



Quick Start Guide for Windows and Macintosh

Release syncVUEpro v2.1

We're expanding our online video tutorials. See them all at:

<http://www.syncvue.com/tutorials.htm>

Introduction

syncVUEpro allows two or more people to share and review media together in perfect, time-code based sync using nothing more than an internet connection. The media (video, audio, still images, etc.) may be marked up with 'locators' containing text, graphics and voice notes, either 'offline' (not in a session with other people), or 'online' (connected to other people in a 'session'). Using 'play-lists', all session data may be saved to disk for recall at a later time. syncVUEpro also provides built-in FTP upload/download functionality to automatically move media between participants. Further, users may enter URL locations to QuickTime media on the web to be viewed immediately while in a session.

To make all this happen, syncVUEpro works in concert with Skype, the popular video/audio chat software available for Windows and Macintosh. Skype provides not only the 'communication tunnel' through which syncVUEpro keeps everyone in sync, but also provides a method for licensing syncVUE to you and your clients.

Before Installing syncVUEpro

Please make sure your computer meets the Minimum Specifications on page-8 of this document!

1. If you haven't already, download Skype and install it on your computer - **syncVUE will not run without Skype**. Follow Skype's instructions for setting up a Skype account if you don't already have one. Anyone you wish to 'syncVUE' with must also have a Skype account and must download and install either the Macintosh or Windows version of syncVUEpro.

NOTE: Download latest Mac and Windows versions of syncVUE here: <http://www.syncvue.com/updates.htm>.

NOTE: Download the latest Mac version of Skype here: www.skype.com.

2. Make sure you're running a current version of QuickTime. We highly recommend installing at least v7.1, as Apple made many stability improvements between V6 and V7.

NOTE: Download the latest version of QuickTime here: www.quicktime.com.

Macintosh Installation

1. Run the syncVUE 'DMG' file. This will mount and open a syncVUE volume on your desktop.
2. Double-click the syncVUE installation package and follow the on-screen instructions. syncVUEpro will be installed to your **Applications** folder (look for the menacing green 'eye'!). If desired, drag the syncVUE 'eye' to your taskbar for easier launching.

Windows Vista Information

IMPORTANT: Please save the syncVUE Installation file **to your desktop**, then right-click on the installation file and **select "Run As Administrator"**.

syncVUE should always be run as an administrator. This option may be added to the syncVUE Shortcut properties or more simply, turn off User Account Control.

To turn OFF Vista's USER ACCOUNT CONTROL:

START→CONTROL PANEL→SECURITY CENTER→OTHER SECURITY SETTINGS

Turn **USER ACCOUNT CONTROL "OFF"**.

Windows Installation

1. Run the syncVUE 'EXE' installation file.

This will start the syncVUE installation Wizard. During the install process, the Wizard will search your computer to make sure you have the necessary software components required to run syncVUE, which includes:

- QuickTime v7.1 or higher
- Skype V2.5 or higher
- Microsoft .NET Framework V2.0 or higher

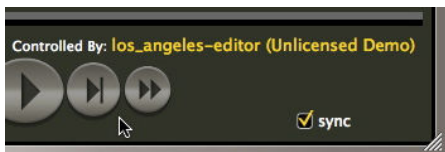
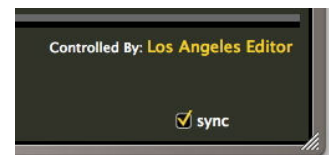
NOTE: If your computer is missing any of the components above, the Wizard will offer to download them for you and install them automatically.

2. Once all the required software is installed, you can launch syncVUE via its desktop icon, or by clicking START→PROGRAMS→INTELLIGENTS GADGETS→SYNCSVUE.

