

- A. Start by importing your EDL
- B. Select the path to your DPX files that you need to import and conform
- C. If your dpx files are scanned into separate folders that corresponds to the tapes the you originally scanned your dailies to, like this:  
*DPX\_PATH/TAPE1/dpxfile.###.dpx*

*DPX\_PATH/TAPE2/dpxfile.###.dpx*  
Then you should enable this.

- D. If your dpx files are in an additional subfolder, like this:

*DPX\_PATH/TAPE1/1920x1080/dpxfile.###.dpx*

*DPX\_PATH/TAPE2/1920x1080/dpxfile.###.dpx*

Then you should enable this.

- E. If your dpx files has a name before the frame number, like this:

Scan.180000.dpx

Then you should enable it.

If it doesn't, and looks like this:

180000.dpx

Then you should leave it disabled.

- F. Here is where you select how many digits are in your dpx filename, like:

6 means Scan.000180.dpx

5 means Scan.00180.dpx

4 means Scan.0180.dpx

Etc.

- G. Here is where you select how many frames handle your want to import:

If you are importing from frame 150 to 200 and you select 5 frames

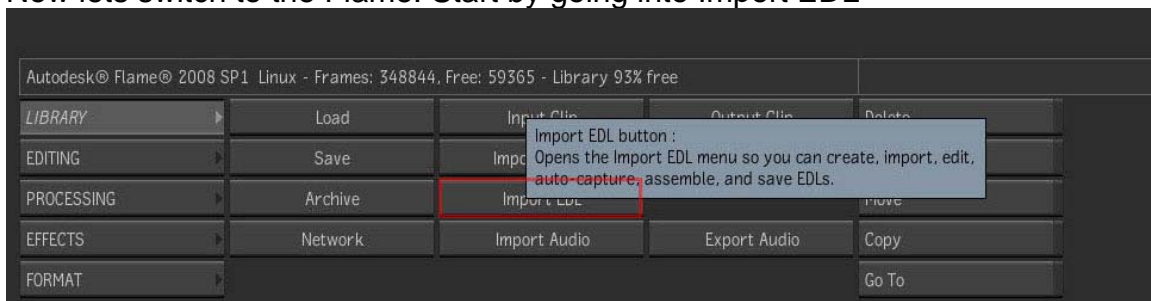
handle, it will import from 145 to 205, so that you can slip the clip 5 frames in both directions.

- H. Here you set your frames per seconds. NOTE: I have only tried with 25fps, but it should work with other settings as well. Just realized that you might be working with 23.976fps. If this is the case please let me know and I will try to fix this.

