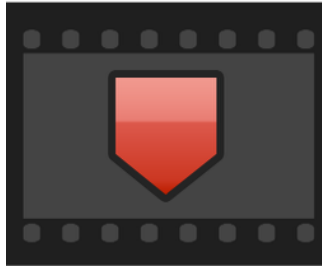


Marker Import 2.0.5



User Manual

Marker Import is a tool for importing markers generated by Cut Notes for iOS or the Kollaborate cloud system into Final Cut Pro 6+, Final Cut Pro X and Adobe Premiere Pro.

What's new in this version (2.0.5)

- Improved compatibility with FCPX 10.1.2
- Various other tweaks and fixes

What's new in version 2.0

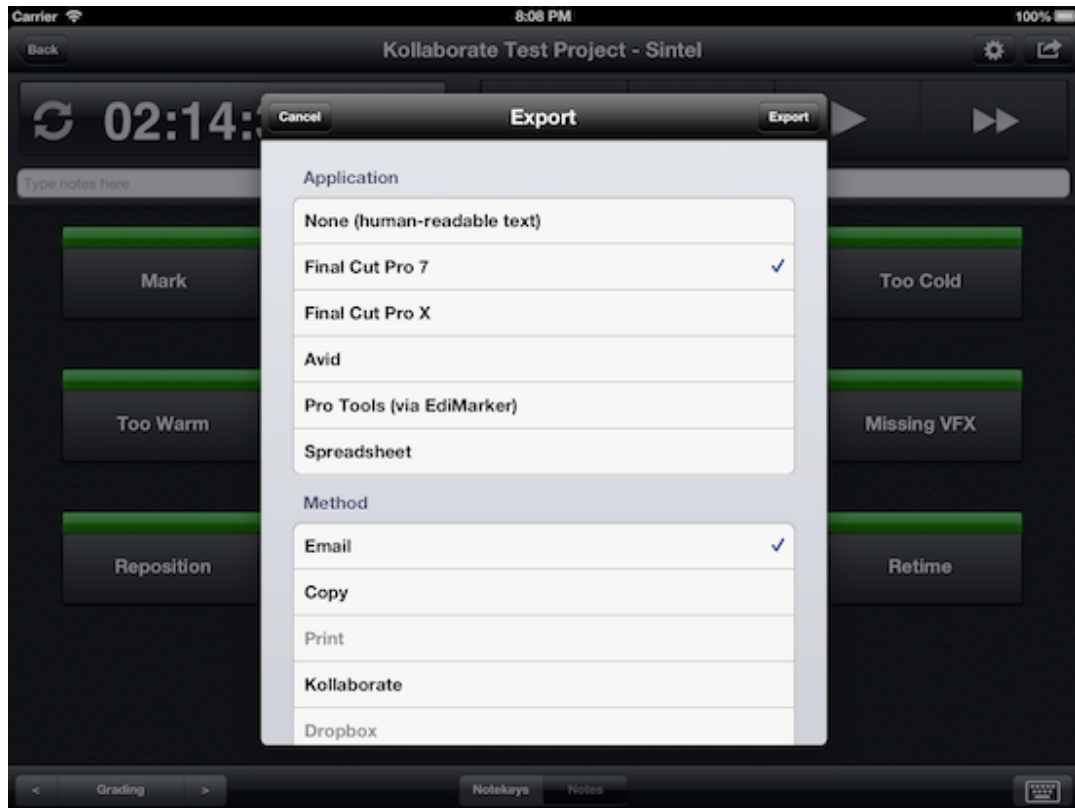
- Support for Premiere Pro (via FCP XML)
- Support for Final Cut Pro X events
- UI redesign
- Offsets can be specified in units other than frames
- Various other tweaks and improvements

