



REDLINE™

OPERATION GUIDE

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REDLINE™ OPERATION GUIDE

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Build 261 and Higher

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INTRODUCTION

REDLINE is a software application for Apple Macintosh or Microsoft Windows-based PCs that performs transcoding and pre-editorial image manipulation of footage recorded in REDCODE® Raw file format.

REDLINE is a non-destructive application. Camera original files are left untouched regardless of how they are translated or manipulated in REDLINE. Thus you always retain the option of returning to the camera original files to transcode, scale, and color correct or crop the footage from “scratch.”

With REDLINE you can translate footage shot in REDCODE RAW file (.R3D) format into any number of file formats and codecs acceptable to virtually all non-linear editing systems in use today.

HOW REDLINE IS USED

Footage is shot using a RED digital cinema camera onto external media devices such as REDFLASH, RED-DRIVE or RED-RAID.

REDLINE is used to convert the native .R3D™ files into file formats usable for non-native offline editorial such as QuickTime or Avid.

For non-native finishing, offline information is sent to REDLINE which creates full-resolution frames in a usable format such as DPX or TIFF of the necessary shots.

SYSTEM REQUIREMENTS

REDLINE is compatible with the following computer platforms:

MAC®

Intel® processor, system OS 10.5 or above, with 1GB disc drive free space and 2GB RAM

WINDOWS®

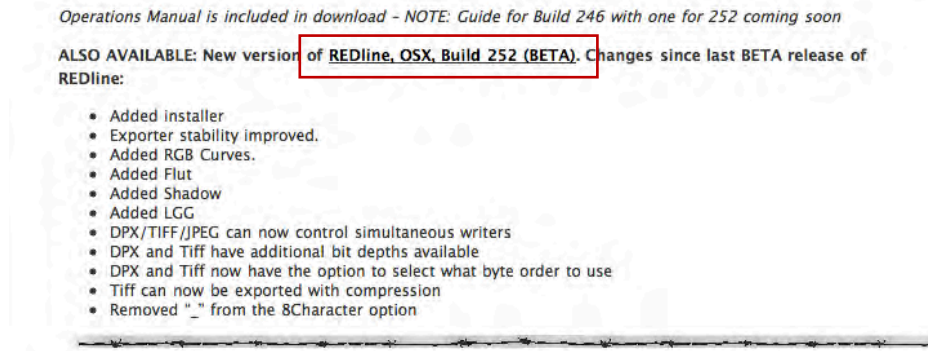
Microsoft Windows® XP or above, with 1GB disc drive free space and 2GB RAM.

DOWNLOAD AND INSTALL

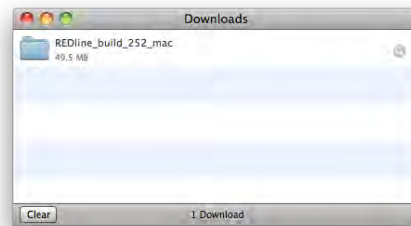
REDLINE is located at http://www.red.com/support/release_history/2196541.

MAC

1. Scroll down release notes and locate “*ALSO AVAILABLE: New version of REDline, OSX, Build 252 (BETA). Changes since last BETA release of REDline:*”

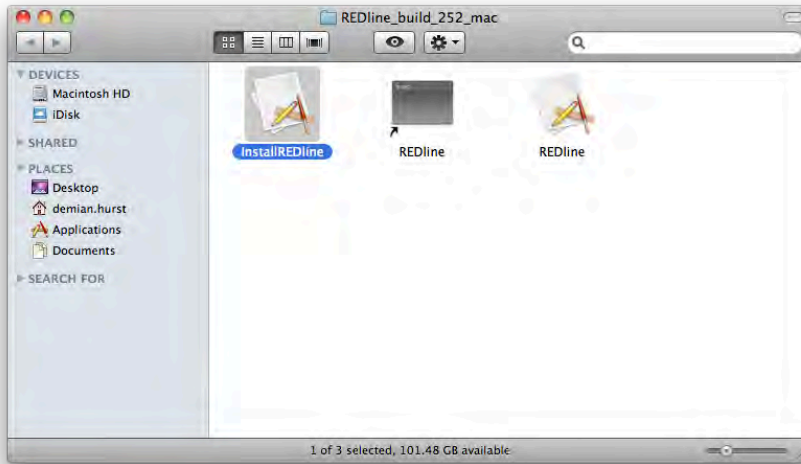


2. Click on **REDline, OSX, Build xxx (BETA)** to download REDLINE.
3. The download will start automatically.
4. Once the file is downloaded, click on the **REDline_build_xxx_mac** file in the downloads folder to unzip REDLINE.



