. If you are in the middle of a clip in the timeline 'live overwrite' will add your clip to the next available video layer.
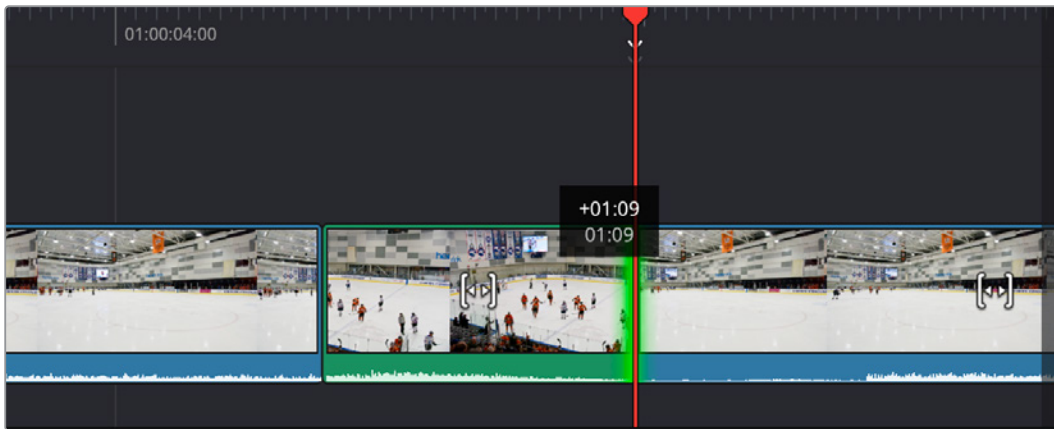
Use live overwrite to "paint" clips to your timeline

Continuity in Multi Source Edits

When you are using 'live overwrite' to build a timeline from the multi source, DaVinci Resolve helps to maintain continuity between shots. For example, if you are adding a wide shot to your timeline and want to change to a closer camera angle, it's important to make sure the second appended live overwrite starts from the next frame of the previous, wider camera angle to avoid a jump in the action.

When you use 'live overwrite' to append a shot to the timeline and release the 'camera' key, the viewer will be parked on the next frame after the last frame of the clip you just added. This means when you select a different 'camera' key and append the next camera angle to your timeline there will be perfect continuity between the two shots.

Sync Bin

'Sync bin' is a really fast way of adding cutaways to long clips in the timeline to make your edit more interesting. Plus it uses the live overwrite feature so it's very easy to add cutaways on the upper layer of the timeline.

'Sync bin' works by displaying all the clips in a bin that share the same timecode as the current clip in the timeline. Matching clips are displayed in a multiview and continually update as you scroll through the timeline. Sync bin works with up to 25 sources.
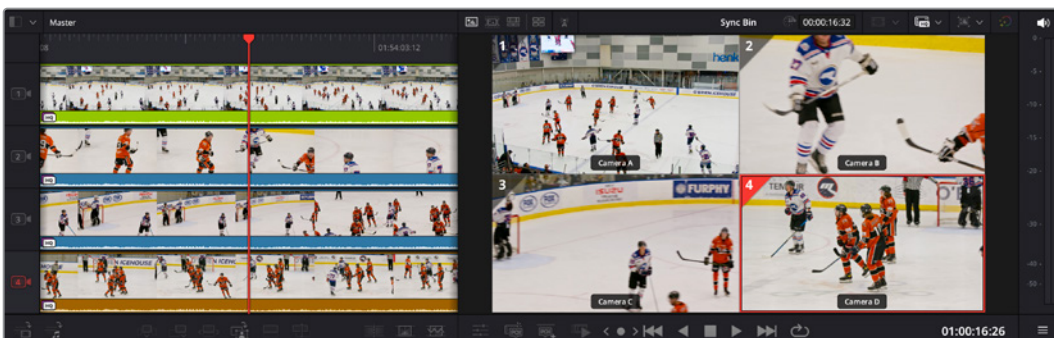
Sync bin view in the media pool and viewer

As you scroll the timeline in sync bin mode, the active clip in the timeline is highlighted in the multiview and on the left side of the media pool.

You can add clips to your timeline from the sync bin by using live overwrite:

1 Press the 'sync bin' key on your DaVinci Resolve Replay Editor.

2 Rotate the search dial and you will notice the clips in the sync bin will move in sync with your timeline.

3 To add a cutaway to your timeline, choose a camera angle from the multiview and press and hold the corresponding camera key on your replay editor. Rotate the search dial to the right and the clip will be added to the next available video track.
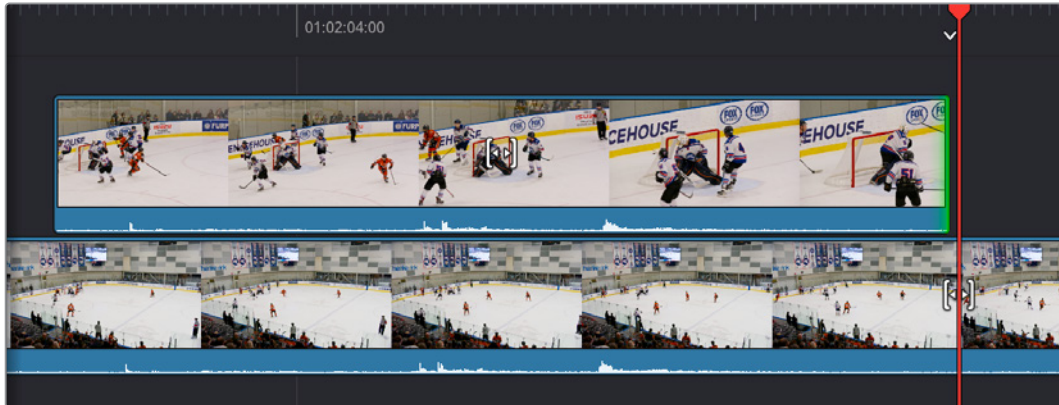
Use 'sync bin' to add cutaways to your timeline

> **TIP** To add a clip to your timeline using traditional in and out points, press a camera key to switch from multiview and view the camera as full screen in the viewer. Add in and out points to the clip using the 'in' and 'out' keys, then add the clip to your timeline. Switch back to the sync bin multiview by pressing the 'all cams' key.

Smart Indicator

As you use the search dial to navigate through the timeline, the 'smart indicator' will appear as a small white arrow in the lower timeline. When you pause near a cut point the arrow will animate and the cut point will be highlighted green.
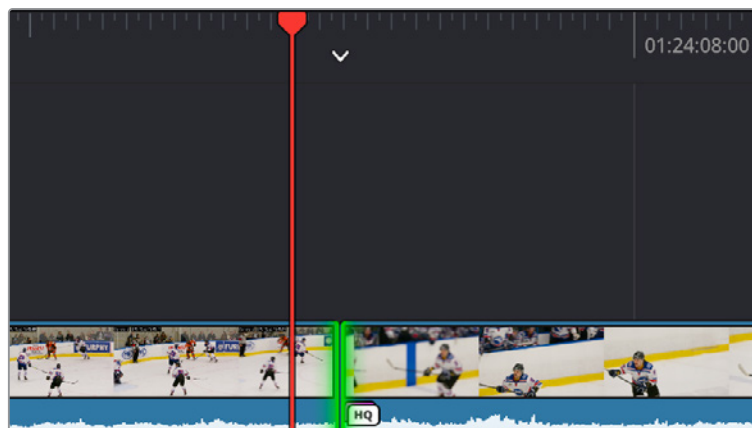
The smart indicator in the lower timeline

The 'smart indicator' helps you work quickly by pointing to the position where your next edit will occur. This means you don't need to worry about setting in and out points on your timeline. For example, when you want to perform an insert edit, simply mark in and out points in your source clip and press the 'smart insert' key. Your shot will be inserted at the smart indicator position.

> **TIP** When the 'snap' button is enabled, the CTI will momentarily pause at each cut point as you scroll through the timeline in jog mode.

Speed Changes and Optical Flow

The speed keys on your DaVinci Resolve Replay Editor let you slow down or speed up the playback speed of clips in the timeline.
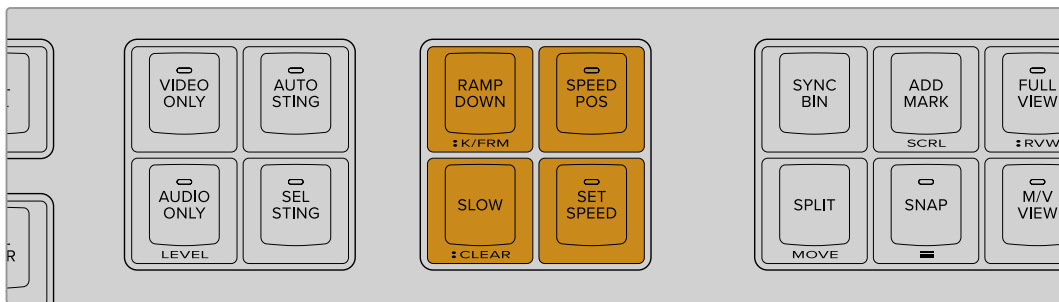
The speed keys on DaVinci Resolve Replay Editor

When you increase or decrease the speed of a clip in the timeline, the clip length will ripple. This means you can select the section of the clip you want to use and then add a speed change without shortening or extending the action in the clip. If you find the clip becomes too long or short after adding a speed change, just use the 'trim in' or 'trim out' keys to adjust the clip duration to what you need.

Enable Smart Render Cache
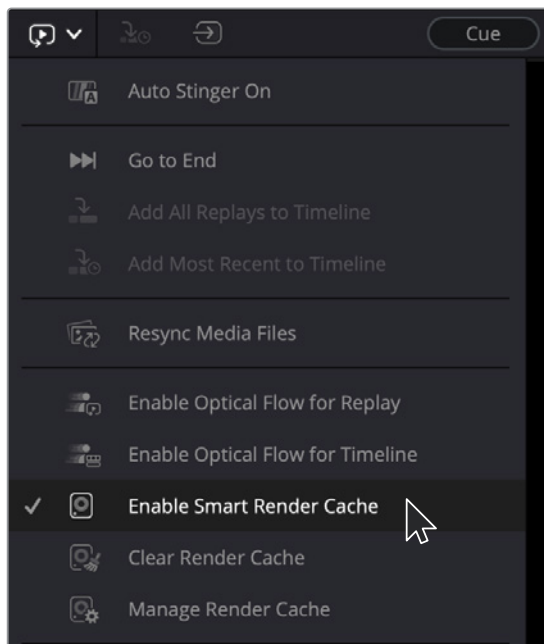
Enable smart render cache from the 'replay handling' menu

To ensure that your computer can play back speed changes easily it's a good idea to enable the smart render cache. When enabled, DaVinci Resolve will automatically render speed changes in the background for smooth playback.

To enable the smart render cache, open the 'replay handling' menu and select 'enable smart render cache'.

When you add a speed change to a clip in the timeline with smart render cache enabled, a red line will be displayed in the upper and lower timelines to indicate the clip will be rendered. The line will turn blue as DaVinci Resolve renders the clip and then disappear when the render is complete.
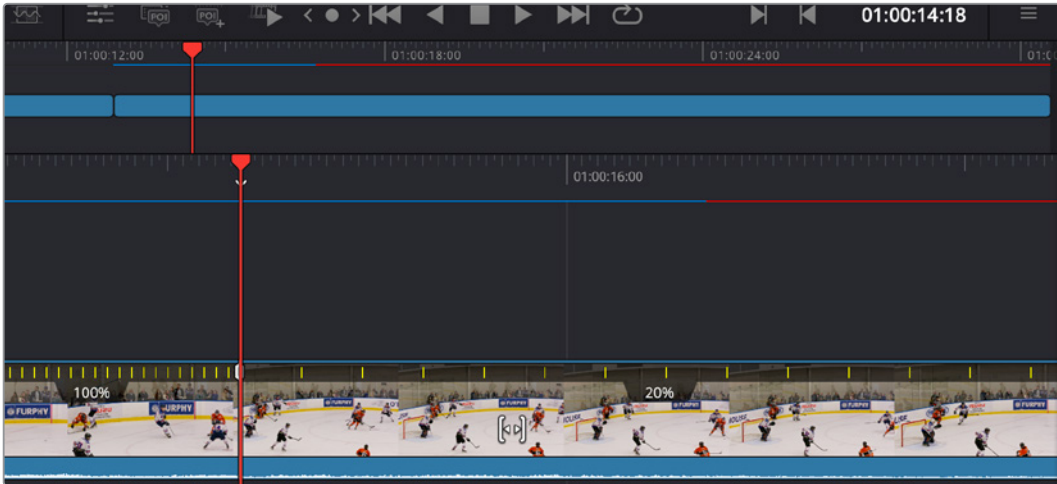
By default, DaVinci Resolve will start to render clips in the background after 5 seconds of inactivity. If you want your renders to start faster, open the 'master settings' in the DaVinci Resolve project settings and scroll down to 'optimized media and render cache'. Set the 'enable background caching' option to 1 second.

Enable Optical Flow

Optical flow lets you adjust the playback speed of a clip without losing the quality of your footage. To enable optical flow, open the replay controls and select 'enable optical flow for timeline' from the 'replay handling menu'.
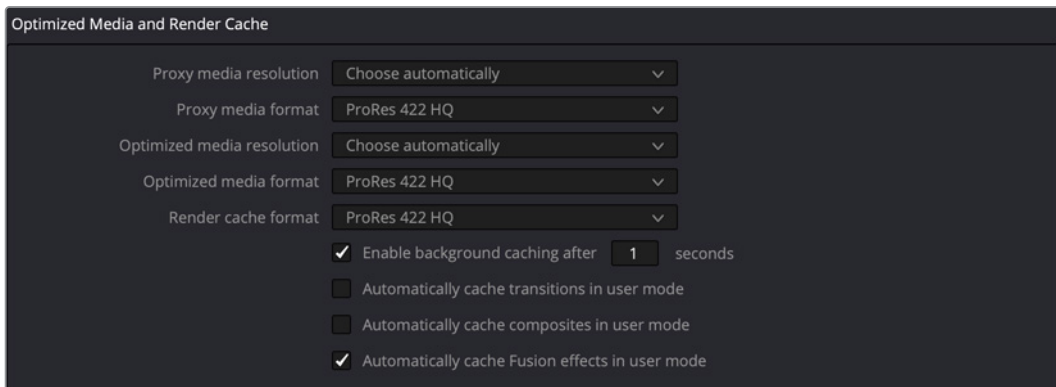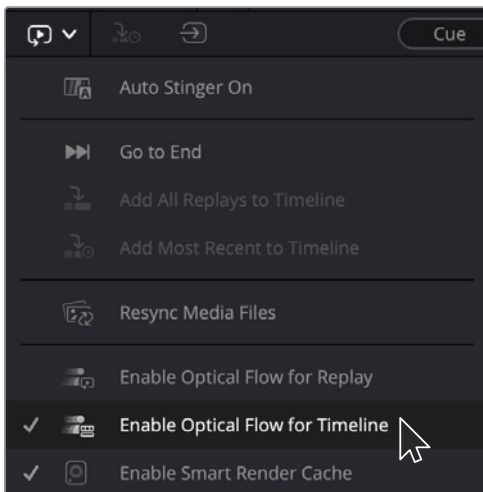
Enable optical flow from the 'replay handling' menu

Ramp Down

Press the 'ramp down' key to add a keyframe to a clip and slow the clip down by 50% at the position of the CTI.
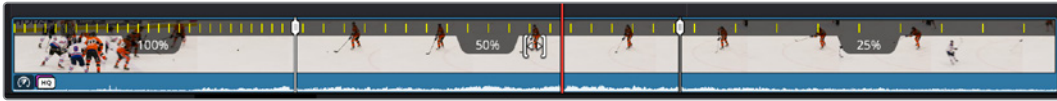
A clip ramped down from 100% to 25% in the timeline

Each time you press the 'ramp down' key, the clip will be slowed down by another 50%. For example, if you press the key twice on the same clip the playback speed will be reduced to 50% and then to 25%.

You can also double press the 'ramp down' key to add a speed keyframe to a clip.

Slow

Press the 'slow' key to slow a clip down by 50% across its duration in the timeline. Double press the 'slow' key to remove a speed effect from a clip.

Speed Position

The 'speed position' key lets you adjust the position of a speed keyframe in a clip using either the search dial or the percentage keys.
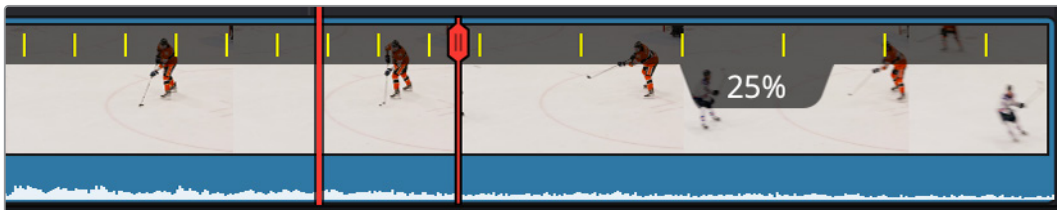
Use the 'speed position' key to move a keyframe

To move a keyframe, press and hold the 'speed position' key. The selected keyframe will be highlighted red. Rotate the search dial to manually adjust the keyframe position or press the 'percentage' keys to move the keyframe in steps.
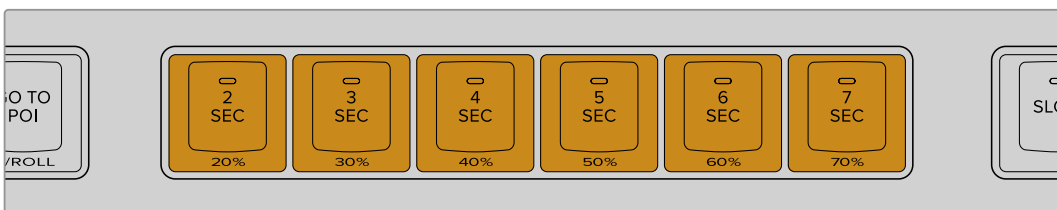
Use the 'percentage' keys to move a keyframe within a clip

Set Speed

To manually adjust the playback speed of a clip in the timeline, press and hold the 'set speed' key and turn the search dial. Increase the playback speed of a clip by rotating the search dial to the right, or to the left to slow a clip down. If you have speed keyframes set in the clip, the speed change will be applied to the section of the clip at the CTI.