Contents

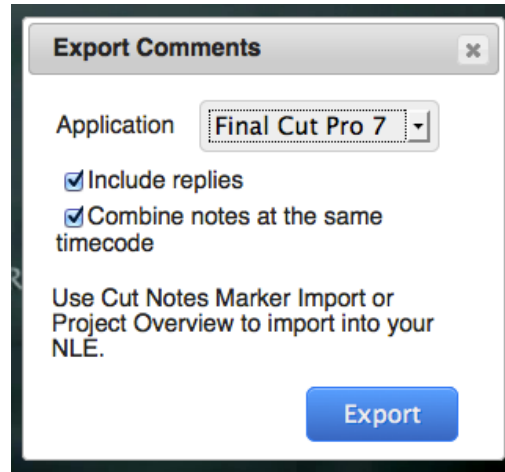
Sending Markers to Final Cut Pro 6 or 7	3
Sending Markers to Final Cut Pro X	6
Sending Markers to Adobe Premiere Pro	8
Frequently Asked Questions	11
Q: Why don't my markers appear on the timeline?	11
Q: Why do I get a message saying some of my markers couldn't be imported when I try to import them into FCPX?	11
Support	12

Sending Markers to Final Cut Pro 6 or 7

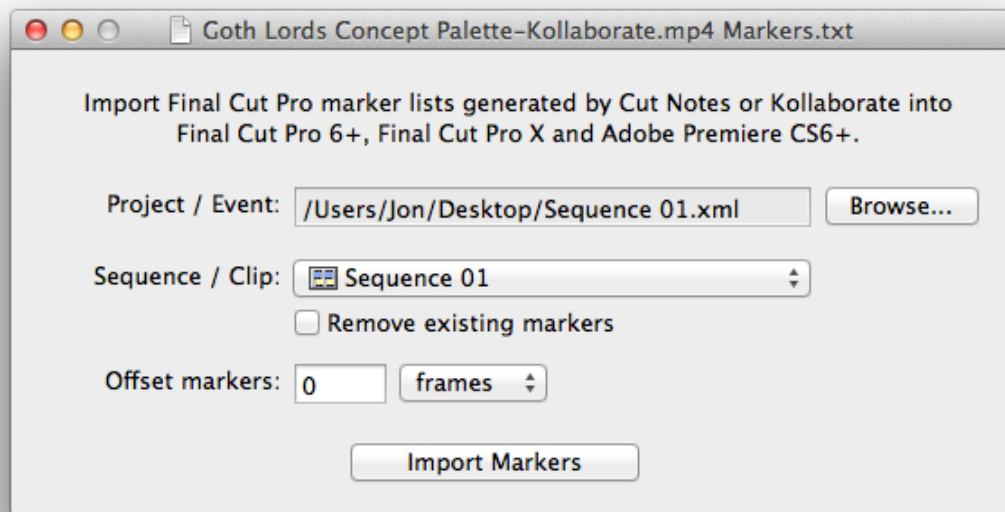
1. If using Cut Notes, tap the Action button and select Export. Choose Final Cut Pro from the dialog that appears, then email the marker list to yourself.



If using Kollaborate, click Export, choose Final Cut Pro from the list, then download the marker list onto your computer.



2. Launch Marker Import and open the marker list text file.



3. If this is your first time running Marker Import you will be prompted to browse for a project file to import the markers into. If you are not prompted, click **Browse** and

