GeekCo. Role-O-Matic 3

Role-O-Matic 3 automates the task of setting Audio Roles and SubRoles on individual channels of groups of multi-channel clips.

Role-O-Matic 3 will work with mixed groups of Video and Audio Only multichannel clips. When running the app, you will be prompted to enter and confirm the Roles for each type of clip separately.

Role-O-Matic 3 works with clips that have different numbers of channels, and regardless of the channels' configurations. However, you *must* want the Roles you choose to be applied to **the same channels in all clips of each type**. *e.g.* Role1 will be applied to CH-1 in *all* clips, Role2 to CH-2 in *all* clips, etc.

You enter the Role and Subrole for each channel, so you must know what is on each channel in advance.

Using Roles

The most efficient use of Roles is to have a few "parent" Roles and use Subroles for detailed organization. (See instructions to set subroles). An example with multiple actors would be: *Dialogue.Bob, Dialogue.Alice, Dialogue.Ted* etc. A recording of a music performance could be set as: *Vocals.Lead, Vocals.Backup, Band.Bass, Band.Drums, Band.Piano.* In this way you can mute/solo/select an entire Role, as well as each individual Subrole in the Timeline Index.

To avoid duplicating the three FCP X parent Role defaults when using Role-O-Matic, **do not capitalize** the Role names. i.e. use "dialogue" not "Dialogue", "music" not "Music" and "effects" not "Effects". They *will* appear capitalized in the Inspector and Browser when you reimport the fcpxml.

Additional custom parent Roles - and all subroles - can of course be spelled however you like.

Component Names

Role-O-Matic now names audio components to match the Role names you enter. Components with only a parent Role will be named "**Role**". Components with Subroles will be named with both the parent Role and Subrole, "**Role.Subrole**".

For components that have existing custom names, you will be given the choice to rename them to match the Role and Subrole you entered, or to leave them as they are. Component names can of course be batch modified in the FCP X Inspector by selecting multiple clips with common channel configuration.

Important Note about Audio-Only clips!

In FCP X, each audio channel is assigned to a Lane. Role-O-Matic 2 maps the Roles you enter to the Lanes in fcpxml. Thus, you will be prompted enter Roles for _Lanes, not channels._

Due to the way FCP X works, A/V and Audio Only clips are defined differently in the fcpxml. For clips with VIDEO, the audio Lane numbers start at -1. No problem here, as the prompts will match the channel numbers. Lane -1 is Channel 1, etc.

However, for AUDIO-ONLY clips the _Lane numbers start at **0**,_ so the prompts will not match the channel numbers. Lane 0 is Channel 1, Lane 1 is Channel 2, Lane 3 is channel 4, etc. When setting audio-only clip Roles, **Please Pay Attention!**

Role-O-Matic 2 will (annoyingly) remind you of this at the beginning of each run. Also, you can confirm your settings before finishing, and redo them if needed.

Role-O-Matic 2 is _very_ easy to use, **but please read the instructions carefully…**
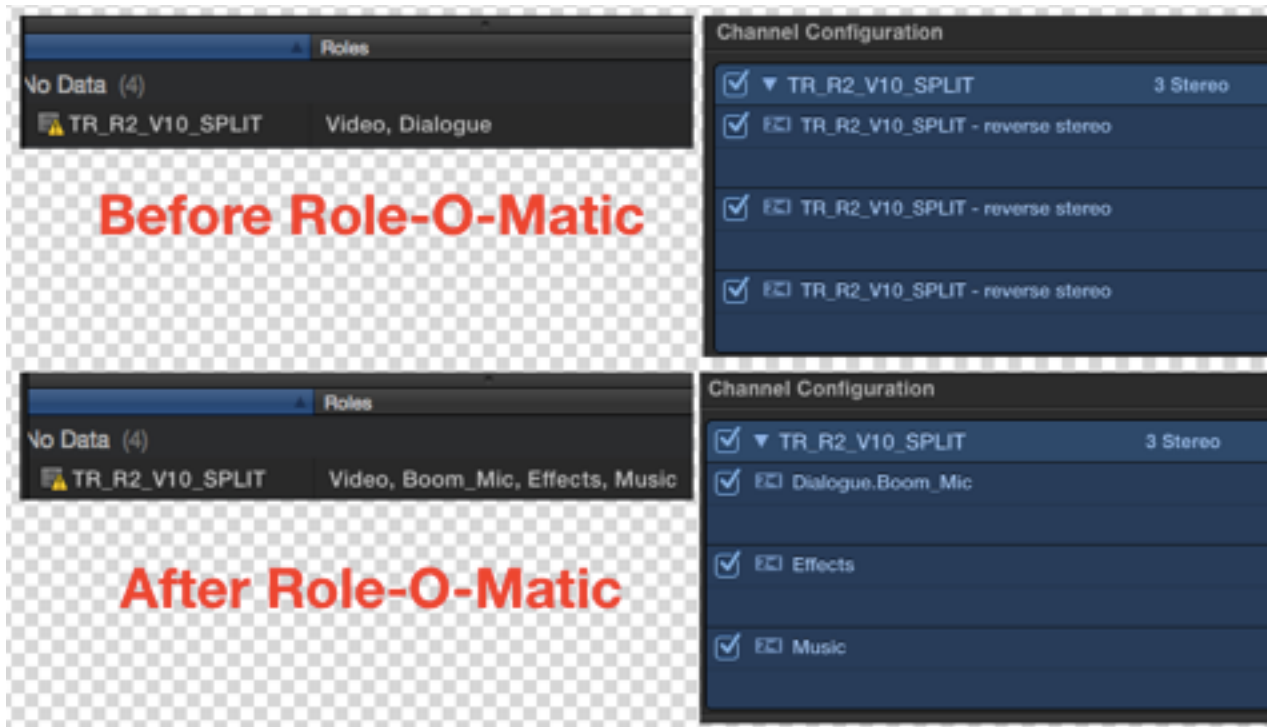
Operating Instructions-Please Read Carefully

