



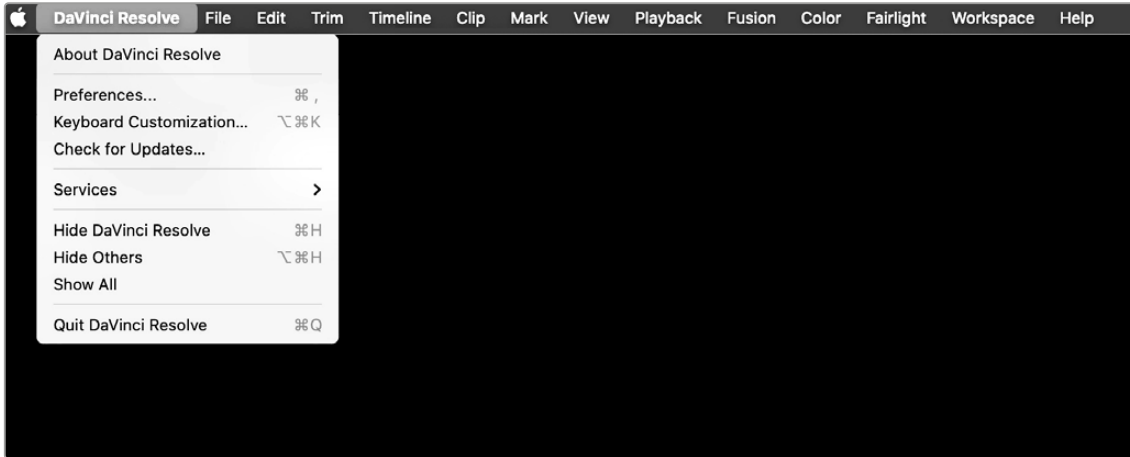
Menu Descriptions

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DaVinci Resolve Menu

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.



DaVinci Resolve

About DaVinci Resolve

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

Preferences – Page 91

Opens the System and User Preferences window.

Keyboard Customization – Page 115

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 71

Creates a new project.

New Bin – Page 498

Creates a new Bin.

New Smart Bin – Page 361

Creates a new Smart Bin.

New Timeline – Page 601

Creates a new timeline.

Close Current Timeline

Closes the active timeline.

Save Project – Page 82

Saves the current project.

Save Project As – Page 82

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

Revert to Last Save Version – Page 70

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 374
- **Media** – Page 374
- **Media from XML** – Page 361
- **Timeline** – Page 375
- **Fusion Composition** – Page 1208
- **Subtitles** – Page 1016
- **Pre-conformed EDL** – Page 1128
- **Batch List From EDL** – Page 426

Import Project – Page 72

Imports a DaVinci Resolve Project file (.drp).

Import Metadata To – Page 406

Imports Metadata from a .csv file into DaVinci Resolve.

Export

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

- **Bin** – Page 374
- **Timeline** – Page 375
- **Subtitles** – Page 1016
- **Fusion Composition** – Page 1208
- **Current Frame as Still** – Page 350

Export Project – Page 70

Exports a DaVinci Resolve Project File (.drp).

Export Metadata From – Page 405

Exports Metadata from DaVinci Resolve to a .csv file.

Quick Export – Page 591

Opens the Quick Export Window.

Project Manager – Page 70

Opens the Project Manager Window.

Project Settings – Page 127

Opens the Project Settings Window.

Project Notes – Page 87

Opens the Project Notes editor.

Single User Project – Page 4085

Disables the Project Collaboration features.

Multiple User Collaboration – Page 4086

Enables Project Collaboration with other DaVinci Resolve workstations

Media Management – Page 891

Opens the Media Management Window.

Reconform from Bins – Page 1086

Reconforms a timeline using media in a selected bin.

Reconform from Media Storage – Page 1090

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

easyDCP – Page 4027

Exposes the easyDCP toolset.

Dolby Vision® – Page 246

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 66

Opens the Undo History submenu.

Cut – Page 741

Performs a cut operation on the current selection.

Ripple Cut – Page 741

Performs a ripple cut operation on the current selection.

Cut Head – Page 3644

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

Cut Tail – Page 3644

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

Copy – Page 741

Performs a copy operation on the current selection.

Copy Head – Page 3644

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

Copy Tail – Page 3644

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

Paste – Page 741

Pastes the previously copied/cut selection.

