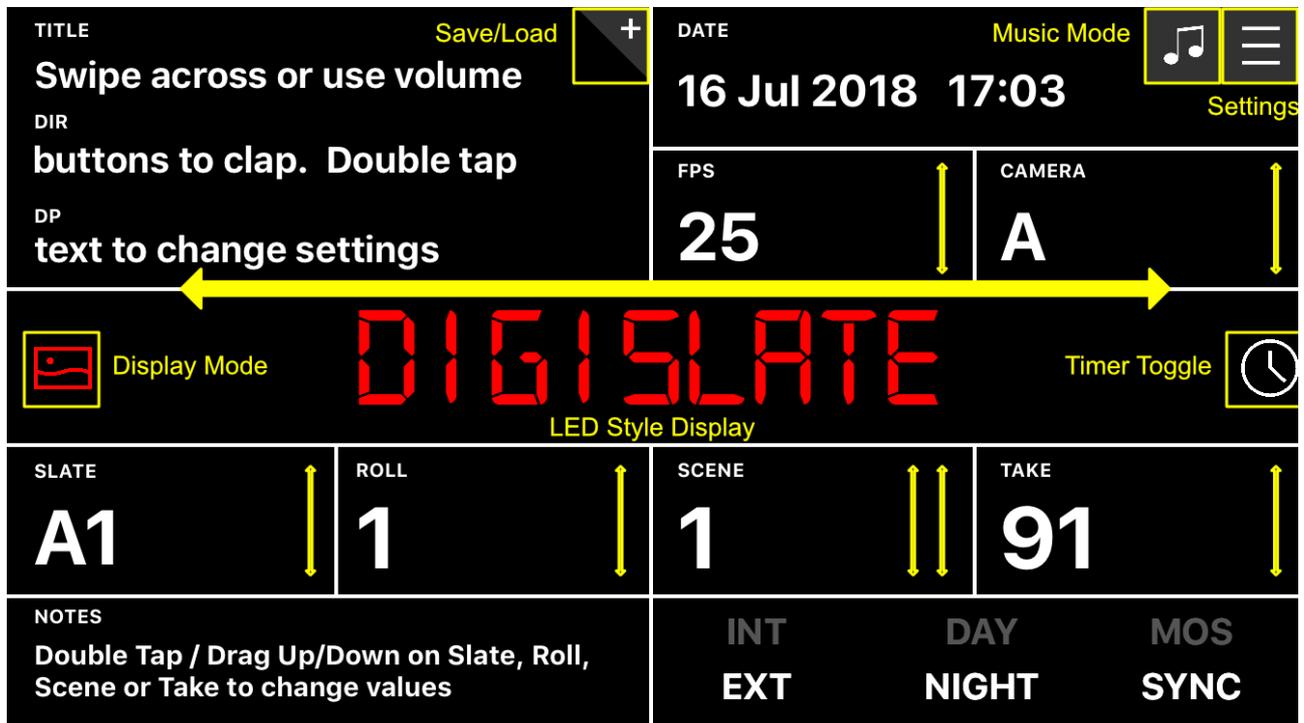




DigiSlate User Guide V1.9



Basic Operation

- Swipe horizontally across the screen or use the volume buttons to clap the board
- Double tap the slate items to edit the values. Time and date are not editable since these derive from the date and time on the device. To change these, you would need to adjust them in the device Settings
- Swipe up and down on Slate, Roll, Scene, Take, Camera and FPS to increment / decrement the value. Two finger swipe up and down on Scene to adjust in US format (4A, 4B, 4C etc)
- LED Style Display shows either scene name, time of day, shoot time or timecode.
- DigiSlate operates at the volume set on your device. To adjust the overall slate volume, use the control centre on the device or adjust the volume before opening DigiSlate. Alternatively you may adjust the system volume in Music Mode.

DigiSlate Fields

The following DigiSlate fields are freely editable to hold any text: Title, Dir, DP, FPS, Camera, Slate, Roll, Scene, Take, Notes

The titles of all fields are also editable with a double-tap so you can customise the slate to fully suit your needs.

Date and Time are taken from the system data and time s these are not editable. To adjust these, go into settings and adjust the system date/time which will be represented on the slate.

FPS

In order for **FPS** to operate correctly, a numeric frame rate should be entered. Swiping up or down at any time in this field will return the FPS to one of the commonly used frame rates.

