Pinnacle Studio 14 Revealed Supplement for Studio 15

If you have bought Studio 15 after buying the Studio 14 book, the following information is taken from Chapter 7 of Pinnacle Studio 15 Revealed and deals with the Archive/ Restore feature and the now correctly working Project Bin function. I've included the whole chapter, with additional information about Favourite Folders, Deleting projects, Finding Missing Media and Restoring Lost Projects.

This chapter isn't the only addition to Pinnacle Studio 15 Revealed, which contains project checkpoints, more information about using Montage and working in High Definition as well as many other additions and revisions.

The figure numbers have been left as they are in the new book.

1   ORGANISING STUDIO

Studio 14 and 15 have one nice feature that helps you organise the Album so that it holds the files you want to work with - Favourite Folders. Another feature in S14 wasn't completely implemented I so I didn't use it much - the Project Bin. In Studio 15 the issues with the project bin have been resolved, and a whole new feature has been added - Archiving Projects. In this chapter, I'll also look at deleting projects, finding missing media and attempting to restore lost projects.

1.1   Setting Favourite Folders

Up until now, I have been advising you to put all the assets that you might need for a project into a specially created folder. However, as you start producing more projects, you might prefer to organise yourself a little more than that. I keep all my DV tape footage in a folder marked DV Tapes, for example, and I don't really want to make a copy of the file just for convenience, particulary when the files are so big.
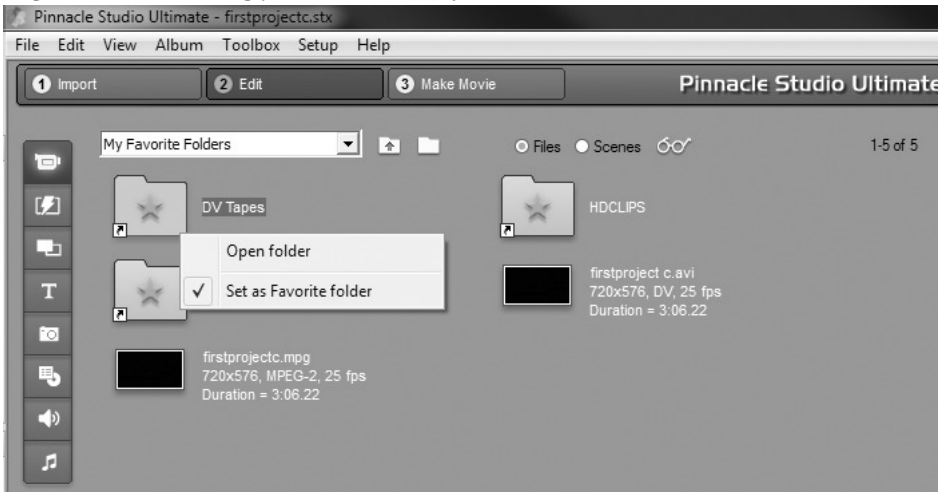
Figure 106 - Setting a favourite.
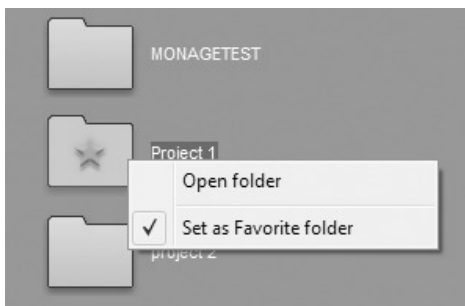
While dividing your video, photos and audio up into separate folders means they are easy to locate, it's very handy to get to the ones you use most quickly, so whatever scheme you might decide on, I suggest you look at nominating some

Figure 107 - Viewing your nominated favourites.

of them as your "Favourites". Let us do this now, then I'll show you how easy it is to find them.

You should have the contents of the Project 1 folder on display in the video tab of the album. If you haven't, browse to the folder now using the "Select files…" icon as before. Now use the Up Folder Arrow icon to display the Project 1 folder and all the others in the same location, then right click on the Project 1 folder itself.

Two options present themselves; *Open Folder* - the same as double clicking, and *Set as Favorite Folder*. Check that option, and an orange star is displayed on the folder itself.

