
Video Edit Master 2.0



An AVI and MPEG Video Editor

Video Edit Master 2.0 Copyright Notice

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For technical support send an email to support@masterwareroom.com

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Chapter 1

Getting Started

Video Edit Master 2.0 is a no-frills, free video editing tool that allows you to edit AVI and MPEG files without the hassle of re-encoding. Features also include capturing frames as images, selecting and compiling clips or entire videos, and an easy-to-use interface.

This chapter provides information on setting up Video Edit Master 2.0 on your PC. The process includes:

- Downloading Video Edit Master 2.0
- Installing Video Edit Master 2.0

Important: Video files edited with Video Edit Master 2.0 should all share the same specifications including codecs, frame rate and resolution.

Downloading Video Edit Master 2.0

To begin downloading the software:

1. Go to www.masterwareroom.com
2. Click the **Video Edit Master** link under **Free Downloads** to the right of the page.
3. Scroll to the bottom of the page and click any of the three download links; they all take you to a download page.

Note: This tutorial will use **Download Mirror 1**.

Download Video Edit Master:

[Download Mirror 1](#)

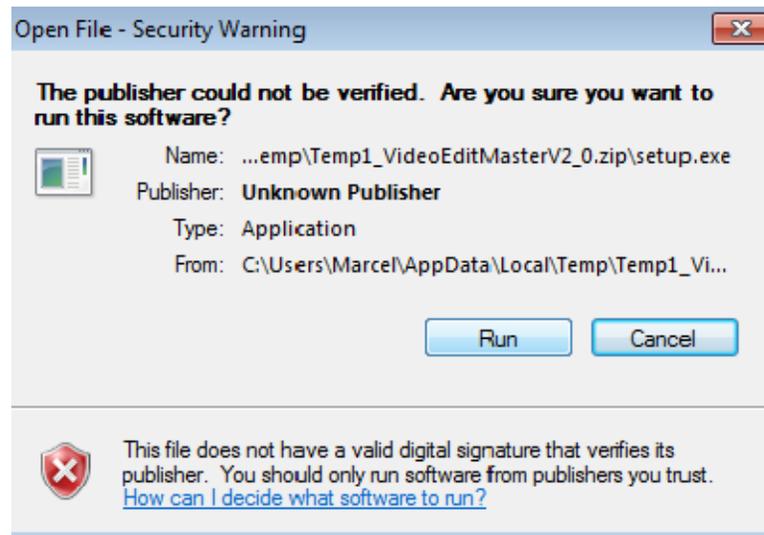
[Download Mirror 2](#)

[Download Mirror 3](#)

4. Click **Download Now**. File *VideoEditMasterV2_0.zip* will download in a few seconds.

Installing Video Edit Master 2.0

1. Double-click the *setup.exe* file to begin installation.
2. Select **Run** to proceed.



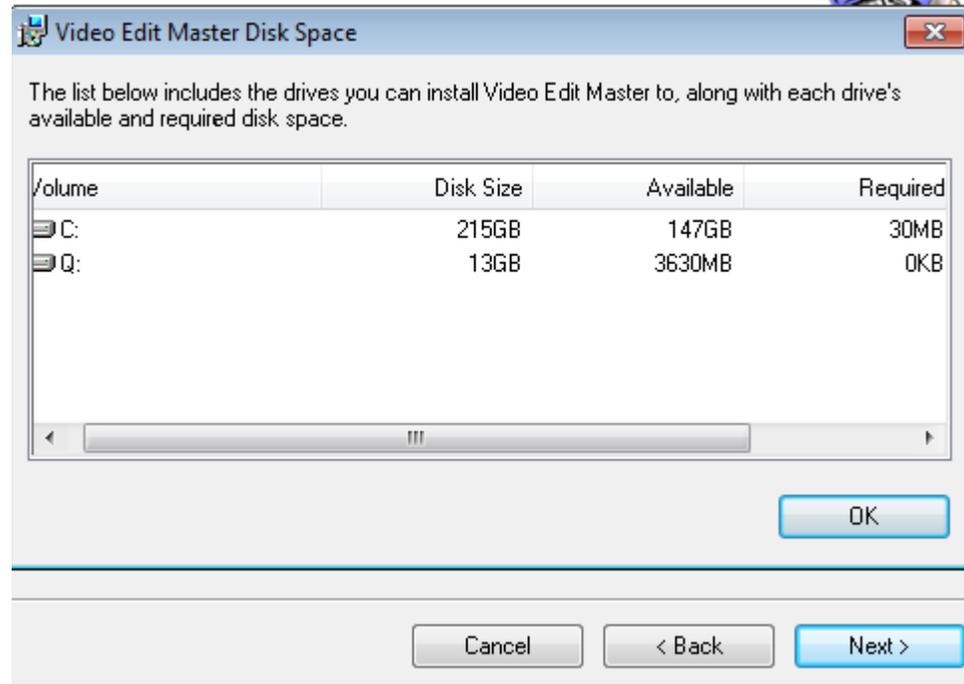
3. Click **Next** in the setup wizard window.