DigiSlate currently has the following frame rates available in the swipe list - 12, 20, 22, 23.98 (this is 23.976 and DigiSlate uses the very long version of this number to do its calculations), 24, 25, 28, 29.97 (non-drop), 29.97 drop, 30 true, 36, 45, 48, 50, 59.94 non-drop, 59.94 drop, 60 true, 72, 84, 96, 100, 120, 240

Remember that 24P is not the same as 24fps, but actually 23.98 (P=Progressive). 30P is actually 29.97 and 60P is actually 59.94. There's plenty of information on-line explaining frame rates, and these are most important when adjusting music speed in Music Mode to prevent sync problems later on in post production.

Camera

Single finger swipe up/down on Camera will increment the camera letter for film shoots. Since this is also freely editable with a double-tap this can also display things like "ARRI", "5DMKiii" etc.

Slate, Roll, Scene and Take

Single finger swipe up/down on Slate, Roll, Scene and Take will increment/decrement their value by 1. Incrementing Scene will automatically reset Take to 1.

Two finger swipe up or down on Scene will increment / decrement this field in the USA film Scene counting order of 1A, 1B, 1C etc.

Setup

Tap on the Int/Ext, Day/Night, MOS/Sync options to toggle. *MOS is Mute Of Sound so slate clap is for reference only in these scenes and the Soft Clap option can be used if required.

Display Modes

DigiSlate has 4 main display modes. Toggle between these using the mode buttons on either side of the display. Both perform the same task, switching modes. The left icon cycles between the display modes whereas the right icon shows whether the timer is off, running, or running in frames. The display modes are as follows:



Scene

Displays the name of the scene. Double tap to edit



Time of Day

The time of day, using the device clock, in 100ths of a second



Shoot Time

The shoot time, in real-time and 100ths of a second. Double tap to reset to 00:00:00:00. **Note. This will also reset Shoot Timecode to zero to maintain start pint sync.**



Timecode

Similar to shoot time, but in timecode mode the LED counter clocks

in frames. Since we support non-whole frame rates (23.98, 29.97 non-drop and 59.94 non-drop) this is no longer actual hours, minutes and seconds and will drift out of sync with real time. If shooting in a whole number frame rate (25, 30, 50 etc) then this will maintain sync with shoot time. Double tap to reset to 00:00:00:00 **NB. This will also reset Shoot Time.**



Music Mode When Music Mode is selected, the Timecode mode is replaced by the Music Mode icon and the slate operates as a synced music playback device.

Double tap the LED display to exit Music Mode and return to regular slate operations.

Since non-whole-number frame rates can drift out of sync with real time, we have Shoot Time as a separate display mode. You have Time of Day, Shoot Time and Shoot Timecode options for keeping track of your shoot in real-time and frames, whether or not they remain in sync.

The timer toggle button on the right of the LED style display toggles between



Timer Off



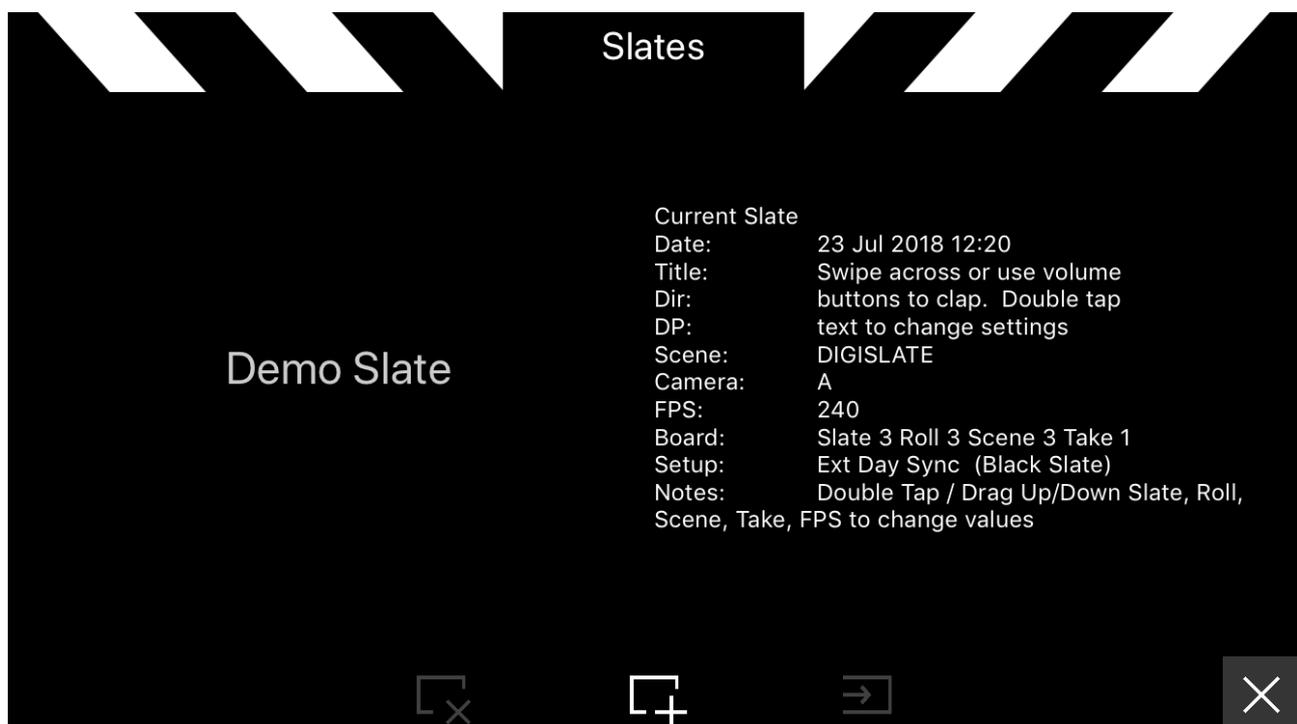
Timer Running (1/100th of a second interval, real-time)