1- Create an Event in FCP X that contains all the clips on which you'd like to set *common* audio Roles.

- Only include clips on which you intend to change the Roles

- You may mix clips with different amounts of audio channels, *but all common clip channels will get the same roles*. e.g. You have some 8 channel clips to which you'd like to assign Roles 1-8, and some 5 channel clips to which you'd like assign **the same** audio Roles, but only 1-5.

  In order for this to work properly, ensure that **the clip with the greatest number of channels is** the first in the Event when sorted in ascending (^) list view. If you are mixing video and audio-only clips, the first **two** clips in the Event should be **one of each type,** with *the most channels*. You can add a leading character (e.g. 001, 002) to facilitate this if needed.

2- Select the Event, and Export XML choosing "extended" view.

3- Launch Role-O-Matic, and choose the fcpxml you just created.

- Name and choose a destination for the new fcpxml file that will be generated, keeping the .fcpxml extension after the name.

- Follow the prompts to add a **Role** to each channel in your clips in the dialog boxes that appear. Video clips will be set first, then Audio-Only clips. Components will be renamed to match the Roles you enter.

- **SETTING SUBROLES**- Enter the parent Role, then type a . (period) followed by the desired subrole. Easy! example: role.subrole …**NOTE:** Component names will match the text you enter exactly, so the name will show as **"role.subrole"** in the Timeline and Inspector.

- **NOTE**: **AVOID USING SPACES**, quotes or other "Illegal" characters in the Role Names, the Roles may not be applied. ***Do not use a . (period)*** *unless* you intend to apply a subrole. For best results, use only letters, numbers, and underscores in the Role/Subrole names

4- Import the fcpxml you just created back into FCP X. Done.

KNOWN ISSUES & LIMITATIONS

- To avoid duplicating any FCP X default roles, do not capitalize the Role names. i.e. use "dialogue" not "Dialogue", "music" not "Music", etc.

- In some cases certain channels in some clips may be muted/disabled in the Event created from R-O-M fcpxml. Simply un-mute/re-enable them

- Using spaces and other "illegal" characters such as **\ / " :** etc. may result in no Roles being set.

- If you have files with interleaved stereo channels that are actually dual-mono, such as a lav on the left and a boom on the right, Role-O-Matic *cannot add separate Roles to each component.*

- When reimported, stereo components/channels may be labeled "Reverse Stereo". This isn't caused by R-O-M, it happens even if you just re-import your original fcpxml. The stereo imaging is not changed, it's just labeled incorrectly. I've sent feedback to Apple on this, you should too. :-)

- The imported Event *will have the same name (with "2" appended) as the exported original.* You can rename the original Event before Importing the new fcpxml, or rename the new one when its imported. Or something. :-)

- It's beta-ish, Please let me know if you have any problems not noted above.

Obligatory Disclaimer

This software is provided for entertainment purpose only. It may not work. It may destroy your files, computer, and possibly even the universe itself. I disclaim any responsibility for anything that happens due to it's use. Except good things. Some settling of contents may have occurred during shipping. Objects in mirror are closer than they appear.