#### ROUGH DRAFT 120910

# What does ADR ToolBox do?

Tools come about to meet a need. ADR Toolbox is no different It was designed to answer an important question: How can an ADR editor start working on a show from day one without concern for picture changes. To answer this challenge, ADR Toolbox was designed so that editors can cue material and conform it as picture and project change, either in a stand-alone environment or in cooperation with ProTools. ADR Toolbox has conform and rebalance features that rely on standard AVID/FCP change notes, after which an editor can then check the cues against picture in the program.

ADR ToolBox also addresses organizational challenges. An editor can organize his or her cues into bins based on any criteria. You can have a bin of cues that belong to a particular version of pictures, or a bin of cues that need to be shot on a particular day. Cues are easily accessible in iTunes-style views and can be searched for based on various criteria. At the end of the day, an editor can then print out a line count that can be passed on to any friendly post supervisor.

## Getting Started!

In the past, working with ADR cues involved looking at linear list of cues in a program like FileMaker Pro. ADR ToolBox allows you to do that but it also allows you to do much more. There are a couple of approaches to using ADR Toolbox. First, you can think of your ADR document as the repository for every version of the film you will ever have. For example, in the picture below, you can see the current versions of R1, R2, & R3. They are set apart from the older versions located in the "Old Version" bin. In this example, an editor created a bin named "R01v0917" and cued the necessary lines in this bin. Later, the editor conformed the cues in that bin to create the the bin named "R01v1017". Having multiple versions of the film in the same document is very useful, especially when performing changes.

0 0				
Master Cues	228	Р	Num	1
Search Results		VO	Number	A
-		VO	Number	Α
R01v1017	28	VO	Number	Α
R02v1007	33	vo	Number	A
▶ 河 R03v1007	19	vo	Number	A
🔻 📁 Old Version	148	vo	Number	Α
▶ 河 R01v0917	28	vo	Number	A
▶ 河 R02v0917	33	vo	Number	A
▶ 河 R03v0917	19	vo	Number	A
▶ 河 R04v0920	26	D	Number	A
▶ 河 R05v0917	17	vo	Number	A
▶ 河 R06v0920	25	vo	Number	A
		vo	Number	Α
		vo	Number	A
		vo	Number	A
		VO	Number	A
		VO	Number	A

In contrast to this approach, you can just keep the most current versions of the film in your document. If you need to refer back to an older version, you can retrieve a backup file which has your old versions. If you prefer simplicity, use this approach.

0 0							
Master Cues	228	Р	Num	Α	Character	Version	
Search Results		VO	Number	Alt	LAURA	R01v0917	Back then. people always u
		VO	Number	Alt	LAURA	R01v0917	and it used to be in this co-
		vo	Number	Alt	LAURA	R01v0917	As you know, my husband
		vo	Number	Alt	LAURA	R01v0917	oh sure that may sound hu
		vo	Number	Alt	LAURA	R01v0917	did you know that more per
		VO	Number	Alt	LAURA	R01v0917	(laugh) no of course you di-
		VO	Number	Alt	LAURA	R01v0917	
		VO	Number	Alt	LAURA	R01v0917	The Des Moines register ov
		VO	Number	Alt	LAURA	R01v0917	guess that makes me the g
		vo	Number	Alt	LAURA	R01v0917	we had it all
		vo	Number	Alt	DESTINY	R01v0917	If you can believe it, the firm
		vo	Number	Alt	DESTINY	R01v0917	the foster people had just a

# Ok, but how do I get started?

Open up ADR Toolbox. The program will open a blank document. This feature can be turned off in the Preferences window (more on that later). You will see a bin named MASTER CUES. All cues in the program live in this MASTER CUES bin. It is up to you to decide how you wish to organize them. You can either cue in the MASTER CUES bin or create a new folder for each version or episode Go ahead and create a new bin. You can do this two ways: 1) Press Shift + Command + "B", which is located in the "Bins" menu or press the "+" key at the bottom of the bin view. You can also delete a bin by pressing adjacent "-" key or by pressing the "DELETE" key.





Once you have done this, you can label your bin. To create a cue, press option + command + "N". This will place a new cue in the current bin you are in. The keyboard focus will immediately shift to the CHARACTER text box where you can enter a character name. If the name already exists, the text box will autocomplete. After you have entered the name, press the "tab" key. This will take you to the VERSION text box. Go ahead and enter a name for the version of the reel or episode you are working on, for example, R1v101, Ep1, Ep101, Ep202. We will return to this later, but at this point, a couple of things happen. ADR ToolBox looks at the name you enter, like R1v101, and makes a guess as to the hour that material should start at. If you type R1v101, ADR ToolBox assumes that your are working at hour 1. Your start time in timecode will be 01:00:00:00 or 5400+00 feet (0+00 depending on whether or not you wish you to display long feet and frames). As we'll see later, this behavior can easily be changed.

Following the VERSION text box are the PREFIX, NUMBER, & ALT text boxes. These 3 boxes define the number for the cue. PREFIX can be anything you want: a character designation like GRP, or a show status indicator like T2 or FNL (temp 2 or final). The NUMBER box is exclusively a number. The ALT box is also a wild card box where you can type anything in you wish, such a denoting an alternate, like A, B, etc.

If you have defined a version for the cue, the next box will be the start time for the cue, followed by the end time. You can enter values in either feet and frames or timecode. If you have not entered a version in the VERSION box then these fields are inactive. Why? Its important for ADR Toolbox to know some of the characteristics for the reel you are cuing in. If you are working in timecode, ADR ToolBox needs to know if you are entering 23.98 timecode or 29.97 timecode values. If you are entering feet and frames, what is the underlying hour on a 24 hour clock that is attached to the time you are entering? We'll delve into this later, but suffice it to say, if you enter in values like R1 v101, R01v101017, 1 1017, etc, ADR Toolbox will reasonably guess what the settings need to be (for more detailed information, go <LINK>here</LINK>).



Following the time boxes is the SCENE box. You can enter values in this as you cue, but you can also import a list of scenes (for more detailed information, go <LINK>here</LINK>). The next box is the REASON box. This box is an explanation of why you wish to record the line. Again these two boxes are autocomplete boxes. As you type, the program will guess as to what you are typing. Just press the tab button, and the value will be entered into the cue.

The next box is the LINE TO REPLACE box. You can enter your cue here. When printing your cues, ADR ToolBox will provide an exact representation of what you have typed in this box, including all font, size, and color information. You can access formatting features either through the menu using the TEXT menu, or by right-clicking (or control + clicking) the text box. You can change the font, size, and spelling for your cues.



The last box is the DIRECTOR'S NOTE box. This box is useful for any particular notes you wish to make, but don't care to include on your cue sheet printouts. Sometimes, there are reasons you wish to record a line that you do not want make obvious to client or talent. This field as well as all other fields is searchable.

Lastly are the attributes. These include CUT, SHOT, OMIT, TV, DELETED, & TO CHECK. These attributes are flags that you can check to denote the status of certain cues. If you have edited a cue then you can check the CUT attribute. The same applies to the SHOT, OMIT, TV buttons. You can select the TV attribute manually, but the program will examine what you have typed in the REASON box, and if the word TV appears, then the program will check the attribute for you. The DELETED & TO CHECK attributes are used by the conform feature to denote which cues were either deleted during the conform or were affected in such a way as to warrant your attention. You can uncheck them after you have looked at your newly conformed cues. All of these attributes are searchable in the search window.

The DATE SHOT box is to denote the day the cue was shot. It too is searchable.

Phew!!! You just created a new cue. Type option + command + N to create your next cue. Rinse. Repeat.

#### How do I...?

Now, let's say that you are cuing a certain character or a certain reel. How do you keep from having to re-type the same information over and over? You can duplicate an existing cue with certain options. Under the CUES menu, select DUPLICATE CUE WITH OPTIONS, or press shift + command + "D". This menu will duplicate the cue you have selected in the main window but only preserving those fields that you have specified.

Cues	Capture Misc Win	dow He
Nev	v Cue	λικ
Du	olicate Cue With Options	企業D
Du	olicate Cue	ЖD
Sor	t	~₩S
Aut	o Number	жJ
Cas	cade Number	₹₩J
Dis	play TimeCode	₩8
Tog	gle focus	ж9
Upo	ate Line Count	жU

To choose which fields you want to copy, select the PREFERENCES window, which is located under the ADR ToolBox menu (You can also type command + comma). There numerous options you can choose to duplicate.



Go to the ADVANCED tab of the PREFERENCES window. If you are cuing Group lines in a particular version of the film, you would mark the CHARACTER button as well as the VERSION button, perhaps even the REASON and SCENE buttons. All cue attributes can be duplicated.

e Ison	Delete
e Ison	Delete
Ison	Check
ne	Director's Notes
	Takes
it	Date Shot
ot	
Application Suppor	t/ADR
Application Suppor	t/ADR
ADR_PDFs	
	it t tpplication Suppor

## What's Next?

Let's do a quick tour of some of the common items in ADR ToolBox. The first is the BIN view. The BIN view contains all of your bins. The MASTER CUES bin is the repository for all of your cues. Any cue you create, either directly or through conforms, regardless if you create it in another bin, ends up here. If you delete anything in the MASTER CUES bin, then it will be deleted from all the other bins as well. The program will warn you before you do this. ADR ToolBox has unlimited undo, so any action can be undone. Below the MASTER CUES bin is the SEARCH RESULTS bin. When you search for cues using the SEARCH WINDOW, your search results will appear here (for more detailed information, go <LINK>here</LINK>). Any bins below the SEARCH RESULTS bin are your's to do with whatever you wish. You can delete any bin in the bin except the MASTER CUES bin and the SEARCH RESULTS bin.



## The Bin View

When setting up a show, I recommend that you create a new bin, label it, and cue in it. If you are cuing for a project that will run over several versions, it might be helpful to label your bins according to the current version, e.g. Reel1 Temp1. To create a new bin, repeat the step we did earlier: press shift + command + "B". We can also create a bin group which can hold other bins. The command to create a new bin group is shift + command + "G". It can be found right below the "Add New Bin" command.



With bins and bin groups, you can change the order in which they appear. You can also drag and drop bins into other bin groups. You can even keep bin groups inside other bin groups. Perhaps you have just finished the first temp on a film, you can grab all of your bins that you created for Temp 1, and put them in a new bin group labeled "Old Version". You can see this in the picture below.

