Contents

Welcome to LUXEA Pro Video Editor 7

Video editing software that puts the power in your hands.

- Create incredible videos in a variety of formats including MP4, WEBM, MOV, M4V, GIF, and MP3.
- Produce content using audio, video, and image files.
- Build stunning videos with Keyframes, allowing you to adjust every parameter of a clip in fine detail.
- Get creative with editing by adding transitions, captions, filters, elements, and more.
- Customize videos to master a unique style, then upload the finished work straight to YouTube or Vimeo.
- Share videos directly to Facebook or X during YouTube and Vimeo uploads.

For additional information on LUXEA Pro 7, please visit the [forum](#).

Creating, Opening, Saving, and Sharing Projects

When opening LUXEA Pro Video Editor 7, you will be taken to the Home Screen on start up. You can begin a new project, open existing projects, start a new recording, or browse through a list of your most recently viewed projects.

> Deselect the checkmark next to Show Home Screen on startup to prevent the Home Screen from loading at launch.

Creating and Opening Projects

To create a new project:

* Click New Project from the Home Screen.

* Select **File | New Project** from the menu, or press **Ctrl** + **N**.

To open an existing project:

* Click Open Project from the Home Screen.

* Select **File | Open Project…** from the menu, or press **Ctrl** + **O**.

To open a recent project:

1. Select the thumbnail of any Recent Project displayed on the Home Screen. You can use the search bar to quickly find specific projects.

Or

1. Select **File | Recent Projects** from the menu.

2. Choose a desired project from the list of the ten most recent projects.

> Projects created in **LUXEA Free Video Editor** can be opened in **LUXEA Pro Video Editor**.

To import a Packaged Project from another user:

1. Select **File | Open Project Package** from the menu, or click **Ctrl + Alt + O**.

2. In the **Import Open Packaged Project** dialog, click the **…** button associated with the **Project Package to import** field.

3. Click the **…** button adjacent to the **Unpack into project directory** field.

4. Enable the **Open project after unpacking** checkbox to launch the project.

5. Press **OK**.

Saving Projects

To save a project:

To save a project, do one of the following:

* Select **File | Save Project** from the menu, then enter a name for the project, and click the **Save** button.

* Press **Ctrl + S**.

* To save the project under a new name, select **File | Save Project as…** from the menu, then enter a name and click the **Save** button.

* Exit LUXEA Pro 7. (If you have not already saved, or have made changes since your last save, you will be asked if you want to save your project. Click **Yes**, enter a name, then click the **Save** button.)

* Click the **Save** icon in the top right. 🖫

Sharing Projects

To share a project:

Projects can be shared with other users running LUXEA Pro Video Editor by exporting the project as a zip file. The other user imports a received zip file into their copy of LUXEA Pro Video Editor and all of the elements of the sent project (except downloadable content) will display on the Timeline in the same layout as the original version.

To export a project as a Project Package:

1. Select **File | Package Project…** from the menu.

2. In the **Export Project package** dialog, enter a file path for the packaged project file, or click the **…** button to select a new location.

3. Enable the **Include all files from the Media panel** checkbox to ensure the media in the project is packaged with it.

4. Click **OK**.

Adding and Removing Media

Add media from the hard drive to the Media panel, and then place the file on the Timeline for editing and production. File types include video, image, and audio. These files are referred to as clips or media assets. The **Media panel** contains a file tree with sections for Project Media, Shared Media, Favorites, Sample Videos, Sample Audio, Sample Images, and Content Packs. To find out more about Content Packs, see Content Packs.

💡 Each panel (Media, Transitions, Behaviors, Filters, Overlays, Elements, Captions, and Text) contain a file tree to keep track of your assets, both pre-installed and from Content Packs.

To add media to Media panel:

1. Click the **Media** panel tab.
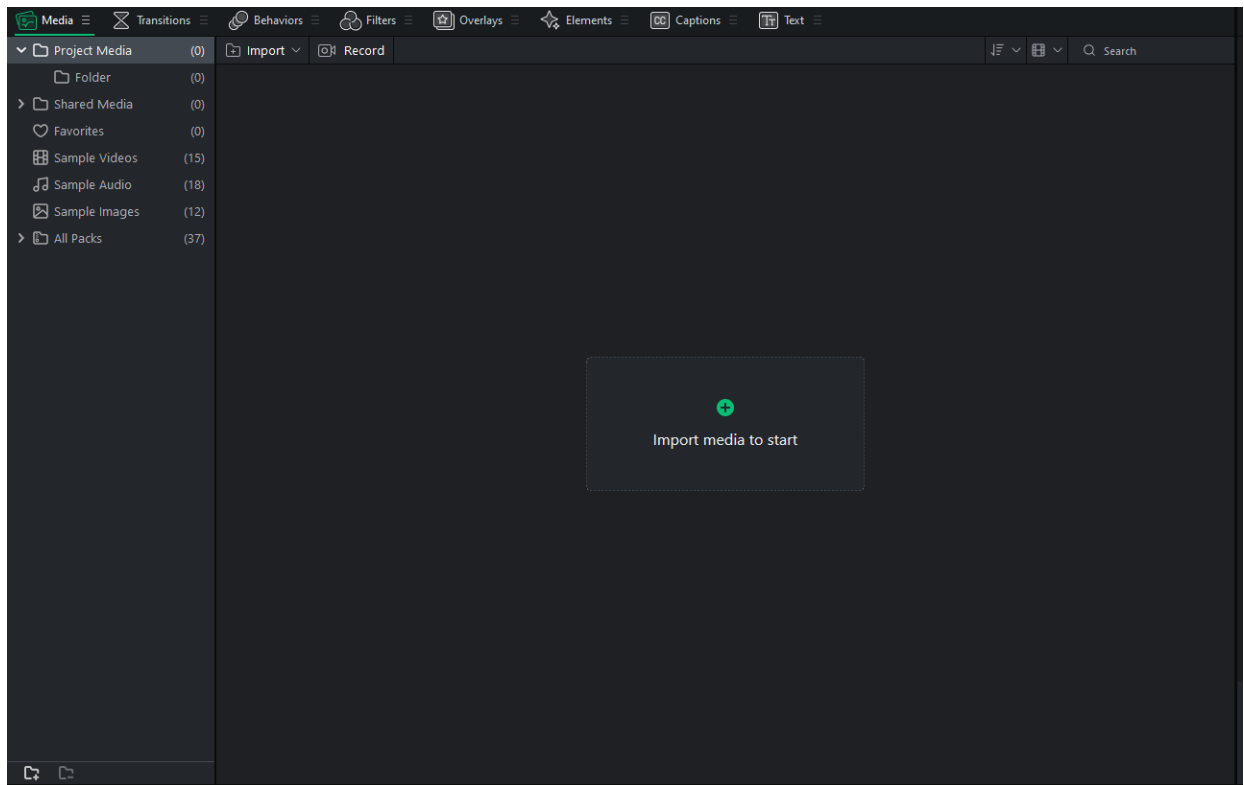
2. To add media to the **Media panel**, do one of the following:

   * Select **File | Import | Import Media File** or **Import Media Folder** from the main menu.

   * If no media files have been imported, click a folder under **Project Media** in the file tree on the left side and click the **Import media to start** button in the **Media** panel.

   * Double-click an empty space while clicked onto a **Project Media** folder to import media files.

   * Drag media files from **File Explorer** directly into the **Media panel** or onto the **Timeline**.

   * Click the **Shared Media** folder from the file tree on the left, and then click the **Import media to start** option on the main display.

   * Double-click an empty space while clicked onto a **Shared Media** folder to import media files.

   * Drag media files from **File Explorer** directly into the **Media panel** while selecting a **Shared Media** folder.

   * While on the **Media Panel**, Click **Import** just to the right of **Project Media**. This will give you the choice to **Import Media File** or **Import a Media Folder**.

   Project Media displays for only the current project. Shared Media displays for all projects.

3. In the **Add Media Files** dialog, browse to and select media, or press **Ctrl** + **click** to select specific files, **Shift** + **click** to select multiple files, or **click** + **drag** around files to select multiple files.

4. Press **Open**.

💡 Use the Sort menu to sort added media by **File Name**, **Duration**, **Media Type**, or **Modified Time**. Right-click the workspace to access the context menu, then select **Sort By** or click the Sort dropdown at the top of the panel next to Search.
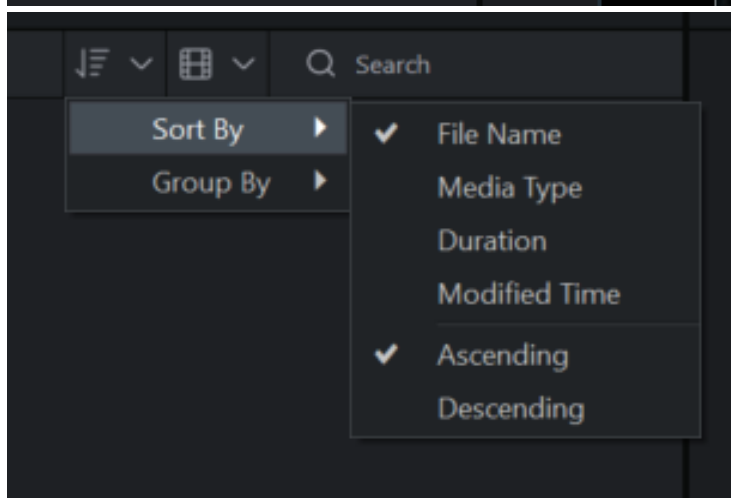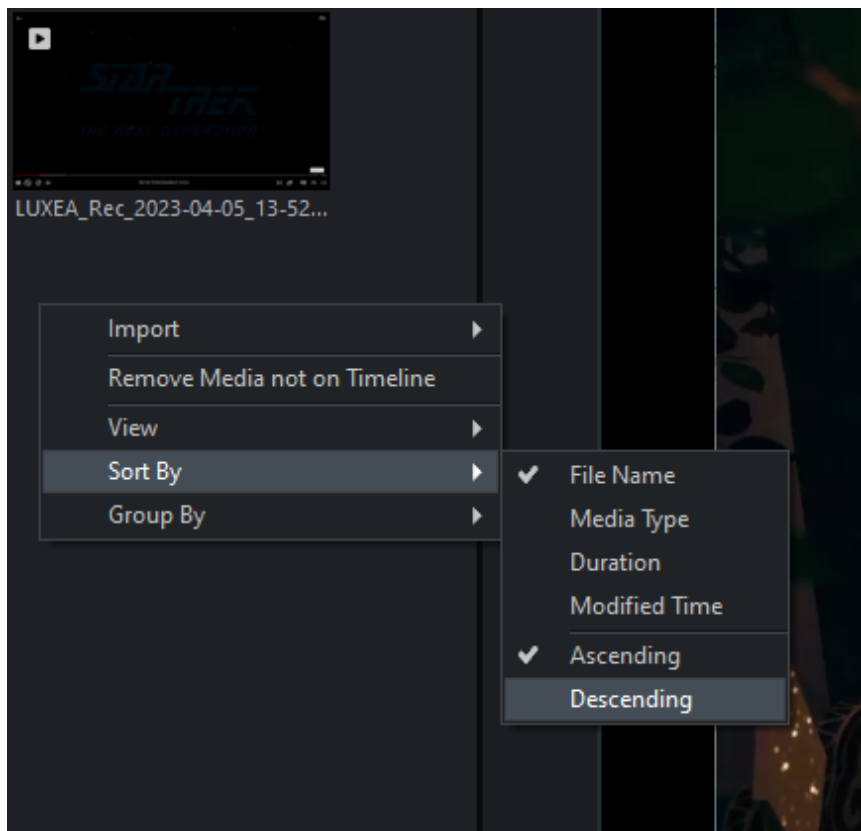
To add media to the Timeline:

To add media to the Timeline, do one of the following:

1. Right-click the media to be added to the Timeline.

2. Select **Add to New Track** from the context menu. Continue this action for all media to be added. Select and drag the edge of the clip to specify the desired duration.

Or:

1. Select the media to be added to the Timeline.

2. Drag media onto the desired location on the Timeline. Select and drag the edge of the clip to specify the desired duration.

Move multiple clips from My Media to the Timeline in one step by dragging the cursor over the clips and dragging them onto the Timeline. Or, hold **Shift** while selecting clips, then drag the clips onto the Timeline.

The Timeline makes it easy to keep track of a video's duration at a glance. Hover the cursor over a clip on the Timeline to see its duration data. Please note that the first five digits represent time. However, the last two digits (after the semi-colon) represent frames, rather than milliseconds. There are up to 30 frames per second.

Adding media using Insert, Overwrite, and Append:

Media can be added to the Timeline using the Insert, Overwrite, or Append options.

To Insert, Overwrite, or Append a clip:

1. Place the Playhead on the Timeline where the clip should go.

2. Select the clip to add, and right-click. Select **Insert, Overwrite, or Append** from the context menu. Alternatively, press **,** to **Insert**, or **.** to **Overwrite** with the selected file.

Option	Description
Insert	By using Insert, your selected Media clip will be placed on the Timeline at the Playhead and move any Media clips that would conflict with its duration.
Overwrite	By using Overwrite, your selected Media clip will be placed on the Timeline at the Playhead and trim any Media clips that would conflict with its duration.
Append	By using Append, your selected Media clip will be placed on the Timeline after any already existing clips.

To remove media from the Media panel:

To remove media from the **Media panel**, select the media in the Media panel and click the **Delete** button.

To remove all media not added to the Timeline:

All media can be removed from the **Media panel** that have not been added to the Timeline.

Right-click anywhere in the Media panel and choose **Remove Media not on Timeline** from the context menu.

To remove media from the Timeline:

- Remove an individual clip by right-clicking it on the Timeline and selecting **Delete**.

- To remove all of the clips on the Timeline, select **Edit | Remove All from Timeline** from the menu, or press **Ctrl + Alt + R**

To play media in the Media panel:

Do one of the following:

- Right-click the file and select **Play…** from the context menu.

- Double-click a file in the **Media panel**.

 Press **F** to display the preview full screen, or press the **Full Screen** button.

Editing Media in the Preview:

When media is being previewed, it can be edited before even being added to the Timeline.

To edit the media in the preview, do the following:

1. Double click media from the Media panel to bring it up in the preview.

2. When previewing, use the tools below the preview window to make adjustments to your video.

The types of editing options include:

Option	Description
Volume	Use the volume slider to set the volume level of the media file being previewed.
Add Marker (M)	Apply markers at the playhead location on the Timeline for the currently previewed media file.
Mark In (I)	Apply Mark In to place a starting point marker on the Timeline of your currently previewed media file.
Mark Out (O)	Apply Mark Out to place an ending point marker on the Timeline of your currently previewed media file.
Play In to Out (Ctrl + Shift + Space)	Start playing from the In Mark to the Out Mark only.
Go to Mark In (Shift + I)	Go directly to the Mark In point.
Previous Frame (Left Arrow)	Go back one frame.
Play/Pause (Space)	Play or Pause the media file.
Next Frame (Right Arrow)	Go forward one frame.
Go to Mark Out (Shift + O)	Go directly to the Mark Out point.
Insert (,)	Inserts the currently previewed media file into the project Timeline at the playhead location. If you have marked an In and an Out on the media file, only the In to Out duration will be inserted.
Overwrite (.)	Takes the currently previewed media file and overwrites any media in the selected track on the project Timeline with the previewed media file. If you have marked an In and an Out on the media file, only the In to Out duration will be applied.
Snapshot (Shift + S)	Snapshot will take a screenshot of the current frame displayed in the preview.
Full Screen (F)	Toggles between normal display and Full Screen.

Customizing the LUXEA Pro Video Editor 7 Interface

When using LUXEA Pro 7, you have complete control over the layout. All panels are equipped with the ability to dock and undock from one another, allowing you to set up your workspace exactly the way

you like it, even having panels set outside of the confines of the program window itself. Placement is saved, so when the program is reopened, your panels and items will be right where you left them.

Moving a panel:

Click and hold the left mouse button over whichever panel you would like to move ![Media]. Once held, drag the tab to its desired new location. This can be within the same section of panels, a different section of panels, its own new area within the window, or off the window entirely.

When you begin dragging, you'll notice sections of the window highlight in blue. Each area has a top, bottom, left, right, center, and upper-most tab area that will highlight. Dropping the panel on any side will dock the panel alongside the one currently displayed, or dropping the panel in the center or the upper-most tab area will allow you to tab between the panels that have been stacked.

> Panels can be resized by clicking on an edge and dragging to increase, or decrease the space as needed.

Undocking a panel:

There are two ways to undock a panel, allowing it to free-float outside of the window:

1. Click the triple bar (also known as the Hamburger menu) button to the right of the panel name ☰, and select "Undock Panel"

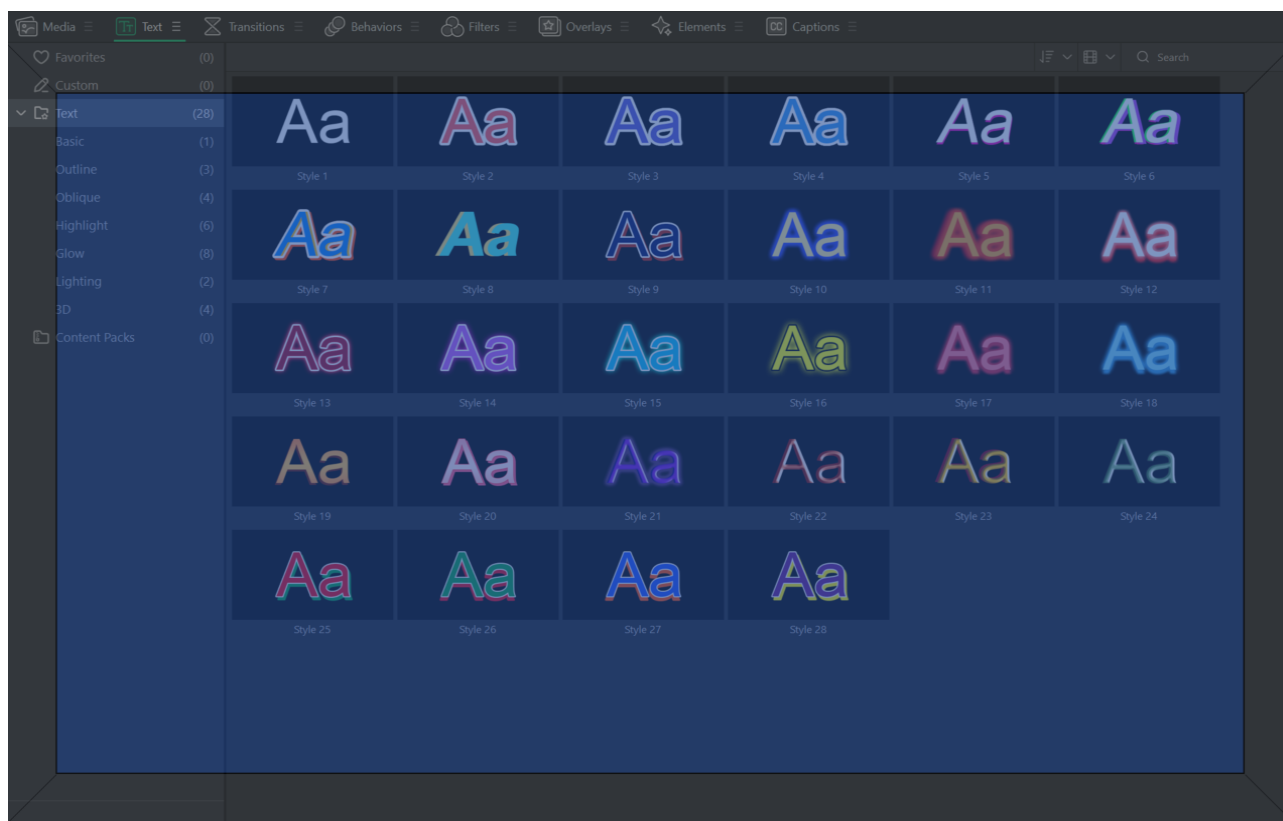- This will release the panel from being locked against other panels, and allow the panel to be moved as if it were its own window.