Press and hold the 'set speed' keyed turn the scroll dial to adjust the speed of a clip

The 'set speed' key also works with the 'percentage' keys to adjust the speed of a clip by a set amount. To set the speed of a clip using the percentage keys, press and release the 'set speed' key. A red LED will be displayed to indicate that the key is active. Now use the 'percentage' keys to set the speed of the clip.

Trimming Edits

The trim keys on the left side of your DaVinci Resolve Replay Editor work with the search dial for fast, accurate and intuitive trimming.
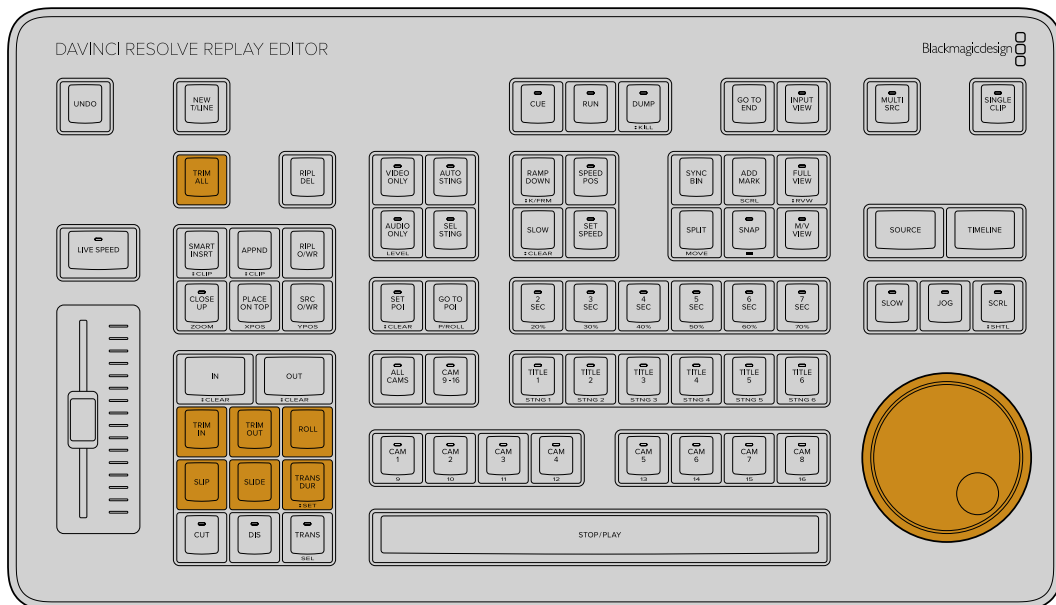
The 'trim' keys work with the search dial

To trim a clip, press and hold a 'trim' key and rotate the search dial.

Trim In

Press and hold the 'trim in' key while to trim the in point of a clip at the closest edit point. The trim point will be highlighted green and the trim indicator will display the number of frames that have been added or trimmed from the clip.

Trim Out

The 'trim out' key works in the same way as trim in but lets you trim the out point of a clip at the closest edit point.
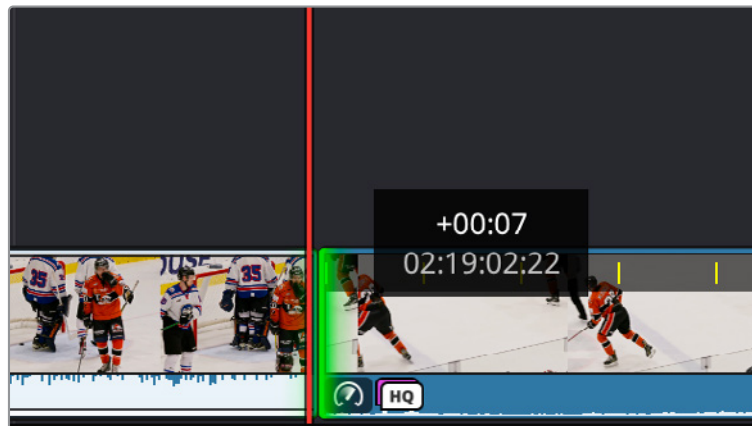
Roll

Use the 'roll' key to adjust both clips each side of an edit point. A rolling trim will shorten one clip and extend the other. The duration of your timeline won't change when you use a rolling trim.

Slip

The 'slip' key lets you adjust the section of a clip that appears in the timeline. When you slip a clip, the viewer will display a multiview showing you the in and out points of both the source and destination clips.

Slide

Press and hold the 'slide' key to slide a clip up and down in the timeline. As you slide a clip in the timeline a multi view will display the in and out points of both the source and destination clips.

Trim All

The 'trim all' key lets you trim your entire timeline without changing the duration of an added audio track. Trim all works by trimming the clips in a timeline based on their length, so longer clips will have more frames trimmed than shorter ones.
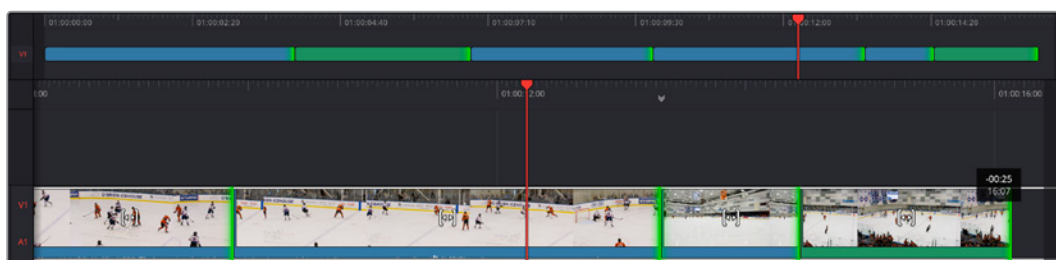
Use the 'trim all' key to trim your entire timeline

Trim all is useful if you need to adjust your edit to be an exact duration. For example, if you have a music track that's used for a credit roll and you find the total timeline duration is too short or too long to match the music track, you can just use trim all and it will adjust the total video edit to match the audio track.

To use trim all, press and hold the 'trim all' key and rotate the search dial. As you trim the timeline, an indicator will display the amount of time trimmed above the new timeline duration.

Adding Transitions

The 'transition' keys on the lower left hand side of your DaVinci Resolve Replay Editor let you quickly remove, add and select transitions.
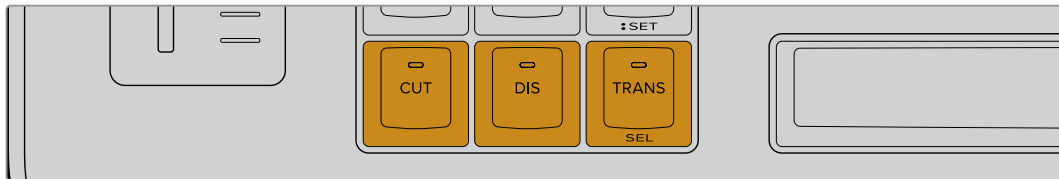
To remove a transition, scroll through the timeline until the CTI is close to the transition you want to remove, the 'smart indicator' will highlight the edit point. Press the 'cut' key to remove the transition.

To add a dissolve to your timeline, navigate close to a cut point and press the 'dissolve' key. To add the last selected transition, press the 'transition' key. You can also use the 'transition' key to select the transition type.

To select the transition type:

1 Press and hold the 'transition' key. The 'add transition' window will be displayed.
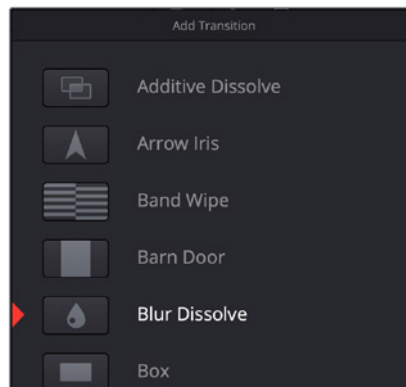
2 Use the search dial to select a transition from the list, then release the 'transition key'. The selected transition will be added to the timeline the next time you press the 'transition' key.

Close Up Edits

Use the 'close up' key on your DaVinci Resolve Replay Editor to easily create a close up from a clip in your timeline. Creating a close up from an existing shot can be useful if you don't have any alternative camera angles or as a way of concealing a cut point, for example during an interview.

To create a close up:

1   In the timeline, use the 'split' key on your replay editor to add edit points around the section of the clip that you want to create a close up from.

2   Press the 'close up' key on your DaVinci Resolve Replay Editor. The close up clip will be added to the video layer above the original clip in your timeline.
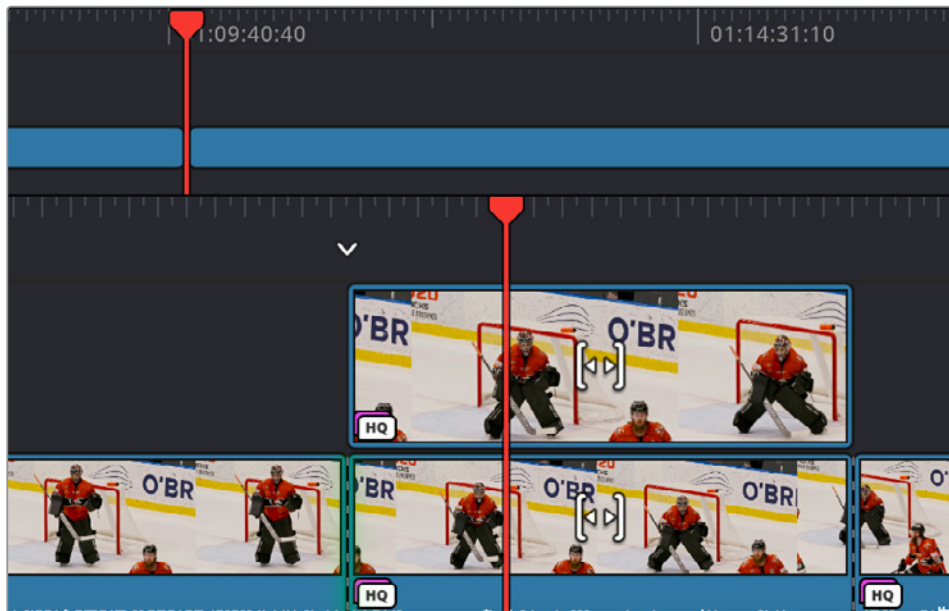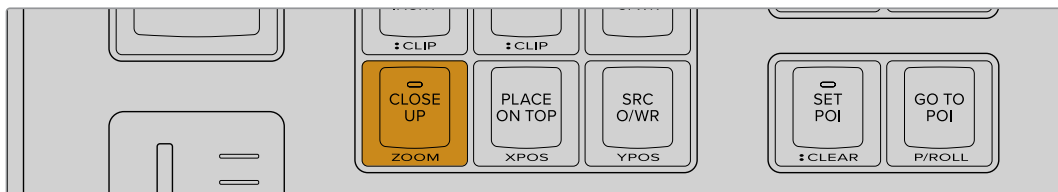
Close up clips are added to the timeline above the original clip

The close up function uses face detection to look for a face or faces in your clip. If a face is detected, close up will automatically reframe the shot. If you find that you need to adjust the framing of a close up, press and hold the 'zoom', 'X position' or 'Y position' keys and rotate the search dial.

Setting Default Transition

The 'transition duration' key sets the default duration for transitions and dissolves added to the timeline using the 'dissolve' and 'transition' keys.

To set the default transition duration:

1 Navigate to a transition in your timeline and press and hold the 'transition duration' key.
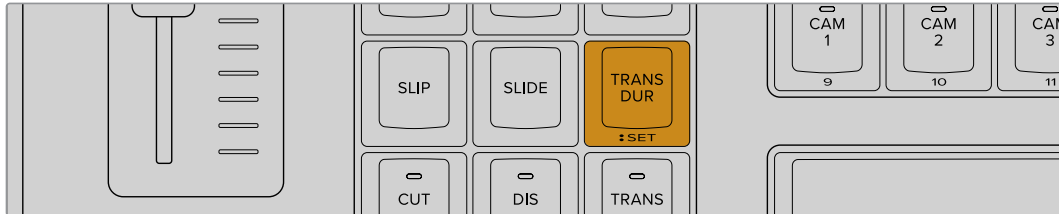
2 Rotate the search dial. Turn the dial clockwise to lengthen duration of the transition, or counterclockwise to shorten.
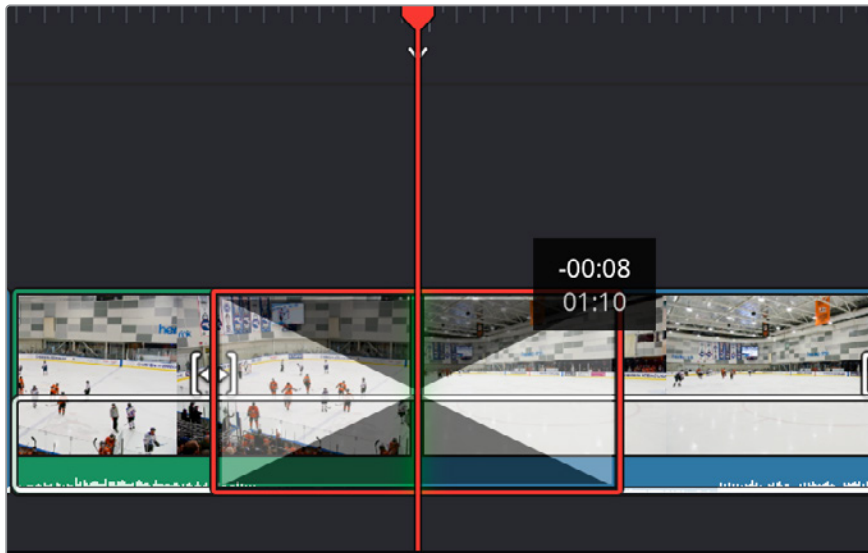
Rotate the search dial to adjust the transition duration

To set the new transition duration as the default duration, double press the 'transition duration' key.

> **TIP** You can also set the default transition duration in the DaVinci Resolve 'cut' page by opening the 'transition' tab in the inspector and clicking 'set as default duration'.

Simple Replay with Replay Editor

The DaVinci Resolve Replay Editor works in conjunction with all the replay controls in the 'cut' page. Dedicated replay keys let you select and run replays quickly, plus additional features like the 'live speed' fader mean you can create slow motion replays live to air.

Loading Media
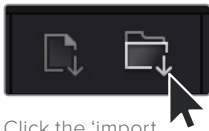
Click the 'import media folder'

To load your recording media into your project, click the 'import media folder' button at the top of the media pool.

Navigate to the folder that contains your record media and click 'open'. DaVinci Resolve will import your recording media folder and maintain the folder structure, treating each folder as a separate bin.

Double click a bin to open it and view your recording media, a small red indicator in the right hand corner of a clip shows you that the clip is still being recorded. DaVinci Resolve will continue to update your clips as they are recorded.
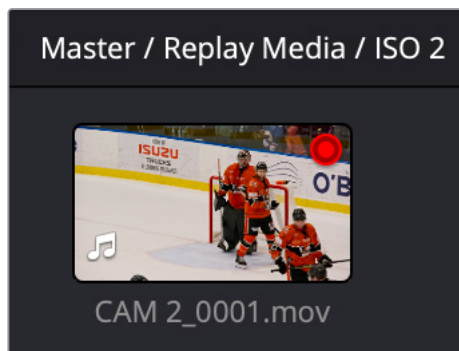
A red dot indicates your clip is being recorded

> **TIP** If you need to stop and restart your HyperDeck recordings, you can import the new recordings into your DaVinci Resolve project by selecting 'resync media files' from the 'replay handling' menu. DaVinci Resolve will check the media folders on the Blackmagic Cloud Store and import the new recording files.

Using the Source Tape

Source tape displays all your media in the current bin and any sub bins flattened out and arranged end to end in the viewer. Source tape makes it easy to quickly scroll through all your media to find a specific moment or event.

To use source tape:

1 On your DaVinci Resolve Replay Editor, press the 'source' key.
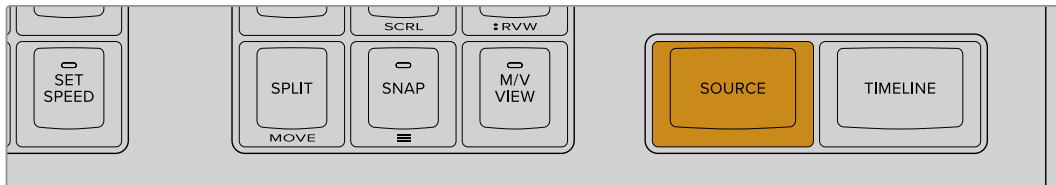
2 All the clips in the current bin will be displayed in the viewer. A small white line in the scroll area indicates the start and end of each clip. As you scroll or jog through the source tape in the viewer, the corresponding clip will be highlighted in the media pool.
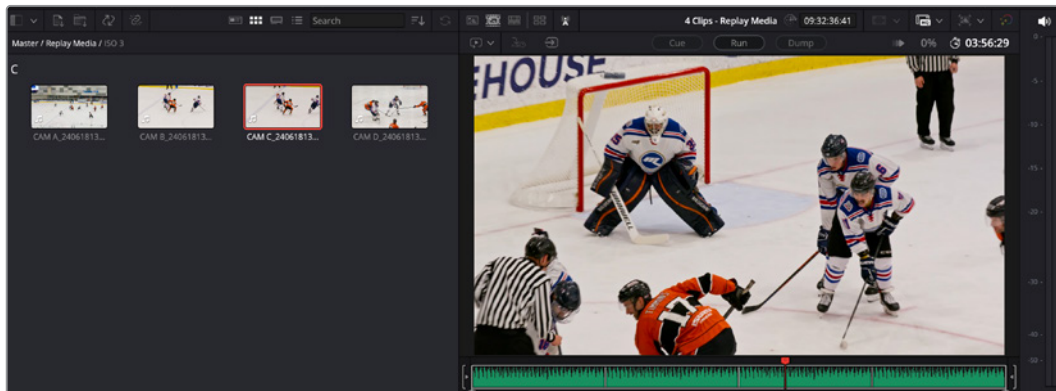
Source tape view

The bin folder structure is displayed in the top left corner of the media pool, clicking on a bin name will select the contents for the source tape.

