FRAMESCOPE

User + Setup Manual

From first launch to a finished project

Install • Organize • Analyze • Edit • Generate • Publish

Illustrated instructions for every workspace, with practical workflows, model setup, task diagnostics and contextual help.

Version 0.30.28 • Windows • 21 November 2026

English review edition. Screenshot pages are designed for on-screen reading: zoom in for fine controls. The matching offline HTML file includes the same guide and embedded images.

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01 Start here

One guide for installing FrameScope, choosing tools and completing your first project. Keep this guide open beside the application.

About this edition

FrameScope 0.30.13 for Windows • English review edition • 7 November 2026. This manual describes the implemented interface, including optional tools. Model availability depends on setup, hardware and author access. Screenshots use an isolated profile and practice media; they do not expose a customer library. Account screenshots use synthetic account responses, not real customer records. A screenshot of a control is not a guarantee of model output quality.

Choose your first task

Understand a video	Video Analytics → Add video → open the video → Prepare → Start analysis. Continue with Frames, CPU report and optional AI report. Chapters 4–6.
Make a vertical clip	Shorts Studio → choose a video → trim, save camera views, add captions → Export video. Chapter 9.
Caption a full video	Subtitles → choose any video → Generate subtitles or import a subtitle file → review → Export video. Chapters 10 and 19.
Create a voiceover	Voice Studio → Engine → Your voice → Text & language → Listen & export. Chapter 11.
Create or analyze music	Music Studio creates audio. Music DNA and Deep Music DNA analyze an imported recording and prepare editable generation instructions. Chapters 12–15.
Fix a stalled task	Running tasks → choose the task → Details and log → inspect the latest step → Copy log or Save log. Chapters 21 and 25.

Your first five minutes

1. Install and open FrameScope as described in Chapter 2. Create a free FrameScope account, confirm its email, complete the country field and sign in under My account. Activation and each new source need internet; no paid AI key or model is needed for ordinary local analysis.
2. Open Help & tutorial and choose Start the tour to load the built-in practice video, or click Add video and select a short file you own.
3. Open the video in Video Analytics. In Prepare, check the selected time range and start local analysis.
4. Wait for completion in Processing queue or Running tasks. Open Frames and CPU report to review the results.
5. Choose a next task from the table above. Add only the optional models needed for that task.

Expected result: You have a local project and a report. The original media remains available; an analysis report does not replace or edit the source video.

How to use the guide

Click a contents entry or a PDF bookmark to jump to a chapter. Use Ctrl+F to search for a button, model or problem. Green numbered circles on screenshots identify controls; the legend below each image explains them. In the app, the top-right ? opens the chapter for your current tab. The offline HTML edition is best for zooming screenshots; the PDF is convenient for reading, sharing and printing.

Navigation in this edition

The sidebar begins with Subtitles, Shorts Studio, Video Analytics, Voice Studio and Publish. Video Analytics is the renamed Library. Add video keeps you in the selected tool. Back and browser mouse-side buttons return through the screens you visited; Forward restores a later screen.

Switch workspaces without losing an edit

Click a workspace in the sidebar. A previously opened workspace can appear immediately while its current status refreshes. When data is needed, the selected destination shows Loading. You can choose another workspace while it loads. Leaving an editor still saves your changes first; if saving fails, your text remains in the editor so you can retry.

01 Start here — visual guide

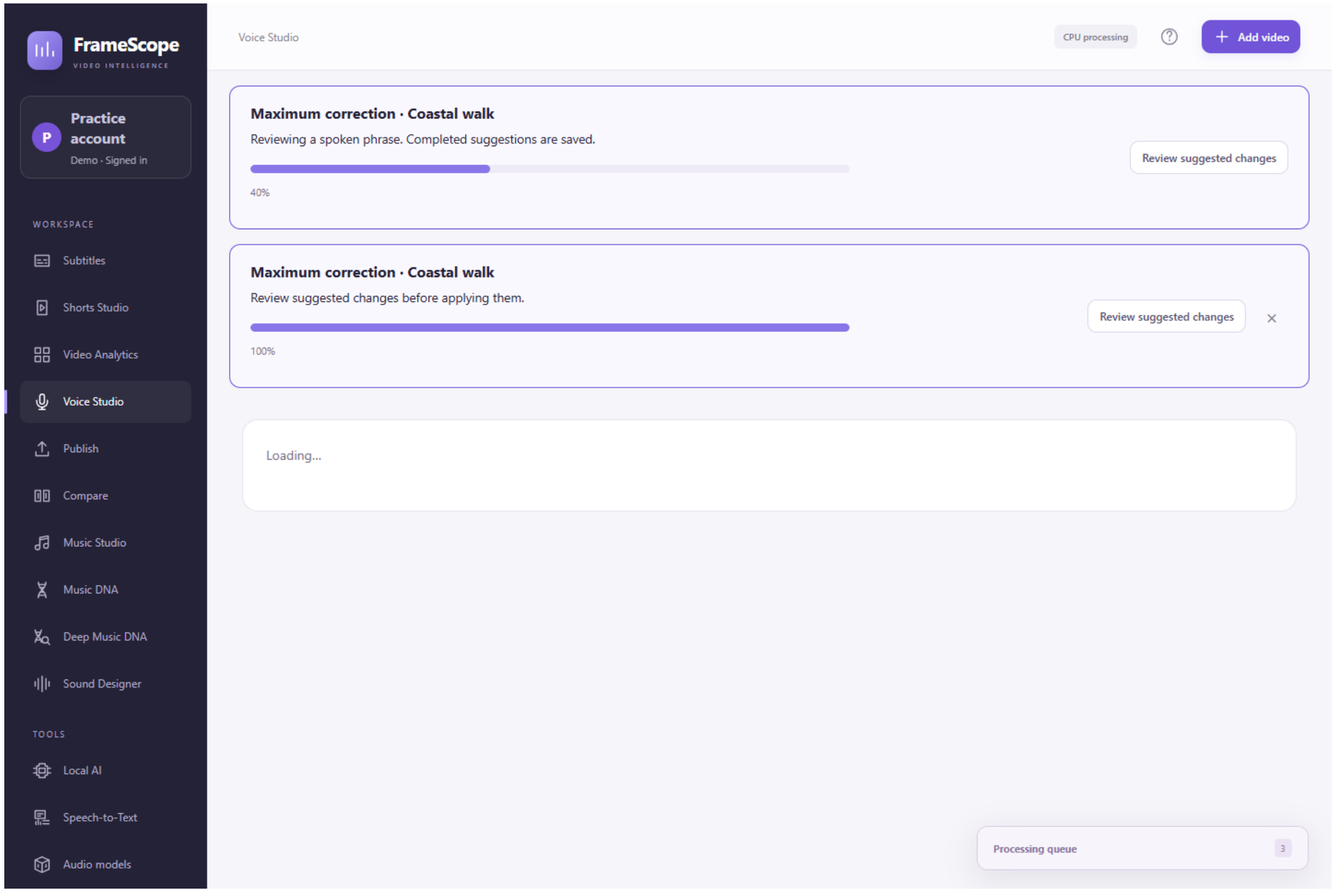


Figure 1. The selected destination appears while its data loads. The sidebar remains available. This screenshot uses a synthetic practice account and an intentionally delayed response.

02 Install, update and protect your work

Install the Windows application first. AI models are optional downloads and are not all included in Setup.

Install FrameScope

1. Download the FrameScope Windows Setup from the project’s official distribution page. Keep the installer version visible so you can identify it later.
2. Close an older FrameScope window after its running tasks finish. Run the new Setup file. If Windows asks for permission, verify the file and source before proceeding.
3. Follow the installer’s destination and shortcut choices. Keep the existing installation folder when updating the same installation.
4. Finish setup and open FrameScope. If the app requests Microsoft WebView2, allow its managed prerequisite setup to finish, then reopen FrameScope.
5. Choose your interface language on the sign-in screen. Create an account if needed, confirm its email and sign in. For this manual, select English so button names match.
6. Open Help & tutorial for the practice video. Install optional engines only when you need their features.

Expected result: After verified sign-in, the app opens to Video Analytics. Normal local analysis requires neither a paid AI provider account nor a model installation.

What your computer needs

Windows and display	This release targets Windows x64. A wider desktop window makes the editors easier to use. Smaller windows stack panels; scroll to reach lower controls.
Local video work	Decoding, measurements, ordinary cutting and exports can use the CPU. Available disk space must cover imported media, previews, reports and exports.
Optional visual AI and voice	Read the hardware result on the relevant model page. GPU compatibility and dedicated memory are checked; a model’s download size is not its working-memory requirement.
Music and advanced audio	Large downloads and private runtimes may be required. Some engines use managed WSL. The app installs its own components; you do not need to write terminal commands.
Speech recognition	Local speech models expose compatible CPU/GPU choices. This does not imply that every other local AI feature supports CPU execution.
Internet	Required to sign in and keep the workspace session active. Also needed for source/license checks, public-link imports, model/runtime installation, updates and API jobs. Installed local engines do not require a provider API key; account access still needs internet.

Update an existing installation

1. Save the current edit and finish or pause active work. Keep a separate backup of irreplaceable source media and exports.
2. Click Check for updates at the bottom of the sidebar, or open Running tasks and click Check for updates.
3. Read the release notes and choose Download update. Wait until the package is ready.
4. Choose Install and restart. FrameScope saves supported drafts, closes, installs the update and reopens the same profile.
5. Confirm that your library and settings are present before starting another long job.

Expected result: The program version changes while your existing projects remain in the profile. Model downloads are separate from the application update.

Files, moves and backups

Virtual folders in Video Analytics organize records; they do not move the original media on disk. Use the app’s model-folder transfer controls to move managed models, and let verification finish before using the new location. Do not manually delete the old model directory during a transfer. Use Save video as…, report exports, audio bundles and your own backup routine for portable copies. An exported report is not a complete backup of every project asset.

If setup cannot finish

Keep the exact error and installer version. Try Repair or the same Setup again only after resolving the named prerequisite or disk issue. Do not disable antivirus or certificate verification as a generic fix. If the app says it is already open, switch to the existing window first. Chapter 25 explains recovery and diagnostics.

Online AI without local model installation

FrameScope AI runs supported models remotely and uses your FrameScope account. It does not require a local AI model, WSL or a personal API key. Internet access, account eligibility and server availability are required. See the FrameScope AI chapter for data transfer, queue and recovery behavior.

03 Find your way around

The sidebar selects a workspace. The main area changes with the task, while progress and contextual help remain available.

Workspace map

Video Analytics / Compare	Organize and analyze videos; compare an analyzed reference with an analyzed result.
Shorts Studio / Subtitles	Create reframed clips or caption an entire source video.
Voice Studio / Music Studio / Sound Designer	Create speech, music or effects and assemble audio.
Music DNA / Deep Music DNA	Analyze full recordings, inspect musical evidence and export generation blueprints.
Publish	Connect supported social accounts and review destination-specific publishing options.
Local AI / Speech-to-Text / Audio models	Set up the engines used by the creative workspaces.
Running tasks	See progress, waiting dependencies, previous outcomes and diagnostic details.
My account / AI & settings / Help & tutorial	Manage the FrameScope account, provider keys, preferences, branding, support and this guide.

Controls you will see often

A filled purple button is usually the main action. An outlined button offers a secondary action. A small triangle or a details heading expands additional controls. Green installed-model controls and explicit readiness labels identify local files or usable engines; always read the status text. A disabled button usually means a source, model, permission or completed prerequisite is missing. The ? in the upper-right opens help for the current workspace.

Background work and navigation

You may browse other tabs while setup or analysis runs. Processing queue gives a compact summary; Running tasks gives the complete list. Pause and Cancel affect the task named beside the control. The × beside an inactive task hides that notice; it does not remove the underlying project or report. Opening another tab is not a cancellation command.

03 Find your way around — visual guide

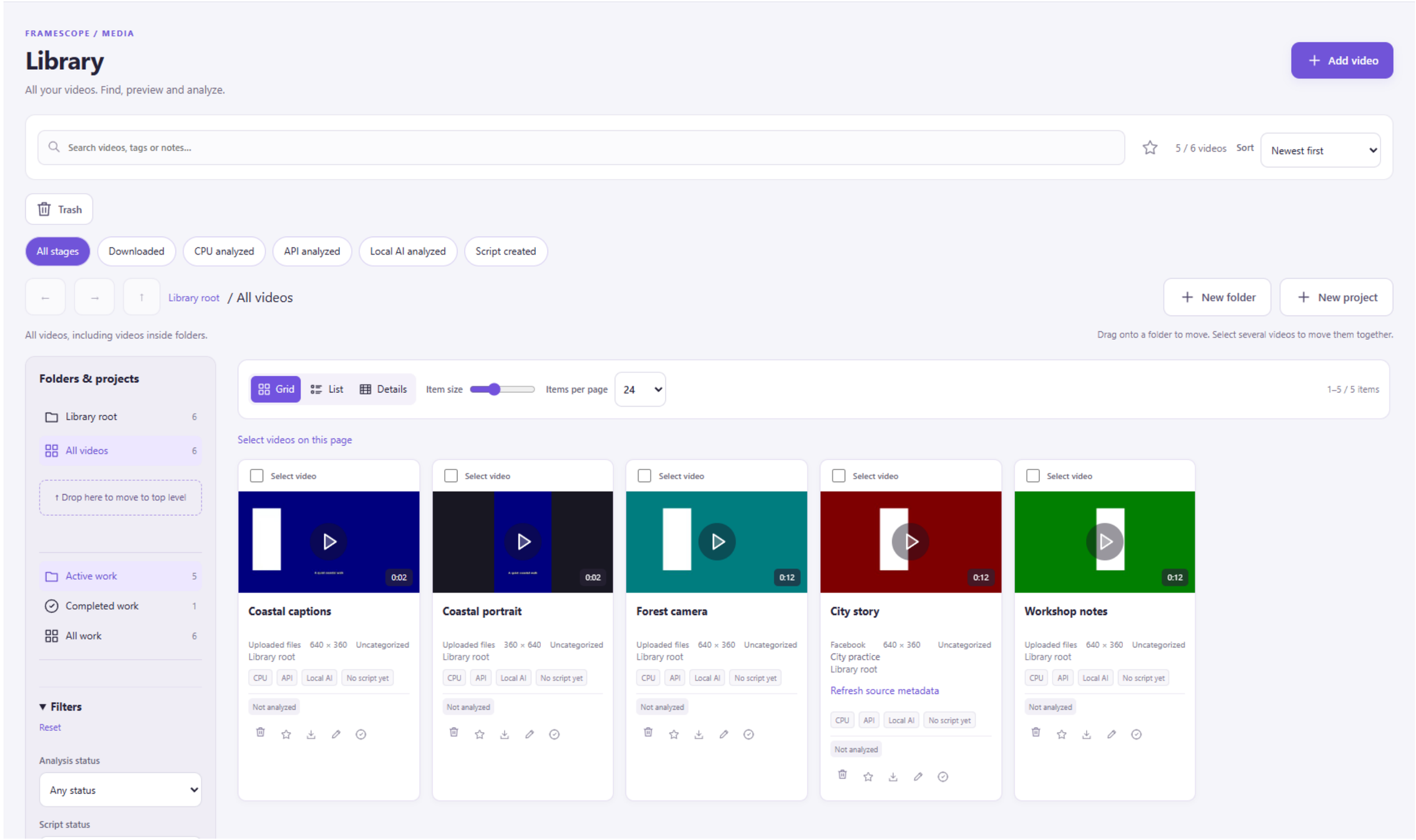


Figure 2. Actual application overview with the built-in practice video. The sidebar is always your route back to a tool.

04 Import and organize videos

Start here for video files, public links, folders, filters and report history. The studio libraries use the same browsing pattern with task-specific filters.

Import a file or public link

1. Click Add video. Choose the local-file option to select a video, or choose the link option and paste a public video URL.
2. For a link, inspect the available source/quality choices and confirm the download. A link can fail if it requires login, is private, is removed or is unsupported.
3. Watch the import task. Wait for the video to become available before starting analysis or editing.
4. Click the video card or row to open its workspace. Use the video's name/details controls to give it a useful title and metadata.

Expected result: The video appears in Video Analytics. Importing does not automatically run a paid AI request.

Create an organized library

1. Use New folder or New project in the library tree. Give the collection a meaningful name.
2. Select a folder to see its direct contents. Use All videos when you want a search across the full library.
3. Move an item using the library's drag-and-drop or context-menu controls. Nested folders can be renamed or moved to their parent/root where those commands are available.
4. Mark frequently used videos as favorites. Add category, tags or notes in video details to make later filtering easier.

Expected result: These are virtual collections. Moving a card between folders does not move or overwrite the source file on disk.

Browse precisely

Search	Search names and recorded metadata such as tags, notes and channel information. Clear search and filters if an item seems to have disappeared.
Folder scope	Root shows direct contents. All videos deliberately broadens the scope. Back/forward library navigation returns to earlier locations.
Quick filters	Downloaded, local/CPU reports, API reports, Local AI and scripts narrow the list to work already available.
Detailed filters	Use date, source/platform, category, channel, duration, status, report mode or script availability as offered. Several filters can apply together.
Duration	Main-library bands separate under 1 minute, 1–5 minutes, 5–30 minutes, 30–60 minutes and 1 hour or longer.
Sort and display	Sort by date, name or duration. Choose Grid, List or Details and a comfortable item size. Change items per page rather than scrolling through the whole catalog.
Studio libraries	Shorts, Subtitles, Music, DNA and Publish show appropriate video/audio/project tabs. Short versus longer-than-one-minute filters help select the source. Opening an item enters that workspace's editor.

Do not confuse source and result

The same source video can have several reports and edits. A new report does not replace your original video. Saved Shorts edits, generated audio and published uploads have their own histories. Use Save video as… for an external video copy and the appropriate export control for a report or edited result.

Remove an item from any library

1. Click the trash-can icon beside the video, saved short, audio asset, audio project or saved transcript you no longer need. Hover over the icon to see its label.
2. Read the item name in the confirmation, then click Move to trash. The item disappears from all relevant libraries.
3. To reverse the removal, open Trash from a library and click Restore beside the item.

Expected result: Trash hides entries and retains their files. It does not free disk space or erase the original recording. Existing edits can still read their sources; removing a parent video does not delete its independently saved shorts.

Move or restore several items together

1. In Video Analytics, select video checkboxes or Select this page, then click the trash-can button in the selection toolbar.
2. Review the selected names and confirm Move to trash. Original files and existing edits remain available.
3. Open Trash, choose individual rows or Select all, then Restore selected to return the restorable items to their libraries.

Expected result: Selection and actions stay inside the current library. A row with permanent cleanup pending can be retried but cannot be restored.

Delete selected items and their related videos permanently

1. Open Trash. Select individual rows or Select all, then choose Delete selected permanently.
2. Review the full list. Select Include derived videos and related edits to include dependent rendered videos, saved short edits, subtitle histories and linked audio items. Related entries can be included even if they were not already in Trash.
3. Original recordings are kept by default. To erase them too, explicitly select Also delete original video files from disk. Review every exact file path shown below the item list.
4. If another remaining item shares a file or a saved publication/voice setup still uses a source, remove those references first. Stop active processing before permanent deletion.
5. Confirm Delete permanently only after reviewing the final list. The review is checked again before removal; changes require a new review. Children are removed before their sources. Locked cleanup remains in Trash so you can retry.

Expected result: Permanent deletion cannot be restored from Trash. App-managed render/import/cache files are removed; external recordings are removed only through the explicit original-file option. Separately saved exports are kept. If a batch stops on a locked item, already completed deletions remain permanent and the remaining rows stay available for review.

Finish work without deleting it

1. Click the check-circle button on a card or Mark as completed inside the video editor when your work in that section is finished.
2. Open Completed work in the folder panel to find finished items. Choose All work to see both active and completed items; other filters can still narrow the list.
3. Use Return to active work to reopen an item. Completion is saved locally and survives reopening the app.

Expected result: Completion is independent in every workspace: finishing Video Analytics does not hide that video from Shorts, Subtitles or Publish. It does not move files, change folders or favorites, delete media, consume Demo quota or publish anything. A source video and each saved edit can be completed separately.

04 Import and organize videos — visual guide

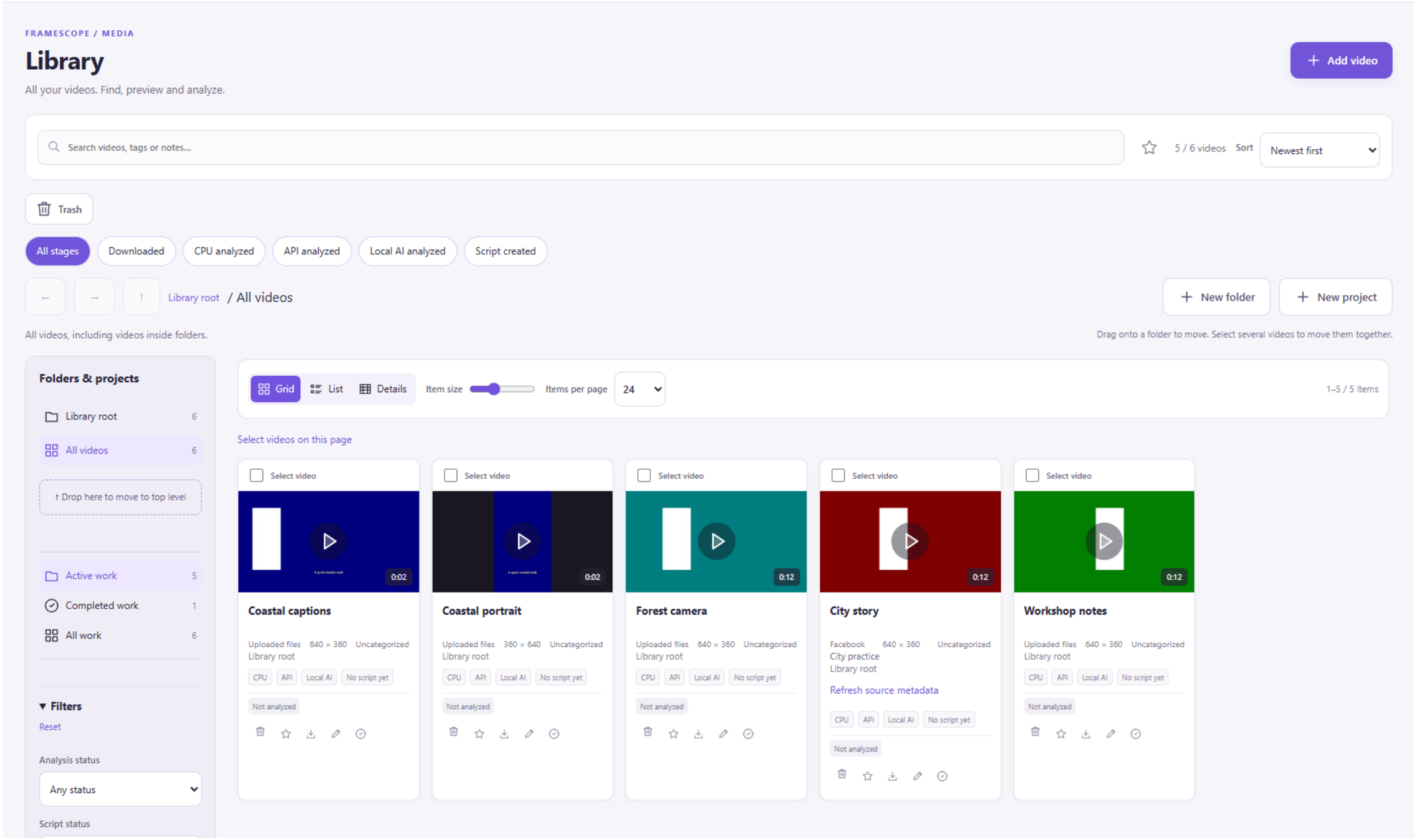


Figure 3. Video Analytics with synthetic practice videos. Active, Completed and All work are independent of folders and the selected display mode.

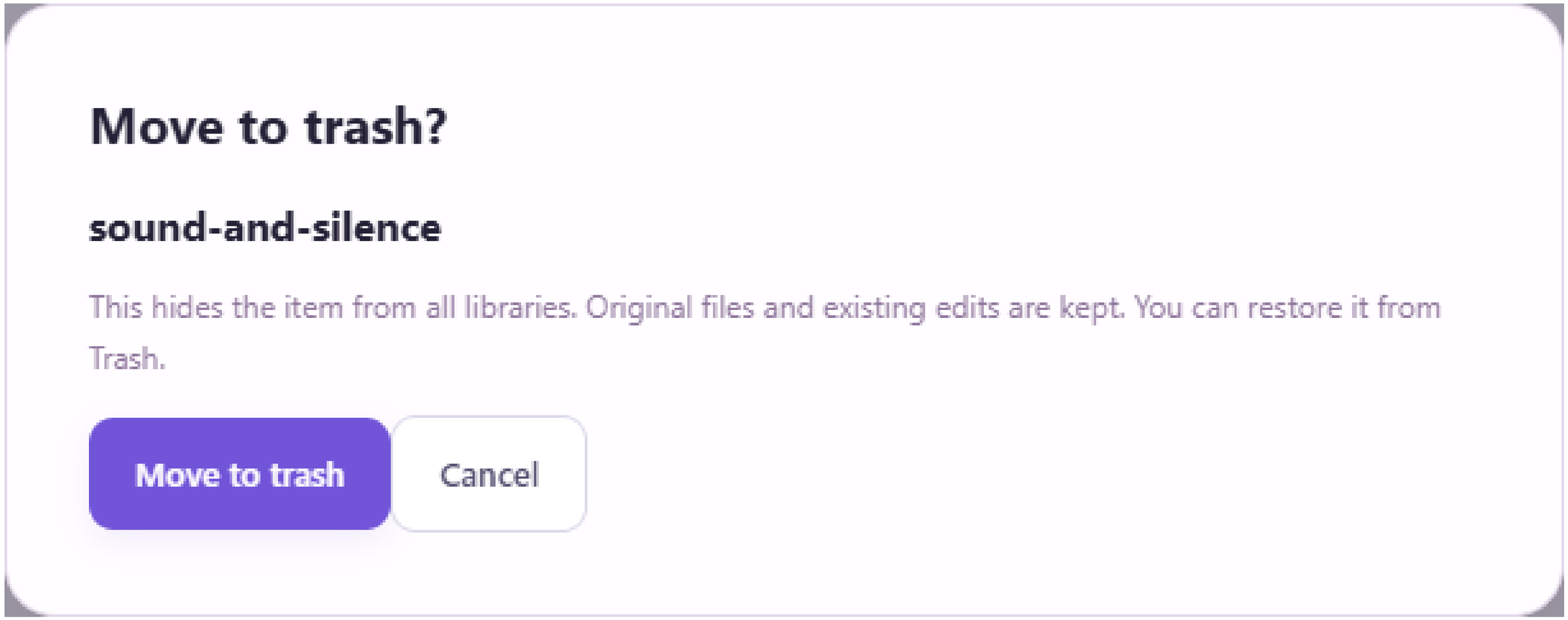


Figure 4. Confirm the named item. Moving to Trash retains files until a separate permanent deletion.

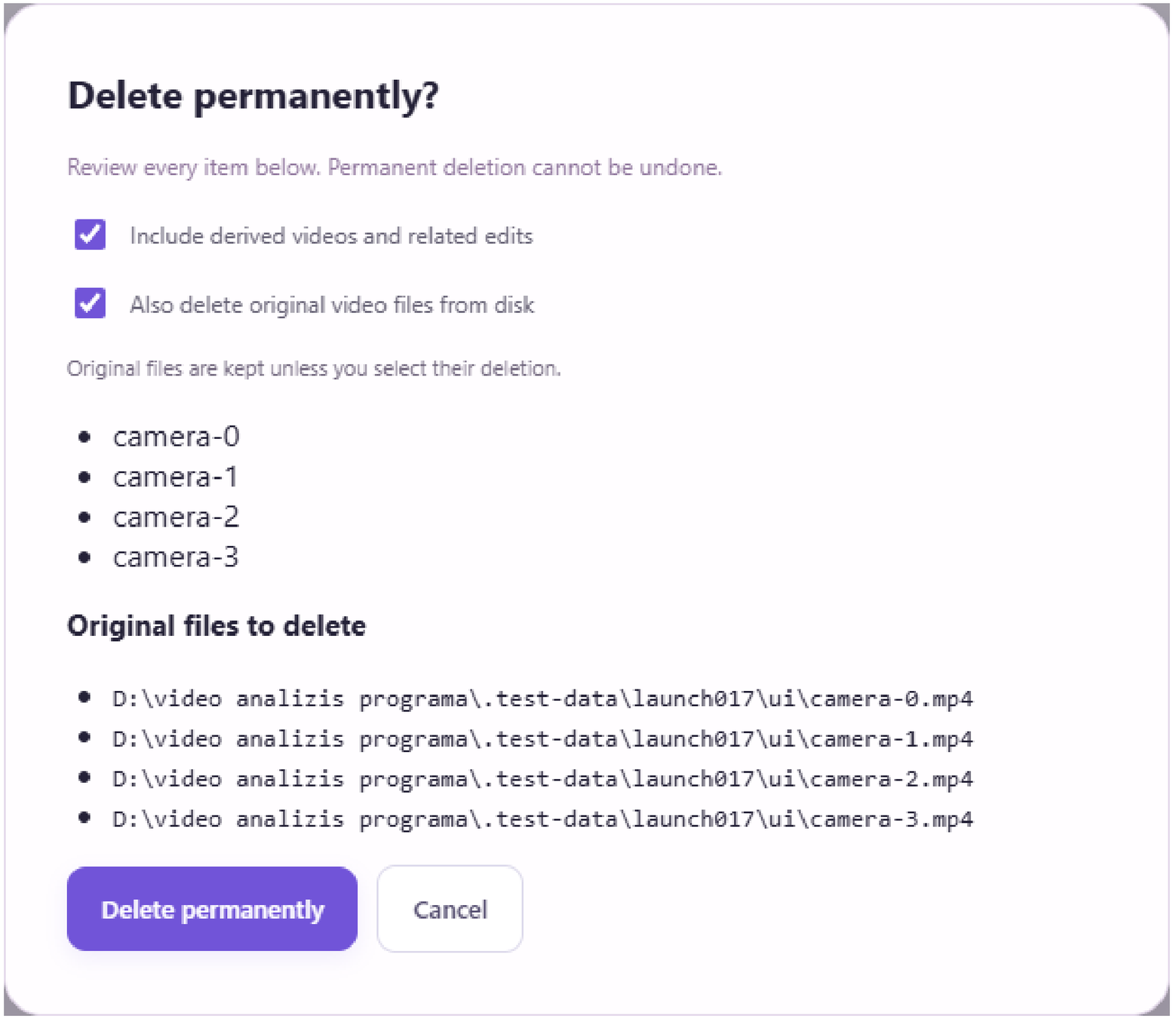


Figure 5. Review the selected and related items, then explicitly opt in to deleting original files. The exact paths are listed before confirmation.

04 Import and organize videos — visual guide

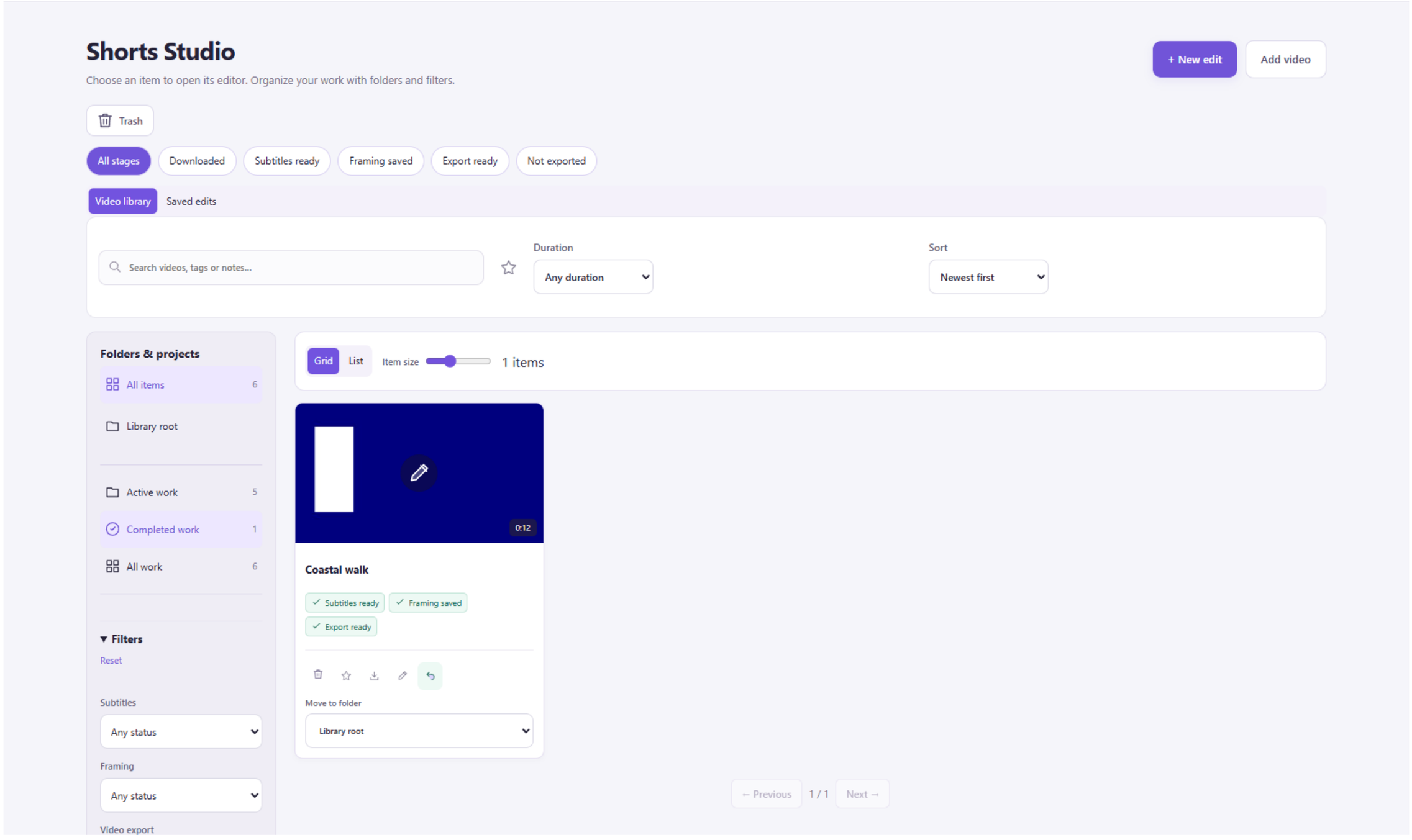


Figure 6. The same completion controls are available in studio libraries. Completed work can always return to active work; file locations stay unchanged.

05 Analyze a video

The video workflow separates local measurements from optional AI interpretation. Start with a chosen time range and inspect the evidence before using the result.

Run local analysis

1. Open a video from Video Analytics. Select Prepare in the numbered workflow.
2. Play the source and confirm that it is the intended file. If playback is incompatible, use Prepare compatible preview; the derived preview does not replace the original.
3. Open the analysis options. Set the start and end of the part you want to analyze. Choose the available depth/detail and frame-preparation size.
4. Start analysis. Read the estimate and follow the named stages in Processing queue or Running tasks.
5. When complete, open Frames to inspect extracted evidence, then CPU report for measurements. Analyze again… lets you deliberately run different settings.

Expected result: A saved local report is attached to this video. It can be used without a cloud connection.

Add AI interpretation

1. Open AI report after local analysis. Choose an API provider you connected in AI & settings, or a compatible installed Local AI model.
2. Check the chosen model and report/output language. For API use, the request may be billed by your provider.
3. Start the AI analysis and watch its task. Keep the app open for a long run; use the available pause/resume controls if needed.
4. Review the completed AI report alongside the frame evidence. If output is incomplete, read the task details before retrying or selecting another model.

Expected result: The AI report is a separate interpretation with its own model and provenance. Local measurements remain available if AI fails.

Analysis choices

Selected range	Limits the source interval being studied. Ensure it includes the action or speech you want to understand.
Depth / frame size	More evidence or larger frames can increase time, disk use and API cost. Start with a short representative range when testing a new model.
Report language	Controls written output. It is separate from interface language and the spoken source language.
Local AI	Uses installed model files and compatible hardware. Install and test the model in Local AI first.
API AI	Uses your provider account and selected model. A saved key or successful connection check is not proof that every model supports video/image input.
Audio and transcript	Use Speech-to-Text for actual speech transcription. A scene description is not a transcript of everything said.

05 Analyze a video — visual guide

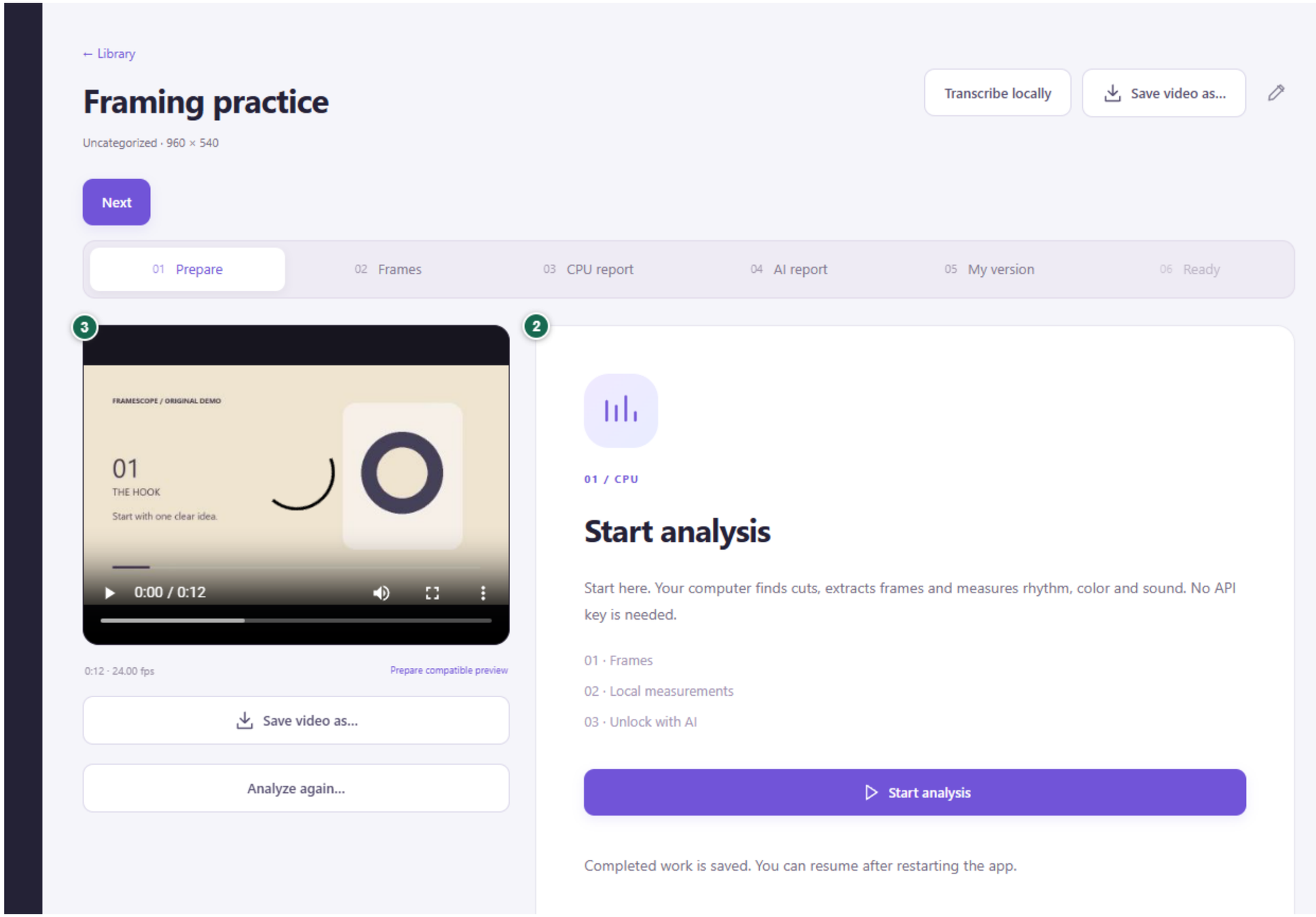


Figure 7. Prepare shows the source preview and the analysis entry point. The practice clip is short so the first local run is quick.

2 Current step • 3 Source preview

06 Read, verify and export reports

Use the evidence viewer to check what the report is describing. Measured values, AI observations and hypotheses have different levels of certainty.

Inspect a finding

1. Open Frames, CPU report or AI report in the video workflow.
2. Choose a report topic or shot. Read the timestamp and open its image/evidence rather than judging the prose alone.
3. Use previous/next evidence controls and the source player to inspect the surrounding moment.
4. Check uncertainties and provenance. A likely camera movement, instrument or origin observation should not be treated as proof of how the creator produced the source.
5. If the interval or model was unsuitable, choose Analyze again… with revised settings and keep the earlier report for comparison.

Expected result: You understand which evidence supports the finding and which details remain interpretation.

Report sections

Overview / hook / story	Summary, opening attention cues and the sequence of actions or narrative roles.
Editing / camera	Shot durations, cuts and motion observations. Sampled analysis can miss subtle cuts or confuse camera motion with moving subjects.
Composition / color / attention	Framing, color/light, visible text and attention-related observations.
Audio	Audio measurements and available listening/transcript interpretation. Verify wording with speech transcription and listening.
DNA / remake rules	Reusable structural observations that can inform your own production plan.
Authenticity / uncertainty	Tentative origin observations and limitations. This is not forensic certification.
Report history	Select the saved result matching the intended provider, model, range and date before exporting or planning.

Export a report

1. Select the intended report in the video workspace.
2. Use the report export controls and choose an offered format, such as HTML, PDF or structured JSON.
3. Choose a filename/location in the desktop save dialog. Open the exported file to confirm it contains the intended result.
4. Set your creator/company name, brand color and logo in AI & settings if you want branding on supported reports.

Expected result: HTML/PDF are for reading; JSON is for structured reuse. Exporting a report is separate from exporting an edited video.

Download large CPU frame packs

The frame-pack action provides numbered JPG/PDF parts when a report is too large for one bounded package. Save every part you need; the numbering preserves their order. The downloads contain the selected CPU evidence frames and do not require a paid AI request.

06 Read, verify and export reports — visual guide

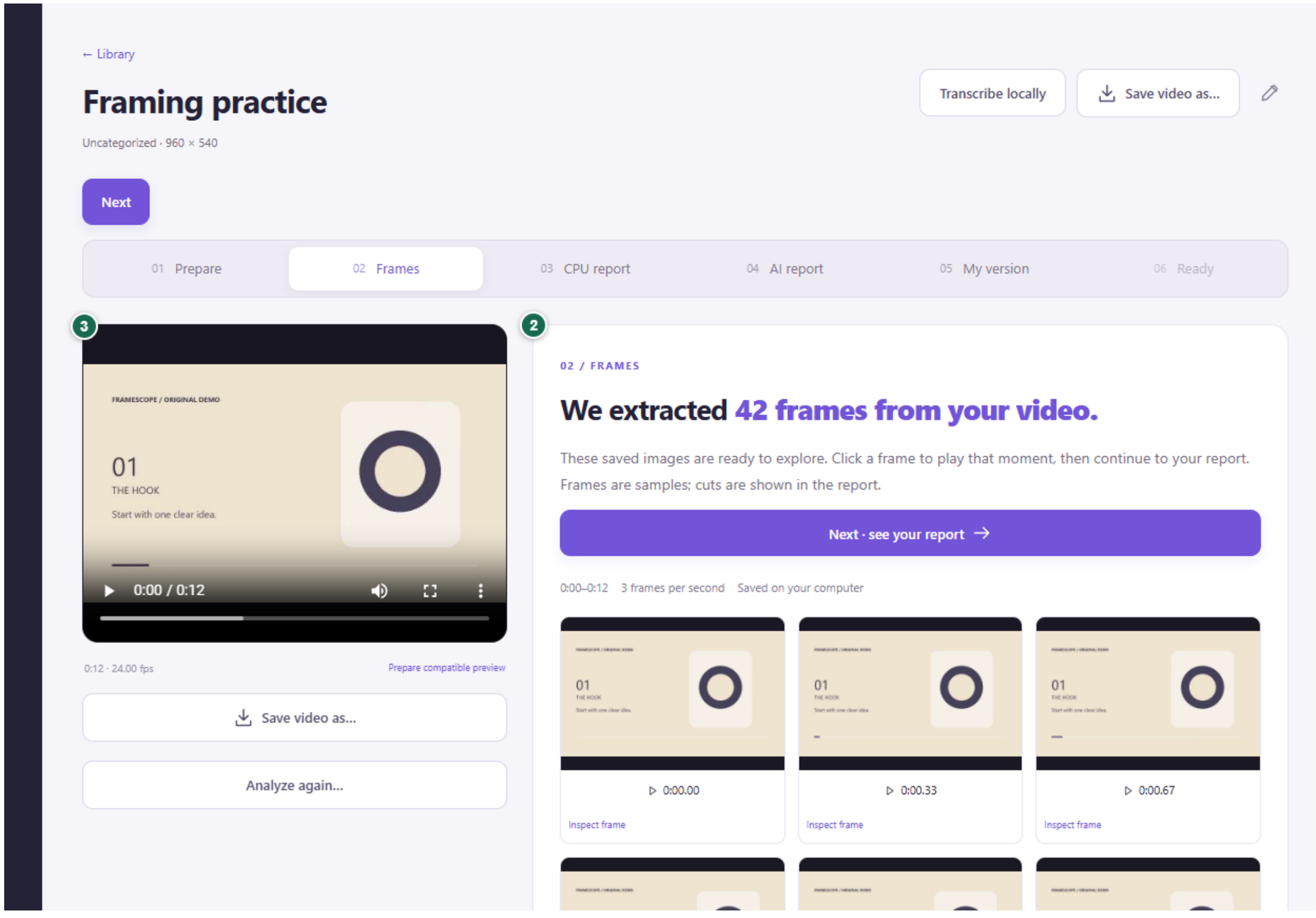


Figure 8. Frames displays extracted source evidence. Open individual images and use their timestamps to return to the corresponding moment.

2 Current step • 3 Source preview

06 Read, verify and export reports — visual guide

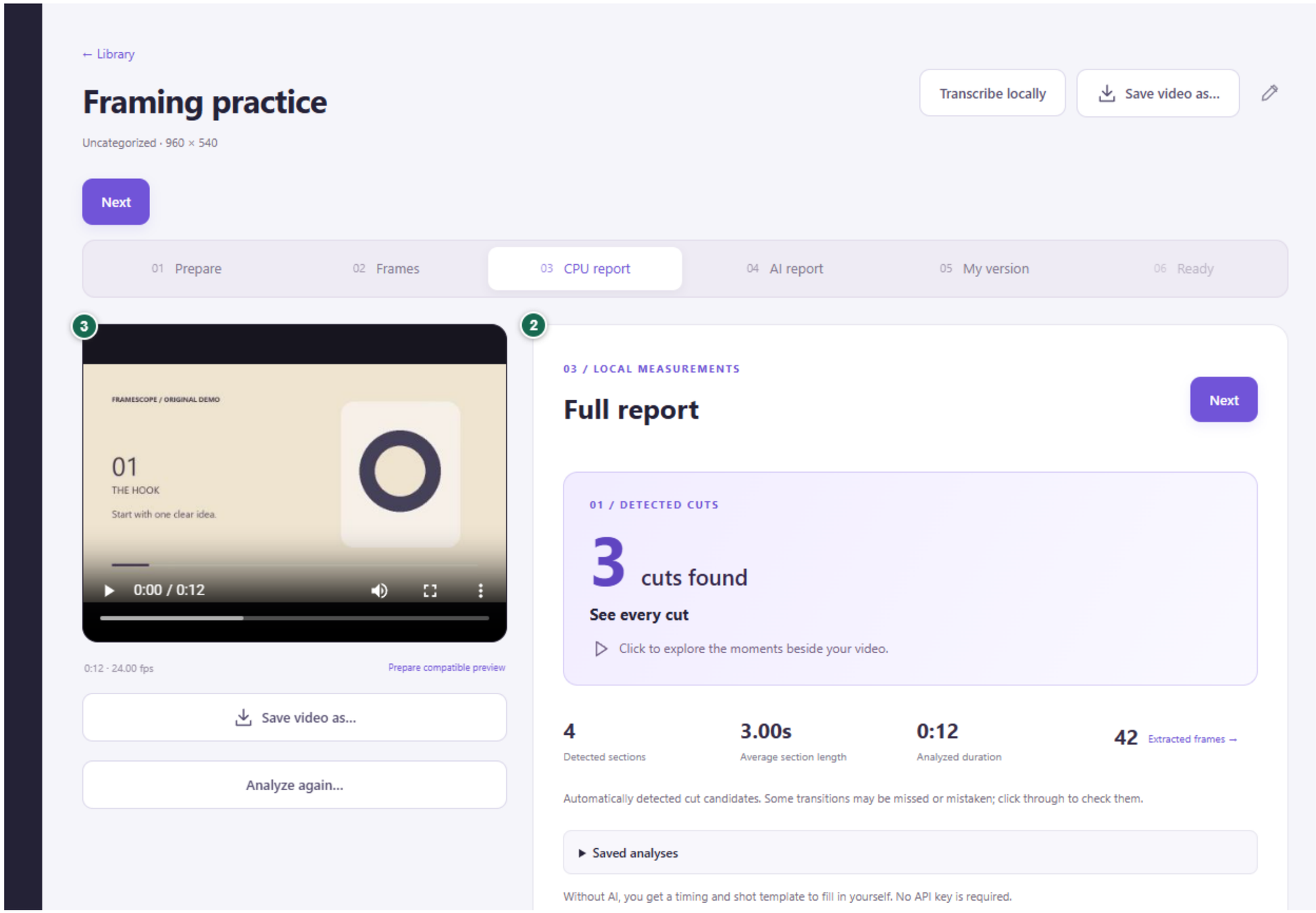


Figure 9. CPU report summarizes the current local result. The practice video is synthetic and is not a benchmark for real-world scene detection.

2 Current step • 3 Source preview

07 Create your own version and prompts

My version turns a selected video report into a production plan. It does not generate the final video inside FrameScope.

Build a production plan

1. Open the reference video’s completed report and select My version.
2. Choose Real filming for a shooting plan, or Use AI-generated visuals. In the generated-visuals path, choose fully generated or hybrid production.
3. If using generated visuals, choose the generator family, model/version, supported input workflow and destination platform. Read the profile’s documented/draft status and official source.
4. Write your own idea. State your subject, audience, message and changes. Choose an idea suggestion only as a starting point.
5. For image/reference/video workflows, add and select the reference assets the destination needs. Confirm which assets will be used.
6. Adjust the similarity/adaptation controls to decide what to retain from the reference and what to change.
7. Choose the prompt writer independently of the video-generator profile: technical-only planning, a connected API or a compatible installed local model. Choose output languages and start the plan.
8. Open Ready when the plan finishes. Review every shot, prompt, dialogue and production instruction before copying or exporting.

Expected result: The result is an editable production plan and destination-oriented prompts. You render generated visuals in the chosen external tool.

Use the finished plan

Real filming	Use shot actions, equipment/setup suggestions, dialogue and teleprompter text as a production checklist. Adapt unsafe or impractical suggestions.
Generated visuals	Copy the appropriate prompt into the named external generator. Supply the selected references there and match its duration/aspect-ratio options.
Hybrid production	Film the main material and generate the planned inserts/overlays. FrameScope’s plan describes how they fit; it is not a complete external editor project.
Timing	Source shot timing is retained as a reference. A destination may require splitting a long shot into shorter generation units.
Writer versus generator	The writer creates instructions. The generator is the destination receiving those instructions. Choosing a generator profile does not connect or pay for that service.
After rendering	Import your resulting video into Video Analytics, analyze it and use Compare against the original reference.

07 Create your own version and prompts — visual guide

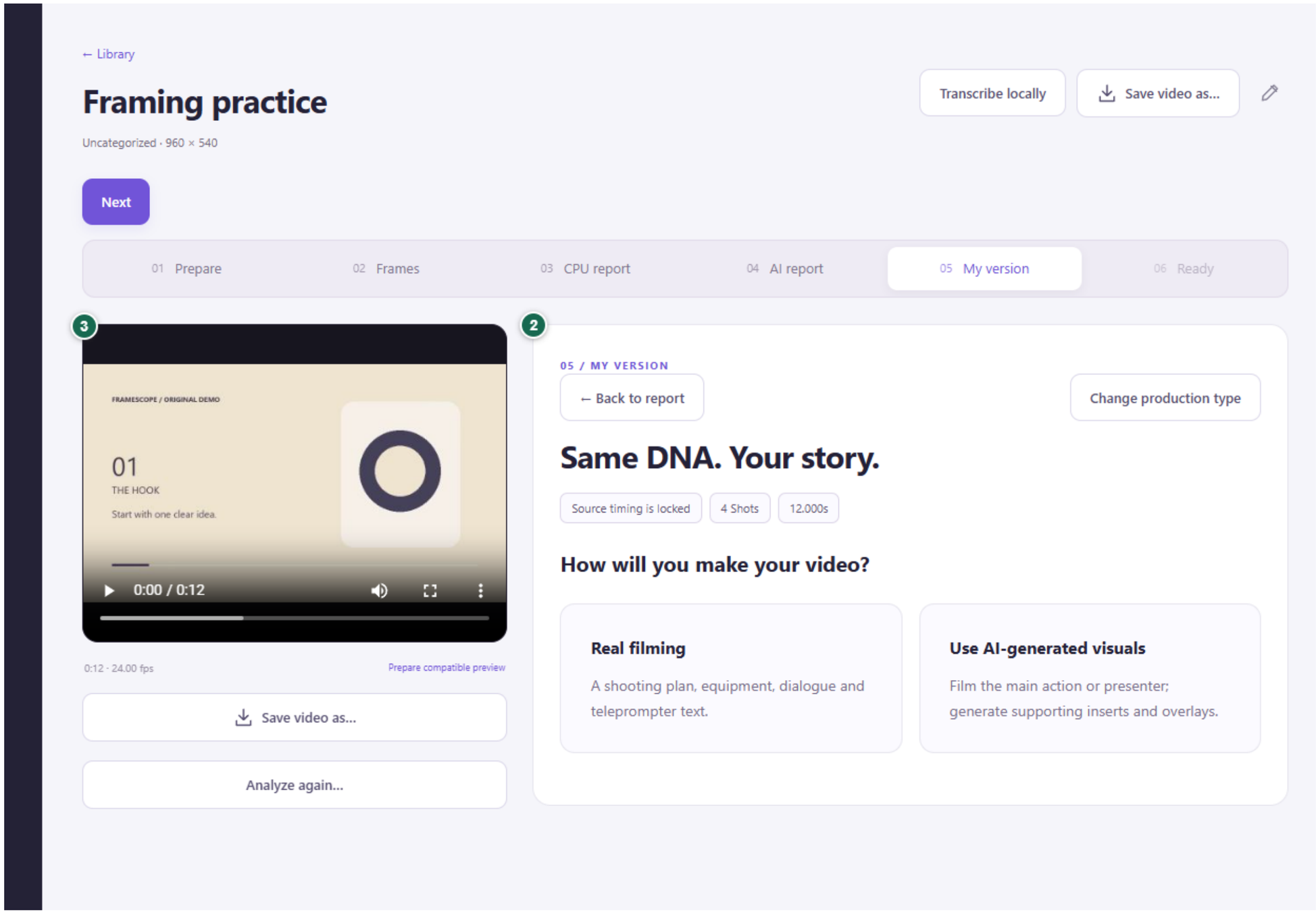


Figure 10. My version begins by asking how you will produce the video. Choose real filming or a workflow using generated visuals.

2 Current step • 3 Source preview

08 Compare reference and result

Compare two imported, analyzed videos to see technical differences and, optionally, AI-supported semantic findings.

Run and use a comparison

1. Import both videos into Video Analytics and complete local analysis for each.
2. Open Compare. Select the intended Reference and Result, checking their names and report versions.
3. Choose technical-only comparison or an available local/API interpretation option. API interpretation can incur provider charges.
4. Run comparison. Review differences in shot rhythm, brightness, color, motion and silence before interpreting a single summary score.
5. For AI findings, open the referenced time ranges in both players. Inspect actions, camera, editing, style and ending in context.
6. Copy a targeted correction when offered. Use it to revise the relevant production prompt or edit, then import the new result for another comparison.

Expected result: You receive differences and actionable observations. The comparison is not a universal objective quality score or proof of exact musical/visual similarity.

When a comparison is misleading

Different ranges, unrelated source shots or missing reports can make a comparison unhelpful. Confirm that the two selections refer to the intended versions. Audio conclusions require audio evidence; visible frames alone cannot establish a soundtrack match.

08 Compare reference and result — visual guide

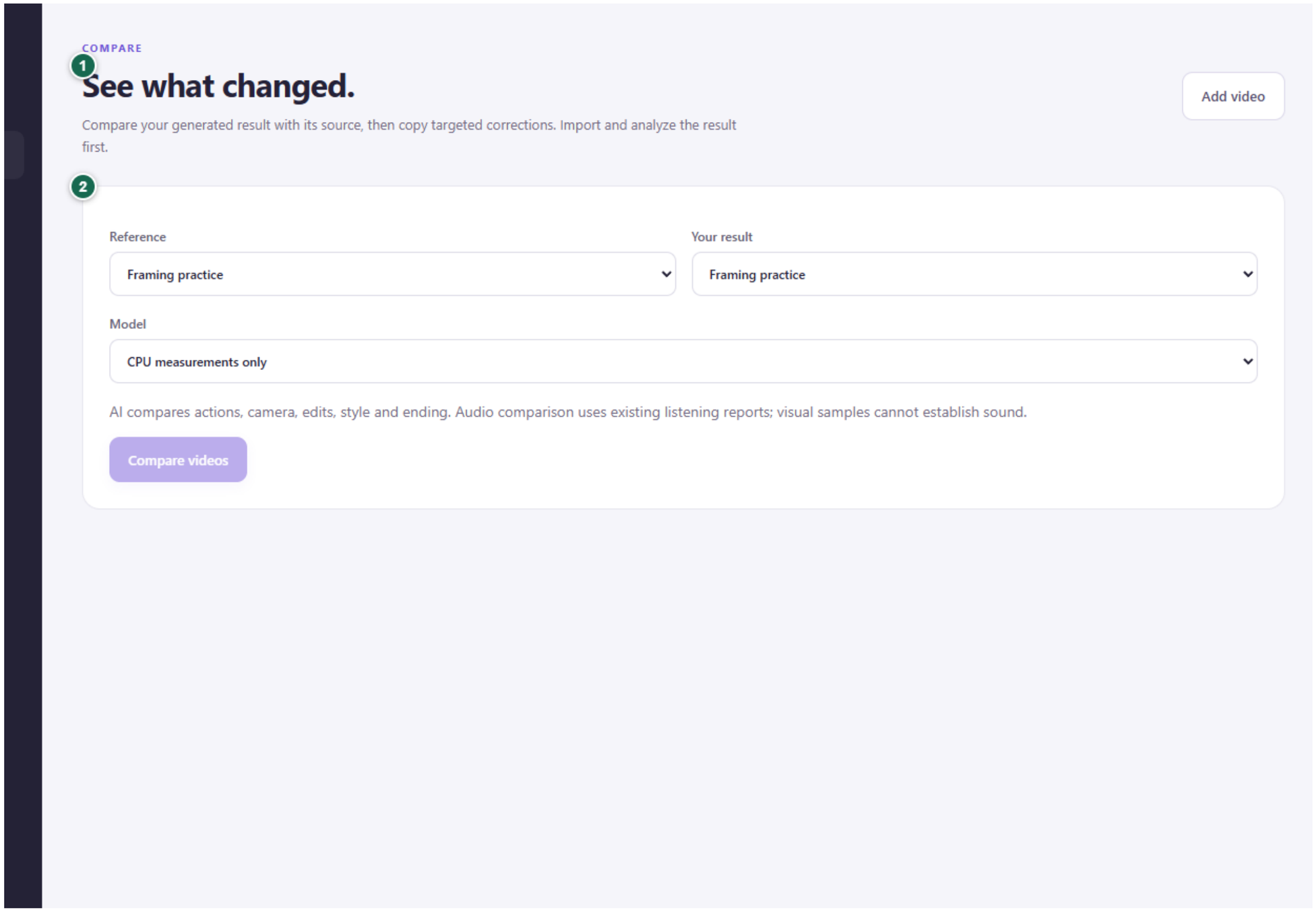


Figure 11. Choose the reference and result before running a comparison. The screenshot shows the empty selection state.

