



Symbols

% Frozen value 4-47

+ shaped cursor 3-11

+/- 1-19, 2-26

Numerics

1A 1-11, 2-15

1B 1-11, 2-15

2A 1-11

2B 1-11

2D TRANS 1-13, 4-3

2D Transforms 3-3, 3-9

3:2 motion 2-14

3:2 Pull-Down Video 2-13

3D TRANS 1-13, 3-4, 4-12

3D Transforms 3-3, 3-4, 3-17, 4-12

4-Rings warp 4-105

601 setting 5-11

A

A = Video, B = Key 1-5

A = Video, B = Video 1-4

A channel 4-49

A Offset 4-77

A Opac 4-76

A, B, C, and D 1-19

A= Video & Key, B = Shadow 1-5

ACQUIRE 1-18

Add an internal border 4-20

Adjust chrominance level of highlight or lowlight color 4-69

Adjust duration of independent keyframes 6-10

Adjust duration of individual keyframes 6-10

Adjust highlight and lowlight colors or gains 4-69

Adjust hue (tint) of highlight or lowlight color 4-69

Adjust luminance level of highlight or lowlight color 4-69

Adjust luminance of trail colors 5-35

Adjust opacity (transparency) of highlight or lowlight 4-70

Adjust softkey 6-10

Adjust the brightness of the image 4-70

Adjust the hue of the trail color 5-36

Adjust the hue, or tint, of the matte color 5-30

Adjust the image brightness 4-71

Adjust the image saturation 4-71

Adjust the key edge sharpness 4-50

Adjust the luminance level in the key signal 4-50

Adjust the luminance, or brightness, of the matte color 5-30

Adjust the saturation of the image 4-71

Adjust the saturation, or chrominance, of the matte color 5-30

Adjust the softness of the edge separating two color washes 5-26

Adjust the two colors from the SuperMatte generator 5-29

Adjusting border width 4-22

Adjusts saturation of trail color 5-36

Adjusts the image's overall chroma phase 4-33

Adjusts the image's overall chrominance saturation 4-34

ALIGN 1-19, 2-26, 2-28

Aligning Values 2-28

All 4-36

Amb C 4-69

Amb C Gain 4-71

Amb Y 4-69

Amb Y Gain 4-71

Analog setting 5-11

Anamorph 2-9

Angle/Spin 5-26

Aperture 5-11

Apply light source to a warp 4-63

Applying a border 4-22



[Applying a texture 4-80](#)
[Aspect 3-16, 4-38, 5-26](#)
[Aspect ratio 2-9](#)
[Assign a path type 7-3](#)
[Assigning the joystick 2-30](#)
[Attribute function 5-32](#)
[Auto Scroll 6-11](#)
[Autocube 4-40](#)
[Aux Bus 4-46](#)
[Axis compensation 3-18](#)
[Axis Locate 4-17, 5-16](#)

B

[B channel 1-22, 4-49](#)
[B Offset 4-78](#)
[B Opac 4-52, 4-77](#)
[Bar light 4-58](#)
[Barrel warp 4-96](#)
[Bias 7-9](#)
[Black 4-32](#)
[Black adjustment 4-34](#)
[Blanking softknob 2-9](#)
[Blanking width 2-9](#)
[Blanking width compensation 2-9](#)
[Blur 4-47](#)
[Blur the image vertically 4-48](#)
[Blur motion inside video 5-34](#)
[Blur or soft-focus images 5-10](#)
[Blur the image horizontally 4-48](#)
[Border 4-20](#)
[Border crop 3-15](#)
[BORDER/CROP 1-13, 4-20](#)
[Borders 4-22](#)
[Both 4-64](#)
[Bottom 4-25, 4-26](#)
[Bowtie warp 4-97](#)
[Build a cube 4-41](#)
[Building a basic slab 5-19](#)

[Building an effect on channel 1A 2-31](#)
[Burst warp 4-101](#)