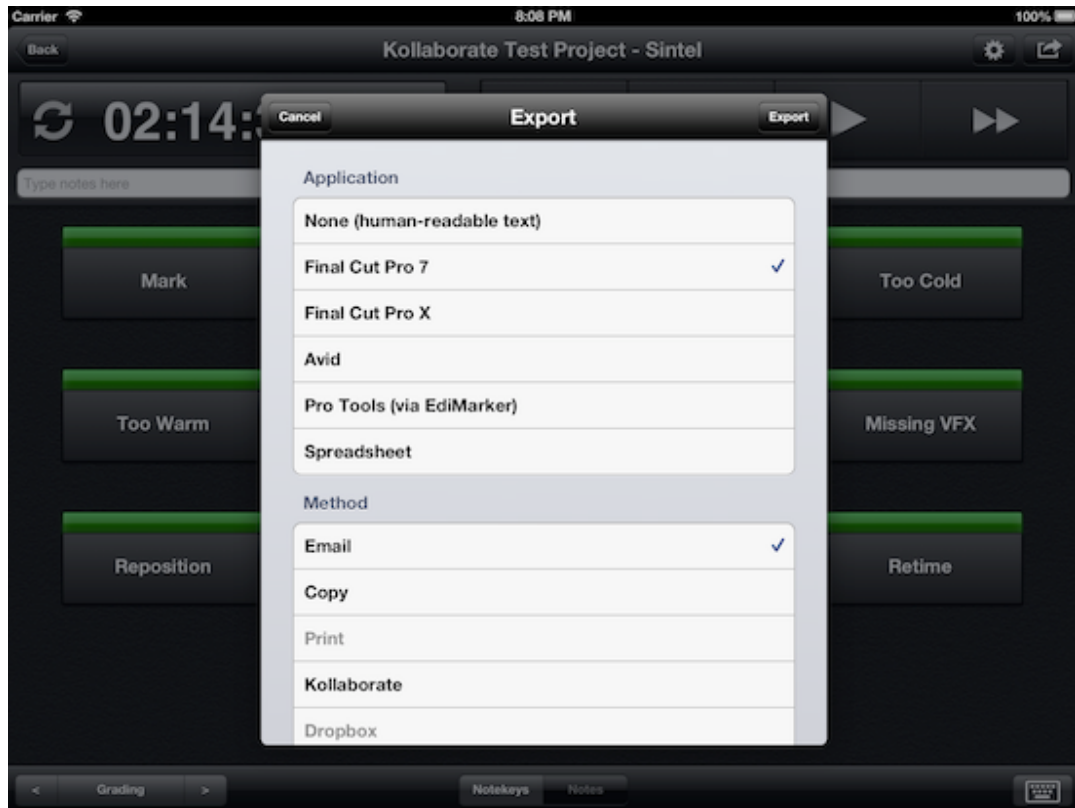
browse for the desired Final Cut Pro project.

If FCP is not running it will launch automatically.

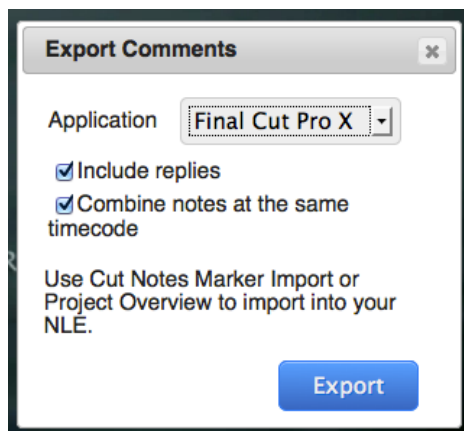
4. Select the desired Destination Sequence. It may take a moment for the list of sequences to appear.
5. Click **Import Markers**. Markers will be imported into a copy of the sequence inside a “Marker Import” bin.

Sending Markers to Final Cut Pro X

1. If using Cut Notes, tap the Action button and select Export. Choose Final Cut Pro X from the dialog that appears, then email the marker list to yourself.



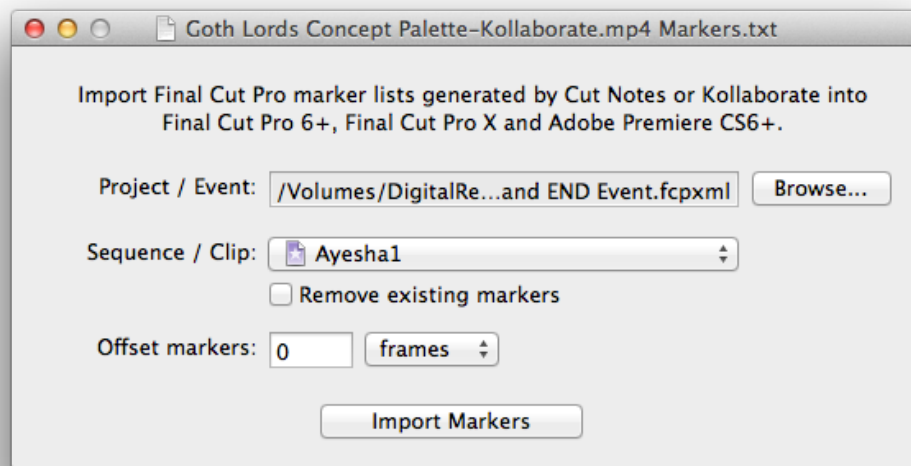
If using Kollaborate, click Export, choose Final Cut Pro X from the list, then download the marker list onto your computer.



