



MANUAL · VERSION 1.2.6 · OCTOBER 2026

Import scripts, give every take its timecodes, play the video, link with Pro Tools or Nuendo, schedule your voice actors and export the finished script.



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DF ADR is a take program for film and audio dubbing (ADR). You import a script, set the timecodes for every take while the video plays, and export the finished script, takes as CSV, XML track archive or MIDI markers, and a schedule. Linked with Pro Tools or Nuendo, the video runs in sync with your DAW.

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About the keys

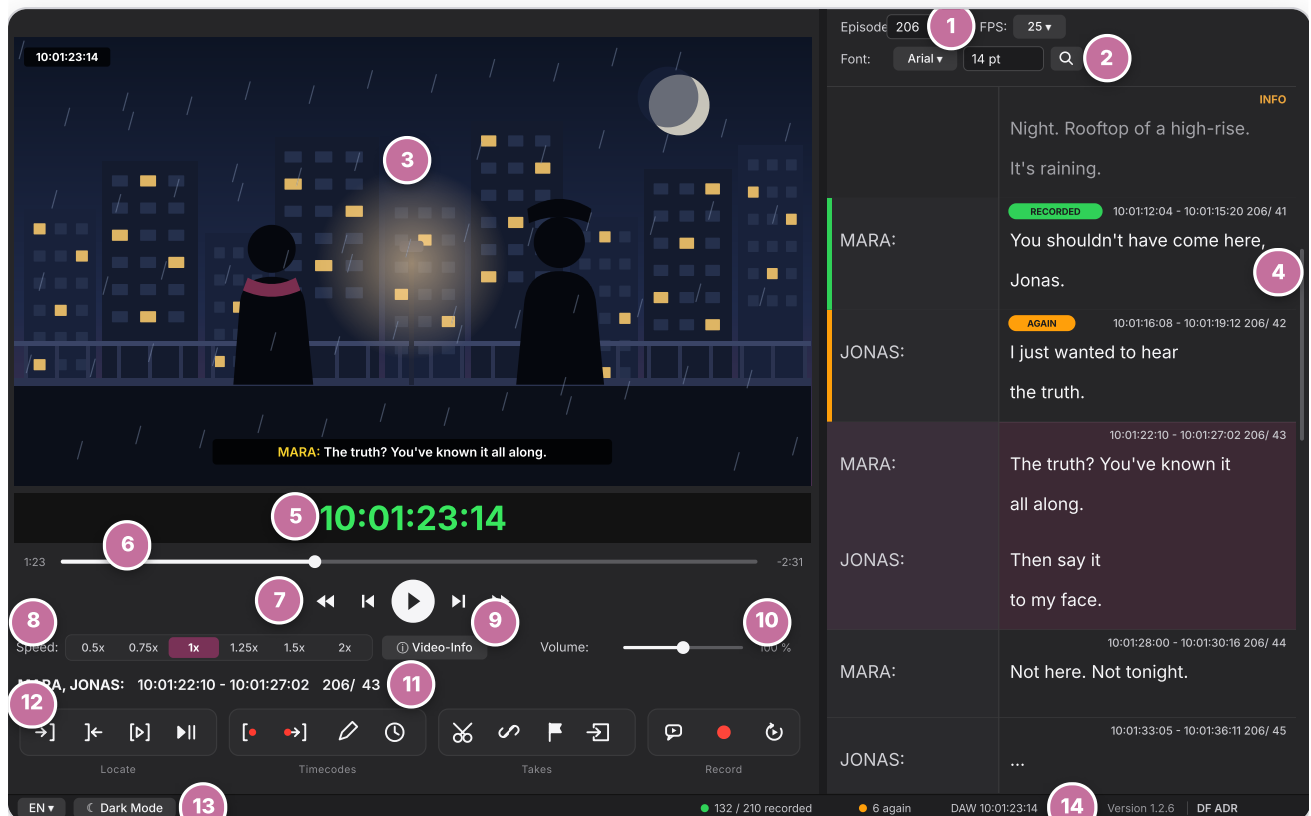
In this manual  stands for the Command key,  for Shift,  for Option (Alt) and  for Control. On Windows use  instead of  and  instead of . On many Mac keyboards the F keys (e.g. ) need . Every key can be changed in the preferences (chapter 15). Hovering over a button always shows the key currently assigned.

"Cue" or "Take"

In English, DF ADR uses the US term "Cue" instead of "Take" by default. You can switch this under **View > Sprache / Language**. This manual says "take"; both mean the same thing. All commands are in the menu bar under **File, Edit, Playback, View** and **Help**; the most important take commands are also available by right-clicking a take.

1 The main window

On the left you see the video with all its controls, on the right the take window with the script.



- 1 **Project bar:** episode (digits only, confirms) and frame rate (FPS).
- 2 **Font and search:** font and size of the script; the magnifier opens the search (**F**).
- 3 **Video:** always in the correct aspect ratio. The picture appears right after loading, even without pressing play.
- 4 **Take window:** the script, take by take. TC IN, TC OUT, episode and take number sit top right in each take header; info entries carry the header "INFO". On the left: status label and colour stripe.
- 5 **Timecode display:** the current position in the video.
- 6 **Timeline:** click or drag to jump there. Elapsed time on the left, remaining time on the right.
- 7 **Transport:** 1 second back, 1 frame back, play / pause, 1 frame forward, 1 second forward.
- 8 **Speed:** 0.5x to 2x with one click – voices keep their pitch.
- 9 **Video Info:** name, location, format and frame rate of the video.
- 10 **Volume:** up to 200 %. Double-click or -click resets it to 100 %.
- 11 **Current take:** characters, timecodes and number of the selected take.
- 12 **Function buttons** in four groups: Locate, Timecodes, Takes and Record (chapters 7 and 13).
- 13 **Status bar left:** language (DE / EN / FR) and Dark / Light Mode, messages next to them.
- 14 **Status bar right:** recording progress, "again" count, the DAW timecode (when linked) and the version number.