2. Click and hold the left mouse button over whichever panel you would like to move. Once held, drag the tab to its desired new location. If that location is out of the program window, it will automatically transition into an undocked window.

Docking a panel:

Once a panel has been undocked, it can be docked back to the program:

To dock a panel, click and drag the panel back into the application, and let go of it over your desired location. The blue highlights that appear indicate locations where a panel can be re-docked.

Resizing Panels:

Panels and groups of panels can be resized. Align the mouse cursor with a line dividing two panels, and click to drag and resize the panels to your preferred parameters.

Closing and Reopening Workspace Panels:

Panels can be closed and reopened at any time.

To close a panel, click the Triple Bar button to the right of the panel, and select Close Panel from the menu. Alternatively, undock the panel and an X will be displayed in the top-right corner like any standard program. Clicking the X will also close the panel.

To open a panel, click the Window menu option at the top and select the panel you would like to reopen from the list. All currently open panels will display with a check mark to the left of the panel name. Panels currently closed will display without the check mark. Clicking on an unchecked panel will reopen it, setting a check mark next to the name again.

Saving, Applying, and Managing Workspaces

When you've customized your workspace to your liking, you can save the layout. Multiple layouts can be saved and quickly applied for any part of your workflow.

To Save a Workspace:

To save a Workspace, click Window and select Save Workspace. Enter a name for the Workspace and click OK.

To Apply a Workspace:

To apply a Workspace, click Window, and mouse over Apply Workspace. Select the Workspace you would like to apply to the program.

To Manage Workspaces:

To manage saved Workspaces, click on Window and select Manage Workspaces.

In the Manage Workspace window that appears, you'll see a list of all of your saved Workspaces. Here you can reorder Workspaces by dragging them into your desired order, and rename or delete them by selecting the Workspace and pressing Rename or Delete at the bottom.

Press OK to close the window.

Searching for Media files:

When in the Media panel, the top right corner of the window has a Search bar. Use the search bar to quickly narrow down your options based on search criteria.

Changing Thumbnail Size:

Thumbnails in the Media panel can be adjusted to be viewed in 3 different sizes, Small, Medium, and Large.

To change the thumbnail size, click the movie reel icon directly to the left of the Media panel search, and select between List View, Small Thumbnail View, Medium Thumbnail view, and Large Thumbnail view.

Sorting Files:

To the left of both the search and thumbnail dropdown menus you'll find the Sort and Group by dropdown. Click on the button and select Sort by to view the submenu.

Sort By includes:

- File Name
- Media Type
- Duration
- Modified Time

Grouping Files:

To the left of both the search and thumbnail dropdown menus you'll find the Sort and Group by dropdown. Click on the button and select Group by to view the submenu.

Group By includes:

- None
- File Type
- Modified Time
- Duration

💡 Grouping and Sorting can both be done in ascending and descending order.

Adding Favourites:

Media assets found in any sample folder, or downloaded through content packs can be favorited by clicking the heart icon in the top-right corner of the thumbnail. Favorites can be viewed in the Favorites folder found in each panel's file tree.

Timeline Track Selection

Click on a track in the Timeline to select the entire track. By selecting a track, you can quickly perform large-scale changes such as:

Options	Description
Remove Track	Removes selected track
Remove All Empty Tracks	Removes all tracks on the Timeline that have no media in them
Insert Track	Allows you to input a new track above or below the selected track
Rename Track	Renames the selected track
Select All Media on Track	Selects all media files on the Timeline in the selected track
Close Gaps on Track	Removes any gaps in between media files placed on the selected track
Disable Track	LUXEA will ignore disabled tracks without the need to remove the media files. Use this to quickly turn on or off entire tracks
Lock Track	Locking the track will prevent any changes from occurring. Use this to prevent unwanted changes from appearing.
Move Up	Moves the track up one on the Timeline view
Move Down	Moves the track down one on the Timeline view
Minimize Track	Condenses the height of the track to minimum
Maximize Track	Expands the height of the track to maximum

Organizing, Adjusting, and Displaying Media

Media can be arranged on Timeline tracks to create and edit a video. Using multiple tracks allows for unlimited layering of content. Drag and drop audio, video, and images from the **Media** panel to any track on the Timeline, at any point on the Timeline. It is also possible to drag text, transitions, elements, behaviors, filters, and overlays to specific media locations on the Timeline. Captions will be added at the Playhead. After media has been added to the Timeline, move the media to a desired location by selecting and dragging.

Timeline Tracks

Use the tracks on the Timeline to create a layered hierarchy of content. For instance, if a media asset is placed on Track 1, but then another media asset is added on Track 2 at the same point in time, the media asset on Track 2 will visibly cover the media asset on Track 1 when the project is played back. However, the way in which media appear can be altered by adjusting its opacity and blend mode. Opacity determines the transparency of the media. By altering the opacity of the media asset on Track 2, the media asset on Track 1 can show through. Blend modes determine how layers blend together.

To adjust media properties:

1. Select a **Media Asset** on the Timeline.

2. The **Media Asset** will display its properties within the **Properties** tab, found by default in the bottom-left of the program.

Properties Panel Options

The Properties Panel is where you will find various properties for any media file you're using in LUXEA Pro 7. The Basic pane will change to represent the file selected. You can control a Media Asset's Speed, Behavior, Mask, and Filter settings in the Properties Panel, as well as audio settings if your Media Asset contains audio.

Video	
Composite	Composite contains Opacity, which allows you to set the opacity levels with keyframes, and Blend Mode, allowing you to configure how colors blend with each other.
Opacity	Use the Opacity setting to increase or decrease the opacity as desired
Blend Mode	Set the color blend mode
Transform	Transform contains a standard suite of properties to adjust such as position, scale, scale width, rotation on X, Y, or Z axes, and cropping on any side.
Position	Set the position of the element with X and Y parameters
Scale / Scale Height	Set the scale of the element. If Uniform Scale is unchecked, this setting will only scale the height
Scale Width	Set the scale width of the element. This setting is only available if Uniform Scale has been unchecked
Rotate X, Y, Z	Set the rotation value for X, Y, and Z axes.
Crop Left, Top, Right, Bottom	Set crop values for the left, right, top, and/or bottom of the element.
Audio	**Audio will appear if the Media Clip selected contains audio**
Volume	Adjust the audio volume level.
Channel Volume	Adjust the channel volume for the left or right audio channels.

Panner	Adjust the audio balance by panning to the left or right.
Pitch	Increase or decrease the semi tones of a clip to adjust its pitch.
Equalizer	Click on the dropdown to choose an equalizer preset, or click the arrow to the left of Preset to reveal the equalizer bars and create your own custom setup.
Speed	
Uniform Speed	**Uniform speed will remain the same throughout the clip's playback**
Speed	Use the speed meter to increase or decrease the speed of the clip. The clip's overall duration will increase/decrease accordingly.
Duration	Use the duration to set the length of the clip. Speed and Duration are directly related.
Reverse	Select Reverse to play the clip backwards.
Ripple	Select Ripple to allow audio clips to retain gaps automatically when a clip's speed/duration has changed.
Pitch	Select Pitch to ensure the pitch remains the same, regardless of whether the clip has been sped up or down.
Speed Ramping	**Speed ramping allows for both gradual and rapid changes in speed with smooth transitions from speed to speed. Every option can be adjusted in the Properties panel.**

None	Applies no changes to speed.
Custom	Allows you to set your own custom speed changes.
Montage	Montage starts off ramping up the speed quickly, then just as quickly slows down.
Hero Moment	Hero Moment gently speeds up the clip, then drops the speed for a slow-mo moment of glory, before speeding back up and then returning to standard speed.
Bullet Time	Bullet Time begins at a high speed, and dips for slow-mo, before returning to high speed.
Jumper	Jumper begins at a low speed, and spikes quickly, increasing the speed dramatically before returning to the original, slow speed.
Flash In	Flash In starts off at a high speed, and slows down to standard speed.
Flash out	Flash out starts off at standard speed, and speeds up as the clip ends.
Maintain Pitch	Enabled by default, use the toggle to enable/disable maintaining pitch when using Speed Ramping.
Behaviors	
In/Out	**Adjust settings for behaviors placed on the entrance and exits of your media**
Style	Use the **Style** drop-down menu to change the behavior's style
Movement	Use the **Movement** drop-down

	menu to customize the behavior's flow
Speed	Use the **Speed** slider to increase or decrease the behavior's speed
During	**Adjust settings for behaviors set to occur during your media**
Style	Use the **Style** drop-down menu to change the behavior's style
Movement	Use the **Movement** drop-down menu to customize the behavior's flow
Loop Time	Set the amount of time for which the behavior will loop
Loops	Drag the slider to set the behavior's number of loops
Loop Forever	Toggle to enable continuous looping
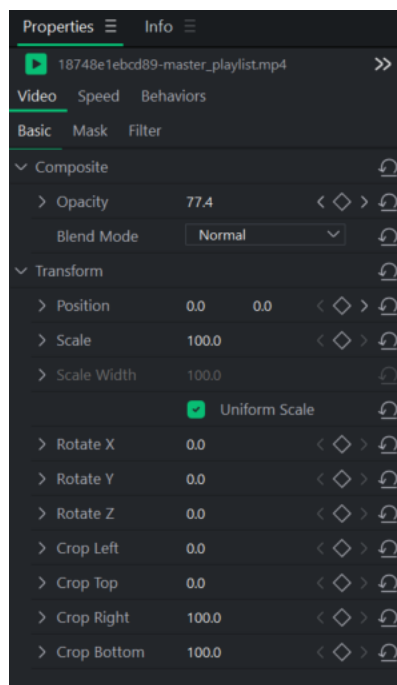
Selecting and Re-arranging Timeline Tracks

Timeline tracks can be selected by clicking on the track head on the left side of the Timeline.

To re-arrange a Timeline Track

Do one of the following:

* Click the track head and drag it up or down.

* Right click on the track head and select Move Up or Move Down.

Copying and Pasting Properties

The properties applied to any media asset can be applied to any other media asset on your timeline.

To copy and paste properties:

1. Right-click a media asset on the Timeline with any properties applied to it.

2. Select **Copy** from the context menu, or press **Ctrl+ C**.

3. Select another clip on the Timeline.

4. Right-click and select **Paste Properties**, or press **Ctrl** + **Alt** + **V**.

Locking tracks:

Tracks and their associated media can be locked to prevent editing or other changes by clicking the

Lock button.

To unlock the track, press the **Unlock** button.

Hiding tracks:

Tracks can be hidden or revealed, and by extension, the media on those tracks, by clicking the **Disable**

button on the track.

Hiding tracks can be useful for isolating and editing specific parts of a video.

Video productions will not include media on tracks set to "Disabled".

Closing Gaps on the Timeline

Empty spaces between media can be removed on the Timeline by using **Close Gaps on Track**.

To remove an empty space on a track:

1. Right-click an empty area on a track in the Timeline.

2. Select **Close Gaps on Track** from the context menu.

To remove an empty space between multiple media assets:

1. Select multiple media assets in a track on the Timeline.

2. Right-click one of the selected media assets.

3. Select **Close Gaps** from the context menu.

Trimming Clips

Clips can be trimmed to the playhead's current position on the Timeline. You can trim from the beginning of a clip, or the end of a clip.

To Trim from the Beginning of a Clip:

1. Place the playhead on the timeline where you would like the clip to trim to

2. Click **Edit** from the top menu, and select **Trim Start** or press **Shift + [**.

To Trim from the End of a Clip:

1. Place the playhead on the timeline where you would like the clip to trim to

2. Click **Edit** from the top menu and select **Trim End** or press **Shift +]**.

Default Video and Audio Tracks

When viewing media in the Media panel, you can right click on any piece of media and select Insert, Overwrite, and Append. Inserting will place the media file on the timeline at the playhead location on the default track for video or audio, depending on what type of media file you selected. Overwriting will place the media file on the timeline at the playhead location, overwriting anything that may have been there previously up to the end of the added media file. Appending will place the media file on the timeline in the designated audio or video track after the final item on the timeline.

Relink offline media

If files are moved to another folder on your computer after being added into a Project, they may display with a red thumbnail indicating that the file needs to be re-linked to the Project.

Media that becomes disconnected from its source location can be relinked by right-clicking the media file, and selecting **Relink Media**. This will open a **File Explorer** window for you to find and select the file, relinking it to the project.

Playback Quality

The video playback quality can be adjusted to help speed up the editing process. This is useful when working with high quality videos or if the host computer is processing the video slowly.

To change playback quality:

To change playback quality, do one of the following:

- Click the drop down menu beside the seek bar and select a quality.

- Select **View** | **Playback Quality** from the menu and make a selection from the list.

- ❗ Changing the playback quality will not affect the quality of the final output.

Full Screen Playback

Video playback can be viewed in full screen to experience the video in more detail.

To view playback in full screen:

To view the video playback in full screen, do one of the following:

- Select **View** | **Display Area** from the menu and select **Full Screen/Restore**.

- Press **F**.

- Click the **Full Screen** button.

Display Area

The Display Area previews how a video will look once rendered. Content can be moved around and resized within the Display Area. Resize by dragging the handles on the edges of the media. To resize while maintaining the aspect ratio, use one of the corner handles. To create an abnormal aspect ratio, hold down **Shift** while dragging the corner handles.

Media Assets can be shifted up, down, left and right on the Display Area by clicking the clip either on the Display Area, or in the Timeline, and pressing Ctrl + Up, Ctrl + Down, Ctrl + Left, or Ctrl + Right.

Zoom the Display Area to accommodate monitor size by using the percentages in the drop-down menu at the top of the Display Area. Select **Fit** to allow LUXEA Pro 7 to adapt automatically.

To Change the Magnification of the Display Area:
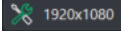
To change the magnification of the Display Area, do one of the following:

* Select **View** | **Display Area** from the menu and Select a magnification level.

* Select a magnification level from the drop-down menu on the bottom-left of the panel.

* Increase **Magnification** with **+**, or decrease **Magnification** with **-**.
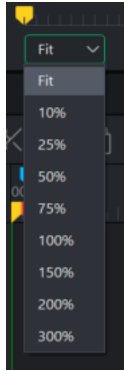
To configure the Display Area settings:

To configure the Display Area settings for a project and resulting video production, do one of the following:

* Click the **Project Settings** button under the preview in the Display Area.

* Click **File** and select **Project Settings**.

Configure the settings as described below and click **Apply** the apply button.

💡 Change the size settings for a rendered video in the **Settings** dialog in the Export tool.

Project Settings

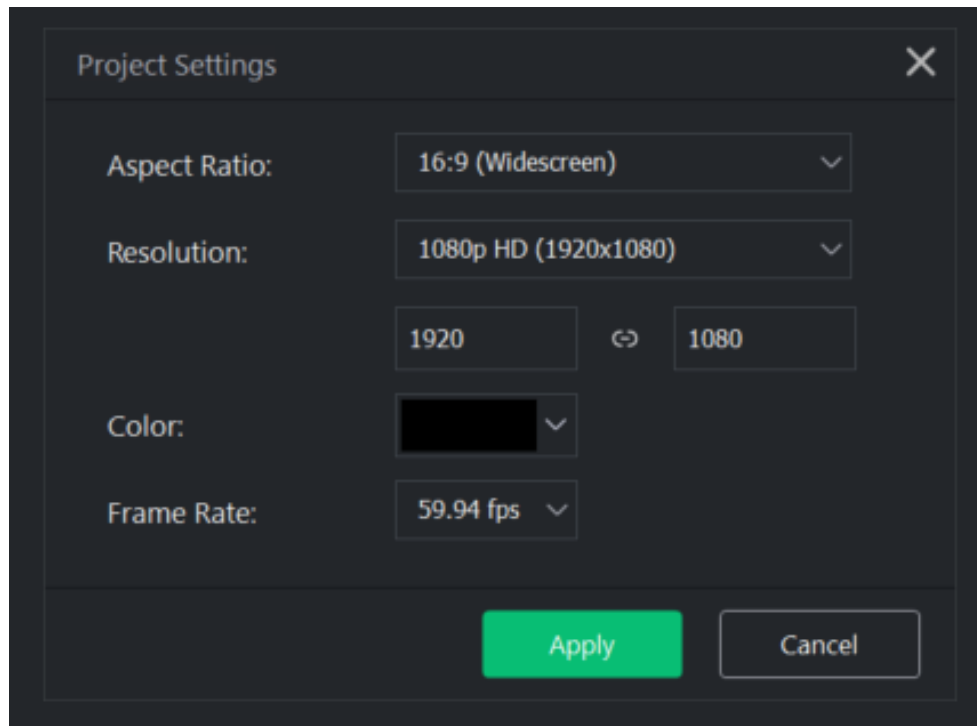|	
Aspect Ratio	Sets the aspect ratio of the project. Aspect ratio is the proportional relationship between the height and width of a Media Asset.
Resolution	Sets the resolution of the project. The chain icon 🔗found between the Height and Width will lock them to the set aspect ratio. This means if height is adjusted, width will be adjusted accordingly to ensure the aspect ratio stays the same.
Color	Customize the Display Area background color by selecting a color from the drop-down menu.
Frame Rate	Choose a Frame Rate for a video from 23.97 frames per second (fps) to 60 fps.

Media tools

🖐	**Pan tool**: use the **Pan** tool to move the Display Area without resizing it.	**Ctrl + Shift + P**
🔲	**Edit tool**: use the **Edit** tool to move and resize media within the Display Area.	**Ctrl + Shift + E**
⬚	**Crop tool**: use the **Crop** tool to remove unwanted parts of the media. Drag the handles of the crop window to your desired size. To maintain the media's aspect ratio, resize the crop window by dragging the corners. Move the crop window around. To restore cropped material, re-enter the **Crop** tool and resize the crop window as desired.	**Ctrl + Shift + C**
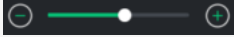
Audio Meter

When viewing media within your project, an audio meter will display the current left and right channel

levels in the bottom right of the program. This can be toggled on or off by
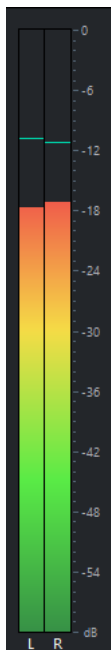
Timeline Toolbar

The Timeline toolbar has a number of video editing functions.