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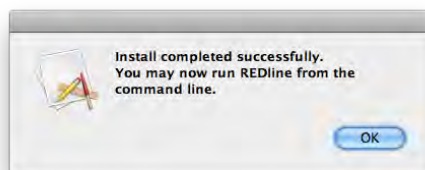
5. Double click on InstallREDline to install REDLINE.



6. You will be prompted that REDLINE will be installed to /usr/sbin and that it will be accessible through the command line. Click “Install” to continue with installation.



7. When installation is complete, a dialogue box will open indicating installation has been successful and you may now run REDLINE through the command line.

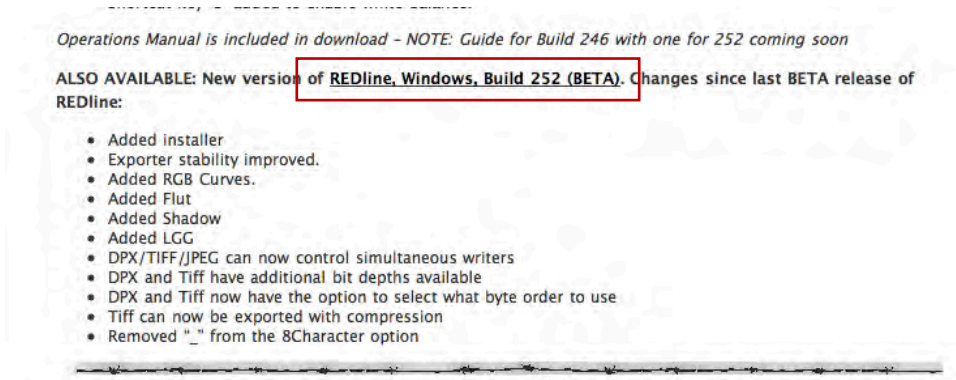


NOTE: REDLINE must be launched through the command line.

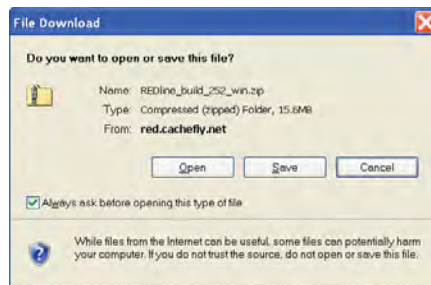
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WINDOWS

1. Scroll down release notes and locate “*ALSO AVAILABLE: New version of REDline, Windows, Build 252 (BETA). Changes since last BETA release of REDline:*”



2. Click on **REDline, Windows, Build xxx (BETA)** to download REDLINE.



3. You will be prompted to select a location to download the application.
4. Once the file is downloaded, locate and double click on the REDline_build_xxx_win.zip file to open the REDLINE zip file.
5. Choose “Extract all files” on the upper left.
6. When the Extraction Wizard runs, you will be prompted for a location to unzip the files to.
7. Locate and open the unzipped REDline_build_xxx_win folder.
8. Double click on REDline.exe to install REDLINE.

9. A security warning window may open, select “Run” to continue.



10. A command window will open for a short time while installing REDLINE to your computer.
11. After the command window closes, installation is complete, and you may now run REDLINE through the command window.

NOTE: REDLINE must be launched through the command window.

LAUNCHING REDLINE

MAC

1. Open a Terminal window.
2. At the command line, type redline.
3. Press Enter. The available commands similar to [REDLINE COMMANDS](#) will be displayed in the Terminal window.
4. You may now input commands as listed under [REDLINE COMMANDS](#) to manipulate. Refer to [SAMPLE WORKFLOW](#) for details.