2 Install, activate, start

Install DF ADR, activate it once with your code and start it like any other application.

Installing

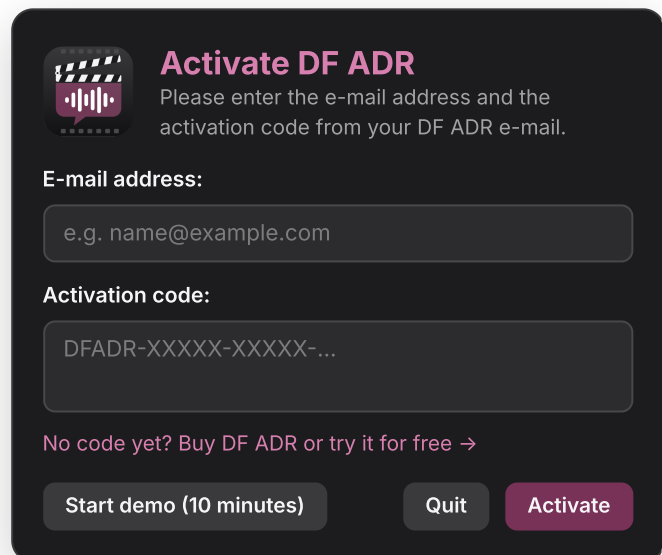
- 1 Mac**
Open **DF ADR dmg** and drag DF ADR into the **Applications** folder. This simply replaces an older version – your projects and settings are kept.
- 2 Windows**
Run **DF ADR Setup exe** and follow the steps. DF ADR then appears in the Start menu.
- 3 Starting**
From Applications, Launchpad or Spotlight (**⌘ Space**, "DF ADR"), on Windows from the Start menu. Double-clicking a project file also starts DF ADR and opens that project.

Activate, try or demo

On the first start DF ADR asks for your **e-mail address** and the **activation code** from your DF ADR e-mail. You get the code when you buy DF ADR or request the free trial on **www.dfadr.net** – the link at the bottom of the window takes you there.

Activation goes online once and is then permanent, even without internet. If there is no connection while activating, DF ADR runs anyway – just start it once with internet within **14 days**.

Start demo opens DF ADR for 10 minutes per start. Saving and opening projects is not possible in the demo; the remaining time is shown in the window title.



Activate DF ADR
Please enter the e-mail address and the activation code from your DF ADR e-mail.

E-mail address:
e.g. name@example.com

Activation code:
DFADR-XXXXXX-XXXXX-...

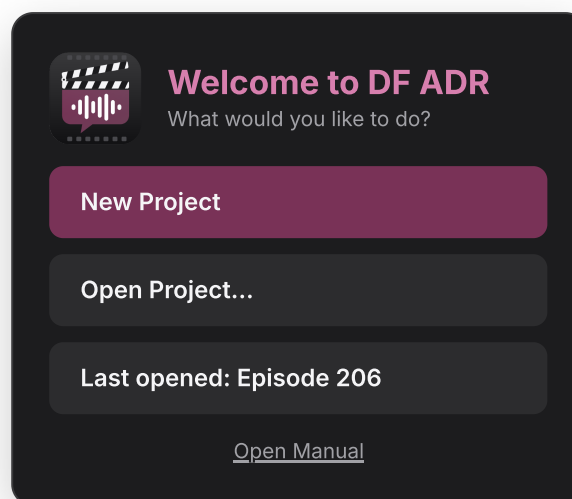
No code yet? [Buy DF ADR or try it for free ->](#)

Start demo (10 minutes) **Quit** **Activate**

The start window

DF ADR always begins with an empty new project and shows a start window:

- **New Project:** also happens with  or when you close the window.
- **Open Project...:** choose a project file.
- **Last opened:** opens your last project if the file still exists.
- **Restore unsaved project:** only appears if a backup is left over from the last session.
- **Open Manual** at the bottom opens this manual.



The demo only offers “New Project”. DF ADR only runs once: if you start it a second time, you see “DF ADR is already running.” and the open window comes to the front.

Licenses

LICENSE	WHAT IT MEANS
Trial	14 days with all features, from activation. Afterwards DF ADR continues as a demo until you enter a code for the full version. There is one trial period per computer.
Perpetual license	No time limit. Updates are included for 12 months and can be extended – without an extension you simply keep using your current version.
Subscription	All updates included while the subscription runs. DF ADR confirms the subscription online every 30 days.
Education	For training and teaching – not for commercial productions.

3 Quick start

Six steps from the raw script to a finished script with timecodes.

1 Import the script

File > Import Script (RTF/DOCX)... or **⌘ I**. Choose an .rtf or .docx file.

2 Open the video

File > Open Video... or **⇧ ⌘ V**. .mp4 and .mov are supported.

3 Set episode, FPS and start TC

Enter the episode at the top (**↵** confirms) and choose the frame rate. Set the timecode of the first video frame, e.g. 10:00:00:00, under **Edit > Project Settings**.

4 Set timecodes

Play the video (**Space**). At the cue press **I**, at the end **O**. As soon as both timecodes are set, the selection moves to the next take.

5 Save

File > Save Project (**⌘ S**). DF ADR suggests the folder Documents/DF ADR. From now on it saves automatically (chapter 4).

6 Export

Check with the Export Preview (**⌘ P**), then export as PDF or Word, output takes as CSV, XML or markers – or transfer them straight to Pro Tools or Nuendo (chapters 10 and 12).

Checking a take

F7 plays the selected take exactly from TC IN to TC OUT. **F9** / **F10** jump to its TC IN or TC OUT.

And in the studio

In the **Talent Schedule** (**⇧ ⌘ D**) assign characters to voice actors and let DF ADR plan the recording days (chapter 11). **⇧ R** records the selected take directly in Nuendo or Pro Tools (chapter 13); mark finished takes with **A**.