0 0				
河 Master Cues 🛛 🛛 🖉	28	Р	Num	1
Search Results		VO	Number	А
	_	VO	Number	А
▶ 🗇 R01v1017	28	VO	Number	Α
▶ 河 R02v1007	33	VO	Number	Α
▶ 🗇 R03v1007	19	vo	Number	А
🔻 📁 Old Version 🛛 🚺	48	vo	Number	А
▶ 河 R01v0917	28	vo	Number	А
▶ 河 R02v0917	33	vo	Number	А
▶ 河 R03v0917	19	vo	Number	А
▶ 河 R04v0920	26	D	Number	А
▶ 河 R05v0917	17	vo	Number	А
▶ 河 R06v0920	25	vo	Number	A
		vo	Number	A
		VO	Number	А
		VO	Number	А
		VO	Number	A
		VO	Number	А

You will notice a nubbier next to each version. This number tells you how many *UNIQUE* cues are in that bin/bin group. A cue can only exist once in each bin. However, lets say that you have created a bin group which comprises multiple bins. You might have a bin for the character John and a bin exclusively for the first reel of the film. There are cues for John in his folder and there are cues for John in the Reel 1 folder as well. The bin group will only display all of those cues that are unique across all of the bins that are in the bin group. Now, let's say that you have a bin for one of you reels. There is a command in the bin menu labelled SPLIT GROUP INTO BINS BY.... This feature allows you to take a bin and split it according to the criteria you choose. After you have cued a reel, you can split the reel into subfolders by character or other criteria. Alternately, after you have cued the whole film, you can then split the folder into a group bin of sub bins labeled by CHARACTER which contain folders organized by VERSION.

	Bins Cues Cap				
	Add New Bin		ΩжВ	Hall Pass ADR 1REBALED	
lum	Add New Bin Gro	up Versione	<mark>ት</mark> #G	Line	Т
		R2V910		could you lose a golf cart? (Placeme	
101	Duplicate Bin			v could you lose a golf cart? (Placeme	19
102	Alt Hog-head	R2v910	Hov	could you lose a golf cart? (Placeme	19
41	Split Group Into	Bins By		Character	19
40	Now Din From Co	laction 910	A SPAN	Version on b	19
42	Felix Dia Attailant	lection	10 HO	Reason	19
43	Edit Bin Attribut	es 	жΒ	Scene chis (shit)?	19
44	Alt Gary	R2v910	(Shi	Character & Marrison	19
104	Alt Fred	R2v910	Nob	Character & version	20
L05	Alt Rick	R2v910	ls th	Version & Character	20
106	Alt Fred	R2v910	Sho	uld we say something?	20
107	Alt Gary	R2v910	(Yel	ls & efforts on golf cart)	20
	Alt Hog-head	R2v910	(Yel	ls & efforts on golf cart)	

#### The Master View

P	Num	A	Character	Version	Line	Time In	Time Out	Reason	Scene	Takes	5	CO	ŢΤ	0	D
Р	Number	Alt	Brent	R1v1111LCK	(Efforts & yells breaking through sun roof)	87+00	94+01	Add Line	136 DXT. HOSPITAL	0	0			0	
Ρ	3049	Alt	Brent	R3v1111LCK	Hat	1243+01	1243+13	Off Mic	73 INT. COFFEE SH	0	0	0.0	0 0	0	oľ
P	3050	Alt	Brent	R3v1111LCK	(TBW to Leigh)	1274+14	1281+07	Add Line	73 INT. COFFEE SH	•	0	0.0	0 0	0	ol
Р	3052	Alt	Brent	R3v1111LCK	(Small reax)	1322+01	1326+13	Add Line	73 INT. COFFEE SH	•	0	0.0	0 0	0	o
P	3053	Alt	Brent	R3v1111LCK	(Small reax)	1335+14	1337+14	Add Line	73 INT. COFFEE SH	0	0	0.0	0 0	0	0
P	3054	Alt	Brent	R3v1111LCK	(Small vox on head nod)	1342+01	1344+05	Add Line	73 INT. COFFEE SH	0	0	0.0	0 0	0	0
P	409	A	Brent	R4v1111LCK	What the (fuck)?	1071+08	1074+02	TV Line	95 INT. NIGHT CLU	0	0	0.0		8	0
P	4031	A	Brent	R4v1111LCK	What the fuck?	1071+08	1074+02	Add Line	95 INT. NIGHT CLU	0	0	0.0	30	0	0
P	\$02	Alt	Brent	R5v1111LCK	The (fuck) you looking at! (heck)	268+00	269+08	TV Line	106 INT. COAKLEY"	•	0	0.0			0
Ρ	\$09	Alt	Brent	R5v1111LCK	You think I (give a shit) pudge boy? (giv	1355+09	1359+00	TV Line	122 DKT. COMPY NI	0	0	0.0		0	o
Ρ	\$10	Alt	Brent	R5v1111LCK	(Fuck noil) (Off screen)	1380+14	1382+02	TV Line	122 EKT. COMFY NI	0	Ö	0.0		0	
Ρ	511	Alt	Brent	R5v1111LCK	That this forty hour a week. (mother fucki	1422+10	1428+13	TV Line	122 EKT. COMFY NI	•	Ö	0.0	0 10	0	
P	512	Alt	Brent	R5v1111LCK	And this flabby (ass hole) (F-F-F-F) my	1429+02	1435+07	TV Line	122 EXT. COMFY NI	•	0	0.0	0.00	0	0
P	5047	Alt	Brent	R5v1111LCK	Grandpa's closet!	1456+06	1457+12	Overlap	122 DKT. COMFY NI	0	0	0.0	0 0		0
P	5052	Alt	Brent	R5v1111LCK	(Breaths, efforts & yells, follow the action)	1460+03	1525+00	Add Line	122 DXT. COMFY NI	0	0	0.0	0 0		0
Р	\$061	Alt	Brent	R5v1111LCK	What's up ass holes.	1533+06	1536+07	To Match	125 INT. FRED'S MI	0	0	0.0	0 0	0	0
Ρ	\$15	Alt	Brent	R5v1111LCK	What's up (ass holes?) (wackos, weirdos)	1533+07	1536+08	TV Line	125 INT. FRED'S MI	0	0	0.0	. 8		
Ρ	\$064	Alt	Brent	R5v1111LCK	(Yells as he hangs off the back of the van?)	1539+03	1542+07	Add Line	125 INT. FRED'S MI	0	ē	0.0	0 0		
Ρ	6009	Alt	Brent	R6v1111LCKA	(Efforts swinging crow bar)	222+03	226+14	Production Noise	134 INT. FRED'S MI	0	ö	0.0	0 0	0	
Р	6013	Alt	Brent	R6v1111LCKA	(Efforts hanging through sun roof)	230+10	244+05	Add Line	136 EXT. HOSPITAL	0	ő	0.0	0 0	0	ōU
Р	6016	Alt	Brent	R6v1111LCKA	(Efforts pounding on Rick)	252+11	258+03	Add Line	136 EXT. HOSPITAL	0	ő	0.0	0 0	0	0
-											-	_	_	-	

The second view we will look at is the MASTER VIEW. The MASTER VIEW is a basic Excel/iTunesstyle list of cues which are contained in the bin that is selected on the left in the BIN VIEW. You can reorder cues, perform drag and drop, drag cues to other bins, and even drag cues from one document to the MASTER CUES bin of another document. Practically every attribute of a cue is featured in this view, starting with the cue number prefix (which can be any text including acronyms, like T1, FNL, etc), the cue number (an actual number like 100 or 1001), an alternate designator (like A, B etc), the character name, the cue version, the line to replace, the time where the line begins, as well as the time out, the reason for shooting the cue, the number of takes that are entered with the cue, whether the cue has been shot, cut , needs to be checked, is a television line, omitted, deleted, the date the cue was created, last modified, and lastly a unique identifier. All of these attributes are featured in the header of the list of cues. If you wish to sort by any of these parameters, you can click on a column header and perform a sort by that parameter. We will look at sorting your cues later. This feature is great if you want to quickly sort your cues by character, version, or any of the other parameters.

				-		
1974	Р	Num	Α	Character	Version	Line
ts 5	Ρ	Number	Alt	character	R2 v18 1110	
	Р	1000	Alt	Larry	R1 v10_1021	Hey, Sam. Morning.
29	Р	1001	Alt	Group ?	R1 v10_1021	Sam Hi Larry.
61	Ρ	1002	Alt	Larry	R1 v10_1021	There we go
80	Р	1006	Alt	Larry	R1v10_1021	Hope you got a sausage, olive a
(49)	Р	1005	Alt	Stork Pizza	R1v10_1021	What a dork.
53	Ρ	1018	Alt	Larry	R1 v10_1021	Larry Crowne, on deck, heh, as
(70)	Р	1003	Alt	Larry	R1 v10_1021	-react to vacuum suck-
10	Р	1004	Alt	Larry	R1 v10_1021	-efforts pushing carts-
34	Р	1019	Alt	Larry	R1v10_1021	-exhale, swallow-
		1024		Lamarr	R1 v10_1021	Hey Lar
		1027				

Another convenient feature is creating a new bin from the selected cues in your MASTER VIEW. Imagine that you have to shoot a particular character for a session. You can select the character's cues then control + click (or right click) on the MASTER VIEW to open a contextual menu. After you select NEW BIN FROM SELECTION, the selected cues will appear in a new bin on the left. This feature is also available from the BINS menu or by pressing shift + command + "N".



The next view is the DETAIL VIEW. When you select a cue, the attributes for that cue are featured in

Cue Date Information

Date Shot

Director's note

this view. You can change the cue's attributes by simply entering a value into any of the text boxes. Some of the boxes feature auto-completion. As you type, the program will guess the value you are typing. You can type past the suggestions or press the TAB key to autocomplete. Pressing the TAB key which will take you to the next box. When you enter a value in any of the combo boxes, which include the character, version, scene, and reason fields, the text you entered will be added to the program. When you continue continue on to the next cue, the value if available for you to use.

In addition to modifying the values of individual cues, you can also select multiple cues and type a value in any of the text or attribute fields. The value will be applied to whatever cues are selected. This is helpful if you want to mark a selection of cues as having been shot, cut, or edit any value you prefer.

On the left of the DETAIL VIEW is the TAKES box. When shooting cues, you can enter take numbers as well as a description of the take. When you press the "+" button, a text field will pop open allowing you to enter the take number. When you are finished, you can type the TAB key and continue entering a description.

1495+12	TV Line	019 INT. MILLS	0		<b>V V V</b>	Date Shot	
Cut	#	Description					
Shot	1	Good take					
Omit	2	Not so good					
	3	use 1st part					
	4	use second part					
Deleted							
Check							
Date Shot						_	
Shot Da	te				, E		
	-				//		
Tools					1 Cue	Selected	
		a"%a%a". a" movieWind		1000			
		Add & Si	ubtract				

#### The Pane View

The DETAIL VIEW is the first of many parts of the PANE VIEW. You can access any of the views in the PANE VIEW by pressing the buttons below.



