

Sync-N-Link for FCP

Sync-N-Link for FCP takes away the time-consuming chore of synchronizing dailies or rushes by processing projects or bins of unsynchronized clips exported as XML from Final Cut Pro. It supports two different workflows:

- [Pre-edit sync](#) – Bins of video clips are synced to audio before editing;
- [Cut first, sync later](#) – an edited Sequence with camera audio has the audio replaced with the full audio tracks.

Please use **Provide Feedback...** under the application menu for bug reports, feature requests or support.

Contents

- [Organizing Bins and Clips](#)
- [Syncing Bins of Clips before editorial](#)
- [Syncing Bins of Multiclips before editorial](#)
- [Syncing Clips in a Sequence after editorial](#)
- [Adjusting the Audio Offset](#)
- [Preferences](#)
- [About the Sync-N-Link Report](#)
- [Known Issues](#)
- [Activating Sync-N-Link for FCP](#)
- [Moving Sync-N-Link for FCP to another computer](#)

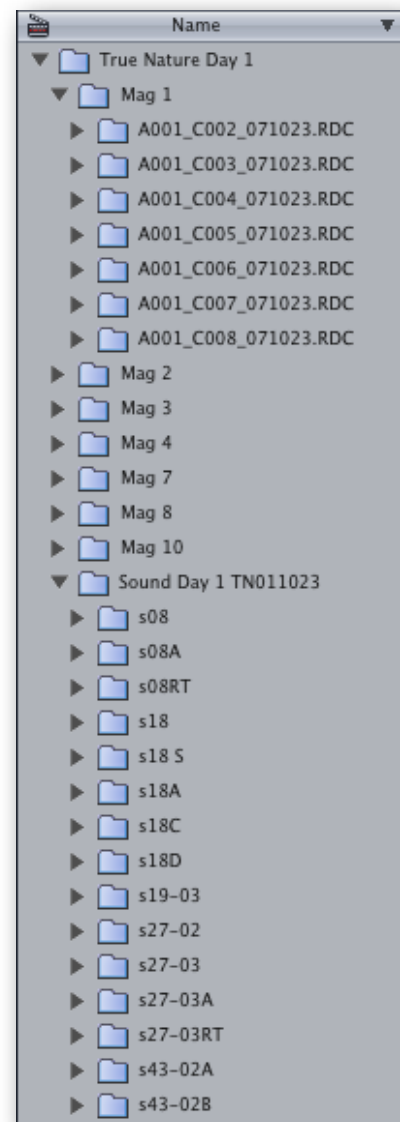
Organizing Bins and Clips

Sync-N-Link for FCP looks for audio whose free-run Timecode matches a video clip's Timecode (although a matching video and audio clip don't have to start at the same time, have the same duration, or even have the same frame rate). A multi-day shoot can produce many clips with similar Timecode.

Sync-N-Link for FCP will use the bin organization of clips in Final Cut Pro's Browser window to find the right audio clip: it matches to the audio clip closest to the video clip in your bin structure, even if other audio clips have similar Timecode.

For example, a video clip in the bin "Day 1" (or any sub-bins of "Day 1") will be matched with an audio clip in "Day 1" in preference to an audio clip with similar Timecode in the bin "Day 2."

You're probably organizing your bins in a similar way already. Without this organization, Sync-N-Link for FCP will not be able to choose the right replacement audio.



Syncing Bins of Clips before editorial

Send Sync-N-Link for FCP bins of video and audio clips, and get back merged clips in the same bin structure