4 Projects

A project contains the script, all timecodes, the talent schedule and the path to the video. It is saved as a `.taker` file with the DF ADR icon.

New, open, save

ACTION	HOW
New Project	  . If a project is open, DF ADR first asks whether to save it.
Open Project	  or double-click the project file
Open Recent	File > Open Recent: the last 5 projects, plus "Clear Menu"
Save Project	 
Save Project As	  
Undo / Redo	  /    (Windows:  )

DF ADR suggests the folder **Documents/DF ADR** for new projects and creates it itself. Exports are saved next to the project by default.

Auto Save

Under **Edit > Auto Save** you choose when a saved project is saved automatically. The choice is kept after a restart.

SETTING	MEANING
Off	Nothing is saved automatically.
After every change	Shortly after the last change (default).
Every minute ... every 10 minutes	After a change, at the latest after this time.

When closing

If you changed something since the last   , DF ADR always asks "Save changes?" when closing (window button or  ), even if it saved automatically in between. A project that was never saved also goes into a backup file that the start window offers next time.

5 Importing a script

File > Import Script (RTF/DOCX)... or   reads a script as an .rtf or .docx file.

Recognised formats

Word table with 2 columns

CHARACTER: | Text – an empty character cell continues the previous character.

Character with colon

CHARACTER:Text or CHARACTER: Text

With timecode or take column

Optionally the first column may hold a timecode or take number.

Finished scripts

Take headers such as 01:00:41:05 - 01:00:50:16 105/ 2 are imported with timecodes and episode. Title pages and legends are skipped.

Replace or append

If a script is already loaded, DF ADR asks: "Replace the existing script?" **Yes** replaces it, **No** appends the new script at the end.

Old .doc files

The old Word format .doc cannot be read. Open the file in Word and choose "Save As" > .docx.

6 Video and playback

File > Open Video... (⇧ ⌘ V) loads an .mp4 or .mov video. The first frame appears immediately.

Frame rate and start TC

Choose the frame rate at the top under **FPS**: 23.976, 24, 25, 29.97 NDF, 29.97 DF, 30, 50, 59.94 NDF, 59.94 DF and 60. With drop frame (DF) a semicolon sits before the frames, e.g. 01:00:00;02. Set the timecode of the first video frame under **Edit > Project Settings**. If you change the frame rate later, DF ADR converts existing timecodes.

Playing and jumping

FUNCTION	KEY
Play / Pause	Space
1 frame back / forward	1 / 2 – the picture appears instantly, with the sound of exactly that frame
1 second back / forward	3 / 4
Play take exactly	F7
Jump to take TC IN / TC OUT	F9 / F10
Go to Timecode	⌘ G – digits only, the cursor starts at the minutes
Jump to a position	Click or drag in the timeline – also while the video is playing

Shuttle with J, L and Space

KEY	EFFECT
⇧ J / J	backwards ×2 / ×1 (with sound)
Space	stop, or play normally when nothing is playing
L / ⇧ L	forwards ×1 / ×2

Numeric keypad like DS Taker: 1 / 3 backwards / forwards ×0.5, 4 / 6 ×1, 7 / 9 ×2, 5 stop / play. Keys without ⌘ never change the take selection; while you edit text, they type normally.

Speed, volume and full screen

- **Speed**: the bar below the video switches between **0.5×**, **0.75×**, **1×**, **1.25×**, **1.5×** and **2×** with one click, or use ⌘ 1 (×0.5), ⌘ 2 (×1), ⌘ 3 (×2). Voices keep their pitch.
- **Volume**: 0 to 200 %; above 100 % the sound is boosted digitally. Double-click or ⌘ -click the slider for 100 %. Choose the output device in the preferences (chapter 15).
- **Full screen**: **View > Toggle Full Screen** (⇧ ⌘ F) enlarges the window to the whole screen.

7 Editing takes

A take is a character with their text, up to the next take. A take can also contain several characters (merged take). Every take has a TC IN, a TC OUT and an episode.

Setting timecodes

- **I**: sets the selected take's TC IN to the current video position.
- **O**: sets the TC OUT. If the TC IN is still missing, the selection stays on the take so you can add it. Once both are set, it moves on to the next take.
- **⌘ T** (Edit Timecodes): enter TC IN and TC OUT by hand. An empty field means "no timecode".
- **Edit > Clear Take Timecodes** removes the take's timecodes.

When DF ADR is linked with Pro Tools or Nuendo, new and changed takes appear in the DAW as markers automatically (chapter 12).

Take status

Keep track of what's already recorded: **A** marks the take as **Recorded** and moves on to the next take, **N** marks it as **Again**. Pressing the same key again sets the take back to open. You can also use the right-click menu or **Edit > Take Status**, for several selected takes at once.

The take header shows a label on the left (green RECORDED, orange AGAIN) and a stripe in the same colour runs down the character column. The progress appears bottom right, e.g. "132 / 210 recorded". **View > Show Takes** shows only open, only "Again" or only recorded takes.

Take numbers and notes

Change a take number: right-click > **Change Take Number...**, e.g. 50 or 12a. The following takes continue from there (after 12a comes 13, after 50 comes 51). Leave it empty to restore the automatic number. How the number appears in the take header (203/ 1, 203/1, 203-1 or just 1) is set in **Preferences > Export**.

Notes: right-click > **Edit Notes...** (**⇧ ⌘ A**) – one field for the writer and one for the taker. They appear small and in italics below the take and optionally in the script.

Editing text and character in place

Double-click the text or the character. You type right there, in the same font and with the same line breaks.

