

PART 17

# Menu Descriptions



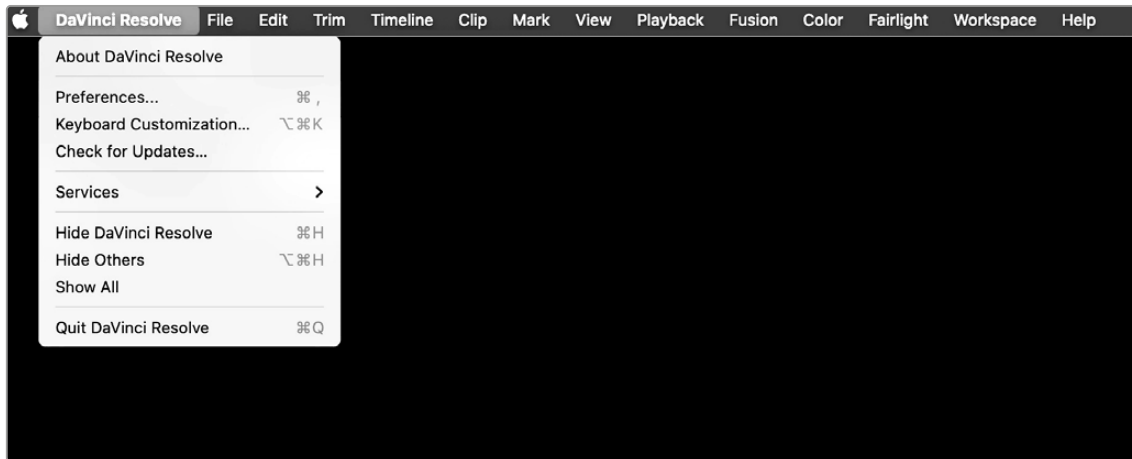
# Menu Descriptions

For ease of use navigating this manual, each menu item is listed here, and by clicking on the name of the menu function, you will be taken to the appropriate part of the manual that describes that function.

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# DaVinci Resolve Menu



## DaVinci Resolve

### **About DaVinci Resolve**

Opens the splash screen showing the installed version of DaVinci Resolve.

### **Preferences** – Page 87

Opens the System and User Preferences window.

### **Keyboard Customization** – Page 108

Opens the Keyboard Customization Window.

### **Check for Updates**

Checks to see if a newer version of DaVinci Resolve is available.

### **Quit DaVinci Resolve**

Exits the program.

## File

### **New Project** – Page 70

Creates a new project.

### **New Bin** – Page 434

Creates a new Bin.

### **New Smart Bins** – Page 317

Creates a new Smart Bin.

### **New Timeline** – Page 552

Creates a new timeline.

### **Close Current Timeline**

Closes the active timeline.

### **Save Project** – Page 80

Saves the current project.

### **Save Project As** – Page 80

Rename and create a copy of the current project before you save it.

### **Revert to Last Save Version** – Page 69

Opens the last saved version of the current project, discarding any changes made after that.

### **Import**

Tools for the importation of files and media into DaVinci Resolve.

- > **Bin** – Page 328
- > **Media** – Page 328
- > **Media from XML** – Page 317
- > **Timeline** – Page 329
- > **Fusion Composition** – Page 1049
- > **Subtitle** – Page 888
- > **Pre-conformed EDL** – Page 981
- > **Batch List From EDL** – Page 398

### **Import Project** – Page 70

Imports a DaVinci Resolve Project file (.drp).

### **Import Metadata To** – Page 355

Imports Metadata from a .csv file into DaVinci Resolve.

### **Export**

Tools for the exportation of files and media from DaVinci Resolve.

- > **Bin** – Page 328
- > **Timeline** – Page 329
- > **Subtitles** – Page 895
- > **Fusion Composition** – Page 1049

### **Export Project** – Page 69

Exports a DaVinci Resolve Project File (.drp).

### **Export Metadata From** – Page 355

Exports Metadata from DaVinci Resolve to a .csv file.

### **Quick Export** – Page 513

Opens the Quick Export Window.

### **Project Manager** – Page 69

Opens the Project Manager Window.

### **Project Settings** – Page 120

Opens the Project Settings Window.