1. Import the video files and audio files (polyphonic or monophonic BWF, WAV, etc.) into **Final Cut Pro**. Video and audio files must have matching free-run Timecode (in either Source, Aux 1, Aux 2 or Sound Timecode fields).
2. Organize the clips into a bin structure – for example by shot, by scene, or by day. (See [Organizing Bins and Clips](#) for details.)
3. Select the Bins in the Browser window. Choose the **File** menu and from the **Export** submenu, select **XML...** The dialog will confirm the number of Bins and Clips to be exported. Name and save the XML file.
Tip: To reduce processing time, select only the Bins of video and audio clips you want to sync by Command-clicking on each Bin.
4. In **Sync-N-Link for FCP**, click the **Open XML...** button and select the exported XML file, or drag-and-drop the XML file to the dock tile.
5. If your video footage has a camera audio tracks, you can choose whether to keep these tracks by using the **Keep camera audio** checkbox. This checkbox will be disabled if there are no camera audio tracks.
6. You can also choose how the merged clips are trimmed. Choosing **Trim to full duration of video** will create a merged clip trimmed to the video portion, creating a split edit if the synced audio is shorter than the video; choosing **Trim to common video and audio duration** will create a merged clip trimmed to the area where there is both video and audio; and choosing **No Trim** will not set In and Out points.
NOTE: Premiere Pro CC does not support trimmed clips in XML.
7. Choose whether to add log notes (Good, Description, Scene, Shot/Take, Log Note, Master Comment 1, Master Comment 2, Master Comment 3, Master Comment 4, Comment A and Comment B) from the video or audio clips to the merged clips.
8. Click the **Sync Bin Clips...** button to start the process of finding replacement audio. Sync-N-Link for FCP will tell you to how many clips it found replacement audio for, how many it didn't, and gives you the option to save a report of the details (see [About the Sync-N-Link Report](#)).
9. In the Save dialog, name your XML file and choose a place to save it.
10. In **Final Cut Pro**, choose the **File** menu and from the **Import** submenu, select **XML...** Select the XML file saved out of Sync-N-Link for FCP. (Or use the **Import automatically after saving** checkbox to import the file for you.)




The clips will be imported into the project in new bins organized into the same bin structure as the unsynced clips. Synced clips will be named according to your preference (see [Preferences](#) for details).

NOTE: We do not expect any errors on import or syncing beyond the [known issues](#). If you get an error message from Sync-N-Link for FCP or Final Cut Pro, please email the problem XML file to techsupport@intelligentassistance.com.

Syncing Bins of Multiclips before editorial

Send Sync-N-Link for FCP bins of video and audio clips, and get back multiclips in the same bin structure

1. Import the video files and audio files (polyphonic or monophonic BWF, WAV, etc.) into **Final Cut Pro**. Video and audio files must have matching free-run Timecode (in either Source, Aux 1, Aux 2 or Sound Timecode fields).
2. Organize the clips into a bin structure – for example by shot, by scene, or by day. (See [Organizing Bins and Clips](#) for details.)
3. To get the multiclip’s camera angles in the right order, Sync-N-Link for FCP will use the clip’s angle. If there’s no angle set, the bin should be sorted by **Name** (which is Final Cut Pro’s default). Sorting by name means a clip named A001_Sc1_Tk1 will become the first angle because it is listed in the bin before B001_Sc1_Tk1. Similarly a clip named Sc1_Tk1_Cam1 will be angle 1 and Sc1_Tk1_Cam2 will be angle 2.

4. Select the Bins in Final Cut Pro’s Browser window. Choose the **File** menu and from the **Export** submenu, select **XML...** The dialog will confirm the number of Bins and Clips to be exported. Name and save the XML file.
Tip: To reduce processing time, select only the Bins of video and audio clips you want to sync by Command-clicking on each Bin.
5. In **Sync-N-Link for FCP**, click the **Open XML...** button and select the exported XML file, or drag-and-drop the XML file to the dock tile.
6. Click the **Make multiclips** checkbox “on” and set the number of camera angles in the popup menu.
Note: If you chose to make multiclips using 4 camera angles, but for some takes only have 3 angles recorded, then the software will make a multiclip with 3 angles. Similarly, if there’s only one video clip for a take, the software will make a normal merged clip instead of a multiclip.
7. Click the **Sync Bin Clips...** button to start the process of finding replacement audio. Sync-N-Link for FCP will tell you to how many clips it found replacement audio for, how many it didn’t, and gives you the option to save a report of the details (see [About the Sync-N-Link Report](#)).
8. In the Save dialog, name your XML file and choose a place to save it.
9. In **Final Cut Pro**, choose the **File** menu and from the **Import** submenu, select **XML...** Select the XML file saved out of Sync-N-Link for FCP. (Or use the **Import automatically after saving** checkbox to import the file for you.)