KEY	EFFECT WHILE EDITING
↵ / Esc	apply / cancel
⇧ ↵	new line or blank line in the text
→ in the text	the rest from the cursor moves to the next line
→ before the character	the character moves into the text as "CHARACTER:"
⌘ before the first word	the first word of the text becomes the character
F8	split the take at the cursor



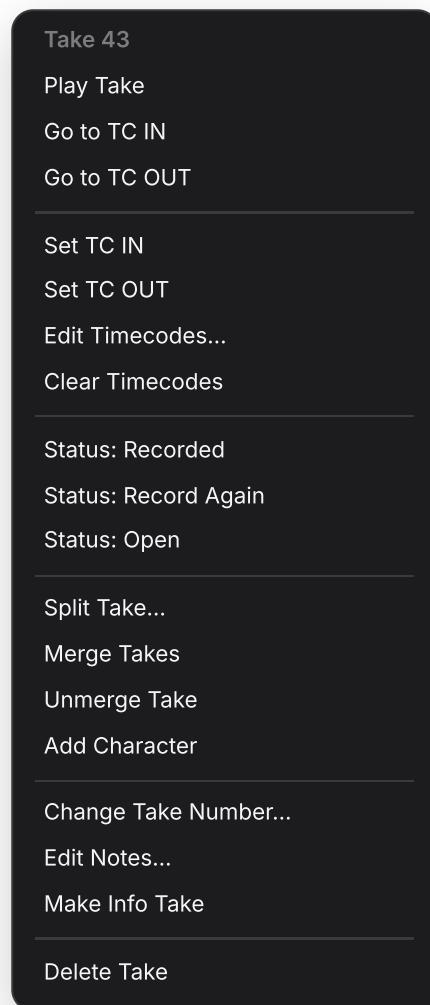
selected text bold or underlined (italic via **Edit > Italic**) – press again to switch off. Without editing: the whole text of the selected takes. Formatting also appears in exports.

Changing a character or adding one

Double-click the upper half of the character column to edit the character. Double-click the lower half to add a new character below it in the same take. If you delete a character and its text, its line disappears. To change the width of the character column, drag the divider between character and text.

Right-clicking a take

- **Play Take**, go to TC IN / TC OUT
- Set TC IN / TC OUT, Edit Timecodes..., Clear Timecodes
- **Status:** Recorded, Record Again or Open
- **Split Take...:** place the cursor, then **F8**. For merged takes also **Split Take Here** (from this character).
- **Merge Takes:** merges the take with the next one (or all selected takes) into one take with several characters. TC IN comes from the first, TC OUT from the last take. **Unmerge Take** turns it back into single takes.
- **Add Character:** a new character in the same take.
- **Change Take Number...**, **Edit Notes...**
- **Make Info Take / Make Regular Take Again** (see below).
- **Delete Take:** deletes the whole take after confirmation.



First take, info entries and info takes

Take 1 is the first entry with a TC IN. Everything before it are info entries: grey, with the header "INFO" and no take number. To set it by hand: select the entry and choose **First Take** (**Command+1**).

In the middle of the script, right-click > **Make Info Take** turns a take into an info take, e.g. for narrator or direction notes. The character moves into the text as "CHARACTER:" and the info take is skipped in the numbering: takes 1, 2, 3, 4 become 1, 2, INFO, 3. **Make Regular Take Again** moves the character back into the character column.

The function buttons below the video

GROUP	BUTTONS (LEFT TO RIGHT)
Locate	Go to TC IN · Go to TC OUT · Play Take · Play / Pause
Timecodes	Set TC IN · Set TC OUT + next · Enter TCs · Go to TC
Takes	Split Take · Merge Takes · First Take · Transfer Takes to the DAW
Record NEW	Rehearse Take (Nuendo only) · Record Take · Play Take Again (chapter 13)

More line commands: **Edit > Insert Line Below** and **Delete Line**. A click only selects a take; the video jumps with **F7** or **F9** – unless the DAW link option “Click on take or timeline: DAW locates too” is on.

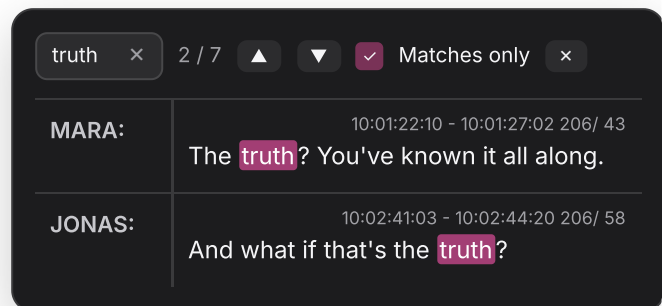
8 Find and characters

Search finds any word in the script; the characters window shows and changes all characters at once.

Find

The magnifier next to the font size or **⌘ F** opens the search bar. It searches texts and characters and highlights every match in the script.

- **⌵** ends the input; the matches stay highlighted.
- The arrows in the bar or **Edit > Next Match** (**⌵ ⌘ G**) jump to the previous or next match.
- **Matches only** hides all takes without a match.
- **Esc** or the **×** closes the search.



Characters window

Edit > Characters... (**⌘ R**) lists every character with their number of takes and their **share**: the percentage of all takes the character appears in. In takes with several characters each one counts, so the total can exceed 100 %.

Double-click a name to change it in all takes. Giving a character the name of another one merges both. **Apply** saves the changes.

Which **voice actor** speaks which characters is set in the Talent Schedule (chapter 11).

Double-click a name to change it. Giving a character the name of another one merges both.