Paste Insert – Page 741

Pastes a clip as an insert edit.

Paste Attributes – Page 910

Pastes video and audio attributes.

Paste Value – Page 3084

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

Remove Attributes – Page 911

Removes audio and video attributes.

Dolby Vision[®] – Page 246

Copy and Paste Trim metadata for Dolby Vision.

Duplicate Clip or Current Timeline

– Page 382

Makes a copy of the current clip or timeline.

Duplicate Selection – Page 3639

Duplicates one or more selected clips in Fairlight.

Delete Selected

Performs a delete function on all selected items.

Ripple Delete – Page 706

Performs a ripple delete on the selected clip.

Delete Gaps – Page 708

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 685

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

Insert – Page 766

Performs an Insert Edit using the selected clip.

Overwrite – Page 765

Performs an Overwrite Edit using the selected clip.

Replace – Page 767

Performs a Replace Edit using the selected clip.

Place on Top – Page 524

Performs a Place on Top Edit using the selected clip.

Ripple Overwrite – Page 523

Performs a Ripple Overwrite Edit using the selected clip.

Fit to Fill – Page 750

Performs a Fit to Fill Edit using the selected clip.

Append to End of Timeline – Page 775

Adds the selected clip to the end of the timeline.

Multicam – Page 804

Exposes the Multicam editing controls.

Swap Clips Towards Left – Page 736

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

Swap Clips Towards Right – Page 736

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 820

Automatically decomposes nested clips on timelines for easier editing.

Trim

Normal Edit Mode – Page 731

Puts the timeline in Selection Mode.

Trim Mode – Page 826

Puts the timeline in Trim Mode.

Range Selection Mode – Page 3618

Selects Range Mode in Fairlight.

Dynamic Trim mode – Page 855

Puts the timeline in Dynamic Trim Mode.

Toggle Slip/Slide Mode – Page 824

Toggles between slip and slide trim modes.

Blade Edit Mode – Page 739

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.

Select All Clips Under Playhead

Selects all clips on all tracks under 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 836

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

Select Nearest Clip To – Page 824

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 853

Cuts all clips intersecting the playhead from that point backwards.

Trim End – Page 853

Cuts all clips intersecting the playhead from that point forwards.

Trim to Selection – Page 3521

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

Extend Edit – Page 824

Resizes one or more selected edit points or clips.

Extend Edit Selection To – Page 856

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

Move Edit Selection To – Page 856

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

Resize – Page 825

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

Ripple – Page 826

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

Roll – Page 825

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

Slip Playhead To – Page 855

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

Fade In to Playhead – Page 992

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

Fade Out to Playhead – Page 992

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 714

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

Slip Eye – Page 321

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

Timeline

Add Transition – Page 915

Adds the default transition to the selected edit point.

Add Video Only Transition – Page 915

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

Add Audio Only Transition – Page 915

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

Bounce Selected Tracks to New Layer – Page 3712

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

Bounce Mix to Track – Page 3712

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

Select Clips Backward – Page 697

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

Select Clips Forward – Page 697

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

Select Clips With Flag Color – Page 697

Selects all clips previously flagged with a specific color.

Select Clips With Marker Color – Page 697

Selects all clips having markers with a specific color.

Select Clips With Clip Color – Page 697

Selects all clips with a specific color.

Razor – Page 739

Activates the Razor (Blade) tool.

Split Clip – Page 730

Splits a clip at the playhead position.

Join Clip – Page 730

Joins two clips that are separated by a through edit.

Detect Scene Cuts – Page 440

Activates Scene Cut Detection on the current selection.

Create Subtitles from Audio – Page 1022

Automatically creates subtitles based off speech in audio tracks.

Mute Tracks – Page 3709

Mutes the selected audio track in the Fairlight Page.

Clear Mutes – Page 3709

Un-mutes all the tracks in the Fairlight Page

Solo Tracks – Page 3709

Solos the selected audio track in the Fairlight Page.

Clear Solo – Page 3709

Un-solos all tracks in the Fairlight Page.

Clean Up Video Tracks – Page 748

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

Flatten Audio Track Layers – Page 3784

Flattens out Track Layers in the Fairlight Page.

Trim Audio Edits to Frame Boundaries – Page 874

Eliminates any sub-frame audio adjustments.

Switch to Camera Originals – Page 498

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

Match Frame – Page 799

Performs a Match Frame operation on the clip.