1 Current workspace • 2 Work area

09 Shorts Studio: crop, cut and export

Start with the full video, save independent shorts, and control each camera change on a waveform timeline. Transcript moments and visual AI framing are separate tools.

Create a first short

1. Open Shorts Studio and click a source video. A new edit starts with its full duration; there is no default 30-second limit.
2. Enter a useful Name. Set Start and End in source seconds, using the number fields or range sliders. Use full video restores the complete source. Opening an older saved short keeps its existing range until you change it.
3. Play the selected range. Camera-view times and the preview clock start at zero for this selection. For example, source Start 120 means preview time 5 is source time 125.
4. For a fixed crop, adjust Horizontal position, Vertical position and Zoom. For timed changes, use Camera views as described below.
5. Choose Two videos only when you need a second source. Select its range and decide whether to hold its last frame, repeat it or end both videos when it ends.
6. Add captions if wanted. Extra source, range and audio options are under Advanced controls. Save edit and Start fresh are at the bottom. Review the selection, then Export video; captions are optional in Shorts Studio.

Expected result: Range selection works independently of Save views on the timeline. On a wide window the preview stays in its own right column; on a narrow window it follows the controls.

Make many shorts manually from one video

1. Open the source, set the first Start and End, and prepare its crop and captions.
2. Click Save as. Enter a distinct name and Save. This opens a separate editable draft.
3. Change the range for your next short and click Save as again with another name. Repeat for each desired section.
4. Back in the Shorts library, expand Saved shorts under the source video and click any child edit to reopen it. Each has its own name, range, captions and camera views.
5. Use Save edit to update the current child. Use Save as when you want another independent child. Export each final draft separately.

Expected result: You keep one original source and many editable shorts, with their relationship visible in the library. Saving an edit does not render or duplicate the original video.

Set a slider precisely

Drag the handle to the visible track edge for its minimum or maximum. Click to focus, then use arrow keys for one step, Home for minimum or End for maximum. For exact clip boundaries, use Start and End number fields. Preview the result before saving.

Switch camera views over time

1. Turn on Save views on the timeline in Camera views. At the beginning, choose a layout such as Vertical or Split screen.
2. Select View 1, View 2 or View 3. Editing view identifies the active crop. Only that crop is bright and has a resize handle; the other visible crops are faint dashed outlines.
3. Drag inside the active crop to move it. Drag its corner to resize it, or use position and zoom sliders. Select another numbered View button before changing another crop.
4. For a one-view layout, click Put this view on air to choose the visible view. Click Save view at this time.
5. Play to the next change and pause. Use Previous frame or Next frame for precision. Adjust the layout/crop and save a view there.
6. Review the sequence before export. A saved view remains until the next one. Pending crop changes are committed when you save or seek; Undo can restore the previous edit.

Expected result: The source canvas identifies exactly which crop you are editing. Choosing a numbered view to edit and putting it on air are separate actions for layouts with one active view.

Keep a wide shot below and switch cameras above

1. Open the main recording in Shorts Studio. Click Add camera source for each additional recording, up to eight sources in total. Newly added cameras start muted; keep only the audio sources you intend to mix.
2. Set each source Start and End so the recordings line up at composition time zero. For example, if Camera 2 begins three seconds before Camera 1, set its Start to 3. There is no automatic audio synchronization in this control.
3. At time zero choose Split screen and save the view. Expand the first interval below the timeline. Under Bottom panel choose the wide recording; under Top panel choose the first close shot.
4. Seek to the next camera change, then click Insert view here or Save view at this time. Expand the new interval and change only Top panel > Source video. Repeat for later cameras. Bottom panel remains on the wide recording unless you change it.
5. Click Adjust this panel to position the selected camera crop. Use its sliders or drag the active crop, then save. Each interval and panel keeps its own source and crop.
6. Preview and listen through every change, then Save edit. Export video renders the selected camera sequence.

Expected result: A panel can use any of the imported source cameras. Camera views stays enabled while multiple cameras are present. Removing a source with its trash icon promotes and renumbers remaining sources and updates their timeline references; Undo restores the removal.

Movement and transitions for one panel

Slow zoom in / Slow zoom out	Choose Camera movement inside the expanded interval. Set Movement amount and Movement duration in seconds. The preset eases in and out; its duration is independent of the next interval boundary. A later interval can replace the movement.
Pan left / Pan right / Tilt up / Tilt down	Moves the crop horizontally or vertically. A small initial zoom provides room to move; adjust the crop if a subject reaches an edge. Manual crop controls remain available.
Cut	Changes immediately at the interval boundary. The first interval has no incoming transition.
Cross dissolve / Dip to black	Blends the incoming camera with the previous one or fades that panel through black. Set Transition duration in seconds; it cannot exceed three seconds or the incoming interval.
Wipe left / Slide left	Reveals or slides the incoming camera across that panel. Other panels retain their own source and transition choices.
Same camera, unchanged crop	An incoming transition has no visual effect when source, crop and movement are unchanged. Transitions do not shift the subtitle or audio clock.
Shorter camera recording	When another camera ends selects Hold last frame, Repeat video or End both videos. The last option ends the composition at the shortest selected source; the legacy label also applies to multiple cameras.

Six layouts

Vertical	One active crop fills the portrait output. Choose the active saved view with Put this view on air.
Split screen	Views 1 and 2 stack vertically. Top panel size controls their complementary heights.
Three views	All three views stack in the portrait output. Position each crop independently.
Spotlight	The active view fills the output; the next numbered view appears as an inset.
Centered	A square crop appears in the center of the portrait output.
Horizontal	Fits the entire source inside the portrait output, preserving the full horizontal image.

Resize, insert or remove a saved interval

1. Click the timeline to seek. Zoom + enlarges the area around the playhead; Zoom - widens it. At increased zoom, use the window slider to move along the video. Click 1x to see the complete selection.
2. Drag the dotted handle between two colored blocks. One interval grows as its neighbor shrinks. Boundaries snap to the source frame grid and cannot cross adjacent boundaries.
3. For exact editing, expand the desired interval below the timeline. Enter Start or End in seconds, or choose that Layout for that interval. The first start and last end come from the overall source range.
4. To insert in the middle, seek there and click Insert view here. Expand the new interval to choose its layout and exact times, then adjust its crops as needed.
5. To remove an interval, expand it and click Remove. Removing the first interval moves the next view to time zero. The last remaining view cannot be removed.
6. Use Undo if a change is wrong. Play across every join and save the final edit.

Expected result: Saved intervals have compact summaries; only the expanded one shows its detailed controls. Deleting a view changes the camera sequence, not the source video content.

Read and use the audio waveform

Source audio appears below the camera timeline and below the preview seeker. Peaks indicate louder source audio; quiet areas are flatter. Click or drag on a waveform to seek. When focused, Left/Right moves one frame, Shift plus Left/Right moves one second, and Home/End reaches a selection boundary. The camera waveform follows timeline zoom; the preview waveform shows the whole selection. Each source has its own row. This is a source-audio guide, not the final mixed soundtrack or a speech detector. Preview by listening before cutting. Preparation runs locally; No audio track and Retry states distinguish missing audio from a failed waveform.

Remove or reorder video content

1. Expand Keep, split and reorder segments below the camera timeline.
2. Seek to a cut and click Split at playhead, or enter precise kept-segment Start and End values.
3. Remove an unwanted segment and use the up arrow to reorder kept segments. Keep the full range resets these content cuts within the current source selection.
4. Turn on Play kept segments only to review the assembled sequence. Check captions and audio around each join.
5. Export the result. To expand beyond the current source selection, change the main source Start and End or click Use full video.

Expected result: Camera blocks control the view. Kept segments control which source content survives in the export; these are separate decisions.

Find moments with a local model or an API

1. In AI Moment Detection, click Generate full-video transcript if one is not ready. Finish transcription and return to Shorts.
2. Open Full-video transcript. The list refreshes on opening and after job updates. Refresh transcripts remains available if you need it.
3. Choose Run with: Local AI or API. For Local AI, install a compatible model in Set up Local AI, then select it here. For API, connect your provider and select its model.
4. Optionally describe the moments you want, then click Find moments. This task reads transcript text. API mode sends text to that provider and uses your own credit.
5. Read each proposal title, reason and source range. Click Save as to name and save that idea as an independent short, or Edit this moment to create and open its editable draft.
6. Adjust its main Start and End to include more lead-in or a better ending. Existing full-transcript captions are retained and rebased to the short. Extending into surrounding transcribed material restores those captions too.
7. Review wording, timing and crop; Save edit and export. Repeat for other proposals, or use the manual Save as workflow without AI.

Expected result: Transcript moments select content, not camera angles. Their suggestions are candidates for your review. Missing source captions cannot be invented; create a matching full-video transcript first.

Ask AI to propose crops and layouts from video frames

1. Set the range of Source video 1 that you want to reframe. Open the separate AI framing panel.
2. Choose Local AI for a ready vision-capable model such as a compatible Qwen vision model, or API for a connected vision-capable provider/model. Text-only models cannot inspect the frames.
3. Keep Frames per second at 1 to start; 2 and 3 sample more densely. Check the displayed frame and batch counts before starting. A long selection can produce many requests.
4. Optionally describe your framing preference, then click Suggest framing. Local mode keeps frames on this computer. API mode sends the sampled frames to your provider and spends your API credit.
5. Wait for completion or Cancel. The task follows the six-layout editor template and proposes crop positions, zoom and view-change times. It can consider subjects, objects and visible action, not only conversations.
6. Expand Suggested views. Read each reason and click Live preview to inspect that proposal without altering your current edit. Close the preview when finished.
7. Click Apply suggested views only when you want to replace your saved camera views for the same source range. Captions and kept segments remain. Use Undo to restore the prior views, or edit individual proposed intervals manually.
8. Play the entire result, check transitions and subject placement, then save and export.

Expected result: Visual framing is separate from transcript moment selection. It analyzes Source video 1 within the selected range and applies only after your review.

Speaker changes and sampling limits

No audio is supplied to this visual analysis. A silent frame cannot reliably establish who is speaking, and events between sampled frames may be missed. Conversational guesses are marked Speaker uncertain. Review those changes while listening to the source, then correct crop positions, times or layouts manually. More sampled frames improve temporal coverage but do not establish reliable active-speaker identification. This feature proposes framing; it does not identify people.

Export and editing controls

Undo / Redo / Save edit	Undo or redo local edit changes, then save the version you want to keep.
Frame stepping	Previous/next source-frame controls use actual source timing. Inspect the result around variable-frame-rate transitions.
Resolution	Outputs include portrait sizes through 2160 x 3840. Upscaling cannot recover missing source detail.
Safe areas	Guides help avoid common overlay areas; platform interfaces vary.
Exports	Watch the task, then open or save the completed file. Ordinary local export needs no AI.

Leave the editor and resume later

1. Edit normally. Save edit gives an immediate checkpoint; changes also save automatically.
2. Open Running tasks or another tab. Return to Shorts Studio or Subtitles to resume the last open edit in that workspace.
3. After reopening the app, choose the same source video to resume its most recently edited draft, or choose the exact version under Saved edits. The playhead, camera selection and timeline zoom are retained.
4. To reset the controls, click Start fresh. FrameScope saves the current edit first, then opens a new full-source edit with default settings.

Expected result: Start fresh keeps the previous draft in Saved edits. It does not reset the entire application or remove models. An invalid/incomplete edit must be corrected before it can be saved.

Inspect video and adjust listening volume

1. Move the pointer over Live preview. The playback bar appears along the bottom of the video; click its full-screen icon to enlarge the picture and captions.
2. Double-click the video to enter or leave full screen. The full-screen icon and Escape also return you to the editor. Use Play / pause or Space to pause, including after leaving full screen.
3. Hover over the playback timeline to see the target time before clicking. The player displays minutes:seconds, or hours:minutes:seconds for longer videos. Precise numeric editing fields still use seconds.
4. Hover over the speaker button, or focus it with Tab, to reveal Preview volume. Move the slider or click the speaker to mute/unmute.

Expected result: Preview volume only changes what you hear while reviewing. Use Source video Volume or the audio editor to change the exported soundtrack. These controls also work in the full-video Subtitles workspace.

Read studio readiness badges

Subtitles ready	Green indicates saved caption text or a completed saved transcription. Review its words and timing before export; green is not a linguistic quality score.
Framing saved	Green indicates at least one saved framing view for this edit or a saved edit linked to this source. Save the initial framing view before expecting this badge.
Export ready	A saved edit is ready only while a successful matching export still exists. Changing rendered content makes that edit need another export. Renaming or moving the playhead does not. A source card indicates that a linked export exists; an output card refers to that exported file.
Quick and detailed filters	Use Downloaded, Subtitles ready, Framing saved, Export ready or Not exported above the cards. The side panel also filters Added from, Social platform, Channels, Duration and Date added. Reset clears these filters. Exported results inherit source metadata for these filters.
Card controls	Use Trash, Favorite, Download, Edit and Mark as completed under a card. Video Download saves that card’s video; saved-edit Download saves its matching MP4 and stays disabled before a matching export exists. Saved edits and videos have separate completion marks.

Choose and customize animated captions

1. Generate or load subtitles, then open Animated preset gallery. All twenty-two English sample cards animate together; Pause previews stops only these examples. Reduced-motion preferences start the examples paused.
2. Click a sample to load its appearance and animation. Then adjust the ordinary font, size, colors, outline, background and placement controls. Save a personal appearance preset to reuse your customized style.
3. In Word colors and spoken-word highlight, choose Text animation and Animation duration (seconds). No animation keeps the existing static appearance. Duration is capped for very short cues.
4. Use the animation selector on an individual subtitle row for an override. Use global animation restores inheritance. Applying a gallery preset preserves existing cue colors and animations unless Replace per-subtitle colors and animations is checked.
5. Scroll inside the bordered subtitle list to edit later rows. Use Go to export settings to reach the separate export section.
6. Preview the result, then export the MP4. Animation is rendered locally and requires no extra AI request, model or provider credits.

Expected result: Selecting One Word changes how a cue is displayed; it does not split or discard its text. Words per subtitle still controls explicit caption grouping. Four-word cues can safely use One Word. Per-word colors, emphasis and manual timings remain editable.

Timing and file formats

Measured or manually corrected word timings give speech-synchronized word effects. Without usable word timing, word effects divide the cue visually; this is approximate presentation, not measured speech alignment. Existing spoken-word fill still requires measured or manual timing. Typewriter and Wipe use their own reveal instead of simultaneous fill. MP4 burns in the selected effect and ASS carries styling; SRT and VTT carry text and timing rather than the complete animation. Review the final video in your target player.

Customize the composition

Preset composition controls the arrangement separately from Text animation. Use Word layout to select Standard layout, Smooth Stack, Editorial Mix, Accent Script or Kinetic Layout. Accent Script chooses the longest word as a deterministic visual accent; this is not AI keyword selection. Change Accent font to another installed font, including one that supports your language. Highlight color controls the accent and the endpoint of the letter gradient. Glow strength is independent. Background opacity must be above zero for Soft Backplate to be visible. Spoken-word fill takes priority over the letter gradient; Typewriter and Wipe control reveal. Changing a cue animation preserves its global composition.

Preview and local rendering

The gallery contains twenty-two animated cards representing thirteen families and their variants. Examples use the same deterministic word layout and motion rules as export. Long compositions shrink to fit; explicit line breaks are preserved. Fonts without glyphs for the selected language can use system fallback glyphs, so review your own transcript. Gradient / Glow transitions colors across letter clusters; it does not create an image or call an AI model. Motion previews are paused when outside the visible gallery area. The final MP4 is the delivery format for the complete effect; subtitle player support for styled ASS varies.

Simplified controls

Camera layout cards use an actual frame from the source video. Select a card to preview its arrangement. Each saved view has a visible Remove button beside its heading; Undo can recover an accidental view deletion. Advanced controls below the main editor hold source range, extra cameras and audio options. A new edit starts with the full source duration. Subtitle generation follows the same guided flow as the Subtitles workspace.

Select and resize a crop

Click inside a crop box to select its view. Drag its inside to move it, or drag any of its four corner handles to resize while preserving the output aspect ratio. The handles retain a usable size when the window is smaller. Review the preview and save your view. Generate subtitles is above AI moment detection.

09 Shorts Studio: crop, cut and export — visual guide

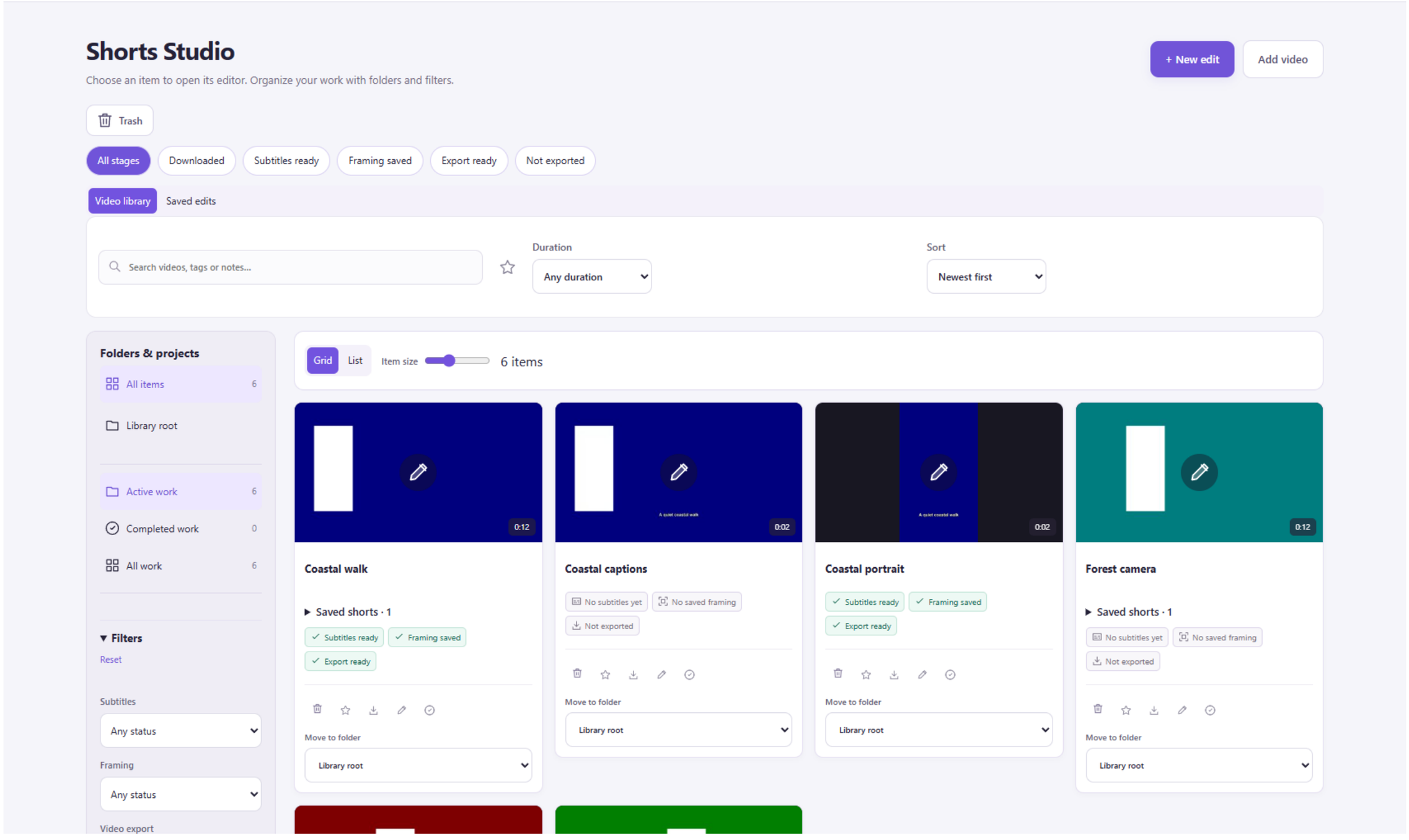


Figure 12. Open a source video or switch to Saved edits to continue a draft. Your original video stays unchanged.

09 Shorts Studio: crop, cut and export — visual guide

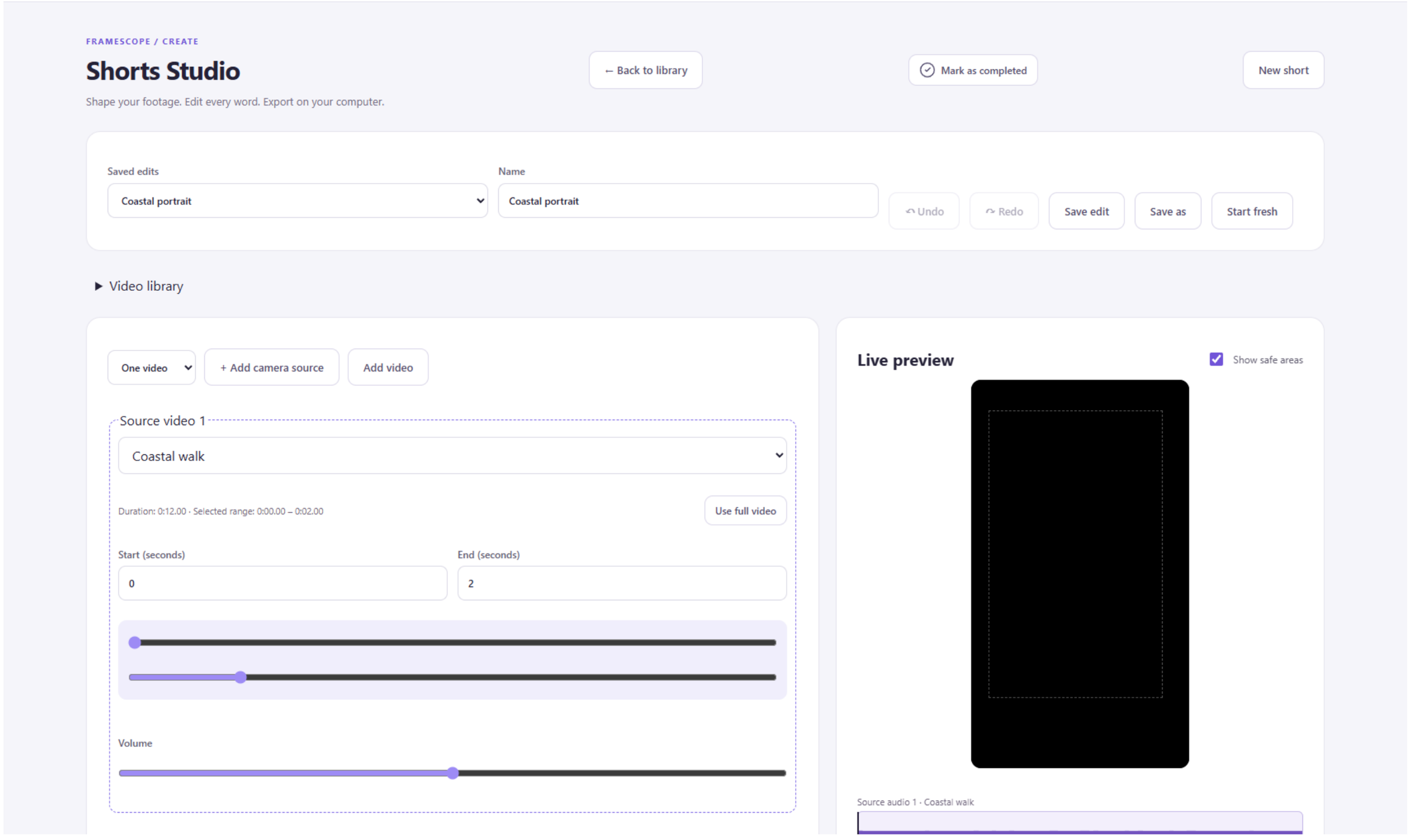


Figure 13. A new edit uses the entire source. Start and End are under Advanced controls below the main editor. The live preview has its own column.

09 Shorts Studio: crop, cut and export — visual guide

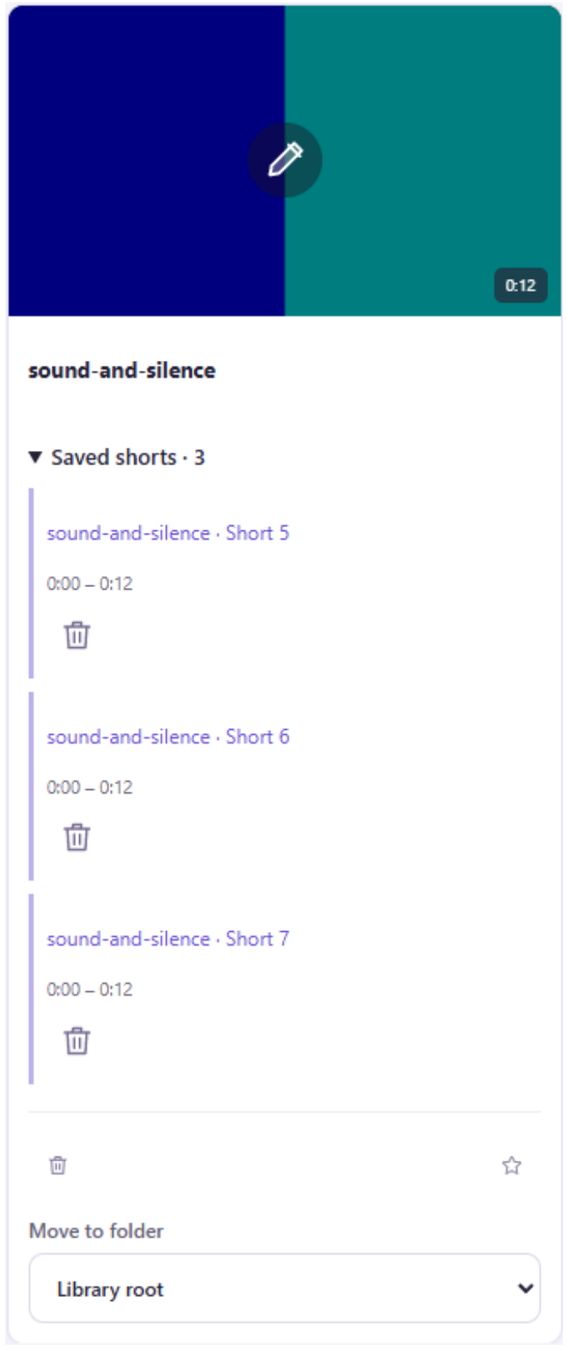


Figure 14. Saved shorts are grouped beneath their source. These are practice drafts, not additional copies of the source media.

09 Shorts Studio: crop, cut and export — visual guide

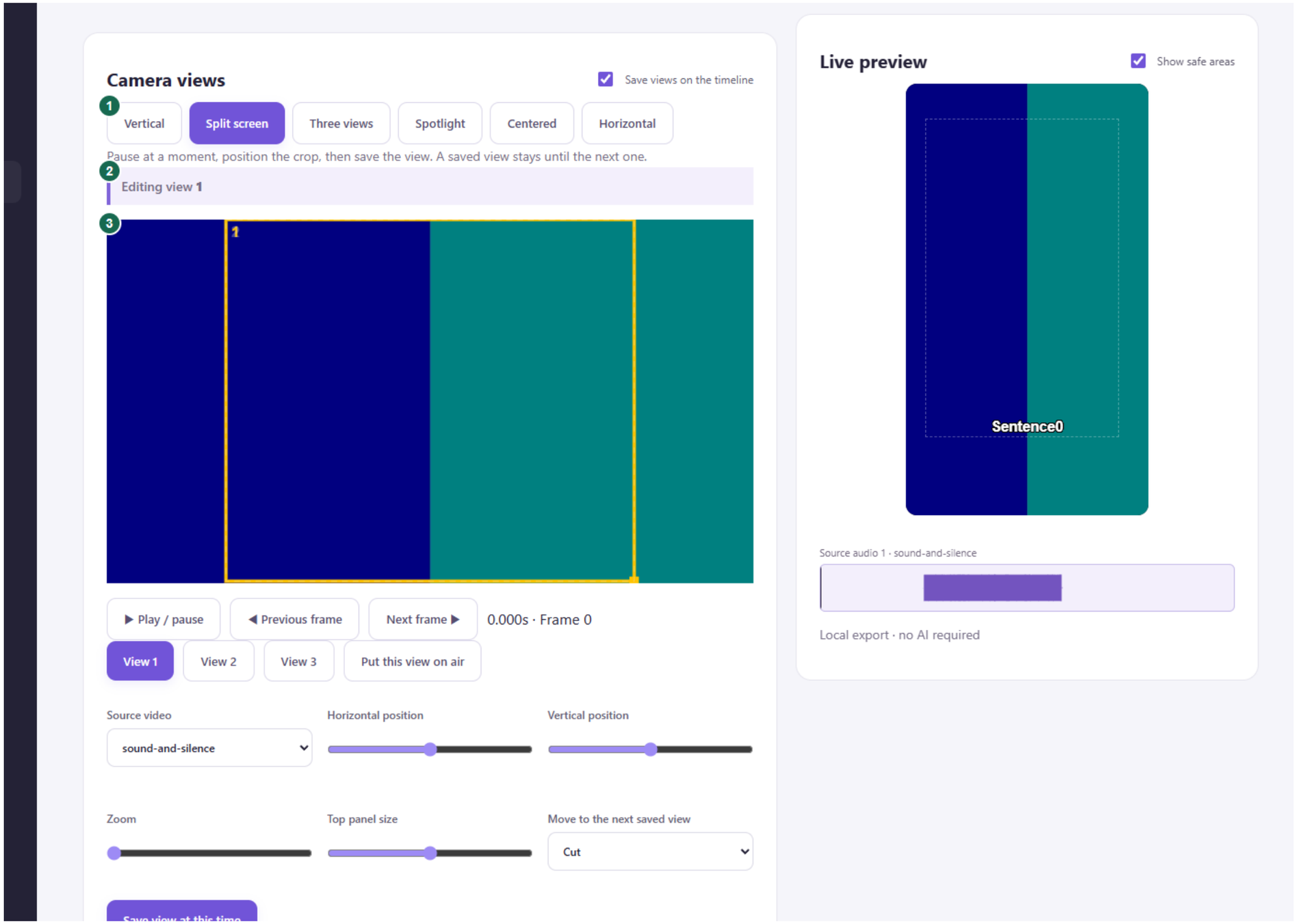


Figure 15. The bright crop is active. The pale dashed crop remains visible as a reference, without a resize handle. The practice image is synthetic.

1 Choose the composition • 2 Only this numbered view is being edited • 3 Bright active crop; faded inactive crop

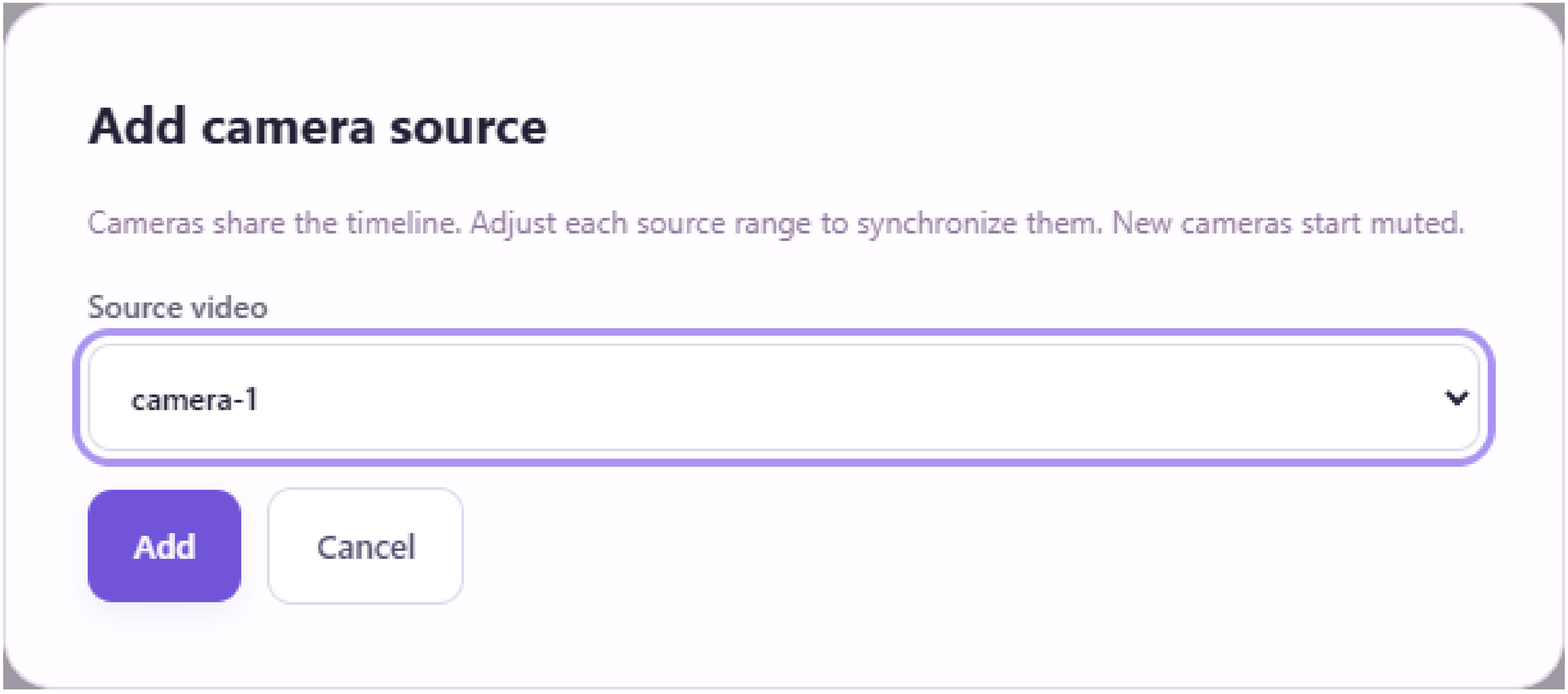


Figure 16. Add camera source brings another recording into the same edit. The practice sources are synthetic colored recordings with tones.

09 Shorts Studio: crop, cut and export — visual guide

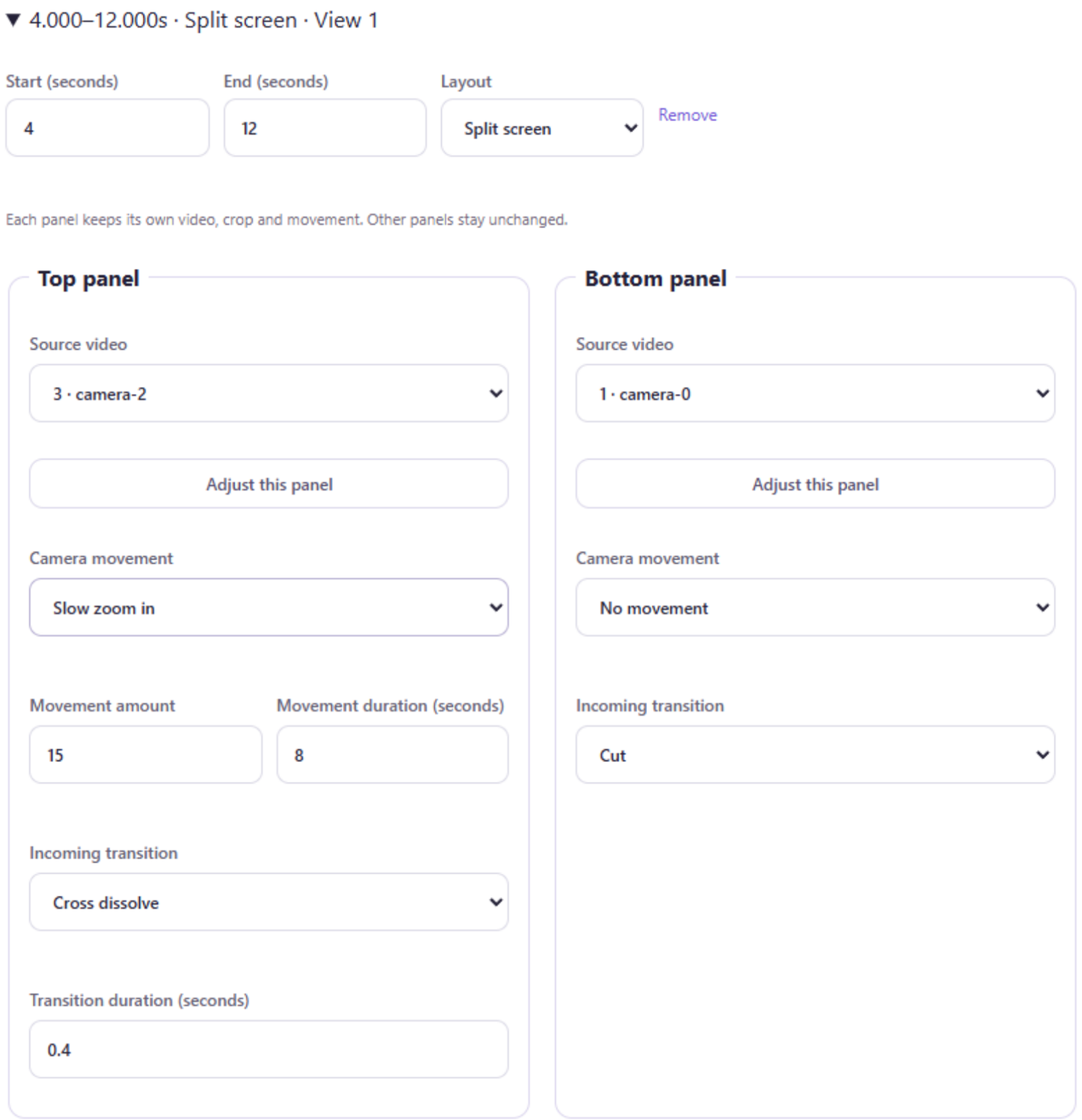


Figure 17. The expanded interval assigns a different top camera while the bottom camera remains unchanged. Movement and incoming transition belong to that panel.

09 Shorts Studio: crop, cut and export — visual guide

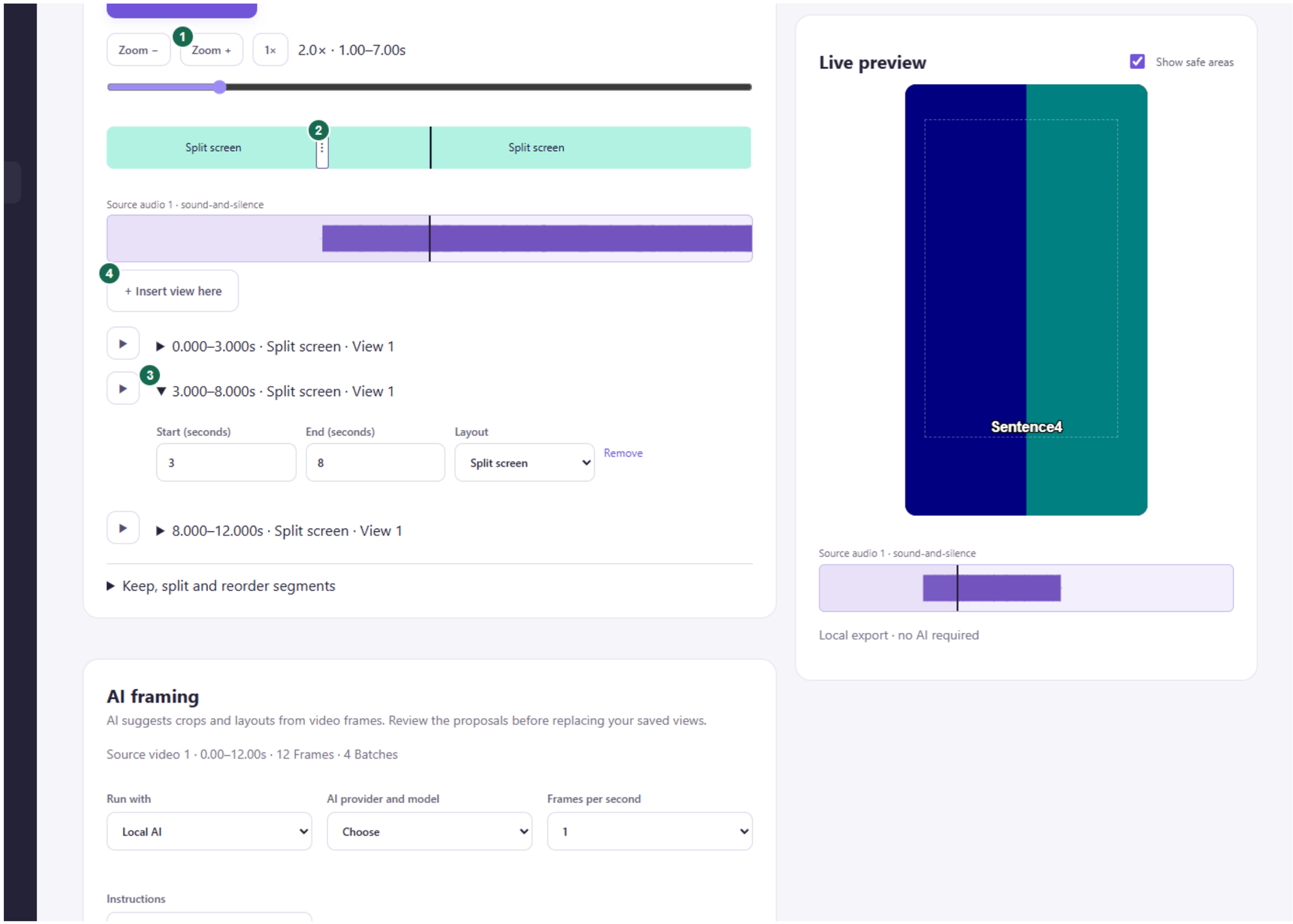


Figure 18. Zoom, draggable boundaries, the source waveform and an expanded interval with precise times and its own layout.

1 Zoom around the playhead • 2 Drag an adjoining boundary • 3 Expand one interval for exact time and layout • 4 Insert a view at the playhead

09 Shorts Studio: crop, cut and export — visual guide

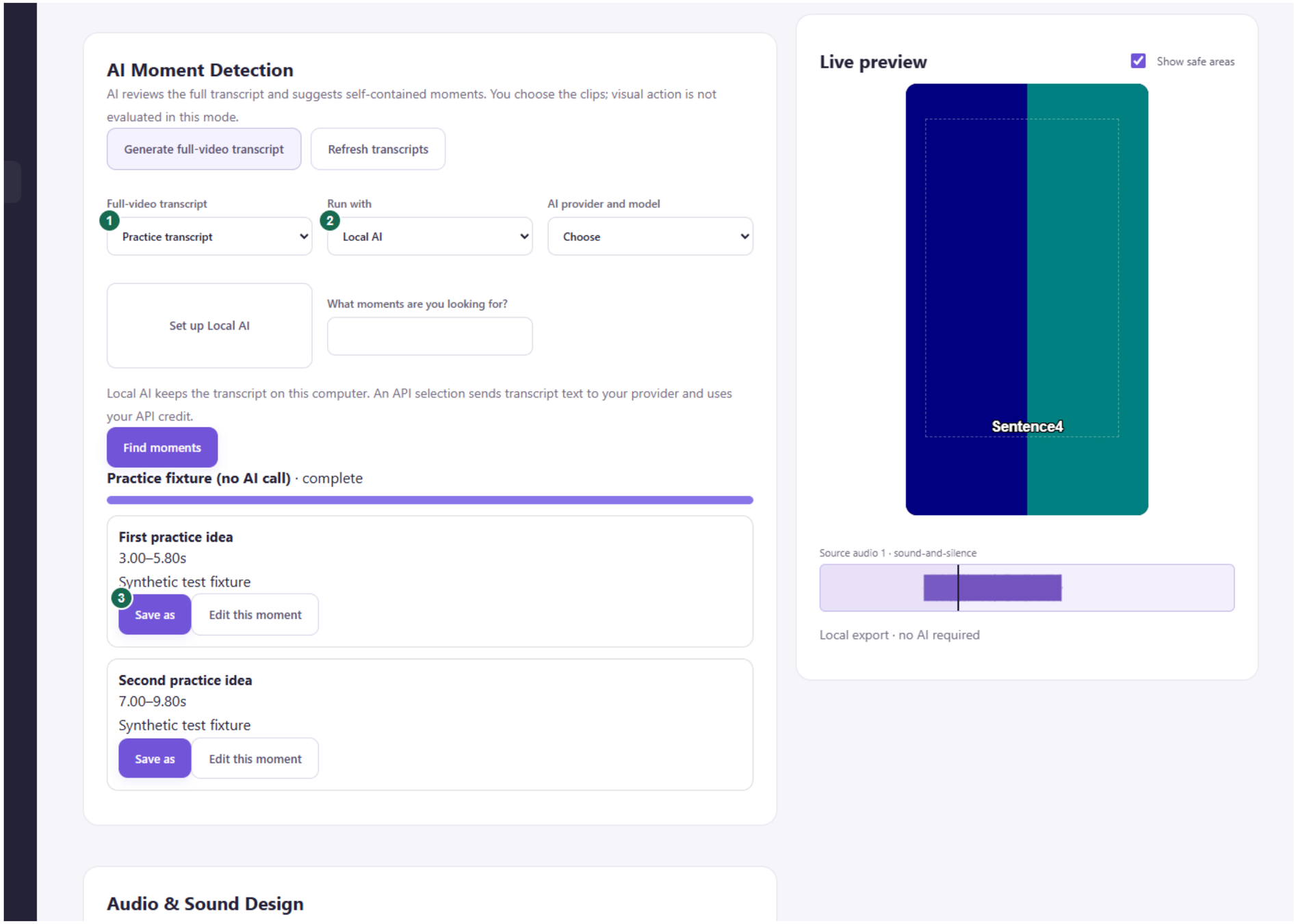


Figure 19. Local/API selection, automatically refreshed transcripts and separate Save as buttons. The displayed proposals are explicitly labeled practice fixtures.

1 Transcript list refreshes automatically • 2 Choose Local AI or API • 3 Save this idea as its own editable short

09 Shorts Studio: crop, cut and export — visual guide

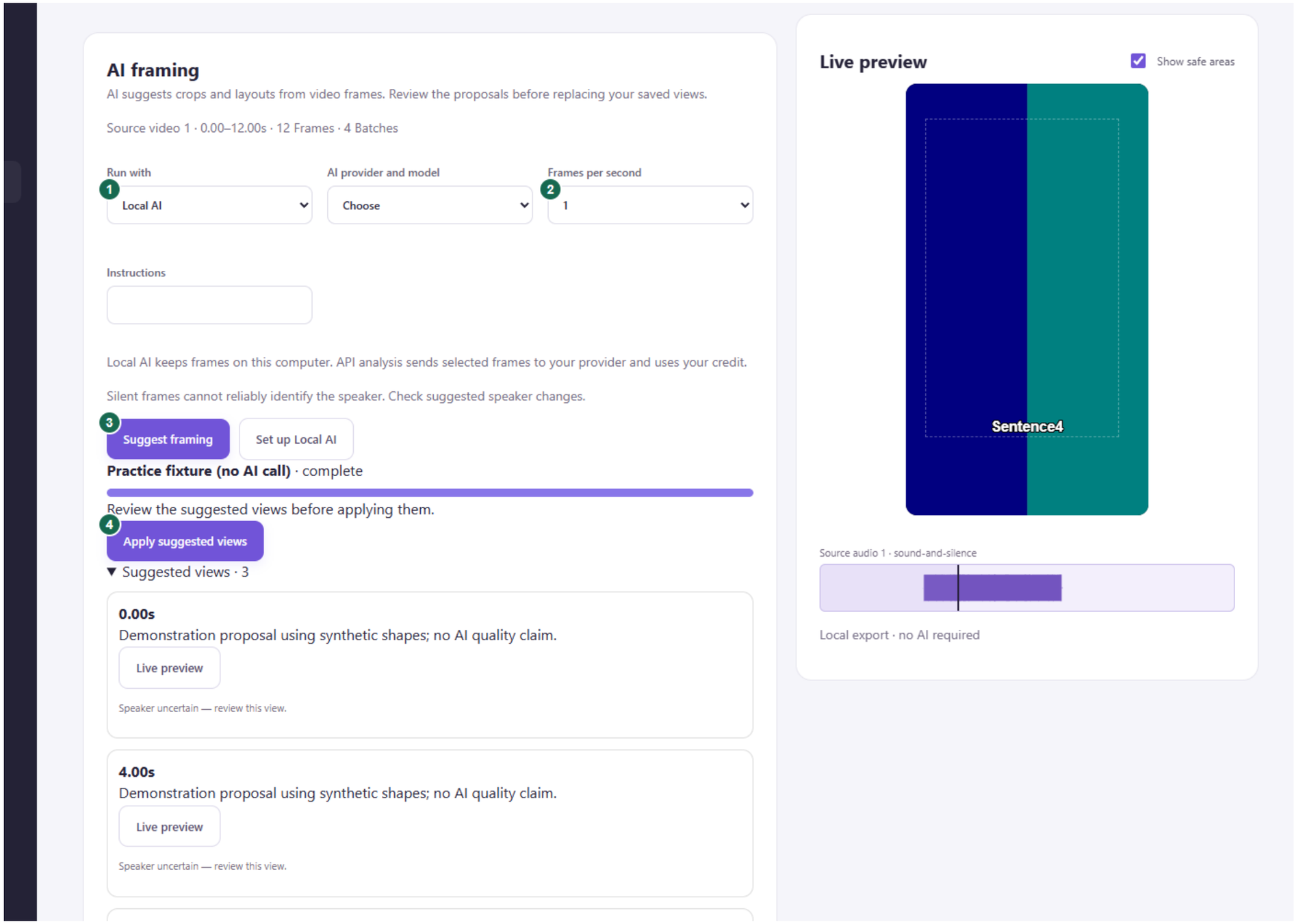


Figure 20. The separate frame-analysis panel shows provider choice, sample density, request size and review/apply controls. These results are practice data, not a real model-quality demonstration.

1 Choose Local AI or API • 2 Default: one sampled frame per second • 3 Start the selected range • 4 Replace saved views only after review

09 Shorts Studio: crop, cut and export — visual guide

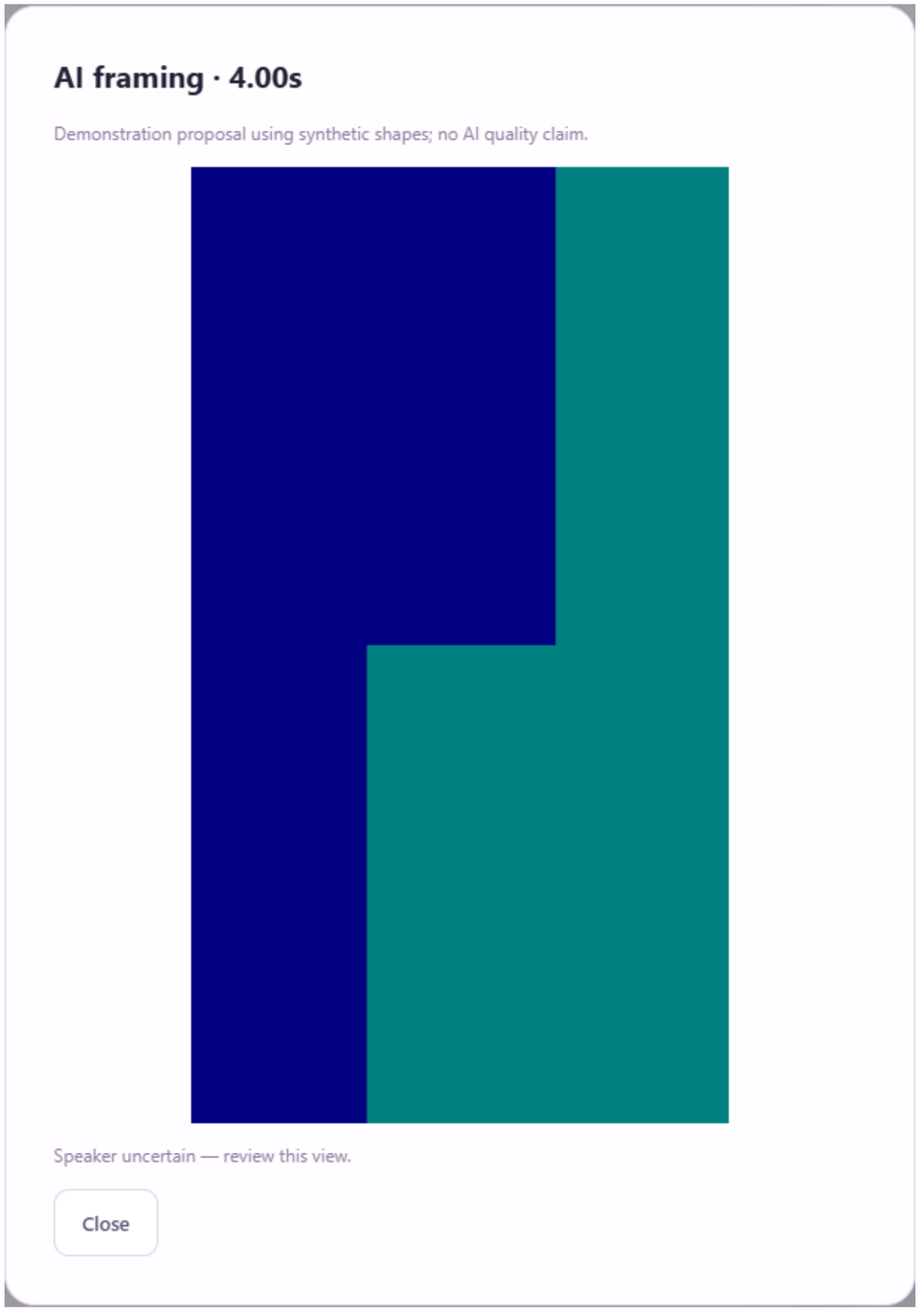


Figure 21. Inspect a proposed split at its source time before applying. The preview does not change the current draft.

09 Shorts Studio: crop, cut and export — visual guide



Figure 22. Full-screen preview includes the caption, playback position, speaker control and Exit full screen.

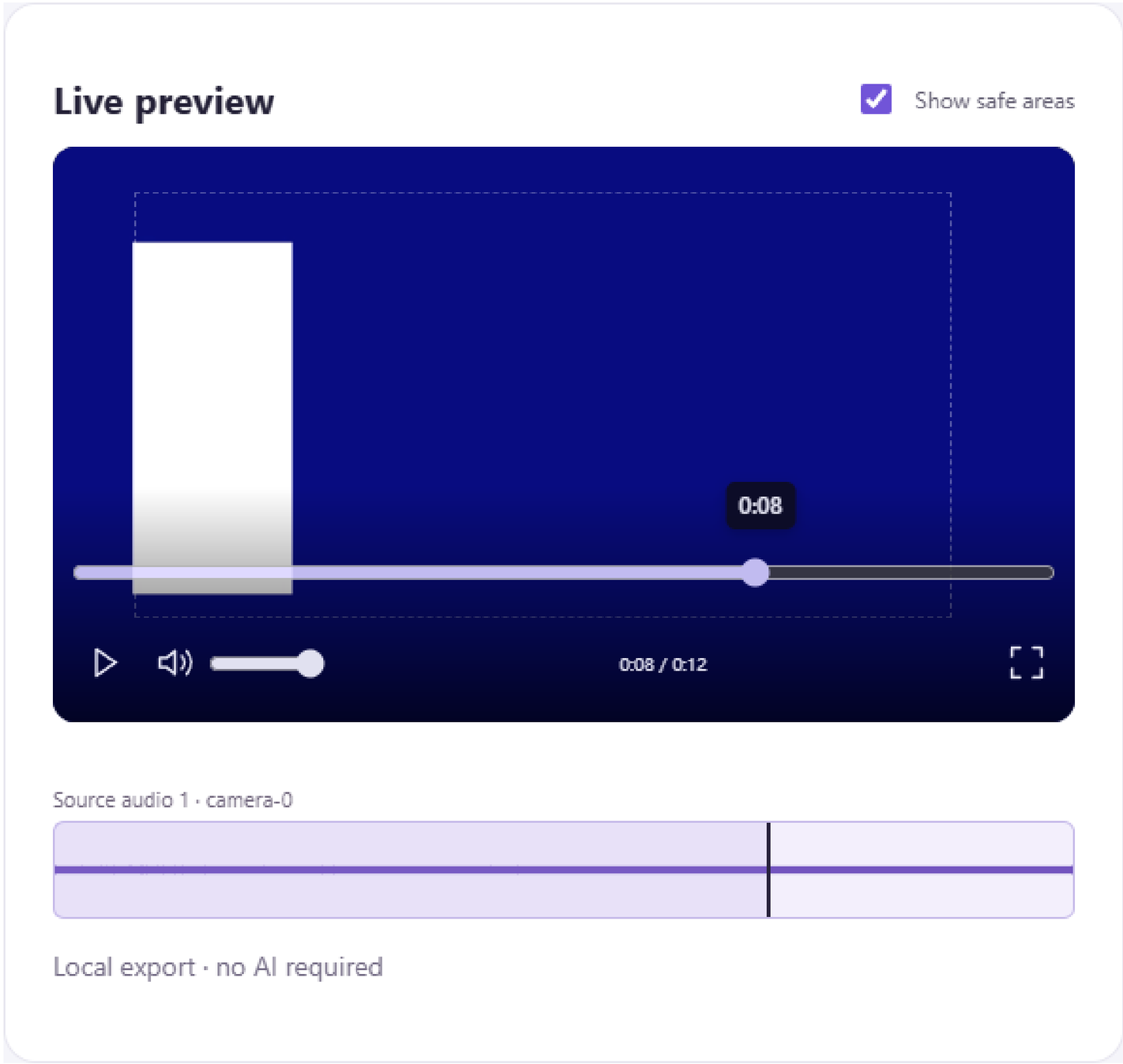


Figure 23. Hover over the seek bar to inspect the time before seeking. The playback clock uses minutes and seconds; hours appear when needed.