	Zoom in/Zoom out	Zoom in to expand the appearance of your tracks on the Timeline, allowing for precision editing. Zoom out to condense the appearance of tracks on the Timeline to view your project in its entirety, or press **Ctrl + Shift + =** or **Ctrl + Shift + -**.
	Zoom to fit timeline	Zoom in or out to view the entire length of the track on the Timeline, to provide a sense of the bigger picture, or press **Shift + Z**.
	Undo	Use the **Undo** button to undo recent actions. or press **Ctrl + Z**.
	Redo	Use the **Redo** button to repeat the most recent undone actions, or press **Ctrl + Shift + Z**.
	Split	Use the **Split** button to divide one clip into two or more clips. This allows for the insertion of transitions and other clips between two scenes. Select a clip to split and click the **Split** button, or press **Ctrl + B**.
	Cut	Use the **Cut** button to remove unwanted clips or sections of clips. (See Split.) Paste the clips using the **Paste** button. (See Paste.) Select a clip to remove, then click the **Cut** button, or press **Ctrl + X**.
	Copy	Use the **Copy** button to duplicate tracks or sections of tracks. (See Split.) Paste clips by using the **Paste** button. (See Paste.) Select a clip to copy, then click the **Copy** button, or press **Ctrl + C**.
	Paste	Use the **Paste** button to add cut or copied clips to desired locations on the Timeline. After copying or cutting a clip, move the Playhead to where the additions will be placed in the Timeline, and click **Paste**, or press **Ctrl + V**.
	Delete	Use the **Delete** button to remove any selected Media Assets from the Timeline, or press **Del**.
	Seek to left/right selection slider	Use the **Seek to left selection** slider to find the start of a selection on the Timeline, or press **Ctrl + Shift + [**. Use the **Seek to right selection** slider to find the end of

		a selection on the Timeline, or press **Ctrl + Shift +]**. This is useful for viewing the Timeline zoomed in, or when working with a large selection.
	Seek to Playhead	Use the **Seek to Playhead** button to find the Playhead on the Timeline, or press **Ctrl + Shift + **. This is useful when viewing a zoomed in Timeline.
	Add Marker	Use the **Add Marker** button to add multiple markers to the Timeline, or press **M**.
	Audio Recorder	Use the **Audio Recorder** button to load up a dialog for recording audio with a microphone, or press **Alt + R**.
	Advanced	Use the **Advanced** button to implement advanced editing features such as **Chroma Key**, **Color LUT**, **Replace Color**, **Color Pass**, and **Mosaic**.
	Clip Speed	Use the **Clip Speed** button to apply different speeds to the clip, including Slow, Fast, Normal, and Reverse speed.
	Freeze Frame	Use the **Freeze Frame** button to create an image at the playhead's location of the frame currently being pre-viewed in the Timeline, or press **Shift + R**.

💡 Cut, Copy, and Paste can also be accessed by right-clicking on the Timeline.

💡 Video editing functions can also be accessed using keyboard shortcuts.

Creating Selections

The selection feature enables sections of the clip to be deleted, moved, or produced. A section of a clip, rather than the entire project, can be produced by creating a selection. This can be useful when creating a trailer or for producing one scene of the entire project.

To create and produce a selection:

1. With media residing on the Timeline, pull the green selector (on the left of the Playhead) to where the selection will start. Then pull the red selector (on the right of the Playhead) to where the selection will end.
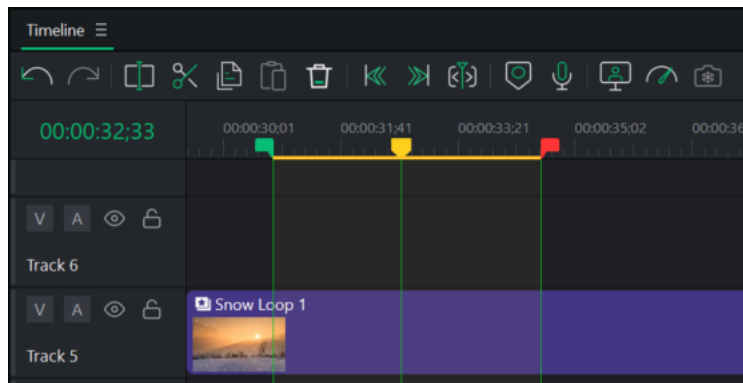
💡 If the Selection sliders are out of sight, click the **Seek to left selection** slider to find the start of the selection. Click the **Seek to right selection** slider to find the end of the selection.

2. Right-click the selection and select **Produce Timeline Selection as…** from the context menu.

3. Configure the production settings in the Export tool that appears.

💡 Play selections by placing the Playhead before the selection on the Timeline.

Reverting Selections Back to Default

There are three ways to quickly revert selection markers back to their original state:

1. Double click on the **Yellow Playhead.**

2. Double click on either the **Green** or **Red Selection** marker.

3. Right-click on either a **Selection** marker or the **Playhead** and click "Deselect".

Deleting selections

To delete a selection:

1. Use the red and green selectors to select the area of a clip to be removed.

2. Right-click the clip and select **Delete**.

To delete and fill a selection:

After deleting clip selections, LUXEA Pro 7 fills in the gap by moving the surrounding media.

1. Use the red and green selectors to select the area of a clip to be removed.

2. Right-click the clip and select **Ripple Delete**.

Markers and Setpoints

For a finer degree of control during the creative or editing phase of a project, place setpoints in the playback by adding markers to the Timeline. To help with the critical task of aligning clips, media assets in the Timeline snap to setpoints by default.

> 💡 To remove the "snap-to-setpoint" functionality when moving clips in the Timeline, hold down the **Ctrl** key.

There are two types of markers: the Timeline Marker, and the Clip Marker.

Timeline Marker

The Timeline Marker is a marker added to the Timeline.

To add a marker to the Timeline:

1. With a project open but no clips selected, move the playhead to a position in the Timeline where the marker will be placed.

2. Click the Marker icon 🔘 on the Timeline toolbar, or press **M**.

Clip Marker

The Clip Marker is a marker added to a clip residing on the Timeline.

To add a marker to a clip:

1. With a project open, move the playhead overtop of a clip in the Timeline.

2. Select the clip.

3. Click the Marker icon 🔘 on the Timeline toolbar, or press **M**.

> 💡 The **Prev** and **Next** buttons in the **Marker Editor** dialog can be used to move between setpoints on the Timeline, or if a clip is selected, between setpoints on the selected clip.

To edit a marker:

1. Do one of the following:

* Select the marker, then select **Edit | Markers | Edit Marker** from the main menu.

* Click on the marker and press **M**.

* Double click on the marker.

The value in the **Time** value matches the position of the playhead.

2. Add any relevant comments about the marker in the **Comments** field.

3. Select a color for the marker.

4. Click the **OK** button.

Both Timeline Markers and Clip Markers have context menus with the items highlighted below.

Marker Context Menu Items

Menu Item	Description
Edit Marker	Opens the **Marker Editor** dialog
Remove Selected Marker	Deletes the current marker from the project's Timeline, regardless of whether the marker is a Timeline Marker or a Clip Marker.
Remove Timeline Markers	Available only in Timeline Marker context menus, **Remove Timeline Markers** deletes all Timeline Markers from the project's Timeline.
Remove All Markers	Deletes all Timeline Markers and Clip Markers from the project's Timeline, or press **Ctrl + Shift + Alt + M.**
Go To Next Marker	Selects the marker after the current marker.
Go To Previous Marker	Selects the marker before the current marker.
Time Ruler Numbers	Displays time increments on the top of the Timeline, below the buttons.

Implementing and Adjusting Keyframes

In animation and filmmaking, a Key frame (or **Keyframe**) is a drawing or shot that defines the starting and ending points of a smooth transition. With LUXEA Pro Video Editor 7, you can make use of **Keyframes** to expertly adjust the flow of your video to your exact specifications. Use **Keyframes** to adjust volume, perform transformations, apply filters, and more. **Keyframes** are found in the **Properties panel** when media is selected in the **Timeline**. The **Properties panel** will display its own **Keyframe** timeline.

Placing a Keyframe on the Timeline:

When you have media selected, the **Properties panel** will display a set of parameters, and a **Timeline** to the right of them. Clicking the diamond icon on the option will set a **Keyframe** on the **Timeline** at the point of the **Playhead**. The **Keyframe** will set the parameter at the value displayed in the **Properties panel**.

> For example: Set **Opacity** to 100 and place a **Keyframe**. Later on the **Timeline**, set **Opacity** to 50, and place a second **Keyframe**. As the **Playhead** moves from the first **Keyframe** to the second, the **Opacity** will reduce from 100 to 50.

Editing Keyframes:

Click on a **Keyframe** on the **Properties Pane Timeline** at any time to return the **Playhead** to that position, and adjust the **Keyframe** parameters. When a Keyframe is selected, it will appear red on the Timeline. All other Keyframes that are not selected will appear in grey.

Click on the dropdown arrow to the left of the parameter you're setting to display a line that represents the shift in parameters as the **Timeline** progresses. If **Keyframes** are set to Linear , the transition will flow from Point A to B without variation. If **Keyframes** are set to Bezier , the transition to the next **Keyframe** will follow an adjustable curve. Click on the red dots, or red line in the **Timeline** and drag up, down, left or right to adjust the curve line and set the adjustment flow to your liking.
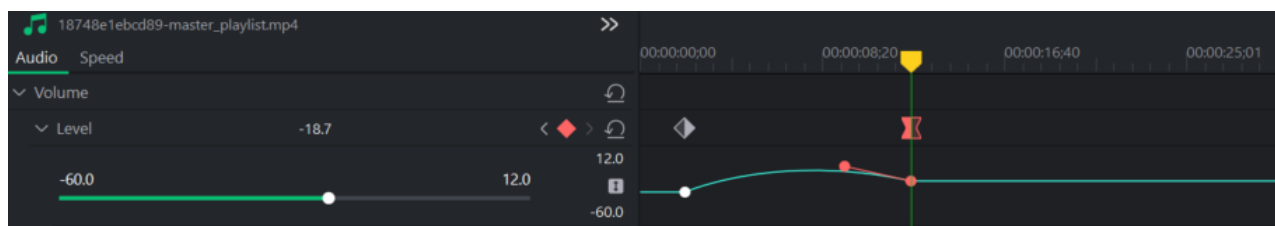
Copying and Pasting Keyframes:

Keyframes can be copied, and then pasted onto other clips.

To copy Keyframes:

1. With the Clip selected on the **Timeline**, Left-click the **Keyframe**, or Left-click and drag over multiple **Keyframes** to select them in the **Properties panel**.

2. Right-click and select **Copy**, or press **Ctrl + C**.

3. Select the clip on the **Timeline** for the **Keyframes** to be applied to.

4. Right-click on the background of the **Properties panel**, and select **Paste**, or press **Ctrl + V**.

Keyframes cannot be copied and pasted between different values, only the same values for different clips.

Moving a Keyframe:

Keyframes can be dragged along the **Timeline**. Left click and hold, then drag left or right to adjust its position on the **Timeline**.

Keyframe Autofit:

When applying **Keyframes** to a clip, you may have many **Keyframes** covering a large amount of time. Many of the **Keyframes** may even fall off of the **Timeline** view while you're working. You can easily and quickly resize the **Timeline** view to fit all of the **Keyframes** for a given parameter.

Using Keyframe Autofit:

When working in the **Properties panel**, click the dropdown arrow to the left of the parameter you're creating **Keyframes** for. This will make the Autofit button ▣ appear on the far right side of the **Properties panel**. Click this button to automatically resize the Timeline in the **Properties panel** to display all **Keyframes** for that parameter.

Deleting a Keyframe:

Click on the **Keyframe** slated for deletion and perform one of the following:

* Press the Delete key.
* Right click and select Delete.

Deleting All Keyframes:

You can delete all **Keyframes** at once for a particular value, or all **Keyframes** at once for an entire clip.

To delete all Keyframes for a specific value:

1. Right-click on the **Keyframe** on the **Timeline** in the **Properties panel** aligned with the value you want to reset.

2. Click on **Delete All** from the context menu.

To delete all Keyframes for all values on a clip:

1. Right-click on an open space on the **Timeline** in the **Properties panel.**

2. Click on **Delete All** from the context menu.

Adding Text to Media

Adding text to a project is useful for providing additional information to viewers, such as introducing new scenes. A variety of text effects make projects more compelling, such as **Transitions**, **Animations**, **Behaviors**, **Filters**, **Chroma Key**, **Color LUT** and/or **Color Pass**.

To add text to images or videos:

1. Select the **Text** panel to see a list of **Text Styles**.

2. Do one of the following:

   • Select a **Text Style** and drag it to the desired location on the **Timeline**.

   • Right-click a **Text Style** and select **Apply**, or press **Alt + A**.

   When a text layer is added, it will be applied to the **Timeline** at the location of the Playhead.

3. A text box will open within the **Properties panel** to edit the text displayed and its styles. On the right hand side, change the font, color, size, style, direction, and alignment.

   Within the Display Area, use the mouse to adjust the orientation of the Text.

Creating Custom Text Styles

Customize and save **Text Styles** as presets for future use.

To create a custom text preset:

While you're editing another **Text Style**, you can save your changes as a custom preset.

1. In the text settings, click the **Save as Custom** button.

2. In the **New Preset** dialog, enter a name for the text preset.

3. Click **OK**.

   Presets that have been saved will appear under the Custom folder in the **Media Asset** library.

To delete a custom text preset:

- Right-click the custom text preset in the **Text** tab and click **Delete**.

- Select the text preset and press the **Delete** key.

Importing Custom Text Style Presets into a new version of LUXEA Pro Video Editor

Custom Text Styles that have been created in LUXEA Pro Video Editor 6 and above will be automatically imported into LUXEA Pro Video Editor 7 on installation.

To Delete text:

Perform one of following:

- Right-click the text on the Timeline and select **Delete**.

- Select the Text on the Timeline and press the **Delete** key.

- Select the Text on the Timeline and click the **Delete** button on the **Timeline**.

Text Effects Options

Inner Glow	
Blend Mode	Specifies how the effect blends with the text. Select a blend mode from the drop-down menu.
Color	Specifies the color of the glow. Click the color picker to select a different color.
Thickness	Specifies the thickness of the glow effect. Drag the slider to set the thickness.
Blur	Blurs the edges of the glow. Drag the slider to determine how much blur is applied.
Opacity	Specifies the opacity of the glow. Drag the slider to adjust the opacity of the glow. The higher the opacity, the more visible the glow is.

Inner Shadow	
Blend Mode	Specifies how the effect blends with the text. Select a blend mode from the drop-down menu.
Color	Specifies the color of the shadow. Click the color picker to select a different color.
Rotation	Specifies the angle of the shadow. Type a number from 0 to 359.9 or drag the arrow to adjust the angle.
Blur	Blurs the edges of the shadow. Drag the slider to determine how much blur is applied.
Distance	Specifies the size of the shadow according to the rotation setting. Drag the slider to adjust how far the shadow encroaches on your text.
Opacity	Specifies the opacity of the shadow. Drag the slider to adjust the opacity of the shadow. The higher the opacity, the more visible the shadow is.

Bevel	
Elevation	Specifies the visibility of the bevel effect. As you reduce the Elevation slider, the text darkens, making the effect stand out more.
Radius	Specifies how spread out the bevel is.
Light Source	Specifies an imaginary light source. Click and drag the glow on the ball to reposition the imaginary light source.

Outline	
Color	Specifies the color of the outline. Click the color picker to select a

different color.

Thickness		Specifies the thickness of the outline effect. Drag the slider to set the thickness.
Blur		Blurs the edges of the outline. Drag the slider to determine how much blur is applied.
Opacity		Specifies the opacity of the outline. Drag the slider to adjust the opacity of the outline. The higher the opacity, the more visible the outline is.
Blur		
Strength		Specifies the strength of the blur. Move the slider to the right to intensify the effect.
Shadow		
Color		Specifies the color of the shadow. Click the color picker to select a different color.
Rotation		Specifies the angle of the shadow. Type a number from 0 to 359.9 or drag the arrow to adjust the angle.
Blur		Blurs the edges of the shadow. Drag the slider to determine how much blur is applied.
Distance		Specifies the size of the shadow according to the rotation setting. Drag the slider to adjust how far the shadow encroaches on your text.
Opacity		Specifies the opacity of the shadow. Drag the slider to adjust the opacity of the shadow. The higher the opacity, the more visible the shadow is.

Applying Transitions

Transitions are visual effects added between the end of one clip and the beginning of another. Use transitions to indicate changes in a video's narrative or to transition between video and still images.

To add transitions between images or videos:

1. After one or more clip(s) have been placed on the Timeline, select the **Transitions** panel.

2. In the **Transitions** panel, select a **Transition** and drag it to where the clip begins or ends on the **Timeline**. When dragging the **Transition**, an indicator will display over the side of the clip it will snap to.

When adding a transition at the end of a single clip, and then trying to add a second clip, the transition will only be visible during the end of the first clip and will not appear at all in the second.

Alignment:

There are 3 types of transition alignment: Overlap, Prefix, and Postfix:

* **Overlap**: **Overlap** will place the transition directly in the middle, evenly distributing it across the end of the first clip, and beginning of the second.

* **Prefix**: **Prefix** will place the transition directly in front of the second clip, displaying more of the first clip during the transition, and none of the second.

* **Postfix**: **Postfix** will place the transition directly after the first clip, displaying more of the second clip during the transition, and none of the first.

Include Trimmed Frames:

* When applying a **Transition** between one or two clips that have had frames trimmed, toggle **Include Trimmed Frames** to include the trimmed frames during the transition.
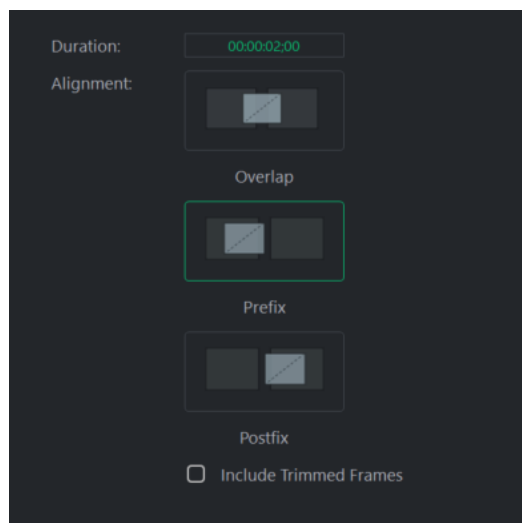
To delete a transition:

* Right-click the **Transition** on the **Timeline** and select **Delete**.

* Select the **Transition** on the **Timeline** and press the **Delete** key.

* Select the clip on the **Timeline** and click the **Delete** button .

To change the duration of a transition:

There are three ways to change the duration of a **Transition**:

* Click the edge of the **Transition** on a clip and drag it to specify the desired duration.

* Click on the duration number and drag left or right to increase or decrease the duration of the **Transition**.

* Double-click into the field and type your specified duration in.

To switch from one Transition to another:

* Select a different **Transition** from the one already between your clips. Drag and drop it over your old **Transition** to replace it.

Applying Behaviors

Behaviors alter the look and feel of the beginning, middle, or end of media assets.

To add behaviors to media:

1. With clips added to the Timeline, select the **Behaviors** panel.

2. Select a behavior and drag it over a clip on the Timeline. The symbol that displays over your media clip represents if the behavior is **In**, **During**, or **Out**.

●○○	For a behavior that stylizes the entrance of a media asset, select from the **In** tab at the top of the Behaviors section. Applied behaviors from the **In** tab are indicated on a clip using the adjacent circle icon combination.
○●○	For a behavior that occurs during a media asset's run time, select from the **During** tab. Applied behaviors from the **During** tab are indicated on a clip using the adjacent circle icon combination.
○○●	For a behavior that stylizes the exit of a media asset, select from the **Out** tab. Applied behaviors from the **Out** tab are indicated on a clip using the adjacent circle icon combination.

To remove behaviors from media:

To remove behaviors from a clip, right click on the Media clip and select Remove All Behaviors.

This will reset In, During, and Out styles back to the default of None.

Behavior Settings

Adjust the properties for each behavior applied to media assets.