The multiclips and/or merged clips will be imported into the new project and organized into the same bin structure as the unsynced clips, ready for online editorial. Multiclips will have the phrase “Synced Multiclip” in their name, while the merged clips will named according to your preference (see [Preferences](#) for details).

Syncing Clips in a Sequence after editorial

Send *Sync-N-Link for FCP* a sequence and bins of video and polyphonic audio clips, and get back the sequence with new audio tracks showing the full set of channels from the recording.

1. Import the video files and audio files (polyphonic BWF, WAV, etc.) into **Final Cut Pro**. Video and audio files must have matching free-run Timecode (in either Source, Aux 1, Aux 2 or Sound Timecode fields).
2. Organize the clips into a bin structure – for example by shot, by scene, or by day. (See [Organizing Bins and Clips](#) for details.)
3. Edit your sequence so that the camera audio clips are on the highest audio tracks, and non-camera audio clips are on separate tracks below this. Sync-N-Link for FCP will disable the camera audio tracks you choose and add new polyphonic audio tracks above them.
4. If you've used multiclips in your edit, select all clips in the sequence and from the **Modify** menu choose **Collapse Multiclip(s)**.

5. After you've edited your Sequence, select the Bins and Sequence you want to use in Final Cut Pro's Browser window. Choose the **File** menu and from the **Export** submenu, select **XML...** The dialog will confirm the number of Bins, Clips and Sequences to be exported. Name and save the XML file.

Tip: To reduce processing time, select only the Sequence and Bins of video and audio clips you want to sync by Command-clicking on each item.

NOTE: We strongly recommend that you include both video and audio clip Bins in your exported XML file so that Sync-N-Link for FCP can use your bin structure to find the most appropriate audio clip (see [Organizing Bins and Clips](#) for details).

6. In **Sync-N-Link for FCP**, click the **Open XML...** button and select the exported XML file or drag-and-drop the XML file to the application icon or dock tile.
7. Set your preferences for syncing clips in the Preferences window (see [Preferences](#) for details).
 - Choose the Timecode you want to use for syncing video and audio: either Source TC, Aux TC 1, Aux TC 2 or Sound TC.
8. Select the camera audio tracks you want to replace from the pop-up menu. These will remain in the sequence as disabled tracks.
9. Click the **Sync Sequence Clips...** button to start the process of finding replacement audio. Sync-N-Link for FCP will tell you to how many clips it found replacement audio for, how many it didn't, and gives you the option to save a report of the detailed information (see [About the Sync-N-Link Report](#)).



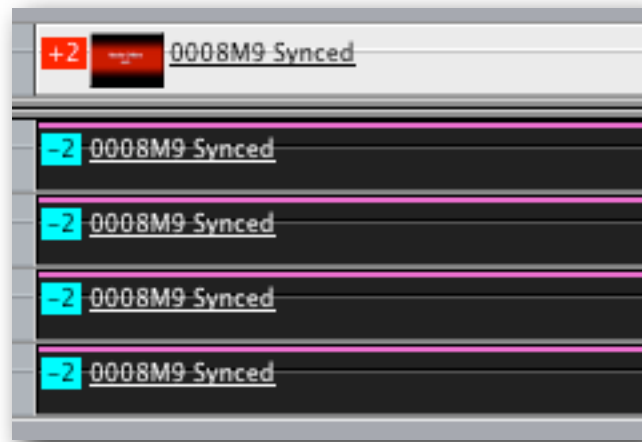
10. In the Save dialog, name your Final Cut Pro XML file and choose a place to save it.
11. In Final Cut Pro, choose the **File** menu and from the **Import** submenu, select **XML...** Select the XML file saved out of Sync-N-Link for FCP. (Or use the **Import automatically after saving** checkbox to import the file for you.) The new Sequence will import into the project. Any audio transitions, effects and filters you've added to the camera audio tracks will be applied to the new polyphonic audio tracks.