## The Print Display View

Next to the EDIT VIEW is the PRINT VIEW. This view gives you a preview of what the cue will look like when it printed. Cue attributes are displayed depending on the view style you select. In the example below, you can see all of the various attributes that can be displayed in Style 1 (<LINK>we will examine printing in depth later<\LINK>). You can cycle through different print styles which are accessible through the MISC menu.

Young Korean Woma Version R4v811	an Line Nu T2 T start	mber V4001 A 04:01:23:12 125+04	Okay. Must check with manager first.	1	2		
	23.98 fps stop	04:01:25:20 128+12	Line Change				
TV CUT SHOT O	MIT DELET	ED CHECK	79 INT MASSAGE PARLOR -DAY Fred tri	Date	Shot	08/1	7/10

+ - Edit Print View Characters Versions Reasons Scenes Sort Type Conform Tools 1 Cue Selected

-Capture3.mov			
ture Misc Window Help			
Print View Display Style	•	✓ Style 1	
Vers R4v0 debug R4v0930 Woo! Yeah!	Þ	Style 2 Style 3	me C 72+0 17+0
R4v1111LCK (Fill mouth mvt) R4v1111LCK (Fill mouth mvt)		Next Style 第/	61+0
R4v1111LCK Woo! Yeah!		703+00	706+0
R4v1111LCK Woo! Yeah!		703+00	706+0

## The Character View

Following the PRINT VIEW is the CHARACTERS VIEW. When you enter characters in the EDIT VIEW, they appear here in this view. You can also enter characters here as well using the "+" button. An empty box will open up allowing you to enter the character's name.

Add & Delete Characters

You can also enter them on the right in the rounded text box next to the CHARACTER label. In addition to the character attribute, you can also specify a PREFIX & TV PREFIX for each character. When printing sheets for an ADR or VO session, you can choose to include these prefixes before the cue number. For example, if the character is Maggie, and the cue number is 3200, the cue ill be displayed when printed as MM 3200. If you do not wish to include a TV prefix, the program will just use the character prefix instead. The benefits of using a TV character prefix is speed. Its much easier to run through sheets to flag TV ADR lines when either shooting or turning material over for a show wrap. You can access this feature in the PREFERENCES window on the GENERAL page under the button labeled "Add Character Prefix to Number".

	General		
General Advanced			
🗹 Add Ch	aracter Prefi	x to Number	
Printing	aracter Prefi	ix to Number	
Printing	aracter Prefi ✓ Line	x to Number	

#### The Version View

The VERSION VIEW is the most complicated of all the views. If you work in the film world, the default behavior will accommodate 99% of your needs. A few things happen when you create a new version either in the VERSION VIEW or the EDIT VIEW. Upon entering a new version by pressing the "+" button, the program makes a guess from the new name as to what the proper hour is for the version. All time values in the program are based on a 24 hour clock. If you are working on a feature film which is broken into individual reels based on hour (i.e. Reel 1 is 01:00:00:00, Reel 2 is 02:00:0:00), the program needs to know which hour each version is at. In a feature, you will most often enter time values in feet and frames, if you enter 100+00, the hour attribute helps the program understand that 100+00 is actually 01:01:0:16 assuming that the underlying hour is 1. In addition to the hour, the program also sets aside a block of numbers under the columns of START & STOP for auto-numbering. The program will set aside 1000 numbers for each version. You can manually change the number of cues you need by typing in the START & STOP column fields. When the program auto-numbers, it looks at all versions that share the same range of numbers and establishes what the next highest available number is. If you wish to set aside a smaller group of numbers, perhaps for temp ADR, you can type 100 as the start value and 199 as the STOP value. There will be 100 numbers available. Auto-numbering is available from the CUES menu, by control-clicking on the MASTER VIEW, or by pressing command + J.

Version	Hour	Info	Start	Stop			Version R1v1111LCK Hour	1
R1v1111LCK	1		1000	1999			14 C	
R1v1101	1		1000	1999			into	PICTURE
R1v930	1		1000	1999			Start 1000 Stop 199	
R1v811	1		1000	1999			Frame Rate 23.98	JIAKI
R1v907	1		1000	1999				
R2v0930	2		2000	2999			TC Offset 0+00	btract
R2v910	2		2000	2999 •			Movie Start Time 0+00	HALL 01 V11 11LCK PIX-AVC.mov
+ -							du unite ant	Select
	SAdd & De	elete					nour matches keel	
- Edit	Print View C	haracters Versions	Reasons	Scenes	Sort Type	Conform	Tools	1 Cue Selected

The program automatically sets each version with a frame rate of 29.97 fps. You can change this by highlighting a version and selecting another frame rate from the "Frame Rate" pull down menu in the middle of the view. Currently, 29.97 and 23.98 fps are supported (29.97 drop frame will follow shortly). The frame rate can be adjusted at any time during a project. However, If you are using timecode as you cue, as opposed to feet and frames, you must be sure that the timecode settings in your ADR ToolBox project match your ProTools project. You do not want to capture 23.98 ProTools timecode in a 29.97 ADR ToolBox project.

When working on a 23.98 project (as most film projects are today), you will invariable deliver ADR sheets to a studio that prefers to run at 29.97 timecode instead of feet and frames. To handle this, you can change the version's frame rate to 29.97 after you have prepared all of your cues for the session. The cues' timecode values will be appropriately updated. Each cue printout will tell you if the cues are displayed at 29.97 fps or 23.98 fps.

Now there are occasions when you are cuing against picture that there is a differential between the feet & frame counter and the timecode counter. Perhaps the picture department has decided that picture start is 00:59:52:00 in timecode but 0+00 in feet & frames. ADR ToolBox allows you to set up an offset for the timecode so that when you capture time values, the differential between the two counters is maintained. In the example cited, enter 12+00 ( or 00:00:08:00) in the "TC Offset" text box and click the "Subtract" button. The timecode will now start 8 seconds earlier.



When cuing, ADR ToolBox restarts the feet & frame counter every hour, i.e. at 01:00:00:00 the feet & frame counter displays 0+00, at 02:00:00:00 the feet & frame counter displays 0+00. If you would like feet & frame counter to display values greater than 5399+15, click the "Hour Matches Reel" to off.

At the far right of the VERSION View is a Quicktime window. If you wish to attach picture to your cues, you must do so by attaching picture to a version. Once you have located your movie file, press the "Select" button on the lower right of the VERSION VIEW to find a file on the computer or drop a Quicktime file in the black movie window. You can also attach a guide track to the movie by dropping it onto the movie window. Assuming that the movie file and audio file start at the same time, the two files will stay in sync (ADR ToolBox actually creates a new Quicktime movie built from the video file and the audio file). Now as you proceed to scroll through cues, a Quicktime movie will displayed for those cues whose version has a picture file attached.

#### The Reason View

Reason	
Add Line	
Line Change	U
Clarity	
Production Noise	
Off Mic	
To Match	
Requested	<b>•</b>
+ -	
+ - Edit Print View Characters Versions Reasons	Scenes Sort Type Conform Tools 1 Cue Selected

Next is the REASONS VIEW. Reasons explain why you wish to shoot a cue. Perhaps the line is inaudible, or maybe you wish to add a line. For whatever issue, you can include your reasons here. Just as with the previous views, you can add and delete reasons using the "+" and "-" buttons at the bottom of the reason scrollview. You can also add reasons as you work in the EDIT VIEW. As you add reasons from the EDIT VIEW, they will be added to the list in the REASON VIEW. The text box in the EDIT VIEW will also autocomplete as you type, thus not requiring you to type the whole reason over again.

	Prefix	4020	A		(Fill	mouth
	670+08		672+09			
	95 INT, NIGHT (	LUB Coakley	and Guys check	•		
dd Li	ne			•		
_	Note			_		
	Note			Created	02:26 13 Oct 2	010 Mo
	Note			Created	02:26 13 Oct 2	010 Mo

The REASON text box also serves another purpose. When typing or selecting a reason that includes "TV", the program will check the TV attribute for you.



## The Scenes View

After the REASONS VIEW comes the SCENES VIEW. This view works the same way as the REASONS VIEW. You can add scenes either through the scroll view or in the scene text box on the EDIT VIEW. But do you really want to do that? Do you want to enter so much data by hand? You don't have to. There are two buttons, one labelled "Import" and the other labelled "PDF 2 Text".

Scene						
0X1 WARNER BROS. DIS	CLAIMER :15			0		
0X2 NEW LINE LOGO :1	5					
0X3 TITLE CARD "HAL	_ PASS* :04					
001 EXT. HIGHWAY -NI	GHT Opening chase "Ca	pe Cod Smile	s" :03			
002 VAN CHASE - NIGH	-Rick and Fred; follow	ed by cops :28	8			
003 EST. HOSPITAL -NIC	HT Van Arrives at Hospi	tal, Cops tackle	e Rick and	Fred :17 🕌		
003 A TITLE CARD -TW	D WEEKS EARLIER :03					
the second se						

Press the "import" button, and you will select either a text file or PDF file. ADR ToolBox makes only one assumption - each line of the file you are importing should contain a scene number and description as seen in the following text:



If the file contains a scene description across multiple lines, ADR ToolBox will load the file but each scene will be spread out across multiple lines as well. Ask the picture department that you are working with to provide you with a file that conforms to this standard (scene number and description on one line of text). If they are unable to do so, you can edit what ever file they provide in a text editor, like Word or TextEdit. If they can only provide a PDF file, the you can use the "PDF 2 Text" button to open a PDF file and save it as a text file, preserving the PDF file's layout.

Once you have successfully loaded a file, you should have scene descriptions that you can assign to your cues.

Aunt Meg	-	R4v0930	-
Prefix	4020	A	
670+08		672+09	
95 INT. NIGHT C	LUB Coakley a	nd Guys check	
95 INT. NIGHT C	LUB Coakley a	ind Guys check	- h
95 p2 INT. NIGH	T CLUB Rick ru	uns into Paige	a
95 p3 INT. NIGH	T CLUB Rick re	eturns with sho	ot 🕖
95 p4 INT. NIGH	T CLUB Rick m	neets up / dan	
96 INT. BEACH C	OTTAGE Mag	gie gets phone	Created
			-
+ – Edit	Print View	Characters	Versions

# The Sort Type View

Next is the SORT TYPE VIEW. ADR ToolBox allows you to sort your cues by any cue parameter. The program has a default sort order that accounts for most cases, ordered by Version, Time In, Character, Line Number, and Alt Designator. When you sort, cues in Reel 1 will come first followed by cues in R2, etc. If you wish to change the way the program automatically sorts, you can drag and drop the parameters by grabbing the green button. If you wish to change a parameter, click on the up and down arrows on the right of the parameter you wish to change. A pop-up menu will appear allowing you to select a new parameter, as seen in the following picture.