Timer Running in Frames



Save/Load Slates



- The icon above the Title/Dir/DP section opens the Save/Load slates screen.
- The Current Slate will be displayed in the text box on the right of the screen.
- Hit the  icon to add the current slate to the database.
- To select a previously saved slate, simply roll the picker on the left-side of the screen.
- The “Add Slate”  button will then be disabled as you are now selecting a slate.
- To delete the selected slate tap the  button.
- To push the saved slate onto the clapperboard hit the  button.
- There is currently no “edit slate” option, although this is planned for a future update. For now, Current Slate can be added and Saved Slates can be recalled. To “edit” a slate, it is necessary to load an existing slate, make the changes on the live board, re-enter the Save/Load slates screen and add this as a new slate. The previous saved slate can then be deleted.

The following information is saved with each slate:

- Date and Time
- Title
- Dir
- DP
- Scene (name)
- Camera
- FPS
- Slate, Roll, Scene and Take
- Setup (Int/Ext, Day/Night, MOS/Sync) and Black/White Slate setting
- Notes

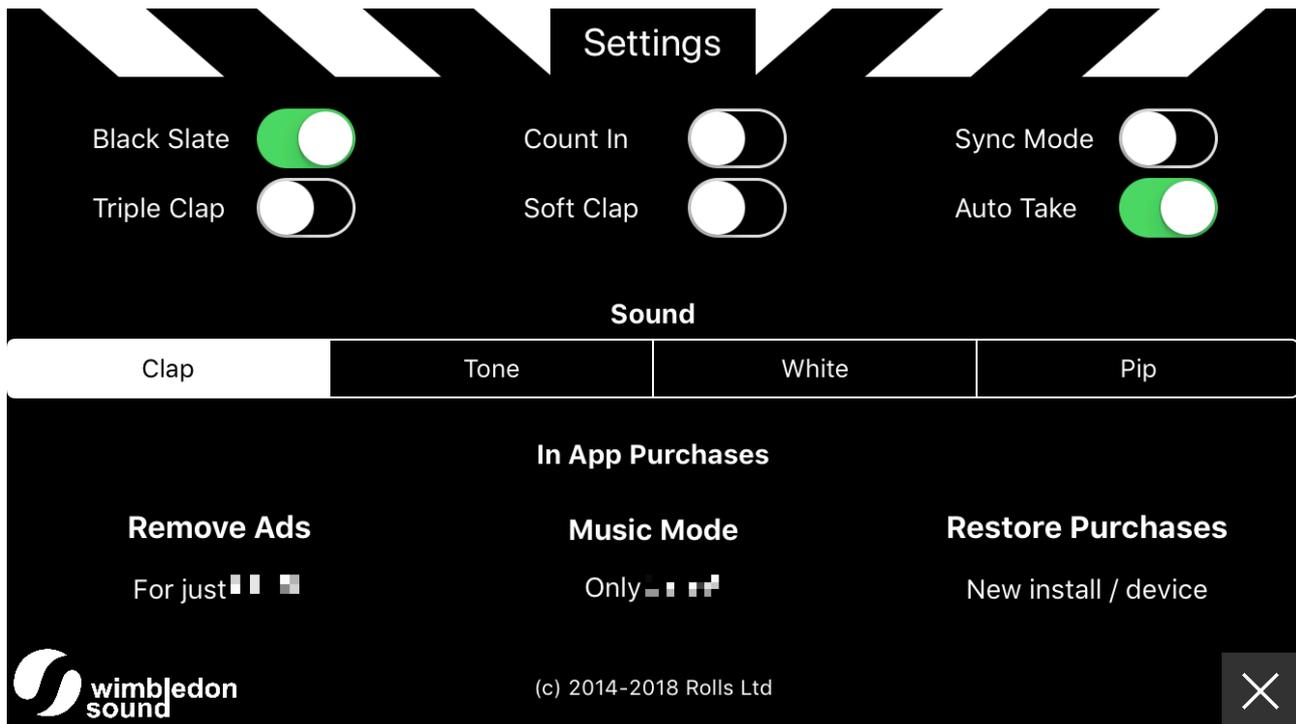
Settings

Black Slate

Switches DigiSlate between a black or a white slate for different shoot requirements, or just personal preference.

Triple Clap

For very noisy environments it can be difficult to get a good sync with a clapperboard. Triple Clap does exactly as the name suggests and claps the board 3 times in succession. You then have three separate sync points to conform rather than one.



Count In

Adds a 3 second countdown to the slate clap. The LED display will flash with each beep. This can help sync in a moderately noisy environment or prepare for a performance. Also used in Music Mode.

Soft Clap

When selected the slate will clap silently - especially useful if you're slating right next to an actor's face and don't want them to hear the slate clapping in their nightmares! Can be used with the Count In option with excellent results.

Auto Take

By default, the Take number will turn green with each take. Swiping up on the take will increment the number and turn the take number back to normal colour (black / white). Enabling Auto Take will change the take number to green, pause for one second, and then automatically increment the take number.

Sync Mode

This is a feature requested for multi-camera shoots where checking audio sync between camera and microphones is required. Enabling Sync Mode puts DigiSlate into a loop of flashing the slate and emitting a single sync sound. This can be used to align the various recorders on set to ensure there's no lag in audio/video. Sync is approximately 18ms out on an iPhone 6, but very consistent at that. You must disable Sync Mode to return to normal slate operation.

Sound

Choose between a standard Clap, "White" Noise, a long Beep or a short 1 frame (at 25P) 1kHz Pip. DigiSlate volume is set by the system. Use the swipe-up control centre for easy access or adjust the volume in Music Mode when the volume buttons on your device aren't being used to trigger the slate.