Click on 'master' to see all your media displayed in the source tape. If you want to limit the source tape to a specific bin, click on the bin name that contains the media you want to view. For example, you might want to exclude imported stingers from the source tape and just display your replay media.
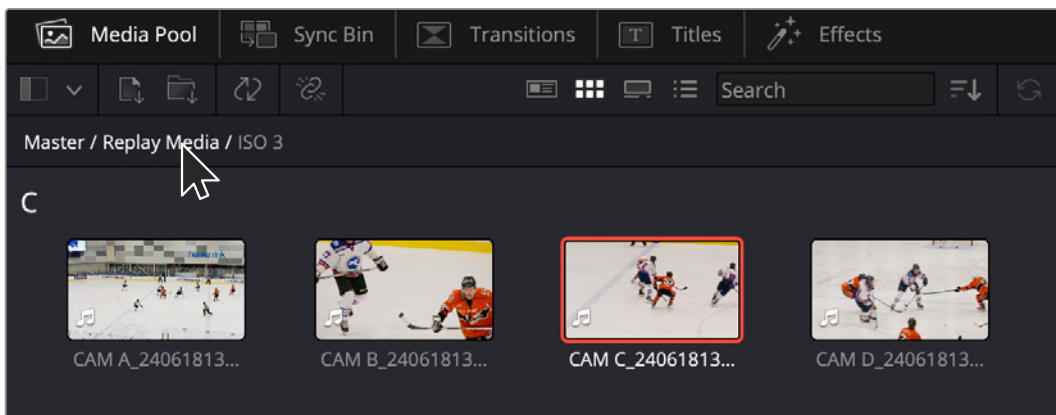
Click on a bin name to display the contents in source tape

To view a single clip from the source tape, scroll to the clip in the viewer and press the 'single clip' key. The viewer will update to show the selected clip. Press the 'single clip' key again to switch back to the source tape.
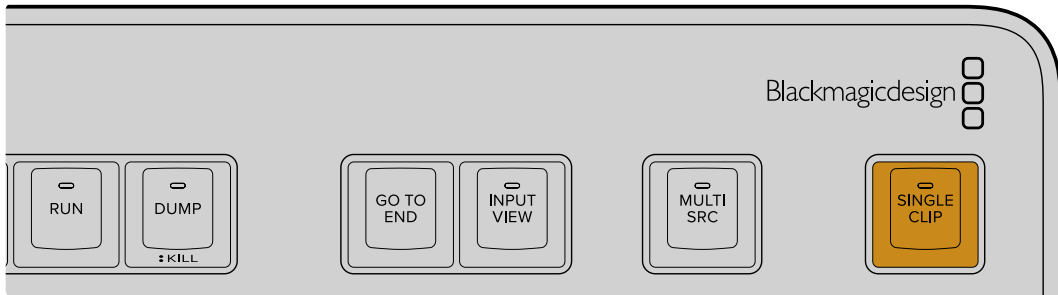
When enabled, the LED on the 'single clip' key will be illuminated

You can also choose to limit the source tape to a specific section by setting in and out points. This can be useful if you want to narrow down the source tape to certain clips.

To limit the source tape:

1   In the source tape, mark the section you want to view by pressing the 'in' and 'out' keys on your DaVinci Resolve Replay Editor.

Mark in and out points in the source tape

2   Press the 'source' key. The viewer will update to show the section of the source tape marked by the in and out points.

To go back and see the full source tape, press the 'single clip' key twice.

> **TIP** While source tape is ideal for many projects, if you're running replays it's better to see all your available camera angles simultaneously in the viewer using multi source. Keep reading this manual for more information on multi source.

Using Multi Source

Multi source is a powerful feature that lets you view all your available camera angles simultaneously. Multi source works by lining up all your clips using timecode, making it easy to select the best angle for important moments.

To use multi source:

1   Press the 'multi source' key on your DaVinci Resolve Replay Editor. The LED light on the key will illuminate red.
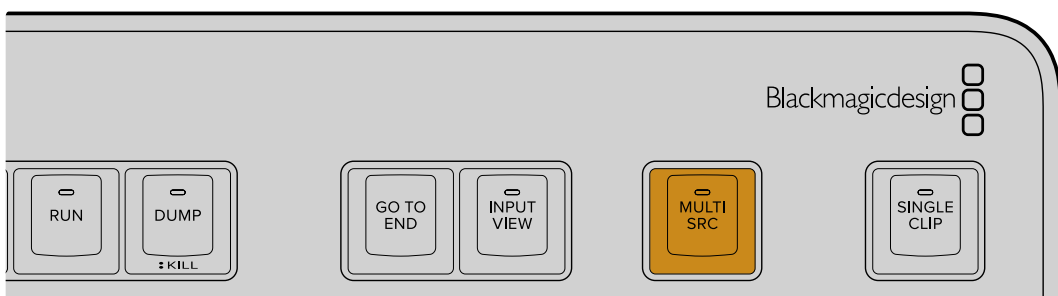
2   Your clips will be displayed in multi source. You can play and stop multi source just as you would a normal clip.
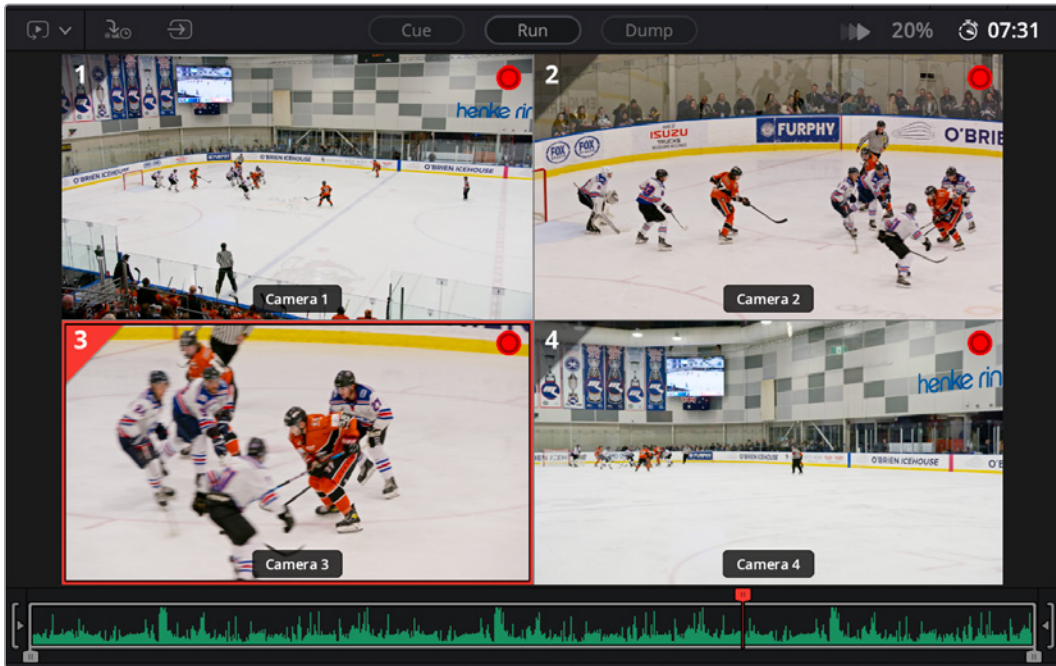
Use multi source to display all your camera angles

To view a single camera as full screen from multi source, use the 'cam' keys on your replay editor. If you have more than 8 cameras in your multi view, press and hold the 'cam 9 -16' key, then use the 'cam' keys to view the camera printed on the front of the key.

To switch back to multi source, press the 'all cams' key.
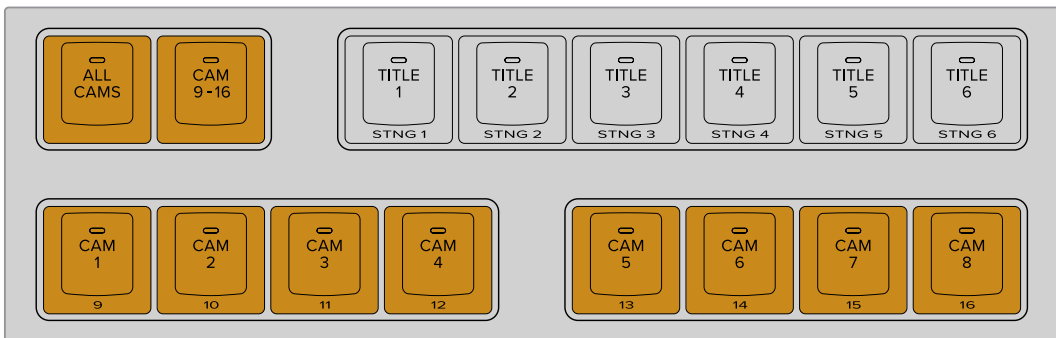
Adjusting the Viewer Size

Increasing the viewer size in the 'cut' page can be useful when you're setting up for a replay, letting you easily see all your available camera angles.
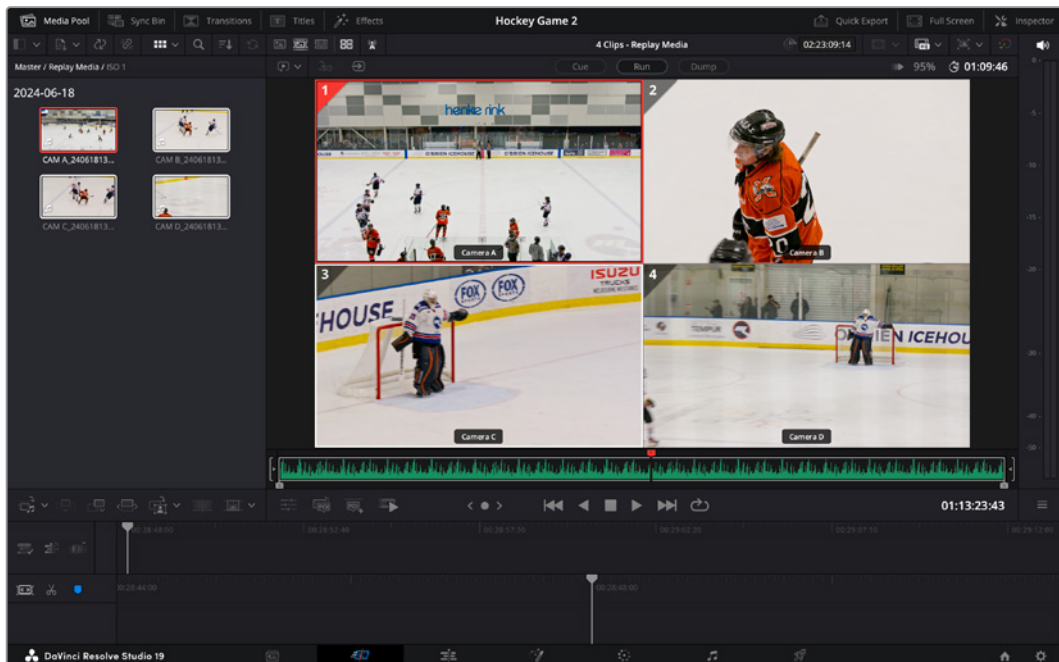
The 'cut' page with a resized viewer

To adjust the viewer size in the 'cut' page, use your mouse to click and drag on the 'resize timeline' button to the bottom right of the viewer. Move your mouse down to increase the viewer size and up to decrease it.
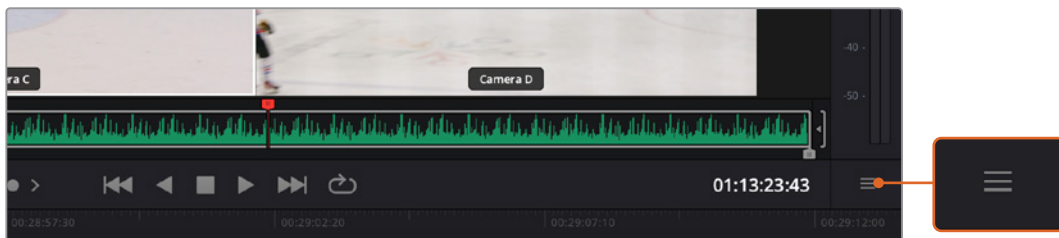
Use the 'resize timeline' button to the right of the timecode window to adjust the viewer size

To adjust the size of the media pool, hover your mouse over the dividing line between the viewer and the media pool window, then click and drag to the left or right.

You can also adjust the viewer size using the keys on your replay editor by double pressing and holding the 'snap' key and rotating the search dial. Rotating the dial to the left increases the viewer size, and to the right decreases it.
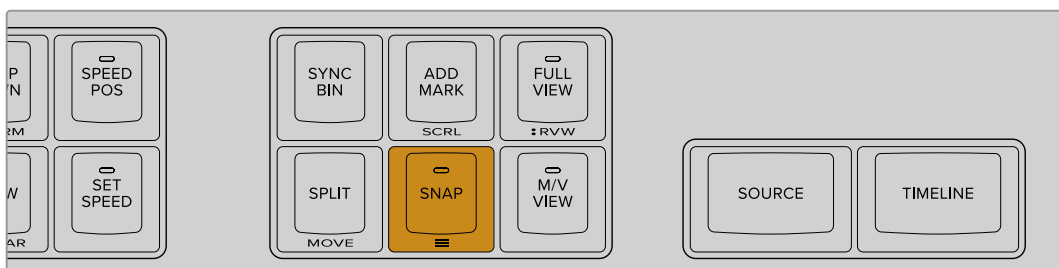
Use the 'snap' key and search dial to adjust the viewer size using the replay editor

> **TIP** To return the 'cut' page to it's original size settings, open the 'workspace' menu and select 'reset UI layout'.

Setting the POI

A POI, or point of interest, is a specific point in time that you use for your replay. A POI works a bit like a bookmark for a particular event and is linked to timecode rather than a specific clip.

You can set a POI on clips in the viewer, the timeline or input video from the multiview of an ATEM switcher. When you add a POI to a clip, you'll notice that your POI will appear across all clips that share the POI's timecode. This means you can play multiple camera angles to the video output based around your POI.

To set a POI in the viewer:

1 Open multi source to see all your camera angles in the viewer. On your replay editor, press the 'go to end' key.
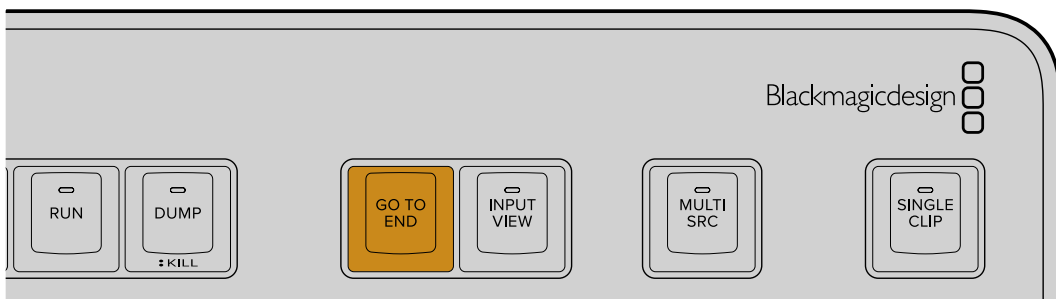
When you press 'go to end', the viewer will display the media that's just been recorded to disk. If you have a fast system, try waiting a couple of seconds and then press play by pressing the space bar on your replay editor. Now you are viewing your media a couple of seconds after it has been recorded.
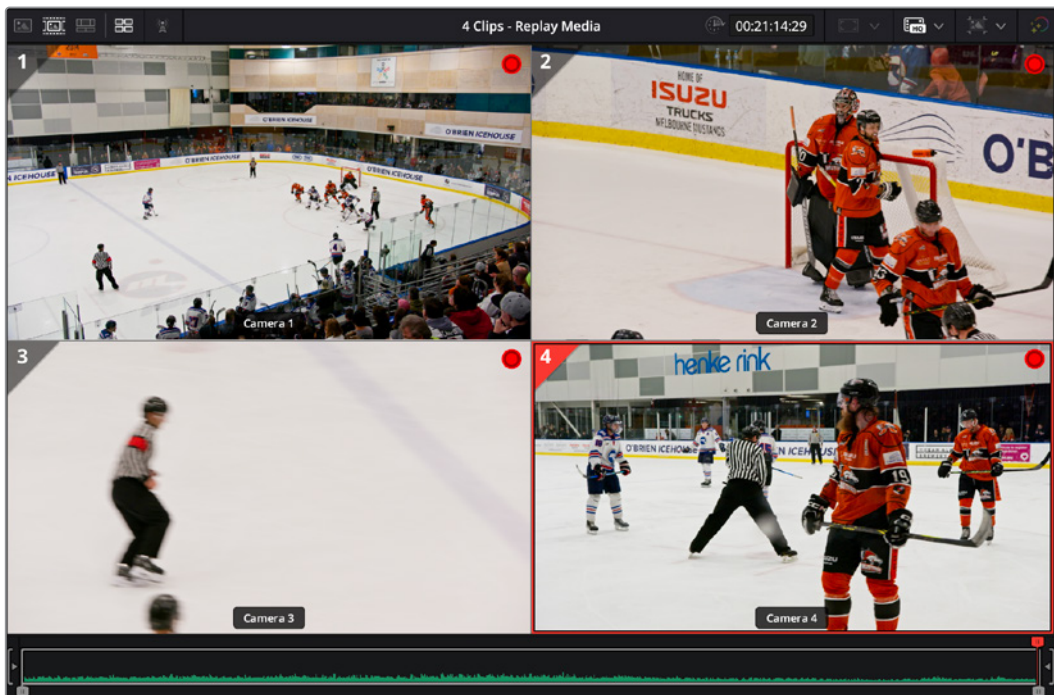
Press 'go to end' to see your most recently recorded media

2   Watch the multi view and when you see an event that you want to replay, press the 'add POI' key. The LED light on the 'set POI' key will illuminate red and you'll see a 'POI' icon appear in the scroll area underneath the viewer.
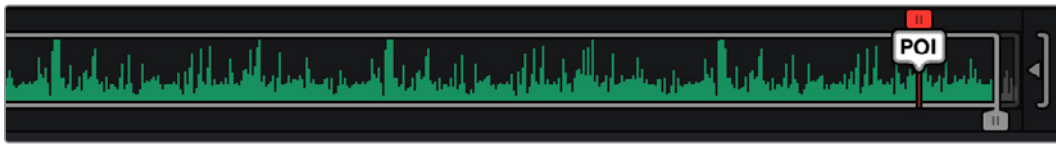
When you are working on a fast paced live event, another way to add a POI is by watching the ATEM switcher output in DaVinci Resolve by switching to 'input view'. In 'input view' you see events as they happen live, rather than viewing your media after it's been recorded. For input view to work, connect a multiview output from your ATEM switcher into UltraStudio 4K Mini.