If you ever wish to return to the program default, press the "Default" button located below the SORT TYPE scroll view. Like the previous scroll view, you can add or delete parameters. The "Sort" button will sort the cues for whatever bin you have selected (sorting is also available via the command + option + "s" quick key).

	haracter						
P	refix						
	ine Number						
	It Designator						
	ime In						
	ime Out						
	ine						
N	lote						
R	teason						
S	cene						
т	v						
C	Dmitted						
D	Deleted						
0	theck						
S	hot						
	Date Shot						
C	Cut	Direction					
	/ersion	✓ Descending	•				
• т	ime In	Ascending	\$				
() c	haracter	‡ Ascending	\$				
	ine Number	2 Ascending	\$				
9.4	It Designator	* Ascending					
	at besignator	+ recently					
Drag And Drop	Default Sort						
	Denaut						
	Edit Drint View Character	Marriane Baser	Cenner .	Cost Tune	Conform	Taala	
+ -	cuit Print view Characters	versions Reasons	scenes	Sort Type	Conform	TOOIS	

## The Conform View

The biggest challenge working with ADR is conforming cues. ADR Toolbox tremendously simplifies this process. With ADR ToolBox not only can you conform cues, you can also do rebalances.

On the CONFORM VIEW, there are three utilities that assist in performing conforms. The first is the rebalance feature. On the right of the view there is a table where you can enter information to perform a rebalance. Typically when doing a rebalance, the head or tail of a reel gets moved to the tail or head of an adjacent reel. In the following example, we want to take the head of reel 3, tack it onto the tail reel 2, and perform a change. To do this, you will 1) select the versions you wish to rebalance 2) as well as the new version you would like the cues to be attached to and 3) the change note you wish to use. Start by clicking on the "+" button to add an item to the list. When you click the "up and down" arrows, a pop-up menu will appear, and you can select a reel that you wish to rebalance. Having selected the version, specify where the program will start and stop the rebalance in the version, then specify where the footage should go into the new version. In the example below, you will grab from 480+13 to 2000+00 of version R2 v16\_1109 an place it at 12+00 in the new version R2 v18 1110. Then, you will grab 12+00 to 356+00 of R3 v17\_1109 and place it 1584+14 of the new reel 2.

			Rebalance W	hole Reels		C	onform
	Old Version		Start Footage	End Footage	New Start Footage		No Value
	R2 v16_1109	+	480+13	2000+00	12+00		No value
	R3 v17_1109	Ť	12+00	356+00	1584+14	with the following change note and add it to the following version	No Value
+ Select	- t New Version:	R2 v1	8 11 10	Select Change Note:	(New)  CR02 v18 111	O SND CHNC (Old)LCR02R v16	1109 SND RBL CHNC
			Clear	Re	bal Only Conform		
+	- Edit P	rint Viev	Characters V	/ersions Reasons	Scenes Sort	Type Conform Tools	11

At this point, you can either perform the rebalance by itself or perform the rebalance using a change note. Once you press conform button, a dialog box will appear asking if you wish to conform all of the cues that belong to the version or just those cues that are currently selected. After you have made your decision, a new bin will appear in the BIN VIEW containing your newly rebalanced and conformed cues, ready for you to relabel.



The conform feature, located in the center of the CONFORM VIEW, works in a similar manner. Select the version you wish to conform, select the change note, and then select or type in the version you would like the newly conformed cues attached to. Press the conform button. After you have decided to conform the entire version or just a selection, the newly conformed cues will appear in a bin on the left. Adding change notes will be covered shortly.

		Conform	1	Ma	th	
	with the followin	R3vRB Cold)Reel 3v	0+00 + •••	<- = (+ 0+00 Old Duration	29.97 2011+14 James	•
	and add it to the following version	R3v1111LCK  Conform		Calcu	late	
ype (	Conform Too	5		1 (	Cue Selected	

Following the conform feature is the math section. This utility allows you to perform simple calculations involving timecode or feet & frames. The example on the left calculates the addition of 12+00 and 20+00 and places the result, 32+00, in the middle text box. You can perform addition or subtraction in 23.98 and 29.97 flavors of timecode. If you need to perform a couple of operations, you can paste the calculated result in to the top text or bottom text by using the left arrow buttons.

Math	Math
12+00 <- 29.97 \$	32+00 <- 29.97 \$
+ + + 32+00	+ + + 32+00
20+00 <- Feet & Frames	20+00 <- Feet & Frames 🗘
Calculate	Calculate

## The Tools View

The TOOLS VIEW allows you to perform offsets on cues. Type the desired amount in the text box and press either "Add" or "Subtract".

Offse (reset) 0+0	et 0						
Add Offset 0	Subtract	$\supseteq$					
+ – Edit Print View	Characters	Versions	Reasons	Scenes	Sort Type	Conform	Tools

#### The Menus

The most important menu in the entire program is the "Check For Updates..." menu. You can periodically check for updates using this feature. The new version of ADR ToolBox will download and relaunch. From time to time, the program will notify you that updates are available, but it is good to make a habit of periodically checking for updates.

The next menu, located under the ADR ToolBox menu, is the "Preferences..." menu which is available by pressing command + ",". This menu has several options that determine the way the program behaves. These settings establish the defaults for every new document that you open. Under the "General" category, you can choose to have an empty document created at start up, display detailed time info in your Quicktime movies, or use timecode as the default display mode.

Under "Printing", you can select what you wish to have printed when making sheets for the stage. If you wish to hide the reason as to why you want to shoot a cue, you can click off the Reason check box. All of the cue's attributes are able to be hidden when making sheets (Why you would want to do this? perhaps, you wish to print out blank sheets, but ultimately, the option exists to hide anything).

There are two values of note. The first is "Use Ellipses on long values". When ADR ToolBox prints, it does its best to include the complete text you have entered for a reason, a character, etc. If the value you have entered is longer than the text box (or more likely imported since this would typically apply to scenes), ADR ToolBox will not scale the text to fit the box, but will instead print out as many characters as it can and conclude the sentence with ellipses "...".

The second value of note is "Add Character Prefix to Number". When this option is clicked, any character prefixes that are entered in the CHARACTER VIEW are prepended to each cue number. For example, if Carol had a character prefix like CR, then her cue numbers would read as follows, CR1000, CR1001, etc.

ADR ToolBox File Ed	dit Text Bins	Cues Capture	Misc Windo	ow Help	
About ADRToolBox Check For Updates	00	2 2 2 2	Genera	ıl	
Preferences	¥, <u>General</u>	Advanced			
Services	> Conor	al			
Hide NewApplication Hide Others Show All	жн сжн	New Document At Sta	rtup 🗹 Sh Display	ow Detailed T	ïme Info in Movie Display
Quit ADR ToolBox	HQ Printin	g			
		Character	Line		Cut
		Version	Reason		Shot
		Line Number	Scene		Delete
		Line Number Prefix	Date Shot	t	Check
		Line Number Postfix	Takes		□ TV
		Time Code In	Notes		🗌 Omit
		Time Code Out	Director's	Notes	
		Feet & Frames In			
		Feet & Frames Out			
	🗹 (	lse Ellipses on long v	alues	Add Cl	haracter Prefix to Number
	c	ue Size	8	ulk Print Style	e Options
		5 cues per page / Style	1	Character &	Version 🔹
	h	formation To Include Wh Include Notes When P Include Data Matrix L	en Printing Cues inting 🗹 Omi ocators 🗹 Dele	tted 🗹 Cut eted 🗹 Shot	<ul> <li>✓ To Check</li> <li>✓ TV</li> <li>✓ Principal</li> </ul>

Other values that a user can set are the default "Cue Size" and the "Bulk Printing Style Options". "Cue Size" refers to the number of cues printed on each page. Options include 4,5, & 10 cues per page. Bulk options include "Character & Version", "Character", "Version", & "WYSIWYG" (what you see is what you get). These options will be explained in further detail later.

The user can also choose whether to include notes, omitted, cut, to check, shot, deleted, tv, or principal when printing cues. Again, these values are defaults for how the program behaves when you open a new document, these values can be changes when the time comes to actually print cues.

Next is the "Advanced" pane of the Preferences Window. It contains four items. The first is options for setting which attributes are duplicated when using the "Duplicate With Options" command. Every cue attribute is available to be duplicated. In the example, the supervisor is choosing to duplicate the character, version, reason, and scene of each cue. This can prove helpful when cuing a particular character through the same reel.

The other information below the "Duplicate With Options" is more informational at present. The "Backup Destination" tells the user where backups are kept. A backup file is generated 1 minute after a change is made unless the document has been saved. When the program makes a backup file, it labels it will the following schema: FILENAME\_bck\_12062010\_1846 where FILENAME is the file name, bck refers to backup, 120610 refers to the month, day, and year, and 1846 refers to military time, or 6:46pm.

The "PDF Destination" informs the user where the program's default PDF folder location is stored. Any PDF files that are generated will store here.

The last item on the Advanced pane is the "Capture Application" pop-up menu. Currently this will display either Pro Tools HD or Pro Tools LE. If ADR ToolBox supports future applications, they will appear here.