CHARACTER	TAKES	SHARE
MARA	48	23 %
JONAS	41	20 %
MRS KELLER	17	8.1 %
TAXI DRIVER	6	2.9 %
NARRATOR	4	1.9 %

210 Takes Cancel Apply

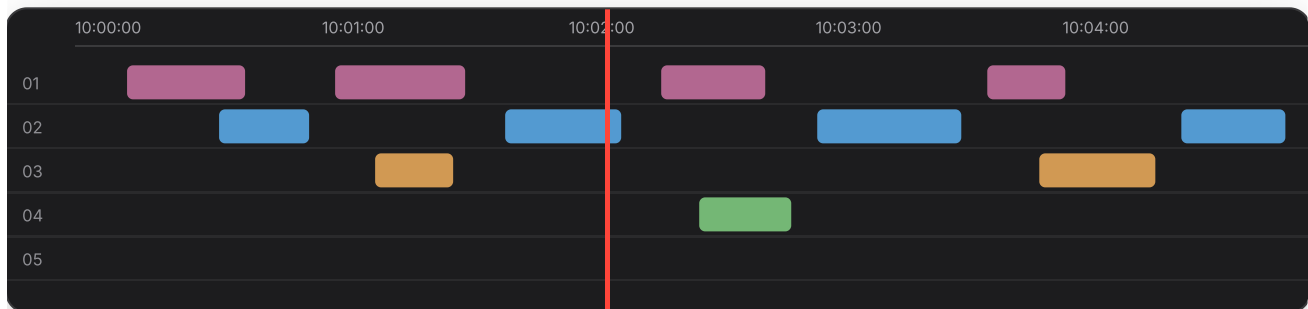
9 Separate windows and timeline

View > Separate Windows (  2) puts the video into its own window that you can drag to a second screen.

- **Video window:** can be moved freely. Double-click or   F switches to full screen,  leaves it. If a second screen is connected, it opens there right away – ideal as the record picture too (chapter 14).
- **Work window:** the script at the top, the character overview with takes and share per character beside it, timecode, timeline and all controls as a compact bar at the bottom.
- **View > Separate Windows** again brings the video back into the main window.

Timeline

View > Timeline (  T) opens a separate window like in DS Taker: a time ruler at the top, tracks 01–08 below, and every take as a block on its track in its character's colour. Takes with several characters are split into colour stripes, and a coloured bar at the bottom shows the take status. The red marker is the current position and follows playback.



- **Click a take:** selects it and jumps to TC IN. **Double-click:** plays the take.
- **Click an empty spot** or drag in the ruler: the video jumps there.
- **Zoom:**  + scroll or the – / + buttons. Scrolling without a key moves through time.

10 Exporting and printing

Exports contain the entries of the take window in script order. The script as PDF or Word is exported from the Export Preview.

Export Preview

  shows the script page by page exactly as it will be exported to PDF. You can correct text right there, search the script at the top right and drag the divider between character and text with the mouse. In the window's button bar, **Export as PDF** or **Export as Word** exports the script.

Script as PDF or Word

One line per take with the header "TC IN – TC OUT episode/take" on the right, character and text below. A take is only split across two pages if a lot of space would otherwise stay empty. Ü means it overlaps the previous take. Info entries and info takes are centred, with a line above and below. Optionally with page numbers and your name bottom left (chapter 15).

10:01:12:04 - 10:01:15:20 206/ 41	
MARA:	You shouldn't have come here, Jonas.
10:01:16:08 - 10:01:19:12 206/ 42	
JONAS:	I just wanted to hear the truth.
Ü 10:01:22:10 - 10:01:27:02 206/ 43	
MARA:	The truth? You've known it all along.
JONAS:	Then say it to my face.
DIRECTION: Thunder, the rain gets heavier.	
Episode 206 Page 4	

Print Script

File > Print Script... sends the final script straight to the printer – set exactly like the PDF export. In the print dialog you choose the printer, page range and number of copies.

Lists and files for the studio

CSV, MIDI markers and XML are under **File > Export Cues**.

EXPORT	CONTENTS
CSV (Nuendo)...	Standard format with 26 columns (take, sub, rec, in, out, track, speaker, dialogue ...). You choose fields, layout and character encoding. Info takes are not exported.
Markers (MIDI)...	A MIDI file with one marker per take at TC IN, optionally also at TC OUT. You choose the session start, the marker name (take number, character, start of text) and which characters. Import the .mid file in your DAW – the markers appear in the ruler.
XML (Nuendo Track Archive)...	A marker track "Takes" with one cycle marker per take from TC IN to TC OUT, including take number, character, dialogue and notes. Import it in Nuendo via File > Import > Track Archive ...
Export: Schedule (.asc)...	lists takes and take numbers per character and the timecodes per take.

11 Talent schedule

File > Talent Schedule... (  D) assigns characters to voice actors, shows the progress per voice actor and plans the studio days.

Voice actors & characters

Voice Actors & Characters

Schedule

210
TAKES

132
RECORDED

72
OPEN

6
AGAIN

≈ 1 h 57
REMAINING

VOICE ACTOR / CHARACTER	TAKES	OPEN	AGAIN	LENGTH	REMAINING	PROGRESS
▼ Anna Berg 1 character	48	9	2	4:12	0:17	
MARA	48	9	2	4:12		
▼ Tom White 2 characters	47	21	1	3:58	0:33	
JONAS	41	18	1	3:31		
TAXI DRIVER	6	3	0	0:27		
▼ Without voice actor 3 characters	115	42	3	9:40	1:07	

Selected characters: JONAS

Tom White

Assign

Remove Assignment

Takes per hour: 40

Report for: All Voice Actors ▼

Print Preview...

Print...

Save as PDF...

Cancel

Apply

At the top you see the figures for the whole project: **Takes**, **Recorded**, **Open**, **Again** and the **remaining time** – roughly how long the open takes will still take in the studio. The list below shows each voice actor with their characters, takes, open takes, "again", the length of their takes, their remaining time and a progress bar.

1 Select characters

Click one or more characters in the list – or a voice actor to select all of their characters.

2 Enter the voice actor

Type the name into the field and press  or click **Assign**. Known names are suggested as you type. **Remove Assignment** releases the characters again.

3 Adjust the remaining time

Under **Takes per hour** enter roughly how many takes you manage in the studio (default 40). DF ADR calculates the remaining time from it.

4 Apply

Apply saves the assignment in the project.