To set a POI on the live video input:

1   Press the 'input view' key on DaVinci Resolve Replay Editor.
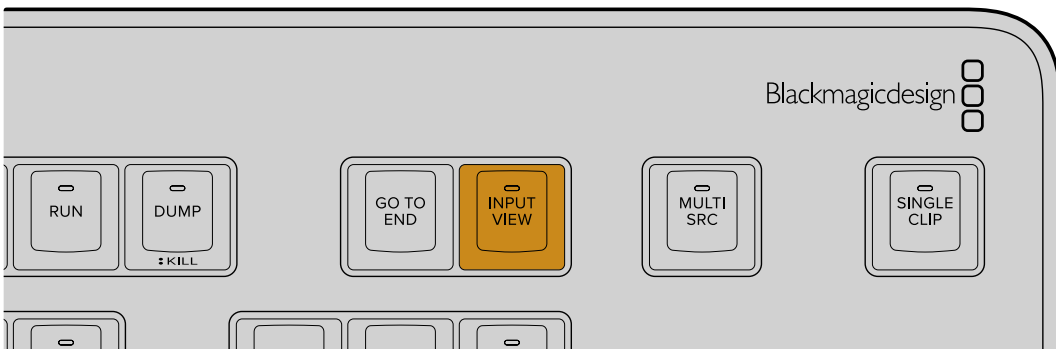
The viewer will switch to display the live input from your ATEM switcher.
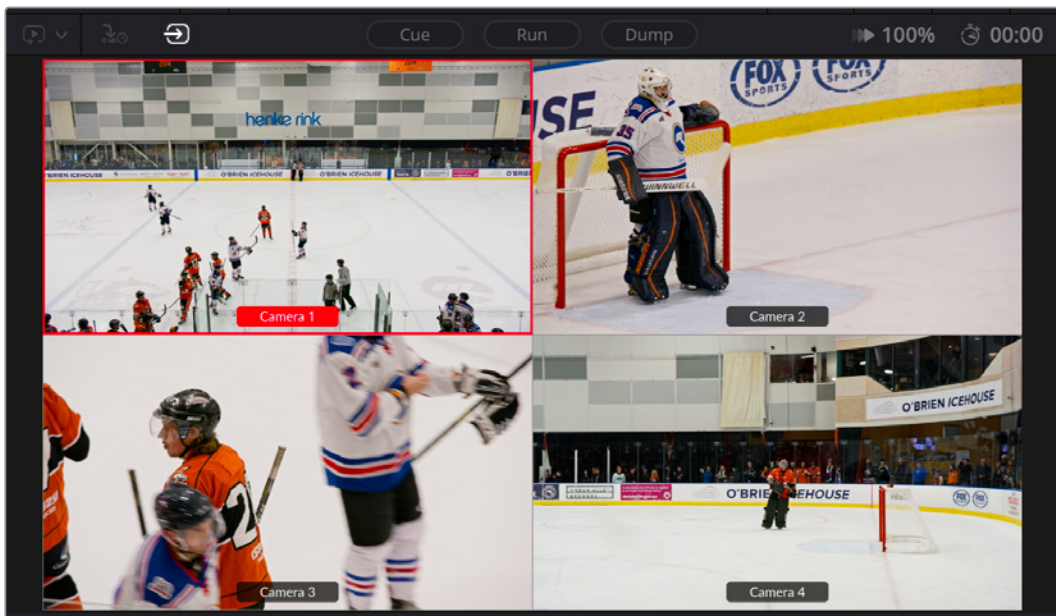
'Input view' displays the input from your ATEM switcher

2   When you see an event that you want to use for a replay, press the 'set POI' key on your replay editor, or press the space bar. The LED light on the 'set POI' key will illuminate red.

The POI indicator in the scroll bar
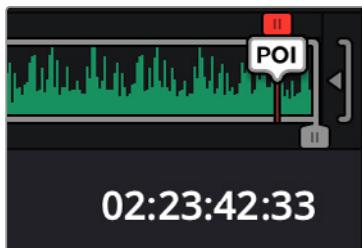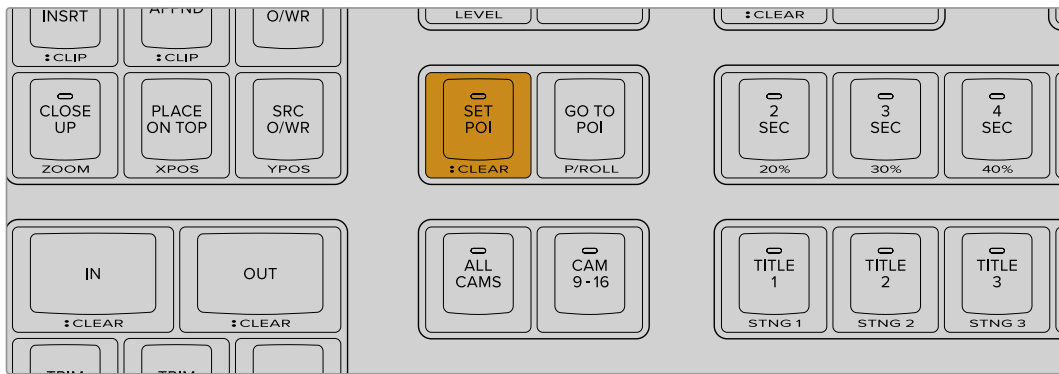
When you press the 'set POI' key, the viewer will switch from live view to multi source view. A POI indicator will be displayed in the scroll bar, and the viewer will be cued to your POI, ready for replay.

Selecting a Camera

With your POI set, you can now choose a camera to use for your replay.
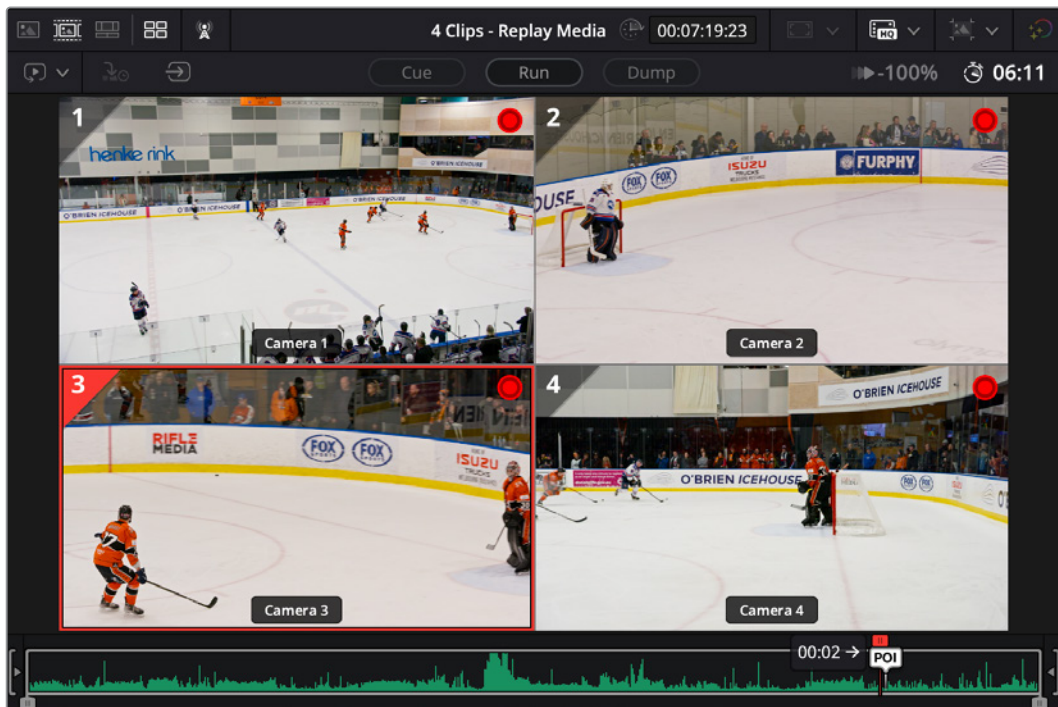
Select a camera angle for replay by pressing a 'cam' button. When you select a camera the viewer will switch to full screen.

If you want to start your replay before or after the POI, use the search dial on your replay editor to adjust the CTI position. The POI offset indicator will display the amount of time and the direction to the POI. If you want to return to your POI, press the 'go to POI' key.

The POI offset indicator

> **TIP** To preroll or jump back before the POI, press and hold the 'go to POI' key, then press a 'time' key.

Playing to Air

When you're ready to play your replay to air, simply press the 'run' key and your replay will start immediately. During a replay, the LED light on the 'run' key will illuminate red.
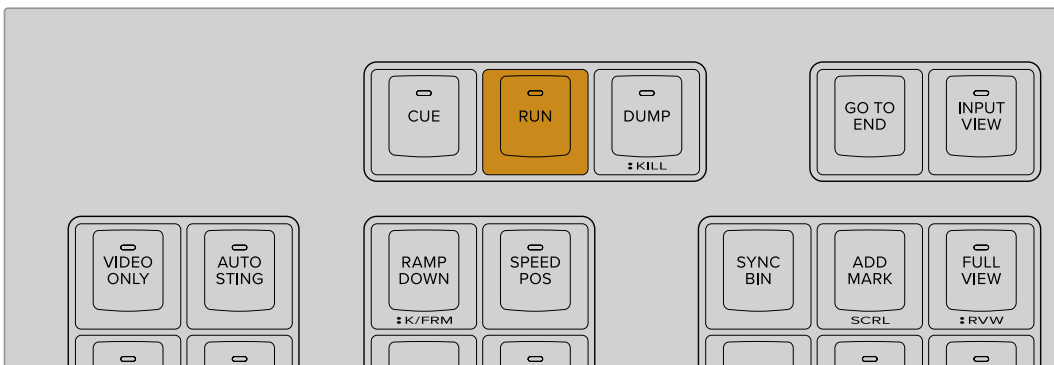
Press the 'run' key to start your replay

Once DaVinci Resolve is playing to air, a number of the keys on your replay editor panel will change their behavior. For example, during a replay the transition keys let you choose to add a transition or cut when you switch between cameras.

During a replay the replay palette above the viewer will turn red and a time indicator to the right will display the remaining available time for your replay.
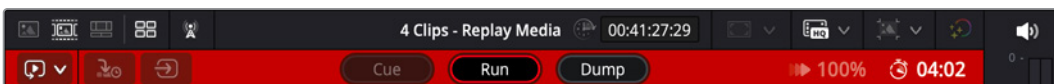
In the viewer your selected camera is highlighted by a red box in a multiview, while being output as full frame video to air. The reason the viewer remains a multi view is so you can review your angles while doing playback. So you only have to find the first replay shot and select that camera to be ready to play a shot to air. You can review other angles while that first camera is playing to air and then sequence them one after another as you run the replay.
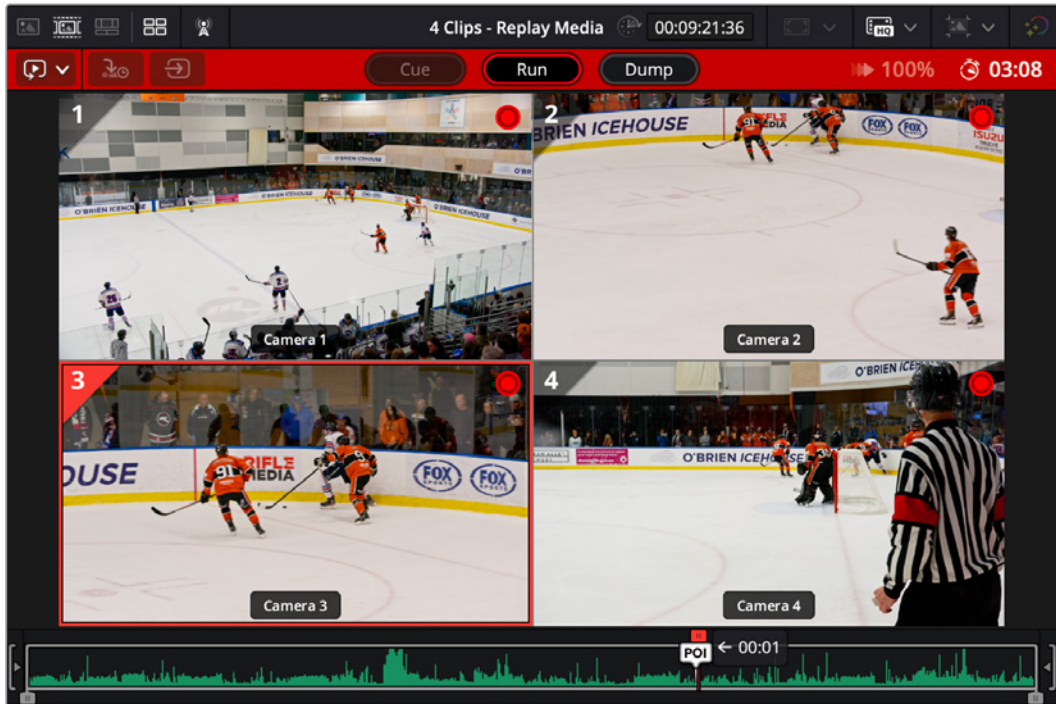
The viewer during a replay

To switch to a different camera during a replay, simply press a different camera key. The selected camera will be highlighted by a red box and be played to air full screen.

Speed Changes

As you run your replay, you can use the 'live speed' controls on your DaVinci Resolve Replay Editor to change the playback speed as you play live to air. When you change the playback speed, transitions between shots and auto stingers are not affected.

If you have a fast computer, you can set DaVinci Resolve to use optical flow for extremely smooth motion playback of speed changes. Not all computers can do this well because optical flow requires a lot of processing power, so it's a good idea to test optical flow on your computer before running a replay live to air. To turn on optical flow for replays, open the 'replay handling menu' and select 'enable optical flow for replay'.
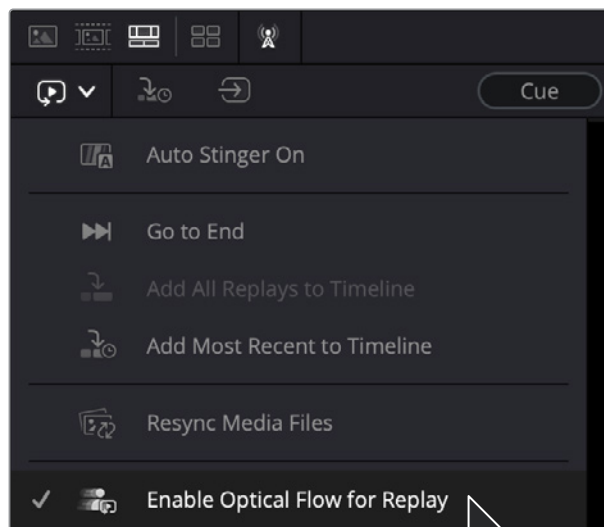
Enable optical flow for replay from the 'replay handling' menu

To change the playback speed:

1   On the left hand side of your replay editor, press the 'live speed' key. The LED lights on the 'live speed' key and 'speed fader' will illuminate to indicate live speed is enabled.
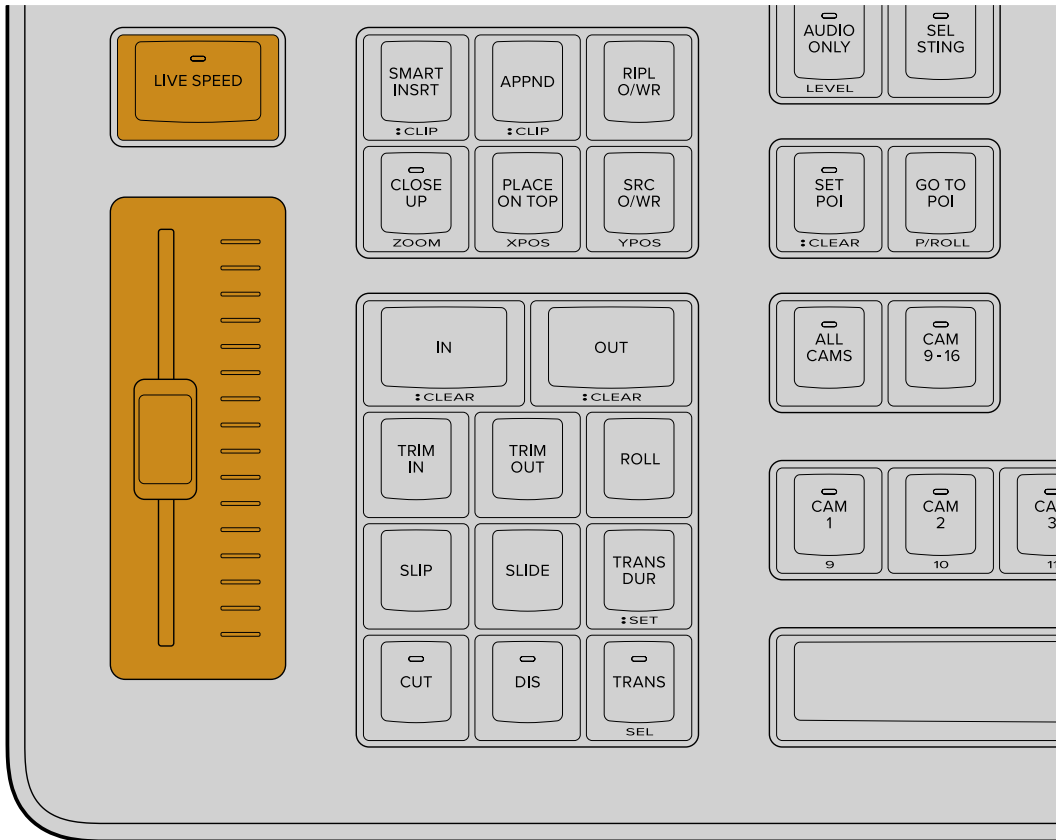
The 'live speed' key and 'speed fader'

2   Slide the speed fader up or down. Moving the fader down decreases playback speed in 5% increments, down to 0%.

When the fader is moved all the way down to 0%, the 'jog' light will illuminate and you can scroll manually using the search dial. That can be good for reviewing a contention goal in a sporting event. Then when you move the fader up from 0% the 'jog' light will go out and you will be back to motion playback. You can also start and stop a replay with the fader set to 0%.
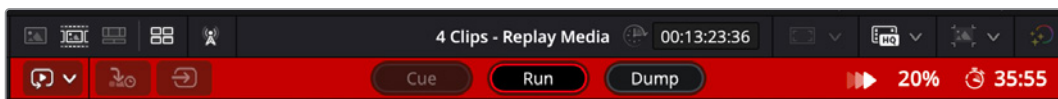
The speed indicator set to 20%

The time remaining indicator in the replay palette will adjust to show the time remaining that includes the current speed setting if you use the speed fader when playing a timeline. This gives you an accurate timing count on when the timeline will finish playing, even if you slow it down with the speed setting.