Demo vs. Licensed Versions of syncVUE

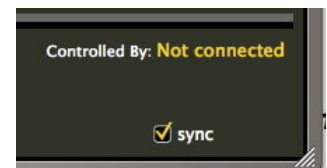
syncVUEpro's licensing is tied the Skype name active when syncVUE is launched. Therefore, Skype must be logged into an account when syncVUE is run. syncVUEpro can run in one of three modes depending on the status of the Skype name used:

- **Licensed Mode:** The Skype name used is registered with syncVUE's License Manager as a valid syncVUE account holder (see 'License Manager' below). ***Only those who purchase syncVUE licenses have access to syncVUE's License Manager.*** When running in licensed mode, users have uninterrupted access to all of syncVUEpro's features. The Skype login or user name is displayed in the lower right-hand portion of syncVUE's main window.



- **Unlicensed Mode:** The Skype name used is not registered with syncVUE's License Manager. syncVUE will run in DEMO mode, limiting session time to five minutes and number of locators to three.

- **Not Connected:** Skype is not logged into a valid account or syncVUE access to Skype has been denied. ***syncVUE must be logged into a valid Skype account in order to run properly! Enable access to Skype from other applications in the 'Advanced Settings' section under 'Options' within Skype.***



Licensing syncVUE with License Manager

NOTE: Access to License Manager is restricted to those who purchase syncVUE and receive private login information via email.

Video tutorial on this topic: <http://www.syncvue.com/Registering%20syncVUE.htm>

You must register your Skype login name into syncVUE's License Manager as described above in order to use syncVUEpro as a fully functioning program (otherwise, it will run – but only in DEMO mode). If you don't own syncVUE, someone who does may enter your Skype name into one of their own accounts so they may 'syncVUE' with you; also known as 'floating' a license.

License Manager makes it easy to do this at your discretion. For example, if you own a small post facility - you might want to allow one of your clients to use syncVUE for a limited period of time. In that case, you can log-in to License Manager, enter their Skype name and assign to one of your syncVUE licenses with an expiration date determined by you. At any time, you may revoke the license and assign it to someone else, or simply let it expire.

To access License Manager:

1. From the syncVUE drop-down menu, click LICENSE MANAGER., or point your web browser to <https://license.syncvue.com>
2. Log in using the assigned user name and password you received by email from us.
3. In each license field, type the Skype login names of the people you would like to authorize to use syncVUE.

NOTE: You MUST type in each Skype name EXACTLY as it appears in Skype (lower case only). Make sure you use the "Skype Name", not the "Full Name". If you aren't sure of a user's Skype name, right-click their name in your Skype contact list and select VIEW PROFILE. Their Skype name will appear at the top.

4. Designate the expiration date for each license by using the day; month and year drop down menus.

NOTE: If you're using a syncVUE Evaluation Account, you cannot change the expiration dates.

5. When finished, go to the bottom of the page and click UPDATE.
6. Log out of License Manager.

Running syncVUE

1. Launch syncVUE.

If Skype is not running, syncVUE will ask to launch Skype for you. Click **OK** to proceed or **cancel** to exit.

2. If your Skype name is not registered in License Manager, syncVUE will pop-up a DEMO alert message. Click **OK**.
3. If the current Skype name is properly registered, 'Controlled by:' in the lower right section of the main window will display only the Skype name – otherwise you'll be running in DEMO mode.

Designate a syncVUE "Asset Folder"

The Asset folder is the default location for storing, uploading and downloading media files in syncVUE. Although you can pull in media from any desired location, the Asset folder is the first place syncVUE checks for media availability.

NOTE: syncVUE will not search for and open a media file outside of the Asset folder *unless* you have opened it previously – at which point it will retain the path to that media in it's database.

To set up the Asset folder:

1. From the syncVUE drop-down menu, click PREFERENCES. If you're using the Windows version, you can also right-click anywhere on the grey interface and select SYNCVUE→ PREFERENCES.

NOTE: The syncVUE Windows interface has the ability to show or hide the standard "window" and title-bar that you normally see by pressing CONTROL + M on your keyboard.

The Preferences dialog appears. In the Asset folder field, click Browse.