C

[C Gain 4-69, 4-71](#)
[C Motion 4-39](#)
[C Motion softknob 4-39](#)
[Ch A Light 4-64](#)
[Ch B Light 4-64](#)
[CH1 Opac 5-6](#)
[CH2 Opac 5-6](#)
[Change pattern size 5-26](#)
[Changing aspect ratio 2-9](#)
[Changing control panel dominance 2-4](#)
[Changing Key Priority 5-6](#)
[Changing parameter values 1-8](#)

- [Joystick 1-8](#)
- [Numeric entry 1-8](#)
- [Softknobs 1-8](#)

[Changing the Master channel 1-10](#)
[ChangingKey priority 5-5](#)
[CHANNEL COPY Button 6-26](#)
[Channel Menu buttons 1-6, 1-13](#)

- [2D Trans 1-13](#)
- [3D Trans 1-13](#)
- [Border/Crop 1-13](#)
- [Color Corrector 1-13](#)
- [Color Modify 1-13](#)
- [Corner Pin 1-13](#)
- [Input 1-13](#)
- [Key 1-13](#)
- [Light 1-13](#)
- [Multi 1-13](#)
- [Output 1-13](#)
- [Textures 1-13](#)
- [Warp 1-13](#)

[Channel Select buttons 1-11, 2-7, 2-17](#)
[Channel softkey 2-9](#)

Index



- Channels 1-4, 1-24, 1-25, 1-26, 2-6, 2-15, 2-18, 3-2, 3-11, 4-41, 4-49
 - Configuring 2-18
 - Far side 2-6
 - Near side 2-6
- Chroma defocus 5-10
- Circle warp 4-96
- Circular warp 4-106
- CLEAR 1-19, 2-21, 2-26, 3-5
- CLEAR Button 6-23
- Clip 4-50
- Color Corrector 4-29
- COLOR CRCTR 4-29
- COLOR MODIFY 1-13, 4-35
- Color Modify 4-29
- Color softkey 4-27
- COMBINER 1-16
- Combiner 5-2
- Combiner menu 5-4
- Configuring channels 2-18
- Continuity 7-8
- Control panel dominance 2-4
- Control panel layout 1-6
- Control the defocus in the horizontal direction 5-11
- Control the defocus in the vertical direction 5-11
- Control the sharpness of the priority transition 5-7, 5-9
- Copy an entire timeline or specific keyframes on the timeline 6-27
- COPY CHANNEL 2-17
- Copy the image along the horizontal axis 4-74
- Copy the image along the vertical axis 4-74
- Copying and Moving Files 8-15
- Copying channel settings 2-17
- Copying values 2-27
- CORNER PIN 1-13
- Corner Pin softkey 4-39
- Corner pinning 4-38, 4-39, 4-40
- Corners 4-39
- Creating an effect on 1B 2-33
- Creative Power Tools 1-31
- Crop 2-10, 3-15, 4-24
- Crop softkey 4-81
- Crop the bottom 4-25
- Crop the input texture source 4-83
- Crop the left edge 4-24
- Crop the right edge 4-25
- Crop the top 4-25
- Cropping images 4-24
- CTime 6-11
- CTime and Scroll 6-11
- Current effect 1-9
- Current Time 6-9
- Current time 1-9
- CURSOR 1-15, 3-3, 3-10
- Cursor shapes 3-11
- Customizing Timeline Run Mode 6-3
- Cylinder warp 4-97
- D**
 - Decay warp 4-100
 - Decay/Size 5-33
 - Default 2-22
 - Default values 2-21
 - DEFOCUS 1-16
 - Defocus 2-7, 3-13, 4-46, 4-47, 5-2, 5-10
 - Defocus menu 5-10
 - Defocus the entire image 5-11
 - Delegate channels 4-42
 - Delegated 1-11
 - Delegating Channels 4-2
 - Delete 1-12
 - DELETE Button 6-23
 - Delete Effect 2-37
 - Delete effects 8-8