About ADRToolBox Check For Updates  Preferences  Services  Hide NewApplication %#H Hide Others \\$#H Show All  Quit ADR ToolBox \$#Q  Uplicate With Options  Character Une Duplicate With Options  Character Une Delete Version  Reason Check Une Director's Notes Une Number Prefix TV Unakes Une Number Prefix Omit Date Shot
Preferences       \$*,         Services       Image: Ceneral Advanced         Hide NewApplication       \$#H         Hide Others       T\$#H         Show All       Image: Character         Quit ADR ToolBox       \$#Q         Uplicate With Options       Image: Character         Une Number       Reason         Check       Image: Character         Une Number       Scene         Ine Number       Scene         Ine Number Prefix       TV         Ine Number Prefix       Omit         Ine Number Postfix       Omit         Image: Internet Prefix       Cut
Services Hide NewApplication %H Hide Others \%H Show All Quit ADR ToolBox %Q Line Number Prefix TV Dates Line Number Postfix Omit Date Shot
Hide NewApplication       第H         Hide Others       ℃ 第H         Show All       ✓ Character       Line       Delete         Quit ADR ToolBox       第Q       ✓ Version       ✓ Reason       Check         Line Number       ✓ Scene       Director's Notes         Line Number Prefix       TV       Takes         Line Number Postfix       Omit       Date Shot
Quit ADR ToolBox       %Q         Icine Number       % Scene         Icine Number Prefix       TV         Icine Number Prefix       TV         Icine Number Postfix       Omit         Icine Number Postfix       Omit
Quit ADR ToolBox       第Q       □ Line Number       ✓ Scene       □ Director's Notes         □ Line Number Prefix       □ TV       □ Takes         □ Line Number Postfix       □ Omit       □ Date Shot         □ Time In       ⊂ Cut
Line Number Prefix      TV      Takes     Line Number Postfix      Omit      Date Shot     Time In     Cut
Line Number Postfix Omit Date Shot     Time In Cut
Time In Cut
Time Out Shot
Backup Destination
Change /Users/patrickcusack/Library/Application Support/ADR
PDF Destination
Change /Users/patrickcusack/Desktop/ADR_PDFs
Capture Application
com.digidesign.ProToolSHD

The second menu is the "File" menu. Several of the commands are self evident. "New" creates a new ADR documents. "Open..." allows the user to find an open an older document. "Open Recent" allows the user to select previously opened documents. The "Import" command allows the importation of text delimited files from a another product. Specifications for importing text-delimited data will be published later. The "Export" command saves cue data from the current bin as a text-delimited file. "Close", "Save", and "Save As..." are self-explanatory. "Page Setup..." allows the user to configure the cue sheet page layout.



Printing is the most versatile command within ADR ToolBox. When you are ready to print your cues for a session, you have multiple options. The first is whether you wish to print a bin or just the cues you have currently selected. If you choose to print a bin, ADR ToolBox will print the cues for the bin that you currently have selected. To print the current bin, press command + "P", or if you wish to just print the current selected cues, press option + command + "P". Regardless of which option you press, The following dialog box will appear.

Supervisor:	The Supervisor	
Title:	Movie Title %character	
Subtitle:	Subtitle %version %date	S cues per page / Style 1
Date:	%date	10 cues per page / Style 2
File Name:	HP ADR %character %version %date	4 cues per page / style 3
	5 cues per page / Style 1	
	Character & Version	
	Include in Print Job	
	<ul> <li>✓ Omitted ✓ Cut ✓ To Check</li> <li>✓ Deleted ✓ Shot ✓ TV ✓ Principal</li> <li>Notes</li> </ul>	Character & Version Character Version WYSIWYG
Cancel	Preview Batch PDFs Batch Print	

From this dialog box, you can do three things: 1) "Preview" the cues you wish to print from which ADR ToolBox will open a single PDF document in Preview (or in your preferred PDF viewer) that you can send to a printer of your choice or save to a new location on your computer 2) create "Batch PDFs" to the PDF folder specified in the preference panel 3) "Batch Print" your cues to a local printer.

Why Batch Printing? The neat thing about ADR ToolBox is that it allows you to create a generic header that can then be applied to all of your sheets. There are four areas where the user can enter header information: 1) the "Supervisor" field, which prints in the upper left hand corner 2) the "Title" header which prints in the upper center 3) the "Subtitle" which prints below the "Title" header, and 4) the "Date" which prints next to the "Supervisor" field. You can enter any data you wish in these fields, but ADR ToolBox supplies you with "Tokens" that can make printing sheets for multiple characters and multiple versions very quick and easy. Imagine that you must print sheets for ten characters across six reels (that's sixty different headers!!!!).

You can use the following tokens as substitutions when printing: %character, %version, and %date. In the example above "The Supervisor" is printing sheets for 5 characters. As the program prints sheets for each character, it will substitute the %character token with the character's name. Thus the title will be displayed as "Movie Jane Doe". In the "Subtitle" example, the subtitle will appear as "Subtitle R1v1001 12/03/10".

The use of tokens is very important when making Batch PDFs as the tokens are used in the document's file name. In the batch example above, Jane Doe's PDF will be labeled HP ADR JANE DOE R1v1001 12\_03\_10\_1400.

The tokens you need to use ultimately depend on the kind of batch printing you are doing. There are four different ways to print. The first is by "Character & Version". ADR ToolBox will look at all of the cues you have selected or the bin you have specified and generate a sheet for each character and for every version that character is in. Again, if Jane is in 5 versions, then ADR ToolBox will make 5 different documents. The second is by "Character". If there are 10 characters in your print job, ADR ToolBox will make 10 different groups of sheets, or 10 different files if making batch PDFs. The third is by "Version". If there are 6 versions in your print job, ADR ToolBox will make 6 different groups of sheets, or 6 different files if making batch PDFs. The last is WYSIWYG (or what you see is what you get). ADR ToolBox will disregard tokens completely if you choose this option.

After tokens come the print styles. Currently there are three portrait-oriented styles, each varying by the number of cues they hold exclusive of notes. These styles are fluid, and, depending on the gravity of the request, can be altered or augmented.

Style 1 - 5 per page exclusive of notes

GROUP	Line Number G 102	1	2	3		
Version R1v1101	01:01:16:08 start 114+07	OMILI				
	stop 122+00	Add Line				
TV CUT SHOT OM	T DELETED CHECK	136 EXT. HOSPITAL Cops tackle Fred w	Date	Shot	: 12/0	3/06
1 Good ta	ke					
2 better ta	ke					
3 BEST						

Style 2 - 4 per page exclusive of notes

GROL R1v11	JP 01	G 102 114+07 01:01:16:08 122+00 01:01:21:10	2 cops chase & tack (shoot w/ R6)	le Fred
			Add Line	136 EXT. HOSPITAL Cops tackle Fred who brakes free ; Rick is tackled :
1	Good ta	ike		
2	better ta	ake		
3	BEST			

Style 3 - 10 per page exclusive of notes

TV OUT S GR	нт ол 101 v11	ит ыль анох JP 01	G 102 114+07 01:01:16:08 122+00	2 cops chase & tack (shoot w/ R6)	e Fred
			01:01:21:10	Add Line	136 EXT. HOSPITAL Cops tackle Fred who brakes free ; Rick is tackled :
(	1	Good ta	ake		
(	2	better t	ake		
- (	3	BEST			

The styles above demonstrate what a cue would look like if all of its attributes were active.

Lastly, you can choose at the last minute what kind of cues you wish to print. The user can exclude omitted, cut, tv, etc. There is also the addition of the "Principal" check button which allows the user to exclude any cues which have no attributes clicked at all. The "Notes" check box determines whether or not the take notes are included in the print job.

✓ Omitted ✓ Cu	t 🗹 To Check
Notes	ot 💽 i v 💽 Principal

The next menu is the "Edit" menu. If at anytime you need to undo an action, you can press command + "Z". Conversely, if you wish to redo a change, you can press shift + command + "Z" to redo the action. ADR ToolBox supports "infinite" levels of undo. CONT.

	ADR ToolBox	File	Edit	Text	Bins	Cues	Capture
_		_	Und	do			жZ
			Rec	olo		í.	≥≋Z
			Cut				жχ
			Cop	Сору			жC
			Pas	te			жv
			Sel	ect All			жA
			Spe	elling			- F.
			Spe	cial Ch	aracter	s ``	жт

Following the "Edit" menu is the "Text" menu. This menu allows the user to define how text is aligned when editing text in the "Line To Replace" text box. When a user selects an alignment in one cue, that alignment stays in effect until changes. If you center the dialog on the first cue, all cues from that point on will center aligned until you change it.

	ADR ToolBox	File	Edit	Text	Bins	Cues	Cap
_				Alig	n Left	₩{	
				Cen Just	ter ify	<b></b> #	
				Alig	n Right	₩}	

The "Bins" menu has several bin related commands. The first is "Add New Bin" which can be accessed as a quick key by pressing shift + command + "B". This command creates a new bin on the left in the BIN VIEW. You can also create or delete new bins by pressing on the "+" or "-" buttons on the bottom of the BIN VIEW. The "Add New Bin Group"likewise creates a new group folder where the user can drag and drop other bins and bins groups. This command can be accessed as a quick key by pressing shift + command + "G". For example, when working, it does not help to have a slew of old bins in the BIN VIEW. You can create a new bin group, label it "Old", and place older bins in this new bin group. The "Duplicate Bin" command duplicates a bin and places it at the end of the list of bins on the left.

	ADR ToolBox	File	Edit	Text	Bins	Cues	Capture	Misc	Window	Help
_					Add Add	l New Bi New Bi	in in Group		ት ዘ ር ዝ ር	
					Dup	olicate B	lin			
					Spli	Split Group Into Bins By			Character	
					Nev Edit	New Bin From Selection 公第N Edit Bin Attributes 第B		☆ ೫ N <b>೫ B</b>	Version Reason Scene	
					Clea	ar Searc	h Results			Character & Version
										Version & Character

The "Split Group Into Bins By..." command duplicates a current bin, converts into a bin group, and populates it with sub bins divided into either character, version, reason, or scene, or further subdivides it into folder organized by Character & Version and Version & Character. In the example below, the user split the "Final" folder by Character & Version which produced the "Final Split" folder. Now each character has its own bin group which contains bins for each version of the film or project.

0 0	
📁 Master Cues	2105
Search Results	
📁 Temp 4	25
🗇 TV OMITS	8
► 3 SHOT	284
Final	397 392
📕 🖉 Final Split	392
🕨 🕨 河 Brent	22
👌 🕨 河 Britney	6
🚺 🕨 河 Coakley	6
👻 🕨 河 ER Doctor	
🕨 📁 Ed	8
🔻 📁 Flats	14
R1v1111LCK	4
R2v0930	8
R3v1111LCK	2
Harold Goldberg	2
🔻 📁 Hog-head	12
R1v1111LCK	0
☐ R2v0930	
R3v1111LCK	6
Hot Brunette	
Eigh Leigh	
Paige	<b>D</b>
Fick	136
+ -	111

The "New Bin From Selection" command allows the user to select a group of cues, useful for creating a bin of the cues for a character or version, and immediately place them in a new bin ready for the editor to label. Below this command is the "Edit Bin Attributes" feature, available by pressing command + "B". Each bin has an attribute value. The values appear on the top of any line count print outs as seen below.

