

## FCS Maintenance Pack 1.3.4



### User Manual

FCS Maintenance Pack is a utility pack designed to keep your Final Cut Studio machine running at optimal performance and help resolve problems when they arise.

Major problems always seem to occur right on a deadline - FCS Maintenance Pack is designed to quickly diagnose and fix common issues, ensuring you meet your deadline. With the Task Scheduler utility, you can even schedule maintenance tasks in the background and not have to worry about them.

FCS Maintenance Pack includes:

**Autosave Cleaner** – Expanding on the basic autosave management in Final Cut Pro and Motion, Autosave Cleaner offers more flexibility and can remove autosaves based on additional criteria including age and file size.

It can also be set to automatically remove autosaves from the Trash so that you don't have to keep emptying it when working on a long project.

**Corrupt Clip Finder** – When you have corrupt media on your timeline, Final Cut Pro will simply crash and you will not have any idea which clip is causing the issue. You face the long and arduous process of reconnecting each clip one-by-one in order to find the problematic one. Corrupt Clip Finder finds the corrupt clip for you in seconds.

**Crash Analyzer** – All of us have at some point received cryptic or confusing error messages and crash logs. Crash Analyzer analyzes your Final Cut Pro logs, attempts to diagnose the cause of the crash and suggests ways to solve the problem.

**FCS Housekeeper** – Trashes various caches and temporary files to keep Final Cut Studio in peak operating condition. FCS Housekeeper is even more useful when used in conjunction with Task Scheduler to run these tasks automatically.

**Media Salvage** – Extracts video and audio data from corrupt movie clips and places it into a new file.

**Path Manager** - Manages the locations of user and content directories on your system. It can inform you if the extra content that ships with Final Cut Studio is missing or invalid and allows you to easily move and synchronize content.

**Plugin Manager** – Plugin Manager allows you to quickly and easily organize your Final Cut Pro plugins. You can group them together, install new plugins and selectively enable and disable them – all without having to worry about where the plugins are physically located on disk.

Also includes a crash tester for discovering which plugins are causing Final Cut Pro to crash upon startup and an Audio Unit validator.

**Project Repair** – Attempts to repair non-launching projects so that they are recognized by Final Cut Pro again.

**QT Repair** - Verifies, repairs and rebuilds the structure of QuickTime movies. Also repairs invalid CLUT IDs and optionally restores trimmed or edited media. For more heavily damaged files, it can combine the movie data of the damaged file with the QuickTime structure of a working file.

**QuickFix** – Performs common troubleshooting tasks with just one button press, allowing you to get back to work quicker than ever. This should be your first port of call when things go wrong.

**System Toolkit** – A wealth of options to tweak and tune up your system, including:

- Extra launch and display options for Final Cut Studio applications
- Tools to manage Final Cut Studio registration
- Scan, repair, refresh files and remove temp files from disks
- Adjust system and per-application scaling
- Streamline your applications by removing unused languages and architectures
- Access many options hidden in OS X

**XML Repair** – Repairs invalid Final Cut Pro XML files and can convert XML files to different XMEML versions for compatibility with earlier versions of Final Cut Pro.

## Also includes:

**FCS Remover** – Removes Final Cut Studio, Express and Server. Can remove the entire suite or individual applications.

**Preference Manager** – Manages Final Cut Studio preference files. Allows you to trash, backup, lock and restore preferences. Can also be configured to restore a particular set of preferences before a certain project is launched for per-project preferences.

**Compressor Repair** – Repairs the fragile links between Compressor and Qmaster

## What's new in this version (1.3.4)

- Compatibility with [Pro Media Tools](#)
- FCS Maintenance Pack Launcher has now been replaced with Digital Rebellion App Launcher
- Compressor Repair - Can now repair issues where Start / Stop Sharing hangs or fails to function
- Crash Analyzer - Performance boost
- FCS Housekeeper - Support for trashing Quartz Composer caches for Final Cut Pro and Motion
- Preference Manager - Fixed several issues where preferences would not be trashed due to incorrect permissions
- Fixed a potential crash when closing an alert
- Minor speed boost for all apps
- Fixed a potential Corrupt Clip Finder crash
- Updated Crash Analyzer definitions
- General bug fixes, tweaks and improvements

## Quick Start

After installation, a launcher application can be found at **/Applications/Digital Rebellion App Launcher**. This launcher is provided to make it easier and more convenient to launch the applications in the suite.

The applications themselves are installed by default to **/Applications/Digital Rebellion/FCS Maintenance Pack**.

## Autosave Cleaner



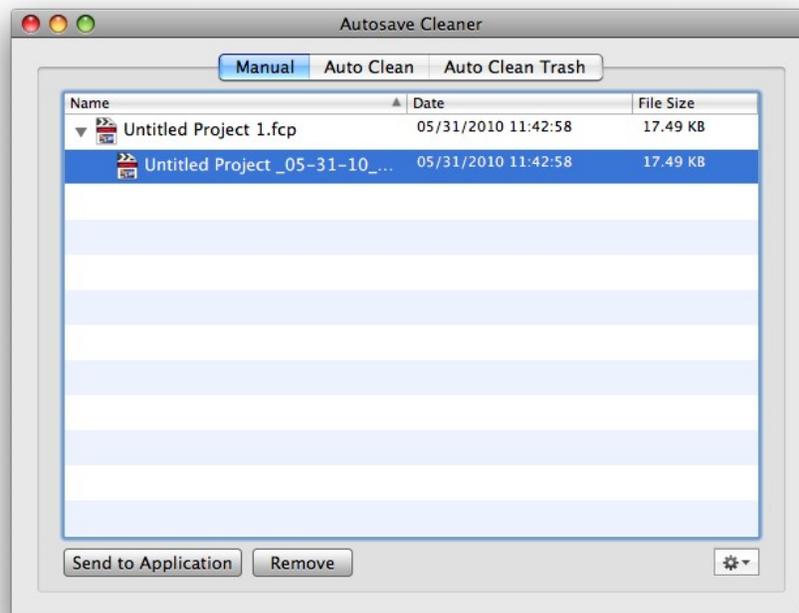
The basic autosave management in Final Cut Pro and Motion limits you to a total number of autosaves but does not make any distinction for the age or size of the files. You therefore end up with a lot of hard disk space taken up by autosave files for old or large projects that are no longer necessary.

Autosave Cleaner solves this issue by selectively removing autosaves based on criteria such as age, file size and total size of files in the directory. You could choose to remove all autosaves older than 30 days to flush out old projects, or limit the total size of an autosave directory to 300 MB for example. You can choose to delete them outright or send them to the Trash.

Once you hit Final Cut Pro's limit on the number of autosaves, your Trash steadily fills up with discarded files. If you are working on a long project, you'll end up having to frequently empty the Trash.

Autosave Cleaner can solve this problem too – by either removing the trashed files immediately or removing them based on a set of criteria. You can set a limit on the age, size, total size and total number of autosave files in the Trash.

## Quick Start

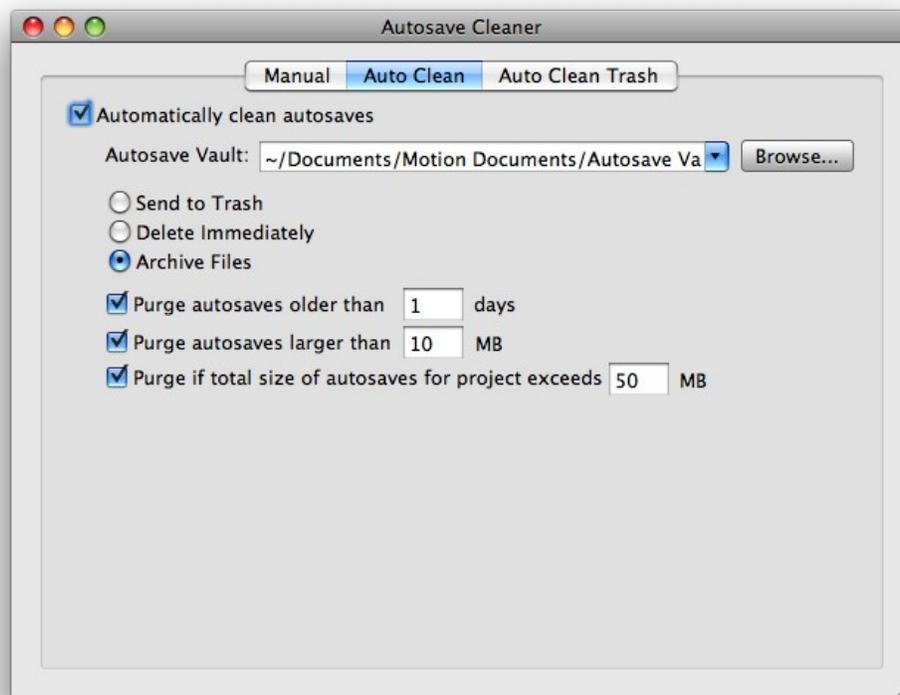


## **Manual**

Manual mode allows you to manually manage autosave files. You can send them to Final Cut Pro or Motion, archive them to a zip file or delete them manually. Click the Action button in the bottom-right corner to perform manual actions on the files.

Autosave Cleaner requires Spotlight searching to be enabled in order to automatically locate autosave paths. Paths that cannot be found automatically can be added in Preferences.

## **Auto Clean**

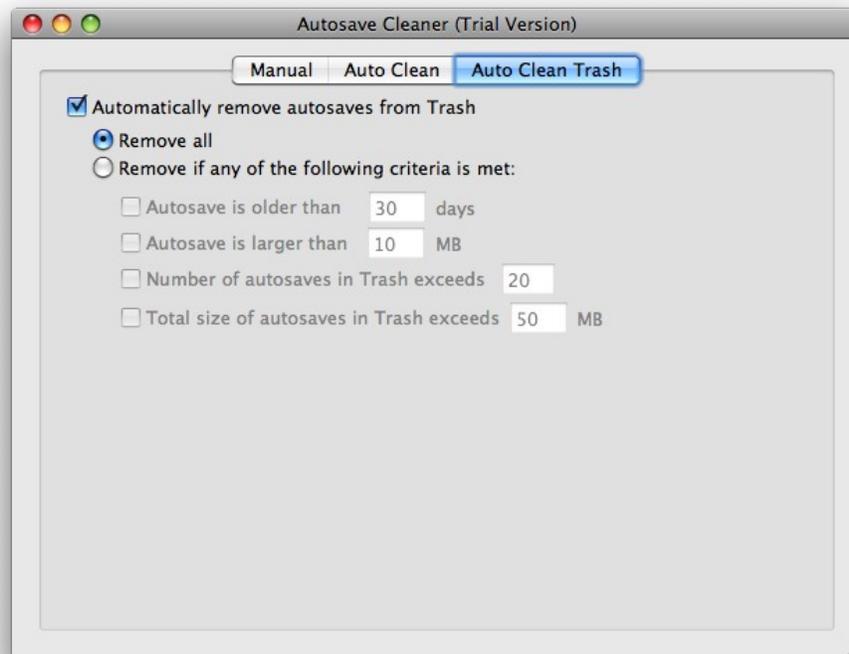


**Autosave Vault** – Specify the path to your Autosave Vault here. Make sure to update this path if you change the location of your Autosave Vault in the future.

After specifying an autosave folder, choose the action you wish to be automatically performed whenever a new autosave is added to the folder. You can choose to send autosaves meeting the necessary criteria to the trash, delete them immediately, or archive them to a compressed file.

The options below this allow you to specify the criteria used for performing actions on files. You must select at least one of these options.

## **Auto Clean Trash**



Auto Clean Trash will automatically clean your trash as discarded autosaves are moved there. This saves you from repeatedly emptying your trash when working on a long project.

Many of the options in this tab are identical to those in the **Auto Clean** tab.

## **Frequently Asked Questions**

### **Q. Will the built-in FCP and Motion autosave management interfere with Autosave Cleaner?**

A. Autosave Cleaner does not offer the ability to limit the number of autosaves as this is already handled by FCP and Motion, so the two actually complement one another (note: the maximum number of copies of a project allowed by Final Cut Pro is 40).