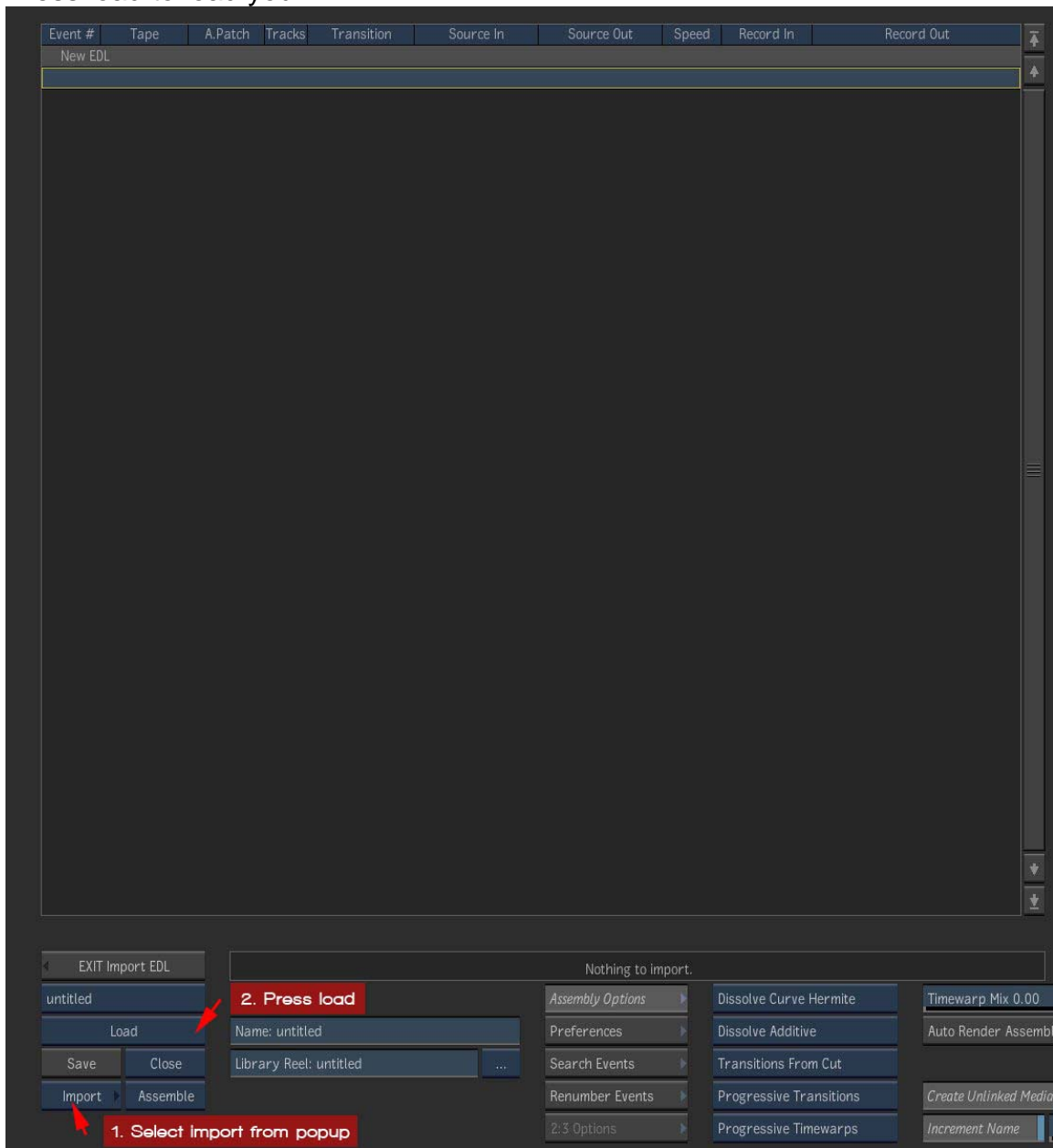
- I. With this button you can preview the finished DLEDL in the field below. You can try the different settings and see how it changes the finished DLEDL.

- J. This saves out the finished DLEDL.