To toggle live speed off, simply press the 'live speed' button again.

> **TIP** If the 'live speed' key is enabled when the 'speed fader' is set to less that 100%, DaVinci Resolve will gradually slow down the playback speed to match the position of the slider. If the live speed key is disabled during slow motion playback, playback will gradually be increased back to 100%.

Shot Sequencing

Shot sequencing lets you smoothly play multiple camera angles during your replay. You can use shot sequencing to jump back to just before your POI and then show your replay from a new camera angle.

To sequence a shot:

1   Set a POI and select a camera angle to start your replay. Press the 'run' key on your replay editor to start playing your replay to air.

As the first shot plays to air you can review the other camera angles in the multiview and choose a new shot to sequence to.

2   When you have chosen a different camera angle to sequence to, press and hold a 'time' key on your replay editor. The time key sets the number of seconds before the POI that the new camera angle will start. For example, press and hold the '5 seconds' key to start the new camera angle 5 seconds before the POI.
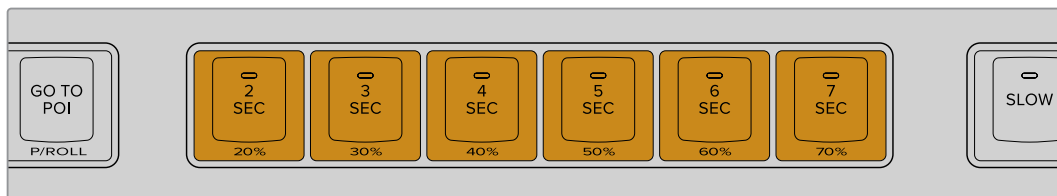
3   While holding down a 'time' key, select a new camera angle by pressing a 'camera' key.
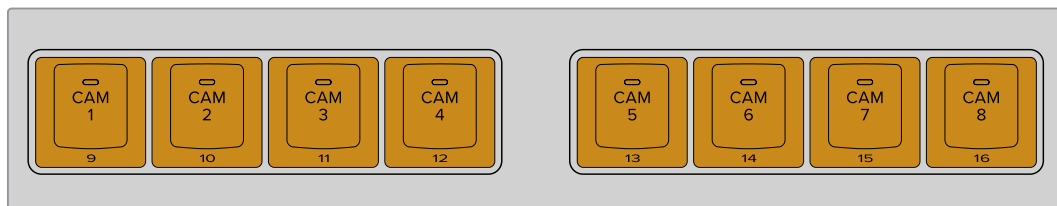
The viewer will return to before the POI and your replay will continue from the new camera angle.
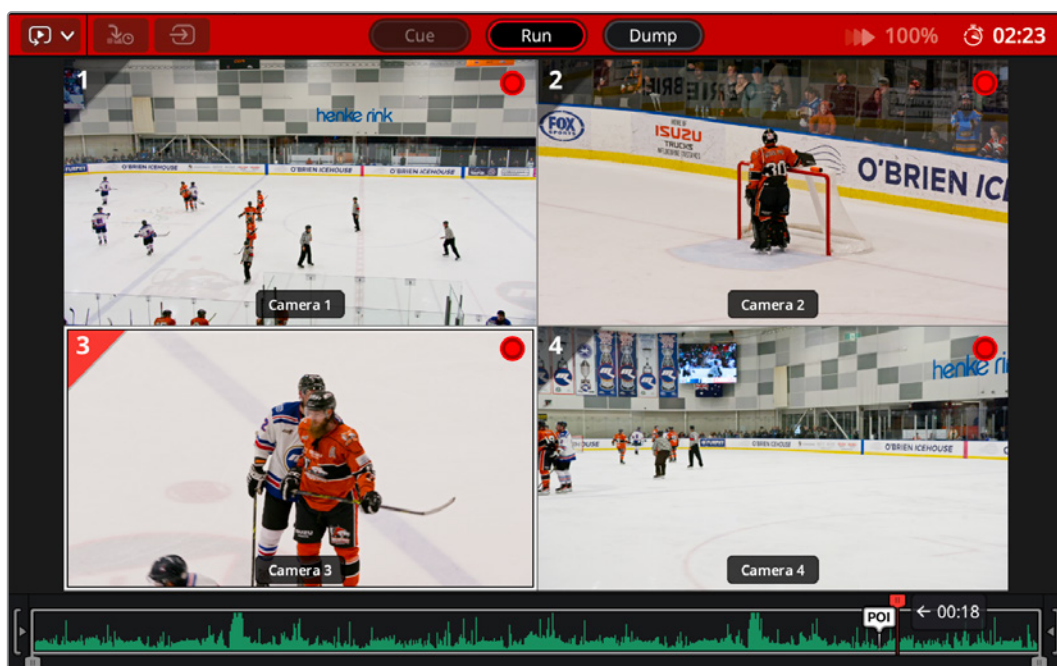
Use the 'time' and 'camera' keys to repeat your replay from different camera angles

TIP As well as using a POI for shot sequencing, you can also use an in point set in the multi source. To sequence to the in point, simply double press the camera key for the camera you want to use. Using an in point for shot sequencing is useful if you want to mark a secondary event to use as part of your replay. For example, you could mark an in point for a crowd reaction to sequence to after your main replay.

Live Transitions

You can choose to use a live transition when you switch between cameras or sequence a shot during a replay. The transition keys are located towards the bottom left of your replay editor.
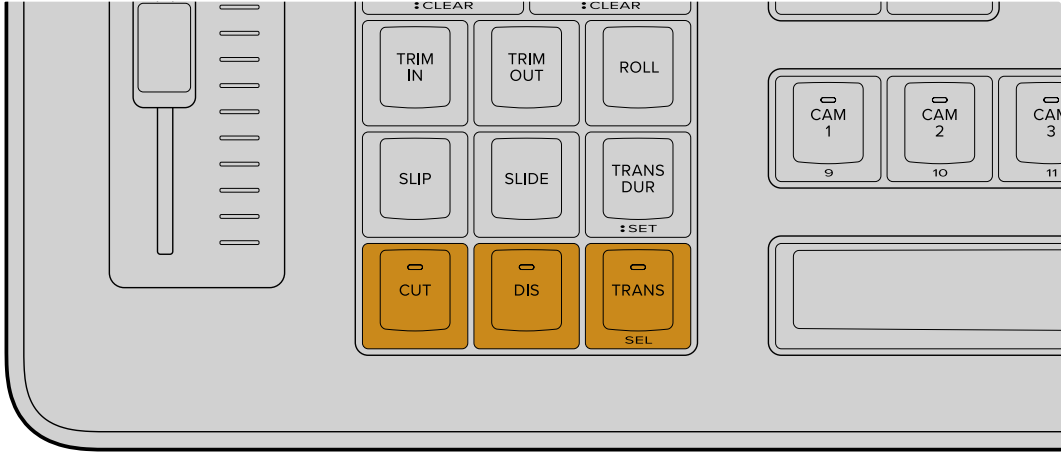
The transition keys

To add a dissolve between cameras, press the 'dissolve' key, the LED will illuminate red. When you switch cameras a dissolve transition will be added.

To add a different type of transition, you can use the 'transition' key. You can select the type of transition this key will add before you start your replay.

To set the transition type:

1 Press and hold the 'transition' key. The 'add transition' window will be displayed.
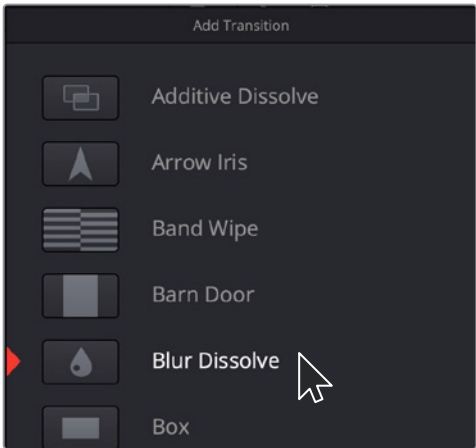
Press and hold the transition key to select a transition

2   Use the search dial to select a transition from the list, then release the 'transition key'.
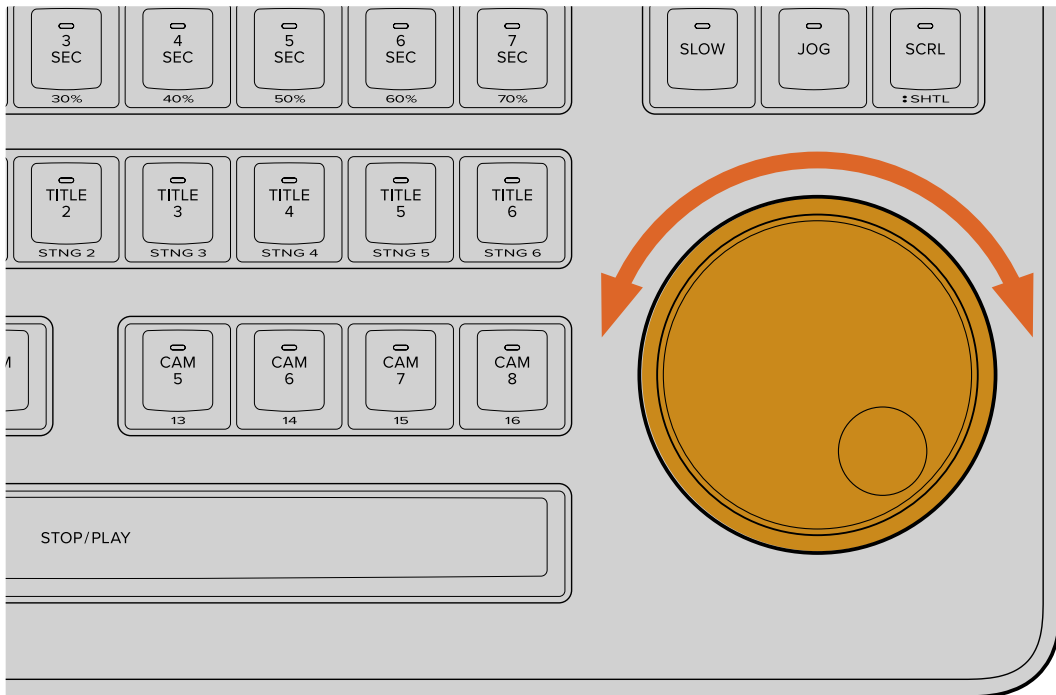
Use the search dial to select a transition

During a replay, press the 'transition' key to enable your selected transition when you switch cameras.

To return to using a straight cut between cameras, enable the 'cut' button.

Stopping Playback

To stop playback and end your replay, press the 'dump' key.
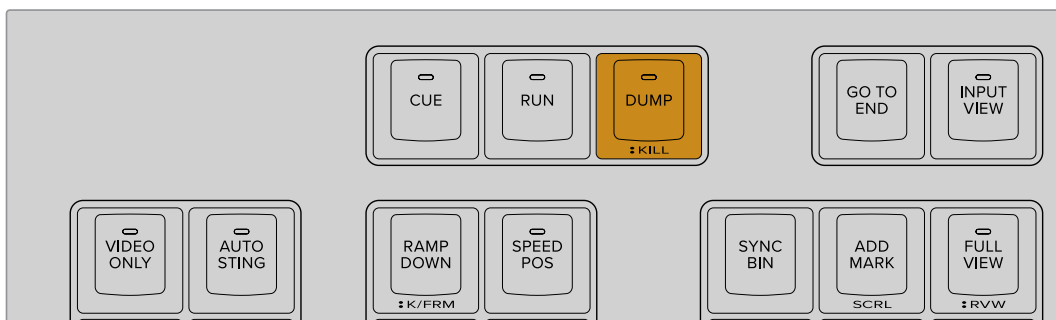
Press the 'dump' key to end your replay

When you press 'dump', your replay will end and the viewer will return to the multi source view. If you want to run another replay, you can move your POI by pressing the 'set POI' key again. If you want to clear your POI, double press the 'set POI' key.

> **TIP** If you have just done an edit there will be a slight delay before the 'dump' runs the end of the replay so you don't get a flash edit. However, if you want to end the replay urgently just press the 'dump' key twice.

Loading and Using Auto Stingers

You can add auto stingers to smoothly transition your replay to and from the ATEM switcher's program output. Stingers are graphics that are often animated with accompanying sound and are used to dynamically transition between events live on air, for example when transitioning to a scoreboard or a slow motion replay. Stingers contain an alpha channel to smoothly blend the two video sources using transparency.

To load stingers:

1   Click the 'import media folder' button at the top of the media pool.

2   Navigate to your stingers on your media storage and click import.

3   On your DaVinci Resolve Replay panel, press the 'auto sting' key.
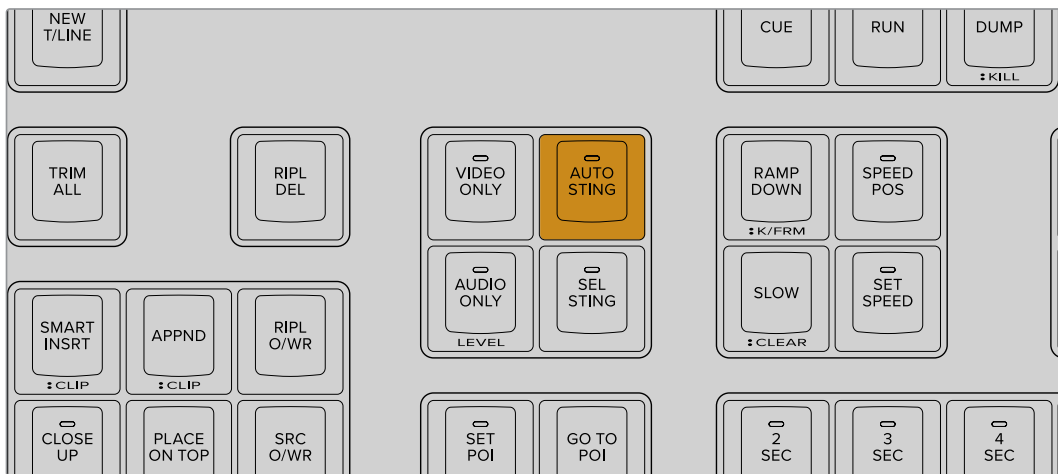
Press the 'auto sting' button to enable auto stingers

An 'auto stingers' window will appear at the bottom of the media pool window. There are 6 available auto stinger slots.