## Corrupt Clip Finder

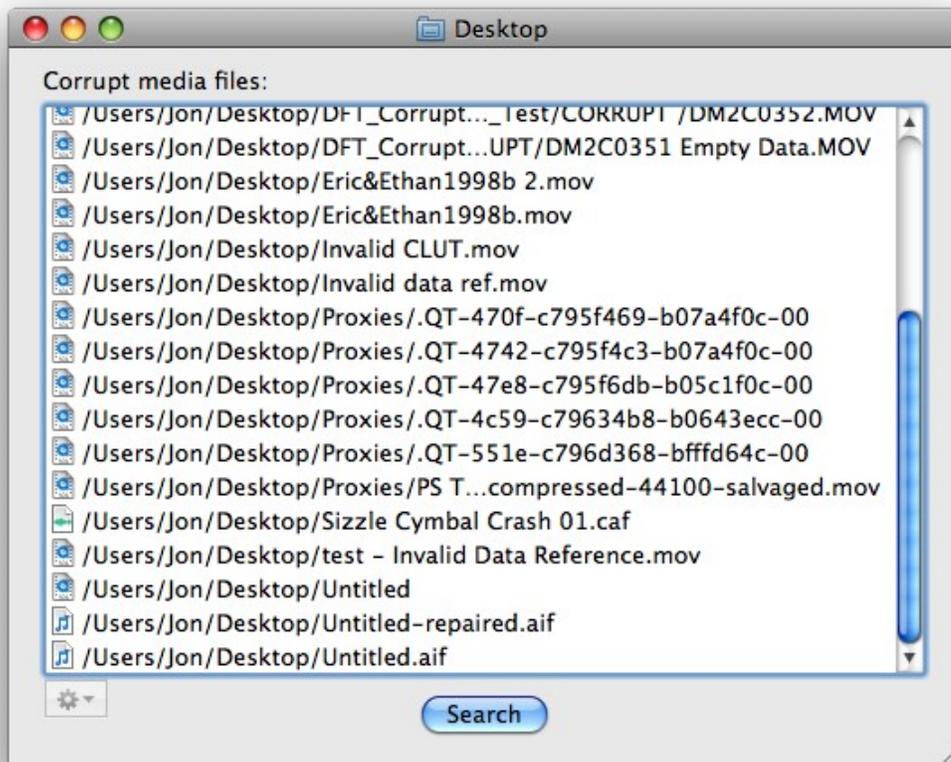


If you have a corrupt video or audio clip on your timeline, Final Cut Pro will simply crash with no indication as to which clip is causing the issue. Corrupt Clip Finder can scan Final Cut Pro projects, XML files on disk or a directory of audio and video clips in order to locate the problematic file.

### Quick Start

When you launch Corrupt Clip Finder, it will prompt you to open a Final Cut Studio project, Final Cut Pro XML file or directory containing movie clips. Upon selecting a file or folder, the software begins scanning.

Corrupt Clip Finder works by automatically tests each movie clip to see if it can be opened. If corrupt or incompatible clips are found, they will be added to a list.



Once the scan is complete, you can use the Action button in the bottom-left corner to color code the files in the Finder for easy identification, send the files to [QT Repair](#) or [Media Salvage](#) for repair, or quarantine the files by moving them to a separate folder.

### **Frequently Asked Questions**

**Q. A message pops up saying “searching for movie data in file \_\_\_\_\_” or “the movie file \_\_\_\_\_ cannot be found. Without this file, the movie cannot play properly.”**

A. These are QuickTime messages which indicate that the file being scanned is a reference movie linking to files that no longer exist. This can happen if you deselect Make Self-Contained when exporting from Final Cut Pro and then trash your render files.

This is nothing to worry about. Corrupt Clip Finder will close these error message windows automatically and continue if they do not disappear within a certain amount of time. It will then report the clips as corrupt, and it is worthwhile moving them to another location or removing them from disk.

## Crash Analyzer

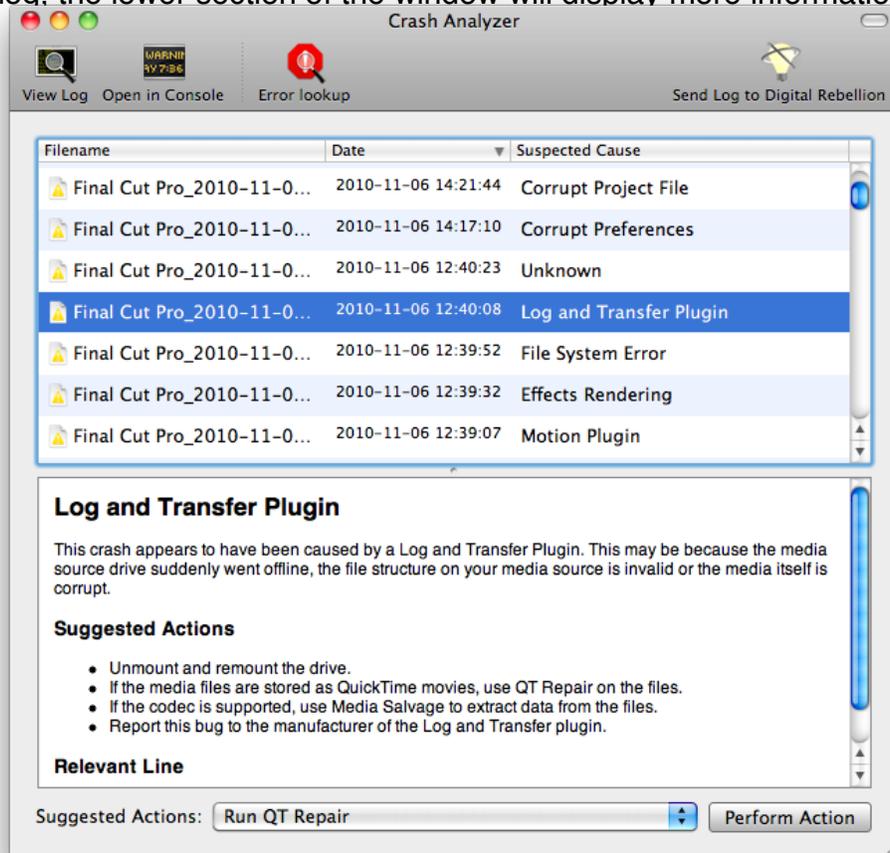


When Final Cut Studio applications crash, they produce cryptic error logs that often do not make it clear what the problem is. Crash Analyzer scans your crash logs and attempts to provide a diagnosis of the cause and suggest steps to resolve the issue.

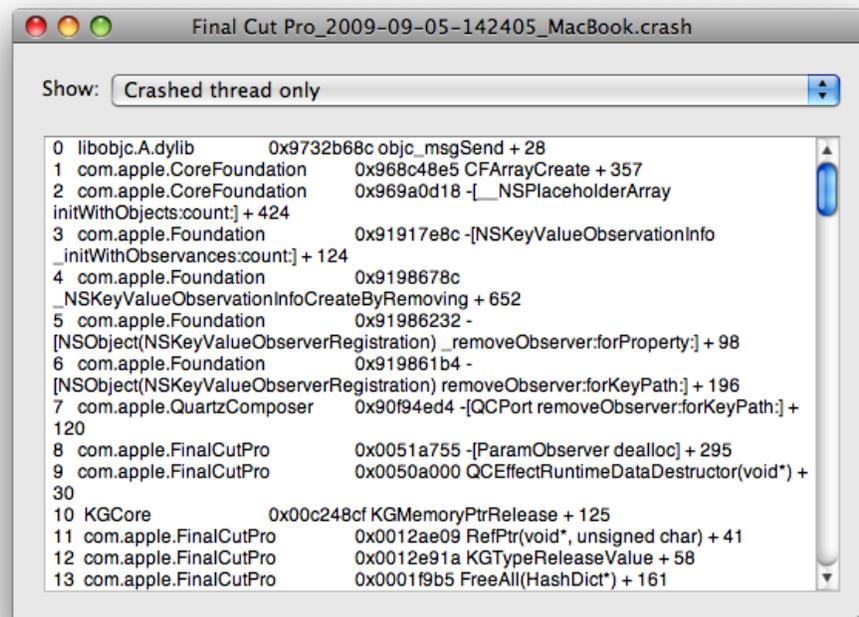
### Quick Start

When you launch Crash Analyzer it will display a list of your Final Cut Studio crash logs. In the **Suspected Cause** column it will have attempted to diagnose the issue.

If you select a log, the lower section of the window will display more information about the



You can also double-click the log to view it in a new window. This window has the option to view the entire log or just the thread that crashed, making it useful for filtering out extra information that may not be essential.



If the cause appears as Unknown or you feel that Crash Analyzer has not diagnosed the cause for your crash correctly (the **Relevant line** section at the bottom of the info panel shows which line the software used to reach a conclusion), you can select the log and click **Send Log to Digital Rebellion** in the top right corner of the application window. We will then look at the log and update our crash definitions to accommodate it.

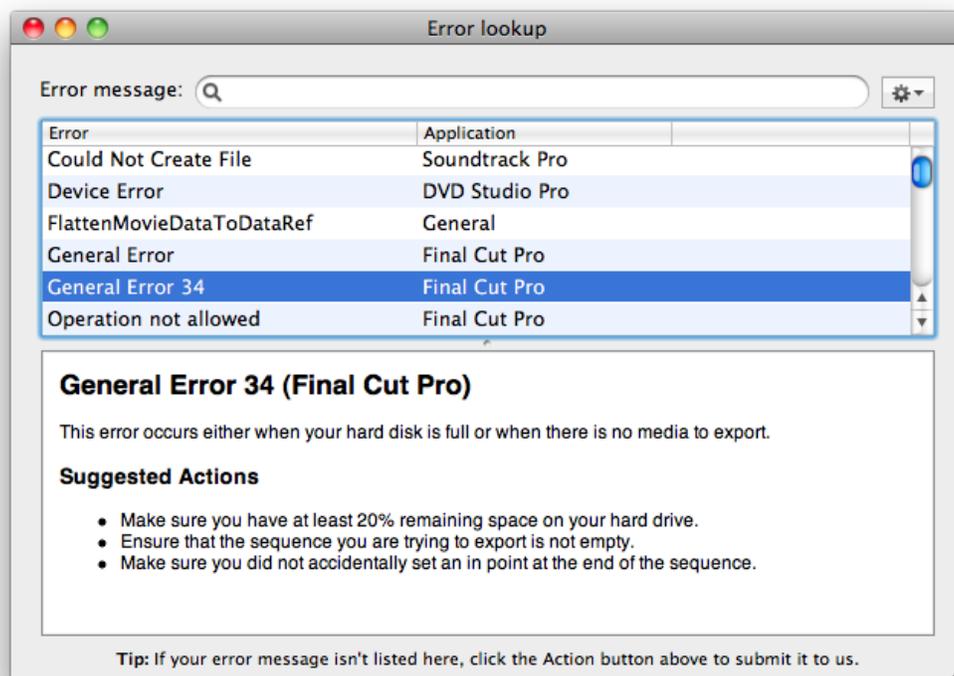
To import crash logs from other users on the system, go to **Tools > Consolidate logs**. You will need to enter an administrator password.

**Tip:** Crash Analyzer is not limited to crash logs residing on your computer. If you are diagnosing an issue remotely, you can paste text from a crash log into the main Crash Analyzer window and it will create a new log on your system and analyze it. This is very

useful when assisting other people on internet forums.

Crash Analyzer is also useful when an error message pops up without a crash. In this instance, click the **Error lookup** button in the toolbar and you will be presented with a list of error messages.

Search or select the error message you received and a description and suggested actions will be displayed in the box below.

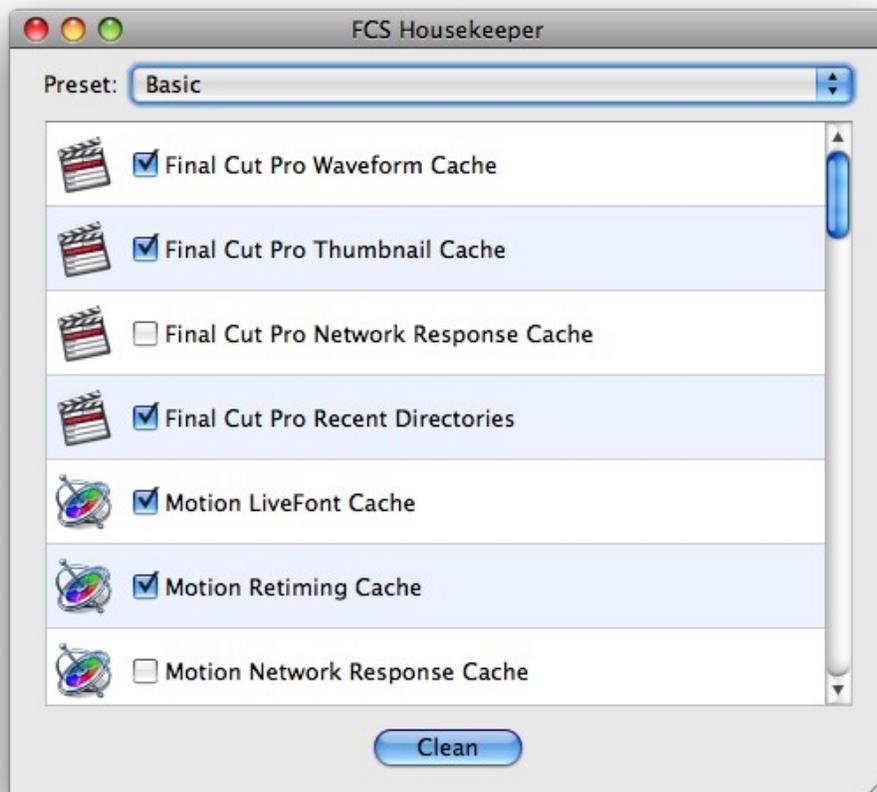


If the error message you received isn't displayed in the list, click the Action button next to the search field to submit your message to Digital Rebellion. It will be supported in a future version of the software.

## FCS Housekeeper



Many Final Cut Studio problems such as slowdowns, errors and crashes are a result of invalid cache data. Trashing caches is an important part of maintaining Final Cut Studio, and FCS Housekeeper simplifies this process significantly.



### Quick Start

1. Launch FCS Housekeeper.
2. Choose a preset or select items to trash manually. The **Basic** preset is good for everyday housekeeping and optimization and the **Comprehensive** preset is a more

advanced function designed for fixing problems.