Delete the current effect 2-37
Deleting Files From Disk 8-16
Determining light source gain 4-60
Diffuse 4-65
Diffuse light mode 4-70
Diffuse Mn 4-65
Diffuse mode 4-59, 4-60
Diffuse Mx 4-65
Disabling Protect in the Workspace 8-6
DISK 1-17
Disk menu 8-9
Dissolve 1-11
Dominant control panel 2-4
Drop 5-35
DVE channel sources 2-6
DVE Combiner 1-27
DVE Opac 5-8
DVE paths 1-24

E

Edit Name 8-7
Edit Name mode 8-6
Editing Commands 1-9
Effect KFs 1-9
Effects buttons 1-17
 Disk 1-17
 Events 1-17
 Path 1-17
 Recall Effect 1-17
 Save Effect 1-17
 Timelne 1-17
Effects Editor buttons 6-16, 6-22
Effects menu 2-36, 8-4
Enabling the Light Source 4-55
Enabling/Disabling Loop and Protect 2-36
ENG 1-18
ENTER 2-17
Entering values 2-26

EVENTS 1-17
Exchange the priorities of the DVE output and the Target Framestore 5-8
Expand or shrink the amount of time shown on the timeline 6-11
External Devices 1-31

F

Far 4-45
Far side 2-6
Field Based Video 2-13
field mode 2-12
File Type 8-11
Film mode 2-13
Film motion 2-14
Film softkey 2-13
Fixed mode 5-7
Fixed priority 5-5, 5-8
Flap Front 4-103
Flare warp 4-101
Flood light 4-58
Focus 4-66
Focus the light source 4-59
Formatting floppy disks 8-10
Frame Based Video 2-13
frame mode 2-12
Frame Tics 6-11
Freeze 3-14, 4-47, 4-82, 5-5, 5-31
Freeze softkey 4-46
Freeze the Target Framestore 5-31
Freezing source video 2-7
Frozen 1-11
Function 5-33

G

Gain 2-19, 4-31, 4-34, 4-50, 4-83
Gain softknob 4-81
Gamma 4-31, 4-33

Index



GLOBAL 2-15
Global 1-11
Global 3D Transforms menu 5-13
GLOBAL button 2-15
Global Menu buttons 1-6, 1-16, 5-2
 Combiner 1-16, 5-2
 Defocus 1-16, 5-2
 Global Trans 1-16
 Solid Builder 1-16, 5-3
 Super Matte 1-16
 SuperMatte 5-3
 Target Framestore 5-2
 Target framestore 1-16
Global Source plane 3-2
Global Target plane 3-2
GLOBAL TRANS 1-16, 5-2
GPI (General Purpose Interface) inputs 6-5
Graphics buttons 1-15
 Cursor 1-15
 Joystick Lock 1-15
 Orbital FX 1-15

H

H 4-39, 4-48
H (Post) 4-5
H (Pre) 4-3
H Aspect 4-7
H Loc 4-14, 5-14
H Loc value 3-18
H Mult 4-74
H Pos 4-18, 4-66, 5-17, 5-27
H Rot 3-19, 4-16, 4-67, 5-15
H Skew 4-9
H Tile 4-72
H value 2-23, 2-24
Hard Drive Storage 1-31
Helix warp 4-97
Highlights and lowlights 4-56

Hue 4-28, 4-33, 4-36, 4-52, 4-69, 5-30, 5-36

I

Image 4-65
INPUT 1-13
INPUT button 4-45
Insert Next 1-12
Interface warp 4-100
Inv Video 2-19, 4-51
Invert 3-14, 4-37, 4-46
Inverting source video 2-7
Inverting the menu display 1-7
Inverting values +/- 2-27

J

JoyLock 2-30
JoyLock mode 2-30
Joystick 1-8, 1-11, 2-30
Joystick assignment 2-30
JOYSTICK LOCK 1-10, 1-15, 2-30
JP Jump (Hold) 2-29
Jump 7-3

