



Vegas + DVD

Tips, Tricks, and Scripts

Learning and using Vegas 4, and DVD Architect

What is “Tips, Tricks, and Scripts”?

Welcome to the first issue of Tips, Tricks, and Scripts. In these pages you will find various tips and tricks to help use Vegas 3, Vegas 4, and DVD Architect better. Each month we will strive to provide information that will assist **you** in your editing.

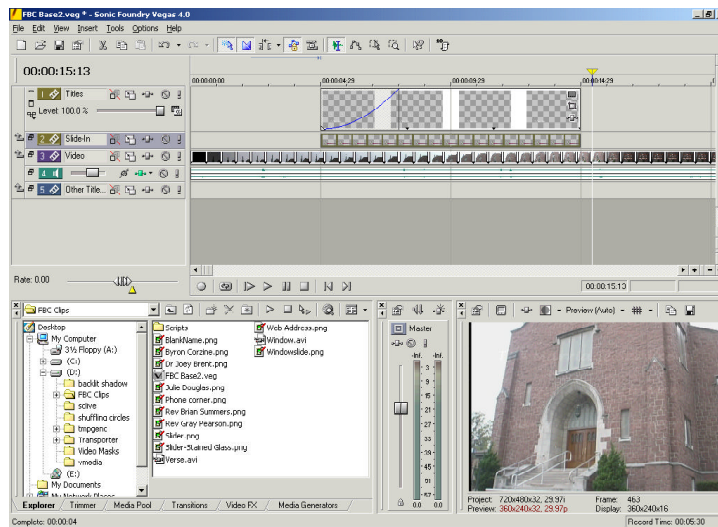
Because Vegas is such a powerful program, there are frequently many ways to perform the same task. Therefore, there is often no “right” way to do things. In many cases, one such method will be presented. In other cases, multiple methods will be illustrated.

When it comes to DVD authoring, DVD Architect is the *new kid* in town. It offers several

powerful features not found in other much more expensive authoring tools. Motion menus and backgrounds and AC-3 encoding are two powerful features found in DVD Architect. The many steps required to build a DVD and the features of DVD Architect will be discussed.

Your assistance is also needed. If you have tip, tricks, or scripts, send them in. If you have requests for articles, send those as well. If you would like to write an article, submit that as well. All input will be greatly appreciated. Please send e-mails to vegastips@jetdv.com.

Edward Troxel



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Vegas Preferences - Part 1

By Edward Troxel

Configuring Vegas' preferences is a matter of personal needs. There are many options available which can make your editing experience a happier experience. Don't like the way something works? Look in the preferences and you may be able to change it.

To get to the preferences screen, choose Preferences from the Options menu. On the General tab, I turn **off** the **Automatically open last project on startup** option because I may not want

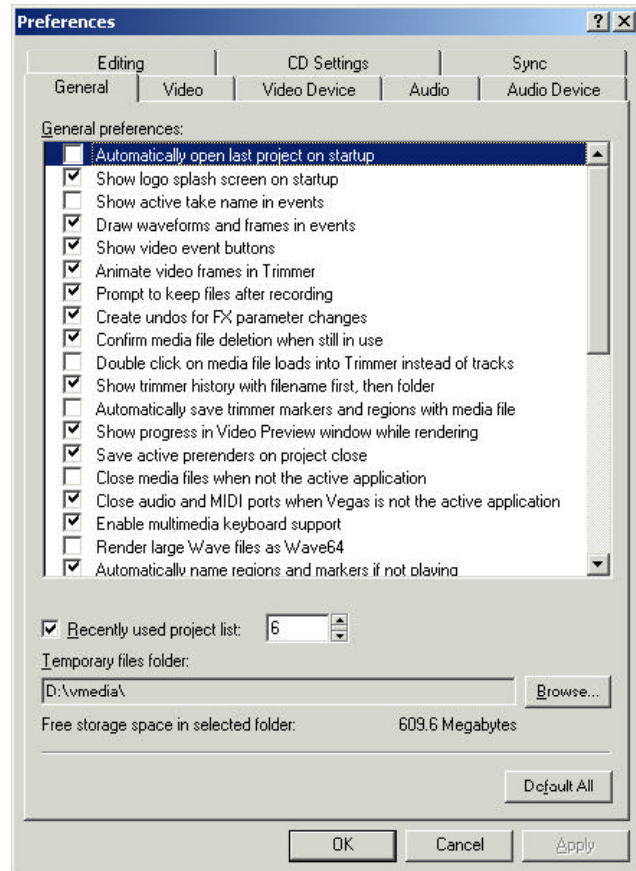
the last project. I find it easier to open the one I really want.

If you are coming from another NLE and don't want to see all the pictures on the timeline, you can turn **off** **Draw waveforms and frames in event**.

Other settings I normally change include turning **off** **Use Net Notify to stay informed about**

Sonic Foundry products. Since most of my editing computers are not connected to the internet, the option really makes no difference. I also turn **on** **Make spacebar and F12 Play/Pause instead of Play/Stop**. By setting this option, when you press the spacebar to stop the playback, the cursor will not return to its original position instead of staying at the current location.