4. Choose your installation folder and click **Next**.

Note: In this window you can also decide to make the application available to other users. You can also see your computer's drives, and the required space for Video Edit Master 2.0, by clicking *Disk Cost* below the browse button.

Select Installation Folder



5. Confirm installation by clicking **Next > Yes**.

Close window when it displays that installation is complete.

Chapter 2

Using the Video Edit Master Interface

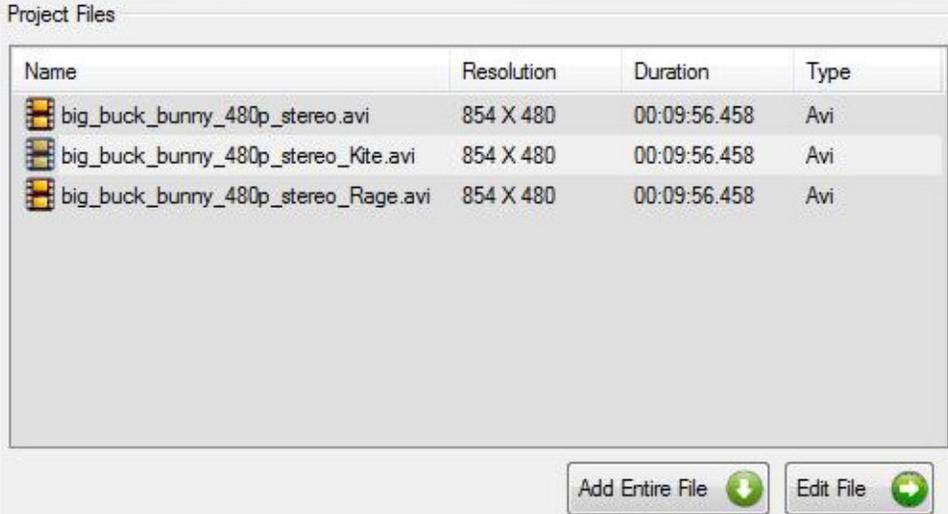
The Video Edit Master application has an intuitive interface, which is designed to make the video editing process simple and straightforward.

There are three different sections of this editing interface, designed to make your video editing experience easier. These three sections are:

- Project Files
- Video Editor
- Movie Parts

Project Files

The project files section of the Video Edit Master interface shows all the videos that are being edited. The resolution, duration and type of video file are also shown.

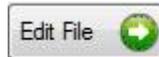


Name	Resolution	Duration	Type
 big_buck_bunny_480p_stereo.avi	854 X 480	00:09:56.458	Avi
 big_buck_bunny_480p_stereo_Kite.avi	854 X 480	00:09:56.458	Avi
 big_buck_bunny_480p_stereo_Rage.avi	854 X 480	00:09:56.458	Avi