I was a little underwhelmed when I first saw this feature, because the command is in the singular, but then realised that you can have more than one Favourite. You might want to browse your hard disc and find a few others to nominate.

Now use the drop-down selection list and choose "My Favorite Folders" and your Album view will switch to show you all the folders that you have nominated. You can select your favourites when you are in the Video, Photo or Music tabs of the album.

Take a look at figure 107. Here I have played a small trick on Studio. You will notice that the Folder icons are in fact shortcuts - the folders themselves have not been moved. You will also notice that I have added some real assets. If you has some files that you really use a lot, then you can use Windows to put them in the Favourites location as well.

This is because My Favorite Folders is actually a real Windows folder itself, and you can put stuff in it using using Windows Explorer. The location in Vista and Windows 7 is C:/Users/Your profile name/My Documents/Pinnacle Studio/My Favorite Folders.

In Windows XP the path is C:/Documents and Settings/Your profile name/My Documents/Pinnacle Studio/My Favorite Folders. In both cases, if your operations system isn't on your C: drive, you will need to look where it is installed.

The other nice thing about storing a few of your most commonly used files (or copies of them) here is that as you switch between the Video, Photo and Music tabs, only the relevant files are displayed.

1.2   The Project Bin

In UK English, a *bin* can be taken to be somewhere you put rubbish (a dustbin), but in US English that's a trash can (unless you are a Microsoft employee who can't use the same word as Apple for the Trash Can). In a film editing suite, you might keep strips of film you are working hanging from *racks* or in *bins*. So the Project Bin is somewhere you can **keep** assets for the project you are working on. This is the same idea as I made you use with the **Project 1** folder, but integrates it into Studio. UK English users should not be alarmed when I suggest they put something in the Bin.

Warning – in Studio 14.0, the project bin seems to forget it's contents when you close down Studio. There is a workaround for this, but is somewhat awkward, so you might not want to use the Bin until you upgrade.

Figure 108 - The Project Bin open at the Videos tab.
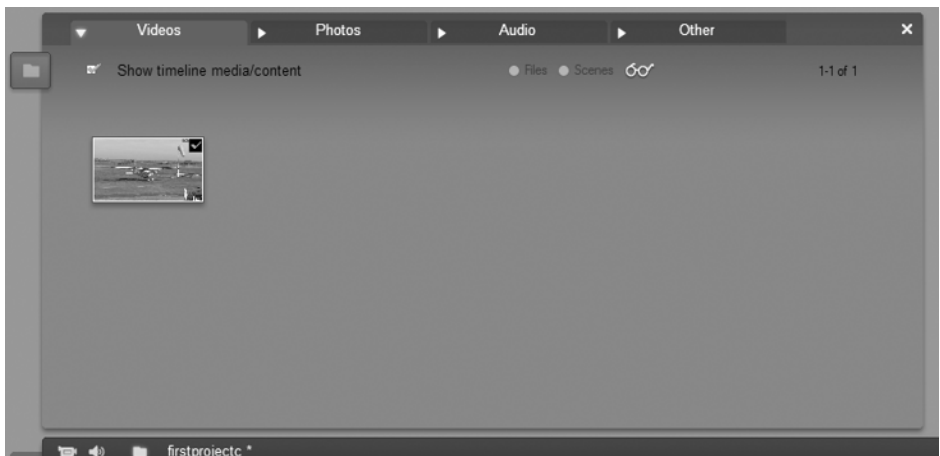
Here is how the feature works in Studio 15. With **firstprojectc** open, click on the folder icon between the speaker and the project name top left of the timeline. A new window pops up with four tabs across the top as shown below.

The first thing to note is that the *Show timeline media/content* check box is ticked. As you haven't actively added anything, that is why we can see our **project1mp2** video file. Flip through the other tabs and you will see all the other assets. Uncheck the box, and they all disappear from view.

This is a good way of checking exactly what assets you have in the project. If you are still using Studio 14 and want to move your project to another computer, this is a way to make a list of what your project actually includes.