WINDOWS

1. Open a command window.
 - a. Go to “Start” menu and select “Run”.
 - b. Type in “cmd” and select “OK”. A command window will open.
2. At the command line, type in “cd” with a space afterwards, then type in the exact location of where the REDLINE application was unzipped and installed.

NOTE: For this example we will assume REDLINE was installed at the desktop level. User will be the current user on the machine.

We will type in:

```
cd C:\Documents and Settings\user>cd C:\Documents and Settings\user\Desktop\redline\REDline_build_247_win\REDline_build_247_win
```

3. Press Enter.
4. The new path shown in the command window will be C:\Documents and Settings\user\Desktop\redline\REDline_build_247_win\REDline_build_247_win>
5. You may now input commands as listed under [REDLINE COMMANDS](#) to manipulate. Refer to [SAMPLE WORKFLOW](#) for details.

SAMPLE WORKFLOW

The command line will contain all information to locate the file, directory to save the file, desired filename, and desired modifications to the file. Refer to [REDLINE COMMANDS](#) for all available commands.

IMPORTANT: REDLINE is case sensitive. Use care when typing your paths, file names and commands.

NOTE: The first string of text is the clip location and name, the second string of text is the destination folder, (in these examples a folder created on the desktop), the third string of text is the desired filename.

NOTE: On MAC instead of typing /Users/user.name/Desktop you can type ~/Desktop.

EXPORT TIFF

Here is an example workflow for creating a 2K Tiff from an R3D file located in a directory on the desktop, to a specific location, with a specific file name, specific format, resolution, and *in and out* point.

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir  
/Users/user.name/Desktop/test -o test_file --format 1 --res 2 --start 344 -  
-end 344".
```

NOTE: For this example, the command line has an in point (--start) of frame 344 and an out point (--end) of 344 to render just one frame. You can do multiple frames at once if you prefer, although it is recommend viewing them as soon as you create them. If you run into something strange, you can skip that frame and run it again.

EXPORT DPX

Here is an example workflow for creating a DPX file from an R3D file located in a directory on the desktop, to a specific location and a specific file name.

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir  
/Users/user.name/Desktop/test -o test_file --format 0".
```

EXPORT QUICKTIME

Here is an example workflow for creating a QuickTime file from an R3D file located in a directory on the desktop, to a specific location and a specific file name.

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir /Users/user.name/Desktop/test -o test_file --format 11".
```

EXPORT AVID MXF

REDLINE cannot export to AVID; however you can use a preset from REDCINE-X to do so. Refer to [EXPORT WITH PRESET FROM REDCINE-X](#).

EXPORT WITH PRESET FROM REDCINE-X

Here is an example workflow for using REDCINE-X presets to create a file from an R3D file located in a directory on the desktop, to a specific location and a specific file name.

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir /Users/user.name/Desktop/test -o test_file --exportPreset (Enter Preset Name)".
```

NOTE: If your preset specifies an output directory, then specifying it using this command line overrides the preset one.

CREATING A CSV

This does not actually create a CSV file; it outputs the metadata in a CSV format.

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir /Users/user.name/Desktop/test -o test_file --printMeta 2".
```

PRINT METADATA

1. Launch REDLINE. Refer to [LAUNCHING REDLINE](#).
2. Create a destination folder that your modified files will be saved to.
3. In the command line type:

```
"redline --i /Users/user.name/Desktop/A014_C001_0209H8_002.R3D --outDir /Users/user.name/Desktop/test -o test_file --printMeta 1".
```

REDLINE COMMANDS

ARGUMENT LEGEND

In the “Input Command” column, the following arguments are listed. This will be where the variables described in the “Description, Desired Action and Options (if available)” column will be entered.

IMPORTANT: REDLINE is case sensitive. Use care when typing your paths, file names and commands.

- “--” **Should** be entered before the command as shown, however in some cases only 1 may be necessary.
- **<filename>** - String that refers directly to file name
- **<name>** - String referring to any name.
- **<path>** - Similar to file name, only refers to directories, not direct file name.
- **<int>** - Integer - Any whole number.
- **<timecode>** - Refers to timecode structure.
- **<float>** - Floating Point - Any rational number.
- **<int list>** - Series of whole numbers separated by colons (:).

FILE SETTINGS

Input Command	Description, Desired Action and Options (if available)
-i <filename>	Input file (required)
-o <filename>	Output base file name
--outDir <path>	Output directory path
--makeSubDir	Make a subdirectory for each output
--exportPreset <name>	Load settings from an export preset: Default = none
--presetFile <filename>	The file to load export presets from: MAC Default = /Users/user/Library/Application Support/Red/RedCineX/UserExportPresets.xml Windows Default = C:/Documents and Settings/user/Local Settings/Application Data/Red/RedCineX/Presets/UserExportPresets.xml

FORMAT SETTINGS

Input Command	Description, Desired Action and Options (if available)
--format <int>	Output formats: • DPX = 0 - Default • Tiff = 1 • QT wrappers = 10 • QT transcode = 11
-w <int>	See format
--res <int>	Render resolution: • Full = 1 - Default • Half high = 2 • Half normal = 3 • Qtr/fast = 4 • Eighth = 8
-R <int>	See res
--colorSciVersion <int>	Color science version: • Current version = 0 - Default • Version 1 = 1 • Version 2 = 2 NOTE: the current version will always be used if the clip was created with a Mysteryum-X™ sensor or later.

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FRAME SETTINGS

Input Command	Description, Desired Action and Options (if available)
--start <int>	Start frame
-s <int>	See start
--end <int>	End frame
-e <int>	See end
--frameCount <int>	Number of frames to output, takes precedence over --end
--startTC <timecode>	Start TC as "00:01:00:00"
-S <timecode>	See startTC
--endTC <timecode>	End TC "00:01:00:00"
-E <timecode>	See endTC
--useEC	Use Edge Code instead of Time Of Day/EXT TC
--renum <int>	New start frame number or -1 for timecode as frame count from 00:00:00:00 i.e. 00:00:02:00 = frame 48 @ 24fps
-V <int>	See renum

CROP AND SCALE SETTINGS

Input Command	Description, Desired Action and Options (if available)
--resizeX <int>	Resize to X dimension - Default = none
--resizeY <int>	Resize to Y dimension - Default = none
--fit <int>	Fit source to: • 1 = fitX - Default • 2 = fitY • 3 = StretchXY • 4 = fitX 2xdesqueeze • 5 = fitX .9 • 6 = fitY .9
--cropX <int>	Crop demosaiced source before resize using origin X - Default = no crop
--cropY <int>	Crop demosaiced source before resize using origin Y - Default = no crop
--cropW <int>	Crop demosaiced source before resize using Width - Default = no crop
--cropH <int>	Crop demosaiced source before resize using Height - Default = no crop
--filter <int>	Filter using: • 1 = Bell (smoother) • 2 = Lanczos3 (sharper) • 3 = Quadratic (smoother) • 4 = Cubic-bspline (smoother) • 5 = CatmulRom (sharper) - Default • 6 = Mitchell (smoother) • 7 = Gauss (smoother) • 8 = WideGuass (smoothest)

METADATA SETTINGS

Input Command	Description, Desired Action and Options (if available)