09 Shorts Studio: crop, cut and export — visual guide

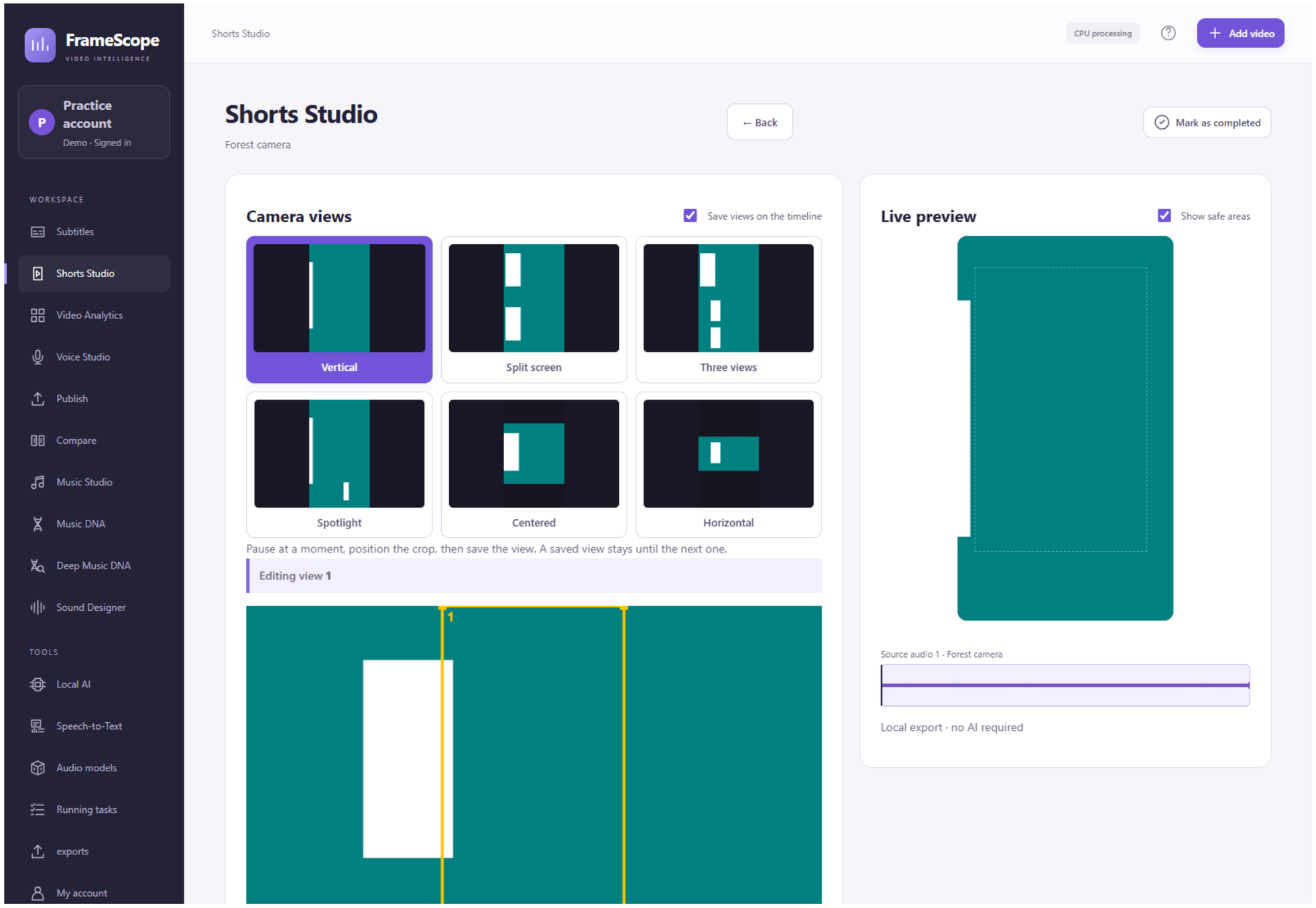


Figure 24. Camera layout previews use the synthetic practice video. Additional source controls are collapsed below the main editing tools.

10 Subtitles for short and full-length videos

Use the dedicated Subtitles tab when you want to caption a normal video without turning it into a vertical short. The same caption editor is available inside Shorts Studio.

Create and correct subtitles

1. Open Subtitles and select a short or long video from its library. Confirm that the preview uses the intended source size.
2. When no transcript exists, use the large Generate subtitles button or the smaller Import SRT / VTT / ASS option. The most recent completed transcript opens automatically when you open a source video; a specific Saved edit opens its saved text.
3. Choose Local, API or FrameScope AI, then Next. Check the relevant settings and generate. The window closes and progress appears beneath Generate subtitles. Completion automatically loads the captions into this editor.
4. Read every cue. Edit its start, end and text; use the cue's play control to hear that exact passage.
5. Use Add subtitle, insert-before/after, split or remove controls where needed. Splitting should preserve the intended timing; preview the boundary.
6. Set the maximum words and one-line/two-line layout. Recheck line breaks after changing wording.
7. Choose appearance, save the edit and export either a subtitle file or a new captioned video.

Expected result: You have editable timed text. Export video burns the styled text into a new video; SRT/VTT export keeps text and timing for other tools.

Appearance and timing

Font / size / bold	Choose an installed font with glyphs for the caption language. Test the actual export if you use an unusual font.
Text / outline / background	Set readable text and outline colors, outline width, background color and opacity. Padding grows with the outline to avoid crowding.
Position	Place captions where they do not cover faces or important graphics. Check both the start and end of the clip.
Style presets	Save, apply, update or remove an appearance preset. Presets preserve wording/timing; the color-application option controls whether existing cue colors are replaced.
Per-caption palettes	Use automatic palette choices or a selected cue's custom color. Whole-caption colors and individual-word emphasis are separate controls.
Word emphasis / progressive fill	Edit selected word colors or emphasis. Progressive fill needs measured or manually confirmed word timing; estimated sentence timing is not exact word alignment.
Word timing	Review each word's start/end where timing controls are offered. Text edits can invalidate old word anchors; realign or confirm them again.
Two source videos	Choose the first or second source caption bank before editing. Keep its source timing aligned with that source's chosen range.

Translate while keeping the same clip

1. Open Analyze or translate subtitles after a transcript exists.
2. Select the local/API text provider and destination language. Review the instruction before starting.
3. Read the translated cues and check line length against their original durations.
4. Review word timing again when text changes. Old word-level anchors may no longer match the new words.
5. Export the translated SRT/VTT or render another video version.

Expected result: Translation processes transcript text. It does not automatically dub the speaker; use Voice Studio for speech generation.

File behavior

Plain SRT and VTT carry text and timing, not every visual style or word effect. Keep the saved FrameScope edit when you need to reopen its full appearance settings. When a short uses kept/reordered source segments, exported captions are retimed to the assembled output. Long cue lists are paginated so that the editor remains usable.

Faster original-size exports

Export video in Subtitles automatically tests compatible NVIDIA, Intel and AMD hardware encoders. If a working encoder is available, video compression uses the GPU. Decoding and drawing styled subtitles still use the CPU. A hardware failure retries safely using the CPU; no separate AI model is needed. The original frame rate is retained unless explicitly changed. Unchanged full-range AAC sound is copied without re-encoding; trimming, volume changes or a linked audio project still render the edited sound. Export creates a new MP4 and never overwrites the source. Speed depends on resolution, caption effects, storage and the available hardware; this does not promise real-time processing on every computer.

Choose the output format and size

1. Scroll to Export settings above Export video. MP4 with H.264 is the default for broad player compatibility. H.265 (HEVC) is optional and may require a newer player.
2. Keep Same as source under Resolution to retain the original dimensions. Alternatively choose 480p, 720p, 1080p, 1440p or 2160p. The aspect ratio is retained; increasing the dimensions does not recover lost detail.
3. Automatic bitrate uses the original bitrate, source codec and output size as a starting estimate. AV1, HEVC and VP9 inputs receive a higher target when converted to H.264; very static videos receive a small allowance for readable new text. This is not a guarantee of identical quality.
4. Choose Same as source under Video bitrate for the original video bitrate, or Custom bitrate and enter Mbps. The estimated file size updates before export. The final size varies with content, audio and encoding.
5. Click Export video. When complete, click MP4 in Exports. The desktop app opens a Save dialog; the browser downloads the file. SRT, VTT, ASS and JSON remain separate exports.

Expected result: Defaults preserve the source frame rate. The new file uses AAC audio unless unchanged full-range AAC can be copied. Changing an AV1 source to H.264 at the same bitrate can reduce quality; inspect the result before deleting any original.

Audio checks and a missing-sound report

For source subtitle exports with original sound, FrameScope compares short decoded samples in the original and output, including the end, before marking the job complete. Missing output samples or unexpected silence fail the export. Muted clips and linked edited soundtracks are excluded from this comparison. These bounded checks do not listen to every sample or guarantee that every possible defect is detected. If sound stops partway through a video, keep both the original and the affected export, record the exact time and app version, and export the task log for troubleshooting. Successful playback on another computer does not establish the cause of the original failure.

Make captions larger and position them

1. In subtitle appearance, drag Font size or enter an exact number from 16 to 1080. The value uses a 1920-pixel reference height, so the same style scales with the output.
2. Use Subtitle position for up/down placement and Horizontal position for left/right placement. Center horizontally restores the middle without changing vertical placement.
3. Review the longest word and line in Live preview or Full screen. Very large text or extreme positions can extend past the picture; reduce the size or move the text back when needed.
4. Save the appearance as a preset if you want to reuse its size, horizontal/vertical position, colors and outline.

Reduce or increase words per subtitle

1. Enter a number from 1 to 12 in Words per subtitle.
2. Click Regroup existing captions. For example, choose 2, then 4, then 6 to change the grouping in either direction.
3. Review playback. The operation uses your currently edited words and preserves measured word times, colors and emphasis. It keeps overlapping speech and gaps longer than one second separate.
4. Use Undo if you prefer the previous grouping. Imported cues without word anchors retain approximate timing; regrouping cannot create measured speech timing.

Find caption and export work

The Subtitles library uses the same source, platform, channel, duration and date filters as Shorts, with Subtitles ready and Export ready indicators. Its Saved edits tab contains full-video subtitle edits. Completion here is independent of Video Analytics, Shorts and other workspaces.

Send a finished export to Publish

1. Wait for the export to finish, then click Publish beside that completed result in Exports.

2. The Publish workspace opens with the exact exported video already selected, including its burned-in subtitles and other rendered changes.
3. Review the preview, connected accounts, destinations, visibility and other options. Complete the normal publishing confirmation when ready.

Expected result: This shortcut selects a file; it never sends automatically. The same handoff is available for Shorts and completed Voice Studio video outputs, including combined language videos.

Render directly into your chosen folder

1. Before Export video, find Export folder and click Browse in the desktop application, or enter a complete folder path.
2. Choose the drive with enough free space for the MP4 and large temporary rendering files. Rendering writes directly to a job subfolder there; it does not first create the full output on C:.
3. Start Export video. The folder choice is remembered for the next Shorts or Subtitles export.
4. After completion, MP4 and sidecar download/Save As use the video or saved-edit title followed by Subtitles or Shorts. Existing edit numbers and Georgian characters are retained.

Expected result: Older completed exports remain available from their recorded locations. Choosing a new folder does not move an existing result or overwrite the original video.

Choose and customize animated captions

1. Generate or load subtitles, then open Animated preset gallery. All twenty-two English sample cards animate together; Pause previews stops only these examples. Reduced-motion preferences start the examples paused.
2. Click a sample to load its appearance and animation. Then adjust the ordinary font, size, colors, outline, background and placement controls. Save a personal appearance preset to reuse your customized style.
3. In Word colors and spoken-word highlight, choose Text animation and Animation duration (seconds). No animation keeps the existing static appearance. Duration is capped for very short cues.
4. Use the animation selector on an individual subtitle row for an override. Use global animation restores inheritance. Applying a gallery preset preserves existing cue colors and animations unless Replace per-subtitle colors and animations is checked.
5. Scroll inside the bordered subtitle list to edit later rows. Use Go to export settings to reach the separate export section.
6. Preview the result, then export the MP4. Animation is rendered locally and requires no extra AI request, model or provider credits.

Expected result: Selecting One Word changes how a cue is displayed; it does not split or discard its text. Words per subtitle still controls explicit caption grouping. Four-word cues can safely use One Word. Per-word colors, emphasis and manual timings remain editable.

Timing and file formats

Measured or manually corrected word timings give speech-synchronized word effects. Without usable word timing, word effects divide the cue visually; this is approximate presentation, not measured speech alignment. Existing spoken-word fill still requires measured or manual timing. Typewriter and Wipe use their own reveal instead of simultaneous fill. MP4 burns in the selected effect and ASS carries styling; SRT and VTT carry text and timing rather than the complete animation. Review the final video in your target player.

Animation reference

Soft Fade / Slide Up / Blur In	Reveal the full cue with opacity, upward movement or a blur that resolves.
Pop / Bounce	Scale the cue into place with stable line breaks; Bounce briefly overshoots.
Word Focus / Highlight Box	Keep the phrase visible while emphasizing the active word by color or a box.
One Word / Word Build	Show the active word alone, or build the phrase as words start.
Karaoke	Fill words using measured or manually edited timing. With no suitable timing the caption remains readable without claiming precise synchronization.
Typewriter / Wipe	Reveal characters or sweep through the text. These are deterministic visual effects; they do not understand the meaning of the sentence.

Customize the composition

Preset composition controls the arrangement separately from Text animation. Use Word layout to select Standard layout, Smooth Stack, Editorial Mix, Accent Script or Kinetic Layout. Accent Script chooses the longest word as a deterministic visual accent; this is not AI keyword selection. Change Accent font to another installed font, including one that supports your language. Highlight color controls the accent and the endpoint of the letter gradient. Glow strength is independent. Background opacity must be above zero for Soft Backplate to be visible. Spoken-word fill takes priority over the letter gradient; Typewriter and Wipe control reveal. Changing a cue animation preserves its global composition.

Preview and local rendering

The gallery contains twenty-two animated cards representing thirteen families and their variants. Examples use the same deterministic word layout and motion rules as export. Long compositions shrink to fit; explicit line breaks are preserved. Fonts without glyphs for the selected language can use system fallback glyphs, so review your own transcript. Gradient / Glow transitions colors across letter clusters; it does not create an image or call an AI model. Motion previews are paused when outside the visible gallery area. The final MP4 is the delivery format for the complete effect; subtitle player support for styled ASS varies.

Composition preset families

Smooth Stack	Different word sizes in short rows, with a soft blur entrance.
Focus Blur	The active word remains sharp while surrounding words are blurred.
Editorial Mix	Alternating thin, bold and larger words in an automatic two-word row layout.
Accent Script	A contrasting installed font and highlight color on the longest word.
Kinetic Layout	Alternating word sizes and entrances from different directions.
Elastic Pop	An overshoot and settle animation; word grouping stays unchanged.
Cascade / Stagger	Words enter sequentially with a bounded visual delay.
Word Build / One Word	Build a phrase by word timing, or show one active word.
Karaoke / Highlight	Separate cards for spoken-word fill, active-word box and moving underline.
Gradient / Glow	A color transition across letters and a soft adjustable glow.
Typewriter / Wipe	Separate cards for character reveal and a text sweep.
Rotate / Flip	Separate cards for angled rotation and a vertical-axis flip.
Soft Backplate	One softly edged rounded background sized to the complete composition.

Generate, edit and keep versions

1. A new source opens with a large Generate subtitles button and a smaller subtitle-file import. The source chooser and audio-design panels are not repeated here.
2. Choose a processing mode, click Next and set its relevant options. Optional spelling hints are inside Advanced settings: leave them blank unless you already know an unusual spelling.
3. Start generation. Its window closes and a progress panel appears in the editor. You can use another workspace while the job continues, then return. Pause or Resume is available when the task supports it.
4. The completed text loads automatically. A new generation preserves the previous edited draft and keeps the original generated transcript in Saved transcriptions. Open a specific Saved edit to continue that version.
5. Choose a visual preset, adjust the primary appearance controls beneath the gallery, then read and edit the caption text. Remaining Advanced controls above saved transcripts contain additional options and custom presets. New drafts begin with a larger font; existing saved sizes are preserved.
6. For Local or API results, the correction button is below the caption list. FrameScope AI shows a simple transcript review action. Always check uncertain words against the recording.
7. Export subtitle files or a captioned video. Save edit and Start fresh are at the bottom of the page. Publishing is available from the completed export.

Appearance and another generation

The main appearance controls are between the animated preset gallery and Subtitle text. Font, size, placement, colors and words per caption are directly available. Additional settings remain collapsed under Advanced controls above saved transcripts. Generate again beside the timing-review reminder starts a new guided generation; prior edited versions remain saved.

Online access and timing

Full license holders can choose FrameScope AI without a purchase warning. Demo and Trial users see a Full-license link to the website. Availability is checked before starting. Measured word times are retained when possible; uncertain words still require listening. Existing exports do not change until you explicitly generate a new output.

Preview performance

The animated preset gallery updates the cards currently visible on screen. Scroll to preview more styles, or use Pause previews for a still preview. This does not change subtitle text, timing or exported animation.

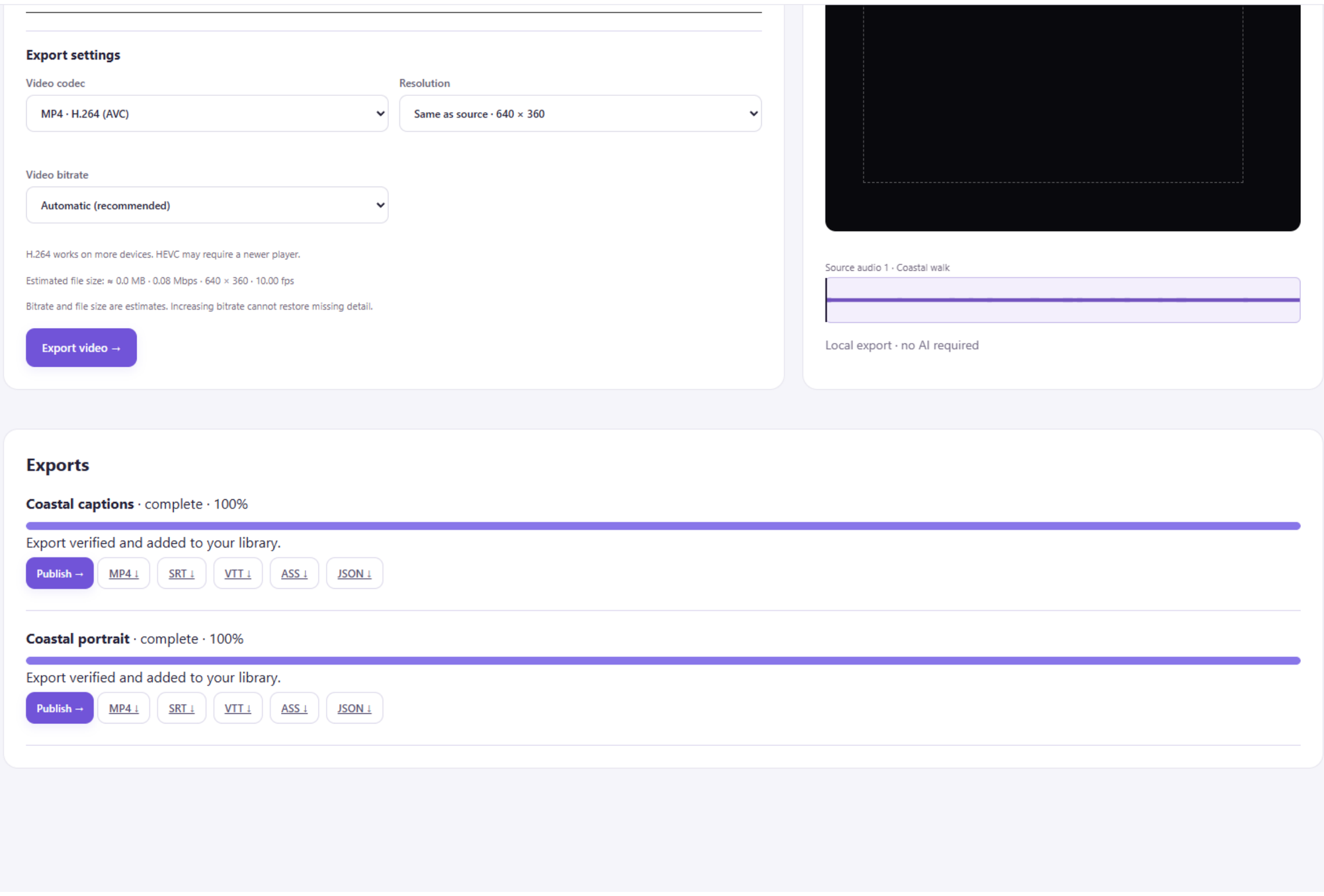


Figure 25. The full-video subtitle editor retains source dimensions. Select the video before adding or generating captions.

10 Subtitles for short and full-length videos — visual guide

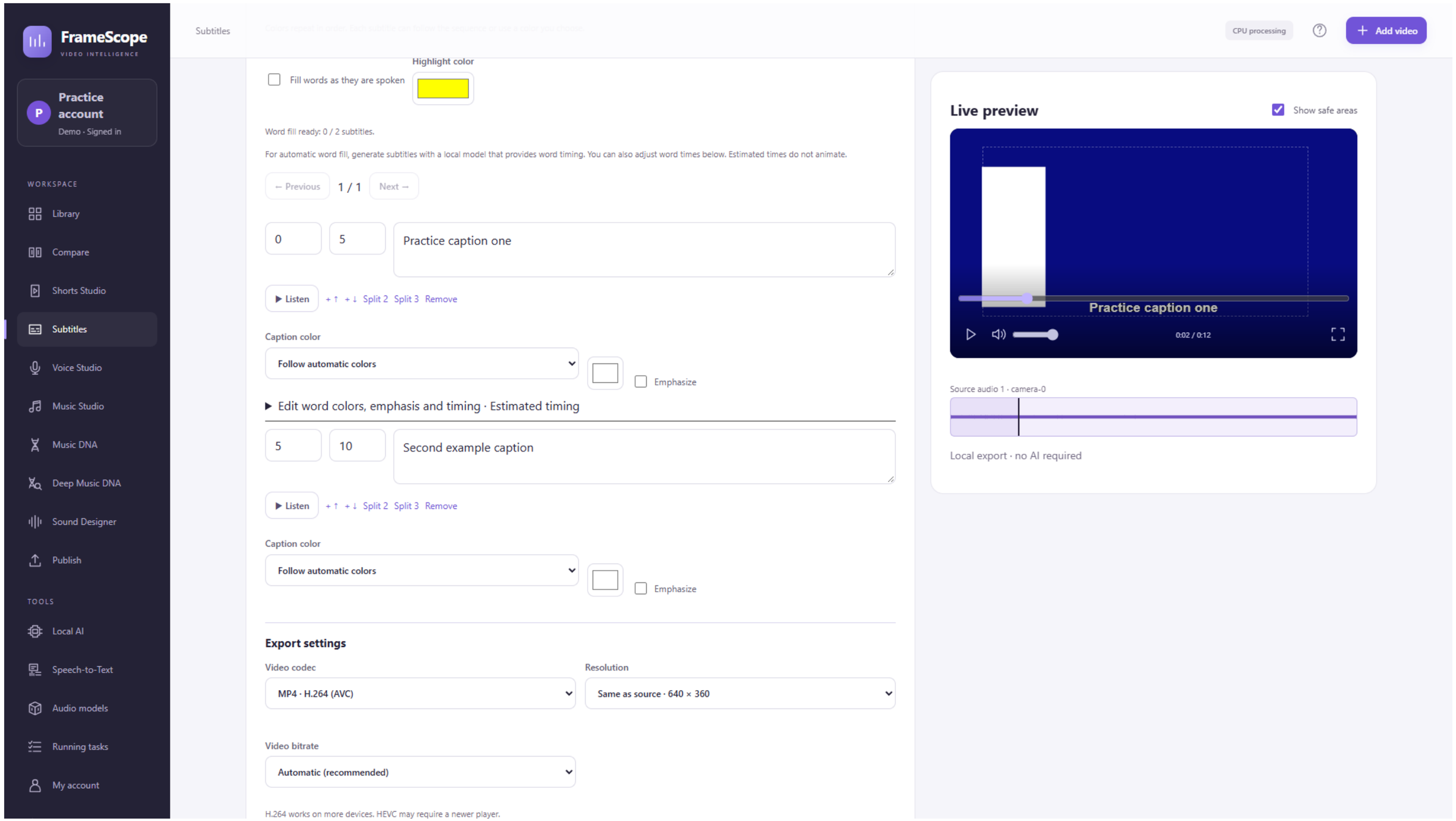


Figure 26. Two manually entered practice captions demonstrate cue editing. They are not an ASR accuracy example.

10 Subtitles for short and full-length videos — visual guide

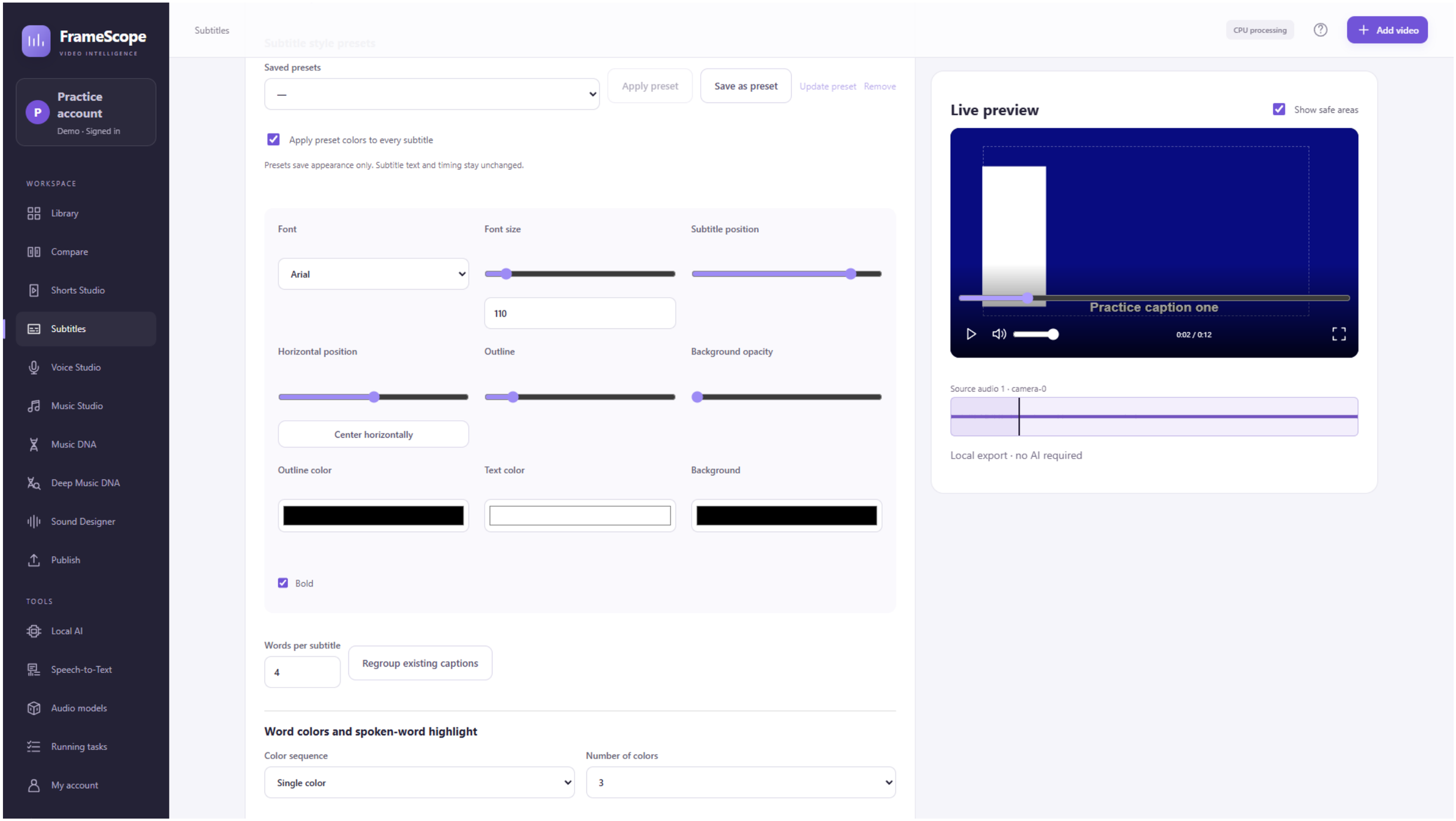


Figure 27. Caption appearance controls let you change font, colors, outline and background. Advanced controls below the caption text contain these appearance settings and saved custom presets.

10 Subtitles for short and full-length videos — visual guide

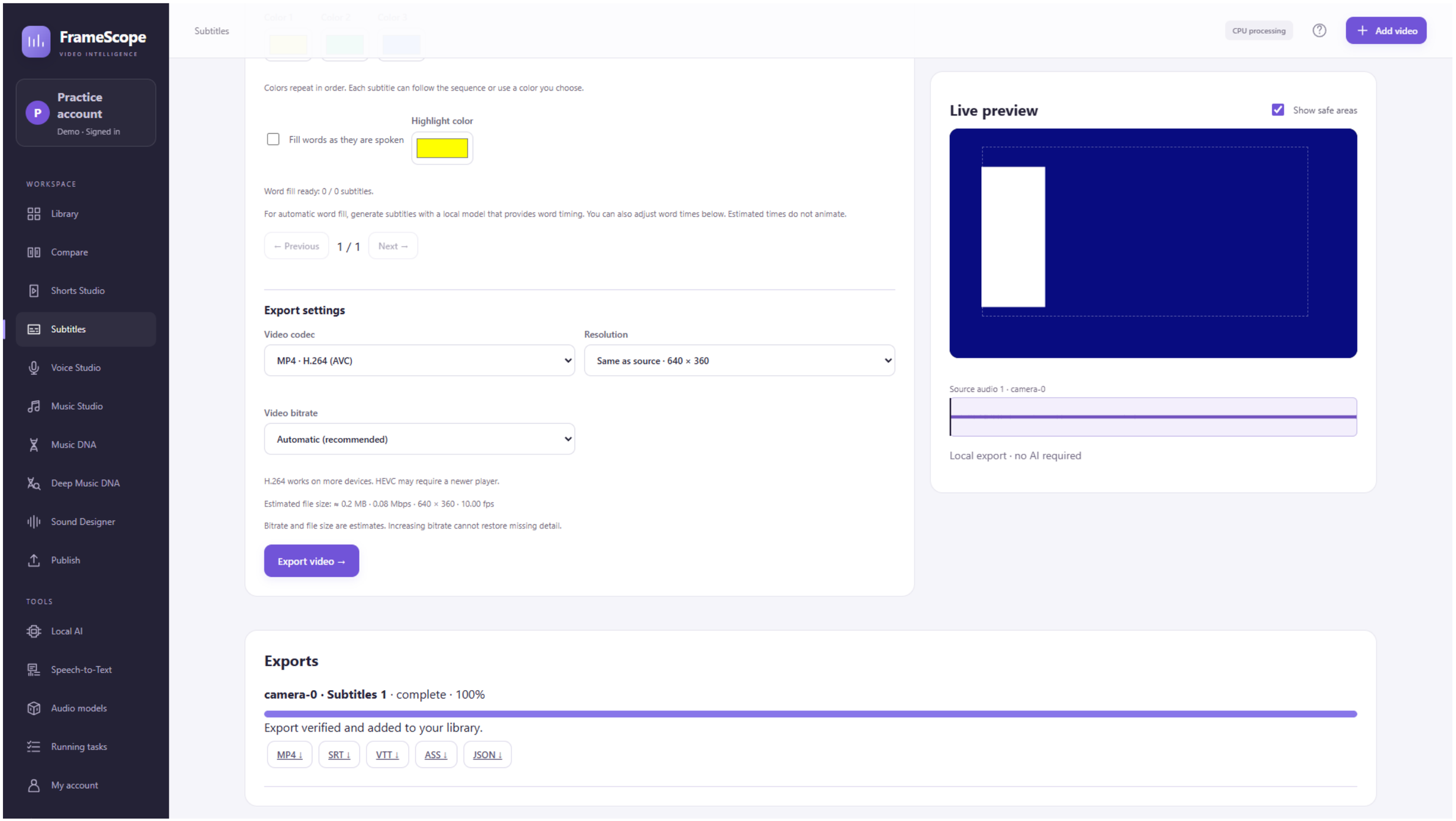


Figure 28. The export panel groups codec, resolution, bitrate and estimated size. The shown practice clip is synthetic; its small estimated file size is not representative of a long recording.

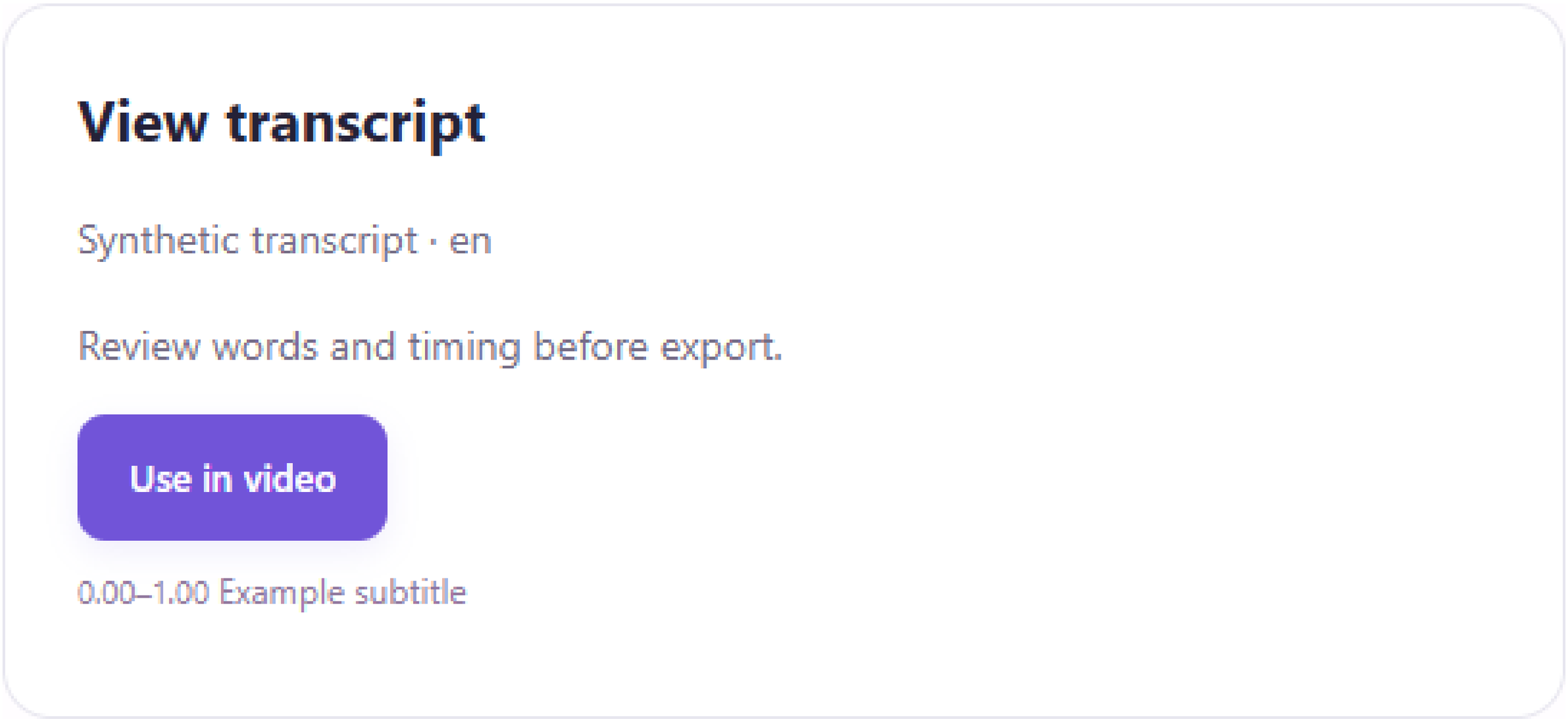


Figure 29. A generated transcript in Subtitles is applied with Use in video. The example text is synthetic and does not represent speech-recognition accuracy.

10 Subtitles for short and full-length videos — visual guide

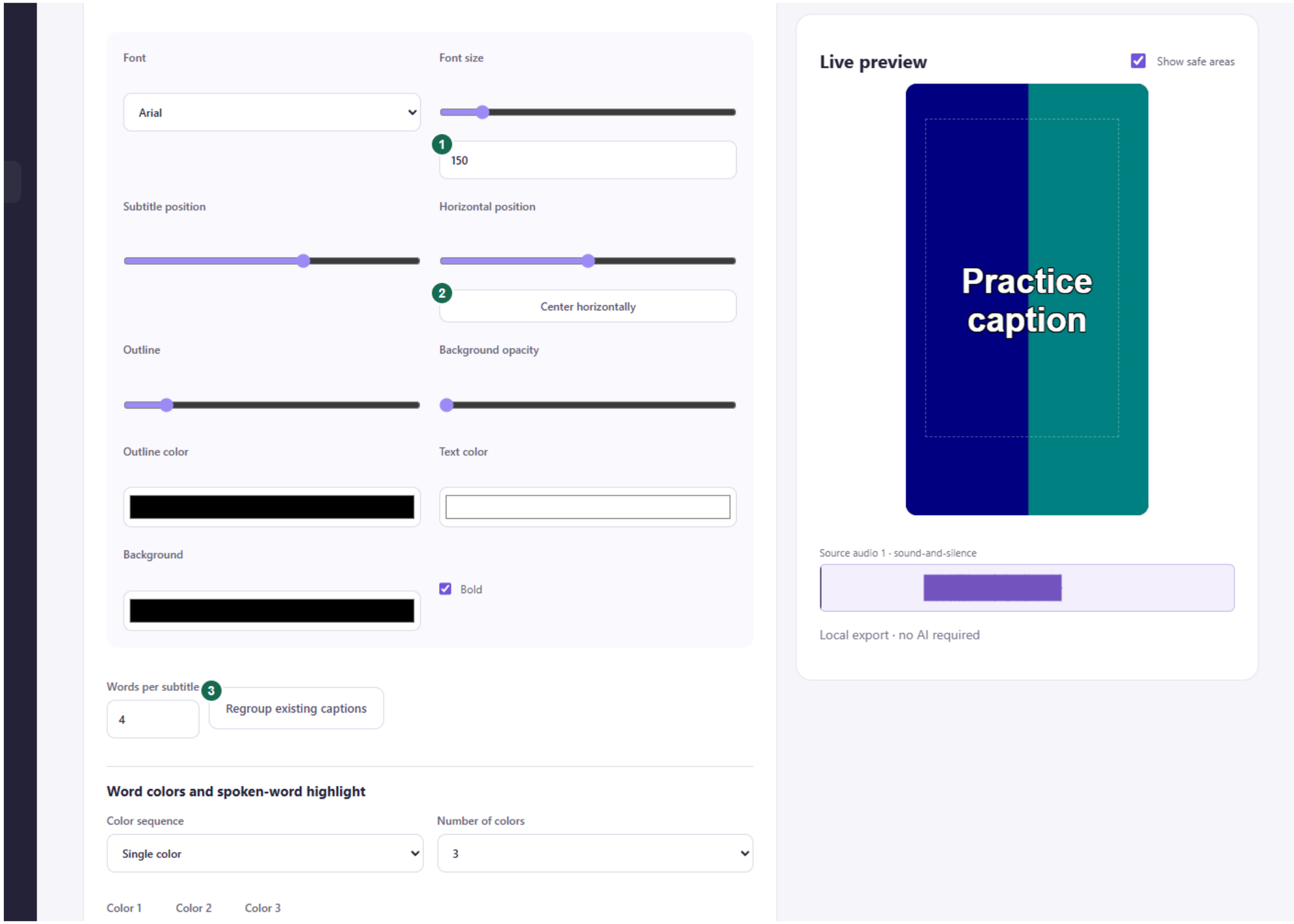


Figure 30. Font size has both a slider and an exact value. Horizontal position has a Center horizontally action; Regroup works in both directions.

1 Exact font size • 2 Center text horizontally • 3 Regroup into fewer or more words

10 Subtitles for short and full-length videos — visual guide

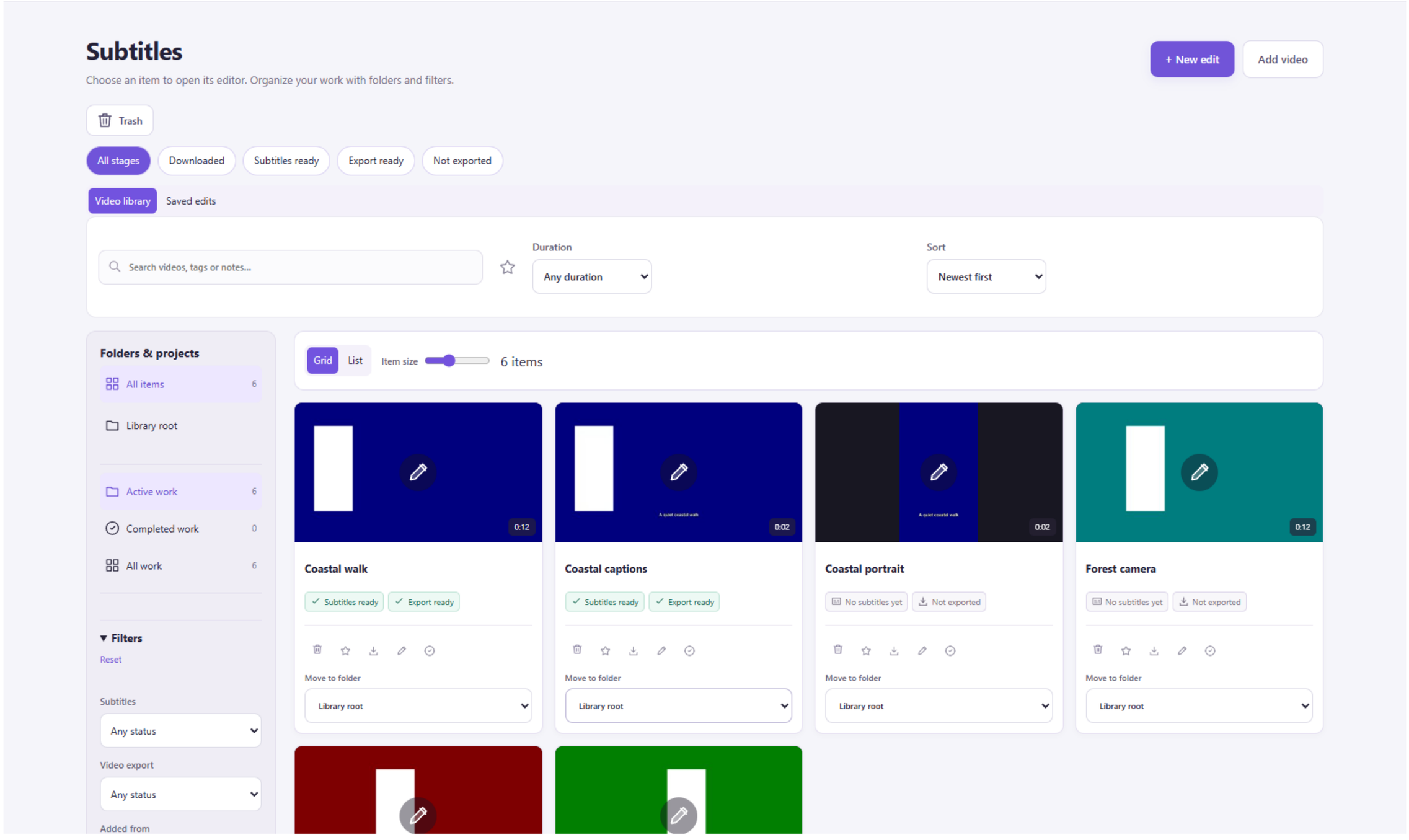


Figure 31. Subtitles has its own readiness badges, quick filters, detailed filters and completion section.

10 Subtitles for short and full-length videos — visual guide



Figure 32. Completed exports offer Publish beside their MP4 and subtitle downloads. Each button opens its own result.

10 Subtitles for short and full-length videos — visual guide



Figure 33. Export folder sits beside the format controls, before rendering begins. The shown path belongs only to this practice profile.

10 Subtitles for short and full-length videos — visual guide

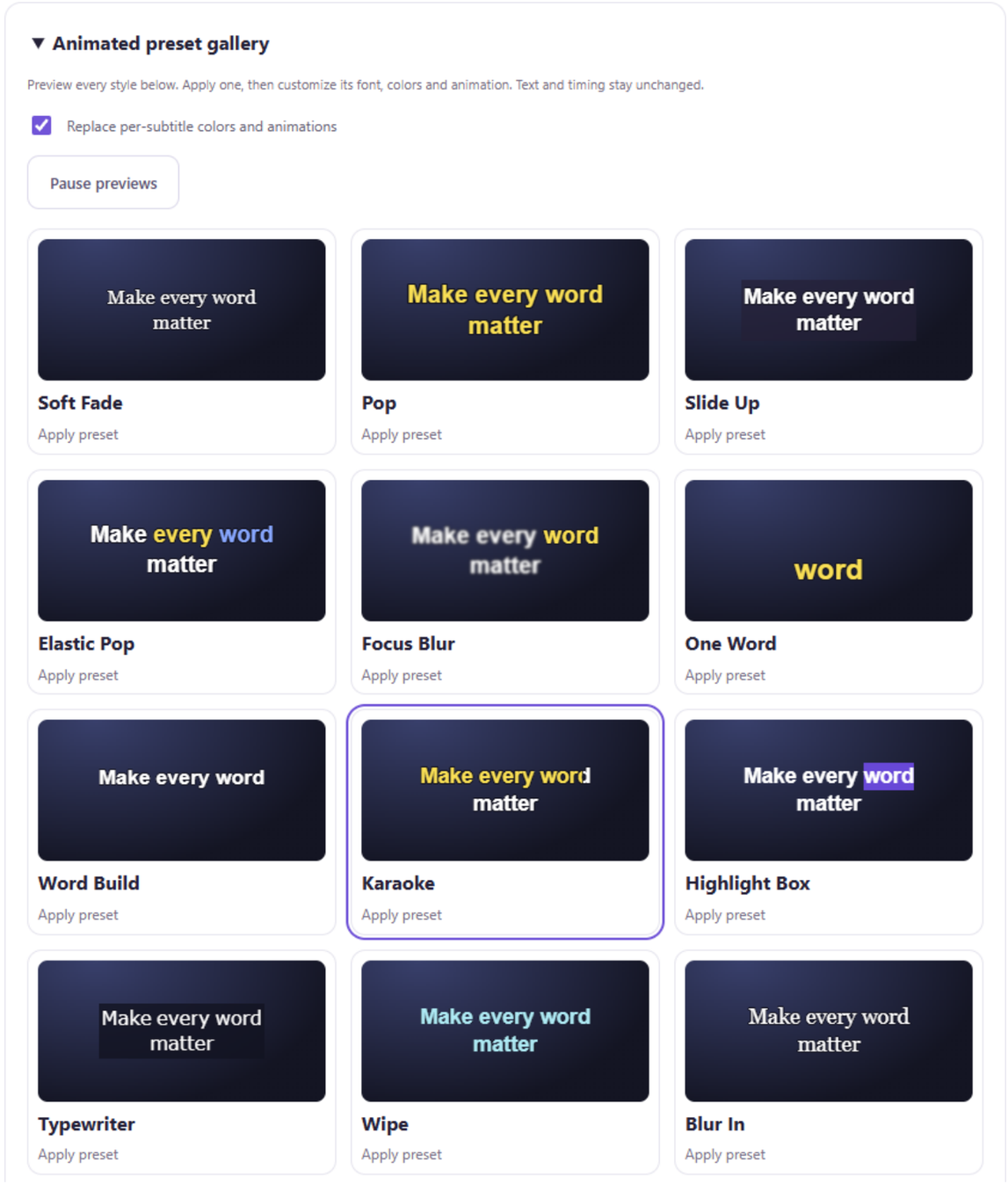


Figure 34. Basic editable preset samples in the actual Subtitles editor. The English practice text is only a gallery preview.

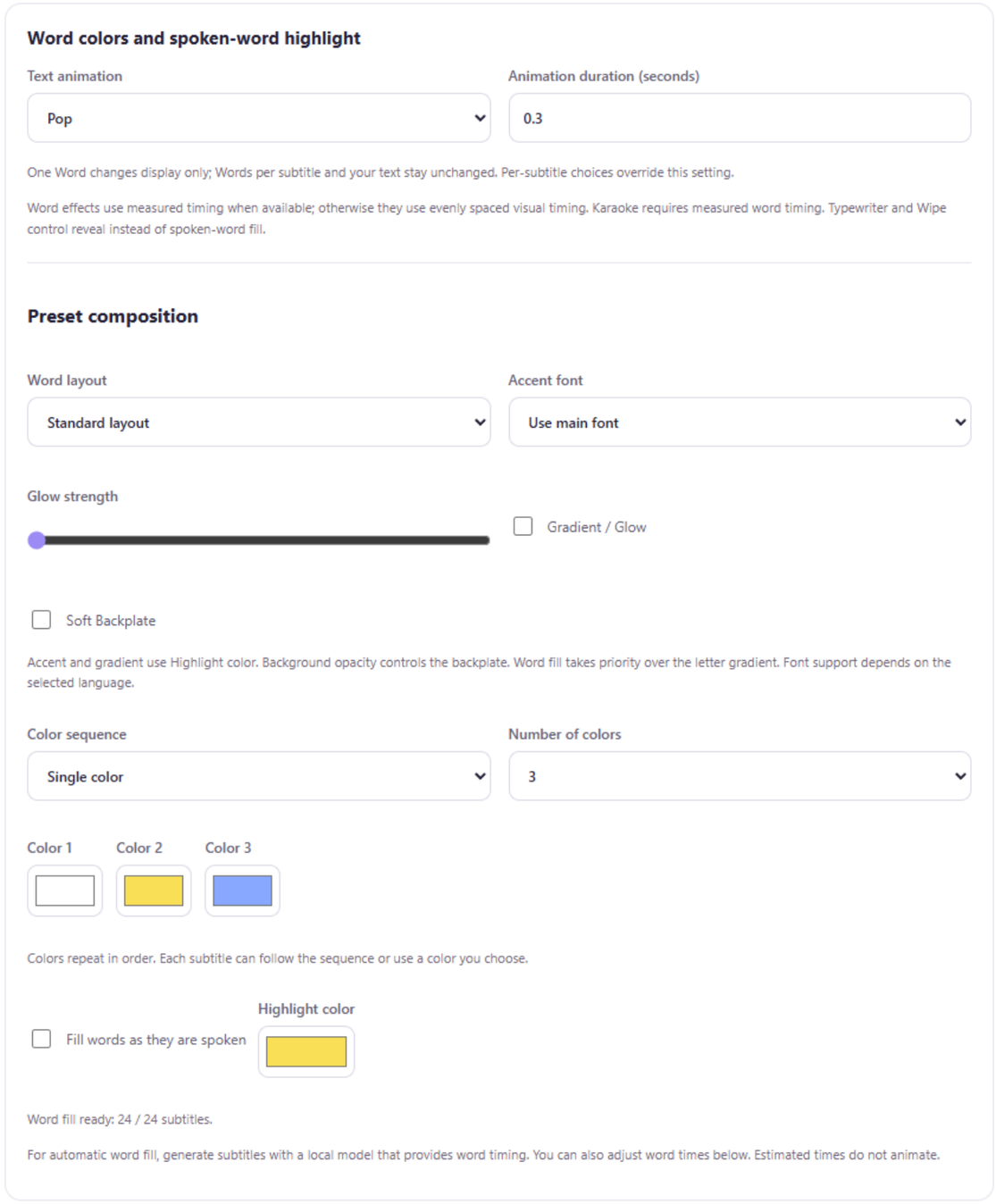


Figure 35. Global animation controls sit beside the existing color and spoken-word settings.

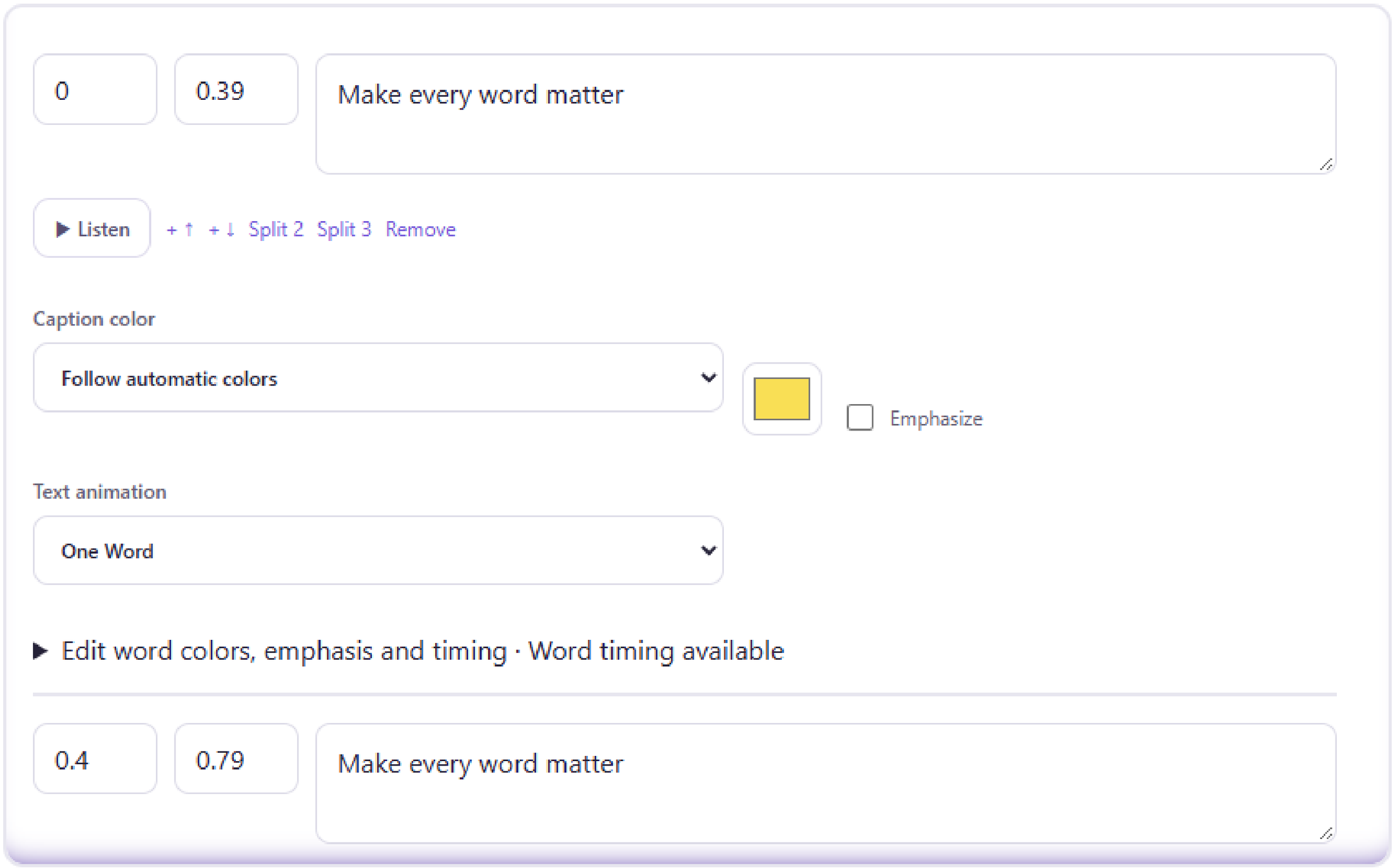


Figure 36. Each caption can inherit the global animation or use its own override. The bordered list scrolls independently from export settings.

10 Subtitles for short and full-length videos — visual guide

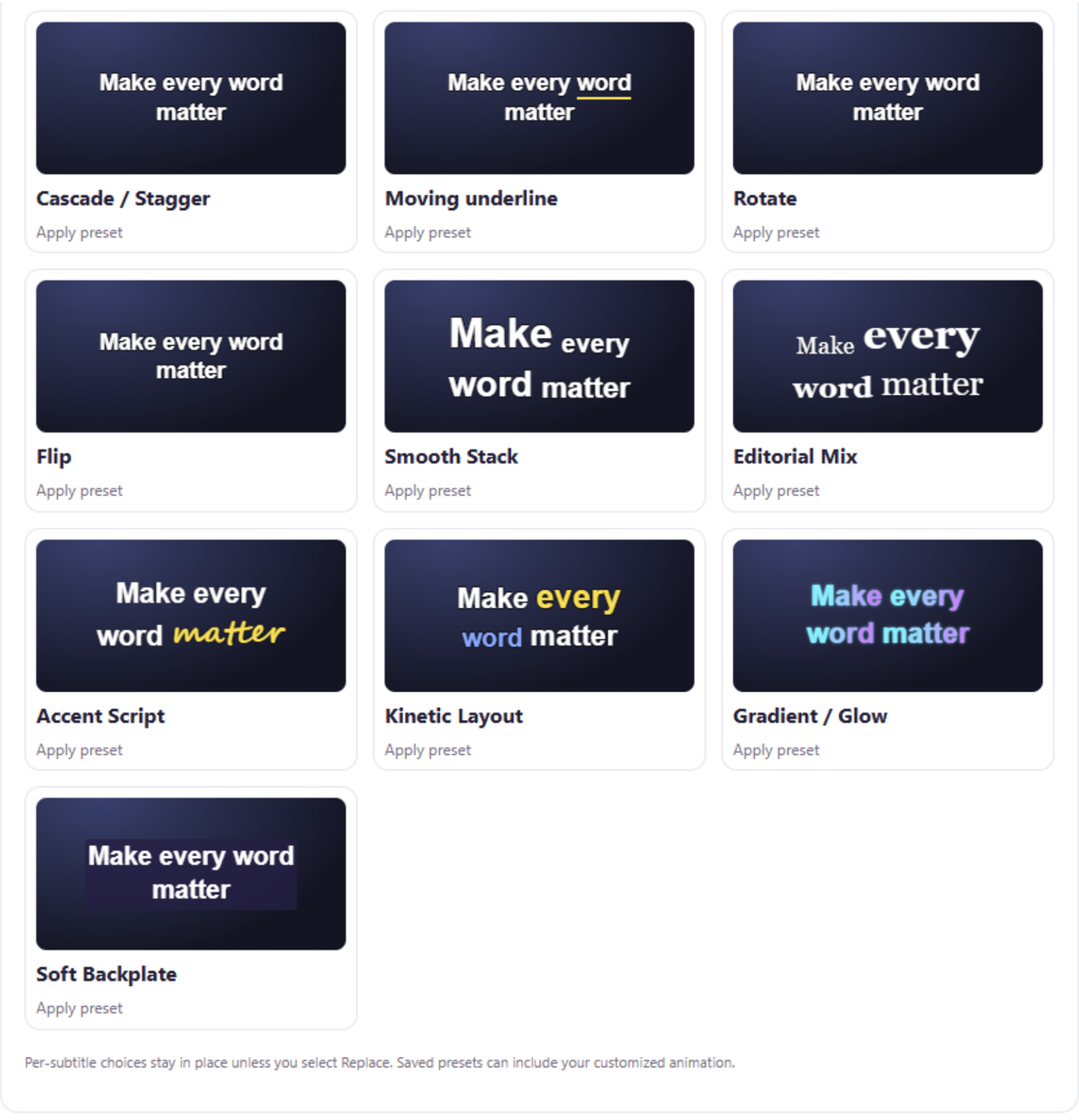


Figure 37. Additional composition, font-accent, gradient and motion variants. All cards are selectable editable starting points.