To adjust behavior settings:

1. Display the behavior's properties by selecting the clip with the behavior applied to it on the Timeline. The properties will display in the Properties panel.

2. In the **Properties** panel, select Behaviors, then adjust the behavior settings as described below.

Behavior Properties Options

In/Out (Adjust settings for behaviors placed on the entrance and exits of your media.)

Style	Use the **Style** drop-down menu to change the behavior's style.
Movement	Use the **Movement** drop-down menu to customize the behavior's flow.
Speed	Use the **Speed** slider to increase or decrease the behavior's speed.

During (Adjust settings for behaviors set to occur during your media.)

Style	Use the **Style** drop-down menu to change the behavior's style.
Movement	Use the **Movement** drop-down menu to customize the behavior's flow.
Loop Time	Set the amount of time for which the behavior will loop.
Loops	Drag the slider to set the behavior's number of loops.
Loop Forever	Controls whether the behavior loops indefinitely.

Applying Filters

Use **Filters** to alter the look of **Media Assets**.

To add filters to Media assets:

There are three ways to add **Filters** to **Media** on the **Timeline**:

1. With clips added to the **Timeline**, select the **Filters** panel.

- Select a **Filter** and drag it over a clip on the **Timeline**.

- Right-click the **Filter** and select Apply.

- Press Alt + A.

To adjust the settings of a filter:

Configure the filters properties and set special options:

1. Select the clip on the **Timeline** with the filter applied and click the bar at the bottom of the clip.

2. By selecting the filter effect on a clip on the **Timeline**, its properties are loaded into the **Properties panel**. Here you can adjust elements unique to each filter.
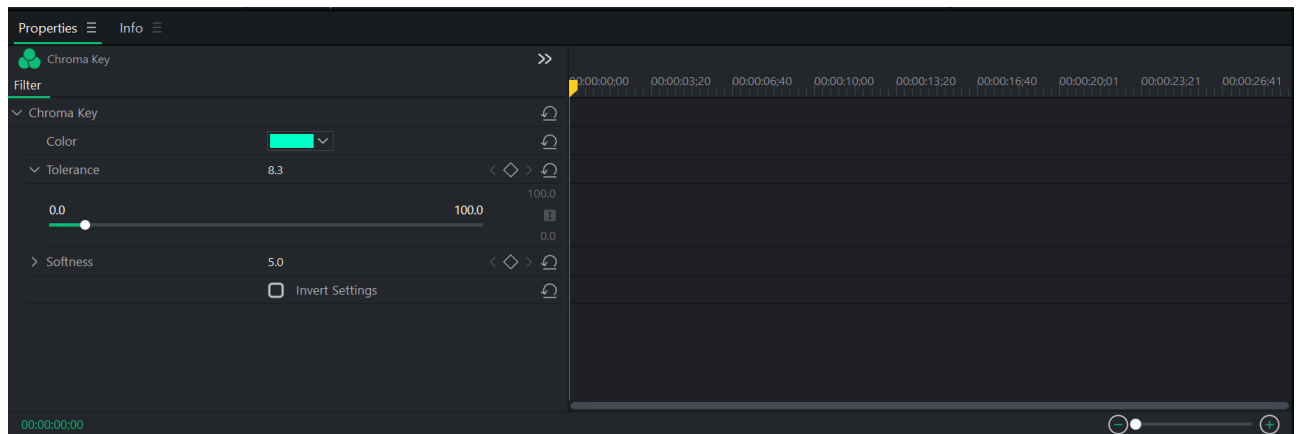
To copy and paste a filter from one media asset to another:

1. Select any **Media Asset** that has the filter settings you would like to copy then right-click and select Copy, or press Ctrl + C.

2. On the destination **Media Asset**, right-click and select **Paste Properties**.

3. From the **Paste Properties** window that appears, ensure that the **Filter** option is selected.

You may deselect any other **Paste Properties** you do not desire to bring over with the **Filter**.

Filter Settings

Filters can have their properties adjusted like any other **Media asset**.

To adjust filter settings:

There are two ways to adjust the settings for **Filters** on **Media assets**.

Adjusting All Filters:

Clicking on a **Media Asset** will display its **Properties**, as well as the properties of all **Filters** assigned to it.

1. With **Media** on the **Timeline** that has a **Filter** assigned to it, click on the **Media Asset** itself

2. In the **Properties** panel, click on the **Filters** tab. This will display the settings for all **Filters** associated with the **Media Asset**.
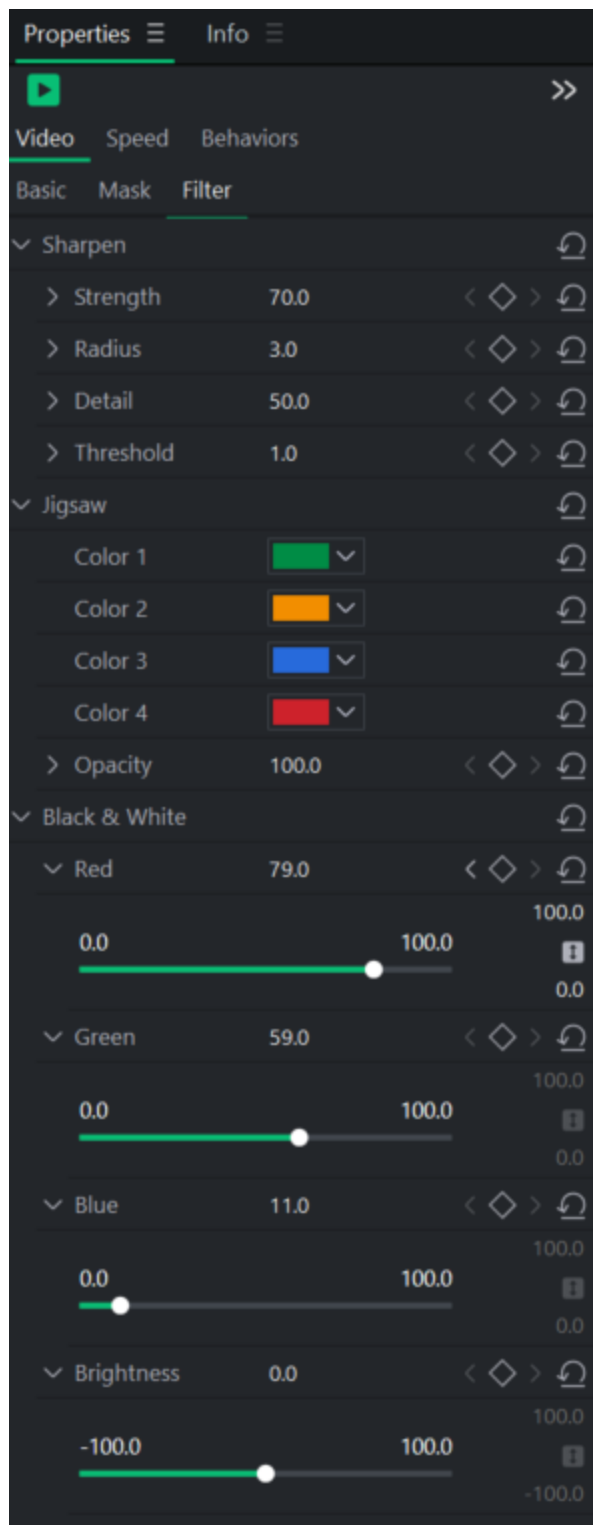
Adjusting a Specific Filter:

1. With **Media** on the **Timeline** that has one or more **Filters** assigned to it, click on the yellow bar on the **Media clip** ▮▮▮▮▮▮▲▮▮▮▮▮.

2. Select the **Filter** to adjust the **Properties** for.

3. The **Properties** panel will now display only that **Filter's** settings.

Properties ≡	Info ≡		
🔵 Sharpen			»
Filter			
⌄ Sharpen			↺
› Strength	70.0	‹ ◇ ›	↺
› Radius	3.0	‹ ◇ ›	↺
› Detail	50.0	‹ ◇ ›	↺
› Threshold	1.0	‹ ◇ ›	↺

Filter Settings Options
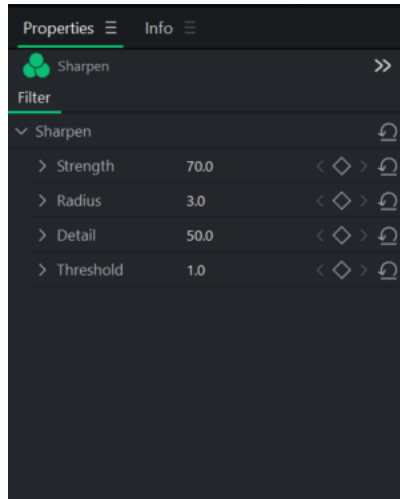
Filter Settings Options

Black & White	Adjust the **Red**, **Green**, or **Blue** sliders to add color back into a black and white media asset
Brightness	Adjusts the brightness of the colors of a media asset.
Chroma Key	
Color	Use the color selector to choose the color to be used.
Tolerance	Set the strength of the tolerance of the filter.
Softness	Set the strength of the softness of the filter.
Invert Settings	Inverts the currently defined settings.
Chromatic Aberration	
Degree	Drag the slider to adjust the amount the colors shift when playing a project.
Color Fence	
Degree	Drag the slider to change the number and relative width of color bars to appear on the media asset.
Color LUTs	
Input LUT	Select a color from the dropdown list to set the look up table reference.
Opacity	Set the strength of the opacity value between 0 and 100.
Color Pass	
Color	Select a color from the dropdown list.
Similarity	Adjust the slider to define how similar a color must be to the selected color in order to be affected.
Invert Settings	Enable the **Invert Settings** checkbox to remove a selected color and leave every other color.
Directional Blur	
Strength	Specifies the strength of the blur. Move the slider to the right to intensify the effect.
Angle	Specifies the direction of the blur effect.
Directional Blur Background	

Strength	Specifies the strength of the blur. Move the slider to the right to intensify the effect.
Angle	Specifies the direction of the blur effect.
Emboss	
Elevation	Specifies the light source's elevation on the media asset. Lower values produce more shadows and a darker media asset. Higher values produce fewer shadows and a lighter media asset.
Azimuth	Specifies the amount of relief added to the media asset. Higher values increase the relief depth.
Weight	Specifies the angle of shadows that extend from the edges of the media asset details. A value of 0 adds shadows to the left side, while a value of 180 adds shadows to the right side.
Exposure	
Exposure	Adjusts the brightness of the colors of a media asset.
Contrast	Drag the slider to the right to increase contrast, or drag to the left to decrease contrast.
Four Seasons	
Horizontal / Vertical	Choose an orientation for the color bars on the media asset.
Gaussian Blur	
Strength	Specifies the strength of the blur. Move the slider to the right to intensify the effect.
Gaussian Blur Background	
Strength	Specifies the strength of the blur. Move the slider to the right to intensify the effect.
Hue Shift	
Hue	Drag the slider to change the hues of the colors in a media asset.
Jigsaw	
Color 1, Color 2, Color 3, Color 4	Use the **Colors** pop-up to select precise colors for each portion of a media asset's changed hues. The far right vertical color slider is used to navigate to a color group. A selected color displays its numerical values

	in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors or use the **Color Dropper** tool to pick specific colors for the media asset.
Opacity	Use the **Opacity** slider to change the opacity of the **Jigsaw** effect.
Light EQ™	
Brighten	Drag the slider to the right to increase the brightness of dark areas of a media asset.
Darken	Drag the slider to the right to decrease the brightness of light areas of a media asset.
Linear Gradient	
Start Color	Use the **Colors** pop-up to select the precise color for the **Linear Gradient** filter to start with. On the far right is a vertical color slider, navigate to a color group. A selected color display its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors or use the **Color Dropper** tool to pick specific colors for the media asset.
End Color	As above, use the **Colors** pop-up to choose the color to end the gradient with.
Horizontal **Vertical**	Choose an orientation for the **Start Color** and **End Color**.
Mirror	
Horizontal / **Vertical**	Choose an orientation for the mirror's axis.
Axis	Drag the slider to adjust the position of the mirror's axis.
Morphology	
Width	Specifies the width of each bar.
Height	Specifies the height of each bar.
Pane	
Width	Specifies the width of the color bar that moves across the video.
Partial Mosaics	

Width	As you increase the Width, the blocks will fill in from the left and right.
Height	As you increase the Height, the blocks will fill in from the top and bottom.
Degree	Drag the slider to adjust the size of the blocks.
Photo Effect	Select a photo effect from the drop-down menu to change the look and feel of a **Media Asset**.
Reflection	
Height	Drag the slider to set the height of the reflection.
Replace Color	
Target Color:	Use the **Colors** pop-up to select precise colors to replace. The far right vertical color slider navigates to a color group. The selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors, or use the **Color Dropper** tool to pick specific colors for your media.
Replace Color:	As above, choose a color to replace a target color with.
Similarity:	Adjust the slider to define how similar a color must be to the selected color in order to be affected.
Solid Colors:	Select to set the colors to solid only.
RGB	Adjust the **Red**, **Green**, or **Blue** sliders to balance or heighten the RGB channels of a media asset.
Shake	
Degree	Specifies the strength of the pulse.
Sharpen	
Strength	Specifies the strength of the sharpening applied by increasing contrast around edges.
Radius	Controls the number of pixels to adjust around each edge. Higher values increase the number of sharpened pixels and tend to bring out coarser detail, while lower values reduce the number of sharpened pixels and tend to bring out finer detail.
Detail	Suppresses the halo, (the light border that forms around edges with extreme sharpening), by reducing its intensity. The higher the value, the stronger the reduction.

Threshold	Specifies how different the pixel lightness values within an edge must be before the pixels within the edge are sharpened. Higher values sharpen only stronger edges but minimize the appearance of noise. Lower values sharpen both strong and weaker edges, but can increase the appearance of noise. We recommend you set the threshold to enhance edges while keeping background noise to a minimum.
TV Wall	
Number of TVs	From the drop-down menu, select the number of "TVs" to display.
Vertical Divide	
Divisions	From the drop-down menu, select the number of times to divide a media asset.
Vibrance	
Vibrance	Drag the slider to the right to increase vibrance, or to the left to decrease vibrance. Increasing vibrance does not affect skin tone of a media asset.
Saturation	Drag the slider to the right to increase saturation, or to the left to decrease saturation.
Hue	Adjusts the hue of the image or video. Drag the slider to the right to increase or drag to the left to decrease hue.
Lightness	Adjusts the image or video brightness. Drag the slider to the right to increase or drag to the left to decrease the media asset's brightness.
Vignette	
Strength	Specifies the size and intensity of the vignette.
Distance	Specifies the size of the clear area around the focal point in the portrait. Drag the slider to the left to reduce the size of the clear area. Drag the slider to the right to increase the size of the clear area.
Shape	Specifies the shape of the frame.
White Balance	
Temperature	Adjusts the warmth of the correction, from blue to yellow.
Tint	Adjusts the tint of the correction, from green to magenta.

> ⚠ The Chroma key, Color LUTs, Replace Color, Color Pass, and Mosaic filters are also available from the Advanced button on the **Timeline** toolbar. For more see Advanced Effects.

Applying Overlays

Overlays are visual effects added on top of, before, or after a media asset.

To add overlays to a media asset:

1. With clips added to the Timeline, select the **Overlays** panel.

2. Drag and drop a desired overlay to a location on the Timeline. Place the overlay before or after the media file in the Timeline, or during the media asset by adding the overlay to another track above the media.

To delete an overlay:

* Right-click the Overlay on the Timeline and select **Delete**.

* Select the Overlay on the Timeline and press the **Delete** key.

* Select the Overlay on the Timeline and click the **Delete** button 🗑.

To change the duration of an overlay:

Click and drag the edge of the overlay to a desired duration.

Applying Elements

Elements are visual graphics added before, after, or during a media asset.

To add Elements to a media asset:

1. With clips added to the Timeline, select the **Elements** panel.

2. Drag and drop a desired element to a location on the Timeline. Place the Element before or after media files on the Timeline, or place it on another track to allow it to appear concurrently with a media asset.

To delete an Element:

* Right-click the Element on the Timeline and select **Delete**.

* Select the Element on the Timeline and press the **Delete** key.

* Select the Element on the Timeline and click the **Delete** button 🗑.

Element Settings

Adjust the properties for each element applied to the Timeline.

To adjust element settings:

1. Display the element's properties by selecting the element on the Timeline. Any currently selected media asset will display its' properties the Properties panel.

2. In the **Properties** pane, adjust the behavior settings as described below.

Element Properties Options

Composite	
Opacity	Use the Opacity setting to increase or decrease the opacity as desired.
Blend Mode	Set the color blend mode.
Transform	
Position	Set the position of the element with X and Y parameters.
Scale / Scale Height	Set the scale of the element. If Uniform Scale is unchecked, this setting will only scale the height.
Scale Width	Set the scale width of the element. This setting is only available if Uniform Scale has been unchecked.
Rotate X, Y, Z	Set the rotation value for X, Y, and Z axes.
Crop Left, Right, Top, Bottom	Set crop values for the left, right, top, and/or bottom of the element.

📝 All element parameters can be set and adjusted with Keyframes.

Working with Captions

Captions added to a video are useful for including information, subtitling, adding comments, and much more. Captions can be added individually, or by importing an SRT file.

To add a caption:

Perform one of the following:

1. Select the **Captions** tab.

2. In the **Captions** panel, click the **Add** button ⊕ or press **Shift + C**. The caption will be added at the Playhead on the **Timeline**.

Or

Click **Edit** > **Add Caption**. This will add a **Caption** at the current **Playhead** location on the **Timeline**.

To Edit a Caption

1. Enter text in the display area field.
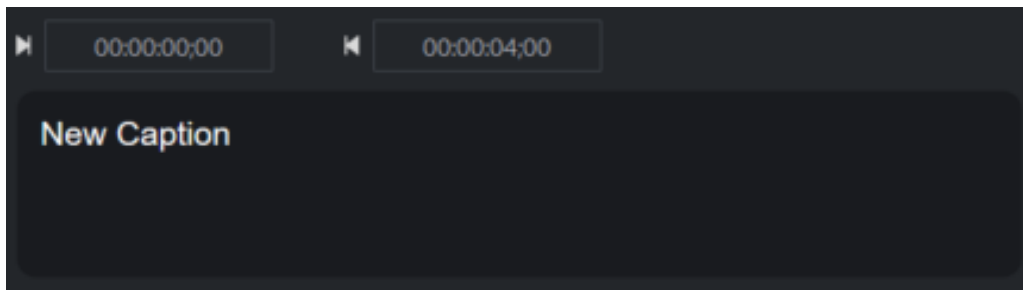
💡 The box over the **Text** field indicates the time that the text will appear. To set the Start time and End time either hold left-click on the time field and drag left or right, or double-click a time field and enter a number value.
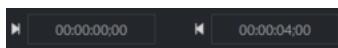
2. Use the **Caption Style** menu to adjust the text style options. Configure options, such as font, background color, text alignment, and any bold or italics.
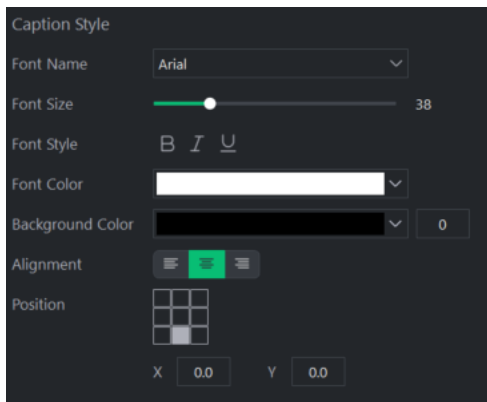
To bold, italicize, or underline a particular section of a caption, select the text on the Timeline and click the **Bold**, **Italics**, or **Underline** button(s), or press **Ctrl + B** for **Bold**, **Ctrl + I** for **Italics**, and **Ctrl + U** for **Underline**.