Returning to the Video tab, and checking the box again, you will notice the Files, Scenes and View controls that we are familiar with in the Video tab of the album. If you are a fan of Details View you can see it here, and in Scenes/Comment View you can still edit the comments.

I'd like to show you how to add other assets to the Bin now. In the next chapter I'm going to use a map in the guise of a photo, so lets use that. You will find the map in the same place as the other assets – the web site or DVD data disc. It is called **ukmap.jpg .** Move it to the **project 1** folder using Windows.

In the Album, switch to the Photos tab and navigate to the Project 1 folder. Right clicking on the map should bring up the context menu that includes the function "Add to Project Bin". Do this now. When you do so, a orange flag will appear in the top right corner of the map's thumbnail. If you bring up the context menu again, you see the previous command has been replaced with "Remove from Project Bin". Obviously the orange flag indicates that the map is in the bin, so open that now and switch to the Photos tab.

Figure 109 - Add to Project Bin.
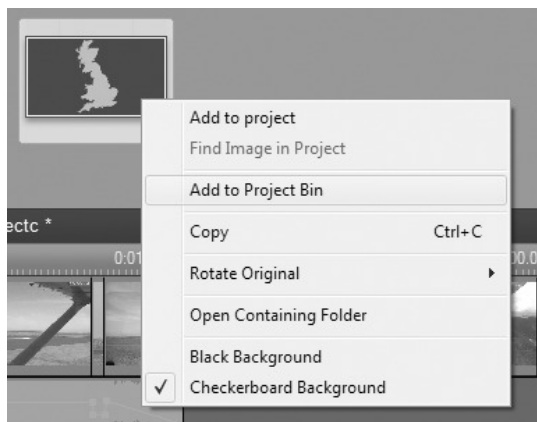
If you save the project, close Studio and then reload the program the map will have disappeared from the bin, but once you load the project again, it reappears. (This is where the Studio 14 version of this feature falls down, by the way.)

What about all the timeline objects that are only in the bin because they are on the timeline?

Well if you delete them from the timeline, you will lose them from the bin, so Pinnacle provide a slightly different function in the context menu to turn the temporary timeline items showing in the bin into permanent items regardless of if you remove them from the project - the function is called *Pin to Project Bin.*

Let's experiment with that feature by using the Audio tab of the bin. There should be two items there - the music track **project1music** and the sound effect **skid.** If you can't see them, check you have the *Show timeline media/content* box ticked. Use the right-click option to bring up the context menu and Pin the music track to the bin, then delete the music and save the project under a different name - I suggest **bintest.**

You might notice that the orange flag doesn't appear on the thumbnails of the audio files, because there are no thumbnail generated on which to display them.

Close Studio and reopen it, then load the **bintest** project, select the whole timeline and delete it. Now when you open the Project bin, there should only be two items there - the ones we pinned, the music and the map.

Titles and Menus are a special case. They appear in the **Other** tab, but although you can add them to the bin from the Titles or Menu album tabs, if they have appeared in the bin because they are on the timeline you can't Pin them to the project. The reason for this is because titles within a project are imbedded in the project and you may have modified them, but there is no separate file existing that the Bin can point to. To work round this, you need to open the Title or Menu in the relevant editor and perform a *Save as…* operation. We will look at editing titles and menus later on.

Another asset that will appear in the **Other** tab are Montages. Scorefitter tracks are left out of the bin entirely.

If you own Studio 14, you must remember that you will probably lose any items in the Project Bin when you close your project if they are not on the timeline. The work round is to use the end of the timeline as a temporary storage area for any assets you want to see in the bin but haven't yet used in the project. Some people report being able to get the items to remain if they then pin them to the bin, but check carefully - I haven't been able to make this work.

1.3   Deleting Projects

I mentioned briefly in Chapter 1 that it was best to delete Studio projects from within Studio itself. As the project format includes a hidden/locked folder, using Windows for the task isn't a good path to take.