### **Project Notes** – Page 83

Opens the Project Notes editor.

### **Media Management** – Page 775

Opens the Media Management Window.

### **Reconform from Bins** – Page 944

Reconforms a timeline using media in a selected bin.

### **Reconform from Media Storage** – Page 947

Reconforms a timeline using media in a specific file system folder.

### **easyDCP** – Page 3544

Exposes the easyDCP toolset.

### **Enable Collaboration** – Page 3588

Enables Project Collaboration with other DaVinci Resolve workstations.

### **Dolby Vision**® – Page 219

Loads the license and configuration files to enable Dolby Vision advanced trim controls.

## Edit

### **Undo** – Page 65

Undos the previous change.

### **Redo** – Page 65

Redo the previous change.

### **History** – Page 65

Opens the Undo History submenu.

### **Cut** – Page 635

Performs a cut operation on the current selection.

### **Ripple Cut** – Page 635

Performs a ripple cut operation on the current selection.

### **Cut Head** – Page 3229

Cuts the clip from the playhead backwards in the Fairlight page.

### **Cut Tail** – Page 3229

Cuts the clip from the playhead forwards in the Fairlight page.

### **Copy** – Page 635

Performs a copy operation on the current selection.

### **Copy Head** – Page 3229

Copies the clip from the playhead backwards in the Fairlight page.

### **Copy Tail** – Page 3229

Copies the clip from the playhead forwards in the Fairlight page.

### **Paste** – Page 635

Pastes the previously copied/cut selection.

### **Paste Insert** – Page 635

Pastes a clip as an insert edit.

### **Paste Attributes** – Page 792

Pastes video and audio attributes.

### **Paste Value** – Page 2753

Pastes a the value of a specific parameter between Color nodes.

### **Remove Attributes** – Page 793

Removes audio and video attributes.

### **Dolby Vision®** – Page 219

Copy and Paste Trim metadata for Dolby Vision.

### **Duplicate Clip or Current Timeline** – Page 335

Makes a copy of the current clip or timeline.

### **Duplicate Selection** – Page 3225

Duplicates one or more selected clips in Fairlight.

### **Delete Selected**

Performs a delete function on all selected items.

### **Ripple Delete** – Page 603

Performs a ripple delete on the selected clip.

### **Delete Gaps** – Page 605

Deletes gaps in the active timeline.

### **Select All**

Performs a Select All function on the active panel.

### **Deselect All**

Clears any selections in the active panel.

### **Select** – Page 585

Opens up a submenu for selecting adjacent clips in a timeline.

### **Insert** – Page 657

Performs an Insert Edit using the selected clip.

### **Overwrite** – Page 656

Performs an Overwrite Edit using the selected clip.

### **Replace** – Page 658

Performs a Replace Edit using the selected clip.

### **Place on Top** – Page 463

Performs a Place on Top Edit using the selected clip.

### **Ripple Overwrite** – Page 462

Performs a Ripple Overwrite Edit using the selected clip.

### **Fit to Fill** – Page 661

Performs a Fit to Fill Edit using the selected clip.

### **Append at End of Timeline** – Page 665

Adds the selected clip to the end of the timeline.

### **Multicam** – Page 694

Exposes the Multicam editing controls.

### **Swap Clips Towards Left** – Page 631

Swaps the selected clips with the clip to the left of the selection.

### **Swap Clips Towards Right** – Page 631

Swaps the selected clips with the clip to the right of the selection.

### **Switch to Timeline After Edit**

Automatically switches focus to the timeline after an edit, rather than the Source Viewer.

### **Decompose Compound Clips on Edit**

– Page 710

Automatically decomposes nested clips on timelines for easier editing.

## Trim

### **Normal Edit Mode** – Page 626

Puts the timeline in Selection Mode.

### **Trim Mode** – Page 715

Puts the timeline in Trim Mode.

### **Range Selection Mode** – Page 3214

Selects Range Selection Mode in Fairlight.

### **Dynamic Trim mode** – Page 742

Puts the timeline in Dynamic Trim Mode.

### **Toggle Slip/Slide Mode** – Page 714

Toggles between slip and slide trim modes.

### **Blade Edit Mode** – Page 633

Switches the timeline to blade mode.