Swap Timeline and Source Viewer – Page 820

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

Snapping

Turns playhead snapping on and off.

Linked Selection – Page 710

Toggles linked selection of clips.

Linked Move Across Tracks – Page 711

Toggles linked clips moving tracks together.

Selection Follows Playhead – Page 623

Toggles the automatic selection of the clip under the playhead.

Layered Audio Editing – Page 3647

Turns on Audio Layering in the Fairlight Page.

Audio Scrubbing – Page 624

Toggles audio scrubbing on or off.

Loop Jog – Page 3592

Toggles Loop Jog in the Fairlight Page.

Ripple Timeline Markers – Page 785

Timeline markers will reflow with ripple operations.

Playback Post-Roll – Page 624

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

Track Destination Selection – Page 751

Chooses specific tracks for editing operations.

Lock Tracks

Prevents further changes to the selected track.

Timeline continues

Auto Track Selector – Page 686

Automatically select tracks for editing operations.

Enable/Disable Video Tracks – Page 622

Shows or hides specific video tracks.

Output Blanking – Page 282

Sets letterboxing options.

Clip

New Compound Clip – Page 815

Makes a compound clip out of the selected clips.

New Fusion Clip – Page 1195

Makes a Fusion composition out of the selected clips.

New VFX Connect Clip – Page 1049

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

Open in Timeline – Page 820

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

Decompos in Place – Page 821

Breaks a nested timeline into its original component pieces.

Conform Lock Enabled – Page 1085

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

Conform Lock with Media Pool Clip – Page 1085

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

Enable Clip – Page 706

Toggles a clip's visibility on or off.

Link Clips – Page 713

Toggles Link or Unlink for the selected clips.

Show Keyframe Editor – Page 1035

Opens a clip's keyframe editor for animating parameters.

Show Curve Editor – Page 1036

Opens the clip's curve editor for advanced keyframing.

Change Clip Duration – Page 518

Opens the Change Clip Duration tools.

Change Clip Speed – Page 1003

Opens the simple speed retiming controls.

Find Current Timeline in Media Pool – Page 391

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

Freeze Frame – Page 1003

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

Retime Controls – Page 1005

Opens the Retime Controls on the selected clip.

Reset Retime – Page 1007

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

Auto Align Clips – Page 741

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

Audio – Page 876

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

Take Selector – Page 814

Creates a Take Selector from the selected clips.

Finalize Take – Page 815

Removes a Take Selector and uses the starred take.

Multicam Cut – Page 810

Cuts to another angle in a Multicam Clip.

Multicam Switch – Page 810

Changes to another angle in a Multicam Clip without cutting.

Render Cache Fusion Output – Page 194

Toggles the options for caching Fusion compositions in a timeline.

Render Cache Color Output – Page 195

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

Find Clip in Media Pool – Page 801

Locates the selected clip in the Media Pool.

Match Frame to Source Clip – Page 799

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

Mark

Mark In – Page 671

Sets the In Point on a clip or timeline.

Mark Out – Page 671

Sets the Out Point on a clip or timeline.

Mark Video In – Page 672

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

Mark Video Out – Page 672

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

Mark Audio In – Page 672

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

Mark Audio Out – Page 672

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

Convert In and Out to Duration Marker – Page 673

Turns the in and out points into a duration marker.

Set In and Out from Duration Marker – Page 673

Turns a duration marker into In and Out Points.

Clean In – Page 663

Removes the In Point on a clip or timeline.

Clean Out – Page 672

Removes the Out Point on a clip or timeline.

Clear In and Out – Page 672

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

Clear Video In and Out – Page 672

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

Clear Audio In and Out – Page 672

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

Mark Clip – Page 755

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

Mark Selection – Page 755

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

Create SubClip – Page 437

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

Keyframe Timeline Mode – Page 3085

Choose which keyframe types to copy between Color grades.

Add Keyframe – Page 3054

Adds a Dynamic Keyframe at the playhead position.

Add Static Keyframe – Page 3180

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 780

Adds a marker to a clip or timeline by color.

Add and Modify Marker – Page 889

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

Modify Marker – Page 784

Opens the Marker properties dialog for the selected marker.

Delete Marker – Page 786

Deletes the selected Marker

Delete All Markers – Page 786

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

Add Flag – Page 779

Adds a flag to a clip by color.