Add Entire File  Edit File 

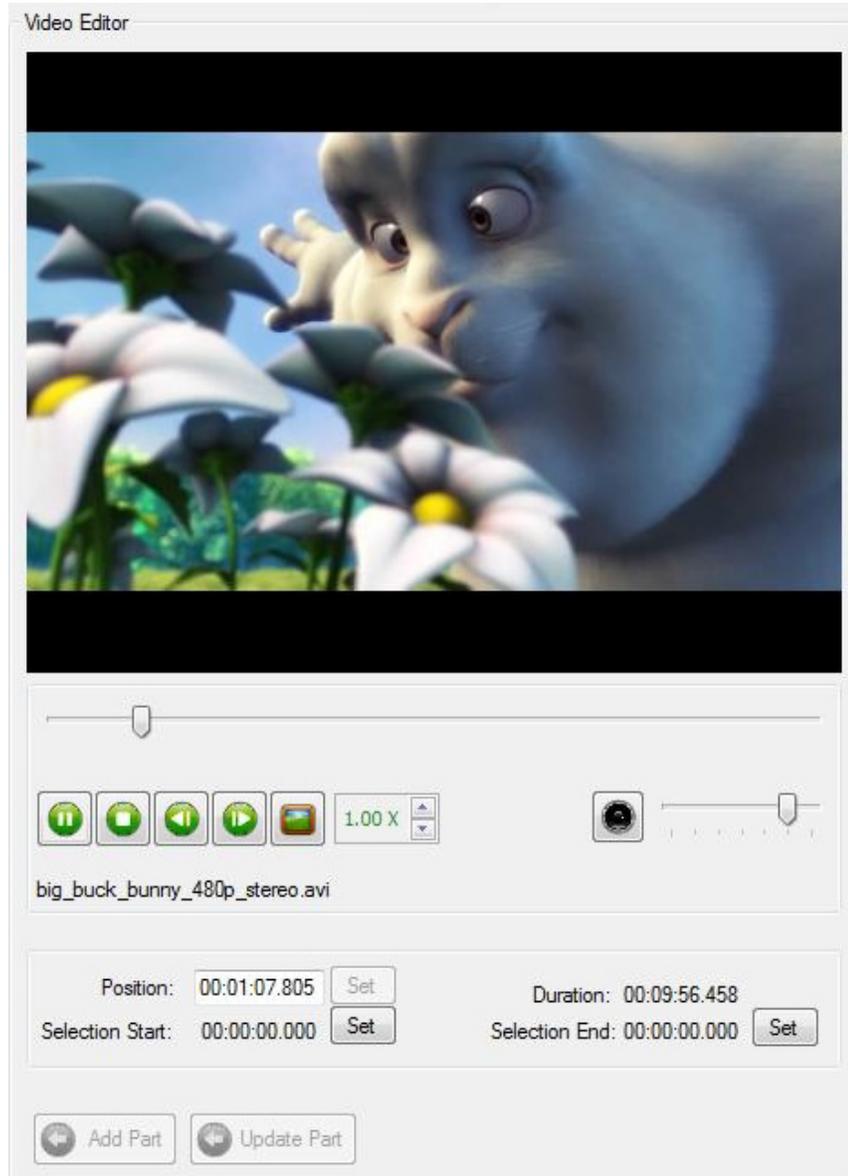


The Add Entire File button adds a video file as part of the movie project.



The Edit File button opens the selected file in the Video Editor section of the interface, allowing you to edit the file as you wish.

Video Editor



The video editor contains the selected video from the project files section of the Video Edit Master 2.0 interface.

Inside the video editor a number of actions can be achieved, including selecting parts of video to add to your movie project; you can also capture stills from the video.



Seeking Slider: Shows position of video.



Play button: Play and pauses video.



Stop button: Stops video, and returns it to the beginning.



Previous button: Seeks 100 milliseconds back to previous frames.



Next button: Seeks to next frame.



Capture Frame button: Takes still of current frame.



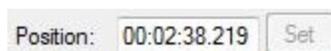
Play Rate arrows: Raise or lower video play rate while editing.



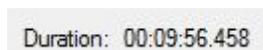
Mute button/Volume Slider: Mute and change volume while editing.



Video Name Label: Shows name of video being edited.



Position Text Box: Shows HH:MM:SS.sss of video play.



Duration Label: Shows play time for video.

Selection Start: 00:02:38.219

Selection Start: Choose a specific starting point in a video.

Selection End: 00:02:38.219

Selection End: Choose a specific stopping point in a video.