10 Subtitles for short and full-length videos — visual guide

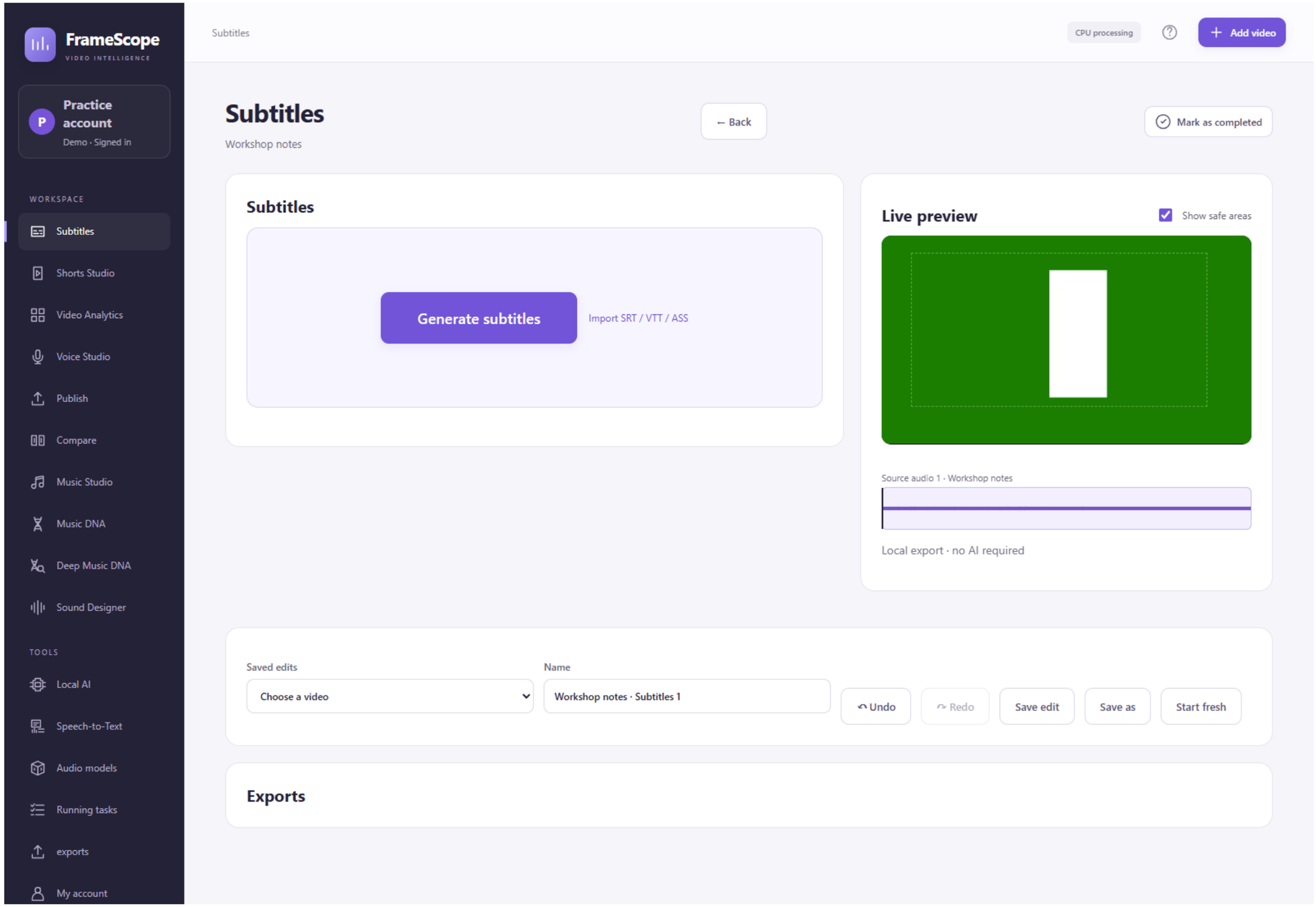


Figure 38. A new subtitle project starts with generation or import, beside its video preview.

10 Subtitles for short and full-length videos — visual guide

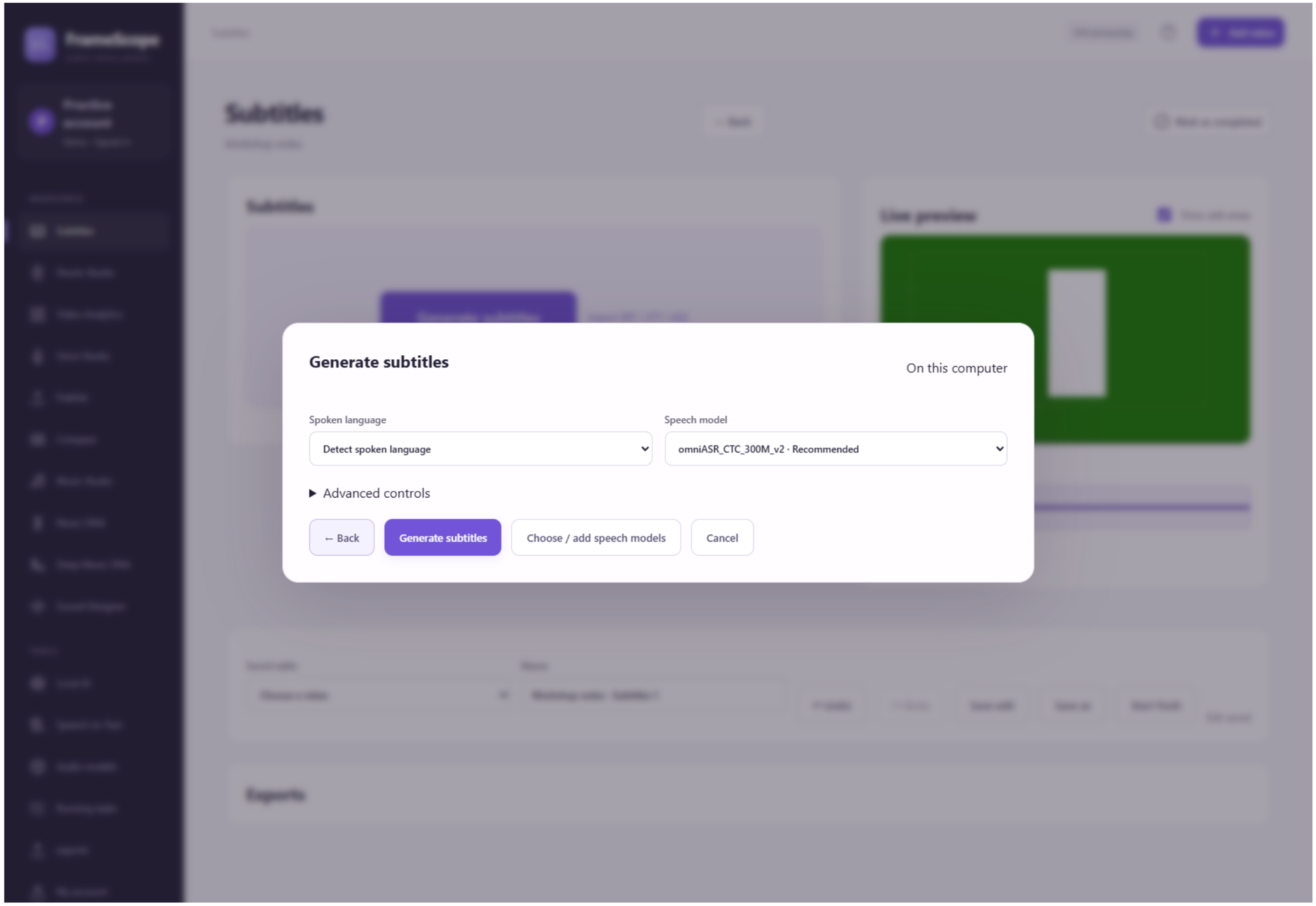


Figure 39. Choose the processing mode first. The following step contains only the settings relevant to that mode.

10 Subtitles for short and full-length videos — visual guide

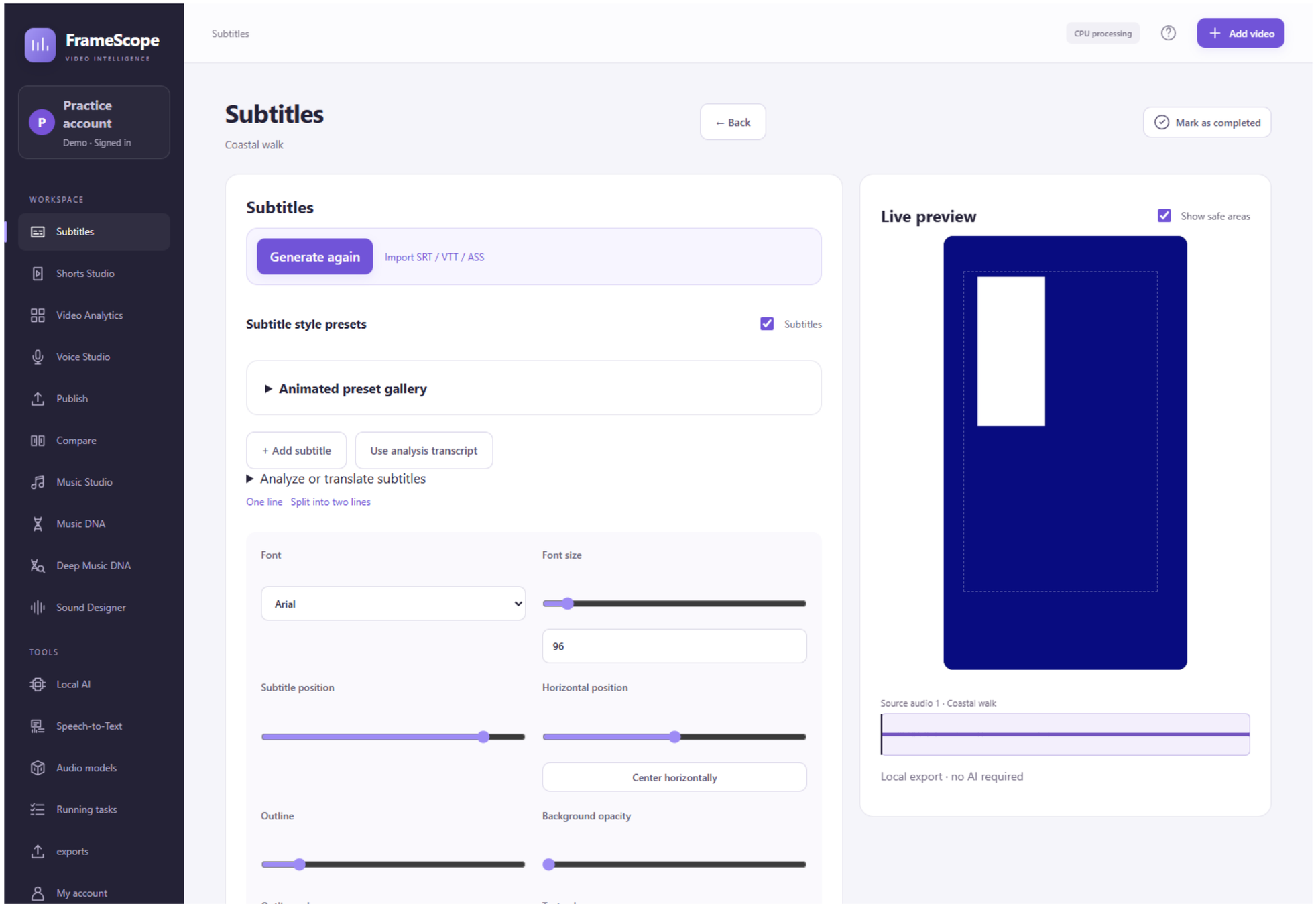


Figure 40. After generation, visual presets precede the caption text. Primary appearance controls sit between the preset gallery and Subtitle text. Remaining Advanced controls are collapsed above saved transcripts, followed by export.

11 Voice Studio: speech and dubbing

Create local speech from reviewed text using a saved voice reference. This is separate from speech recognition, which converts existing speech to text.

Set up a voice and generate speech

1. Open Voice Studio → Engine. Read the hardware status and choose the engine setup control. Wait for Ready.
2. Open Your voice. Expand Record / Upload. Enter a reference name and emotion; confirm that you have permission to use the voice.
3. Edit the lower Edit text for recording field, then click Update to apply it to the large reading prompt. Another reading text replaces both preparation fields. Record that displayed text or upload a clean reference; select the microphone if necessary. The recorder stops after its displayed maximum duration.
4. Make Reference text match the actual spoken words. Listen to the recording, then Save voice.
5. Open Text & language. Select an optional source video, an available output language, a default saved voice and speech speed.
6. Under Saved transcriptions, select this video's completed generation and click Use this transcript. Generate subtitles opens speech recognition if no generation exists. You can also import subtitles or add text segments. Load analysis transcript is for usable timed speech in an analysis report. Correct the words and times; assign a different saved voice to individual segments if required.
7. Read the readiness message; complete the missing engine, voice or text step until Generate is enabled. Save the draft, then Generate. Open Listen & export and review the generated speech before saving WAV, MP3 or the offered video file.

Expected result: A speech result appears in the job history. A dubbed video can carry separate original and generated audio tracks; select the desired track in your player.

Refine and export

Translate	Choose a local/API text provider and review the translated script. Translation is a separate operation from generating the voice.
Regenerate a segment	Use the segment's Regenerate control when only one line needs another take. Listen to the join with its neighbors.
Regenerate this draft	Requests a new rendition of the draft rather than merely reopening the previous cached result.
Listen to individual segments	Inspect pronunciation and timing line by line before accepting a long dub.
Combine selected languages	Select completed video jobs and create a video containing their alternate audio tracks.
YouTube alternate audio	For channels with access, use YouTube Studio → Languages to add the exported language tracks. Availability is controlled by YouTube; see the official link in Chapter 26.

Finish and publish a voice result

Generated speech has Active work, Completed work and All work sections. Mark a completed take as finished or return it to active work. When a take includes a video, Publish opens that rendered video in the normal publishing form; combined language videos offer the same shortcut. Nothing is sent until you review and confirm the destinations.

Update the reading text before recording

The lower editor changes the preparation text. Press Update to refresh the large prompt; recording is blocked while those two texts differ. After a recording is loaded, the editor is labelled Exact words in this recording: keep it accurate to what was actually spoken. Changing the displayed words does not change existing audio. Listen before saving a reference.

Video dubbing: transcript to editable audio

1. Open Voice Studio, choose a library video and review the source transcript. Maximum Correction can propose source-text or translated-text changes using Local, API or Manual mode. Confirm the wording that should be spoken.
2. In Translate, select the intended target languages. Saved translations in other languages remain available. Review the selected translation, then continue to Your voice library. Choose a saved reference for local cloning or an OpenAI built-in voice. Cloud synthesis uses the configured provider and its billing; timeline edits later do not call that provider.

3 Choose whether to preserve original music and effects, use a separate background track or export speech only. Background separation can leave artifacts. Original-dialogue suppression is retained when the timeline prepares its background recording.

4 Generate speech, then open Listen & export. Select a generated language in Audio language. The original video remains the visual source while the chosen audio plays. The saved selected mix is available while phrase waveforms are prepared; original speech does not play as an automatic fallback.

5 The audio timeline appears below the video. Generated speech uses individual phrase clips; Music and effects uses the retained combined background recording. Continuous music may appear as one clip. These are not individually separated instruments or sound effects.

Expected result: The selected language can be previewed and its existing audio edited without resynthesizing speech.

Move, trim, split and audition

1 Use Fit timeline to see the entire video. Zoom increases detail; use the horizontal scrollbar to reach another part. Ctrl plus the mouse wheel also zooms. Click the ruler or empty timeline to seek the video; press the central Play button, timeline Play or Space to audition.

2 Click a clip to reveal its inspector. Drag the clip to move it, or drag an edge to trim its source range. Snap aligns edits to nearby clip boundaries, the playhead and the video ends. The original video track is locked.

3 Ctrl/Command-click or Shift-click selects more clips. Select all clips selects both lanes; the lane name selects all clips in that lane. Dragging a selection keeps the clips together. Arrow keys nudge selected clips by 0.01 seconds; Shift plus an arrow uses 0.1 seconds.

4 Set Speed to 1.1 for ten percent faster or 0.9 for ten percent slower. Pitch is preserved by browser playback and the CPU export processor. Values from 0.25 to 4 are available, but extreme speeds can sound unnatural. Clips must remain within the video; no hidden truncation is permitted.

5 Place the playhead within a selected clip and choose Split at playhead. Right-click a clip to split at the clicked position or open Speed, Gain, Mute and Delete actions. Splitting and trimming reuse original phrase audio.

6 Use Undo and Redo while this editor is open. Edits are saved automatically per audio version. Save edits retries a failed save; Download edit backup provides a JSON copy. A conflicting save in another window is rejected so one tab cannot silently overwrite another.

Expected result: Playing the timeline auditions the edited clips at their current positions. Generate is required to create updated downloadable files.

Audio levels and background controls

Gain (dB)	Sets each selected clip to the entered gain. Add gain to selection applies a relative change to every selected clip, preserving their previous differences.
Mute and Solo	Each lane has mute, solo and gain. Clip mute changes only the selected clip. Muting or soloing changes both the live mix and exported mix.
Fade in / Fade out	Apply short fades to soften clip boundaries. Fades cannot exceed half the clip duration. Individual split parts remain independently editable.
Each peak to target	Measures the cropped source range for every selected clip and gives each its own gain to reach the target sample peak, such as -6 dBFS. Silent clips are skipped.
Loudest peak to target	Finds the loudest selected clip after its current clip gain, then applies one common gain change. This preserves the relative balance between clips. Lane gain is separate from clip normalization.
Export peak ceiling	Sets the final mixed WAV peak ceiling, default -1 dBFS. The exported mix uses the FFmpeg limiter. Live preview uses browser playback and compression, so it is not a bit-identical mastering preview. Lossy MP3/AAC encoding may slightly change measured peaks.
Preview volume	Changes listening volume only. It does not change the saved mix or its exports.
Music and effects	Split the combined background recording to adjust sections separately. Existing source-dialogue protection remains baked into this recording. Increasing background gain also increases any separation artifacts that remain.

Create and keep an edited version

1 Listen around every moved or split boundary, including overlapping clips. Review speech speed and the balance against music. Click Save edits and resolve any visible validation or save error.

2 Subtitle text changes only the subtitle file; it does not change spoken words. Split parts initially share the original phrase caption. Its cue spans the surviving audible parts, without guessed word-level alignment. Review timing and wording after trimming or moving parts.

3 Choose Generate edited version. The CPU processes existing audio; no speech model, voice reference or paid synthesis request is needed. The application account and normal feature-access rules still apply. Progress and cancellation are visible, and failed exports retain saved edits.

4. Download MP3 or WAV for audio, MP4 for the video, SRT or VTT for subtitles, and JSON for the edit specification. MP4 makes the edited language the default audio track and retains original audio as a separate track. Existing exported versions and source files are not overwritten.
5. Choose the completed new version from Audio language to continue editing it. Old exports are not retroactively changed. To attach a language track to an existing YouTube video, use the existing YouTube Studio handoff and verify the result there.

Expected result: A complete new export is listed in the existing language history. The old version remains available.

11 Voice Studio: speech and dubbing — visual guide

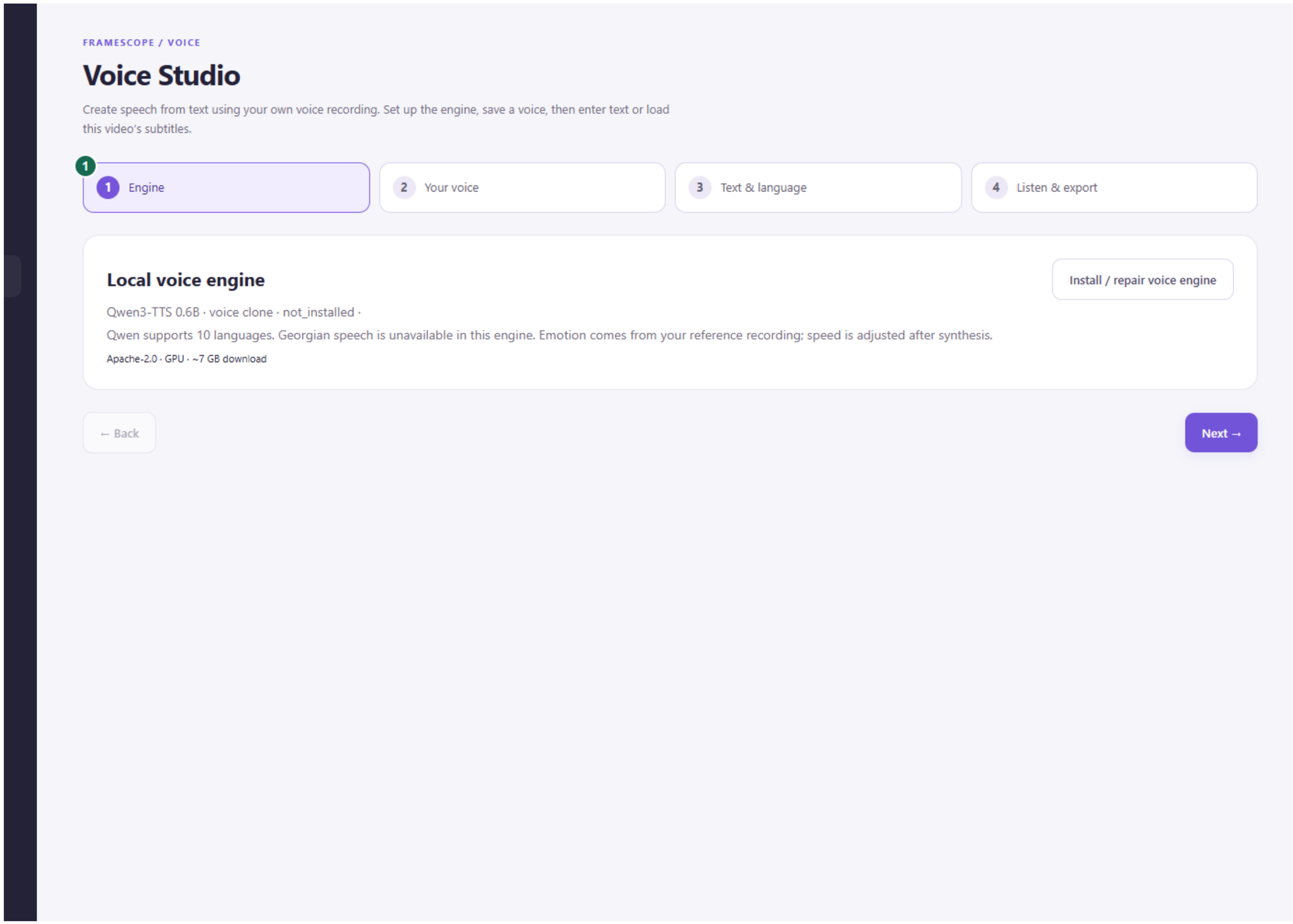


Figure 41. The first Voice Studio step installs and checks the voice engine. A hardware message explains why setup may be unavailable.

1 Four ordered steps

11 Voice Studio: speech and dubbing — visual guide

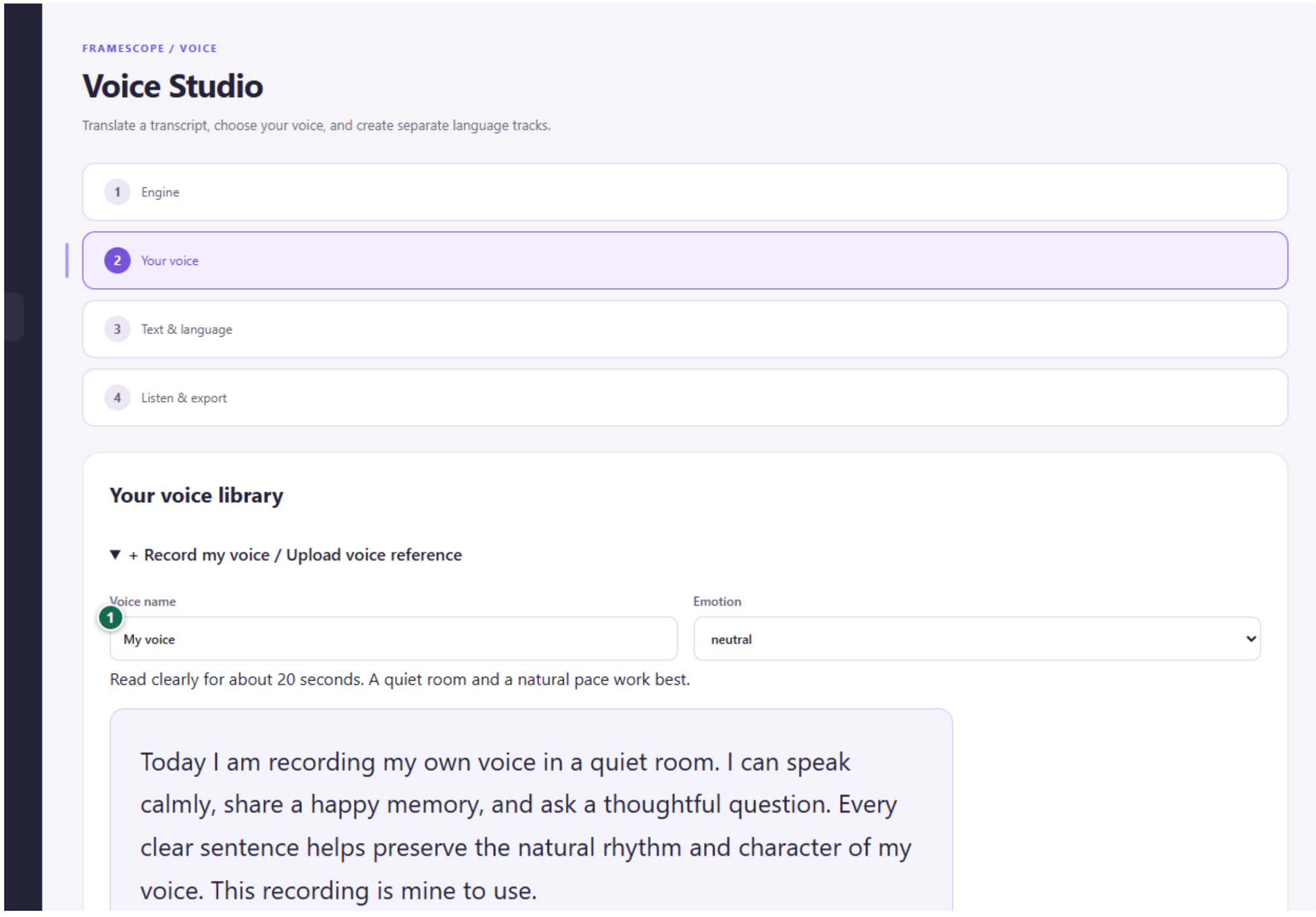


Figure 42. The reference form records or imports a permitted voice sample and its exact text.

1 Name the voice

11 Voice Studio: speech and dubbing — visual guide

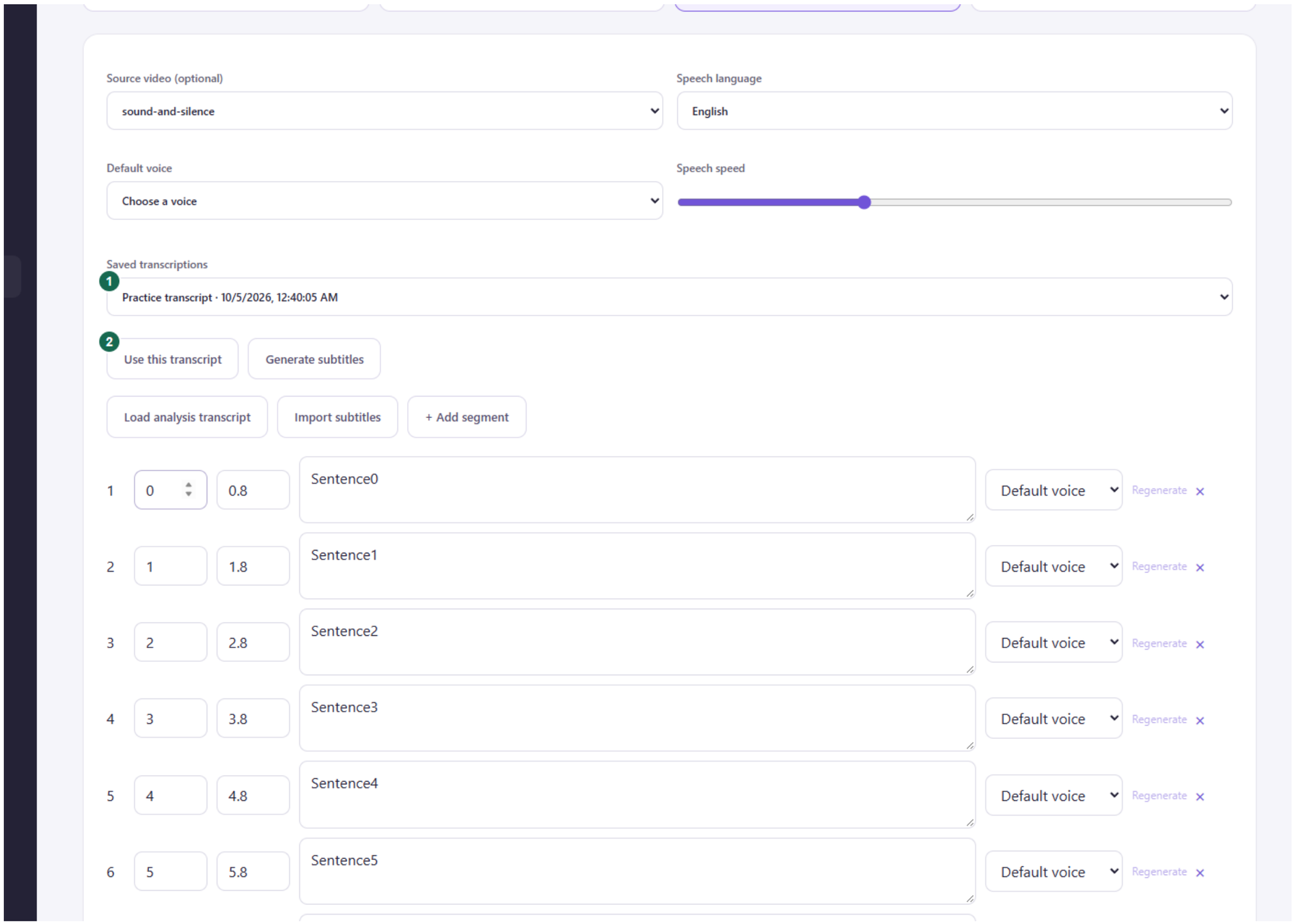


Figure 43. Text & language is the working script. The selected engine determines available languages; unsupported languages are not unlocked by changing the app language.

1 Choose a completed generation • 2 Load its timed text

11 Voice Studio: speech and dubbing — visual guide

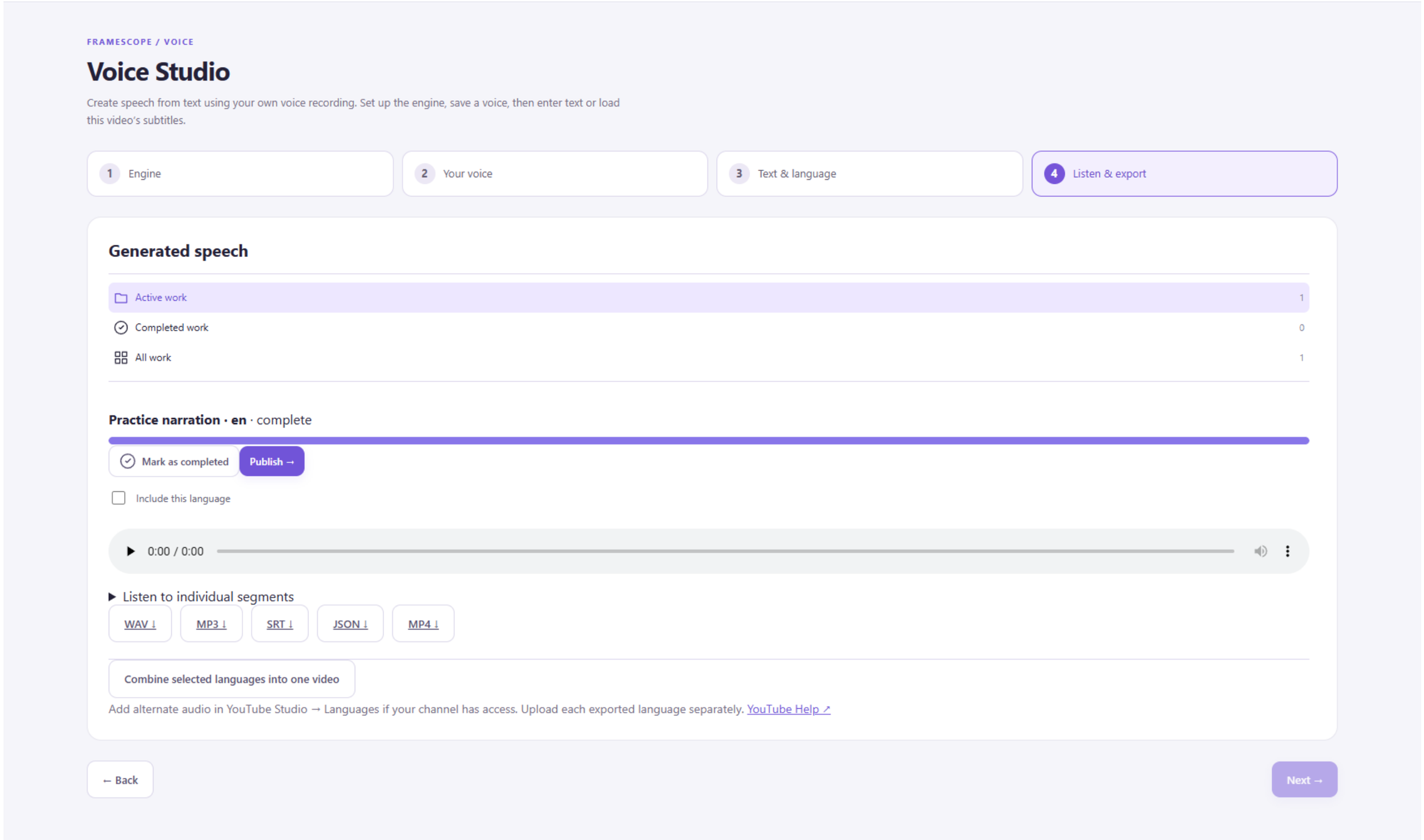


Figure 44. Voice Studio keeps generated takes organized and offers Publish for a completed video. This example uses a synthetic practice tone, not generated speech.

11 Voice Studio: speech and dubbing — visual guide

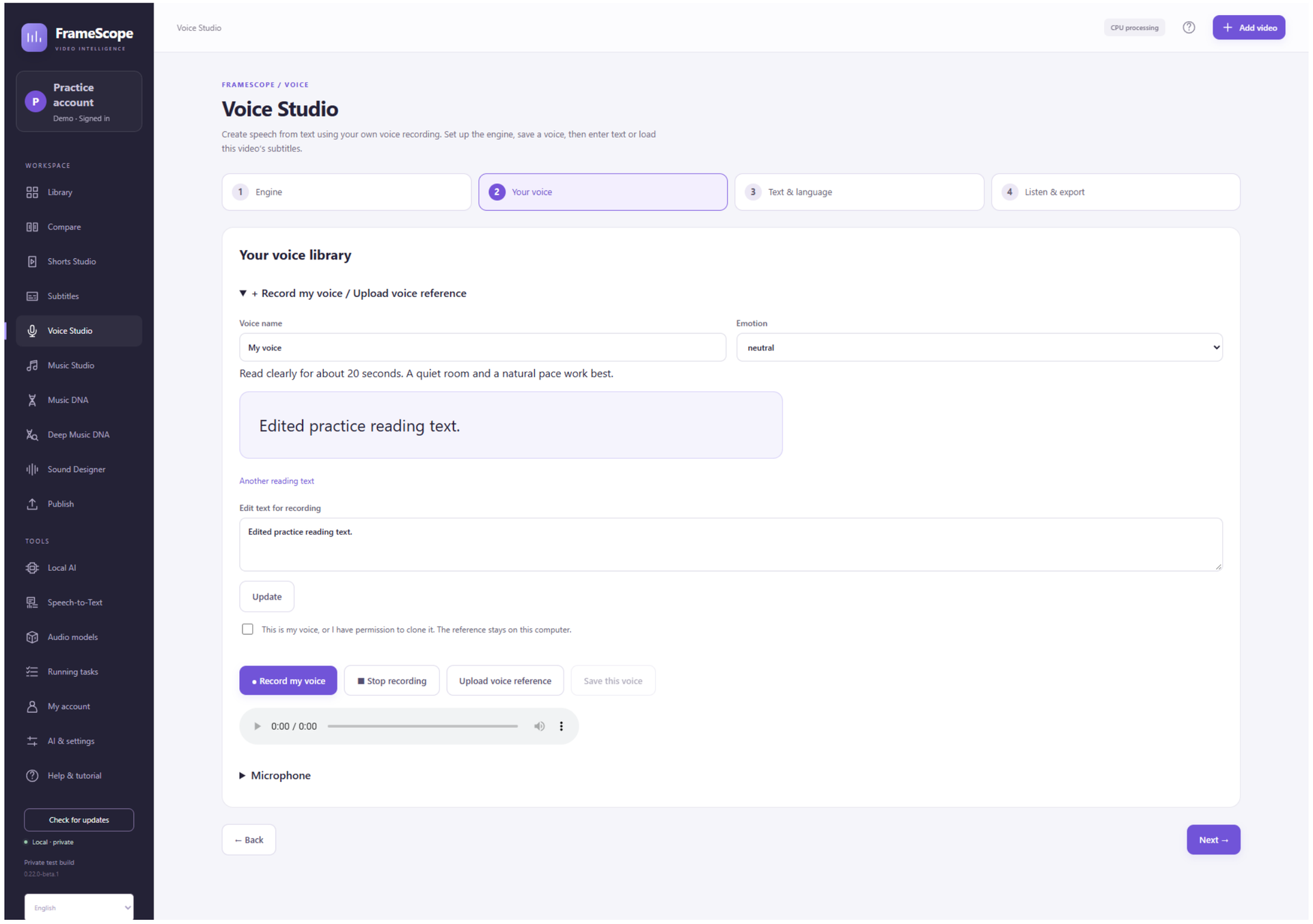


Figure 45. The Update button applies the lower preparation text to the large reading prompt. This capture uses an isolated practice account and does not record a microphone.

11 Voice Studio: speech and dubbing — visual guide

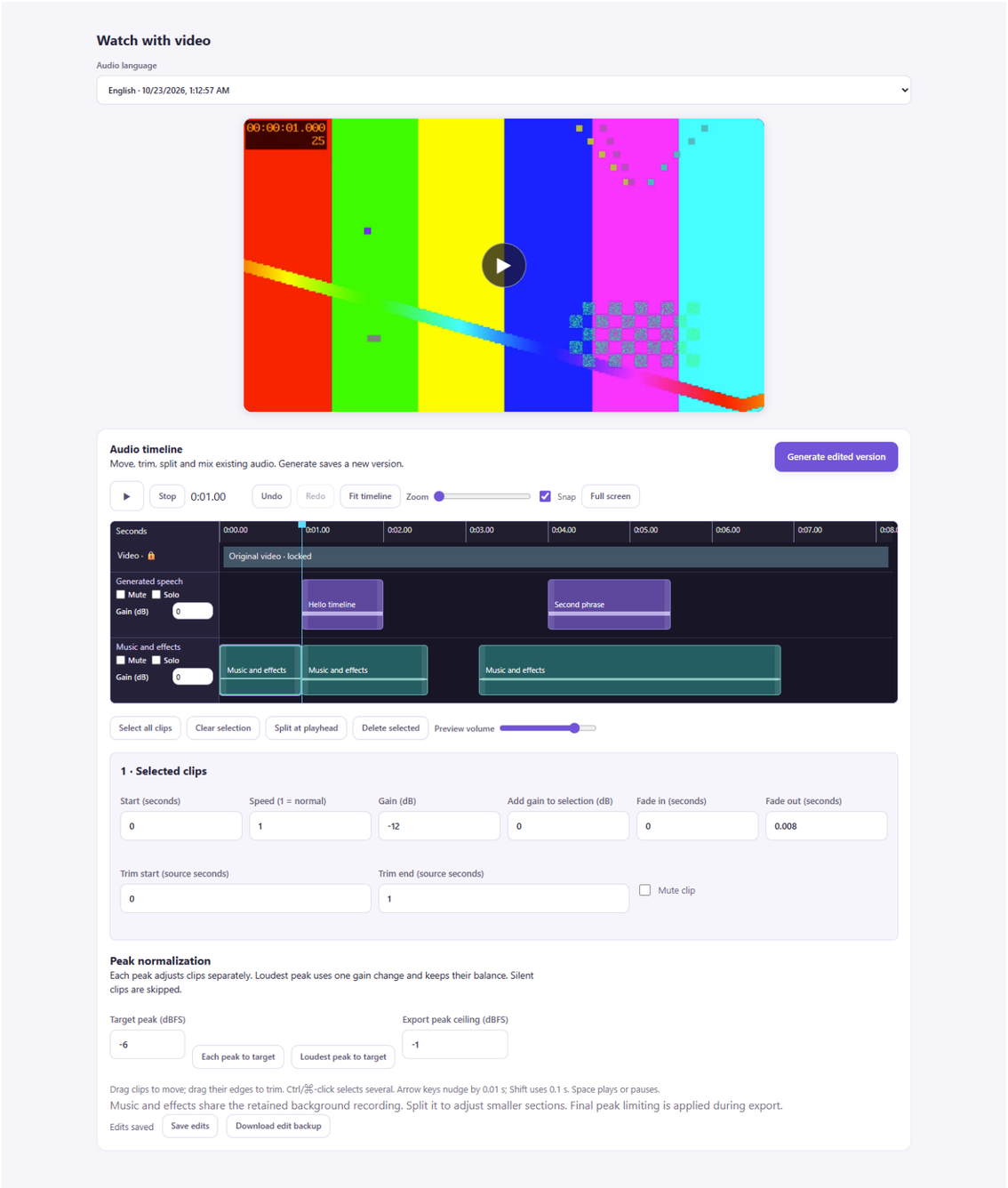


Figure 46. Actual audio timeline component with synthetic video and phrase audio. The video stays above the zoomable speech and background lanes. The source video is locked; the blue playhead uses the source-video clock.

11 Voice Studio: speech and dubbing — visual guide

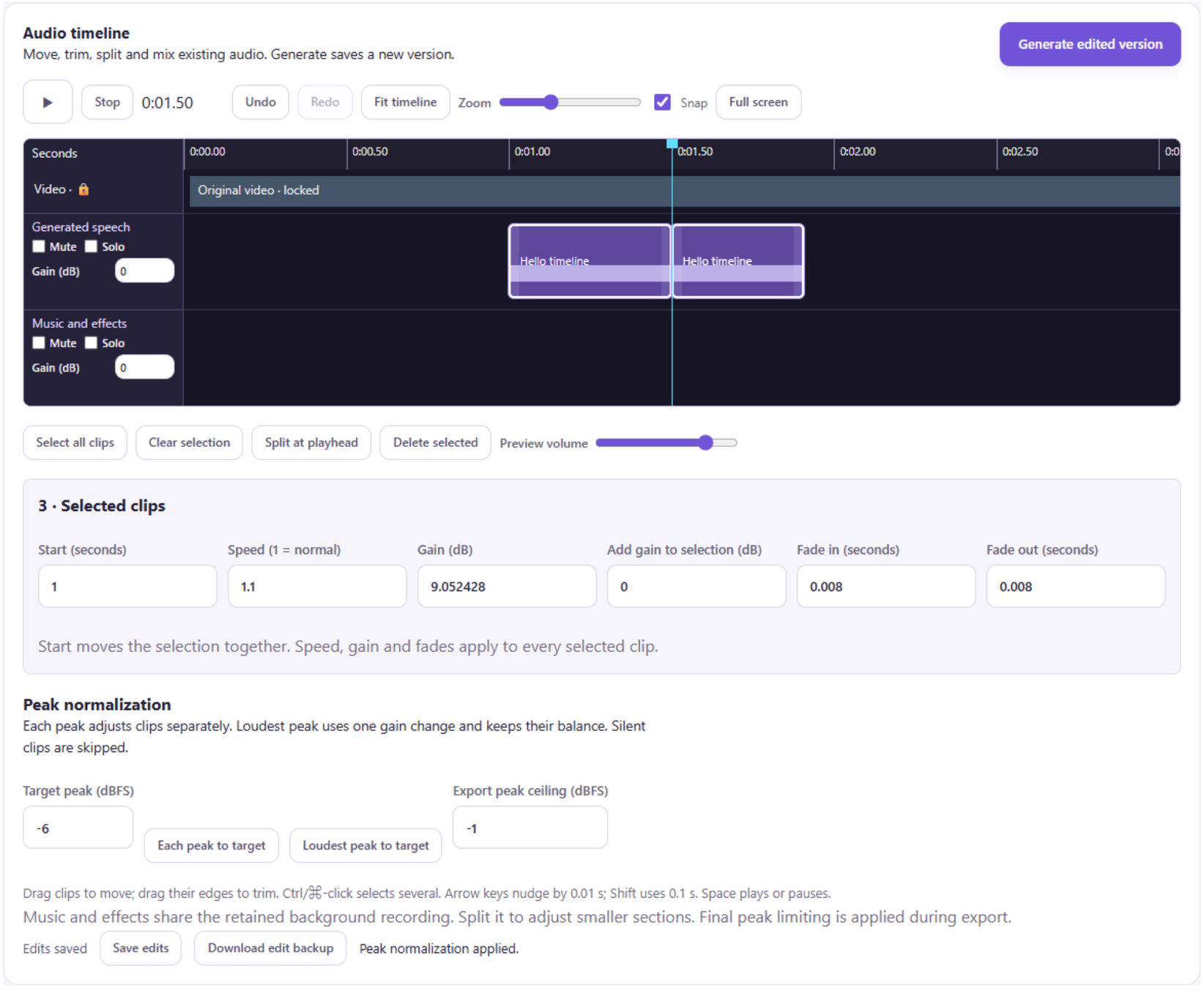


Figure 47. Actual selected-clip inspector and peak controls. Speed, clip/group gain, fades, normalization and Generate are visible together. The screenshots use practice tones and do not certify human voice quality.

12 Music Studio: generate from a brief or reference

Create local music, retain alternative takes and place them in a shared audio timeline. A reference can guide a supported model; it does not promise an exact recreation.

Generate an instrumental track

1. Open Music Studio → Create music. Select an installed, ready model and the New music operation.
2. Set Duration and Purpose. Enter Track name, or leave it empty to derive a name from mood, genre or description.
3. Write a specific brief in Describe the sound: instruments, rhythm, mood, energy and intended use. Leave room for speech if this will be a background track.
4. Keep Instrumental selected. For vocals, turn it off and enter your lyrics only if the chosen model supports that mode.
5. Optionally open guided lists or Advanced controls. Check View effective prompt to see the instructions that will be passed on.
6. Choose the number of takes and variation mode. Keep New variation every time for independent attempts.
7. Click Generate locally. If a memory advisory appears, read it before deciding whether to try. Watch Tasks & results and listen to each completed take.

Expected result: Generated assets appear in Audio library with playback, waveform and provenance. A successful generation does not guarantee a musically useful take; listening is part of the workflow.

Use a reference recording

1. Import the reference into Audio library, or analyze it first in Music DNA and choose Review in Music Studio.
2. Choose a model that supports the intended operation. Select Cover / remix, Repaint range or another offered operation rather than assuming every model accepts every control.
3. Open Advanced controls and select Reference audio. Set Reference strength and describe what you want to retain or change.
4. For Repaint range, set the start/end of the passage to regenerate. For supported Base operations, select the instrument track.
5. For full YuE symbolic work, review or import the ABC score and choose full, melody or off planning as appropriate. Keep a copy of any hand-edited score.
6. Generate a short test first. Compare the new audio with your intent before attempting a longer piece.

Expected result: The model receives the supported reference/score inputs. It can change melody, timbre or structure; the reference strength is guidance, not a fidelity guarantee.

Musical controls

Mood / energy / genre	Describe emotional character, intensity and stylistic direction. Keep descriptions mutually consistent.
Instruments / vocal character	Name the leading and supporting sounds. Vocal language and lyrics remain separate inputs.
BPM / key / time signature	Use 0 BPM for automatic tempo or enter a target. Key is a musical instruction. Meter choices appear as 2, 3, 4 or 6; leave blank when undecided.
Density / intro / outro	State how sparse or busy the arrangement should be and how it should begin/end.
Duration and fitting	Natural length allows the model’s result length. Fit generated music applies the chosen ending behavior: natural, trim + fade or hard cut.
Optional music assistant	An additional installed helper can assist lyrics/prompt work and uses extra memory. None keeps the workflow smaller.
Help me fill these fields · AI	Uses your selected local/text API assistant to draft fields. Review the draft; it does not itself generate the audio.
YuE score (ABC)	Editable symbolic notation input with import/export. This is a score, not an ordinary prose description or arbitrary MIDI file.

Model-native controls and repeatability

Variation mode / seed	New variation every time changes the seed for each new generation. Keep the same seed is useful for controlled comparisons. Retrying interrupted work retains the original seed.
Takes	Choose 1–4 alternatives. Each extra take increases work; begin with one while testing setup.
Generation steps	ACE-step iterations. Turbo and Base/Sft have different defaults. More steps do not guarantee better music.
Prompt guidance / sampling shift	Native ACE controls affecting conditioning and sampling. Change one variable at a time and listen.
Sampler	Choose euler or heun where available. Use the default until you have a reason to compare.
Music assistant temperature / diversity	Shown when an optional assistant is selected; influences its variation, not a guaranteed musical improvement.
Preserve edited passage / crossfade	Repaint controls for the regenerated passage and boundary blending. Inspect both edit boundaries.
YuE full / Q8 / Q4	Different runtime/weight choices trade memory and behavior. The current GGUF path requires lyrics; choose ACE-Step or full YuE for instrumental generation.
Memory override	Trying despite the advisory can still fail or run slowly. It does not create additional VRAM and does not silently send audio to the cloud.

Listen, compare and reuse

Click the waveform to seek and use the player to pause/resume. Favorite useful takes, search by name and use A/B to compare. Original downloads the source asset; the information control shows provenance. Save preset stores a reusable configuration. New timeline and Start from video create arrangements described in the next chapter.

Keep completed work separate

Use Mark as completed beside an asset, saved project or transcript. Active work, Completed work and All work are scoped to this section; finishing Music DNA does not hide the asset from Deep Music DNA or Music Studio. Return to active work restores it to the active list. Existing edits can still use completed media.

Fill settings and compare draft versions

1. Choose Help me fill these fields · AI. Describe the music, choose an installed local assistant or your configured text API, and select instrumental or song plus a supported lyrics language.
2. Click Draft fields. The latest requested draft fills the matching workspace/model/operation automatically when it finishes. A pending message appears directly below the assistant button. This step generates text settings, not audio.
3. Open Draft versions below that button to switch between completed generated versions. Saved edits restores a form snapshot from this session. Generated versions remain in the task history; manual snapshots last for the current app session.
4. Review and change the filled settings before Generate locally. Returning to a different model or workspace does not apply an unrelated result. An older request finishing late cannot overwrite the newest requested draft.
5. For a song, review the lyrics. If a local response lacks usable lyrics, one bounded local repair is attempted. An invalid API draft reports its error without silently billing a second request.

Expected result: Selecting a saved version does not call the provider again. New assistant requests use the selected provider and, for API providers, your API balance.

Distinguish a failed attempt from a completed take

A failed queue item can remain visible beside audio from a different successful task. Compare the task date and short identifier in the queue and Tasks & results. Listen to the generated asset and inspect its provenance. Hide an old queue item when it is no longer useful; this does not delete the audio. A YuE incomplete symbolic plan is retained for review. A bounded longer planning attempt may recover it, but model success and requested natural duration are not guaranteed.

12 Music Studio: generate from a brief or reference — visual guide

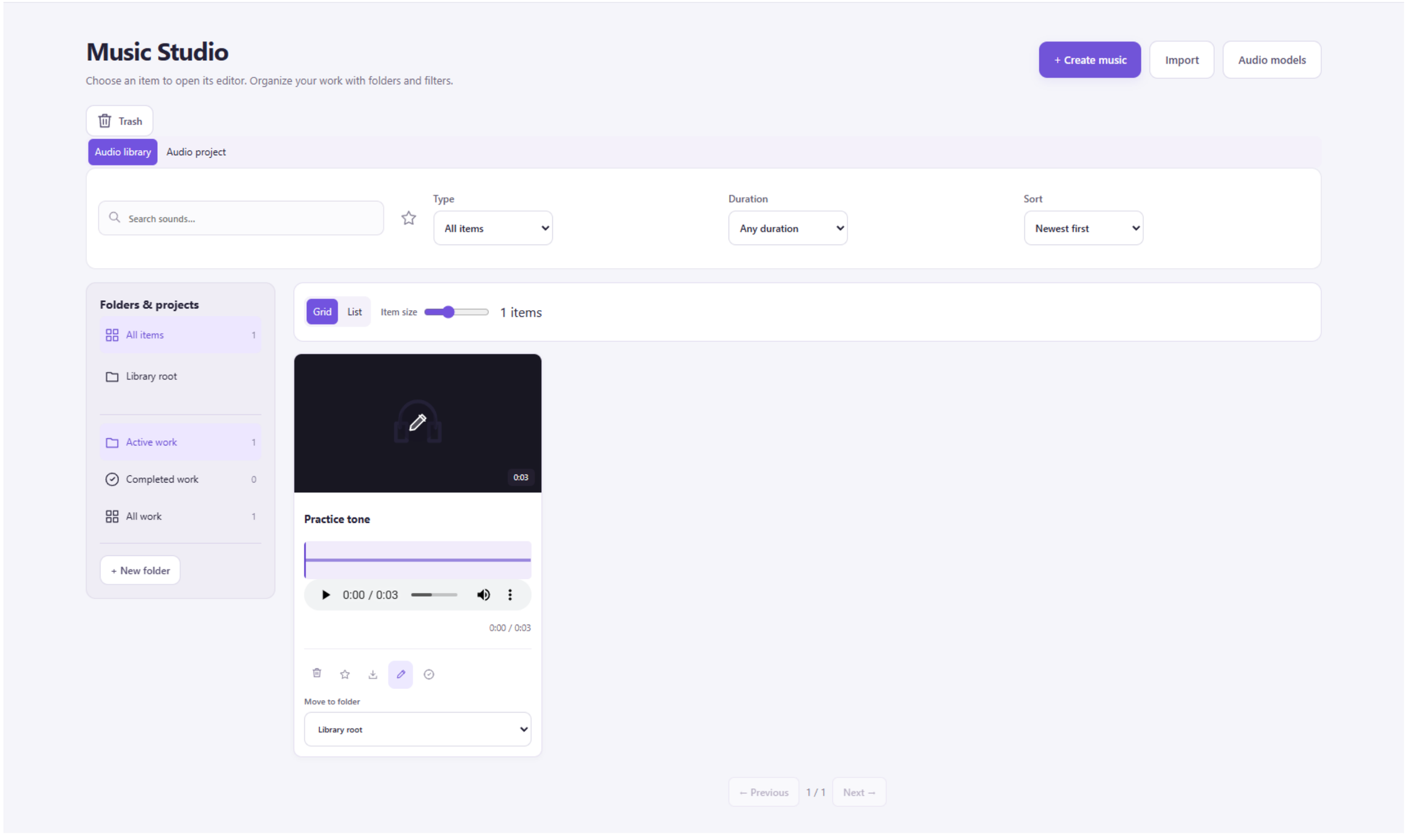


Figure 48. Music Studio begins with the audio library. Choose an existing asset/project or Create music to open the generation workspace.

12 Music Studio: generate from a brief or reference — visual guide

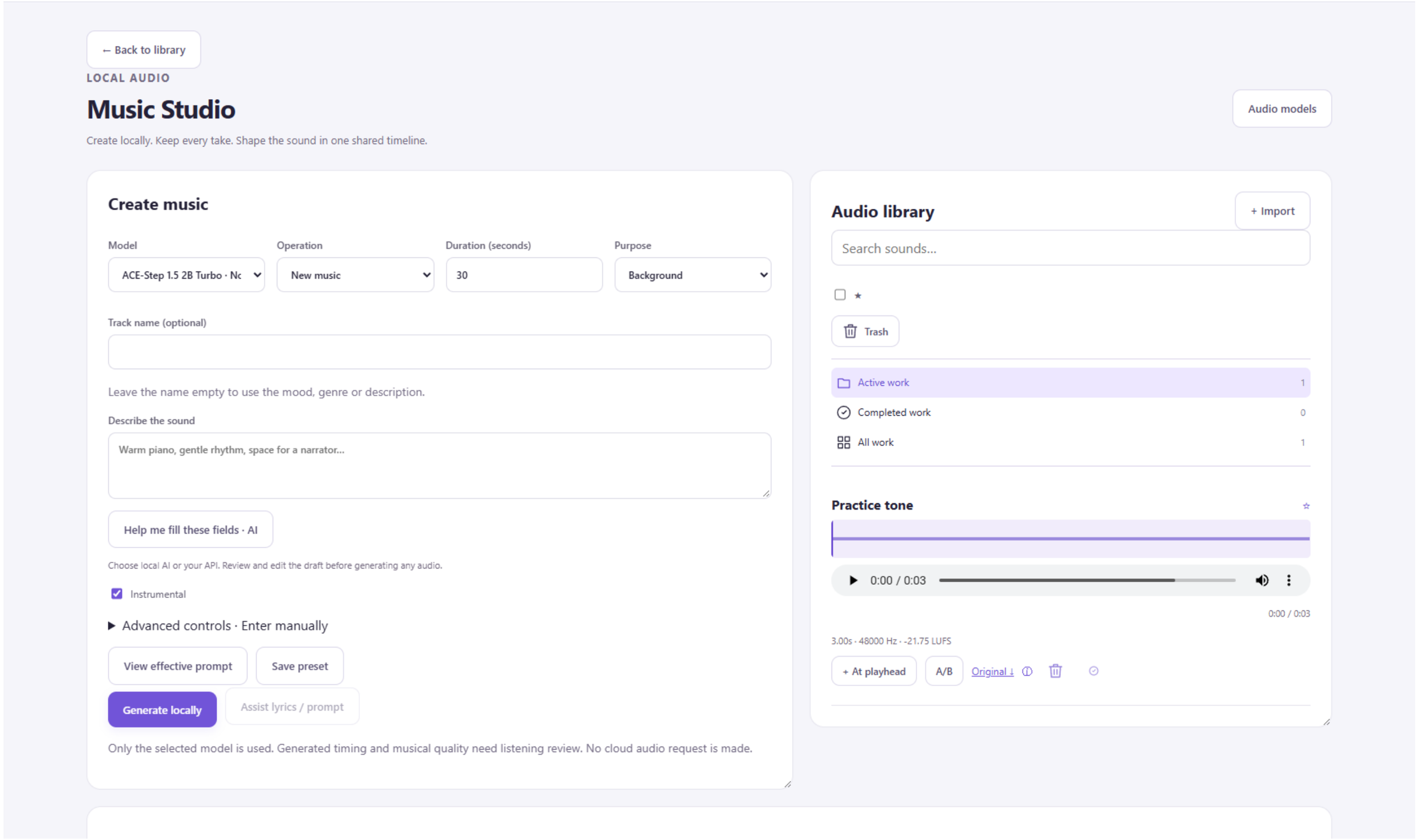


Figure 49. The generation workspace keeps your brief beside the audio library. Model status is part of the model label.

