ScriptSync Workaround Version 1: 12/17/2015

3 Syncing A Script For Use In Media Composer Version 8

Syncing A Script For Use In Media Composer Version 8

ScriptSync is no longer a featured offer for Media Composer version 8. Furthermore, MC 7 will no longer be supported when we update Interplay. While there are rumors that ScriptSync may come back in a future version of Media Composer, you may want to make note of this workaround if ScriptSync is an integral part of your workflow.

1. Open your project on a machine with Media Composer 8 and ingest your media.

2. After you ingest, right click on the clip in your bin, and select "Reveal File" from the menu.

| - Partie | 1000 | A State of the sta | NN | | | |
|----------|------|--|---------------------|-------|--------------|----|
| | | | | * Scr | ipt Sync Bin | |
| | | in | | | | |
| | | Name | Creation Date | | Duration | C |
| | ₩ | AA8657.Sub.01.new.01 | 11/9/15 10:43:39 AM | | 2;50;17 | 0 |
| | | AA8657.new.01 | 11/9/15 10:43:39 AM | | 2;54;20 | 0 |
| | II | AA8657.Sub.01 | 11/9/15 10:42:19 AM | | 2;50;17 | /\ |

This will open a Finder window directing you to the new MXF's for your clip.

| 00 | i ml-20015321.1 | | | | | |
|-----------------|-----------------|-------------------------------------|--|--|--|--|
| | | | | | | |
| FAVORITES | ► C | AA8657A01.D26284C2_563D1A91.mxf | | | | |
| 😭 joseph_mullin | Edit-9.1 | AA8657A01.D266295C_5640BF2B.mxf | | | | |
| Desktop | Edit-11.1 | AA8657A02.D26284C3_563D1A91.mxf | | | | |
| Applications | Edit-12.1 | AA8657A02.D266295D_5640BF2B.mxf | | | | |
| Documents | EDIT1-PC.1 | 📉 📓 AA8657V01.D26284C1_563D1A91.mxf | | | | |
| Documents | EDIT2-PC.1 | AA8657V01.D266295B_5640BF2B.mxf | | | | |
| Downloads | EDIT4-PC.1 | AA8658A01.D2628403_563D19D2.mxf | | | | |
| Stropbox | FL-Digi1.1 | AA8658A02.D2628404_563D19D2.mxf | | | | |
| DEVICES | MedwayMedia1 | AA8658V01.D2628402_563D19D2.mxf | | | | |
| | ml_20015321 1 | Creating | | | | |

3. Construct a folder path for the MXFs on your transfer drive to allow Media Composer to find the media. This Folder Path would be at the **root** of your drive starting with a folder labeled "xx*Avid MediaFiles.*" Within that, create a folder labeled "*MXF*" and within that, create a folder labeled "1."

4. Drag your ingested MXFs into the folder labeled "1" The path construction is detailed below. Be sure to only take the files highlighted.

| | | • • • | | Q |
|---------------------|---|-------|-------|-------------------------------------|
| Avid MediaFiles | • | MXF | ▶ 🛅 1 | 🛁 AA8657A01.D266295C_5640BF2B.mxf |
| 📄 DAVID_media 🛛 😐 | ⊳ | | | 🛛 📲 AA8657A02.D266295D_5640BF2B.mxf |
| Script Sync Bin.avb | | | | AA8657V01.D266295B_5640BF2B.mxf |

5. Next, on the finder level, navigate to the folder where your project lives and copy the bin to the root of the transfer drive.



6. Next, copy the script with a .TXT extension onto the transfer drive.

7. Eject the drive and bring it to a standalone machine with MC 7 installed (or a previous version of Media Composer featuring ScriptSync).

8. When the drive is mounted, remove the XX's from the folder you labeled "xxAvid Media Files."

9. Open a project.

10. Go to the File menu, select "Open Bin" (or press CMD+O), and navigate to the bin you copied from the MC 8 project to the transfer drive. Verify the media you ingested on MC 8 is online.

11. Select "Create New Script" from the file menu and navigate to the file you wish to use.

12. Run script sync and verify it synced properly.

13. Now go to the project window and right click on the script and select "Reveal File" from the menu. This should bring you to the project folder and show a file with a *AVC* extension. This is your script.



14. Close Media Composer and re-add the "XX's" to the Avid MediaFiles folder on your transfer drive.

15. Copy your script file to the root of the transfer drive. Eject the drive.

16. Bring the drive back to the machine with MC 8. Before opening, navigate to the project folder again and drop the *AVC* script file into the project folder.

17. When you launch the project you should find the script waiting for you in the project window. Open the script, and verify that the sync held.



NOTE:

If you don't have access to an MC 7 machine, there is another option. You can also interpolate the script, which means you are syncing the script manually. It's time consuming, but worth it in the end if script sync is crucial to you workflow.

Steve Audette did an excellent, <u>informative video tutorial on Script Interpolation</u>, <u>which can be found here</u>. It might be time consuming, but for offline editors who might rely on Script Sync and don't have regular access to machines with different versions of Media Composer, this may be your best option.