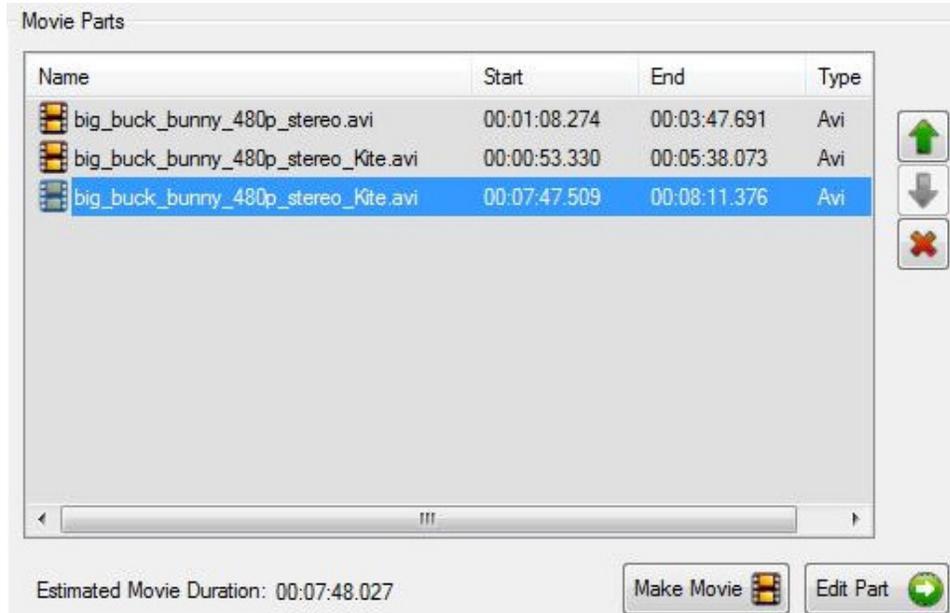
Add Part Button: Send edited video file to Movie Parts section.



Update Part Button: Update a previously added video part.

Movie Parts

This section of the interface shows the edited video files that will be put together to create a new movie. Files in this section can still be edited by selecting the file and clicking the Edit Part button to send it back to the video editor, among other actions.



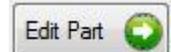
Up, Down, Delete buttons: Rearrange files, and delete selections

Estimated Movie Duration: 00:07:48.027

Estimated Movie Duration: Shows combined length of all video files.



Make Movie button: Joins video files to make movie.



Edit Part button: Allows you to re-edit a selected file.

Chapter 3

Creating with Video Edit Master 2.0

Working with Video Edit Master 2.0, whether to make a movie, or edit parts of a video file, is a simple and quick process.

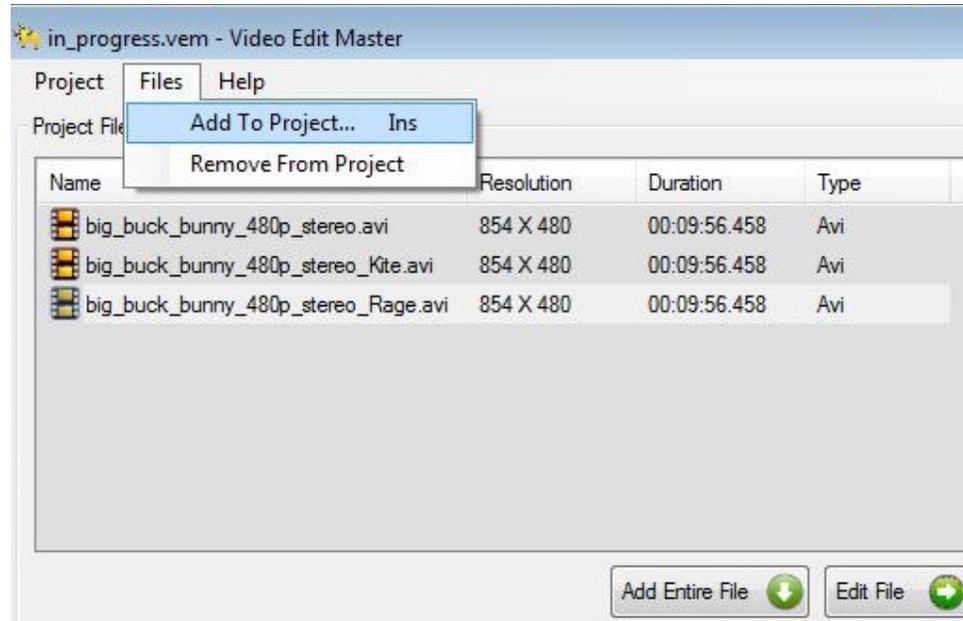
This chapter will show you the steps to:

- Adding Files
- Selecting Files for Editing
- Selecting Video Clips
- Capturing an Image
- Making a Movie

Adding Files

Adding files is a simple process that is achieved in very little time.

1. Click on the **Files** tab at the top of the application window and select **Add to Project** from the drop list.



2. Go to the video file you wish to edit and click **Open**.

The selected file will appear in the Project Files section of the interface. *See page 10*

Selecting Files for Editing

Follow these steps to begin editing your video files:

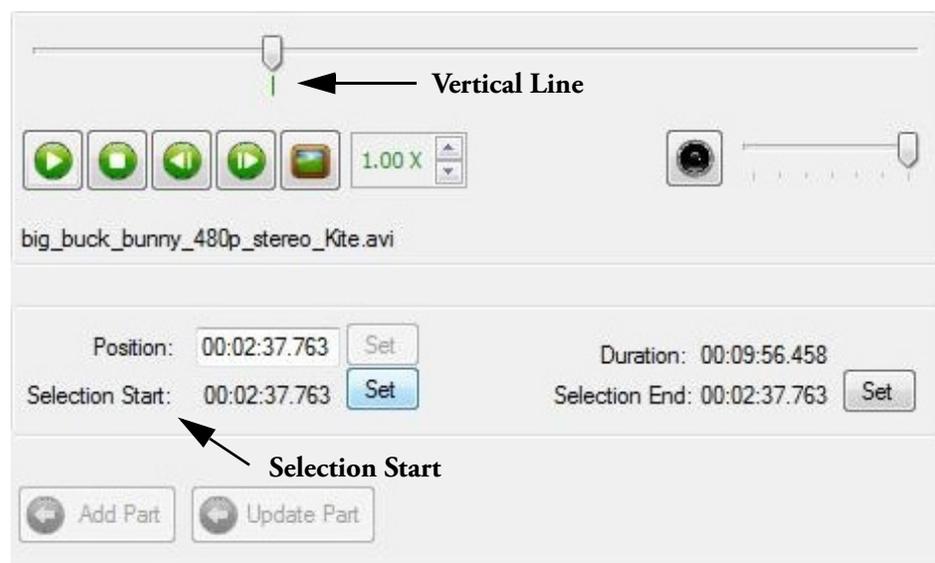
1. In the Project Files section, highlight the file you want by clicking it once.
2. Select **Edit File** located below the Project Files section. The file will open in the video editor.

Double-clicking the video file will send it directly to the video editor.