Figure 110 - The Delete Projects Window.
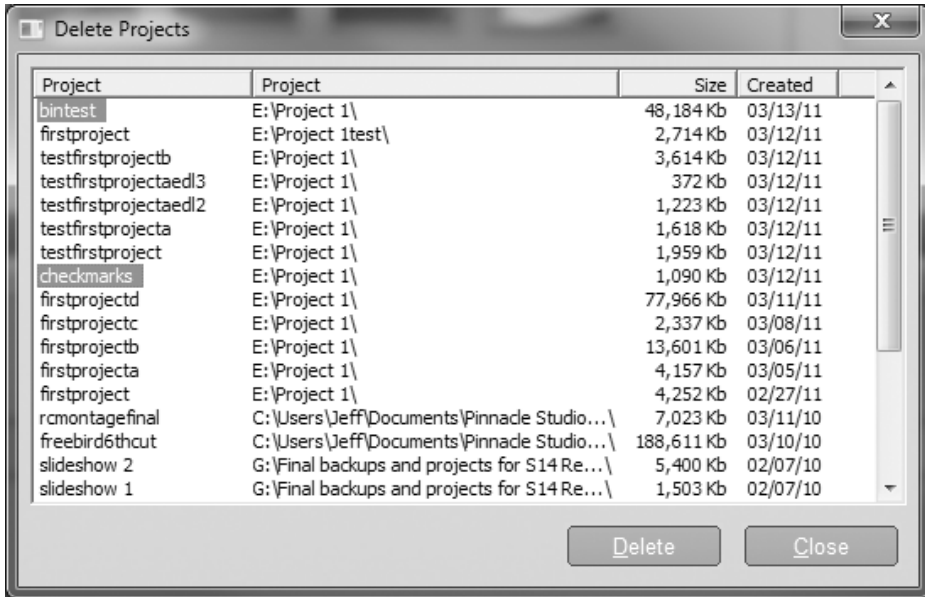
In the file menu you will find the *Delete Projects…* command. There are a few features that might not be immediately obvious, so I'll describe those as we go about deleting the **bintest** project we made in the last section. Open the *Delete Project* function and you will get a window pop up like figure 110.

First a word of warning - the *Delete Projects* function doesn't give you a second chance. The items don't get put in the Windows recycle bin and what is more, *you aren't asked to confirm your actions!* So be careful. If you have a lot of work invested in your current project, you might want to consider archiving it as described in the next section - that way the Delete Projects feature can't touch it.

If your list of projects runs off the bottom, you can resize it so that they all fit by dragging the edges of the box just like any other Window.

The first thing that isn't immediately obvious to a casual Windows user is that the list can be sorted according to the categories along the top line. For example, if you click on the *Created* heading, the list will be arranged in the order that the projects were created. Click again, and you will reverse the order, so you can choose to have your latest, or your oldest, project at the top of the list.

If you sort the window with the latest project at the top, you should find **bintest** easily. Click on the name in the first column and it highlight the name, ready for deletion.

The other helpful feature is that, like a Windows Explorer Window or the Studio Album, the Windows selection shortcuts work, so you can highlight a number of items at the same time by using CTRL-click, Shift-click of Shift-End or Home. In the example above you can see that I have also highlighted another project.

Now all you have to choose is Delete or Cancel. Check that you only have the projects you want to remove before clicking on Delete. When you do, the selected projects are **deleted immediately**.

So, it is quite easy to delete your projects with a few simple keystrokes. As I said before - **take care!**

One question sometimes asked is if the capture files are deleted as well. No, they are not. In Studio 14 and 15 you have to find and delete them manually. All the more reason for being organised when you select your capture options.

1.4   Archiving Projects

Studio 15 brings us the long awaited Archive feature. In earlier versions of Studio, moving a project to another computer was very tricky because you had to move all the media assets in the project separately. Also, if you had finished with a project but wanted to retain the possibility to re-edit it, you ended up with lots of media and projects cluttering up your hard discs.

The new feature puts a version of the project files and all the media you have used into one folder that can then be transferred to a portable drive, data DVD or data Blu-ray disc, either for transfer or long term storage.

You will find *Archive Project* in the Studio *File* menu. It is a pretty simple and straightforward feature. There are a few points to note though.