3. On the Timeline, move or extend the caption by clicking and dragging it.

Setting the caption start and end time will automatically set it on the Timeline as well.

Importing Captions

Captions can be imported from SRT or text files. To import Captions:

1. Click on the Captions panel.

2. Click on the Import captions from file button at the top of the Captions panel.

If this button is not appearing for you, check to make sure the SRT tab has been opened by making sure the arrow on the right side is facing up.
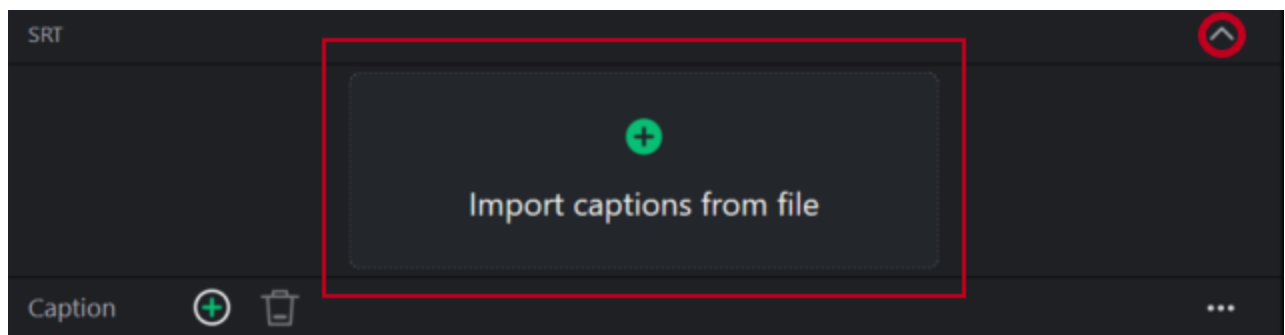
3. Use the **File Explorer** dialogue that appears to search for your Caption file, and click Open.

Exporting Captions

When you're done perfecting your Captions, you can Export them for future use. Captions can be exported into both SRT, and Text files.

1. Click on the **...** above your **Captions** on the top-right side, below the Import captions from file option.

2. Select **Export to SRT File...** or **Export to Text File...**

3. Enter a name into the **Save As** dialogue that appears and click **Save**.

Working with Multiple Captions on the Timeline:

Multiple **Captions** can be added to the **Timeline**, and even layered over each other. However only one **Caption** will be visible at any given point on the **Timeline** even if layered together. LUXEA Pro Video Editor 7 will take the **Caption** from the highest track on the **Timeline**. The active **Caption** will display

bright and highlighted, while all other **Captions** will appear darker. If two are layered at the same point on the Timeline, only the currently active one will display highlighted.

Captions not currently under the Playhead will display as though they are inactive.

To remove a caption from the Timeline:

To remove a **Caption** from the Timeline perform one of the following:

- Right-click the **Caption** on the Timeline and select **Delete** from the context menu. This will delete the entire caption from the project.

- Select the **Caption** on the Timeline and press the **Delete** key

- Select the **Caption** on the Timeline and click on the **Delete** button on the Timeline.

To remove all captions from the Timeline:

Select **Edit | Remove all Captions** from the main menu, or click **Ctrl + Alt + S**. This will delete all captions from the project.

Adding Masks to Media

Video masks give you the ability to alter different areas of a single shot on their own.

To add masks to media:

1. With clips added to the Timeline, select media on the Timeline, and click Mask in the **Properties panel**.
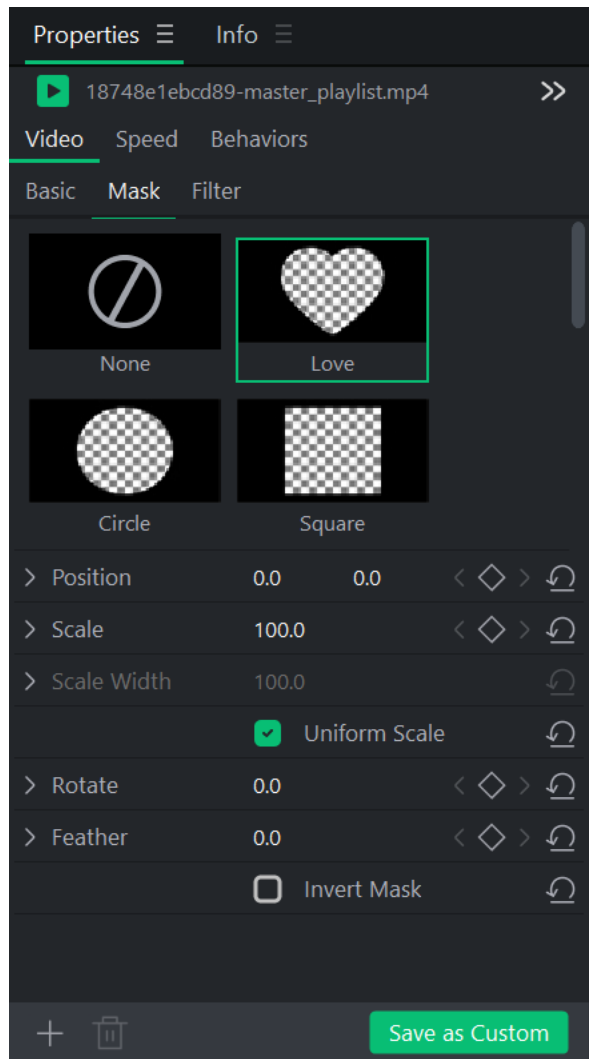
2. Select a mask by clicking on it. The mask will be applied to the media asset currently selected. From there, you can adjust transforming aspects like position, scale, scale width, uniform scale, rotation, feathering, and inverting the mask.

Importing Masks

Masks can be imported directly into LUXEA Pro Video Editor 7. To Import your own Masks:

1. Click on a Media asset on the Timeline.

2. Click on Mask under Video in the Properties panel.

3. Click on the + button in the bottom left of the Mask properties.

4. Select the PNG to be used as a custom Mask, and press Open.

Default Masks

There are 10 default masks:
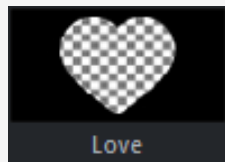
Love	Apply a heart-shaped mask over your currently selected media clip.
Circle	Apply a circle-shaped mask over your currently selected media clip.
Square	Apply a square-shaped mask over your currently selected media clip.
Film	Apply a film-themed mask over your currently selected media clip.
Triangle	Apply a triangle-shaped mask over your currently selected media clip.
Arrow	Apply an arrow-shaped mask over your currently selected media clip.
Curtain	Apply a curtain-shaped mask over your currently selected media clip.
Window	Apply a window-shaped mask over your currently selected media clip.
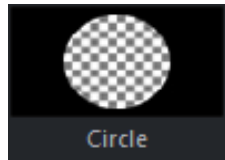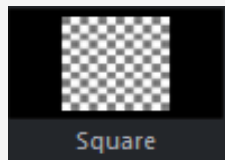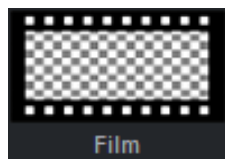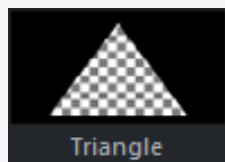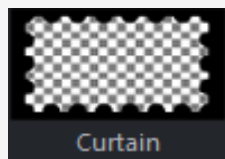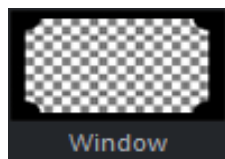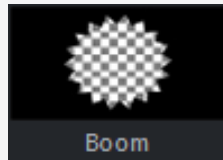
	Apply an explosive-themed mask over your currently selected media clip.
	Apply a star-shaped mask over your currently selected media clip.
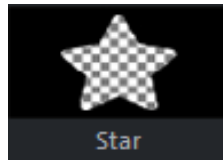
💡 If you have transformed any of the default masks, you can click on the **Save as Custom** button to save that preset mask into your list of masks for future use.

💡 Custom masks can only be deleted by selecting the Mask and clicking the **Delete** button 🗑 in the bottom left corner.

Using Advanced Effects

There are five advanced effects that can be applied right from the Timeline toolbar 🖥.

Chroma Key
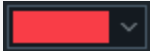
Chroma Key removes a solid color from the background, most often used on videos shot with a green screen.

To apply Chroma Key and remove a color from a media asset:

1. With clips added to the Timeline, drag the Chroma Key filter from the Filters panel onto your clip.

2. With the clip selected, expand the yellow bar at the bottom of the clip.

3. Click on Chroma Key to open the Chroma Key filter options in the Properties panel.

4. Adjust the color, tolerance, and softness settings.

Chroma Key Options

Color	Use the **Colors** pop-up to select the precise color to remove from the media asset. To open the **Colors** pop-up, make a selection from the **Color** drop down menu. Use the far right vertical color slider to navigate to a color group. The selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors, or use the **Color Dropper** tool to pick specific colors from the media asset.
Tolerance	Adjust the slider to define how similar a color must be to the selected color in order to be removed.
Softness	Adjust the slider to soften the edge between the color being removed and what is left. Softness also reduces the overall opacity of the image.
Invert Settings	Enable the **Invert Settings** checkbox to remove every color except the selected color.

Color LUTs

"Color LUT" stands for Color Lookup Table. Color LUTs are lists that instruct LUXEA Pro 7 to map specific RGB values to other specific color values. Import LUTs and use them as filters in LUXEA Pro 7. Color LUT supported file types are .3dl and .cube.

To apply a Color LUT to a media asset:

1. Add clip(s) to the Timeline.

2. With the clip(s) selected, click the Advanced Effects button from the Timeline Toolbar and click Color LUT.

3. With the clip still selected, in the Color LUTs section of the Properties panel, do one of the following:

    * Select a LUT from the Color LUTs drop-down menu in the Properties panel.

    * Click the + button below the LUTs dropdown to Import your own LUT. In the Open dialog, browse to the location of the LUT files, and click the Open button. The LUT is immediately applied.
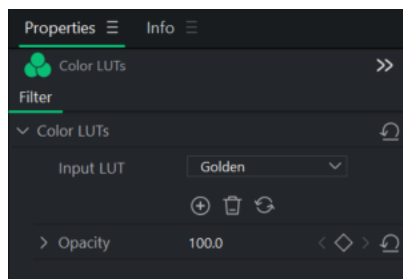
To remove Color LUTs from the Color LUTs drop-down menu:

1. In the Color LUTs section of the Properties panel, select the LUT to be removed from the list.

2. Click on the **Delete** button⬛.

3. Click **Yes** to confirm.

Replace Color

The Replace Color effect is used to select certain colors within a media asset and replace the selected colors with a different color.

To add the Replace Color effect to a media asset:

1. Add clip(s) to the Timeline.

2. With the clip(s) selected, click the Advanced Effects button from the Timeline Toolbar and click Replace Color.

3. Adjust the Target Color, Replace Color, and Similarity as needed.

Replace Color Options

Target Color	Use the **Colors** pop-up to select precise colors to replace. The far right vertical color slider navigates to a color group. The selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors, or use the **Color Dropper** tool to pick specific colors for your media.
Replace Color	As above, choose a color to replace a target color with.
Similarity	Adjust the slider to define how similar a color must be to be the selected color in order to be affected.
Solid Colors	Enable this box to change the Target Colors to the Replace Color and remove any light/dark shadows. When this box is disabled, the target color will be replaced, but the light/dark image variations will remain.

Color Pass

Color Pass is used to isolate certain colors within a media asset and revert all others to black and white. Color Pass helps draw the eye to a certain part of a clip, for example, the pink cherry blossoms on a tree. The cherry blossom flowers will show up as pink, and the rest of the image would be black and white.

To add Color Pass:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.

2. With the clip selected, in the **Color Pass** section of the **Properties** pane, adjust the settings as described below.

Color Options

Color	Use the **Colors** pop-up to select precise colors to focus on or invert within a media asset. The far right vertical color slider navigates to a color group. The selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors, or use the **Color Dropper** tool to pick specific colors from the media asset.
Similarity	Adjust the slider to define how similar a color must be to the selected color in order to be affected.
Invert Settings	Enable the **Invert Settings** checkbox to remove a selected color and leave every other color.

Mosaic

Blur out specific areas of your media for covering sensitive information, or providing anonymity to individuals in a project.

To add a mosaic effect to a project:

1. Press the **Advanced Effects** button and choose **Mosaic**. A **Mosaic** filter clip will be placed on the **Timeline** at the **Playhead's** location on the highest track.

2. Select the **Mosaic** filter clip to display the properties in the Properties panel.

Mosaic Options

Parameter	
Degree	Use the Degree slider to control how blurred the **Mosaic** effect is.
Composite	
Opacity	The Opacity slider changes the opacity of the **Mosaic** effect, providing control over how distinct the **Mosaic** effect appears in the media. Finally, use a blend mode to customize the **Mosaic** effect further.
Blend Mode	Controls how the Mosaic effect impacts the final image when the opacity is changed.
Transform	
Position	Set the position of the element with X and Y parameters.
Scale/Scale Height	Set the scale of the element. If Uniform Scale is unchecked, this setting will only scale the height.
Scale Width	Set the scale width of the element. This setting is only available if Uniform Scale has been unchecked.
Rotate X	Adjusts the pitch angle. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Rotate Y	Adjusts the yaw angle. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Rotate Z	Adjusts the roll angle. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Crop Left	Represents how much the left side of the Mosaic will be cropped. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Crop Top	Represents how much the top side of the Mosaic will be cropped. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Crop Right	Represents how much the right side of the Mosaic will be cropped. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.
Crop Bottom	Represents how much the bottom side of the Mosaic will be cropped. Enter a value in the field, or click and hold the field, and drag left or right to adjust the value.

Adjusting Media Duration and Applying Freeze Frames

When media is added to the Timeline, the assets will automatically be placed at certain intervals and at set durations. It is possible to change the duration of media assets and the gaps between media assets by changing the duration settings. Changing duration allows images to be blended into one another without the screen going black in between, or changing duration can create an end to a scene that employs a black screen for a pre-determined duration before the next media asset begins to play.

Adjusting Duration

Duration can be adjusted two ways: Cropping the clip at the duration desired, or increasing/decreasing the speed of a clip which changes the overall length.

To change media duration by cropping the beginning or end:

1. Select the media to edit on the Timeline.

2. Hover over the start or end of the media, click and drag the double arrows to adjust the length. The format is (hours:minutes:seconds;frames).

To change media duration by adjusting speed:

1. Select the media to edit on the Timeline.

2. Select Speed from the Properties Panel.

3. Adjust the Duration or Speed setting.

Adjusting the Duration of Text, Images, Overlays, Captions and Mosaics

To change media duration:

1. Select the media to edit on the Timeline.

2. Hover over the start or end of the media, click and drag the double arrows to adjust the length. The format is (hours:minutes:seconds;frames).

Or:

1. Right-click on the Media asset on the Timeline and select Duration from the context menu.

Using Ripple Edit Duration

Ripple Edit duration is a setting that maintains gaps between media. By default, Ripple Edit duration is enabled, allowing for the duration of media to be changed without changing the gaps created after the media asset. For example, in the case where an image is followed by a four second gap, then a video clip, lengthening the duration of the image, with Ripple Edit duration enabled, will not reduce the four second gap that resides between the image and video. Without Ripple Edit duration enabled, by extending the duration of the image the duration of the following gap would be reduced.

To disable Ripple Edit when making changes to duration, disable the **Ripple Edit** checkbox in the Properties panel within the **Speed** section.

Freeze Frames

Freeze frames are used to extend the duration of specific frames of a media asset.

> ⓘ When adding a Freeze Frame to a media asset, the selected clip will expand to the chosen duration. If there is not enough space on the Timeline to the right of the clip to accommodate the expansion, Freeze Frame will be added to the Timeline, with Media assets shifting to the right to accommodate.
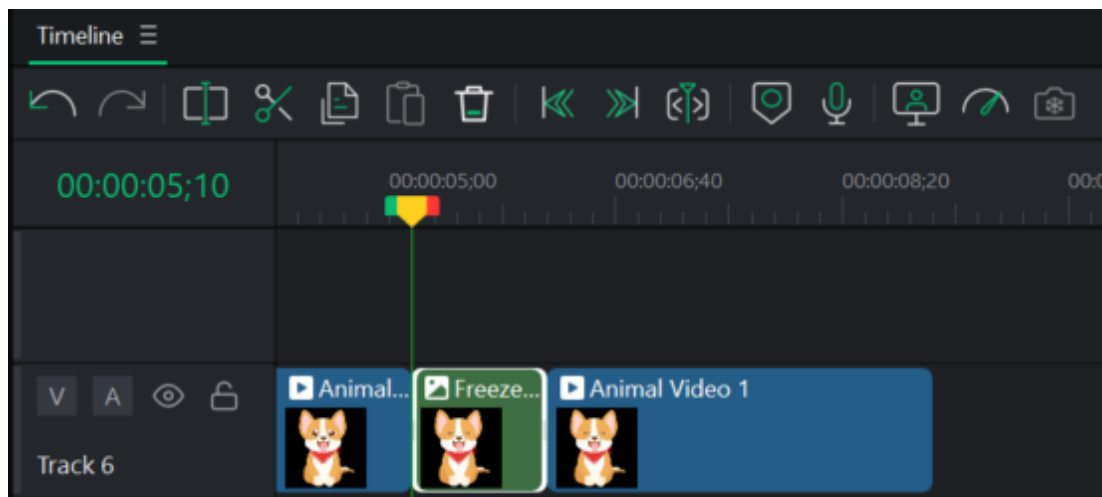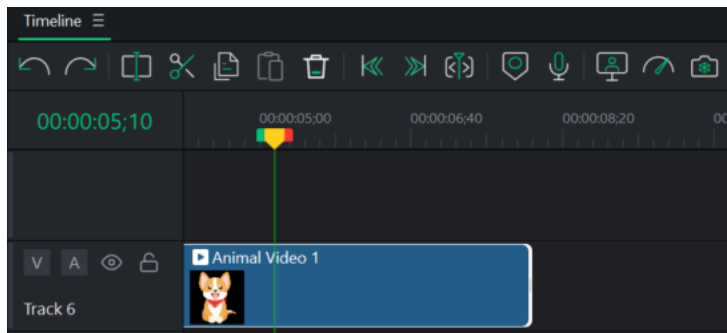
To create a freeze frame:

1. With clips added to the Timeline, place the Playhead on the frame of the target video, right-click and select **Freeze Frame** from the context menu, or press **Shift + R**.

2. Click **OK**. The freeze frame is added to the target media on the Timeline.

Creating Snapshots From Videos

Snapshots taken from a video's playback can be added to the **Media** panel.

Snapshots

Snapshots of a video's playback can be taken at any time in either the Project Display Area, or the Source Display Area.

To create a snapshot:

1. With clips added to the Timeline, move the Playhead to the desired frame in the Project Display Area.

2. Click the **Snapshot** button , or press **Shift + S**. A dialog box appears noting the hard drive location where the snapshot has been saved.

3. Click **OK**.

To change the location of saved snapshots, and configure snapshot settings, see Options and Configuration.