2. Browse to and select the directory you want to serve as Asset folder and then click Open.
3. In the Preferences dialog, click OK.

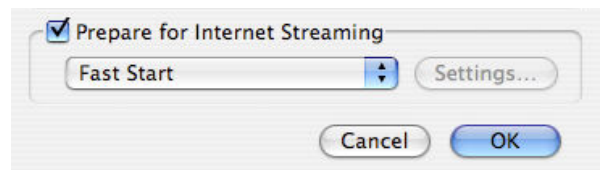
Recommendations on Media

The first thing to consider when deciding on what type of media to use in a session is, what are the capabilities of the computers that will be involved in a session? For example, you'll never get uncompressed HD-1080p to playback on anything but the fastest multi-processor computers, so you must take into account the CPU and drive speed for any particular CPU. Generally speaking, anything that QuickTime will playback will playback similarly in syncVUEpro.

Typically you'll want to use media that has been compressed in some fashion to make it easier to transport across the Internet. Our preferred codec is H.264, but you can use anything that QuickTime will playback on any given CPU.

IMPORTANT! To use syncVUEpro's "FTP Hint" and URL capabilities (the ability to play media immediately while being

downloaded), you MUST encode media with 'Fast Start' for Internet streaming enabled! Otherwise, syncVUEpro will fail to pull the media from the web.



QuickTime Pro's 'Fast Start' Setting

NOTE: If you're using Apple's Compressor for encoding, you'll find some handy syncVUE 'presets' to use at: <http://www.syncvue.com/presets.htm>

Creating a Play-List



Play-List

Once you've setup a default Asset location, you can add media to your play-list. A play-list is a list of media files that you plan to use in syncVUE. Every time a media file is loaded for viewing, it's automatically added to the play-list. You can freely add and delete files in the play-list, as well as save the entire list and all the locator data (text, GFX, voice notes) for recall at a later time. Play-lists are a handy way to organize media to be used in sessions. You'll see how you can use play-list for automatic loading of media for your session partners a little later in this guide.

Creating a play-list (adding media):

1. To add media to the play-list, do one of the following:
 - a) Click the + button beneath the play-list window.
 - b) Right-click (Windows) in the play-list window and select 'Add Asset'
 - c) Drag and drop a media file to the play-list window.
 - d) Press **APPLE+O** (Mac) or **CTRL+O** (Windows).
 - e) Go to **File→Load Asset**

The movie is added to the play-list and loaded into the viewer.

1. To add a web URL to the play-list, do one of the following:
 - a) Go to **File→Open URL.**
 - b) Press **APPLE+U** or **CTRL+U** (Windows).

2. Enter the URL location to the media file and click **OK** or press **ENTER.**

The web movie is added to the play-list, loaded into the viewer – and immediately begins progressively downloading (a grey line in the “scrub area” will move from left to right as the media is loaded). As with all media in syncVUEpro, the URL must point to a valid QuickTime compatible media file.

Depending on the status of the media loaded into the play-list, it may have one of the following icons associated with it (more on this later):



A media file that exists locally in your Asset folder (or other folder accessible to your computer).



A media file that exists both locally in your Asset folder (or other folder accessible to your computer), or immediately playable as an FTP progressive download, otherwise known as an FTP ‘hint’.



A media file that does not exist locally in your Asset folder (or other folder accessible to your computer), but is immediately playable as an FTP progressive download, otherwise known as an FTP ‘hint’.



A media file not found locally in your Asset folder or other known folder location. With this type of file in a session, a “missing media” icon will be listed against your name in the Participants pane.



Media file from a standard internet URL location, immediately playable as a progressive download, otherwise known as an URL ‘hint’.

NOTE: Files available as FTP “hints” are automatically downloaded to the QuickTime cache folder if they can’t be found locally.

NOTE: URL hinted files progressively downloaded from an internet location also end up in the QuickTime cache folder, however – depending on your QuickTime cache settings, will remain there until the cache is full. You can set the cache size from the ‘QuickTime Preferences→Browser’ settings within QuickTime player.