--useMeta	Use look metadata in R3D as defaults (overridden for each value explicitly set)
--loadRSX <filename>	Use look metadata in RedAlert! ® RSX file.
--useRSX <int>	Use RMD for defaults (falls back to RSX if no RMD exists): • 1 = color+in/out • 2 = color only NOTE: Overridden for each value explicitly set. If both useMeta and useRSX are selected, RMD/RSX takes priority. In/out doesn't impact QT wrappers.
--useRMD <int>	See useRSX
--printMeta <int>	Print out metadata settings: • 0 = header • 1 = normal • 2 = csv • 3 = header+csv
--ALE <filename>	Saves an ale file with given filename.
--reelID <int>	• 0 = full name • 1 = FCP 8 Character

QUICKTIME SETTINGS

Input Command	Description, Desired Action and Options (if available)
--noClobber	Do not clobber an existing QT file. Add a _Sxxx for each new file. • clobber – Default • noClobber

QUICKTIME TRANSCODE SETTINGS

Input Command	Description, Desired Action and Options (if available)
--QTcodec <int>	QT codec to output: • 0 = ProResHQ - Default • 1 = Apple ProRes 422 • 2 = H264 • 3 = MJpegA • 4 = MJpegB • 5 = ComponentVideo • 6 = H263 • 7 = RawCodec • 8 = Pixlet • 9 = DVCPROHD720P • 10 = JPEG • 11 = Animation/RLE • 12 = Uncompressed 8-bit 4:2:2 • 13 = Uncompressed 10-bit 4:2:2 • 14 = AVID DNxHD • 15 = Black Magic RGB 10bit • 17 = AJA Kona 10bit Log RGB • 18 = AJA Kona 10-bit RGB

TEXT BURN-IN SETTINGS

Input Command	Description, Desired Action and Options (if available)
--burnIn	Turn on burn in.
--burnFrames <int>	Do burn in on (Default = all): • 0 = all frames • 1 = first • 2 = first + last • 3 = last
--burnFont <int> ¹	• Letter Gothic = 1 • Monaco = 2 • Courier = 3 • Lucida Type = 4 • Andale Mono = 5 • OCRA = 6 – Default • Orator Std = 7
--burnSz <float>	Height of text in percent of output height (Default = 5)
--burnBase <float>	Burn in Y location in percent of height (Default = 20)
--burnLL <int>	• Default = none • 1 = Reel/Filename • 2 = Frames • 3 = Frames in Edit • 4 = Frames in Src • 5 = Edge Code • 6 = EXT/TOD TC
--burnLR <int>	• Default = none • 1 = Reel/Filename • 2 = Frames • 3 = Frames in Edit • 4 = Frames in Src • 5 = Edge Code

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	• 6 = EXT/TOD TC
--burnUL <int>	• Default = none • 1 = Reel/Filename • 2 = Frames • 3 = Frames in Edit • 4 = Frames in Src • 5 = Edge Code • 6 = EXT/TOD TC
--burnUR <int>	• Default = none • 1 = Reel/Filename • 2 = Frames • 3 = Frames in Edit • 4 = Frames in Src • 5 = Edge Code • 6 = EXT/TOD TC
--burnTxtR <float>	Text red channel • Default = 1.0 • Range = 0 – 1.0
--burnTxtG <float>	Text green channel • Default = 1.0 • Range = 0 – 1.0
--burnTxtB <float>	Text blue channel • Default = 1.0 • Range = 0 – 1.0
--burnTxtA <float>	Text alpha channel • Default = 0.8 • Range = 0 – 1.0
--burnBgR <float>	Background red channel • Default = 0.5 • Range = 0 – 1.0

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--burnBgG <float>	Background green channel • Default = 0.5 • Range = 0 – 1.0
--burnBgB <float>	Background blue channel • Default = 0.5 • Range = 0 – 1.0
--burnBgA <float>	Background alpha channel • Default = 0.5 • Range = 0 – 1.0

¹ – Fonts under the --burnFont command are not distributed by RED. Those fonts must be installed manually. Go to [HELP COMMANDS](#) for additional information on Fonts required.

COLOR/GAMMA SPACE SETTINGS

Input Command	Description, Desired Action and Options (if available)
--gammaCurve <int>	Gamma curve: • -1 = Linear • 1 = rec709 • 2 = sRGB • 3 = REDlog • 4 = PDLog985 • 5 = PDLog685 • 6 = PDLogCustom • 14 = REDspace – Default • 15 = REDgamma
-G <int>	See gammaCurve
--gammaCustom <float>	Custom gamma value – Default Off
-v <float>	See gammaCustom
--colorSpace <int>	Color space: • 2 or 11 = REDspace – Default is 2 • 0 or 12 = CameraRGB • 1 or 13 = rec709 • 14 = REDcolor • 15 = sRGB