NOTE: We do not expect any errors on import or syncing beyond the [known issues](#). If you get an error message from Sync-N-Link for FCP or Final Cut Pro, please email the problem XML file to techsupport@intelligentassistance.com.

Adjusting the Audio Offset

In cases where the video and audio are out of sync by a few frames, you can apply an adjustment to the audio offset.

1. With the clip to adjust in the timeline, Option-drag over the polyphonic audio tracks to select them.
2. Either drag the audio tracks or type an offset value (a negative number will slip the audio to the left; a positive number will slip the audio to the right) to move the polyphonic audio tracks.
3. Once the video and audio are visually in sync, an out-of-sync indicator will appear in the video and audio tracks (because the timecode is now out of sync). The number displayed in the polyphonic audio track's out-of-sync indicator is the offset value to use. In the example pictured the offset value is -2.



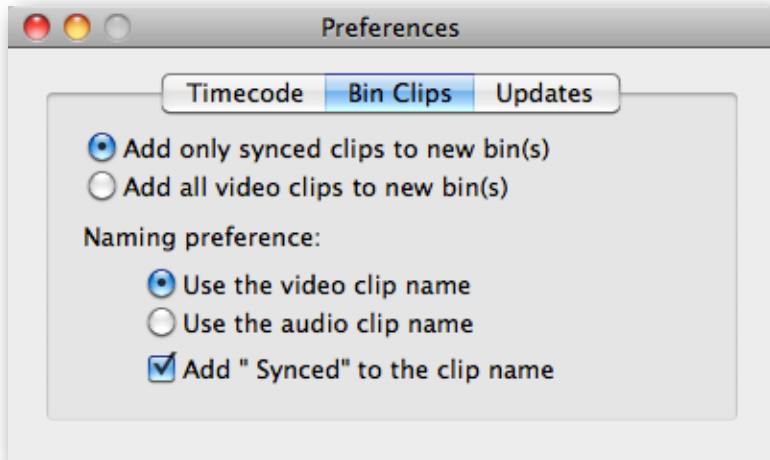
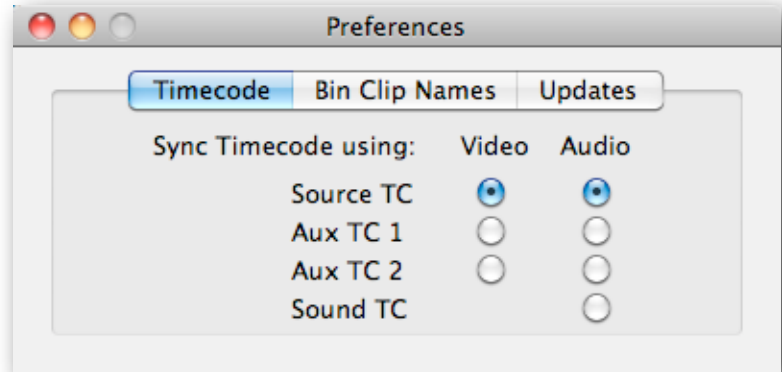
4. In Sync-N-Link for FCP, enter the offset value into the **Adjust audio offset** entry box.
5. Click the **Sync Bin Clips...** or **Sync Sequence Clips...** button to redo the synchronization with the offset applied to each audio clip.

Preferences

Choose the **Sync-N-Link for FCP** menu and select **Preferences** to open the Preferences window.

Timecode

You can sync video and audio using a combination of Source TC, Aux TC 1, Aux TC 2 or Sound TC timecodes. Use the separate **Video** and **Audio** radio buttons to choose which timecode to use for each. (Sound TC is only available for Final Cut Pro 7.)



Bin Clips

Sync-N-Link for FCP will create new bins (based on the original bin structure) that end with "Synced" for the new merged clips. If you want to include all video clips in these bins, change the preference to **Add all video clips to new bin(s)**.