To Save a Play-List:

1. Do one of the following:
 - a) Click the **Save** button beneath the play-list window.
 - b) Right-click and select ‘Save PlayList’ or ‘Save As PlayList’ (Windows)
 - c) Press **APPLE+S** (Mac) or **CTRL+S** (Windows).
 - d) Go to **File→Save Play List**.
2. In the **File Format** drop-down box, select the type of file to save:
 - a) **Full Export:** Saves the current play-list plus all locator data (text, GFX, voice notes) attached to each media file in the list. These files have a .SVE file extension.
 - b) **Playlist:** Saves the play-list only without the locator data. These files have a .SVP file extension.
3. Type a name for the file, then click **OK**.

To Load a Play-List:

1. Do one of the following:
 - a) Click the **Load** button beneath the play-list window.
 - b) Right-click and select ‘Load PlayList’ (Windows)
 - c) Go to **File→Load Play List**.
 - d) Drag and drop a play-list file (.SVE or .SVP) to the play-list window

Transfer Manager

Video tutorial on this topic: http://www.syncvue.com/transfer_manager.htm

syncVUEpro includes a built-in FTP upload/download function called ‘Transfer Manager’. You may add as many FTP locations as you wish, but only one may be the ‘default’ at any given time. Transfer Manager works in

conjunction with the Asset folder to determine which media to upload or download to/from a given FTP location to keep both in-sync. A typical workflow might be as follows:

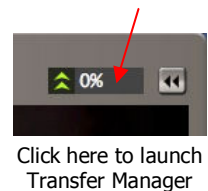
1. Create (encode if necessary) media and place into your Asset folder.
2. Run syncVUEpro and using Transfer Manager, select what media you want to make available to others either during a session, or before a session begins.
3. Upload media to FTP location.
4. Create a play-list (adding locators if you wish) and save it to disk.

Once the media has been uploaded to your FTP, syncVUEpro tags each uploaded media file with a hidden FTP/URL location including if required, username and password info derived from the FTP login. We call this an FTP 'hint'. If then (for example), you were to email the play-list to another person (your client?), they could load it into their syncVUEpro player, click the desired media file and immediately begin progressively downloading the media while viewing it. You can also load the play-list while in a session with other people (assuming you're the "Master"), which will instantly load the play-list into their players.

Or, providing they also have your FTP login info, they too can add the FTP location to their syncVUEpro player. Via Transfer Manager, they can 'sync' (download) any files needed for review ahead of time, automatically adding them to their Asset folder.

Adding an FTP Account:

1. Launch Transfer manager by clicking on the grey panel to the left of the "drawer" button in the upper-right of the application.
2. Click the **Accounts** button.
3. Click **Add**.
4. Enter the required FTP information.
5. Click **OK** when finished.
6. To make this the default account, select the account name in the list, then click **Default**.



NOTE: If you designate a subfolder in the **User Folder** field, make sure you add '/' to each sub-folder level. For example, to use a folder called 'mymedia' which is directly off the root of your FTP, type '/mymedia' (without the quotes). Also, **you must setup your folder structure ahead of time using a standard FTP program.** You cannot add, change or delete folders (or delete files) from within syncVUE's Transfer Manager.

Uploading Media:

ONLY after you've setup an FTP account:

SHORTCUT → Click the 'Double Up Arrow' button in the **Play-List Window...**



syncVUEpro will login to your selected FTP account and prompt with a window – simply press **START** to begin uploading your media. Note that you may receive a warning if another transfer list is already loaded into the transfer manager or a transfer is already in progress. The total progress for the upload is displayed above and to the right of the video window.

Or

1. Open Transfer Manager.
2. Click **Upload**.
3. All valid QuickTime compatible files in your Asset folder that need to be uploaded to your FTP location will be displayed.
4. All the files are selected by default, but by using the mouse and the **Enable/Disable** buttons (or the **spacebar**), enable those files you want to upload.
5. Click **Start**.

syncVUEpro will immediately login to your selected FTP account and begin uploading your media. The total progress for the upload is displayed above and to the right of the video window.

