

Pre-ingest sync ignored on import via drag and drop [issue]

Posted by hugly - 06 May 2019 06:36

It seems as if the settings 'Audio-only media.Pre-ingest sync' do not apply to files imported via drag and drop, in 24, 30 and 60 fps projects. It appears that always straight project frame rate is applied and the column 'Frame Rate' is empty. I've tested with wav and m4a format.

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Re: Pre-ingest sync ignored on import via drag and drop [issue]

Posted by Cookiecutter - 13 May 2019 10:33

Thank you for the feedback.

This issue has been forwarded to development.

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Re: Pre-ingest sync ignored on import via drag and drop [issue]

Posted by RWAV - 13 May 2019 17:03

Have been quietly pondering this one - in a project not all sound imports will need a pre-ingest setting and not all pre-ingest settings will be the same.

While there is an argument for drag/drop from the import interface to respect import panel settings - that possibly should not apply to all drag drop - for example from a computer displayed list dragged direct to the LW desktop - without accessing the import panel.

EDIT: Later in the day - thinking that possibly the better option is to use import panel settings if the 'Import' button is pressed otherwise it is a plain vanilla import.

Also note that as it stands batch import - which does not have a pre-ingest drop-down option does honour the pre-ingest setting in the basic import panel. It is not possible to drag from the batch import panel - so perhaps that is compliant with the idea - 'if an import/start button is pressed'?? A possible flaw with that is when making a multi-source diverse needs batch import list.

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Re: Pre-ingest sync ignored on import via drag and drop [issue]

Posted by hugly - 14 May 2019 08:32

RWAV wrote:

in a project not all sound imports will need a pre-ingest setting and not all pre-ingest settings will be the same.

That's true. However, importing at plain project frame rate is one choice on the settings panel and the need of importing subsets with same pre-ingest settings is part of the current pre-ingest paradigm.

RWAV wrote:

pre-ingest drop-down

Inventing a pre-ingest drop down, which overrides global pre-ingest settings for the selected objects (the objects a change is applied to), sounds like a reasonable feature request, on batch import and on import via local files/import tool.

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Re: Pre-ingest sync ignored on import via drag and drop [issue]

Posted by RWAV - 14 May 2019 22:00

However, importing at plain project frame rate is one choice on the settings panel That is also true - but a system where executing by button will invoke the setting while executing by all drag variation - including dragging from the import tool and dragging from Explorer - will by-pass the settings - that would eliminate the need to reinstate and check settings for each import.

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