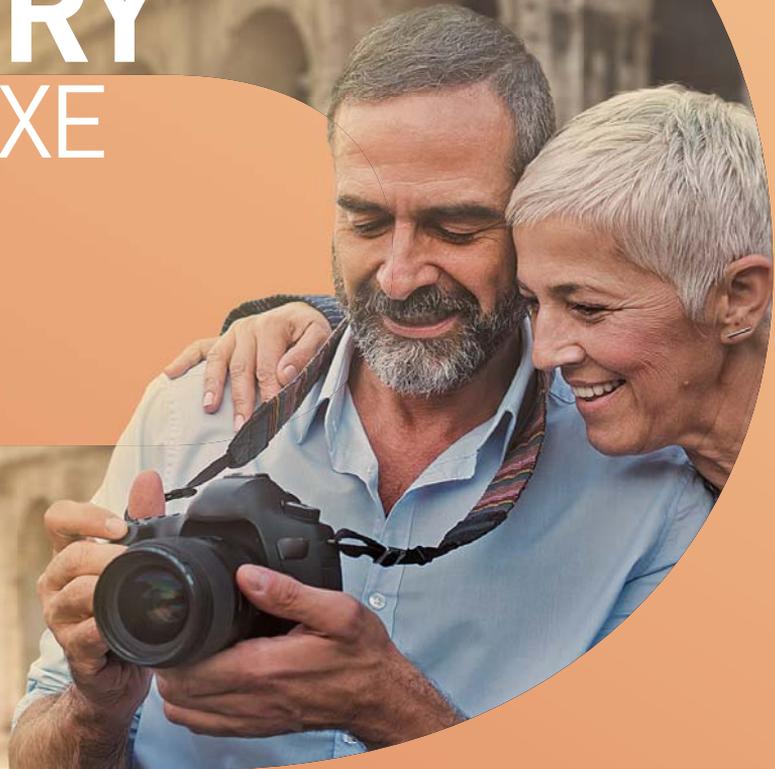


/// MAGIX

# PHOTO STORY DELUXE



English language manual

# Copyright

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This product uses MAGIX patent pending technology.

# Preface

MAGIX Photostory Deluxe gives your photos a new lease on life: Transform your photos and videos from digital cameras, smartphones and video cameras into fantastic slideshows. Add your own personal touch with text, music and cool effects in HD, 4K and 3D.

Enjoy your photos together with your family and friends on TV or on your PC. Play your pictures just like a feature movie with great transitions and effects as well as narration and subtitles. Add intros and outros or invent your own closing credits. Transform your TV into the silver screen!

Create attractive DVD menus that match the format of your slideshow. Burn your slideshow together with a professional menu to DVD, Blu-ray Disc or AVCHD.

You can find a detailed PDF manual in the start menu of MAGIX Photostory Deluxe. The electronic manual can be opened using "F1" to provide a more detailed explanation of the options, dialog boxes, menus, and program interface.

A word on terminology (view page 19): the terms "slideshow" and "photostory" mean the same thing. In the following, we'll use both the terms "slideshow" and "photostory" because they're used in MAGIX Photostory Deluxe.

Have fun with MAGIX Photostory Deluxe!

**Note regarding special program versions:** This documentation describes the full range of features in MAGIX Photostory Deluxe. The range of features may differ in the program version/edition you have acquired.

## Video 360

If you received MAGIX Photostory Deluxe as part of the Video 360 package, in addition to the other software components you also have access to a range of extra services:

**Catooh:** Redeem your coupon at [www.catooh.de](http://www.catooh.de) and select \$35.00 worth of MAGIX content.

**Premium telephone support:** Use the Telephone Support coupon by contacting our MAGIX Technical Support Team (please refer to the section "Premium Telephone Support").

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# Customer Support

Dear MAGIX customer,

Our aim is to provide convenient, fast and solution-focused support. To this end, we offer a wide range of services:

- Unlimited online support:**  
As a registered MAGIX customer, you have unlimited access to web support offered by the MAGIX service portal support.magix.net. You have access to an intelligent help wizard, high-quality FAQs, patches and user reports that are constantly updated.  
The only requirement for use is product registration on www.magix.com.
- Online Community as an immediate support and exchange platform:**  
The Online Community www.magix.info is available for free to all registered MAGIX customers without any limitations. The community includes approx. 175,000 members and offers the opportunity to ask members questions concerning MAGIX products as well as use the search function in order to search for specific topics or answers. In addition to questions & answers, the knowledge pool includes a glossary, video tutorials and a discussion forum. The multiple experts, found round-the-clock on www.magix.info guarantee quick answers, which sometimes come within minutes of a question being posted.
- Premium Telephone Support:**  
If you have received MAGIX Photostory Deluxe as part of the Video 360 package, you have access to Premium Telephone Support. During the Video 360 subscription period you have two tickets per year which can be redeemed using the coupon code.  
The coupon code can be found in the Video 360 order confirmation.  
Use the Telephone Support coupon by contacting our MAGIX Technical Support Team at the listed number and following the instructions:

Telephone: 0203 3183666 (UK and IE Costumers)

1-775-562-0527 (US)

**AU and ZA Costumers:** Please contact the office that is nearest to your location. International call charges may apply\*.

Accessibility: Monday - Friday (business days) 9:00 am - 4:00 pm

\* Please remember to add the appropriate country code for the country you are dialling, 001 for the US and 00 44 for the UK

**Important Notice:** The coupon code for Telephone Support can be used twice within one year after the conclusion of the contract. If the annual license is renewed, the

same coupon code can be used **again** twice within one year after conclusion of the contract renewal.

- **Email support for MAGIX products:**

For each new MAGIX product you will automatically receive 12 months free customer support by email.

- **Premium Email Support:**

For priority support, or if you want the support team to help with non-MAGIX related hardware problems you can purchase a premium email support ticket. Proceed as follows:

1. Go to the MAGIX customer support page at <http://support.magix.net>.
2. Sign in using your login details.
3. Click on "Buy access code" in the navigation bar.  
Each ticket corresponds to a specific problem, it will remain valid until the problem has been solved. A ticket is not limited to a single email. Log in at <http://support.magix.net> and click on "Purchase access code". The ticket is not limited to one email, it corresponds to a specific problem and remains so until the problem has been solved.

**Please note:** In order to be able to use the Premium email support and free product email support online, you have to register your MAGIX product using the serial number provided. This can be found on the CD case of your installation disc or on the inside of the DVD box.

- **Additional telephone service:**

As well as the large number of free customer service offers, we also offer a fee-based telephone customer service.

Here you can find a summary of our technical support telephone numbers:

<http://support.magix.net/>

**Mail (Europe):** MAGIX Development Support, P.O. Box 20 09 14, 01194 Dresden, Germany

**Mail (North America):** MAGIX Customer Service, 1105 Terminal Way #302, Reno, NV 89502, USA

**Please make sure you have the following information at hand:**

- Program version
- Configuration details (operating system, processor, memory, hard drive, etc.), sound card configuration (type, driver)
- Information regarding other audio software installed

## MAGIX Sales Department

You can reach the MAGIX Sales Department workdays for help with the following questions and problems:

- Orders
- Product consulting (pre-purchase)
- Upgrade requests
- Returns

## Europe

Monday - Friday, 09:00-16:00 GMT

**U.K.:** 0203 3189218

**Denmark:** 45 699 18763

**Sweden:** 46 852 500713

**Finland:** 35 89 42419023

**Norway:** 47 210 35843

## North America

9 am to 4 pm EST Mon-Fri

**Phone:** 1-305-722-5810

## Particularities for purchases made through Steam™

Different conditions apply if you have purchased the program through Steam™. You can find more information at <https://support.steampowered.com>.

# System requirements

- For Microsoft Windows 7 | 8 | 10
- 64-bit systems

## Minimum configuration & HD output

- Processor: 2 GHz
- RAM: 2 GB
- Graphics card: Onboard graphics card with a minimum screen resolution of 1280 x 768 pixels
- Hard drive space: 2 GB free hard drive space for program installation
- Optical drive: DVD drive
- Burning: CD-R, DVD or Blu-ray burner

**Note:** An Internet connection is required for program registration, validation and individual program features. HEVC encoding requires fee-based activation for copy protection reasons. MP3 export requires installation of Windows Media Player Version 10 or higher.

## Recommended configuration for 4K/HD editing

- Processor: Quad-core processor with 2.8 GHz or better
- RAM: 4 GB
- Graphics card: Dedicated graphics card with at least 512 MB VRAM

# Serial number

A serial number is included with each product. This serial number is required for software activation. Please store this number in a safe place.

What does a serial number do?

With a serial number your program license is clearly assigned to you and only you. This allows you to use the free customer service via email.

Serial numbers also help protect against software piracy. This makes it possible for us to offer our customers the most value for their money.

Where is the serial number located?

The serial number is on the insert card in the program box.

If you have purchased the download version, you will receive a confirmation email containing the serial number that you can use to activate the program. This will be sent immediately following purchase to the email address you provided.

When is the serial number needed?

The serial number is required when you start the program the first time, as well as for program registration.

## Deactivate program...

### Using the serial number on another computer

If you want to use the serial number on another computer or after reinstalling your operating system, you must deactivate (view page 183) the program on your current PC.

This "releases" the serial number from the current computer so that it can be used on another.

**Note:** You can also deactivate the program in the MAGIX Service Center, but it is much more convenient to do this with the integrated feature in MAGIX Photostory Deluxe.

# Update Service

We know that many of you find it frustrating to have to wait a whole year for our next update knowing that we are working on (and likely finished) creating new cutting edge features and additional content. For us it was also unsatisfying to wait twelve months before making the results of our hard work accessible to our customers.

So we're changing the model. From now on, we're no longer publishing in yearly intervals, but only when something new is finished. We believe this move away from once-a-year major updates and towards a more regular update process is better for our customers.

To this end, we have developed the Update Service. For 365 days after the purchase, you get free access to all program upgrades, patches and program features for MAGIX Photostory Deluxe released in this period.

After the expiration of this year period, you can decide whether or not you would like to renew your subscription to the Update Service for a fee. You can do this in the MAGIX Photostory Deluxe update dialog.

It's important to note that our update service is not a subscription. The program you purchased is your property. You can keep it, and it will continue to function, without your having to pay anything more. If after the expiration of 365 days you decide against prolonging the Update Service, you will simply lose access to additional updates, new contents and online services.

**Note:** If you don't extend the update service, program updates will continue to work after the 365 day period. However, if you reinstall the program, updates from this period will no longer be included. The software will be reset to the state before the time of registration.

# Introduction

## What is MAGIX Photostory Deluxe?

The name says it all: MAGIX Photostory Deluxe puts your photos and movies onto a CD or DVD as a slideshow that can then be viewed on your PC screen or TV just like a movie. Along with "classic" DVDs, you can also burn Blu-ray or AVCHD Discs.

**A typical case:** Your hard drive is full of digital photos from your camera or scanner. What to do with all those photos? MAGIX Photostory Deluxe will tidy everything up, put it together and add transitions, music or effects to create an exciting slideshow.

**What's so special?** A personal slideshow is created, professionally arranged just like a feature movie. Then you can burn it to a disc and even include additional photos. The disc can be played back on any compatible player and you can enjoy it on TV. There are also many more possibilities for exporting slideshows as movie files or present them directly online.

**Note regarding special program versions:** This documentation describes the full range of features in MAGIX Photostory Deluxe. The range of features may differ in the program version/edition you have acquired.

## What's new in MAGIX Photostory Deluxe?

- **New Photo Effects:** Photo effects have been extended to include Add Noise, Cookie Cutter, LAB Color, Lens Flare, and Levels.
- **Full-screen editing in the main interface:** The preview monitor can be set to full-screen mode, where you have quick access to the most important editing functions and effects.
- **Cloud import:** (view page 46) With the help program Netsync, you can import images directly from the Google Cloud or your mobile phone into MAGIX Photostory Deluxe.
- **In-App-Store:** (view page 49) You can purchase new content directly from MAGIX Photostory Deluxe via the store.

Only in the latest version:

- **360° footage** (view page 78): Import and edit photos and videos taken with the latest 360° camera models.
- **Image edge effects:** (view page 81) Remove black edges from photos.
- **Camera MX media transfer:** (view page 93) Direct transfer of pictures from your smartphone to Photostory.

- Beat-based editing (view page 81): Easily create transitions that perfectly match the beat of your chosen music.
- proDAD Mercalli V2 (view page 65): The Mercalli V2 plug-in provides perfect stabilization to fix shaky footage.
- Brand new templates (view page 112): A wide selection of dynamic editing templates and effective presets for titles and text.
- Optimized Photostory Wizard: (view page 21) Takes you from your raw material to breath-taking slideshows in a few, easy steps.
- Features a completely redesigned program interface for improved ease of use.
- Automatic shot match: (view page 67) Apply the look of one photo to another.
- Tons of new design elements, such as intros and outros.

## Properties

### Supported formats

#### Import Formats

Video: (DV-)AVI, HEVC/H.265\*, MPEG-1/2/4, M(2)TS, MXV, MJPEG, MOV, WMV(HD)

Audio: WAV, MP3, OGG, WMA, MIDI

Images: JPEG, BMP, GIF, TIF

#### Export Formats

Disc: DVD, Blu-ray Disc

Video: (DV-)AVI, HEVC/H.265\*\*, MJPEG, MPEG-1/2/4, MOV, WMV(HD)

Audio: -

Images: JPEG, BMP

\*HEVC encoding requires fee-based activation.

### Editing

MAGIX Photostory Deluxe provides a large number of multimedia features that help you really get the best out of your photos and make fascinating slideshows from them. For example:

- **Photostory Wizard:** The Photostory Wizard lets you edit your slideshows using a large selection of style templates and background music. A cinematic effect is added to your slideshow by timing the picture changes to match the music. Your photos and videos are transformed into spectacular visual stories that you can share with friends and family time and time again.
- **Camera MX media transfer:** Use Wi-Fi project transfer to transfer photos from your Android phone to Photostory Deluxe for editing. You can turn live shots into

animated GIFs, add cool live effects and filters in the blink of an eye, and share them on Instagram and other platforms.

- **Multiple program modes:**

In Storyboard mode, several photos are listed in sequence. Zoom in to view all photos displayed in multiple rows with small preview icons to maintain an overview of all pictures.

In Timeline mode, photos are displayed chronologically on 8 tracks.

Template mode:

- **Image optimization:** Fixes typical image defects (exposure, color, red eyes...). Picture size and position can be corrected by increasing the size, rotating, clipping, leveling the horizon, etc. Each edit is non-destructive, i.e. the original photos remain unchanged.
- **Zooms & camera pans:** Zoom into the photo, then pan through the image.
- **3D effect templates** to reshape motifs and have them fly through the picture.
- **1-click animations** for transforming photos into videos (e.g. jumping, mosaic, kaleidoscope).
- **Decorative elements** and **superimposed videos** with cartoons, speech bubbles, costume accessories, frames...
- **Multimedia opening and closing credits** with video templates including sound, personal texts and motifs
- **Transitions:** Alongside the many variations for "simple transitions" (e.g. soft fades, black fades, page turn, wave), there are also complex transitions like picture-in-picture fades or thematic 3D fade series (gallery, photo table, notice board).
- **Titles and title templates:** Add texts to your templates, e.g. by displaying text as subtitles, captions or in speech bubbles.
- **Audio dubbing & Soundtrack:** You can add audio files and CD tracks to the original soundtrack of your photos and videos, record your own speaker comments or use the integrated MAGIX Soundtrack Maker to add your own music to the soundtrack. Use one of the many professional audio editing effects to enhance the soundtrack further.
- **Slideshow Maker** automatically turns tiresome photo series into spectacular multimedia shows. For particularly fast results.
- **Special features:** Travel route animations, stabilize videos, picture-in-picture collages, assemble panorama images, and much more.

## Burning

You can use the "Burn" interface to burn a disc from your photos and slideshows. Before you do that you can design a professional menu screen for selecting your slideshows and photos using a remote control.

The following disc types can be burned:

- **DVD:** The slideshows are made into a classic movie DVD in excellent quality.
- **Blu-ray Disc:** Also a high-resolution disc format for playback on a TV. Requires a suitable player (Blu-ray™ player) to be connected to a TV. You also need special Blu-ray discs and a Blu-ray burner in your PC.
- **AVCHD:** Similar to Blu-ray Discs but you can also use regular recordable DVDs for burning. You need an AVCHD compatible Blu-ray player for playback on a TV.

## Export

The "**export**" dialog contains additional options for saving your slideshows.

- **Save on computer:** Classic video file export for viewing on your PC, sharing or further editing with other programs.
- **Export to mobile device:** You can directly transfer your slideshows to connected smartphones, digital picture frames, organizers, gaming consoles and other external devices.
- **Upload to the web:** You can log in to YouTube, Facebook and Flickr to share your finished projects.
- **Archive project on hard drive or disc:** This is a good final cleanup step after you are finished working on your project.

**Note regarding special program versions:** This documentation describes the full range of features in MAGIX Photostory Deluxe. The range of features may differ in the program version/edition you have acquired.

## Projects, slideshows and photos

In MAGIX Photostory Deluxe you can work with "projects", "slideshows" and "photos". In order to work quickly and intuitively, is it important to know the differences between these three hierarchically-ordered terms.

**Project**      A "Project" includes everything that you want to include on a disc. This normally contains one or more slideshows and includes a menu structure/menu design which allows you to choose a slideshow later on the disc. Projects can be saved as "<Pojektdatei>" files on your hard drive and can be loaded later for further editing.

**Slideshow**      A slideshow is a multimedia presentation of photos which is played like a movie. Enjoy it on a PC or TV, since it offers maximum multimedia entertainment value from photos, videos, music, title texts, transition effects, and much more.

Any slideshow can be exported individually as a video. The "project" can be considered a type of drawer into which you can put multiple slideshows for burning to disc later.

**Photos**      Photos are the main part of your slideshows. You can import photos and videos into your slideshow (the right video codec has to be installed on your system). Besides photos and videos, a slideshow also includes plenty of other elements: image titles, transitions, decorative elements, music, spoken commentary...

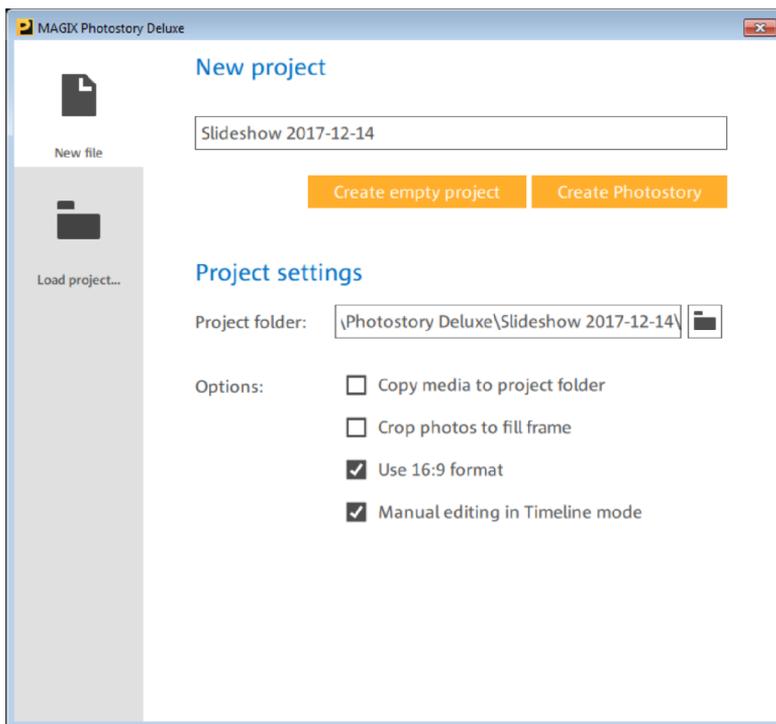
**Summary:** "Projects" include "Slideshows", "Slideshows" include "Photos". Slideshows of a project appear as menu entries, photos (as well as videos) appear as sub menu entries of these entries for navigation on the finished disc.

# Photostory Wizard

The Photostory Wizard allows you to create complete slideshows quickly and easily. You can even apply sounds and effects. Here's how it works:

## Starting the Photostory Wizard

Start MAGIX Photostory Deluxe by double clicking the program icon on the desktop or by accessing MAGIX Photostory Deluxe via the Windows Start menu. The first time the program is started, you will have to enter the serial number. More information about this can be found in the chapter "Serial number (view page 14)".

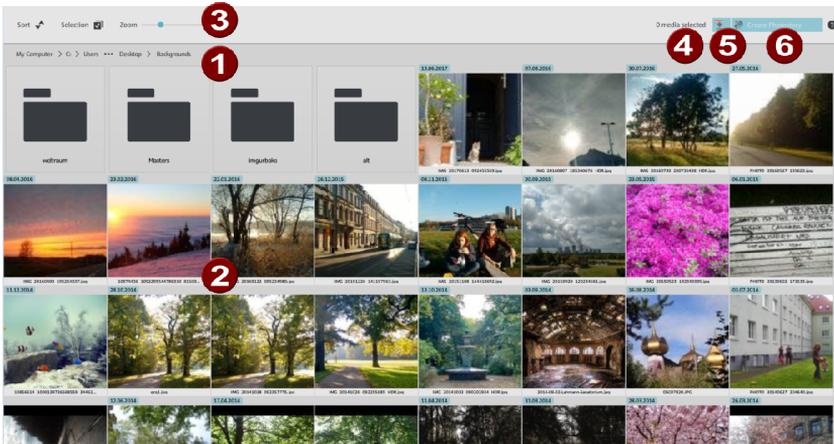


- Select "Create Photostory" to start the Photostory Wizard.

Under "More options" you can specify the settings for a new slideshow:

- Crop photos to fill the frame or fit photos into a format.
- Use 4:3 or 16:9 format.
- Start manual editing in Timeline or Storyboard mode.
- Copy all media in project folder. Select a project folder if you want to create copies of the photos you're using for your photostory. This option is available when you import objects from a removable disc.

## Selecting photos



**Tip:** Click on the question mark to learn more about the basic functions in the Photostory Wizard.

1. Select the folder containing your photos/videos. **(1)**. All objects will be displayed in a list **(2)**.
2. Zoom out to get a better overview of more objects; zoom in for more details **(3)**.
3. Select an object by clicking on it.  
Keyboard shortcuts: Ctrl + A selects all displayed media, the spacebar selects the currently selected medium.



**Sort:** Use this to sort the overview according to type, in ascending order or descending order.



**Select:** Click on "Select All" to select all objects in the current folder. If you have selected several objects, you can remove these objects by clicking "Reverse selection". "Clear selection" deselects all objects.



**Preview:** Displays a preview of your photos/videos.

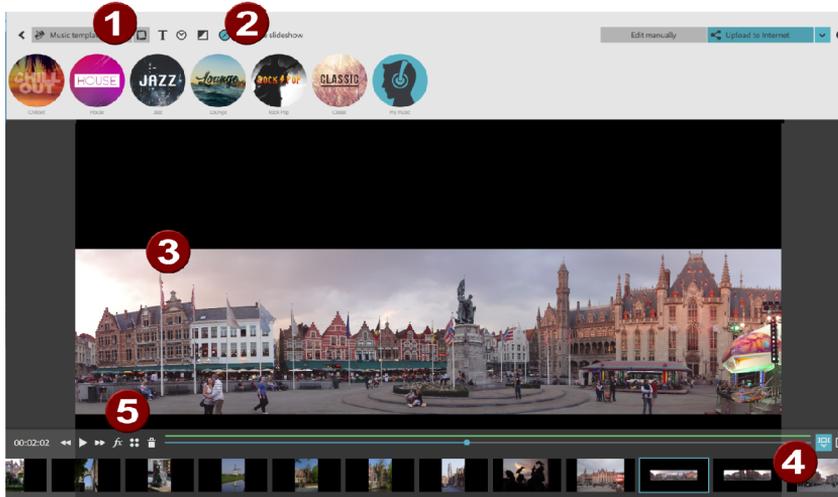


**Rotate:** For rotating sideways photos.

- To create a sequence with the photos you've selected, click "Sort" **(4)**. This opens an overview page into which you can drag & drop photos into the position you want.
- If you want to switch directly to the main program for MAGIX Photostory Deluxe without applying a template, click on "Direct import" **(5)**.
- Once you've marked and sorted all the photos you want to use for a slideshow, click on "Create Photostory" **(6)** to select a template.

## Select template

This opens the Photostory Wizard's templates and editing dialog.



1. Select songs for your photostory (music template) or select a movie template with defined cuts, effects and background music (1).



### Music templates:

All selected photos are played one after another with previously added and selected music. Transition effects are also added. To add a song, click on "My Music" and the large plus (+) button.



### Movie templates:

Movie templates feature a limited number of placeholders. Media from your slideshow will be used to fill the placeholders of the selected movie template until all placeholders are filled. The length of the slideshow depends on the length of the movie template.



**Titles (only under music template):** You can add an intro and outro text.



**Display duration under music template:** Use the slider to choose a display duration value for photos between short and long. Play around with the slider to find a duration you like.

**Display duration under movie template:** Select the slideshow duration. "Dynamic" automatically determines display duration according to the available media.



**Effect intensity (only under music template):** Set the effect intensity between subtle and strong.

2. Click on "**Generate Photostory**" (2). MAGIX Photostory Deluxe will create a slideshow using the selected template and chosen settings and then play it (3).



**Show/hide arranger (4):** The contents of the current slideshow can be displayed. All photos included in the slideshow are displayed and can be individually selected.



**Optimize object (5):** With this button, you can select an object in the arranger (4) and open the standard options for optimization.



**Effects at random (5):** If you aren't happy with the effects applied to a photo in the template, select the photo in the arranger (4) and click this button. This will apply a new effect at random.



**Delete:** If you see a picture in the preview that you want to remove, select the photo in the arranger (4) and click the Delete button. The photo will be removed without leaving an empty space in the photostory.



**Fullscreen on/off:** Switch into the fullscreen mode for the optimum preview experience.

3. Click on "**Generate Photostory**" (2). MAGIX Photostory Deluxe will generate a new slideshow and then play it (3).

## Export or edit slideshow

Once you're happy with the results, you can export your slideshow as a file (view page 162), burn it to DVD (view page 139), transfer it to another device (view page 163) or upload it online. You can also save the project for further editing at a later stage.



Export as a file



**Finish:** Choose what you want to do with your slideshow.

or

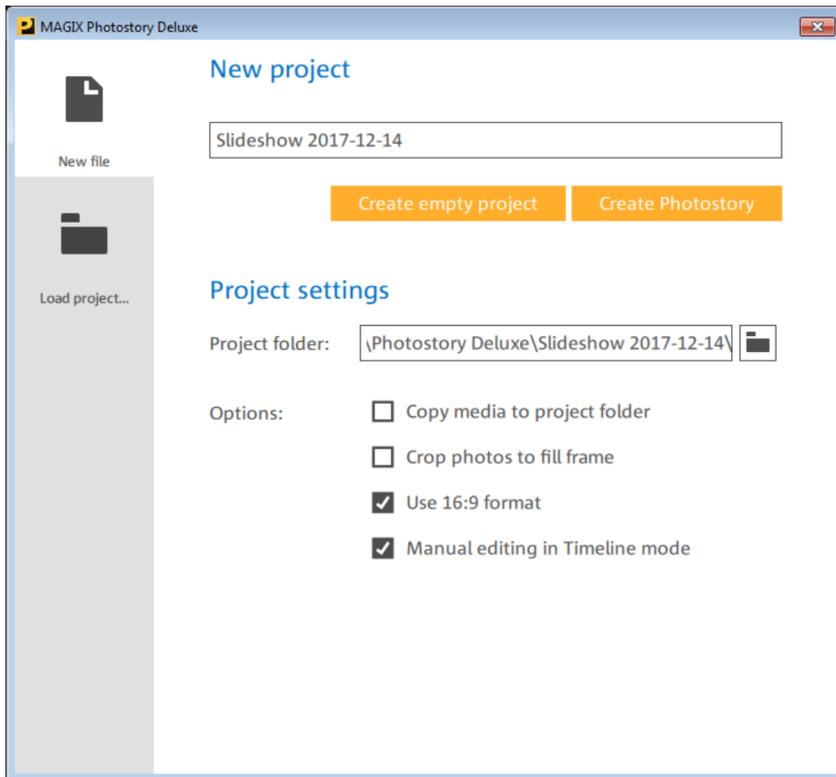
**Edit manually:** Click here to manually edit your slideshow and its contents in detail. This will take you to the main MAGIX Photostory Deluxe program interface with the open project from the Photostory Wizard.

# Photostory quick start

## Program start

Start MAGIX Photostory Deluxe by double clicking the program icon on the desktop or by accessing MAGIX Photostory Deluxe via the Windows Start menu. The first time the program is started, you will have to enter the serial number. Additional information can be found in the "Serial number" (view page 14) chapter.

When you start the program, a welcome dialog will appear.

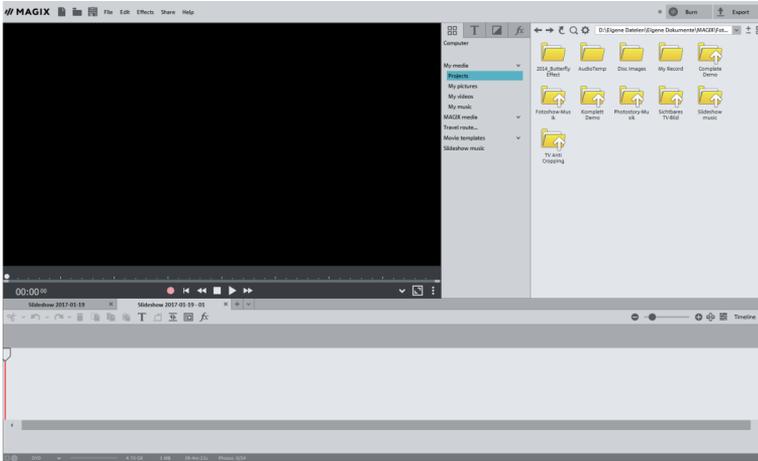


**Create Photostory:** Starts the Photostory Wizard (view page 21). Create complete slideshows in a matter of clicks.

**Create empty project:** Opens MAGIX Photostory Deluxe in the main user interface. Create slideshows completely manually.

**Load slideshows:** Load saved slideshows and continue working on them.

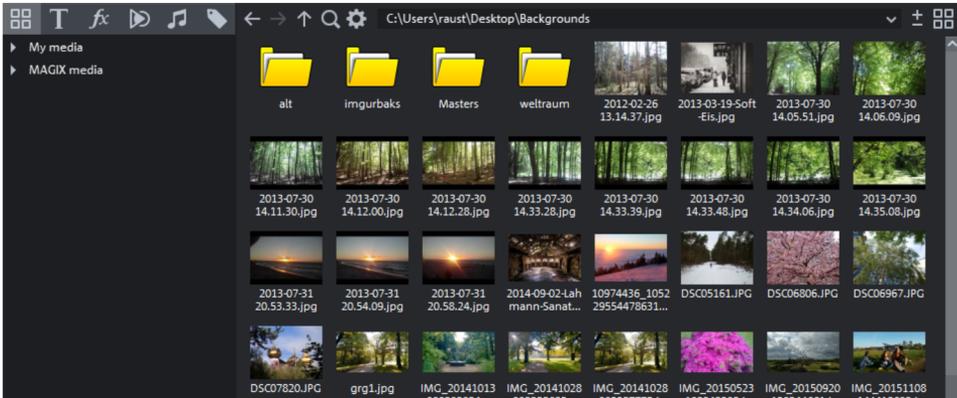
- Choosing "Empty project" will open a new, empty project in the program interface which you can fill with your own pictures.



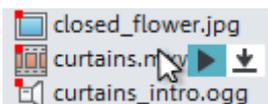
## Load photos

The Media Pool is to the right.

- Open a folder containing photos by using the navigation button.



All photos, including all other useable files, will be listed in the Media Pool. Moving over the file list with your mouse will bring up a small selection box where you can either active a preview for the file in question or load the file directly.



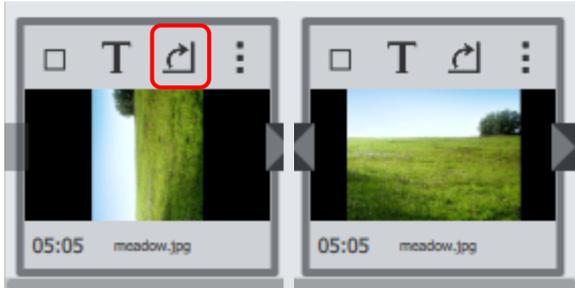
The right-facing arrow activates the preview. The downward-facing arrow loads the file into the project.

You can select and load all the photos you want to use one after the other.



Are your photos upside down or sideways?

- Use the rotation button on the preview image to rotate any photo until it is displayed properly.



To play your slideshow, press the space bar or use the transport console below the preview window.



Each photo is shown one after the other in the video monitor.

## Sorting photos

Now you should put the photos in the right order. In a good slideshow, the pictures tell a story that has a beginning, middle and end and includes lots of dramatic tension that builds up to an exciting climax.

This is easy to do with a slideshow about your last vacation because the dramatic composition is already there. It starts with pictures of the departure and then shows pictures of your arrival at the hotel and then the first adventure...

This is not necessarily the case for other slideshows; in this case you should consider the order in which you present the photos. The question of selecting and sorting also depends on the purpose of your slideshow.

Sorting the photos is easy:

- Drag each photo from the photo bar and drop it on the correct position.

If you are working with a lot of photos, you should maximize the overview.



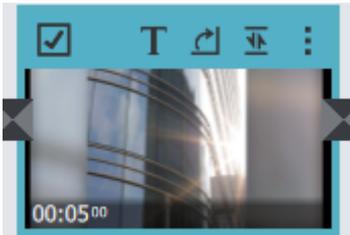
 Enlarge/reduce view: This lets you sort your photos more easily.

If all photos don't fit into the list, you can use the zoom to reduce the size of the display.

## Editing slideshows

MAGIX Photostory Deluxe provides many different editing features.

### Storyboard mode



Each thumbnail has several settings for duration, transitions, effects, and text.

**00:07:00** **Set display time:** Double-clicking on the time display under the preview image takes you to an input dialog where you can set the display time by number or by moving a slider.



**Transitions:** The transition (fade) buttons are situated between the photos. You can now try out the available transitions in sequence and view the result on the video screen immediately.



**Add titles and text:** You can easily apply titles (e.g. subtitles, opening/closing credits) to any photo by clicking this button.



**Rotation:** If a photo is on its side or upside down, click on the symbol with the rotating arrow. The photo will rotate 90 degrees. You can check the effects directly on the video monitor.



**Swap:** Swaps the selected object with the object selected in the Media Pool. Length adjustment moves the objects following it correspondingly. If photo objects are removed/exchanged, then the display duration will remain.



**Image editing:** Here you can access effects and image editing tools which can be used separately on each photo, e.g. optimizing image quality.

**Tip:** MAGIX Foto Designer is an additional image editing program that is included for more complex single image editing. To load a photo into MAGIX Foto Designer, select the option "Effects" > "Image editing (external)" >.... "Start MAGIX Foto Designer". You can learn more about MAGIX Foto Designer in the program Help section which can be opened by pressing F1.

**Dubbing:** If you would like to add spoken commentary to your slideshow, then use the record function for audio recording. You can also use audio CDs, records, or tapes. Audio CD tracks of non-copy-protected CDs and other audio files can be dragged onto the preview photo directly from the Media Pool.



Opens the recording dialog.

## Timeline Mode



The easiest way to access various modes is with the Tab key (you can also click on the corresponding icon).

Timeline mode displays your photos in terms of time. The longer the object appears in the track, the longer the corresponding photo will be displayed during playback.



There are eight tracks available.

All of the material including photos, videos, background music, titles & text, transitions, decorative elements etc. appear as "objects" on a track when imported into a project. If photo or video files include an audio track, a combined object will be created which has image and audio areas.

Image objects can be placed on any track and can easily be moved around with the mouse. Audio objects can be moved to tracks 2 - 4.

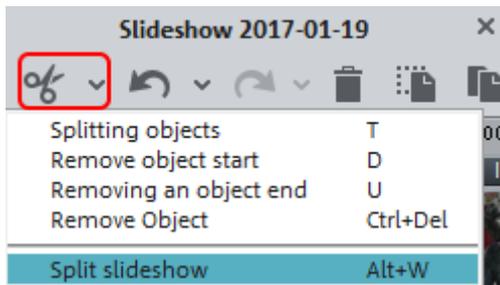
All objects can be resized using the "object handles" on the lower edges. Move the mouse over one of the lower corners of the object until the mouse pointer becomes a double arrow. You can now shorten the object until it is the length you want. An object can be faded in or out with the handles to the top of the object.

Effects are added as objects underneath the "related object" and create a group that moves along with the "related object".

## Divide slideshow

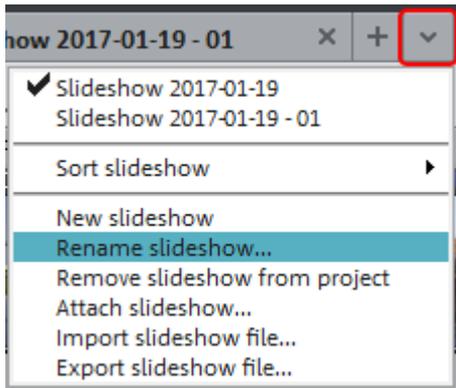
Sometimes you might want to separate your slideshow into two slideshows. For instance, if you discover that you have loaded a certain number of images for a certain subject and would prefer to have this subject in its own slideshow.

- Move the photos you want to sort out to the end of the slideshow. The best way to do this is to use the **Storyboard mode**, reduce the view size and zoom out.
- Place the start marker at the position where you want to split the old slideshow.
- Select "Separate slideshow" in the Edit menu.



This creates a new slideshow starting at the position of the start marker which contains all the material from the old slideshow. All contents are moved too: Titles, soundtrack, transitions, effect settings, object settings, etc.

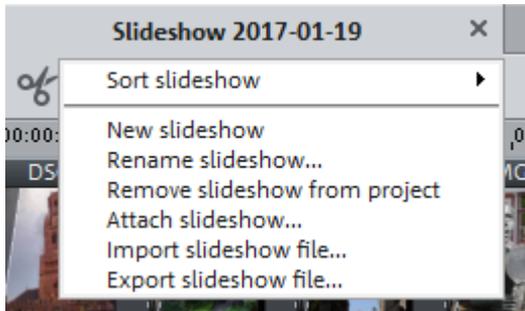
Finally, you should enter descriptive names for both slideshows. You can do this in the context menu of the slideshow tab.