2. With the desired project selected in the Project Browser of Final Cut Pro X, go to **File > Export XML** and save an XML copy of your sequence. If the project is currently open, you may not be able to export until you close it and return to the Project Browser.

To export an event, select it in the Event Browser and click **File > Export XML**.

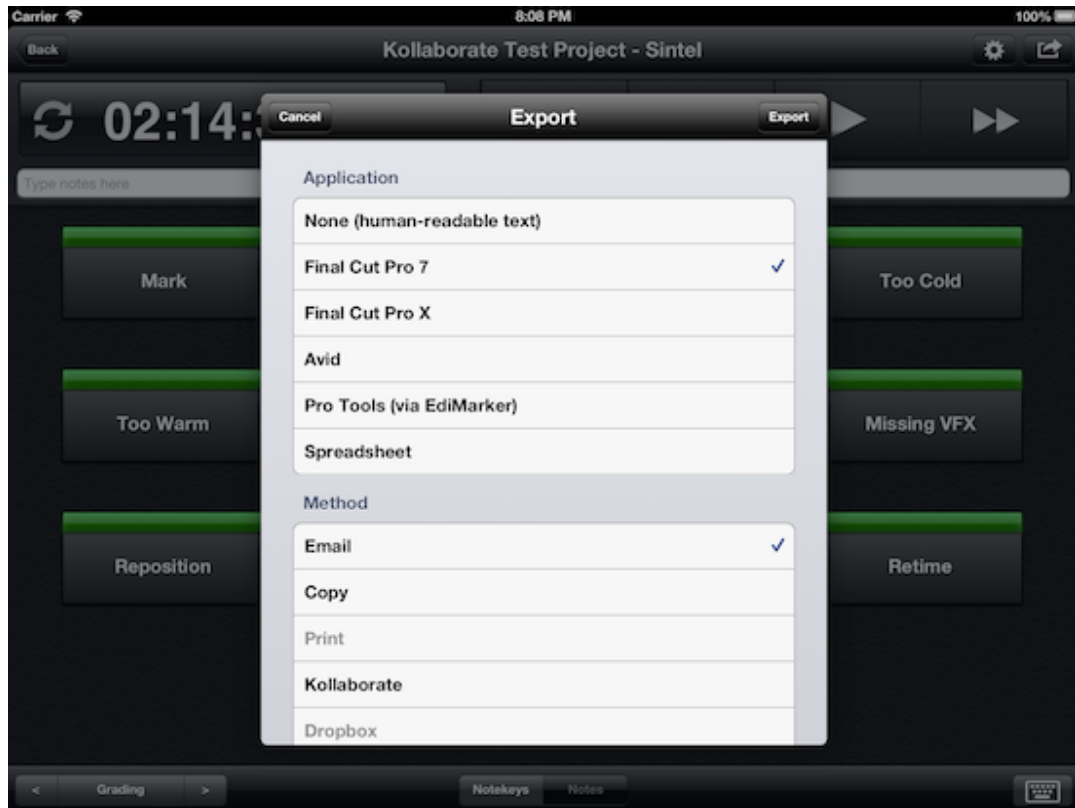
3. Launch Marker Import and open the marker list text file.



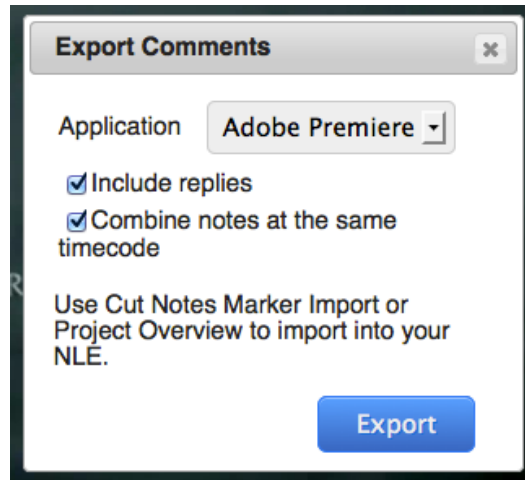
4. If this is your first time running Marker Import you will be prompted to browse for a project file to import the markers into. If you are not prompted, click **Browse** and browse for the exported XML copy of the FCPX project or event.
5. If you exported an event, choose the desired destination clip from the list.
6. Click **Import Markers**. Final Cut Pro X will automatically open a duplicate of the existing project or event with the new markers added.