Downloading Media:

SHORTCUT → Click the 'Double Down Arrow' button in the **Play-List Window**...



syncVUEpro will login to the FTP account and prompt with a window – simply press **START** to begin downloading your media.. Note that you may receive a warning if another transfer list is already loaded into the transfer manager or a transfer is already in progress. The total progress for the download is displayed above and to the right of the video window.

Or

1. Open Transfer Manager.
2. Click **Download**.
3. All valid QuickTime compatible files in your FTP location that need to be downloaded to your Asset folder will be displayed.
4. All the files are selected by default, but by using the mouse and the **Enable/Disable** buttons (or the **spacebar**), enable those files you want to download.
5. Click **Start**.

Local Network Option within the FTP Account (Windows). Select 'Local' instead of FTP. You can then enter the local 'Server name' and the local 'Address' on your network.

Example: Server Name = MyServerName Address = \\LocationName\MyFolder

UNC Local Network Option within the FTP Account (MAC). (A little more tricky)

The field "Host Address" in the MAC's dialog requires a UNIX style path from the local file system.
Example: [/usr/my_user/media](#)

When you want to use a network location on the MAC, you need to mount it first in the Finder (or in the terminal if you prefer). Its content will then appear in a special folder under that machine's file system. On the MAC it's usually under the /Volumes folder where the system creates a folder from the server/domain name of the mounted location.

So, if you mount a location from server "MyServer", belonging to workgroup "Workgroup", you may see a folder named "MYSERVER" or "WORKGROUP;MYSERVER" created under the /Volumes folder. Then you must enter its full path in the "Host Address" field to use in the transfer manager - such as "/Volumes/WORKGROUP;MYSERVER" .

Tip: One easy way to determine the UNIX path of a mounted folder is to drag something from it into a Terminal window. Make sure to drag **something that is in the folder** and NOT the mounted volume. (Do not drag the mounted volume from the upper left section in the Finder as it will be removed from the Finder view!)

Once something in the folder is dragged into the Terminal, you'll see the actual path in the terminal window. You can copy the path from there.

Example:

- Mount MyServer from Workgroup and it will appear in the top left section of the Finder.
- Select it and its content will appear in the right pane. Drag something (such as "file.txt") from the right pane to the terminal window.
- On the command line of the terminal window something like this will appear:
[/Volumes/WORKGROUP;MYSERVER/file.txt](#)
- You must remove the last slash and file name to get the folder path:
[/Volumes/WORKGROUP;MYSERVER.](#)
- This is not the exact path, because the semicolon is prefixed with a slash '\' for command line use. **You must also remove this slash.**
- The result is [/Volumes/WORKGROUP;MYSERVER](#) to be entered into the Transfer Manager.

Basic Procedure for a syncVUEpro Session

Here are the basic steps required for a syncVUEpro session:

1. Make sure everyone who will be participating has downloaded and installed syncVUEpro and Skype. Additionally, everyone should have a Skype account, and all participants **MUST** have each other in their Skype contact list, or syncVUE will not work.
2. The creator of the media (usually) encodes it to a preferred QuickTime compatible codec, and then adds the media to his Asset folder.
3. Using Transfer Manager, the content creator uploads the media to an FTP location, then creates and saves a play-list of the media. As an option, he can mark up the media with text, GFX and voice notes before saving the play-list.

NOTE: Voice note data cannot be transferred to other participants during a session. If you want others to hear your voice notes, save the play-list with its locators, then email the play-list file to them, or – send the file directly to them via Skype by dropping it on their contact name!