-c <int>	See colorSpace
--detail <int>	Detail: • 1 = Leading Lady • 4 = Medium • 8 = High - Default
-d <int>	See detail
--OLPF <int>	OLPF Compensation (Default is Off): post sharpen • 1 = Low

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	• 50 = Medium • 100 = High
-D <int>	See OLPF
--NR <int>	Noise reduction: • 0 = Off • 1000 = Very Mild • 500 = Milder • 250 = Mild - Default • 100 = Medium • 50 = Strong • 10 = Max

COLOR SETTINGS

Input Command	Description, Desired Action and Options (if available)
--iso <int>	ISO • Default = 320 • Range = 100 to 2000
-I <int>	See ISO
--flut <float>	FLUT™ • Default = 0.0 • Range = -8.0 to 8.0
-F <float>	See FLUT
--shadow <float>	Shadow • Default = 0.0 • Range = -2.0 to 2.0
-W <float>	See Shadow
--kelvin <int>	Kelvin • Default = 5600 • Range = 1700 to 50000
-k <int>	See Kelvin
--tint <float>	Tint • Default = 0.0 • Range = -100 to 100
-t <float>	See Tint
--exposure <float>	Exposure • Default = 0.0 • Range = -12 to 12
-x <float>	See Exposure
--saturation <float>	Saturation • Default = 1.0

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	• Range = 0.0 to 2.0
-T <float>	See Saturation
--contrast <float>	Contrast • Default = 0.0 • Range = -1.0 to 1.0
-C <float>	See Contrast
--brightness <float>	Brightness • Default = 0.0 • Range = -10 to 50
-B <float>	See Brightness
--redGain <float>	Red Gain • Default = 1.0 • Range = 0.0 to 4.0
-r <float>	See redGain
--blueGain <float>	Blue Gain • Default = 1.0 • Range = 0.0 to 4.0
-b <float>	See blueGain
--greenGain <float>	Green Gain • Default = 1.0 • Range = 0.0 to 4.0
-g <float>	See greenGain
--drx <float>	DRX: Dynamic Range Extender • Default = .5 • Range = 0.0 to 1.0
-X <float>	See DRX

PRINT DENSITY SETTINGS

Input Command	Description, Desired Action and Options (if available)
--pdBlack <int>	Black point • Default = 95 • Range = 0-511
--pdWhite <int>	90% White point • Default = 685 • Range = 512-1023
pdGamma <float>	Gamma • Default = .6 • Range = 0.0 to 2.2

CURVE SETTINGS

Input Command	Description, Desired Action and Options (if available)
--black <float>	Black Level • Default = 0 • Range = 0 - 100
--white <float>	White Level • Default = 100 • Range = 0 - 100
--blackX <float>	¹ Curve black point X value • Default = 0 • Range = 0 - 100
--blackY <float>	¹ Curve black point Y value • Default = 0 • Range = 0 - 100
--toeX <float>	¹ Curve toe point X value • Default = 25 • Range = 0 - 100
--toeY <float>	¹ Curve toe point Y value

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	• Default = 25 • Range = 0 - 100
--midX <float>	¹ Curve mid-point X value • Default = 50 • Range = 0 - 100
--midY <float>	¹ Curve mid-point Y value • Default = 50 • Range = 0 - 100
--kneeX <float>	¹ Curve knee point X value • Default = 75 • Range = 0 - 100
--kneeY <float>	¹ Curve knee point Y value • Default = 75 • Range = 0 - 100
--whiteX <float>	¹ Curve white point X value • Default = 100 • Range = 0 - 100
--whiteY <float>	¹ Curve white point Y value • Default = 100 • Range = 0 - 100
--lumaCurve <int list>	Luma curve point values ² • Default = 0:0:25:25:50:50:75:75:100:100
--redCurve <int list>	Red curve point values ² • Default = 0:0:25:25:50:50:75:75:100:100
--greenCurve <int list>	Green curve point values ² • Default = 0:0:25:25:50:50:75:75:100:100
--blueCurve <int list>	Blue curve point values ² • Default = 0:0:25:25:50:50:75:75:100:100

¹ – This function has been deprecated and should be avoided. Refer to lumaCurve settings.

² – For complete details of these settings refer to [HELP COMMANDS](#).

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DPX SETTINGS

Input Command	Description, Desired Action and Options (if available)
--byteOrder <int>	DPX Byte Order: • 0 = LSB - Default • 1 = MSB
--bitDepth <int>	DPX Bit Depth: • 10 – Default • 16