K

KEY 1-13, 1-14
Key and Shadow parameters 4-51
KEY button 2-18
Key menu 4-49
Key priority 5-6
Keyframes 6-9
Keypad buffer 1-8
 +/- 1-9, 2-26
 Align 1-9, 2-26
 Clear 1-8, 2-26
 Empty 1-8
 Number showing 1-8
 Path 2-26
 Set path 1-9



Trim 2-26
KF# 1-9
Knee 4-32, 4-33

L

Lace warp 4-100
LEDS 2-33
Left 4-24, 4-26
Lens warp 4-109
LIGHT 1-14
LIGHT SOURCE 1-13
Light Source 3-16, 3-20
Light source 4-55
 Both 4-64
 Ch A 4-64
 Ch b 4-64
 None 4-64
Light Source menu 4-64
Light source types
 Bar 4-58
 Flood 4-58
 Spot 4-58
Lighting effects 3-16, 3-20, 4-53, 4-55
Lights with textures 4-62
Linear motion 7-3
Linear warp 4-106
LN Linear 2-29
Load 4-85
Loading textures 4-86
Local 2D Transforms menu 4-3
Local Source plane 3-2
Local Target plane 3-2
Locate 3-5, 4-14
Locate function 3-4, 5-14
Loop 2-36
Loop and Protect 8-5
Loop and Protect for a Saved Effect 8-5
Loop and Protect in a Recalled Effect 8-5

Lum 4-27, 4-52, 4-69, 5-30, 5-35
Luma defocus 5-10

M

Magnify 6-11
Main softkey 4-80
Marking effect files 8-13
Master Channel 1-10
Master channel 2-15, 2-16, 2-17
Master channel assignment 2-16
Maximizing or minimizing a setting 2-27
Melt Down warp 4-109
Memory 1-31
Menu buttons 1-6
Menu display example 1-7
Mirrors 4-108
Mode 2-13, 4-46, 4-49, 4-51, 5-26
Mode softknob 2-18
MODIFY 6-15
Modify 1-12
MODIFY Button 6-25
Modifying a recalled effect 2-35
Modifying an effect 2-32
Modifying warps 4-92
Mosaic 3-14, 4-72
Mot Dec 2-11, 4-75
Motion Control 7-1
Motion Detect 2-11, 2-12, 4-75
Motion paths 2-28
Motion setting 2-14
Move the channels along the Global horizontal axis 5-14
Move the channels along the Global vertical axis 5-14
Move the channels relative to the viewing point 5-15
Move the horizontal position of the pattern 5-27
Move the light source along the screen horizontal



axis 4-66
Move the light source along the screen vertical axis 4-67
Move the light source along the screen Z axis 4-67
Move the pivot point along the Global horizontal axis 5-17
Move the pivot point along the Global vertical axis 5-17
Move the pivot point along the Global Z axis 5-17
Move the pivot point along the vertical axis 4-19
Move the pivot point along the Z axis 4-19
Move the selected corner horizontally 4-39
Move the selected corner vertically 4-39
Move the vertical position of the pattern 5-27
Moving both channels in tandem 2-33
Moving the axis 2-24, 2-25
MULTI 1-13
Multi 4-72, 4-74
MULTI button 2-11
Multi menu 4-72
Multi Rings warp 4-105
Multipic 3-15
Multiple control panels 2-4
Multiple light sources 4-60

N

Near 4-45
Near side 2-6
Near/Far 3-14
Negative values 4-15
NEXT 1-20, 6-6
NO XPOINT 1-18
No X-Point 6-4
None 4-64
Non-standard mode indicators
 Delegated 1-11
 Dissolve 1-11
 Frozen 1-11

