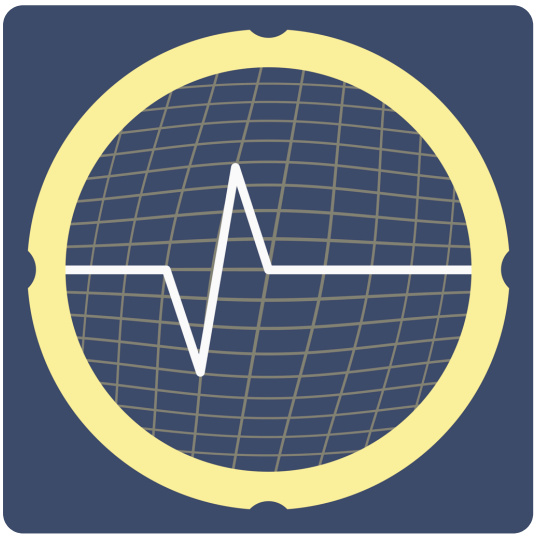
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Hawaiki AutoFix Help

Version 1.0

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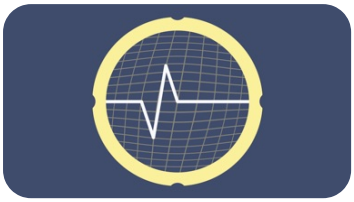
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GETTING STARTED

Welcome



VERSION 1.0

Hawaiki AutoFix

Dead pixels restored automatically.

AutoFix gives you fast, automatic restoration of dead pixels, and it's a lot of fun to use. Intelligent, content-aware repair makes light work of a tiresome chore, and flexible tools let you finesse the result and paint in exactly the pixels you need.

- ✓ **HUD.** A dedicated interface for instant, precise focus on the area to repair, configurable for every ratio including Square and Vertical.
- ✓ **Fine-Tune Target.** An onscreen control for fine-tuning the target.
- ✓ **Navigation View.** Keeps track of the bigger picture while you work on the detail.
- ✓ **Match Swatch and Graph Mode.** Analytical displays that flag up repair problems.
- ✓ **Repair Mask.** Comprehensive options for fine-tuning the repair mask.
- ✓ **Replace.** Tools for finessing the automatic repair pixels, including a manual fix.
- ✓ **Sampling.** Options for which pixel values the automatic repair favours.
- ✓ **Sampling menu.** Prebuilt sampling methods, and your own saved combinations.
- ✓ **Customisation.** Options for customising the interface and how the plug-in works.

Reference
Every control of AutoFix, section by section.

Tutorials
Video tutorials for each host.

Tutorials

▶ Final Cut Pro and Motion
YouTube

▶ Premiere Pro and After Effects
YouTube

System Requirements

macOS	macOS 14.7 Sonoma or later (macOS 15 Sequoia, macOS 26 Tahoe)
FxFactory	8.0.27 or later
Applications	DaVinci Resolve 20 or later, Final Cut Pro 10.6 or later, Motion 5.6 or later, Premiere Pro 22 or later, After Effects 22 or later

Installing

Hawaiki AutoFix is installed and licensed through FxFactory. Install FxFactory, then install the trial of Hawaiki AutoFix from FxFactory's catalogue or from the download link. The trial watermarks the output until you buy a licence; buying unlocks the installed plug-in.

DaVinci Resolve	The Effects Library (OpenFX, under Hawaiki).
Final Cut Pro	The Effects Browser, in the Hawaiki category.
Premiere Pro	The Effects panel, under Video Effects.
After Effects	The Effects & Presets panel and the Effect menu.
Motion	The Library, under Filters.

Drag the effect onto your clip to get started. Keep FxFactory up to date: many problems are solved by installing its latest version.

Getting Help

We're happy to help by email. To get you an answer quickly, please tell us:

- ✓ your Mac and **the version of macOS**;
- ✓ **the version of Hawaiki AutoFix** and of **FxFactory**;
- ✓ **the host application** and its version;
- ✓ what happens and what you have tried, and any other plug-ins used alongside ours.

Write to support@hawaiki.co. We're always happy to look at your footage and to hear what you think we could improve. See also the Support page.

REFERENCE

Every control of Hawaiki AutoFix, in the order the effect shows them.

Top of the Controls

Enable CHECKBOX

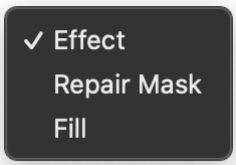
On by default

Enable the AutoFix operation.

View MENU

Default **Effect**

Switch between the final Effect, the Repair Mask view that shows a black and white matte of the area to be repaired or the Fill view that shows the replacement pixels used as fill within the repair mask.



Effect DEFAULT

Default view.

Repair Mask

Shows the black and white mask used to define the repair area.

Fill

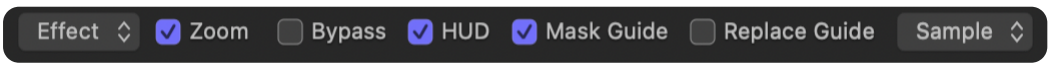
Shows the replacement pixels used as fill within the repair mask.

Zoom CHECKBOX

Off by default

Zoom into the area to be fixed. The HUD is displayed by default.

In FCP and Motion this control is also presented onscreen.



Zoom Level SLIDER

Default **30** · slider 1 to 100 · type 1 to 1000

Zoom in and out.

Smooth Zoom CHECKBOX

Off by default

Smooths the zoomed image shown so the edges of individual pixels are not visible.