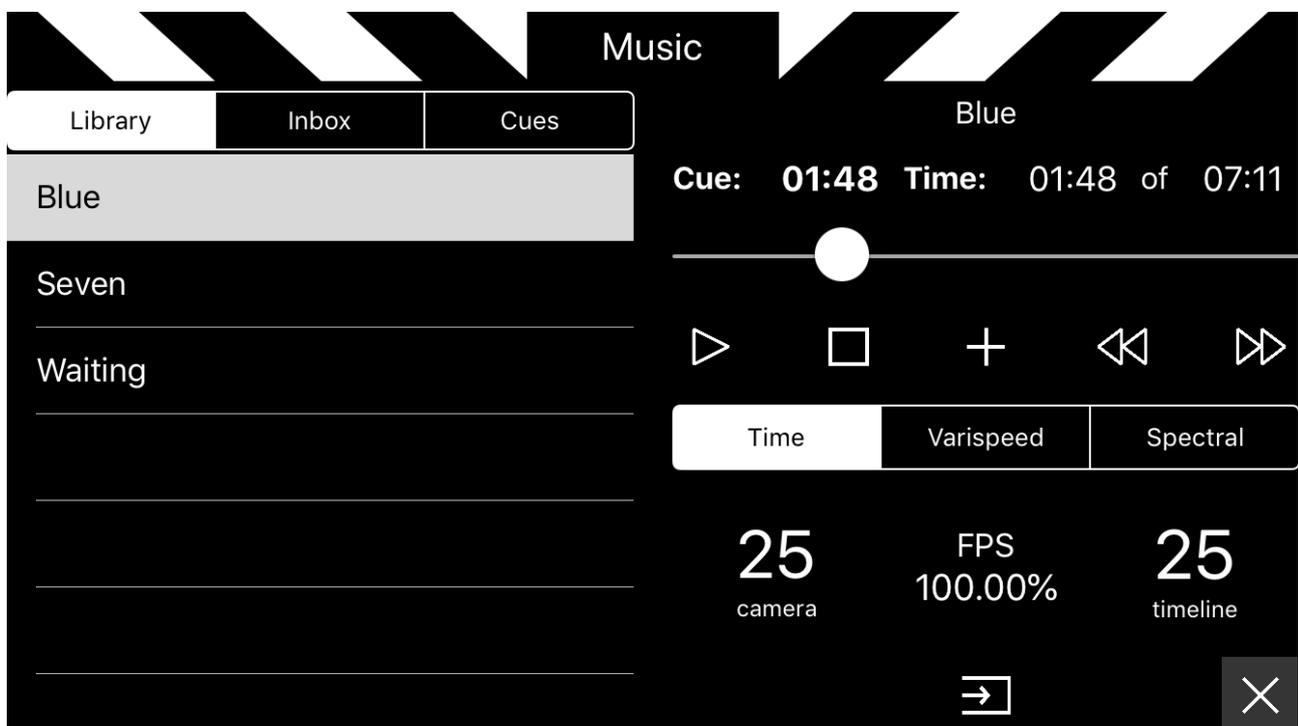
In-App Purchases

DigiSlate is part funded by ads, and will show these every few times the slate is clapped. To remove ads entirely, there is a Remove Ads in-app purchase available for a small fee. This all helps pay for the time spent making DigiSlate and keeping it up to date on new devices and iOS versions. Thanks for helping.

Music Mode (in-app-purchase)

Reducing the hassle of preparing audio for music video creation and playback. In this mode, DigiSlate will request access to your Music Library and will display any **locally stored** music for playback. If you say “No” here, you can always grant access later by going into Settings->DigiSlate and enabling the toggle switch for Media and Apple Music.