### **Select Nearest Edit Point**

Selects the nearest edit point to the playhead

### **Select Nearest Video Edit Point**

Selects the nearest edit point to the playhead on the video tracks only.

### **Select Nearest Audio Edit Point**

Selects the nearest edit point to the playhead on the audio tracks only.

### **Select Nearest Clip/Gap**

Selects the nearest clip or gap to the playhead.

### **Edit Point Type**

Toggles the currently selected edit point among the outgoing, centered, or incoming part of the edit

### **Toggle V+A/V/A**

Toggles the Edit Point type above between video, audio, or video and audio combined selections.

### **Select Nearest Edit To** – Page 724

Selects the nearest edit point to a variety of clip parameters.

### **Select Nearest Clip To** – Page 714

Selects the nearest clip to a variety of clip parameters.

### **Nudge**

Opens a menu to move the selected clips one frame, or multiple frames left or right.

### **Trim Start** – Page 740

Cuts all clips intersecting the playhead from that point backwards.

### **Trim End** – Page 740

Cuts all clips intersecting the playhead from that point forwards.

### **Trim to Selection** – Page 3224

Trims the heads and tails of the clips to the selected range in the Fairlight page.

### **Extend Edit** – Page 714

Resizes one or more selected edit points or clips.

### **Extend Edit Selection To** – Page 742

Opens a menu to select previous and next tracks and edits for the Extend Edit function.

### **Move Edit Selection To** – Page 742

Opens a menu to move to previous and next tracks and edits for the Extend Edit function.

### **Resize** – Page 715

Changes the clip in/out points based on the playhead position.

### **Ripple** – Page 715

Changes the clip in/out points based on the playhead position, using a Ripple operation.

### **Roll** – Page 715

Changes the clip in/out points based on the playhead position, using a Roll operation.

### **Slip Playhead To** – Page 742

Slips the clip from the current position of the playhead to the in or out point of the clip.

### **Fade In to Playhead** – Page 865

Creates a fade in from the beginning of the clip to the playhead position.

### **Fade Out to Playhead** – Page 865

Creates a fade out from the playhead position to the end of the clip.

### **Crossfade Selection**

Creates a crossfade for the selected range in the Fairlight page.

### **Slip Audio** – Page 611

Opens a menu to slip audio forwards and backwards at a frame or subframe level.

### **Slip Eye** – Page 282

Slips the opposite eye left or right one frame in the Color Page's Stereo 3D palette.

## Timeline

### **Add Transition** – Page 796

Adds the default transition to the selected edit point.

### **Add Video Only Transition** – Page 797

Adds the default transition to the selected Video edit point only.

### **Add Audio Only Transition** – Page 797

Adds the default transition to the selected Audio edit point only.

### **Bounce Selected Tracks to New Layer**

– Page 3277

Bounces the selected tracks to a new layer in the Fairlight page.

### **Bounce Mix to Track** – Page 3277

Bounces the selected mix to a new track in the Fairlight page.

### **Select Clips Backward** – Page 595

Selects all clips backward from the playhead on either a single track, or all tracks.

### **Select Clips Forward** – Page 595

Selects all clips forward from the playhead on either a single track, or all tracks.

### **Select Clips With Flag Color** – Page 596

Selects all clips previously flagged with a specific color.

### **Select Clips With Marker Color** – Page 596

Selects all clips having markers with a specific color.

### **Select Clips With Clip Color** – Page 596

Selects all clips with a specific color.

### **Razor** – Page 633

Activates the Razor (Blade) tool.

### **Split Clip** – Page 625

Splits a clip at the playhead position.

### **Join Clip** – Page 625

Joins two clips that are separated by a through edit.

### **Detect Scene Cuts** – Page 386

Activates Scene Cut Detection on the current selection.

### **Mute Tracks** – Page 3276

Mutes the selected audio track in the Fairlight Page.

### **Solo Tracks** – Page 3276

Solos the selected audio track in the Fairlight Page.

### **Clear Solo** – Page 3276

Un-solos all tracks in the Fairlight Page.

### **Clean Up Video Tracks** – Page 641

Opens a toolset to improve the organization of a timeline's video tracks.

### **Flatten Audio Track Layers** – Page 3128

Flattens out Track Layers in the Fairlight Page.