JoyLock 1-11
NoXpnt 1-11
non-unity lights 2-33
NORMAL 1-15, 2-21
NORMAL Button 6-24
Normal mode 2-10, 2-13
Normal motion 2-14
NoXpnt 1-10
Numeric entry 1-8
Numeric keypad 1-19, 2-26
 +/- 1-19
 A, B, C, and D 1-19
 Align 1-19
 Clear 1-19
 Path 1-19
 Trim 1-19

O

Offset 4-31, 4-34, 4-81, 4-83, 6-10
Offset control 4-34
Offset the input key signal 4-50
On-Air buttons 1-21
Opac 4-70
Opacity 4-28
Options 1-30
ORBITAL FX 1-15
OUTPUT 1-14
Output 4-47, 5-32
Output Combiner 1-27
Output function 5-7
Output menu 4-76
Output paths 1-27
OUTPUT SETUP 1-18
Overwrite an existing effect 2-34

P

Paper Fold warp 4-99
PATH 1-17, 1-19, 2-26, 2-28



PATH button 7-2
Pattern 4-46, 4-85, 5-25
Pattern softknob 4-80
PAUSE 1-20, 6-7
PERSONALITY 1-18, 2-13
Perspcv (Perspective) 4-10
Perspective 3-20, 4-10
Phase 2-19, 4-50
Picture Transforms 1-31
Pipe Organ warp 4-101
Planes 3-3, 3-17, 4-12
Pos H 5-20
Pos V 5-20
Position 4-66
Position/Pre 2-26
Positioning warps 4-94
Positive values 4-15
Post 4-3, 4-5
Post transform 3-3
Post/Position Zoom 3-20
Power up 2-3
Pre 3-16, 4-3
Pre and Post 4-3
Pre transform 3-3
Preview 5-22
PREVIOUS 1-20, 6-6
Primary softkey 4-31
Priority 4-77, 5-32, 5-35
Proc Amp adjustments 4-33
Proc Sat 4-36
Progress 5-26
Protect 2-36

Q

Quick Keyframe buttons 6-14
Quick keyframe buttons 1-12
 Delete 1-12
 Insert Next 1-12

Modify 1-12
Undo KF Edit 1-12
Quick Keyframes 6-12

R

Rate value 4-47
Recall 8-6
Recall an effect 8-3
RECALL EFFECT 1-17, 2-35, 8-3, 8-4
Recalling Files from Disk 8-13
Recalling from the Control Panel 2-35
Recalling from the Effects menu 2-35
Reg# 8-5, 8-7
Reg# softknob 2-36
REMOTE ENABLE 1-18
REMOTE SETUP 1-18
Reset a single parameter 2-22
Reset an entire menu 2-22
Reset everything to factory default 2-22
Reset parameter functions 2-22
Reset to default values 2-21
ReTouch 3-14
reTouch 4-29
Right 4-25, 4-26
Ripple warp 4-98
Roll Back 4-102
Rotate 3-8
Rotate function 3-7, 4-15, 5-15
Rotate softkey 4-15
Rotate the bar light around its center 4-68
Rotate the bar light horizontally 4-67
Rotate the bar light vertically 4-68
Rotate the channels about the Global horizontal axis 5-16
Rotate the channels about the Global vertical axis 5-15
Rotate the channels about the Global Z axis 5-16
Rotation 3-7, 3-18, 4-5, 4-13