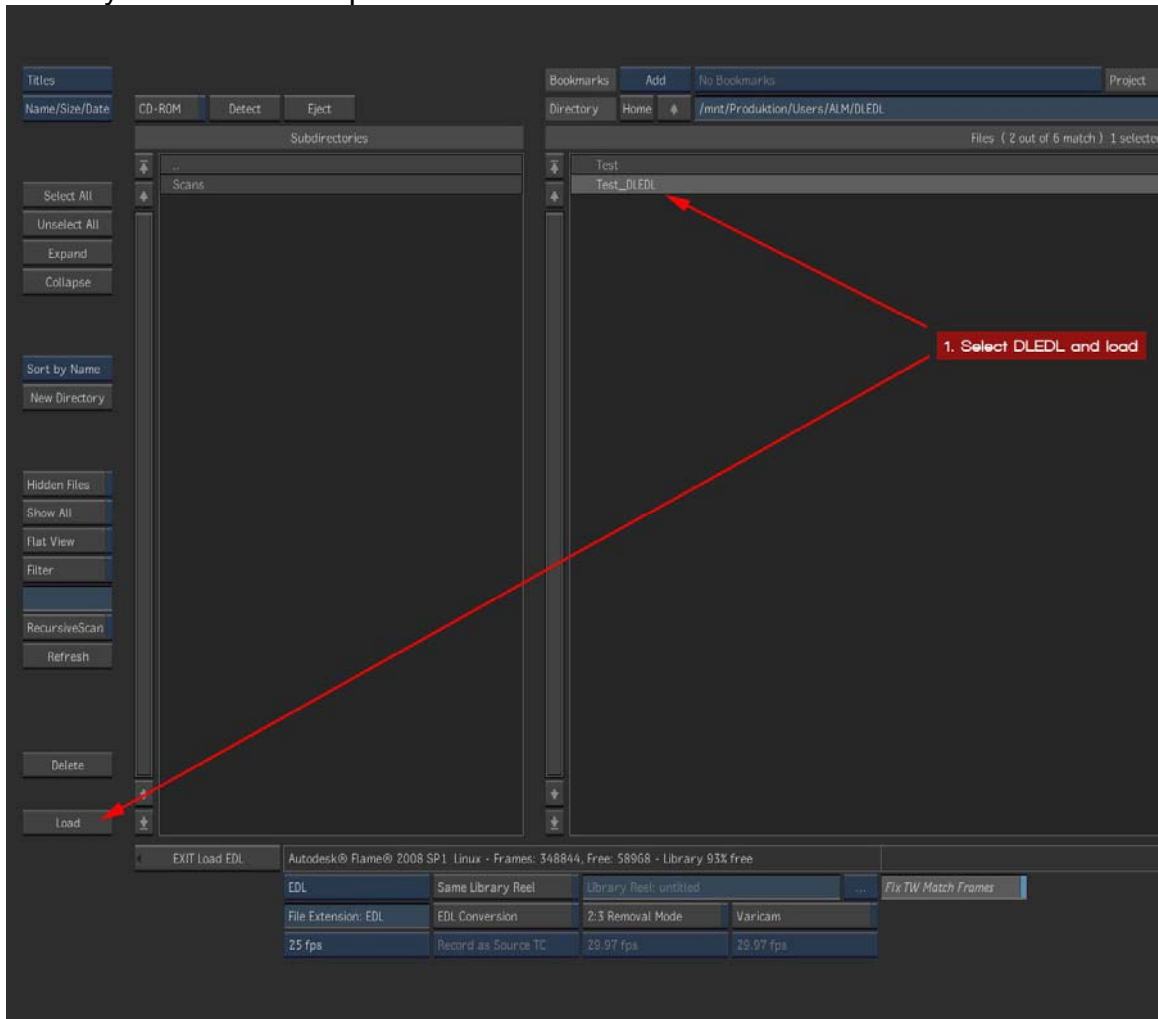
Now lets switch to the Flame: Start by going into Import EDL



Make sure the button in the lower left corner reads "Import" and not "capture". Press load to load your DLEDL.



Select your DLEDL and press load.



Now you should see your DLEDL.  
Make sure there is an “x” next to the event numbers.  
This indicates the your dpx files has been found.  
Your Flame op. will know this.

Next press import to import your dpx files.  
After that, press assemble and your film is conformed.

The screenshot displays the Flame software interface. At the top, a table lists DLEDL events with columns for Event #, Tape, A.Patch, Tracks, Transition, Source In, Source Out, Speed, Record In, and Record Out. Two events are visible, both marked with an 'x' in the Event # column. Below the table, red callout boxes provide instructions: '1. Make sure there is a cross next to each event That indicates that the Flame has found the material', '2. Press import', and '3. Press assemble'. The bottom of the interface shows a control panel with buttons for 'EXIT Import EDL', 'Test\_DLEDL', 'Load', 'Save', 'Close', 'Import', and 'Assemble'. A status bar at the bottom indicates 'Unselected all events.' and various options like 'Assembly Options', 'Dissolve Curve Hermite', and 'Timewarp Mix 0.00' are visible.

Event #	Tape	A.Patch	Tracks	Transition	Source In	Source Out	Speed	Record In	Record Out
0002 x	TAPE1		V	C	01:00:00:00	01:00:10:00		01:00:00:00	01:00:10:00
DLEDL: START TC: 00:59:59:20 DLEDL: PATH: /mnt/San_Raid/ALM/TAPE1/1920x1080 DLEDL: EDIT:0 FILENAME: Scan.(089995@090255).dpx DLEDL: REEL: /TAPE1									
0003 x	TAPE2		V	C	02:00:30:00	02:00:35:00		01:00:10:00	01:00:15:00
DLEDL: START TC: 02:00:29:20 DLEDL: PATH: /mnt/San_Raid/ALM/TAPE2/1920x1080 DLEDL: EDIT:0 FILENAME: Scan.(180745@180880).dpx									

1. Make sure there is a cross next to each event  
That indicates that the Flame has found the material
2. Press import
3. Press assemble

If you go into your library now, you will have the conformed clip and your imported clips.