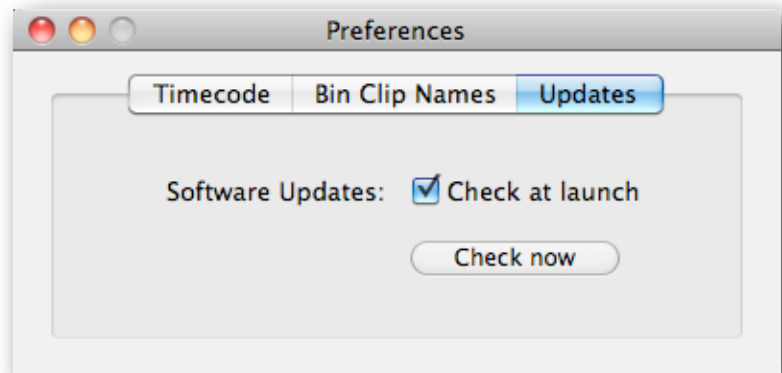
You can choose to have the merged clips named after the video or audio clip names. You can also have the word "Synced" appended to the names of the merged clips.

Updates

Use the **Check at Launch** checkbox to choose whether to automatically check for software updates. You can manually check for software updates by clicking the **Check now** button, or by choosing the **Sync-N-Link for FCP** menu and selecting **Check for Updates...**

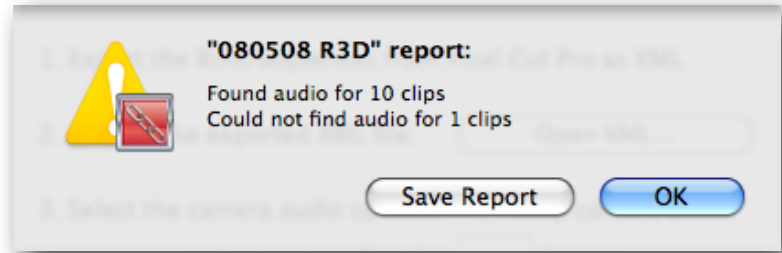
Checking for software updates occurs only when you are connected to the internet.

The latest version of Sync-N-Link for FCP can also be downloaded from any internet-connected computer by visiting www.AssistedEditing.com/downloads.



About the Sync-N-Link Report

Sync-N-Link for FCP can create a detailed report about the clips it was able to sync and those that weren't synced. You can save this report as a text file by clicking the **Save Report** button. Sync-N-Link for FCP will save the report text file and then save the XML file.



The top of the report summarizes how many clips had no timecode, how many video clips had matching audio found for them, and how many video clips did not have matching audio.

Underneath the summary are listed the details for each clip without timecode. Example:

Video Clip "B060_C001_072920_M" in Bin "08Y07M29" has no timecode in the file

Next are listed the details of the video clips that were synced with audio. Example:

"A013_C002_0803FG_H" in bin "r3d" was synced with "Z004002.WAV" in bin "audio"

Lastly is a list of video clips that were not synced to audio. There are several reasons why matching audio may not be found for a video clip.

- If there was no audio captured during a take, Sync-N-Link will report that it was unable to find audio for the video clip. Example:

Could not find audio for "A004_C001_0803DV_H" in bin "Day4"

- If you have audio clips from around the same time of day on two or more days in the same bin, Sync-N-Link will not be able to decide which day's audio clip is the right match. See [Organizing Bins and Clips](#) for details about avoiding this problem.

Example:

Found 2 audio clips for "A001_C002_0501GY" in bin "Day1" (unable to choose between X0002F.WAV and X0005F.WAV)

Known Issues

Video and audio are in timecode sync, but are visually out of sync by varying amounts.

This can happen when there's a problem with the audio clip's timecode, either when it was recorded or on capture into Final Cut Pro. Sync-N-Link for FCP uses the same process to line up video and audio timecode as Final Cut Pro's Merge Clip function.

1. In Final Cut Pro's Browser, select a video and an audio clip that you know should sync together.
2. Choose the Modify menu and select Merge Clips...
3. Play the merged clip in the Viewer.