3. Click **Clean**.
4. Empty your Trash.

**Tip:** these tasks can be automated quickly and easily with [Task Scheduler](#).

## Frequently Asked Questions

**Q. When I try to empty my trash, I get a message saying files are in use.**

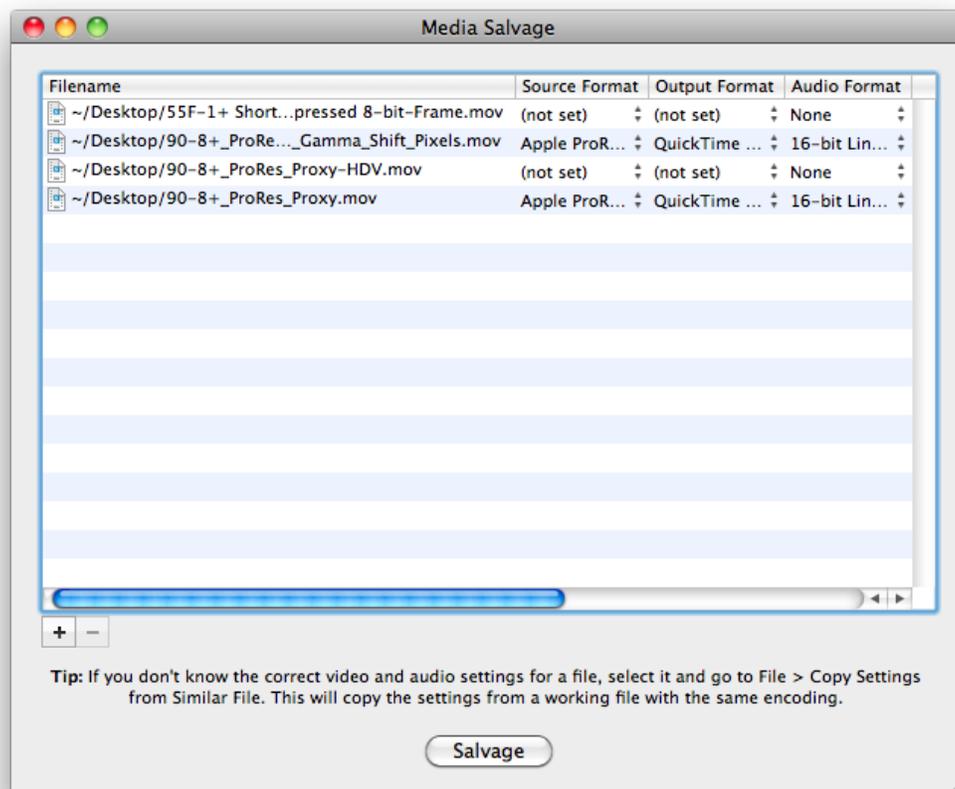
A. Mac OS X erroneously believes the files are in use, however this is not actually the case and it is perfectly safe to delete them. To force the trash to be emptied, go to the **Finder** menu and select **Secure Empty Trash**.

## Media Salvage



Sometimes the headers of movie clips can become corrupt, rendering the clip unreadable in spite of the fact that the underlying movie data is undamaged. Even if the data itself is corrupt, it is unusual for every single frame to be damaged.

Media Salvage extracts valid video and audio data from the file and deposits it into a new file.



## Quick Start

1. Load the application and browse for a damaged movie clip.

2. Go to **File > Copy Settings from Similar File** and browse for a working movie clip with the same encoding settings as the corrupt file (the same audio and video codec, same frame size, same frame rate, same audio sample rate and the same number of audio and video tracks).
3. The settings will be taken from the working file and applied to the corrupt clip in the batch window. Correct any settings that are incorrect and then click Salvage.
4. Media Salvage will begin going through the batch, processing each file one at a time. Please note that the trial version of this software is limited to 900 frames (30 seconds at 30 fps) per file. This limitation does not exist in the registered version of the application.

## Frequently Asked Questions

### Q. What is the Raw option offered for some formats?

A. Some video formats do not need a QuickTime container and the raw data can simply be output to a file. Audio will only be supported if the audio data is interleaved with the video data (as opposed to being in a separate QuickTime track). Choose this option if you have difficulty outputting to a QuickTime movie.

### Q. Why is the audio sometimes out of sync?

A. It is impossible for Media Salvage to determine when a particular track starts so it just assumes that all tracks begin at frame 1. For the majority of movie clips this will be fine, but if your audio does not begin at frame 1 it will be out of sync. To fix this it is simply a case of slipping it back into sync within Final Cut Pro.

### Q. Why do some formats have no frame size or frame rate listed?

A. Some video formats have a specific frame size and/or frame rate as part of the specification which cannot be changed. In other cases, Media Salvage does not need this information in order to salvage the data. Media Salvage will only request this information when it actually needs it.

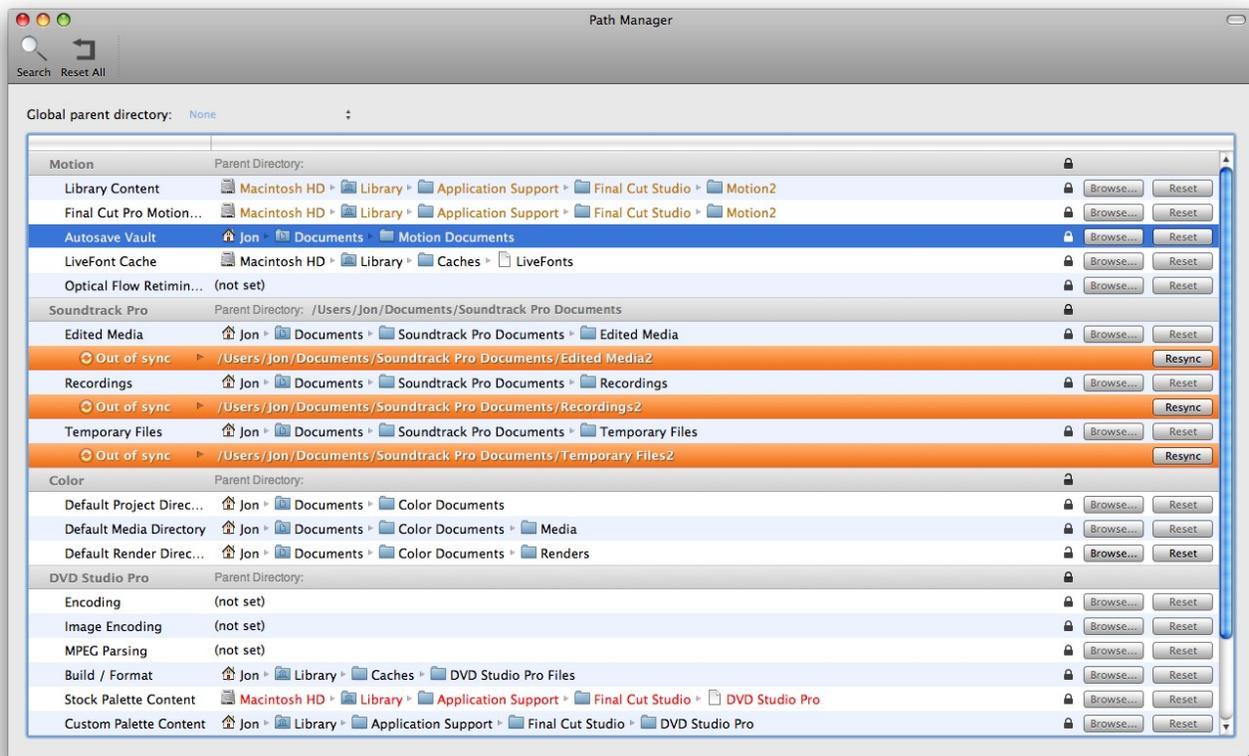
**Note:** Media Salvage detects whether a DV or DVCPRO50 movie is NTSC or PAL and adjusts this data accordingly.

## Path Manager



Path Manager is a utility to manage the locations of user and content directories on your system. It can inform you if the extra content that ships with Final Cut Studio is missing or invalid and allows you to easily move content around your computer.

Non-existent paths are highlighted red and missing content is highlighted orange. Each item has a **Browse** button next to it that allows you to browse for a location and **Reset** button that sets the path back to its default value.



## Parent directories

For convenience, it is possible to enter a parent directory for each application so that all content and user paths are stored under the same parent directory for easy organization. For instance, if you set the Color parent path to /Color, all subdirectories will be grouped underneath like so:

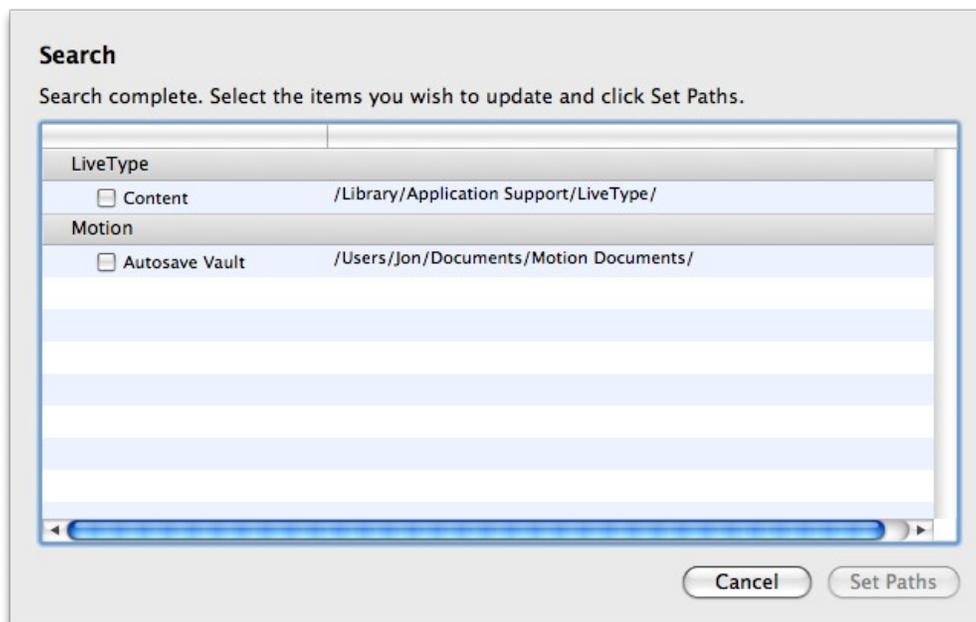
Color	Parent Directory: /Color
Default Project Directory	Macintosh HD ▾ Color ▾ Projects
Default Media Directory	Macintosh HD ▾ Color ▾ Media
Default Render Directory	Macintosh HD ▾ Color ▾ Renders

This is a quick and convenient way of organizing your content and user directories.

It is also possible to set a global parent directory so that all paths are organized by application name inside a central directory. This is a quick and simple way of moving your content to another drive.

## Searching

Click the Search button in the top left corner of the application to search for paths.



Path Manager will display a list of content and user paths for each application. Click the check

boxes next to each item and hit Set Paths to update the relevant paths. If more than one type of path is found (such as if you have two separate Motion autosave folders on two different drives) you will only be able to select one at a time.

## Locking and Syncing

Each item has a lock icon next to it that allows you to lock the path to prevent it being modified within Path Manager. Locked paths cannot be edited or reset and do not appear in searches. Locked paths are not modified when a parent directory is set, which is useful if you do not want to have every folder placed underneath the parent.

Although Path Manager cannot prevent other applications from modifying locked paths, it will notify you if a locked path is modified from outside the application.



Modified paths display an out-of-sync notification message. To resynchronize the path back to the locked state, press the Resync button. To make the message disappear, unlock the path and lock it again or disable out of sync notifications in Preferences.

## Frequently Asked Questions

### Q. Why don't my Final Cut Pro paths update in Path Manager after I have changed them in the Final Cut Pro System Settings dialog?

A. Sometimes these changes will not be written to disk until you close Final Cut Pro. This doesn't happen every time but if you experience this issue, try closing and reopening Final Cut Pro.