## Manage slideshows

You can manage several separate slideshows in one project to burn them together to one disc. In the context menu of the slideshow tab you can add new slideshows or import existing ones as well as remove slideshows that should no longer be a part of that project.

- To do this, right-click on the tab.



You can also embed slideshows from an existing project into your project. Select "File -> Open", find the desired project on the hard drive, and then click "Open". MAGIX Photostory Deluxe will now ask you if you would like to close the current project or add the new project. Choose "Add new project" to add slideshows to the current project.

## Create disc menu and burn

Once you are satisfied with your slideshow you can burn it to a disc.

### Menu view and menu navigation

To burn a disc, switch to the "Burn" view.

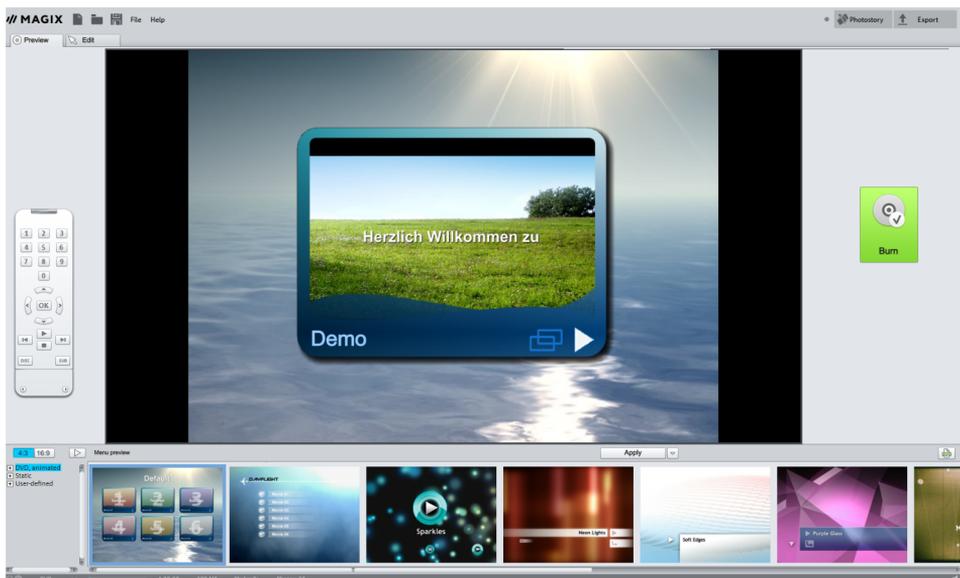


- Click the "Burn" button to get started.

MAGIX Photostory Deluxe automatically adds graphical disc menu. The menu is also burned to disc and appears when inserted into your player. Just like with a purchased DVD, you can easily select your slideshow with the help of preview pictures, or access particular chapters within a slideshow.

In the "Preview" view in the "Burn" screen you can access complete menu templates and add them by double-clicking.

If you want to adjust them, you first have to switch to the "Edit" view.



- At the center of the monitor you can see a preview of the selection menu. The editable elements are outlined. You can move them around or adjust their size with the mouse.
- Double-clicking on an element opens an editor where you can adjust the titles or preview images.
- There are buttons on the right side that can be used for additional editing of the menu properties.
- Use the "Navigation" button to access the structure of the selection menu.



Here you can switch off all chapters that should not be in the chapter menu. Deactivate the corresponding box.

This way, the entry will be removed from the menu only; the related photo will not be removed from the slideshow. (More than 99 ticks cannot be made as the DVD player cannot list more than 99 entries.)

In the lower section of the screen you can find a whole row of pre-made menu layouts. Use the scroll bar to view each template. There are plenty to choose from:

- If you wish to fully apply a template, first click on "Templates" in the template bar and double-click on the template of your choice. The complete template will then be applied.
- You can also combine the various elements of the individual templates. For example, if you want to combine the text format of a template with the background of another one, then select "Font" first and double click the template with the text of your choice. Then select "Buttons" and double click the button you like. The preview in the middle shows you the results immediately.
- Double click the preview picture or a menu entry to change the movie or chapter name and select a different preview picture.
- Back in the "Preview" view you can use the virtual remote control to test the functioning of finished discs to make sure that everything works as planned.

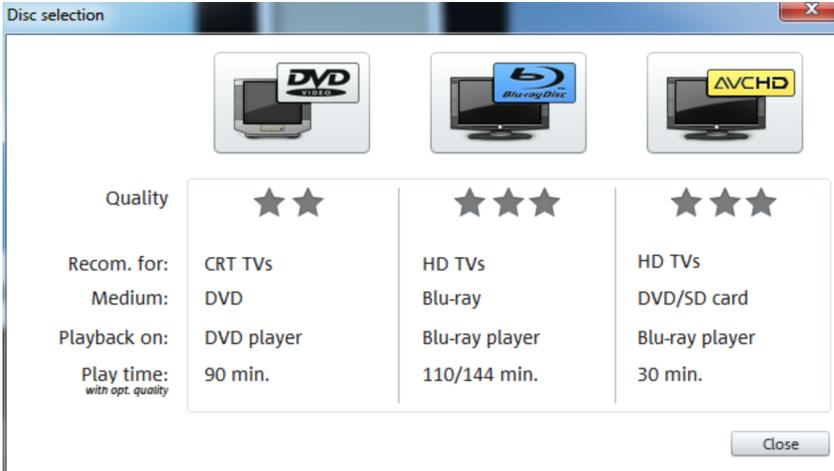
## Disc selection dialog



In the "Preview" view you can open the disc selection dialog by clicking the large "Burn" button.



In the "Edit" view, you can access the same dialog using this button.



Here you can select what kind of disc you would like to create.

- DVD is the right format for projects that will be played back on a normal DVD player.
- Blu-ray and AVCHD are good for playback on high-resolution screens.

## Note: Backup copies

MAGIX Photostory Deluxe comes with a great feature (view page 170) to quickly and easily back up your entire project, including video objects, effects etc. It's recommended that you make regular backups, especially when working with very large projects. Doing this will allow you to quickly and easily return to "old" versions of your project if, for example your hard drive crashes or there's a problem with your project. This feature can be found under "File" > "Backup copy" > "Copy project and media to folder".

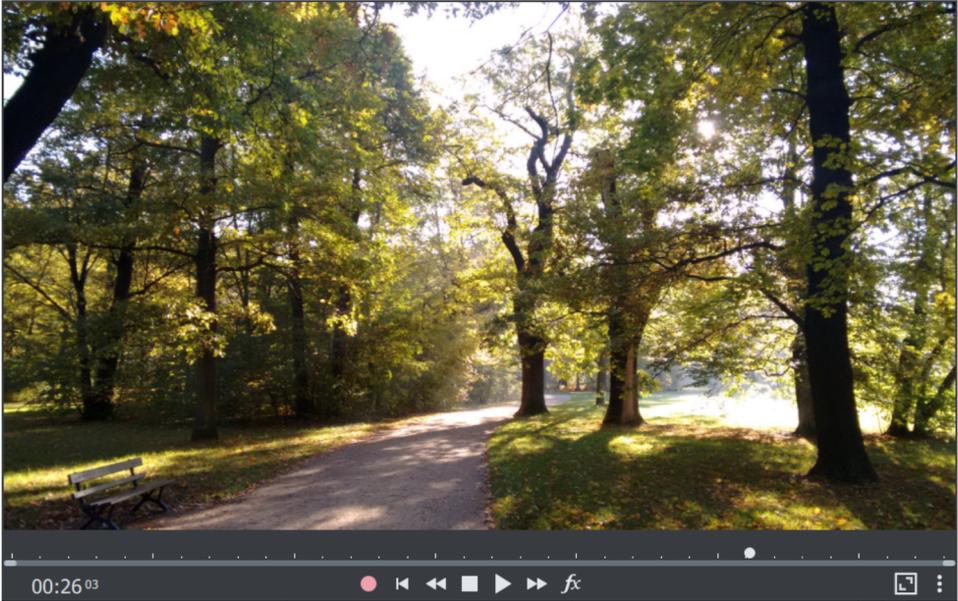
# Photostory program interface

When you start MAGIX Photostory Deluxe you'll see a slideshow window. This is where you load photos and edit your slideshow. This screen provides access to almost all the features that are necessary for creating perfect slideshows.



- 1 **Menu bar (view page 164):** This bar contains all essential editing commands.
- 2 **"Slideshow" interface (view page 35)** for creating and editing your slideshows. **Burn (view page 139)** for burning slideshows to disc. **Export (view page 162)** for saving slideshows to your PC or mobile device. You can archive your project or share your slideshow by uploading it to Facebook, Youtube and Flickr.
- 3 **Media Pool (view page 43)** for navigating through the folders of your computer.
- 4 **Video monitor (view page 36)** with universal preview function so that you always see what the effects and settings do.
- 5 Video monitor **transport console (view page 36)**
- 6 **Buttons** for quickly toggling between Timeline mode (view page 55), and Storyboard mode (view page 53).
- 7 **Arranger** in Storyboard mode. The Arranger displays all the photos and videos in your slideshow via preview images.

## Video monitor



Use the video monitor to preview the current slideshow. With the "Full screen" button you can switch to full screen playback. Press the "Esc" key to return to normal playback. The transport console can be used to begin playback of the slideshow. This is located below the video monitor.



**Playback/Pause:** The "Play" button plays the slideshow from the start marker until the end marker. Clicking on the play button a second time pauses playback.



**Stop:** The "Stop" button ends playback.



**Back:** This button moves the start marker to the previous picture. This is displayed in the video monitor. During playback you can use this button to rewind.



**Forward:** This button moves the start marker to the next picture. This is displayed in the video monitor. During playback you can use this button to fast-forward.



**FX** opens the video monitor in full screen mode and the features for effects editing in full screen mode. (view page 58).

**Note:** You can fast-forward or rewind using the arrow keys on your keyboard. You can also try out the functions of the CTRL or Shift buttons.



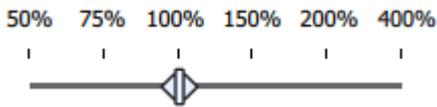
**Back to start:** With this button, the start marker is quickly moved to the beginning of the slideshow.



**Recording:** The "Slideshow" window offers options for audio recording. During audio recording, new audio material is inserted at the position of the start marker, e.g. commentary.



Opens a menu with zoom functions for selecting a range of stereo 3D display modes. More information is available in Stereo3D (view page 132).



**Zoom:** The video monitor includes a zoom feature which can be used to zoom in on specific points for more detailed editing (e.g. for selecting color ranges precisely). Use Ctrl + mouse wheel in zoom in and out in an image and drag the mouse while holding down the Ctrl button to move the visible image section.

**Dynamic resolution reduction:** renders photos in a lower resolution for previews so that the program runs more smoothly. Photos will appear in full resolution in the exported slideshow.



Use the position slider to move quickly within the project. The current position of the playback marker is displayed numerically on the right.

## Toolbar

Important editing and effects menu commands are available as buttons in the slideshow window. There are different buttons available for each mode.

### Top toolbar

This toolbar is located right beneath the video monitor in MAGIX Photostory Deluxe and is visible in all program modes.

Create new project:



This menu item opens the Program launch (view page 25) launch dialog.

Keyboard shortcut: Shift + N

Load project



This menu item loads a previously saved MAGIX Photostory Deluxe project. Please note that the related files must be accessible.

MAGIX Photostory Deluxe searches for the used sounds, pictures and videos under the path to where you last saved the disc project.

Keyboard shortcut: Ctrl + O

Save project



The current disc project is saved with the name displayed in the project window. If you have not yet specified a name for your project, a dialog will open wherein MAGIX Photostory Deluxe asks you to do so.

Keyboard shortcut: Ctrl + Alt + S

### Lower toolbar

The following buttons are visible in all modes of the "Edit" surface directly under the video monitor.

Cut button and editing menu

The cut button and cut menu next to it can be found under the transport console.



Use the cut button to cut a selected object in two at the position of the start marker.

With a click on the small arrow beside the cut button, you can access the cut menu which contains further relevant commands.

## Split object

This command cuts a scene at the point where the start marker is positioned. This way, two free-standing objects are created.

You can isolate a part of an object in order to delete it:

1. Place the start marker where you'd like to have it by left clicking in the timeline.
2. Select the video object by clicking on it and click on the cut button.
3. Place the start marker at the end of the part you wish to remove and click on the cut button again.
4. Select the middle object that was created and press the "DEL" key.
5. Pull the object at the back to the front; it should automatically snap into place. All subsequent objects will be moved along in unison so that no gaps appear.

You can also use this function to apply effects to a certain part of an object only.

Keyboard shortcut: T

## Remove object start

This command cuts a selected object at the point where the playback marker is positioned and removes the material located before the playback marker.

Shortcut: D

## Remove object end

This command cuts a selected object at the playback marker position and removes the material behind the playback marker.

Keyboard shortcut: U

**Hint:** If the commands "Split" and "Remove beginning/end" are applied without a selection, all objects at the position of the playback marker are cut.

## Remove object

The selected object will then be deleted from current project. The subsequent objects are moved forward so that there is no gap.

Keyboard shortcut: Ctrl + Del

## Split slideshow

This command splits the slideshow at the point where the start marker is positioned, making two separate slideshows.

**Note:** You can use this function if you wish to include chapter menus and if your slideshow already contains over 99 photos. Otherwise, only every second or third photo (depending on the number of photos) in the chapter menu, as the number of menu entries is technically limited to 99.

Keyboard shortcut:      Alt + W

## Undo



You can undo the last steps you made. This means that you can easily try out critical operations. If the result does not meet your expectations, then you can simply "undo" it and return to the initial status.

Keyboard shortcut:      Ctrl + Z

## Redo



This function undoes the previous "Undo" function.

Keyboard shortcut:      Ctrl + Y

## Delete



This command deletes the selected photo (or selected object) in Timeline mode.

Keyboard shortcut:      Del

## Cut



This function deletes the selected photo (or the selected object in the Timeline mode) and copies it to the clipboard. You can then use the "Paste" command to copy it into any slideshow.

Keyboard shortcut:      Ctrl + X

## Copy



This command copies the selected scenes (or the selected object in Timeline mode) to the clipboard. From there you can paste it into any other slideshow using the "Paste" command.

Keyboard shortcut:      Ctrl + C

## Paste



This command inserts the clipboard material (photo or object) at the current position of the start marker.

Keyboard shortcut:      Ctrl + V

## Title editor

Opens the title editor (More information can be found in the section "Title editor" on page 104) for the selected photo or video object.

Shortcut: Ctrl + T

## Rotate right



Rotates the photo 90° clockwise.

Keyboard                      Ctrl + Alt + F to the right  
shortcuts:

                                    Ctrl + Alt + G to the left

## Exchange object



Replaces the selected object with an object selected in the Media Pool. Length adjustment moves the objects following it correspondingly.

If photo objects are removed/exchanged, then the display duration will remain.

## Add background



Choose a color, picture, or any video on your hard drive to serve as the background for the selected photo. This feature is especially useful when photos have black bars around them, or if they are reduced in size.

## Automatic image effects



Camera movements, zooms and rotation effects are added to the current slideshow automatically. If you have already added effects and transitions manually, they will not be affected by this process.

You can apply this function to the entire slideshow or to a specific range that you can select by setting the start and end markers.

## Only in Timeline mode

The following buttons are found exclusively in Timeline mode.

### Mouse mode for individual objects



This mouse mode for individual objects enables free positioning of individual objects.

### Connect objects in all tracks



In this mouse mode all objects located behind the one selected will be moved in unison.

### Optimize grid view



The start and end markers are moved to the start or end so that all scenes are visible and the complete film can be played. Zoom is also set to 100% so that all objects are visible.

Keyboard shortcut:        Shift + B

### Set snap markers



To set a snap marker, select an object and place the playback marker at the position where you want to place the snap marker. You can set as many snap markers as you like per object. You can move a snap marker with the mouse using drag & drop.

### Form group



Orders all selected objects into groups. As soon as an object from the group is selected, all other objects in the group will be highlighted as well so that you can work on them collectively.

Keyboard shortcut:        G

### Ungroup objects

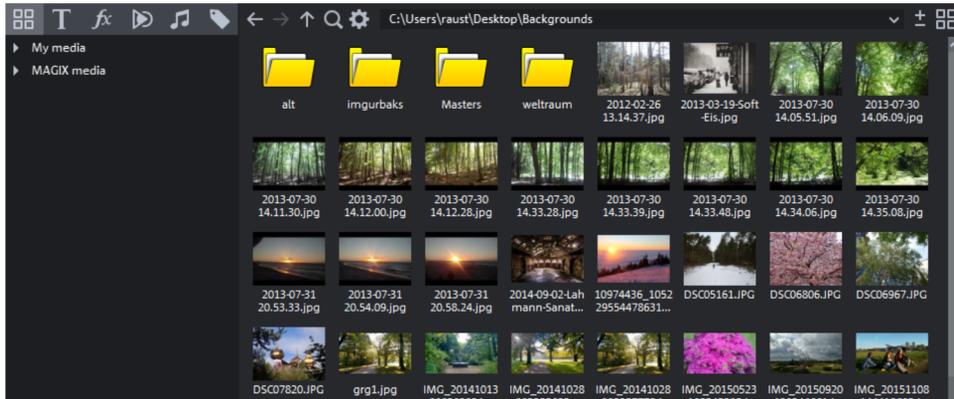


This turns all selected objects into free-standing objects again.

Keyboard shortcut:        Shift + G

## Media Pool

The structure and functioning of the Media Pool is similar to Windows Explorer. The only difference is that the Media Pool only displays files that can be used in the slideshow. This is used to access and load multimedia files of all kinds: Photos and other image files, video files, audio files, transitions, effects, and also complete projects.



**Note:** The Media Pool displays the data on your hard drive. Files that are deleted here cannot be recovered in Windows Explorer.

If you hover the mouse pointer over a media file, two icons for the playback (preview) and import features will appear.

- **Preview:** All available media can be previewed using the preview feature. If you click on the playback icon, the file will be played back in the preview monitor. Video and image files are displayed and audio files are played back through the sound card. There are previews for the templates and effects included to make it clear how they work.
- **Import:** All media files from local drives or the Internet can be dragged and dropped into the project or loaded through the import icon.

You can also load files from the Media Pool by double-clicking them. Selected entries (including entire folders) can be selected by holding down the left mouse button and dragging them into the slideshow (drag & drop). If you want to load several files simultaneously, you have to select them in the Media Pool first.

- Click on the selected entries one after the other while holding down "Ctrl".
- If you want to load a sequence of files, hold the "Shift" key and click on the first entry and then on the last. All entries in between will be selected.

- By holding down the left mouse button you can drag out a selection box over multiple image files to select them. "Ctrl + A" selects every entry contained in a Media Pool folder.

**Tip:** Get faster access to the folder with your media files by creating a link in the "Import" area of the Media Pool. You can do this by right-clicking on one of the entries and selecting "Create link" in the context menu. Select the media folder and click "OK" to confirm.

**Note:** All links are automatically deleted if the function "Reset standard program settings" ("Edit" menu > "Settings") is used.

### Replace existing photos

Hold down the Ctrl key when dragging photos into the Timeline (view page 55) and place the new photo or photos on **top** of existing photos in order to replace them.

### Insert photos

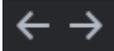
Hold down the Ctrl key when dragging photos into the Timeline (view page 55) and place the new photo or photos **between** existing photos in order to insert them. The photos following the inserted photo will move backwards.

## Media



### Navigation buttons

The navigation buttons let you navigate through your computer's drives and folders.

- |   |   |   |
|---|---|---|
| <b>Forward/back</b>                         |  | These buttons access the previously viewed folders.   |
| <b>Up</b>                                   |  | This button accesses the next highest folder level.   |
| <b>Search</b>                               |  | The search function allows you to find specific files quickly. You may specify your search according to file type, date, or certain folders.                    |
| <b>Browse history list and path details</b> |  | The path information for the current folder is displayed in the center above. Use the arrow button to open the menu to find the folders you previously visited. |

**Options**

All functions of the context menu (switch views, rename, or delete files, etc.) can also be accessed using the options button.

**Display options**

Settings for how detailed the entries should be listed may be made here.

**Computer**

The link button "Computer" displays the drives in the Media Pool. All drives will be listed along with their drive letters and can be opened with a double click.

**User directory**

The second button featuring the user's name opens their personal folder in the Media Pool.

**MAGIX media**

**Animations (.xar):** If you have an external editor such as Xara Designer Pro or MAGIX Web Designer installed on your computer, there are ready-made animations available that can be dragged and dropped into an object. The external editor will open to let you "fill" the animation. When the editor is closed, the animation will be inserted under the object.

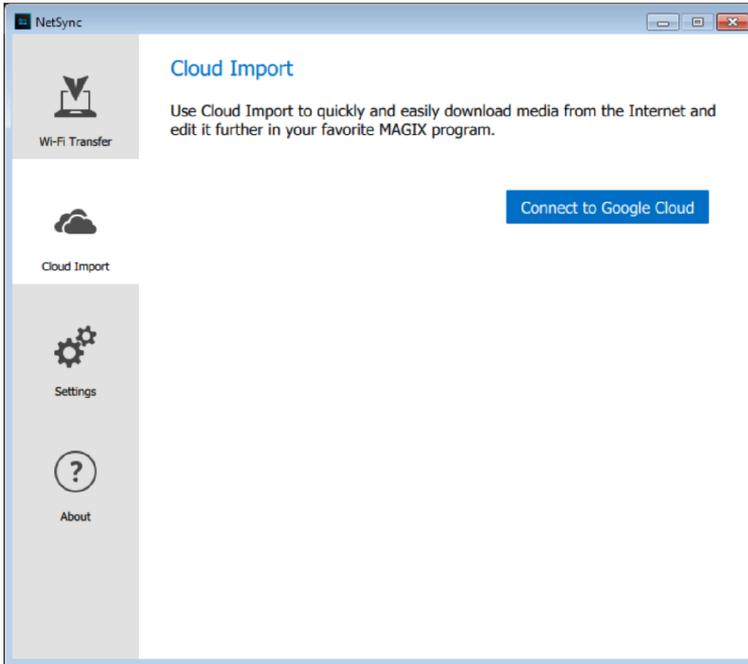
**Manage...:** This opens the database management program MAGIX Photo Manager. It creates and organizes the database, which can be easily accessed by MAGIX Photostory Deluxe.

**Note:** If MAGIX Photo Manager isn't installed, a dialog will open where you can download the program. Following the download, you can install the program and open it here later.

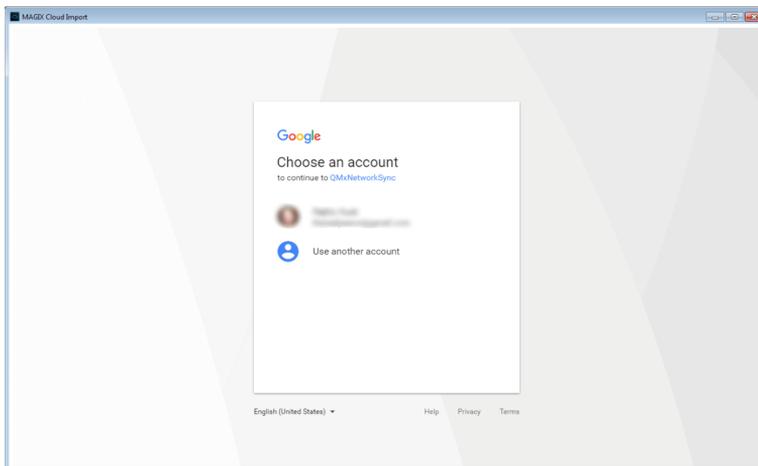
**Downloads:** Use this button to access the media files that you downloaded with Catooh.

## Cloud Import

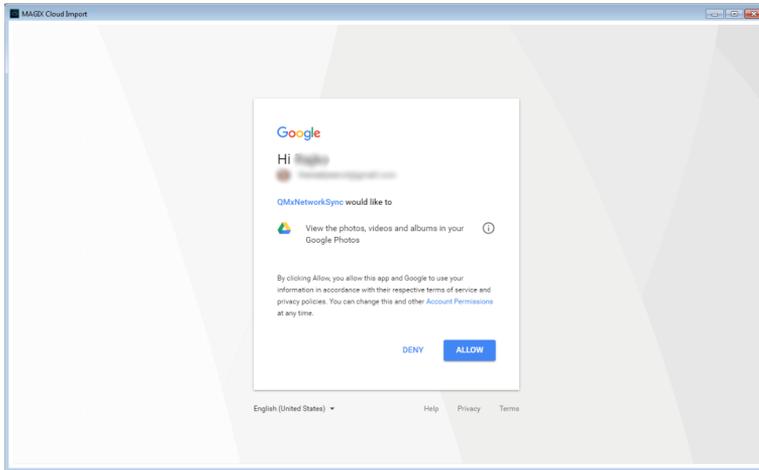
Use the MAGIX Cloud Import function to import images from your Google Photos account to MAGIX Photostory Deluxe. To do this, click on "Cloud Import" on the "Import" tab of the Media Pool. This opens the NetSync tool.



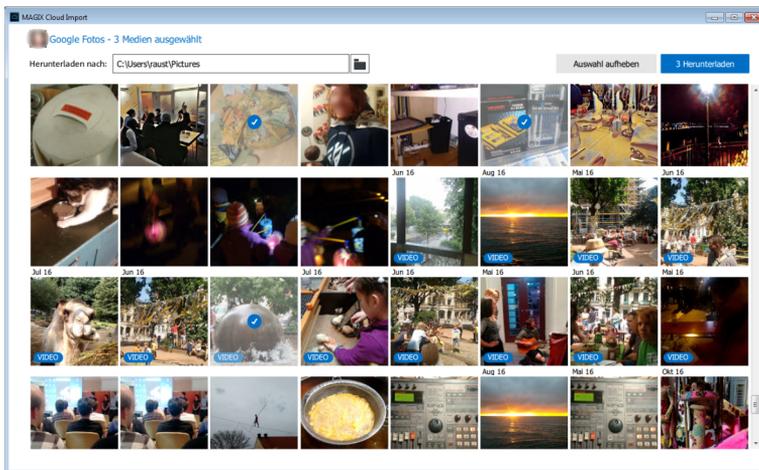
Click "Connect to Google Cloud" and select the Google account that contains the photos you want to access.



If you are doing this for the first time, you need to grant NetSync permission to access your Google account. Log in with your email and password and then click on "Allow" in the following screen to authorize NetSync to access your Google account.



Your Google photos will then be displayed. Select the photos you want to import. Click "Download" to download the photos you've selected. You can specify the storage location above in the dialog.



Once you've finished, you can continue to download more images or close Cloud Import. You will return to the NetSync tool, where you can open the files with MAGIX Photostory Deluxe right away or display them in the folder.

Note: The NetSync tool will start together with the system by default, in order to transfer images when MAGIX Photostory Deluxe is not running. To modify this

setting, you can deactivate the  option "Run NetSync at system start" in the settings.

## Travel routes

Click [here](#) if you would like to create a travel route (view page 119).

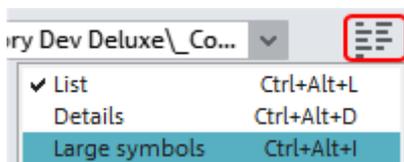
## Movie templates

Gives you access to all your MAGIX Photostory Deluxe movie templates (view page 112), which could serve as a framework for your slideshow.

## Slideshow Music

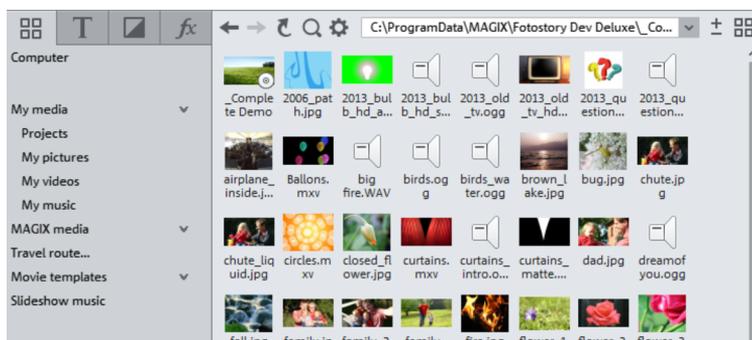
This folder contains various songs that can be used by Slideshow Maker.

## Display options



To get a preview of the image files directly in the Media Pool, click on the display options at the top right and select "Large icons".

Now all image files in the Media Pool will be displayed with a small preview image.



## Title

This displays the title presets and the title editor (view page 104). The templates are sorted into various categories and can be loaded by double clicking or dragging and dropping them. The 3D templates are also located here.

The text in title objects can be changed directly in the preview monitor (by double clicking it) or in the entry field next to "title".

## Effects

MAGIX Photostory Deluxe offers a wide range of effects and effect settings. The "Effects" (view page 58) chapter contains detailed descriptions of each of them.

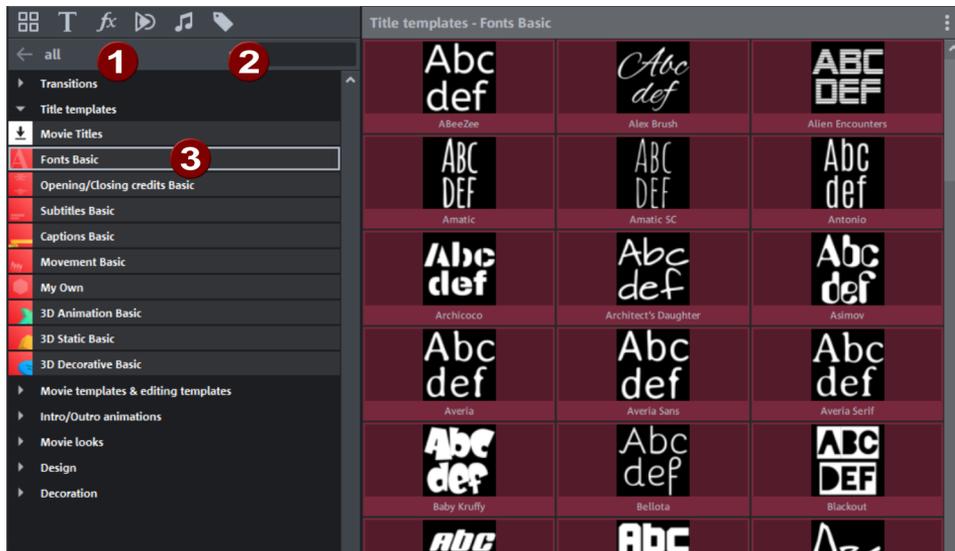
## Templates



In the "Templates" tab, you'll find all additional content that can be used for your film, including titles, transitions, intros/outros and film templates. In addition to the content installed alongside MAGIX Photostory Deluxe, you can purchase additional content in the Store from directly within the program.

Following categories are available:

- Movie and editing templates (view page 112)
- Intro/Outro animations
- Transitions (view page 101)
- Title templates (view page 104)
- Movie looks
- Design and Decoration



- 1 All Media Pool content is displayed by default. Here, you can filter the display according to category, e.g. title or transition.

**Hint:** you can switch between List and Tile view of any content at the bottom of this menu.

- 2 You can use the search field to search for templates by name.
- 3 Each category contains sub-categories. Click on one to open a detailed view that displays the contents separately.



When you mouse over content, three symbols appear:

-  Use these to load the content to your film.
-  The preview monitor will provide you with a preview of the content.
-  Click on the heart symbol to mark the content as a favorite. In the categories menu there is an option at the bottom where you can toggle the display to show only favorite content.

Tip: You can set the size of the tiles under the three points above right in the detailed view.

## Audio

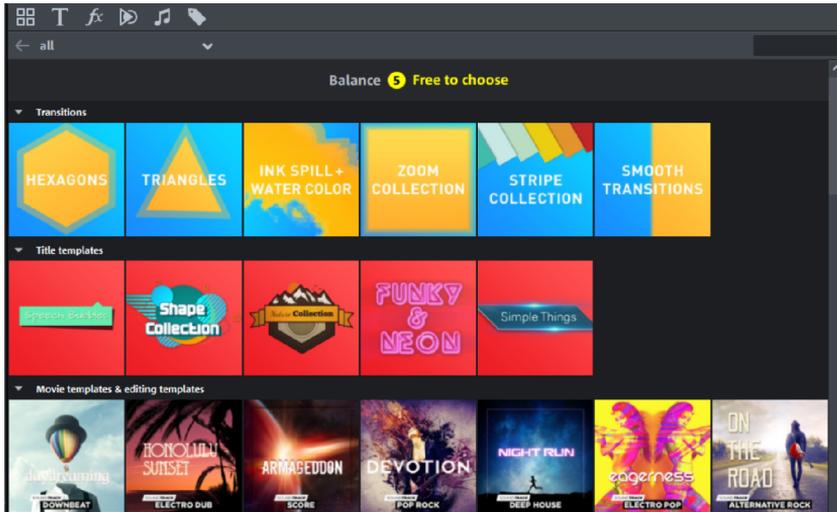


Under "Audio", you'll find installed content and offers from the Store for background music and sounds. The tab functions the same way as the "Templates" tab.

## Store

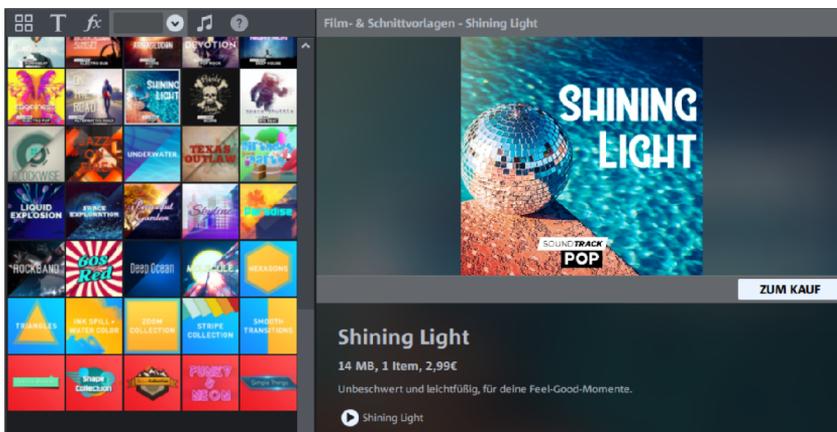


In addition to the content installed alongside MAGIX Photostory Deluxe, you can purchase additional content in the Store from directly within the program.



### Buy new content

If you click on a Store tile in the bottom section of the Media Pool, the details for a pack will display on the right.



The price and size of the pack will be shown, and you can preview the content by clicking the Play button. Click **Purchase** to open the Store window.

When you make your first purchase, you will be asked to select a currency. Then, log in to your MAGIX account.

**// MAGIX**

### WELCOME

Before starting, lets finish setting up your account.

Please select the currency with which you would like to pay in the future.

euros ▼

By placing your order you agree to the MAGIX Software GmbH [Terms and Conditions](#) and [Privacy Policy](#).

Imprint

**Next**

**// MAGIX**

### ENTER PASSWORD TO CONFIRM

Please enter your MAGIX account password to continue:  
RA\*\*\*@rma\*\*\*.net

..... [forgot your password?](#)

remember password for one hour ▼

**Sign In**

In the next step, select the payment method and enter the required details.

**// MAGIX**

### YOUR SELECTION



**2Step - Selecta**  
Package contains 1239 Loops\* in 135 BPM.

343 bass loops (49 loops in 7 pitches)  
8 single bass loops  
...

**€ 19,<sup>99</sup>**

[Redeem coupon](#)

**Select payment type**

**// MAGIX**

### SELECT PAYMENT METHOD

- VISA**  
Please have your Visa card ready. You will need your credit card information at the end of the order process.
- MASTERCARD**  
Please have your Mastercard ready. You will need your credit card information at the end of the order process.
- AUTOMATIC DEBIT TRANSFER**  
You will need a German bank account to pay by direct debit. Please enter your account details in the following step.
- PAYPAL**  
Pay securely, easily, and quickly with the PayPal online payment service. You will be automatically forwarded to PayPal after the order confirmation.

Secure connection

**// MAGIX**

Pay with PayPal English ▼

Stay logged in for faster checkout ⓘ

For your security, we'll always ask you to log in to update your PayPal personal or financial info.

**Log In**

Having trouble logging in?

or

**Create an Account**

Cancel and return to Magix Software GmbH  
[Policies](#) [Terms](#) [Privacy](#)

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This step will be skipped for later purchases and you will go straight to the "Purchase" window. You can also adjust the payment method afterwards by clicking on the pen icon next to "Pay with".

**// MAGIX**

**YOUR SELECTION**



**2Step - Selecta**  
 Package contains 1239 Loops\* in 135 BPM.

€ 19,<sup>99</sup>

343 bass loops (49 loops in 7 pitches)  
 8 single bass loops  
 ...

Pay with  
 iwl-iwl 

By placing your order you agree to the MAGIX Software GmbH [Terms and Conditions](#) and [Privacy Policy](#).  
 Price incl. VAT (19,0%, or € 3,19)

[Redeem coupon](#)
Buy now

Click on "Buy now" to complete the purchase. Your purchase will download immediately, as shown by the download progress on the tile. You can use the content you have purchased in your projects right away.

**Tip:** You can download five content items of your choice in the Store. You don't need to provide any additional payment information.

Balance
5
Free to choose

Simply try out the Store for free, without obligation.

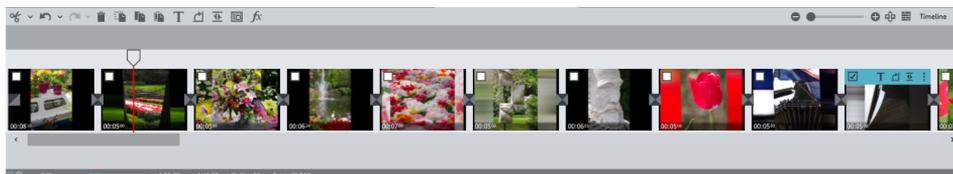
## Storyboard mode



Storyboard mode is used to view the layout of slideshows. All photos are displayed in linear sequence with preview images. It includes different buttons, text, effects, rotation, time settings and transitions.



Maximizing the overview will give you the best view when working with a large number of photos.



**Text:** The title editor is opened. Enter text, e.g. for subtitles or opening and closing credits.

Texts can be displayed in all kinds of fonts and colors. To make your credits scroll down the screen, you can select different movements, effects, and designs from the template menu.



**Effects:** In the "Effects" menu, or by clicking this button, you can select the effects for editing sounds and images.

You can use the "Image editing (external)" feature to open the photo in the separate image editing program, MAGIX Foto Designer. After editing the image, it is transferred directly to the MAGIX Photostory Deluxe Storyboard.