Bypass CHECKBOX

On by default

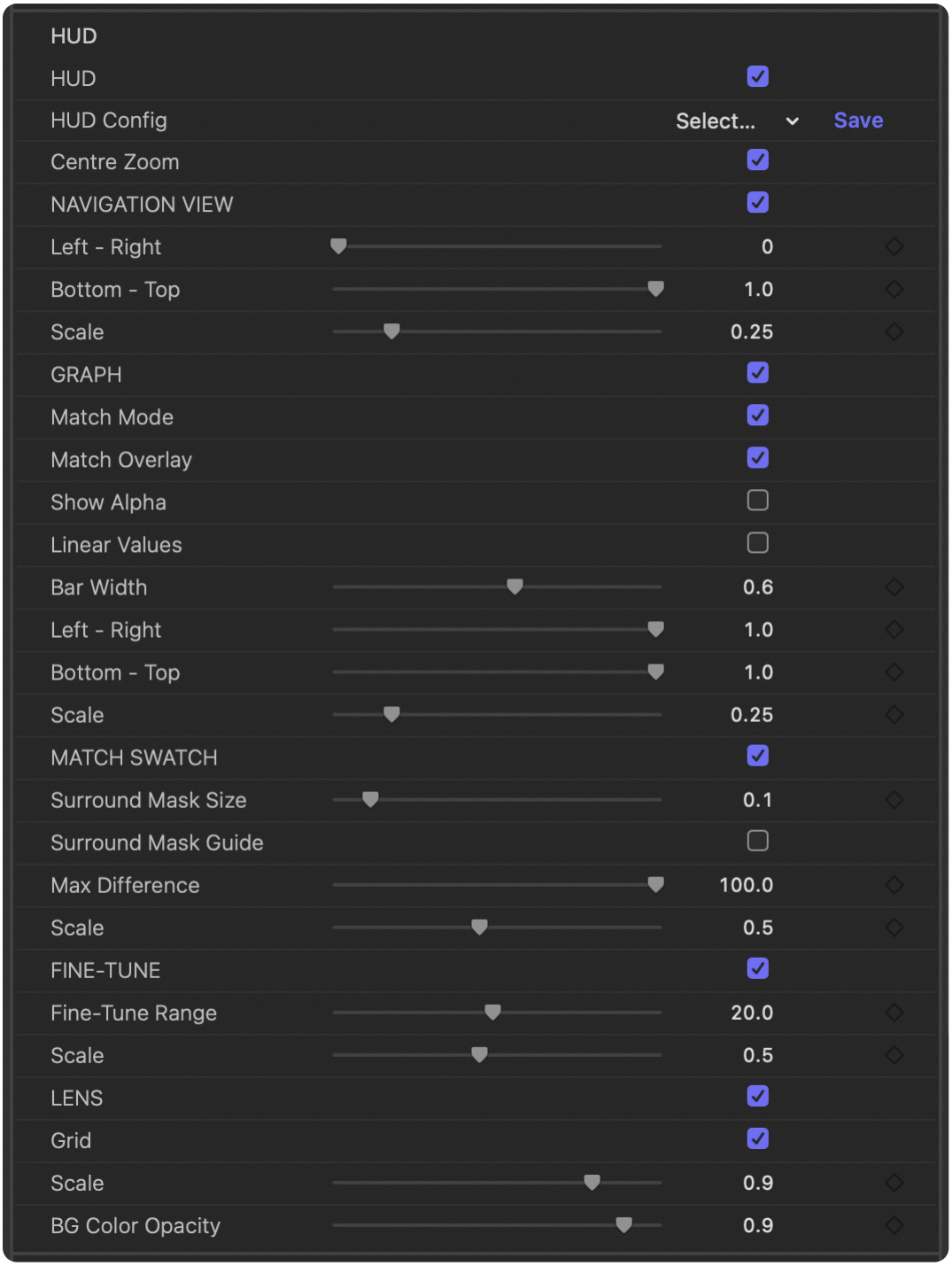
Bypass the Effect.

In FCP and Motion this control is also presented onscreen.

HUD



This group contains controls for the onscreen Heads-Up Display of AutoFix. Zoom needs to be enabled for these controls to be available and the HUD visible.



HUD CHECKBOX

On by default

Enable the Heads-Up Display. Zoom needs to be enabled for the HUD to be shown. Individual elements of the HUD: Navigation View, Graph,Match Swatch, Fine-Tune and Lens can be enabled/disabled below.

In FCP and Motion this control is also presented onscreen.

HUD Config PRESETS MENU

Saves and loads the controls of the **HUD** group. 2 built-in presets are included. Presets made in one host open in every other. Working with presets

Allows you to save a custom HUD set-up and save it as a preset. Saves the settings for all parameters in the HUD group. There are also built-in presets for vertical and square video.

Centre Zoom CHECKBOX

On by default

Displays the repair area in the centre of the frame when zoom is enabled.

NAVIGATION VIEW CHECKBOX

On by default

Enable the Navigation view. A view of the entire frame is displayed (by default in the top left of the HUD) with a red crosshair showing the position of the Repair Target.

Left - Right SLIDER

Default **0** · 0 to 1

Adjust the horizonal position of the Navigation View.

Bottom - Top SLIDER

Default **1** · 0 to 1

Adjust the vertical position of the Navigation View.

Scale SLIDER

Default **0.25** · slider 0.1 to 1 · type 0 to 1

Adjust the size of the Navigation View.

GRAPH CHECKBOX

On by default

The Graph shows the red, green, blue and luma values of the average colour of the pixels within the Repair Mask and, when Match Mode is enabled, the values of the pixels surrounding the Repair Mask (as an outline by default).

Match Mode CHECKBOX

On by default

Show the average RGB and Luma values of the pixels surrounding the repair mask - the extent of these pixels is set with Surround Mask Size and shown by enabling the Surround Mask Guide in the Match Swatch section.

Match Overlay CHECKBOX

On by default

Shows the surround mask values as an outline bar graph shown overlayed on the repair mask values. When disabled separate bars are shown for the surround mask on the right of the Graph view.

Show Alpha CHECKBOX

Off by default

Show the alpha channel values of the repair and surround mask pixels. In most case this wil be 1 so this disabled by default.

Linear Values CHECKBOX

Off by default

Display the linear RGB values and luminance.

Bar Width SLIDER

Default **0.6** · slider 0.1 to 1 · type 0 to 1

Set the width of the bars used in the graph. A value of 1 will remove all gaps between the bars.

Left - Right SLIDER

Default **1** · slider 0 to 1 · type -∞ to +∞

Adjust the horizonal position of the Graph.

Bottom - Top SLIDER

Default **1** · 0 to 1

Adjust the vertical position of the Graph.

Scale SLIDER

Default **0.25** · slider 0.1 to 1 · type 0 to 1

Adjust the size of the Graph.

MATCH SWATCH CHECKBOX

On by default

The Match Swatch is a handy tool for finding problem areas where the automatic repair might need some finessing. The inner circle shows the average color of the pixels within the repair mask and the outer ring the color of the pixels that surround the mask - the pixels you want to match. The outer ring also doubles as a color difference meter. When the circle is full the colours are identical.

A perfect match won't necessarily produce the best result but when the match ring is less than around 80% to 90% you probably need to make and keyframe an adjustment.

NB. RGB and luma values of the Match Swatch colors are shown in the Graph - see above.