### **Trim Audio Edits to Frame Boundaries**

– Page 759

Eliminates any sub-frame audio adjustments.

### **Switch to Camera Originals** – Page 438

Toggles between Camera Masters and ISO's in ATEM projects.

### **Match Frame** – Page 689

Performs a Match Frame operation on the clip.

### **Swap Timeline and Source Viewer** – Page 710

Opens a timeline loaded in the source viewer in a timeline instead.

### **Snapping**

Turns playhead snapping on and off.

### **Linked Selection** – Page 607

Toggles linked selection of clips.

### **Linked Move Across Tracks** – Page 608

Toggles linked clips moving tracks together.

### **Selection Follows Playhead** – Page 541

Toggles the automatic selection of the clip under the playhead.

### **Layered Audio Editing** – Page 3231

Turns on Audio Layering in the Fairlight Page.

### **Audio Scrubbing** – Page 542

Toggles audio scrubbing on or off.

### **Loop Jog** – Page 3181

Toggles Loop Jog in the Fairlight Page.

### **Ripple Timeline Markers** – Page 675

Timeline markers will reflow with ripple operations.

### **Playback Post-Roll** – Page 542

The playhead will continue playing past the last clip in the timeline.

### **Track Destination Selection** – Page 644

Chooses specific tracks for editing operations.

### **Lock Tracks**

Prevents further changes to the selected track.

### **Auto Track Selector** – Page 585

Automatically select tracks for editing operations.

### **Enable/Disable Video Tracks** – Page 540

Shows or hides specific video tracks.

### **Output Blanking** – Page 249

Sets letterboxing options.

### **Find Current Timelines in Media Pool**

– Page 343

Opens the bin in the media pool with the selected timeline, and highlights it.

## Clip

### **New Compound Clip** – Page 705

Makes a compound clip out of the selected clips.

### **New Fusion Clip** – Page 1038

Makes a Fusion composition out of the selected clips.

### **New VFX Connect Clip** – Page 910

Links the current selection to the stand alone version of Fusion.

### **Open in Timeline** – Page 709

Opens a nested timeline temporarily into its component pieces for editing.

### **Decomposing in Place** – Page 710

Breaks a nested timeline into its original component pieces.

### **Conform Lock Enabled** – Page 943

Locks clip references to a specific media file, preventing accidental changes.

### **Conform Lock with Media Pool Clip**

– Page 943

Forces a clip to reference a specific media file selected in the Media Pool.

### **Enable Clip** – Page 603

Toggles a clip's visibility on or off.

### **Link Clips** – Page 609

Toggles Link or Unlink for the selected clips.

### **Show Keyframe Editor** – Page 898

Opens a clip's keyframe editor for animating parameters.

### **Show Curve Editor** – Page 899

Opens the clip's curve editor for advanced keyframing.

### **Change Clip Duration** – Page 458

Opens the Change Clip Duration tools.

### **Change Clip Speed** – Page 875

Opens the simple speed retiming controls.

### **Freeze Frame** – Page 875

Creates a still frame for the duration of the selected clip using the frame under the playhead.

### **Retime Controls** – Page 877

Opens the Retime Controls on the selected clip.

### **Reset Retime** – Page 879

Resets the Retime Controls on a clip back to their original state.

### **Auto Align Clips** – Page 635

Aligns clips on a timeline based on timecode or audio waveform.

### **Audio** – Page 761

Opens a menu to change the audio volume of a clip.

### **Take Selector** – Page 704

Creates a Take Selector from the selected clips.

### **Finalize Take** – Page 705

Removes a Take Selector and uses the starred take.

### **Multicam Cut** – Page 700

Cuts to another angle in a Multicam Clip.

### **Multicam Switch** – Page 700

Changes to another angle in a Multicam Clip without cutting.

### **Render Cache Fusion Output** – Page 177

Toggles the options for caching Fusion compositions in a timeline.

### **Render Cache Color Output** – Page 177

Toggles the Render Cache on or off for Color operations in the timeline.

### **Find Clip in Media Pool** – Page 691

Locates the selected clip in the Media Pool.

### **Match Frame to Source Clip** – Page 689

Performs a Match Frame operation on the selected clip in the timeline.