--maxWriters <int>	DPX Max Simultaneous Writers [default = 10, range = 1-16]

MISC SETTINGS

Input Command	Description, Desired Action and Options (if available)
--help	Displays information for available commands similar to REDLINE COMMANDS . For complete information, refer to HELP COMMANDS .
-?	See Help
--verbose	Enables verbose output for log files.
--errorsOnly	Displays only errors.
--silent	Disables all output except the most vital.
--logFile <filename>	File to log output into.
--noRocket	Turns rocket support off even if it's available.

HELP COMMANDS

Input Command	Description, Desired Action and Options (if available)
--help burnFont	Lists font file names for each font that needs to be installed on your computer for the --burnFont command to run properly. • LetterGothic: "LetterGothicStd.otf" • Monaco: "Monaco.ttf" • Courier: "COUR.ttf" • LucidaType: "microsoft/Lucida Console.ttf" • AndaleMono: "microsoft/Andale Mono.ttf" • OCRA: "ocra.otf" • OratorStd: "OratorStd.otf"
--help lumaCurve --help redCurve --help greenCurve --help blueCurve	Specify the curve using a colon delimited string of integers. From left to right, the values specified map to the following specification: blackX:blackY:toeX:toeY:midX:midY:kneeX:kneeY:whiteX:whiteY A blank entry will result in the corresponding default value being used. An incomplete specification will result in the corresponding default values being used. Examples: A complete specification, giving the full mapping: 0:0:27:29:50:62:72:68:100:100 Blank values map to defaults (toeX = 25, toeY = 25): 0:0:::50:62:72:68:100:100 An incomplete specification maps to defaults. The following is equivalent to 45:62:25:25:50:50:75:75:100:100 45:62

TROUBLESHOOTING

LOG FILES

NOTE: Log Files are available **ONLY** when performing an Avid® or QuickTime® export.

When a problem while using REDLINE occurs, you may be requested to send in the log files via e-mail to: redcinex@red.com. The log files will need to be located and compressed in size to send to the support team properly.

If you are requested to send log files, ensure you can recreate the problem and enable Verbose Logging to allow detailed log files to be created. Refer to REDLINE COMMANDS > [MISC SETTINGS](#).

LOCATING LOG FILES

Log files can be accessed as follows:

MAC

The log files will be located under:

(User folder)/Library/Application Support/Red/Redline/Logs

WINDOWS

The log files will be located under:

WINDOWS XP:

C:\Documents and Settings\ (User Folder) \Local Settings\Application Data\REDLINE\logs

WINDOWS VISTA® AND WINDOWS 7:

C:\Users\ (User Folder) \AppData\local\REDLINE\logs

COMPRESSING LOG FILES

The LOG FILE FOLDER will need to be compressed into a manageable size that can be sent via e-mail.

Log files can be compressed as follows:

MAC

1. Right-click on the logs folder.
2. Select COMPRESS "LOGS".
3. A LOGS.zip folder will be created in the same directory; send to: redcinex@red.com.

WINDOWS

1. Right-click on the logs folder.
2. Select SEND TO.
3. Select COMPRESSED (ZIPPED) FOLDER.
4. A LOGS.zip folder will be created in the same directory; send to: redcinex@red.com.

FONT ERROR MESSAGE DURING BURN-IN

Error Message:

```
redexport: export_client_listener: received message from client. 1
RedImageExporterToExternal::preProcessing complete and successful.
Unable to load font face: 4 - Text printing disabled.
```

Cause:

This particular message indicates the user does not have font #4 (Lucida Type) in their font folder and the font needs to be installed. The number will vary based on the font not installed.

- MAC Font Folder: root/Library/Fonts
- Windows Font Folder: C:\WINDOWS\Fonts

Refer to [HELP COMMANDS](#) under REDLINE COMMANDS for font filenames.

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