$\bigcirc \bigcirc \bigcirc \bigcirc$							Hall Pass ADR 1120.adr		
Master Cues	2105	P	Num	A	Cha	Supervisor:	supervisor	Time In	Tim
🃁 Final	392	P	3049	Alt	Brent	Title:	Line Count Title	1245+01 1274+14	124
🗇 Temp 4 河 TV OMITS	<b>25</b>	P	3052 3053	Alt Alt	Brent Brent	Subtitle:	Line Count Sub Title	1322+01 1335+14	132) 133
SHOT Group	284 191	P	3054 409	Alt A	Brent	Date:	%date	1342+01 1071+08	134 107-
河 Final 河 Temp 2	(84) (9)	P	4031 502	A Alt	Brent Brent	1.67		1071+08 268+00	107- 269
📁 Test	0	P	509 510	Alt Alt	Brent Brent	R5v R5v	1111LCK You think I (give a shit) pudge boy? (giv 1111LCK (Fuck nol) (Off screen)	1355+09 1380+14	135: 138:
		P	511 512	Alt Alt	Brent	R5v R5v	1111LCK         That this forty hour a week (mother fucid           1111LCK         And this flabby (ass hole) (F-F-F-F) my	1422+10 1429+02	142) 143
		P	5047	Alt	Brent	RSv ne	1111LCK Grandpa's closet!	1456+06	145

12/08/10	12/08/10 My Movie Line Count								
Character	R1v1111LCK	R2v0930	R3v1111LCK	R4v1111LCK	R5v1111LCK	R6v1111LCKA	Sub Total		
Rick	12	34	27	11	24	9	117		
Principal	12	34	27	11	24	9	117		
	-	-		-	-	-			

Lastly, there is the "Clear Search Results" command. This command clears out any cues in the search results folder. This command is also available from the Search Window.

Under the "Cues" menu, you can create a new cue by pressing option + command + "N". This will place a new cue in the bin currently selected on the left hand side in the BIN VIEW. If you create a cue in

any bin other than the MASTER CUES bin, the newly created cue will be placed in the MASTER CUES bin. The only places where you can not create a new cue is in the SEARCH RESULTS bin or in any group bin, as group bins just display the contents of its sub bins.

Next is "Duplicate Cue With Options". When pressing shift + command + "D", ADR ToolBox will make a new cue using the attributes of the currently selected cue that are defined in the Preference Window's Advanced pane.

"Duplicate Cue", accessible by pressing command + "D", makes an exact copy of a cue, however, it created a new unique id for the new cue and sets the cue's date created and modified time to match the time when it was duplicated.

ADR ToolBox	File	Edit	Text	Bins	Cues	Capture	Misc	Window	Help
					New	Cue			₹₩N
					Dupl	icate Cue	With Op	otions	企業D
					Dupl	icate Cue			жD
					Sort				て第5
					Auto	Number			жJ
					Auto	Number V	Vith Ne	xt Availabl	e û≋j
					Case	ade Numb	er		て第J
					Disp	lay TimeCo	ode		₩8
					Togg	le focus			ж9
					Unda	te Line Co	unt		¥11

The "Sort" command will take all of the cues in the current bin and order them according to the parameters that are set out in the SORT TYPE VIEW. You can also re-order cues in a bin by clicking on the column header of the MASTER VIEW. In this example, the user has clicked on the "Character" column header sorting the the cues in ascending order from A-Z. If you double click the column, the order will reverse into descending order Z-A.

0 0						Hall Pass ADR 1120.adr						
Master Cues	2105	Р	Num	A	Character	Version	Line	Time In	Tim			
Search Results		Р	1004	Alt	Brent	R1v1111LCK	(Efforts & yells breaking through sun roof)	87+00	94			
		Р	3049	Alt	Brent	R3v1111LCK	Hal	1243+01	124			
🍘 Final	392	Р	3050	Alt	Brent	R3v1111LCK	(TBW to Leigh)	1274+14	128			
📁 Temp 4	25	Р	3052	Alt	Brent	R3v1111LCK	(Small reax)	1322+01	132			

Below the "Sort" command is the "Auto Number" feature. This feature will look at the version of the cue, check all versions that share the same range of numbers, and find the highest available cue number. If you have used cue numbers 1000-1056, then ADR ToolBox will supply 1057 as the next available cue number. At any time you are free to use any number you wish, but ADR ToolBox will always warn you if there is another cue using the number. This keeps any errors from popping up.

You can also auto number using the next available number with "Auto Number With Next Available", or shift + command + "J". Perhaps there was a number you did not use, ADR ToolBox will use it as the next auto number.

"Cascade Number", or option + command + "J", allows the user to use a cues number as a starting point for numbering a selection of cue. Enter the cue number you wish for the first cue, select the cue as the first of several, perform "Cascade Number", and each cue in the selection will be numbered consecutively after the first.

		Edit I	ext	Bins	Cues Capture	Misc	Window	Help	1		
					New Cue			~C ≋N	1		
121	P	Num	Α	Cha							
•	P	1001		Fred	Duplicate Cue	With Op	tions	☆ #D			
	P			Fred	Duplicate Cue			ЖD			
392	P			Fred	Cont			35.000			
25	P			Grace	Sort			て知ら			
	P			Paige	Auto Number			¥1			
284	P			Fred	Auto Number V	Nith Nex	t Availab	le ↔¥I			
408	P			Fred	Cascado Numb		(C Availab	27 991			
61	P			Rick	Cascade Nullio	lei		C 66 J			
124	P			Rick	Display TimeCo	ode		<b>#8</b>			
74	P			Fred	Toggle focus			<b>#9</b>			
40	P	Number	Alt	Fred	Update Line Co	unt		жU	L		
75	Р	Number	Alt	Ed	VIDVA				ues	Capture	Misc Wi
					(2)21	P	Num	A Charact	ter	Version	
					6	P	1001 /				
							1001 /	Vit Fred		R1v1111L	CK Oh (s
						P	1001 /	Alt Fred Alt Fred		R1v111110 R1v111110	CK Oh (sl CK What
					(392		1002 / 1003 /	Alt Fred Alt Fred Alt Fred		R1v111110 R1v111110 R1v111110	CK Oh (sl CK What CK How t
					392	р р р р	1001 / 1002 / 1003 / 1004 /	Alt Fred Alt Fred Alt Fred Alt Grace		R1v111110 R1v111110 R1v111110 R1v111110	CK Oh (si CK What CK How t CK So the
					(392 (25 (8)	р р р р р	1001 / 1002 / 1003 / 1004 / 1004 / 1005 / 10	Alt Fred Alt Fred Alt Fred Alt Grace Alt Paige		RIVIIIILO RIVIIIILO RIVIIIILO RIVIIIILO RIVIIIILO RIVIIIILO	CK Oh (s) CK What CK How t CK So thi CK Eww!
					(392 (25 (392 (392) (392	P P P P P P	1001 / / 1002 / / 1003 / / 1004 / / 1005 / /	Alt Fred Alt Fred Alt Fred Alt Grace Alt Paige Alt Fred		RIVIIIILO RIVIIIILO RIVIIIILO RIVIIIILO RIVIIIILO RIVIIILO	CK Oh (sl CK What CK How t CK So tha CK Ewwl CK Rubbe
					392 25 26 284 405		1001 / / 1002 / / 1003 / / 1004 / / 1005 / / 1006 / /	Nt Fred Nt Fred Nt Fred Nt Grace Nt Paige Nt Fred Nt Fred		Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Riv111110 Riv111110	CK Oh (sl CK What CK How t CK So tha CK Eww! CK Rubbe CK That y
					392 25 26 408	P P P P P P P P P	1001 / / 1002 / / 1003 / / 1004 / / 1005 / / 1006 / / 1007 / /	Nt Fred Nt Fred Nt Fred Nt Grace Nt Grace Nt Fred Nt Fred Nt Fred		Riv11110 Riv11110 Riv11110 Riv11110 Riv11110 Riv11110 Riv11110 Riv11110 Riv11110	CK Oh (si CK What CK How t CK So thi CK Ewwl CK Rubbi CK Rubbi CK That CK Please
					392 25 26 400 01 124		1001 / / 1002 / / 1003 / / 1004 / / 1005 / / 1006 / / 1007 / / 1008 / /	Nt Fred Nt Fred Nt Fred Nt Grace Nt Paige Nt Fred Nt Fred Nt Rick Nt Rick		Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Riv111110 Riv111110 Riv111110	CK Oh (s) CK What CK How t CK So thi CK Eww! CK Rubbi CK That CK Please CK Of co
					392 22 23 405 61 124 74		1001 / / 1002 / / 1003 / / 1004 / / 1005 / / 1006 / / 1007 / / 1008 / / 1009 / /	Nit Fred Nit Fred Nit Grace Nit Paige Nit Fred Nit Fred Nit Rick Nit Rick Nit Rick		Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Rivi11110 Riv11110	CK Oh (s) CK What CK How t CK So thi CK Eww! CK Rubbi CK That y CK Please CK Of co CK She's

The "Display TimeCode" command simply toggles all of the time counters, edit boxes or displays in the MASTER VIEW, from feet & frames to timecode and back again. When displaying in time code, the menu will then read "Display Feet And Frames".

The "Toggle Focus" command simply changes the program's focus from the MASTER VIEW to the selected cues's "Line To Replace" box. This allows for quicker editing when scrolling through cues.

The "Update Line Count" feature refreshed the Line Count Window according to all of the attributes currently selected in the Line Count Window.

CAPTURE MISC

# The Windows

Windows are accessible under the "Window" menu heading. Several features are available from this menu: searching, generating line counts, using floating windows with Pro Tools, loading change notes, and displaying the movie window.

Minimize Zoom Show Search Window Show Line Count Show Mini Editor Show ChangeNote Window Show Mavie Window	Ś.	ADR ToolBox	File	Edit	Text	Bins	Cues	Capture	Misc	Window Help	
Show Search Window Show Line Count Show Mini Editor Show ChangeNote Window Show Mavie Window										Minimize Zoom	₩M
SHOW MOVIE WINDOW									SH SH SH SH	now Search Window now Line Count now Mini Editor now ChangeNote Window now Movie Window	策4 策5 策6 策7 策'
Toggle Movie Focus										Toggle Movie Focus	ЖE

# The Search Window

O O Window										
Character	; □ ≠ □ ;	Paige								
Version	; 0 ≠ 0 ≆	R1v11111	.ск	•						
Т	主 🗆 🗧									
+ -		Clear	Add	Search						

The Search Window is accessible by pressing command + 4. Using the "+" and "-" buttons, you can add search criteria. In the example below, the user has selected the "Character" criteria, searching for any character that has the word "Korean", as well as any cues that are not part of version R1v811. There are some rather weird symbols next to the text boxes, but these help define how you want to search. The frusta symbol is the " $\neq$ " or "not equal to" sign. When you click this, you are specifying that you want to find every cue that does not have that attribute. The second symbol is the " $\neq$ ", or the "approximation" sign. In the example below, there are a couple of characters that have the word "korean" in their name. When you click the approximation sign, the program will look for all cues that have the word "korean" in their name. Alternately, if you wanted to find all cues by character that did not feature the word "korean", you would click both the "not equal to" and the "approximation" sign.