Schedule

Voice Actors & Characters

Schedule

First day:

Mon 10/26/2026

Studio hours:

10:00

to

18:00

Lunch break from:

13:00

Duration:

60 min

Buffer between voice actors:

15 min

☒ Skip weekends

☒ Only schedule open takes

Create Schedule

2 studio days · finished on Tue 10/27/2026 at 11:40

FROM	TO	VOICE ACTOR	CHARACTERS	TAKES	NOTE
Monday, 10/26/2026					
10:00	10:17	Anna Berg	MARA	11	
10:32	11:05	Tom White	JONAS, TAXI DRIVER	22	Group from 10:50
Tuesday, 10/27/2026					
10:00	11:40	Jan Roth	NARRATOR, ...	...	

On the **Schedule** tab DF ADR plans the recording days for you – voice actor by voice actor, with a lunch break and buffer.

SETTING	MEANING
First day, studio hours	Click to open a calendar (default: tomorrow); start and end of a studio day.
Lunch break from / duration	Start and length of the break (0 min = no break).
Buffer between voice actors	Time for changeover, warm-up and coffee (default 15 min).
Only schedule open takes	Off = schedule all takes, including those already recorded.
Order of voice actors	Drag voice actors to change the order. The check mark decides who is scheduled.

Create Schedule spreads the voice actors over the studio days; below it you see e.g. “2 studio days · finished on ... at ...”. Double-click **From**, **To** or **Note** to change an entry by hand. If you create the schedule again, DF ADR asks first, because your own changes are lost.

Printing reports or saving as PDF

At the bottom of the window, **Report for:** selects all voice actors, a single voice actor or **Schedule**. Each voice actor gets one page with characters, takes, status and lengths – e.g. for planning and billing. With “All Voice Actors”, DF ADR adds the schedule as the last page.

Print Preview... shows the report as it will be printed, **Print...** and **Save as PDF...** output it directly. Every page carries a slim footer with project, episode, report and page number.

Printing only the schedule: when you switch to the **Schedule** tab, **Report for** automatically changes to “Schedule” – print preview, print and PDF then contain only the schedule. Back on the **Voice Actors & Characters** tab, your previous choice applies again.

12 DAW link

DF ADR follows Pro Tools or Nuendo: start playback in the DAW and the video in DF ADR runs in sync. Click a take or the timeline in DF ADR and the DAW locates there. New takes appear as markers in the DAW.

How it works

The DAW sends its timecode (MTC) to **DF ADR MTC In**; DF ADR sends start, stop and locate (MMC) back via **DF ADR MMC Out**. On the Mac, DF ADR creates both ports itself. On Windows you need the free program **loopMIDI** with two ports named **DF ADR MTC** and **DF ADR MMC**.

Setting up DF ADR

- 1 Open the preferences**
Preferences > DAW Link and switch on **DAW link active**.
- 2 Connection**
MTC In (from the DAW): **DF ADR MTC In** · MMC Out (to the DAW): **DF ADR MMC Out** · MMC ID 127 (= all devices). **Rescan** reads the MIDI ports again.
- 3 Video start**
Under **Video starts in the DAW** at enter the DAW timecode where the first video frame sits in your session. Or put the DAW and DF ADR on the same frame and click **Take from DAW**.
- 4 Test**
Test ▶ and **Test ■** send play and stop to the DAW. If it starts and stops, everything is connected.

Behavior

SETTING	EFFECT
Take list follows	The take at the current DAW position is selected.
Video follows (muted)	The video follows the DAW; the sound comes from the DAW.
Click on take or timeline: DAW locates too	A click in DF ADR moves the DAW to that position – even while it is playing.
Space bar starts / stops the DAW	Space in DF ADR controls the DAW's playback.

Transferring takes to the DAW

- **Pro Tools** – as markers: via the Pro Tools scripting interface (Pro Tools 2023 or later). The markers are called “DF ADR Take ...” and sit in the ruler.
- **Nuendo** – as cycle markers with take number, character and dialogue, via Nuendo's ADR interface.

New and changed takes with TC IN and OUT are transferred automatically to the DAW that is running. To send all at once use **Transfer all takes now**, the **Transfer Takes to the DAW** button below the video or **File > Transfer Takes to the DAW**.

Old markers are cleaned up NEW

When transferring all takes, DF ADR removes its own markers that no longer have a take (deleted, merged, renumbered) as well as duplicates. In Pro Tools every marker without the comment "DF ADR Take ..." stays. In Nuendo, cycle markers with a take number that no longer exists in the DF ADR project are removed.

Clicking a take NEW

DAW	WHAT HAPPENS
Nuendo	The take's cycle marker is selected, the locators (cycle range) are set exactly to the take and Nuendo locates to its start. If the marker is missing, DF ADR creates it.
Pro Tools	The take's marker is recalled – like clicking the marker in Pro Tools: selection, cursor and video window jump to the take. Pre- and post-roll stay off; they are only switched on for recording (chapter 13).

Setup in Pro Tools

- 1 Setup > Peripherals > Synchronization**
Set the MTC Generator port to "DF ADR MTC In" (Windows: "DF ADR MTC").
- 2 Edit window > Synchronization**
Show "Synchronization" via the arrow at the top right of the toolbar and switch on the **MTC** button – otherwise Pro Tools sends no timecode.
- 3 Setup > Peripherals > Machine Control**
Under "MIDI Machine Control Remote" tick **Enable**, ID 127. Leave "MIDI Machine Control Master" off.
- 4 Setup > MIDI > Input Devices**
Tick "DF ADR MMC Out" (Windows: "DF ADR MMC") – otherwise Pro Tools ignores DF ADR's commands.

Setup in Nuendo

- 1 Transport > Project Synchronization Setup > Destinations**
Tick "DF ADR MTC In" under the MIDI timecode destinations and switch on **MIDI Timecode Follows Project**.
- 2 Project Synchronization Setup > Machine Control**
Machine control input "MIDI Machine Control (MMC)", MIDI input "DF ADR MMC Out", device ID 127.
- 3 Studio > ADR API network settings**
Localhost, port 46000 (default). DF ADR uses this to create the takes as cycle markers and to locate to them.
- 4 Frame rate**
Set the same frame rate in Nuendo as in the DF ADR project.