12 Music Studio: generate from a brief or reference — visual guide

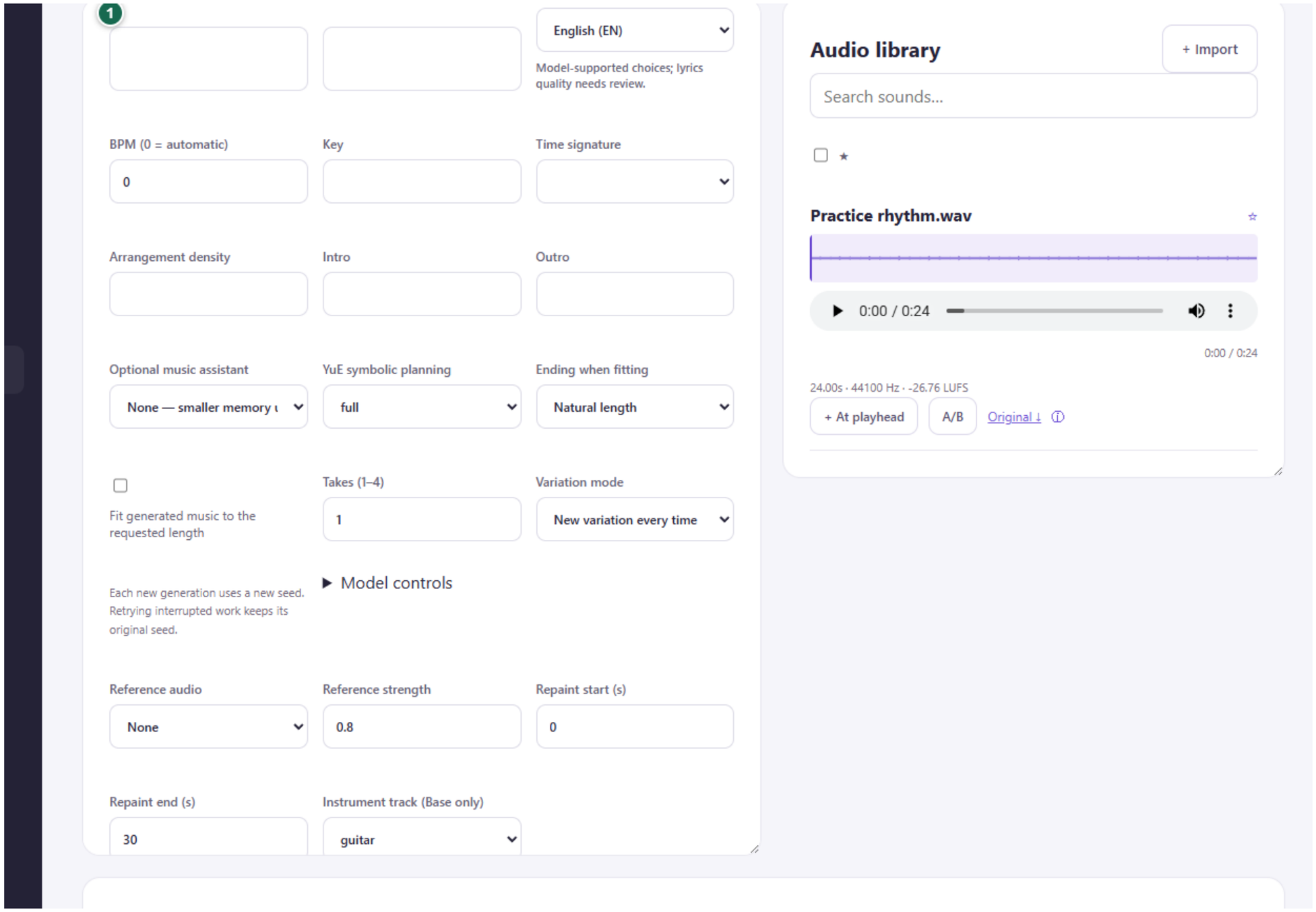


Figure 50. Advanced controls exposes musical instructions, variation settings and model-native controls. Scroll within the page to reach reference and score inputs.

1 Manual and model controls

12 Music Studio: generate from a brief or reference — visual guide

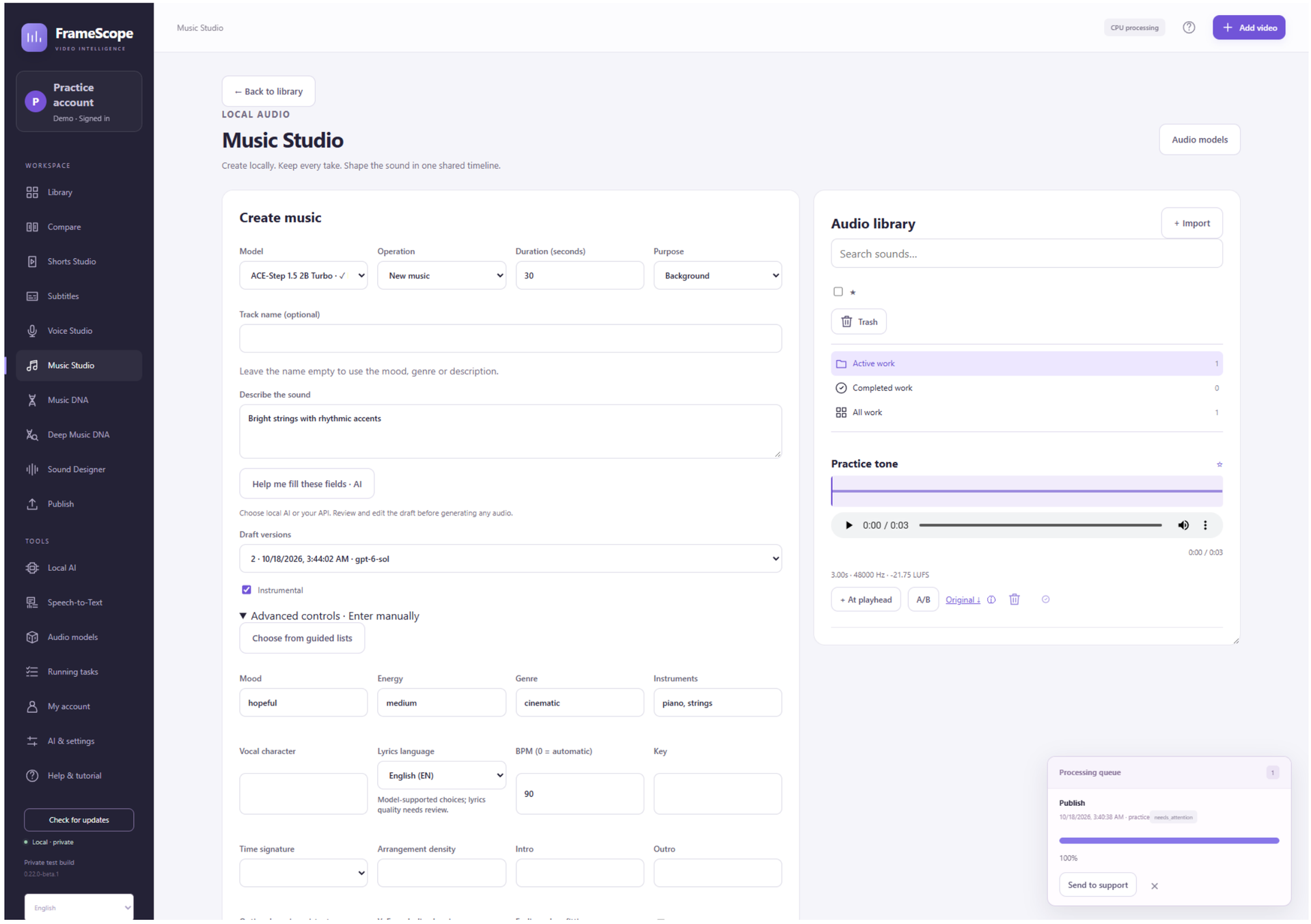


Figure 51. Actual Music Studio UI with two synthetic assistant responses. Draft versions is next to the assistant workflow; the selected version fills editable fields. The QA response is not a musical quality claim.

12 Music Studio: generate from a brief or reference — visual guide

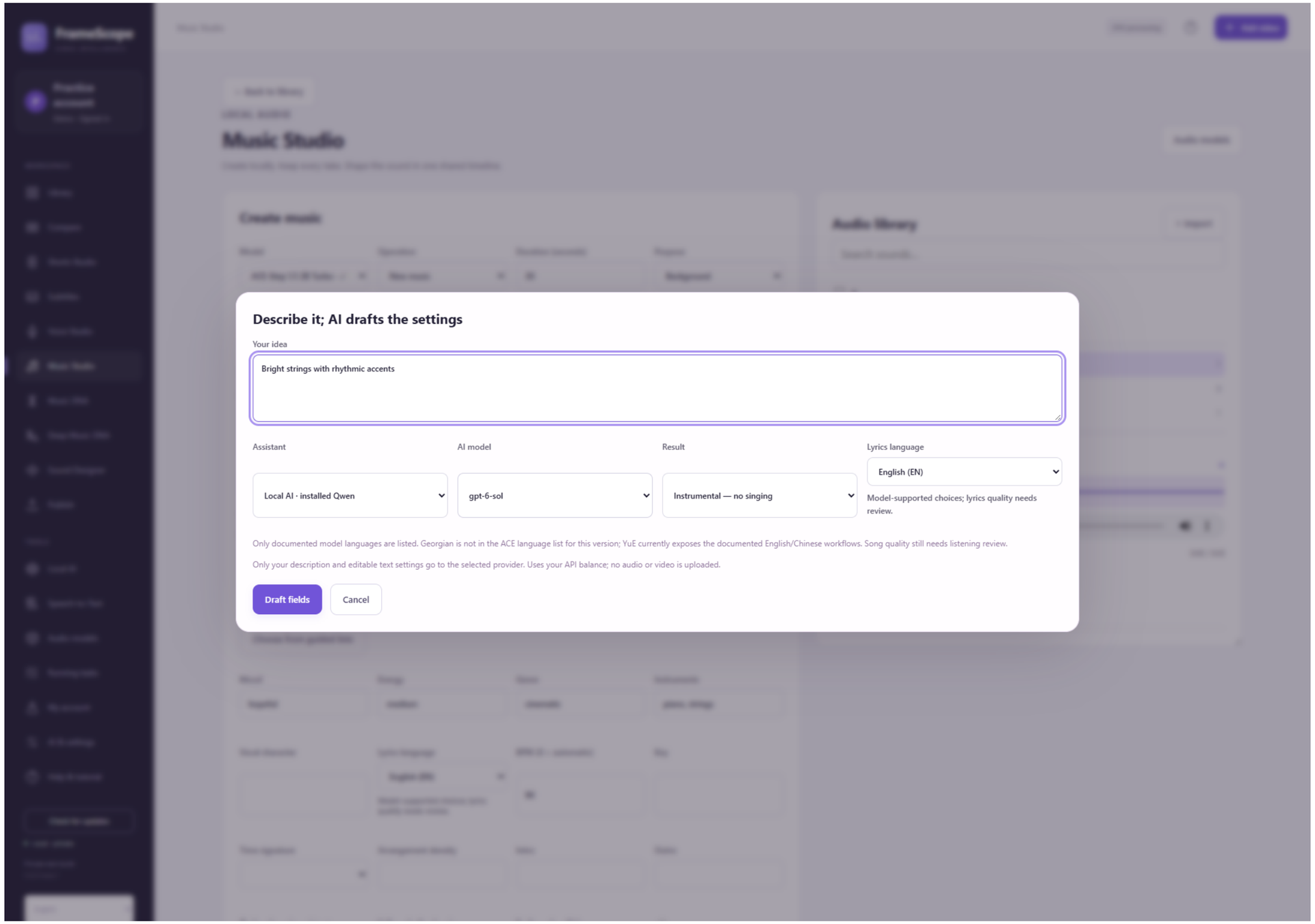


Figure 52. Choose the text assistant, model, output mode and lyrics language before requesting a draft. This dialog does not generate audio.

13 Arrange and mix audio

Music Studio and Sound Designer share one audio timeline. Imported originals and generated takes can coexist without overwriting each other.

Build an audio arrangement

1. Click New timeline, enter a name and duration, then Create. Alternatively choose Start from video to retain a source-video connection.
2. Select the audio project. Place the playhead where a sound should begin and click At playhead on an asset, or drag it onto the appropriate track.
3. Drag the clip to reposition it. Drag its left/right edge to trim and its fade handles to soften the beginning/end.
4. Click a clip to open Clip inspector. Enter exact times, gain and pan. Ctrl-click additional clips to select several.
5. Use Split at playhead, Duplicate, Delete, Undo or Redo as needed. Lock a clip you want to protect from accidental editing.
6. Click Listen to mix after editing. Adjust overlapping clips, fades and speech protection, then export the chosen format.

Expected result: The arrangement stores edits separately from the original assets. Listening to individual assets and listening to the rendered mix are different actions.

Timeline and inspector

Tracks	Original, dialogue, music, foley, ambience and transitions organize sound roles. Moving a clip between groups changes its role in the mix.
Playhead / ruler	Click the ruler or enter seconds. The audio clock uses 48,000 samples/second. Sample nudges provide fine adjustment.
Frame nudge	The audio editor’s frame nudge uses the Shorts 30 fps grid; it is not the source video’s variable-frame-rate stepping control.
Snap / zoom	Snap helps align edits. Zoom changes the visible editing scale, not the audio duration.
Start / source in / duration	Start positions the clip on the timeline. Source in chooses where playback begins in the asset. Duration determines how much is used.
Gain / pan / fades	Gain uses dB. Pan runs from -1 (left) to +1 (right). Fade in/out are seconds within the clip.
Mute / solo / lock	Mute excludes a clip, solo isolates selected sound, and lock protects editing. Confirm these states before exporting.
Take / regeneration	Choose another available take or regenerate this clip. Inspect Prompt & provenance before requesting another generation.
Volume automation	Enter time-within-clip and gain pairs, one per line, then Apply. For example, 0, -6 followed by 2, 0 rises from -6 dB to 0 dB over the first two seconds.

Protect speech and export

1. Expand Mix, speech protection & export.
2. Enter speech regions as start, end in seconds, one pair per line. Click Apply speech regions.
3. Enable Lower music during marked speech. Set ducking depth, attack and release, then listen to the full mix.
4. Choose the mastering target appropriate to your delivery and review the rendered level.
5. Export WAV or FLAC for a mixed audio file, STEMS for separated track groups, or BUNDLE for an editable project package.
6. Choose Use in Shorts to attach the arrangement to a video edit. Review synchronization there before rendering the final video.

Expected result: Ducking lowers music around marked speech; it cannot extract a voice already mixed into the original track. Keep the project bundle if you will continue editing elsewhere or later.

13 Arrange and mix audio — visual guide

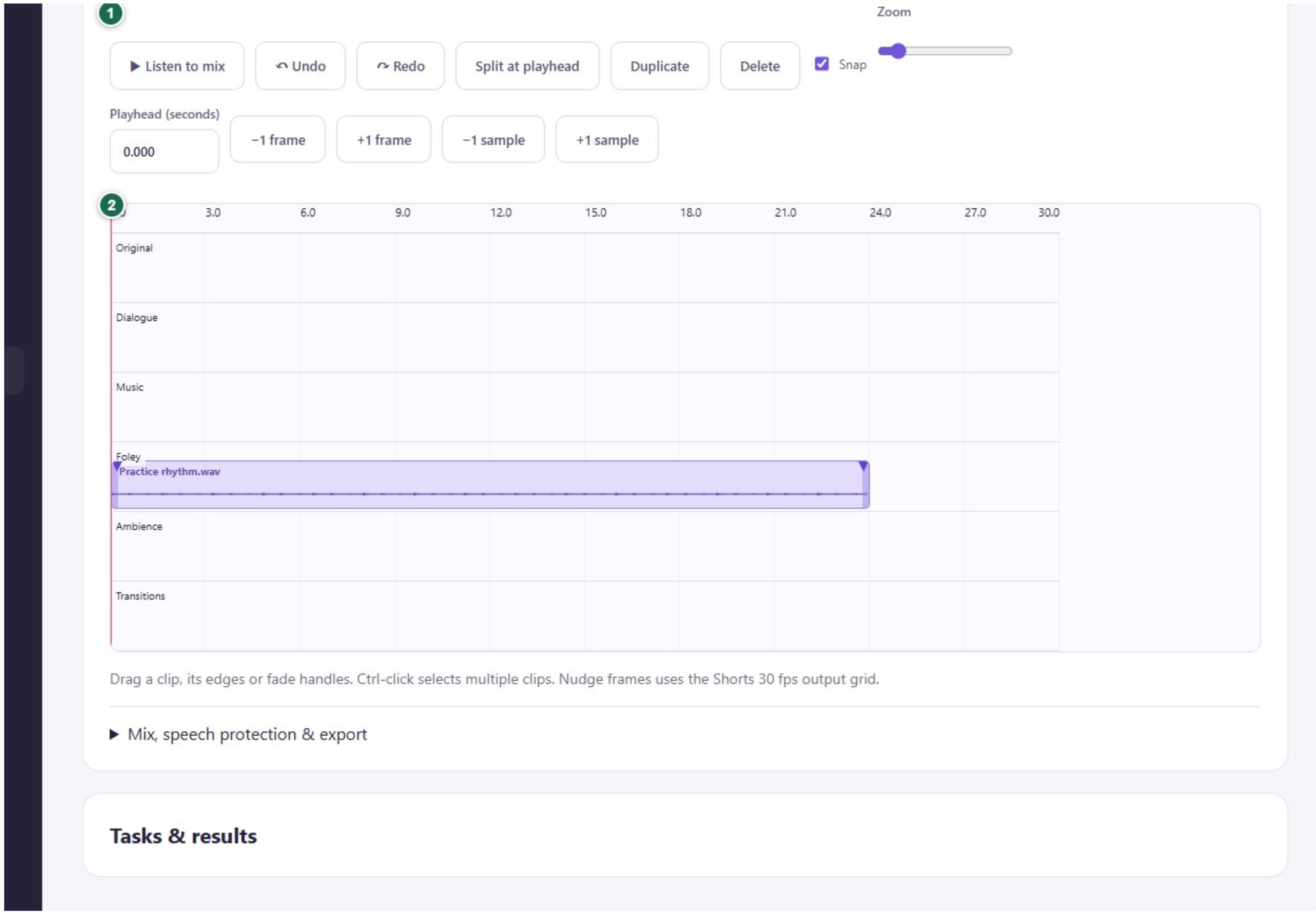


Figure 53. A practice soundtrack in the real timeline. The clip is synthetic audio; no model generation was required for this illustration.

1 Playback and editing • 2 Arrange clips on tracks

13 Arrange and mix audio — visual guide

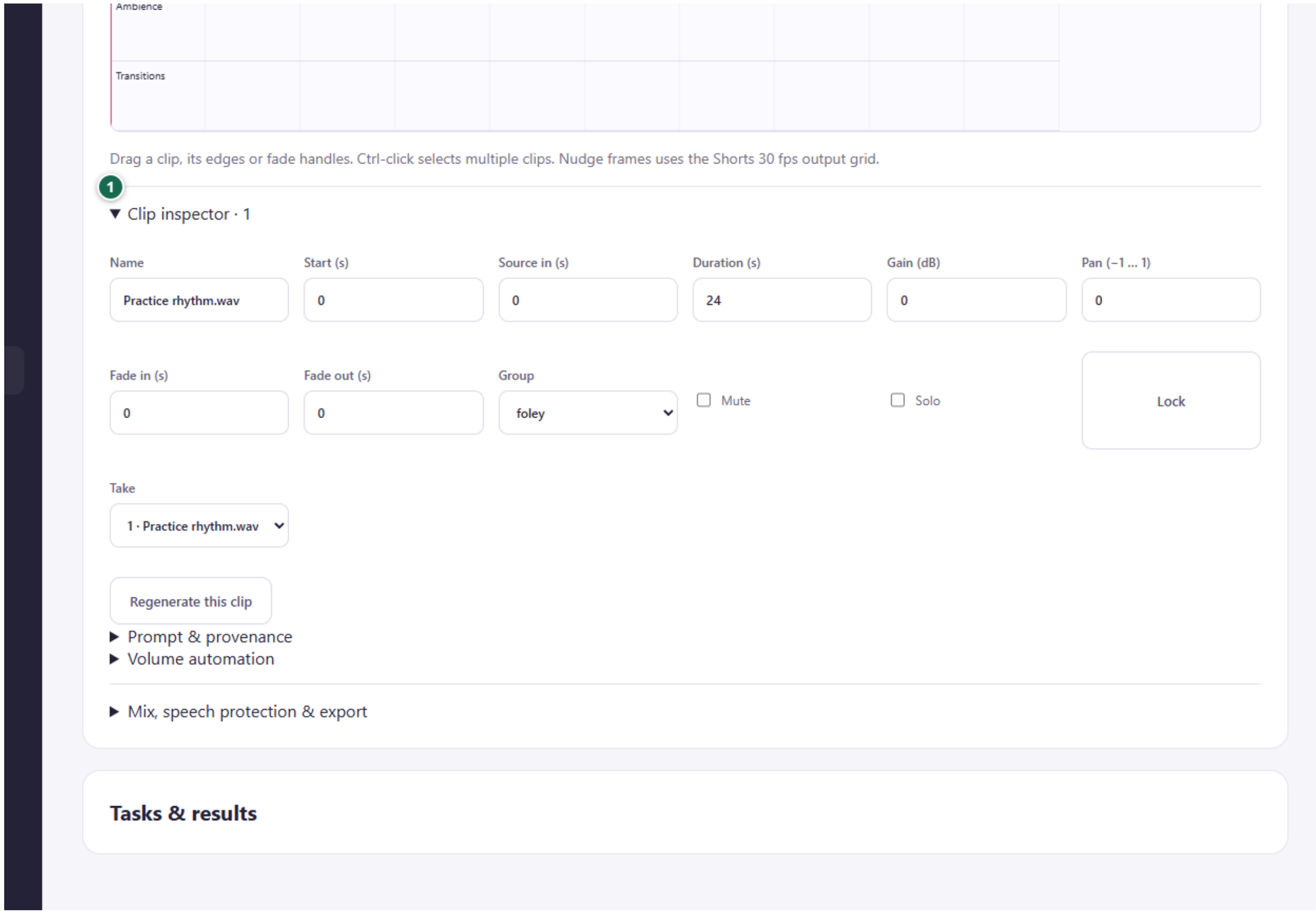


Figure 54. Select a clip to edit source timing, gain, pan, fades and grouping.

1 Selected clip controls

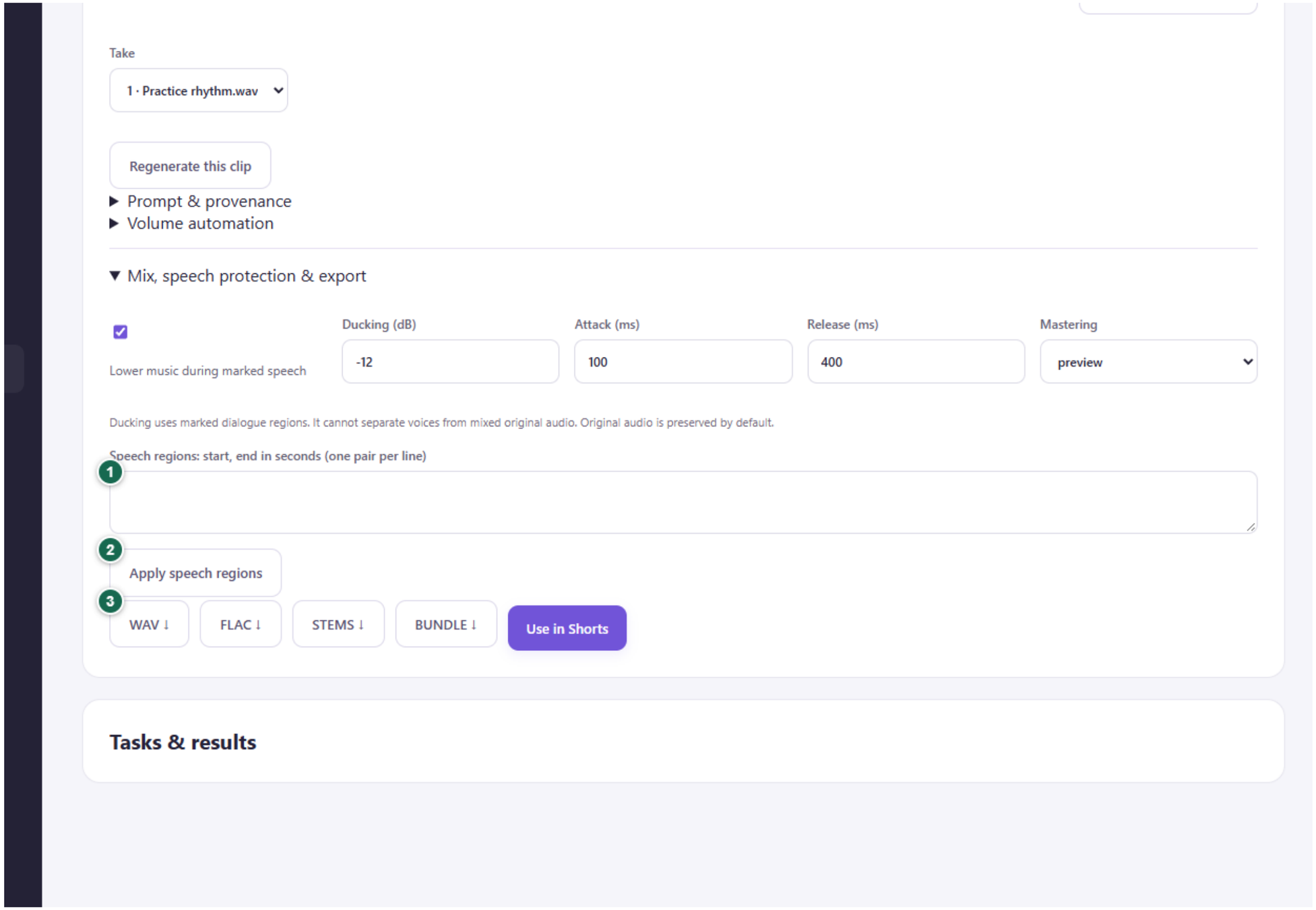


Figure 55. Mark speech intervals, adjust ducking and choose an export format.

1 Speech intervals • 2 Apply the intervals • 3 Export the mix

14 Music DNA: understand a full recording

Combine specialist measurements, separation, timing, transcription, representations and musical interpretation. The output is evidence-linked analysis and an editable generation blueprint.

Prepare engines once

1. Open Music DNA. Read the setup summary and the number of models ready.
2. Keep the smallest supported variants to begin. Expand the model list and an engine's alternatives if you deliberately want a different size.
3. Click Install all selected. Read each model's terms, choose the permitted use and complete the fresh agreement. Gated models may also require author access and your Read token.
4. After all requested agreements are complete, setup queues the selected engines one at a time. Follow each named step in Running tasks.
5. Wait for the required engines to become Ready. Green downloaded status alone may still require runtime setup.

Expected result: The analysis action becomes available when its selected engines and source are ready. The app does not silently replace missing specialist analysis with a basic measurement report.

Analyze and inspect the recording

1. Choose New music analysis, or open an audio-library item. Paste a public audio/video link and click Import link, or click Import audio.
2. Wait for ingestion, then choose the recording in Audio library. Play several points to confirm the correct source.
3. Set Time limit per engine in minutes. This is a bound for each stage, not the total analysis duration.
4. Use the memory override only if you accept the possibility of slow work or failure. Click Analyze complete recording.
5. Follow Analysis progress. Engines run sequentially and release their GPU allocation after each stage. Pause or resume through the offered controls.
6. Open analysis. Review Song structure, time-window descriptions, Supporting evidence and Motif relationships.
7. Export JSON or Export evidence package. Select Include unchanged original audio only when you want that recording inside the package.

Expected result: A complete result is marked Music DNA ready. An incomplete result explicitly preserves finished stages and offers continuation instead of claiming a finished DNA analysis.

Read the result correctly

Song structure	Sections have source timestamps. Click a section to seek the recording and check its musical role.
Supporting evidence	Evidence IDs connect explanations to measured or model-estimated events. Open them before accepting an explanation of tension, release or arrangement.
Motif relationships	Repeated or transformed musical material is estimated from notes, chroma and representations. Listen to both passages.
Stems / notes / harmony	Separated instruments, note events and harmonic labels are estimates. Leakage or transcription errors can affect downstream reasoning.
Interpretation	Music Flamingo interprets the evidence and recording; it is not the only analyzer. Statements about original producer intent or exact plugins are not proven.
Checkpoint reuse	Completed compatible stages are retained. Changing relevant models/options/source may require different stages to run again.

Send DNA to Music Studio

1. Open a complete analysis. Select a supported Generation model.
2. Choose New music, Reference style or Cover / remix according to your intention and the model's capability.
3. Click Review in Music Studio. Read the editable blueprint, arrangement instructions and warnings.
4. Review the mapped prompt, reference, score and advanced fields. Change anything that does not fit your intended new work.
5. Generate a short take and listen. Use the analysis as structured guidance, not as a promise of reproducing the original.

Expected result: The blueprint fills supported generation controls. It does not itself render audio or prove rights to reuse a recording.

Keep completed work separate

Use Mark as completed beside an asset, saved project or transcript. Active work, Completed work and All work are scoped to this section; finishing Music DNA does not hide the asset from Deep Music DNA or Music Studio. Return to active work restores it to the active list. Existing edits can still use completed media.

Last-stage progress and recovery

Musical interpretation processes the complete recording in bounded windows. Progress now advances inside that final stage. Each window must contain a complete structured response; a nested fragment or empty required description cannot mark the recording complete. One shorter local response repair is attempted for an invalid window. If it still fails, use Resume after reviewing the error: verified windows in the same unchanged attempt are retained, and only unfinished windows are inferred again. Changing the source, settings or worker version invalidates incompatible cached work. The open report updates when a stage or status changes.

14 Music DNA: understand a full recording — visual guide

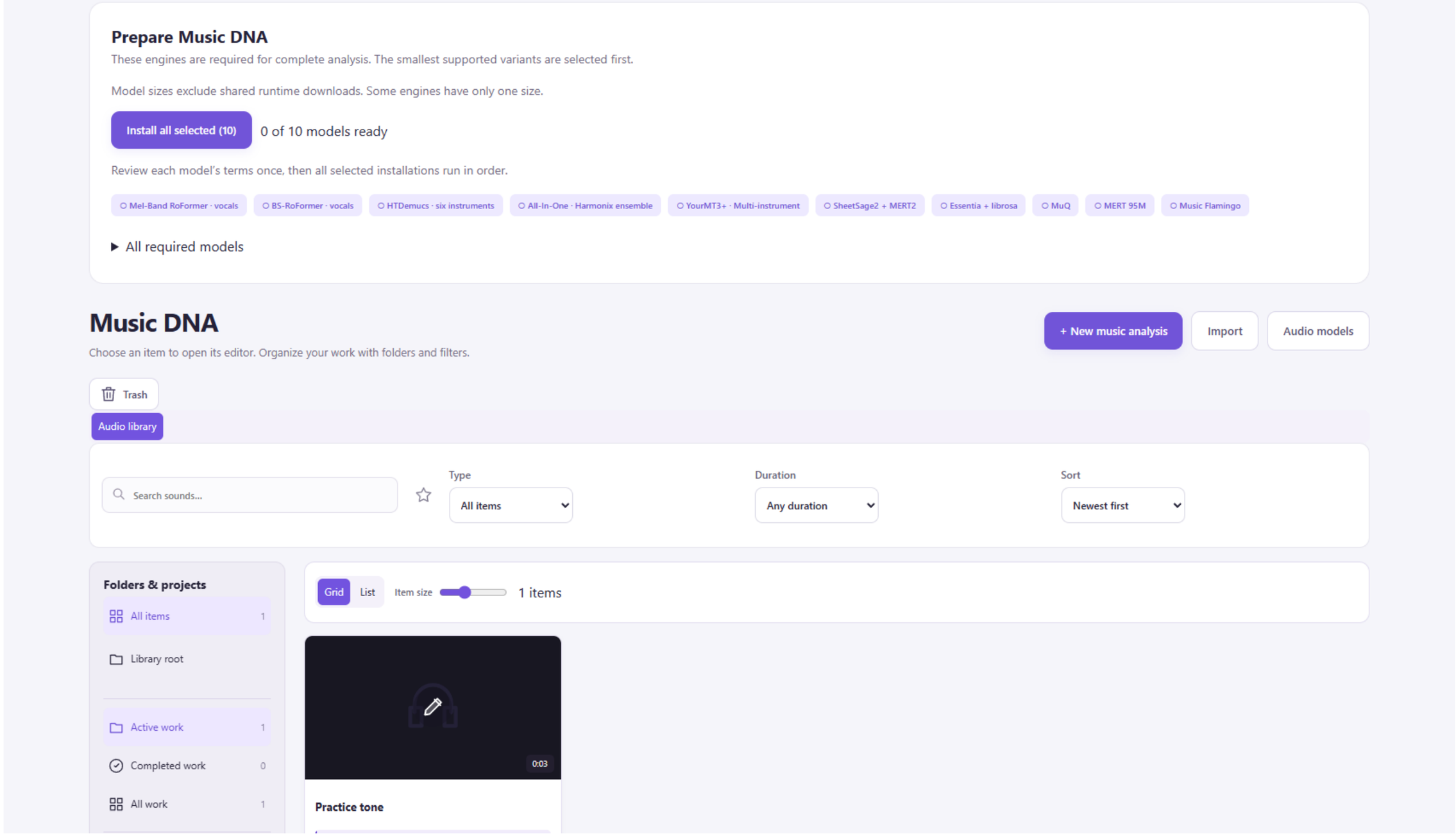


Figure 56. On first entry, Prepare Music DNA lists the required engines. The library below holds imported recordings and analysis work.

14 Music DNA: understand a full recording — visual guide

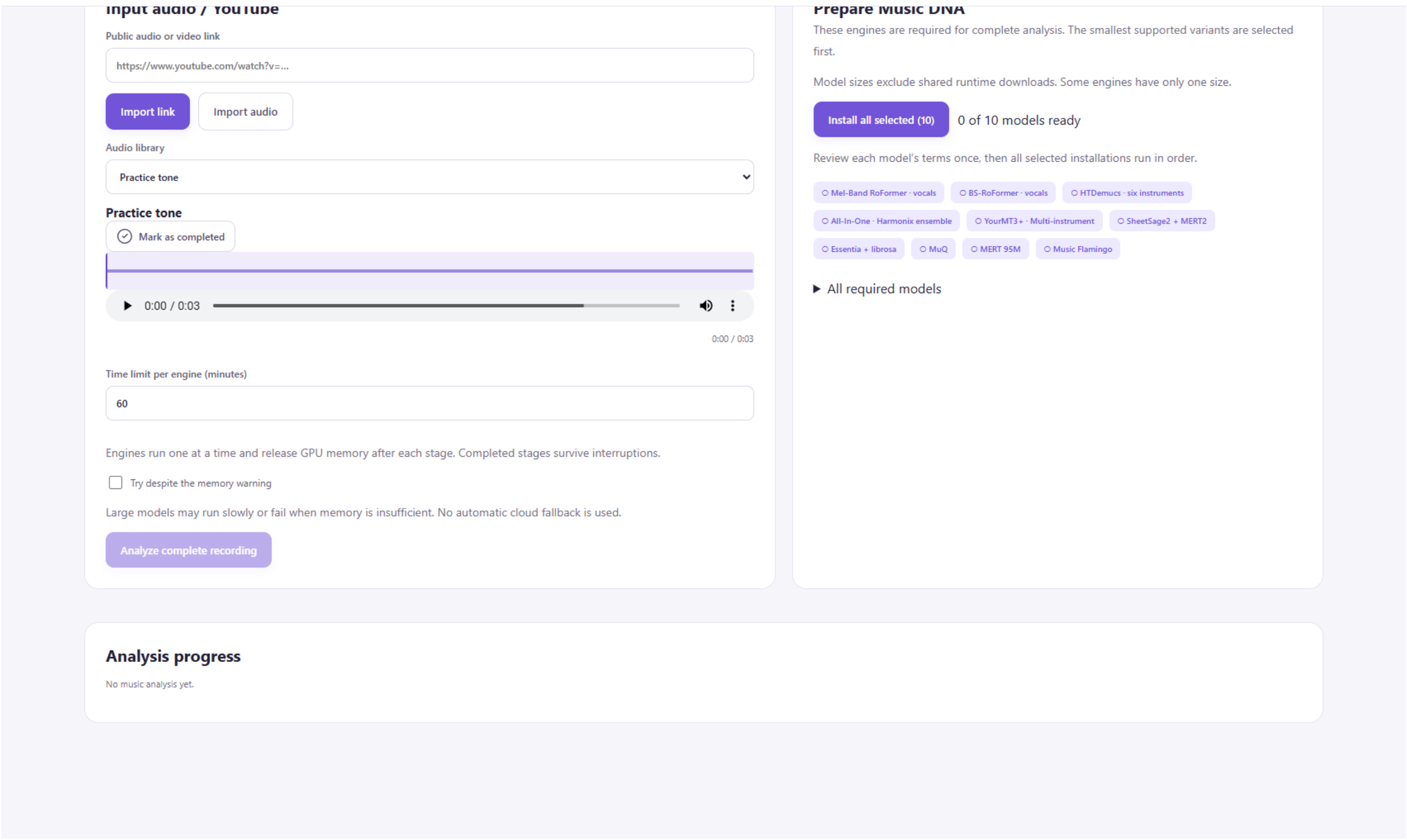


Figure 57. Input audio / YouTube accepts a public link or local audio. Choose an imported asset and inspect its player before starting full-recording analysis.

15 Deep Music DNA: detailed evidence and reconstruction

Use the separate Deep Music DNA tab when you need a broader instrument analysis, multiple transcription opinions and reconstruction-based checks.

Run the deeper workflow

1. Open Deep Music DNA. Review its own required-engine list; it includes engines beyond standard Music DNA.
2. Keep small supported variants initially or expand the alternatives. Install all selected and complete each model’s access/terms steps.
3. Import a public link or local audio and choose the recording. Confirm the full source by listening.
4. Set the per-engine time limit, Maximum reconstruction candidates and Maximum refinement rounds. Begin with the defaults until you know your machine’s runtime.
5. Start Analyze complete recording. Follow the named stages and let one engine finish before the next loads.
6. If a stage fails or times out, inspect Details and log and its saved checkpoints. Resolve the named issue, then Resume.
7. Open the result and export JSON/evidence. Compare the reconstructed/estimated material against the source before reusing it.

Expected result: The result records which stages actually completed. More candidate searches can take substantially longer; they do not establish the exact original synthesizer or plugin settings.

What each layer contributes

Preprocess	Preserves source audio and prepares standardized analysis derivatives and visualization data.
Mega 53 / Mel-Band / BS-RoFormer / Demucs / DrumSep	Generate instrument candidates, vocal opinions, grouped instruments and finer drum estimates. Overlapping estimates are reconciled rather than assumed to be perfect isolated tracks.
All-In-One	Provides tempo, beat/downbeat and functional-section evidence.
MuScriptor / YourMT3+ / Transkun / pitch tracking	Provide multi-instrument, second-opinion, piano and pitch evidence; alignment compares timing and agreement.
Essentia and DSP	Measure harmonic and production descriptors on the available master/stems.
MuQ / MERT	Provide musical representations used for relationships and repeated textures.
Timeline and relationships	Combines evidence on common timestamps and detects instrument changes, motifs and structural relationships.
DDSynth / Dexed reconstruction stages	Search for plausible instrument/timbre settings and compare reconstruction. These are fitted explanations, not recovered original session files.
Music Flamingo	Produces evidence-linked musical interpretation and hypotheses after the other stages.
Generation blueprint	Maps usable findings into supported ACE-Step/YuE fields and editable production instructions.

Resource controls

Time limit per engine accepts 5–360 minutes. Reconstruction candidates accept 8–4096 and refinement rounds 1–20. The defaults are 60 minutes, 128 candidates and 3 rounds. Total time can exceed one stage’s limit because many engines run in sequence. Heavy stages are unloaded between runs; this does not guarantee that any one selected model fits in available memory.

Export for further work

Export JSON when another tool needs structured results. Export evidence package when you also need the supporting artifacts. Include the unchanged original only deliberately. Preserve the package’s stage/provenance information so estimates are not mistaken for manual ground truth. The generation handoff is the same Review in Music Studio flow described in Chapter 14.

Keep completed work separate

Use Mark as completed beside an asset, saved project or transcript. Active work, Completed work and All work are scoped to this section; finishing Music DNA does not hide the asset from Deep Music DNA or Music Studio. Return to active work restores it to the active list. Existing edits can still use completed media.

Last-stage progress and recovery

Musical interpretation processes the complete recording in bounded windows. Progress now advances inside that final stage. Each window must contain a complete structured response; a nested fragment or empty required description cannot mark the recording complete. One shorter local response repair is attempted for an invalid window. If it still fails, use Resume after reviewing the error: verified windows in the same unchanged attempt are retained, and only unfinished windows are inferred again. Changing the source, settings or worker version invalidates incompatible cached work. The open report updates when a stage or status changes.

15 Deep Music DNA: detailed evidence and reconstruction — visual guide

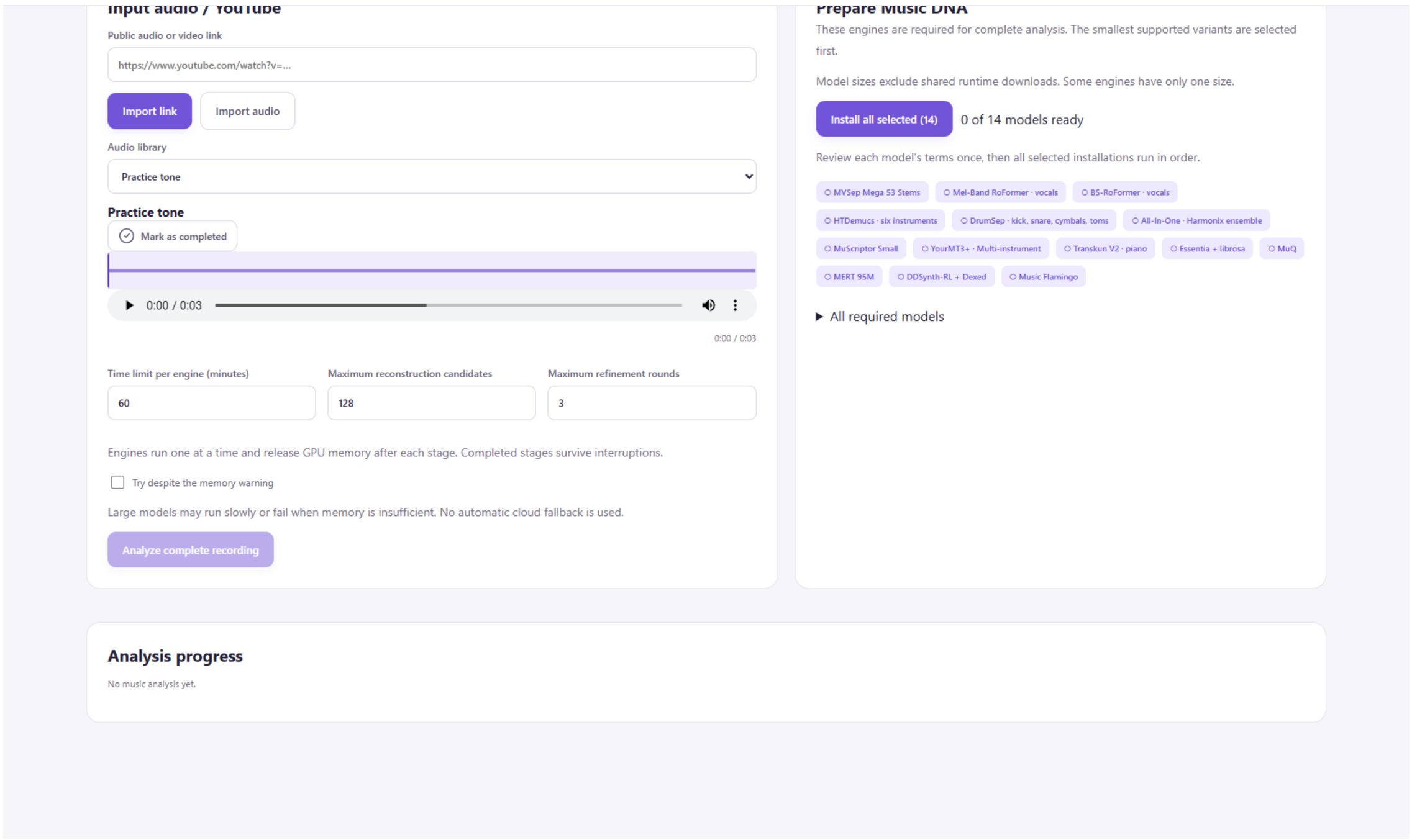


Figure 58. Deep Music DNA adds reconstruction-candidate and refinement limits to the full-recording workflow. Engine requirements are shown beside the input.

15 Deep Music DNA: detailed evidence and reconstruction — visual guide

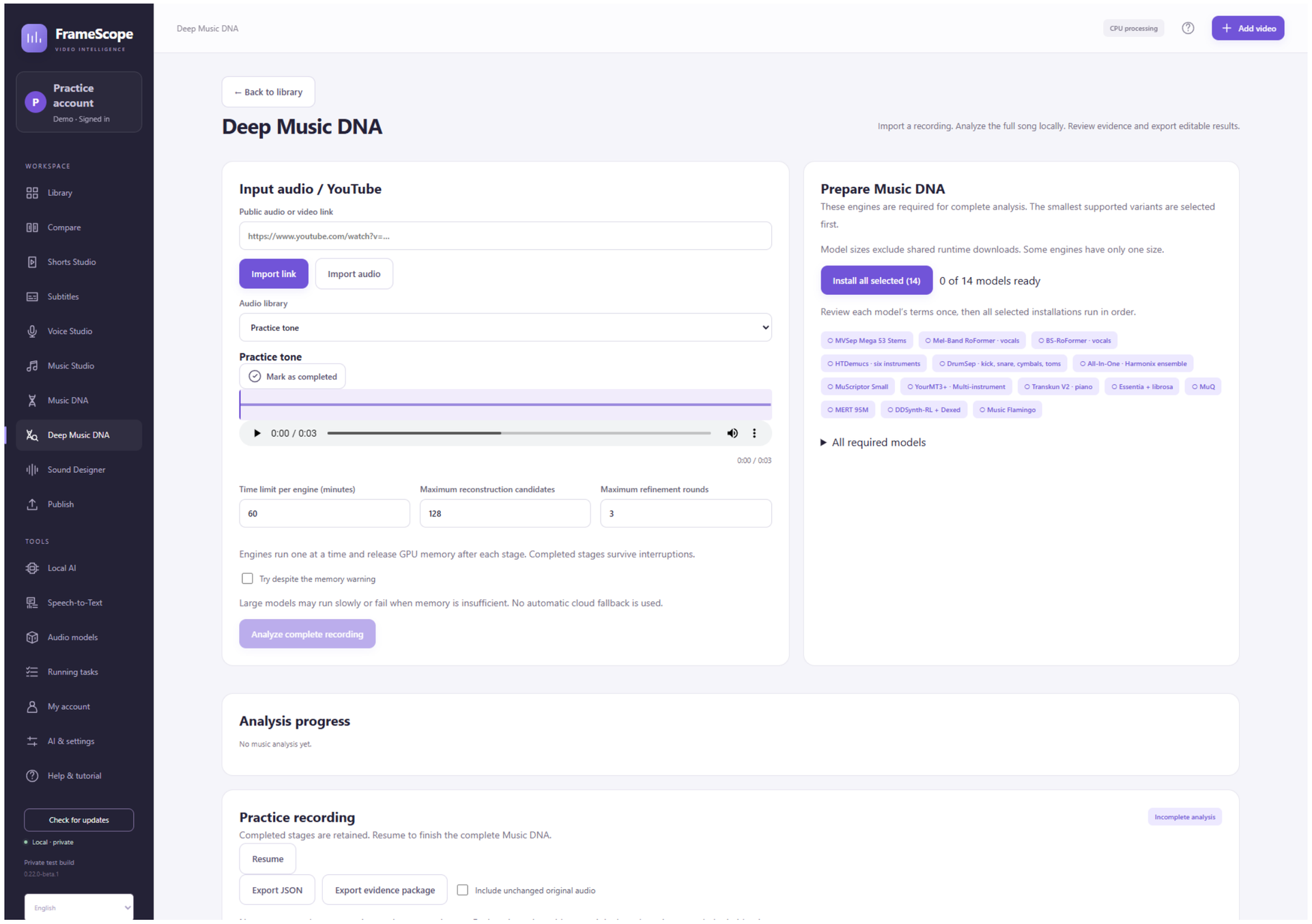


Figure 59. An incomplete result clearly identifies missing work and offers Resume. Finished stages and source-clock evidence remain available; they are not presented as a complete analysis.

16 Sound Designer: effects and video sound

Generate a described effect or a sound conditioned on a short video crop, then position it in the shared timeline.

Create a sound effect

1. Open Sound Designer and choose a ready supported audio model.
2. For Input, choose Describe a sound. Enter a concrete event, such as one metal latch closing in a small quiet room.
3. Set Duration and an optional Track name. Expand Advanced controls for material, environment, distance, intensity and repetition.
4. Use Avoid only as guidance; the field is explicitly not a guarantee. Choose takes and random/fixed variation mode.
5. Generate locally and listen to every take. Favorite the useful result and place it At playhead in an audio project.

Expected result: The effect appears as an asset; exact synchronization is adjusted in the timeline.

Generate against a video crop

1. Choose Use a video crop and select the source video.
2. Set Crop start in source seconds and Crop end, within the displayed maximum of 8 seconds.
3. Describe the visible event and generate with a model supporting that input.
4. Listen and inspect the timing. The full generated crop audio is positioned at crop start; the audible event may need manual adjustment.
5. Use Start from video or an existing audio project, then trim, move and fade the effect against playback.

Expected result: The generator supplies candidate sound. The editor lets you make the final timing decision.

Plan sounds from video

Choose an audio project and Plan sounds from video when a compatible local planning model is available. Review the proposed sound events before generating them. A suggested sound plan is not proof of sounds that were present in the original recording. Use the same timeline, ducking and export controls as Music Studio.

Keep completed work separate

Use Mark as completed beside an asset, saved project or transcript. Active work, Completed work and All work are scoped to this section; finishing Music DNA does not hide the asset from Deep Music DNA or Music Studio. Return to active work restores it to the active list. Existing edits can still use completed media.

16 Sound Designer: effects and video sound — visual guide

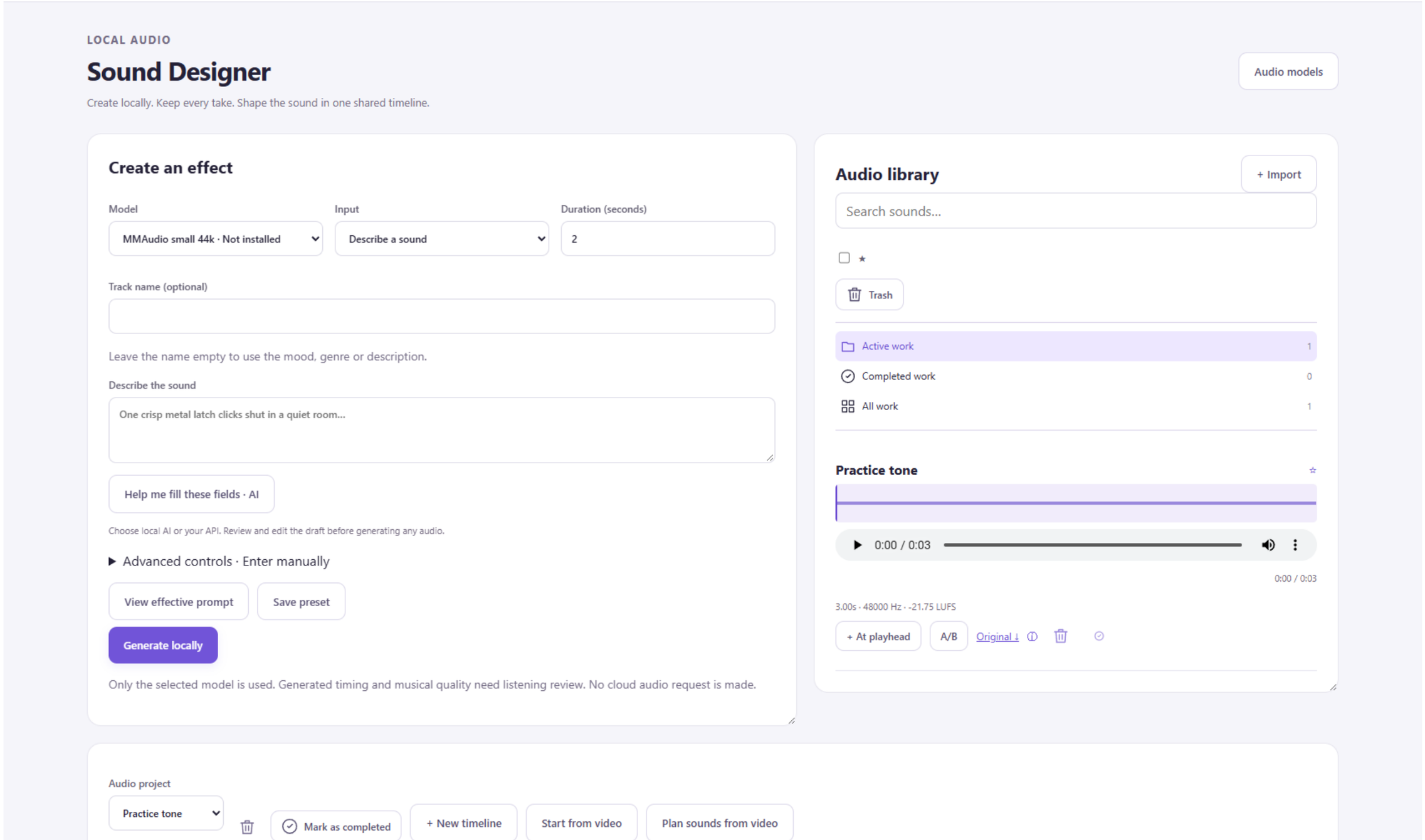


Figure 60. Sound Designer places effect-generation controls beside the shared audio library. Imported and generated assets use the same playback controls.

17 Publish to supported social destinations

Start with a library video, connect the destination account in its browser consent flow, then review each platform’s options before confirming publication.

Connect an account

1. Open Publish and choose Connected accounts, or enter the publish workspace from a video.
2. Click Connect account under the intended platform. Your browser opens the provider’s authorization page.
3. Sign in to the intended account, review requested permissions and complete the provider’s consent flow.
4. Return to FrameScope and wait for the saved account/page/channel to appear. Do not paste a social password into AI & settings.
5. If the browser never completes, inspect the connection status. Use Cancel pending connection before deliberately starting a new attempt.

Expected result: A saved connection can be selected as a destination. Provider review, account type and granted permissions still determine what actions are available.

Account types and limits

YouTube	Connect the intended channel. Custom uploaded image thumbnails apply here; visibility and scheduling follow the provider’s available options.
Facebook	Automated publishing targets connected Pages. A personal profile is handled by the separate manual helper, not an automated personal-profile publishing API.
Instagram	Use a supported professional account with the permissions required by the connection path. A connected Facebook Page alone is not proof of a working Instagram connection.
TikTok	Consent, account settings, sandbox/production access and app review can restrict posting. A browser Continue action alone is not a published-video receipt.
Setup pending	An app/provider configuration prerequisite remains. Repeatedly entering an AI key will not fix a social OAuth prerequisite.

Review and publish a video

1. Select a video from the Publish library or use Upload file. Play it to verify the final export.
2. Enter title, description, tags and output language. Use Analyze for post if you need a report first.
3. When available, Generate post drafts metadata from a chosen AI report/provider. Read and edit it before use.
4. Choose a YouTube thumbnail image or the offered video cover-frame setting for Instagram/TikTok.
5. Check each destination account you intend to use. Review that destination’s visibility, title/description overrides and platform-specific fields.
6. Choose Next to review the complete request. Confirm publication only after checking every selected destination.
7. Follow Publication history. Open the resulting provider link and verify the actual visibility or draft status.

Expected result: Each destination has its own task/outcome. A completed upload can still require processing or in-app completion at the platform.

Use the publishing calendar

1. Prepare a video and metadata, then choose Save to calendar.
2. Set the intended time and destination options. Expand Publishing Calendar to inspect the plan and agenda.
3. Use the calendar’s edit or move controls to adjust the plan; check the displayed local date/time after changing it.
4. Review task status near the scheduled time. Keep FrameScope and the computer available for work that has not yet been handed to the provider.
5. Use Change schedule only where the history item offers it. Check remote state before retrying an interrupted or uncertain publication.

Expected result: A calendar plan is not the same as a confirmed remote publication. The history and provider page show what actually happened.

Personal Facebook profile

Use the personal-profile helper to prepare/download the video and copy the text, then open Facebook and create the post yourself. Choose the audience in Facebook and publish there. FrameScope cannot silently convert Page API access into personal-profile posting.

Track publishing by platform

Platform badges	Facebook, YouTube, Instagram and TikTok turn green only after a recorded publication succeeds. Clicking a platform badge filters the library to videos published there. A prior successful publication remains recorded even if a later attempt fails.
Filters	Use platform quick filters or the Published to and Publication status fields, together with source, channel, duration and date filters. Reset restores the full filtered workspace view.
Automatic completion	All destinations in the latest confirmed submission must report published before the video moves to Completed work in Publish. Partial success, queued or failed jobs, scheduled publications and TikTok inbox drafts do not count as fully published.
Reopen finished work	Return to active work keeps a completed video active on refresh. A new fully published submission can complete it again. You can also mark a video completed manually; this does not change platform badges or send an upload.
Local history	Badges summarize FrameScope’s saved publication history. They do not continuously inspect external posts or detect later deletion on a social platform.