Surround Mask Size SLIDER

Default **0.1** · slider 0 to 1 · type 0 to 100

Include more or less of the pixels surrounding the Repair mask to generate the Match Swatch outer ring color i.e the pixels you want to match.

Surround Mask Guide CHECKBOX

Off by default

Shows the outer extent of the pixels used to generate the color of the outer ring of the Match Swatch as a green outline. The inner extent is defined by the edge of the Repair Mask.

NB. The Surround Mask reflects the size and shape of the Repair Mask scaled up depending on the Surround Mask Size setting.

Max Difference SLIDER

Default **100** · slider 10 to 100 · type 1 to 100

Adjust the maximum difference used by the Match Swatch to set when the outer match ring is at 0%. Decreasing this value will increase the sensitivity of the Match Swatch so that the difference between pixels inside and outside the repair mask will produce greater changes in the percentage of the match ring that is displayed.

Match Swatch uses Delta E (CIE 2000) under the hood and it is the maximum Delta E value that is being set with this slider.

Scale SLIDER

Default **0.5** · slider 0.1 to 1 · type 0 to 2

Adjust the size of the Match Swatch.

FINE-TUNE CHECKBOX

On by default

Display the Fine-Tune OSC background.

Fine-Tune Range SLIDER

Default **20** · slider 1 to 40 · type 1 to 100

Adjust the range of the Fine-Tune OSC. Increasing the range will decrease the sensitivity of the OSC.

Scale SLIDER

Default **0.5** · slider 0.1 to 1 · type 0 to 2

Adjust the size of the Fine-Tune background.

LENS CHECKBOX

On by default

Show the focus lens.

Grid CHECKBOX

On by default

Display a background grid that surrounds the lens.

Scale SLIDER

Default **0.9** · slider 0.5 to 1 · type 0 to 2

Adjust the size of the lens.

BG Color Opacity SLIDER

Default **0.9** · 0 to 1

Adjust the opacity of the background color of the HUD.

REPAIR MASK

Adjust the mask used to define the area to be repaired. The Mask Guide updates to reflect changes you make in this group as does the Repair Mask view (an option in the View menu).



Size MENU

Default **Set Mask Size**

Select the size of the Repair Mask in pixels. By default you set the size manually with the Mask Size slider. Alternatively you can choose one of the built-in options.

1px

A single pixel mask

3 x 3px

3 by 3 pixel mask

5 x 5px

5 by 5 pixel mask

7 x 7px

7 by 7 pixel mask

9 x 9px

9 by 9 pixel mask

15 x 15px

15 by 15 pixel mask

Set Mask Size DEFAULT

Manually set the Repair Mask size.

Mask Size SLIDER

Default **5** · slider 1 to 50 · type 1 to 4000

Adjust the size of the Repair Mask in pixels.

Softness SLIDER

Default **0.5** · slider 0 to 5 · type 0 to 100

Soften the Repair Mask - this will increase the size of the mask area but reduce the opacity of the replacement pixels mainly at the edges of the mask.

Roundness SLIDER

Default **1** · 0 to 1

Adjust the roundness of the Repair Mask. A value of 1 creates a circular matte.

Hardness SLIDER

Default **2** · slider 1 to 5 · type 0 to 100

Increase the density of the Repair Mask.

X Scale SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 10

Adjust the width of the Repair Mask.

Y Scale SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 10

Adjust the height of the Repair Mask.

Angle ANGLE

Default **0°**

Rotate the Repair Mask.

Fine-Tune X SLIDER

Default **0** · slider -10 to 10 · type -100 to 100

Fine-Tune the horizontal position of the Repair Mask. Works in tandem with or as an alternative to the Fine-Tune OSC.

Fine-Tune Y SLIDER

Default **0** · slider -10 to 10 · type -100 to 100

Fine-Tune the vertical position of the Repair Mask. Works in tandem with or as an alternative to the Fine-Tune OSC.

Fine-Tune POINT

Drag it in the viewer: Onscreen Controls

Coordinates of the Fine-Tune OSC (Orange in FCP and Motion)

Repair Target POINT

Drag it in the viewer: Onscreen Controls

Coordinates of the OSC control used to select the repair area and the centre of the Repair Mask (Red in FCP and Motion).

Mask Guide CHECKBOX

On by default

Displays the extent of the Repair Mask as a red outline guide.

In FCP and Motion this control is also presented onscreen.

Guide Sensitivity SLIDER

Default **0.6** · slider 0 to 1 · type -∞ to +∞

Adjusts the size of the onscreen Mask and Replace Guides to include more or less of mask values that are less than 1 (grey) i.e areas where there is only a partial replacement. A value of 1 will show close to the full extent of the masks.

REPLACE

Select and adjust the pixels used to replace the problem area defined by the Repair Mask.

Along with the controls in this group you can control the directional bias of the pixels used for replacement in the Sampling group below.



Replace SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Adjust the pixels used for Replacement. The outer rectangle of the Replace Guide will update. This slider scales all the sliders in the Replace Type section: Brighter Pixels, Brighter Pixels - Smooth, Darker Pixels, Darker Pixels- Smooth, Combine Pixels, Combine Pixels - Smooth.

Moving the Replace slider to zero will bypass the auto correction.

REPLACE TYPE

Choose the type of pixels used for replacement. Brighter Pixels is the default but there are also sliders for Darker Pixels, Combine Pixels and their Smooth variants. Using a custom mix of these sliders is often useful to create a realistic looking texture to replace the problem area.

Brighter Pixels SLIDER

Default **3** · slider 0 to 10 · type 0 to 1000

Use brighter pixels from the surrounding area to replace the problem pixels. Increasing the slider value will select pixels further away from the edge of the Repair Mask - shown by the outer rectangle of the Replace Guide.

The extent of this operation can be shown by selecting Brighter in the Replace Guide - Type menu within the HUD group.

Smooth SLIDER

Default **0** · slider 0 to 10 · type 0 to 1000

Brighter Pixels - Smooth: Use the brightest pixel from the surrounding area. Increasing the slider value will include pixels further away from the edge of the Repair Mask. Unlike the standard slider which uses the pixels on the edge of the Sample Guide this slider compares all the pixels within the sample guide and returns the brightest. This will tend to produce smoother results which may work better depending on the shot.

The extent of this operation can be shown by selecting Brighter - Smooth in the Replace Guide - Type menu within the HUD group.