4. When ready, click the **Invite** button (if you can't see the **Invite** button, make sure the "drawer" is open by clicking the >> button in the upper right corner of the application).
5. Select one or more participants in the **Invite** window, and then click **Invite**.
6. When the participants receive their invitations, have them click **Accept**.
7. Load your play-list. This will load the identical play-list for everyone in the session.
8. Select a media file from the play-list to view – double-click to open. If the participants do not have a copy of the media to be viewed, the FTP 'hint' when opened in a session will begin pulling the file down from the FTP location. **Tip:** To minimize downloading, you can use 'Double Down Arrow' button below the Play-List to download all media for the play-list permanently. After any download completes, the media will be loaded locally the next time opened. This operation may be performed even during sessions (but may slowdown the connection). A grey progress bar in the scrub area indicates the amount of media downloaded.
9. If the play-list contains text or GFX locators for the media being reviewed, they will immediately be viewable to everyone in the session.

NOTE: If there are a large number of locators, you may see a 'spinning ball' on Mac versions while syncVUE is sending the locators. Please be patient and let this process complete before carrying out any other operation!

Keyboard Shortcuts

Macintosh	Windows	Command
CAPS-LOCK ON	CAPS-LOCK ON	Turn Virtual Laser Pointer on
CAPS-LOCK OFF	CAPS-LOCK OFF	Turn Virtual Laser Pointer off
J	J	Reverse Play (x1)
K	K	Pause
L	L	Play (x1)
←	←	Increment one frame back
→	→	Increment one frame forward
← (held down)	← (held down)	Reverse Shuttle (x2)
← (held down)	→ (held down)	Forward Shuttle (x2)
mouse scroll wheel	mouse scroll wheel	Turning the mouse scroll wheel towards you will increment the movie forward in frames; and away from you - backwards in frames.
home	home	Moves the playhead to beginning of the media file
end	End	Moves the playhead to end of the media file

A or ↑	A or ↑	Moves the playhead to previous locator
S or ↓	S or ↓	Moves the playhead to next locator
Tab	Tab	Add locator
Enter	Enter	Store locator note (when in QWERTY mode)
Page Up	Page Up	Loads previous media file from Asset folder
Page Down	Page Down	Loads next media file from Asset folder
Apple + O	CTRL + O	Open load asset dialog
Apple + W	CTRL + W	Close current asset
Apple + U	CTRL + U	Enter URL location
<input type="checkbox"/> (on Mac laptops, press FN, then the above keys)	Delete	Delete locator
Apple + <input type="checkbox"/> (on Mac laptops, press FN, then the above keys)	CTRL + Delete	Delete all locators
E	E	Edit locator title
Apple + E	CTRL + E	Edit locator note
Apple + S	CTRL + S	Save Play-list
Shift + Apple + S	Shift + CTRL + S	Save Play-list as...
Apple + G	CTRL + G	Get control
Apple + F	CTRL + F	Free-for-all
Shift + Apple + I	Shift + CTRL + I	Hide/Show GFX
Apple + T	CTRL + T	Open/Close Participant/Locators drawer

Minimum System Requirements

In order to have a successful syncVUE session, please make sure your computer meets the minimum requirements. Please note the specifications are broken into two categories, a syncVUE session ***with a simultaneous Skype call***, and one ***without***.

Macintosh

syncVUE session only*	syncVUE session with simultaneous Skype voice call*
<ul style="list-style-type: none"> • Mac OS-X v10.4.0 or later • 1.5 GHz PPC or Mac Intel • At least 512MB of RAM, 1GB recommended • 32MB of video memory • Broadband connection to the internet that successfully supports Skype • QuickTime™ v7.1 or later (www.quicktime.com) • Skype™ for OS-X v2.5 or later (www.skype.com) 	<ul style="list-style-type: none"> • Mac OS-X v10.4.0 or later • Dual 1.8 GHz PPC or Mac Intel • At least 512MB of RAM, 1GB recommended • 64MB of video memory • Broadband connection to the internet that successfully supports Skype • QuickTime™ v7.1 or later (www.quicktime.com) • Skype™ for OS-X v2.5 or greater (www.skype.com)