**Note:** For more info on using MAGIX Foto Designer, please read the help file, which you can open by pressing the F1 key.



**Rotate:** If a photo is on its side or upside down, click on the Rotate button. The photo will rotate 90 degrees.

**Playback marker:** The playback marker will show which object is currently being played. It is a vertical line that runs from left to right over the scene as it is being played back.



**Transitions (Fades):** You can also set up the transitions from one photo to the next by mouse-clicking on the symbol. A menu will open from which you can select different transitions.

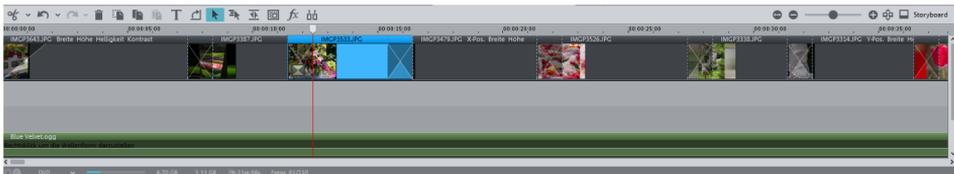
## Timeline mode



In "Timeline mode" your photos are displayed in order: The longer the object remains in the track, the longer the corresponding photo will be displayed during the slideshow.

Unlike Storyboard mode, the speed of the playback marker does not change on playback.

You also have direct access to all media files currently being used in the slideshow.



## Timeline



The progress of the slideshow in the movie is displayed horizontally above the tracks. To structure this progression, the actual timeline is visible at the very top above the first track. The unit of measurement of the timeline is milliseconds.

The range between the start and end markers in the timeline is played back as an endless loop.

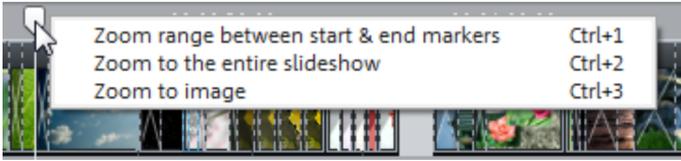
## Tracks

There are 8 tracks in total for arranging and editing media files:

- Photos, videos and titles can be put on any of the tracks, even on top of one another, e. g. to create a picture-in-picture effect.
- The fourth track is for additional audio material. Additional audio recordings (view page 107) (also called "overdubs") can be placed here, e. g. commentary. But audio objects can also be moved to tracks 2 through 8.
- The remaining tracks sometimes need to be used by certain effects templates, but can otherwise be used freely.

## Zooming

**Keyboard shortcut:** The easiest way to zoom is by using the key combination Ctrl + Up arrow (for zooming in) and Ctrl + Down arrow (for zooming out).

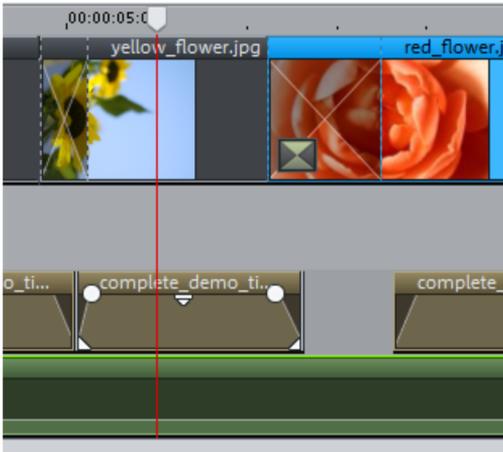


**Zoom menu:** Right-clicking on the start marker opens the context menu where you can select the most important zoom levels.



**Sliders:** Use the slider ("fader") to adjust the visible clip on the horizontal time axis. Alternatively you can use the mousewheel to zoom in and out.

## Objects



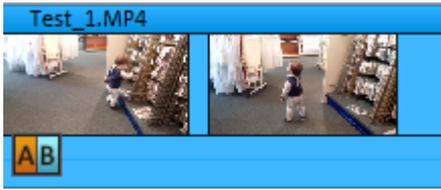
All of the material including photos, videos, background music, titles & text, transitions, decorative elements etc. appear as "objects" on a track when imported into a project.

All objects can be cut uniformly, edited with effects and arranged.

During playback all objects on all tracks are mixed together automatically. When moving a photo, all related objects will be moved along with it, for example, audio recordings, frames and text objects.

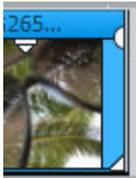
### Combined objects

If photo or video files include an audio track, a combined object will be created which has image and audio areas. The video's audio material is displayed in the lower section.



The audio track can be removed and reinserted into the combined object by right-clicking. The automatic volume reduction (view page 131) and sound optimization (view page 85) can also be started (in "Audio and waveform display").

## Object cutting and fades



All objects can be shortened with their lower edge "object handles". Move the mouse over one of the lower corners of the object until the mouse pointer becomes a stretch symbol. You can now compress the object until it is the length you want.

At the top ends of every object you'll find two fade handles that can be adjusted to fade an object in or out.

## Context menu

Right-clicking on an object opens the context menu with effects. It is equipped with the same effects as in the Storyboard mode and the Effects menu.

## Duplicate objects

Small objects (for example, audio loops) can be duplicated very easily. First, the objects that need to be duplicated must be selected. Activate the copy command and then the Insert command ("Edit" menu or via the buttons in the Timeline mode). Speed up this process by clicking on the object to be copied with the mouse while holding down the "Ctrl" key. This generates a copy which you can immediately drag to the desired position.

## Mouse modes

With these mouse modes you can specify various working methods of MAGIX Photostory Deluxe when moving objects.

### Mouse mode for individual objects



This mouse mode for individual objects enables free positioning of individual objects.

### Connect objects in all tracks



In this mouse mode all objects located behind the one selected will be moved in unison.

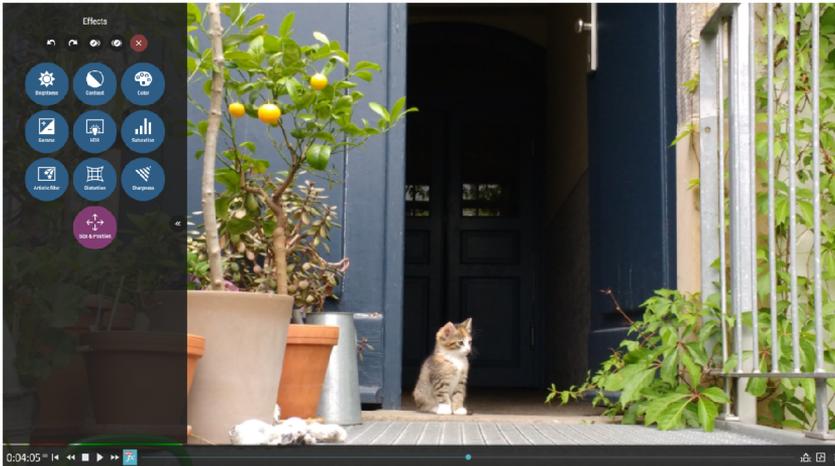
# Effects in detail

## Full screen effects editing



This button on the video monitor opens full screen effects editing.

It allows you to configure the most important photo effects from the Media Pool in full screen mode via an intuitive graphic interface. Effects animation can also be modified via full screen mode.



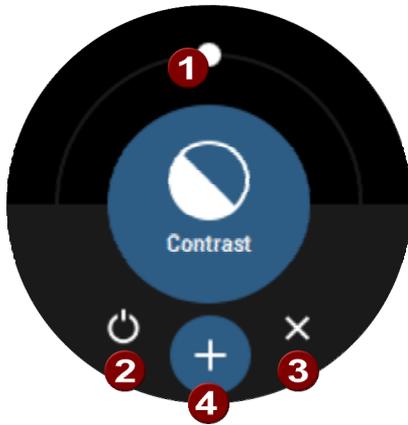
Use the double arrows to fade in or out the effects editing.

The general control elements are located top right:



- 1 Use the arrow buttons to **undo/redo** the last effects edit.
- 2 **Apply to all:** Applies the selected effect to all images.
- 3 **Apply to all subsequent images:** Applies the selected effect to all subsequent images.
- 4 **Reset:** All effect editing in the selected image will be undone and the image will be reset.

All effects are applied in an identical manner, with some exceptions. Click on the thumbnail below to view a larger screenshot.



- 1 You can set **effect strength** using the slider.
- 2 **Activate/deactivate effect:** To compare the before and after images, you can deactivate the effect.
- 3 **Remove effect:** For removing the effect.
- 4 **Add keyframe:** This button animates the effect by adding the current effect settings as a keyframe. See below for more information about effect animation.

Differences:

- A** Under the "Brightness" effect, there's a button for Auto-brightness (**A**), which sets the optimal level of brightness for an image automatically.

For the effects "Artistic filter", "Distortion" and "Focus", a submenu will appear in which you can select an effect:



- ←** You can return to the main menu by using the arrow button.

Some effects have two configurable effect parameters:



- 1 Use the icon on the right to select the parameter that you can control using the slider. The name of the parameter will be displayed in the center.
- 2 Open a "sensor pad" here for simultaneously configuring both parameters on a 2D interface.

**Note:** "Position and size" requires 3 parameters: define size using the fader and set position using the sensor pad.



*Sensor pads for position and color*

## Keyframe animation

Animation refers to a temporary shifting of effect parameters. You enter various effect parameters at certain points during the display time of a photo (keyframes) and the effect parameters then change gradually from one value to the next.

Note: Keyframe animation here is the same as Animating effect parameters in the Media Pool (view page 82), but in a superimposed display that lets you see the effect used on the photo in full screen.

Click the + button to create a keyframe. At the same time, the animation curve for the effect will be superimposed over the photo. Two control panels are also displayed at the start and end of the curve.

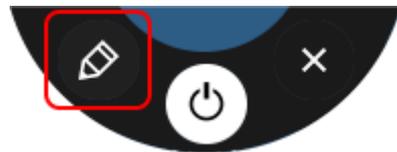


Move the control panel vertically (1) to adjust the value for the effect at the point which you have set on the curve using the horizontal position (2).

Additionally, the control panel can be operated exactly the same as the fields on the right in the effects palette, e.g. you can set an effect using the sensor panel, deactivate it temporarily etc. The one difference is that the **x** button in the control panel does not delete the whole effect, only the corresponding keyframe. Additional keyframes can be added using the **+** button.

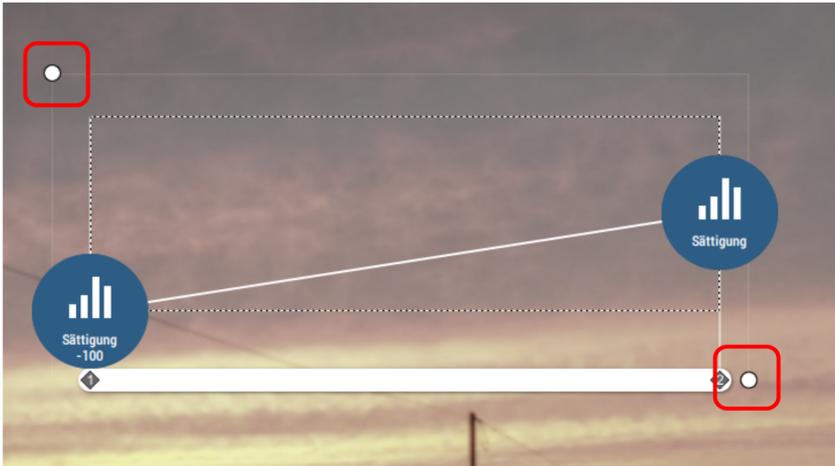


In the upper right corner you can use the pencil icon to fade in and out effect curves. This symbol also appears in the control panel for the effect if the effect has an animation curve.



- 1** If several curves are available, you can choose the one you want to edit here.
- 2** When switching between linear and Bezier interpolation, the latter is best for ensuring softer curve transitions.
- 3** Deactivates the effect.
- 4** Removes the effect.

If you move the mouse over the curve, two handles and a frame appear around the curve to enable you to position the curve freely over the photo and adjust the size of the curve.



## Image optimization

### Brightness & Contrast

#### Auto exposure

With this button you can automatically optimize brightness and contrast with a click. Use the fader in the dialog for finer adjustments.

**Brightness/contrast:** Use the sliders to increase or reduce the brightness and the contrast of the picture.

**White level/Black level:** With these controls, you are able to adjust the light and dark areas of an image separately. A larger white level makes the light areas lighter and a larger black level makes the dark areas darker.

**Gamma:** "Gamma" determines the mean gray value that can be calculated from the various color ranges. In the preset list, select various areas to edit only the dark, median, or brightest areas of the image. Using the fader, you can also set the level of brightening or darkening.

**HDR Gamma:** Unlike "Gamma", very dark areas are selectively lightened.

**HDR Blur:** This changes the transition between light and dark areas together with "HDR Gamma".

## Curve

You can adjust the selected object's brightness, contrast, saturation and temperature using the curve effect.

- You can select individual channels: RGB for brightness/contrast and individual color curves **Red**, **Green** **Blue**.
- Additionally, you can decide how these curves should behave: Standard mode draws soft curves. In manual mode, you will see handles on the curve points that can be used to draw soft, linear and freehand curves. In addition, you can individually set how the curve behaves at every location by going to "Selected point".

### Keyboard shortcut:

- Mouse left click adds a curve point
- Mouse right click deletes the selected curve point
- Ctrl and selected point = movement along the x-axis
- Shift and selected point = movement along the y-axis
- Ctrl + Shift + click on curve point = switch between curve modes
- Ctrl + Shift + click on curve handles = changes curve behavior of this curve point

## Color

### Color temperature

With these slide controls, you can quickly correct color temperature to make an image appear warmer or cooler. This can also be used to correct for incorrect white balance (see below) if no proper white point exists in the image.

### Remove red eyes

Using this photo feature, you can remove the unnatural red eye effect which results from using flash. Click on "Manual" and then select the red pupils in the preview monitor using the mouse.

**Hint:** We recommend using MAGIX Photo Manager for photo optimization. The program is installed automatically and can be used for quickly and easily optimizing your photos. It has a tool for correcting red eye and setting auto color and white balance to control discoloration in pictures.

For more complex editing like photo panorama and photo filter effects, a separate image processing program, MAGIX Foto Designer, is included. To load a photo into MAGIX Foto Designer, select the option "Edit (external)" in the FX menu of the photo box. Read more on this in the MAGIX Foto Designer Help.

## White balance

All light is not the same. Depending on whether it is sunlight or artificial light, this will have an effect on color variation. The human brain is able to compensate for this variation: A white sheet of paper will still look white under candlelight, although it is in fact much more yellow than by daylight.

In order to imitate this filtering done by the brain, a camera must also analyze and correct the light. White balance does the same thing to a picture that the brain does by setting the camera to the so-called "color temperature" of the surroundings.

If you do not possess a camera which performs this function automatically, you can apply the white balance function in MAGIX Photostory Deluxe.

An incorrect white balance can lead to an unnatural blue or red hue.

**Directions:** To use the white balance, click on the button to the right of the label "White balance" and then select a point which represents white or a neutral gray to the "outside world". The color temperature is then corrected automatically.

**Tip:** Cool color effects can be achieved by setting a different color as the white benchmark. There is definitely room for experimentation!

## Color shade

Select a color for coloring the image from the color chart.

## Red/Green/Blue

Using the "Red/Green/Blue" slider, you can change the color portion mix for each color.

## Saturation

You can increase or reduce the color portions of images with the "saturation" fader. A newly developed algorithm is applied which makes color changes related to other parameters (for example contrast settings) in order to achieve the most natural coloration possible. With just a little bit of experimentation, you can achieve astounding results - anything from turning summer snapshots into autumnal scenes to funky pop art!

## Color changes

Secondary color correction allows individual colors in video and image objects to be adjusted. Choose "Selected" or "Not selected" in order to edit the desired ranges separately. The entire image may also be influenced ("Complete image").

"Selected" corresponds with the mask created, and "Not selected" involves the rest of the picture. Here's how to create a mask:

- Activate "Add".
- Place the mouse over the preview monitor. The mouse pointer turns into a pipette tool.
- Click with the pipette tool on the color in the program monitor that you would like to assign to the mask. Unwanted colors can be removed from the selection again by selecting "Remove" and clicking the corresponding color again.

MAGIX Photostory Deluxe displays the mask in black and white stripes to highlight the current selection.

- Adjust the color using the color selection slider until it is satisfactory.

## Sharpness

**Sharpen:** The fader allows you to regulate the level of image sharpness or apply a soft filter.

**Blur:** The fader allows you to reduce the sharpness of the image.

**Apply to:** Allows you to set just how much the sharpness settings should be applied to surfaces or to edges. This enables you to effectively reduce ongoing image distortions (noise).

**Artificial blur:** Here you can apply various soft filters. The achieved effects are much stronger compared to simply sliding the controller under "Sharpen".

**Tip:** Artificial blur achieves good effects when used for transitions. To do so, you can edit the first image so that it is strongly blurred and let the second image begin blurry and slowly return to normal focus.

**Quality:** Adjusts the strength of the artificial blur more accurately.

## proDAD Mercalli 2.0

Remove shaking and jerking from your video recordings. Uneven panning and zooming shots can also be "calmed" and improved.

**Profile:** Select the right camera type for analyzing and correcting your video data. It is necessary to select the right camera here to get the results you want, regardless of

how the original video was filmed. The universal camera profile will improve any video data, but try out different camera types to get the best result for your material.

**Run analysis...** : Analyzing your video data is always the first step before starting detailed improvements.

**Rolling shutter correction:** Balances any distortion (only with CMOS) that appears in moving images - in other words, videos.

**Note:** For this effect to work correctly, the correct field setting for the video must be used.

**View camera dynamics:** Activate this feature if camera movements have not been smoothed or stabilized.

**Enhance panning shots:** Entire panning movements in a video can be balanced,

**Smooth zoom:** This balances shaky zooms.

**Reduce tilting:** This can be used to reduce horizontal and vertical tilting of the camera when the recording was made.

**Border editing:** Through balancing unwanted movements in film footage, it's also possible to edit borders. Here, you can specify how to deal with borders:

- **Optimal stabilization:** A black border appears in the stabilized video. This border can differ in appearance from image to image, depending on the extent of shaking.
- **Without border:** No border appears in the stabilized video. A border can be avoided by zooming the video. This depends on the extent of shaking in the video and the desired level of correction.
- **Image area:** A static border appears in the stabilized video. The form of this border is characterized by the strongest shaking in the video.

**Zoom:** The border can be minimized by zooming in the video.

**Fill with edge color:** This option lets you fill an existing border. However, this means that the video content will look slightly blurred.

**Comparison view:** The stabilized video can be shown in the preview window.

- **End result:** Only stabilized video will be displayed in the preview.
- **Vertical split screen:** This vertical screen displays the source material and the stabilized video.
- **Horizontal split screen:** This horizontal screen displays the source material and the stabilized video.

**Show evaluation grid:** A grid to help you evaluate stabilization appears.

## Shot match

This feature allows you to apply the look of one video clip to another. The colors and tonal values of two separate photos are aligned fully automatically.

You can do this in the following way:

1. Open the "Shot match" effects area in the Media Pool under "Effects" > "Image optimization".
2. **Select the object whose look you want to change.**
3. Place the **playback marker** on the photo in the slideshow with the look you want to use ("reference").

**Note:** Make sure you don't change the object that is selected! You have to keep the selection on the target object.

4. Under "Target photo", click on "Select target photo".  
The selected position will be displayed.
5. Place the **playback marker** on the selected target object. This photo will be used to calculate the look that will be applied to the target object.
6. Under "Target photo", click on "Select target photo".  
The selected position will be displayed.
7. Click on "Match shot" to adjust the look of the object.

You can adjust the strength of the effect by moving the "**Intensity**" slider.

Shot match works best under these conditions:

- The same object has been filmed with multiple (different) cameras from various perspectives.
- The same object has been filmed in different lighting conditions.

Different conditions can lead to suboptimal results.

**A note on multiple-selection:** Selecting multiple objects will apply the effects of shot match to all selected objects.

## Noise

Use the Noise filter to add static or noise to a video sequence. When applied to a simple background with a monochrome setting and then animated, it can produce a pattern similar to that on a television when no transmission signal is obtained.

- Click on "Apply effect" to activate the Open FX plug-in.



*Original*



*Noise*

**Noise level**

Determines the strength of the effect.

**Monochromatic**

Select this option to make the noise all one color. When this option is not selected, the static will appear with random colors.

**Gaussian noise**

A method for creating more intense noise.

**Animate**

Check this box to make the noise move randomly.

## Stamp forms

Apply the "Stamp forms" effect to punch simple geometric shapes and create picture-in-picture effects in a video.

- Click on "Apply effect" to activate the Open FX plug-in. The selected object will be punched in circular form as default. You can also customize these presets the way you want.



*Original*



Stamp form (Preset=Circle, Center)

<b>Color</b>	Use the values r, g and b for red, green and blue to set the colors for the borders. (This is only visible when borders > 0; see below)
<b>Shape</b>	Choose a setting from the drop-down list to determine the cutout shape.
<b>Methods</b>	Determines what part of the video image is revealed/masked: <ul style="list-style-type: none"> <li>• <b>Cut everything apart from section:</b> The cutout shape forms a window which displays your video.</li> <li>• <b>Cut section:</b> The cutout shape covers your video and the area outside the shape is visible.</li> </ul>
<b>Feather</b>	Drag the slider to determine how smoothly the cutout border fades into the background.
<b>Borders</b>	Drag the slider to determine the size of the border around the cutout shape.
<b>Repeat X/Y</b>	Drag the slider to repeat the cutout shape along the horizontal or vertical axis by the number of times specified.
<b>Size</b>	Drag the slider to set the size of the selected cutout shape.
<b>Center</b>	Drag the slider to set the center of the cutout within your project's video frame: 0.00, 0.00 represents the lower-left corner of the frame, 0.50, 0.50 represents the center, and 1.00, 1.00 represents the upper-right corner.

## LAB color

LAB color allows you to manipulate colors in the Lab ( $L^*a^*b^*$  or  $L^*$ ,  $a^*$ ,  $b^*$ ) color space. Adjusting colors in the LAB color space allows you to:

- Adjust lightness (brightness) without affecting colors.
- Perform luminosity inversion without affecting colors.
- Change colors without affecting brightness.
- Produce high-quality desaturation and black-and-white conversion.
- Change subsets of colors without affecting their opponent colors.

- Brightness** The Brightness control allows you to gradually adjust the brightness of the image without changing the colors in an image. Drag the slider to the right to brighten the image, or drag to the left to darken the image.
- Channel a** The a channel contains green and magenta color information. Moving the slider all the way to the left (-1) shifts the green and magenta colors to green; moving the slider all the way to the right (1) shifts the green and magenta colors to magenta.
- Channel b** The b channel contains blue and yellow color information. Moving the slider all the way to the left (-1) shifts the blue and yellow colors to blue; moving the slider all the way to the right (1) shifts the blue and yellow colors to yellow.
- Invert luminance** Select the check box to invert all luminance values, which creates a negative image.
- Desaturate** The Desaturate control allows you to gradually adjust the a and b color channels to black and white. Moving the slider all the way to the right (1) removes all color from the image, converting it to gray scale.

## Lens reflection

Apply the "Lens reflection" effect to simulate the light reflected by a camera lens.

**Light color:** Set the color value to which you want to apply the effect.

**Light position:** Set the position of the light source that creates the Lens Flare effect.

**Lens type:** Click on a lens in the drop down list to select the number of light flares to be created.

**Tint:** Drag a fader or enter a value in the field to set the strength of the tint that will be applied to the light source.

**Intensity:** Drag the slider or enter a value in the field to set the strength of the effect.

**Blend:** Drag the slider or enter a value in the field to set the transparency for the light flare effect. Setting 0 is fully transparent; setting 1 is opaque.

**Size:** Drag the slider or enter a value in the field to set the size of the light flare effect.

**Perspective:** Drag the slider or enter a value in the field to set the angle of the light flare effect.

## Levels

**Levels** is a correction filter used to adjust color and brightness. By matching your input source with your output, you can precisely compensate for differences and standardize your video signals. This is a very effective method of remapping the total range of the colors and improving the overall quality of the video.



*Original*



*Fixed*

- Click on "Apply effect" to activate the Open FX plug-in.

<b>Channel</b>	Select the particular color channel (red, green, or blue) or alpha channel that you want to adjust, or adjust all (which corresponds to adjusting the brightness).
<b>Input Start/End</b>	Use the slider to set the darkest and lightest values in the source material.
<b>Output Start/End</b>	Use the slider to set the darkest and lightest values for the output. For optimal contrast, leave the values at 0 and 100.
<b>Gamma</b>	Gamma compensates for difference in brightness between different sources and corrects the output brightness.

## Distortion

A large palette of effects for transforming your image material is available.

### Art filter

**Erosion:** The image is broken-up by means of small rectangles and resembles a "patchwork".

**Dilate:** This works like erosion, but uses light surfaces instead of dark ones to form the rectangle.

**Emboss** creates a relief of the image edges, in which case strong contrast differences are interpreted as edges.

**Substitution:** Using the rainbow scale red, green, and blue components are exchanged. Quickly create surreal landscapes or a green face!

**Move:** The color values are inverted increasingly. Blue colors turn red, and green appears purple.

**Quantize:** Depending on the setting, colors are either rounded up or down so that the overall number of colors is reduced. This creates interesting grids and patterns.

**Colorize:** Using this slider, color in the video with red, green, and blue colors (the basic TV colors).

**Contour:** The image is reduced to its contours in two sizes (3 x 3 or 5 x 5). It is possible to select either vertical or horizontal contours.

### Distortion

**Motion:** Moving parts of the image are enhanced and warped.

**Echo:** The moving images create an optical "echo"; previous images stand still and gradually turn paler until they completely disappear.

**Whirlpool:** The image is twisted into an "S" shape.

**Fisheye:** The perspective is distorted as if the image were viewed through a fisheye lens.

**Mosaic:** The video is depicted as a mosaic.

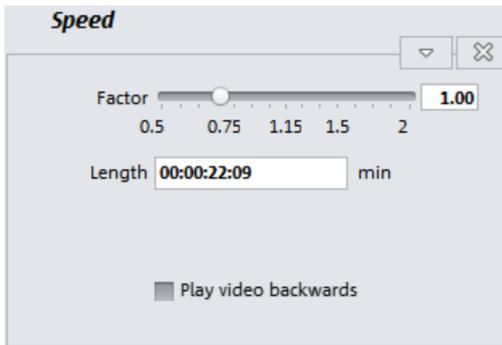
**Lens:** The image is dynamically distorted at the edges.

**Sand:** The image is depicted in a granulated manner.

**Kaleidoscope:** The left upper corner is mirrored horizontally and vertically.

**Mirror horizontal/vertical center:** The object is mirrored vertically or horizontally – it appears on its side or upside down.

## Speed



The playing speed can be adjusted with the slider control. The range between 0 and 1 plays the video slowly; values above 1 accelerate playback. If the playing speed is increased, the object length in the arranger is automatically shortened.

**Reverse:** This button reverses the playback direction (with the same tempo).

## View & animation

### Section

Cropped cutaways can be used to

- display just one section of the photo.
- to move the clip through the picture with the help of a movement effect – the result is a type of camera movement. Read more about this in the chapter "Movement (view page 74)".

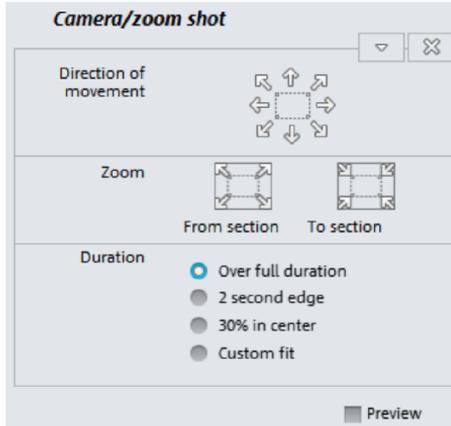
In the program monitor, you can set a picture section to serve as the basis for the movement effect. Press the left mouse button and drag out the section you want to use.

**Keep proportions** In this menu, you can select the format for the section.

The format of the original picture is used as the default.

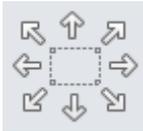
**Fullscreen:** If this check box is selected, the opened section will be zoomed to fullscreen. If this option is switched off, it won't be possible to add movement to the section.

## Camera/zoom



With this effect, you can move a previously selected frame inside the image, creating an impression of camera movement or zoom.

### Movement in direction



Determine the direction in which the selected section or image will move in the process during the time selected under "time period". In addition to horizontal and vertical movements, diagonal movements are also possible.

**Preview:** Displays a preview of the section at the playback marker location.

### Direction & time



**Zoom out:** The selected picture section is displayed and then zoomed out to show the entire picture according to the value set in "Time". If no portion is previously set, a central portion of 50% of the picture is set.



**Zoom in:** The entire picture is displayed and then zoomed in to show only a smaller picture section according to the time set in "Timeframe". If no portion is previously set, a central portion of 50% of the picture is set.

## Duration

The option selected here sets the position where the keyframes of each movement effect are set by default. You determine the positions where a movements begins and ends.

**Note:** Automatically placed keyframes may be edited retroactively, and the option will then be set to "Use custom settings". Read the section "Retroactively editing an effect's keyframes" in the chapter "Objects".



**Reset:** This option applies a static zoom to show the selected section of the picture only.

The size and the position of the image can be roughly entered in the program monitor by simply moving the image into it and dragging on the handles. The frame of the video monitor with handles can also be moved with the keyboard.

### Keyboard shortcuts for moving the edges of the frame that are visible in the video monitor:

Nudge the screen 1 pixel:                      Arrow keys

Nudge the screen 5 percent:                Shift + arrow keys

For animated movement effects, it often makes sense to zoom out of the video monitor and use the resulting workspace to, for example, let a minimized image or text object move through the picture.

### Keyboard shortcuts for the preview picture:

Thumbnail zoom in/out:                      Ctrl + mouse wheel

Move thumbnail:                                Ctrl + left mouse button + drag

See the "Animation from outside of the image" section for more detail.

## Size/Position

**Size/Position**

Values in  Pixels  %

Position  Left  Top

Size:  Width  Height

Maintain proportions

Zoom

**Values in:** Set whether the values are applied in percent or pixels.

### Position

**Left:** Enter the start position from the left image border.

**Top:** Enter the start position from the top image border.

**Center:** Based on the current image size, the image starting points (left and top) will be positioned so that they are centered.

**Note:** Negative values can, of course, also be entered. The image borders will then be outside of the visible area.

### Size

**Width:** Enter the width of the image here.

**Height:** Enter the height of the image here.

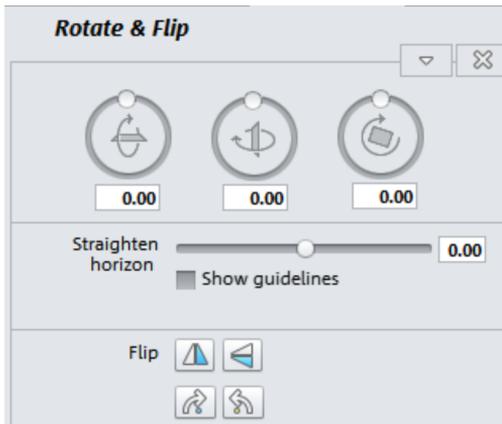
**Maximize:** The image is maximized to the resolution of the film.

**Set original size:** The image will be scaled to its original size.

**Fix proportions:** This option makes sure that the image will not be stretched or distorted. The ratio between width and height will always stay the same.

**Note:** In the preview monitor you can use the object handles on the sides of the decorative element to adjust its size. The additional handles for rotation located at the top can be used to tip the element and align it with a background object.

## Mirror & Rotate



This button resets all of the current settings.

**Note:** If you animated the object using keyframes, resetting will affect the entire animation. Individual keyframes can be deleted during animation.

### Rotate



Rotates the image on the horizontal axis.



Rotates the image on the vertical axis.



Rotates the image around its center point.

### Straighten horizon

The image can be rotated around the axis using the slider. The image is automatically zoomed to avoid black edges.

**Show guidelines:** Activating this check box displays a grid in the program monitor for orientation during horizontal straightening.

**Zoom automatically:** This function is preset to active. Unwanted black borders that result from horizon straightening are eliminated by zooming in on the image.

**Note:** If the image format does not completely conform to the current movie format and already has black borders, these cannot be eliminated with the horizon straightening function.

## Mirror



Mirrors the image on the vertical axis.



Mirrors the image on the horizontal axis.



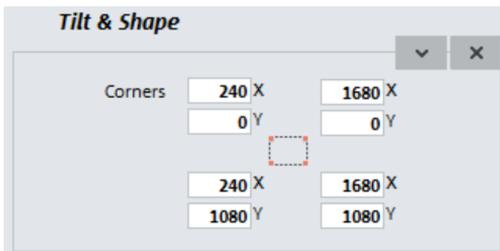
Rotates the image 90° clockwise.



Rotates the image 90° counterclockwise.

## Angle & shape

This makes real 3D positioning of images possible, letting you distort the image in space and move it. Here you can enter the individual corner points numerically or move them in the program monitor using the mouse.

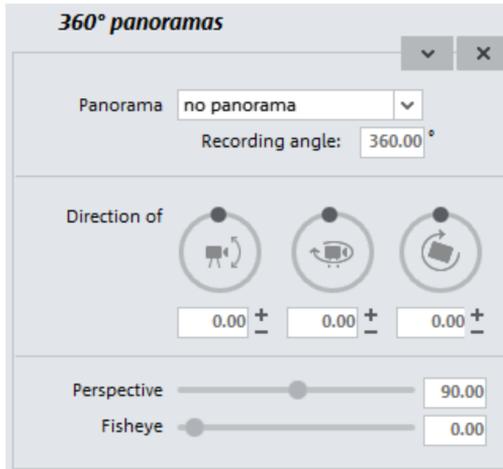


This button resets all settings.

## 360° panoramas

You will find options for 360° panoramas in the Media Pool under "Effects" > "View/Animation".

**Note for Ricoh Theta camera users:** Although 360° photos taken with this camera can be directly imported into MAGIX Photostory Deluxe, videos need to be processed first. Use the software that came with the camera to convert your 360° videos before importing them into MAGIX Photostory Deluxe.



**Panorama image:** Select a type of panorama:

- **No panorama:** The panorama effect is not active and the image is not unified.
- **Sphere panorama:** An equirectangular panorama (or spherical panorama), like one created with a Ricoh Theta camera, for instance, can be displayed as a sphere panorama.  
Imagine you are in a sphere and the panorama view is stretched around you. You can obtain an angle of up to 360° x 180°, for an all-round view.
- **Custom fit ...:** If you have created a panorama with a standard camera or have compiled a panorama from images, select this option.  
Imagine you are standing in a cylinder that is open above and below and the panorama view is stretched around you. You can obtain an angle of up to 360° x 120°.

**Recording angle:** You must set the recording angle yourself in the setting "Custom fit", as this cannot be calculated. Test out the "exact" value by simply evaluating the result visually and adjusting the degree angle to correspond to this.

**Direction of view:** Set the direction of view in the sphere or in the cylinder - what do you want to see? If the recording is slightly crooked, you can balance this out.

In a panorama image, you can animate a movement with keyframes. Step by step, you can view your "surroundings" and re-imagine your "space" the way you want.

**Perspective:** Specify how much to zoom in on details in the space or how much to zoom out so you can see as much as possible.

**Fisheye:** If you use a fisheye lens, the perspective will appear distorted. If an image already contains distortion as a result of a wide-angle shot, the fisheye effect can be used to correct this. For instance, a curved horizon can be "straightened".

## Stereo3D in the Media Pool

This accesses the program's Stereo 3D functionality. Please read the corresponding chapter "Stereo3D". (view page 132)

## Design

### Decoration

Under "Decoration" you will find plenty of choices for peppering up your slideshow. You will also find various categories of decorative objects which serve to orient you during selection.

- Click on the respective element to start playback.
- Double-clicking on the element will apply it to the selected object.
- In the preview monitor you can use the object handles on the sides of the decorative element to adjust its size. The additional handles for rotation located at the top can be used to tip the element and align it with a background object.

### Style

Below this point you can find all the styles from Slideshow Maker, which can be used on individual photos. Select the corresponding style by either double-clicking it or by dragging it onto an image whilst holding down the left mouse button.

### Background

MAGIX Photostory Deluxe provides diverse backgrounds that can be used in many different ways. Simply drag & drop the desired background at the position you want.

### Upright-format effects

Here you can select individual effects that are especially made for vertically formatted photos.

**Hint:** This option does not appear for photos in horizontal format.

## Intros / Outros

These are beginning and end scenes for slideshows with various themes.

## Picture-in-picture collages

These work similarly to normal picture-in-picture effects, but more objects are used. Depending on the collage, arrange the selected objects one after the other and drag the collage onto the first object.

## Image border effects

Exporting projects for viewing on a 16:9 television can cause black edges to appear around your photos. This always happens with upright photos and with photos that do not correspond with the 16:9 format.

Using upright-format effects can help you avoid black edges.

## Sound effects

Sometimes slideshows can benefit from special background sounds, such as adding the sound of the ocean to a slideshow with beach photos. Here you will find a range of sounds from blackbirds and hail to thunder, cafes and forests. Set the start marker at the position where you want the sound to play and import the template by double clicking.

## Snap markers and transients

Objects, object edges, markers or the playback marker will jump automatically to particular "Key positions" when you move them close enough with the mouse. This is called "snapping".

Select a location in the object with a snap marker to indicate where another object should snap in. This can be helpful, for instance, if you want a title to be shown at a specific position in a video object.

You can find the "Snap Marker" in the Media Pool under "Effects".

### Set snap markers

- To set a snap marker, select an object and place the playback marker at the position where you want to place the snap marker.
- Now click on the button "Set snap marker".
- You can move a snap marker with the mouse using drag & drop.

You can set as many snap markers as you like per object.

**Tip:** It's also possible to set snap markers in selected objects during playback. This is particularly useful for marking points in the video material where you want to place cuts.

## Align snap marker with transients

Transients are signal peaks in audio material that can also appear in video footage; e. g. a door slamming shut.

Transients in video footage can be used as a starting point for editing - for instance, fading in a title or making a picture-in-picture effect appear.

The "Align snap marker to transients" feature analyzes the signal peaks of the selected object and moves set snap markers to these locations.

## Extra effects

Photo and video effect plug-ins are additional programs from third-party manufacturers that can be used to apply other effects to photo and video objects. MAGIX Photostory Deluxe supports selected plug-ins from NewBlue, HitFilm, ProDAD and selected OpenFX Standard effects. Install the plug-ins and click on "Scan" under "fx" > "Extra effects" in the Media Pool. Then restart MAGIX Photostory Deluxe. The plug-ins will appear directly below, ready for use.