Darker Pixels SLIDER

Default **0** · slider 0 to 10 · type 0 to 1000

Use darker pixels from the surrounding area to replace the problem pixels. Increasing the slider value will select pixels further away from the edge of the Repair Mask - shown by the outer rectangle of the Replace Guide.

The extent of this operation can be shown by selecting Darker in the Replace Guide - Type menu within the HUD group.

Smooth SLIDER

Default **0** · slider 0 to 10 · type 0 to 1000

Darker Pixels - Smooth: Use the darkest pixel from the surrounding area. Increasing the slider value will include pixels further away from the edge of the Repair Mask. Unlike the standard slider which uses the pixels on the edge of the Sample Guide this slider compares all the pixels within the sample guide and returns the darkest. This will tend to produce smoother results which may work better depending on the shot.

The extent of this operation can be shown by selecting Darker - Smooth in the Replace Guide - Type menu within the HUD group.

Combine Pixels SLIDER

Default **0** · slider 0 to 10 · type 0 to 1000

Combines pixels from the surrounding area with the problem pixels. Increasing the slider value will select pixels further away from the edge of the Repair Mask - shown by the outer rectangle of the Replace Guide.

The extent of this operation can be shown by selecting Combine in the Replace Guide - Type menu within the HUD group.

Smooth SLIDER

Default **0** · slider 0 to 10 · type 0 to 1000

Combine Pixels - Smooth: Combines pixels from the surrounding area with the problem pixels. Increasing the slider value will include pixels further away from the edge of the Repair Mask. Unlike the standard slider which uses the pixels on the edge of the Sample Guide this slider combines all the pixels within the sample guide with the pixels to be repaired. This will tend to produce smoother results which may work better depending on the shot.

The extent of this operation can be shown by selecting Combine - Smooth in the Replace Guide - Type menu within the HUD group.

Blur SLIDER

Default **2** · slider 0 to 10 · type 0 to 1000

Blur the pixels used for fill. A small value tends to work best and is probably best left at the default.

Replace Guide CHECKBOX

Off by default

Enable to show a yellow outline guide of the pixels being used to fill the repair area. The inner rectangle mirrors the repair mask and the outer rectangle shows the extent of the pixels used for replacement. The outer rectangle updates to reflect changes in the Replace sliders.

In FCP and Motion this control is also presented onscreen.

Type MENU

Default **Replace**

Choose the Replace Type that is used to set extent of the outer rectangle of the Replace Guide.



Replace DEFAULT

Uses the Replace slider multiplied by the slider with the maximum value in the Replace Type section to set the extent of the outer rectangle of the Replace Guide.

Brighter

Uses the Brighter Pixels slider in to set the extent of the outer rectangle of the Replace Guide.

Brighter - Smooth

Uses the Brighter Pixels - Smooth slider to set the extent of the outer rectangle of the Replace Guide.

Darker

Uses the Darker Pixels slider to set the extent of the outer rectangle of the Replace Guide.

Darker - Smooth

Uses the Darker Pixels - Smooth slider to set the extent of the outer rectangle of the Replace Guide.

Combine

Uses the Combine Pixels slider to set the extent of the outer rectangle of the Replace Guide.

Combine - Smooth

Uses the Combine Pixels - Smooth slider to set the extent of the outer rectangle of the Replace Guide.

Manual CHECKBOX

Off by default

Enable to make manual adjustments to the replacement pixels including offset,scale and rotation as well as color controls.

If you are wanting to use the manual controls to clone an area disable the auto correction by taking the Replace slider to zero and zero the blur slider as well.



Gain SLIDER

Default **1** · slider 0 to 3 · type 0 to 100

Increase and decrease the gain of the replacement pixels.

Colorize COLOUR

Default #FFFFFF

Adjust the color of the replacement pixels. You can use the color picker to select an area of the frame or twirl it open to make manual adjustments.

Saturation SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Adjust the saturation of the replacement pixels.

Opacity SLIDER

Default **1** · slider 0 to 1 · type -∞ to +∞

Adjust the opacity of the replacement pixels.

Offset X SLIDER

Default **0** · slider -50 to 50 · type -4000 to 4000

Adjust the horizontal offset from the Repair Mask of the pixels used for replacement. The position of the Replace Guide will change to show the pixels selected.

Offset Y SLIDER

Default **0** · slider -20 to 20 · type -4000 to 4000

Adjust the vertical offset from the Repair Mask of the pixels used for replacement. The position of the Replace Guide will change to show the pixels selected.

Scale X SLIDER

Default **1** · slider 0.25 to 5 · type 0 to 100

Adjust the horizontal scale of the replacement pixels. Increasing the scale will stretch the pixels, decreasing shrink. The size of the Replace Guide will update to show the pixels used.

Scale Y SLIDER

Default **1** · slider 0.25 to 5 · type 0 to 100

Adjust the horizontal scale of the fill pixels. Increasing the scale will stretch the pixels, decreasing shrink. The size of the Replace Guide will update to show the pixels used.

Horizontal Flip SLIDER

Default **0** · 0 to 1

Horizontally flip the pixels used to replace the problem area.

This control is provided as a slider (that can be set to 0 or 1) rather than a checkbox so that it can be keyframed.

Vertical Flip SLIDER

Default **0** · 0 to 1

Vertically flip the pixels used to replace the problem area.

This control is provided as a slider (that can be set to 0 or 1) rather than a checkbox so that it can be keyframed.

Angle ANGLE

Default **0°**

Rotate the replacement pixels. The Replace Guide will update to show the pixels selected.