Hit the  Music Mode button on the slate to enter Music Mode



DigiSlate can trigger playback from multiple sources, namely your **local** Music Library, Inbox and Cues. The list tabs on the left side of the Music Mode screen represent these 3 sources. Whilst in Music Mode the volume buttons function as normal.

Library

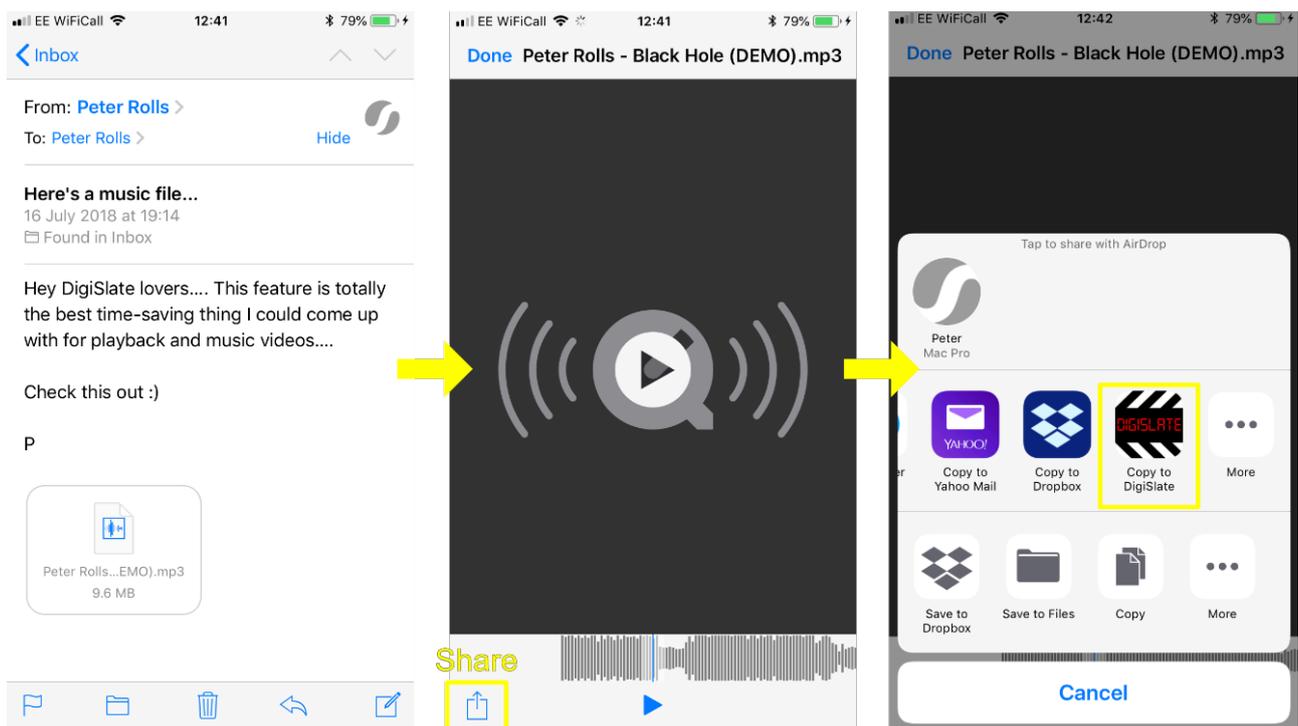
Locally stored music is used here since it vastly reduces the number of songs to choose from, and doesn't rely on a solid data connection for playback. If your songs are in the cloud, first download them to your device using the Music app (hit the download button on each track you want to use) and then re-open DigiSlate and the songs will be listed in the Library tab.