- RUN 6-7
- RUN k 1-20
- RUN l 1-20

- S**
- Sat 4-27, 4-34, 4-36, 4-52, 4-69, 5-30, 5-36
- Save an effect 8-2
- SAVE EFFECT 1-17, 2-34, 8-2, 8-3, 8-6
- Save/Recall 8-4
- Saving a range of files to disk 8-12
- Saving a single effect to disk 8-11
- Saving all files to disk 8-12
- Saving effects 2-34
- Saving Files to Disk 8-10
- Scaling 4-87
- Scroll 6-10
- Select one of the twelve external video inputs 4-45
- Select outputs mode for the Target Framestore 5-32
- Select the corner you want to pin 4-39
- Select the freeze mode for the background source 5-5
- Select the output of the Pattern Framestore 4-46
- Select the output of the SuperMatte Generator 4-45
- Select the source for the background 5-5
- Select the source for the defocus channel 5-12
- Select the source for the key and shadow channels 4-51
- Select the source for the texture pattern 4-82
- Select the type of video blanking 5-11
- Selecting
 - 4-80
 - Aspect ratio 2-9
 - Channels 2-15
 - Default values 2-21
 - GBR or YUV 4-31
 - Key and Shadow Channels 4-51
 - Master Channel 2-16
 - Path type 7-3
 - Sources 2-6
 - SuperMatte patterns 5-25
 - Textures 4-80
 - Time values 6-3
 - Transform channels 1-11
 - Warp shapes 4-89
- Set an effect to loop 6-8
- Set the color 4-28
- Set key priority between channel pairs 5-7
- Set overall tile size 4-73
- Set relative key priority 5-9
- Set the border color opacity 4-28
- Set the center of rotation for the Global channel 5-16
- Set the chrominance saturation of the shadow color 4-52
- Set the height of the mosaic tiles 4-73
- Set the hue (tint) of the shadow 4-52
- Set the luminance 4-27
- Set the luminance or brightness of the shadow color 4-52
- Set the opacity for the A channel 4-76
- Set the opacity for the B channel 4-77
- Set the opacity of all combined DVE channels 5-8
- Set the opacity of the Target Framestore option 5-8
- Set the saturation 4-27
- Set the shadow opacity or transparency 4-52
- Set the video to be defocused 4-46
- Set the width of the mosaic tiles 4-72
- Set up control of switcher Aux Busses 4-46
- Setting the Date and Time 8-17
- Setup softkey 2-19
- Shadow function 4-51
- Shadow softkey 2-20
- Shape Category 4-89, 4-91



Shred warp 4-100
Size 4-8
Size H 5-20
Size setting 2-27
Size V 5-20
Skew 3-16, 4-9, 4-38
Skew/Perspective softkey 4-5
SL Smooth Linear 2-29
Slinky/Rate 5-34
SM Smoothed Motion 2-29
Smear effect 5-33
Smoothed Linear 7-4
Soften edges 4-26
Soften the left edge 4-26
Soften the top edge 4-26
Soften the bottom edge 4-26
Soften the right edge 4-26
Softkeys 4-15
Softknobs 1-8, 2-7, 2-18
Softness 5-26
Solarize 4-35
SOLID BUILDER 1-16
Solid Builder menu 5-23
Source 4-46, 5-5, 5-12, 5-31
Source Axis 3-17
Source Locate 3-18, 4-38
Source Rotate 3-17
Source Space 4-12
Source space 4-17
Source/XPNT 4-46
Specular 4-65
Specular light mode 4-69
Specular mode 4-59
Sphere warp 4-97
SpiralFX 5-27
Split 4-108
Split warp 4-100
Spot light 4-58

Static Video 2-13
Status 5-33
STOP NEXT 1-20, 6-6
Storage and Recall 1-31
Storing effects 2-34
Stretch the SuperMatte pattern 5-26
Strobe 4-47
SUPER MATTE 1-17
SuperMatte 4-46, 5-12, 5-25
SuperMatte menu 5-25
SurfaceFX 4-79
Swirl warp 4-105
System buttons 1-18
 Eng 1-18
 No Xpoint 1-18
 Personality 1-18

T

T1 TCB1 (Tension, Continuity, Bias preset 1) 2-29
T2 TCB2 (Tension, Continuity, Bias preset 2) 2-29
Target axis 3-19
Target Framestore 1-27, 1-31
Target Framestore menu 5-31
TARGET FRAMESTR 1-17
Target Locate 3-19, 4-38
Target Rotate 3-19
Target Space 4-13
Target space 4-17
TCB 7-4
TCB 1 7-10
TCB 2 7-10
TEXTURE 1-14
Texture 4-87
Texture menu 4-82
Texture source 4-79
TEXTURES 1-14