Adjusting Audio Levels

Audio **Keyframes** can be added to audio clips using the Properties panel to increase or decrease volume levels, pan from left to right audio channels, adjust pitch, and take advantage of equalizer presets.

💡 Control audio speed by using the Clip Speed effect.

To detach audio from video clips:

Right-click the clip on the Timeline and select **Detach Audio** from the context menu, or select the clip and press **Alt + S**. The audio will separate onto a new track above, allowing for independent movement.

To raise or lower the volume of an audio clip:

1. Right-click the clip on the Timeline and select **Detach Audio** from the context menu.

2. The audio will separate onto a new track above the original track. Click on the audio track to bring it into focus in the **Properties panel**.

3. In the **Properties panel**, you can select from a variety of options to adjust your audio.
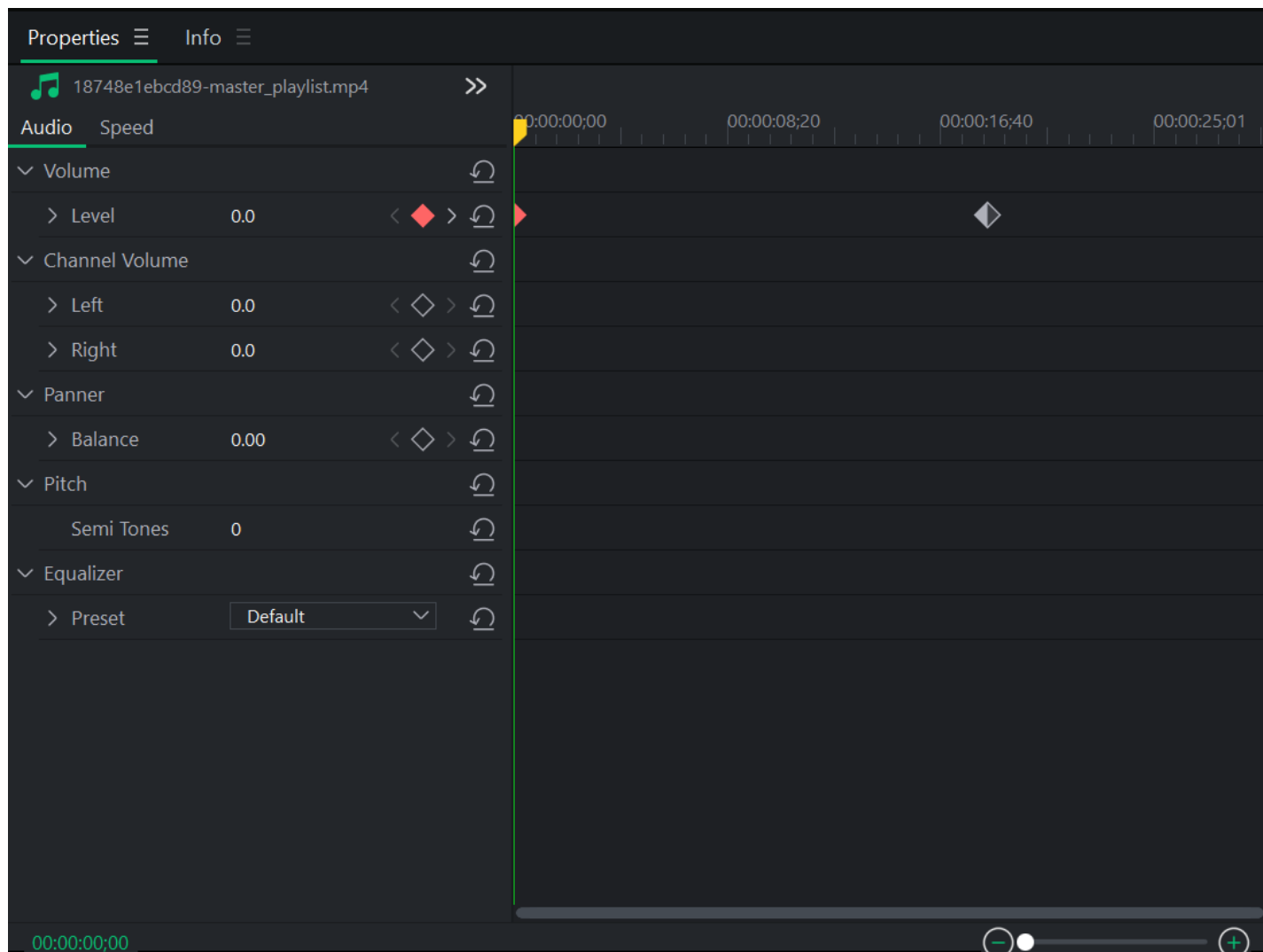
4. Clicking on the diamond to the right of an adjustment option such as Level will place a **Keyframe** on **Timeline** in the properties panel. For example, if you have Level 0.0, and place a **Keyframe** down at the start like in the image above, it tells LUXEA Pro Video Editor 7 that the volume is to begin at a neutral level, no increase or decrease in dB. Then move the **Playhead** to where the next adjustment will be and press the diamond **Keyframe** button again. This will place a second **Keyframe** on the page. By highlighting and setting the volume level for this **Keyframe**, LUXEA Pro Video Editor 7 now knows that **Keyframe** #1 will set the volume to neutral, and it needs to increase to the set volume by the time it reaches **Keyframe** #2.

Changing Playback Volume

Audio volume for playing back clips can be adjusted in app. While viewing a clip in the **Display Area**, hover over the **Speaker** icon 🔊 and adjust the volume level as needed.

> ⚠ This will only adjust the playback volume for your speakers, and not impact the volume of a finished project.

Audio Speed

Use the **Clip Speed** effect to control the speed and overall duration of audio only.

To speed up or slow down an audio track:

1. Right-click a clip on the **Timeline** and select **Detach Audio** from the context menu, or press **Alt + S**.

2. With clips added to the **Timeline**, select **Clip Speed.**

3. Select the speed preset to adjust the clip with.

Clip Speed

The **Clip Speed** effect controls the speed and overall duration of media assets.

To speed up or slow down a media asset:

1. With clips added to the **Timeline**, select **Clip Speed.**

2. Select the speed preset to adjust the clip with.

Fading Audio In and Out:

Take advantage of preset audio tools like the **Fade In** and **Fade Out** options. By setting **Fade In**, the audio of a **Clip** will begin softly and build to its natural volume level. By setting **Fade Out**, the audio of a **Clip** will soften and fade away as the **Clip** reaches its end.

To Fade In Audio:

1. With the clip selected in the **Timeline**, click on **Clip** in the top menu.

2. Mouse over **Audio** and select **Fade In**, or press Shift + Alt + G.

To Fade Out Audio:

1. With the clip selected in the **Timeline**, click on **Clip** in the top menu.

2. Mouse over **Audio** and select **Fade Out**, or press Shift + Alt + D.

Audio Property Panel Options

Properties Panel Options	
Volume: Level	Adjust the volume of both audio channels together.
Channel Volume: Left	Adjust the volume of the left audio channel.
Channel Volume: Right	Adjust the volume of the right audio channel.
Panner: Balance	Adjust the panning balance from left to right.
Pitch: Semi Tones	Adjust the pitch by the declared number of semi tones.
Equalizer: Presets	Apply full equalizer presets. These can be transitioned using **Keyframes** like any other option too.

Audio and Voice Recordings

Narration or sounds can be recorded using a microphone and incorporated into a video project by adding the audio files to the **Timeline**.

To make a recording:

1. Click **File | Record | Record Voiceover** tab, or press **Alt+R**.
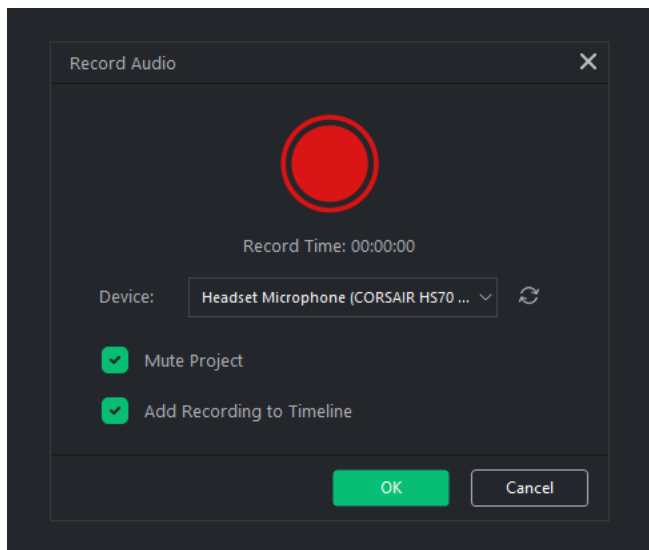
2. Select a desired recording device from the drop-down menu.
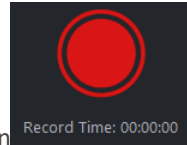
3. To begin recording, click the **Audio Recorder** button . This will start the timer.

4. Once recording, a square symbol will appear over the record button. To stop recording, click the **Audio Recorder** button again.
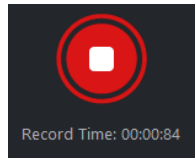
> ![note icon] Audio recordings are automatically placed on the **Default Audio Track**. If the **Default Audio Track** is otherwise occupied, then a new **Track** will be created below it with the recording added there.

5. When finished taking voice recordings, press **Ok**.

6. The recorded clip is saved to the **Media** panel. Files can be modified and renamed in the **Media** panel.

> ![note icon] When recording, the audio clip will appear on your **Timeline** in real time as you record.

Mute Project

When recording, you can choose to have project audio included in your recording, or isolate the recording so only your Microphone is picked up. By selecting the **Mute Project** option and then recording, LUXEA Pro Video Editor 7 will temporarily mute the audio output for any other clips on your **Timeline**, ensuring that only your designated Microphone is picked up.

To add a recorded clip to a project:

Perform one of the following:

* In the **Media** panel select a recorded clip and drag it onto a desired location on the **Timeline**.

* Check "**Add Recording to Timeline**" before recording to have the recording automatically applied to the **Timeline** when finished.

To remove an audio clip from the Timeline:

* Right-click the audio clip on the **Timeline** and select **Delete** from the context menu.

* Select the audio clip on the **Timeline** and press the **Delete** key.

* Select the audio clip on the **Timeline** and click the **Delete** button.

Recordings

LUXEA Pro Video Recorder 7 is used to record webcam, microphone, system audio, and screen. The recorded clips can then be added to a project's **Timeline**.

To launch LUXEA Pro Video Recorder 7 from within LUXEA Pro Video Editor 7:

Perform one of the following:

* When on the Home Screen: Press **New Recording**.

* When in a Workspace: Click the **Record** button in the top left corner of LUXEA Pro Video Editor 7.
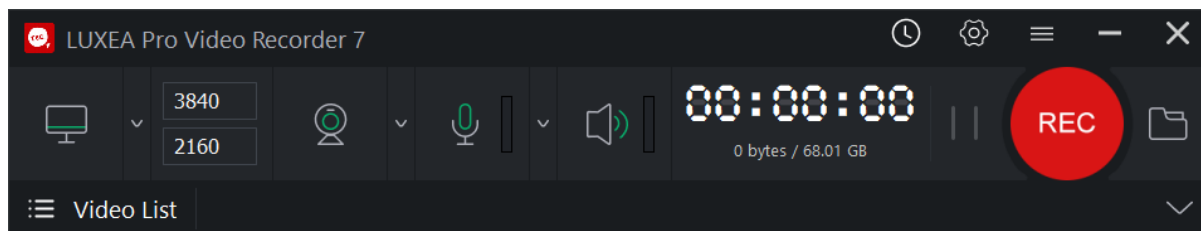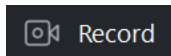
To launch LUXEA Pro Video Recorder 7 as a standalone app:

To launch LUXEA Pro Video Recorder 7 as a standalone app, do the following:

1. Click on the **Windows Start** menu button.

2. Select the ACD Systems folder.

3. Click on LUXEA Pro Video Recorder 7 to load the program.

When using the LUXEA Pro Video Recorder 7 as a standalone app, to have the LUXEA Video Editor automatically open after a recording, select **Options** from the **Recorder** main menu, and under the **General** tab, enable the **Start LUXEA Pro Video Editor 7 after recording** checkbox.

When closing the recorder, you'll be given a dialog option to minimize to the system tray, or close the program.

Recorder Options

To set the recorder window options:

There are 3 ways to set the window dimensions.

1. Enter the desired dimensions into the Height and Width fields, found to the right of the Monitor icon.

2. Click the arrow in between the monitor icon and the dimension fields. From here there are three options: Select Recording Area, Fixed Size, and Full Screen.

    1. Select Recording Area dims the screen and produces a targeting reticule where the mouse cursor is. This will highlight anywhere from entire programs to select panels within the program. By clicking on a highlighted area, the recording area will set its parameters to encompass the area clicked. This is a great way to ensure you're recording a specific program or space on your screen.

    2. Fixed Size provides a list of the most common resolutions used by video. Use to quickly resize the recording area to a set resolution.

    3. Full Screen provides a list of the detected monitors connected to your system. Select a monitor to set the recording area to entire screen of that monitor.
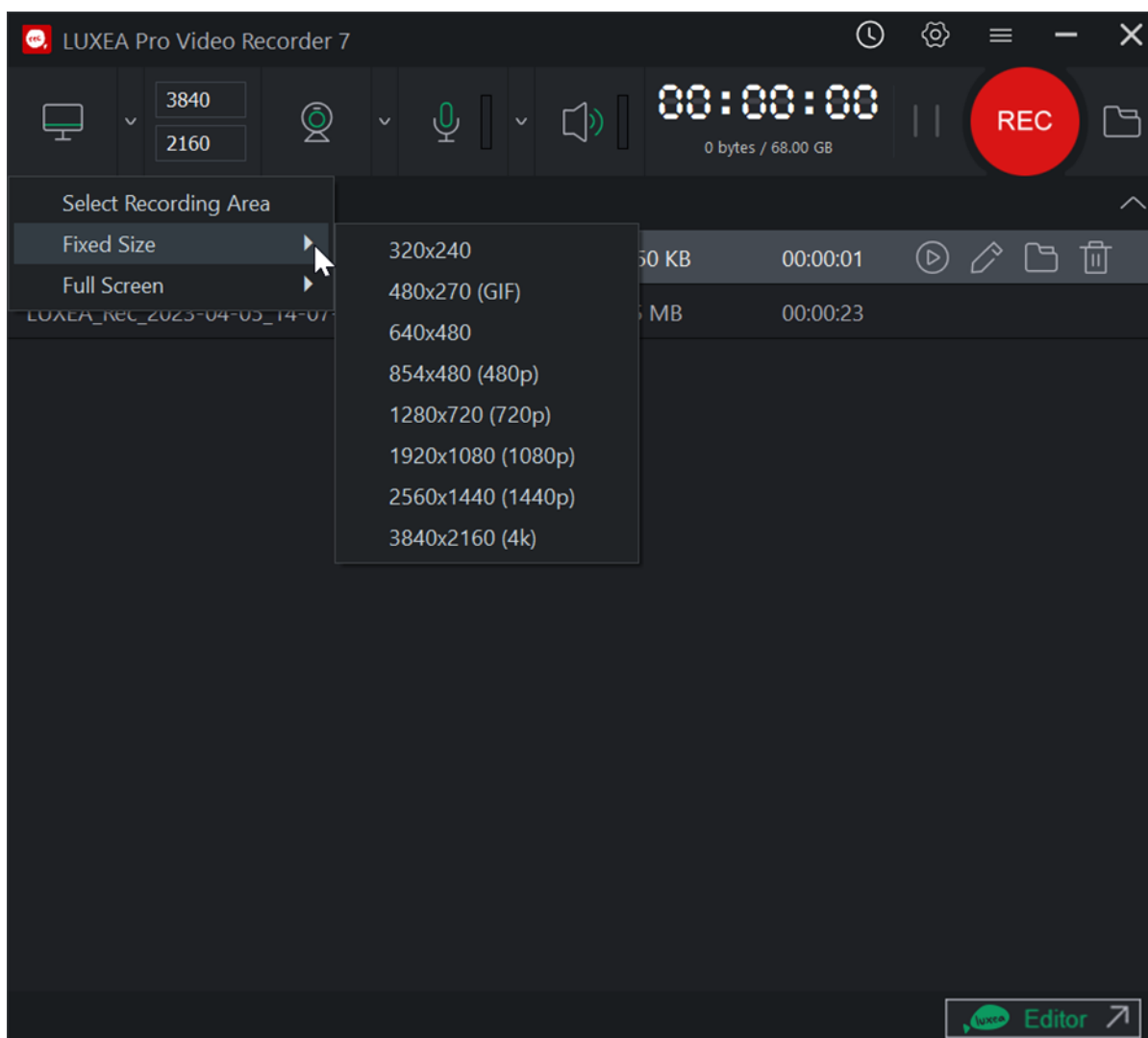
To record a screen:

1. Ensure the **Screen on** icon is accompanied by a green line on the screen, and the dimension fields are not grayed out.

2. Configure the desired settings in the recorder window. See the Recording Options section below.

3. In the top right corner, click the **REC** button , or press **F9**.

4. To stop recording, press **F10**. (To change this keyboard shortcut, see the **Keyboard Shortcuts** section in the Recording Options table below.)

The options during recording include:

* Toggle the **Pause/Resume** button to start and stop the recording.

To record a webcam:

1. Ensure the **Webcam** is active with a green circle in the middle . When turning on the Webcam, if one is connected, a preview window will display.

2. Select the device from the drop-down menu.
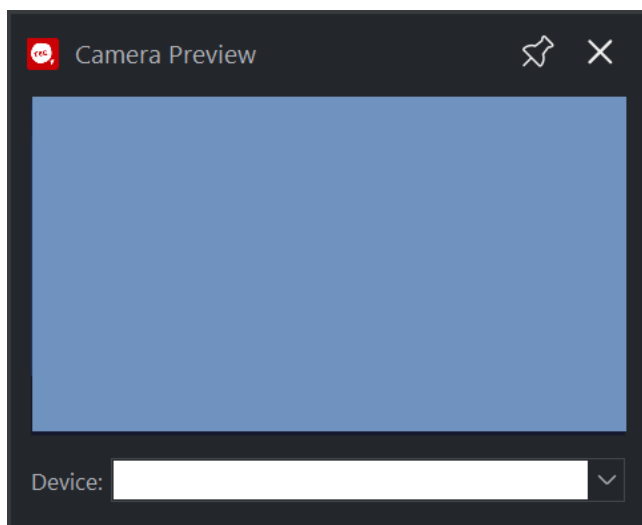
💡 To disable webcam recording, click the Webcam icon to toggle it off and display a red \over the icon .

To record using the microphone:

1. Ensure the **Microphone** icon displays a green microphone.

2. Click the down-arrow in between the Microphone and Speaker icons. Select the audio input device from the drop-down menu.

To disable a microphone recording, click the Microphone icon to toggle it off and display a red

\ over the icon .

To record system audio:

Ensure the **System Audio** icon is accompanied by a green soundwaves.

When recording video or audio, LUXEA records in real-time MP4.

To disable system audio, toggle the Speaker icon to display a red line through it

Setting the Auto Stop Options

Auto Stop allows you to set parameters for a recording to automatically finish. To view options for Auto Stop, click the clock button to the left of the gear icon at the top.