Inbox

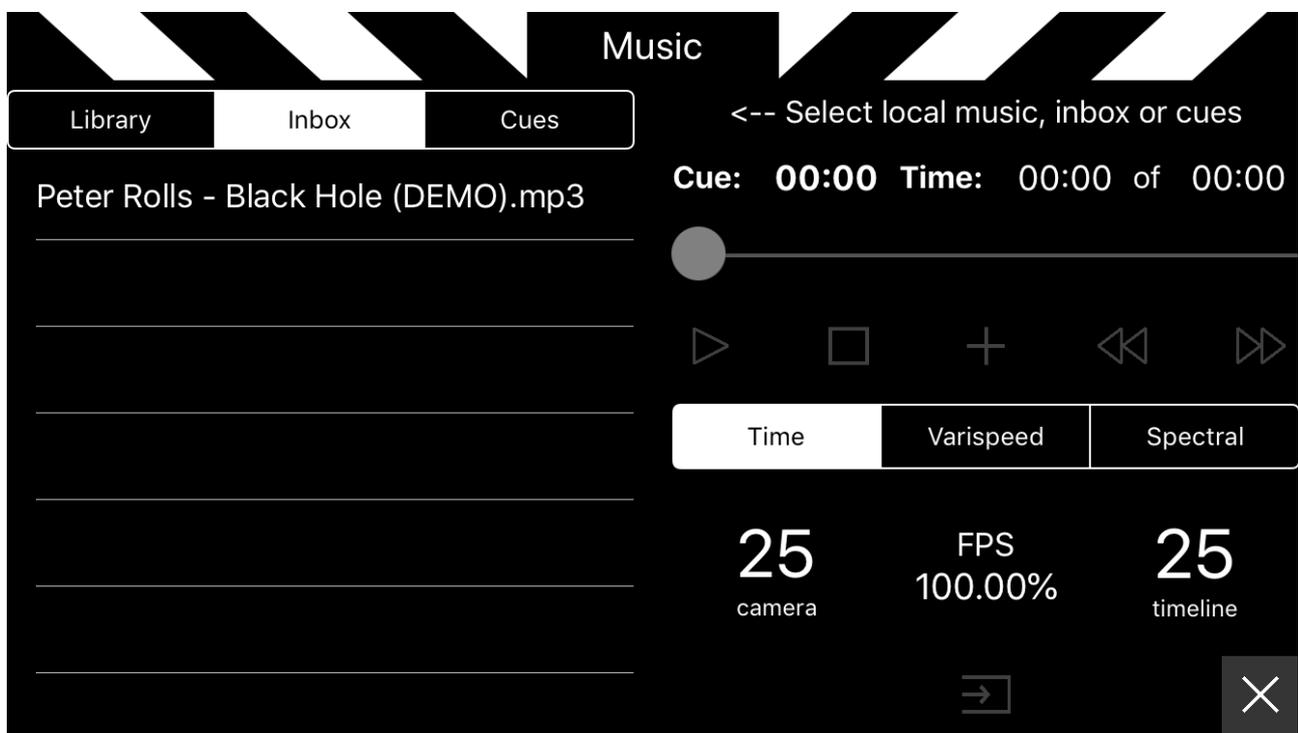
Have a song in an email, WhatsApp message or even recorded in the Voice Memos app? No problem. Simply open the attachment and hit the Share icon. Choose “Copy to DigiSlate” and the audio file will be available in the Inbox tab. DigiSlate is now a Share destination, so any app that can have an mp3, WAV, AIF or m4a file attachment playing can be shared with DigiSlate.

For example, here we have received an email with a new version of a track. We tap the download to open the attachment.

Hit the share button and then swipe along the sharing targets until you see the Copy to DigiSlate button. Tap this button and DigiSlate will open. Your mp3 will now be ready for



use just like any library item.