Windows-XP

syncVUE session only*	syncVUE session with simultaneous Skype voice call*
<ul style="list-style-type: none">• Windows-XP Service Pack-2 or later• 1.8 GHz or faster CPU (XP)• At least 512MB of RAM, 1GB recommended• 64MB of video memory• Broadband connection to the internet that successfully supports Skype• Microsoft .NET Framework v2.0 or later• QuickTime v7.1 or later (www.quicktime.com)• Skype for Windows v3.0 or later (www.skype.com)	<ul style="list-style-type: none">• Windows-XP Service Pack-2 or later• 2.0 GHz or faster CPU• At least 1GB of RAM• 64MB of video memory• Broadband connection to the internet that successfully supports Skype• Microsoft .NET Framework v2.0 or later• QuickTime v7.1 or later (www.quicktime.com)• Skype for Windows v3.0 or later (www.skype.com)

*Based on using media files encoded as H.264, 720x486 @ between 23.98fps and 29.97fps. Higher resolutions and more CPU intensive codecs will require faster CPU's and more memory. Generally speaking, if QuickTime will playback a media file properly on a given CPU, it will playback properly in syncVUE.

syncVUE Software Version History

02/22/2008	V2.1	<ul style="list-style-type: none"> Updated Transfer Manager functionality with FTP and URL Hints
07/24/2007	V2.0	<ul style="list-style-type: none"> First release of syncVUEpro for Windows and Macintosh Added comprehensive Transfer Manager with embedded FTP & URL operations Added complete graphics and voice-note functionality <ul style="list-style-type: none"> - Drawing lines, arrows, darts, circles, squares - Color selection palette - Voice note functionality associated with markers
12/15/2006	V1.1.1.178	<p>Macintosh:</p> <ul style="list-style-type: none"> Fixed a bug in the FCP export function where syncVUE would go through the motion of exporting an XML file, but in fact didn't export anything. <p>Macintosh/Windows:</p> <ul style="list-style-type: none"> Added new functionality to the time-code display in the LOCATORS PANE (when the drawer is open). In previous versions, syncVUE would display the normal QuickTime "counter" in this column, regardless of what the current position display was set to (counter, frames or embedded time-code). In this version, the LOCATOR PANE display mirrors whatever the position counter is currently displaying. You can change the display by left-clicking on the counter to display "frames", "counter", or "time-code". If the media does not contain any embedded time-code, "--:--:--:--" will be displayed. Added new functionality to the LOCATOR EXPORT function. In previous versions, syncVUE only exported values for the normal QuickTime "counter". In this version, syncVUE exports values for all the display counters, "counter", "frames" and "time-code". If the media does not contain any embedded time-code, "--:--:--:--" will be displayed.
09/25/2006	V1.1.0106	<p>Windows:</p> <ul style="list-style-type: none"> First release for Windows platform <p>Macintosh: Added some new features and many bug fixes for the Mac:</p> <ul style="list-style-type: none"> Added VLP (Virtual Laser Pointer Feature) Fixed bug that caused failure of locators to propagate across to all connected users Fixed locator import bug where imported locators would end up on non-frame boundaries (tested with 23.98, 24, 25, 29.97 and 30fps movies only) Fixed bug with certain QT files that were missing TRT info in file header. syncVUE would load and play the file, but the scrub bar couldn't be positioned and no locators could be added. Fixed bug that caused CPU usage to increase and latency to be introduced when a large number of locators were present in a movie Improved responsiveness between users for movie playback, timing, etc.
08/15/2006	V1.0.6226	This release fixes a bug that affected users running a firewall with proxy servers. syncVUE sometimes could not connect to the License Server for license verification.
07/10/2006	V1.0.6091	This release fixes a bug that affected users running syncVUE on OS-X v10.3.x (Panther). The bug prevented release versions of syncVUE from making a connection to the syncVUE License Server for license verification. This bug did NOT affect the demo version of syncVUE.
06/08/2006	V1.0.6057	Initial release for Macintosh