## Mark

### **Mark In** – Page 579

Sets the In Point on a clip or timeline.

### **Mark Out** – Page 579

Sets the Out Point on a clip or timeline.

### **Mark Video In** – Page 580

Creates an in point for the video track of a split edit.

### **Mark Video Out** – Page 580

Creates an out point for the video track of a split edit.

### **Mark Audio In** – Page 580

Creates an in point for the audio tracks of a split edit.

### **Mark Audio Out** – Page 580

Creates an out point for the audio tracks of a split edit.

### **Convert In and Out to Duration Marker**

– Page 581

Turns the in and out points into a duration marker.

### **Set In and Out from Duration Marker**

– Page 581

Turns a duration marker into In and Out Points.

### **Clean In** – Page 580

Removes the In Point on a clip or timeline.

### **Clean Out** – Page 580

Removes the Out Point on a clip or timeline.

### **Clear In and Out** – Page 580

Removes both the In and Out Points on a clip or timeline.

### **Clear Video In and Out** – Page 580

Clears the In and Out Points on the Video track for a split edit.

### **Clear Audio In and Out** – Page 580

Clears the In and Out Points on the Audio tracks for a split edit.

### **Mark Clip** – Page 647

Automatically sets In and Out Points based on a clip duration.

### **Mark Selection** – Page 647

Automatically sets In and Out Points based on total duration of multiple clips.

### **Create SubClip** – Page 383

Creates a subclip based on the In and Out points of a clip.

### **Keyframe Timeline Mode** – Page 2754

Choose which keyframe types to copy between Color grades.

### **Add Keyframe** – Page 2843

Adds a Dynamic Keyframe at the playhead position.

### **Add Static Keyframe** – Page 2843

Adds a Static Keyframe at the playhead position.

### **Delete Keyframe**

Removes a keyframe at the playhead position.

### **Delete All Keyframes**

Removes all keyframes from a selected parameter.

### **Move Selected Keyframes Left**

Moves all selected keyframes left by 1 frame.

### **Move Selected Keyframes Right**

Moves all selected keyframes right by 1 frame.

### **Move Selected Keyframes Up**

Moves all selected keyframes up by 1 unit.

### **Move Selected Keyframes Down**

Moves all selected keyframes down by 1 unit.

### **Add Marker** – Page 670

Adds a marker to a clip or timeline by color.

### **Add and Modify Marker** – Page 669

Adds a marker to a clip or timeline, and opens the Marker properties dialog.

### **Modify Marker** – Page 673

Opens the Marker properties dialog for the selected marker.

### **Delete Marker** – Page 675

Deletes the selected Marker

### **Delete All Markers** – Page 675

Deletes all markers on a clip or timeline, or by specific marker color.

### **Add Flag** – Page 669

Adds a flag to a clip by color.

### **Clear Flags** – Page 669

Removes all flags from a selected clip.

### **Delete All Flags** – Page 669

Removes all flags from all clips by color.

### **Set Clip Color** – Page 684

Changes a clip's color in the timeline.

# View

## Stills

Opens a menu for manipulating stills in the Gallery

- > **Grab Still** – Page 2726
- > **Play Still** – Page 2729
- > **Previous Still** – Page 2729
- > **Next Still** – Page 2729

## Show RGB Picker Values In – Page 2613

Toggles Picker view between 8 and 10 bit RGB color ranges.

## Highlight – Page 2657

Sets the highlight type for the Color viewer.

## Viewer Channels – Page 2501

Allows you to view an isolated channel in the Viewer.

## Bypass Color and Fusion – Page 530

Turns on or off Color and/or Fusion operations in a timeline.

## Show Reference Wipe – Page 2511

Toggles the Reference Wipe on and off.

## Reference Wipe Mode – Page 2513

Select the Reference Wipe Mode.

## Wipe Style – Page 2512

Sets the Reference Wipe style.

## Invert Wipe – Page 2512

Reverses each half of the wipe.

## Reference Reposition – Page 2961

Opens the Reference Sizing options in the Color page.

## Step Timeline Wipe One Frame Reverse

– Page 2730

Moves the selected wipe timeline clip back one frame.

## Step Timeline Wipe One Frame Forward

– Page 2730

Moves the selected wipe timeline clip forward one frame.