Clear Flags – Page 779

Removes all flags from a selected clip.

Delete All Flags – Page 779

Removes all flags from all clips by color.

Set Clip Color – Page 794

Changes a clip's color in the timeline.

View

Bypass Color and Fusion – Page 611

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

Display Broadcast Safe Exceptions

– Page 2805

Turns on the Broadcast Safe overlay.

Source/Timeline Viewer – Page 610

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

Source Clip/Source Tape – Page 511

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

Zoom

Zoom options for the viewer.

Zoom Around Mouse Pointer – Page 647

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

Zoom Audio Waveform – Page 3527

Sets waveform zooming parameters in the Fairlight page.

Safe Area – Page 935

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

Select Aspect Ratio – Page 935

Selects the Aspect Ratio for the Safe Area overlay.

Switch Eye To – Page 321

Chose the current eye for Stereoscopic workflows.

Viewer Overlay – Page 999

Sets the Viewer On Screen controls in the Edit Page.

Show Duplicate Frames – Page 653

Duplicate clips are marked in the Edit page timeline.

Show File Names – Page 426

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

Overlay Synced Audio File Names

– Page 425

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

Show Audio Track Layers – Page 3647

Reveals track layers in the Fairlight page.

Show Subtitle Regions – Page 1029

Shows or Hides regions in the subtitle tracks.

Timeline Thumbnail Mode – Page 2847

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

Timeline Thumbnail Info – Page 2844

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

Timeline Thumbnail Size – Page 2842

Chooses the size of the thumbnails in the Color page.

Show Current Clip With Handles – Page 2844

Shows the handles of a clip in the Color page.

Show Markers – Page 792

Shows or Hides markers based on color.

Show Flags – Page 780

Shows or Hides flags based on color.

Timeline Scrolling – Page 3532

Sets the timeline scrolling method in the Fairlight page.

Show Preview Marks – Page 757

Toggles Preview Marks on or off in the Edit page.

Enable Multiview Edit Preview – Page 831

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

Playback

Use Optimized Media if Available

– Page 181

Toggles the use of Optimized Media or original media.

Proxy Handling

– Page 203
Exposes a submenu to control how proxy media playback is handled.

Timeline Proxy Resolution

– Page 183
Options for Timeline Proxy Mode playback.

Render Cache

– Page 189
Options for using the Render Cache.

Delete Render Cache

– Page 181
Options for Deleting the Render Cache.

Fusion Memory Cache

– Page 194
Options for using the Fusion Cache.

Play Reverse

– Page 663
Plays 100% backward.

Stop

– Page 663
Stops playback.

Play Forward

– Page 663
Plays 100% forward.

Pause/Start Playback

– Page 664
Stops and Starts playback.

Play Again

– Page 664
Restarts playback from the original position.

Stop and Go to Last Position

– Page 666
Playhead returns to original position on stop.

Record

– Page 3591
Initiates recording in the Fairlight Page.

Fast Reverse

– Page 657
Plays in Fast Reverse.

Fast Forward

– Page 663
Plays in Fast Forward.

Play Slow

– Page 665
Plays forward in Slow Motion.

Fast Review

– Page 617
Initiates the Fast Review function.

Loop/Unloop

– Page 666
Toggles Looping playback on or off.

Play Around/To

– Page 666
Options for choosing the Play Around/To mode.

Timecode

– Page 667
Options to increment or decrement timecode.

Go To

– Page 672
Options to move the playhead directly to a certain location.

Step One

– Page 664
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 3594
Moves clip selection left in the Fairlight page.

Jump Right

– Page 3594
Moves clip selection right in the Fairlight page.

Cintel Scanner

– Page 457
Transport controls for the Cintel Scanner.

Fusion

Show Toolbar – Page 1166

Toggles the Fusion toolbar on or off.

Fusion Settings – Page 1189

Opens the Fusion Settings window.

Reset Composition

Resets a Fusion composition to its initial state.

Macro Editor – Page 1290

Opens the Macro Editor.

Import

Specific file format import for Fusion.

— **Alembic Scene** – Page 1786

— **FBX Scene** – Page 1730

— **PSD** – Page 1214

— **Shapes** – Page 1209

— **SVG** – Page 1210

— **Tracks** – Page 1209

Render All Savers – Page 1220

Renders OpenEXR files.