Help inside the program

DF ADR shows the same steps under **Preferences > DAW Link > Setup in Pro Tools and Nuendo** Menu names may differ slightly between DAW versions.

Status and messages

- The DAW timecode appears bottom right in the status bar. Click it to open the link settings.
- **DAW closed:** DF ADR shows a short message and keeps working unlinked. When you start the DAW again, DF ADR reconnects by itself.
- **Frame rate mismatch:** if the Nuendo project's frame rate differs from the DF ADR project, a notice appears. Set the same frame rate in both programs.

Video is offset or doesn't follow

First check **Video starts in the DAW at**. If no timecode arrives at all, the MTC button in the Pro Tools edit window is usually off, or "MIDI Timecode Follows Project" is missing in Nuendo. Play the DAW once – it only sends timecode while playing.

Taker station and recording station

In many studios the taker prepares the script at a separate station – not where the recording happens. The DAW at the recording station is often already synced to another system, e.g. two linked Nuendos. DF ADR offers two ways for this:

Separate stations: hand over files

The taker sets the timecodes in DF ADR and exports the takes via **File > Export Cues** – as CSV, XML (Nuendo track archive) or MIDI markers – or as a script (PDF). The recording station imports the files into the DAW. No link is needed.

Same station, DAW already synced: "Follow only"

In the mode **Follow only**, DF ADR only follows the DAW's timecode and sends nothing back – no start, stop or locate commands and no markers. In the DAW you only add the timecode output to "DF ADR MTC In". Machine control and any existing sync stay untouched.

Setting up "Follow only"

- 1 In DF ADR**
Preferences > DAW Link, choose the mode **Follow only** and switch the link on. Output, test buttons and marker transfer are then greyed out.
- 2 Pro Tools**
Setup > Peripherals > Synchronization: MTC generator to "DF ADR MTC In", switch on the MTC button in the edit window. Leave machine control unchanged.
- 3 Nuendo**
Project Synchronization Setup > Destinations: additionally tick "DF ADR MTC In" and switch on "MIDI Timecode Follows Project". Leave machine control as it is.

13 Record, rehearse, play again NEW

One button records the selected take in Nuendo or Pro Tools, rehearses it or plays it again.

Below the video there is the **Record** group. It controls the recording of the selected take directly from DF ADR – as if you clicked the marker in the DAW and recorded there.

BUTTON	KEY	WHAT HAPPENS
Rehearse Take (Nuendo only)	 	Nuendo's ADR Rehearse : preroll, take and postroll are played without recording. The button only appears when DF ADR is linked with Nuendo.
● Record Take	 	Records exactly the take – preroll, recording from TC IN to TC OUT, postroll. Then the DAW stops.
Play Take Again	 	Plays the take once more with pre- and post-roll, without recording.

While the DAW records or plays, the pressed button turns into a stop symbol; press it again to stop the DAW. The commands are also in the **Playback** menu.

Nuendo

DF ADR selects the take's cycle marker and triggers Nuendo's own ADR commands – exactly like the **Rehearse**, **Record** and **Review** buttons in the ADR window. Preroll, postroll and stop come from your ADR setup in Nuendo. "Play Take Again" is Nuendo's Review: it plays the last recorded version; for this, Review must be enabled in the Signal Switchboard.

Pro Tools

DF ADR recalls the take's marker, sets the selection exactly to TC IN – TC OUT, switches **pre- and post-roll on** and starts. For recording DF ADR arms the record button; Pro Tools records only the selection and stops after the post-roll. Afterwards DF ADR switches the record button (if it armed it), pre- and post-roll off again. When playing the take again, the record button is briefly off so nothing gets recorded.

Requirements

- DAW link in **Full link** mode (not "Follow only"), chapter 12.
- Nuendo: ADR API on (**Studio > ADR API Network Settings**, Localhost), a marker track in the project and automatic mode in the ADR window (Free Run off).
- Pro Tools: the scripting interface (Pro Tools 2023 or later).
- The recording track is record-enabled in the DAW, and the take has a TC IN and a TC OUT.

Recorded and on to the next

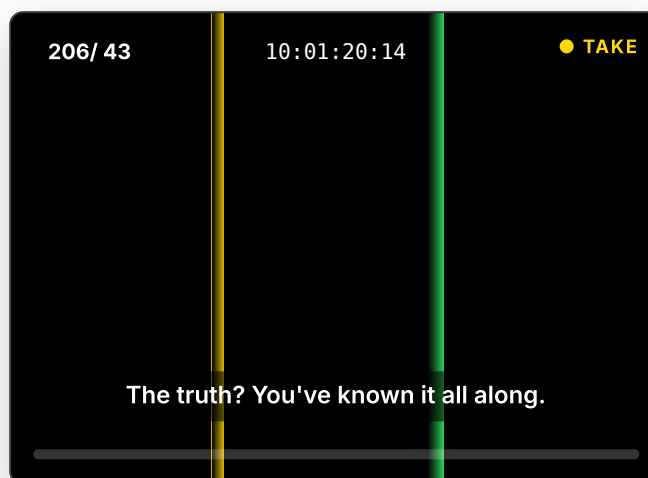
Preferences > DAW Link > Behavior has the option **After "Record Take": mark the take as "Recorded" and move on**. When it is on, DF ADR marks a completely recorded take green and moves to the next one – you can go through the takes one by one with  . If you stop before TC OUT, the take stays open.

14 Record picture

Under **Preferences > Record Picture** the DF ADR video becomes the picture for the voice actor while recording.

The record picture is the video the voice actor sees while recording: with preroll, a streamer up to the cue, text and timecode. The control room picture in Pro Tools stays unchanged.