You can set the video to stop after a specific recording time, or once the file reaches a certain size. Use the dropdown at the bottom of the dialog to set what the program does once it finishes recording. You can set it to Do nothing, Exit application, Shut down computer, or Put computer to sleep.

Once you're finished adjusting the settings, you can click the checkbox for Remember Auto Stop Settings to save the settings for future recordings.

Annotations

There are three types of annotation that can be added to a recording:

* System Time Stamp

* Caption

- Watermark

See Recording Options below for more information.

To add annotations:

1. In the **Recorder** dialog, select **Options**.

2. Select one of the three following options:

- Add the date and time to a recording by selecting **Options | System Time Stamp | Enable system time stamp**.

- Add a caption to a recording by selecting **Options | Caption | Enable caption**.

- Add a watermark to a recording by selecting **Options | Watermark | Enable watermark**.

Video List

As recordings are created, a list of videos will appear below the Recording interface. You can **Play**, **Edit**, **View in File Explorer**, or **Remove** recordings.

To Play Recordings:

To play a recording, press the Play icon to the left of the recording, or right-click the recording and click Play to load the recording in your default Video player.

To Edit Recordings:

To edit a recording, press the pencil icon on the right of the recording in the Video List, or right-click the recording and select Edit to load the recording up in LUXEA Pro Video Editor 7 ready to be edited.

To View Recording Files in File Explorer:

To view a recording file in **File Explorer**, press the folder icon on the right of the recording in the Video List, or right-click the recording and select View in Explorer to load up the file location in a File Explorer window.

To Remove Videos:

To remove a recording, press the trash can icon on the right of the recording in the Video list, or right-click the recording and select Remove to delete the recording.

💡 This will display a confirmation dialog. To delete the recording from your hard drive entirely, select Delete from disk before clicking Yes.

Returning to LUXEA Pro Video Editor 7:

Click the LUXEA Editor button in the bottom right to load up LUXEA Pro Video Editor 7 and take you to the Home Screen.

Recording Options

To set the recording options, go to **Options....** In the **Options** dialog, configure the settings as described below.

General		
	Disable Screensaver During Recording	Disables the screensaver while the program is recording to prevent the screensaver from appearing and recording instead.
	Start LUXEA Pro Video Editor 7 after recording	When using the LUXEA Pro Video Recorder 7 as a standalone app, enable the **Start LUXEA Pro Video Editor 7 after recording** checkbox to have LUXEA Pro Video Editor 7 automatically open after ending the recording session.

Video		
	Quality	Select between "Best", "Better", and "Normal" to determine a resource-appropriate video quality setting for Screen Recordings.
	Frame Rate	Select the screen record frame rate to determine how quickly the picture refreshes.
		While it is possible to limit the frame rate during capture, a higher quality cannot be achieved by setting the frame rate above the recording computer's capabilities.

Output Settings		
	Recorded Files	Either manually enter the direcotry, or click the **"..."** button to select a directory.
	File Naming Settings	Enter a text string portion of the file name to be combined with the value selected from the drop-down list. The file name used to save output from LUXEA Pro Video Editor 7 is the combination of the text string and the value selected in the drop-down list.

Mouse

	Play mouse click sounds	Left click: Enable to play a mouse-click sound for each left-click mouse event.
		Right click: Enable to play a mouse-click sound for each right-click mouse event.
	Mouse Highlight	Enable to create a highlighted effect around the mouse cursor to draw attention to it.
	Size	The slider determines the size of the mouse highlight.
	Color	The color picker allows you to determine the color of the mouse highlight.
	Add Mouse Click Effect	Enable to add an effect on screen when clicking a mouse key.
	Type	Lets you set the type between a border ring surrounding the cursor, or a filled in highlighted circle behind the cursor.
	Size	The slider determines the size of the mouse highlight.
	Color	Left click color: Use the color picker to determine the color.

Hotkey

	Start/Resume/Pause	Enable the checkboxes and/or use the drop-down menu to indicate the hotkey (s) to be used for starting, pausing, and resuming a recording.
	Stop	Enable the checkboxes and/or use the drop-down menu to indicate the hotkey to be used for stopping a recording.

Performance

	Enable hardware acceleration	Enabled by default, the Hardware Acceleration option ensures that the encoding process is undertaken by the graphics card, rather than the CPU.

		Hardware Acceleration quickens the media rendering process. If presented with multiple graphics cards, LUXEA Pro Video Editor 7 will prioritize hardware acceleration options using the following hierarchy: NVIDIA, Intel® Quick Sync.
System Time Stamp		
	Enable system time stamp	Enable to add a time system time stamp to the recording.
	Text	Click the **Font** button to configure the font, size, style, and color.
	Background	Click the Background color picker to choose the background color to appear behind the date and time. For no background, click the eye icon on the right side so it has a line diagonally through it to make the background transparent.
	Position	Select a square to indicate where on the screen the date and time will appear.
Caption		
	Enable caption	Enable to add a caption to your recording.
	Title	Enter text to be displayed as a caption.
	Text	Click the Font button to change the text font style.
	Background	Click on the background color box to set the background color. The eye icon indicates that the background is visible, the eye icon with a line struck through it indicates that the background is disabled.
	Position	Select a square to indicate where on the screen the caption will appear.
Watermark		

	Enable watermark	Enable to add a watermark to your recording.
	Watermark	Enter a file location manually, or use the directory navigator to find the watermark file and apply it.
	Position	Select a square to indicate where on the screen the watermark should appear.
	Opacity	Use the slider to determine the opacity level of the watermark in the recording.
Webcam		
	Position	Select a square to indicate where on the screen the webcam will be displayed.
	Size	Use the slider to determine the sizing of the webcam display on the screen.

Content Packs

Download Content Packs from ACDSee to further enhance media assets. Content Packs contain images, videos, audio, text style presets, fonts, behaviors, elements, and overlays.

Downloading Content Packs:

1. Click the download button in the top right of the program .

2. This will load the **Content Pack Manager**. From here, you can select, download, and reinstall any available content packs right into the program.

To add Content Packs to a library:

Content packs can be added to LUXEA Pro 7 from within the application:

To add content from Content Packs to the Timeline:

1. Click on the **Media** panel.

2. Select the **Content Packs** section, or click the dropdown arrow and select the pack you would like to use an asset from.

3. Drag the relevant media asset from the **Content Packs** section of the **Media** panel to the chosen point on the Timeline.

Removing Content Packs:

Content Packs installed to LUXEA Pro Video Editor 7 can be removed by navigating to the installation location of the **Content Pack** using **File Explorer**, and deleting the folder for the **Content Pack** you wish to remove. The default location for **Content Packs** to install to is: C:\Users\ {username}\Documents\ACD Systems\LUXEA Pro\Content Packs\70.

⚠ Replace {username} with your own Computer username. For example: C:\Users\johncheese\Documents\ACD Systems\LUXEA Pro\Content Packs\70.

⚠ If you require assistance or cannot find your Content Pack folder, please contact Support for assistance.

To Remove a Content Pack:

1. Navigate to your **Content Packs** folder. By default it is located at: C:\Users\ {username}\Documents\ACD Systems\LUXEA Pro\Content Packs\70.

2. Select the **Content Pack** you would like to remove, and press the **Delete** key, or right-click and select **Delete** from the **Context Menu**.

Please ensure that LUXEA Pro Video Editor 7 has been shut down before deleting any **Content Packs**.

Language Packs

Download Language Packs to change the native language that displays within the LUXEA Pro Video Editor 7 application.

Downloading Language Packs:

There are three ways to find the **LUXEA Pack Manager**:

1. Click the download button in the top right of the program .

2. This will load the **LUXEA Pack Manager**. From here, select the **Language Packs** tab from the top.

Or

1. Click **Help**, and select **Get Language Packs...**

2. This will open the **LUXEA Pack Manager** to the Languages section.

Or

1. Click Edit, and select Options.

2. Click Languages, or scroll to the bottom of the options, and click the Get Language Packs button.

In the Language Pack Manager:

Scroll through the list and find the language of your choice and click Download.

⚠ When a new Language Pack is installed, it will immediately apply the new language and require an application restart.

⚠ Language packs can be downloaded as desired, however only one may be installed at a time.

Switching Between Language Packs:

Click Edit, and select Options.

Click Languages, or scroll to the bottom of the options, and click the Language dropdown to select your language of choice.

Overview

The **Export tool** is a versatile design wizard used to craft unique project outputs. After the editing portion of the project is finished, use the **Export tool** to finalize and distribute videos. The final stage of the production process, Producing and Sharing, creates an output file from the arranged media and effects on the Timeline. The production process allows for the selection of video and audio parameters for the output file, as well as the option to share the output to YouTube, Vimeo, Facebook, and X.

An output file can be produced from the entirety of the media on the Timeline, or a selection.

⚠ Video productions will not include media on tracks that are disabled.

⚠ Video productions will not include media moved outside of the Display Area.

The **Export tool** contains four main tabs, each representing a unique work-flow and associated parameters for each project output type.
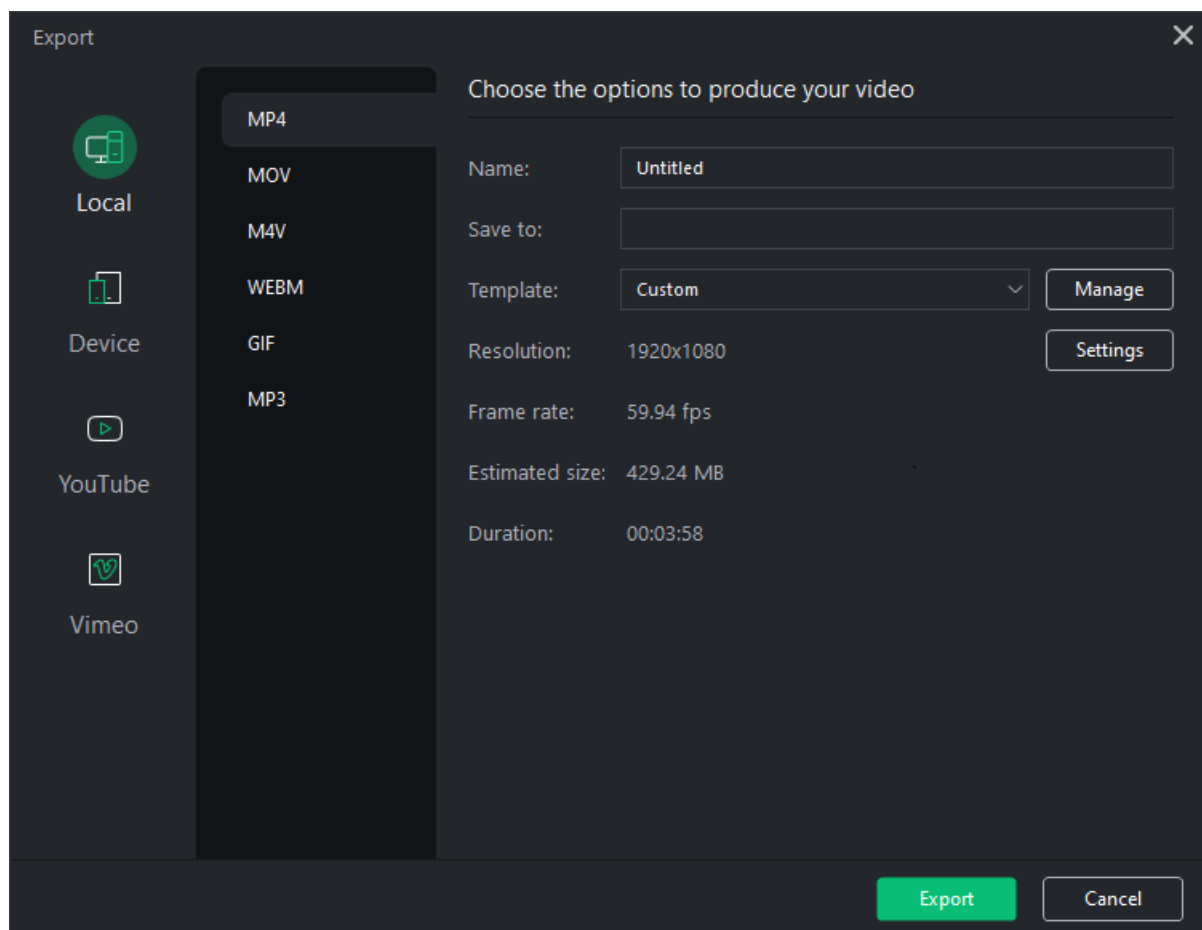
Export tool Tabs

Local	The **Local** tab is used for crafting media assets destined to reside on the local host computer.
Device	The **Device** tab is used for crafting media assets destined to reside on dedicated devices.
YouTube	The **YouTube** tab is used for crafting media assets destined to reside on YouTube.
Vimeo	The **Vimeo** tab is used for crafting media assets destined to reside on Vimeo.

To access the Export tool:

1. Add a **Media Asset** to the **Timeline**.

2. Click the **Export** button, located in the top-right corner of the LUXEA Pro 7 interface.

Export Templates

Build the perfect settings for your video exports, and save them forever. With Export Templates, you can set the file criteria for your finished project. Control elements such as the Encoder used, video resolution, audio channel, bitrate, and more.

To Save an Export Template:

1. With **Media Assets** on the **Timeline**, click **File**, mouse-over **Export**, and click **Produce and Share**. Or press **Ctrl + E**.

2. In the **Export** window, Click **Manage** to the right of the **Template** field.

3. Configure your **Video** and **Audio** options to your liking.

4. Click **Save As…** and enter a name for your **Export Template**.

   When a template has been saved, you'll see it automatically populate in the list on the left side of the **Template Manager**.

   Export Templates created in LUXEA Pro Video Editor 6 and later will be automatically imported into LUXEA Pro Video Editor 7 on installation.

To Delete an Export Template:

1. With **Media Assets** on the **Timeline**, click File, mouse-over **Export**, and click **Produce and Share**. Or press **Ctrl + E**.

2. In the **Export** window, Click manage to the right of the **Template** Field

3. Select an **Export Template** from the list on the left side of the **Template Manager**.

4. Click **Delete** at the bottom of the window.

5. Click **Yes** in the confirmation dialog to permanently delete the template.

Exporting to your Local Machine

The **Local** tab in the **Export tool** is used to craft media assets destined to be output and stored on the local host computer.

The **Local** tab is divided into two sections: the left-hand "Output Type" section and the right-hand "Options" section.

Output Type Section

The **Local** tab's Output Type section contains 6 output types for selection:

* MP4
* MOV
* M4V
* WEBM
* GIF
* MP3

Options Section

The Options section is used to customize a project's output for each output type.

To produce an output:

1. With media assets added to the Timeline, click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

2. In the **Export tool** dialog, select the **Local** tab.

3. In the Output Type section, select one of the **MP4**, **MOV**, **M4V**, **WEBM**, **GIF**, or **MP3** tabs.

4. In the Options section, enter a project name.

5. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.

6. Make a selection from the **Template** drop-down list. To add custom templates, see Custom Templates.

7. Accept the default values for the **Resolution** field and **Frame Rate** field, or if selecting "Custom" from the **Template** drop-down list, click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see Setting Custom Values.

> Note that the **Estimated Size** field value is calculated by the values selected in the **Settings** dialog.

8. Click the **Export** button to complete the project.

> The **Export** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.

Custom Templates

To add custom templates:

1. With the **Export tool** open, navigate to the Options section and click the **Manage** button adjacent to the **Template** field.

> The **Format** field is auto-populated based on the selection made in the **Output Type** section.

2. In the **Template Manager** dialog's **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

3. In the **Audio** field set, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

4. Click the **Save As...** button to enter a template name and exit the **Template Manager** dialog. Click the **Save** button to overwrite the current template.

> Note that in the **Export tool**, saved templates from either the **Template Manager** or **Settings** dialogs appear in the **Template** field's drop-down list.

Setting Custom Export Values

To change the output file settings:

1. Open the **Export tool**.

2. Click the **Settings** button adjacent to the **Resolution** field.

3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.

4. Under the **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

5. Under the **Audio** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

6. Click the **Save As Template** button to produce the **New Template** dialog.

7. Enter a name for the template and click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions. To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent **Width** and **Height** fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.
Loops	Sets how many times a GIF will loop.
Loop Forever	Enable/disable to control whether the GIF loops indefinitely.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

Exporting for Other Devices

The **Device** tab in the **Export tool** is used to craft media assets destined to be output and stored on external devices.

The **Device** tab is divided into two sections: the left-hand "Device Type" section and the right-hand "Options" section.

Device Type Section

The **Device** tab's Device Type section contains 11 output types for selection:

- Android
- Apple TV
- Apple TV 4k
- Google Pixel
- iPad
- iPhone
- Nintendo Switch
- Playstation
- Samsung Galaxy
- Smart TV
- Xbox

Options Section

The right-hand Options section is used to customize a project's output for each output type.

To produce with settings optimized for a specific device:

1. Add media assets added to the Timeline.

2. Click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

3. In the **Export tool** dialog, select a tab in the Device Type section.

4. In the Options section, enter a project name.

5. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.

6. Make a selection from the **Template** drop-down list. To add custom templates, see Custom Templates.

7. Accept the default values for the **Resolution** field and **Frame Rate** field, or if selecting "Custom" from the **Template** drop-down list, click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see Setting Custom Values.

> Note that the **Estimated Size** field value is calculated by the values selected in the **Settings** dialog.

8. Click the **Export** button to complete the project.

> The **Export** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.

Custom Templates

To add custom templates:

1. With the **Export tool** open, navigate to the Options section and click the **Manage** button adjacent to the **Template** field.

The **Format** field is auto-populated based on the selection made in the **Output Type** section.

2. In the **Template Manager** dialog's **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

3. In the **Audio** field set, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

4. Click the **Save As...** button to enter a template name and exit the **Template Manager** dialog. Click the **Save** button to overwrite the current template.

Note that in the **Export tool**, saved templates from either the **Template Manager** or **Settings** dialogs appear in the **Template** field's drop-down list.

Setting Custom Export Values

To change the output file settings:

1. Open the **Export tool**.

2. Click the **Settings** button adjacent to the **Resolution** field.

3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.

4. Under the **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

5. Under the **Audio** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

6. Click the **Save As Template** button to produce the **New Template** dialog.

7. Enter a name for the template and click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions. To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent **Width** and **Height** fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

Exporting to YouTube

The **YouTube** tab in the **Export tool** is used to craft media assets destined to be uploaded to YouTube.

The **YouTube** tab is divided into two sections: the left-hand "YouTube Sign-in" section and the right-hand "Options" section.

YouTube Sign-in Section

The YouTube Sign-in section contains the YouTube **Sign In** button. In order to successfully upload a completed project to YouTube, the sign-in procedure must be enacted.