If the project is large, you get a size and time estimate. The size estimate is normally very accurate, but the time that the operation will take can be a great overestimate. One project I recently archived consisting of DV-AVI files was estimated at taking over an hour, but in reality it took less that 10 minutes.

The archive isn't compressed - you can access the files inside without having to restore the project. However further compression operations - using the Windows Zip feature for example, don't tend to reduce the size of the archive much at all because video files with any form of compression already applied tend to be as compressed as they can be.

When you archive a project, new copies of the media are generated inside the folder. These have their filenames all in capitals.

Restore Project is also available from the *File* menu. You need to find a **.sta** file and when the project is extracted the date and time are added to the name. The media files are then copied to yet another folder, with the new project name and **Media** appended to the end.

The Archive is a great feature, but you don't want to use it to back up multiple versions of the same project; each archive will contain duplicate copies of the same media, eating up disc space. What is more, when you restore the project, yet another set of copies of the media are placed on your hard disc.
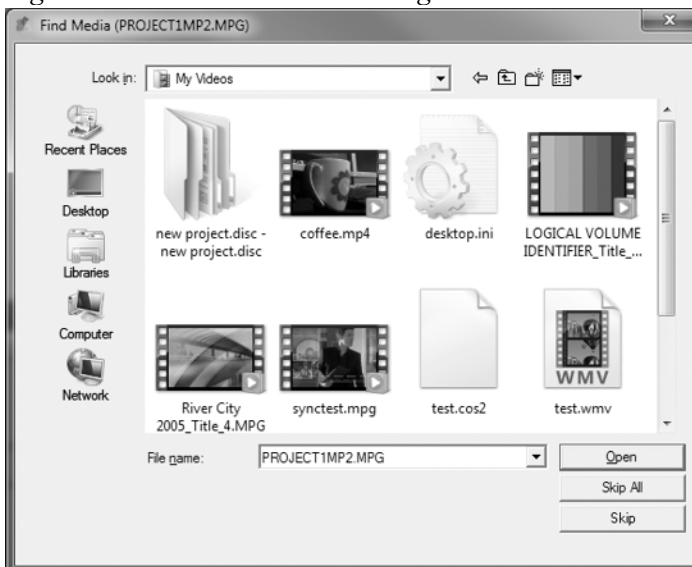
There are ways round this duplication of media, because it is possible to find any media that Studio can't locate, as we will see in the next section.

1.5   Finding Missing Media

If you have ever been been greeted with a project full of question marks, this section will be of interest to you. I want you to be able to download the project files from the website or the data DVD so you can get create **firstprojectc** without having to make the project from scratch. Those files are quite small, but the media takes up lots of space. The DVD and website could contain an archive of **firstprojectc**, but you have already download the media files, so it would be good not to have to download them again, or add another copy onto your hard disc.

I'm now going to show you how the Missing Media dialogue function works in Studio by getting you to load a project called firstprojectEDL3. It is a snapshot of the Flight over Snowdon project saved at the same time as I created the Checkpoint 2 EDL - you have probably got this saved as **firstprojecta,** but I've changed the name and added a little Easter egg so that you will know it is a different project.

Figure 111 - The Find Media dialogue box.

Load the zip file **firstprojectEDL3**

Figure 112 - A project with no media.

from the data DVD or the website and put it somewhere easy to find - just copy it to your C: drive root directory if you aren't sure. Now right click and select Extract All and let Windows choose the location. You will find the project files alongside the zip folder.

Open the project in Studio. It isn't going to find the media and you will be presented with the dialogue box you see in figure 111. Let's first see what happens if you just close the box or click on Skip All, which you might do if you weren't sure what was going on.

Click on Skip All and you should be rewarded with a project full of question marks. The only thing that shows up correctly is the little caption I added that says "This is firstprojectEDL3". We at least know that we have the right project

OK, let us have another go. Try to open the project again and this time pay attention to the Find Media dialogue. In the filename is a clue as to what Studio is looking for - the mpg file. Use the usual Windows controls to browse to the **Project 1** folder where you have placed the file, and then open it. Your reward should be a fully populated timeline.

It is important now that you save the project so that it remembers the link you have just created.