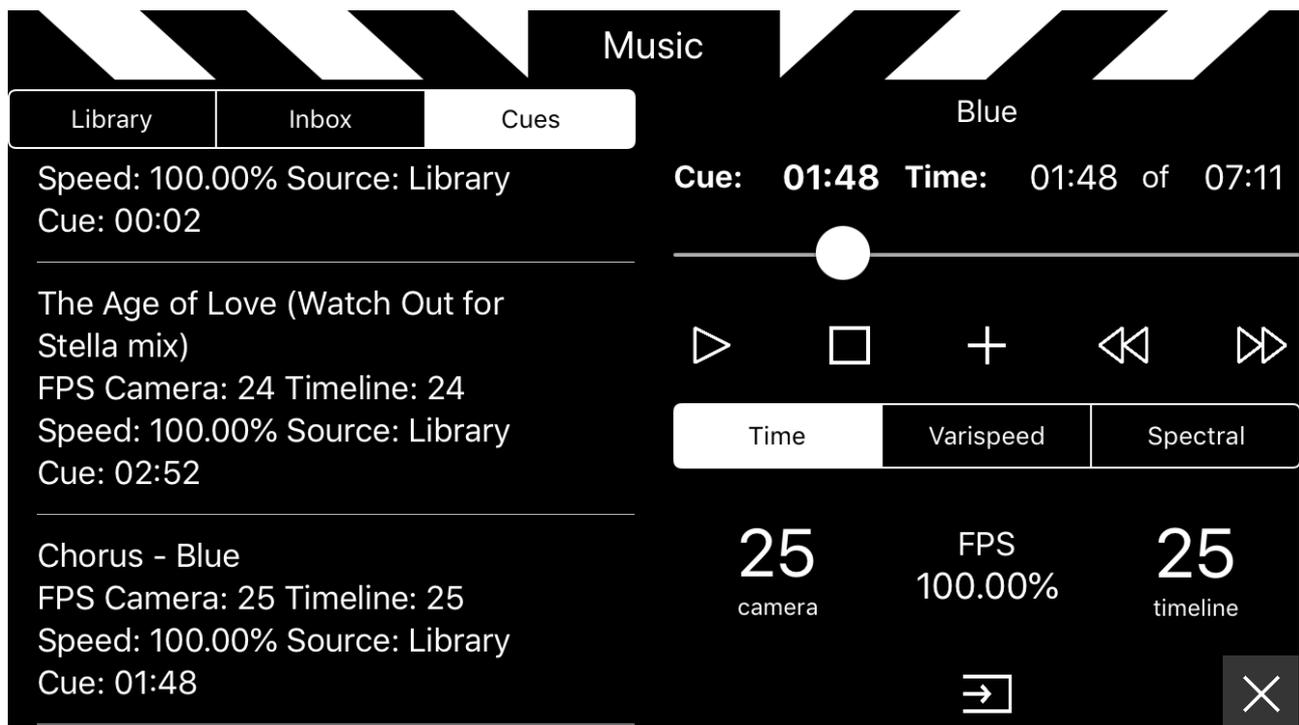


Your download will appear on the Inbox tab in Music Mode and can be treated just like any other local music file.

Now you have your music selected, it's time to DJ and get the cues prepared and saved for the shoot...

Cues

A Cue is the time at which you want the music to start. This tab shows all previously created Cues from various songs/ files and sources. Sources can be from your music library or saved attachments.



Camera FPS, Percentage and Timeline FPS

This is where DigiSlate comes into its own. When shooting music videos oftentimes you will be required to shoot at 0.5x or 2x the timeline FPS so that when conforming you get the smooth, dreamy effect of the subject or the background appears to be moving quickly/slowly behind a regular subject. Sometimes the music will be played back slowly then sped-up in post to give a jerky inhuman effect to the performance. Other-times playback will be straight and the camera and timeline FPS will be the same.

In order to do this, traditionally you would first decide on your frame rate, calculate the shift in percent, speed/slow the music track on the computer by the desired amount, save the newly processed music track onto iTunes, sync iTunes with the device, open the music track on the slate.

In DigiSlate you can of course do this, but also you can set the Timeline and Camera FPS right on the slate and process the music track in real time.

For example, you're shooting a 25P video and want some nice slo-mo - set the camera to 36FPS, adjust the frame rates on DigiSlate to 25FPS (timeline) and 36FPS (camera). DigiSlate will show 144% as the speed increase and will adjust the playback speed of the music accordingly. Simple. This track can then be loaded onto the slate for filming.

NB. Not all frame rates are as they seem. Sometimes 36FPS might be 35.97FPS or similar depending on the specific camera. You may double-tap the frame rate to enter your own in case the specific device has such variance. It's worth learning what each of the frame rates actually mean on your camera to avoid sync issues later on in post. For 23.98 timelines, you will need to manually enter the new frame rate as 47.96 is shooting double speed for example. 48 true is not the same as 48P for example since 48P is double 24P which is actually 23.98.... etc.

Processing Mode

There are 3 different processing modes in DigiSlate for music speed adjustment. Depending on the source material you may find one mode is preferable over the others.