Resolution Independence CHECKBOX

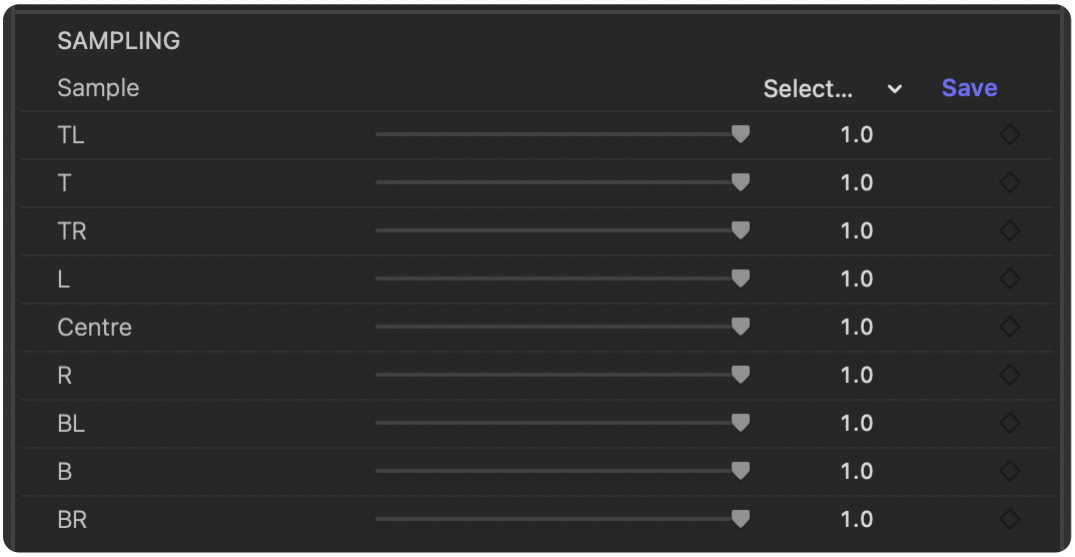
On by default

Change the extent of the pixels set by the Replace and Replace Type sliders depending on the frame size.

Disable to use absolute pixel values at all frame sizes.

SAMPLING

Adjust the directional bias of the pixels used for replacement. Use to exclude pixels you don't want to use to replace the problem pixels. For example to exclude one side of an edge between dark and light pixels. Select one of the built-in presets or refine the area sampled with the sliders.



Sample PRESETS MENU

Saves and loads the controls of the **SAMPLING** group. 12 built-in presets are included. Presets made in one host open in every other. Working with presets

Use one of the built-in sample presets or save your own for later use after adjusting the sliders in the Sampling group.

In FCP and Motion this control is also presented onscreen.



TL SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Top Left.

T SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Top.

TR SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Top Right.

L SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Left.

Centre SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the centre pixel.

R SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Right.

BL SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Bottom Left.

B SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Bottom.

BR SLIDER

Default **1** · slider 0 to 1 · type 0 to 2

Adjust the bias of the replacement pixels to the Bottom Right.

Other Controls

Presets PRESETS MENU

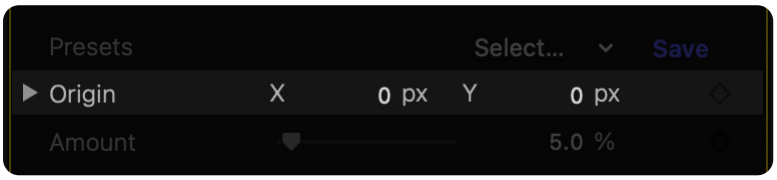
Saves and loads a snapshot of every control. Presets made in one host open in every other. Working with presets

WORKING IN YOUR HOST

Onscreen Controls

Point parameters represent 2D locations within the frame. Each point has X and Y coordinates. While it is possible to change the X and Y coordinates via the inspector, it is far easier to interact with point parameters directly on-screen. Each video application provides a slightly different way to do this. This document describes the various techniques to adjust the location of a point parameter on-screen.

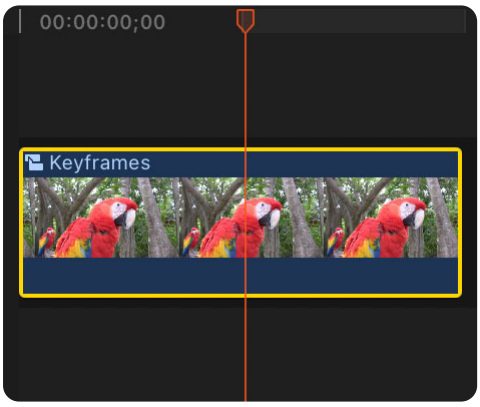
Point Parameters in Final Cut Pro



A point parameter as it appears in the inspector

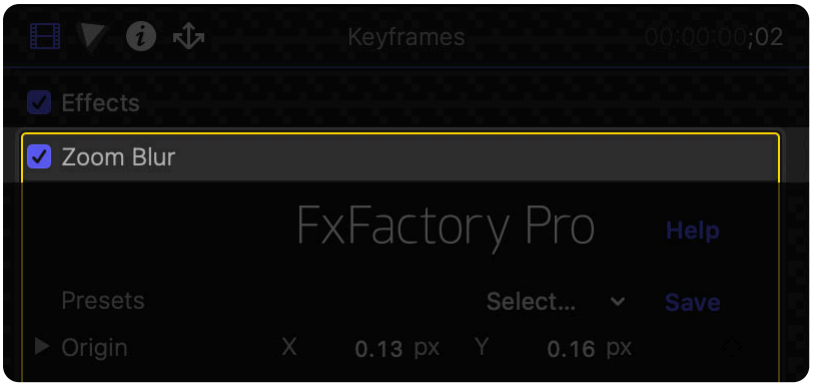
Final Cut Pro allows you to change the X and Y coordinates of a point through the inspector. You can either click over a coordinate and drag up or down, or click and release to enter a value through the keyboard.

It is far easier to configure point parameters on-screen. Your first step is to make sure the clip is selected, and the playhead is positioned somewhere within its in/out points:



A selected clip with playhead positioned within its in/out points

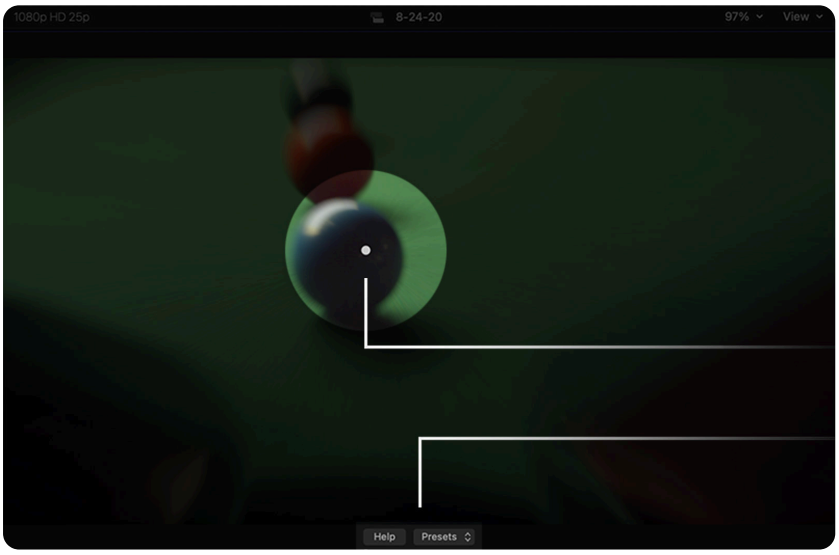
The above is enough to display on-screen controls for Generators, Titles and Transitions. When working with Effects applied to a clip, an extra step is required. Since multiple effects may be applied to the same clip, make sure the effect you wish to configure is selected in the parameter inspector:



A yellow outline denotes the currently selected effect, whose on-screen controls are displayed in the Canvas

> Effects are also known in video applications as filters. Contrary to Generators and Transitions, multiple filters can be applied to the same clip, in a stack.