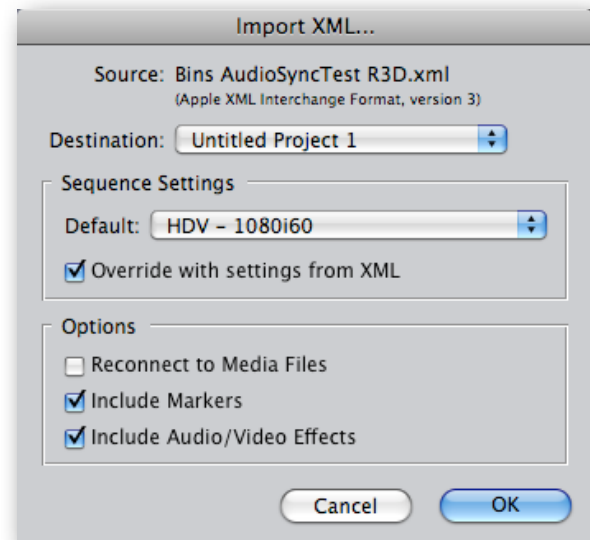
If the merged clip is visually out of sync, then the synced clips produced by Sync-N-Link for FCP will also be out of sync because there's a problem with the timecode in the audio clip.

Automatically reconnecting media in Final Cut Pro during an XML import can sometimes give unexpected results, such as:

- incorrect clip duration;
- deleted camera audio tracks reappear;
- “General Error” and “Error: Out of Memory” warnings.

Manually reconnecting media seems to provide more reliable results.

1. When importing XML into Final Cut Pro, the Import XML dialog is presented. Deselect the **Reconnect to Media Files** checkbox and click OK. Bins of offline clips will be added to the project.
2. To manually reconnect the media, select all the offline clips in the Bins. Choose the **File** menu and select **Reconnect Media**. The Reconnect Files dialog opens.
3. Use the **Locate...** or **Search...** buttons to find your media.



Multiple mono BWF audio files

For syncing clips in bins, Sync-N-Link can create merged clips from video linked to multiple mono audio with matching timecode provided each clip starts and ends on the same timecode.

Multiple monos are not supported for syncing clips in an edited sequence. However WaveAgent from Sound Devices (free) can convert your multiple mono files to polyphonics before syncing.

<http://www.sounddevices.com/products/waveagent.htm>

Activating Sync-N-Link for FCP

Sync-N-Link for FCP runs in a demo mode (limited to syncing 10 clips) until it is activated with a Serial Number. Each serial number can be used to activate only one computer at a time. If you want to activate the software on another computer, you'll need to deactivate it first. See [Moving Sync-N-Link for FCP to another computer](#) for details.

You'll temporarily need internet access for the activation so that the software can connect to our server and confirm the serial number.

- When the software is first run it will display a Software License Agreement. Scroll down to read through the license agreement and click the **I Agree** button at the bottom of the page.
- Enter the Serial Number that was given to you and click the **Activate** button. The software will send the serial number to our server for confirmation.
- You'll get a message in green saying that you've successfully activated your license. Click the **Continue** button.

If the software could not be activated with the Serial Number, you'll get a message in red explaining the reason, such as:

- This is not a valid Serial Number — check to make sure you have entered the serial number correctly;
- This is not a Serial Number for Sync-N-Link for FCP — make sure you're entering a serial number that can be used to activate Sync-N-Link for FCP;
- The Serial Number has already been activated — if you want to activate Sync-N-Link for FCP on this computer you'll need to deactivate the other installation before activating this one, or purchase another serial number.

Moving Sync-N-Link for FCP to another computer

To move Sync-N-Link for FCP from one computer to another, you'll deactivate it on the first computer, then activate the installation on the second computer.

To deactivate the software on one computer and activate it on a different computer, both computers will temporarily need internet access.

- On the first computer, choose **Deactivate** from the application menu.
- Confirm that you want to deactivate the software by clicking the **Deactivate** button.
- You'll receive a message in green saying that you've successfully deactivated your license.
- On the second computer, run Sync-N-Link for FCP, and follow the instructions for [Activating Sync-N-Link for FCP](#).