## Looks

These presets recreate the appearance of certain types of movies and can be applied to photos.

# Animate objects

Different kinds of animations are provided in the Media Pool. In the "Effects" tab, "Image optimization", "Distortion", "View and animation" and "Stereo 3D" (only in deluxe) provide you with the effects that can be animated using keyframes.

The following objects can be animated:

- Image objects (still images)
- Title objects
- MAGIX 3D Maker objects (3D title)
- Video objects

## Preparing animations

- First, select the object in the arranger to animate.
- In the Media Pool, open the "Effects" tab, and then click on the effect you would like to animate.
- If necessary, set up the effect however you would like it for the start of the animation.
- A timeline is located at the bottom of the Media Pool where keyframes can be set, selected, moved, and deleted.

**Note:** The figure corresponds to the display in "Timeline" mode.

## Set keyframes

Click the timeline to set the playback marker at the locations where a keyframe should be added.

**Note:** You can also use the timeline in the arranger for exact positioning.



- The button places keyframes for all parameters required in the animation.
- Additional keyframes can be added simply by placing the playback marker at the next keyframe location and changing the effect accordingly.
- The positioned keyframes can also be retroactively moved via drag & drop.

## Copy keyframes

Select the keyframes to be copied by clicking them and then press the "Copy" button.

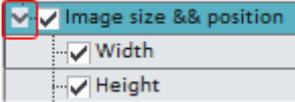




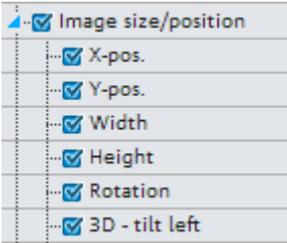
Next, set the playback marker at the location for insertion and then press the "Insert" button.

## Display keyframes of individual parameters

Multiple keyframes are added simultaneously to effects if they include multiple parameters.



Click the small arrow beside the name of the animated effect to display all of its parameters.



Now all keyframes of the effects parameter can be individually moved, deleted, activated, and deactivated.

**Note:** Only those parameters are listed which are used for the animation. As soon as another parameter is required for editing the effect, it becomes visible to you here.

## Retroactively editing an effect's keyframes

Previously set keyframes can be retroactively moved and their values can be edited.

Keyframes can be moved via drag & drop. Simply click on the keyframe to be moved and drag it to the desired position.

To change an effects setting for an already positioned keyframe, click the keyframe and adjust the effect in the Media Pool.

## Soft movement



The automatic Bezier interpolation applies an approximation curve at the keyframe.

This makes the movement progression softer and more natural.

## Delete keyframe



Select the keyframe to be deleted by clicking it.



This button removes the selected keyframe.

## Sound optimization

This option opens an editor for correcting audio material discrepancies.

Select the cleaning function you desire from the upper part of the dialog:

- The equalizer (on page 87) allows you to manipulate the frequency spectrum – perfect for cleaning up muffled dialog.
- The compressor is a dynamic volume control that lends the overall sound a deeper, richer quality.
- The stereo FX processor justifies the position of the sound in the stereo panorama.
- DeNoiser, DeClipper, and DeHisser are professional noise reduction tools that do exactly what their titles say they do.

**Presets:** You can try out the suitability of a number of presets in the preset menu.

**Temporarily deactivate all effects:** Switches all the effects off.

**Apply to all:** Applies the current settings of all effects to every photo in the selected slideshow.

## Declipper

Should the input level of an audio recording be too high, overmodulation may result at the louder parts (the signal peaks). This digital distortion is also called "clipping": At the overmodulated area, the values that are too high are simply cut off, and typical, quite unpleasant-sounding crackling and distortion appear.

MAGIX Photostory Deluxe contains a special function for dealing with digital clipping and analog distortions. Of course, this only works to a certain degree.

Using the fader you can set at what level the Declipper should register a signal as being overmodulated and, if required, correct it (Clip level). This is important, as different sound cards show different clipping methods. The more the fader is turned up, the lower the level recognized by the program as overmodulated. If the clip level is set too high, unwanted sound modification may occur.

**Get clip level:** The clip level is gaged automatically.

## Noise Reduction: Denoiser and Dehisser

### DeNoiser

The DeNoiser is especially useful for clearing long-lasting disruptive noise like mains humming, hissing, noises from sound charts, disturbance noise from ground circuits, interference from audio-equipment with high mic outputs (record players), impact noise, or the rumbling of records.

The DeNoiser requires a noise sample. Some typical sounds are at your disposal.

Set the degree to which the noise should be reduced with the fader. It is often better to reduce interference signals by 3-6 dB rather than as much as is possible so as to keep the sound "natural".

Another possibility is to create a noise sample yourself. You need a short sample from the sound track in which only the background noise can be heard. Then switch to the DeNoiser dialog with the "Advanced" button.

### Step 1: Select noise sample

First you have to select a noise sample of the noise you want to remove.

You have two options:

**Pick out typical background noise:** You can select and use a number of typical background noises from the flip menu. Select one and listen to it via the "Play" button. If it is similar to the background noise in your sound track, go ahead and use it (see "Step 2: Removing background noise").

**Extracting a new noise sample from a sound track:** You can also pick out a short passage (from the existing sound track) in which you can hear the background noise.

**Automatic search:** Searches especially quiet passages in which background noise most probably resides.

**Previous/play/next:** These buttons allow you to play all of the passages found for easy comparison.

**Save as:** Once found, you can save noise samples on the hard drive which then appear as an entry in the "Typical background noises" drop-down menu to be used in other projects. There's no need to save it if you only want to use it once, and in this case switch to "Remove background noise".

If you only want to use the noise sample in the current project, then you don't have to save it. You can immediately switch to the "Remove category".

## Step 2: Remove background noise

**Noise level:** The level of the noise reduction function should be set as precisely as possible. Low settings result in incomplete deletion of the hissing. An incomplete deletion of the hissing produces artifacts and should be avoided. High settings produce dull results and useful signals which are similar to hissing (woodwinds, for example) are also filtered away. It's worth your time to find the best setting.

**Reducer:** Here you can set the balance between the original signal and the signal with depressed interference. It is often better to reduce interference signals by 3-6 dB rather than as much as is possible so as to keep the sound natural. For buzzing it's best to apply complete removal.

## Dehisser

The Dehisser eliminates regular "white" noise typically produced by analog tape recordings, microphone pre-amplifiers, A/D converters, or transformers.

Noise reduction can be regulated in decibels with the fader. It is often better to reduce interference signals by 3-6 dB rather than as much as possible in order to keep the sound "natural".

**Noise level:** You can choose between different noise levels. The level of the noise reduction function should be set as precisely as possible. Low settings result in incomplete deletion of the hissing. Incomplete deleting of hissing produces artifacts and should be avoided, since high settings will produce dull results and some useful signals (i.e. woodwinds) which are similar to hissing are also filtered away.

## Equalizer

The 10-track equalizer divides the frequency spectrum into 10 areas (tracks) and supplies them with separate volume controls to allow you to achieve many impressive effects, from the simple rising of the bass to total sound transformation. If you raise the low frequencies too much throughout the whole level, it might cause distortions.

**Fader:** The volume of each of the 10 frequency bands can be set separately with the 10 volume controls.

**Link frequency bands:** The frequency fields can be bundled together flexibly in order to avoid artificial-sounding exaggeration in individual frequency fields.

## Compressor

The compressor is an automated, dynamic volume controller. Loud passages become quieter and the total value is raised. This makes the volume more consistent and speech easier to understand. A compressor is mainly useful in case background noise or music interferes with speech and simply increasing the volume of the individual objects or tracks does not result in any significant improvement.

**Level:** Regulates the level of compression applied (the "ratio").

**Function:** Defines the compressor depending upon the sound material.

## Stereo FX

The stereo FX processor provides adjustment of the alignment of the audio material in the stereo balance. If the stereo recordings sound weak and undifferentiated, an extension of the stereo base width can often provide better transparency.

**Bandwidth control:** Adjust the bandwidth between mono (on the extreme left), unchanged base width (center) and maximum bandwidth ("wide" on the extreme right).

Reducing the bandwidth can raise the overall level. In extreme cases, when the left and the right channels include identical material and the bandwidth control is pushed to the extreme left on "mono", the result can be a level increase of 3 decibels.

Raising the bandwidth (values of 100) diminishes the mono compatibility.

## Slideshow effects

In the slideshow Effects menu (view page 175) you can recall the slideshow effects by clicking on "Slideshow effect settings". The dialog is almost identical to the Optimize photo (view page 62) dialog.

The slideshow effects apply to the entire slideshow and are intended to regulate the color saturation in the slideshow as a whole.

You can find special TV screen size (view page 90) options for cropping the screen edge, since the image usually exceeds the screen size for a normal TV set.

## General use

**Presets:** Try out the presets from the preset menu.

**Temporarily switch off all effects:** With this option, you can temporarily deactivate all effects. This way, you can quickly compare the original with the edited version.

**OK:** The adjustments made to the settings will be applied.

**Cancel:** Closes the dialog, the settings will not be applied.

**Help:** Opens the program's help file.

## Exposure

**Brightness/contrast:** Use the sliders to increase or reduce the brightness and the contrast of the picture.

**Selective brightness (gamma):** "Gamma" specifies the mean gray value that is provided by the various color ranges. "Selective brightness" is the most important function for image improvement. In the preset list, select the various envelope curves to edit only the dark, median, or brightest areas of the image. Using the fader, you can also set the level of brightening or darkening.

**Adjust colour space:** This option is effective for correcting extreme colors that violate TV standards and can no longer be displayed properly on-screen. The color saturation of the affected material is thereby reduced until the maximum permitted value is reached.

## Color

**Saturation:** Use the saturation slider to increase or reduce the hue proportions in the image. A newly developed algorithm is now used, which carries out color changes in relation to other parameters (for example contrast settings), in order to get the most natural coloration possible. With some experimenting, you can achieve some amazing results – such as turning summer images into autumnal pictures, or creating funky pop art...

**Hue:** Use the palette to select a hue for coloring-in the picture.

**Red/Green/Blue:** Changes the color portion mix.

## Image sharpness

Use the slider to adjust the sharpness or blurriness of an entire slideshow.

**Apply to:** Set whether the sharpness should only affect edges or whether the blurriness should only affect surfaces. This enables you to effectively reduce ongoing image distortions.

**Anti-flickering filter intensity:** The anti-flickering filter affects only still images. It is especially intended for zooms in images with many edges and transitions with high contrast (e.g. fences, bars, brick walls). High-frequency images such as these begin to flicker when they are reduced in size. This filter smoothes these edges somewhat. You should set the intensity of the anti-flickering filter according to your preferences, because smoothing is always a compromise between good contrast and fluid image sequence during playback..

## TV image size (Slideshow master effects)

This option ensures that the image size is adapted to fit the real television picture (anti cropping). Without adjustment, the television might otherwise crop the image borders.

The four input fields also enable the borders of the four sides to be adjusted freely in percent. It is important to find the optimal balance between distortion, reduction, bar formation, and image cropping:

- If the same value is entered for every margin the image size is reduced proportionally. In this case no distortions will occur, but there will be bars along the edges.
- If different values are entered for the 4 fields the image size will not be reduced proportionally. This will distort the image.

**Use edges on:** This option enables the input values for the four image borders to be applied to all photos, videos or titles in reduced form. The result can immediately be viewed on the preview monitor.

**Tip:** In order to limit individual objects to the visible range, please select the option "Edge cropping balancing" in the menu "Effects -> Image optimization -> TV image".

**Fade in TV display area in the preview monitor:** This option displays the image borders of the television as lines in the preview monitor. The four image borders of the TV display area can be set using the four input fields. Here, it is of course necessary to know the actual size of the TV picture. To determine it, proceed as follows:

### Determining the visible TV frame size

To determine the picture properties of your television as well as optimal image size editor settings, you should perform a test run:

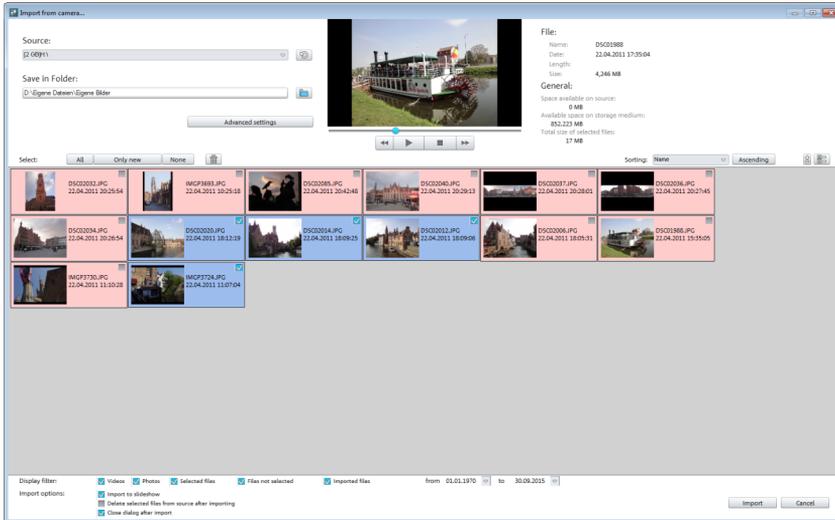
1. Load the **Visible TV picture.mvm** movie from the "My projects > visible TV picture" folder.
2. Play back the movie and read the instructions on the video monitor.
3. Burn the slideshow to a disc.
4. Place the disc into your player and play back the movie. Compare the TV picture to the picture displayed on your video screen by MAGIX Photostory Deluxe.
5. Determine the proportional value of the borders cropped by the television with the 4 measurement scales along the edges of the test picture.
6. Enter the values in the "Full TV size" editor.

The image size is now optimized to your TV picture. Please note: Depending on device settings and disc carrier type, the cropping values may vary slightly.

## More functions and dialogs

### Import files from camera, tablet or smartphone

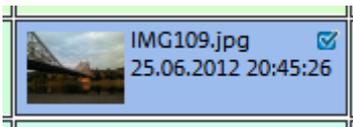
The "Import from camera" feature is located under "File". This will open the following dialog.



**Source:** Select the path for your digital camera's memory card or connected device.

**Save in following folder:** Here you can specify where the imported files will be saved.

**Select:** Specify which files should be imported: "All", "New only" (since the last import) or "None". Click on the recycling bin to delete the selected files.



Import individual images by ticking the box next to the image in the selection field. Doing this will display the image above in the video monitor.

**Display filter:** The display filter can be used to define whether certain files should be hidden. When you **uncheck** a box, the corresponding files will be hidden.

- **Movies:** Hide all video files.
- **Photos:** Hide all photo files.
- **Selected files:** All files selected for import will be hidden. Only the **files which have not been selected** will be displayed.
- **Not selected files:** All files which have not been selected will be hidden. This is useful if you want to check your selection before importing.

- **Imported files:** All files which have already been imported by MAGIX Photostory Deluxe from the specified device will be hidden.



Adjust the preview image size using the slider. This option is only available if "Large icons" is selected in the view menu.



Select whether you want to see "Large icons" or a list with "Details" on the files.

**Import options:** Here you can define what happens after importing.

- **Insert into slideshow:** The media will be directly inserted as an object into the open slideshow. When inactive, they will be simply copied into the target folder and can be selected from the Media Pool at any time.
- **Delete all media after camera import:** This option deletes the selected media after importing from the camera.
- **Close dialog after import:** The dialog closes as soon as the import has finished.

Once you have entered all settings, click on "Import".

## Transfer media from CameraMX

You can transfer photos and videos from your Android device to your PC and MAGIX Photostory Deluxe using CameraMX. While MAGIX Photostory Deluxe is running, the selected media will be transferred and made available for further editing as a stand-alone slideshow.

### What you'll need

- Your Android device and the PC that MAGIX Photostory Deluxe is installed on must be connected to the same network!
- Your Android device should be running Android version 4.1 or higher in order to install CameraMX.
- You must have CameraMX installed on your Android device.

### Do this

1. Start MAGIX Photostory Deluxe and go to the main user interface.
2. Start CameraMX on your Android device.
3. Open the media manager in CameraMX (gallery).
4. Use the multi-selection tool to select the media you want to transfer.
5. Go to advanced features and select the data transfer feature.  
CameraMX will search your network for MAGIX Photostory Deluxe in order to carry out the transfer.  
The dialog for receiving data will then be opened.
6. Select a storage location and confirm the data transfer.  
The data transfer will begin. You can continue to use MAGIX Photostory Deluxe

while your data is transferring.

After the data has been successfully transferred, the "Receive media" button appears above in the menu bar with further options. This will remain on screen until you click it, including after restarting MAGIX Photostory Deluxe.

#### **You can choose from the following options:**

- Load to Photostory Wizard: This opens the wizard and displays the folder containing the files.
- Import to project: Inserts the files to the end of the current slideshow.
- Display in Media Pool: Displays the folder with the files that have been received.

## Problems and solutions

CameraMX can't find MAGIX Photostory Deluxe:

- Check the network connections for your Android device and your PC. Both devices need to be on the same network.
- Make sure that the following ports in the network are accessible:
  - UDP-Port 6666
  - The HTTP Port can be dynamically assigned through the Android device.

## Settings

All settings dialogs can be accessed through "File -> Settings".

### **Slideshow**

The dialog with the settings for the current slideshow are displayed here.

**Select preview image automatically:** MAGIX Photostory Deluxe uses an automatically-selected preview image.

**Use image file:** With a mouse click on the folder button you can open a dialog for loading image files. In this dialog you can navigate to the folder where the image file is found and select it with a double click.

**Use preview image from slideshow:** Select a frame from the current slideshow using the slider.

Effect settings for the slideshow (view page 88) can be found in "File" > "Settings" > "Slideshow effect settings".

### **Project**

When creating a new disc project, you can specify multiple settings that will continue to apply to the related slideshows.

**Project name:** Give your disc project a name. This name will be used as a preset title for the disc you are going to burn. The slideshows will also be given this name.

**Use 16:9 aspect ratio for current disc project:** This option lets you edit the slideshow from the very beginning in 16:9 format. The video monitor's size adjusts to correspond to this.

**Cut new images to fit screen automatically:** Images that do not correspond to the slideshow's ratio are adjusted automatically. The zoom factor is set in such a way that there are no black bars to the left or right or top and bottom.

## Program

You can access the project-independent MAGIX Photostory Deluxe settings this way. These settings are also global.

### Playback

#### Audio playback

**Driver selection:** You can set up "DirectSound" here. DirectSound is a component of DirectX that is installed automatically on your PC during program installation (if necessary). If the DirectX system is no longer installed on your PC or no longer works properly, there is a DirectSound installation routine for reinstallation to be found in the "Addon" folder of the MAGIX Photostory Deluxe program disc.

**Output device:** Use this option to specify which sound card plays the wave audio objects. This is especially important if you have multiple sound cards installed on your computer.

**Audio buffer size:** Here you can specify the buffer size that should be used for playback of the entire arrangement or for previewing audio files in the Media Pool.

### Arranger

**Autoscroll during playback:** The screen playback does not follow the playback cursor if it has reached the end of the screen.

**Fast:** If autoscroll is activated, the screen view automatically shifts when the playback cursor reaches the last quarter of the screen during playback.

**Slow:** If autoscroll is activated, the screen view automatically shifts when the playback cursor reaches the right edge of the screen during playback. This is particularly useful for longer disc projects

**Warning:** Scrolling requires constant recalculation of the screen view, which may lead to interrupted playback if the amount of system RAM is too low. If this happens, simply deactivate the autoscroll feature.

## Image material playback

**Resizing high-quality image material:** Use this feature to improve the quality during resizing, particularly when downsizing to less than half of the original size (e.g. for picture-in-picture effects). This, on the other hand, requires more processing power.

**Note:** Switching off this option has no effect on quality during exporting/burning.

**Load image material in background:** Image material will be loaded in the background so that it can still be edited during the loading process.

## Paths

**Projects:** The standard path for all projects (\*.<Projektdatei>)

**Exports:** The standard path for all file exports via the command "File" > "Export"

**Audio import:** The standard path for all imported (music) files.

**Disc images:** Specify the path for the folder where MAGIX Photostory Deluxe saves the temporary files required for creating a disc.

**Menu Editor:** Determines the Menu Editor path, which can be started using the "Burn" interface.

## Options

Here you can specify the most important options for the behavior and display of MAGIX Photostory Deluxe.

Keyboard shortcut: P

## Video standard

PAL is used in Europe; the US and Japan use NTSC. This setting should not be changed.

## Program interface

**Hide news:** This option deactivates the MAGIX News Center (view page 210) in the main interface of MAGIX Photostory Deluxe.

**Activate touch optimization in the Storyboard:** Automatically activates touch support when you connect a touch-enabled device. You can also deactivate this option to go back to using the mouse.

**Note for using the mouse when touch support is activated:** To drag and drop a clip into the Storyboard, you have to hold down the left mouse button until the photo is released from the series and can be moved.

**Activate animations:** Deactivate the program animations for a smoother editing experience.

## Reactivate hint dialogs

Once installed, MAGIX Photostory Deluxe displays a number of safety queries and instructions at various points in the program. These may be switched off by clicking the small box at the bottom that says "Don't show this message again". To display these warning messages again, select the "**Reactivate hint dialogs**" option.

## Export

**Automatic preview of export clips:** If you export a slideshow as a video file, it will be played immediately after being created.

**Hardware acceleration during MPEG-4/AVCHD export if possible:** Here you can activate Hardware acceleration during MPEG-4/AVCHD export if your system supports it.

## Import

**Fade photos automatically with dissolves:** When loading photos, they will automatically fade from one into the other using a dissolve effect.

**Automatically create frame table during import:** Sometimes, rebuilding a frame table can get rid of problems in certain MPEG files. For example, problems can arise if the navigation (positioning of the playback marker, transport) is bumpy or doesn't function at all. Normally, when loading MPEG video, a frame table is not created in order to speed up the loading process. If you do create one anyway, MPEG files are normally noticeably faster and easier to edit.

**Import CD tracks through record dialog:** If this option is activated, you can record audio CDs using the record button in the transport console. When dragging & dropping from the File Managers the record window where recording starts will be opened. This option can be used if drag & drop through the File Manager is not working properly, or if you want to record the first bars of an incomplete CD track in the arrangement. You should note that the digital track data from the digital analog

converters of the CD-ROM drive have to be converted into analog signals and then into digital data by the analog-digital converters. Depending on the quality of the converter used, this can lead to a loss in quality.

**Image length:** Adjust the default display duration for photos. This can be changed again at any time.

## Other

**Project setting "Cut to fit monitor automatically" affects videos:** If this option is active, then videos will be cut to avoid black edges. The property "Cut to fit monitor automatically" must be activated for the project.

**Preview images in the background:** The update if the object display after move and zoom operations in the arranger is performed in the background in order to let you work smoothly.

**Relocate memory for bitmaps to other process:** Activating this option will improve handling of bitmaps as they will be processed differently.

**High output quality for dynamic zoom and combination effects:** If this option is set, a newly developed zoom algorithm will be used that provides results that are much more accurate. You should, however, only use this option if you own a PC that is capable of handling processor-heavy tasks. Otherwise the export (and invariably the creation of a disc) can take much longer.

**Automatic preview when changing transition:** When this option is activated, a short preview of the transition effect will be quickly played between the two objects you selected.

## Display

**Video mode:** Set up the playback mode in the Arranger here. You have the choice of:

- **Compatibility mode:** This mode works on all systems. Activate this mode if there are problems with playback.
- **Standard mode:** This mode offers extreme speed boosts by letting the mixing, many effects and various transitions be calculated directly on the graphics card. Depending on the graphics card, performance can increase by 300%. The graphics card will not be used during export.

**Warning!** To use this mode the graphics card must possess at least 128 MB memory. You will need to install Direct 3D 9 or higher, and the graphics card driver must support "High Level Pixel Shader Language 2.0". MAGIX Photostory Deluxe checks the corresponding properties when this mode is selected, and switches it off if necessary.

- **Alternative mode 1:** This mode performs hardware-based deinterlacing for output onto a PC screen or a projector, whereby the playback quality is significantly better than with interlaced analog video recordings.
- **Alternative mode 2:** This mode uses the hardware de-interlacing function of modern graphics cards together with DirectX 9. Make sure that you are using the most recent version of your graphics card driver, which must be compatible with DirectX 9 to function properly. This mode is only superior to "Overlay mixer" mode with a limited number of graphics card models.

**Deinterlacing:** In the DirectShow modes "Overlay Mixer" and "Video Mixing Renderer 9", you can activate hardware de-interlacing with your graphics card. For general information about de-interlacing and the options "Top/bottom field first", please read the corresponding article "De-interlacing (view page 202)" in the manual.

**Image formation in the Vertical Blank Interval (VIB):** Image formation takes place in the vertical blank intervals of the monitor signal (or the connected TV signal). This helps avoid image interruptions.

**Warning:** Because of waiting time required for the next VBI, this process adds significant computational time!

For digital displays like the TFT monitors you can deactivate the option. In the Overlay mode image formation occurs exclusively in VBI.

#### Use high resolution for fullscreen playback:

**Note:** This option is available only in the standard mode (hardware acceleration Direct3D).

If the option is activated, image resolution during preview will be increased. This demands more computer resources, but is not a problem for most graphics cards. You should deactivate this option only if you have problems with fullscreen playback.

#### Playback in arranger

**Video mode:** Set up the playback mode in the Arranger here. The following choices are available:

- **Compatibility mode:** This mode works on all systems. Activate this mode if there are problems with playback.
- **Standard mode:** This mode offers extreme speed boosts by letting the mixing, many effects and various transitions be calculated directly on the graphics card. Depending on the graphics card, performance can increase by 300%. The graphics card will not be used during export.

**Note:** To use this mode the graphics card must possess at least 128 MB own memory. You will need to install Direct 3D 9 or higher, and the graphics card driver must support "High Level Pixel Shader Language 2.0". MAGIX Photostory Deluxe checks the corresponding properties when this mode is selected, and switches it off if necessary.

- **Alternative mode 2:** This mode uses the hardware de-interlacing function of modern graphics cards together with DirectX 9. Make sure that you are using the most recent version of your graphics card driver, which must be compatible with DirectX 9 to function properly. This mode is only superior to "Overlay mixer" mode with a limited number of graphics card models.

**Deinterlacing:** In the DirectShow modes "Overlay Mixer" and "Video Mixing Renderer 9", you can activate hardware de-interlacing with your graphics card. For general information about de-interlacing and the options "Top/bottom field first", please read the corresponding article "De-interlacing (view page 202)" in the manual.

**Image formation in the Vertical Blank Interval (VIB):** Image formation takes place in the vertical blank intervals of the monitor signal (or the connected TV signal). This helps avoid image interruptions.

**Warning:** Because of waiting time required for the next VBI, this process adds significant computational time!

For digital displays like the TFT monitors you can deactivate the option. In the Overlay mode image formation occurs exclusively in VBI.

**Always use DirectX9:** Normally DirectX11 is activated for the preview in the project window. DirectX9 can be activated for graphics cards that don't support DirectX11. You can also activate it if you are having general problems.

**Use high resolution for fullscreen playback:**

**Note:** This option is available only in the standard mode (hardware acceleration Direct3D).

If the option is activated, image resolution during preview will be increased. This demands more computer resources, but is not a problem for most graphics cards. You should deactivate this option only if you have problems with fullscreen playback.

## Video output to external device

**Activate video playback:** With this option, you can display the project window view on an additionally connected monitor. Without additional hardware, you can play a preview in any mode in order to see how the final material looks.

**Turn off Windows AERO for smoother playback:** Deactivate the Aero interface. Windows uses the classic interface instead. Deactivating the processor-heavy Aero design is recommended, especially for weaker PCs.

## Transitions

In the Media Pool tab "Templates", you can find all transitions from MAGIX Photostory Deluxe sorted into various categories. Click on a category to see all the fades in a list.

- To load a fade, drag it with a held-down mouse key onto the object, into which you would like to fade.

### In detail:

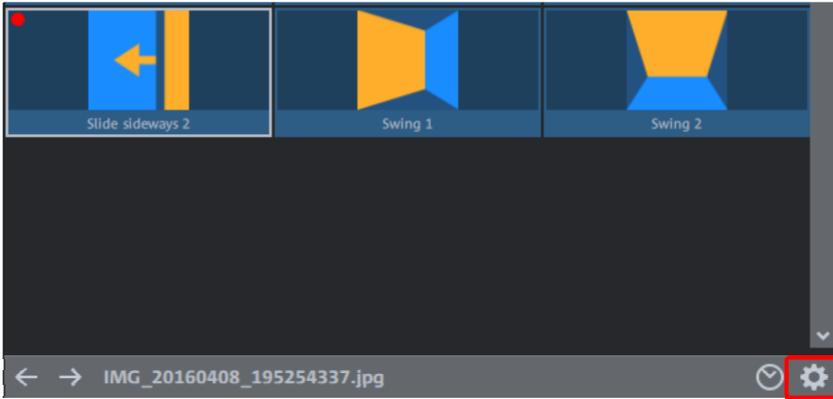
Transitions are stylistically a very important element for breathing life into your slideshow. With MAGIX Photostory Deluxe, there are many ways to fade from one picture into another. This means that for the duration of a transition, two photos are being shown at once and they can be mixed together in different ways. These types of transitions are called "fades". You can find plenty of fade types in the Media Pool fade folder.

### Using transitions

Use drag & drop to place a transition at the end of an object so that it appears between this object and the next one.

## Settings

Some transitions include settings which allow you to adjust the behavior and appearance of the transitions.



The corresponding settings for a transition appear automatically in the Media Pool when the transition is activated. You can also click on the transition symbol on the object and select "Settings..." in the menu that appears.

## 3D transitions

3D effects offer exciting and varied opportunities to create transitions between two videos.

The following transition settings are available:

**Anti-aliasing:** An undesirable step effect is usually created at the borders of 3D objects. Anti-aliasing reduces this effect, but also requires more computer power. The setting applies globally to all 3D fades, switching on anti-aliasing during 3D fades has the effect that all other 3D fades are also affected by this setting.

**Horizontal/Vertical Mirror:** Use these options to influence the path of the 3D objects within the fades. "Horizontal" mirrors the movement of the object horizontally, i.e. along the X-axis. "Vertical" mirrors the movement of the object vertically, i.e. along the Y-axis.

## 3D series

The 3D series are an advanced development of the 3D transitions (view page 102) and open up new thematic possibilities. The spatial effect and a sensible sequence of transitions are the most important things here. For instance, you can let photos pop up

and disappear on a notice board or make it look as if the photos were hung on the walls of a gallery. The series stretch out over several photos or even entire slideshows.

Using a 3D series:

1. Click on Transitions -> 3D -> 3D series in the Media Pool.
2. Select a 3D series and drag it onto the photo where the 3D series should start. A dialog opens in which you can select how many of the subsequent transitions should be replaced by the 3D series.

## Stereo3D fades (deluxe version only)

The fades in the Media Pool feature the category "Stereo3D". This includes transitions that create slideshows with "real" 3D effects from regular 2D photos.

These transitions feature a selection of familiar transitions from MAGIX Photostory Deluxe that have been prepared especially for real 3D. These are displayed stereoscopically in the respective 3D playback modes (view page 135).

**Warning!** These transitions may not be applied to 3D photos, since this makes them very unpleasant to look at and can cause serious headaches!

## Transitions in Storyboard Mode

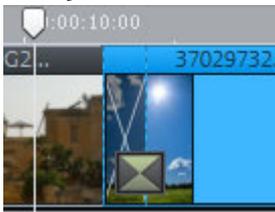


You can open the transitions menu by simply clicking on the transition symbol between two individual photos.

Here's where you'll find all of the transitions that MAGIX Photostory Deluxe has to offer. Simply select a transition.

You can also choose the **length of the transition**. "**Apply to all**" applies the setting to your entire slideshow. Additionally, you can set random presets for each transition ("Random Transitions") or apply the selected preset to all.

## Simple crossfade in Timeline Mode



A simple transition can be created in the Arranger of the Timeline mode by dragging one object over another. A **crossfade** is automatically created.

Using this basic transition the brightness of both images will be added together, and then one will be faded in as the other is faded out simultaneously. The duration of the crossfade is displayed in the Arranger by white crossing lines. You can adjust the **length of the crossfade** by dragging the upper object handle of the second object to the left or to the right.



To select a transition type click on the transition symbol displayed on each selected object, and then choose your favorite from the menu.

The transition icon will change depending on your selection.

## Title editor

Titles can be used for many applications: as a running text (ticker), subtitles, speech and thought bubbles, to display date and time, and much more.

### Creating titles using a template

In the Media Pool, there are a wide range of title templates for fonts, opening and closing credits, captions and much more in the "Templates" tab in the "Titles" section.

- Open one of these entries and select any title template. Start a preview or add a title to a playback marker location using the quick access feature.

**Note:** Templates may be applied to an existing title object. Only the text will remain when the template is applied. All other formatting settings will be lost.

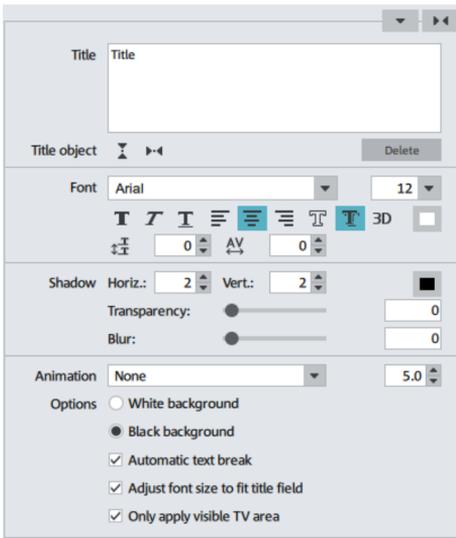
### Create titles without a template

1. Select the object you would like to give a title.
2. Place the start marker in the project window at the point where you want the title to be inserted.

**Note:** You can always change this position afterwards by dragging and dropping the title.

3. Open the title editor:
  - When working in Storyboard mode: Click on the **T** (for title editor) in the object that you would like to give a title to.
  - When working in the Timeline-mode: Click on the **T** in the lower toolbar (view page 38).

A title object will be created and the "Title" area will open in the Media Pool. Simply enter your text or change the text at a later date by going to "Title".



Texts can be displayed in all kinds of fonts and colors.

If you want to format individual words or letters, select them with the mouse and choose a different format or color.

Without any selection, the entire text in the object will be formatted.

## Position titles

- Click once on the title in the preview monitor and a positioning frame will appear. Simply move the positioning frame using drag & drop.

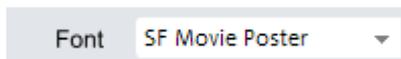


- The size of the positioning frame can be adjusted at the corners. If "Adjust font size to title field" is activated, the text size will also change.

## Edit titles retroactively

- Double-click on the title in the preview monitor. Now change the text any way you like.
- You can also go to the Media Pool area "Titles" and enter your text in the input field there.

Font



**Font:** Select the font used to display the text.



**Font style:** Choose here whether all of the text or parts of it should be shown bold, in italics, or underlined.



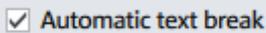
**Font size:** Set the size of the text here.



**Alignment:** Select whether the text should be justified on the left, centered, or on the right within the positioning frame.

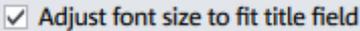


**Color:** Use this button to color the font.



**Wrap text automatically:** When activated a break will be inserted automatically after each line.

**Important:** The result will be seen once you have confirmed the entered text by ticking next to the selection box or by pressing the Enter key.



**Adjust font size to title field:** If this function is activated, the font size will automatically increase when the title field is enlarged by adjusting the handles.

Title object

Center



Clicking this button will position the title back in the middle.

Delete

Deletes the whole title object (i.e. text AND all settings).

## Other text settings

You can edit titles precisely with different text effects: font, font size, justification, spacing etc.

**Line spacing:** Cannot be applied to only one line. When applied to multiple lines, this alters the spacing between the lines. Line spacing always applies to the entire line.

**Tracking:** This controls the spacing between characters. Negative values move the characters closer together, positive values move them apart.

**Transparency:** Controls foreground transparency levels.

**Soften:** Makes the edge of the shadow harder or softer.

**Width:** Enter the width of the frame in points.

**Filled in:** The text will be filled with the color selected in the Title Editor. If the option is deactivated, only the frame will be visible, and the background will appear instead of the color fill.

**Outline:** A border appears around the letters in the text.

**Shadow:** The position of the shadow may be set on the horizontal and vertical axes.

**3D:** The text appears with a 3D-style outline. The width and thickness of the 3D contour (H) can be set in points.

**Color:** Clicking on this button opens a color selection dialog, where you can set the frame color.

**Animation:** Make your credits scroll down the screen or select one of the many other text movements from the menu. You can also set the display duration for the title here.

**Background:** Specify here whether the text's background should appear black or white. This is only meaningful if no other video or image object is in the background.

**Wrap text automatically:** When activated a break will be inserted automatically after each line.

**Adjust font size to title field:** The text size will be adjusted to fit the size of the positioning frame.

**Only use visible TV area:** The text will be zoomed so that it will always be within the TV's screen area, which is specified in the Movie effect settings (view page 90).

## Audio recording



Songs, noises or instruments can be easily recorded in MAGIX Photostory Deluxe using the recording function. The created wave file will be inserted on track 2 in Storyboard mode.

The corresponding sound sources have to be connected and calibrated (view page 110) for the recording to be correct.

## Recording dialog

1 Audio driver:

2 Save audio file as:

3 Recording quality:

Recording details

Recording time: 00:00:00:00

Recording capacity: D: 1407:11:25:05

Record:

Close

**Add sound to entire slideshow:** Use this option to begin playback of your slideshow from the start marker while recording in order to be able to comment on each photo one after the other. At the same time, the recording is cut after every photo. This way you can move your photos after recording; the corresponding comment is moved automatically.

**Add sound to selected photo:** Use this option to play the selected photo and position your commentary precisely. If your audio recording lasts longer than the duration set for the photo, the display time for each photo is automatically extended.

**Note:** When track 2 already has an audio object, the next free track will be used for recording.

**Audio driver:** Selects the sound card for the recording.

**Save audio file as/ Save in folder:** Here you can select the title of the audio file you wish to record. You can also select the folder where you wish to store the file.

**Recording quality:** Sets the sound quality of the recording. In the preset menu you can choose between medium wave radio ("AM tuner"), UKW ("FM Radio"), DAT (Digital Audio Tape) and CD quality.