Color

Nodes – Page 3117

Opens a menu for various node operations.

Reset – Page 3115

Options for resetting a Node.

Grade Version – Page 3072

Opens a menu for clip Version operations.

Stills

Opens a menu for manipulating stills in the Gallery

- **Grab Still** – Page 3055
- **Play Still** – Page 2819
- **Previous Still** – Page 3058
- **Next Still** – Page 3058

Apply Grade – Page 3086

Applies a grade to the selected clips.

Append Node Graph – Page 3088

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

Step Timeline Wipe – Page 3107

Moves the selected wipe timeline clip forward one frame.

Preview Memory – Page 3116

Preview a saved grade on the current clip.

Original Memory – Page 3116

Reverts to a grade's original state.

Memories – Page 3069

Load and Save Memories.

Apply Grade From One Clip Prior

– Page 3086

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Apply Grade From Two Clips Prior

– Page 3086

Copies a grade from two clips back.

Presets – Page 2978

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Ripple Node Changes to Selected Clips

– Page 3094

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Ripple Node Changes to Current Group

– Page 3095

Copies changes made in a node to a group.

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Auto Color – Page 2865

Performs an Auto Color operation.

Active Playhead – Page 2844

Chooses the Active Playhead.

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Basic Tracker controls.

Resolve Live – Page 302

Opens the Resolve Live interface.

Printer Light Hotkeys – Page 2896

Activates Printer Light controls on the numerical keypad.

Full Printer Light – Page 2895

Adjust printer lights in Full increments.

Half Printer Light – Page 2896

Adjust printer lights in Half increments.

Quarter Printer Light – Page 2896

Adjust printer lights in Quarter increments.

Dolby Vision® – Page 246

Performs an automatic Dolby Vision trim analysis.

HDR10+ – Page 263

Performs an automatic HDR10+ trim analysis.

HDR Vivid

Performs an automatic HDR Vivid trim analysis.

Fairlight

Bus Format – Page 3578

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

Bus Assign – Page 3580

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

Presets Library – Page 637

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 3575

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

VCA Assign – Page 3707

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

Patch Input/Output – Page 3582

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

Test Tones Settings – Page 3562

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 3602

Allows you to choose how to monitor an input.

Monitoring – Page 3524

Allows you to change the Global monitoring between Mute, Dim, and Mono.

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Lists the Fairlight automation options.

Batch Fade Settings – Page 3650

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

Apply Batch Fades – Page 3794

Applies the fades set in the Batch Fade Settings window.

View Clip Info Display – Page 3535

Opens the Clip Info Display window.

Show Clip Gain Line – Page 3666

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

Workspace

Switch to Page – Page 14

Switches to the selected page.

Show Page – Page 9

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Show Page Navigation – Page 15

Disables page navigation icons in the GUI.

Show Panel in Workspace – Page 52

Shows or hides specific panels.

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Media Pool Windows – Page 384

Presents a list of open Bin windows.

Dual Screen – Page 54

Puts the DaVinci Resolve interface in Dual Screen Layout.

Primary Display – Page 54

Lets you choose the monitor for the primary DaVinci Resolve display.

Video Clean Feed – Page 56

Shows the final video output on the selected screen.

Viewer Mode – Page 2814

Chooses the Viewer Mode.

Fairlight Viewer – Page 3794

Chooses the Fairlight Viewer mode.

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Toggles Single Viewer mode in the Edit Page.

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Resets the UI Layout to the default settings.

Background Activity – Page 3975

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Opens the Data Burn-In window.

Gallery – Page 3055

Opens up the Gallery Window in the Color Page.

Keyword Dictionary – Page 336

Opens up the Keyword Dictionary.

People – Page 402

Opens up the People window for face detection.

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Opens the legacy Scene Detector in the Media page.

Timecode Window – Page 629

Opens the floating timecode window.

Video Scopes – Page 2826

Opens the Scopes window.

Remote Grading – Page 4100

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Remote Monitoring – Page 4101

Activates the viewer output to be monitored remotely.

Remote Rendering – Page 4013

Sets the computer to be a rendering workstation.

Monitor Calibration – Page 2817

Opens the Monitor Calibration tools.

Console – Page 1188

Displays the Console Window for diagnostics and Fusion Scripts.

Scripts

See the Workspace > Documentation menu for scripting information.

Workflow Integrations – Page 4109

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.



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