YouTube connection and scheduling

New YouTube connections request one permission, youtube.force-ssl, covering the implemented channel read, upload, thumbnail and update operations. Previously granted broader connections remain usable. Google consent and provider review are separate from the FrameScope version; an app update does not itself remove an unverified-app warning. For an existing eligible video, Change schedule validates the new requested time rather than a stale saved time. Check the new date and zone, then confirm. Reschedule changes the same remote video. Cancel scheduling leaves that video Private. Verify the resulting state in YouTube Studio; no duplicate upload is required for a schedule change.

17 Publish to supported social destinations — visual guide

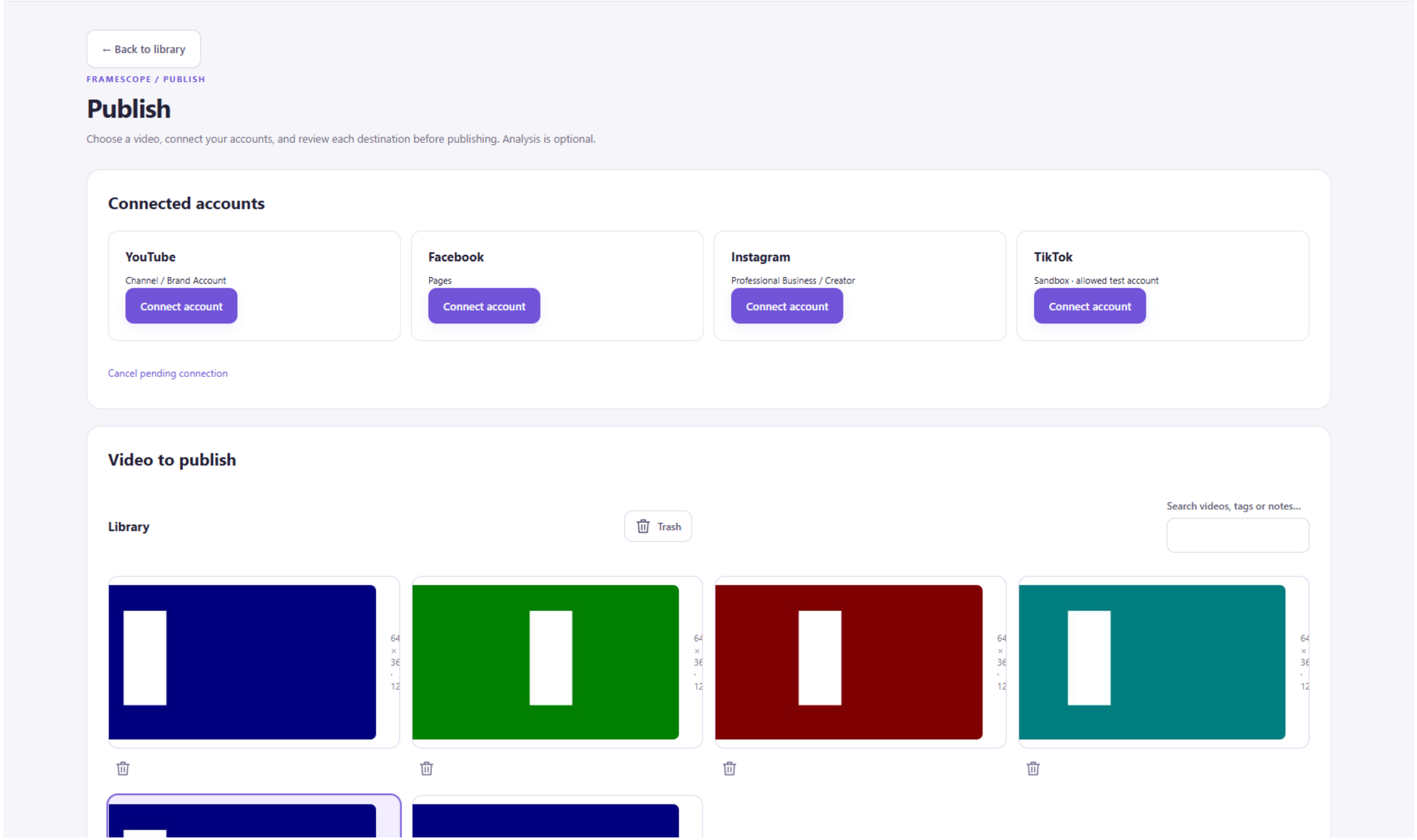


Figure 61. Connected accounts appear above the video and metadata form. This documentation profile has no connected social accounts.

17 Publish to supported social destinations — visual guide

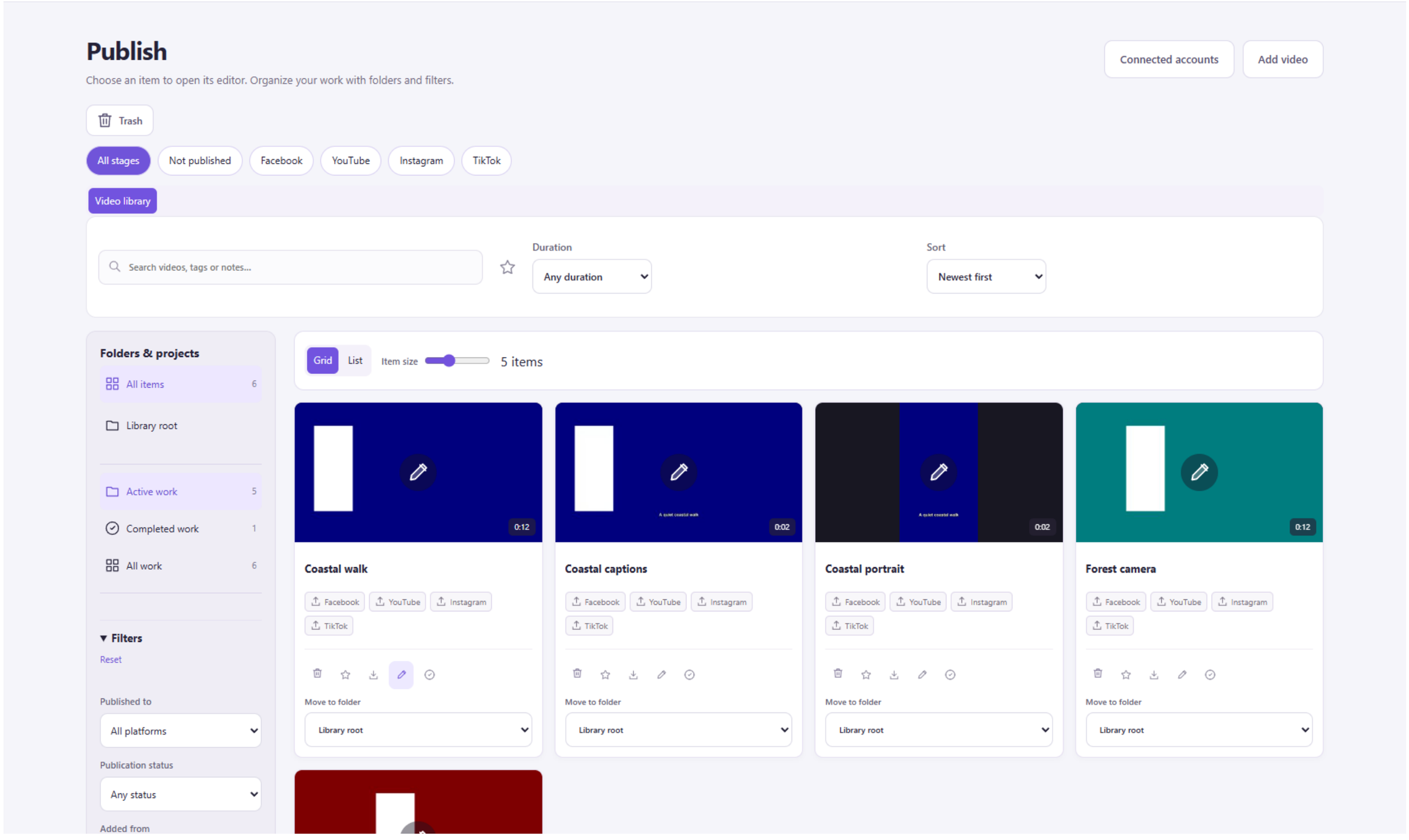


Figure 62. Synthetic publication history demonstrates platform badges and filters. A partially successful submission remains active.

18 Local AI: install a visual/text model

Install a compatible local model for optional report interpretation and supported text/planning tasks. Downloading the model and successfully running it are separate checks.

Install and check a model

1. Open Local AI and read the hardware summary. Confirm the compatible GPU and available memory.
2. Choose a model from the displayed catalog. Begin with a smaller compatible choice when uncertain; read its size and requirements.
3. Use the model’s install/download action and wait for weights and runtime setup. Keep the app open and follow its task status.
4. Run the offered local check/test once setup is ready. If it fails, read the named error before selecting the model for a long report.
5. Return to the video AI chooser or supported assistant and select the installed model. Its explicit readiness label distinguishes it from catalog-only entries.

Expected result: A ready model becomes selectable in supported workflows. Ordinary local video measurements remain usable even if model setup fails.

Manage the installation

Model library folder	Choose another folder with sufficient free space. The app copies and verifies managed data before changing the active location.
Download / pause / resume	Use offered controls for the specific model. Partial download recovery is separate from resuming an AI analysis job.
Repair	Repairs the selected model/runtime setup. Read its status first; repeated repair is not a substitute for fixing insufficient disk or hardware.
Remove	Removes the selected optional model when confirmed. It is not the control for dismissing task history.
Hardware advisory	Where an explicit per-request override is offered, trying is optional and may fail. A disabled incompatible backend is not automatically made compatible by choosing a smaller filename.

Black samples and idle GPU memory

A saved answer with an empty action field can now be completed when FrameScope independently verifies that every supplied sample is black. The report explicitly says that no visible action can be assessed; it does not invent activity between samples. Other invalid answers still require attention. Saved valid work is reused on Retry. After terminal Local AI work, FrameScope releases its managed resident when no active or queued consumer needs it. Other applications and their models are not closed.

18 Local AI: install a visual/text model — visual guide

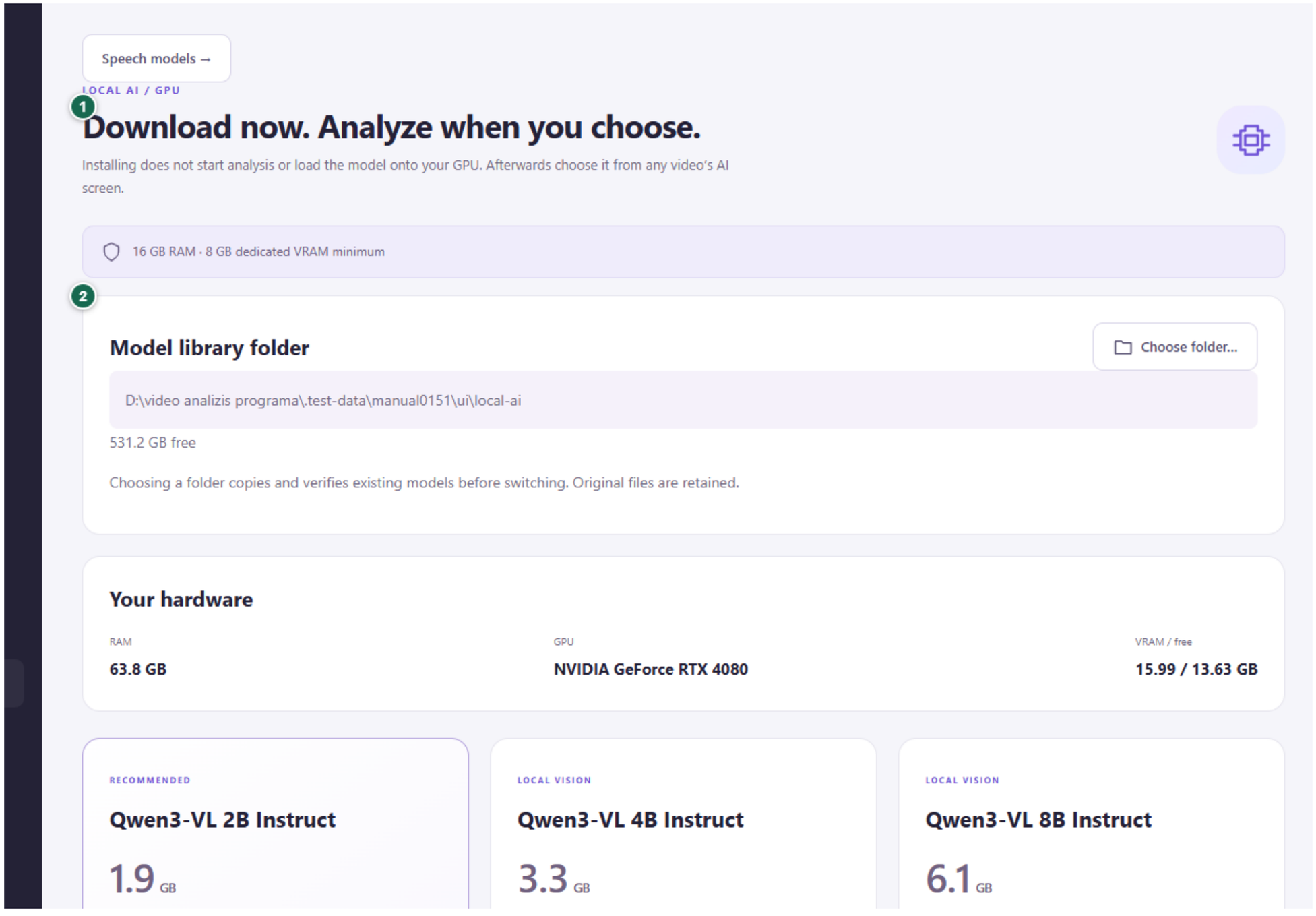


Figure 63. Local AI shows the managed model folder, detected hardware and model cards. The documentation profile deliberately has no installed visual model.

1 Current workspace • 2 Work area

19 Speech-to-Text: turn speech into timed text

Transcribe an entire video or a selected range. Choose local execution or a supported speech API; this does not require a prior visual AI report.

Generate a transcript

1. Open Speech-to-Text, or choose Generate subtitles from the video/Shorts editor.
2. Select the source video and choose API audio only or On this computer.
3. For local work, select an installed compatible speech model and device mode. For API work, connect the supported provider and select a speech-capable model.
4. Choose the spoken source language and start/end range. Automatic language detection can be useful, but review it for short or multilingual passages.
5. Set caption chunking/maximum words as offered and start transcription.
6. Follow job progress. On completion, inspect text and timing, play the source and correct names or punctuation.
7. Export TXT, SRT or VTT, or apply the matching transcript to the full-video or Shorts caption editor.

Expected result: A transcript records speech content and timestamps. Sentence-level estimates are not automatically precise word timing.

Models, timing and recovery

Local setup	Use Speech models to install the selected engine and weights. Some models need managed WSL; CPU execution is supported only where the selected speech backend offers it.
API audio only	The speech path sends the selected audio to the chosen provider; it does not require sending visual frames for subtitle generation.
Device / compute	Choose compatible automatic, CPU or CUDA settings as offered. Model and runtime compatibility remain required.
Georgian / alignment	Use the available Georgian-capable path and alignment support. Review real names, punctuation and word timing; language support does not certify accuracy.
Long recordings	Chunk checkpoints allow compatible unfinished work to continue. Read the failed chunk/stage before retrying.
Apply to an edit	Use results matching the source video and selected range. Do not apply unrelated transcript times to a different source or arbitrary edited clip.

Find a previous transcript directly

1. Open the video in Shorts Studio or Subtitles. In its subtitle controls, find Subtitles for this video.
2. Open Saved transcriptions and select a generation by model, range and date. Only generations for the current caption-source video are listed.
3. Click View transcript to read the saved words and times. Use this transcript applies it to the current edit. TXT, SRT and VTT save the corresponding text files.
4. The list refreshes automatically after job updates and when you reopen the editor. The generation wizard also shows only the selected video’s history.
5. Use the trash-can icon to hide an old generation, or Trash → Restore to bring it back. Existing caption tracks stay intact.

Keep completed work separate

Use Mark as completed beside an asset, saved project or transcript. Active work, Completed work and All work are scoped to this section; finishing Music DNA does not hide the asset from Deep Music DNA or Music Studio. Return to active work restores it to the active list. Existing edits can still use completed media.

Recommended local subtitles in one setup

1. Choose On this computer. The default for a new selection is omniASR_CTC_300M_v2; an explicitly saved alternative remains available.
2. Click Set up and download on its Recommended card. The guided setup installs the model and its required Omnilingual, private Python and Windows/WSL support. Follow any genuine Windows permission or restart prompt; no manual runner is required.
3. Georgian Word Alignment is optional and recommended for Georgian. For Detect spoken language, the checked option means apply it only when the recognized speech contains Georgian. Uncheck it to keep the speech model’s own timing; the app does not restore a deliberate opt-out when the language changes.
4. When alignment is selected, the same setup also installs its separate model and tools. It is not applied to a non-Georgian transcription. Omni CTC already supplies measured word timing where available, which the alignment stage preserves.
5. Expand Other options for alternative speech engines, including supported CPU choices. OmniASR requires a compatible NVIDIA GPU and enough free memory.
6. If you removed weights or required tools, reopen the model panel and use Set up and download. Missing files are no longer shown as installed. Existing intact prerequisites are reused; Prepare / repair tools is available when installed tools need repair.

Expected result: The same workflow is used by full-video Subtitles and Shorts. A download/setup status is not a guarantee of recognition accuracy; review the words and times.

Review recovered transcript characters

When a native transcript contains an invalid internal UTF-8 byte sequence, valid surrounding text and source timing are retained and unrecoverable characters are marked with the replacement symbol. A visible task warning requires text review. The software does not guess the missing letters. A genuinely unfinished final phrase can still require another model or shorter range; recovery is not a guarantee of transcription accuracy.

CPU and graphics choices

OmniASR CTC 300M v2 can run on CPU or NVIDIA through its managed WSL 2 runtime. Faster-Whisper and whisper.cpp also offer CPU operation. AMD/Intel graphics use CPU for speech. Compatible AMD/Intel acceleration applies to supported video operations; availability depends on the actual device and driver. Choose a compatible backend in Local AI for video analysis and inspect its readiness before starting.

19 Speech-to-Text: turn speech into timed text — visual guide

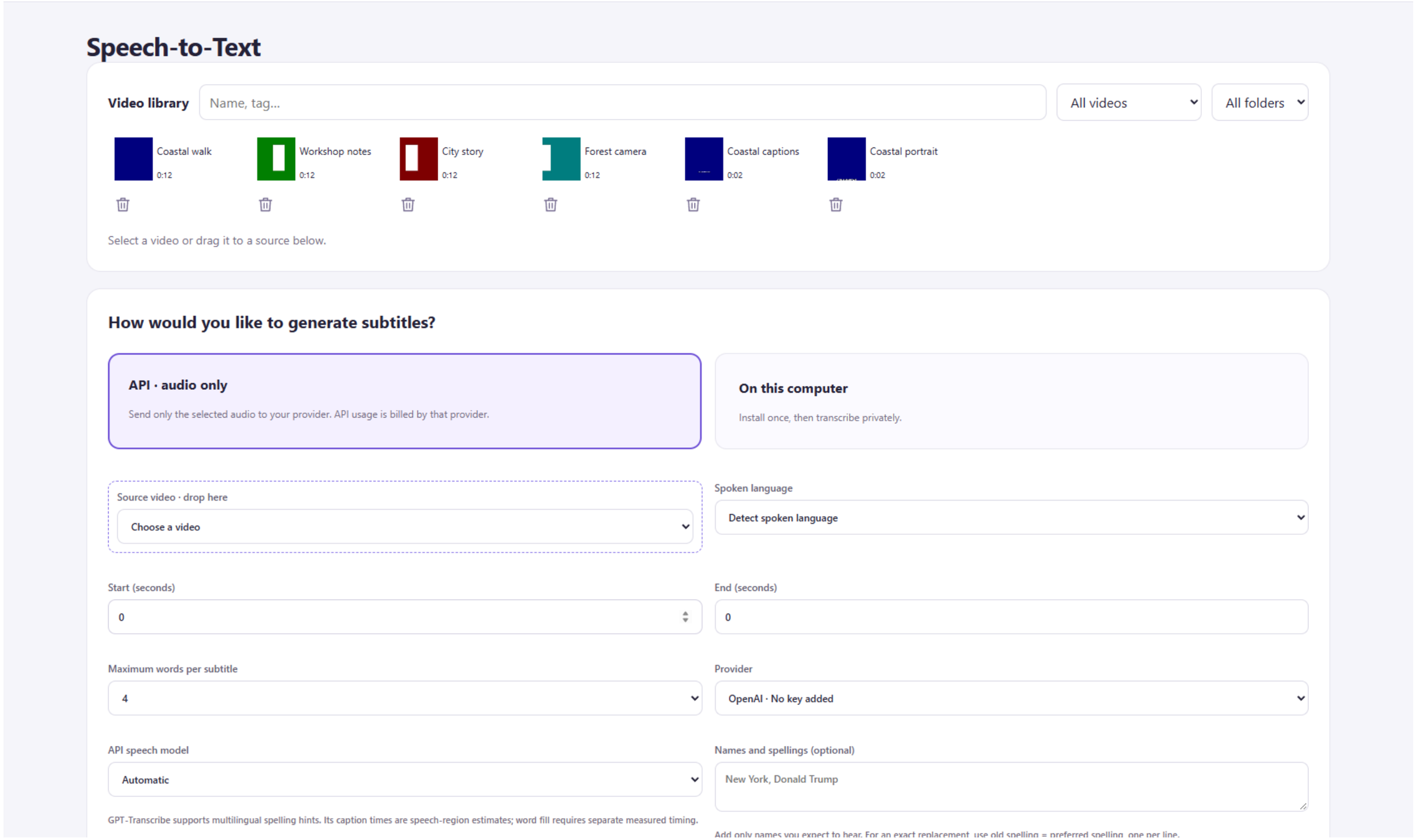


Figure 64. The guided speech screen starts with a video and asks where subtitles should be generated. Local and API choices have different requirements.

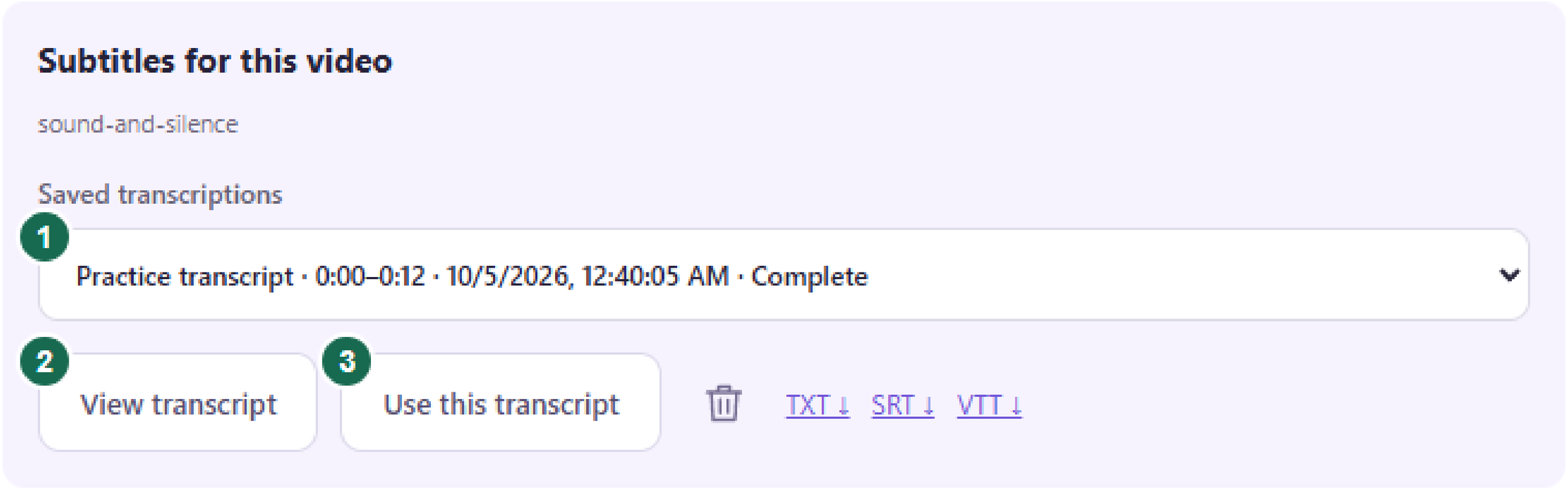


Figure 65. Saved subtitle generations appear within the selected video’s editor, with viewing, reuse and download controls.

1 Choose this video’s generation • 2 Read the saved words and timing • 3 Apply the saved subtitles to this edit

19 Speech-to-Text: turn speech into timed text — visual guide

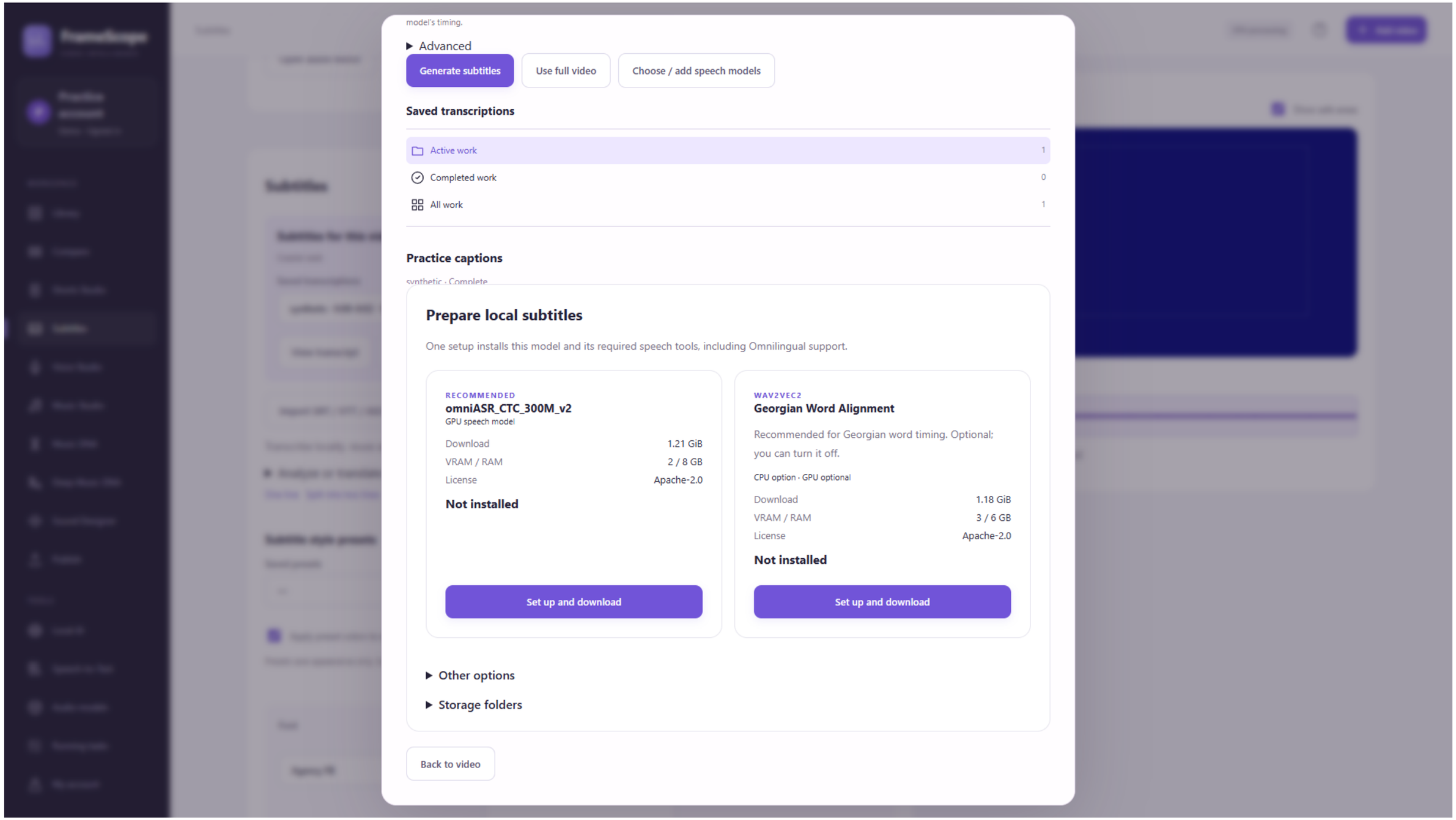


Figure 66. Recommended OmniASR and optional Georgian alignment in the actual practice interface. Other speech engines remain below under Other options.

20 Audio models, licenses and access tokens

This page manages music, effects and analysis engines. Setup includes the selected model’s files and its required private runtime.

Install an individual engine

1. Open Audio models and locate the intended model. Read its operation support, size, hardware advisory and license/access information.
2. Choose Read terms and install. Read the conditions in the scrollable panel all the way to the end.
3. Choose your actual permitted Use. If separate commercial permission is required, obtain it from the rights holder and enter the requested reference; do not invent permission.
4. Confirm the agreement only if it applies. For gated models, complete the separate access/token steps below.
5. Click Agree and install. Follow the task through download, runtime preparation and checks.
6. Wait for Ready. If only the files are downloaded, use the setup/repair action to complete the runtime.

Expected result: The model is installed locally. The agreement records your declared use; it does not grant rights beyond the author’s terms.

MuScriptor or another gated Hugging Face model

1. Click Open author access page. Sign in to Hugging Face and request access to the exact model. Complete the author’s form/conditions and wait for approval.
2. After approval, click Open Hugging Face access tokens. Stay signed in to the same approved account.
3. Create a new token with Read access, or a suitable fine-grained read token for the approved repository. Copy the token value beginning with hf_.
4. Return to the FrameScope model dialog. Paste the token into Hugging Face read token. This is not the account password and not the model page URL.
5. Optionally select Remember securely on this Windows account. Finish the model terms agreement and choose Agree and install.
6. If download is denied, verify the account, exact repository approval and token permissions. Approval for one variant does not establish approval for another gated repository.

Expected result: The token authenticates approved downloads. FrameScope does not send it to music-generation engines or include it in exports. Official references: https://huggingface.co/docs/hub/models-gated and https://huggingface.co/docs/hub/security-tokens.

Understand setup status

Not installed / setup required	The selected files/runtime are not ready. Start the appropriate setup rather than generation.
Queued	The model is waiting for another setup. The status names the blocking model and its current step.
Downloading	Byte progress is used when the total is known. Partial files may be reused after a retry.
Installing / checking	Runtime components or imports are being prepared. A stage estimate is not a guaranteed time remaining.
Downloaded · setup required	Weights exist, but the usable engine still needs setup. Green downloaded styling is not the same as a successful inference test.
Ready / Installed	The local setup checks completed. Choose this model in the compatible workspace; output quality still needs review.
Needs attention	Read Details and log. Resolve access, disk, network or runtime errors before retrying.
Review terms / repair	Reopens terms and the repair path for an existing model. It is not a requirement to reinstall every time you use the engine.

Moving, importing and restoring

Use Choose folder to transfer the managed library through the app. Wait for copying and verification. Use Import local files only when you already have the exact supported model files; arbitrary renamed weights are not interchangeable. If a previous runtime can be restored, use the offered Restore control after reviewing the failed update. Personal WSL distributions and unrelated model folders should not be removed to fix a FrameScope setup.

20 Audio models, licenses and access tokens — visual guide

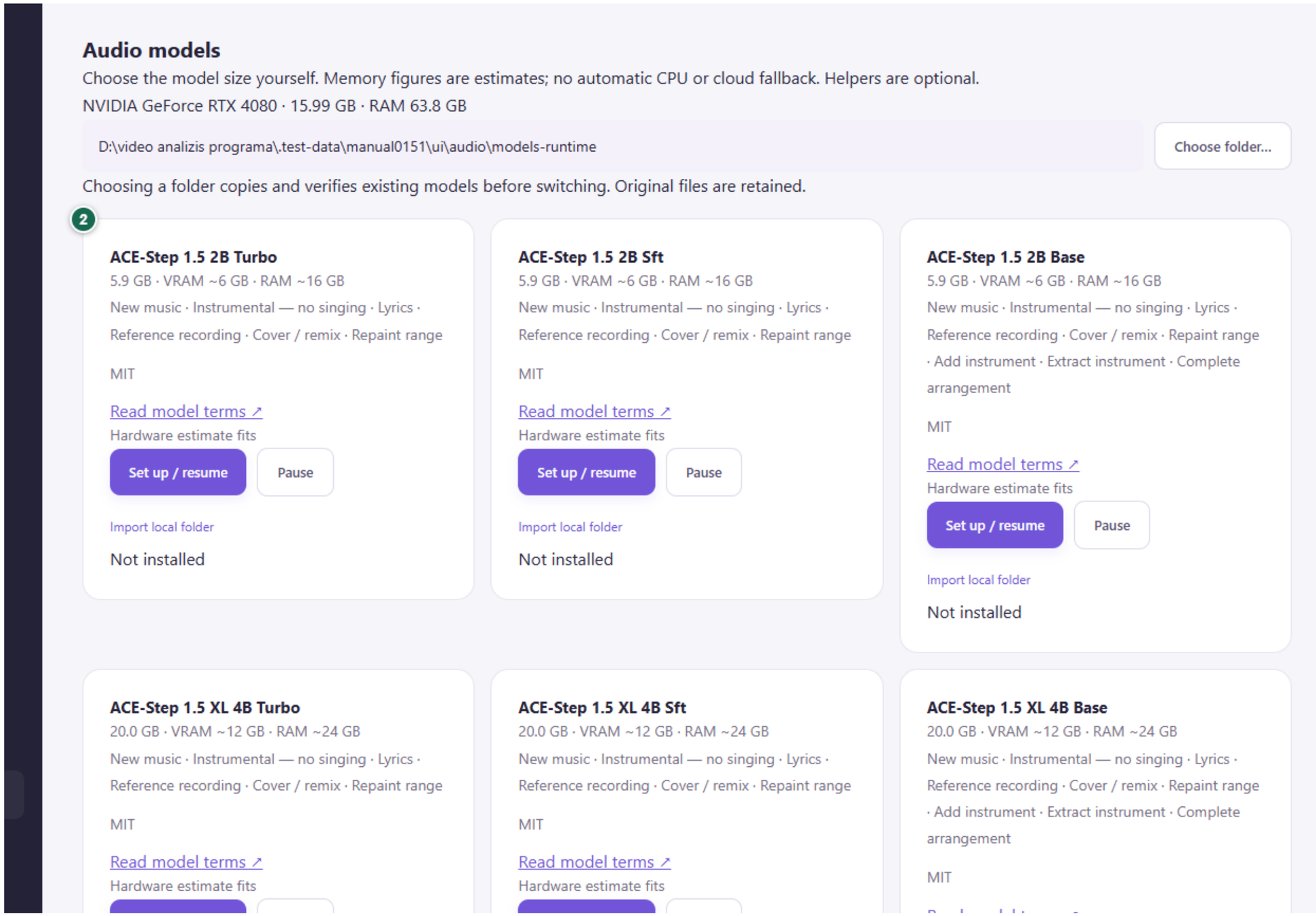


Figure 67. Audio models lists model capabilities and installation states. A downloaded model can still need runtime setup; read the text beside the green state.

2 Work area

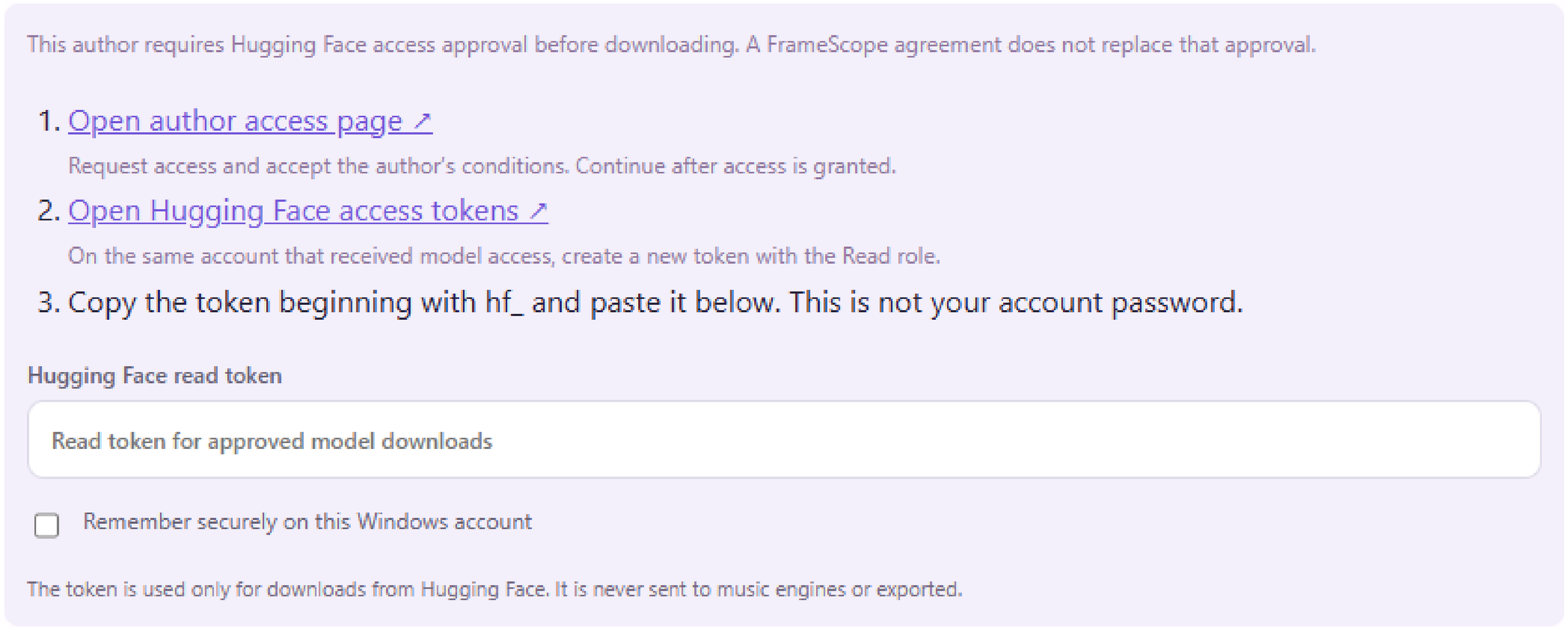


Figure 68. The actual MuScriptor access panel contains both official links and the masked token field. No token is present in this screenshot.

21 Running tasks: progress, history and logs

Use the full task page when you need to know what is running, what it is waiting for and what happened inside a failed stage.

Find a task and inspect its log

1. Open Running tasks. Choose Active for current work, All for normal history, Errors for failures, or Hidden tasks for dismissed items.
2. Set Tasks per page to 10, 25 or 50. Use Previous and Next to move through the filtered list.
3. Read the task’s name, group, status and progress note. A queued model names the installation it is waiting for.
4. Expand Details and log. Read the latest recorded stage and subprocess outcome; expand analysis-stage details when present.
5. Click Copy log to paste the diagnostic text elsewhere, or Save log to create a local text file. If clipboard access fails, use Save log.
6. Resolve the named issue and use the offered Resume/Retry/Pause control appropriate to that task.

Expected result: The expanded history stays open while status updates arrive. Logs omit credentials and raw model output; older tasks may have limited recorded history.

Do the right action

Pause	Stops or defers supported active work while preserving compatible completed checkpoints. Available actions depend on task type.
Resume / Retry remaining work	Continues supported unfinished work. A deliberate new generation is different and may create a new seed/request.
× / dismiss	Hides an inactive notice without deleting the project, job or result. It is not a process-kill control.
Hidden / restore	Find a dismissed item in Hidden and restore its visibility. A later task revision can become visible again.
Processing queue	A compact live summary. Collapse it when it covers your work and open Running tasks for detail.
Percentages	Download bytes can give exact progress. Runtime stages may use estimates or an indeterminate bar. A full bar for one step does not always mean the entire workflow is finished.
Waiting	Look at the named dependency and its live stage/percentage. Repeatedly clicking install creates no extra GPU or network capacity.

What a log can establish

A log can show a stage transition, worker exit, timeout or checkpoint outcome. It cannot always identify the root cause from one line, and it does not contain every model’s raw console output. Include the task name, app version and what you clicked when reporting a problem. Do not add passwords or tokens to your description.

Send a failed task to support

1. Sign in through My account. Open the failed task in Running tasks or the processing queue.
2. Click Send to support. It sends a bounded technical error summary and recent stage/event facts to the developer’s private inbox. No media, transcript, source filename, password or API key is included.
3. Keep the displayed receipt number. Received confirms storage by the support service; it does not mean a developer has already diagnosed the cause.
4. If sending fails, keep the local log and try later. Repeating the same report returns the same receipt. The server limits submissions by account, connection and total traffic.

Expected result: Cancelled tasks have no report button. Review separates software defects, environment/configuration issues and unknown causes; a classification is not an automatic guarantee of root cause or a promised fix date.

More useful private error reports

Send to support includes bounded technical facts such as the failed stage, model, cache/retry status, missing or empty response field names, sample counts and times, verified-black evidence status and managed-runtime release results. These facts are kept with the analysis job even after ordinary logs rotate. The report excludes video frames, transcript text, prompts, raw AI answers and credentials. A receipt confirms intake; it does not mean the cause is already proven. Some hardware or media-dependent defects can still need a separate, consented investigation. Older jobs may not contain the new facts until the relevant stage runs again.

Audio failures and repeat support reports

Known audio failures distinguish incomplete symbolic plans, incomplete listening results and insufficient disk space. Support reports include bounded technical facts without your media, prompts, transcript or credentials. Every explicit Send to support delivers current details; the same issue can keep its receipt while the server retains each received report. The delivery count is not proof of distinct crashes, and sending limits still apply.

Model working space

Large immutable ACE model weights are linked into a task workspace. If a cross-drive hard link cannot be made, a supported symbolic link is attempted before copying. When neither link works, available space is checked before the large copy. Choose a storage location with enough free space if the task reports a disk-space error. Existing model files are retained.

Find retained exports

Open Tools → Exports to browse saved output files from supported workspaces. Search by name or source video, filter by workspace and download a retained format. Each video editor shows only exports associated with that source. Deleting the physical file removes it from the available downloads; this screen does not remove older files automatically.

21 Running tasks: progress, history and logs — visual guide

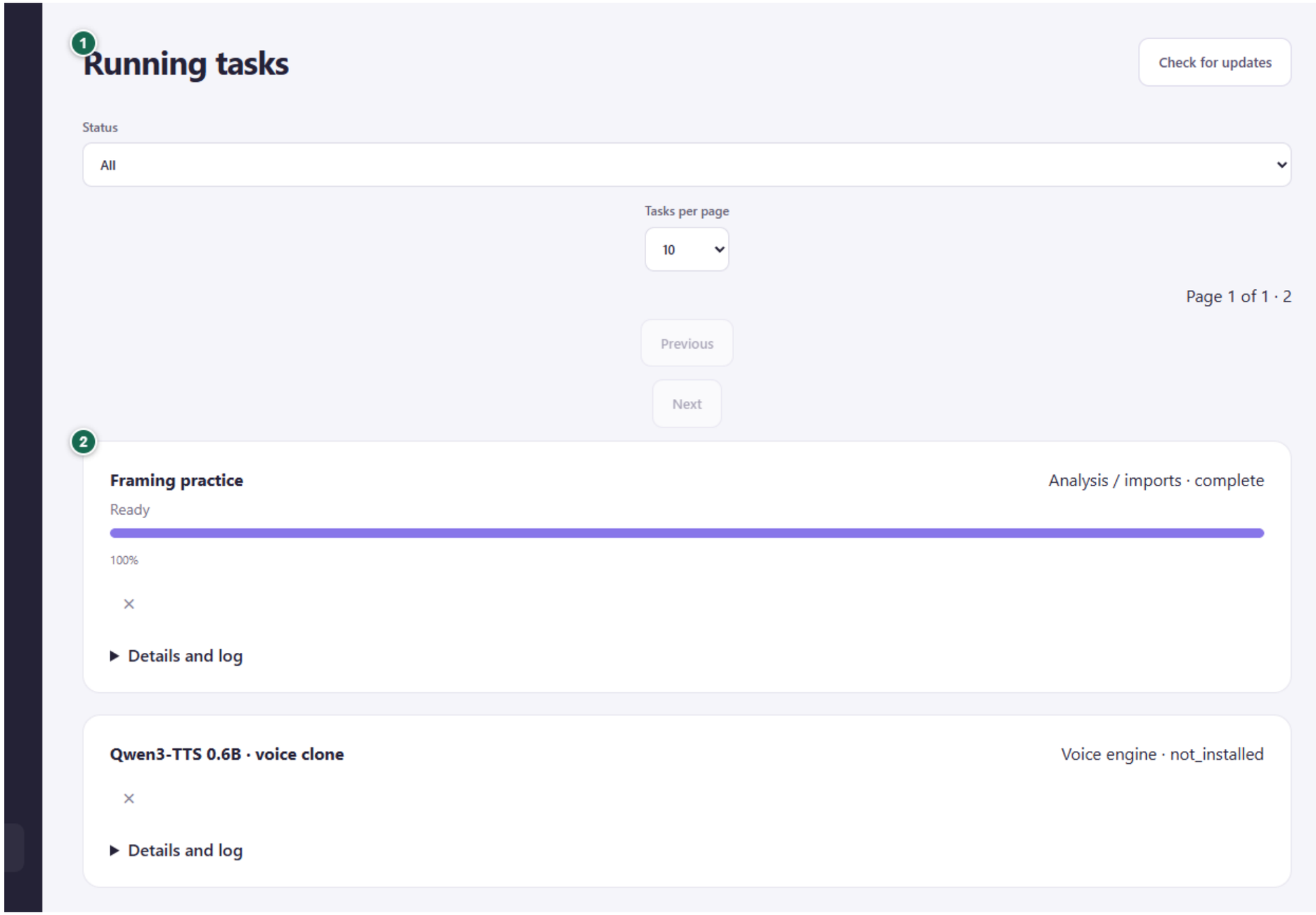


Figure 69. Running tasks shows status filtering, pagination and per-task details. The practice profile includes local analysis/setup checks only.

1 Current workspace • 2 Work area

21 Running tasks: progress, history and logs — visual guide

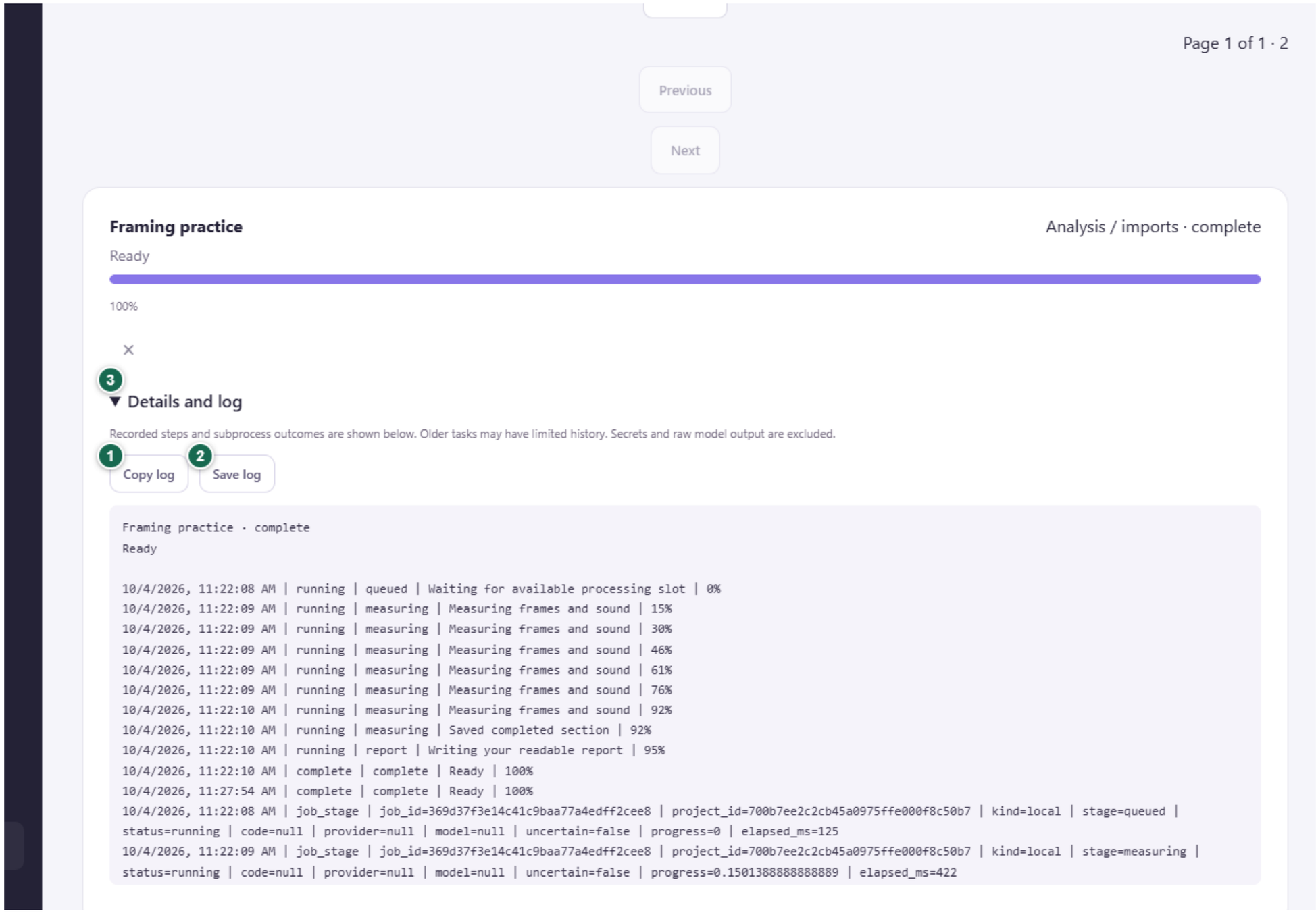


Figure 70. An expanded task exposes recorded steps and copy/save actions.

1 Copy diagnostic text • 2 Save a text file • 3 Recorded steps and outcomes

21 Running tasks: progress, history and logs — visual guide

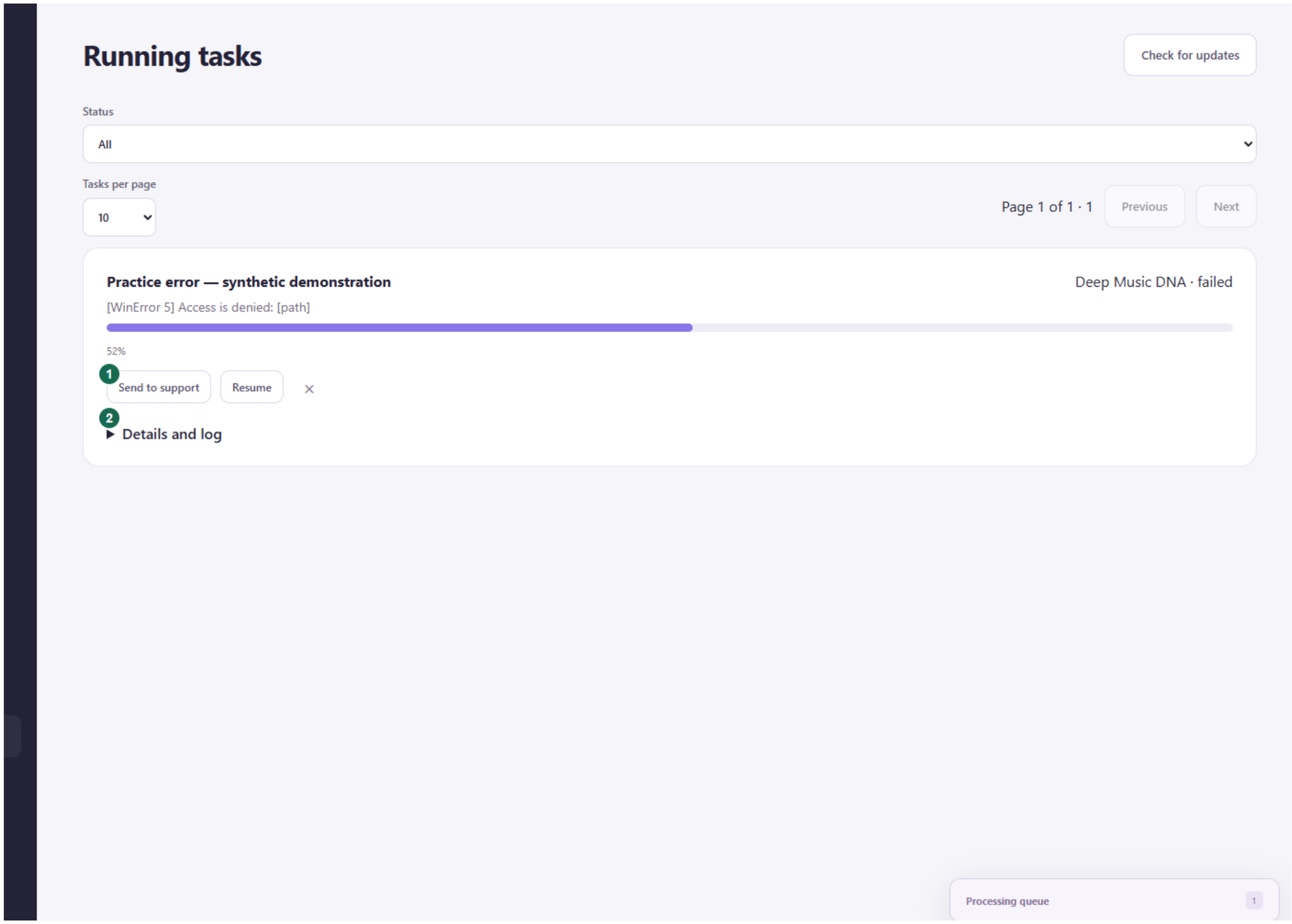


Figure 71. A synthetic failed task demonstrates the report button and recorded history. User-cancelled tasks do not offer Send to support.

1 Send this failed task to the private support inbox • 2 Expand recorded details and copy a log

22 My account, Demo and account security

Activate a verified account, check your feature allowances, and keep account access secure. This account is separate from AI provider and social accounts.

Create and verify an account

1. FrameScope opens on the sign-in screen. Choose Create account to register inside a separate secure FrameScope window, or Register on the website. Both use the same hosted form and security checks.
2. Enter a username, email, country and a password of at least 15 characters. Organization and full address are optional. Complete the security check and read the linked terms and privacy notice.
3. The marketing-interest checkbox is optional and starts selected. Receiving product offers requires a separate Confirm marketing subscription action after email verification. Security messages are separate.
4. Create the account and save the recovery code in a password manager. It is shown once. Open the confirmation email, sign in with your chosen username if requested, and choose Confirm email. Email sign-in becomes available after confirmation. The link expires after 24 hours; Resend confirmation requests another.
5. Return to the app and sign in. No separate Demo key is needed. An existing account must also complete its required profile and confirm email before processing.

Expected result: Activation contacts FrameScope only for account and feature allowance checks. Signing in does not upload your media, transcripts, API credentials or local project library.

Sign in and manage the session

1. Before entering the workspace, enter your username or email and password on the sign-in screen. If you enabled two-factor authentication, expand that section and enter the current authenticator code.
2. Choose whether to remember the session on this Windows account, then Sign in.
3. After sign-in, the sidebar shows your username, signed-in status and Demo or Full license. Open it to refresh account details or sign out.
4. Use Sign out when you no longer want this desktop session connected. Keep your project/media backups separately.

Expected result: Account access does not buy API credits or connect a YouTube/Facebook/Instagram/TikTok account. Those services use their own setup flows.

How Demo counts your work

Separate allowances	Each 30-day period provides 10 Video analyses, 10 Compare results, 10 Shorts Studio videos, 10 Voice Studio takes, 10 Music Studio takes, 10 Music DNA analyses, 10 Deep Music DNA analyses, 10 Publish uploads and 10 Sound Designer results. Each feature has its own counter.
Subtitles only: 10 + 10	Subtitles provides 10 clean source videos, then 10 additional source videos with a small translucent FrameScope logo and Made with FrameScope · framescope.cloud attribution. No other feature receives a watermarked bonus allowance.
Successful work only	Starting a task reserves a place. Only a completed result spends it; cancellation or failure releases it. Offline completion receipts are retried when connected. A crash before a completed result releases its unfinished reservation after restart. An upload whose remote outcome is uncertain keeps its reservation until resolved, to prevent duplicate uploads.
What one result means	Video analysis counts a source once across CPU, optional AI and planning; importing or downloading it into Video Analytics is free. Subtitle creation and full-video subtitle export share one source admission. A changed comparison or Short edit is a new result. Each generated voice/music/sound take counts separately. Music DNA and Deep Music DNA do not share a counter. Reopening a saved result or retrying the same completed operation does not spend another place.
Server-controlled dates	The period starts at the first reachable opening/activation of the installation and remains anchored to the account. If the first opening was offline, it starts when the service can first record it. Changing the computer clock or reinstalling does not create new allowance. My account shows each feature, used places, active reservations, remaining places and renewal time.
One active computer	An internet connection is required at startup and for ongoing session checks. Signing in on a second computer revokes the first desktop session; the first app locks and stops active work at its next check. Website/admin sessions remain independent. Saved projects and results remain on disk.
Watermarked subtitle exports	A bonus subtitle source keeps its watermark decision on later Demo exports. A currently active Full license removes that export mark. The real FrameScope logo and text are placed near the top, after captions, so hiding or moving captions cannot remove the mark.
After a feature reaches its limit	Other features retain their own remaining allowances. Reuse saved results, wait for the next period shown in My account, or activate an available license. Provider charges and hardware/model requirements still apply. Purchases and payment collection are not enabled in this release.

Protect your account

1. On the website dashboard open Security > Two-factor authentication. Re-enter your password, then scan the QR code with Google Authenticator or another authenticator app. You can also expand Enter the setup key manually. Confirm a current six-digit code.
2. Save the new recovery code after enabling two-factor authentication. A used code is replaced; recovery resets customer two-factor authentication and signs out old sessions. Keep this emergency code private.
3. Use Signed-in devices to sign out an unfamiliar device or Sign out other devices. Account sessions and local media backups are separate.
4. Changing your password requires your current password and an authenticator code when enabled. Changing email requires the same checks, cancels the old verification and signs out other sessions; confirm the new address.
5. Essential security-change emails go to a verified address. An email-address change alerts the previous verified address. If a change was unexpected, recover the account and contact support without sharing any codes.

Expected result: Two-factor authentication adds protection but does not make a phishing page safe. Use the official framescope.cloud address, keep the authenticator and recovery code private, and do not share a signed-in Windows account.

Activate a supplied license

1. Confirm your email, then open Licenses and activation on the website dashboard.
2. Paste the supplied single-use activation code and choose Activate code. The displayed duration starts at redemption, not code creation.
3. Return to My account in the app and Refresh account. Check Full license and the server-reported expiry.