**Display Volume control:** Using the peakmeter, you can monitor the level of the incoming signal. Please read more on this in the chapter "Adjusting levels" (view page 110)

**Record:** This button starts the actual recording.

**Stop:** Click this button to stop recording

**Note:** To remove noise that developed while recording, you should try out the effects in the Audio Cleaning dialog (view page 85).

## Advanced audio recording settings

### Driver info

Shows the name of the chosen recording device.

### General options

- **"Mono"** can be activated for recording in mono. This reduces the required memory space in half. This is useful for spoken commentary as the microphone only communicates a mono signal.
- **"Real-time sample rate adjustment"** automatically matches the sample rate of a new file to be recorded with the sample rate of the selected slideshow (set in the video recording).
- **Automatic damping of volume levels on other tracks ("Ducking"):** If you slideshow already has a well-modulated soundtrack, and you would like to add some spoken comments or other sound material, activate "Automatic damping of volume level on other tracks" in the record dialog. This automatically lowers the volume of audio objects in the arranger during the recording session. This is achieved using an automatically configured volume curve: Before and after the recording other tracks will be faded in or out, resulting in a homogeneous total volume level. (Lowering of volume level during spoken comments is also called "Ducking".)

### Track damping options

**Intensity of damping:** Here you can determine by how many dB (Decibels) the volume should be lowered. A signaled lowered by about 6 dB will be perceived by the human ear to be about half as loud.

**Tip:** Depending on the kind of music or original sound, different settings should be given a try. If the music is already soft, lowering by 6 dB will probably be enough; a hectic original audio track or loud rock music damping should be stronger.

**Cross fade duration [sec]:** Here you can enter, in seconds, how quickly the signal should be lowered or raised before and after the recording.

**Hint:** Volume damping can be edited later on in the track. You can read more about this topic in Volume curves (view page 131).

## Connecting the recording sources

First, the recording source must be connected to the computer. There are several possibilities depending on the equipment you are using:

- If you would like to import music from a stereo system, use your sound card's line-in input. If the stereo system amplifier comes with separate line-out or AUX out connectors, they should be used. In this case, they have to be connected to the computer's line-in. Hi-Fi amplifiers usually have RCA (composite) connectors and the computer has mini stereo connectors. You need to then get a suitable cable with two small RCA (composite) connectors and a mini stereo jack.
- If the amplifier comes without separate outputs (other than the speaker connectors), you can also use the headphone jack for recording. Normally, you will require a cable with stereo or mini stereo jacks. This type of connection has the advantage of a separate volume control to set the headphone input signal level. However, headphone jacks are often not very high-quality. For this reason, you should use line-out outputs whenever possible.
- To record cassettes from a tape deck, connect the tape deck's line-outs directly to the computer's line-in.
- When recording LPs, the record player's outputs should not be connected directly to the computer because the phono signal has to be pre-amplified. In this case, connecting through the headphone jack or an external preamp is recommended. Some record players also have normal line-out connections.
- If you would like to make recordings with a microphone, connect it to the computer using the microphone input (usually a red jack).

## Adjusting the Signal Level

Adjusting the signal level to the sound card is also recommended to get the best sound quality during digital recording.

Once a recording source is connected to the sound card, the "Record" button opens the recording dialog and starts the recording source.

You can now adjust the recording level with the help of the LED display in the recording dialog. For this, you must first check off "Show Levels".

If the adjustment is set too high, distortion occurs and the incoming signal must be reduced. If you have connected the source through either an amplifier or tape deck output to the sound card, you can only reduce the signal level in your sound card's

software mixer interface. You can access the mixer directly from within the recording dialog via the "Recording Level" button.

If you reduce input sensitivity by using the input fader, the resolution at which the analog signal is digitized is also reduced. Try to set these automatic controllers to the loudest sound level possible.

The maximum setting for an optimal level is the loudest part of the material. The loudest part should be adjusted to be the maximum. The actual recording begins when you press the "Record" button. At the end of the the recording you will be asked if you want to use the recording. Upon confirmation, the newly-recorded material will be placed at the next free position of the start maker in the arrangement.

# Special functions and wizards

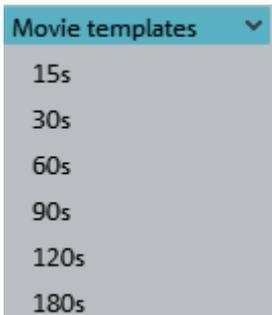
In this chapter, we will introduce you to some of the especially useful special functions.

## Movie templates

MAGIX Photostory Deluxe includes ready-made trailer projects for a range of styles (e.g. action, documentary, travel...) in which you can replace the integrated placeholders with your own photos. This way selected photos are bordered with music, intros and titles and are presented in a way that creates powerful trailers. Movie trailers can be directly selected when creating a new project or controlled in the Media Pool under "Movie Templates". Double-clicking on a template will open it in Storyboard Mode.

### Load movie templates

The movie templates are located under "Import" in the Media Pool.



Some of the templates are available in various lengths. Click on a length to see all the templates available in that length.

Double-clicking a movie template opens it in the Movie Template Wizard.

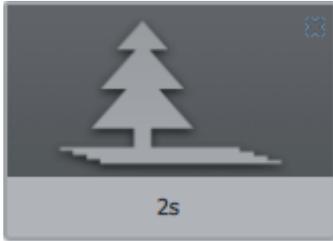
When you play back the empty template, the so-called media placeholders will be highlighted in different colors:



- 1** Placeholder for your own title
- 2** Selected placeholder
- 3** Additional placeholders for photos and videos
- 4** Editing area for active placeholders

## Insert your own material

### Manual filling



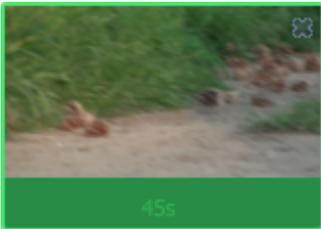
You can insert your content anywhere you see a media placeholder (see illustration).

The specified length will be displayed on the media placeholder. The length cannot be changed.

The placeholder icons indicate which type of material should be inserted here (e. g. group shot, landscape, close up).

1. Drag the desired image or video from the Media Pool or the project temp folder in front of the placeholder to be replaced.

If your inserted video is too short, it will be rejected by MAGIX Photostory Deluxe.



Images always have the length of the controlled media placeholder.

2. If the video is too long for the media placeholder, move the position of the video in the editing area.



### Automatic filling

To add content quickly, use automatic filling.

Select multiple media items in the Media Pool or in the project temp folder and drag them over the movie template. A field will appear where you collect your media. The movie template will now be automatically filled. The order of the media items in the template determines the date of the files; the sections are selected at random.

**Note:** Depending on the template, either the entire template will be filled with the video footage or individual placeholders will each be filled with a video from the selection.

If you do not like the compilation, click on "Reapply" and the program will select new video sections.

## Design title

- To customize the text, click on the corresponding placeholder and enter the desired text to the right of the editing area in the text field.

## Further use of movie templates

Burning (view page 139) and Exporting (view page 162) a filled template works just like with any other project. In the "Burn" screen you will find menu templates that are specially adjusted to menu templates in the "Menu templates" categories.

## Divide slideshow

You can divide up your whole slideshow into several individual shows using this Wizard. This can be particularly useful if you want to add photos from vacation to one slideshow, and photos of the arrival and departure to another. This allows you to customize the material and makes navigating through the DVD menu easier.

There are three available options:

**Group photos according to date:** The photos are divided into sections according to when they were taken (e.g. days or weeks). A slideshow is made up of one or more sections depending on the minimum number of photos specified for a slideshow.

**Create slideshow according to number of images:** Enter the number photos a slideshow should contain.

**Separate the photos onto the specified number of slideshows:** Enter how many slideshows should be created. Note that there will only be a few images in a slideshow if there are lots of them.

## Search empty sections

With these Wizards you can spot gaps in your slideshows quickly.

**Go to next empty range:** Moves the view to the next range that doesn't contain image or film material.

Keyboard shortcut: Shift + 5

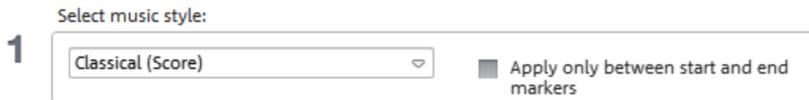
**Go to previous empty range:** Moves the view to the previous range that doesn't contain image or film material.

Keyboard shortcut: Shift + 4

## MAGIX Soundtrack Maker

The MAGIX Soundtrack Maker automatically generates music tracks corresponding to the specified mood. Open the MAGIX Soundtrack Maker using the Edit > Assistants menu.

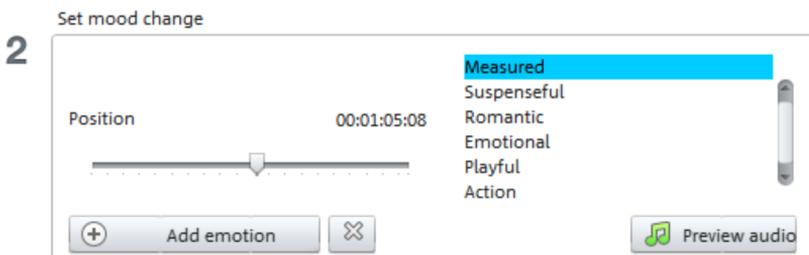
### Choose music style



First choose a music style. Clicking on "Buy more styles" will open the MAGIX Online Content Library. Here you can buy more music styles for MAGIX Soundtrack Maker.

The option "Apply only between start and end marker" lets you limit the length of the background music you want to create. You can also set the start and end markers with the left and right mouse key if MAGIX Soundtrack Maker is open.

### Set mood change



Select a mood from the list.

**Preview:** Here you can preview your selected emotion.

**Position:** With the position slider you can move to a certain position to set the emotions at a certain position. Instead, you can also move the start marker with the left mouse button. The preview will be displayed in the video monitor.

**Add emotion:** This button inserts the emotion at the current position. MAGIX Soundtrack Maker will then suggest a new position for the next emotion by repositioning the position slider. Of course you can also put it elsewhere and insert further moods.

**Delete emotion:** Deletes the current emotion.

## Generate background music



One click on "Create soundtrack" creates a new soundtrack. "Progress" shows the current status.

### Variations

If you don't like the background music that was created, then you can create variations. You can do this for the entire background music as well as for individual emotions.

- If you want to vary the entire background music, then simply click "Create variations".
- If you only want this to apply to a certain emotion, then you should first go to it with the position slider in the dialog (or the start marker on the main screen). Then activate the option "Vary only selected emotions" and click on "Create variations".

## Musical Cut Adjustment

Musical cut adjustments gives you the option of automatically displaying the photos and videos to the beat of the music, e. g. to sync the picture sequence with the music for a music video. It can be activated through "Edit" > "Wizards".

To perform musical editing adjustment the music must have tempo and bar information. To do this you can use the Tempo and beat recognition which analyzes the music and generates the information. The basis for this analysis is the rhythmic speed measured in BPM (Beats per Minute).

### Preparation - Setting the start marker and object end

Before opening the Auto Remix Assistant, you should set the start marker at the position in the song object in the project window where you want detection to start. If the song contains a long intro without beats, set the start marker after the intro. As a rule of thumb, the Auto Remix Assistant should always be "fed" dance music.

- The start marker should be set before a quarter note beat or, better still, briefly before a beat at the start of a bar.
- If the start marker lies before the song object, the object is examined from the beginning.
- If detection is not performed by the end of the song, the object can be shortened accordingly with the object handle at the end of the object.

### Checking the automatic tempo and bar recognition

The analysis takes place in four steps:

**Step 1:** Checking the start marker

**Step 2:** Tempo recognition

**Step 3:** Specifying beat starts

**Step 4:** Application of BPM and beat recognition

#### Step 1: Checking the start marker

Before you start the analysis you should set the start marker at the position where the rhythmic music begins. This means that if the song has a long ambient intro, the start marker should be set after the intro. If the wizard can't detect any rhythm it will ask if the start marker has been set after the intro. If not, you can move it to a better position in the dialog.

If the beginning of the song does not have a definite rhythm, you will be asked if you want to move the start marker.

## Step 2: Checking the automatic tempo recognition

The Remix Agent will analyze the audio material and try to determine the tempo. The object is played back while a metronome click can be heard and numbered green beat lines appear in the waveform.

Under the waveform on the left side the established tempo is displayed in BPM. There is a small transport console in the middle to make navigating easier. The slider serves as a position controller. To set the metronome volume, an additional fader and mute button are provided on the right-hand side.

The automatic tempo recognition doesn't always work right away. If you don't hear the metronome clicking in time with the music, click the "No" button in the upper section of the dialog in order to access the manual tempo input dialog.

To correct the metronome speed and any timeshift that may occur between the metronome clicks you can use the tempo correction as well as the "Tap tempo" button:

**Tempo correction:** The Remix Agent offers various speed settings. The most probable tempo detected by the Remix Agent is preset. If this tempo isn't correct, you can choose another one from the list. The next time you play back the song it should be in sync with the metronome.

**On/Off beat correction:** Now it may happen that the tempo is right, but the beats have been displaced. "On/off beat correction" provides a number of alternatives for moving the beats according to the complexity of the rhythm. Try out various alternatives until the metronome clicks are in sync with the beat.

**Tap tempo:** Instead of selecting the tempo under "Change Tempo", you can click rhythmically on the "Tap tempo" button or press the **"T" key**. Additional blue lines are displayed in the wave display. After at least four taps, the Remix Agent attempts to select the correct tempo from the list in "Tempo correction". The display next to the "Tap tempo" button displays the current status. Keep tapping until the red display showing "Unlocked" changes to the green "Locked" setting.

Use the **"O" key** to manually set the quarter beats while the music plays. Surrounding markers will automatically be removed to ensure that the set tempo remains intact.

You can move the markers with the mouse. If you hold down the "Ctrl" key simultaneously, the subsequent markers are also moved.

If the metronome clicks now correspond with the music, you can continue to the next step.

### Step 3: Determining the start of a bar:

Next you can set the time signature. The default setting is 4/4 but you can adjust this if necessary. The beat at the start of the bar should coincide with the high sound of the metronome, or the red line in the waveform display.

It can now be corrected in one step: If the start of the bar can be heard, click on "**Tap One**" once using the mouse or press the "**T**" key on the keyboard.

Alternatively, select how many quarter notes the "One" is to be moved back.

Use the "**O**" key to manually tap the position of the beginnings of the bars during playback. This allows you to correct the beginnings of the bars in longer sections.

Continue to the last step if the starts of the bars are now correct.

### Step 4: Applying BPM and bar recognition

Select which action should take place:

- **Create remix objects mode:** The object is positioned in the remix object according to bar length. What "Audio Quantization" is activated, remix objects are precisely arranged on the bar grid. The remix objects can then be re-organized in a different rhythmic sequence, mixed with loops or remix objects from other tracks etc.
- **Tempo adjustment:** If the object and arrangement tempo are to be aligned, you can either adapt the object tempo to that of the arrangement via timestretching or, vice versa, you can change the arrangement tempo to that of the object. As most music has slight tempo fluctuations, the time synchronization is often not perfect: After some time the arrangement and the music "drift" apart. If the object tempo is to match the arrangement tempo, this can be prevented using audio quantization.
- **Save only tempo and beat information:** Tempo and beat information will be added to the audio material, object and VIP are unchanged. The images on track 1 will be repositioned according to this information.



enables you to zoom into the current section (+) to view more details or to zoom out (-) for a better overview.

- 4 Show lines:** If at least 2 locations are marked on the map, then this function will be available for linking the locations. The line color and thickness may be changed.
- 5 Animation:** You can animate your travel route and save as video in WMV format.
- 6 Save as image:** The current map section may be saved as an image in the format PNG, BMP, JPG, or TIFF.

## Select locations on the map

There are several options for selecting locations on the map for creating a travel route.

**Note:** The map section will adjust itself depending on how many locations you select and where they are. If you would like to view details about a location, simply zoom via "+" on the number block or mouse wheel into the detail view.

## Search and select locations:



1. Click on the "+" button below "Edit destinations" to add an entry. This new entry will appear blue below existing locations.

2. Assign the new location a name and press enter. The destination will be added to the map. An additional marker is set for the start and end of a route.

**Note:** If there multiple locations could be possibly indicated, a list with possible choices will open. You can determine the destination by picking one from the list with your mouse.



If important intermediate stages of the route should also have a marker, click on the marker symbol in properties (arrow down) of the destination.

## Set destinations manually:

1. Move the map boundary by clicking on the map and holding down the mouse key so as to make the desired destination visible.



2. Click on this button under "Edit destinations" to activate manual entering of locations, or use the keyboard shortcut "M".

3. Click the target destination on the map. The new entry to the list will be created.

### Search destination anew:



If the destination is incorrect, you can search the location again in order to adjust the position of the marker.

Enter a new name in the entry field and click on the magnifying glass or press enter.

### Rename destinations:



You can rename a destination without changing it by going to its properties (arrow down).

### Object follows route:



Various objects can follow the route from destination to destination.

### Import GPX file:



If you have created a route with a GPS device and saved it as a GPX file, you can import it and show the route on the map.

**Note:** Depending on the length of the route, it can take some time for the file to be imported and displayed.

### Adjust & delete keyframe

### Change the sequence of destinations:

The order of destinations in the list corresponds to the sequence in which they were created. You can edit the order of the destinations by clicking on a location on the list and dragging it to a new place with the mouse key held down. The route on the map will be adjusted. You can see this especially well if you've activated the line (view page 124) in order to optimize the travel route display.

## Adjust the position of the destination:

You can adjust the position of a destination by grabbing the marker on the map with your mouse and dragging it with the depressed mouse key to a new position on the map. The marker will be moved, the travel route adjusted and the new name of the destination will be automatically changed in the list.



**Note:** If the destination marker doesn't appear, you can activate it in the properties (arrow down) by clicking on the marker symbol.

## Hide destination:



Click under properties (arrow down) of a destination on the eye symbol. The destination will remain in the list, but will be hidden on the map and will not appear in the route. Click on the eye again to display the location again.

## Remove destination from the list:



To delete a destination from the list and the route, click on this button next to the destination.

## Save and load routes

The entire list of marked locations may be saved to load it later - without having to search for and select all of the locations again.

### Save as file:



- Click on this button under "Edit destinations" or use the keyboard shortcut "Ctrl + S".
- Enter the save location and name of the location list in the dialog that appears.
- Click "Save" to back up the list and quit the dialog.

### Open list:



- To load a saved location list, click this button under "Edit destinations" or use the keyboard shortcut "Ctrl + O".
- Navigate to the save location and select the location list in the dialog that appears.
- Clicking on "Open" closes the dialog and opens the list with saved destinations.

## Adjust map section



Use this button to move the map section upwards (north), to the right (east), downwards (south), or to the left (west).

The arrow keys on the keyboard may also be used to move.

Click on the point between the arrows to move the map window in order to center the selected destination.



Use this controller to zoom out of the map (-) or into it (+). The keys "+" and "-" on the keyboard or the mouse wheel may also be used to zoom in and out.



If you would like to show all marked locations and reveal as much of the map as possible, click this button and the map will be adjusted automatically.



If you would like to display only the route without the location markers, click here and the pins will be hidden. A repeat click will display them again.

## Show lines (connect locations)

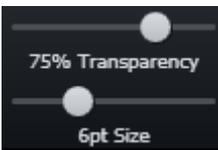
For two or more marked locations, the function "Show lines" will appear. This function connects destinations on a map with a line in order to better visualize the route.



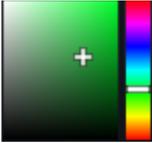
Click this symbol to show lines connecting selected locations. The functions responsible for line transparency, thickness, and color are to the right.

**Tip:** The order of destinations in the list corresponds to the sequence in which they were created. You can edit the order of the destinations by clicking on a location on the list and dragging it to a new place with the mouse key held down. The route on the map will be adjusted and the line will follow a different course.

**Hide line:** To hide the line, click on the "Lines" button again.



**Transparency and line thickness:** Use the controller to change the transparency (left controller) and the thickness of the lines (right controller).



**Line color:** Set the desired line color using the color field and slider.

**Tip:** You can also create animations for the connecting line in the "Animation" (view page 125) section and save it as a video.

## Animation

For two or more marked locations, the function "Animation" will appear.



This enables you to display your travel route in motion and even save it as a WMV format movie, e. g. to integrate it into vacation movies or to send it.

**Scroll map:** Activate "Scroll map" and the map will move from location to location when the animation is played back.

**Animate line:** The connecting line slowly connects all selected locations, from the first to the last. It moves at exactly the same speed as an animated object.

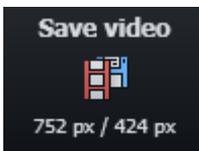
**Soft animation:** The animation starts slower, speeds up, and then slows down before each location.

**Animate object:** You can select an object to follow the route, such as an auto or an airplane. This function is used when no particular object has been selected in the "All destinations list".

**Duration (seconds):** You can adjust the duration of the animation however you like, depending on the length of the route. Enter the duration of the animation in seconds.



**Preview:** Before you save an animation as a video, test it to see if it looks the way you want.



Click on this button to save the animation as a video. Enter the save location and name of the video in the dialog that appears.

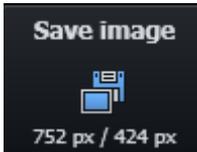
**Note:** This button indicates the height and width of the future image. These values are adjusted as soon as window sizes are adjusted or when the location list is shown (arrow next to "Destinations").

**Close:** Click this to leave the animation area.

## Create a picture of a map

You can create a picture from a section of a map (including location markings), e.g. to print it.

**Step 1:** Zoom into the map until you have reached the desired level of detail.



**Step 2:** Click this button (shortcut "Ctrl + E") and enter the save location and the name of the image in the dialog that appears. You may also select the format for the picture.

**Note:** This button indicates the height and width of the future image. These values are adjusted as soon as window sizes are adjusted or when the location list is shown (arrow next to "Destinations").

**Step 3:** With one click on "Save", the image is saved and the dialog is closed.



If you want to, you can hide the list of locations to the left to show a larger section of the map.

Another click on this symbol will show the list again.

## Options

**Benchmark:** The map legend appears/disappears and also appears on the image or in the video.

**Mouse position:** The GPS coordinates for the current mouse position appear in the lower right-hand corner on the map when this option is activated. Use this option together with the "Set destinations manually" function to set destinations precisely.

**Distance:** Calculates the total length of the route.

**Map:** Specify which maps you want to use. Use the "Shift + M" shortcut to change maps when the focus is on the map.

**Hide:** Click this to leave the options.

## Shortcuts

Manually mark locations	M
Zoom into map	"+" on the number block
Zoom out of map	"-" on the number block
Save location list	Ctrl + S
Load location list	Ctrl + O
Save map section (with location markings) as image	Ctrl + E
Move map section north (upwards)	Up arrow
Move map section east (right)	Right arrow
Move map section south (downwards)	Down Arrow
Move map section west (left)	Left arrow
Cancel video export	Esc
Change map	Shift + M

## Create panorama images

This special function can be selected for highlighted photos under "Effects > Create panorama". Using it, you can combine several photos into a wide panorama photo.

**Tip:** Optimize you photos beforehand, so that the transitions are not to be seen in the finished panorama.

### Select pictures for panorama

The images that should make up the panorama should be selected one after the other while holding down the Ctrl key. Then select the option „Create panorama photo“ in the „Effects“ menu (view page 175).

### Invert image sequence for panorama image

Sometimes photos are accidentally loaded in the wrong sequence. To sort the photos properly, click on the "Invert sequence" button.

### Panorama settings

**Don't use camera movements on panoramas:** The panorama image will be displayed in your slideshow in its entirety. This option is less effective than a camera pan across the image yet well suited for capturing the sheer size of a landscape or city panorama.

**Automatic camera movement from lefts to right / from right to left:** The finished panorama will zoom in when viewing the finished slideshow. Additionally the camera position pans from one edge to another. On one hand this means that no whole panorama image will be displayed, on the hand you will be every detail.

### Calculating the panorama image

If you click "Create", the panorama image will be processed. Depending on the resolution and number of original images included, this may take some time. The original photos are replaced in your slideshow with the panorama image you've created, but the original files on the hard drive will remain intact.

**Hint:** You can create a panorama image from a maximum of six images. Click on "More options" for more information on the upgrade.

## Finished panorama (2 images)



Finished panorama from 2 images

## Adjust loudness of all selected objects

This function adjusts the loudness values of all selected objects according to the "reference object". The object that has just been activated is used as the reference object.

### Requirements

- Objects need to be at least 5 seconds long for a reasonable calculation. An object length of 10 seconds or longer will provide better results.
- Background music provides the best results. In the vast majority of cases, music provides a homogeneous sound image and minimal volume changes (of course, very good results can also be obtained with video material).

### Open

1. Set the object loudness of the reference object to the desired value.
2. Select all objects (including the reference object) whose loudness you would like to adjust.
3. Right click the reference object to open its context menu. Select "Adjust loudness of selected objects" (for Combo objects in the submenu „Audio functions“).

or

Press the Shift key and click on the reference object. Then go to "Effects > Audio object effects" and select "Adjust loudness of selected objects".

### Result:

- MAGIX Photostory Deluxe determines all loudness values for the selected objects und adjusts them to fit the reference object. The object loudness of the remaining objects will also be adjusted accordingly.
- If the adjustment results in an object loudness which is so high that it could possibly cause clipping, MAGIX Photostory Deluxe will provide an automatic correction. This will lower the volume of all objects (including the reference object).

## Problems & solutions

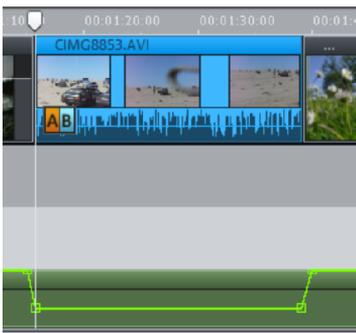
For objects containing large loudness differences or noises (e. g. in video camera recordings) the result may not always be satisfactory. Prepare these objects as follows:

1. Split the object at the corresponding transitions before carrying out the function.Loud
2. Open the function (see Open).
3. Afterwards transition the objects with simple crossfades (view page 101).Loud

## Automatic volume damping

If you have added background music to your slideshow or created a collage of several videos that will be played back simultaneously, you can specify the "foreground audio" by reducing the volume of all other audio tracks. To do this, use the volume decrease option in the "Effects" menu.

1. Select the video that should be heard above the others.
2. Select "Volume decrease" in the "Effects" menu. The "Volume decrease of other tracks" dialog will open.
  - Choose between weak, moderate and strong to decide how much the volume should be reduced.
  - Enter the length of the transition: This sets the length of the range for the volume decrease of the other tracks and when they will return to normal volume.
  - If only the video sound of the other tracks should be reduced and not an audio file such as background music, place tick in the box marked "Only decrease video sound".
  - Confirm your entries with "OK". The audio track of the selected video will now be heard above all the others. On pure audio tracks on track 4 a volume curve is displayed where you can see the decreased range. You can use the handles to adjust the decrease manually.



If you want to reset the decrease completely, select the adjusted object and go to "Effects" > Volume curve > Reset".

## Manual volume decrease

1. Select "Display volume curve" in the context menu of an the audio track. It will be displayed as a colored line.
2. Double-click on the point in the curve where you want to set an automation point.
  - For a simple volume progression, e.g. a volume decrease, 2 automation points (beginning and end) are required. To bring the volume back up to normal after a reduction you will need to set 4 automation points.
  - Curve points can be easily moved by drag & drop, during which the mouse pointer turns into a cross.
  - An additional double click on an automation point deletes it.

**Note:** During audio recording, volume curves can be automatically created if the Volume decrease ("Ducking") (view page 109) option is activated.

## Clean-up Wizard

The Clean-Up Wizard helps you delete projects from your hard drive, including all movies and the audio, video and picture files used in them. Use this function to free up disk space for future projects.

**Caution:** If the files you used in the slideshow have also been used in other slideshows (like trailers, opening music, etc.), then you should make backup copies of these files beforehand.

There are two available options:

**Delete certain files:** Choose this option if you would like to select certain files for deletion. You can select the desired files in the "File selection" dialog. In the next step, the Cleaning Wizard automatically looks for other files which belong to your selection. Using this method, you can delete an entire slideshow with all of its accompanying media, help, project, and backup files. Before they are deleted, you receive relevant information in a dialog and a confirmation request.

**Find and delete unnecessary files:** Choose this option if you want to find unnecessary files or free up some space on your hard drive. The Clean-Up Wizard then automatically looks for extraneous files created during use of MAGIX Photostory Deluxe. Before they are deleted, you receive relevant information in a dialog and a confirmation request.

# Stereo3D

MAGIX Photostory Deluxe enables the editing and creation of "genuine" 3D videos and photos. First, let's create an overview of this complex topic by familiarizing ourselves with the most important principles and the golden rules that are involved. Next, we'll look at the individual steps of the workflow in more detail.

**Note on using 3D content:** Some people experience unpleasant symptoms (e. g. headaches, overexertion, eye strain or nausea) when they are exposed to 3D video. We recommend taking regular breaks for this reason. In case of problems, the user should immediately stop use and refer to a doctor or optometrist. Incorrect production of 3D-content may also produce these symptoms.

**Warning for small children:** The sight of small children (especially those younger than six years old) is still developing. We recommend referring to a doctor or optometrist prior to allowing your child to view 3D-videos.

## 3D basics

Human eyes perceive objects from 2 different angles and our brain "calculates" images from this information. This way we can tell the distance and position of an object. For this reason, 3D material should be shot according to this principle.

### Viewing 3D

A regular screen or TV can show images only in 2 dimensions, and various technologies have been developed to enable perception of images in 3D. To this day, all technologies share the following: You need special glasses to deliver different information to the left and right eyes. We will examine these technologies in detail later.

### The three golden rules

- **Stay within limits during recording:** To make a 3D recording (view page 133) with realistic depth information, certain limits must be respected. The most important rule is not to go below the point of minimum distance. Minimum point is the point in the picture, where the camera is the closest.
- **Frame closest point:** In order to place the 3D effect behind the imaginary frame, both image components must overlap each other exactly at the closest point. At the same time, the same objects must be visible at the edges of both partial images, for which, if needed, you can use the Cropping function in the Media Pool.

**Note:** The imaginary window is a type of a plane, behind which the 3D movie plays. You select the closest, frontmost point. Not keeping up with this rule can result in the object to "jump out" of the imaginary window, which when used too much, can cause headaches.

- **Maintain realistic eye angles:** Object with a 3D depth effect viewed as a red/cyan image (Anaglyph) without glasses will appear displaced. This displacement should, if possible, take up less than 1/30 of the entire image. Otherwise, it will appear that the eyes are looking in different directions.

**Notice:** Displacement may only occur along the horizontal axis. Displacements on the vertical axis and rotated portions must be adjusted.

## Record 3D

The distance between eyes in humans is ca. 65 mm, which forms the so-called "stereo base width". But because our eyes are dynamic and we can even "cross" our eyes, it is possible to focus on objects that are closer.

Various techniques exist for 3D recording. Each method has its advantages and disadvantages:

- **3D cameras with two lenses:** The advantages are obvious; these cameras produce 3D material without excessive work involved. The disadvantage is that the stereo base width (lens distance) cannot be changed.
- **Two cameras on a special mount:** This involves a little more work. Two cameras are mounted on a special support to record material for the left and the right side of the 3D image simultaneously; microphone booms for stereo recordings may also be used for this purpose.  
The disadvantage in this case is that the shutter releases have to be pressed at exactly the same time if there are moving objects in the picture. In case of video, both movies must be synchronized before being edited.  
Advantages: Stereo base width may be changed by adjusting the distance between the cameras; larger selection of camera models.
- **Two photos via the same camera:** This technique only allows still images. The camera is simply used to record two images from different perspectives, and these are used as the right and left images. For best results, use a tripod.
- **Consistently fast camera movement, e.g. along a street:** Only a single conventional camera is required in this case, but the range of applications is very limited. This is the most cost-effective method for creating 3D videos. Material is filmed at a speed of circa 6-to 15 km/h. During editing, the edited video object is duplicated and one of the videos is played back with a time lapse. The movement direction determines which is the right and left image. 3D photos may also be created using this method.

## Warning, minimum distance!

The position of the object closest to the lens is designated as the minimum point. This minimum point may not exceed a specific minimum point; this is easy to calculate via the following formula:

**Note:** Lens focal point (e. g. 25 mm) x stereo base width (e. g. 65 mm) x 1.5\* /1 mm= minimum point (2437.5 mm ~ 2.44 m)

\*1.5 is a factor derived from the cut-off appearing when filming through a lens.

\*\*1 mm is the so-called "deviation" or "spatial dimension". This only involves a rough value in this case.

### Examples for 3D cameras:

Panasonic HDC-SDT750 ( base width 12 mm): minimum point is approx. 1.5 m.

Fuji REAL 3D W3 (base width 75 mm): minimum point at approx. 3 m; for long-distance recordings as much as 8 m.

This so-called minimum point has an important role in other aspects of 3D editing.

## Prepare 3D editing

3D videos are filmed and saved by different cameras, which means: depending on the camera model or recording method, the videos or images vary.

### In one file

Many cameras, especially for photo recordings, create one single file containing the left and the right image next to one another.

- Drag these files from the Media Pool directly into your arrangement.
- Select the created objects.
- Select the "Side-by-Side (left images left/right)" entry in the Media Pool under "Effects > Stereo3D > Properties > Create stereo".

### In multiple files

Some 3D cameras create a file for each the left and the right side. This working technique works also if you simply take 2 pictures with a regular photo camera.

- In the Media Pool, open the folder in which the desired file can be found.
- Sort the files in increasing order according to the date. This way, all files will lie in pairs one below the other.
- Now, select the files and drag them from the Media Pool directly into your arrangement.
- In the Media Pool select "Side-by-side (left image right/left) under "Effects > Stereo 3D > Properties > Create stereo" for material with halved width.

**Note:** If you have created side-by-side material yourself (e.g. placed two photos next to each other in an image file), proceed as described, but at the end select the "side-by-side (left image left/right)" for material with full width.

**Note:** To load MVC material into MAGIX Photostory Deluxe, you must first activate this codec for a fee.

## Set playback mode for 3D

There are various techniques available for playback of 3D videos on the computer. Depending on the technology used, the corresponding playback mode may be activated in MAGIX Photostory Deluxe.



Select the 3D mode you want to work with in the lower right corner of the video monitor.

Here is a list of available techniques and the corresponding requirements:

3D mode	Technical	Requirements
<b>View partially interlaced</b>	Polarizing filter	<ul style="list-style-type: none"> <li>▪ Polarizing filter glasses</li> <li>▪ A special monitor, usually referred to as a 3D monitor.</li> </ul>

**Note:** You can choose between right or left image first, depending on which type of display produces better results on your monitor.

<b>Shutter export</b>	Shutter mode	<ul style="list-style-type: none"> <li>▪ nVidia 3D Vision Kit</li> <li>▪ 120 Hz monitor/projector</li> </ul>
<b>Side-by-side Display</b>	Side-by-side	<ul style="list-style-type: none"> <li>▪ 3D TV</li> </ul>

**Note:** You can choose between right or left image first, depending on which type of display produces better results on your monitor.

**Note:** These two modes should only be set if the preview image is displayed on a separate monitor. Shutter mode also requires a 3D-capable graphics card.

<b>Anaglyph display</b>	Color anaglyphs	<ul style="list-style-type: none"> <li>▪ Red/cyan glasses</li> </ul>
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## Align videos and images for 3D

Anaglyph display is recommended for this and can be set in the preview monitor (view page 135). Precise geometric alignment of images is only possible in this mode.

**Note:** If you want to edit 3D video material, it is recommended to conduct scene recognition and split the video into individual scenes. This is necessary because the left and right side of each scene must be arranged individually.

The so-called minimum point is the point in the 3D picture that is closest to the lenses. This forms the "center" of the 3D image and must be defined as such in MAGIX Photostory Deluxe.

To do this, go to "Media Pool -> Effects -> Stereo 3D" > "Alignment".



Move both images, one over the other so that the minimum point of both sides is at the same location on the screen.

You should first see whether automations for spatial adjustment and synchronization deliver the desired results. Click on the button "Automatic".

If this does not produce the desired effect, proceed as follows:

- Find the minimum point in the image.
- If the images are offset vertically, they need to be balanced using the lower of the two slide controllers under "Spatial alignment".
- If the images have rotational differences, you have to adjust these with the knob.
- Try to position the minimum points of both sides precisely on top of each other using the upper slider.
- To test the results, put on the cyan/red glasses. In case the image has an exaggerated spatial depth, try to position the left and right sides closer to each other using the controls under "Spatial alignment".

## Turn camera movements into 3D videos

Camera movements may be transformed into 3D videos by being duplicated and converted via time displacement. To do so, you can simply record on the right or the left side while, for example, driving along a street.

The speed should be set between 6-15 km/h (approx. 4-10 mph) and depends on the frame rate, the focal point, and the distance of the objects being filmed (among other things). At increased speeds, it may occur that the spatial impression is too strong and the filmed material seems unnatural and unpleasant.

- If the video is in the arrangement, the stereo depth for the 2D object may be set in the Media Pool via "Effects -> Stereo 3D --> Properties".
- Depending on the direction of the recordings, you will have to move the control either to the right or the left.
- Check the results in the anaglyph display with red/cyan glasses
- Correct any unrealistic effects by adjusting the controller in the opposite direction.
- If the spatial depth is exaggerated, reduce the changed parameters.

**Note:** Not only camera movements, but also other 2D materials may be arranged spatially.

3D material may be edited with the same functions as 2D material.

## Export and burn 3D videos

There are no special requirements for export and burning. Only the desired 3D technique is specified.

**Anaglyph:** This technique is recommended for uncomplicated playback of finished videos or playback with conventional TV sets or projectors. Viewers must simply put on a pair of red/cyan glasses to be able to enjoy a 3D movie.

**Side-by-side:** Create 3D movies for a 3D-capable playback device without having to compromise the quality. It doesn't matter initially whether your video is viewed in "Shutter" mode or in "Polarized filter".

- Depending on your playback device, you should set double resolution in order to produce full resolution for both the right and the left image.
- Not all playback devices are capable of double resolution. If this is the case for your device, 50 % pinched images will be displayed. The quality is nevertheless higher than output using the anaglyph technique.

**Note:** When exporting to side-by-side-formats, make sure that the vertical resolution is the sum of both images, but the aspect ratio (e. g. 16:9) is based on a cropped image.

**Only left/right side:** This settings exports only one side of your 3D video instead of the entire 3D video.

**Lenticular image:** This allows you to view 3D footage without 3D glasses. The footage is displayed interchangeably to give the impression that it is wiggling or shaking.

