<u>NOTICE</u>

<u>HVX200P Accidental Time-stretching:</u>

Users can inadvertently configure the Panasonic AG-HVX200P to "time-stretch" their footage into fast- or slow-motion. This mistake is commonly made by users who set the Scene File to F5 or F6, and attempt to configure the camcorder for 24fps recording.
This accident <u>can be avoided</u> by using the correct menu setting to change the recording rate.

To change the recording rate, change the "REC FORMAT" setting in the "RECORDING SETUP" menu.
DO NOT use the "FRAME RATE" setting in the "SCENE FILE" menu. This setting specifies the <u>sample</u> rate for each frame, <u>not</u> the frame rate for the recording.

The "FRAME RATE" setting <u>does not</u> specify the recording rate. It is designed to allow users to record variable frame-rates for fast- or slow-motion, in fashion similar to professional VariCams.
For example, the combination of setting the "FRAME RATE" to 24fps and the "REC FORMAT" to 30P or 30PN will result in a fast-motion clip that is 4/5ths the length of the original recording interval. As shown in the diagram below, the 24 frames recorded for the duration of one second will then be played-back at the 30 frame-per-second rate specified by the "REC FORMAT".

<u>IMPORTANT:</u>   <u>This effect cannot be reversed</u>! Make sure you are using the correct setting for the desired adjustment.
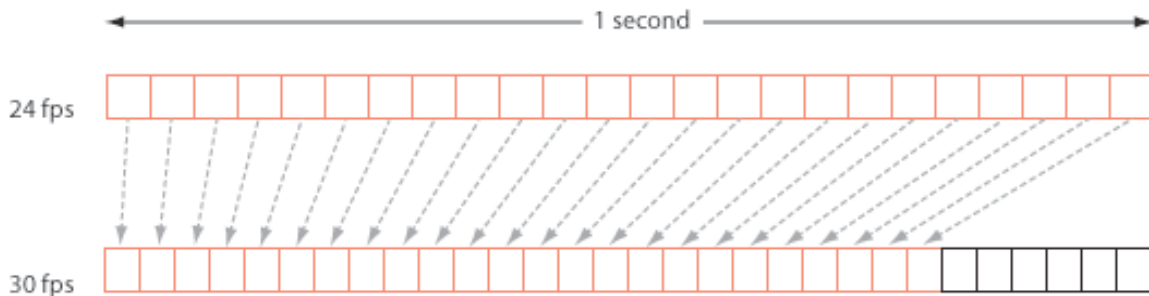
<u>Final Cut Pro P2-Card Import Glitch:</u>

In addition to the ramifications of accidentally recording time-stretched footage using the incorrect combination of HVX200P settings, <u>the "Log and Transfer" utility in Final Cut Pro possesses a glitch that will magnify the effects of time-stretching</u>.

Specifically, if the footage was recorded in a PN (progressive-native) "REC FORMAT", <u>if the "Remove Advance Frame Pull-down" option is selected it will compress the clip even greater.</u>

<u>NEVER USE THIS COMBINATION OF SETTINGS</u>:
X "FRAME RATE": Anything other than the DEFAULT.
X "REC FORMAT": Any PN setting.
X "Remove Advance Frame Pull-down" option in Final Cut Pro.