Expected result: An expired, revoked or already redeemed code is rejected. A gift license is distinguished from a purchase; no payment method is connected in this release.

Owner administration

The Administration link appears only for an explicitly assigned administrator. Verified email plus password and a separate administrator authenticator enrollment are required. Choose Set up authenticator, scan the QR code in your authenticator app, and enter its current six-digit code with your password. QR codes are generated locally in your browser; do not share a setup key or its QR image. Unlock access to review users, Demo periods, verification and license origins/expiry. Codes can grant an exact number of days and have a separate redemption deadline. New codes can be viewed again through Show code after a recent administrator unlock; the extra copy is encrypted on the server. Older hash-only codes cannot be recovered: revoke an unused lost code and create a replacement. Creating, revealing or revoking a code and changing a user require an unlock within the last five minutes. Administration locks after thirty minutes; Lock clears the current view. Ordinary account registration never grants administrator rights. Customer recovery does not remove mandatory administrator two-factor protection.

Administrator troubleshooting

In Registered users, choose Manage user. Block or unblock access, sign out all sessions, reset all feature Demo allowances for a new 30-day period, or activate an unlimited or day-limited Full license. A license grant replaces the current active license. Demo reset retains completed operation identities and subtitle watermark decisions. Email corrections revoke sessions, withdraw old marketing consent, notify the old verified address and require confirmation of the new address. Send password reset email sends a single-use link to the verified mailbox; it expires after thirty minutes. The recipient sets a new password, retains any enrolled authenticator and receives a new recovery code. Passwords are never shown to the administrator. Administrator accounts use their own security settings instead of these customer recovery actions.

Suspicious activity

The administrator can filter accounts seen on more than three distinct installations during the last thirty days and review first/last sign-in dates. This is a warning, not an automatic ban or proof of abuse. Reinstallation can create a new installation identity. The app sends an opaque installation identifier; it does not collect hardware serial numbers for this check.

Sign in with Google or Microsoft

1. On the FrameScope website or app sign-in screen, choose Continue with Google or Continue with Microsoft. Password sign-in remains available.
2. Complete the provider sign-in in your normal web browser. Your Google or Microsoft password belongs only on that provider’s own page. FrameScope receives a verified account identity, not your provider password.

3. If this provider is not connected yet, choose Connect existing account when you already have a FrameScope account. Enter its username or verified email and FrameScope password, plus an authenticator code if enabled. This keeps the same license, used Demo allowance and original renewal date.
4. For a new account, choose Create account, review the suggested email, choose a username and country, accept the terms and complete the security check. A FrameScope password is optional for this provider-based account. Save the recovery code shown once.
5. Confirm your email if requested. Microsoft email claims and unverified third-party Google addresses still require FrameScope email confirmation. A verified matching Gmail or Google Workspace address can be confirmed through Google.
6. When starting from the Windows app, compare the code in the browser with the code shown in FrameScope. Approve only your own request and return to the app. Requests expire after ten minutes. Approving signs out the same account on its other computer.

Expected result: Connecting a sign-in method does not upload media or grant publishing access to YouTube or other social platforms. Those connections remain separate in Publish. Apple, Facebook, Discord and GitHub account sign-in are not included.

Manage sign-in methods

Google/Microsoft sign-in does not require a FrameScope password. The website dashboard lists connected methods. Add a password (optional) is a separate, initially collapsed section: open it and choose Verify with Google or Verify with Microsoft only when you want an additional password. Cancel returns to your account without creating one. Save the new recovery code if you set a password; other sessions are signed out. A password is required for changing your email, configuring FrameScope two-factor authentication or linking a second provider. Existing two-factor protection remains required during provider login. To connect an administrator account, first sign in to that FrameScope account in another browser tab and unlock Administration with its password and authenticator. Then return to the connection form and try again. Start a new provider request if the old request has expired.

If browser sign-in does not finish

Keep FrameScope open while approving. Use Open browser again to return to the same pending request, or Cancel and start again after expiry. If the browser is signed into the wrong FrameScope account, sign out there and choose the intended account before approving. A rejected provider login does not change your saved projects. Provider availability and organization restrictions may prevent a particular external account from signing in.

22 My account, Demo and account security — visual guide

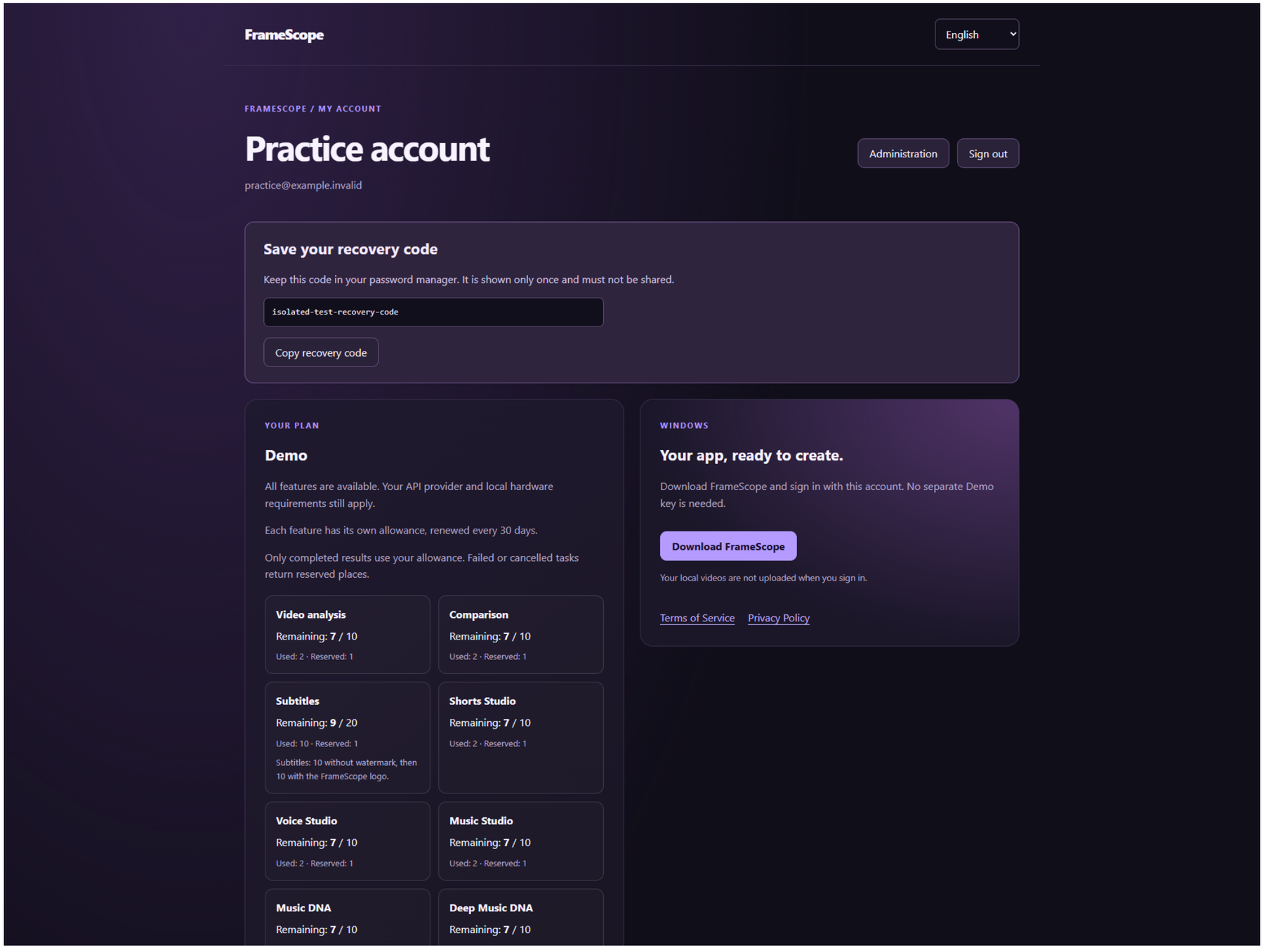


Figure 72. The website dashboard shows the plan, Windows download and one-time recovery-code message. This is a synthetic account, not a live customer.

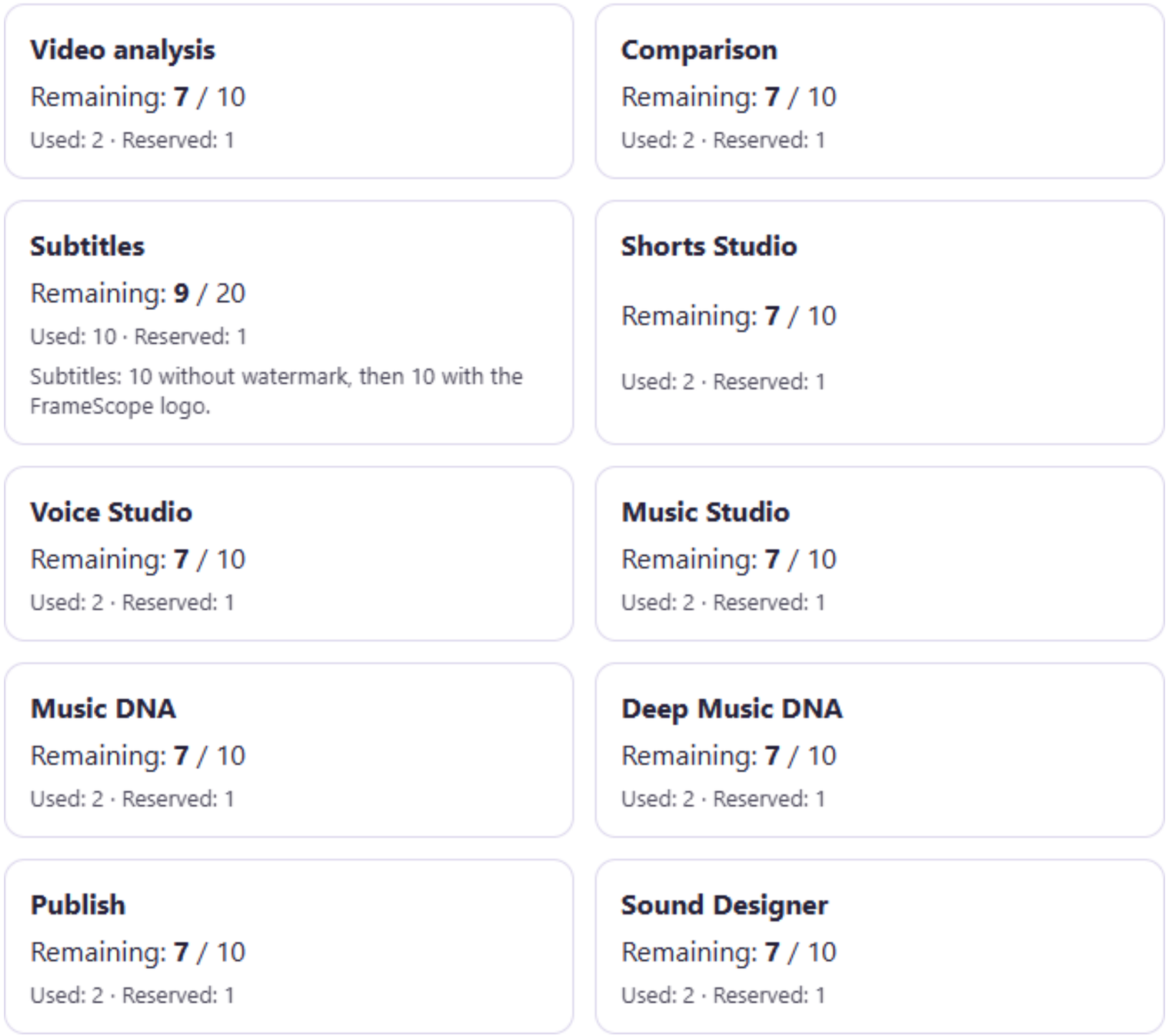


Figure 73. Each feature has an independent counter. In this synthetic example, Subtitles has reached its clean allowance and has bonus places available.

22 My account, Demo and account security — visual guide

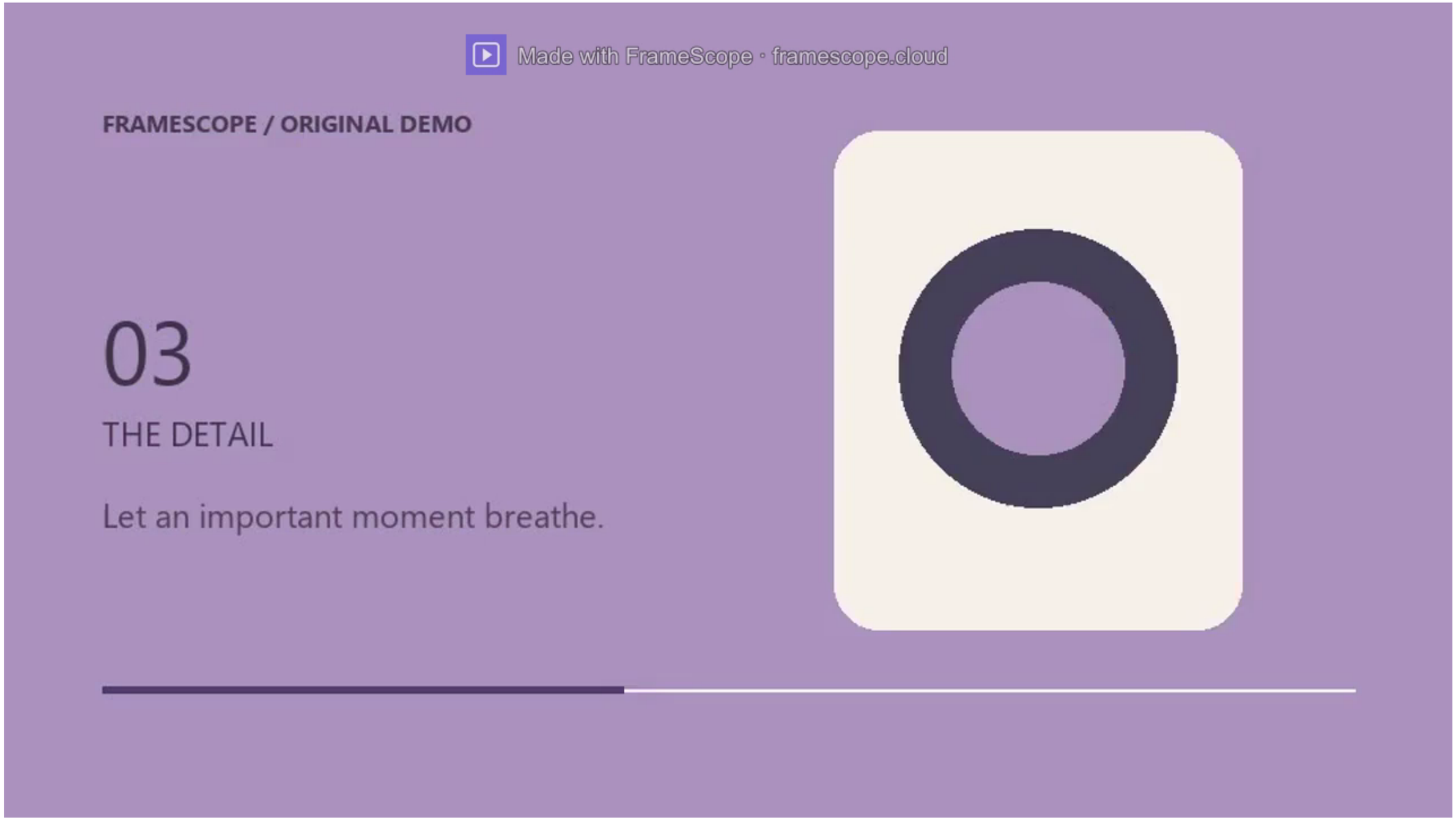


Figure 74. Actual export from the bundled practice video: the shipping FrameScope logo and a small translucent attribution near the top leave the main image and bottom captions visible.

22 My account, Demo and account security — visual guide

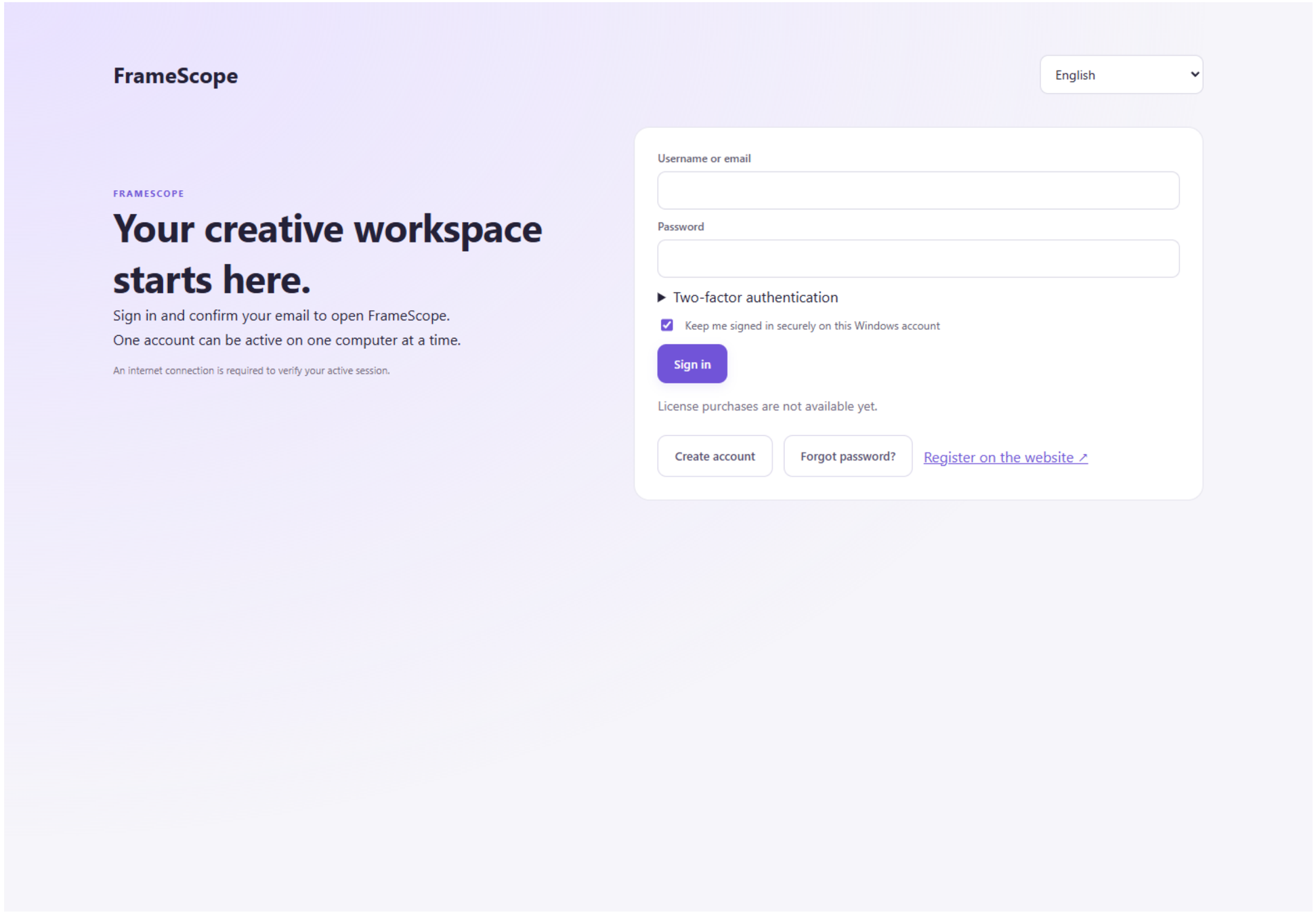


Figure 75. The app starts with sign-in and registration choices. The workspace remains locked until a verified account has an active online session. This is a synthetic capture.

22 My account, Demo and account security — visual guide

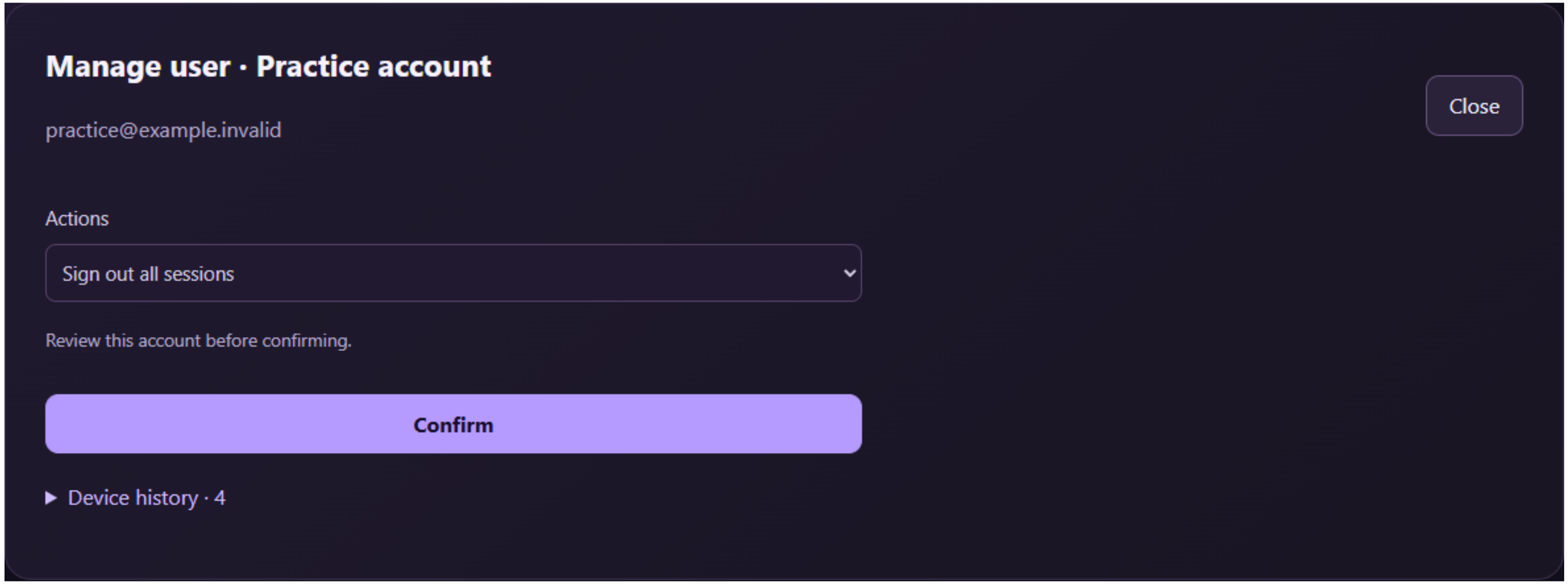


Figure 76. User management and device history in the administrator interface. All identities and dates in this capture are synthetic.

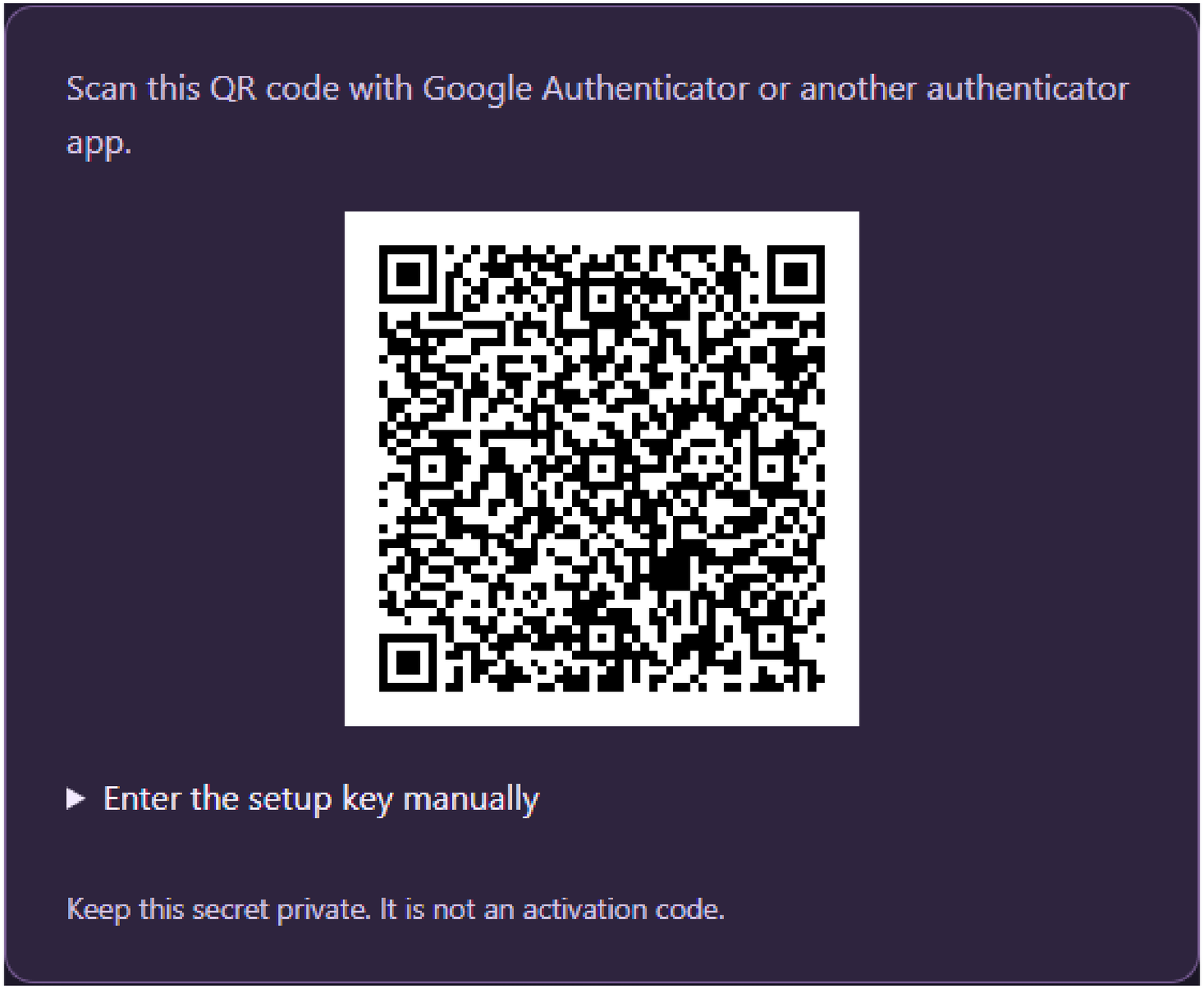


Figure 77. Scan the setup QR with Google Authenticator or another TOTP authenticator. This practice QR contains a synthetic key and cannot access any real account. The manual-key option remains available.

22 My account, Demo and account security — visual guide

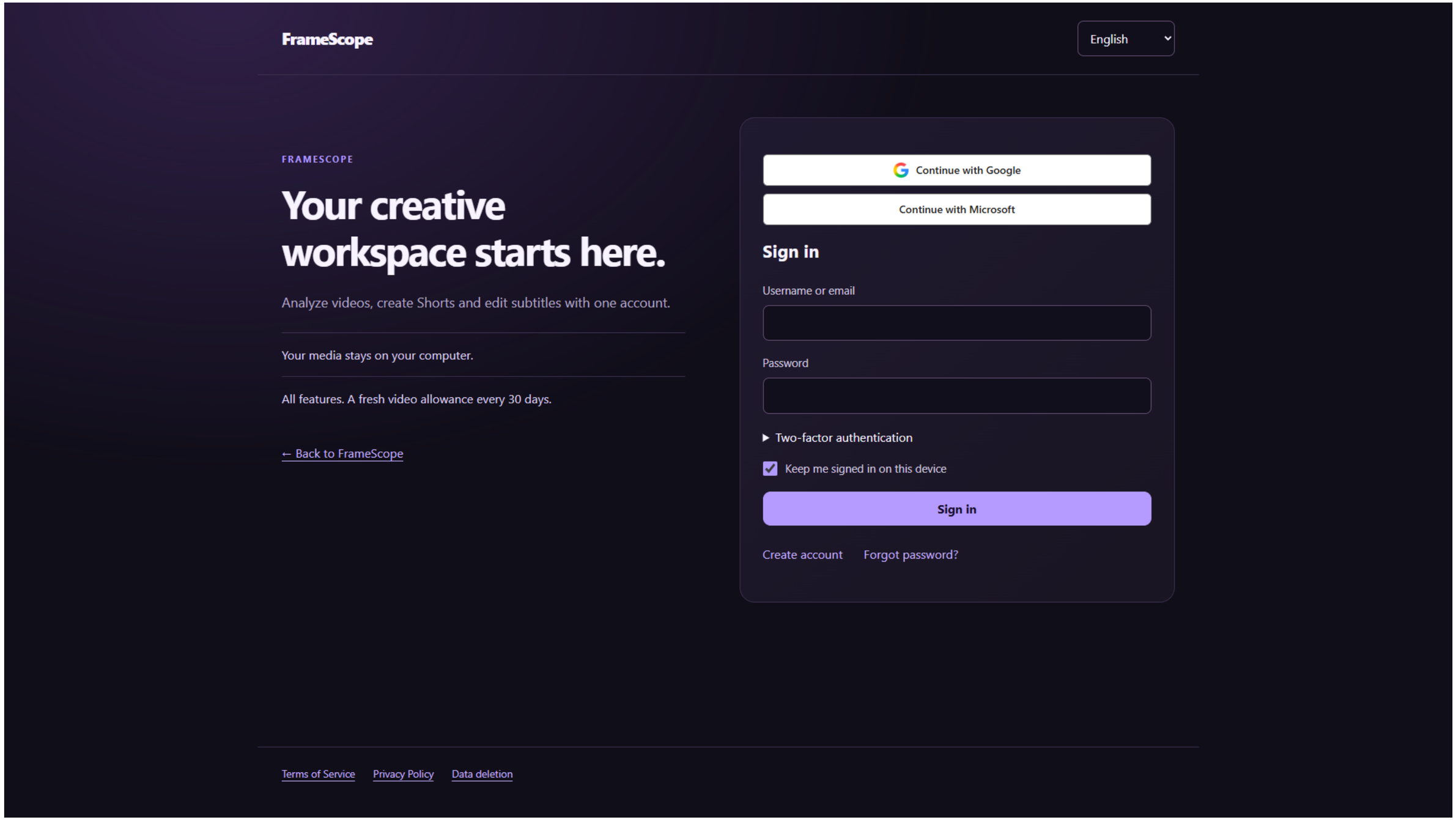


Figure 78. Actual website sign-in interface with Google, Microsoft and the existing password option. All identities and responses in this capture are synthetic.

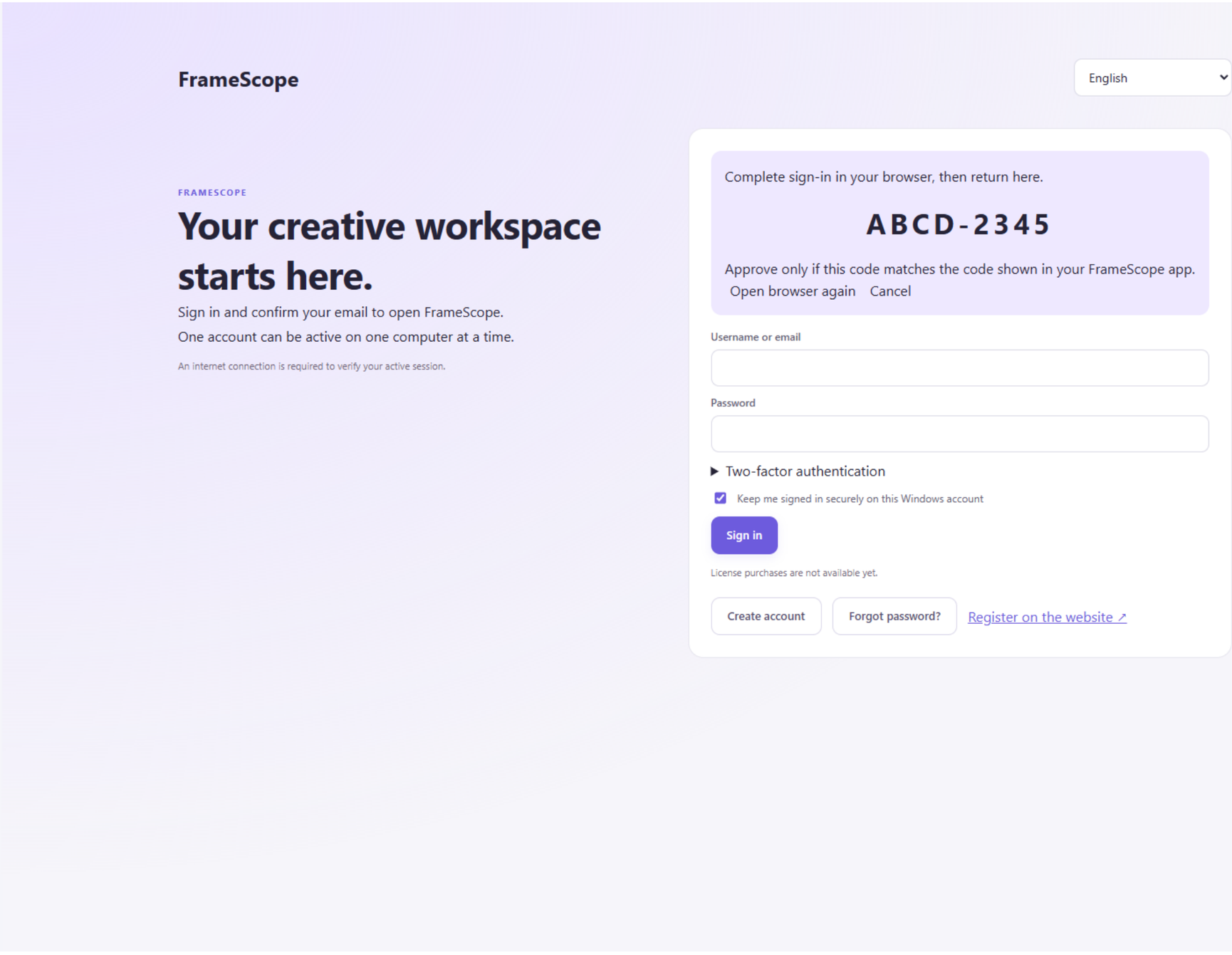


Figure 79. Actual Windows sign-in interface while waiting for browser approval. Compare the code with the browser before approving. The code in this guide is a synthetic example.

22 My account, Demo and account security — visual guide

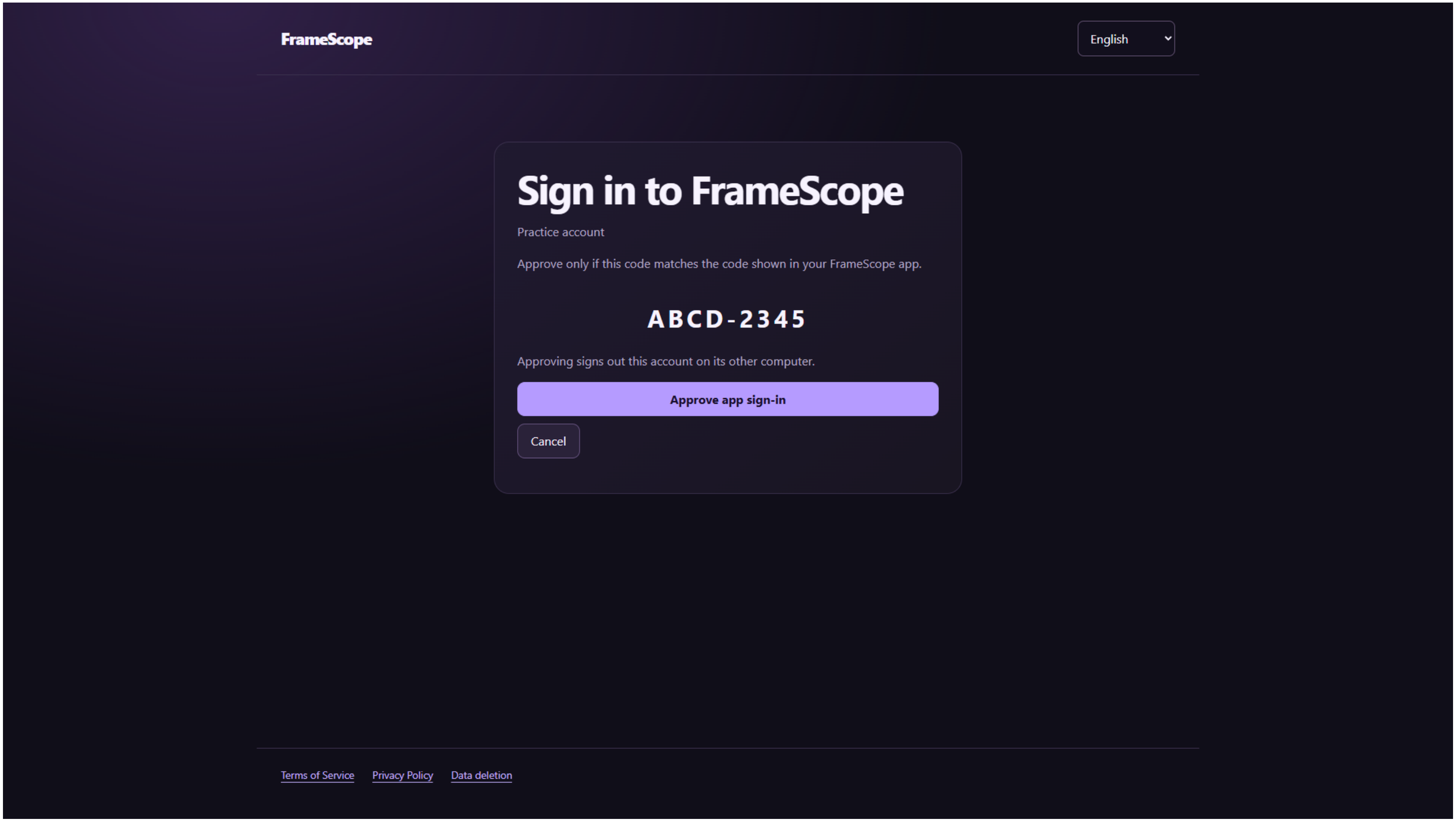


Figure 80. The browser shows the destination FrameScope account and matching code. This synthetic approval does not sign in a real computer.

23 AI connections, languages and preferences

Connect your own AI provider keys, select models and set report preferences. Ordinary local analysis does not require a provider key.

Connect a provider

1. Open AI & settings. Choose the intended Provider.
2. Expand Connection instructions and follow its official link. Sign in to the provider's developer/API account, create a key and check billing/limits there.
3. Paste the key into the API key field. Select Remember securely on this Windows account if you want encrypted local storage.
4. Choose a model suitable for the operation. Visual analysis needs a model accepting images; transcription and text helpers have their own model choices.
5. Click Save & test connection. Read the result.
6. If you want to check actual generation access, deliberately run Run a small AI test. The dialog explains that this can incur a small API charge.

Expected result: The saved provider can be selected in supported workflows. A connection check is not a balance lookup and does not certify every model capability.

Provider entry points

OpenAI	Create/manage API keys at https://platform.openai.com/api-keys. API billing is separate from a ChatGPT subscription.
Google Gemini	Use https://aistudio.google.com/api-keys. Check the selected project's API access and billing/quota.
Anthropic Claude	Use the key/account link in the app's provider instructions; the current entry is https://platform.claude.com/settings/keys. API access is separate from the consumer chat plan.
xAI Grok	Use https://console.x.ai and the official guide linked from the app. Check model availability for your account.
OpenAI-compatible	Use Advanced to enter the compatible endpoint/model required by your service. Compatibility with one text request does not establish image or speech support.

Preferences and housekeeping

Interface language	Changes navigation, controls and app instructions. This manual is intentionally English-only in the review edition.
Report & script language	Sets the preferred written output. It does not change the source speech language.
Source language	Chosen in transcription/speech flows. Keep it distinct from interface and output languages.
Report branding	Enter creator/company name, brand color and an optional PNG/JPEG logo, then Save.
Reusable style presets	Save a style for later planning. Review its suitability for each new source/idea.
Remove saved key	Removes FrameScope's stored credential for that provider. Revoke a leaked key separately in the provider account.
Recorded usage	An estimate of this app's observed usage, not your provider balance or authoritative invoice. Interrupted/unpriced requests may be missing.

Choose the drives used by FrameScope

1. Open AI & settings, then Storage folders > Manage folders.
2. Choose Main storage folder to move the catalog and set defaults for every category. For example, choose D:\FrameScopeData. All category fields update beneath it.
3. You may override videos, analysis, exports, audio and Music DNA work, speech transcripts, AI models and engines, or cache and temporary files individually.
4. For older installations, expand Current file locations to see the actual existing paths. The new-location fields are proposals; unchanged categories stay where they are when you change only one folder.
5. Finish or pause active tasks. Choose Apply folders and transfer files. Leave the application open while it copies and verifies the files.
6. When the transfer completes, choose Reopen FrameScope. Check the same projects, saved outputs and model status before removing any old copies yourself.

Expected result: Original copies remain intact. A failed copy does not switch the active profile. Choose a separate empty destination; never point a category at a drive root or another category. If the selected drive is missing or full, FrameScope reports the problem instead of silently using C:.

What belongs in each location

Audio work includes assets, generated jobs and Music DNA/Deep Music DNA working files. Models includes the private engines and any FrameScope-owned Linux virtual disks; their internal Linux package caches are inside that selected model location. Cache includes Windows worker caches, temporary files and the private webview cache. Existing external original recordings keep their original paths. Windows system components, drivers and OS-managed virtual memory are outside these app-managed folders. A new installation without an existing catalog defaults to FrameScopeData beside the executable. Existing installations keep their data until you request a transfer.

23 AI connections, languages and preferences — visual guide

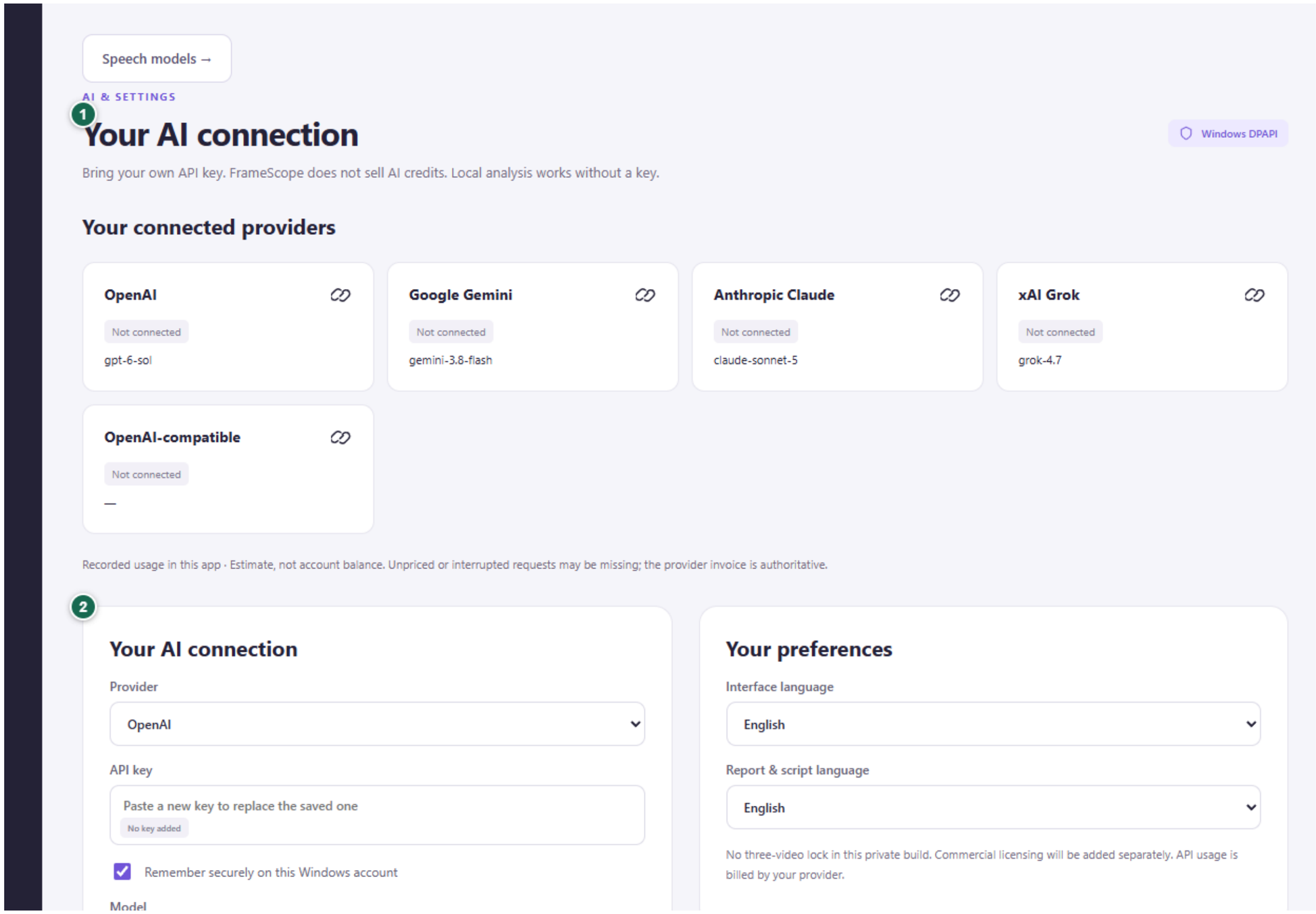


Figure 81. AI & settings shows connected-provider status, a key/model form and application preferences. No credentials are shown in this documentation profile.

1 Current workspace • 2 Work area

23 AI connections, languages and preferences — visual guide

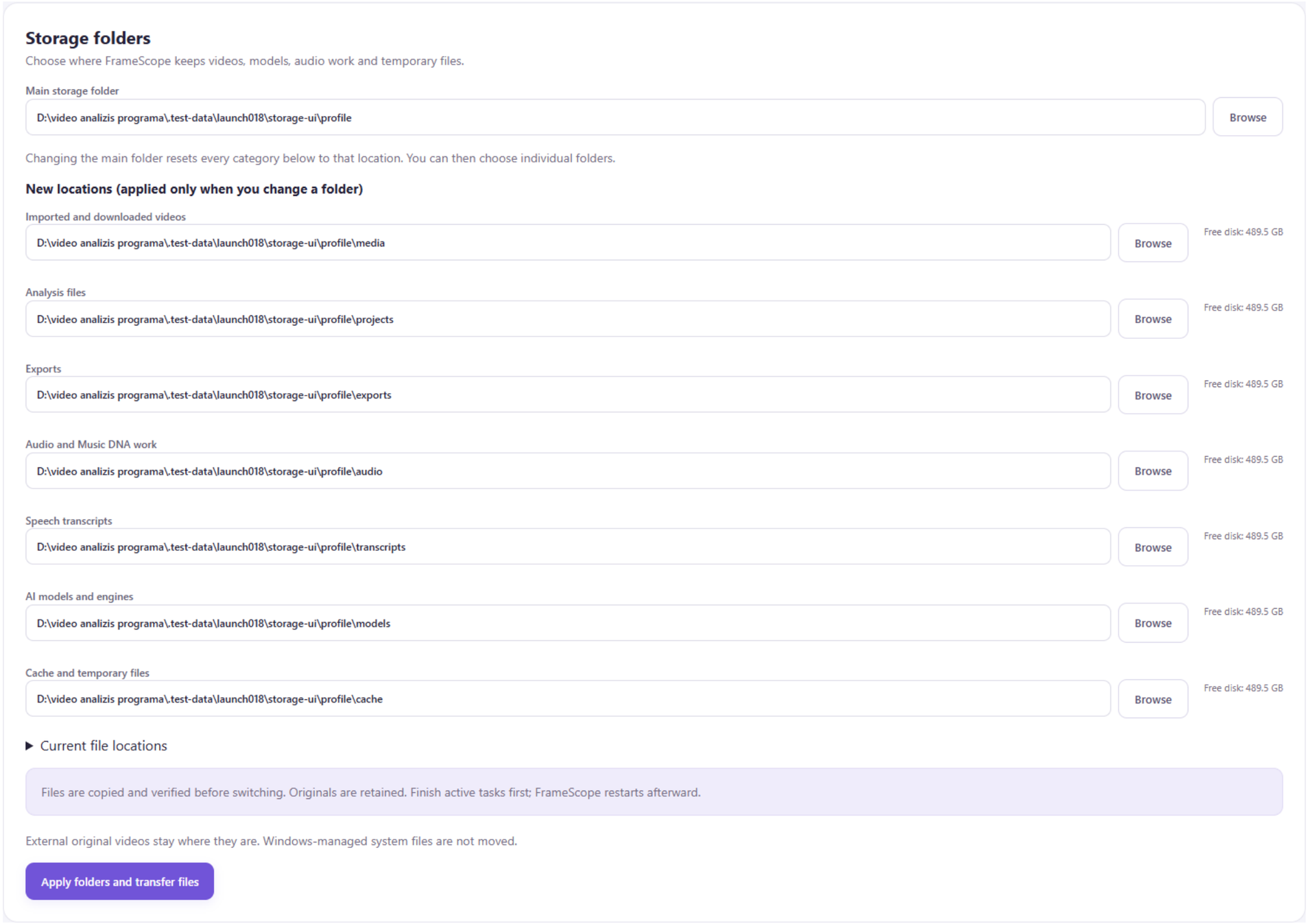


Figure 82. Actual storage settings in an isolated practice profile. Select a common base or separate destinations before applying the transfer.

24 Help, tutorial and support

Use the built-in practice video, this illustrated manual and diagnostic tools without exposing your private library.

Open the right help

1. Click ? in the upper-right of any tab to open that tab’s manual chapter.
2. For the full guide, open Help & tutorial → Open manual (English). Use its contents or Ctrl+F.
3. Choose the tutorial action to load the sample video and practice local analysis.
4. Read the FAQ for short explanations. If a task failed, use its detailed log before making a support request.

Expected result: The bundled manual opens locally and can be read offline. Its external-service links need internet.

Report a problem clearly

1. Note the installed app version, workspace and exact action that failed.
2. Open Running tasks and save/copy the affected task’s log. Use the Help diagnostics export for broader setup information if needed.
3. If Report a problem is available for your edition, describe what you expected and what happened. Add a screenshot deliberately; avoid credentials or unrelated private content.
4. Review the submission before sending and look for the confirmation. Feature request is for a desired improvement rather than a failed operation.

Expected result: A local diagnostics export is available for review. Sending support requests depends on the edition/service availability; opening the form does not send it.

Task error reports versus contact forms

Send to support on a failed task uses the signed-in FrameScope account and the private error inbox. The older free-form Report a problem and Feature request forms remain subject to full-version/service availability. Neither flow sends reports silently when an error occurs.

24 Help, tutorial and support — visual guide

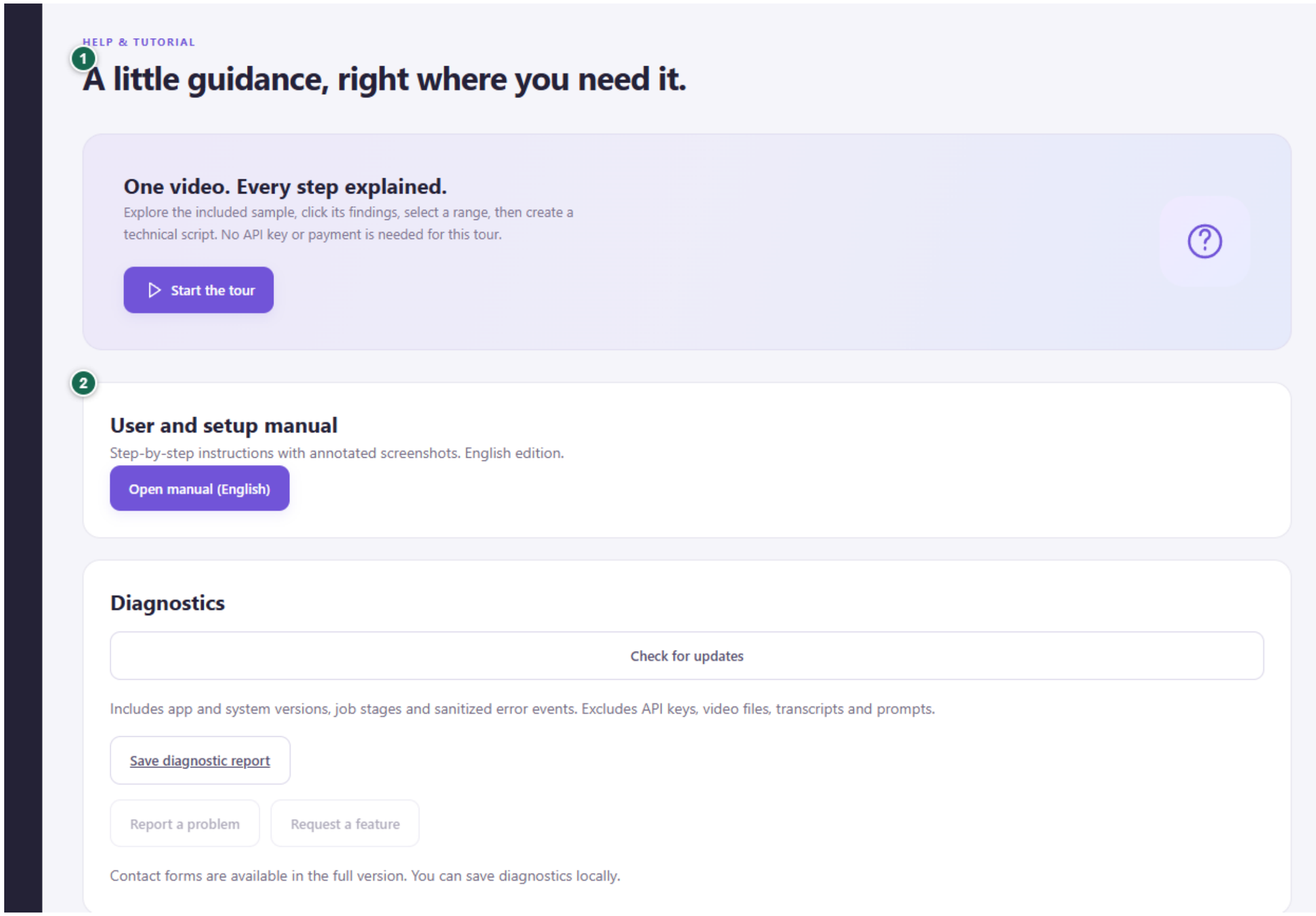


Figure 83. Help & tutorial links the practice workflow, English manual and support/diagnostic controls.

1 Current workspace • 2 Work area

25 Solve common problems

Start with the named task and last completed step. Keep completed work and original media while you diagnose the issue.

Symptom → next action

“FrameScope is already open”	Switch to the existing FrameScope window first. Wait for active work. If it is genuinely unresponsive, save what you can and capture diagnostics before ending only the identified FrameScope process. Reopen and inspect interrupted tasks.
A model stays “Waiting for audio setup”	Open Running tasks → Active. Read the blocking model and its current step. If it is still progressing, allow it to finish; otherwise expand its log and resolve that error.
The bar looks complete but setup is not ready	The completed step may be the download. Runtime installation and checks can follow. Read the stage text, not only the bar.
Hugging Face granted access but download is denied	Use a Read token from the same approved account. Confirm approval for the exact model repository/variant, token permissions and whether the token was revoked.
Out of memory	Close unrelated GPU-heavy programs, choose a smaller supported model or shorter test, and retry compatible work. The explicit override only allows an attempt; it does not guarantee RAM offload or success.
Runtime setup fails	Inspect the named component, exit code and diagnostic note. Check disk space/network/access, then use Repair. Do not remove unrelated runtimes or your personal WSL distribution.
Download or certificate error	Check connection, system time and trusted Windows certificates. Retain partial downloads and retry through the app. Do not disable TLS verification or antivirus as a blanket remedy.
Key saves but AI generation fails	Run the optional small test only if you accept its cost. Check provider billing, model permissions, quotas and input capability. A consumer chat subscription is not API credit.
AI returned an unreadable/incomplete report	Keep the local report and open the task log. Use the offered retry/new-analysis path, a supported model or a smaller representative range. Saved recovery may reuse existing output.
Video preview is black or does not play	Use Prepare compatible preview in the video workspace. Verify that import finished and the source is still available.
Captions are shifted	Confirm source video, selected range and caption bank. Review cue start/end against playback. Recheck word anchors after text changes.
Music repeats the same result	Choose New variation every time for a new attempt. A fixed seed and retry of an interrupted job intentionally preserve repeatability.

Social consent spins or never returns	Keep FrameScope open, read its connection status and use Cancel pending connection before retrying. Check the intended account and required access. A platform/app-review limitation needs that provider’s resolution.
A red error is obscured	The current build places notifications above dialogs. Read the inline dialog error too; if the issue persists, capture the dialog and app version.
An old failed task will not leave the queue	Use its × when inactive. Find it later under Hidden. Use Pause/Cancel rather than dismissal if work is actually running.
A library item is missing	Clear search, detailed filters and favorites, then select All videos. Check whether you are in the video, audio, project or saved-edit library.
A scheduled post did not appear	Check Publication history, remote processing/draft status, actual visibility and the provider page. Verify the computer/app was available when local work was due. Avoid blind duplicate uploads.

A useful support package

1. Reproduce the issue once if doing so is safe and does not repeat an uncertain paid request or publication.
2. Record the exact time, app version, source type and selected model. Describe the steps you took.
3. Save the affected task log and a diagnostic export. Review the files before sharing.
4. Include a focused screenshot if useful. Remove keys, passwords, tokens and unrelated personal content.
5. State whether retry changed the outcome and which stages had already completed.

Expected result: This gives support a concrete starting point without requiring your entire media library.

Windows access denied for heartbeat.json

An older audio worker could fail when Windows temporarily prevented heartbeat-file replacement. Version 0.15.2 updates that signal without replacing the file and retries transient Windows replacement locks for other atomic saves. After updating, use Resume on the failed Music DNA task: valid completed checkpoints can be reused. Persistent permission or disk errors still require inspection. This diagnosis does not identify a particular antivirus product as the cause.

26 Quick reference, outputs and official links

Use this chapter to choose a file format, distinguish common terms and find the external service that owns a setup requirement.

Output formats

MP4	Rendered Shorts/full-video captions or supported dubbed video output. Review dimensions, sound and captions before publication.
SRT / VTT / TXT	Timed subtitle interchange or plain transcript text. Plain subtitle files do not retain every FrameScope visual effect.
HTML / PDF report	Readable video-analysis report. The manual itself is also supplied as offline HTML and PDF.
JSON	Structured report, Music DNA or provenance data for inspection and reuse.
WAV / FLAC / MP3	Audio outputs offered by the relevant music/mix/voice tool. WAV/FLAC preserve uncompressed/lossless delivery; MP3 is a voice export option.
STEMS / BUNDLE	Grouped audio exports or an editable audio-project package. Keep bundles for continued arrangement work.
Music DNA evidence ZIP	Analysis artifacts and provenance, optionally with the unchanged original recording.
ABC	Symbolic score input/output used by the supported YuE score workflow; distinct from a recorded waveform.