Upon completing the above steps, an on-screen control becomes available for each point parameter you can adjust:



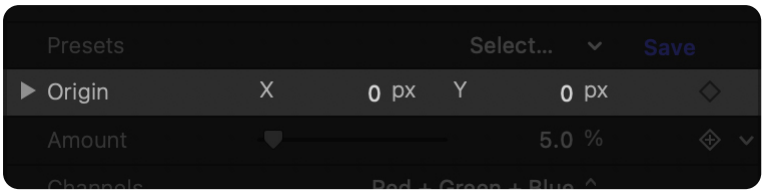
The on-screen control for a point parameter, displayed at its exact coordinate within the frame. Other, unrelated on-screen controls may be available at the bottom of the frame.

Click and drag the on-screen control to the desired location in the frame.

Please note that the size and color of the on-screen control may vary from one effect to the next. In some cases, a point may only be moved within a certain region of the frame, or it may only be moved along a given axis.

> **Tip:**Hold down the *Shift* key to constrain movement to the horizontal or vertical axis. Hold down the *Command* ⌘ key to make smaller, more precise adjustments to the X and Y coordinates. Hold down the *Option* ⌥ key and click on the control to reset its location to the default X and Y coordinates.

Point Parameters in Motion



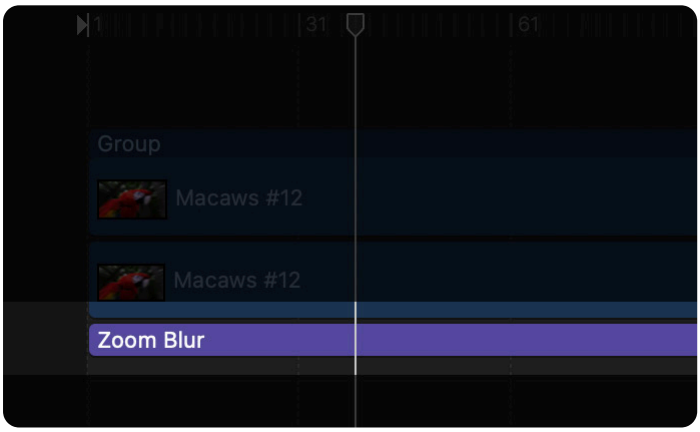
A point parameter as it appears in the inspector

Motion allows you to change the X and Y coordinates of a point through the inspector. You can either click over a coordinate and drag up or down, or click and release to enter a value through the keyboard.

It is far easier to configure point parameters on-screen. Your first step is to make sure that the correct item on your timeline is selected.

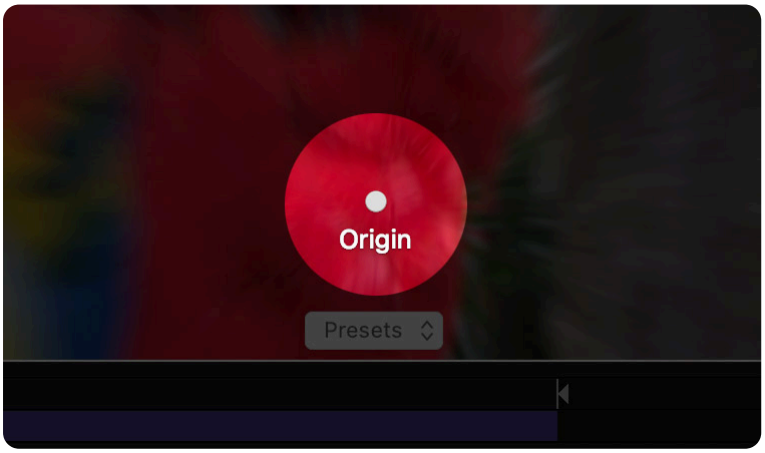
Displaying on-screen point parameters for Filters

When working with Filters, make sure its layer is selected:



Selecting the filter layer (in purple) applied to a clip

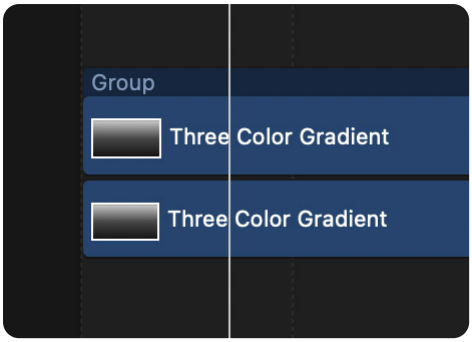
When the filter layer is selected, any custom on-screen controls for that plug-in are displayed in the Canvas. This includes point parameters:



A labeled, on-screen point parameter as it appears in the Canvas

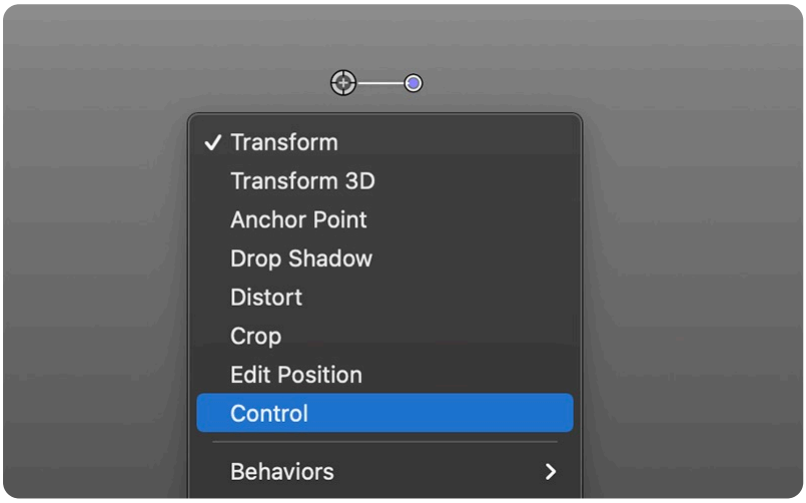
Displaying on-screen point parameters for Generators