**Superimposed:** This export option is similar to „Side-by-Side“. The images are superimposed during output.

- Depending on your playback device, you should set double resolution in order to produce full resolution for both the upper and the lower image.
- Not all playback devices are capable of double resolution. If this is the case for your device, 50 % pinched images will be displayed. The quality is nevertheless higher than output using the anaglyph technique.

**Note:** When exporting to superimposed-formats, make sure that the vertical resolution is the sum of both images, but the aspect ratio (e. g. 16:9) is based on a cropped image.

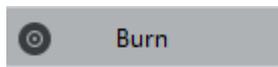
## Export files/upload movies to the Internet

The standard path for all file exports is "File > Export" or "File > Internet". Depending on the export format and destination, the export dialog also allows the 3D technique to be used to be selected. For direct selection as Windows Media Video 3D, click "Output" and select "3D movie" from the dialog.

## Burning

When burning a Blu-ray Disc or DVD, you must first open the encoder settings in the burn dialog and set the desired 3D technology. Next, you may proceed to burn the disc as usual.

# The "Burn" interface



Click on the displayed button to go to the "Burn" screen.

Here you can burn your slideshows to DVD, Blu-ray Disc or AVCHD including a selection menu. All slideshows loaded into the project are taken into account. If you want to remove some of the loaded slideshows, switch to the "Slideshow" screen and delete the unwanted slideshows from the project there.

**Note:** At a screen resolution of 1280 x 1024, the program display changes. This makes the program more manageable and easier to use. The work steps remain the same in spite of the different display.



- 1 Views:** Here you can switch between the „Preview“ and „Edit“ (view page 142) views.
- 2 Preview:** This shows you what your disc will look like when you put it into a player.
- 3 Remote Control** for testing the menu function.
- 4 Categories:** Here you can open (view page 141) various types of menu templates.
- 5 Menu Templates:** A selection of designs you can use for your menu. In "Edit" view you can combine various elements for different templates to create your own design.

- 6 Burn:** Here you can open the disc selection dialog (view page 34).

## Preview and editing

MAGIX Photostory Deluxe provides two different modes for designing and previewing the disc menu.



The preview mode is mainly intended to behave like a DVD player or Blu-ray player for checking the disc menu under realistic conditions.

Only templates may only be used; more detailed editing of the disc menu is not possible at this time.



During editing, you may adjust many features of the disc menu.

There are many templates available for this that may be changed flexibly once loaded.

## Remote control

The virtual remote control is an important helper when it comes to checking how the disc will perform later.

This remote control works just like a normal remote control and can be used to navigate through the disc just like you would on a normal player. The DVD menu navigation can now be initiated with the arrow keys or the "OK" button. Activated buttons are highlighted.



**The number keys** select the corresponding entry on the menu page. All menu entries are marked with a corresponding number. Within a chapter menu, playback is started from the particular chapter. In the movie menu, the corresponding chapter menu (if available) is changed or slideshow playback is started.

**Navigation buttons:** These buttons can be used to navigate in the menu of the disc that will be burned. The entries can be changed and confirmed by clicking "OK". The remote control works just like the remote control for your home DVD player.

**Skip/move forward/back:** This allows you to skip to the next or previous scene while playing back your movie. In the menu, you can skip forward or back from one menu page to another.

**Play:** Starts the first entry in the menu. In case chapter menus are available (see menu modes), the chapter menu will be displayed first.

Pressing the Play button again starts playback.

**Stop:** Pressing stop halts playback.

**Disc** switches to the first page of the movie menu.

**Sub** switches into the chapter menu (if available) of the currently selected slideshow.

## Menu

MAGIX Photostory Deluxe can add selection menus to your slideshows. The menu is also burned to disc and appears when inserted into your player. Just like with a purchased DVD or Blu-ray Disc™, you may easily select your movies with the help of preview pictures, or access particular chapters within a movie.

### Menu templates

At the bottom of the screen, you'll see an array of preset menu templates. A tree structure is located on the left-hand side for you to choose the type of menu template.

- **Animated:** These templates contain background and introductory videos as well as music. The DVD menu tools are displayed in various modes (e.g. selected buttons). These templates are designed for DVDs.
- **Static:** Here you will find templates that are also designed for DVDs. They consist of normal background pictures and elements

- **Unique:** These templates adjust to your disc project; the photos you use are integrated directly into the menu.

**Note:** For these menus both the „Movie menu“ and „Chapter menu“ modes have to be activated in „Menu design“.

- **HD (DVD, Blu-ray, AVCHD):** These menus contain razor sharp high-resolution background images that look especially good on HDTVs.

If you've selected one of the menu templates, you can use the horizontal scroll bar to view all the others available. There are lots of options when using the templates:

- If you wish to apply a template to all menu pages, click on "Complete" in the template bar and double click on the template of your choice. The complete template will then be applied.
- You can also combine the various elements of the individual templates. If, for example, you wish to combine the text format of a template with another background, select "Text" and double click on the template with the desired text. The preview in the middle shows you the results immediately.

You can load the layout (or individual layout elements) for the current menu (movie or chapter) as well as for all menus.



Click on this button to load the current selection for the entire disc menu.

Clicking on the small arrow next to the button opens a menu containing additional options for applying the current selection to the disc menu or current menu page.



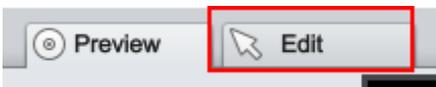
Here you can set the screen format for the disc menus (widescreen or 4:3).



Starts the preview of the menu animation

## Edit disc menu

The preview pictures and the menu title can be moved freely in the preview monitor. The menu may be edited very flexibly.



Activate the "Edit" button to do this.

### Edit menu elements

Hold down the left mouse button and drag text boxes or graphical elements to the desired position. You can adjust the size by dragging out the corners and edges of the frame.



You can undo the last steps you made. This means that you can easily try out critical operations. If the result does not meet your expectations, then you can simply "undo" it and return to the initial status.

Keyboard shortcut: Ctrl + Z



This command cancels a previous "Undo" command.

Keyboard shortcut: Ctrl + Y



**Set aspect ratio:** To avoid distortion, use this button to set the aspect ratio for the menu elements.



**Group:** Menu elements are moved or resized simultaneously as a group, including the description text and number.



**Fade in TV display area in the preview monitor:** This option displays the image borders of the television (view page 90) as lines in the preview monitor.

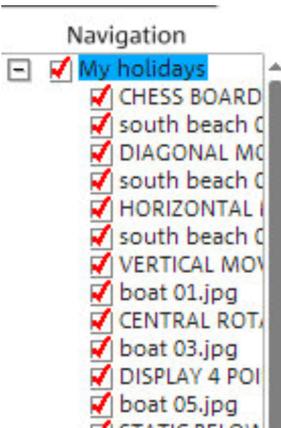


**Grid:** You can precisely align the frame positions with one another using the grid button. Using the small arrow next to the button you can open a dialog to fine tune the grid settings.



**PSD Import / Export:** Clicking on this button imports/exports a self-created menu template as PSD file (for further use in Xara Xtreme Pro, Photoshop...)

## Navigation



- All movies are listed as first entries. The corresponding menu level is the **film menu**.
- All scenes are listed as second entries next to it to the right. The corresponding menu level is the **chapter menu**.

Removing the red check deactivates the corresponding entry in the chapter menu. The scenes are still played, but you can no longer select them directly from the menu.

- If you click a film entry, then the film menu will open in the preview.
- If you click one of the chapters listed, then the chapter menu will open in the preview.

## Disc options

Here you can activate or deactivate certain elements or even complete menus.

**Intro video:** Press this button to load videos to be used as introductions to your discs. The following formats are supported: "\*.avi", "\*.mpg", "\*.mxv", "\*.vob". The intro is played immediately after the DVD has been inserted into the player. The DVD menu will then appear. A check mark "Do not skip" ensures that the intro video must be played completely each time the disc is inserted and that it may not be skipped with the remote control or otherwise.

## Slideshow & photo menu

The disc menu essentially consists of two layers:

**Film menu:** The upper layer includes the film menu, which is only used if a project contains multiple slideshows.

**Chapter menu:** This is the lower layer of the disc menu, which takes the photos (in the first track of the timeline mode) into the slideshow as chapter entries.

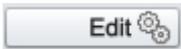
**Note:** A chapter menu cannot contain more than 99 entries. If your slideshow contains more photos, you should either burn the slideshow without the chapter menu or split your slideshow into several parts.

**Preview pictures:** Shows/hides the preview pictures in the disc menu.

**Numbering:** The numbers beside the menu entries can be selected directly using the remote control, but they be disrupted from time to time. Use this option to show/hide them.

**Frame:** A frame borders the preview pictures. If this is unwanted, it may be removed easily using this option.

## Designing a page



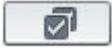
**Background:** Here you have three options for creating a static background image for the menu:

- You can set a certain color value for the background.
- You can select an image saved on your hard drive or use one of the background provided.
- You can select a frame from your project.

in an external editor



**Edit menu templates:** In the path settings (view page 96), open the PSD editor to customize the menu templates.



**Apply to all pages:** Applies changes made on the current menu page to all other menu pages.

**Only in the deluxe version:** New menu pages may also be added or irrelevant pages may be removed.



Adds a new menu page.



Removes the selected menu page.

## Animated selection menus

You can also add audiovisual animations to the disc menus. As required, background videos are played as endless loops while the menu is shown on the screen. You can also set up background music in various formats or any background picture for each menu.

**Sound/music:** You can load a music file for the menu background animation.

**Video:** Here you can load a video or graphic file for menu background animation. In addition to the options for the background graphic (see above), you can also use a sequence from a loaded slideshow or from a different video file.

### Background video options:

- **Create animated menu buttons:** The preview images for the individual slideshows on the movie menu will be displayed as small videos. Set the starting point and length of the animation using the sequence option sliders.
- **Use the audio track of the video:** The audio track of the background video is used with the menu.
- **Play menu animation as an endless loop:** The background movie (audio and/or video) will be played back as a loop.
- **Length of the menu view is set by:** Audio/video or whichever medium is longer. Here you can determine the length of the background video. The other medium will be played as a loop.

## Create a button design

MAGIX Photostory Deluxe enables easy editing of all buttons together with their menu entries.



You can edit menu entries that you created using this button or with a double click on the menu. The dialog with the properties of the menu entries (view page 147) will open.



**Edit in MAGIX Foto Designer:** You can open MAGIX Foto Designer for additional editing of elected menu elements.



**Apply to all objects:** Applies the properties of the selected button to all remaining buttons.

New menu items can also be added and irrelevant items can be removed.



Adds a new menu entry.



Removes the selected menu entry.

**Tip:** You can deactivate unused menu items in Navigation (view page 143).

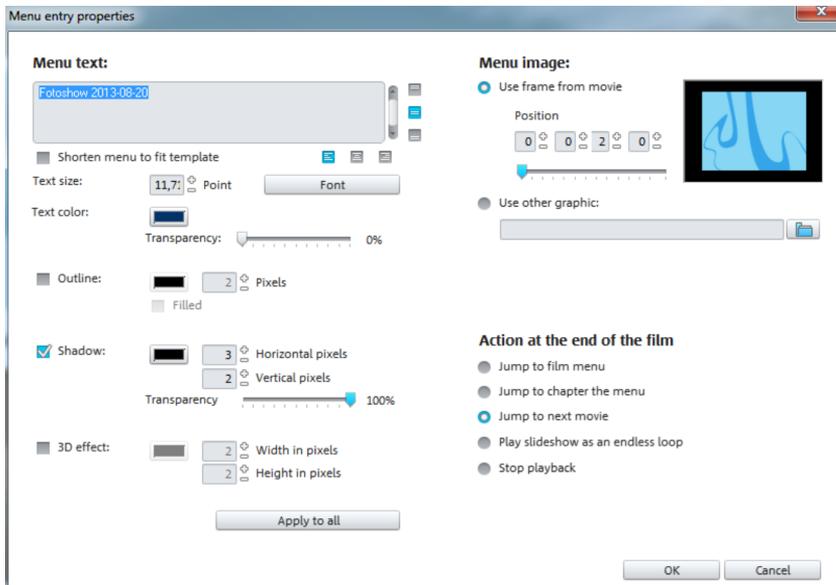
## Jump to linked page



To test the targets of menu entries, select the desired menu entry and click the button.

## Menu entry/menu page properties

Double clicking the preview picture or a menu entry opens an editor for you to adjust the preview picture or menu entry.



### Menu text

In the text input field, you can enter any text to match the chosen menu entry.



Set the vertical direction of the text (upwards, centered or downward).



Set the horizontal direction of the text (left, centered or right).

**Font size:** Set the height of the text in pixels.

**Font color:** Define the foreground color of the text.

**Font:** Set which font and which style (bold, italic, etc.) should be used.

**Shadow:** Set the color and size of the shadow that will appear underneath the text.

**3D effect:** If you would like to make your text appear three-dimensional, you can set the width, height, and color of the 3D effect.

**Apply to all:** Except for the text, all settings are applied to all entries in the current menu.

## Menu image

**Use frame from movie:** Use the fader to set which frame should be used in the video as a preview picture. The numerical input fields are sorted as follows:  
Hours:Minutes:Seconds:Frames.

**Use different graphic:** You can also load your own bitmap images to be used as menu pictures.

**Hint:** It may be the case that there are no menu pictures in some menu templates, so changing the menu picture won't have any noticeable effect.

## Actions at the end of the slideshow (Slideshow menu only)

Here, you can enter which action should be carried out once the slideshow has finished playing. You have the choice of:

**Stop playback:** This option depends on the DVD player being used. Most DVD players show the DVD player's own menu (or background picture) after playback.

**Jump to movie menu/chapter menu:** Jumps back to the previously shown menu.

**Tip:** Should one of the two options not be available, please check which menu mode is set.

**Jump to next film:** The next slideshow will be played without having to do anything else.

**Play slideshow as an endless loop:** You can burn every slideshow onto a miniDVD or DVD as a loop as well. This means that the slideshow is played as an endless loop until the next menu entry is accessed using the remote control or playback is stopped. This way, you can transform your TV into an aquarium, a train journey, a fireplace or anything that you could watch over and over again.

**Note:** This option only works with DVDs or miniDVDs.

## Memory

Disc type	Data storage medium	Menu	Quality	Length (optimal quality)
DVD	DVD	Yes	***	98 min.
Blu-ray Disc (view page 209)	Blu-ray Disc	Yes	*****	110 min.
AVCHD (view page 209)	DVD/Blu-ray Disc	Yes	*****	30 min./DVD 160 min./Blu-ray Disc

\* The display time for some DVD players can be determined in this menu. The amount of image material that can be put onto a CD or DVD depends on the sizes of the picture files.

It is difficult to acquire reliable information regarding required memory, especially with the MPEG-2 encoder. If the "Variable bit rate" of the MPEG-2 encoder is activated, encoding will occur according to the movements in the picture. The required memory depends on the film material; an action film would need more memory than a drama, for instance.

In the MAGIX Photostory Deluxe burn dialog there is a display of remaining capacity, which estimates directly how much space remains on the selected disc type with current settings. As soon as you change Encoder settings (view page 160), the capacity display will be updated.

**Tip:** The capacity display is only an estimate. For this reason, always make sure that you never completely fill the disc space. Instead, leave a buffer in case the files end up being larger than the provided estimate.

If you cannot save your disc project on a single blank CD, you will have to divide it up into various parts.

**Note:** Further information on MPEG compression and formats can be found in the chapter PDF manual in the chapter "Video and data formats" (view page 206).

## Test series with variable encoder settings

If you would like to know how much memory space you require for various encoder settings, you should run some simulations before burning.

So you don't waste any blank CDs while testing, you should activate the "Simulate first" option.

Then create, for example, a short (ca. 5 min.) disc project and simulate burning in multiple cycles with various settings.

After every simulation you can access the created file on the hard disk to check how large the file has become.

From the results, you can extrapolate how much disc space your disc project will require. The memory requirements of a 5-minute disc project would have to be multiplied by 20 in order to estimate the space required for a 100-minute movie. You should also add buffer for the selection menu. (view page 141)

## Separate project onto multiple discs

**Automatically:** If the disc project requires more memory than is available on the disc, a dialog will appear before burning asking whether the disc project should be automatically segmented for multiple discs. Confirm this by clicking "Yes". The disc project will then be automatically divided into individual disc projects and burned sequentially onto multiple discs. This is the easiest method as everything is automatic and all you have to do is insert a new blank CD when required.

### Manual

**Case 1:** If several slideshows do not fit onto a single disc.

In this case, delete as many slideshows as is needed until the remaining slideshows fit onto the disc. You can create a new disc project and load and burn the other slideshows afterwards.

1. Switch back to the "Slideshow" interface.
2. All slideshows which shouldn't be burned at this time must be placed into a project of their own. Save them separately to your hard disk ("File > Manage slideshows > Export slideshow file, for example, as "Part 2" and "Part 3").
3. Remove the desired slideshows (e.g. "Part2" and "Part3") from the project (menu "File > Manage slideshows > Remove from project" (view page 165)).
4. Switch to the "Burn" interface and burn the first slideshow ("Part 1") to disc.
5. Create a new disc project ("New" button), switch to the "Edit" view and load it into the second slideshow ("Part 2").
6. Switch to the "Burn" interface and burn the second slideshow to disc.
7. Repeat the last two steps for each separately saved slideshow.

**Case 2:** If a long slideshow doesn't fit onto a disc.

In this case, the slideshow has to be split into two or more parts that will be burned separately onto disc.

1. Switch back to the "Edit" view and place the playback marker to the position where you want to divide the slideshow. Select "Separate slideshow" in the Cut menu in the toolbar.
2. All passages behind the playback marker will be removed from the overly long slideshow and made into a separate slideshow. Both slideshows can be controlled through the slideshow tab in the arranger. Save both of them separately to your hard disk ("Slideshow > Manage movies > Export slideshow file" menu option, for example, as "Part 1" and "Part 2").
3. Remove one of the two slideshows (for example, "Part 2") from the disc project ("Manage slideshows -> Remove from project" menu option (view page 165)).
4. Switch to the "Burn" interface and burn the first slideshow ("Part 1") to disc.
5. Create a new disc project ("New" button), switch to the "Slideshow" view and load it into the second slideshow ("Part 2").
6. Switch to the "Burn" interface and burn the second slideshow to disc.

## Edit DVD menus with MAGIX Photo & Graphic Designer

Besides the option of editing the menu template directly in the preview, menu templates can also be exported as a Photoshop file (\*.psd) and edited in MAGIX Photo & Graphic Designer. This provides complete control over the appearance of your menu including complex text effects and the design of highlights.

### Export menu

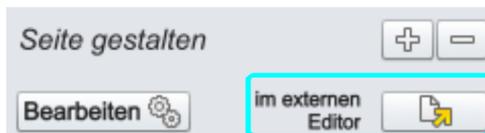
The transfer of the menu templates to the graphics program takes place in one of two ways:



If a complex, longer edit is required or if you have created a menu without a template, then use the PSD import/export function in the menu editing functions.

Next, open the PSD file in the graphics program of your choice.

For smaller changes, you can also shorten this process: click the button "In external editor" in the "Disc options" on "Design page".



A temporary PSD file will be added and opened in the program that has been selected in the program settings as the menu editor. After editing has been completed and

saved in this external program, the temporary PSD file will be imported again and the menu page will be updated immediately.

## Menu text with external menu editing

Menu elements are transferred as a bitmap during PSD export as well as during import of the edited PSD. This also applies to the text displayed in the menu. This text may also normally be changed in the "Menu entry properties" dialog. The menu text are adjusted if movies or chapters are added or removed.

The PSD contains these texts as a bitmap and cannot be changed. During importing, the bitmaps replace the original text entries. By the way, this is maintained, and the font will only be set to a size of 0 so that texts are not displayed in duplicate; the menu will therefore look identical after external editing.

It is important that no more movies or chapters are added to the menu. Otherwise the preview images, that have also changed along with the menu structure will no longer match the bitmap text, since the bitmap text will not match the changed references in the menu structure!

### An example

A chapter with two entries is present. Entry 1 is named "travel preparations". Entry 2 is named "arrival". A chapter named "the trip" is going to be added between chapter 1 and chapter 2. The second chapter now becomes chapter 3 and moves to the next menu page.

**Normal text behavior:** The second entry (now with preview image for the newly inserted chapter) receives the new title "the trip". The next menu page features chapter 3 as the first entry with the name "the trip".

**Text after external menu editing:** The second entry will feature the title "arrival" (as a bitmap, as a component of the button), but the preview image will feature the new chapter "the trip"! The next menu page now features the preview image for chapter 3 (formerly chapter 2, "arrival"), this is now called "travel preparations"! The name is a component of the button as a bitmap for the first menu entry on the page, and this is "travel preparations" on the first menu page. Completely out of order!

If the number of menu entries displayed is increased, this results from copying the layer groups in the PSD (see below). Of course, the rendered text layers are also copied into the layer groups, which results in incorrect text again.

The best way to proceed is to edit the text entries at the very end, since changes normally will not follow at this point. If changes are required nevertheless, then proceed as follows:

1. Restore the "correct" chapters or movie names by resetting the font size in the dialog "Menu entry properties" to the default value. Two texts will be displayed; the incorrect bitmap and the correct one.
2. Export the menu template as a PSD.
3. Delete the incorrect bitmap object in the corresponding layer and re-import the PSD.

Of course, the menu text may also be added from the start via an external graphics editing program only (in order to take advantage of the additional options provided in this case). Delete the corresponding bitmap objects in the PSD immediately after export and replace these with your own text objects.

## Structure of a PSD file

MAGIX Photostory Deluxe produces a PSD file during export that contains a layer for each object of the menu entry. This uses a naming scheme that enables assignment of the objects in the file to their contents. Individual layers feature mathematical signs that indicate their function. This naming scheme is similar to that featured in Adobe Premiere and which is only expanded occasionally in MAGIX Photostory Deluxe to describe additional mechanisms.)

**This is how these mathematical characters are used:**

### Characters for layer groups

(+·) or (+)	Play button/start film
(++)	Chapter menu button
(+>)	Next page
(+<)	Previous page
(+^)	Root menu button (jump back from chapter menu)
(+*)	Menu title:
(^^)	Layer group is ignored

### Characters fro individual layers

(-)	Layer contains text
(=1)	Layer contains a bitmap with a highlight of the menu element.
(%)	Preview image/thumbnaill from the movie to be referenced Bitmap information will be ignored during import and only the size and position will be exported.

## Edit externally

**Step 2: Edit menu in MAGIX Photo & Graphic Designer:** The created PSD file will now be loaded in the external applications.

### Editing a menu for 3 to 5 movies

Once the PSD file has been loaded in MAGIX Photo & Graphic Designer, the pages & layers gallery will open. Each layer of the PSD file will be created with the contained objects via the corresponding Photo & Graphic Designer layers. The layer groups are represented by the names of the individual Photo & Graphic Designer layers, with PSD layer names separated by backslashes (\).

Find the layers of the group, which you would like to duplicate. In the example, this refers to the 4 layers on the movie button and two layers of the chapter menu button. You will have to work a little to ensure visual assignment of the objects to the work area, since the program does not select the corresponding objects when a layer is selected, and conversely it doesn't select the layer when the work area with objects is selected. Open a layer in the pages & layers gallery and select the contained object. The selection is displayed in the work space.

Clicking "duplicate" copies the 6 layers individually with the corresponding objects in the pages & layers gallery. The created layers will always be placed at the top position, so it makes most sense to copy the existing layers from the lower level to the top. Otherwise, the correct order of the new layers may be restored using drag & drop.

Next, select all of the button's objects while holding the "Shift" key to move them to a new position. Normally, the frames and chapter menu objects behind the highlight layers also need to be selected and dragged. Multi-selection in the object gallery is not possible since the objects are in different layers, and the program will prevent you from selecting them together.

These steps must be repeated for each additional button.

Finally, the changes must be saved as a PSD file. Select "Export" in the "File" menu to do this ("Save as..." does not allow this).

### Add new font to text

In MAGIX Photo & Graphic Designer, activate the text tool after loading the PSD file, and write the desired text next to the movie button.

Next, localize the existing text layer for the individual movie buttons (page & layer gallery, see above). Drag and drop the text object from the background into the desired layer and delete the previous text object ("Del" key or "Delete" in the pages &

layers gallery). Since naming takes place in the surrounding layer and the objects in program themselves don't have names, you don't have to rename anything.

Repeat this process for every movie button and "Export" the result.

## Adjust background and buttons

In this case, MAGIX Photo & Graphic Designer features a workflow similar to creating new texts.

For example, when the menu template is open, drag and drop two graphics for navigation buttons into the existing PSD. Two new layers will appear in the menu template with two new graphics objects. Drag these into the layer with the bitmap graphics to be replaced. Renaming them is unnecessary, since the surrounding layers take care of this.

Localize, scale, and move as follows: Create graphics for your new menu, e.g. for "Prev" and "Next" buttons, by dragging them into the open PSD. This includes a total of 4 layers, two button graphics, and two highlights. The highlight layers must be renamed and scaled and placed on the screen using the mouse. Move the layers into the "(+>)" next button" or "(+<) prev button" layer set using drag & drop.

## Import menu back into MAGIX Photostory Deluxe

After editing, a PSD file is created, which is imported into MAGIX Photostory Deluxe again and must then be assigned to a menu page as a template.



If access takes place through "Edit externally" see "Export menu" (view page 151), this is done automatically during saving and closing of the graphics program. Otherwise, use the button "Import PSD" to do this.

This imports and converts the PSD (saved to an automatically generated folder in the folder Content\DVD\Layouts, with TPL files and the generated bitmap files).

## Create DVD menus without a template

It is recommended that an existing menu template is adjusted first with a graphics program. This exercise will help you learn about the functions and structure of a DVD menu as a PSD file to create menus without using any templates.

You can create PSD files without templates if the following is observed.

- MAGIX Photostory Deluxe can only use bitmap layers from the menu PSD file. Text layers are read as a bitmap (graphic) so that MAGIX Photostory Deluxe cannot make any changes to the text. Layer effects, etc. cannot be read by MAGIX Photostory Deluxe. For this reason, all layers featuring additional features in the graphics program need to be reduced/combined to bitmap level.

- The correct naming of layers is very important! MAGIX Photostory Deluxe assigns the layers and layer groups to the menu items via their names, which makes their correctness important. The characters added in front (view page 151) of the layer names should therefore be observed.

### **A correct menu PSD contains the following elements:**

- background
- menu title
- x movie buttons with preview image, frame bitmap, text for menu, text for numbering, highlight
- one chapter menu button per movie button with bitmap and highlight
- 3 navigation buttons: in front, in the back, and the root menu

**Background:** The background utilizes all layers from the PSD file from the very back to the foremost "usable" layer groups. All of the layers up until this are combined via alpha layering. If the appearance of the background in the graphics and in MAGIX Photostory Deluxe is different, then this step may also be made in the graphics program. In Photoshop, all associated layers would be combined with the background layer.

**Menu titles:** In the next step, the layers of the menu title are added and combined into a single layer group. This must feature a name that begins with "(+\*)". Besides the text layer, additional layers such as text background, shadows, etc. may be present. All layers are unified as a single layer via alpha layering.

**Film buttons:** Layers for film buttons are each combined as a layer group that features the prefix "(+)" or "(+)" at the beginning of its name. The layers themselves have different functions that are kept together via this naming prefix.

**Preview image:** The name of the layer for the preview image begins with "(%)". In this case, MAGIX Photostory Deluxe only reads the position and size of the layer and uses this range to generate the preview image. In case multiple preview images are present, their right corners will be combined during importing.

**Text layer:** This includes text layers beginning with "(-)". "(-) index text" serves as an identifier for the naming, all other text layers will bear the name of the button label.

**Highlight layer:** The highlight layer is the top of the layer groups. Its name begins with "(=1)". This should contain a highlight version (e.g. altered color) of the frame bitmap.

All other layers will be combined into a frame bitmap.

**Chapter menu buttons:** The last portion features the layer groups for the chapter menus and navigation buttons. These are named variously ("(++)" or "(+>)", "(+>)", and "(+^)"), by they feature the same principle the structure. All highlight layers

(beginning with "(=1)") become the highlight bitmap; all other layers become the buttons bitmap via alpha layering.

The sequence of the layer groups from the PSD file is basically not considered by MAGIX Photostory Deluxe. Characterization in the program takes place in the order outlined here, even if the associated layer groups in are saved in a different order in the PSD file.

An exception is formed by movie and chapter menu buttons: arrangement in MAGIX Photostory Deluxe takes place in the sequence featured by the PSD file. The first chapter menu button detected belongs to the detected movie button, the second to the second movie button, and so on.

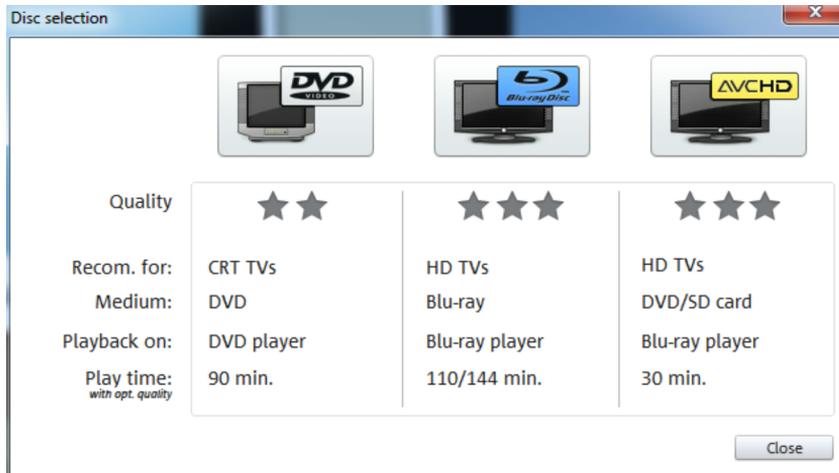
## Disc selection dialog



In the "Preview" view you can open the disc selection dialog by clicking the large "Burn" button.



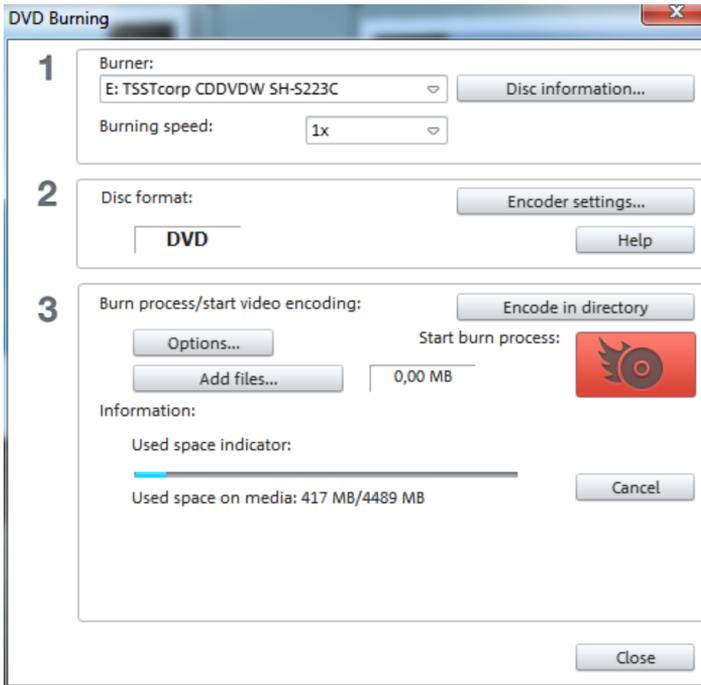
In the "Edit" view, you can access the same dialog using this button.



Here you can select what kind of disc you would like to create.

- DVD is the right format for projects that will be played back on a normal DVD player.
- Blu-ray and AVCHD are good for playback on high-resolution screens.

## Burn dialog for DVD player



Here you can select your burner and the type of disc.

If you know something about encoders, you can also adjust the encoder settings if the preset is not sufficient.

When burning a Blu-ray Disc, go to "Data carrier format" and select whether you want to use the MPEG-2 codec or the advanced, but computationally more intensive H.264 codec. If activated (view page 189), H.264 is set by default, otherwise the MPEG-2 codec.

Proceed as follows to burn a disc:

- **Set up burner and burn speed:** If multiple burners are installed, you may select which device you wish to use in this menu.
- **Encoder settings:** Use the "Encoder" button to access the selection dialog to specify settings for the MPEG encoder (memory requirements, quality, and duration of the MPEG conversion). "Advanced settings" accesses a dialog featuring additional options. You can adjust all the fine settings for the MPEG encoder here.
- **Burning disc/starting video encoding:** The button "Burn disc" starts the disc burning process. Every time you burn and every time a simulation is carried out, the disc project is encoded. Please note that the MPEG file is not deleted from the hard disk after the burn process has finished. Depending on the length of the project, encoding and burning may take some time. The time required can be seen in the dialog.

## Creating an ISO image

The simplest way to create an ISO image is to select "Image recorder" under "Burner". When starting the "Burning process", you have to specify a name for the image file you wish to create.

## Options

**Simulate first:** If you are not sure about the write speed or memory requirements of the selected disc, you can simulate the write process before burning.

**Activate buffer underrun protection:** Many disc drives support technology that prevents the dreaded "buffer underrun". Use this option to activate this protective feature and burn your files at higher speeds without risking making a coaster out of your blank disc.

**Completely format DVD/CD-RW media:** This option reformats the RW media and deletes all existing file material.

**Shutdown computer after burning:** Activate this option to automatically turn off the computer after encoding and burning has been completed. You could, for instance, start the encoding and burning process in the evening, and then you don't have to wait for the process to finish to switch off your computer.

**DVD-compatible write at least 1GB:** Some DVD players have problems reading DVDs which contain less than 1 GB of data. This option fills the DVD to the 1 GB limit with "empty data" so that this problem doesn't occur.

**Burn standard video DVD onto same disc:** You can use this option with a WMV HD disc to burn an additional normal DVD video. This ensures that your discs can also be played back on standalone DVD players. See Multi disc.

**Activate the burner's defect management option:** If a certain section of the disc is defective, this will be recognized by the burner and labeled. No content will be saved there as a result.

**Check data after burning disc:** The finished disc will be checked for any mistakes after burning.

**CD/DVD title:** This is the title of the DVD which is displayed as the disc name on the PC. The disc project name is displayed here by default.

## Encoder settings

Use the “Encoder settings...” button to access the selection dialog to specify the properties of the MPEG encoder (memory requirements, quality, and duration of the MPEG conversion)

**Preset:** Here you will find useful presets for the selected disc type. Here are some of the presets for a DVD:

<b>Longplay DVD Video</b>	DVD with extra-long playing time. The bit rate is reduced, which compromises image quality.
<b>Longplay music DVD</b>	DVD with extra-long playing time for music. The bit rate for the soundtrack remains at the highest quality level.
<b>Standard DVD</b>	Normal DVD
<b>Widescreen DVD</b>	Normal DVD in 16:9 format

**Note:** For all settings, you can choose between NTSC (USA and Japan) (Europe).

**Bitrate:** Bitrate determines the size on the disk that the finished video will take up. The greater the bit rate, the larger the file, and the shorter the maximum playing time of the movie that fits on a disc.

**Adjust bit rate:** The expected file size of the finished video is estimated, depending on the set bit rate. If the movie does not fit onto the disc, the bit rate is corrected accordingly.

**Quality:** Specifies the quality of the encoding process. The higher the quality, the better the finished video will look; however, encoding will take considerably longer.

**Smart Rendering:** With Smart Rendering you can significantly reduce the encoding effort for MPEG files. During the production of MPEG files, only those parts of the movie that were changed in the program are re-encoded. Please note: The MPEG files contained in the movie **must** have the same format, i.e. the bit rates (variable or constant), audio formats, image resolutions and video formats must match.

**Anti-interlace filter:** Activate this option only for playback on a TV screen, where it reduces horizontal flickering around fine details.

**Calculate video effects on GPU:** To accelerate exporting, you can let video effects be calculated on the graphics card. At this time this applies to brightness, gamma, contrast, color, saturation, image size, cropping and position effects as well as various fades and mixes. Please note that external effect plugins and elaborate artistic effects

must be processed on the CPU and for this reason using this function will not yield any speed advantage.

**Note:** This function is specifically optimized for NVIDIA graphics cards. You can, however, experience acceleration with other types of graphics cards, too.

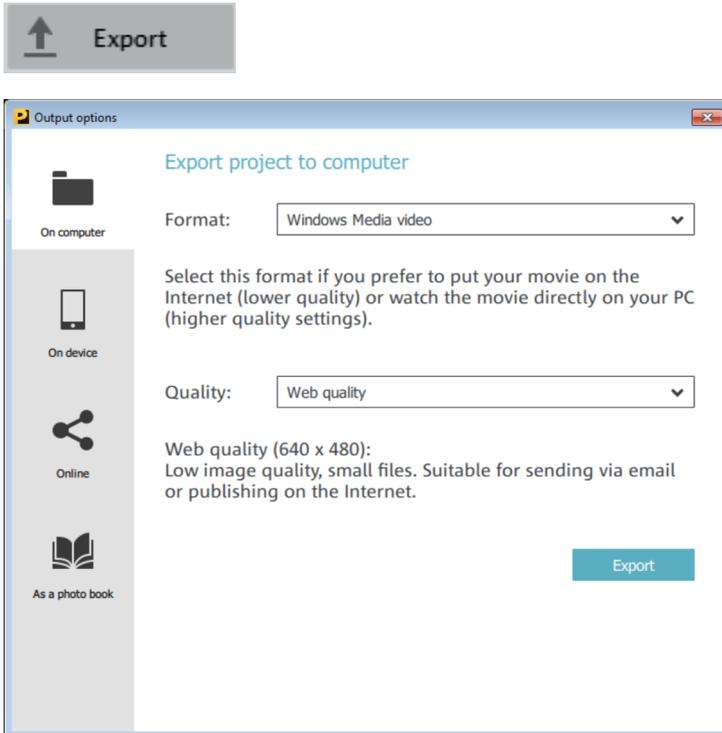
**3D mode:** If you have 3D material in your project which has been edited with Stereo3D, you can select here in which mode it should be burned to disc here. 3D is switched off by default.

To return to the standard settings, press the **Reset** button.

Via "**Advanced**" you can reach the "Advanced settings" dialog. Here you can make changes to all MPEG encoder settings. Read the \ "MPEG-1/2 encoder-settings" appendix (view page 192) and "MPEG-4 encoder settings" (view page 194) in the PDF manual or program help.

# Export

The "Export" button opens the export dialog which features the most important export options for your slideshow.



Note that you will only export the current slideshow. Other slideshows in the project and the disc menu are not included.

## On Computer

This option recalculates a slideshow including all objects, effects settings, transitions, texts, and other features into a video file and saves it on your computer.