Terms in plain language

Model / runtime	The model is the learned data; the runtime is the software that executes it. Both must be compatible and ready.
RAM / VRAM	RAM is system memory; VRAM is dedicated GPU memory. Spare RAM does not automatically make every model fit on the GPU.
Seed / take	A seed helps control randomness; a take is one generated alternative.
Stem / source separation	An estimated isolated voice/instrument or group extracted from a mixture. Leakage and missing detail are possible.
Beat / downbeat / bar	A beat is a pulse, a downbeat begins a bar, and a bar groups beats. Model estimates can be wrong around tempo changes or ambiguous rhythm.
LUFS / dB / RMS	Measures used for perceived loudness, relative level and signal energy. They describe different aspects of audio.
Ducking	Temporarily lowering music around marked speech; not the same as separating a voice from mixed audio.
Checkpoint	Saved completed work that can be reused when source, model and relevant settings still match.
Blueprint	Editable generation instructions mapped from analysis; not a recovered original production session.
Local / API	Local runs on your computer. API requests use a selected external provider and may send the relevant input and incur charges.

Official setup references

FrameScope	https://framescope.cloud — distribution/account entry point. Use the app's update check for version detection.
Hugging Face tokens	https://huggingface.co/settings/tokens — create/manage your token. Guide: https://huggingface.co/docs/hub/security-tokens
Gated model access	https://huggingface.co/docs/hub/models-gated — author approval is separate from token creation. MuScriptor Large: https://huggingface.co/MuScriptor/muscriptor-large
Microsoft WSL	https://learn.microsoft.com/en-us/windows/wsl/install — Windows prerequisite background. Prefer FrameScope's managed setup for its own engines.
Microsoft WebView2	https://developer.microsoft.com/en-us/microsoft-edge/webview2 — desktop web-view runtime background.
YouTube alternate language audio	https://support.google.com/youtube/answer/13338784?hl=en — channel eligibility and Studio language workflow.
API providers	OpenAI: https://platform.openai.com/api-keys • Gemini: https://aistudio.google.com/api-keys • Anthropic: https://platform.claude.com/settings/keys • xAI: https://console.x.ai
Model terms	Use Official source in each model's terms dialog for the exact author/license documents associated with that model.

Edition and verification notes

Screenshots use isolated practice data in the actual app. Unchanged workspaces retain the 0.15.1 captures; the new Shorts workflows were recaptured for 0.15.2 and the library, player, caption and Voice Studio changes for 0.15.3. Visual AI examples are labeled practice proposals, not evidence of model accuracy. The 0.16 multi-camera and desktop account views use current isolated app captures. The FrameScope website account image uses the real candidate interface with synthetic account responses; live email delivery and CAPTCHA are separate release checks. Third-party account pages are not fabricated; their official links are supplied instead. Gated-model and token instructions, WSL background and YouTube language guidance were checked against official documentation on 4 October 2026. External sites may change. This guide does not certify all model variants, all languages' generation quality, every GPU, commercial permissions or live social-account approval. Review the installed app's current status and the selected author/provider conditions.

27 FrameScope AI: online processing

Use your FrameScope account to run supported AI work on the FrameScope server. Local editing, saved projects and ordinary exports stay in the desktop application.

Availability and billing

FrameScope AI requires an active Full license and enabled access. It is not included in Demo or Trial. Selecting it without a Full license shows a license requirement. The Usage screen records work; it is not a bill. Subscription purchases are not activated by this release. Existing Local and API choices remain available with their own requirements.

Choose FrameScope AI

1. Sign in to FrameScope. Open the tool you need and select FrameScope AI under Run with, the AI mode selector or the voice engine selector.
2. Choose the source, time range and requested task. Starting the task sends its required material to the service. There is no second Send confirmation after you have selected this online service.
3. Watch the task status. A busy server puts the request in a queue. Queue position can change as work finishes; it is not an estimated completion time.
4. Review the returned result, then edit or export it with the existing tools. FrameScope manages processing automatically; there is no model selector for this option.

Expected result: FrameScope AI does not require installing its AI models, enabling WSL or supplying a personal provider API key on your Windows computer. Windows still handles media preparation, previews and local exports.

What is processed online

Subtitles	Generate a transcript for the selected language and interval. Review flagged wording, numbers, names and timing before publishing.
Video Analytics and Compare	Selected video frames, audio excerpts and analysis text support the requested report features. Visual observations, speech and estimated sound observations remain separate evidence. Ordinary frame extraction and CPU measurements run locally.
Shorts Studio	AI Moment Detection uses a completed full-video transcript. AI framing sends frames from the selected interval and suggests crop/layout changes. These are proposals: review, apply and export the short locally.
Voice Studio	Supported translation, correction, reference-based speech generation and background separation run online. Use only voice references you are entitled to use. Source and target languages must be supported by the selected workflow. Review speech, timing and background artifacts.
Publishing	Generate post drafts from an existing AI report. The title, description and tags remain editable. Generating a draft does not publish it; the existing destination and publication review still applies.
Music workspaces	This release does not add FrameScope AI to Music Studio, Music DNA, Deep Music DNA or Sound Designer. Their existing Local/API workflows are unchanged.

Generate subtitles

1. Open Subtitles, choose a Video Analytics video and click Generate subtitles. Select FrameScope AI and check the language and time range.
2. Start generation and follow the task status. Difficult speech, music and overlapping voices may still need listening and manual correction.
3. Review the saved cues and marked ranges. Listen to uncertain words before accepting them.
4. Use the existing subtitle editor to correct text, timing, style and placement. Export subtitle files or render the captioned video locally. Translation creates separate target-language text; it does not alter the source recording.

Expected result: A completed technical task is not a guarantee of transcription accuracy. The service keeps recoverable completed work when an intermediate step is interrupted.

Find and frame a short

1. Open a video in Shorts Studio. Generate or choose its completed full-video transcript in AI Moment Detection.

2. Choose FrameScope AI, enter optional moment instructions and click Find moments. Save a proposed moment as a separate editable short, or open it in the editor.
3. In AI framing, choose FrameScope AI and the frame sampling rate. Click Suggest framing for the displayed source interval.
4. Preview each suggestion and then apply the suitable views. Silent frames cannot reliably establish who is speaking. Adjust the framing and captions before exporting.

Expected result: Failed or interrupted FrameScope AI moment and framing jobs expose Resume. Completed proposals and the source video remain available.

Voice and audio editing

For a standalone voiceover, choose FrameScope AI in Engine, select a permitted reference and its transcript, and prepare the target text. For video dubbing, follow Review transcript, Translate, Your voice library and Listen & export. Keep the existing timing review and audio timeline workflow. Moving, trimming, splitting, changing speed/gain or generating an edited mix uses saved audio; it does not require resynthesizing every phrase.

Recover a connection or processing failure

1. Read the latest task status and error. Queued means the task is waiting; Processing means work has begun.
2. When Retry or Resume is offered, use it to continue from saved work. A temporary connection retry keeps the same server operation and does not silently create a second copy.
3. If the service changes while a workflow is in progress, retain completed results and start a new workflow when prompted. Existing saved results remain available.
4. If the result itself is uncertain or incomplete, listen or inspect the source and correct it. Retrying is not a substitute for reviewing ambiguous evidence.

Expected result: Do not delete the project, source media or model folders to fix a queued job. The normal task logs and support tools remain available.

Privacy and temporary storage

The service accepts the material required by your selected task, such as audio, frames, reference voice or text. Temporary inputs are private, tied to the requesting account and automatically cleaned after completion or expiry. Other users cannot browse your files. The app does not request access to your personal Google Drive. Locally saved source media, completed project results and your exports remain under your control; the temporary transport store is not a permanent backup.

Read technical usage

Open My account and refresh FrameScope AI Usage. Completed jobs, attempts, processed audio minutes, input/output tokens and processing seconds are shown by module. Multiple recognition or correction passes can count the same source duration more than once. Retries are visible. These technical figures are not converted into a charge or a promise of a particular monthly allowance.

27 FrameScope AI: online processing — visual guide

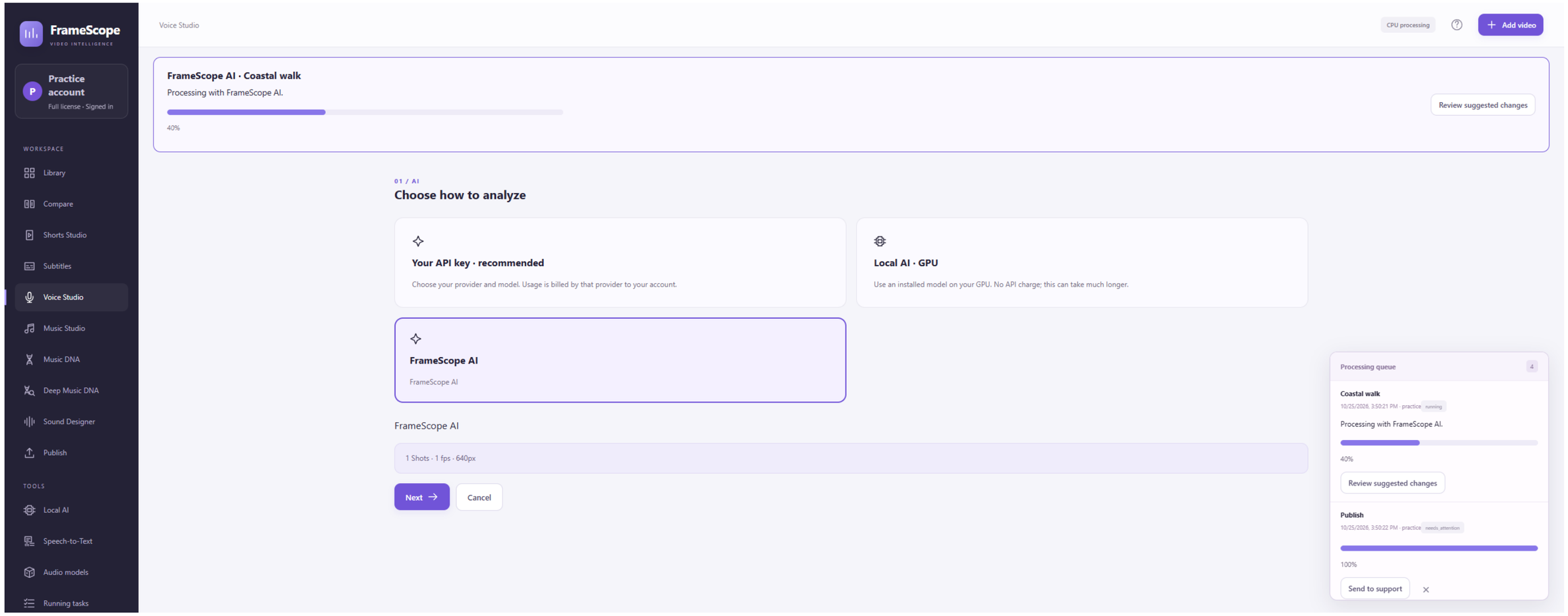


Figure 84. FrameScope AI appears alongside the existing API and Local AI choices. This is an isolated practice profile; availability still depends on the signed-in account and server.

27 FrameScope AI: online processing — visual guide

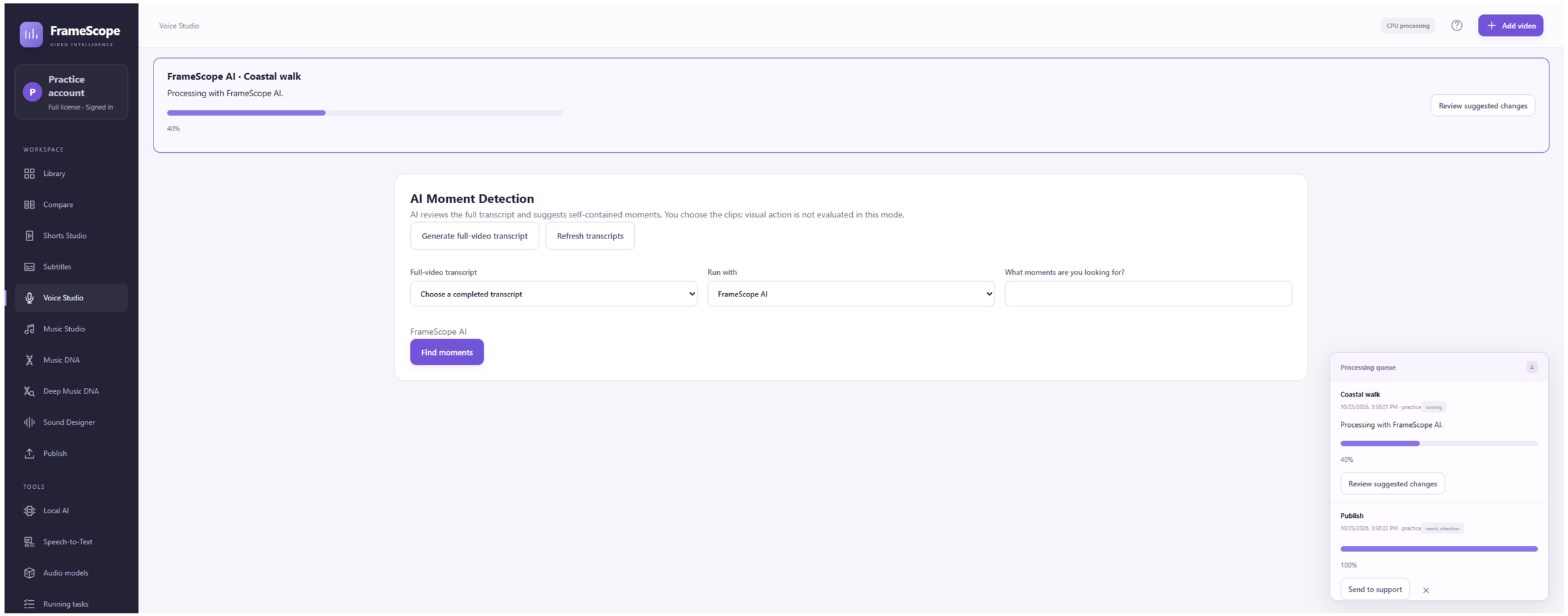


Figure 85. Moment detection is driven by the selected transcript. FrameScope AI uses the account connection and does not require a local model setup button.

27 FrameScope AI: online processing — visual guide

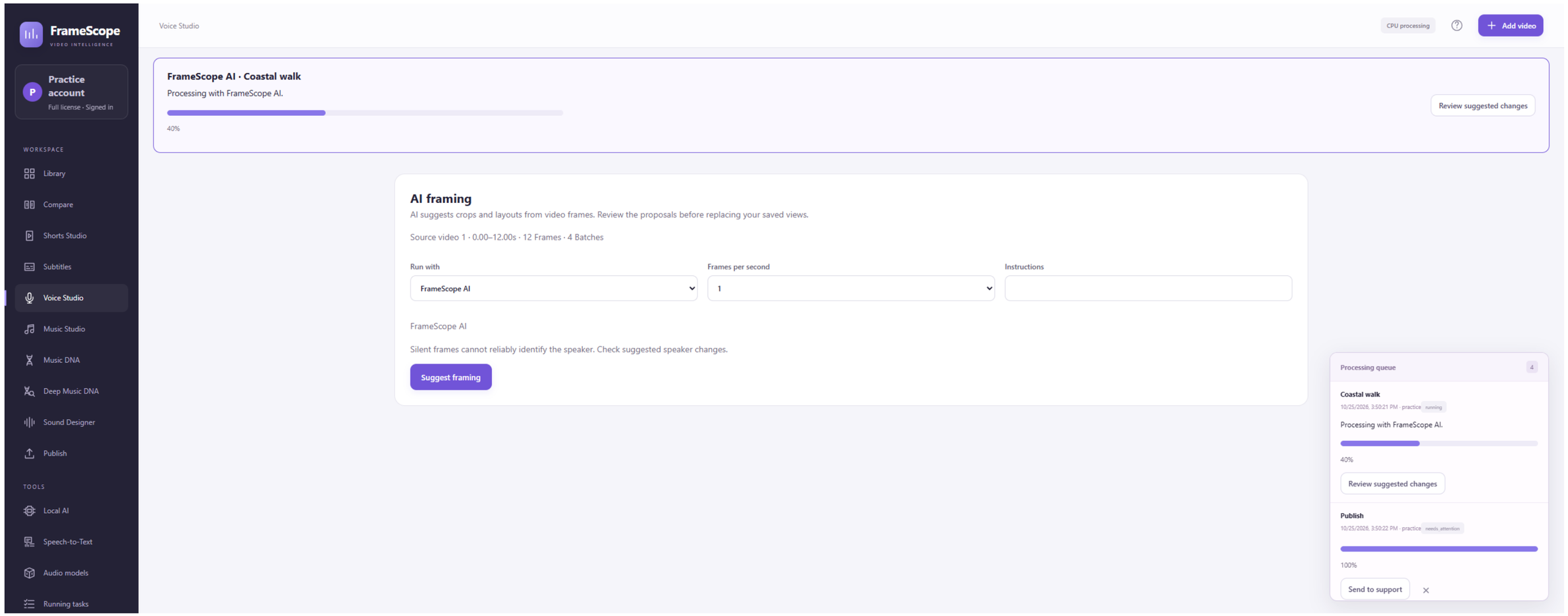


Figure 86. AI framing preserves the selected source interval and sampling rate. Apply suggested views only after reviewing them against the video.

27 FrameScope AI: online processing — visual guide

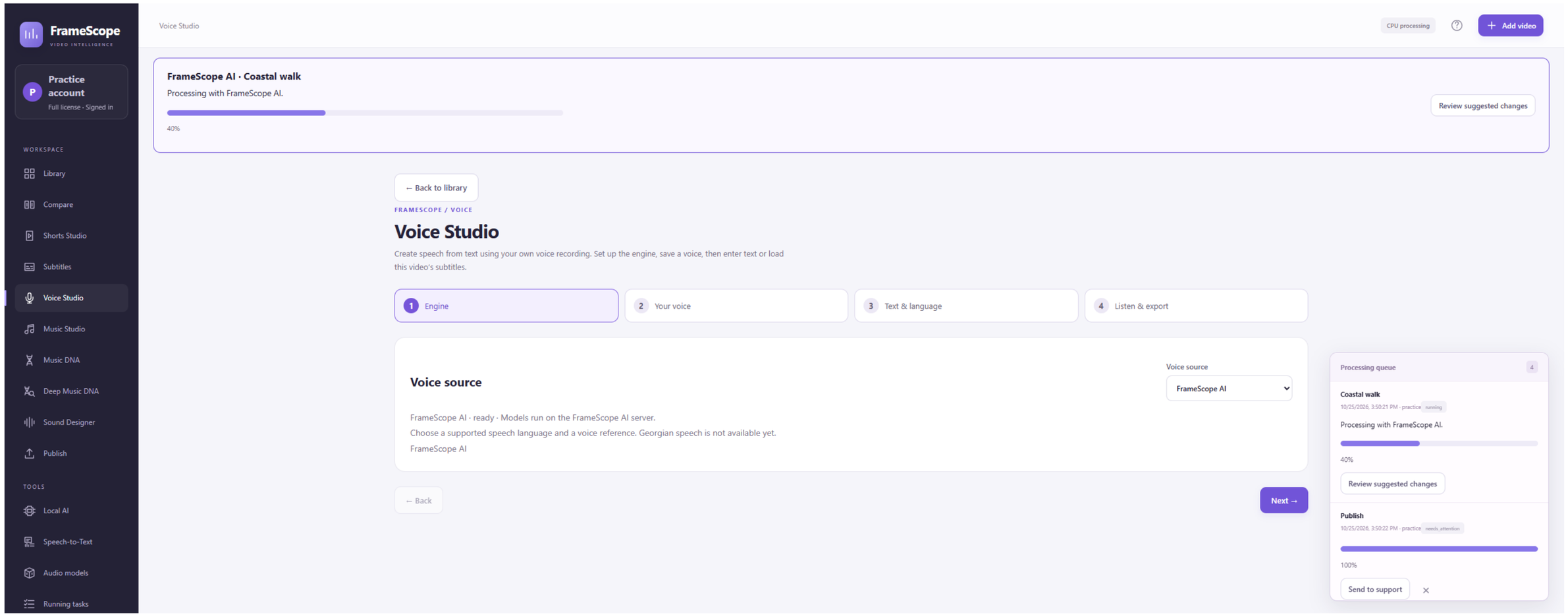


Figure 87. The hosted voice engine is an alternative to local synthesis and personal API providers. Reference permissions and supported language limits still apply.

27 FrameScope AI: online processing — visual guide

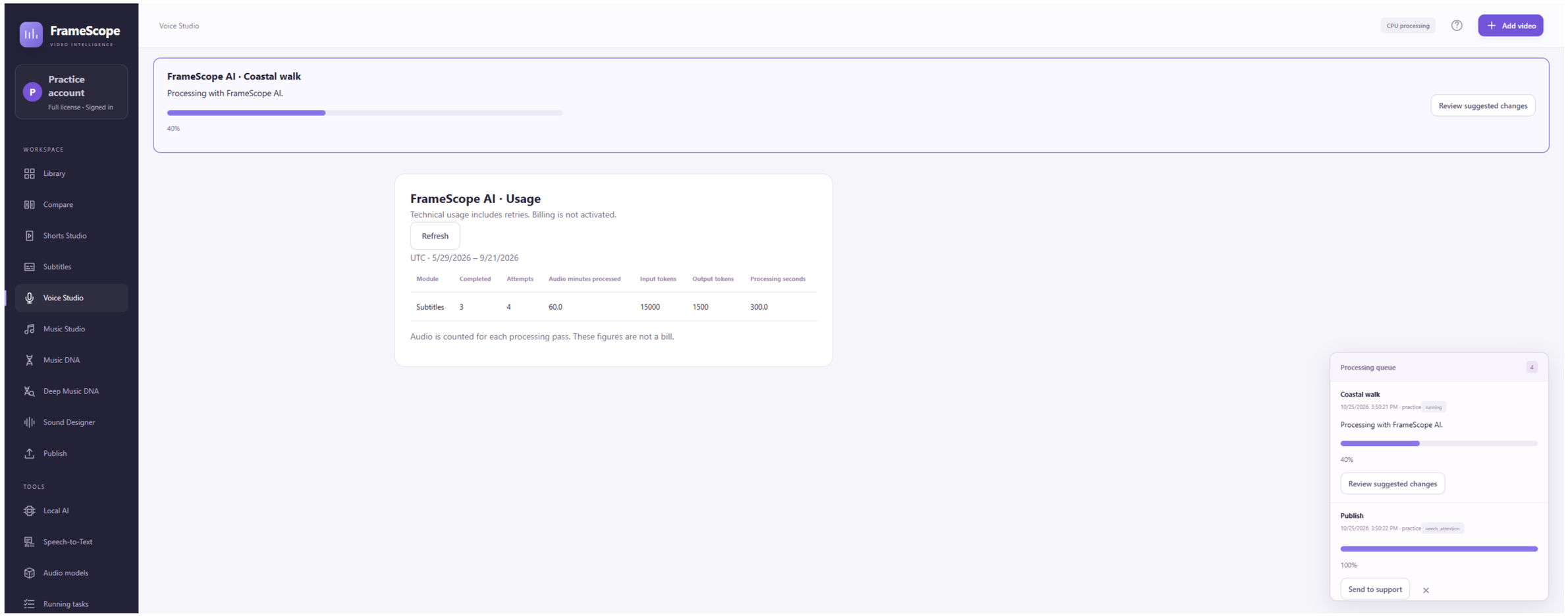


Figure 88. Technical usage for a synthetic account. Changing accounts hides results from the previous account, including a response that arrives after sign-in changes.

28 Video Editor: one editable timeline

Build a local multitrack project, reuse the complete subtitle and Shorts tools, and export to a chosen folder. The workspace menu is in the top toolbar. The separate sidebar tools remain available.

Create the right canvas

1. Open Video Editor in the left sidebar. Click New project and enter a name.
2. Choose Vertical, Horizontal, Square or Match first video. Choose SD, HD, Full HD, 4K or Match source. A vertical Full HD canvas is 1080 × 1920; horizontal is 1920 × 1080.
3. Add the first video to the timeline. Match first video uses that source, including its display rotation. Project settings lets you change orientation and resolution later.
4. The reference video supplies editing ideas; it does not silently replace your selected canvas. Applying a Shorts edit with a different canvas asks you first.

Expected result: Your project keeps its own dimensions. Changing them does not resize or rewrite the original source file.

Bring media into this project

1. The Media bin belongs to this project. Add from FrameScope Library, Files, URL or Phone. You can also drop supported files from Explorer into Media.
2. For Phone transfer, keep the phone and PC on the same reachable LAN, scan the QR code and select photos or videos. Leave the transfer window open until it finishes. A remote Ubuntu AI worker is not part of this transfer.
3. New phone imports also register in FrameScope Library. If an older editor phone import is missing there, choose Recover phone imports in Library. Project bins stay separate.
4. Drag a media tile onto the desired video or audio track. The footprint shows where it will land. Video sound appears on a linked audio track. Still images may retain transparency.
5. The original imported bytes remain stored. Preview derivatives improve compatibility; a preview is not your delivery master. Do not delete source files while a project still uses them.

Five workspaces

Video editing	Media and the main timeline. Select a clip to open Position, Crop and Color, filters & retouch in Inspector 03.
Audio	Per-track gain in dB, mute and measured normalization. Choose the whole mix to preserve relative balance, or each track separately.
Effects	Large template cards. Morning Edition, Field Notes and Proof Mark use full changing newspaper backgrounds. Ordinary transparent kinetic titles remain under Text.
Subtitles	Select one source clip first. The existing complete Subtitles editor opens above the main timeline, with local, API and FrameScope AI choices, import, timing, presets and text editing.
Shorts	Select one source clip first. The existing Shorts editor opens with its established camera views, crop, captions and source controls. Apply returns supported results as editable layers.

Edit and animate clips

1. Select a clip on the timeline. Position uses canvas pixels, with the centre at half the canvas width and height. Scale, rotation, opacity, Fit and Fill adjust the selected picture.
2. Expand Crop for independent left, top, right and bottom edges. Set an individual property keyframe or a global keyframe; move the playhead and change the value to animate it.
3. Use the colour section for exposure, contrast and its pivot, blacks, temperature, tint, saturation, texture, sharpness, filters or existing region retouch. These colour controls are static per clip in this release.
4. Drag or trim clip edges. Snap aligns nearby frame boundaries. Ctrl+C and Ctrl+V copy selected timeline elements to the targeted track. Ctrl+Z undoes an edit.
5. Use +V/−V, +A/−A and +T/−T to manage tracks. When a title would overlap an occupied title interval, the editor finds or creates another title track. Existing captions are retained.
6. Place transitions at picture changes, including supported cross-track boundaries; independent optical effects can occupy their own timed interval. Select them to edit duration, level or remove them.

Use the complete subtitle tools

1. Choose Subtitles or Shorts in the top workspace menu. A selected video or its linked audio opens directly. With one video, it opens automatically; with several, choose a timeline clip. An empty timeline offers Open Media. The source range opens in a separate saved working draft.

2. Generate or import captions using the existing workflow. FrameScope AI requires an active Full license and network access; local generation still requires its local model. API mode uses your provider setup.
3. Review words and timing, choose animated presets, and adjust the familiar font, colour, position and grouping tools. The upper workspace scrolls independently of the main timeline.
4. Click Apply to main timeline. The workspace saves first, then returns individual editable subtitle clips. Captions outside the selected range remain. Undo can restore the previous main edit.
5. Back to editor saves your working draft and returns without applying. Reopen the same clip and workspace to continue. A failed save leaves the workspace open and preserves your text. Use Apply to main timeline when ready.

Expected result: This reusable workspace operates on one selected original video range. It is not an all-provider transcription of the entire mixed multitrack project. The existing AI visuals combined-subtitles workflow can process its mixed timeline.

Return between workspaces and the timeline

1. Generated captions use a visible initial style before you choose a preset. Advanced controls, Animated preset gallery and Text Animation start closed.
2. Highlight words and its colour sit beside Words per subtitle. Choose Plain to remove an animated style without removing your words.
3. Double-click a subtitle layer to reopen its bound workspace. Text, timing and individual styles from the timeline are restored. Apply returns the changes to editable layers.
4. Shorts cuts, split views, sampled camera transitions and held frames become native layers. Linked Voice Studio audio returns as an editable mixed audio clip; its source audio project travels with a full portable save.
5. Continuous native split, trim and reorder edits can return to Shorts source cuts. Native-only changes remain on unchanged picture layers when you apply caption edits. Independently changing a converted panel or introducing gaps is not fully represented in the Shorts source preview: inspect those changes on the main timeline.
6. If a save response is lost, the same save is retried safely. If another window truly saved a different revision, Apply keeps your visible work in a recovered draft and preserves that other version.
7. Inside Video Editor, export using the main Export button. Separate subtitle export settings remain in the standalone Subtitles workspace.

FrameScope AI editorial decisions

The service first separates source evidence from interpretation, then proposes supported editable actions and reviews them. Reference analysis carries visual hierarchy, pacing, typography and motion rules into planning. Missing audio evidence is marked as unknown. An unrelated or unsupported action may be omitted instead of replaced with decoration. Review the result: this does not reconstruct every effect in an arbitrary reference or guarantee a perfect edit.

Build an edit from a reference

1. Put your own footage on the main timeline and choose the project orientation. Open AI visuals, enable Edit like a reference and select the reference through the media picker.
2. Enable Camera zooms, Illustrated B-roll and Generate subtitles as needed. Select the speech language. Start Generate visual edits; upload, analysis, planning and drawing are separate progress stages.
3. The service samples successive moments inside detected reference shots, examines the target transcript and picture, then reviews an edit plan. Reference pacing is adapted to speech boundaries; original speech is retained.
4. For each selected photo cut, a separate direction and review step chooses a distinct scene grounded in the whole speech. Repeated or unrelated scene proposals are retried before image generation. More distinct photos can take longer to generate. Existing saved edits are unchanged: run Generate visual edits again to use the new photo direction.
5. When the result is applied, inspect the new cuts, title lanes, Camera movements and picture cutaways. Select a block to change its text, duration, style, framing or sound level. Undo restores the previous edit.
6. Expand Applied cut and picture plan to see the reason for each beat. Sounds to review in reference lists uncertain observations with reference times; use your own or suitably licensed sound at the corresponding target moment.
7. A rejected picture leaves the original footage visible and is counted in the result. Review omitted actions instead of assuming every proposed effect reached the timeline. Regeneration replaces prior generated treatment without stacking a duplicate set.

Expected result: These are editable equivalents. Fonts depend on installed families; samples can miss changes within a shot. Picture cutaways are still photographs with movement, not generated action video. Recognized sounds use synthesized equivalents, not the original recording. Unsupported effects are reported. Review the complete result before exporting.

Audio normalization

Enter a peak target such as −6 dBFS and click Measure and normalize. Whole mix uses the measured overlapping sound while retaining track balance. Each audio track sets tracks individually; later overlap can still raise the combined level. Title sound effects are separate from this measurement. Peak normalization is not loudness normalization to a LUFS broadcast target. Changing the edit while measurement runs invalidates its result.

Save, move and recover a project

1. The project saves locally as you edit. File → Save explicitly flushes pending edits.
2. File → Save as full creates a portable .framescope package with the timeline and its referenced media. Choose a destination with enough space.
3. File → Open project file restores a saved package. It does not replace the original files used by an unrelated project.
4. The trash button beside the project selector deletes only that editor project after confirmation. Original media, retained exports and separately saved portable packages remain.
5. Before upgrading an existing draft, the editor keeps a recovery copy. If save or export fails, keep the project and inspect the displayed message before retrying.

Export a delivery file

1. Click Export. Choose an available format and codec, quality, dimensions, frame rate and audio bitrate where relevant.
2. Match source reads the selected video, or the first source video if none is selected. It fills supported container/codec, dimensions and frame rate; it does not promise a lossless edit.
3. Choose folder to set the delivery destination. Start the export and watch the actual preparation, rendering and delivery stages. The project canvas is not changed by a different export size.
4. Open My exports or Tools → Exports to find the completed result. Play a sample from the beginning, middle and end before delivery.

Media and delivery scope

Available output families	H.264 MP4/MOV/MKV, HEVC MP4/MOV, VP9 WebM, ProRes 422 HQ MOV/MXF, DNxHR HQ MOV/MXF, MPEG-2, XDCAM-style MPEG-2 4:2:2 MXF, MPEG-4, MJPEG/raw AVI, WMV and GIF. Audio profiles include 24-bit WAV/AIFF, AAC, MP3 and FLAC. Only profiles supported by the bundled encoder and muxer are offered.
Source fidelity	Original files are not rewritten. H.264/HEVC, ProRes, 4:2:0/4:2:2 and MXF ingest depend on the actual codec in the file, not only its extension. Rotation and variable frame rate are read from media metadata.
HDR and bit depth	The current composite working pipeline is 8-bit SDR. PQ/HLG sources are tone-mapped for that pipeline. A 10-bit output container does not recover discarded precision. Dolby Vision metadata and end-to-end HDR mastering are not preserved.
Not implemented as certified exports	AS-10/AS-11 compliance, P2 folder authoring, DCP, Blu-ray/DVD authoring, proprietary camera RAW and image-sequence deliveries are not provided here. Codec/container availability is not certification of a broadcaster specification.
Testing limits	Synthetic codec/rotation/HDR fixtures and isolated real-media excerpts were checked. This is not certification of every iPhone, Sony camera, format variant, device or long-form export.

Find a saved AI moment

1. In Shorts, find a proposed moment and click Save as. Enter a name and click Save.
2. The confirmation names the saved edit and explains its location: Shorts Studio, Saved edits. This saves an editable project, not a rendered video file.
3. Choose Open saved edit to continue now, or Done to stay with the suggestions. The suggestion retains a saved-edit card with an Open saved edit button after reopening.
4. Inside Video Editor, the saved moment opens in the current Shorts workspace. Adjust it, then choose Apply to main timeline to return editable video, audio and captions. Export when you want a video file.

Expected result: The saved edit remains separate from the original source. Saving does not silently export a file or replace the main timeline.

28 Video Editor: one editable timeline — visual guide

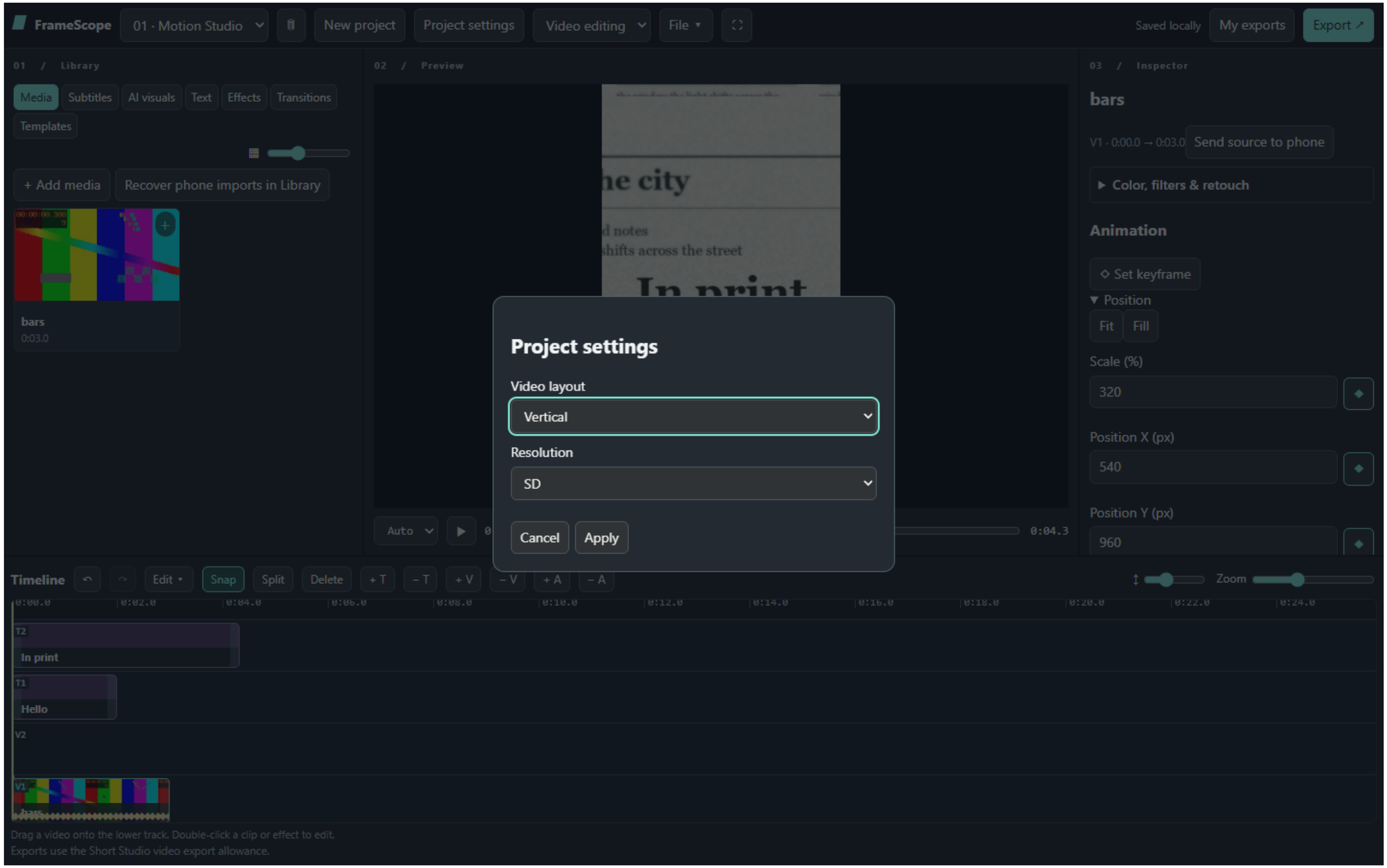


Figure 89. New project offers orientation and resolution choices. This is a synthetic practice project.

28 Video Editor: one editable timeline — visual guide

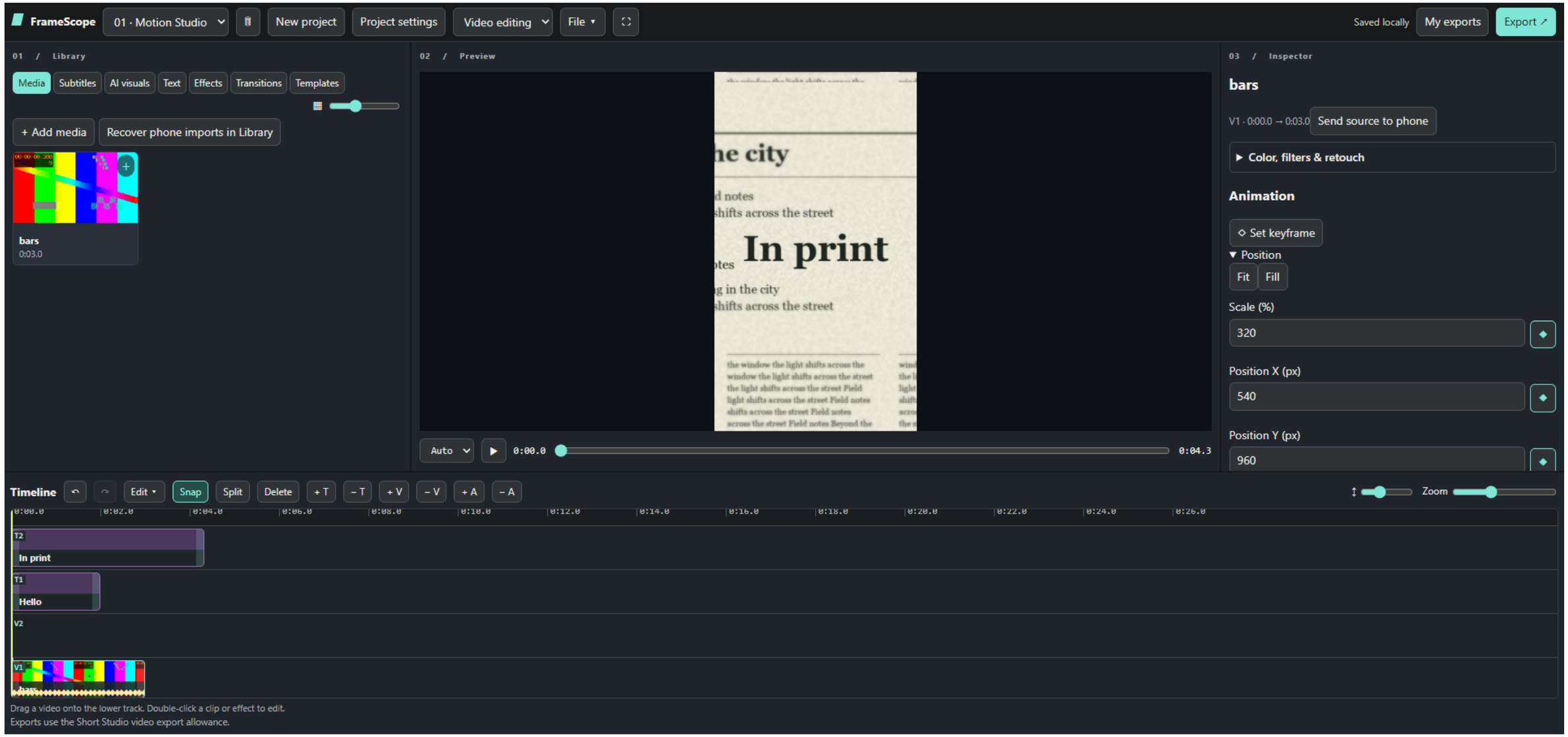


Figure 90. Main editing workspace, project controls and independent title layers. Resize the panel dividers to suit your display.

28 Video Editor: one editable timeline — visual guide

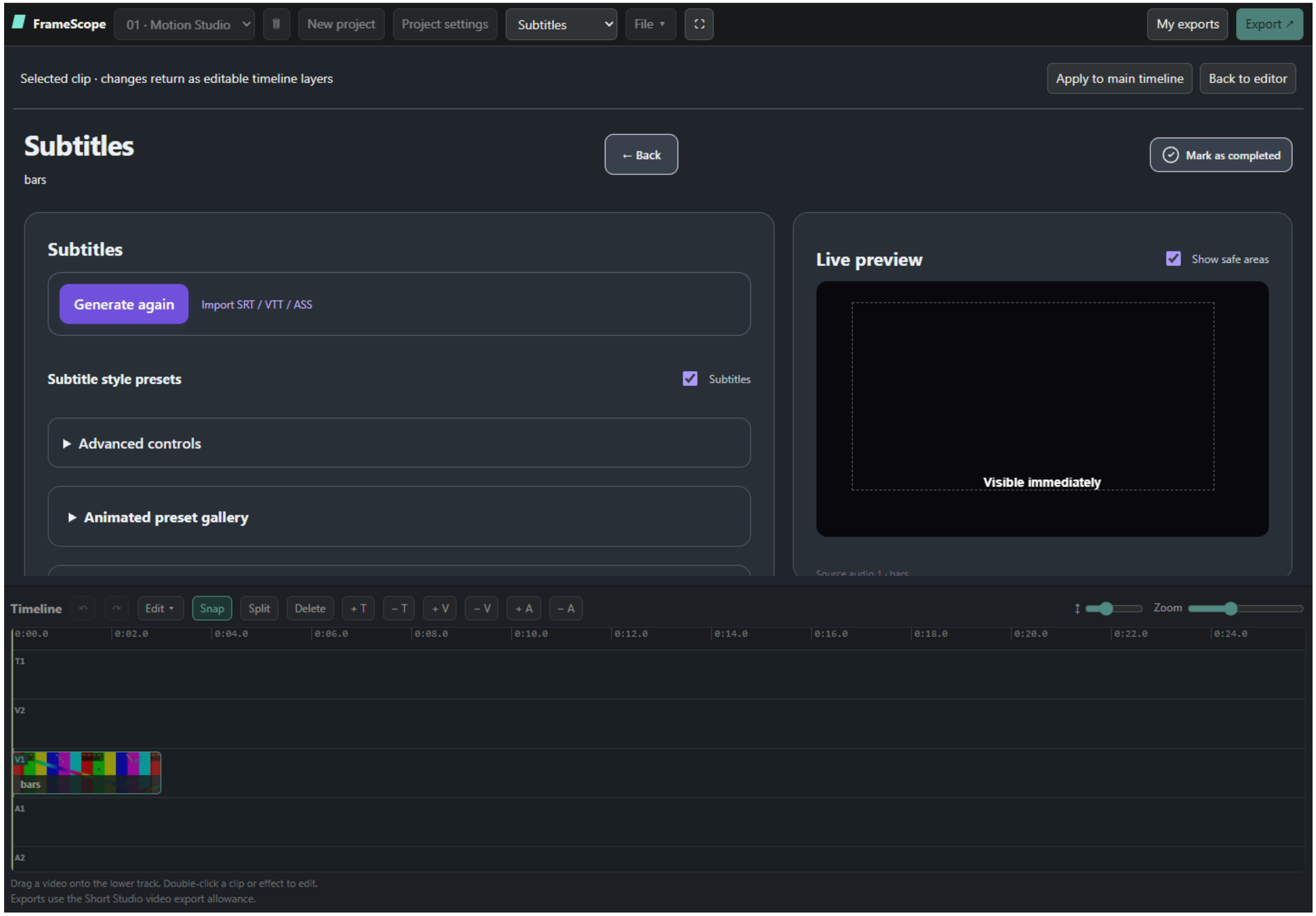


Figure 91. The familiar full Subtitles interface inside Video Editor. Apply returns editable text layers to the timeline below.

28 Video Editor: one editable timeline — visual guide

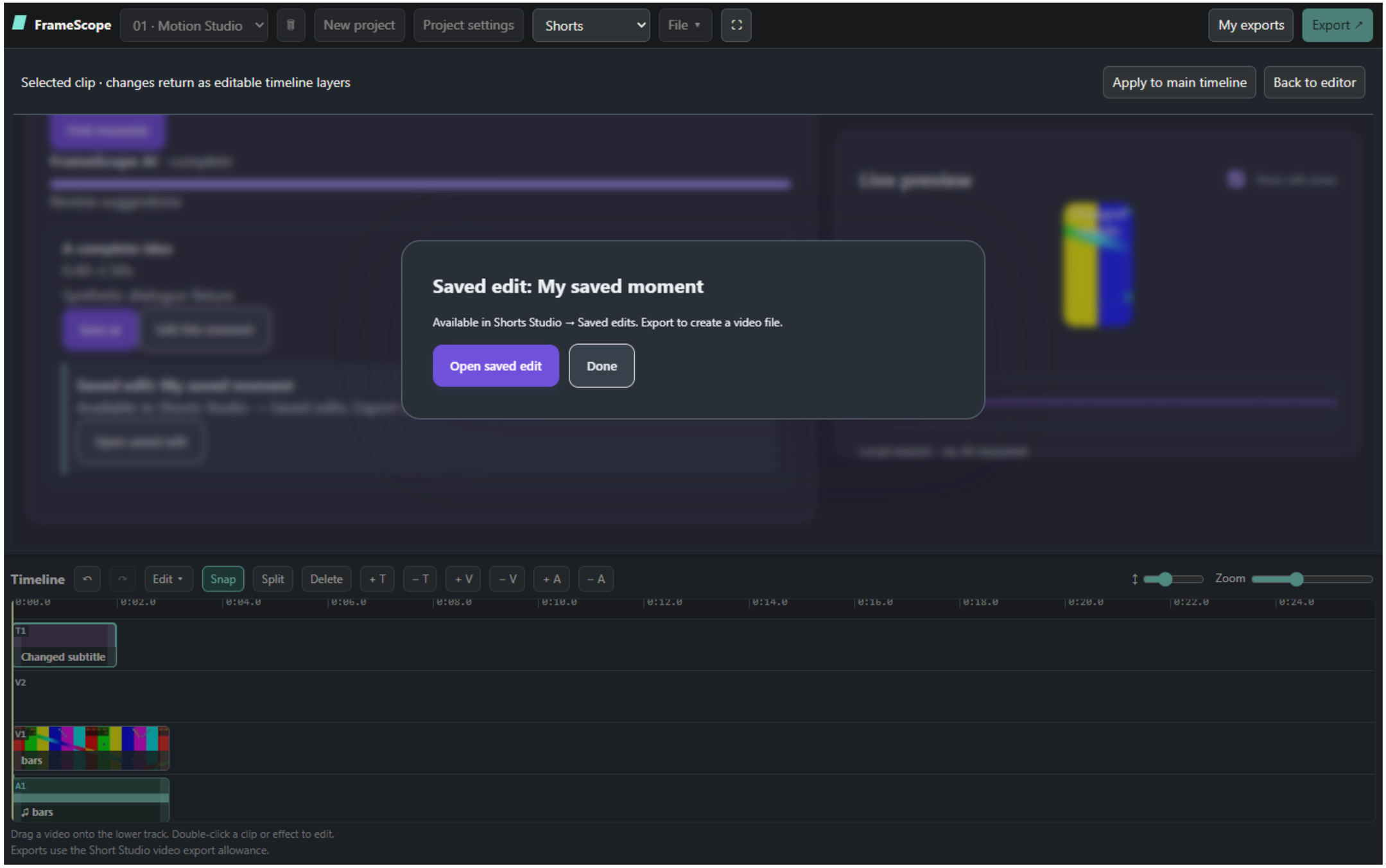


Figure 92. A saved moment has a clear destination and a direct Open saved edit action. Synthetic practice result.

29 Video Editor: text, graphics and color looks

Use original FrameScope templates without installing Adobe or DaVinci Resolve. Every template remains editable on the timeline.

Add and customize a template

1. Open Video Editor and choose a project. Add any personal pictures to this project's Media first.
2. Choose Text for titles and lower thirds, Effects for graphic cards, or Templates for photo layouts. Hover a card to preview its animation and drag it onto the timeline, or click to add it.
3. Select the new block. Inspector 03 shows the fields that apply to it. Edit each text line, add or remove lines, and select your images in picture slots.
4. Expand Style & timing for font, color, text marking, background and entrance/exit timing. Available fields vary with the selected family.
5. Set Duration or drag the block edge. Use the existing Position and keyframes to animate the whole graphic. Save as full includes pictures and LUTs so it can reopen on another computer.

Expected result: The edited text, photos and settings appear in both preview and export. Overlapping titles receive separate title tracks.

Original native collection

Text	10 Cinema titles, 9 Journal annotations, 20 Hook animations and 6 Lower thirds. Georgian and English text can be mixed in the same template.
Effects	15 Document graphics, 8 Message layouts, 4 Search layouts, 6 Logo cards and a Subscribe / follow card. Add or remove only the slots the design supports.
Templates	Two podcast photo layouts and one explainer card sequence. These accept still images, not arbitrary video replacement slots. Decorative equalizers are animations, not audio analysis.
Transitions	30 additional procedural wipes, camera moves, light leaks, texture and geometric reveals. They use the project's frames, not demonstration footage. Standalone effects may run up to 600 seconds; clip-bound transitions retain their shorter limit.
Color looks	24 original creative SDR .cube looks. These are not camera-specific Log/HDR transforms and do not establish broadcast color accuracy.

Use a LUT

1. Select a video or image clip and expand Color, filters & retouch, then LUT color looks.
2. Choose a built-in look, or click Import .cube LUTs to add your own compatible file. Search filters the list.
3. Set LUT strength from 0 to 100. Choose None to remove the LUT.
4. Use File → Save as full when you need to transfer the project with its LUT and source pictures.

Expected result: The same LUT calculation is used in preview and export. Unsupported or malformed LUT files show an error without replacing saved work.

Import boundaries

FrameScope does not execute or convert AE, MOGRT, Premiere, Fusion or DRFX projects. The native collection is independently implemented and does not promise exact reproduction of third-party templates. The importer accepts single 1D or 3D .cube LUTs; combined 1D+3D files are not supported. Personal imports remain in the local account profile. Share a full project only when you may also share its included assets.

Report an editor failure

Editor task failures also appear in Running tasks. Open Details and log to inspect, copy or save the technical report, then use Send to support if you want us to review it. A receipt confirms delivery. Reports retain stages, timestamps, safe failure facts and a server task identifier when available; they exclude media, transcripts, prompts and passwords. Retrying does not erase the earlier failure. Older failed tasks may lack details that their version never recorded. A server processing failure is distinguished from an interrupted connection.

29 Video Editor: text, graphics and color looks — visual guide

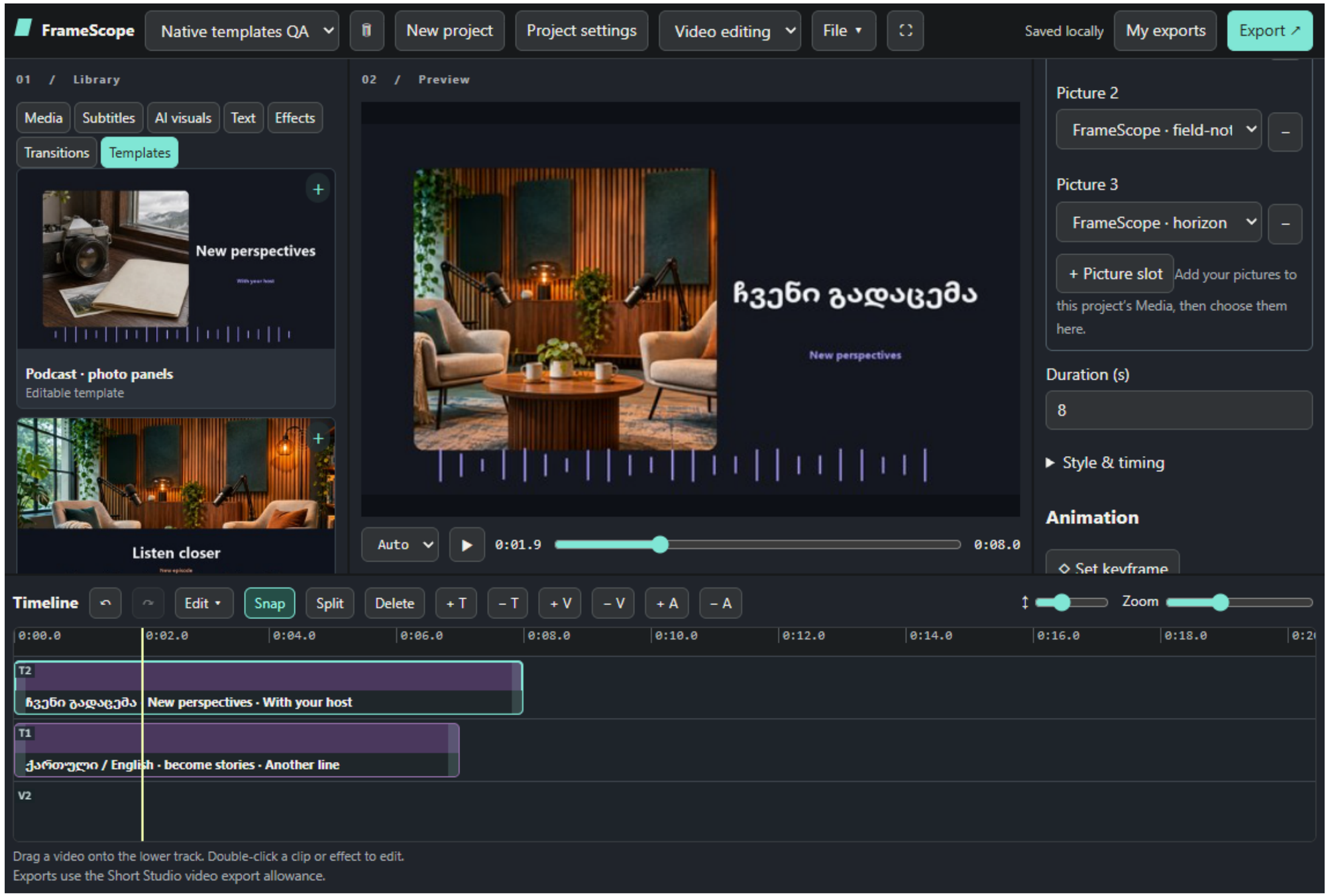


Figure 93. Native photo layout with editable text and image slots in Inspector 03. The media shown is original FrameScope artwork.

30 Video Editor: camera movements and graphic timing

Add editable camera moves and customize a recovered reference title card.

Add a camera movement

1. Open Video Editor and place a video on a V track. In Library, select Camera movements.
2. Hover a preset to preview its motion. Drag Zoom in, Zoom out, a pan or Push in and out onto the Camera / effects row above the intended V track. The footprint shows its position and length.
3. Click the movement block. In Inspector 03, adjust its start, duration, direction, speed or zoom amount. Pan presets crop the frame slightly so movement does not reveal empty edges.
4. Drag the movement block to move it; drag its left or right edge to shorten or lengthen the animation. Click a block, then Delete or Remove zoom to remove only that movement. Undo and Redo restore edits.

Expected result: Camera moves are saved with the project and use the same compositor in preview and export. No cloud generation is required for these presets.

Hold the final camera position

New camera presets hold their final position until the next camera movement or source cut. A dashed Hold segment shows this continuation on the timeline. In Inspector 03, After movement can instead return to original framing. Existing saved movements retain their previous behavior; select Hold to enable it. Zoom in and out intentionally returns to its starting view during the movement; choose Zoom in to finish closer. Clicking a Hold segment selects its movement, and Delete removes both.

Set Hold duration manually or automatically

Drag the right edge of the Hold segment to shorten or extend the pause without changing the movement speed. This selects Manual in Inspector 03. Enter Hold duration (s) there for precise timing; zero removes the pause. Choose Hold duration > Automatic to follow the next movement or cut again. The hold stays within the current visible source even if a longer duration is entered. Undo/Redo and reopening preserve the setting.

Which video tracks does the camera affect?

A camera on the V1 Camera / effects row moves the V1 image. On V2 it moves the combined V1 and V2 image; higher video lanes are rendered afterwards. Put the camera on the highest used V lane to affect the assembled video beneath it. This does not change the independent title and subtitle layers.

Customize a recovered graphic card

1. Click a recovered title-card clip on the timeline. Inspector 03 shows Graphic appearance and timing when the card has an editable recipe.
2. Change Card text, Text color, Background color or Outer background color.
3. Expand Animation timing (seconds). Set Total duration, background appearance/disappearance and fade durations, then text appearance/disappearance and entrance/exit durations.
4. Choose an optional Graphic sound and its Sound volume. None leaves it silent.
5. Click Update card and wait for Graphic updated. The saved timeline changes only after local rendering completes. Make space on the same track before extending the card.
6. Use Save animation to retain the updated recipe in Templates for another project. Reset unsaved changes restores the fields before Update card; Undo restores an applied change.

Expected result: The text remains visible between its entrance and exit. Timing is measured from the graphic's beginning, not from the timeline start. Changing timing resets any previous trim to use the whole newly rendered graphic.

How customized animation behaves

The measured entrance is replayed over the chosen entrance duration, holds at its settled pose and reverses on exit. Background fades apply to the entire card. Text must remain within the background interval; entrance and exit durations must fit inside their visible interval. Invalid settings show an error and retain the saved work.

Which graphics can be edited

These controls work on supported recovered reference title-card recipes. They cannot separate text and background already flattened into an arbitrary video. Optional soft tap and swish sounds are new synthesized accents; they are not extracted from the reference soundtrack. Existing recipes keep their original measured animation until timing is customized.