When a project gets complex, it will have more than one media asset, but Studio will look for the others in the same location as you provide for the first one. If your assets were scattered around your hard disc - perhaps the music came from

My Music, the photos from My Photos - you will have to tell Studio about those locations as well.

I've used **firstprojectEDL3** here as an example, but you will find files for all the projects in a folder called Projects on the data DVD and as a zip file on the website.

1.6   Restoring Missing Projects

This is a subject that I have to admit having little experience of. I've probably just been very lucky that I've never lost an important project. However, I've read about it happening to many other people, and there are possible solutions. Because at the time of writing I haven't heard of the issue happening in Studio 15, there is hope that it has been cured, but the problem with working out how to fix it is that it isn't clear what causes it in the first place!

There are two common symptoms. You either get an error message that the project's associated folder is missing, or when you open the project, it turns out to be empty. If it is full of question marks, refer to the previous section.

Figure 113 - Folder options.
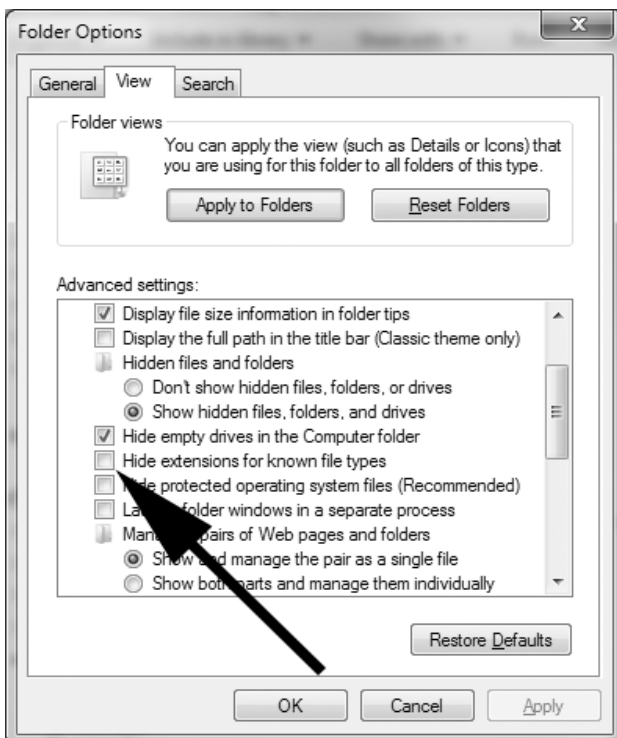
Before you progress any further, there is a Windows setting that should be checked to avoid confusion. In Windows Explorer find the *Tools* menu and open *Folder Options*. Switch to the *View* tab and check that *Hide Extensions for known file types* is **unchecked**, as shown in figure 113. If it isn't, uncheck it now.

As I've said before, a Studio project consists of two files, the **.stx** part and a (normally) locked folder with the same name as the project. The folder displays as grey rather than yellow and looks like the one shown way back

in figure 16. (It is possible that if you run a 64-bit operating system the folder may appear yellow and not actually be locked, but as far as Studio is concerned, it is!)

When corruption occurs, you often find that the locked project folder has become unlocked. This should manifest itself as a normal yellow folder. Studio can't open this folder via it's associated .stx file with the same project name and records it as missing.

In some cases, Studio will automatically create a yellow backup project folder using the same project name, but with **.(2)** added to the end of the name. Unfortunately, it doesn't also create an associated .stx file.

So - let us say you originally had a project called **LotsOfWork**. You saved this project in the usual location. When you look in the location in which you saved it using Windows Explorer there are two assets - **LotsOfWork.stx** and a folder named **LotsOfWork**.