To sign-in to YouTube:

1. With media assets added to the Timeline, click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

2. In the **Export tool** dialog's YouTube Sign-in section, click the **Sign In** button.

3. Reply to all prompts until successfully logged into YouTube.
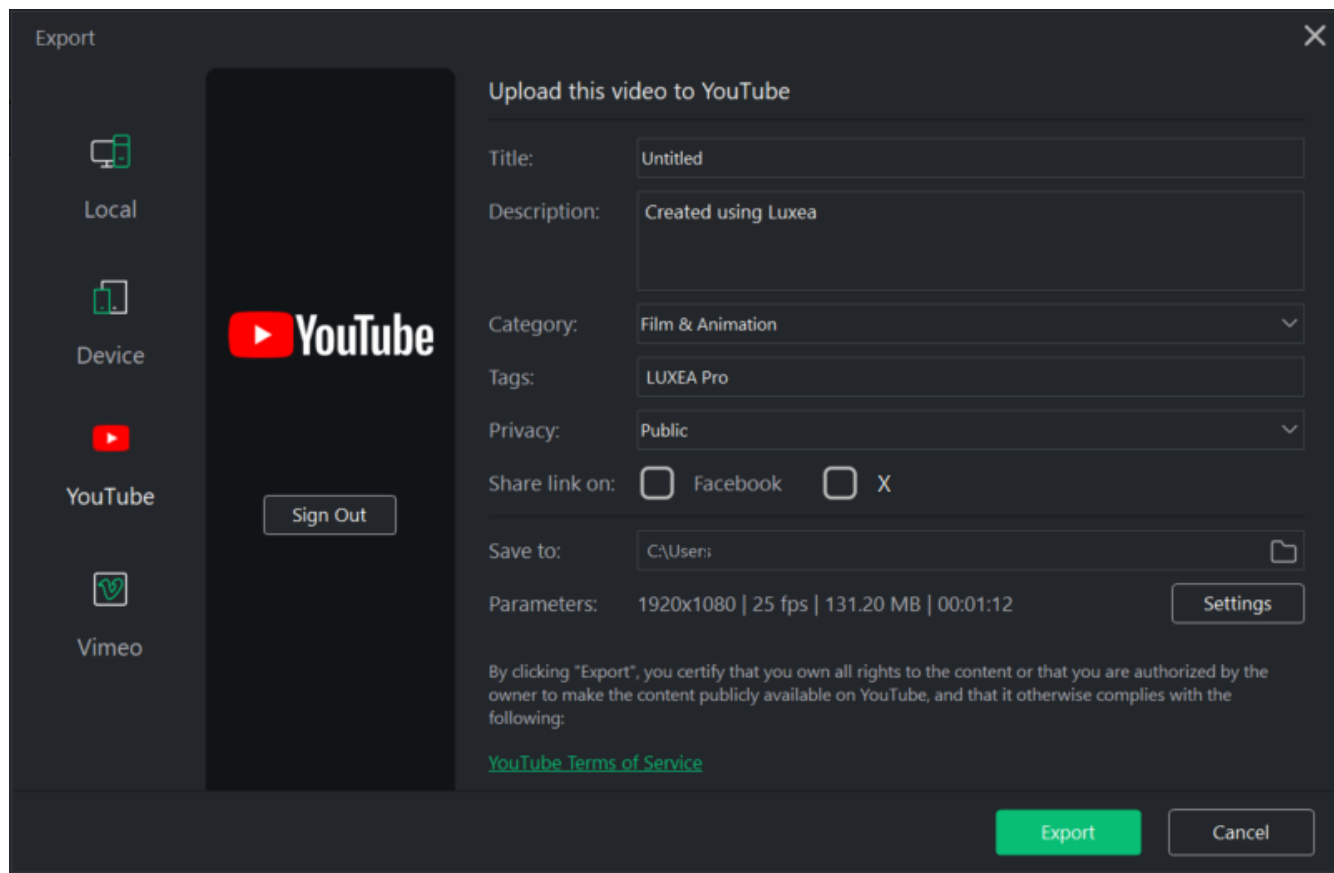
Options Section

The Options section is used to prepare a project's output for upload to YouTube.

To produce a YouTube output:

1. With media assets added to the Timeline, click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

2. In the **Export tool** dialog, select the **YouTube** tab and sign-in to YouTube (see To sign-in to YouTube).

3. In the Options section, enter a name in the **Title** field.

4. Enter a description in the **Description** field.

5. Make a selection from the **Category** drop-down list. The **Category** field selection will determine how YouTube stores and presents the video to their viewers.

6. Enter any relevant tags for the video into the **Tags** field. Use a comma to separate multiple values.

7. Make a selection from the **Privacy** drop-down list. The **Privacy** field selection will determine how YouTube presents the video to their viewers. Selecting "Private" will restrict the video's availability to only the uploader. Selecting "Public" will allow the video to be presented to all of YouTube's viewers.

Selecting "Unlisted" will allow the video to be viewable by all of YouTube's viewers with the link, but will not be listed on the site.

8. Make a selection in the **Share link on** field. Enabling the **Facebook** checkbox will allow the video to be shared with Facebook (Facebook sign-in required). Enabling the **X** checkbox will allow the video to be shared with X (X sign-in required).

9. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.

10. Accept the default values for the **Parameters** field, or click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see To set custom values for video quality.

11. Click the **Export** button to upload the video to YouTube.

The **Export** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.
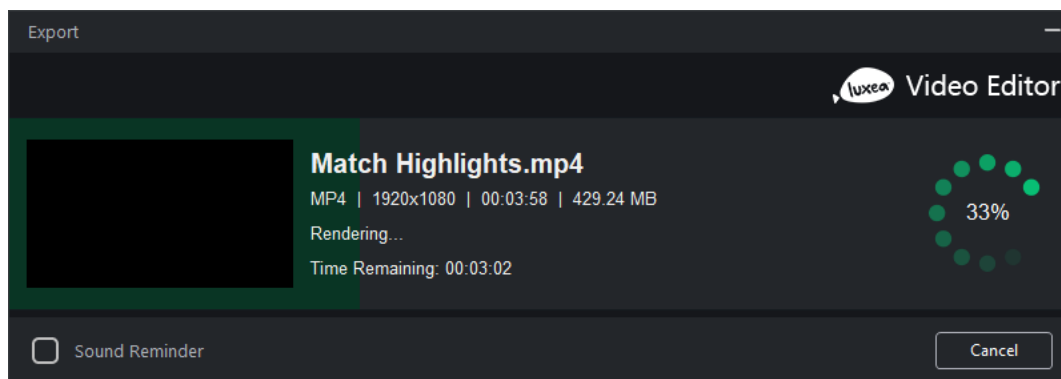
When uploading to YouTube, ensure that your YouTube Account has a Channel made for it, otherwise the Upload will fail. For more information on YouTube Channels, please visit YouTube.

To set custom values for video quality:

1. Open the **Export tool**.

2. Navigate to the Options section and click the **Settings** button adjacent to the **Parameters** field.

3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.

4. Under the **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

5. Under the **Audio** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

6. Click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the <u>Display Area Dimensions</u>. To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent **Width** and **Height** fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

Exporting to Vimeo

The **Vimeo** tab in the **Export tool** is used to craft media assets destined to be uploaded to Vimeo.

The **Vimeo** tab is divided into two sections: the left-hand "Vimeo Sign-in" section and the right-hand "Options" section.

Vimeo Sign-in Section

The Vimeo Sign-in section contains the Vimeo **Sign In** button. In order to successfully upload a completed project to Vimeo, the sign-in procedure must be enacted.

To sign in to Vimeo:

1. With media assets added to the Timeline, click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

2. In the **Export tool** dialog's Vimeo Sign-in section, click the **Sign In** button.

3. Reply to all prompts until successfully logged into Vimeo.
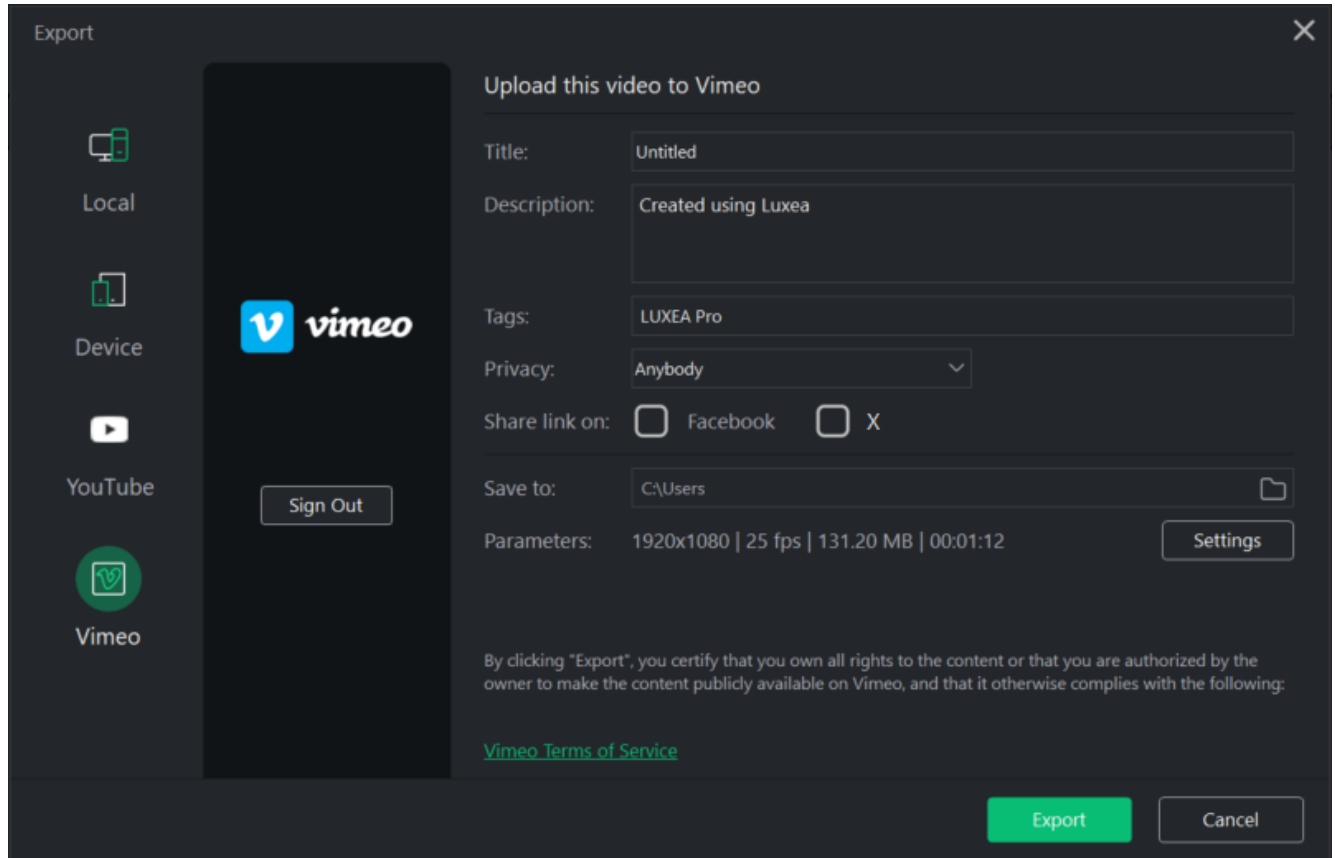
Options Section

The Options section is used to prepare a project's output for upload to Vimeo.

To produce a Vimeo output:

1. With media assets added to the Timeline, click the **Export** button located in the upper right-hand corner of the LUXEA Pro 7 interface.

2. In the **Export tool** dialog, sign-in to Vimeo (see To sign in to Vimeo).

3. Enter a project name in the **Title** field.

4. Enter a project description in the **Description** field.

5. Enter any relevant tags for the project into the **Tags** field. Use a comma to separate multiple values.

6. Make a selection from the **Privacy** drop-down list. The **Privacy** field selection will determine how Vimeo presents the project to their viewers. Selecting "Anybody" will allow everyone to see/access the video. Selecting "Nobody" will restrict the video's availability to only the user who uploaded the video. Selecting "Password" will restrict the video's availability to those users who have a password. Selecting "Contacts" will restrict the video's availability to only people the user follows.

7. Make a selection in the **Share link on** field. Enabling the **Facebook** checkbox will allow the video to be shared with Facebook (Facebook sign-in required). Enabling the **X** checkbox will allow the video to be shared with X (X sign-in required).

8. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.

9. Accept the default values for the **Parameters** field, or click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see To set custom values for video quality.

10. Click the **Export** button to upload the video to Vimeo.

The **Export** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.

To set custom values for video quality:

1. Open the **Export tool**.

2. Navigate to the Options section and click the **Settings** button adjacent to the **Parameters** field.

3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.

4. Under the **Video** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.

5. Under the **Audio** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.

6. Click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions. To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent **Width** and **Height** fields.
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Audio Parameters Options

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Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

Options and Configuration

Configure options to customize and automate LUXEA Pro 7's functionality.

To configure options:

1. Select **Edit | Options...** from the main menu, or press **Alt + O**.

2. Configure the options as described in the table below.

3. Click **OK**.

Options Dialog Box

General

Show Home Screen on startup	Set Home Screen launch behavior.
Reset all program warnings	Reset program to display warnings that have been previously cleared.

Editing

Transitions	Set transition display duration.
Images	Set image display duration.
Captions	Set caption display duration.
Freeze Frames	Set freeze frame display duration.
Mosaics	Set mosaic display duration.
Text	Set text display duration.

Duration can be set in either seconds or frames.

Snapshots

Snapshot Location	Displays the location of saved snapshots. Click the **Browse** folder icon to specify a new hard drive location.
Add snapshots to Media panel	Enabled by default, this option automatically adds snapshots to the available media in the **Media** panel. Screenshots residing in the **Media** panel can be dragged onto the Timeline.
Play snapshot sound	Enabled by default, this option plays a sound whenever a snapshot is taken.

Performance

Hardware Acceleration | Enable Hardware Acceleration	Enabled by default, this option ensures that the encoding process will be undertaken by a graphics card, rather than the CPU. This option accelerates the media rendering process. If presented with multiple graphics cards, LUXEA Pro 7 will prioritize hardware acceleration options using the following hierarchy: NVIDIA, Intel® Quick Sync.

Default playback quality	Select a playback quality from Full to 1/16. This option can speed up the editing process when working with high quality videos, or the host computer is slowly processing the video.

Project Save

Default project location:	Displays the location of saved projects. Click the Browse folder icon to specify a new hard drive location.
Enable AutoSave	Automatically saves projects as often as indicated. When restarting LUXEA Pro 7 after an unexpected shutdown, this option will recover the project and open it in its state as of the most recent save point.
AutoSave Interval	Indicate how often to automatically save.

Project Load

Load project to fit Timeline	Load project zoomed out so all elements are visible on the Timeline.

Media Cache

Temporary Files	LUXEA Pro Video Editor 7 may cache files to help improve performance. Your current number of temporary cached files will display here, along with how much space they take up. To **Clear** the **Cache** immediately, click on the **Clear** button, and click **OK**. Temporary files that are in use in your current project will be ignored when the **Cache** is **Cleared**.
Automatically delete cache files older than:	Toggled on by default, use the dropdown option to set the frequency for which cached temporary files will be automatically deleted.

Audio Recorder

Recorded Audio	Displays the location of saved audio recordings. Click the Browse folder icon to specify a new hard drive location.

Watermark

Enable watermark	Enable to include a watermark on a video.
Watermark	Browse to find an image to use as a watermark.
Position	Select a square to indicate a desired watermark position in the media asset.

Opacity	Use the slider to change the watermark opacity. By default, a watermark is 100% opaque, which means it is visual and solid. By reducing the opacity, the watermark becomes gradually transparent. A watermark with an opacity of zero is completely transparent.

Language

Language	Set the default language.
Get Language Packs…	Loads the Language Pack manager.

Keyboard Shortcuts

If you're ever unsure of a shortcut, they can be referenced there. If you would like to return the shortcut commands to their default, click on Reset to Default.

The following default keyboard shortcuts can be used to expedite the video editing process.

Shortcut	Resulting Action
File	
Ctrl + N	New Project
Ctrl + O	Open Project
Ctrl + Alt + O	Open Project Package
Ctrl + S	Save Project
Ctrl + Shift + S	Save As
Ctrl + I	Import Media
Alt + R	Audio Recorder
Ctrl + E	Export
Ctrl + W	Closes LUXEA Pro 7
Ctrl + Alt + N	Add a New Folder
Edit	
Ctrl + Z	Undo
Ctrl + Shift + Z	Redo
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + B	Split
Ctrl + Shift + [	Seek to Left Selection Slider
Ctrl + Shift +]	Seek to Right Selection Slider
**Ctrl + Shift + **	Seek to Playhead
Shift + [	Trim Start
Shift +]	Trim End
Del	Delete
Shift + Del	Ripple Delete

Shortcut	Resulting Action
Alt + Del	Close Gap
Ctrl + A	Select All
Alt + Left	Move to previous Media Clip
Alt + Right	Move to next Media Clip
Ctrl + D	Deselect All
Ctrl + Alt + V	Paste Properties
Ctrl + Shift + L	Rotate Left
Ctrl + Shift + R	Rotate Right
Shift + C	Add Caption
Ctrl + Alt + T	Remove All from Timeline
Ctrl + Alt + S	Remove All Captions
Alt + O	Options
Ctrl + Alt + K	Keyboard Shortcut
Ctrl + Shift + E	Edit
Ctrl + Shift + P	Pan
Ctrl + Shift + C	Crop
Clip	
Shift + R	Freeze Frame
Shift + S	Snapshot
Alt + S	Detach Audio
Ctrl + M	Audio Mute
Shift + Alt + D	Fade In
Shift + Alt + G	Fade Out
Ctrl + R	Custom Speed
F2	Rename

Shortcut	Resulting Action
,	Insert
.	Overwrite
Alt + A	Apply
Shift + F	Add to Favorites
View	
Space	Play
Alt + M	Mute
=	Zoom in Display Area
-	Zoom out Display Area
F	Full Screen
Ctrl + Shift + =	Zoom In Timeline
Ctrl + Shift + -	Zoom out Timeline
Shift + Z	Zoom to Fit Timeline
Left	Go to Previous Frame
Right	Go to Next Frame
Up	Go to Previous Edit
Down	Go to Next Edit
Shift + Left	Go to Previous Second
Shift + Right	Go to Next Second
Ctrl + Up	Go to Previous Media
Ctrl + Down	Go to Next Media
Shift + Page Up	Go to Selected Clip Start
Shift + Page Down	Go to Selected Clip End
Page Up	Go to Project Start Position
Page Down	Go to Project End Position

Shortcut	Resulting Action
Marker	
M	Add Marker
Ctrl + Alt + M	Remove Selected Marker
Ctrl + Shift + Alt + M	Removes All Markers
I	Mark In
O	Mark Out
Ctrl + Shift + Space	Play In to Out
Ctrl + Shift + I	Remove In
Ctrl + Shift + O	Remove Out
Ctrl + Shift + X	Remove In and Out
Ctrl + Shift + M	Go to Previous Marker
Shift + M	Go to Next Marker
Shift + I	Go to Mark In
Shift + O	Go to Mark Out
Miscellaneous	
F1	Help Content

Supported File Formats

File Formats that can be read by LUXEA Pro Video Editor 7

Video Formats

ASF	Advanced Systems Format
AVI	AVI Movie Format
FLV	Flash Video Format
MOV	MPEG-4
MP4	MPEG-4
MPG/MPEG	MPEG
MTS	MPEG Transport Stream
M2TS	MPEG2 Transport Stream
M4V	MPEG-4 Video
TS	Transport Stream
WMV	Windows Media Video

Audio Formats

AAC	Audio Data Transport Format
AC3	Arc Consistency Algorithm 3
MP3	MPEG-1 Audio Layer III/MPEG-2 Audio Layer III
M4A	MPEG-4 Audio
OGG	OGG
WAV	WAV
WMA	Windows Media Audio

Image Formats

BMP	Windows Bitmap
DNG	Digital Negative
GIF	Graphics Interchange Format

HEIC	High Efficiency Image Container
JPG	JPEG JFIF
JPEG	JPEG
PNG	Portable Network Graphic
TIF	Tag Image File Format
TIFF	Tag Image File Format