When you add a search criteria, a pop up menu labelled "Select Criteria" will appear on each new search term. From the illustration below, you can see all of the criteria available.

To perform a search, you simply select the bin on the left that you wish to search, press the "Search" button, and the newly found cues will be placed in the "Search Bin". If there are other cues that you wish to search for, redefine the criteria, and press the "Add" button. These cues will be added to the cues that were originally found. Perhaps you are looping two characters tomorrow, John and Lisa. First you would search John, then specify Lisa, and add her cues to the search bin. All of Lisa and John's cues will appear in the "Search Bin". At this point you can move the newly found cues in to a new bin, or you can clear the results of the search bin by pressing the "Clear" button.

0.0		Window			-
Character	) □ ≠ 🗹	Korean			Dry Clean Korean Lady Young Korean Woman
Version	● ≠ □	₩ R1v811			Mike Harold Goldberg Golf Course Marshall
Select Criteria	1				Con Course Marshan
Line Number					
Prefix	•				
Alt Designator					
Shot					
Cut					
Omitted					
Deleted					
Check					
TV					
Has Notes					
Reason					
Scene					
Line					
Notes					
Time in					
Time out		Clear	Add	Search	
Date Shot					
Date Created					
Date Modified					
UUID					
Director's Note					

# The Line Count Window

The Line Count Window is accessible by pressing command + 5. Line counts can be generated for every bin. When you select the MASTER CUES bin, the line count window gives you an option of which

characters and versions to include. When you select any other bin, the program generates line counts exactly for those cues in that bin.

There are several choices for displaying line count data. Data can be displayed for cues across several attributes: TV, omit, deleted, to check, cut, and shot. If you choose to include these attributes in the total count, the information will appear in black, otherwise it will be red. In the example below, all of the attributes are displayed, however, those lines that have been deleted are not included.

The order in which the cues are displayed is based on the value in the "Order" pop-up menu. You can sort the characters alphabetically, by the number of cues, or as the characters are ordered in the CHARACTER VIEW.

Any time changes are made to the display attributes, the "Update" button will flash indicating that the line count needs to be updated. After you finished making your line count changes, you can print them using the "Print" button or export them to Excel or NeoOffice using the "Excel" button.

Fred       19       51       70         Ø Saarch Results @2000       Num A. Character       Principal       12       38       50         Fraid       @19       51       70         Principal       12       38       50         TV       7       13       20         Ø Faige       Ø Rick       Omit       2       2       4         Deleted       1       1       2       2       4         Deleted       1       1       2       2       4         Deleted       1       1       2       0       0       0         Shot       0       0       0       0       0       0       0         Ø Hog-head       Tv       0       1       1       0       0       0         Ø Aunt Meg       Ø       1       1       1       0       1       1       0       0       0       0       0         Ø Kluthillikk       18       42       60       1       1       0       0       0       0       0       0       0       0       0       0       0       0       0       0       0					racter		R1v111	1LC R2v093	0 Tota	Total
• Master Cues       2101       Num       A       Character         • Search Results       6000         • Final       6100         • Trop 4       6100         • Maggie       • Rick         • Tv       7       133       200         • Tv       7       133       200         • Tv       • Tit       2       2       4         • Deleted       1       1       2       2         • To Check       0       0       0       0         • Shot       0       0       0       0       0         • Flats       • Flats       • Flats       • Flats       • Flats       • Flats       • Principal       24       37       61         • TV       0       1       1       0       0       0       0         • Master Cues       0       1       1       0       1       1       0         • Flats       • Flats <t< th=""><th>000</th><th></th><th></th><th>Fred</th><th>l i i i i i i i i i i i i i i i i i i i</th><th></th><th>19</th><th>51</th><th>70</th><th></th></t<>	000			Fred	l i i i i i i i i i i i i i i i i i i i		19	51	70	
G Saach Results       CD37         Principal       12       38       50         Principal       12       38       50         Two A       Constance       7       13       20         Two MITS       Maggie       Maggie       Omit       2       2       4         Deleted       1       1       2       2       4         Display:       Fred       To Check       0       0       0         GROUP       24       38       62       Principal       1       1         Versions       Include       Tv       0       1       1       1         Versions       Include       Tv       0       1       1       1       1       1       1       1       1       1       1       1 <td< th=""><th>🃁 Master Cues</th><th>2101</th><th>Num A Character</th><th>_</th><th></th><th></th><th></th><th></th><th></th><th>- 14</th></td<>	🃁 Master Cues	2101	Num A Character	_						- 14
Final       122       # Paige       TV       7       13       20         I' Tro Mati       12       2       4       0       0       0       0         I' TV OMITS       G       Maggie       Ornit       2       2       4       0	Search Results	2091	Character	Pr	Principal			38	50	
Trop 4       63       Ø Rkk       Omit       2       2       4         TVOMITS       Ø Grace       Ø Grace       Deleted       1       1       2         Stor       Ø Grace       Ø Fred       To Check       0       0       0         Ø Essor       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace         Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace         Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace         Ø Britteey       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace         Ø Britteey       Ø Grace       Ø Grace       Ø Grace       Ø Grace       Ø Grace         Ø Britteey       Ø Omit       Ø O 1       1       Ø Grace       Ø Grace         Ø Britteey       Ø Omit       Ø O 0       Ø Grace       Ø Grace       Ø Grace         Ø Brittill       Rivillick       18       42       60       Ø         Ø Rivill       Rivillick       18       42       60       Ø         Ø Rivili       Rivili       Include In Total:	📁 Final	392	Paige	TV	/		7	13	20	
Convertise       Convertise </td <td>🗇 Temp 4</td> <td>25</td> <td>Rick</td> <td></td> <td>Orall</td> <td></td> <td></td> <td>0</td> <td></td> <td>U</td>	🗇 Temp 4	25	Rick		Orall			0		U
SHOT       Cacke       Deleted       1       1       2         Test       © Fred       To Check       0       0       0         © Leigh       Coakley       Shot       0       0       0         © Coakley       Groy       Group       Z4       38       62       Principal       Z4       37       61       TV       O       1<	TV OMITS	0	Maggie		Omit		2	2	4	- 11
Coskley       ✓       To Check       0       0       0         ✓       Leigh       ✓       Coskley       ✓       Coskley       ✓         ✓       Eligh       ✓       Coskley       ✓       Shot       0       0       0         ✓       GROUP       24       38       62       ✓       Principal       24       37       61         ✓       Hog-head       Tv       0       1       1       ✓       0       0       0         ✓       Wersions       Omit       1       0       1       1       ✓       0 <td>SHOT</td> <td>280</td> <td>Grace</td> <td></td> <td>Deleted</td> <td></td> <td>1</td> <td>1</td> <td>2</td> <td></td>	SHOT	280	Grace		Deleted		1	1	2	
Clight       Cut       0       0       0         ✓ Caskey       Shot       0       0       0         ✓ Gray       GROUP       24       38       62         ✓ Hog-head       TV       0       1       1         ✓ Britney       Ornit       1       0       1         ✓ Wersions       O Check       0       3       3         ✓ Wersions       O Check       1       1         ✓ Riv1111LCK       Ornit       0       0       0         Riv1111LCK       Cut       0       0       0         Riv1111LCK       Fincipal       15       34       49         Riv5030       Fincipal       15       34       49         TV       3       8       11       0         Riv50300       Ornit       4       4       4         R2v910       Ornit       4       4       4         R3vi       Display:       ✓       TV       ✓       Ornit       ✓       Check       ✓       Cut       ✓       Shot         R3vi       Include in Total:       ✓       TV       ✓       Ornit       Deleted       ✓ <t< td=""><td>Test</td><td></td><td>Fred F</td><td>× 1</td><td>To Check</td><td></td><td>0</td><td>0</td><td>0</td><td></td></t<>	Test		Fred F	× 1	To Check		0	0	0	
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✓ Groy       GROUP       24       38       62         ✓ Hats       Principal       24       37       61         ✓ Aunt Meg       ✓       ✓       0       1       1         ✓ Mint Meg       ✓       ✓       0       1       1         ✓ Mint Meg       ✓       ✓       0       1       1         ✓ Mint Meg       ✓       ✓       1       1       1         ✓ Werstons       ✓       Omit       1       0       1         ✓ Number Of Cues       ✓       Ø       3       3       1         ✓ Rivililick       0       0       0       0       0         Rivilil       Rivilil       Shot       24       34       68         Rivilil       Rivilil       Shot       24       34       49         Principal       15       34       49       1         ✓       ✓       ✓       3       8       11         Ø       R2v930       ✓       ✓       Omit       Ø       0         Ø       R3vi       Include In Total:       ✓       ✓       ✓       ✓       To Check       ✓       Cut <t< th=""><th></th><th></th><th>Coakley</th><th></th><th>Ohiot</th><th></th><th>0</th><th>0</th><th>0</th><th>- 11</th></t<>			Coakley		Ohiot		0	0	0	- 11
GROUP       24       38       62         Y       Flass       Principal       24       37       61         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       0       1       1       1       1         Y       1       1       1       1       1         Y       1       1       1       1       1         Y       1       1       1       1       1         Y       1       1       1       1       1 <th></th> <th></th> <th>Brent Second</th> <th></th> <th>Shot</th> <th></th> <th>U</th> <th>U</th> <th>0</th> <th>_</th>			Brent Second		Shot		U	U	0	_
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✓ Brindy       ✓         Ørindpal       15         Ørindpal       15         Ørindpal       15         Ørindpal       10         Ørindpal			Aust Mag	TV		0	1	1		_
Wersions       Online       0       3       3         Wersions       To Check       0       1       1         Riv11111CK       Cut       0       0       0         Riv1101       Shot       24       34       55         Riv811       Riv930       Rick       18       42       60         Principal       15       34       49       1         R2v930       Ornit       4       0       4         R2v910       Ornit       4       0       0         R3vi       Display:       V       Omit       Deleted       To Check       Cut       Shot         R3vi       Order:       Number Of Cues       V       Shot       V       Shot       V			Rritney	1		1		1		
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✓ Rivillick       Cut       0       0       0         Rivillo       Shot       24       34       58         Rivillo       Rivillo       Rivillo       Rivillo       84       60         Rivillo       Rivillo       Rivillo       Rivillo       84       49         Rivillo       Rivillo       Rivillo       Rivillo       8       11         Rivillo       Rivillo       Rivillo       Rivillo       8       11         Rivillo       Rivillo       Omit       4       0       4         Rivillo       Display:       ✓       TV       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         Rivillo       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         Rivillo       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         Rivillo       Include In Total:       ✓       Tv       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓			Versions		To Check		1	1		
Riv10101       Shot       24       34       58         Riv930       Riv930       18       42       60         Riv907       Prindpal       15       34       49         V       3       8       11         R2v030       Omit       4       4         R2v030       Omit       4       4         R2v910       Omit       4       4         R3v1       Display:       V       Omit       O beleted       To Check       Cut       Shot         R3v1       Include In Total:       V       Omit       Deleted       To Check       Cut       Shot         R3v9       Order:       Number Of Cues       Omit       Deleted       To Check       Cut       Shot			RIV1111LCK	n	Cut	0	0	0		
R19930       Rick       18       42       60         Principal       15       34       49         TV       3       8       11         R2v930       TV       3       8       11         R2v910       Omit       4       4       4         R3vi       Display:       ✓       TV       ✓       Omit       ✓         R3vi       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         R3vi       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         R3vi       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         R3vi       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Shot         R3vi       Include In Total:       ✓       Tv       ✓       Omit       Deleted       ✓       To Check       ✓       Cut <td></td> <td></td> <td>R1v1101</td> <td></td> <td>Shot</td> <td>24</td> <td>34</td> <td>58</td> <td></td> <td></td>			R1v1101		Shot	24	34	58		
R1v907       Principal       15       34       49         TV       3       8       11         R2v910       Omit       4       0       4         R2v8a       Omit       4       0       0         R3v1       Display:       V       V       Omit       V       Cut       V         R3v1       Display:       V       V       Omit       V       Deleted       ✓       To Check       ✓       Cut       ✓       Sho         R3v1       Include In Total:       V       V       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       Sho         R3v9       Order:       Number Of Cues			R1v930	Rick		18	42	60		- 11
R1/907       TV       3       8       11         M2/910       Omit       4       0       4         R2/910       Omit       4       0       0         R3v1       Display:       ✓       TV       ✓       Omit       ✓         R3v1       Include In Total:       ✓       TV       ✓       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       She         R3v9       Order:       Number Of Cues       ✓			R1v811	Princ	ipal	15	34	49		
R2v8a       Omit       4       4       4         R2v8a       Deloted       0       0       0         R3v1       Display:       Image: Comparison of Com			R1v907	TV		3	8	11		_
R3vi     Display:     Image: Construction of Current in the constructine of Current in th			R2v0930		Omit	4	0	4		
R3v1       Display:       Image: Comparison of the			R2V910		Deleted	0	0	0		
R3vi     Include In Total:     ✓ TV     ✓ Omit     Deleted     ✓ To Check     ✓ Cut     ✓ Sho       R3vi     Order:     Number Of Cues			R3v1 Display:				Deleted	To Check	Cut	Sho
R3v9       Include In Total:       ▼       ▼       Omit       Deleted       ✓       To Check       ✓       Cut       ✓       She         R3v9       Order:       Number Of Cues       ♦       ●       Print       Underse       ●			R3v1	-		•	Deleteu	I TO CHECK	e cut	0 5110
Order: Number Of Cues			R3v9 Include In Tot	al: 🗹	TV 🗹 Omit		Deleted	🗹 To Check	🗹 Cut	🗹 Sho
Driet Lindets Even			R3v9 Order:	G	Number Of Curr					
Drint Undate Event			R3vR		Number Of Cues		•			
Print Ubdate Excel			Print Upda	ate E	kcel					