In Studio, when you go to open your project, you will only see the .stx files in the Open Project dialogue box, unless you change the file type in the drop down box shown in figure 114 to *All Files (*.*)*

Figure 114 - Making Studio display the project folders.
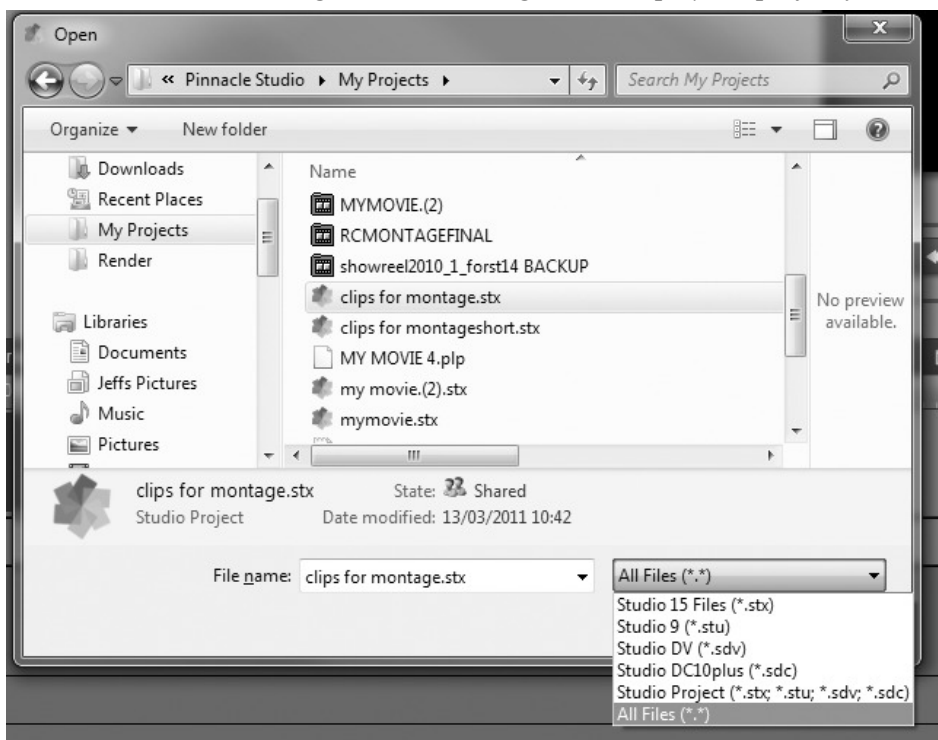
When a project won't open or opens as an empty file, the first step is to look for **LotsOfWork.(2)**. If you find this folder, don't touch it! What you need to do is rename the pointer file **LotsOfWork.stx** so that it has the same name as the folder. You can do this in Windows Explorer or in the file dialogue within Studio's Open Project function if you have changed the view to All Files as mentioned above.

In the above example, changing the name of **LotsOfWork.stx file** to **LotsOfWork.(2).stx** might do the trick. Once you have performed the renaming, try to open the renamed project in Studio. Don't panic if it seems to be taking a long time.

If there is no backup folder, you can attempt to create one, by adding .(2) to the original Project folder - now yellow, not grey - with (in my example) the name **LotsOfWork** so that it becomes **LotsOfWork.(2)**

Now perform the rename trick on the .stx file as described above. Fingers crossed, when you now open the renamed project in Studio, you might have your project back.

I've just been searching my hard discs, and indeed I have found a number of folders with the .(2) text added. By copying a STX file and then renaming it to the same name as the folders, I've recovered a number of projects I didn't even know were missing!

Your situation might be more complex than the example above, and it may not be possible to save your work, but it is worth a try.

For more support, I suggest you visit the Pinnacle official forum, where you may get help for the more complex cases.

I'd just like to express a word of thanks to those who discovered this fix, and continue to help out the less fortunate who are normally tearing their hair out by the time they get to the forum. In particular Peter Woods (Colour) has been a virtual lifesaver for many people.

1.7   What have we learned from this chapter?

1.1

Setting Favourite Folders and placing files in that location.

1.2

Using the Project bin in Studio 15.

Project bin issues in Studio 14.

1.3

Project deletion, including multiple selection.

Why care is needed when using the deletion function.

1.4

When to use the Archive feature

Disadvantages of using the archive feature for normal project management.

1.5

How to find missing media.

How we can use the Find Media function to our advantage.

Loading book projects from the data DVD or website.

1.6

Possible solutions to restore missing or broken projects.