

miniME

mini Metadata Explorer (miniME) reveals the metadata about clips in your Final Cut Pro project that aren't shown in the Browser window. You can save the hidden QuickTime metadata to an Excel spreadsheet, or add them back to your Final Cut Pro project into the logging fields of your choice.

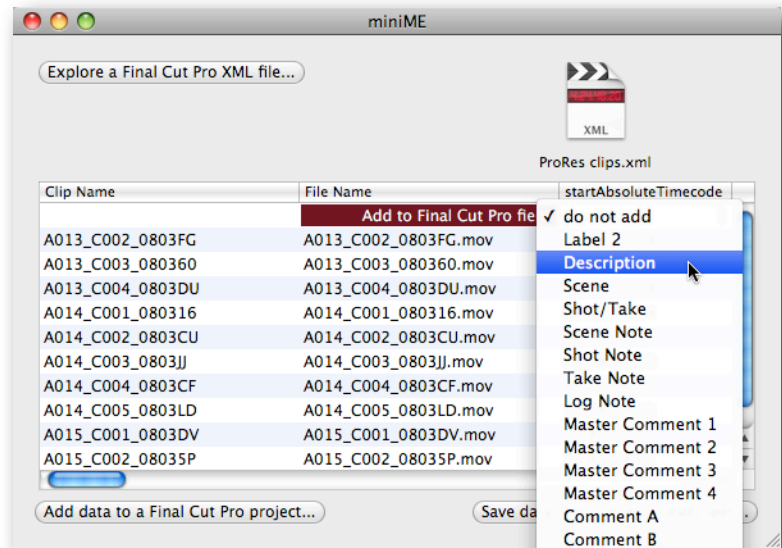
Please use **Provide Feedback...** under the application menu for bug reports, feature requests or support.

Quickstart Guide

1. In **Final Cut Pro**, select the bins and clips to be explored (sequences will be ignored)
2. Choose the **File** menu and select **Export > XML...**
3. In **miniME**, open the exported Final Cut Pro XML file – the clips with hidden QuickTime metadata will load into the table with columns for Clip Name, File Name, and each of the hidden metadata types found in the Final Cut Pro project
 - If you have clips from different formats, the metadata columns will have empty cells when clips don't have QuickTime metadata of that type
4. To save an Excel spreadsheet of the clip metadata, click the **Save data to an Excel spreadsheet...** button

With the paid version of miniME you can add the hidden metadata back to your Final Cut Pro project's Label 2, Description, Scene, Shot/Take, Angle, Scene Note, Shot Note, Take Note, Log Note, Master Comment 1, Master Comment 2, Master Comment 3, Master Comment 4, Comment A or Comment B fields

5. Choose the logging field you want to add the metadata column to from the popup menus in the first row of the table
 - If you don't want to add the metadata column to a field, leave its column set to **do not add**
 - If you already have log notes in the logging field, these will be kept and the new metadata will be added to the end
 - If you choose the same logging field for more than one metadata column, they will all be added to the logging field (for example, set localDate and localTime to both go to the Log Note field)
 - Click the **Add data to a Final Cut Pro project...** and Final Cut Pro will come to the front with an Import XML dialog. After import the clips in your frontmost project will be updated with the metadata columns you selected



Activating miniME

After you install *miniME* onto a computer, it will need to be activated with a Serial Number before it can be used to send hidden metadata back to your Final Cut Pro project. 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 miniME 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. Read 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 *miniME* - make sure you're entering a serial number that can be used to activate *miniME*;
- The Serial Number has already been activated - if you want to activate *miniME* on this computer you'll need to deactivate the other installation before activating this one, or purchase another serial number.

Moving miniME to another computer

To move *miniME* 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 *miniME*, and follow the instructions for [Activating miniME](#).