

# Limecraft Flow

## Logger Cheat Sheet



back to Flow library

clip navigation

Export to AAF, FCP, Premiere, pdf, Word, csv

Show / Hide Player Pane, Show / Hide Subtitle Pane, Show / Hide Review Pane, Show / Hide Clip Info, Show / Hide Transcript Pane, Show / Hide Subclips Info Pane, Get Help

Change working area by toggling panes on and off

Marked 'completed' indicates logging work is done.

Comments about part of the frame

IN time, OUT time

delete this subclip, toggle transcript quote

use playhead position, assign to collection / story / scene, change rating

the subclip description can contain tags (use #) and user mentions (use @)

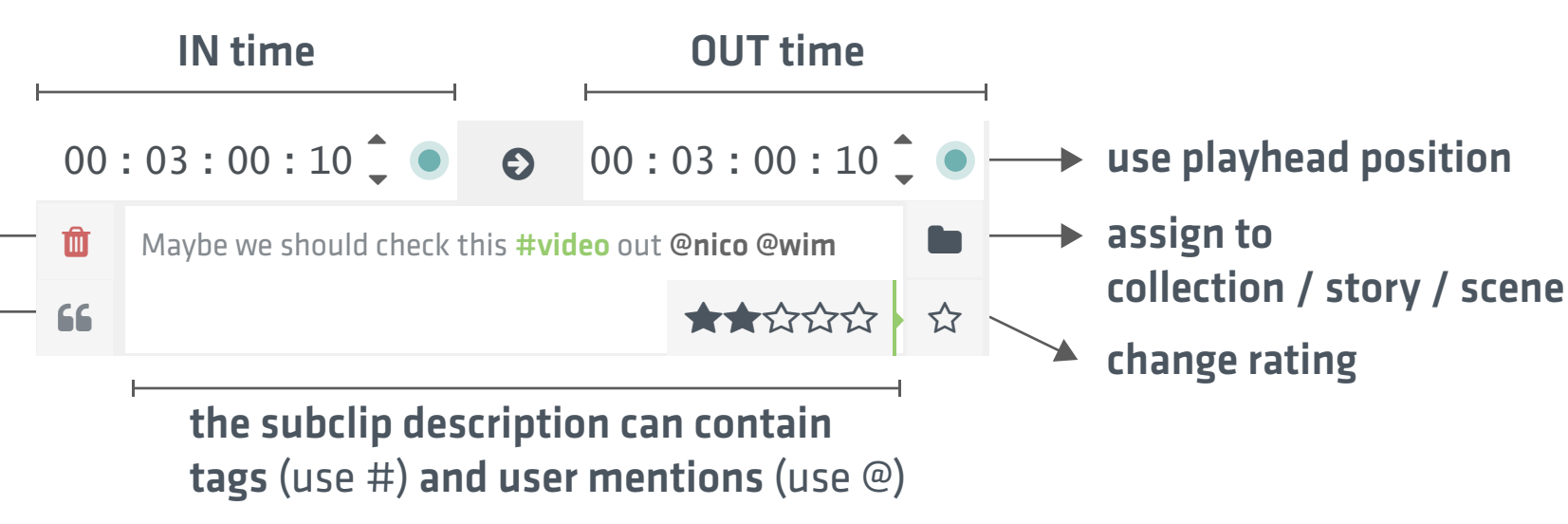
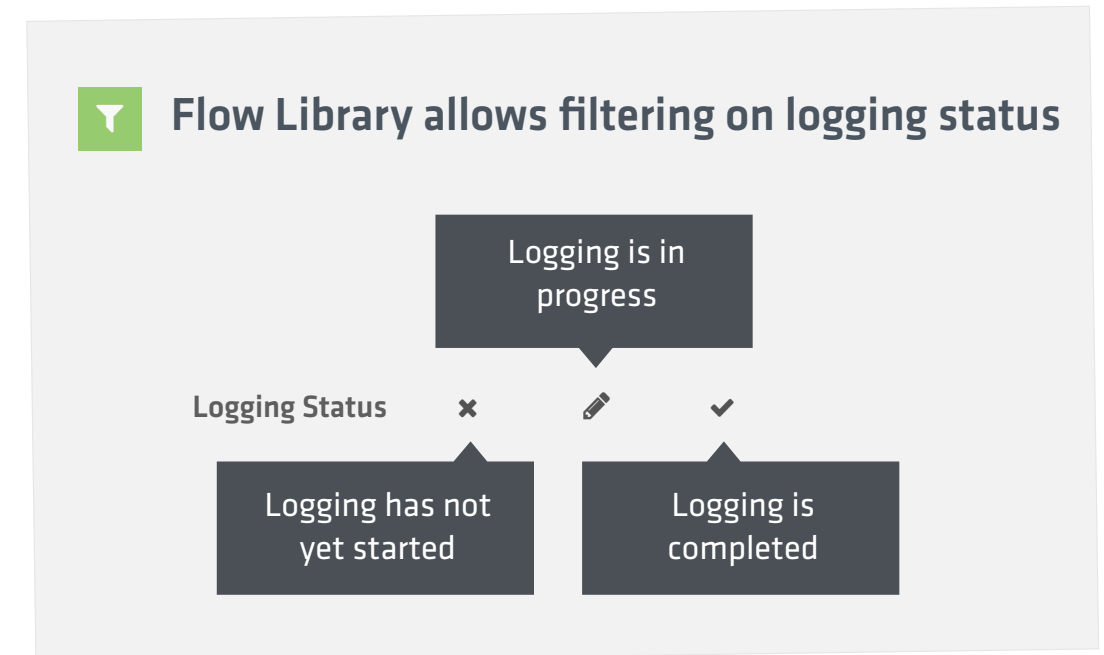
Subclip being edited

Subclip with a transcript quote

Click to create subclip at current playhead position (shortcut F9)

Timecode and frame-by-frame stepping, timecode overlay

Subclip edit controls (shortcuts F8 → F10, Shift+Enter, Esc) & Player controls (shortcuts F1 → F7)



PLAYER SHORTCUTS

Rewind Player 1 second, Toggle Play / Pause, Forward Player 1 second

Previous Clip, Slower / Reverse Playback, Faster Playback, Next Clip

F1 Go to previous clip  
 F2 Rewind player 1 second. Hold shift to rewind 1 frame  
 F3 Slower or reverse playback  
 F4 Toggle Play / Pause  
 F5 Faster playback  
 F6 Forward player 1 second. Hold shift to forward 1 frame  
 F7 Go to next clip

LOGGER EDIT SHORTCUTS

Play IN to OUT, Set IN to Player Position, Set OUT to Player Position, Save changes

F8 Play time range of subclip being edited  
 F9 Set IN of subclip being edited to the current playhead position  
 F10 Like F9 but sets OUT. It also pauses the player.  
 Shift+Enter Save the subclip being edited  
 Esc Abort edit of current subclip, don't save changes

MAC USER? Hold fn key while pressing F1, F2, ...

CREATE A NEW SUBCLIP

playhead position when F9 was pressed

defaults to 1s duration

playhead position when F10 was pressed

SET IN

SET OUT

SAVING SUBCLIP

Type your description. Press F10 when player reaches desired OUT point.

F9 sets the IN point to the playhead position.

F10 sets the OUT point to the playhead position and pauses player

Shift+Enter saves the subclip