## Display Broadcast Safe Exceptions – Page 2510

Turns on the Broadcast Safe overlay.

## Window Outline – Page 2675

Chooses the Window Outline viewing options.

## Timeline Thumbnail Mode – Page 2538

Toggles clip order between A or C mode in the Color page.

## Timeline Thumbnail Info – Page 2535

Choose what clip info is shown on the thumbnail in the Color page.

## Timeline Thumbnail Size – Page 2533

Chooses the size of the thumbnails in the Color page.

## Show Current Clip With Handles – Page 2535

Shows the handles of a clip in the Color page.

## Source/Timeline Viewer – Page 529

Toggles between making the Source or Timeline viewer active in the Edit page.

## Source Clip/Source Tape – Page 451

Toggles between Source Clip and Source Tape in the Cut page viewer.

## Primaries/Log Color Wheels – Page 2568

Toggles between Wheels and Log mode in the Primaries palette in the Color page.

## Viewer Actual Size

Sets the viewer zoom to 100%

## Zoom Viewer to Fit

Sets the viewer zoom to fit into the current viewer window size.

## Zoom

Zoom options for the viewer.

## Zoom Around Mouse Pointer – Page 560

Centers the timeline zoom on the pointer rather than the playhead in the Edit page.

## Track Waveform Zoom – Page 3127

Sets waveform zooming parameters in the Fairlight page.

## Switch Eye To – Page 282

Chose the current eye for Stereoscopic workflows.

## Split Screen – Page 2514

Set the Split Screen mode in the Color page.

## Safe Area – Page 813

Toggles the safe area overlays for the Edit and Color pages.

## Select Aspect Ratio – Page 813

Selects the Aspect Ratio for the Safe Area overlay.

## Enable 2D Timeline Scroll – Page 560

Toggles the scroll wheel behavior in the Edit page, between scrolling vertically through the tracks (enabled), and scrolling horizontally through the timeline (disabled).

## Show Gray Backgrounds in Viewer – Page 2509

Sets the background in the viewer to gray instead of black.

## Viewer Overlay – Page 871

Sets the Viewer On Screen controls in the Edit Page.

## View continues

### **Show Duplicate Frames** – Page 563

Duplicate clips are marked in the Edit page timeline.

### **Show File Names** – Page 357

Toggles between displaying Clip names or File names in the Edit page.

### **Show Synced Audio File Names** – Page 372

Shows the names of the original audio files in the Edit page.

### **Timeline Scrolling** – Page 3131

Sets the timeline scrolling method in the Fairlight page.

### **Show Playhead Shadow** – Page 541

Displays the Playhead Shadow in the Edit page.

### **Show Preview Marks** – Page 648

Toggles Preview Marks on or off in the Edit page.

### **Show Smart Bins** – Page 332

Turns the Smart Bins on or off in the Edit page.

### **Show Power Bins** – Page 329

Turns the Power Bins on or off in the Edit page.

### **Show Audio Track Layers** – Page 3231

Reveals track layers in the Fairlight page.

### **Show Markers** – Page 683

Shows or Hides markers based on color.

### **Show Flags** – Page 670

Shows or Hides flags based on color.

### **Enable Preview During Editing** – Page 720

Enables or disables the multi-frame displays in the Edit page.

## Playback

### **Use Optimized Media if Available** – Page 171

Toggles the use of Optimized Media or original media.

### **Use Proxy Media If Available** – Page 181

Toggles the use of Proxy Media or original media.

### **Timeline Proxy Mode** – Page 167

Options for Timeline Proxy Mode playback.

### **Render Cache** – Page 172

Options for using the Render Cache.

### **Delete Render Cache** – Page 178

Options for Deleting the Render Cache.

### **Fusion Memory Cache** – Page 177

Options for using the Fusion Cache.

### **Play Reverse** – Page 573

Plays 100% backward.

### **Stop** – Page 573

Stops playback.

### **Play Forward** – Page 573

Plays 100% forward.

### **Pause/Start Playback** – Page 573

Stops and Starts playback.

### **Play Again** – Page 573

Restarts playback from the original position.

### **Stop and Go to Last Position** – Page 575

Playhead returns to original position on stop.