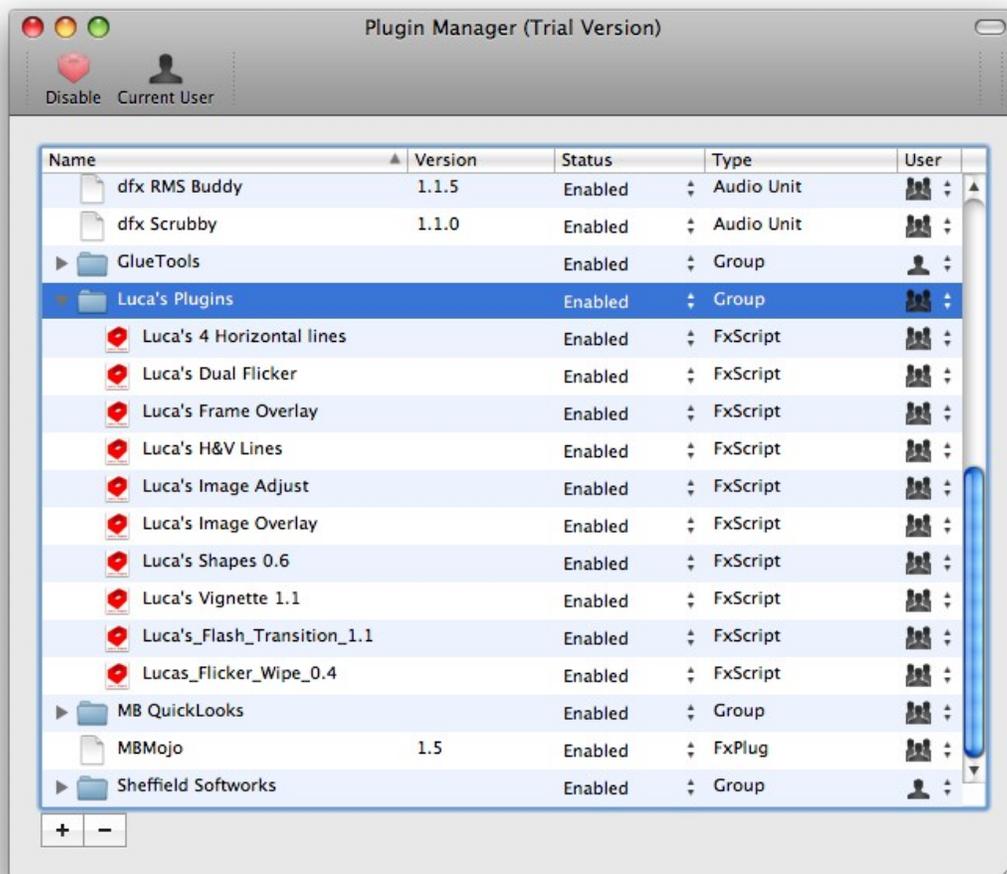
## Plugin Manager



Plugin Manager allows you to quickly and easily organize your Final Cut Pro plugins. You can group them together, install new plugins and selectively enable and disable them – all without having to worry about where the plugins are physically located on disk.

Final Cut Pro scans each plugin when it starts up so it makes sense to run as few plugins as possible in order to speed up boot times and decrease resource usage. Plugin Manager makes it easy to group plugins by project or category and then quickly enable them on demand.

Installing plugins has long been confusing for users because different types of plugins belong in different folders on the disk. Plugin Manager does the work for you – just drag in a plugin and it will automatically copy it to the correct location.



## Quick Start

1. Launch Plugin Manager. Your currently installed plugins will be listed.
2. Click the + icon to add a new group. Categorize the groups however you wish, then drag the relevant plugins into the groups.
3. Disable all unnecessary groups by selecting them and clicking **Disable** in the toolbar.
4. Use the All Users / Current User toggle to make the plugins available to either all users on the computer or just the current user.

When you wish to use a plugin group, enable it on demand before launching Final Cut Pro.

## Installing Plugins

There are three ways to install plugins – either go to **File > Install Plugin**, drag the file into the Plugin Manager window or ctrl-click the file in Finder and select **Open With > Plugin Manager**.

Plugin Manager will then ask you if you want to make the plugin available to all users or just the currently logged in user. Select your option, then click Install.



## Audio Unit validation

Plugin Manager includes a tool to validate Audio Units. When you launch it, it will display a list of Audio Units installed on your computer along with an indication of whether each Unit passed or failed the validation process. You can click the Inspect button to view the test results in more detail.



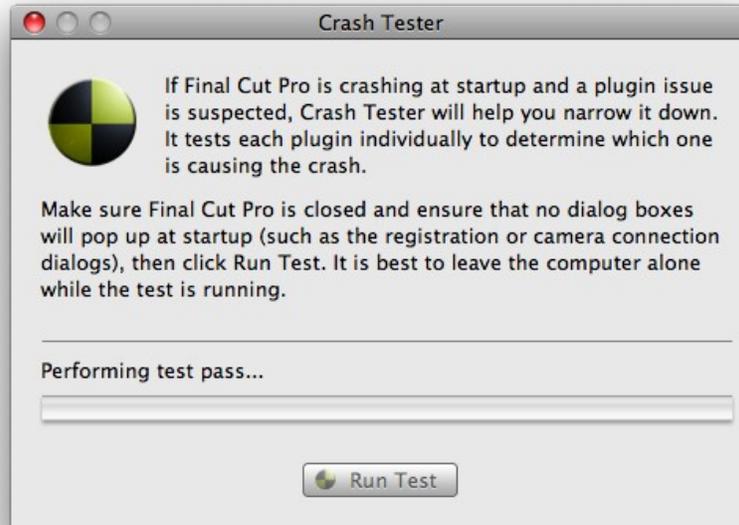
Audio Unit	Manufacturer	Status
AUVectorPanner	Apple	✓ OK
DLSMusicDevice	Apple	✗ Fatal Error
AUMixer3D	Apple	✓ OK
AUMultiChannelMixer	Apple	✓ OK
AUMatrixMixer	Apple	✓ OK
AUMixer	Apple	✓ OK
AUConverter	Apple	✓ OK
AUDeferredRenderer	Apple	✓ OK
AUMerger	Apple	✓ OK
AUSplitter	Apple	✓ OK
AUTimePitch	Apple	✓ OK
AUVarispeed	Apple	✓ OK
AudioDeviceOutput	Apple	✓ OK
DefaultOutputUnit	Apple	✗ Fatal Error

**Important Note:** The following Audio Units will always fail the test: DefaultOutputUnit, DLSMusicDevice, SystemOutputUnit. It's unclear why these always fail - it may be the case that OS X ships with faulty Audio Units.

## Crash Tester

Plugin Manager also includes a tool called Crash Tester. If Final Cut Pro is crashing at startup and you suspect it is because of a faulty plugin, Crash Tester will try to locate the plugin for you. It disables each plugin and then launches Final Cut Pro. If Final Cut Pro still crashes, it moves on to the next plugin. If Final Cut Pro doesn't crash, it knows that the last disabled plugin was the cause of the crash.

Crash Tester requires no user intervention – it is best to leave it to run automatically overnight or when the computer is not in use. Make sure that no dialog boxes are set to pop up when Final Cut Pro launches – disable the “no Firewire device connected” error in Final Cut Pro User Preferences and use [System Toolkit](#) to disable the registration dialog.



## Frequently Asked Questions

### Q. Where are disabled plugins located?

A. Disabled plugins are located at **/Library/Application Support/Digital Rebellion/FCS Maintenance Pack/Plugin Manager Disabled Plugins.**

## Project Repair



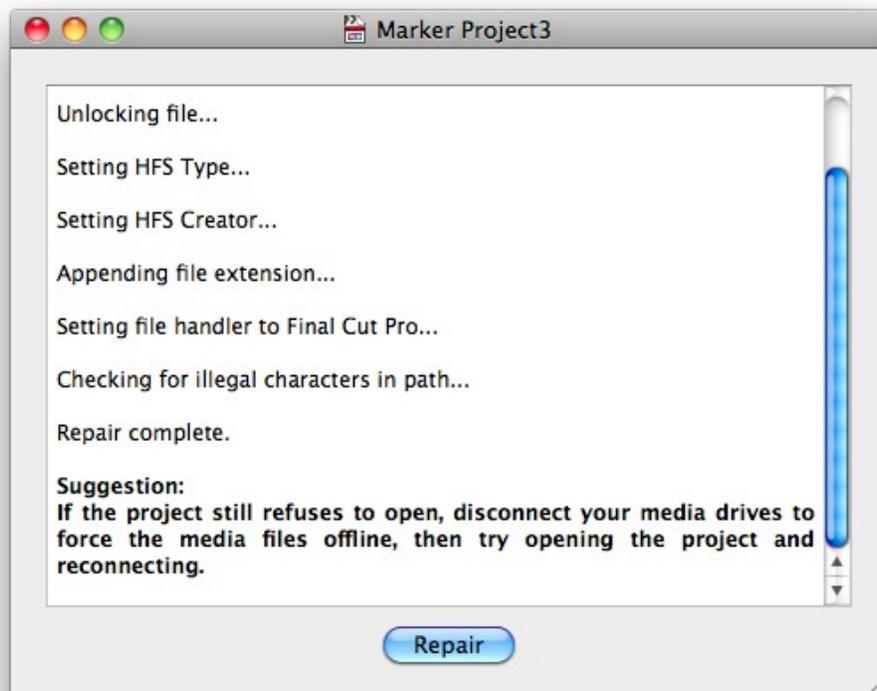
Project Repair can attempt to repair Final Cut Pro projects that refuse to open or open with an error message.

It checks the following:

- File permissions
- Locked state
- HFS type
- HFS creator
- Missing file extension
- Default file handler
- Illegal characters in path name

## Quick Start

1. Browse to the location of the project file.
2. Click **Repair**.



## Frequently Asked Questions

### Q. Does it repair corrupt data?

A. No, you are recommended to keep regular backups and periodically export to XML to prevent corruption. We offer a product called [FCP Versioner](#) that generates XML copies of every saved revision of a project along with changelogs to show the differences between versions. FCP Versioner is recommended for backing up and archiving Final Cut Pro projects.

## QT Repair

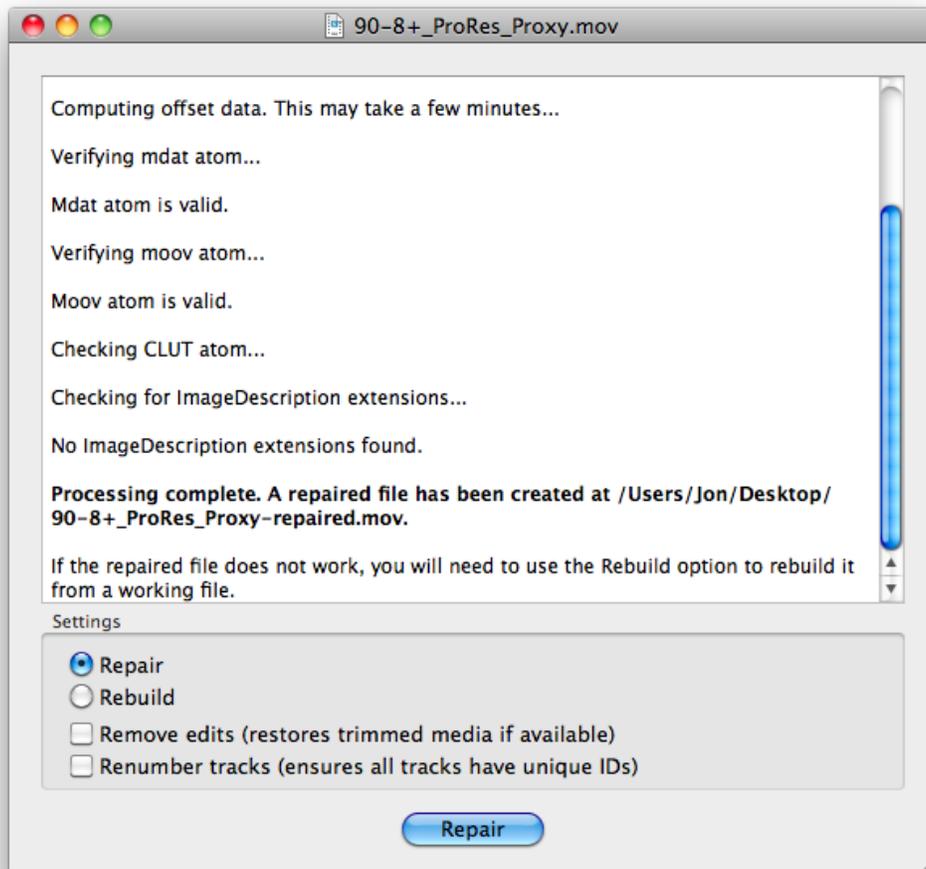


QT Repair is designed to repair the structure of QuickTime movie files. It is intended as an alternative to [salvaging](#) the entire file.

It checks the following:

- Incorrect type/creator code
- Missing / invalid file extension
- Invalid atom sizes
- Invalid ImageDescription extensions

It can also repair invalid CLUT IDs. Since QuickTime 7.3, QT has expected CLUT IDs to be -1 by default and it no longer recognizes the previous default of 0. This caused compatibility issues with certain pre-QT 7.3 movie clips, producing the error message “An invalid public movie atom was found in the movie”. This has caused issues for owners of P2 cameras. QT Repair can restore these fields to the correct values to enable the file to be opened successfully.



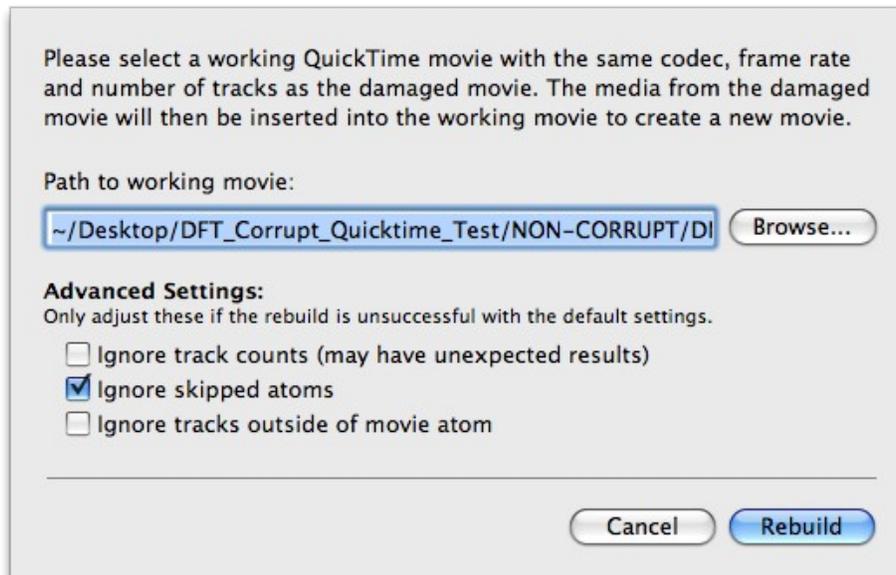
If you select the **Remove Edits** option, QT Repair will remove all edits that have been made to the file and restore any media that has been trimmed, providing the media still resides within the file. This is useful in situations where media has been accidentally or erroneously trimmed.