4   Drag and drop your imported stingers from the media pool into the auto stingers slots.
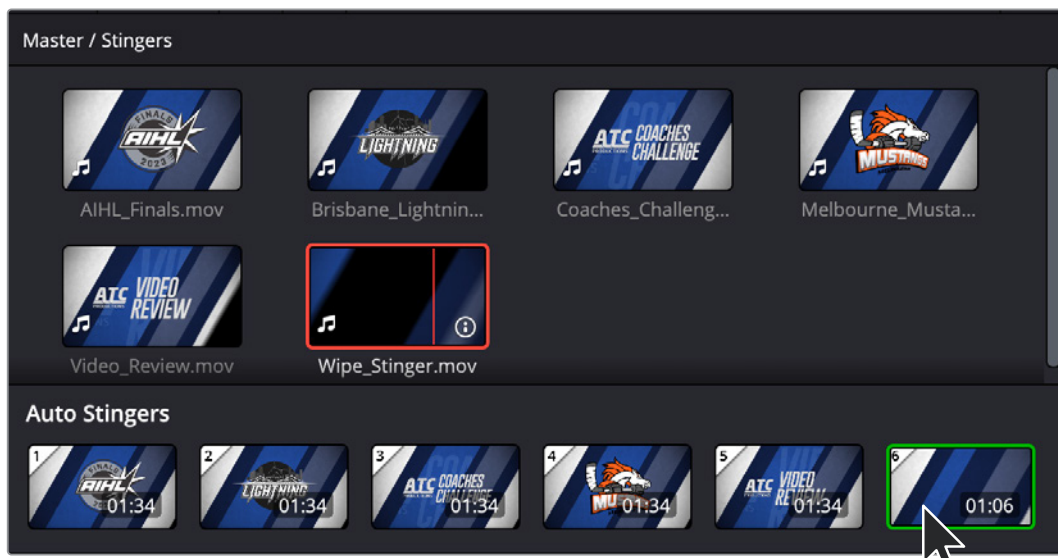
The 'auto stingers' window in the media pool

To add a stinger to a replay:

1   Before you begin your replay, press the 'select sting' key on your DaVinci Resolve Replay Editor. Then use the 'sting' keys to select the stinger you want to use. The selected stinger will be highlighted with a green border in the 'auto stingers' window.
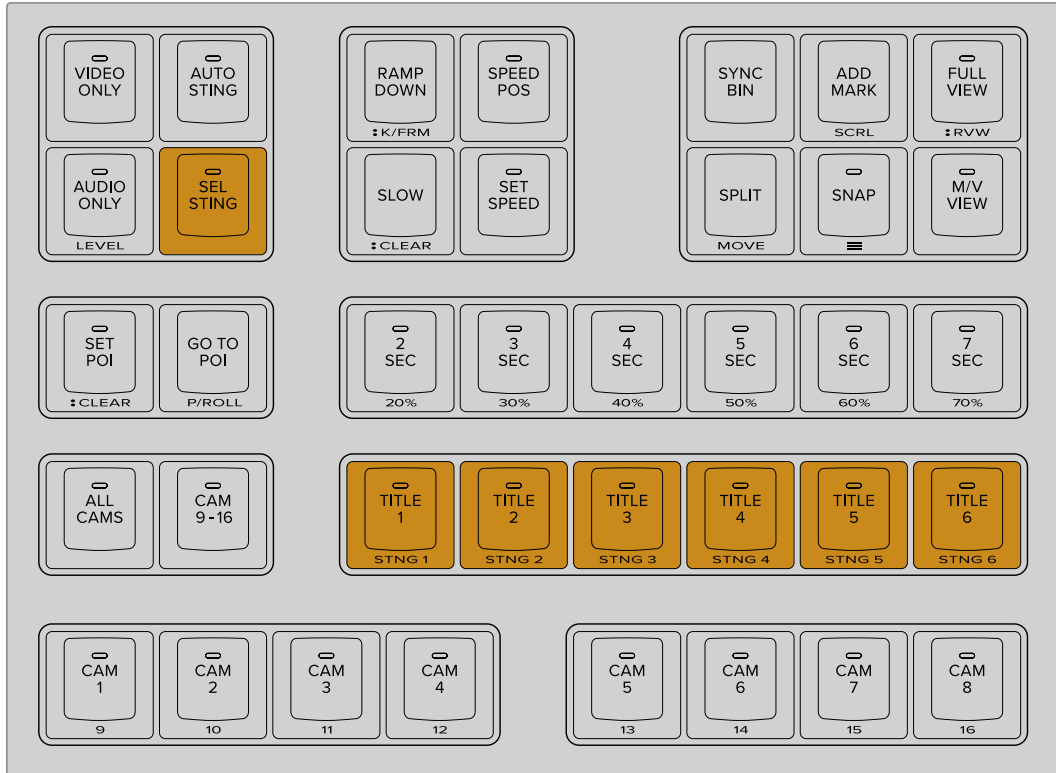
Use the 'sting' keys to choose a stinger for your replay
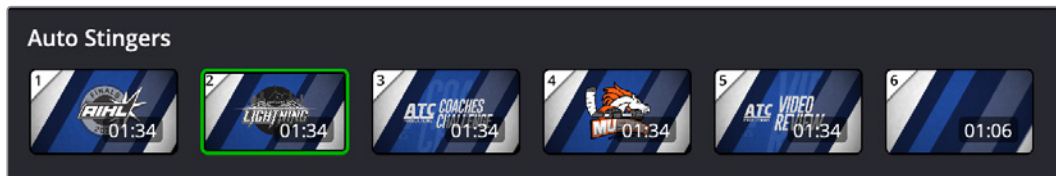
The stinger will be highlighted by a green boarder in the 'auto stingers' window

2   The next time you press 'run' and start a replay, the stinger will play with it's alpha channel for a nice transition and then it will hold the alpha channel open while playing the replay, then the alpha from the stinger will again be used when completing the replay.

Adding Markers

To add a marker to a clip or timeline, simply press the 'add mark' key on your replay editor. You can also use the 'add mark' key to add markers as you watch the input view of your ATEM switcher, this is useful if you want to tag important events to review later.

To add markers in input view:

1   Press the 'input view' key on your replay editor to view the multiview from your ATEM switcher.

2   When you see an event that you want to tag with a marker, press the 'add mark' key. When you add a marker, DaVinci Resolve will stay in 'input view' and add a marker to all the incoming clips.
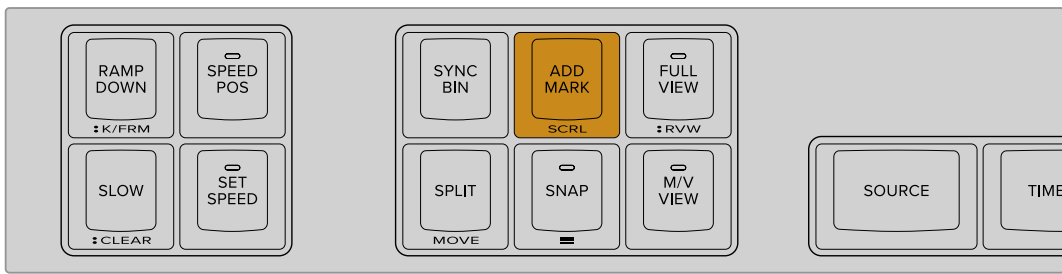
Press the 'add mark' key to add markers to your clips

3 When you exit 'input view' you'll see your markers in the scroll bar underneath the viewer.
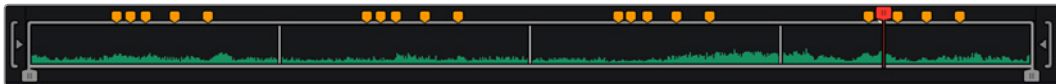
To quickly step through your markers, switch the viewer to the source tape, then press and hold the 'add mark' key while rotating the search dial. This is a good way to view all the different camera angles of the events you have tagged.

You can also choose to automatically convert a POI to a marker when the POI is cleared. This is useful if you want to keep track of your POIs during a live event to create an edit from later.

To create a marker from a POI:

1 Open the 'point of interest' options from the tool bar and check 'convert to marker on clear'.
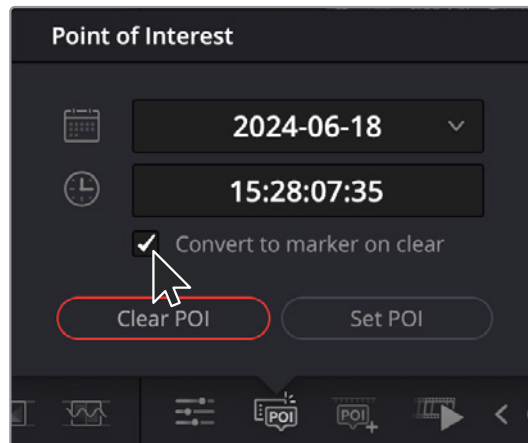
2 To convert a POI to a marker, double press the 'set POI' key on your replay editor or click the 'clear POI' button on the 'point of interest' options. DaVinci Resolve will clear the POI and replace it with a marker.
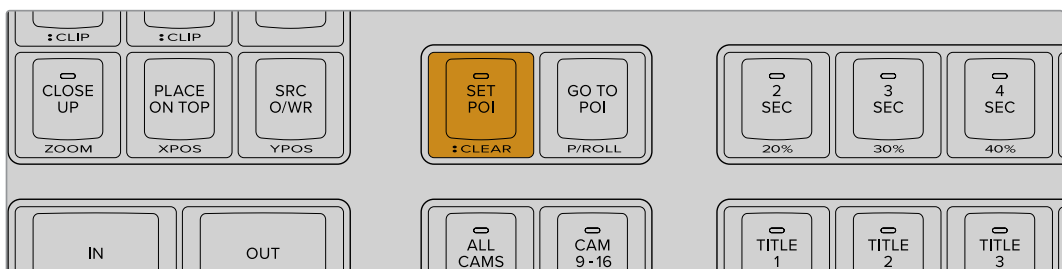
Double press the 'set POI' key to convert a POI to a marker

Creating a Timeline from a Replay

A timeline can be created from a replay when you press the 'dump' key, or add the most recent replay to a timeline. Any speed effects or transitions that you have used in your replay will be loaded into the timeline.

> **TIP** DaVinci Resolve will ignore any speed reductions under 10% when adding replays to a timeline. This is to make sure that elements such as credit rolls or melts don't become too slow.

If you want to select the replays that are added to a timeline, use the 'add most recent to timeline' button in the replay controls palette.

To create a timeline from the most recent replay:

1 After you have finished your replay and pressed the 'dump' key, click the 'add most recent to timeline' button above the viewer.
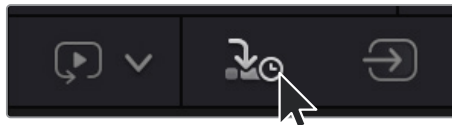
2 The most recent replay will be appended to the current timeline. If you don't have a timeline loaded a new one will be created.
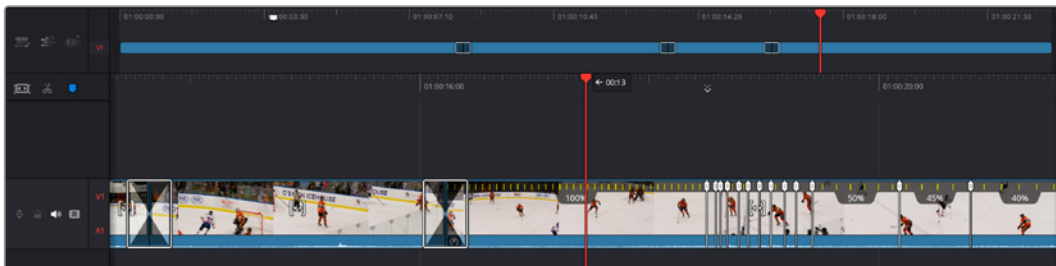
Any speed changes and transitions used in your replay will be added to the timeline

To automatically add all your replays to a timeline, open the 'replay handling' menu from the replay controls palette and enable 'add all replays to timeline'. The next time you run a replay and press the 'dump' key DaVinci Resolve will automatically create a timeline from your replay. If you already have a timeline loaded, your replay will be appended to the end of the loaded timeline.
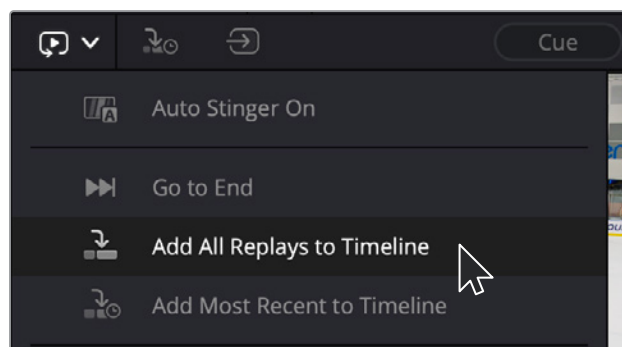
Replay from an Edit Timeline

Use the replay controls to play a timeline to air from the 'cut' page. When you replay from a timeline, you can add auto stingers and use the 'live speed' controls to adjust the playback speed.

To replay an edit timeline:

1 Load the timeline you want to use for your replay and press the 'cue' key on your DaVinci Resolve Replay Editor.
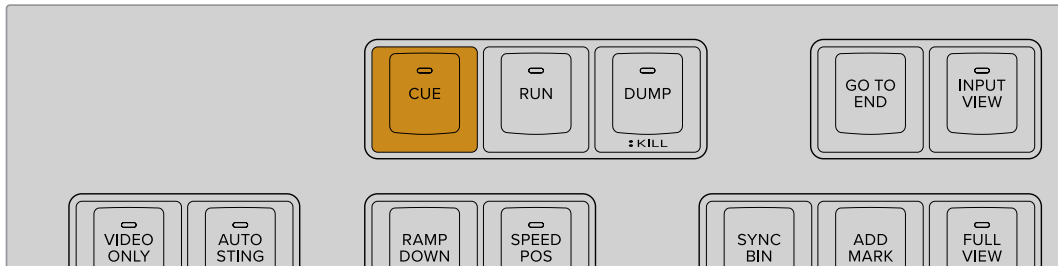
DaVinci Resolve will cue your edit to the start and the timeline panel will be highlighted in a red box to indicate it is ready for replay.

2 Press the 'run' key and your edit will play to air. When your timeline finished, the replay will end automatically.

> **TIP** For increased playback performance when running a replay from a timeline, enable the smart render cache. To do this open the 'replay handling' menu and select 'enable smart render cache' from the list.

DaVinci Resolve Replay Editor Features
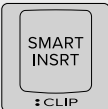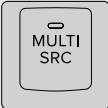
This section provides information on all the keys on your replay editor.
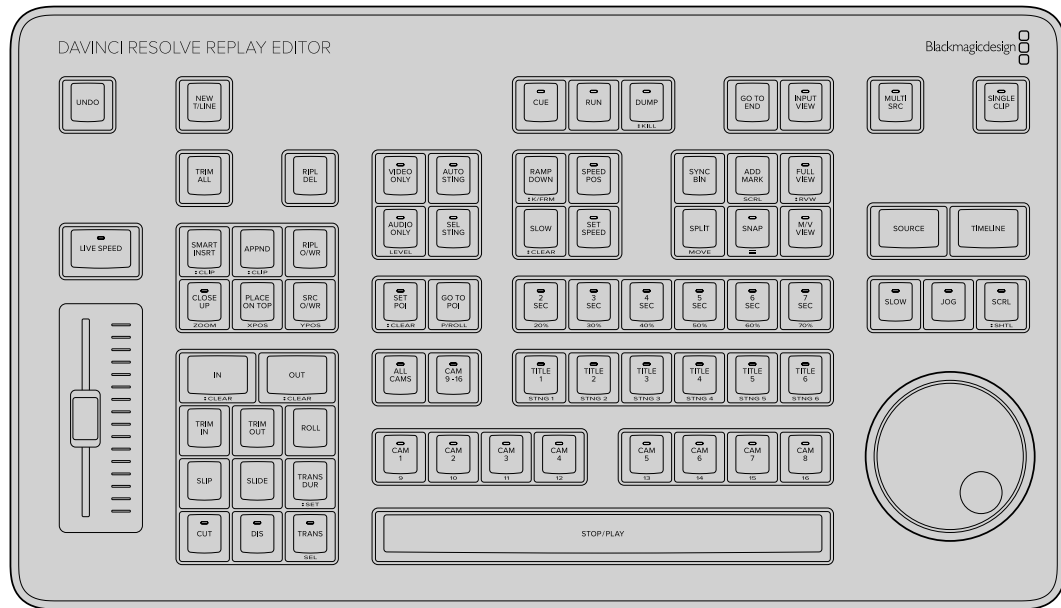
DaVinci Resolve Replay Editor

Using the Replay Editor Keys

Many of the keys on your DaVinci Resolve Replay Editor can be used to perform more than one function. The key's main function is displayed on the top of the key and the secondary function is displayed on the front of the key.

RIPL O/WR	To use the function on the top of the key, quickly tap and release.
SMART INSRT ⋮ CLIP	Double tap keys with a ⋮ symbol to use the function on the front of the key.
SRC O/WR YPOS	Press and hold to use the function printed on the front of the key. These keys are used in conjunction with other keys or with the search dial to adjust settings and parameters.
MULTI SRC	Some keys feature a small LED light which will illuminate when the key's function is enabled, pressing the key again will turn the function off.

Introduction to the Search Dial

Using the search dial on the right hand side of the DaVinci Resolve Replay Editor is a fast way to navigate through your clips and timelines, or to review them frame by frame. The three speed keys above the search dial let you control the dial's scroll speed and sensitivity, each key has an LED light that illuminates red when the key is active.
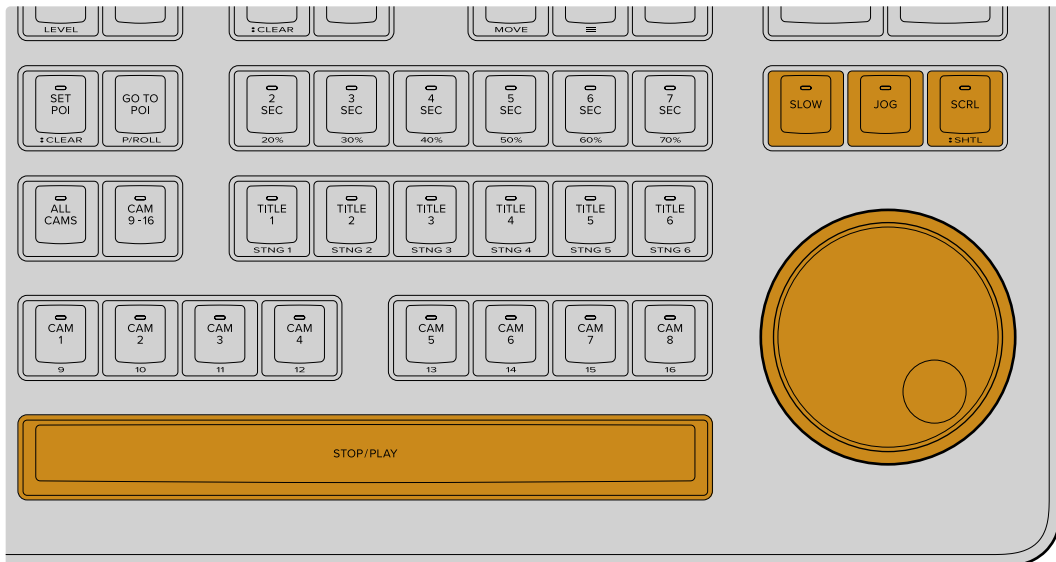
Search Dial

To navigate through a clip or timeline, rotate the search dial to the right to move forward, or to the left to move backwards.

The search dial is also used with some keys to adjust settings and parameters.

SLOW

Press the 'slow' key to set the search dial to a very slow jog mode. This option is useful for navigating through clips frame by frame.

JOG

'Jog' mode is faster than 'slow', but still lets you move through a clip accurately. Turning the search dial faster increases the navigation speed.