### **Record** – Page 3180

Initiates recording in the Fairlight Page.

### **Fast Reverse** – Page 574

Plays in Fast Reverse.

### **Play Forward** – Page 573

Plays in Fast Forward.

### **Play Slow** – Page 574

Plays forward in Slow Motion.

### **Fast Review** – Page 536

Initiates the Fast Review function.

### **Loop/Unloop** – Page 574

Toggles Looping playback on or off.

### **Play Around/To** – Page 575

Options for choosing the Play Around/To mode.

### **Timecode** – Page 576

Options to increment or decrement timecode.

### **Go To** – Page 580

Options to move the playhead directly to a certain location.

### **Step One** – Page 573

Move forward or backward one frame or one second.

### **Previous**

Moves playhead to the previous Clip, Keyframe, Marker or Gap.

### **Next**

Moves playhead to the next Clip, Keyframe, Marker or Gap.

### **Jump Left** – Page 3183

Moves clip selection left in the Fairlight page.

### **Jump Right** – Page 3183

Moves clip selection right in the Fairlight page.

### **Cintel Scanner** – Page 401

Transport controls for the Cintel Scanner.

## Fusion

### **Show Toolbar** – Page 1010

Toggles the Fusion toolbar on or off.

### **Fusion Settings** – Page 1031

Opens the Fusion Settings window.

### **Reset Composition**

Resets a Fusion composition to its initial state.

### **Macro Editor** – Page 1124

Opens the Macro Editor.

### **Import**

Specific file format import for Fusion.

- > **Alembic Scene** – Page 1603
- > **FBX Scene** – Page 1554
- > **PSD** – Page 1055
- > **Shapes** – Page 1051
- > **SVG** – Page 1051
- > **Tracks** – Page 1050

### **Render All Savers** – Page 1061

Renders OpenEXR files.

## Color

### **Nodes** – Page 2784

Opens a menu for various node operations.

### **Reset** – Page 2783

Options for resetting a Node.

### **Grade Version** – Page 2742

Opens a menu for clip Version operations.

### **Preview Memory** – Page 2783

Preview a saved grade on the current clip.

### **Original Memory** – Page 2783

Reverts to a grade's original state.

### **Apply Grade From One Clip Prior** – Page 2755

Copies a grade from one clip back.

### **Apply Grade From Two Clips Prior** – Page 2755

Copies a grade from two clips back.

### **Apply Grade** – Page 2755

Applies a grade to the selected clips.

### **Append Node Graph** – Page 2757

Appends a node graph to the end of the current node tree.

### **Ripple Node Changes to Selected Clips**

– Page 2763

Copies changes made in a node to a selected clips.

### **Ripple Node Changes to Current Group**

– Page 2764

Copies changes made in a node to a group.

### **Append Node to Selected Clips** – Page 2764

Appends the selected node to multiple clips.

### **Active Playhead** – Page 2534

Chooses the Active Playhead.

### **Auto Color** – Page 2554

Performs an Auto Color operation.

### **Memories** – Page 2739

Load and Save Memories.

### **Presets** – Page 2657

Accesses HSL Qualifier color presets.

### **Tracker** – Page 2703

Basic Tracker controls.

### **Resolve Live** – Page 267

Opens the Resolve Live interface.

### **Printer Light Hotkeys** – Page 2582

Activates Printer Light controls on the numerical keypad.

### **Full Printer Light** – Page 2581

Adjust printer lights in Full increments.

### **Half Printer Light** – Page 2583

Adjust printer lights in Half increments.

### **Quarter Printer Light** – Page 2583

Adjust printer lights in Quarter increments.

### **Dolby Vision®** – Page 219

Performs an automatic Dolby Vision trim analysis.

### **HDR10+** – Page 235

Performs an automatic HDR10+ trim analysis.

# Fairlight

## **Bus Format** – Page 3170

Opens the Bus Format window where you can create mono to multi-channel Atmos buses.

## **Bus Assign** – Page 3172

Opens the Bus Assign window where you can patch buses to tracks, tracks to buses and buses to buses.

## **Presets Library** – Page 554

Opens the Presets Library allowing you to choose saved Preset Configurations for EQ, Dynamics, Plugins, Global Track, Global Bus and Fairlight Configurations.