When working with a Generator, make sure its clip is selected in the timeline:



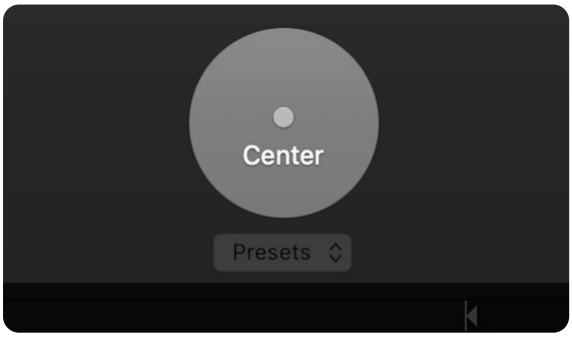
Generator

By default, Motion does **not** display custom on-screen controls for Generators, even when they are selected in the timeline. Your next step is to right-click on the Generator's output in the Canvas to and select the *Control* command from the contextual menu:



A contextual menu lets you switch between various set of on-screen controls available

Upon selecting the *Control* option, any point parameters are displayed on-screen along with any other custom on-screen controls associated with the plug-in.



The on-screen control for a point parameter, displayed at its exact coordinate within the frame. Other, unrelated on-screen controls may be available at the bottom of the frame.

Click and drag the on-screen control to the desired location in the frame.

Please note that the size and color of the on-screen control may vary from one effect to the next. In some cases, a point may only be moved within a certain region of the frame, or it may only be moved along a given axis.

Tip: Hold down the *Shift* key to constrain movement to the horizontal or vertical axis. Hold down the *Command* ⌘ key to make smaller, more precise adjustments to the X and Y coordinates. Hold down the *Option* ⌥ key and click on the control to reset its location to the default X and Y coordinates.

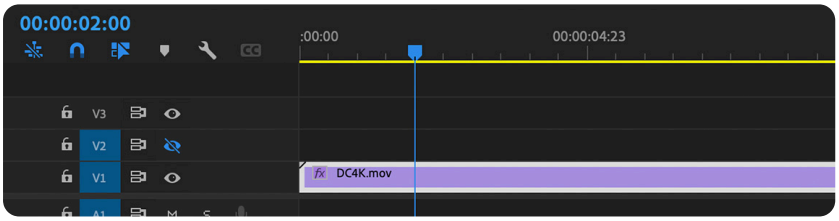
Point Parameters in Premiere Pro



A point parameter as it appears in the Effect Controls panel

Premiere Pro allows you to change the X and Y coordinates of a point through the Effect Controls panel. You can either click over a coordinate and drag left or right, or click and release to enter a value through the keyboard.

It is far easier to configure point parameters on-screen. Your first step is to make sure the clip is selected, and the playhead is positioned somewhere within its in/out points:



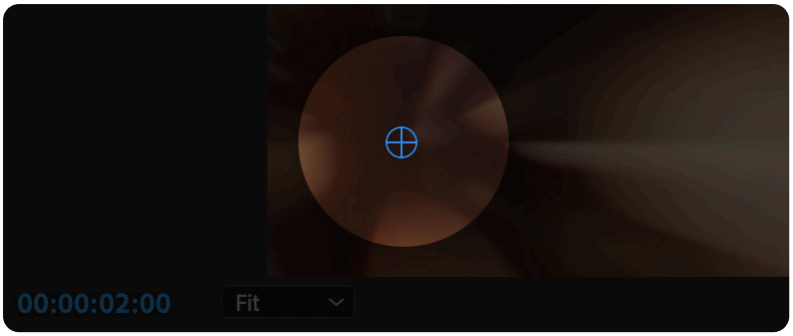
A selected clip with playhead positioned within its in/out points

Since multiple plug-ins may be applied to the same clip, make sure the effect you wish to configure is selected in the Effect Controls panel. Click the effect title to highlight it:



An effect with its name highlighed to enable on-screen configuration

When the effect title is highlighed, Premiere Pro displays on-screen controls for every point parameter you can configure:



The on-screen control for a point parameter, displayed at its exact coordinate within the frame.

Click and drag the on-screen control to the desired location in the frame.

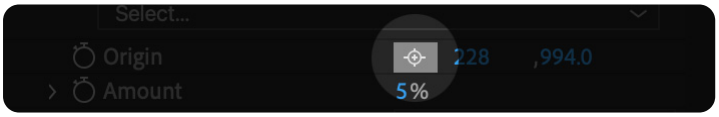
Point Parameters in After Effects



A point parameter as it appears in the Effect Controls panel

After Effects allows you to change the X and Y coordinates of a point through the Effect Controls panel. You can either click over a coordinate and drag left or right, or click and release to enter a value through the keyboard.

A far easier way to assign new coordinates to the point parameter is to click the button to the left of the coordinates:



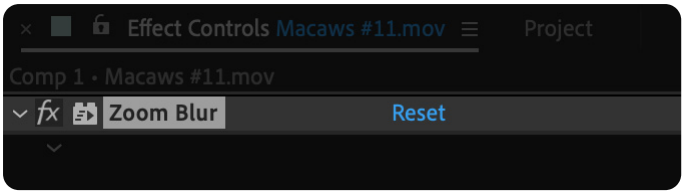
The button that allows you to quickly reposition the point on-screen

Immediately after clicking that button, move your mouse over to the preview panel and click anywhere in the frame to assign that position:



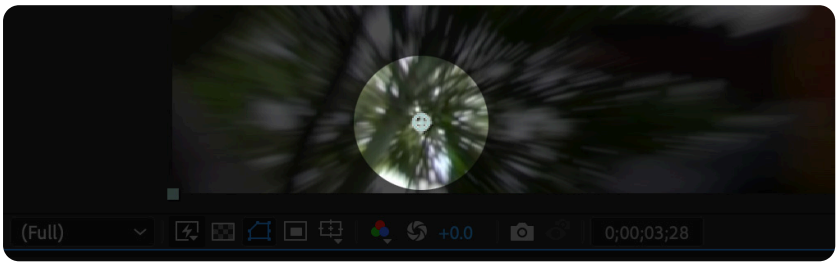
When in this mode, click anywhere in the frame to assign those coordinates to the point parameter

It is also possible to display and configure all point parameters for the effect at once. Make sure the effect you wish to configure is selected in the Effect Controls panel. Click the effect title to highlight it



An effect with its name highlighed to enable on-screen configuration

When the effect title is highlighed, After Effects displays on-screen controls for every point parameter you can configure:



The on-screen control for a point parameter, displayed at its exact coordinate within the frame.