Select a certain quality (e.g. DVD quality) and a file format (e.g. MPEG -4). The dialog provides further information about the properties of your selection.

**Note:** Only the most familiar and most often used formats are listed as options. "File -> Export slideshow (view page 167)" features many additional file formats.

## On device

This window lets you transfer your finished video to external devices. From within the list, you can create slideshows in lower, standard or HD resolution and transfer them to a connected mobile device for Android, iOS or Windows.

## Publish online

This option uploads your movie directly to YouTube, flickr or Facebook (deluxe version only). YouTube® is likely the most famous portal for homemade clips.

**Community:** Here you can select the platform: YouTube, flickr or Facebook.

**Title:** Here you can enter the slideshow title.

**Description:** Here you can enter a short description of your slideshow to inform other members of the community.

**Category:** Pick a category for your slideshow.

**Publish:** Decide whether your slideshow should be "Private", meaning only for you and persons authorized by you, or freely accessible, meaning "Public".

**Export settings:** Set various quality settings.

## Photo book

You can order images from your projects or from within the Media Pool as a photo book, calendar, photo mug or in another gift format. MAGIX Photostory Deluxe transfers the images to separate program CEWE Photoworld.

Under "Projects", select whether you want to use photos from all opened slideshows and/or the photos selected in the Media Pool.

When you click "Create", all selected photos for the photo book software will be copied into a separate folder. (You can change this folder under "Folders"). All the edits and optimizations that you have applied to the photos are included, and the photos remain this way when you order a photo book.

Following this, the CEWE Photoworld software will open. Select your product and follow the program instructions.

**Note:** The My CEWE Photoworld program must be installed to order personalized gifts from CEWE (photo books, prints, mugs etc.). The program is pre-installed along with MAGIX Photostory Deluxe. If it is missing, you can find it on the installation CD in the "Add-ons" folder or on the [CEWE PHOTOBOOK website](#).

# Menus

In this chapter you'll find the full menu list of your copy of MAGIX Photostory Deluxe and the corresponding functions.

## File Menu

### New

#### Project

Opens the welcome dialog (view page 25). Choose what you want to do next.

#### Photostory Wizard

This option opens the Photostory Wizard (view page 21) for creating a new slideshow.

### Open



This menu item loads a previously saved MAGIX Photostory Deluxe project. Please note that the related files must be accessible.

MAGIX Photostory Deluxe searches for the used sounds, pictures and videos under the path to where you last saved the disc project.

Keyboard shortcut:      Ctrl + O

### Recently opened projects

Project that you have recently opened in MAGIX Photostory Deluxe are listed and can quickly be opened with a click.

### Open automatically saved project...

This option loads an automatically created slideshow backup. This type of automatic backup gets the file extension MV\_ (underscore). This command is only intended for use in emergencies, e.g. if you unintentionally saved your change and wish to return to the previous version of the project.

Keyboard shortcut:      Alt + O

## Manage slideshow

### Remove from project

This option removes the current slideshow from the project.

Keyboard shortcut:      Shift + F4

### Rename

You can enter a name for the current slideshow here.

### Attach

This function attaches an opened slideshow to another one. This attaches it to the end of the opened slideshow and automatically applies the original slideshow's settings.

**Attach an opened slideshow:** An already opened slideshow can be selected from the list and attached. This option is only available if your project contains multiple slideshows.

**Attach the last edited slideshow:** All of the slideshows that were last edited are listed. This option is only available if other slideshows have been previously edited.

**Load and attach a slideshow:** Click a folder and a dialog will open to select a slideshow. Navigate like in Windows Explorer to the folder that contains the desired slideshow. Double clicking on a slideshow file (\*.mvm) opens it and attaches it to the current slideshow.

### Import slideshow file

Use this option to load a slideshow into your project.

Please note that all related photos must be accessible. MAGIX Photostory Deluxe searches for the used sounds, pictures, and videos from the path to where you last saved the slideshow.

Keyboard shortcut:      Ctrl + O

### Export slideshow file

A dialog opens where you can specify the path and name of the slideshow. The slideshow can then be imported again into other projects.

**Note:** The slideshow file (\*.mvm) contains all information about the used media files, cuts, effects, and titles, but not the picture and sound material itself. This is found in

the recorded or imported media files that remain unchanged during the entire MAGIX Photostory Deluxe editing process. To save the full slideshow into a dedicated directory, for instance to continue editing on a different PC, please use the function "Copy movie and media into directory".

## Save



The current disc project is saved with the name displayed in the project window. If you have not yet specified a name for your project, a dialog will open wherein MAGIX Photostory Deluxe asks you to do so.

Keyboard shortcut:      Ctrl + Alt + S

## Save as...

A dialog opens where you can specify the path and name of the video, under which it is to be saved.

Keyboard shortcut:      Shift + S

## Import from camera

Opens the import dialog (view page 92) for digital cameras, so you can insert images into MAGIX Photostory Deluxe directly from your memory card.

## Import from computer

A dialog for importing media files opens. Choose between "Search" and "Automatic import".

**Search:** A dialog for selecting media files opens. The selected files will be imported into the current slideshow after "Open" is clicked.

**Note:** Media files can be dragged and dropped into the slideshow from the Media Pool much more conveniently.

**Import automatically:** To copy photos from a digital camera to the computer, the accompanying MAGIX Photo Manager program will open. As soon as the program is ready, connect the digital camera with the computer. The imported photos can be conveniently dragged from the Media pool into the slideshow. Please also read the MAGIX Photo Manager help file by pressing "F1" from within the program.

**Note:** Files from your digital camera are easier to import if you use the camera import tool.

## Scan image

Scan photo externally...

Opens MAGIX Foto Designer for scanning photos. This function is required if there are problems when scanning with MAGIX Photostory Deluxe.

Keyboard shortcut:        Alt + Shift + A

## Export

This provides all export formats supported by MAGIX Photostory Deluxe that aren't covered by burning. Refer to "Exporting" for more information.

### Video as AVI

When exporting to AVI video you can set and configure the size and frame rate of the AVI video and the compression codec for audio (audio compression) and video (Codec). Please also observe the general information on AVI video formats (view page 207) in the PDF manual.

Keyboard shortcut:        Alt + B

### Video as MPEG video

MPEG stands for "Motion Picture Experts Group" and is a high-performance compression format for audio and video files.

Details on the settings of the MPEG encoder can be found under "MPEG-2 encoder settings" (view page 192).

Keyboard shortcut:        Alt + H

### Video as MAGIX video

Exports the project in MAGIX video format.

This format is used for video recording by MAGIX Photostory Deluxe video software and is optimized for digitally editing high quality video material.

Keyboard shortcut:        Alt + D

### Video as Quicktime Movie

Exports the project in QuickTime Movie format. This format enables streaming playback of audio or video files via the Internet.

**Note:** The Apple QuickTime Library must be installed for QuickTime files (\*.mov).

Keyboard shortcut:      Alt+E

## Video as MotionJPEG AVI

Opens the export dialog for AVI video in Motion JPEG format. This format is supported by digital picture frames, for example.

## Windows Media Export

Exports the arrangement in Window Media format. This audio/video format is optimized for the Internet.

You can also use it to archive your movies in high-quality when compared to MPEG-sized files. Windows Media is an alternative if you would like to view your movies primarily on your PC. Pocket PC and Smartphone movies are also created with the Windows Media Format.

Depending on your requirements you can choose between different profiles. If the Windows Media Encoder 9 is installed (which can be downloaded free of charge from Microsoft) you can edit the profiles or add your own.

**Two pass:** The video is compressed in 2 stages in order to export highly-compressed videos for the Internet optimally.

**Slideshow:** Lets you create slideshows with audio soundtracks. The created files are very small despite their high image quality, since only still images (no transitions or movement effects) are displayed.

In the dialog you can add the author name, copyright details, and a description.

Keyboard shortcut:      Alt + F

## Advanced settings

Here you'll find more on the advanced settings in the Windows Media Video Export section. You can enter precise details for the format you wish to create. Profiles from the system or from another file can also be imported.

## Video as MPEG-4 video

MPEG-4 is the most advanced video format available at the moment. Unlike other formats, it provides very high-quality pictures with the same file size.

Details on the settings of the MPEG encoder can be found under "MPEG-4 encoder settings" (view page 194).

Shortcut: Alt + K

### Video as HEVC...

HEVC is the successor format to MPEG-4. HEVC (view page 197) allows for the same image quality across file sizes, even when smaller file sizes are used. The improved image quality can be clearly seen, especially at lower bitrates.

Shortcut: Alt + V

### Single frame as BMP file

Exports the image located at the playback marker and displayed in the video monitor as a bitmap (\*.BMP) file.

Keyboard shortcut: Alt + M

### Single frame as JPG

Exports the image located at the playback marker and displayed in the video monitor as a JPEG (\*.JPG) file.

Keyboard shortcut: Alt + N

### Output as media player

You can export your movie as an HTML-enabled media player if you want to play it in an Internet browser or embed it on a web page.

- Select the desired quality.
- Click on "Save video".

In target folder, an HTML and an MP4 file will be created for further use.

### Video

Generates a media player with multimedia slideshow as a video file including all applied effects and background music.

Select the desired quality and click on "Save video". In target folder, an HTML and an MP4 file will be created for further use.

## Media:

Generates a media player with all photos, videos and music individually without effects.

Select the desired quality and click on "Save video". In target folder, an HTM and an MP4 file will be created for further use.

## Online

This is a list of menu entries regarding all of the services that are available directly from within MAGIX Photostory Deluxe.

### Catooh – the Online Content Library

If your project is missing pictures, videos, DVD menus, sounds, or samples, then you should have a look at the huge selection available at Catooh. There you'll be able to buy media in excellent quality for low prices: DVD menus, Slideshow Maker styles, decorative elements, 3D power effects, 3D transition series, MAGIX Soundpools, songs, ringtones... Perfectly suited to all MAGIX photo, video, and music projects.

### Import media from web...

Opens the MAGIX Photostory Deluxe Media Browser

## Export to device...

This command opens the dialog for outputting the completed video or its soundtrack to various mobile devices such as smartphones and tablet PCs.

More information about this is available in the „Output“ (view page 163) chapter.

Keyboard shortcut: H

## Burn to CD or DVD

Opens the Burn dialog (view page 139) to burn the current slideshow.

## Backup copy

Files must be saved to be able to be easily retrieved in case of a hard drive crash or some other error.

### Copy project and media into folder...

The project and all of the files it contains are saved together in one folder. Use this function to transfer an entire project to another computer.

Keyboard shortcut:      Shift + Q

### Copy slideshow and media into folder...

The slideshow and all necessary files can be saved in any folder.

Keyboard shortcut:      Shift + R

### Burn project and media

Use this option to burn the project with all relevant slideshows and their files to CD or DVD.

Even larger projects can be burned straight to disc. The project, if necessary, will be split up and burned automatically to multiple discs. A restore program which is burned to the first disc of this type of backup, guarantees easy re-recording of the backup.

### Burn slideshow and media to CD/DVD

Use this option to burn the slideshow and all relevant files to CD or DVD.

Even larger slideshows can be burned straight to disc. If necessary, the slideshow will be split up and burned automatically to multiple discs. A restore program which is burned to the first disc of this type of backup guarantees easy re-recording of the backup.

Keyboard shortcut:      Alt + Shift + R

## Burn project (image) again

All necessary files, menus, and encoded video files needed to burn a CD/DVD will be temporarily stored on your hard drive. After your disc is burned, these are **not** automatically deleted. Use "Burn disc project (image) again" enables you to burn as many discs as you would like without having to encode the files again.

Select the desired image. All necessary files are then transferred to MAGIX Speed burnR.

**Tip:** Consult the program help file for more information on using MAGIX Speed burnR.

## Additional programs

This menu item provides direct access to the tools and programs included.

## Settings

Slideshow...

Opens the settings (view page 94) for the current slideshow.

Project...

**Project name:** Give your disc project a name. This name will be used as a preset title for the disc you are going to burn. The slideshows will also be given this name.

**Use 16:9 aspect ratio for current disc project:** This option lets you edit the slideshow from the very beginning in 16:9 format. The video monitor's size changes to correspond to this.

**Cut new images to fit screen automatically:** Images that do not correspond to the slideshow's ratio are adjusted automatically. The zoom factor is set in such a way that there are no black bars to the left or right or top to bottom.

Program...

This menu item opens the program settings (view page 95).

Keyboard shortcut:      Y

Slideshow effect settings

This menu item accesses the slideshow's effects settings (view page 62). The settings made here apply to the entire slideshow.

Keyboard shortcut:      M

Reset program settings to defaults.

Use this function to reset all program settings (view page 95) you made in MAGIX Photostory Deluxe to their original settings.

## Exit

Closes MAGIX Photostory Deluxe.

Keyboard shortcut:      Alt + F4

# Edit Menu

## Undo



You can undo the last steps you made. This means that you can easily try out critical operations. If the result does not meet your expectations, then you can simply "undo" it and return to the initial status.

Keyboard shortcut:      Ctrl + Z

## Redo



This command cancels a previous "Undo" command.

Keyboard shortcut:      Ctrl + Y

## Cut



This function deletes the selected photo (or the selected object in the Timeline mode) and copies it to the clipboard. You can then use the "Paste" command to copy it into any slideshow.

Keyboard shortcut:      Ctrl + X

## Copy



This command copies the selected scenes (or the selected object in Timeline mode) to the clipboard. From there you can paste it into any other slideshow using the "Paste" command.

Keyboard shortcut:      Ctrl + C

## Paste



This command inserts the clipboard material (photo or object) into the slideshow.

Shortcut:                      Ctrl + V

## Delete



This command cancels the selected photo (or the selected object in Timeline mode).

Keyboard shortcut: Del

## Wizards

This menu entry contains different aids for different tasks in MAGIX Photostory Deluxe.

### Photostory Wizard

Opens the Photostory Wizard (view page 21).

### Divide slideshow

You can divide (view page 114) up your whole slideshow into several individual shows using this wizard.

### Slideshow Maker



This is where to open Slideshow Maker.

### Soundtrack Maker

This command opens the MAGIX Soundtrack Maker.

### Musical editing adjustment

Opens the musical editing adjustment to adjust (view page 116) the photo display to match the beat of the music.

### Cleaning Wizard

Use this function to free up (view page 131) disk space for future projects.

### Travel route animation

Opens the dialog to create travel route animations. (view page 119)

## Exchange



Replaces the selected object with an object selected in the Media Pool. Length adjustment moves the objects following it correspondingly.

If photo objects are removed/exchanged, then the display duration will remain.

## Split object

This command cuts a scene at the point where the start marker is positioned. This way, two free-standing objects are created.

You can isolate a part of an object in order to delete it:

1. Place the start marker where you'd like to have it by left clicking in the timeline.
2. Select the video object by clicking on it and click on the cut button.
3. Place the start marker at the end of the part you wish to remove and click on the cut button again.
4. Select the middle object that was created and press the "DEL" key.
5. Pull the object at the back to the front; it should automatically snap into place. All subsequent objects will be moved along in unison so that no gaps appear.

You can also use this function to apply effects to a certain part of an object only.

Keyboard shortcut: T

## Search empty sections

With this wizard you can spot gaps (view page 114) in your slideshows quickly.

## Select all objects

All objects in the project will be selected.

Keyboard Shortcut: Ctrl + A

## Effects Menu

### **Image optimization**

This places the image material in the right light, sharpens shaky recordings, and corrects tint, all conveniently from the Media Pool (view page 43).

#### TV picture

This submenu item performs various adjustments for the TV picture. Besides interlace and anti-flickering filters, you will find the option to adjust the image to the real proportions of the TV picture. A special algorithm ensures an optimal ratio between image size and image borders (anti-cropping).

#### Interpolation for interlace material

Choose this option to remove interlace artifacts from your video image. If, for instance, you extract freeze frames from a video, ridge structures appear in sequences which feature movement.

#### Anti-flicker filter

Choose this option for still pictures with detailed structures and high contrast. This filter reduces line flickering during TV playback.

#### Border cropping adjustment:

Select this option if the edges are cropped during playback on your television. Values stored in "Slideshow effects settings (view page 90)" will be applied.

### **Distortion**

Image material can be transformed in various artistic ways; a broad palette of effects is available to you for this in the Media Pool.

### **View & animation**

These effects allow properties like section, image size, position, and rotation of image and video objects to be specified in the Media Pool.

### **Stereo3D**

This accesses the program's Stereo 3D functionality. Please read the corresponding chapter "Stereo 3D". (view page 132)

## Design

Add different decorations, speech bubbles, and animations to photos directly in the Media Pool to add life to your slideshow.

### Rotate right



Rotates the photo 90° clockwise.

Keyboard shortcuts:

Ctrl + Alt + F to the right

Ctrl + Alt + G to the left

### Automatically cut to fit monitor

This option enables photos to be adjusted to suit the current format. In this case, the picture is zoomed in to such an extent that the upper and lower parts of the photo are hidden and the annoying black bars to the sides disappear. The consequence of course is that portions of the image will be missing.

Keyboard shortcut: Shift + A

### Display duration...

Enter the display duration for the current photo here in [Minutes]:[Seconds]:[Frames].

**Apply to area between the start and end markers:** Applies the settings to all photos located between the start and end markers.

**Apply to all:** The settings are applied to every photo in the current slideshow. The settings will not be applied to photos in additional slideshows in the project.

### Edit image (external)...

The command "Edit image (external)" enables photos to be edited with the MAGIX Foto Designer graphics program. The command appears in the context menu for every image. The context menu opens by clicking the small FX button at the top edge of the photo box. A dialog window of the MAGIX Foto Designer wizard appears. This is a clever little helper that recommends several typical photo tasks from which you can simply select the specific task, mark with a cross, and then send your picture to MAGIX Foto Designer. MAGIX Foto Designer opens and loads the selected picture. In MAGIX Foto Designer you are supplied with the necessary instructions for editing your photos. Have fun experimenting!

After editing has been completed, the modified picture will be used instead of the original material.

Retouch redest, select clippings, apply creative distortions ("flowing color"), enhance Internet photos, and much more. The integrated **MAGIX Foto Designer** makes it possible. Even unsuccessful recordings can be fit for presentation in the blink of an eye. Read more on this in the MAGIX Foto Designer help.

## Create panorama image...

With only a single click you can create a panorama (view page 127) in MAGIX Photostory Deluxe. You can do this fully automatic or manually.

## Show/Hide

Hides or shows the selected object.

## Transitions

Here you can find all transitions from MAGIX Photostory Deluxe, sorted into various categories. One click on a category displays all of the transitions that are contained.

To load a transition, drag it with a held-down mouse key onto an object.

You can find additional information in the "Transitions" section.

## Picture-in-picture collages

These work similarly to normal picture-in-picture effects, but more objects are used. Depending on the collage, arrange the selected objects one after the other and drag the collage onto the first object.

## Background design

Select a color, a picture, or any video on your hard disk, which you would like to serve as the background for the photo displayed. This function is especially useful when photos have black bars around them, or if they are reduced in size.

You can use the arrow to move quickly to the previous or next photo in the slideshow and adjust the background.

## Reset background

Resets the background for the currently selected object.

## Image stabilization...

Opens the image stabilization dialog to help you correct blurry footage. Please read the "proDAD Mercalli 2.0" (view page 65) section.

## Title Editor



**Title Editor** (view page 104)

Keyboard shortcut:      Ctrl + T

## Save as title template...

If you have designed special titles, these can be saved as a template. Titles will be saved in the titles folder in MAGIX Photostory Deluxe to make them easier to find in the Media Pool (under "Titles").

Keyboard shortcut:      Ctrl + Shift + E

## Convert to 3D title...

The title object is transformed into a 3D object. You can choose a template in the Media Pool in "Title < 3D".

## Fade in date as title

MAGIX Photostory Deluxe can add a time or date ("timecode") to the picture material. To add a timecode, right click the image and choose the "Fade in date as title" option from the context menu.

If a photo file is involved (i.e. a photo created with a digital camera that contains EXIF data), then the date the picture was taken will be added. If a different kind of file is involved, the creation date will be used as the timecode. Next, the title editor opens for you to customize the entry.

## Sound optimization

The "Audio cleaning (More information can be found in the section "Sound optimization" on page 85)" dialog will open to help you remove noise.

Keyboard shortcut:      Shift + W

## Adjust loudness of selected objects

This function adjusts the loudness of all selected objects to fit the last activated object.

You can find more information about this under "Adjust loudness of selected objects" (view page 129).

## Volume settings

If you have added background music to your slideshow or created a collage of several videos that will be played back simultaneously, you can specify the "foreground audio" by reducing the volume of all other audio tracks (view page 130). The "Volume decrease of other tracks" dialog will open.

## Volume curve

**Display volume curve:** Here you can edit the volume curve (view page 131) to decrease the volume in specific ranges.

**Reset volume curve:** All adjustments to the volume curve are deleted.

## Effects settings

**Apply to all objects:** Copies the current effects settings to all objects in the Arranger. Use the dialog to specify which settings should be copied.

**Apply to all following objects:** Copies the current effects settings to all of the following objects in the Arranger. Use the dialog to specify which settings should be copied.

**Copy:** Copies the current settings to a new object. Use the dialog to select which settings should be copied.

Keyboard shortcut:      Alt + Shift + K

**Insert:** Inserts the current settings on a new object. Use the dialog to select which settings should be copied.

Keyboard shortcut:      Alt + Shift + U

**Reset:** This "effect" is actually no effect. In fact it disables all applied effects.

Keyboard shortcut:      Alt + Shift + C

## Object properties

This function displays all the information about the currently selected objects such as file name, position on the hard-drive, tempo, etc. You can also set a background color for the object to make it stand out and easier to find.

Keyboard shortcut: Ctrl + E

## Share Menu

Here you will find many options for for quickly and easily publishing your data from the program on the web. Additionally, data transfer into other programs for specialized editing, if you have such programs installed, is enabled.

### Share online

#### Youtube/Flickr/Facebook

This is the direct connection used to upload your slideshows as videos from MAGIX Photostory Deluxe to Youtube, Flickr or Facebook.

#### Upload current slideshow as video

Loads current slideshow to the selected platform or community Enter the data for video into the fields provided, so that the search function for this portal can also find this video.

MAGIX Photostory Deluxe partially uses the H.264 format for this, which is a component of the MPEG-4 codec. Because Flash directly supports this format and most communities and portals use it already, the slideshow doesn't have to be rendered again on each server. This avoids loss of quality.

When HD material is uploaded, a resolution of 720p is used for the HD format.

#### Upload all selected media in Media Pool

Uploads the media selected in the Media Pool to the corresponding portal or the selective community.

### Additional options

The additional options in the "Share" menu vary depending on the installed software. For example, you can edit photos or graphics in Xara Web Designer or Xara Photo & Graphic Designer, the audio can be improved in MAGIX Audio Cleaning Lab, or you can add audio dubbing to your movie with MAGIX Music Maker.

## Help Menu

### Help

This command is available for almost every feature of the program, and it opens the "Help" file for the corresponding topic. Use this command to get help on any of MAGIX Photostory Deluxe's functions.

Keyboard shortcut: F1

### Context help

The mouse cursor will turn into an arrow with a question mark.

Click on any button of the main screen, to open program help which will describe the control element in question.

Shortcut: Alt + F1

### PDF manual

Opens the manual in PDF format. Similar to the Help feature that can be accessed by pressing F1, this manual contains all of the important information about the program.

### magix.info

Do you have questions, need help, or are looking for expert tips and tutorial videos on using your MAGIX product? At magix.info you will find answers and solutions as well as workshops and a comprehensive user forum for software and multimedia queries.

You can access magix.info online at [www.magix.info](http://www.magix.info)

### Show introduction video online...

The online introduction video is a great way to quickly familiarize yourself with MAGIX Photostory Deluxe.

### Display tooltips

Tooltips are small information windows that open up automatically if the mouse pointer stops briefly on a button or some other area. They provide information about the function of the button. These information boxes can be switched on or off with this option.

## Register online

This option opens the MAGIX homepage for online registration where you can register as a MAGIX user.

Registration grants you access to the MAGIX support website where various program updates and help programs can be downloaded.

## Update online

This option connects directly to the MAGIX online update page where you can get the latest version of your program.

Keyboard shortcut:      Ctrl + Shift + F12

## Free download

Opens a dialog where you can install additional program content. For example, if you've installed a download version of the program.

## Crossgrade Offer

If you have purchased MAGIX Photostory Deluxe, then you are eligible for special offers on other MAGIX products. Follow the link to the MAGIX website to learn more.

## Product information...

Opens the MAGIX Photostory Deluxe website.

## Deactivate Program

This menu item deactivates MAGIX Photostory Deluxe with immediate effect. After deactivation, it is possible to immediately install and activate MAGIX Photostory Deluxe on another computer

## About MAGIX Photostory Deluxe

Displays copyright info and version number of MAGIX Photostory Deluxe.



# Keyboard shortcuts

**Tip:** In Windows, keyboard settings are changed using the Alt + Shift key combination. Those who often use keyboard shortcuts can accidentally change their keyboard settings, so that they keys don't correspond to the pictured symbols. To prevent this, you can remove the check mark found by going to "Control panel" > "Regional and language options" > "Languages" tab > "Details" > "Keyboard" > "Change keyboard combination" under "Change input layout".

## Media Pool

Delete file	Del
Copy file	Ctrl + Ins
Insert file	Shift + Ins
Rename file	Alt + R
New folder	Ctrl + P
Program settings	P
Help	F1

### Select files:

Select multiple sequential images:	Shift-click on the first and last file you wish to select
Select multiple individual pictures:	Ctrl-click on the images
Select all images of the opened folder:	Ctrl + A

## Slideshow

### Load/Save project

New project	Alt + Ctrl + N
Load project	Alt + Ctrl + O
Save project	Alt + Ctrl + S
Save project as...	Alt + Shift + S
Delete project	Alt + Shift + O
New slideshow	Ctrl + N

Load slideshow	Ctrl + O
Load restoration slideshow	Alt + O
Save slideshow	Ctrl + S
Save slideshow as...	Shift + S
Close slideshow	Shift + O
Delete slideshow	Shift + I
Burn backup copy to disc	Alt + Shift + R

## Recording

Audio recording	R
-----------------	---

## Tools

Select all (not in Storyboard mode)	Ctrl + A
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Undo	Ctrl + Z
Redo	Ctrl + Y
Delete	Del
Slideshow Maker	W
Optimize photo	Shift + X
Audio cleaning	Shift + W
Create title	Ctrl + T

## Cut

Split object	T
Remove object beginning	D
Remove object end	U
Split slideshow	Alt + W

**Effects**

Edit photo	Shift + Y
Zoom 2	Ctrl + Alt + 1
Zoom 3	Ctrl + Alt + 2
Free zoom selection	Ctrl + Alt + 3
Fix image proportions	Ctrl + Alt + 4
Reset section	Ctrl + Alt + 5
Rotate to left	Ctrl + Alt + F
Rotate right	Ctrl + Alt + G
Rotate 180 degrees	Ctrl + Alt + H
Transition (length)	Alt + L
Apply transition to all	Alt + A
Random transition	Alt + Z

Color shift 1/2/3	Shift + 1/2/3
Reset video effects	Ctrl + C
Object properties	Ctrl + E

**Arrangement display**

Switch Storyboard/Timeline mode	Tab
Optimize view	Shift + B
Zoom range between start and end marker	Ctrl + 1
Zoom the entire slideshow	Ctrl + 2
Zoom image	Ctrl + 3

**Playback and marker placement**

Start/Stop playback	Space bar, cursor up
Stop at position (stop playback, move start marker to current position)	Escape, Cursor down 0 on the number pad
Move start marker to the beginning	Home

Move end marker to the end

End

Slow wind left

Left

Slow wind right

Right

Fast wind left

Ctrl + Left

Fast wind right

Ctrl + Right

Full screen playback

Alt + Enter

## Zooming

Zoom

Ctrl + mouse wheel

Reset zoom (100%)

Ctrl + double click

Move section with the mouse

Ctrl

Full screen playback

Alt + Enter key

# Activate additional functions

You can activate encoders/decoders for various file formats as required.

## Why is activation required?

To import (decode) or export (encode) certain video and audio formats you will require a specific codec to be able to read in and export these formats. As soon as a corresponding decoder or encoder is needed, MAGIX Photostory Deluxe will notify you and ask you if you would like to activate it.

The integration of decoders and encoders from third parties into programs usually costs the software publisher money. These codecs are therefore added to MAGIX programs via a voluntary activation, which may be free or require a charge for expensive specialist codecs. It is therefore possible for MAGIX to provide an optimum price/performance ratio for your software in the future.

## Free activation (MPEG 2 & 4 codec)

To be able to use the MPEG-2 and MPEG-4 codec, you will have to first activate it for free.

Activation can be done online via telephone or via post/fax. The quickest and easiest way to order an activation code is via the Internet.

### Order activation code online

Click on "Order online..." (Field 1). Your Internet browser will open. Once you have registered, the activation code will be sent to the email address you supplied upon registration.

If your computer has no Internet access, you have the following options for activation:

### Order activation code in MAGIX Service Center

Use this option to conduct activation from a different computer which has Internet access.

### Order activation code via telephone

The telephone number and necessary details you will need to call to receive activation by telephone are displayed here.

### Order activation code via post/fax

After clicking on "Order via post/fax" (field 2), your user code will appear. This automatically assigns your personal activation code to your PC. Click on "Continue to order form" to transfer your user code automatically to the post/fax form. Now send the completed form as a print out to the address/fax no. mentioned. Your activation code will be sent to you in just a few days via post or fax. It can also be sent by mail if an email address is state d.

### Enter activation code

After receiving your personal activation code, you can use the activation dialog for the corresponding file format to start exporting for the respective format. If you receive the activation code via email, then copy it into the input field in the dialog and click "Activate...".

## Activate HEVC (fee-based)

The HEVC codec requires a one-time, fee-based activation to be used.

You will be asked to activate HEVC the first time you import a video created with the codec or export a project with the codec.

1. Click "To the shop" if you want to activate the codec online. (**Alternatively:** Click "By Post/Fax..." to receive an activation code by post or email and follow the instructions that appear.)

When activating online, the web browser where you can register your MAGIX Photostory Deluxe first (if you have not already done so) will open. You will then be forwarded to a website where you can request the corresponding activation to be carried out.

2. Enter the requested information and complete the order.

Normally you will receive the activation code within a few minutes. In some cases, this can take longer.

**Note:** In the event the activation code does not arrive after a longer period of time, check to make sure the e-mail was not accidentally sent to your spam folder.

3. Copy the activation code from the e-mail.
4. Enter the activation code into the input field in the activation dialog.
5. Click on "Activate...".

The codec will be activated and the feature is now available in MAGIX Photostory Deluxe.

# Activation problems

## The MAGIX website won't open

Check your Internet connection; you may have to use manual dial-up.

## The form for ordering via post/fax won't open

- Check that an adequate text editing program is installed and activated (for example, MS Word).

## I still haven't received an email with the activation code

- Check that your inbox isn't full.
- Have a look in your spam folder.

You can always send questions via email to our support whenever you like. Please have the following information at hand so that we can assist you as quickly and as specifically as possible.

- Complete product name
- Exact version number (to be found in the about box in the "About" menu item of the "Help" menu)
- Encoder/Decoder name
- Your user code (accessible via the "Activate via post/fax" dialog)

**Problem:** I have installed MAGIX Photostory Deluxe on a new computer, installed a new hard drive in my old computer (sound card, memory...), or installed it multiple times on the same computer. My activation code is no longer accepted!

If the program cannot be activated again after it has been activated multiple times, please contact the MAGIX customer service.

# Encoder

## MPEG-2 encoder settings (Standard)

In the "Advanced Settings" you can make detailed adjustments to the MPEG-2 data flow.

The advanced settings are divided into "Video", "Audio", and "Multiplexer".

### Video

**Tip:** For more information read the MPEG glossary (view page 199). Many of the terms used here are explained in detail in the glossary.

**Bit Rate Mode:** The bit rate indicates how much data is saved in the video per second (at playback speed). This makes the bit rate the deciding parameter with regard to the file size and quality of the video to be encoded. A higher bit rate means better quality, but also a larger file size.

- **Constant:** The exact value entered in "Average bit rate" is applied which enables precise calculation of the video size.
- **Variable:** The value entered in "Average bit rate" is used as an approximate guideline for the value applied to the video. This means that the size of the video can only be estimated.
- **Constant quantization parameter:** This parameter ensures that the video quality remains the same throughout.

**Average bit rate (kbps):** The bit rate entered here is used as the average rate applied to the video. The size of the video to be exported can only be approximated.

**Maximum bit rate (kbps):** This is the maximum bit rate for the video stream, i.e. the maximum number of bits the decoder is allowed to transfer per second. This parameter only takes effect in the "Variable" bit rate mode.

**CPB (Coded Picture Buffer):** The entered value specifies the maximum amount of storage space for an encoded frame. Higher values can improve quality, but might also cause problems during export. If export is aborted, lower this value. The setting "0" means that the encoder has determined the disk space.

**Maximum GOP length:** The maximum GOP (view page 201) length is determined here. High values mean improved compression. Lower values create stronger security protection and enable improved access to individual frames for processing the video.

**Tip:** A good rule of thumb is to enter the frame rate as the GOP length.

**GOP structure:** The GOP structure is the sequence of the various frames. At the beginning of a GOP there is an I-Frame, at the end there are several B-Frames, followed by a P-Frame (view page 203). The sequence of B-Frames und P-Frames repeats until the end of the GOP.

**Example:** A GOP with a length of 20 and the "IBBP" structure will look like this:

No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Frame	I	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B

**Profile:** Profiles define the encoder properties that are supported.

- **SIMPLE:** Intended to be used as the basic profile for applications with limited computational power, e.g. video conferences or mobile phone videos. This profile does not allow B-Frames, which first and foremost means more data traffic, but contributes to better reliability.
- **Main:** This profile was originally intended for the broadcast industry and for backup purposes. It has become less popular since the development of the "High Profile" for this purpose.
- **HIGH:** This profile is used for broadcast and backup applications and is also sometimes used in the HDTV industry (**H**igh **D**efinition **T**ele**v**ision). This profile is used for Blu-ray discs.

**Note:** You should only change this setting when there are problems playing back the generated video.

**Level:** MPEG 2 defines various levels. The level determines which bit rate and resolution are possible for the video. With the "Auto level" option, the encoder determines the level automatically on the basis of the set video format, the specified bit rate and the profile.

**Coding quality:** This is the easiest way to set the ratio between coding duration and quality. Select the setting which best suits your needs.

**Hardware acceleration:** MAGIX Photostory Deluxe supports the use of "Quick Sync Video" hardware acceleration. This can noticeably speed up the encoding process.

**Smart Copy:** If this option is activated, unedited MPEG 2 material with hard cuts is transferred without changes. This drastically accelerates the encoding process. The transfer always takes place on the GOP borders is not frame-precise.

**HRD (Hypothetical Reference Decoder):** When this option is activated, a virtual decoder checks the data stream for compatibility with the video standard during the encoding process. This ensures that the generated video is compatible with various playback devices, but it also slows down the encoding process.

## Audio

**Sample rate (Hz):** Here you can set the sample rate for audio encoding. For DVDs the standard is set to 48 kHz. If you change the settings here, it may result in not being able to play back the sound or the entire video.

**Channels:** Determines the number of audio channels.

- Mono: 1 channel, mono sound
- Stereo: 2 channels, one for left and one for right.
- Surround: 6 channels (5.1)

**Bitrate (kBit/s):** The desired bit rate is entered here.

**Audio encoder:** This is where you define how audio material will be coded, or whether it should be written to the exported file as an uncompressed PCM data. If PCM is used, you can no longer adjust sample rate and bit rate.

## Image settings

**Interlace:** Specifies whether the video is coded in frames or fields (in interlaced scanning, also "Interlaced").

- **Progressive**

The video is coded in frames.

- **Bottom field first**

The video will be interlaced. The lower lines (Bottom field) are used for the first field and upper lines for the second.

- **Top field first**

The video will be interlaced. The upper lines (Top field) are used for the first field and the lower lines for the second.

## MPEG-4 encoder settings (standard)

In the „Advanced Settings“ you can make detailed adjustments to the MPEG-4 data flow.

The advanced settings are divided into "Video", "Audio", and "Multiplexer".

### Video

**Note:** The preset values and status of the control element (locked/unlocked) depend on the selected export preset.

**Bit Rate Mode:** The bit rate indicates how much data is saved in the video per second (at playback speed). This makes the bit rate the deciding parameter with regard to the file size and quality of the video to be encoded. A higher bit rate means better quality, but also a larger file size.

- **Constant:** The exact value entered in "Average bit rate" is applied which enables precise calculation of the video size.
- **Variable:** The value entered in "Average bit rate" is used as an approximate guideline for the value applied to the video. This means that the size of the video can only be estimated.
- **Constant quantization parameter:** This parameter ensures that the video quality remains the same throughout.

**Average bit rate (kbps):** The bit rate entered here is used as the average rate applied to the video. The size of the video to be exported can only be approximated.

**Maximum bit rate (kbps):** This is the maximum bit rate for the video stream, i.e. the maximum number of bits the decoder is allowed to transfer per second. This parameter only takes effect in the "Variable" bit rate mode.

**CPB (Coded Picture Buffer):** The entered value specifies the maximum amount of storage space for an encoded frame. Higher values can improve quality, but might also cause problems during export. If export is aborted, lower this value.

**Maximum GOP length:** The maximum GOP (view page 201) length is determined here. High values mean improved compression. Lower values create stronger security protection and enable improved access to individual frames for processing the video. A general rule: The shorter the GOP, the more compatible the generated video file.

**Tip:** A good rule of thumb is to enter the frame rate as the GOP length.

**GOP structure:** The GOP structure is the sequence of the various frames. At the beginning of a GOP there is an I-Frame, at the end there are several B-Frames, followed by a P-Frame (view page 203). The sequence of B-Frames und P-Frames repeats until the end of the GOP.

**Example:** A GOP with a length of 20 and the "IBBP" structure will look like this:

No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Frame	I	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B

**Profile:** Profiles define the encoder properties that are supported.

- **Main:** This profile was originally intended for the broadcast industry and for backup purposes. It became less popular when "High Profile" was developed for exactly these applications.
- **HIGH:** This profile is used for broadcast and backup applications and is also sometimes used in the HDTV industry (**H**igh **D**efinition **T**elevis**i**on). This profile is used for Blu-ray discs.

**Note:** You should only change this setting when there are problems playing back the generated video.

**Level:** H.264 defines different levels. The level determines which bit rate and resolution are possible for the video.

With the "Auto level" option, the encoder determines the level automatically on the basis of the resolution of "AVC preset" video formats, the set bit rate and the profile.