SCRL

'Scroll' mode works like a fast 'jog' mode. This mode is helpful to move quickly through a long clip when searching for a specific moment.

SCRL: SHTL

Double press the 'scroll' key to toggle the search dial to 'shuttle' mode. In shuttle mode you can rewind or fast forward through your media by turning the dial left or right. As you turn the dial, the media will shuttle faster until you reach the maximum speed of x64. To slow the shuttle speed to a stop, turn the dial back to the start position.

PLAY/STOP

Press this key to start and stop playback of your timeline or source clip.

Visual Browsing with Source Tape

Use the keys at the top right of your DaVinci Resolve Replay Editor to switch between different source clip views and your timeline.
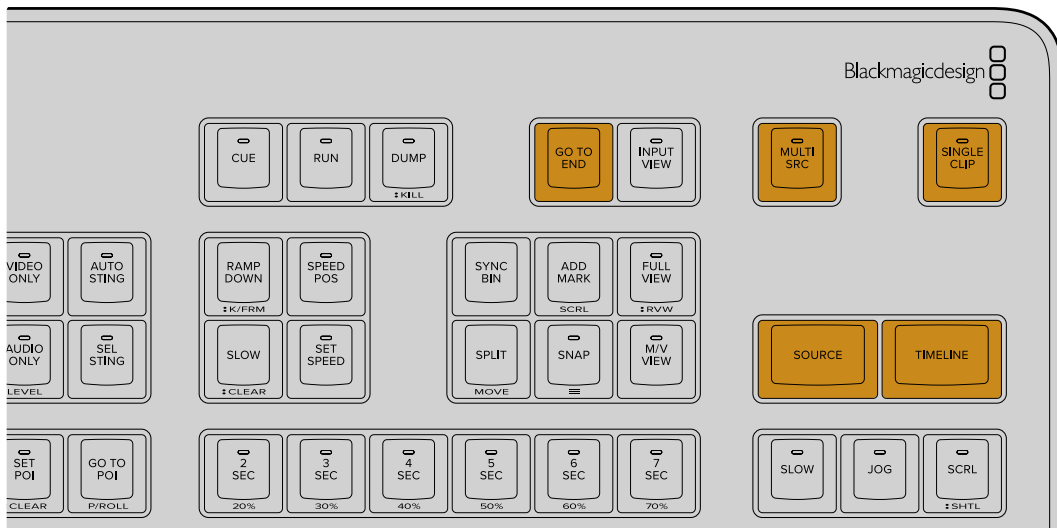
SOURCE

Press the 'source' key to switch to source clip view.

TIMELINE

Press the 'timeline' key to switch the viewer to timeline view.

MULTI SRC

Press the 'multi source' key to view all the clips in the current bin and any sub bins that share the same timecode.

SINGLE CLIP

Press this key to switch to a single source clip view. This view is good for 'on air' playback.

GO TO END

Press the 'go to end' key to quickly move the playhead to the last frame of the clip or timeline in the viewer.

Understanding the Intelligent Edit Keys

The keys on the upper left side of your DaVinci Resolve Replay Editor let you access the 'cut' page's intelligent edit features.
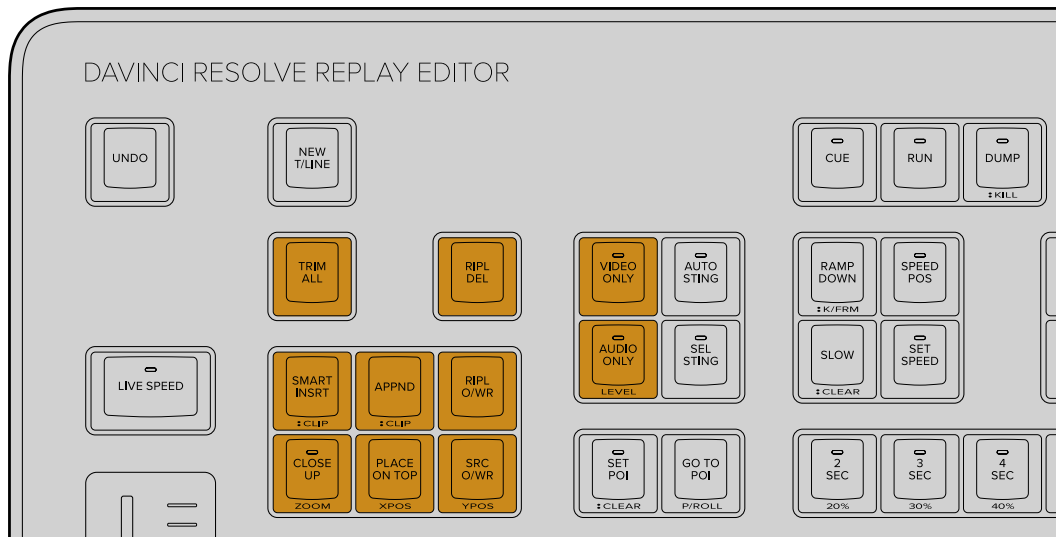
SMART INSRT

Press the 'smart insert' key to insert a clip into your timeline at the nearest edit point. The nearest edit point will be shown by the smart indicator.

When you are adding clips to a timeline from the multi source using live overwrite, press the 'smart insert' key to move the CTI to the nearest edit point in the timeline.

SMART INSRT: CLIP

Double press the 'smart insert' key to insert an entire clip into your timeline and ignore any in and out points that have been set in the source clip or timeline.

APPND

Press the 'append' key to add a clip to the end of your timeline. Append will always add a clip to the end of the timeline, regardless of where the playhead is positioned.

When you are adding clips to a timeline from the multi source using live overwrite, press the 'append' key to move the CTI to the end of the timeline.

APPND: CLIP

Double press the 'append' key to add an entire clip to the end of the timeline and ignore any in or out points.

RIPL O/WR

Press the 'ripple overwrite' key to replace a clip on the timeline. Ripple overwrite will automatically ripple the timeline and change the duration to accommodate the new clip.

CLOSE UP

The 'close up' key lets you create a close up of a shot in the timeline. The close up function performs face detection on the selected clip, if a face or faces are detected, they will be repositioned within the frame. You can adjust a close up using the X and Y position keys and search dial.

CLOSE UP / ZOOM

To manually adjust the zoom factor of a clip in the timeline, press and hold the 'close up' key, then then use the search dial to adjust the zoom level.

PLACE ON TOP

When you're viewing a clip in source clip, source tape or multi source view, pressing the 'place on top' button will add the clip to the next empty video track in your timeline at the current playhead position.

PLACE ON TOP / XPOS

Press and hold the 'place on top' key, then use the search dial to adjust the X position of the current clip in the timeline.

SRC O/WR

The 'source overwrite' key is a fast way of adding a different camera angle to your timeline when you have clips from more than one camera that have synced timecode.

To use source overwrite, mark in and out points in your timeline and choose a different camera angle clip from the media pool. When you press the 'source overwrite' key DaVinci Resolve will match the timecode from the clip in the timeline to the timecode in the new clip. The new clip will be added to the next video track in the timeline.

SRC O/WR / YPOS

Press and hold the 'place on top' key, then use the search dial to adjust the Y position of the current clip in the timeline.

TRIM ALL

Press and hold the 'trim all' key to trim the entire timeline duration while rotating the search dial. Rotate the search dial to the left to shorten your edit, or to the right to extend it. 'Trim all' will not trim any added audio tracks.

RIPL DEL

To delete a clip from the timeline, move the playhead to the clip you want to delete and press the 'ripple delete' key. The clip will be deleted and the timeline will ripple to the left.

VIDEO ONLY

When the 'video only' key is enabled, only the video from a source clip will be edited into the timeline. A red LED is displayed when this key is active, pressing the key again will deactivate it.

AUDIO ONLY

When the 'audio only' key is enabled, only the audio from a source clip will be edited into the timeline. A red LED is displayed when this key is active, pressing the key again will deactivate it.

AUDIO ONLY / LEVEL

Press and hold the 'audio only' key to adjust the audio level of the current clip in the timeline using the search dial. Turn the search dial to the right increase the audio level, turn to the left to decrease.

Live Trimming with the Search Dial

The trim keys on your DaVinci Resolve Replay Editor work with the search dial to let you make fast and accurate trims to your timeline.
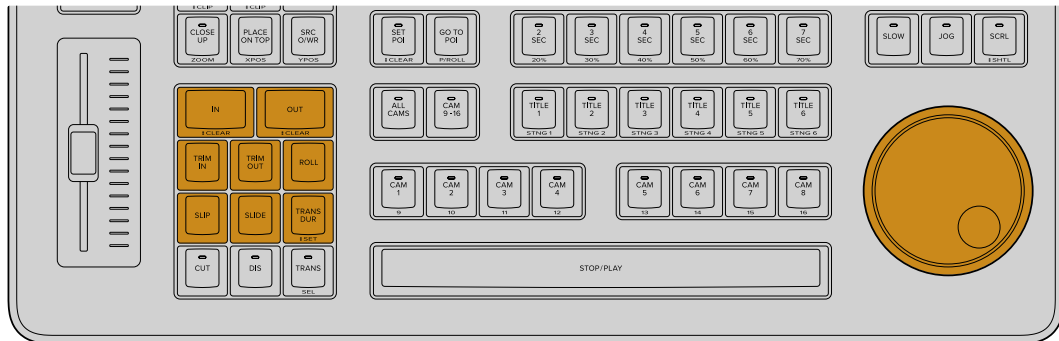
IN

Press to add an in point in a clip or timeline. Double press to clear an in point.

OUT

Press to add an out point into a clip or timeline. Double press to clear an out point.

TRIM IN

Press and hold the 'trim in' key and rotate the search dial to trim the nearest in point in the timeline.

In source view, you can use the 'trim in' key to adjust the in point of a clip.

TRIM OUT

Press and hold the 'trim out' key and rotate the search dial to trim the nearest out point in the timeline.

In source view, you can use the 'trim out' key to adjust the out point of a clip.

ROLL

Press and hold the 'roll' key and rotate the search dial to perform a rolling trim between two clips.

SLIP

Press and hold to slip the current clip in the timeline when the search dial is rotated. When you 'slip' a shot you change the section of the clip that is visible in the timeline.

SLIDE

Press and hold to slide the current clip in the timeline when the search dial is rotated. Sliding a shot moves in up or down the timeline.

TRANS DUR

Press and hold the 'transition duration' key and rotate the search dial to adjust the duration of a transition in the timeline.

TRANS DUR: SET

Double press this key to set the last selected transition duration as the default duration when you add a transition.

Adding and Removing Transitions

The transition keys are located at the bottom left of the DaVinci Resolve Replay Editor. These keys let you quickly select, add and delete transitions from your timeline.
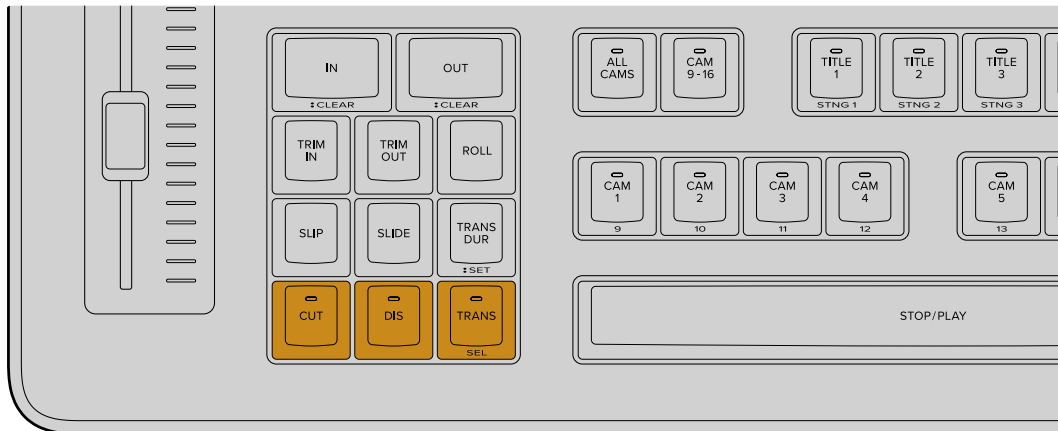
CUT

To remove a transition, move the playhead over a transition in the timeline and press the 'cut' key.

DIS

Press the 'dissolve' key to add a cross dissolve to the current edit point in the timeline.

TRANS

Press the 'transition' key to add a transition to the current edit point in the timeline.

TRANS / SEL

To select a transition, press and hold the 'transition' key to show the transition palette, then use the search dial to select a transition.

Understanding the Function Keys

The function keys are arranged along the top section of DaVinci Resolve Replay Editor.
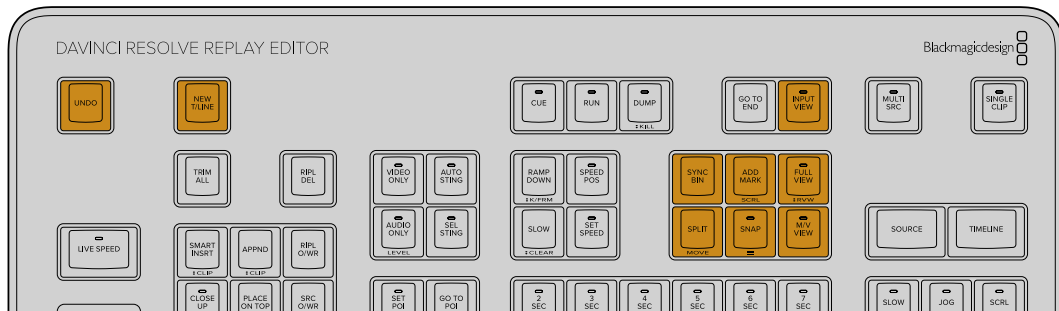
SYNC BIN

Press the 'sync bin' key to open the sync bin view. Sync bin automatically syncs all your clips via timecode, date and time so you can choose angles from all cameras as you scroll through your timeline.

SPLIT

Press the 'split' key to add a cut to a clip in the timeline at the current playhead position.

To rejoin a split clip, position the playhead at the split point and press the 'split' key.

SPLIT / MOVE

To move a clip up or down the timeline, position the playhead over a clip and press and hold the 'split' key, rotate the search dial to move the clip.

ADD MARK

Press 'add mark' to add a marker to a timeline, source tape or clip.

ADD MARK / SCRL

To scroll through markers in a timeline or clip, press and hold the 'add mark' key and rotate the search dial.

SNAP

When the 'snap' key is enabled the playhead will pause slightly at each edit point when using the search dial to jog through the timeline.

SNAP / VIEWER SIZE

To adjust the size of the viewer and resize the timeline, press and hold the 'snap' key and rotate the search dial.

FULL VIEW

Press the 'full view' key to switch to full screen playback, press this key again to return to the DaVinci Resolve UI.

FULL VIEW: RVW

Double press the 'full review' key to change to full screen playback and play the timeline from just before the previous edit point.

M/V VIEW

Press this key to change the UI to show a large viewer and timeline only. Press the key again to return to the standard view.

INPUT VIEW

When connected to an ATEM Switcher, pressing the 'input view' key will switch the viewer to display the live ATEM multi view input.

NEW T/LINE

Press the 'new timeline' key to save and closer the current timeline and create a new timeline.

UNDO

Press this key to undo your last change. Pressing the 'undo' key multiple times will take you back through the undo history.

Using a Point of Interest (POI)

A POI, or point of interest, is a specific point in time that you use for a replay. A POI works like a bookmark and is linked to timecode, rather than a particular clip.

The POI keys on your DaVinci Resolve Replay Editor let you set, go to, or clear a POI.
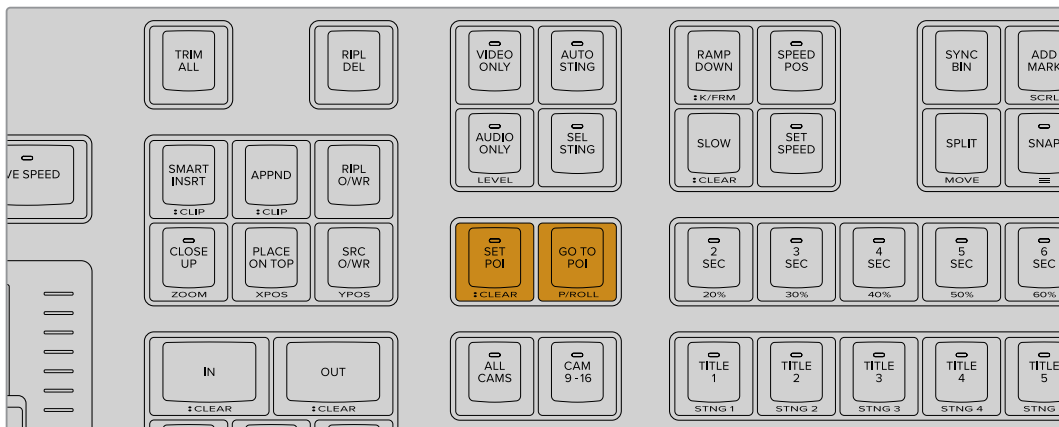
SET POI

Press the 'set POI' key to instantly set a point of interest.

SET POI: CLEAR

Double press the 'set POI' key to clear a POI.

You can choose to convert a cleared POI to a marker by checking the 'convert to marker' box in the POI settings.

GO TO POI

Press the 'go to POI' key to jump to the POI in the source tape or timeline.

GO TO POI / P/ROLL

To jump back or preroll before a POI, press and hold the 'go to POI' key and press a time key. The playhead will jump back before the POI.