The **Renumber Tracks** option makes sure that each track in the file has a unique track ID. If they do not, QuickTime cannot differentiate between them.

## Rebuilding

If a repair does not fix the problem, you may experience better results by rebuilding the file using data from another file. To do this, select the Rebuild option and click the Rebuild button.

A new dialog will appear asking you to browse for a working file with the same encoding settings. This could be a file captured by the same camera or exported with the same settings. The working file must have the same video codec, frame rate, audio codec, audio sample rate and the same number of video, audio and timecode tracks as the corrupt movie clip.



Hit Rebuild and QT Repair will take the video and audio data from the corrupt file and insert it into the working file to produce a new movie clip.

The default settings should work for most cases but if the rebuild does not work on the first try, adjust the Advanced Settings options to skip some of the integrity checks QT Repair performs, allowing you to fix particularly corrupt files.

Selecting **Ignore track counts** no longer aborts the rebuild if the number of tracks in the

source and working files do not match. This can help if tracks have been split up or duplicated as a result of corruption in the source file.

**Ignore skipped atoms** ignores tracks inside free space or skip atoms, which are designed to be ignored by QuickTime. Switch this off if important tracks inside your source file have ended up inside one of these atoms.

**Ignore tracks outside movie atom** ignores tracks that are outside the moov atom (which they shouldn't be). Switch this off if your movie atom is corrupt.

If you don't know the nature of the corruption within your source file, try different variations of these settings.

**Tip:** For best results, use a working movie clip that originated from the same camera or encoding software.

## Frequently Asked Questions

**Q. My camera lost power while recording – can QT Repair fix the corrupt file?**

A. QT Repair needs correct sample tables in order to rebuild corrupt files. When the camera is switched off suddenly, these tables often don't get written, meaning QT Repair won't be able to fix them. In such instances, [Media Salvage](#) is a better choice.

## QuickFix



QuickFix performs common troubleshooting tasks with one button press. This gives you a single button to press when things go wrong, allowing you to get back to work even faster. QuickFix should be your first port of call when things go wrong.

It performs the following tasks:

- FCS Housekeeper Comprehensive clean
- Backup and trash preferences
- Repair Compressor (if the skip admin tasks checkbox is unselected)

When a problem occurs, launch QuickFix and press the **Quick Fix** button. The software will take several seconds to run and will notify you when it has completed its tasks.



**Skip tasks that require an admin password** makes the process even quicker because it does not have to ask for an admin password. Switching this on makes QuickFix work with a single button press.

**Tip:** You can assign keyboard shortcuts for QuickFix by going to the Preferences menu.

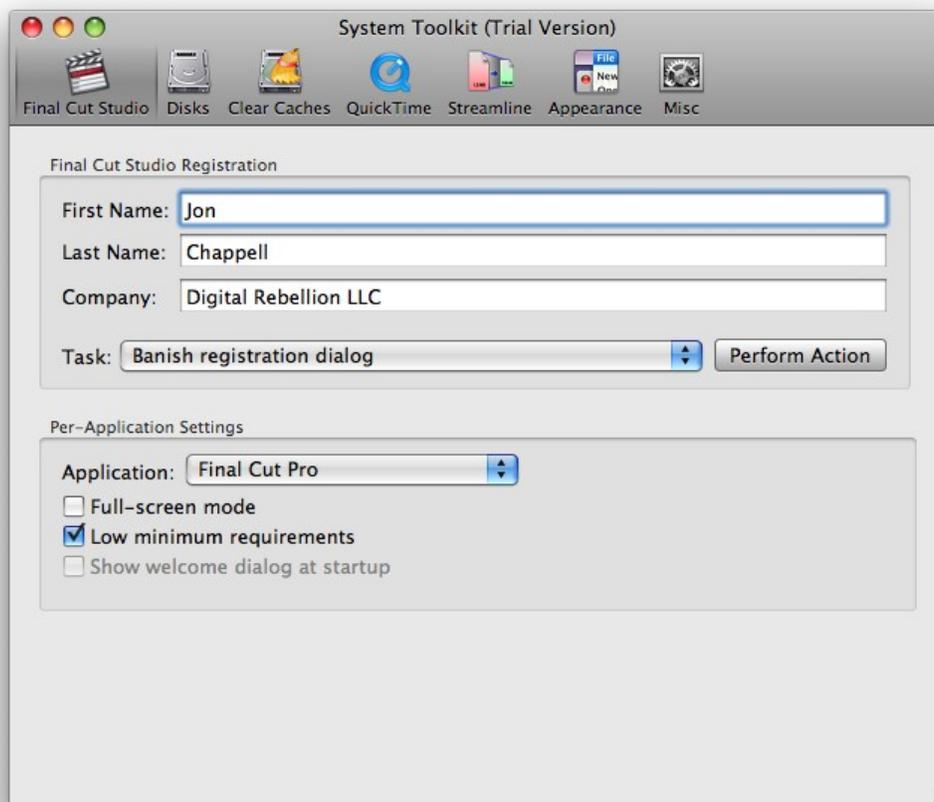
## System Toolkit



System Toolkit offers a wealth of options for tweaking and maintaining your computer, including:

- Extra launch and display options for Final Cut Studio applications
- Scan, repair, refresh files and remove temp files from disks
- Streamline your applications by removing unused languages and architectures
- Access many options hidden in OS X

## Final Cut Studio



### **Final Cut Studio Registration**

**First Name, Last Name, Company** – Change the registered owner and company information

**Banish registration dialog** – Prevent the registration dialog from appearing

**Show registration dialog on next run** – Make sure the registration dialog appears when you next run a Final Cut Studio application

**Reset serial** – Reset your registration information so that it asks for your serial upon the next run

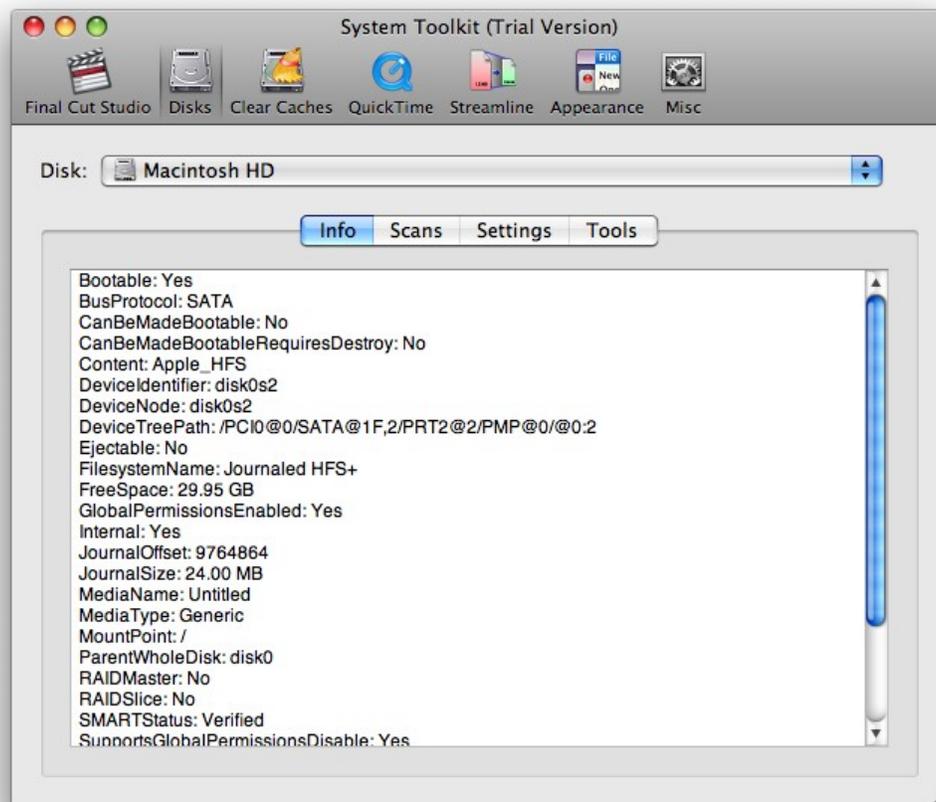
### **Per-Application Settings**

**Full-screen mode** – maximizes screen space by hiding the dock and menu bar (they will appear when the mouse is hovered at the top or bottom of the screen respectively)

**Low minimum requirements** – If your computer does not meet the minimum system requirements for a Final Cut Studio application, clicking this box forces the application to launch regardless.

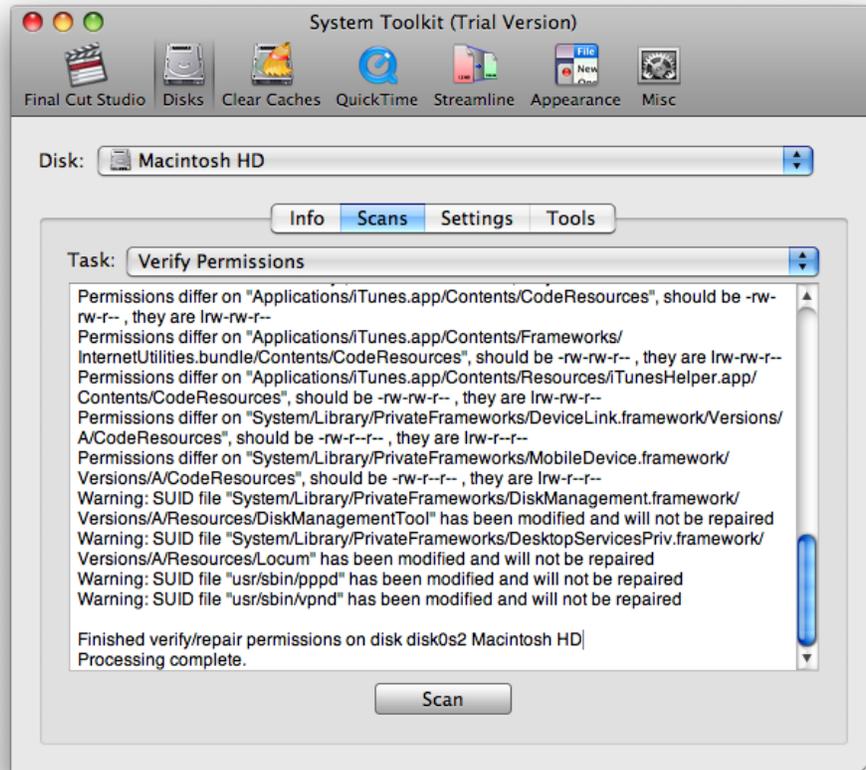
**Show welcome dialog at startup** – restores the welcome dialog for certain applications.

## Disks



### **Info**

Displays various information about the drive, including the file system, media type, UUID, etc.



## Scans

**Verify permissions** – Checks file permissions but does not repair them.

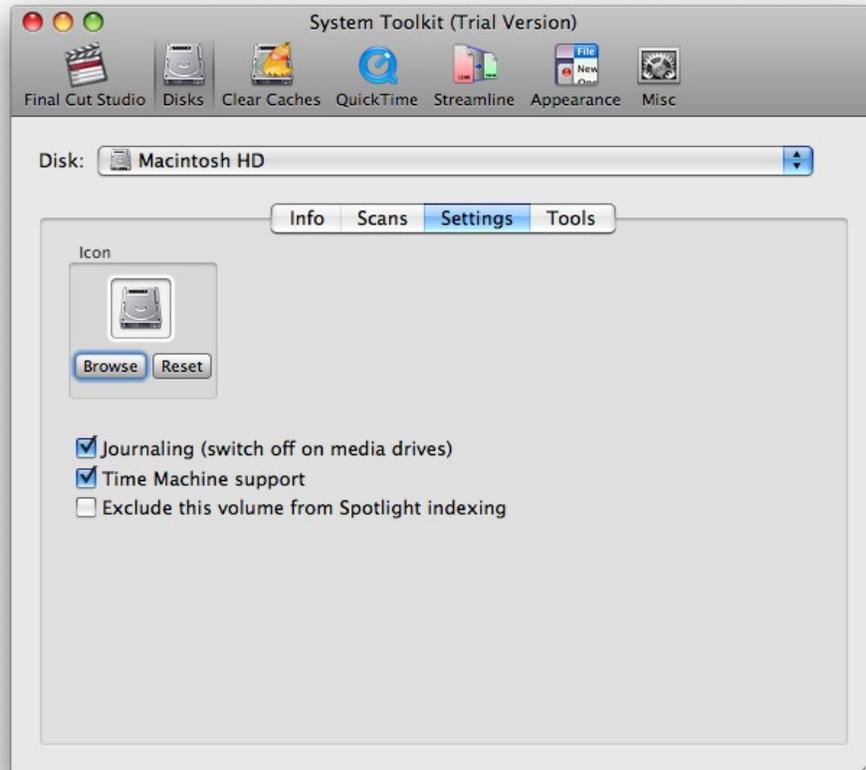
**Repair permissions** – Repairs file permissions. This has been known to fix many issues and is always worth attempting when problems are encountered.