**Coding quality:** This is the easiest way to set the ratio between coding duration and quality. Select the setting which best suits your needs.

**Hardware acceleration:** MAGIX Photostory Deluxe supports the hardware acceleration "Quick Sync Video" for AVCHD exports, AVCHD and Blu-ray discs. This can noticeably speed up the encoding process.

**Smart Copy:** If this option is activated, unedited AVCHD material with hard cuts is transferred without changes. This drastically accelerates the encoding process. The transfer always takes place on the GOP borders is not frame-precise.

**HRD (Hypothetical Reference Decoder):** When this option is activated, a virtual decoder checks the data stream for compatibility with the video standard during the encoding process. This ensures that the generated video is compatible with various playback devices, but it also slows down the encoding process.

**Interlace:** Specifies whether the video is coded in frames or fields (in interlaced scanning, also "Interlaced").

- **Progressive**  
The video is coded in frames.
- **Bottom field first**  
The video will be interlaced. The lower lines (Bottom field) are used for the first field and upper lines for the second.
- **Top field first**  
The video will be interlaced. The upper lines (Top field) are used for the first field and the lower lines for the second.

## AAC audio

**Note:** The preset values and status of the control element (locked/unlocked) depend on the selected export preset.

**Sample rate:** Here you can see the sample rate for audio encoding.

**Channels:** Determines the number of audio channels.

- Stereo: 2 channels, one for the left side and one for the right.
- Surround: 6 channels (5.1)

**Bitrate (kBit/s):** The desired bit rate is entered here.

**Audio encoder:** Shows which audio encoder is being used.

## Image settings

**Interlace:**

- **Bottom field first**  
The video will be interlaced. The lower lines (Bottom field) are used for the first field and upper lines for the second.
- **Top field first**  
The video will be interlaced. The upper lines (Top field) are used for the first field and the lower lines for the second.

## HEVC encoder settings

In the "Advanced Settings" you can make detailed adjustments to the HEVC data flow.

The advanced settings are divided into "Video", "Audio", and "Multiplexer".

Below is an explanation of all the settings that can be changed.

### Video

**Average bit rate (kbps):** The bit rate entered here is used as the average rate applied to the video. The size of the video to be exported can only be approximated.

**Maximum bit rate (kbps):** This is the maximum bit rate for the video stream, i.e. the maximum number of bits the decoder is allowed to transfer per second. This parameter only takes effect in the "Variable" bit rate mode.

**CPB (Coded Picture Buffer):** The entered value specifies the maximum amount of storage space for an encoded frame. Higher values can improve quality, but might also cause problems during export. If export is aborted, lower this value.

**Maximum GOP length:** The maximum GOP length is determined here. High values mean improved compression. Lower values create stronger security protection and enable improved access to individual frames for processing the video.  
A general rule: The shorter the GOP, the more compatible the generated video file.

**Tip:** A good rule of thumb is to enter the frame rate as the GOP length.

**GOP structure:** The GOP structure is the sequence of the various frames. At the beginning of a GOP there is an I-Frame, at the end there are several B-Frames, followed by a P-Frame. The sequence of B-Frames und P-Frames repeats until the end of the GOP.

**Level:** HEVC defines various levels. The level determines which bit rate and resolution are possible for the video. With the "Auto level" option, the encoder determines the level automatically on the basis of the set video format, the specified bit rate and the profile.

**Coding quality:** This is the easiest way to set the ratio between coding duration and quality. Select the setting which best suits your needs.

## Audio

**Sample rate:** Here you can see the sample rate for audio encoding.

**Bitrate (kBit/s):** The desired bit rate is entered here.

## Multiplexer

**Streamable:** The generated video is suitable for live playback on websites.

**HTML Start file:** MAGIX Photostory Deluxe generates an HTML file with a video player that opens the HTML file and plays it back.

## MPEG glossary

### Motion estimation

Motion estimation is a further element for reducing data used in MPEG encoding.

Motion estimation also occurs in the B and P frames. The image difference that still exist after prediction (view page 203) are examined. Complex algorithms are used to search for an original occurrence of the macro block in the reference frame of each macro block of the P or B frame (these are units of 2x2 blocks specially combined for this purpose), which have been moved either by movement or by camera pan. They can then be left out in the P and B frame. Only the information by how far and to where the macro block has been moved is saved instead. This vector is called the motion detector.

In the General encoder settings, you can specify the quality of the final MPEG video. This factor also influences the time required for encoding. The longer it takes, the better the quality.

### Bit rate

MPEG is a format used for storage and transferring. With older formats (e.g. AVI) you could predict that 20 seconds of movie would result in 20 MB of data. The file size is this a direct measurement of quality.

This is different for MPEG: The amount of data available can be used differently for different display modes. 20 MB can be 4 seconds of DVD Video or 5 minutes Internet streaming in thumbnail format. The quality of an MPEG video is measured by the width of the created data stream, the bit rate. This is the amount of the transmitted data per time unit; it is stated in kBit/s or bit per second.

Bits, not bytes are used, since the data word width has to address the transmission restrictions.

The file size can be calculated from the average bit rate, if its length is known:

$$F = (BRV + BRA) * t$$

F=File size                      BRV=                      BRA=                      t=Length in s  
    Video bit rate                      Audio bit rate

## Block

For almost all image file editing techniques the image is subdivided into 8 x 8 pixel blocks (image points). This should be noted if you would like to use user-defined image resolutions (width/height), and they should always be a multiple of 8.

## Chroma format

The color value of each image point consists of the color values for the primary colors red, green, and blue (RGB), and for traditional and technical reasons it is transformed into one brightness value ( $Y = 0.299 * R + 0.587 * G + 0.114 * B$ ) and two color difference values ( $U = R - Y$ ,  $V = G - Y$ ).

The Y value alone produces the black and white picture. These signal components allow brightness and color information to be handled separately. The first data reduction occurs when single rows comprising a picture are read. Because the human eye has a lower color resolution than a brightness resolution, the color components are recorded only for every other point of a row (4:2:2) for each four pixels grouped (4:1:0), i.e. color signal under-reading.

**4:2:2** This corresponds to the established TV standard. One piece of color information is transmitted per row for two pixels which corresponds to a 2/3 compression of the output data.

**4:1:0** This is the color coding used for DVDs and most other consumer video applications. For each 4 pixels grouped together on two rows, one unit of color information is saved. This corresponds to an output data compression of 1/2.

## Field

A half-image, i.e. two halves which combine to produce a frame (see de-interlacing (view page 202)).

## Frame

A frame is a single image from a video sequence which also called a full image. PAL video, for example, contains 25 frames per second, NTSC 29.97 frames.

Video recordings, with the exception of computer animations and still frames, don't contain full images. Instead, they have double numbers of half-images (fields) which are transmitted in an interlaced state. However, we still refer to frames, since many predecessors of MPEG compression are based on such frames. Video editing literature usually refers to frames.

## GOP

**Group of Pictures:** The sequence of I frames and the P and B frames that belong to them.

e.g. I B B P B B P B B I ...

(This GOP has a length of 9, with 2 P frames and 2 B frames)

I frames contain the entire image information of a frame, while P and B have part of the information. So-called prediction (view page 203) and movement approximation are methods used for reduction.

The combination P B B is called a subgroup.

I frames must appear in regular intervals in the data stream for image and sound to be synchronized. Between the I frames only a limited count of P and B frames is allowed. This explains a few things: Since P and B frames contain only differential information, these differences will be larger with time, since more and more changes takes place from frame to frame. A large count does not make much sense, since GOP has a maximum length of 15 (4P, 2B) in PAL and 18 (5P, 2B) in NTSC. (More than 2 B frames between P frames is not allowed).

In a **closed GOP**, B frames of the last subgroup may contain only backward predictions or references to the preceding P frame, but no references to the following I frame, since it belongs to the next GOP.

## I frames

**Intra-frames:** In these pictures, the entire image information of a frame is saved and only information from this frame is used ("intra-frame encoded"). In contrast to the I frame, P and B frames save only the differences between the current frame, and

preceding and/or following frame are also found in MPEG video (P frame = "predicted frame", B frame = "bidirectional frame", see Prediction (view page 203)).

## Interlace

For historical reasons, pictures in a movie are always recorded and transmitted in the form of two fields, first the lines with even numbers and then those with odd numbers. These fields are alternatively displayed with a double-frame rate. The (lazy) eye of the viewer or the processing of the TV tube puts the two frames together to form one.



The output image



First field



Second field

You normally don't have to worry about field processing. The video material goes through the entire processing chain as fields and is exported again as fields or burned onto DVD or shown on TV when played back on a DVD as a full picture. Only in certain rare conditions is it necessary to delve deeper into this process. Two problems can occur:

## Interlace artifacts

To be displayed on a computer monitor the two fields must be combined to form a full screen.

These two fields are not the same, since two fields are created during the recording (between which a 1/50 of a second gap is evident). Moving objects can therefore produce artifacts at the vertical edges.



Typical interlacing errors

You can use so-called "de-interlacing" to avoid these artifacts. A picture in between the two fields is created (interpolated). So if you want to create stationary pictures from movies, then you should definitely use a de-interlace filter.

## Incorrect field rate

If you move around the series of fields in a movie data stream you can see strong jitter and flicker effects. Picture objects move in a backward movement - two steps forwards, one back - since a delayed field is shown before the previous one. This can happen in the processing chain if you export video material improperly with the wrong field order and then import it into different material.

We use MXV or MPEG "Top field first" format for all analog recordings ("odd" in other programs). DV-AVI on the other hand is saved with "Bottom Field First".

## P frames and B frames

P frames save only the difference between the current picture and the preceding I frame. The "P" comes from the term "prediction" which describes this process.

B frames save the differences between the current picture and the I or P frame preceding and following. This includes the information that was the same before and remained the same after the current frame. Both directions are analyzed (indicates the "B" in the name, i.e. "bidirectional-predicted"). You can read more under prediction (view page 203).

## Prediction

Prediction is a method of data reduction used by the MPEG format. The image elements already known from the previous or following frames are removed from the data stream.

## How does it work?

The encoder has a precisely defined GOP, for example IBBPBBPBB. This sequence is transmitted together with the encoder, which always knows exactly which kind of frame comes next. I, P, and B frames are differentiated.

Hint: When we talk about pictures, we mean frames of the video output, and I, P and B frames are the frames of the encoded video. Just as in movement approximation, blocks (8x8 pixels) are united into macroblocks (16x16 pixels) during prediction.

The first frame is always the I frame. It is completely encoded from the first picture. Afterwards, the 4th picture is analyzed for the creation of the first P frame. (As already said, the encoder, and later the decoder, will know that two B frames belong between them.) This image will also be completely encoded, and afterwards all macroblocks that haven't changed in comparison to the I frame will be deleted. They will be replaced by corresponding references for the decoder that tell it "you already know what should be shown here, and you can get it from the last I frame".

Now, the 2nd will be completely encoded, and all macroblocks identical to the first I frame **and** the following P frame will be removed. References to previous frames are called **backward predictions**, and references to following frames are called **forward predictions**. The third picture will be edited in exactly the same fashion.

The fourth picture we have already explained, and now we need the next P frame, or picture number 7. Pictures 5 and 6 are B frames again, which are compared to P frames to both sides of them (picture 4 and 7); these are followed by the last two B frames. These have a special place, since in closed GOPs, they may contain only **backward predictions**, and no references to the next I frame, because it belongs to the next GOP.

Something else: Since the decoder is no prophet, the P frames are always transmitted before the B frames! The GOP explained above will be encoded and transmitted in the order it is written.

Original GOP	$I_0 B_{01} B_{02} P_{01} B_{11} B_{12} P_{02} B_{21} B_{22}$	
Data stream	$I_0 P_{01} B_{01} B_{02} P_{02} B_{11} B_{12} B_{21} B_{22} \dots$	for closed GOPs
	$I_0 P_{01} B_{01} B_{02} P_{02} B_{11} B_{12} I_1 B_{21} B_{22} P_{11} \dots$	For open GOPs

Due to this nested structure, it is easy to see that during direct editing of MPEG material, complicated computations have to take place! These are made easier using a **frame table**. A frame table contains a list, where the information of every frame in the data stream is found, identifying the type of frame it is.

Using Movement prediction (view page 199) P and B frames are likewise reduced.

## Quantization scaling

The single pictures in MPEG are saved using a compression method comparable to JPEG with bitmaps and associated with quality loss. For this single images are divided into 8 x 8 blocks (view page 200).

Each one of these blocks is then transformed into an 8 x 8 matrix (a table with rows and columns) using a **DCT** (discrete cosine transformation) mathematical method. Each of these values is produced using all 64 individual pixels of the block, but the values in the matrix are ordered in such a way that the image information is ordered according to its importance.

This matrix will then be multiplied by another matrix, i.e. the **quantization matrix**. Exactly how and why this matrix must be created is the biggest secret of encoder programmers, since this determines the quality of the whole encoding process. What

is known is that the result should contain as many zeros as possible! These zeros correspond to the "unimportant" image elements mentioned and will not be transmitted in the data stream.

Depending on the encoder parameters regarding the target bit rate, fewer or more values of the matrix will be declared unimportant by dividing the quantization matrix by the **quantization scaling factor**. Since only whole numbers are used, a division can produce a zero if the remainder is discarded.

This factor is also a direct measure of the sought image quality of the MPEG data stream, since the "Q" in "Q" factor stands for quantization and quality.

# Annex: Digital Video and Data Storage

## HDTV

This acronym stands for "High Definition Television.

High definition television is a general term applied to a series of television norms that differentiate themselves from normal television by increased resolution and an altered aspect ratio (16:9). This type of digital television offers cinema-like image quality and impressive sound quality. With doubled horizontal and vertical resolution the image quality of HDTV is approximately four times as sharp as previous standards (PAL, NTSC, SESAM).

At this time MAGIX Photostory Deluxe supports two resolution standards:

- 720p (1280x720 pixel)
- 1080i (1920x1080 pixel)

## MPEG Compression

MPEG means "Moving Picture Experts Group" and defines a workgroup which cooperates with the International Standards Organization (ISO) as well as the international Electro Technical Commission (ETC) to develop standards for video and audio coding.

Generally, the graphic data rate of the digital video standard is 167 megabits per second, which, when not compressed, requires a far higher storage capacity than a DVD can offer. A one-sided DVD 5 with 4.7 GB storage capacity is enough for 4 Minutes. For this reason, the available pictorial material must be effectively compressed – a function which is achieved with the MPEG procedure.

This procedure is based on the simple fact that up to 96% of digital video data consists of repetition and can be compressed without visible degradation of the pictorial quality.

Each MPEG compression is, however, a data reduction and as such connected with information loss. If the video consists of very extensive details, or if the content changes very fast, then the picture may blur (dependent on the strength of the compression and the quality of the encoder).

Errors can also result from so-called compression artifacts such as small color defects or images that are too dark.

At average compression rates under 3 megabits per second it is probable that you will notice reduced quality. At rates around 6 megabit per second the degradation in quality becomes almost invisible.

## General notes on AVI videos

The AVI format (**A**udio **V**ideo **I**nterleaved) isn't actually a proper video format! Rather, it is a so-called "container", where the conventions for transferring audio and video files to the program are only loosely defined. The codec (**c**oder/**d**ecoder) actually defines what storage format is used. A codec compresses audio/video data into its own unique format which can only be read by the codec itself and is decoded when the film is played.

In concrete terms, a computer-generated AVI file **can only** be loaded by and played on a different computer if the same codec is installed on it.

Many codecs (e.g. Intel Indeo<sup>®</sup> video) have now become standard components of the Windows installation. Others are not standard. If you are generating an AVI file for future play on another computer using one of these codecs, you should first install this codec on the other PC. The best method available is to copy the codec installer to your export directory and burn it every time you create a video disc (slideshow disc) for play on computers.

You may encounter some problems when using older video editing cards with codecs which only function with the card's hardware. Such AVIs can **only** be used on the computer which was used to create them. Try to avoid using this kind of codec.

## Digital Versatile Disc (DVD)

### Quality

Featuring a resolution of 720 x 576 (PAL) and encoded with MPEG-2, 25 frames per second provides very good results.

### Writable data storage formats

The recordable DVD market is currently split into three types: "DVD-RAM", "DVD+RW", and "DVD-RW".

**DVD-R/+R:** This medium may only be written to once. The DVD-R may be specified with file structures for DVD video, DVD audio, or DVD-ROM.

**DVD +RW:** +RW drives allow re-writable DVDs to be created which may be read by almost any commercial DVD-ROM or DVD player. The companies involved are mainly Philips, Sony, HEWLETT PACKARD (as well as Ricoh, Yamaha and Mitsubishi).

**DVD-RW:** This is a write/erase DVD technology promoted by Pioneer and Sharp. This format was developed by the Pioneer company and should be compatible with existing DVD players.

**DVD-RAM:** DVD-RAM technology is based on either Phase Change, MOs, or hard disks, etc. and is now almost 100% incompatible with all available players.

Due to the small storage capacity and incompatibility with DVD players, setting on this standard is not recommended.

**Note:** MAGIX Photostory Deluxe supports DVD±R and DVD±RW, but not DVD-RAM.

**Blank discs:** Single-sided recordable blank discs featuring a capacity of 4.7 GB and a duration of approx. 2 hours.

## Copy Protection

**Macrovision (APS):** The movie industry claims that even DVD-ROM drives and decoders or diagram cards with composite outputs or s-video outputs must support the Macrovision analog copy protection (APS). Only some older DVD players do not possess APS.

APS adds additional signals to a DVD's stored graphical data. The data is almost unchanged. These supplementary signals disturb the synchronization and the automatic recording regulation of most video recorders to prevent recording of the video. They are not noticeable on the television or the monitor, however.

**Content Scrambling System (CSS):** CSS prevents saving and duplication of DVD video tracks to hard disk. The VOB streams of DVDs without CSS can otherwise (like other video files) be loaded via the Import Video button

There are further types of copy protection besides APS and CSS which ensure that retail DVDs cannot be copied without distortion

## Blu-ray Disc

Since early 2008, Blu-ray Discs are viewed as successors to DVDs and offer especially high storage capacity of up to 27 GB in a single layer (double-layer up to 54 GB) with very few write errors.

The term Blu-ray Disc comes from the blue color of the laser. Because a color cannot be registered as a trademark, the letter "e" was removed from the word "blue".

The high storage capacity of the Blu-ray Disc suits high definition videos and slideshows in high quality perfectly, since these are characterized by large file sizes (depending on material approximately 40 MB/sec) and very high memory use. The MPEG-2 codec is used to create video.

Companies that were involved in developing Blu-ray technology have united themselves into the Blu-ray Disc Association (BDA).

### Blu-ray Discs come in three varieties:

- Only readable **BD ROM** (comparable to DVD video),
- rewritable **BD-RE** (comparable to DVD±RW or DVD-RAM),
- and as a disc that can be written to only once **BD-R** (comparable to DVD±R).

## AVCHD disc

Use this format to create a high-resolution video. You can burn Blu-ray (BD-R/RE) blanks as well as conventional DVD±R/RWs. In contrast to Blu-ray Discs (view page 209), MPEG-4/AVC codec (view page 194) is applied as the video format, which requires less memory at a comparable image quality.

### Compatibility

**AVCHD disc on Blu-ray blank:** Since this is a BD-conformant format, the disc created can be played back in any conventional Blu-ray player. Playback problems can almost always be traced to incompatibilities between Blu-ray blanks and Blu-ray players. In this case, consult the instructions for your Blu-ray player or ask the manufacturer which blanks are compatible with the device.

**AVCHD disc on DVD blank:** The DVDs created with AVCHD video are not supported by all Blu-ray players. The behavior of the devices is quite different. Normal DVD players cannot replay AVCHD discs, since the AVC format is not supported.

For this, the playback device needs to be able to support the following formats:

- AVCHD disc: AVCHD 1.0
- AVCHD disc with 50p frames: AVCHD 2.0

## If you still have questions

### Tips for Program Help

When the program is open, you can access the Help feature by pressing F1 on your keyboard. The program Help contains tips on how to use the program and lots of additional information. Many important terms are indicated in the text in italics. Simply click on these terms for a more detailed explanation of what they mean.

**Context Help:** Press the "F1" key on your keyboard at any point in the open program and Help will open with the matching help topic.

**Search function:** This feature can be used to look for specific words in the Help section. Enter either the individual word or use logical operators (e. g. OR, AND, NEAR) to refine your search if you have several search words.

- **OR** (between two words): all topics which contain both words or one of the words will be listed.
- **AND** (between two words): only those topics will be listed which contain both words.
- **NEAR** (between two words): only those topics will be listed which contain both words. A maximum of 6 additional words are allowed between two search words.
- **NOT** (before a word): topics which contain this word will **not** be listed.

**Print:** The print function can be used to print out specific Help topics or entire topic sections. The print button is located at the very top of the toolbar in the Help window.

### MAGIX News Center

The MAGIX News Center features links to current online tutorials and tips & tricks on the software application examples. The "News" is indicated by color according to content:

- Green indicates practical tips & tricks for the software
- Yellow reports the availability of new patches and updates
- Red for special offers, contests and questionnaires

If no new messages are present, the button will appear gray. When the MAGIX News Center is clicked, all of the available information will be displayed. Click the messages to reach the corresponding website.

# Glossary

## A

### audioid

audioid is a process used to determine the title and artist name base on musical properties. An Internet connection is required to access the audioid database.

### AVI

The AVI format (**Audio Video Interleaved**) isn't actually a proper video format! Rather, it is a so-called "container" for which the conventions for transferring audio and video files to the program are only loosely defined. More in this topic can be found in General notes on AVI videos. (view page 207)

## B

### Browser

A browser (also known as web browser, or Internet browser) is a computer program that displays websites. The best-known browsers are Internet Explorer, Firefox, Safari, and Opera.

### Button

Refers to an element of the graphic user interface of a program. The button initiates an action in the program via left mouse click.

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Refers to an element of the graphic user interface of a program. The button initiates an action in the program via left mouse click.

## C

### Cache

Simply stated, this is a temporary folder where frequently accessed files are saved so that they can be quickly launched while you are working.

### CC

CC stands for "Connectivity Co-ordination" and describes how the change of a domain name from one provider to another occurs (domain transfer).

## CDA

Short for "audio CD" produced in accordance with the so-called "Red Book" standard. It contains audio files (music) and can be played in CD-ROM drives as well as in regular CD players in stereos.

## Clip level

Signifies the volume level at which the recorded signal is overmodulated, or "clipped".

## Clipboard

The clipboard is used to temporarily store objects during execution of commands like "copy" and "cut".

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The clipboard is used to temporarily store objects during execution of commands like "copy" and "cut".

## Context menu

Context menu can be reached by right clicking on a selected object. It offers functions which are available and can be expected in the given context.

## Copyright

Protection of intellectual and creative property against unauthorized copying.

## Copyright

Protection of intellectual and creative property against unauthorized copying.

## CPU

**Central processing unit:** The name for the main processor of the computer (CPU). Modern computers have even two or more processors, or one processor with several cores.

## D

## Dialog

A dialog opens in a new window and lets the user interact with the program. This means that the dialog can present information to the user and/or expects to receive input from the user.

A dialog can contain various user elements which can be manipulated by a simple mouse click. Keyboard entries are also possible.

## Disc project

A project includes everything that you want to put on your CD and DVD. This normally contains one or more slideshows and includes a menu structure/menu design which allows you to choose a slidehsow later on the CD or DVD.

## Disc types

The disc types determines the format and medium (CD, DVD, Blu-ray disc, etc.) to which the current project will be burned.

## DNS

The abbreviation DNS stands for Domain Name Service and refers to a provider of Internet services that registers domain names for customers.

## Domain

A domain is the website's Internet address. It consists of the name of the Internet protocol (usually `http://`), the computer or network name (such as `www`), the second-level domain (such as `magix`), and the top level domain (like `.com`, `.net`).

Altogether we have: `protocol://networkname.second-level-domain.top-level-domain` (such as "`http://www.magix.com`").

Domains are allocated by a country's so-called NIC (Network Information Center). In Germany the DENIC is responsible for the release of domains.

## Domain transfer

See CC. If you already have a domain, you can move it from your previous provider to another provider.

## Drag & drop

Enables files and objects to be moved freely between various applications (or within an application) by dragging the object and letting it drop using the mouse cursor.

## F

### Fader

Used for visual input of values. Similar to volume control on a mixing board, you can control various parameters by sliding the fader. A very common example for this is the zoom slider that lets you see a picture in more detail.

### Field

A half-image, two of which combine to produce a frame (see interlace).

### Flip menu

Drop down menus create menus consisting of lists of selectable choices. They look very similar to text input fields, but have a button with a downward-pointing symbol on the right-hand side.

### Frame

A frame is a single image from a video sequence which also called a full image.

A PAL video contains 25 frames per second; NTSC contains 29.97 frames.

## H

### Handles

Handles are the five little rectangles at the edges of selected objects. All curve points can be moved by holding down the left mouse button.

**Length handles:** Bottom right and bottom left. You can use them to change the length of an object.

**Transition/Fade handles:** Top right and top left. These can be used to softly fade an object in or out.

**Volume/Brightness handle:** Above-center. You can use it to adjust the volume or the brightness.

### Hard disk

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

## Hard disk drive

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

## Hardware

The all-encompassing name for all internal components of a computer. For example hard disk, graphics card, mainboard, etc. External peripheral devices are also considered hardware, i.e. printer, scanner, monitor, etc. The synchronization of single hardware components is coordinated by the software.

## HDD

Storage medium with the largest storage capacity where the operating system(s), programs, and files are saved. A hard disk can be built into the computer, but there are also external hard disks which can be used with different computers via a USB connection (portable drives or external hard disk).

## HDTV

This acronym stands for "**H**igh **D**efinition **T**ele**v**ision.

## HTTP

Stands for Hyper Text Transfer Protocol and is used for transferring websites onto the Internet (from web server to the browser). For this reason, the abbreviation **http://** always comes before the Internet address. This is automatically inserted and does not have to be entered when entering the Internet address.

## Hyperlink

Hyperlinks (or in short "links") are references to other websites/online documents (or other computer networks). They build the base of the World Wide Web (WWW) as it is only via these hyperlinks that networking or interlinking between the billions of website out there is actually possible.

## I

### ID3 tags

ID3 tags contain title information that can be added to a music title. This includes the title, artist, album, as well as the genre, year of release, and other criteria that can help searching through a database. The database is created using this information.

**Info:** Title information will only be saved for MP3s in the so-called ID3 tags (Identify an MP3), but other formats offer similar possibilities, like "Vorbis comment" for the OGG Vorbis format, for example.

## Image

An image is a representation of a CD, DVD, hard drive, or another storage medium that is saved as a file.

The difference from a copy or backup is that an image contains information about the structure of the original storage medium, and not just individual files. This enables 01:01 copies of complete storage media to be created.

**Caution!** Copyright laws forbid copying of commercial CDs/DVDs, and for this reason, this process can be prohibited by copy protection.

## IMAP

Stands for Internet Message Access Protocol and is an advanced process of receiving emails.

## Interlace

Describes the creation of a full image from 2 half-images (fields).

In this process, even and odd lines are alternately assigned to one of the two fields.

The human eye perceives both of the projected half-images as a single full image, so that despite the slow image repetition rate (25 Hz for PAL, 29.97 for NTSC) a subjectively fluid image is seen.

## Intro

"Intro" means the introduction or opening credits of a movie.

## J

### jpx

A format developed by MAGIX which is used for photo editing. It enables free experimentation with effects without altering the original file. The effects settings are also displayed when the photos are opened using a different MAGIX program.

## M

### Menu

Menus contain practically all the program functions. They can be opened using a simple mouse click on the corresponding menu. Keyboard shortcuts, if available, are also found at the end of menu entries.

The graphical surface of a CD/DVD will also be represented as a menu.

### Menu bar

Almost every program has a menu bar. It can normally be found underneath the title line of the program. A simple mouse click opens a corresponding menu.

### MIDI

MIDI files do not contain the actual sounds like audio files, but only the note control information which can be interpreted during playback by the synthesizer chip on the sound card or an external synthesizer.

### Motherboard

This is the centerpiece of hardware components of a computer. All other hardware components like CPU, RAM, hard disk, additional drives, graphics cards, as well as other cards for specialized uses are connected to the motherboard.

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### MOV

MOV is a video and audio format developed by Apple, which has since become widely used with Windows. QuickTime supports lots of compression technology, which make it possible to optimize audio and video and even graphics for the Internet and multimedia/video applications. Conventional (hardware) DVD players are not able to play this format.

## MP3

MP3 (actually MPEG-1 layer 3) is currently the most important standard for compressing audio files.

## MPEG

MPEG is short for "Moving Picture Experts Group" and refers to a committee concerned with the standardization of video and audio data compression as well as container formats.

## MS audio

A process developed by Microsoft for compressing audio files with properties similar to those of MP3.

## MXV

This is the MAGIX video format for quicker processing with MAGIX products. It offers very low loss of quality, but it cannot be played via conventional DVD players.

## **N**

### Noise Sample

Sample of a noise that is to be removed

### NTSC (USA, Japan)

NTSC stands for "**N**ational **T**elevision **S**ystems **C**ommittee". This is a US institution that defined the first color carrier system for TV which is now used in most of America and some East Asian countries.

The image repetition rate for NTSC is 29.97 Hz.

### Numeric keypad

Also known as the numpad, or the number block.

## **O**

### OGG VORBIS

This is a new, royalty-free format with similar properties to MP3.

## P

### PAL (Europe)

Phase **A**lternating Line, or **PAL**, is a process for color transmission for analog TV that is primarily used in Europe, but also in Australia, South America, and many African and Asian countries.

The image repetition rate for PAL is 25 Hz.

### Play marker

The play marker is a red vertical line which moves from left to right during playback. It indicates the current play position.

### Playlist

Arrange your songs in playlists from various sources in different formats and in whatever way you like, sometimes updated daily.

**Important:** Playlists are only links to songs on your hard drive or in your CD drive.

When you add a song to your playlist whose real source is a CD in your computer's drive, the song will no longer be playable when the CD is removed from the drive.

Similarly, when you move a folder on your hard drive, the playlist will no longer be able to play the song, since the link is no longer valid.

For the latter, however, there is a simple solution: If you know where the song has been saved, then you can redefine the path. A corresponding dialog window is provided for this purpose. You can reset the path by navigating through the Explorer folders. The playlist is now correct once again.

### Plug-in

Plug-ins are additional programs that expand the functionality of the main program. They are inserted into the main program.

### Podcast

Think of a podcast as something like a radio station on the Internet. Regular Internet radio stations "transmit" in real time, which means that you can simply listen to the program that's playing and edit it. Podcasting is different. The programs are preproduced and loaded to an Internet server for downloading. As a listener you can subscribe to the podcast and the files will be downloaded at a specified time for you to listen to them whenever you like, for example on the go via your portable player.

## Podcasting

Podcast is the name for a relatively new Internet transfer form. It is made up of "pod" from "iPod", the name of a popular portable MP3 player, and the term "casting" for broadcasting content to a wide group of listeners/viewers.

A podcast is therefore something like an online radio station. "Broadcasting" web radio stations means you can only listen to and record the currently broadcast radio station. Podcasting is different. You as the listener can **subscribe** to the podcast and the files will be downloaded at a specific time and you can listen to them whenever you like, for example, on the move with your portable player. The shows are pre-produced and placed on an Internet server for download.

## POP3

Stands for Post Office Protocol (version 3) and is used in standard email programs for receiving email (for example, Outlook Express). POP3 enables email to be collected by the provider's email server and loaded into your email program.

## Project

A project includes everything that you want to put on your CD and DVD. This normally contains one or more slideshows and includes a menu structure/menu design which allows you to choose a slidehsow later on the CD or DVD.

## Project

A "Disc project" includes everything that you want to put on your CD and DVD.

This normally contains one or more movies and includes a menu structure/menu design which allows you to choose a movie later on the CD or DVD.

## Provider

A provider or ISP (Internet Service Provider) offers Internet services like webhosting or domains (DNS). In relation to the MAGIX Website Service, MAGIX is the provider.

## R

### RAM (Random Access Memory)

This is a hardware component of a computer. RAM is needed to temporarily save files. This type of storage is erased when the computer is shut down or reset. The larger this storage is, the faster you can work with programs to change and save files.

## Ratio

The aspect ratio is the ratio between the height and width of a rectangle. In practice these are photos, screens or projection screens. This method can also be used to describe the aspect ratio of pixels.

Here are some examples of typical aspect ratios: at home **4:3**, **16:9** (typical for TV sets), or **16:10** (widescreen flat screens, widescreen notebooks), **3:2** for 35 mm films and photos. In cinemas you mostly find **1.85:1**

## Red Book

Specific standards have been established for the different CD types in order to unify their data structure and to make them compatible with the different CD drives. Their names refer to the color of the books where these standards were written.

The term "Red Book" is common language for the Compact Disc Audio Standard. The requirements listed here have to be observed for industrial CP production. Audio CD players only read CDs created according to the Red Book format. It is therefore necessary to first convert PC files into this format before writing them onto an audio disc compatible with any audio CD player.

## Restore

Restoration of files originating from a backup is called "Restoring".

## RM

RealMedia includes all of the media formats from software developer RealNetworks. RealMedia especially refers to the "RealVideo" video format and the "RealAudio" sound format. The quality of RealVideo files is comparably good at high compression rates, but does have some loss of quality. These formats cannot be played back by (hardware) DVD players.

## S

### Screenshot

A screenshot is an image composed of all visible screen elements (messages, open dialogs, etc.) at a certain time. By pressing the "Print screen" key on the keyboard, this image is saved into the clipboard. Next, open a program which can edit images and select "Insert" (shortcut "Ctrl+V") in a new document to add the screenshot for editing and saving.

Note: Press "Alt + Print screen" on the keyboard to capture the active window only.

## Slider

Used for visual input of values. Similar to volume control on a mixing board, you can control various parameters by sliding the fader. A very common example for this is the zoom slider that lets you see a picture in more detail.

## Slideshow

An arrangement of various objects (photos, text, sound, etc.) is called a slide show. Slideshows can be saved separately as "MVM" files.

## SMTP

Stands for Simple Mail Transfer Protocol and enables the exchange of emails across computer networks.

## Software

The name for all non-physical functional components of a computer. This primarily includes computer programs and files that are meant to be used by computer programs.

## Submenu

Along with normal entries, a menu can contain submenus that offer additional functions. These provide a better overview of the menus.

## Super Video CD (SVCD)

The Super Video CD (SVCD) is a technological advancement of the video CD. SVCDs are also like VCD-specified CD-ROMs which can be played using either a Super Video CD player (connected to the television), or directly with the CD-ROM drive of a computer. Many DVD players can also play SVCDs. MPEG-2 and the increase of the data transfer rate makes it hard to tell videos from videos in DVD quality apart.

**Resolution:** SVCDs use the better MPEG-2 encoder in a standardized resolution of 480 x 576 (PAL). The MPEG-2 format offers a maximum resolution of up to 720 x 576 points and improved compression methods characterized by excellent image definition and homogeneity.

**Hard disk capacity:** An average 90-minute movie must be spread across 3 CDs. On one SVCD you can get about 30 minutes of good-quality movie.

**Encoder setting:** Compared to the VCD with 1.3, the data transfer rate is doubled to 2.6 Mbit/s.

MPEG-2 format introduces the so-called variable bit rate (VBR). In contrast to the constant bit rate (CBR) of the MPEG-1 encoders, this encoder has the option of using more bits for movement-intensive sections, as well as saving bits if picture content remains the same.

## T

### Toolbar

Here you will find small buttons that provide a function when clicked. For example, you can cut out a selected object by clicking on the scissors.

### Toolbar

All basic functions of the corresponding program can be found here. The corresponding functions can be called up via mouse click.

### Top-level domain

Top-level domains (TLD) are always those separated by a dot at the end of an Internet address (for example, "http://www.magix.com" < here, .com is the top-level domain). Among these are also country top-level domains, such as .co.uk, .us, .de as well as so-called generic top-level domains like .net, .org, .biz, and so on.

### Traffic

Traffic (data transmission) occurs within your MAGIX Website Service as soon as data is transferred across the Internet: for example, when uploading or downloading files to your website or when someone else opens your website.

## U

### Universal Plug & Play; UPnP

Universal Plug 'n' Play (UPnP) is a network protocol which enables data exchange between different devices (PCs, hi-fi systems, video cameras, PDAs, and web servers). UPnP allows various devices to participate in network-wide communication, i.e. the initialization of functions and other device functions. Long-winded configuring or installing of drivers is not required as the devices can handle their own functions and data sources by themselves. Find out more at [www.upnp.org](http://www.upnp.org).

**Hint:** To work with UPnP you have to activate it first. This can be found under "Options" ("Y" -> UPnP).

## URL

URL stands for Uniform Resource Locator and describes where a source can be found online (for example, a website). The address or the path to the storage location of a file on your computer is known as a URL. Often the term URL is used as a term for the domain. The URL for the MAGIX website is: <http://www.magix.co.uk>

## V

### VST and DirectX plug-ins

Plug-ins are additional programs that expand the functionality of the main program. They are inserted into the main program.

Two standards exist for audio editing: VST (Steinberg) and DirectX (Microsoft). VST has asserted itself stronger in the current market.

## W

### Wave file

Wave (\*.WAV) is a standard uncompressed audio format.

### Webhosting

This means that an Internet Service Provider makes domains and webspace available to its customers. With the MAGIX Website Service, MAGIX provides webhosting to its customers.

### Webmail

Webmail enables the customer to view and receive the contents of their email inbox without having to install email software on their computer. Customers of the MAGIX Website Service can use MAGIX Webmail for this.

### Webmaster

A webmaster is responsible for the administration and maintenance of a website. Often, the webmaster is also the owner of the website as well as the domain that belongs to it. Once you have registered a domain in the MAGIX Website Service, an email account will automatically be set up, for example: "mailto:webmaster@domainname.co.uk".

### Webserver

Webserver refers to the computer on which your host saves your website's pages and which makes your pages accessible on the Internet 24-hours a day.

## WMA

A process developed by Microsoft for compressing audio files with properties similar to those of MP3.

## WMV

Windows Media Video (WMV) is a trademark video codec from Microsoft. If you have Windows installed on your PC, then playing WMV files shouldn't be a problem. Only a few (hardware) DVD players are able to play this format. Read more about this in your DVD player's manual.

This video format is very good for web videos as it allows relatively high compression rates.

## World Wide Web (WWW)

WWW stands for "World Wide Web" and is the most used service of the Internet. On the WWW, web browsers (for example, Internet Explorer) are used to display information via websites. The process is colloquially called "Surfing the Internet".

## Z

### Zip

ZIP is a file format for archiving your files. The original file is reduced and then restored to its original size after it is unpacked without losing any quality.

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