Using the Master Replay Controls

The replay control keys at the top of your DaVinci Resolve Replay Editor let you quickly cue, run and dump replays.
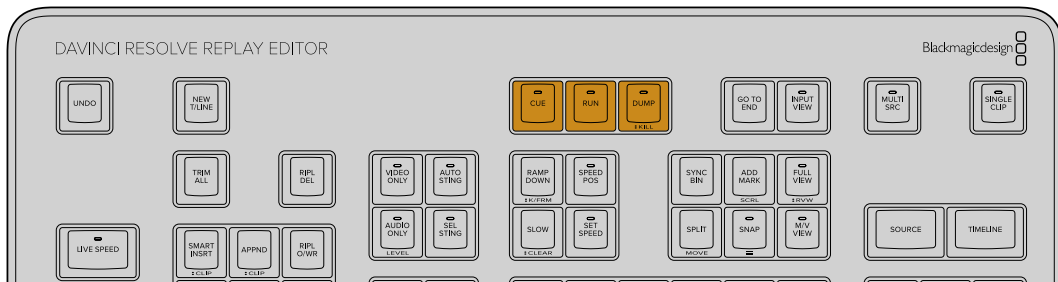
CUE

The 'cue' key prepares the current clip or timeline for playback. Pressing 'cue' will move the playhead to the start of a timeline or to an 'in' point set in a clip.

When a clip or timeline is cued, a red box is displayed around the viewer or timeline window.

RUN

Press the 'run' key to start a replay and play a clip or timeline to air.

DUMP

Press the 'dump' key to stop on air playback. If you have an auto stinger enabled, it will play when you press the 'dump' key.

DUMP: KILL

To stop on air playback immediately, double press the 'dump' key.

Shot Sequencing

During a replay, you can use the 'time' and 'camera' keys to smoothly repeat your replay from another camera angle.
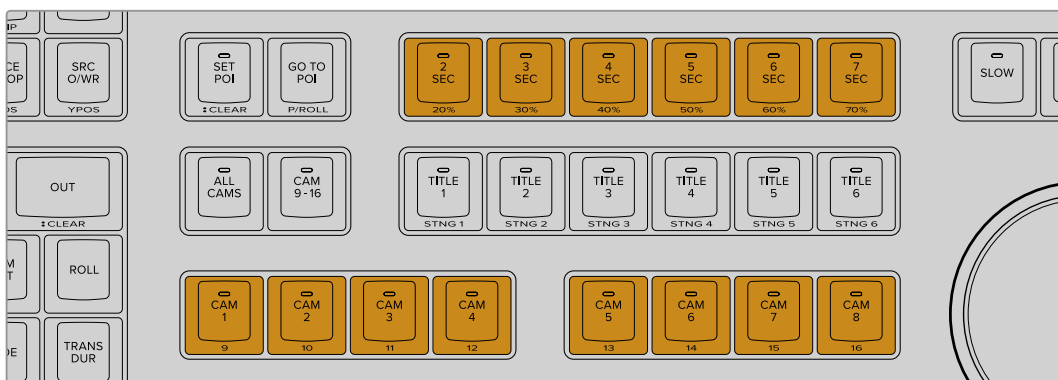
Time Keys 2 – 7 Seconds

The six 'time' keys let you select the number of seconds you want the new camera angle to start before the POI. Press and hold a 'time' key to select it.

Camera Keys

When you want to switch to another camera, press a 'camera' key while holding down a time key.

Creating Slow Motion Shots

The speed controls on your DaVinci Resolve Replay Editor include a fader that lets you slow down playback speed and adjust speed effects in the timeline.
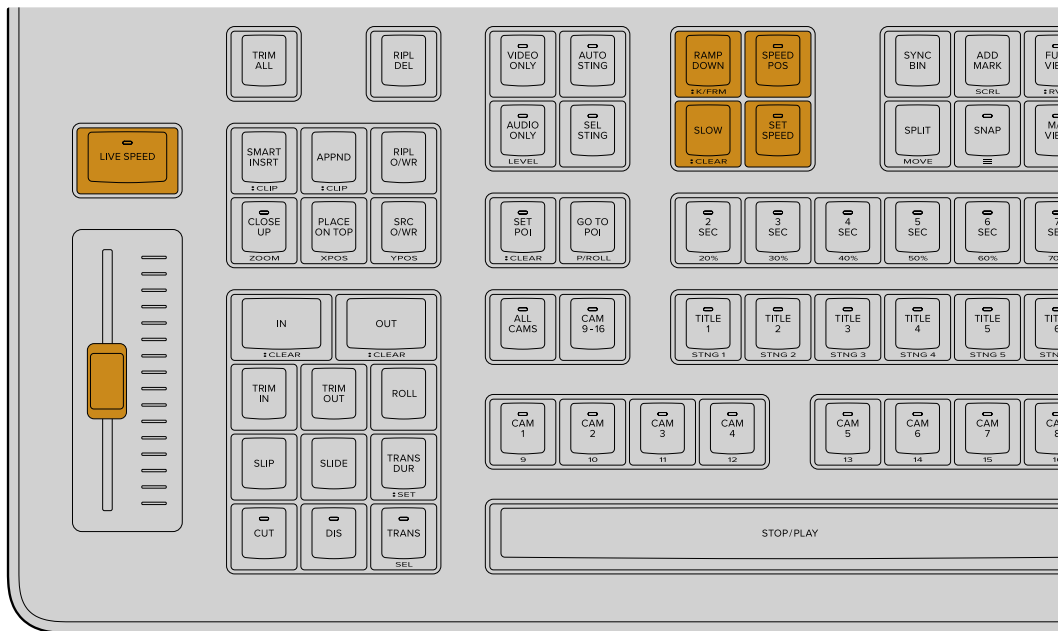
LIVE SPEED

During a replay, press the 'live speed' key to enable the speed fader. A red LED will be displayed to indicate that the speed fader is active.

Speed Fader

Use the 'speed fader' to adjust playback speed. When the fader is in the top position, playback speed will be 100%. Moving the fader down decreases playback speed in 5% increments, down to 0%. When the fader is moved all the way down to 0%, the 'jog' light will illuminate and you can scroll manually using the search dial.

RAMP DOWN

Press the 'ramp down' key to quickly add a ramped slow motion effect from 100% to 50% to a clip in the timeline. A keyframe will be added at the position of the playhead. Each time you press the 'ramp down' key, the clip will be slowed down by another 50%. For example, if you press the key twice on the same clip the playback speed will be reduced to 50% and then to 25%.

RAMP DOWN, K/FRM

Double press the 'ramp down' key to add a speed keyframe to a clip in the timeline at the playhead position.

SLOW

Press the 'slow' key to add a constant 50% slow motion speed change to the entire length of a clip in the timeline.

SLOW: CLEAR

Double press the 'slow' key to clear any speed changes from the current clip in the timeline.

SPEED POS

To adjust the position of a key frame, press and hold the 'speed position' key and rotate the search dial or press a 'percentage' key to move the keyframe. If you have more than one keyframe on a clip, the smart indicator will point to the keyframe that will be adjusted.

SET SPEED

The 'set speed' key lets you adjust the playback speed of a clip using the search dial or 'percentage' keys.

Press and hold the 'set speed' key and rotate the search dial or press a 'percentage' key to change the speed of a clip in the timeline.

Titles and Auto Stingers

The titles and auto stinger keys let you enable and select stingers to add to replays, plus add titles to a timeline.
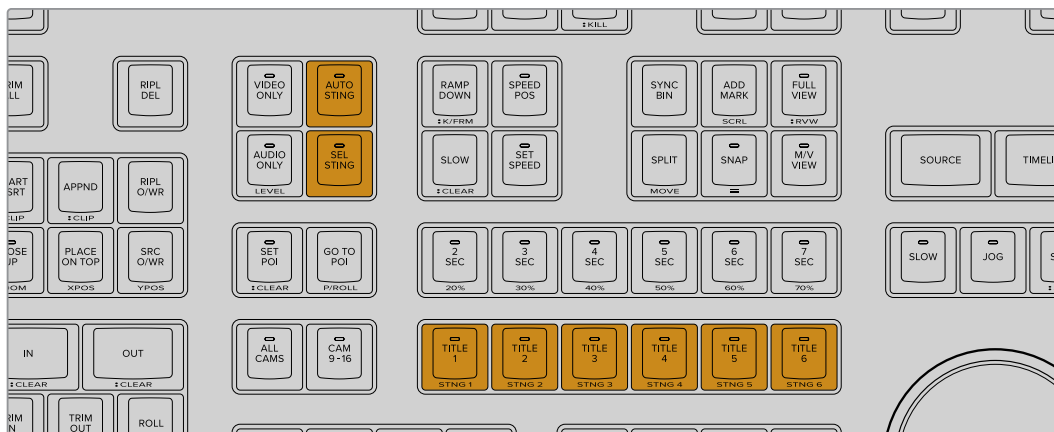
AUTO STING

Press the 'auto sting' key to enable adding a stinger to the start and end of your replay when you play to air.

When this key is enabled, the 'auto stingers' window will be displayed in the media pool.

STING Keys 1 – 6

When the 'select sting' key is enabled, use the six 'sting' keys to select a stinger. The selected stinger will be highlighted green in the 'auto stingers' window.

TITLE Keys 1 – 6

Press one of the six 'title' keys to instantly add a selected favorite title to your timeline using a source overwrite edit. DaVinci Resolve will add the title as a 5 second clip to the next available video layer of your timeline at the playhead position.

SEL STING

Press the 'select stingers' key to enable the six sting keys.

Editing with Time Keys

Use the 'time' and 'camera' keys to quickly add clips to your timeline when in multi source view. If you have a POI set, DaVinci Resolve will automatically center the POI in the middle of the clip. If no POI is set the clip will start from the position of the playhead in the viewer.

Time and Camera Keys

Press and hold a 'time' key to select the clip length. Press a 'camera' key to add a clip to your timeline.
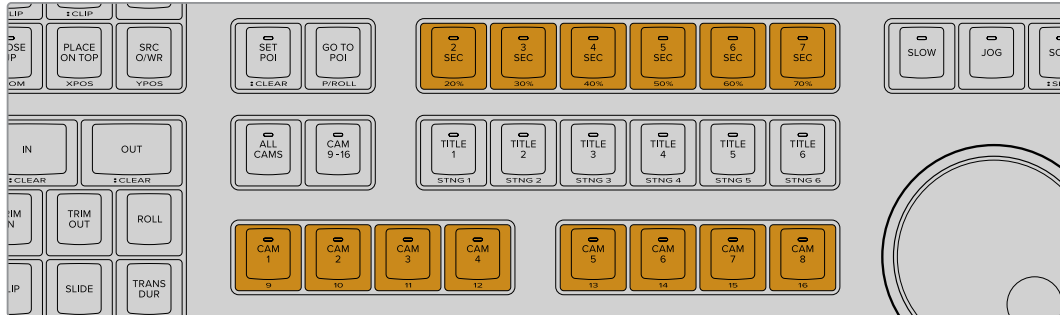
Creating Cutaways with the Sync Bin

Sync bin helps you quickly find cutaways for your edit as you scrub through your timeline. In sync bin view, all the clips that have the same timecode as the current clip in the timeline are displayed in the viewer. This means you can see all the possible cutaway options simultaneously.

To add a cutaway using sync bin, press the 'sync bin' key on your DaVinci Resolve Replay Editor. In the timeline, move the CTI to where you want to start your cutaway then press and hold a camera key and rotate the search dial to add the clip to the timeline.
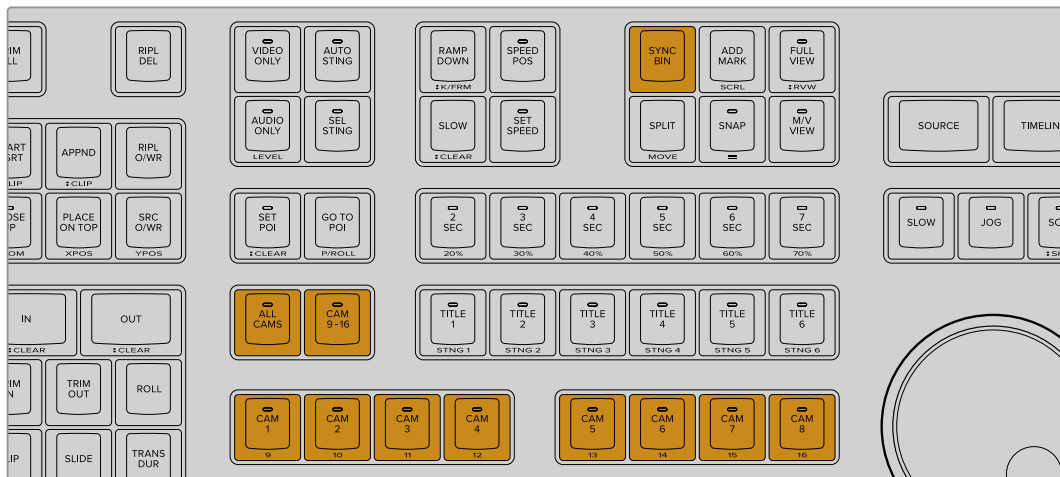
CAM Keys 1 – 8

Press and hold a 'camera' button to select it, rotate the search dial to add add a cutaway to your timeline.

ALL CAMS

Press the 'all cams' key to return to the sync bin multiview from single camera view.

CAM 9 – 16

If you have more than 8 cameras, press and hold this key to select cameras 9 to 16.

Help

Getting Help

There are four Steps to Getting Help.

1 Check out the Blackmagic Design support center at www.blackmagicdesign.com/support for the latest support information.

2 Call your Blackmagic Design reseller.

3 Your local reseller will have the latest technical updates from Blackmagic Design and should be able to give you immediate assistance. We also recommend you check out the support options your reseller offers as they can arrange various support plans based on your workflow requirements.

4 The next option is to email us with your questions using the "send us an email' button at www.blackmagicdesign.com/support

5 Phone a Blackmagic Design support office. You can find your nearest office by clicking on the "find your local support team" button at the bottom of the support page.

Please provide us with as much information as possible regarding your technical problem and system specifications so that we may try to respond to your problem as quickly as possible.

Regulatory Notices

Disposal of Waste of Electrical and Electronic Equipment Within the European Union.

The symbol on the product indicates that this equipment must not be disposed of with other waste materials. In order to dispose of your waste equipment, it must be handed over to a designated collection point for recycling. The separate collection and recycling of your waste equipment at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. For more information about where you can drop off your waste equipment for recycling, please contact your local city recycling office or the dealer from whom you purchased the product.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. Operation of this product in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at personal expense.

Operation is subject to the following two conditions:

1 This device may not cause harmful interference.

2 This device must accept any interference received, including interference that may cause undesired operation.

R-R-BMD-20240118001

ISED Canada Statement

ICES-3 (A)
NMB-3 (A)
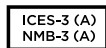
This device complies with Canadian standards for Class A digital apparatus.

Any modifications or use of this product outside its intended use could void compliance to these standards.

This equipment has been tested for compliance with the intended use in a commercial environment. If the equipment is used in a domestic environment, it may cause radio interference.

Bluetooth®

The product is a Bluetooth wireless technology enabled product.

Contains transmitter module FCC ID: QOQBGM113

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Contains transmitter module IC: 5123A-BGM113

This device complies with Industry Canada's license-exempt RSS standards and exception from routine SAR evaluation limits given in RSS-102 Issue 5.

Certified for Japan, certificate number: 209-J00204. This equipment contains specified radio equipment that has been certified to the technical regulation conformity certification under the radio law.

This module has certification in South Korea, KC certification number: MSIP-CRM-BGT-BGM113

Hereby, Blackmagic Design declares that the product is using wideband transmission systems in 2.4 GHz ISM band is in compliance with directive 2014/53/EU.

The full text of the EU declaration of conformity is available from compliance@blackmagicdesign.com

NOM Certified for Mexico (NOM) for Bluetooth module manufactured by Silicon Labs. model number BGM113A.

Safety Information

Product is suitable for use in tropical locations with an ambient temperature of up to 40ºC.

No operator serviceable parts inside product. Refer servicing to your local Blackmagic Design service center.

State of California statement

This product can expose you to chemicals such as trace amounts of polybrominated biphenyls within plastic parts, which is known to the state of California to cause cancer and birth defects or other reproductive harm.

For more information go to www.P65Warnings.ca.gov.

European Office

Blackmagic Design Europe B.V.
Rijnlanderweg 766, Unit D
2132 NM Hoofddorp
NL

Warranty

12 Month Limited Warranty

Blackmagic Design warrants that this product will be free from defects in materials and workmanship for a period of 12 months from the date of purchase. If a product proves to be defective during this warranty period, Blackmagic Design, at its option, either will repair the defective product without charge for parts and labor, or will provide a replacement in exchange for the defective product.

In order to obtain service under this warranty, you the Customer, must notify Blackmagic Design of the defect before the expiration of the warranty period and make suitable arrangements for the performance of service. The Customer shall be responsible for packaging and shipping the defective product to a designated service center nominated by Blackmagic Design, with shipping charges pre paid. Customer shall be responsible for paying all shipping charges, insurance, duties, taxes, and any other charges for products returned to us for any reason.

This warranty shall not apply to any defect, failure or damage caused by improper use or improper or inadequate maintenance and care. Blackmagic Design shall not be obligated to furnish service under this warranty: a) to repair damage resulting from attempts by personnel other than Blackmagic Design representatives to install, repair or service the product, b) to repair damage resulting from improper use or connection to incompatible equipment, c) to repair any damage or malfunction caused by the use of non Blackmagic Design parts or supplies, or d) to service a product that has been modified or integrated with other products when the effect of such a modification or integration increases the time or difficulty of servicing the product. THIS WARRANTY IS GIVEN BY BLACKMAGIC DESIGN IN LIEU OF ANY OTHER WARRANTIES, EXPRESS OR IMPLIED. BLACKMAGIC DESIGN AND ITS VENDORS DISCLAIM ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. BLACKMAGIC DESIGN'S RESPONSIBILITY TO REPAIR OR REPLACE DEFECTIVE PRODUCTS IS THE WHOLE AND EXCLUSIVE REMEDY PROVIDED TO THE CUSTOMER FOR ANY INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES IRRESPECTIVE OF WHETHER BLACKMAGIC DESIGN OR THE VENDOR HAS ADVANCE NOTICE OF THE POSSIBILITY OF SUCH DAMAGES. BLACKMAGIC DESIGN IS NOT LIABLE FOR ANY ILLEGAL USE OF EQUIPMENT BY CUSTOMER. BLACKMAGIC IS NOT LIABLE FOR ANY DAMAGES RESULTING FROM USE OF THIS PRODUCT. USER OPERATES THIS PRODUCT AT OWN RISK.