**Verify Disk** – Verifies the structure of the disk but does not repair it.

**Repair disk** – Repairs the structure of the disk. Do not use this function on your system drive while booted into the OS. It is better to boot into Target Disk Mode, connect it up to another computer and perform the repair on the drive as if it were an external disk.

**Refresh files** – Reads every byte on the disk. This can be useful to “refresh” a drive if it has been in storage for a long time. Note – this takes a very long time and is best done over a period of several days, depending on the size of the disk.

**Strip Windows and Mac thumb/temp files** – Both Windows and Mac systems create temporary files that are used to cache thumbnails, store folder preferences, etc. This function goes through each folder on the disk and deletes these files.



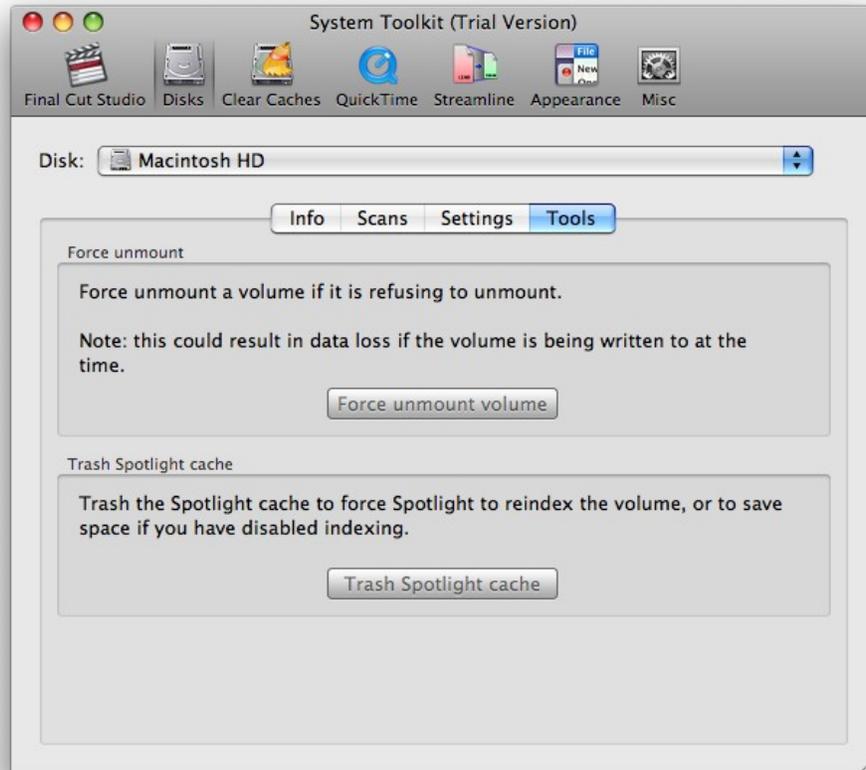
## **Settings**

**Icon** – Allows you to set a new icon for the volume (by browsing to a .icns file on disk) or resetting the volume icon to its default.

**Journaling** – If power fails in the middle of a read or write operation, journaling allows the file system to quickly rebuild itself (it can still rebuild itself with journaling off but this takes a much longer time). It is recommended to have this switched on for your system drive, but media and scratch drives are advised to have it switched off as it can impact performance.

**Time Machine support** – Tells OS X that this volume is compatible with Time Machine. This is useful if you want to use Time Machine on an unsupported network volume.

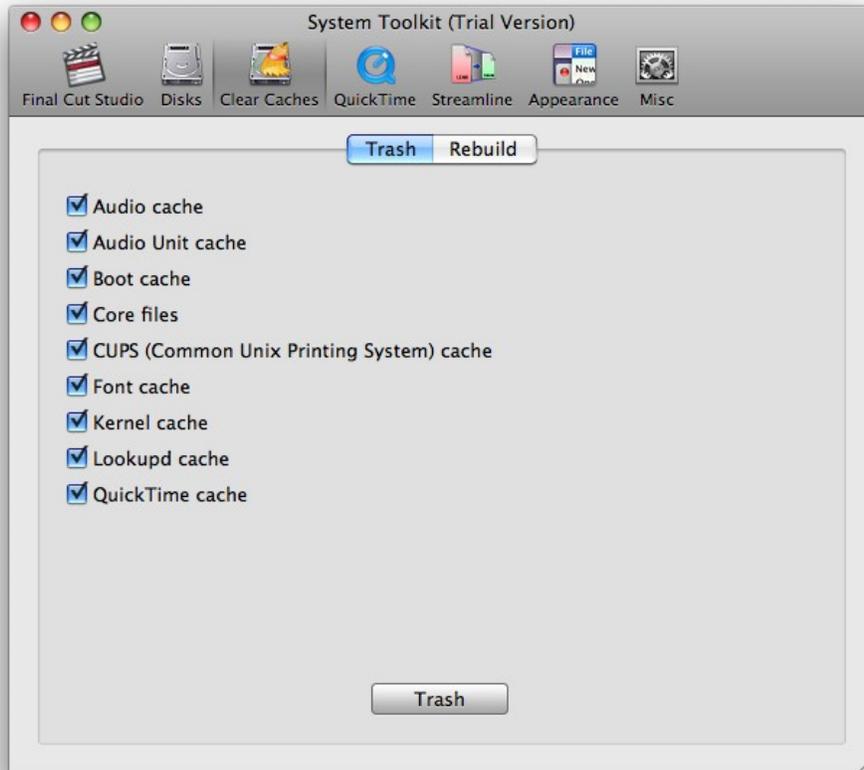
**Exclude this volume from Spotlight indexing** – This tells Spotlight to ignore the volume from its index. Use the **Trash Spotlight cache** command (see below) to free up data used by the cache.



## Tools

**Force unmount** – If a volume refuses to unmount, you can use this command to force it to unmount. However, you run the risk of data loss if the volume is being written to at the time.

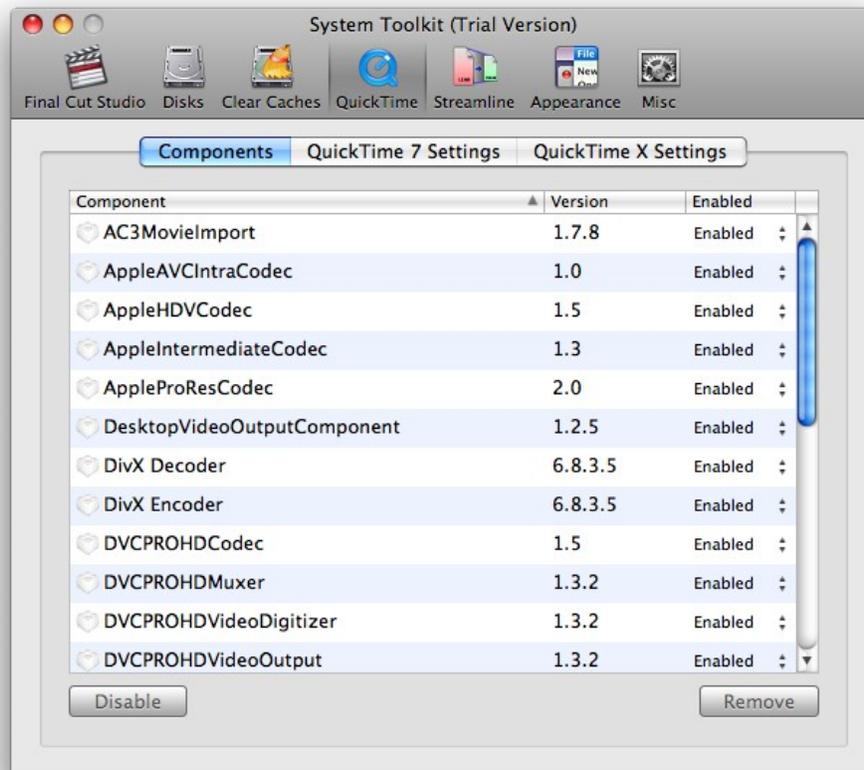
**Trash Spotlight cache** – Trashes Spotlight data for the volume, forcing Spotlight to reindex it when it is next mounted.



## Clear Caches

Trashes and rebuilds various system caches. Clearing these out can fix certain issues (such as incorrect icons for file types) and often improve system performance.

## QuickTime



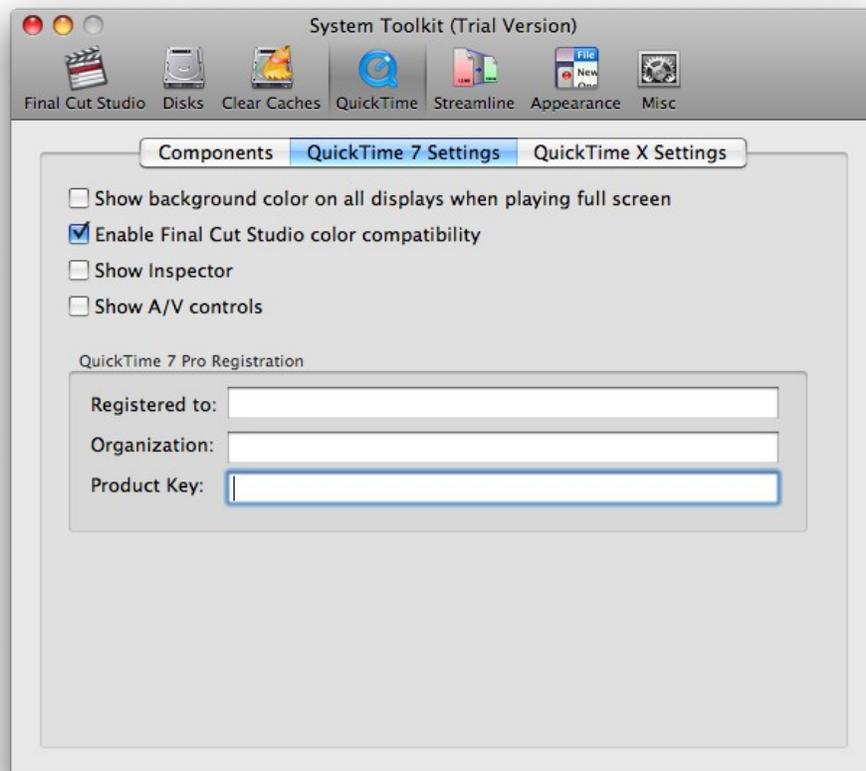
### Components

This lists your system's codecs and allows you to enable, disable or remove them at will. This is useful if you are experiencing issues with a particular codec.

## Frequently Asked Questions

### **Q. Where are disabled QuickTime components located?**

**A. Disabled components are located at /Library/Application Support/Digital Rebellion/FCS Maintenance Pack/System Toolkit Disabled QuickTime Components.**



### **QuickTime 7 Settings**

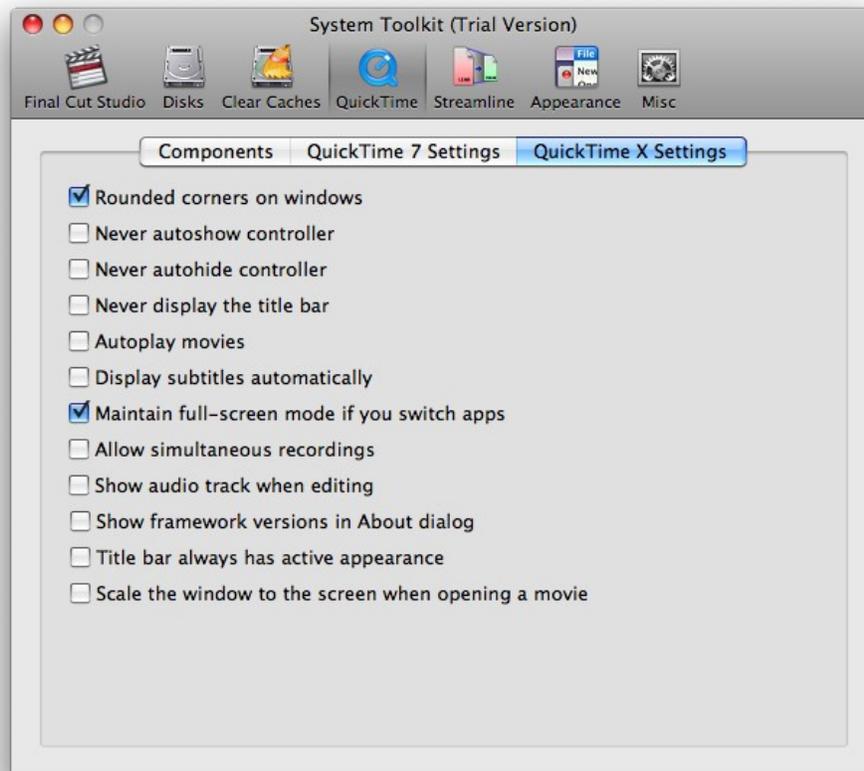
**Show background color on all displays when playing in full screen** - Hides other displays by painting them with the background color (default: black)

**Enable Final Cut Studio color compatibility** – Ignores Colorsync and converts 2.2 gamma media to 1.8

**Show Inspector** – Displays the Inspector window at startup

**Show A/V controls** – Displays the A/V Controls window at startup

**QuickTime 7 Pro Registration** – Allows you to manage your QuickTime Pro registration



### **QuickTime X Settings (OS X 10.6 only)**

**Rounded corners on windows** – Enables or disables rounded corners on QuickTime windows

**Never autoshow controller** – Never shows the controller when you hover over the window

**Never autohide controller** – Never hides the controller after a certain time or when you move the mouse out of the window

**Autoplay movies** – Automatically plays movie clips when they are opened

**Display subtitles automatically** – Automatically shows subtitles if available

**Maintain full-screen mode if you switch apps** – Keeps the video in full screen if you alt-tab to another application

**Allow simultaneous recordings** – Allows you to record multiple video or audio sessions simultaneously

**Show audio track when editing** – Shows audio waveforms in the trim window

**Show framework versions in About dialog** – Lists the version numbers of key frameworks in QuickTime's About window. This is useful for troubleshooting.