Below are screenshots of the generated line count for Excel and from ADR ToolBox.

	🗯 Excel File	Edit Vi	ew Inse	ert Forma	t Tools	Data Wi	ndow Help	)
0	00							LineCou
♦ 1	A Character	B R1v1111LCK	C R2v0930	D R3v1111LCK	E R4v1111LCK	F R5v1111LCK	G R6v1111LCKA	H Total
2	Rick	12	34	27	11	24	9	117
3	PRINCIPAL	12	34	27	11	24	9	117
4	TV	2	8	4	2	3	0	19
5	OMIT	0	0	0	0	0	0	0
6	DELETED	0	0	0	0	0	0	0
7	TO CHECK	0	0	0	0	0	0	0
8	CUT	0	0	0	0	0	0	0
9	SHOT	0	0	0	0	0	0	0
10	Fred	9	38	11	2	12	12	84
11	PRINCIPAL	9	38	11	2	12	12	84
12	TV	7	11	8	4	2	2	34
13	OMIT	0	0	0	0	0	0	0
14	DELETED	0	0	0	0	0	0	0
15	TO CHECK	0	0	0	0	0	0	0
16	CUT	0	0	0	0	0	0	0
17	SHOT	0	0	0	0	0	0	0
18	Grace	0	4	3	1	3	5	16
19	PRINCIPAL	0	4	3	1	3	5	16
20	TV	1	6	1	0	0	0	8
21	OMIT	0	0	0	0	0	0	0

My Movie My Movie Line Count												
Character	R1v1111LCK	R2v0930	R3v1111LCK	R4v1111LCK	R5v1111LCK	R6v1111LCKA	Sub Total					
ick	12	34	27	11	24	9	117					
Principal	12	34	27	11	24	9	117					
TV	2	8	4	2	3	0	19					
Omit	0	0	0	0	0	0	0					
Deleted	0	0	0	0	0	0	0					
To Check	0	0	0	0	0	0	0					
Cut	0	0	0	0	0	0	0					
Shot	0	0	0	0	0	0	0					
red	9	38	11	2	12	12	84					
Principal	9	38	11	2	12	12	84					
TV	7	11	8	4	2	2	34					
Omit	0	0	0	0	0	0	0					
Deleted	0	0	0	0	0	0	0					
To Check	0	0	0	0	0	0	0					
Cut	0	0	0	0	0	0	0					

## The Mini Editor

Accessible by pressing command + 6, the mini editor allows the user to have a floating window that sits on top of Pro Tools. It contains many of the attributes necessary when cuing ADR: Character, Version, Scene, Reason, Line Number, Time In, Time Out, & the Line To Replace. Unlike the EDIT VIEW, you can not edit multiple cues using the Mini Editor. The Mini Editor is also useful when the PRINT VIEW is selected. The user can enter cues while simultaneously seeing how the cue will be laid out.

There are several buttons in the Mini Editor which are detailed below. You can add new cues, duplicate cues, duplicate cues with options (which duplicates a cue with only certain attributes of the cue you are duplicating). You can also capture time values when in Pro Tools. Like the EDIT VIEW, the user must specify a version value before she can enter a time value. Again, it is also important that if one is capturing in timecode that the timecode frame rate of the Pro Tools session and frame rate of the ADR version matches.



# The Change Note Window

The change note window can be accessed by pressing command + 7. Adding change notes to ADR

ToolBox is very simple. Press the "Open Note" button, select multiple change notes, and the notes will be added to the table list on the left. You can rename files after you load them by double-clicking the name as seen in the example below. The program condenses the change note and removes any equal length changes on the assumption that these changes are optical. You can view the condensed change events by clicking the "Condensed" button. After you have loaded change notes, they are accessible from the CONFORM VIEW and available to use in your conforms or rebalances.

\varTheta 🔿 🔿 Hall Pass ADR 112	0.adr - Cha	ange Note Windo	w		
New Version: (New)R1V9_30 (Old)Reel 1v9_7RB 37 events Old Duratie Events: 37 Insertions: 16 Deletions: 21 Swaps: 0 No Changes: 0 Moves: 2 Total Change: -10+11	on				
Note Name	Event	Start	Action	Length	Note
(New)R1V9_30 (Old)Reel 1v9_7RB 37 events Old Duration 1	542+07	8+15	-	4+00	1
(New)R2V9_30 (Old)Reel 2v9_10RB 42 events Old Duration 1942+12	2	388+15	+	4+09	
(New)R3V9 30 (Old)Reel 3v9 7RB 56 events Old Duration 2011+14	3	403+06	-	0+01	
(New)R4V9 30 (Old)Reel 4v9 7RB 30 events Old Duration 1655+04	4	643+05	+	1+00	
(New)REV/0.30 (Old/Real Ev0.700.12 events Old Duration 1670+06	5	648+08	+	0+13	
(New)RSV9_50 (Old)Reel SV9_7RB 12 events Old Duration 1670+06	6	714+11	-	0+12	
(New)KbV9_30 (Old)Keel bV9_7KB 55 events Old Duration 0911+12	7	918+06	+	1+12	
(New)Reel 1 v11_1 qt snd.Copy.01 (Old)R1V9_30	8	925+03	-	0+01	
(New)Reel 1 LCK 11_11 (Old)Reel 1 v11_1	9	925+03	+	0+07	
(New)Reel 3 LCK 11_11 (Old)R3V11_2	10	952+07	-	1+14	
(New)Reel 4 LCK 11_11 (Old)R4V9_30	11	952+07	+	3+01	
(New)Reel 5 LCK 11_11 (Old)R5V9_30	r 12	1032+02	-	5+07	
(New)Reel 6 LCK 11 11VA (Old)Reel 6 v11 1	13	1032+02	+	6+02	
	14	1225+02	-	7+02	
	15	1225+02	+	8+11	
	16	1270+08	-	5+02	
	17	1270+08	-	2+03	
	18	1270+08	+	4+02	
	19	1276+08	-	2+06	
	20	1276+08	-	0+01	
	21	1276+08	+	2+07	
	22	1282+06	-	6+06	
	23	1282+06	-	1+07	
	24	1282+06	+	1+14	
Open Note		Original	Conde	nsed	

#### The Movie Window

The movie window can be accessed by pressing command + "". The movie window will display the current movie that is attached to your cue's version. As you move from cue to cue, the program will load the picture for the cue. This is ideal when doing changes. If you have just conformed a reel, you can quickly scroll through your changes and see what needs to be adjusted.

ADR ToolBox also adds a footage and timecode overlays to the quicktime. If you are curious as to the mechanics of the time information for the underlying Quicktime file, you can turn on the "Show Detailed Time Info in Movie Display" option in the General Preferences. This will display the time units, frame duration in units, movie scale, effective frame rate, current frame position, timecode offset in samples, timecode, and ultimately footage. Phew!

ADR ToolBox saves the location of the movie when it saves the file. On load it will look at the last location the file was when it was saves, if it can not find the file, it then performs a search looking for the file until it either finds it or times out. WIth this feature, you can send your files to other editors, and if they have the Quicktime files on their computer, then ADR ToolBox will reload the files.