## **Link Group** – Page 3168

Opens the Link Group window allowing you to link groups of tracks.

## **VCA Assign** – Page 3274

Opens the VCA Assign window allowing you to assign VCA groups to specific tracks.

## **Patch Input/Output** – Page 3174

Opens the Patch Input/Output window allowing you to patch Source to Destination routings.

## **Test Tone Settings** – Page 3157

Opens the Test Tones Settings window with the Oscillator for creating various signal tones.

## **Remote Control Settings**

Opens the SMPTE timecode settings in the Fairlight page.

## **Input Monitor Style** – Page 3189

Allows you to choose how to monitor an input.

## **Mute** – Page 3127

Global monitoring Mute.

## **Dim** – Page 3125

Global monitoring Dim.

## **Immersive Audio**

Exposes the following immersive audio tools.

- > **B-Chain Control** – Page 3349
- > **Space View Scope** – Page 3350
- > **Import Master - import ADM files**  
– Page 3340
- > **Export Master - export ADM files**  
– Page 3340
- > **Renderer Settings** – Page 3340

## **Automation** – Page 3281

Lists the Fairlight automation options.

## **Batch Fade Settings** – Page 3234

Opens the Batch Fade Settings window to set fade types and durations.

## **Apply Batch Fades** – Page 3235

Applies the fades set in the Batch Fade Settings window.

## **View Clip Info Display** – Page 3132

Opens the Clip Info Display window.

## **Show Clip Gain Line** – Page 3249

Shows or hides the Clip Gain Line in clips on the timeline.

## Workspace

### **Switch to Page** – Page 19

Switches to the selected page.

### **Show Page** – Page 19

Shows or hides specific pages.

### **Show Page Navigation** – Page 19

Disables page navigation icons in the GUI.

### **Show Panel in Workspace** – Page 53

Shows or hides specific panels.

### **Active Panel Selection** – Page 52

Switches to the selected panel.

### **Media Pool Windows** – Page 336

Presents a list of open Bin windows.

### **Dual Screen** – Page 55

Puts the DaVinci Resolve interface in Dual Screen Layout.

### **Viewer Mode** – Page 2506

Chooses the Viewer Mode.

### **Fairlight Viewer** – Page 3334

Chooses the Fairlight Viewer mode.

### **Single Viewer Mode** – Page 530

Toggles Single Viewer mode in the Edit Page.

### **Layout Presets** – Page 57

Saves and Loads custom screen layouts.

### **Reset UI Layout** – Page 57

Resets the UI Layout to the default settings.

### **Background Activity** – Page 3508

Displays the upload progress of a render.

### **Data Burn-In** – Page 252

Opens the Data Burn-In window.

### **Gallery** – Page 2732

Opens up the Gallery Window in the Color Page.

### **Keyword Dictionary** – Page 295

Opens up the Keyword Dictionary.

### **People** – Page 352

Opens up the People window for face detection.

### **Scene Cut Detector** – Page 387

Opens the legacy Scene Detector in the Media page.

### **Timecode Window** – Page 546

Opens the floating timecode window.

### **Video Scopes** – Page 2518

Opens the Scopes window.

### **Remote Grading** – Page 3600

Connects to a Remote Grading client in the Color page.

### **Remote Rendering** – Page 3530

Sets the computer to be a rendering workstation.

### **Monitor Calibration** – Page 2509

Opens the Monitor Calibration tools.

### **Console** – Page 1030

Displays the Console Window for diagnostics and Fusion Scripts.

### **Scripts**

See the Workspace > Documentation menu for scripting information.

### **Workflow Integrations** – Page 3566

Chooses an installed Workflow Integration Plugin.



## Help

### **DaVinci Resolve Reference Manual**

Opens this manual.

### **DaVinci Resolve Training**

Links to Blackmagic Design's Training portal.

### **DaVinci Control Panels Setup**

Launches the DaVinci Control Panels Setup utility.

### **Welcome to DaVinci Resolve**

Opens the initial installer screen.

### **Documentation**

Links to Technical Developer documentation.

### **Create Diagnostics Log on Desktop**

Creates a Diagnostics Log for troubleshooting.

### **Deactivate License**

Deactivates the DaVinci Resolve Studio license on this computer.