Click and drag the on-screen control to the desired location in the frame.

Presets

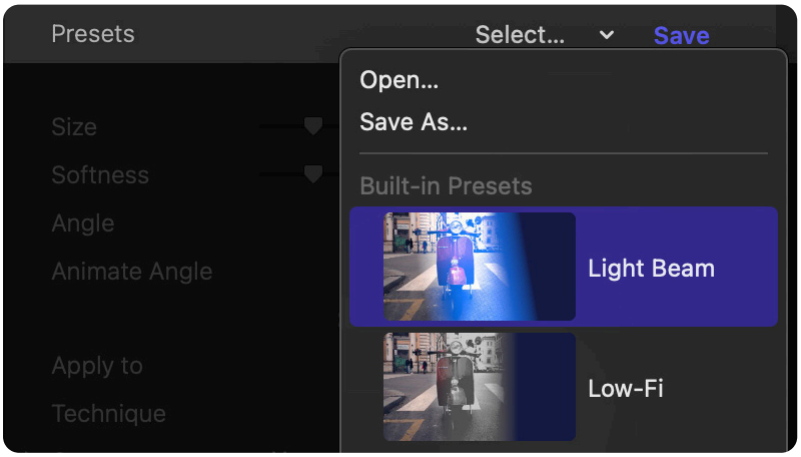
Presets are designed to make the following tasks easier for you:

- Applying one of the effect configurations included with the plug-in
- Saving current effect configuration to a file
- Loading effect configuration from a file
- Sharing effect configuration across different video applications

Most plug-ins offer only one parameter to work with presets in the inspector. The features you can access through the inspector vary from one effect to the next. This document describes the basic functionality of a presets parameter and its popup menu.

Applying a Built-in Preset

If the plug-in includes factory-made presets, they are easily accessible under the popup menu:



Built-in presets, when available, appear under the presets menu

Built-in presets may sport a thumbnail preview to make their effect more obvious. Select a preset to apply it.

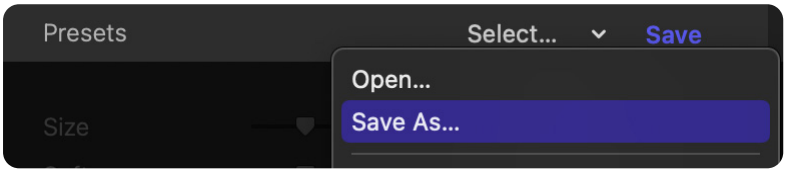
Saving a Preset

The fastest way to save current effect configuration to a file is to click the **Save** button that appears in the inspector, to the right of the popup menu:



The Save button lets you save current effect configuration to a file

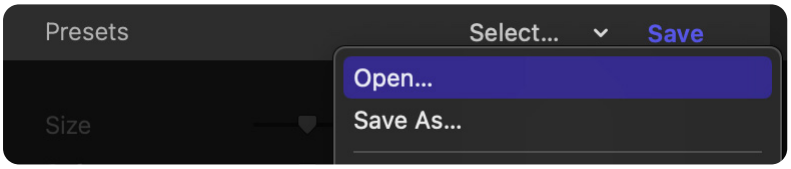
You can also save a preset by selecting the **Save As...** command under the presets menu:



The Save As... command available under the presets menu

Loading a Preset

To load a preset file, select the **Open...** command under the presets popup menu:



The Open command available under the presets menu

Select a preset created by the *same* plug-in.

Please note that some plugins offer presets in more than one location in the parameter inspector. A plugin may limit your ability to save or load preset files to the topmost parameter only. When plug-ins follow this approach, the corresponding button and menu commands may be missing.

Details on Preset File Compatibility

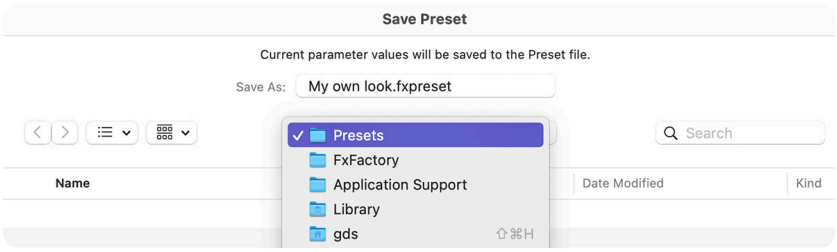
If the preset file was created by the same version of the plug-in, you can load the preset from any video applications the plug-in is available in.

For example: you can create a preset in Final Cut Pro and load it from the same plug-in in Premiere Pro.

In most cases, you can also load preset files created by previous versions of the plug-in. If a new version of the plug-in introduces significant changes to its effect configuration, you may notice that older preset files may no longer be accessible.

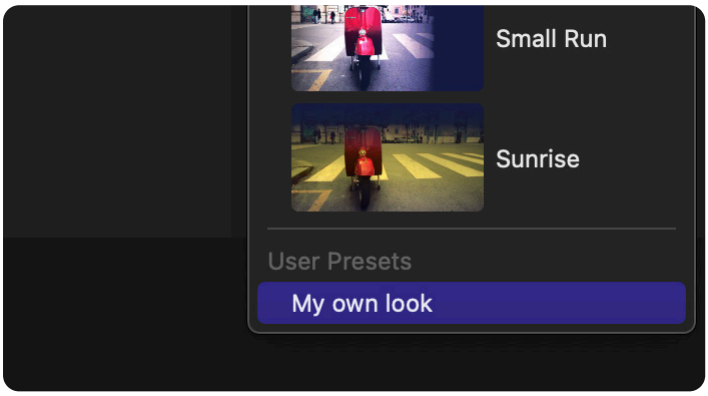
Special Features of User-created Presets

When you first ask the plug-in to save a new preset file, the location on disk will default to a special **Presets** folder located under your Home:



The default location for user-created presets

If you allow the preset file to be saved at that location, it will automatically appear under the presets popup menu, for quick access:



The newly-created preset file, accessible through the menu

The above demonstrates the advantage of saving your own preset files at this pre-defined location:

`Home → Library → Application Support → FxFactory → Presets`

Any presets located in that folder will automatically show up under the presets menu. This is not a requirement, since presets can be saved anywhere on disk and shared with other users or systems simply by copying the file.

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