The following processing modes are available for music speed adjustment:

Time	This is a time-stretching/compacting algorithm which works well for voice, although if speeding up the audio can sound a little "choppy"
Varispeed	Like a tape-machine or vinyl, this mode will also affect the pitch of the audio. No good for rappers or singers, but awesome for percussion or instrumentals
Spectral	This is the highest quality algorithm. Not suitable for percussion as it smears the transients, but for a full mix this is often the go-to option since it preserves the pitch of the vocals.

In essence, try each one and see which is preferable for the piece of music, but generally Spectral or Time give the best results with singing/rap and Varispeed for instrumentals.

Music Mode Screen Operation

- Tap the track name to begin playback. The Stop button returns the playhead to the Cue point (default is 0:00).
- Hitting Pause sets that time as the new Cue point.
- The FF and Rewind buttons wind the track forward or back by 1 second.
- To set up a cue, drag the song slider close to the part of the song you wish to cue. Hit the Pause button when you wish to mark the cue point.
- Hit Stop to return to the cue point and check the Cue by hitting Play.
- If you hit the Play/Pause button whilst playing it will set this as a new Cue so have a play with the buttons until this makes sense.

Once your Cue is set, you can simply hit the  button to push the Cue onto the slate

- Alternatively you can save this Cue for later. Cues are awesome and let you set up multiple shoots with multiple music sources ahead of time. Hitting the + button will store a Cue at the exact moment you hit the button. If you have already set up the cue as described above, this information will be used for the Cue.
- If you hit the + button whilst playing, that moment will be captured and used for the Cue.

- Each Cue can be given a name, which by default is the name of the track. However, you may find it useful to clear this label and name each Cue something memorable like Verse1, PreChorus, Chorus etc.
- Cues save not only the name of the Cue but the track name, Cue time, Timeline FPS, Camera FPS, the Music Speed and the processing mode selected at the time.
- Clapping the board after this will trigger the music at the Cue point each time.
- In Music Mode the Mode Icon for Timecode will be replaced by a Music Mode icon. The other 3 modes (Scene, Time of Day and Shoot Time) will also be available.

DigiSlate Operation in Music Mode

TITLE Swipe across or use volume DIR buttons to clap. Double tap DP text to change settings		DATE 23 Jul 2018 12:36	
		FPS 25 @25	CAMERA A
 00:01:50:11  <small>BLUE SPEED: 100.00% (T)</small>			
SLATE 3	ROLL 3	SCENE 3	TAKE 2
NOTES Double Tap / Drag Up/Down Slate, Roll, Scene, Take, FPS to change values		INT EXT	DAY NIGHT
			MOS SYNC

- When music mode is activated, the Timecode Mode of the display will instead show the Music Mode icon. The timecode will be stopped while the music is not playing
- The LED style display will show the track name, the speed change and the processing mode - [T]ime, [V]arispeed or [S]pectral,
- The FPS display in Music Mode will have two FPS numbers - the left number is the project/timeline FPS to which you are targeting. The right number is the camera FPS and will have a small camera icon above to indicate this.
- Swipe the board or hit the volume buttons to clap the board and start the playback.
- The timecode display will show the Cue time of the track immediately you hit the button/swipe the board and will start counting when playback begins.
- In count-in mode this will have 3 beeps and flashes before playback begins
- Select Soft Clap in the Settings screen to mute the clap before starting the music.
- DigiSlate can still toggle between Scene, Time of Day, and Shoot Time display modes as well as Music Mode. Whilst working with audio files. Remember that the slate only counts in frames in Timecode and Music Mode
- Swipe or tap the button to stop playback and freeze the display at the end-point of the playback.



Exit Music Mode

To exit Music Mode and return to normal slate operation, ensure that the slate is displaying the “Music Mode” icon by toggling through the modes with the

switches on either side of the display.

Double-tap the LED style display and choose Yes from the Exit Music Mode? Message. Slate operation returns to Timecode mode.

Ads and In-App Purchases

DigiSlate is a free app, but takes a lot of time to develop and test, bug-fix and maintain and so this time is funded partly through ads and partly through optional in-app purchases. The Remove Ads purchase is the simplest way to show your support for the app. Without this purchase, ads will appear every few claps of the slate or flashes of the screen in Sync Mode.

Music Mode is our first premium in-app purchase. Hopefully you find it a useful feature worth paying for as it's uniquely suited for Music Video creators. Purchasing Music Mode also removes the ads.

Even without these options, DigiSlate will remain free to use and there are no plans to make this a paid-for only app.

Thank you for all your emails and comments. You help to make DigiSlate the best free digital clapperboard, and now the best digital slate for music videos and playback too!