**Title bar always has active appearance** – When switched on, if you click away from the window, the title bar does not dim.

**Scale the movie to the screen when opening a movie** – Automatically scales the movie clip up to fill the entire screen when it is opened.

## Streamline



Universal Binaries contain two copies of the application – one optimized for PowerPC processors and one optimized for Intel processors. This is useful because developers only need to distribute one Universal Binary and users do not need to worry about which type of processor they have.

However, OS X only uses the copy of the application compatible with your processor – the other one is redundant and just takes up space on your hard disk.

In addition, many applications install multiple language resources which the majority of users do not end up using.

Streamlining strips out this data, leaving you with just the binary that is compatible with your processor and only the files that are compatible with your current system language, freeing up space on your hard disk.

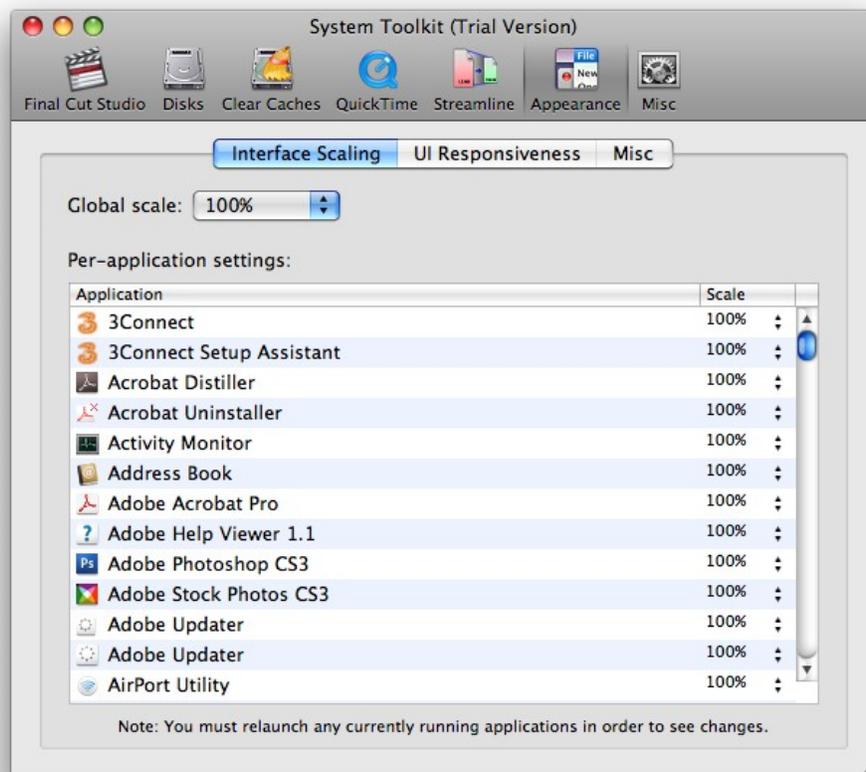
Streamlining works for the vast majority of applications, however it modifies the executable file which can trip up a few anti-piracy systems. For this reason, backups are created at **/Applications/Application Backups/[current date and time]**. Backups can be restored from

the Backups tab.

System Toolkit will preserve the current system language by default but you can preserve additional languages within the Preferences dialog.



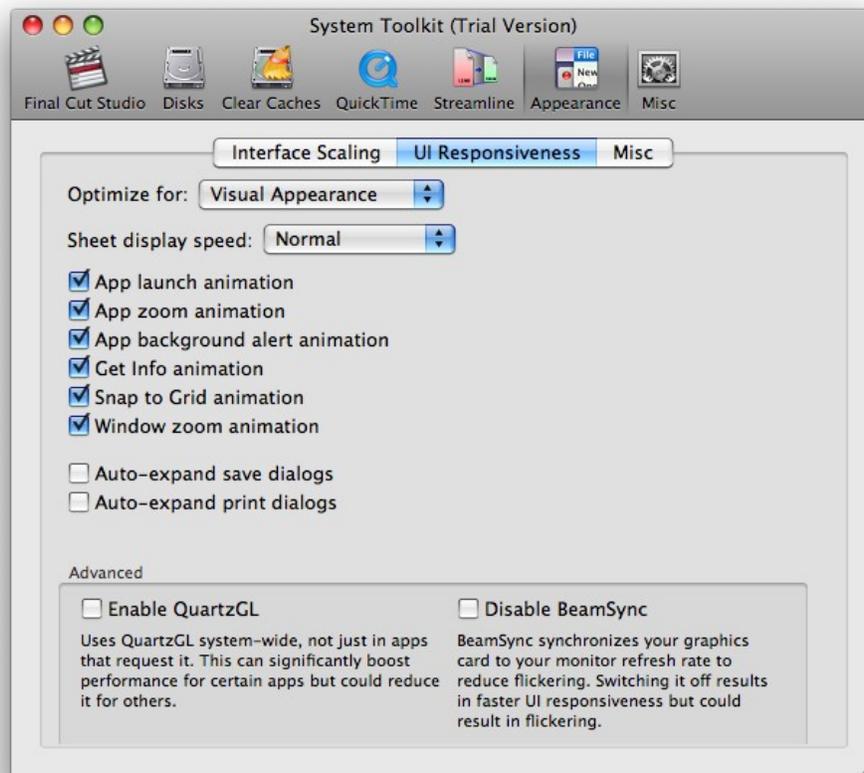
## Appearance



### Interface Scaling

This allows you to scale the interface downward to increase screen real estate or upward to improve text legibility. Scaling can be performed on a global or per-application basis.

## UI Responsiveness



**Sheet display speed** – This controls the speed at which sheets slide down from the top of an application's window. Setting this to **Very Fast** makes the sheet appear almost instantaneously.

**App launch animation** – This enables the bouncing effect of the application's icon as it is launched.

**App zoom animation** – This enables the zoom effect when you double-click a file.

**App background alert animation** – This enables bouncing of the application icon when the application requires your attention.

**Get Info animation** – Enables animations when clicking the disclosure triangles in the Get Info dialog.

**Snap to Grid animation** – Enables animation for snapping files into position.

**Window zoom animation** – Enables the zoom animation when opening a new folder in the

Finder.

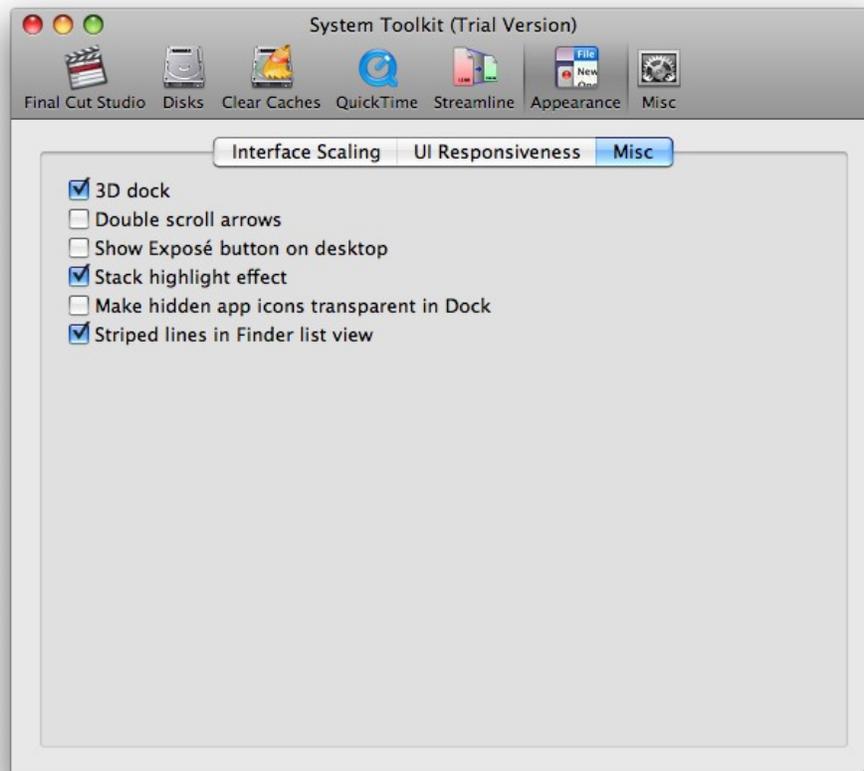
**Auto-expand save dialogs** – Automatically expands save dialogs, saving you from having to press the disclosure button each time.

**Auto-expand print dialogs** – Automatically expands print dialogs, saving you from having to press the disclosure button each time.

**Enable QuartzGL** – QuartzGL accelerates Quartz 2D drawing via the graphics card. In some cases it can boost interface performance (for example when scrolling within an application) but in other cases it can reduce performance.

**Disable BeamSync** – BeamSync forces application windows to refresh at 60Hz on an LCD screen. Disabling BeamSync enables them to refresh more times per second, which can boost performance in some cases. Flickering can sometimes occur as a side-effect though.

## **Misc**



**3D Dock** – Toggles between a 3D and 2D dock.

**Double scroll arrows** – Places up and down scroll arrows at both ends of the scroll bar

**Show Exposé button on desktop** – Adds a big blue button to the desktop. Clicking the button activates Exposé for the selected application.

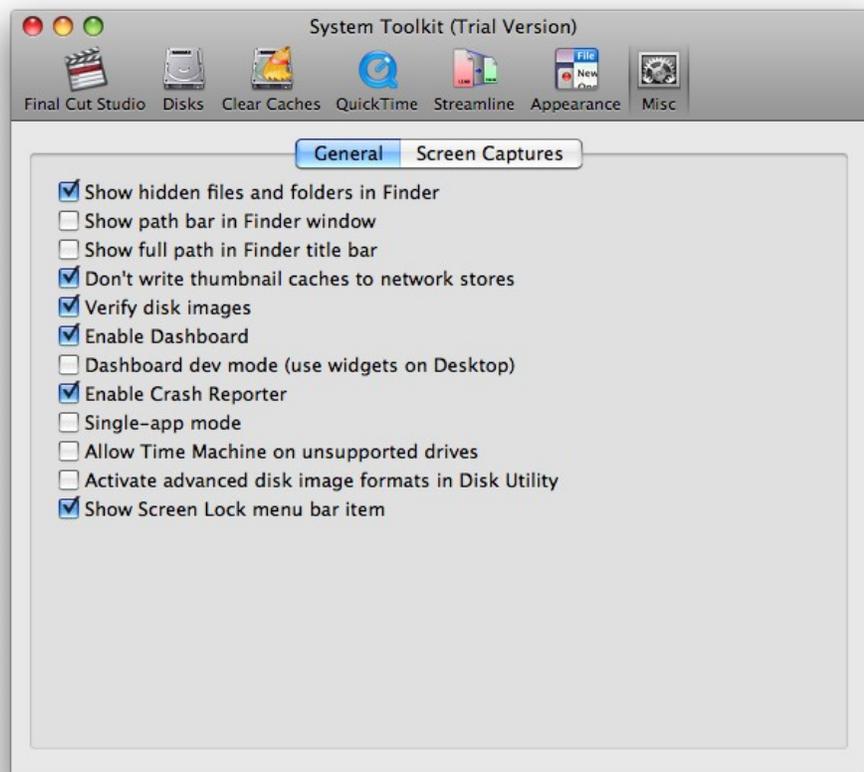
**Stack highlight effect** – This highlights Stack items as you hover over them.

**Make hidden app icons transparent in dock** – Makes application icons semi-transparent when you hide the application.

**Striped lines in Finder list view** – Toggles between alternating blue and white lines and a plain white background in Finder's list view.

## Misc

### General



**Show hidden files and folders in Finder** – Allows you to see hidden files

**Show path bar in Finder window** – Shows a path control bar at the bottom of the window with the full path of the current directory

**Show full path in Finder title bar** – Instead of the current folder name, Finder shows the entire path in the title bar

**Don't write thumbnail caches to network stores** – Disables the writing of .DS\_Store files to network volumes

**Verify disk images** – Switching this off speeds up disk image mounting but does not notify you if the disk is corrupt.