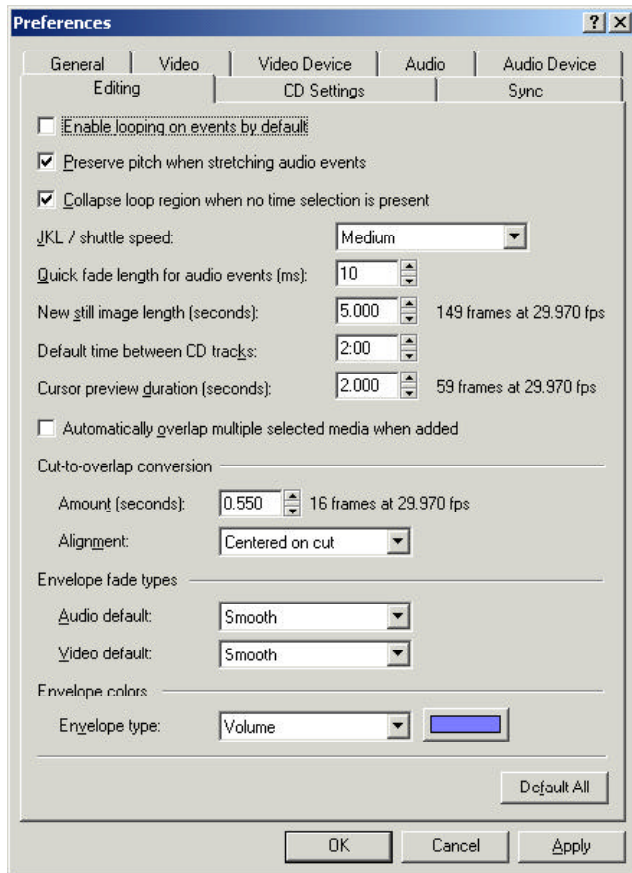
The last item I change on the General tab is



the **Temporary files folder**. This should be set to a drive with plenty of space that is, preferably, **not** the same drive containing your operation system. I generally set this to my video drive.

The Editing tab contains the other items I change from the default settings. On this tab, I first turn **off** **Enable looping on events by default**. Let's say you have a 5 second clip that you extend to 7 seconds in length. With this option **on**, the first two seconds would be repeated in the last two seconds. With this option **off**, the last frame will be repeated for the last two seconds.

The next item I change on the editing tab is



turning ***on*** **Collapse loop region when no time selection is present**. By setting this option, clicking on the timeline will remove all loop regions. This is a personal preference you may not desire.

A new feature in Vegas 4 lets you scrub the timeline at up to 20x compared to 2x in Vegas 3. By default, the maximum speed is set to 4x - which is also the maximum speed at which sound remains playing. To change this setting, change the **JKL / Shuttle Speed** to "Fast" enabling speeds up to 20x.

Explore the various options on these tabs. You may be surprised to find that Vegas *can* do things you previously thought were impossible. In Part 2, we will look at other preference settings that need changed to give you full control of your editing environment.

What is Scripting?

By Edward Troxel

Scripting is one of the powerful new features of Vegas 4. With scripting, you can automate repeated tasks and add new functionality to Vegas. Need a snapshot once every 60 seconds of your video? Write a script.

Fade In/Out

By Edward Troxel

Adding a fade in and a fade out to a clip is already an easy process in Vegas. Simply grab the fade handle in the upper left or upper right hand corner of the event and drag it toward the center will create the fade. The process can be made even easier by writing a script.

The first step is to specify imports. All scripts should have at least two imports - one to access Vegas and one to display error messages.

```
import System.Windows.Forms;  
import SonicFoundry.Vegas;
```

Next, comes the main section of code that will automatically run when the script is started. This code will locate the selected event, specify there is to be a one second fade in, and then specify there is to be a one second fade out. If any errors occur, the error message will be displayed.

```
try {  
    //Find the selected event  
    var evnt = FindSelectedEvent();  
    if (null == evnt)  
        throw "no selected event";  
  
    //Now set the one second fade in/out  
    evnt.FadeIn.Length = new Timecode(1000);  
    evnt.FadeOut.Length = new Timecode(1000);  
} catch (e) {  
    MessageBox.Show(e);  
}
```

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The first step of the script is to find the selected event. That is done by calling the **FindSelectedEvent** routine shown in Figure A. Once the selected event has been found, the fade in and fade out lengths are set to one second - or 1000 milliseconds - using the **Timecode** function. At that point, the script is completed and exits.

In order to find the selected event, the **FindSelectedEvent** function must be included in

the script. This function works by first looking at every track, and then looking at every event on that track, to determine which event is selected. Once found, the fade in and out lengths are adjusted.

While this is a fairly simplistic script, it demonstrates how scripting can simplify and combine multiple tasks into one easy step. With a little modification, this script could also change *all* selected events instead of only the *first* selected event.

Complete Fade In/Out Script - Figure A

```
/**
 * This script will add a one second fade in and fade out on the selected event
 * Written by: Edward Troxel
 * Revised: 02/26/2003
 **/

import System.Windows.Forms;
import SonicFoundry.Vegas;

try {

    //Find the selected event
    var evnt = FindSelectedEvent();
    if (null == evnt)
        throw "no selected event";

    //Now set the one second fade in and fade out
    evnt.FadeIn.Length = new Timecode(1000);
    evnt.FadeOut.Length = new Timecode(1000);

} catch (e) {
    MessageBox.Show(e);
}

function FindSelectedEvent() : TrackEvent {
    var trackEnum = new Enumerator(Vegas.Project.Tracks);
    while (!trackEnum.atEnd()) {
        var track : Track = Track(trackEnum.item());
        var eventEnum = new Enumerator(track.Events);
        while (!eventEnum.atEnd()) {
            var evnt : TrackEvent = TrackEvent(eventEnum.item());
            if (evnt.Selected) {
                return evnt;
            }
            eventEnum.moveNext();
        }
        trackEnum.moveNext();
    }
    return null;
}
```