Selecting Video Parts

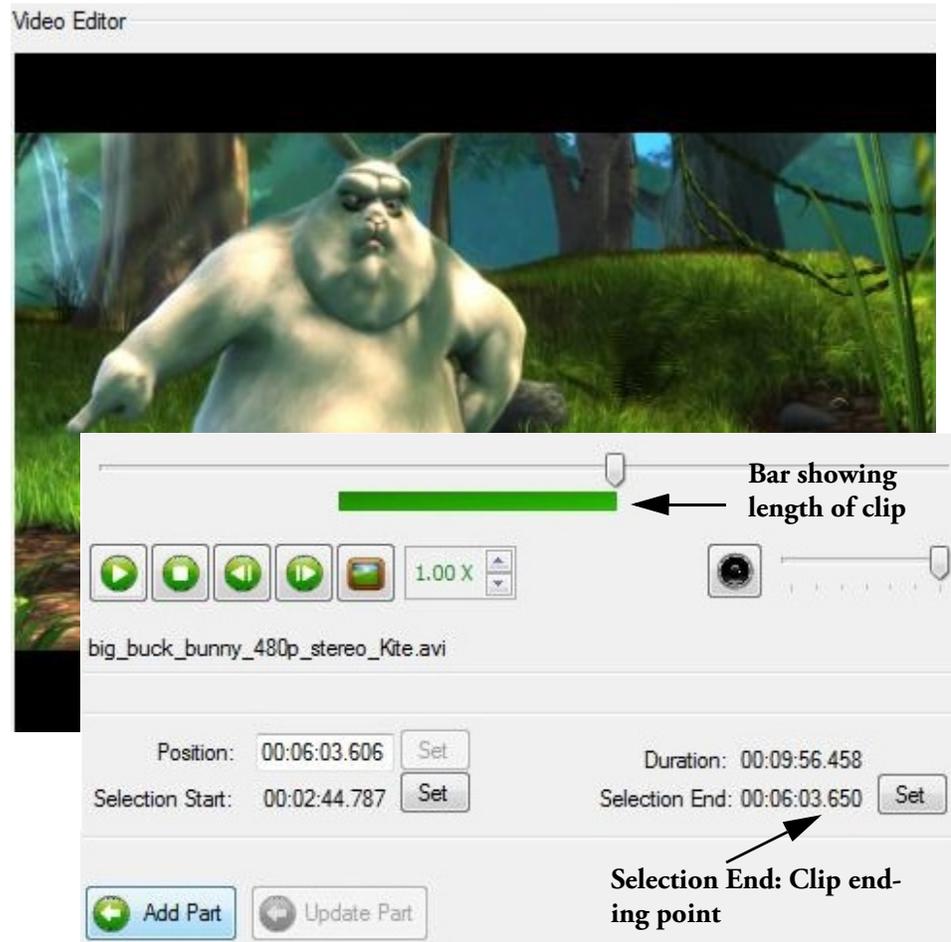
You can choose clips of video from different video files to add to your movie project.

1. Click **Play** after adding a video to the video editor, and wait for the video to get to the beginning of the frame you wish to use.
2. Click **Set** beside the Selection Start box. A vertical line will appear under the screen slider to indicate where your clip begins.



3. Press **Play** to continue the video.

4. Click **Set** to the right of **Selection End** to stop the video where you want the clip to end. A green bar will appear to show where the clip was taken from in the video.



5. Select **Add Part** to send the file to Movie Parts.

Note: You can also type in the beginning and end times in the text boxes for selection start and end if you know the exact *HH:MM:SS.sss*

Capturing an Image

If there is a scene in a video you want to use — perhaps to create an animated *.GIF*, or to break the monotony of a text-filled document — you can make a still with very little fuss.

To capture an image from a video:

1. Use the screen slider to navigate to the part of the video you want to capture

OR

Let the video play until it reaches the scene you want to capture.

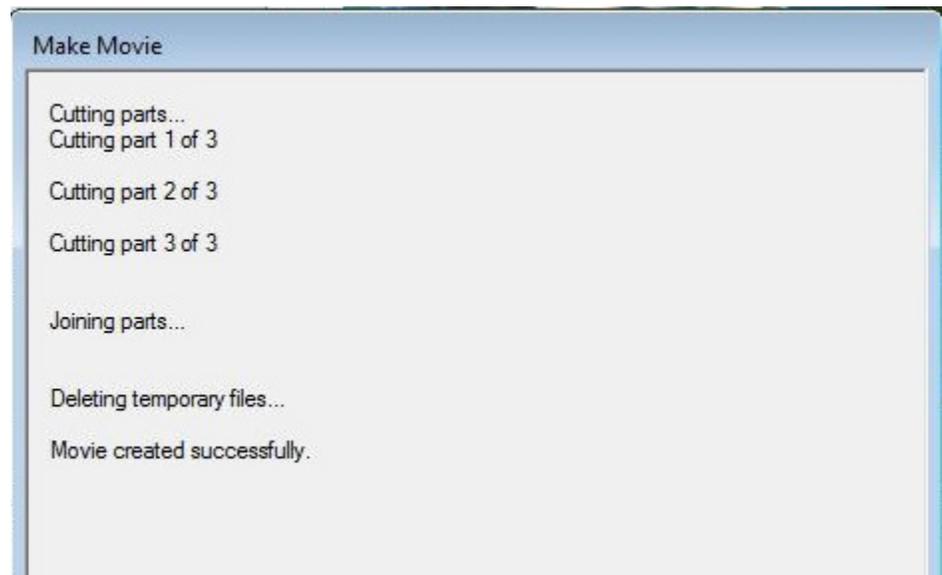
2. Pause the video
3. Click the **Capture Frame** button. *See* page 12.
Your specified download folder will open.
4. Enter a file name and save.