[Textures](#) 4-79
[TFS Opac](#) 5-8
[The Keyframe Buffer](#) 6-13
[THIS Button](#) 6-23
[Ties the position of the light source the image](#) 4-65
[Time Frame Effects Editor buttons](#) 6-16
[Timeframe Effects buttons](#) 1-14
 [Enter](#) 1-15
 [Normal](#) 1-15
[TimeFrame Effects Editor](#) 6-2, 6-7
[TIMELINE](#) 1-17
[Timeline Control buttons](#) 1-20, 6-6
 [Next](#) 1-20, 6-6
 [Pause](#) 1-20, 6-7
 [Previous](#) 1-20, 6-6
 [Run](#) 6-7
 [Run \(forward\)](#) 1-20
 [Run \(reverse\)](#) 1-20
 [Stop Next](#) 1-20, 6-6
[Timeline effects](#) 6-2
[Timeline menu](#) 6-9
[Toggle between two light movement modes](#) 4-65
[Top](#) 4-25, 4-26
[Trail Color](#) 5-35
[Trail effect](#) 5-33
[TRIM](#) 1-19, 2-26, 2-28
[TRIM Button](#) 6-25
[Trimming Values](#) 2-27
[Twin Channel Configurations](#) 1-4
[Twist warp](#) 4-98
[Type softknob](#) 2-7

U

[UNDO KF EDIT](#) 6-15
[Undo KF edit](#) 1-12
[Unscaled](#) 4-87
[Using the Keypad Softkeys](#) 2-26

V

[V](#) 4-39, 4-48
[V \(Post\)](#) 4-5
[V \(Pre\)](#) 4-4
[V Aspect](#) 4-7
[V Loc](#) 4-14, 5-14
[V Mult](#) 4-74
[V Pos](#) 4-19, 4-67, 5-17, 5-27
[V Rot](#) 4-16, 4-68, 5-16
[V Skew](#) 4-9
[V Tile](#) 4-73
[V value](#) 2-23, 2-24
[V+K](#) 4-49
[V+V](#) 4-49
[VBlank softknob](#) 2-9
[Video](#) 2-19, 4-45
[Video+Key](#) 1-22, 2-18, 4-49
[Video+Key mode](#) 1-25
[Video+Key+Shadow mode](#) 1-26
[Video+Video](#) 1-22, 2-18, 4-20, 4-49
[Video+Video mode](#) 1-24
[Video/Key+Shadow mode](#) 4-50
[Video-Key+Shadow](#) 1-22, 2-18
[View parameters](#) 6-11
[Viewing File Comments on Your PC](#) 8-17
[VK+S](#) 4-50

W

[WARP](#) 1-14
[Warp](#) 3-17
[Warp menu](#) 4-91
[Warp shapes](#) 4-96
[Wave warp](#) 4-96
[White](#) 2-19, 4-32, 4-51
[WorkSpace](#) 2-35
[Workspace](#) 6-12
[Workspace display](#) 1-9



X

X shaped cursor 3-11

XFade 4-77, 5-5, 5-8

XFade/ZSoft 5-32, 5-35

XPNT 4-46

Y

Y Gain 4-69, 4-70

Z

Z Key 5-7, 5-9

Z key 4-77

Z Key mode 5-5

Z Key priority mode 5-9

Z Loc 4-15, 5-15

Z Pos 4-19, 4-67, 5-5, 5-17

Z Rot 4-17, 4-68, 5-16

Z rotate 3-4, 3-5

Z Soft 4-78, 5-6, 5-7, 5-9

Z value 2-24, 2-25

Zigzag warp 4-98

ZKey 5-32, 5-35

Zoom 3-10, 3-20, 4-5, 4-10

Zoom (Post) 4-6