

Media files in the online editors

In order for online localization workflows to be performed, a lo-res media/video file (here referred to as a "proxy") is normally required. In the case of subtitling, the same video file is typically used for all jobs within the same part/episode and only needs to be uploaded once. When this is in place, with the correct settings, the online editors will automatically locate and load the file into the player when a job is opened for work. Here are the basic rules.

Media requirements

- Typically, a MP4 file is the best option. You can either:
 - upload a prepared proxy with or without burnt-in timecode
 - upload any file and select an automatic conversion preset
 - More presets can be created under Tools & Data.
- When a file is set to file mode "Media", some additional preparation work begins automatically.
 - These are the steps needed for the media to work in **Plint Subtiter**. Such as:
 - Generation of audio waveforms and scene change markers.
 - Conversion to M-dash format.
 - If activated for the site, DRM preparation.
 - You can follow this process under *Tools & Data / Renders* or from the project Filezone.

Media files can be uploaded in several ways, including:

- Directly to the project Filezone
 - In this case some manual editing is required after upload:
 - The file may need to be converted to a format suitable for a proxy.
 - The built-in conversion function can be accessed with the arrow icon.
 - Set *File mode* to **Media**.
 - Link the file to the right *Node*.
- With a "Media upload" job.
 - If the workflow is set up correctly, the file will then automatically get the correct settings.
 - E.g. a Media upload linked to a certain part will automatically associate the media file to that part in the project. Normally, you would have a Media upload job for each part/episode.
 - The uploader can also select a conversion preset before submitting the upload form.
- As an [automated upload job](#).

Media selection logic: what gets loaded into the editors?

When a job is opened in an online editing tool (such as Plint Subtitler), the system will look for the "best" media file to load into the player. The best media file is the one meeting these criteria:

- *File mode* is set to "Media" (see above)
- Most recently added/uploaded, and:
 - Linked to the same Project (available to *all* parts, unless they have a "better" match)
 - Linked to the same Part/Episode (overrides the above)
 - Linked to the same language (overrides both of the above)
 - The latter case is the most unusual, but if there is a need to provide alternative source media for different target languages, it *is* possible.

Media from Parent projects

If a Media file is set to "Visible to child projects", it can be loaded into the editor on jobs on **child project** as well. Apart from that, the same matching logic applies, mapping against with part/language. [More information here](#).

Media time offset

If the starting time of the media should be offset, for example by 10 hours, this can be set for the file in various ways:

- From the Filezone
 - Users with full project access can edit the properties of a single file, or batch edit the offset value for multiple files.
- From Media upload jobs
 - The upload form contains a field for offsetting the media start time.

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