**Enable Dashboard** – Enables and disables Dashboard.

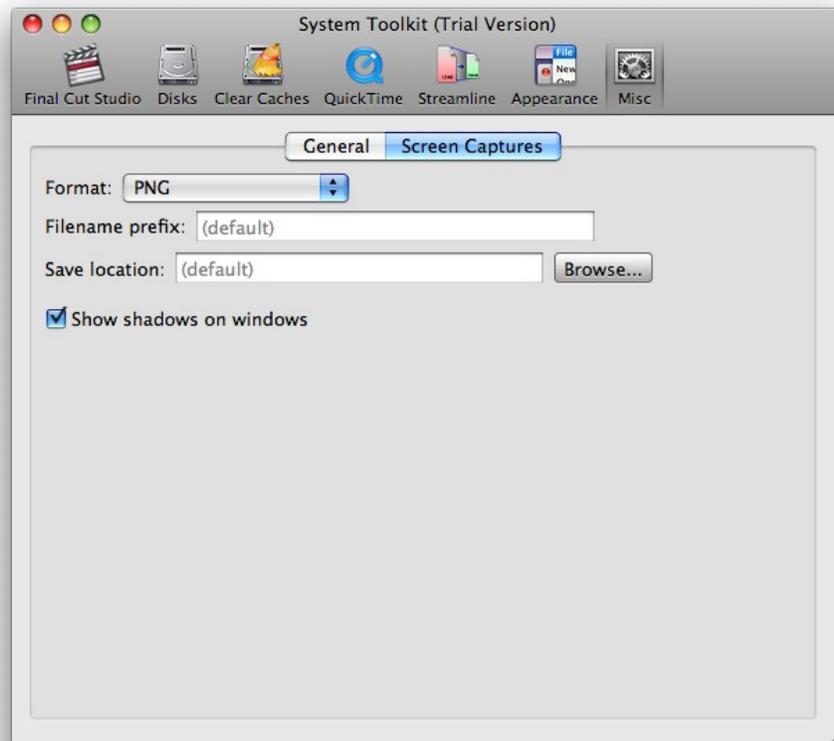
**Dashboard dev mode** – Enables you to drag widgets onto the desktop

**Enable Crash Reporter** – Disabling this stops crash dialogs from appearing. This is useful if the machine is unattended.

**Single-app mode** – Shows a single application on screen at once - all others are hidden. Useful to avoid distractions.

**Allow Time Machine on unsupported drives** – Allows Time Machine to use unsupported volumes such as certain network drives.

## Screen Captures



**Format** – Change the format of captured images

**Filename prefix** – The text to be added before the image number and file extension. Leave this field blank to specify the default.

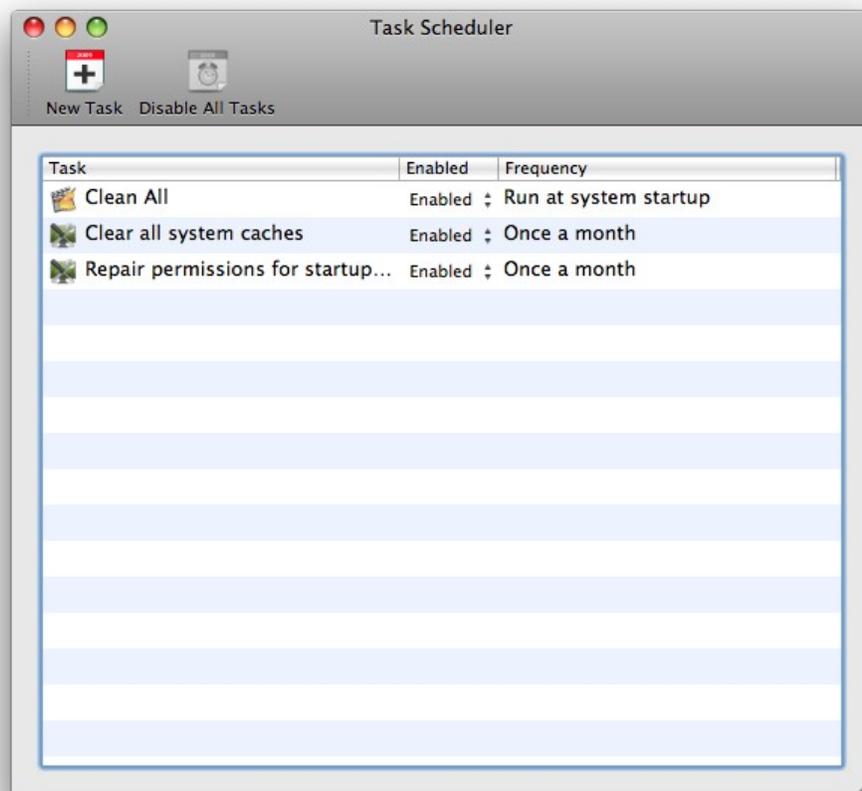
**Save location** – The location to save the captured images to. Leave this blank to specify the default (the user's desktop).

**Save shadows on windows** – Toggles whether or not to include the window's shadow in the saved image.

## Task Scheduler

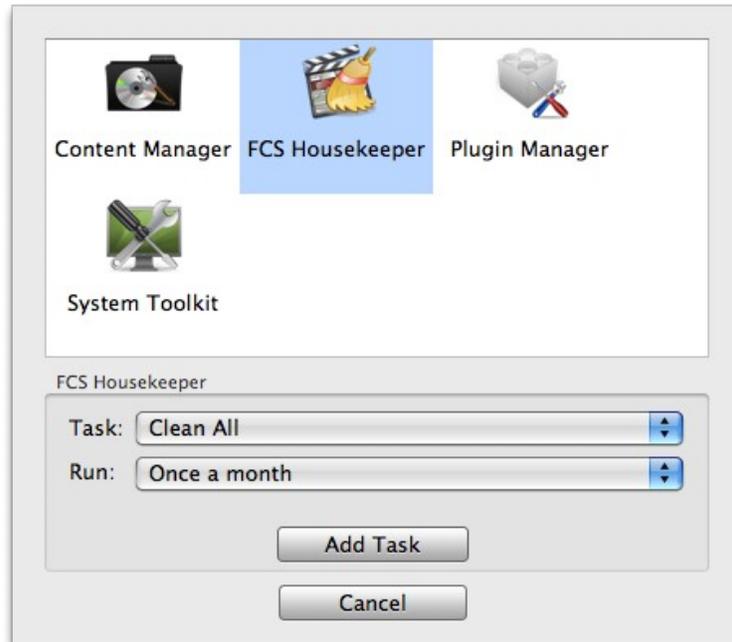


Task Scheduler allows you to schedule tasks based on time intervals or system events.

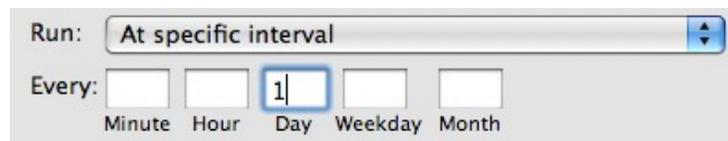


### Quick Start

1. Launch Task Scheduler and click **New Task**.



2. Select an application to perform a task for and choose a task from the list.
3. Choose an interval or event from the **Run** dropdown menu.



**Important:** the daily task is set for 7:00am every day, the weekly task is set to run at 7:00am every Monday and the monthly task is set for 7:00am on the first day of the month. OS X 10.5 users will need to have the computer switched on at these times but OS X 10.6 users need not, as Snow Leopard will automatically run the task the first time you switch it on after this date.

If these times are inconvenient, please use the **At specific interval** option to manually schedule the task for a specific time.

4. If you selected **At specific interval**, you will be presented with a series of blank text boxes. At least one of these must be filled in.

If you put a 1 in the Minute box, the task will run every hour at minute 01. If you then put a 5 in the Hour box, it will run every day at 05:01, and so forth.

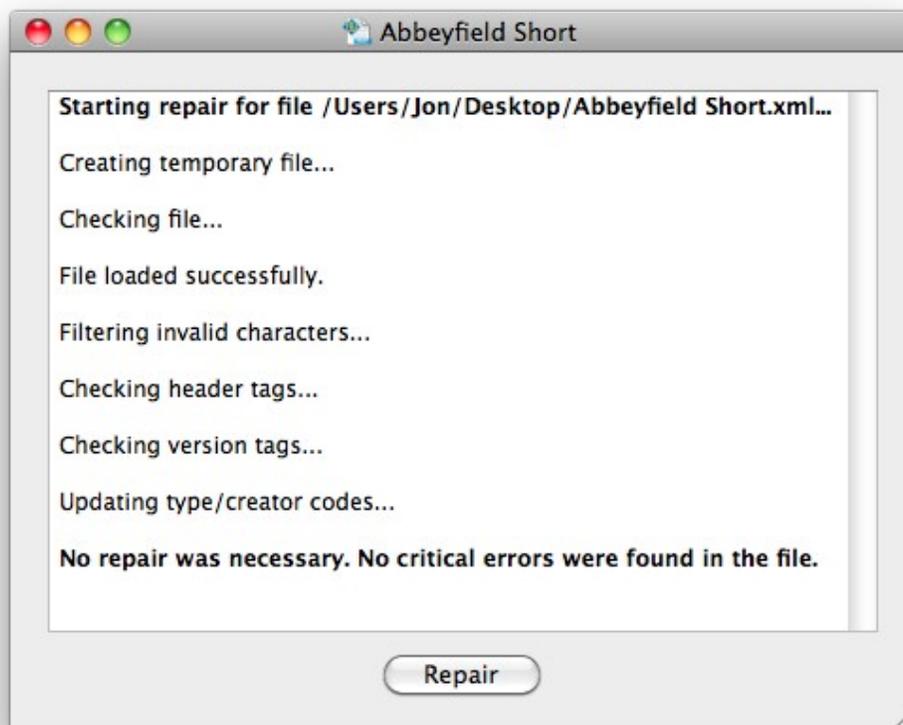
5. Click **Add Task**.

Double-click a task to edit it and use the **Enabled** dropdown menu to enable or disable it.

## XML Repair



XML Repair verifies and repairs Final Cut Pro XML files. Sometimes third-party applications or plugins may output illegal characters to the XML file, rendering it unreadable by Final Cut Pro. XML Repair will remove illegal characters, escape conflicting characters, check for malformed XML and alert you to missing tags within the file. It will also alert you to elements that are not supported in the current Final Cut Pro XML (XMEML) version.

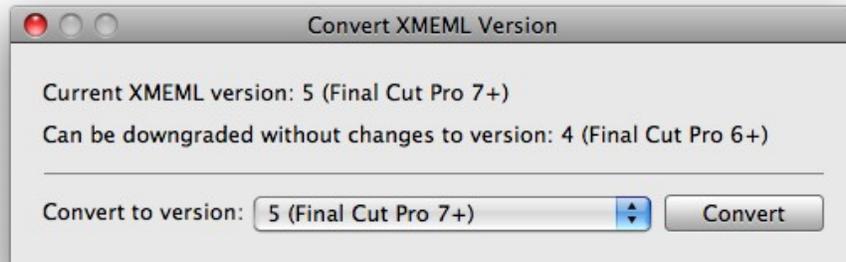


## Converting to a different XML Interchange version

Earlier versions of Final Cut Pro will not read more recent Final Cut Pro XML (XMEML) files so these must either be exported to an earlier XMEML version within Final Cut Pro's Export XML dialog or else converted with XML Repair.

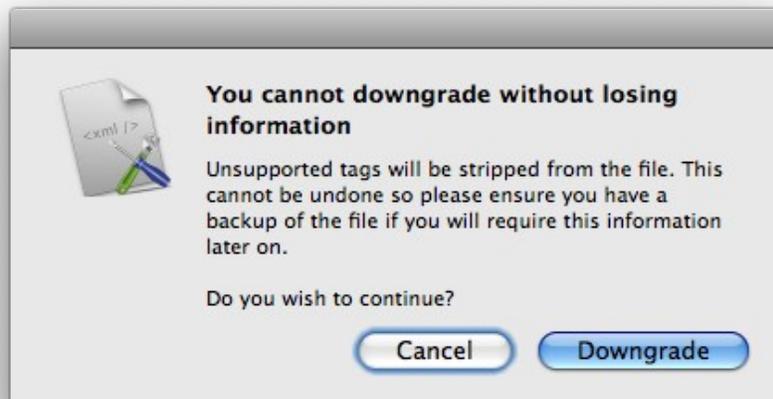
Make sure you have a file path set in the File text box of the main dialog, then go to **Tools >**

## Convert XML Interchange Version.



A dialog box will appear listing the current XMEML version of the file (and the versions of Final Cut Pro it is compatible with) and the minimum version it can be downgraded to without losing information. If you choose a version lower than this minimum, unsupported tags will be stripped from the file. These tags are generally additional metadata so the XML file will work just fine without them, however some third-party utilities may depend on them. It is worthwhile to ensure you have a backup of the file before you do this.

To convert, select the XMEML version from the drop-down box and click Convert. If tags need to be stripped from the file you will receive a warning message before the file is converted.



## **FCS Remover, Preference Manager and Compressor Repair**

These applications have individual user manuals accessible from their respective Help menus.

## Software Updates

By default, all applications are set to check for updates at startup. This can be disabled by launching Digital Rebellion Software Update (in /Applications/Digital Rebellion) and disabling **Check for updates whenever a Digital Rebellion application is opened** in the Preferences dialog.

## Support

Email support can be accessed directly within each application.

- To report a bug or any other issue, go to **Help > Report a Bug**.
- To request a new feature, go to **Help > Suggest a Feature**.

When emailing customer support, it is helpful to include log files from the relevant application, if available. To access the logs, go to **Help > Troubleshooting > View Log** or **Help > Troubleshooting > View Task Log** (for tasks started by Task Scheduler). Note, however, that not all applications have this menu.