Making a Movie

To make a movie with all your selected files, check that you have added all the files you need to make the movie to the **Movie Parts** window. *See* page 14.

1. Click the **Make Movie** button.

A dialog window will open showing the status of the movie making process.



Any errors will display in red text. For information on possible errors, *See* Chapter 4. "Troubleshooting" on page 21.

2. When the **Save As** window displays, enter a name for your movie in the **File Name** text box.

Important: The type of file in the **Save as type** drop list should be the same as the video files you used to create the movie.

3. Click **Save** and the movie will save to the location you specified.

Chapter 4

Troubleshooting

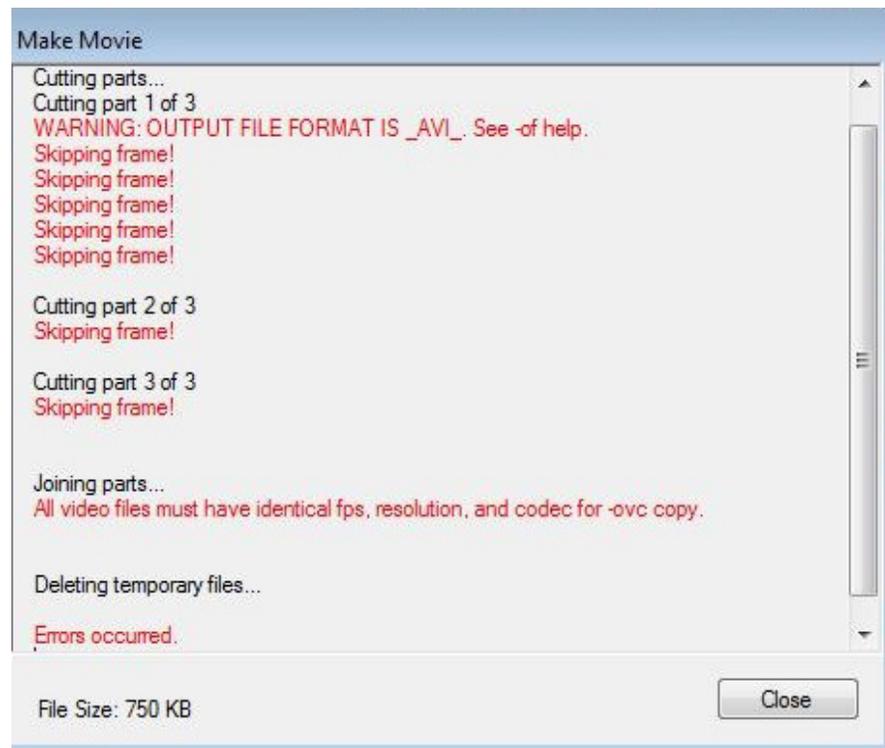
In order for you to successfully create a movie using Video Edit Master 2.0, a few requirements should be met. These requirements are as follows:

- The codecs, resolution and frame rate of all the video files being joined need to be the same.
- The extension of all the input video files being joined need to be the same.
- The movie is saved with the same file extension as the original video files.

Error Messages

If the above requirements are not met, Video Edit Master 2.0 will display an error message during the movie making process in red text.

The error message below is a result of trying to join video files with different file extensions, in this case *.AVI* and *.MPEG* files.



Saving video files under a different extension, for example, saving *.AVI* files as *.MPEG* files, will also result in an error message as seen below.