Sending Markers to Adobe Premiere Pro

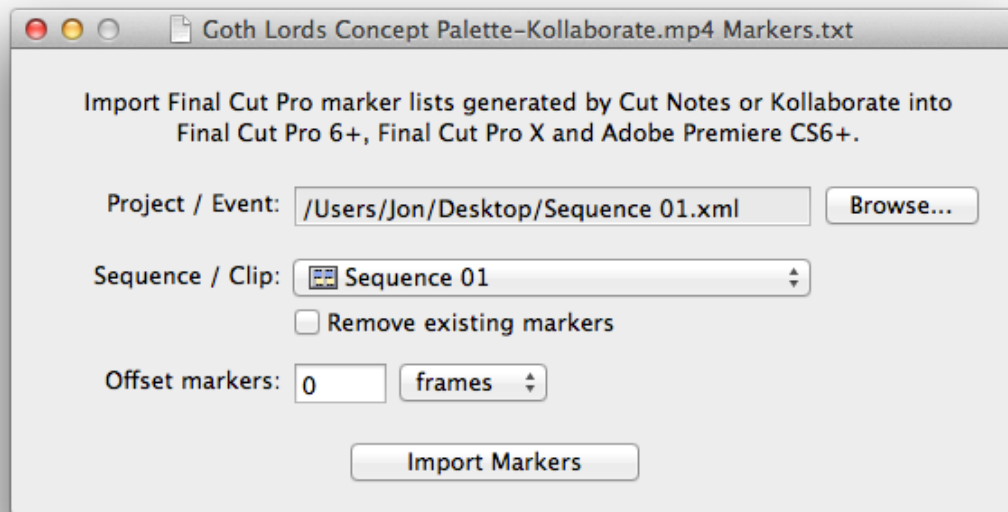
1. If using Cut Notes, tap the Action button and select Export. Choose Adobe Premiere Pro from the dialog that appears, then email the marker list to yourself.



If using Kollaborate, click Export, choose Adobe Premiere from the list, then download the marker list onto your computer.



2. In Premiere Pro, go to **File > Export > Final Cut Pro XML**.
3. Launch Marker Import and open the marker list text file.



4. If this is your first time running Marker Import you will be prompted to browse for a

project file to import the markers into. If you are not prompted, click **Browse** and browse for the exported XML copy of the project or sequence.

5. Choose the desired sequence from the list.
6. Click **Import Markers**. The XML file will automatically save with the new markers. You will then need to go to **File > Import** and reimport the XML file into Adobe Premiere Pro.

Frequently Asked Questions

Q: Why don't my markers appear on the timeline?

A: It is important that the start timecode in Cut Notes matches that of your timeline. The default start timecode is 01:00:00:00 but if your timeline is set to 00:00:00:00 then Cut Notes markers will appear 1 hour further down the timeline than expected.

If you have this issue, use the Offset field to compensate. Use a negative value to move the markers leftward and a positive value to move them rightward on the timeline. Here are some values for a 1 hour compensation for various frame rates:

23.98 fps = 86328

24 fps = 86400

25 fps = 90000

29.97 fps = 107892

30 fps = 108000

Note that this issue does not occur in sync mode because start timecodes are ignored.

Q: Why do I get a message saying some of my markers couldn't be imported when I try to import them into FCPX?

A: You must ensure that the start timecode in Cut Notes matches the start timecode of your timeline. Cut Notes defaults to 01:00:00:00 whereas Final Cut Pro X defaults to 00:00:00:00.

If you have this issue, use the Offset field with a negative value to compensate. See the answer above for more details.

Also make sure that you didn't add any notes in Cut Notes after your timeline finished playing.

Support

Bug reports and feature requests can be submitted using the links in the Help menu.