Ideally put the video on the talent screen with **View > Separate Windows** (chapter 9). Without recording, the video plays normally.



Record picture during a take: streamer, text, timecode, status

Switching it on

- 1 Link Pro Tools**
The DAW link must be running (chapter 12). The record picture is available with **Pro Tools** only – Nuendo has its own ADR picture.
- 2 Enable the record picture**
Preferences > Record Picture > tick Show Record Picture in the DF ADR video (Pro Tools).
- 3 Record**
With **Only when recording** (default) the record picture only appears while the record button is active in Pro Tools – DF ADR detects this automatically.

Preroll and postroll

SETTING	EFFECT
Preroll / Postroll	Time before TC IN and after TC OUT (default 3 s and 2 s).
Use preroll and postroll from the DAW	DF ADR follows the DAW: the preroll starts where the DAW starts, the postroll ends where it stops – Pro Tools: the set pre-/post-roll length, even while pre-/post-roll are off.
Stop Pro Tools after the postroll	Pro Tools has no cycle markers and keeps playing past the take. DF ADR then stops the DAW after the postroll.
Black picture during preroll / postroll	Black instead of the film before and after the take.
Only while linked to the DAW	Without a link, DF ADR never shows a record picture.

Cue display

SETTING	EFFECT
Streamer	A bar moves across the picture during the preroll and reaches the edge at TC IN (default). With Streamer to center it ends in the middle of the picture.
Countdown	A countdown (default 3 seconds), optionally reversed (1, 2, 3 ...).
No cue	Only text and timecode, no streamer and no countdown.
Secondary streamer (yellow)	Further characters in the same take get their own yellow streamer to their cue.

Text overlays

SETTING	EFFECT
Main overlay	At the bottom: dialogue (default), character and dialogue, character, take number or none.
Top overlay	At the top: take number (default), character, both or none – left, centre or right.
Text size, color, background	Size (default 80 %), colour and background opacity.
Overlays during preroll and take / always	When the texts appear.
Show timecode	With position: top or bottom, left, centre or right.
Take length bar	A slim bar shows how far the take has progressed.
ADR status	Shows PREROLL, ● TAKE or POSTROLL.

15 Preferences and appearance

Edit > Preferences... (Mac: **DF ADR > Settings...**) opens the preferences with seven tabs. **Apply** applies changes immediately, **Save** applies and closes. **Restore Defaults** resets the open tab, **Open Manual** opens this manual.

TAB	SETTINGS
Video	Video quality (automatic, 640 / 960 / 1280 px or original), how much video is prepared (for fast frame stepping) and hardware decoding.
Audio	Output device. The default is the system output. A chosen device is remembered as long as it is connected.
Record Picture	Preroll, cue display, text overlays and timecode for the voice actor's picture (chapter 14).
DAW Link	Ports, MMC ID, mode, video start, behavior (including: mark as "Recorded" after "Record Take"), take transfer and the setup help (chapters 12 and 13).
Export	Font, size, line spacing and indent of the text, bold character names, blank line after each take, font and size of the take header, paper size (A4 or US Letter), margins, page numbers (on/off, size, position, colour, format), the take number format and whether notes appear in the script.
Keyboard Shortcuts	Give every function the key you want: click the field and press the key, ✕ removes it. Duplicate keys are reported.
Profile	License status, e-mail address and activation code (show, hide, copy). Your name can appear bottom left in exports.

Settings for the current project only – name, episode, frame rate and start TC – are under **Edit > Project Settings...**

Appearance

- **Dark Mode / Light Mode:** the button bottom left in the status bar switches. Exports always look the same.
- **Language:** DE, EN or FR bottom left or **View > Sprache / Language** – Deutsch, English and Français. Menus and dialogs switch immediately; this manual is available in German and English.
- **Cue or Take:** in English DF ADR uses the US term "Cue". Switch to "Take" under **View > Sprache / Language**.
- **Script font:** choose font and size at the top. In the size field  confirms.

16 License, updates and help

Everything about your license, new versions and help – in the **Help** menu.

License

Help > License... shows who DF ADR is activated for, which license you have – e.g. "Perpetual license – updates until ...", "Subscription – valid until ..." or "Trial license – 9 days left" – and for how many computers it is valid. In the demo you enter your activation code here; **Help > Buy DF ADR...** takes you to the prices on www.dfadr.net. Code and e-mail address are also under **Preferences > Profile**.

SITUATION	WHAT TO DO
New computer	On the old computer choose Help > License... > Release This Computer You can then enter your code on the new computer. If the code is already active on all permitted computers, DF ADR tells you when activating.
Trial expired	DF ADR saves your project and continues as a demo. Enter the code for the full version under Help > License...
Subscription	DF ADR confirms the subscription online every 30 days. If it expires, renew it and click Activate in DF ADR.
Perpetual license after 12 months	Your version keeps running without limit. For newer versions, extend your update entitlement on www.dfadr.net .

Check for updates

At start-up DF ADR quietly checks for a new version at most once a day. **Help > Check for Updates...** checks right away. If there is a newer one, DF ADR shows what's new and **Download Now** fetches the installer for your computer (Mac: .dmg, Windows: setup .exe). Install it as in chapter 2 – projects and settings are kept. Your version is shown bottom right in the status bar.

Report a problem

Help > Report a Problem... sends your description together with the DF ADR log directly to us – so we can reproduce errors quickly. For everything else, contact us at info@dfadr.net or via the contact form on www.dfadr.net.

Manual

Open this manual at any time via **Help > Open Manual** ( , Windows: ) , from the start window or from the preferences.

Frequently asked questions

PROBLEM	SOLUTION
I can't save.	DF ADR is running as a demo. Activate it under Help > License...
The code is active on too many computers.	Choose Release This Computer ... on one of them or write to info@dfadr.net .

PROBLEM	SOLUTION
The script won't import.	Only .rtf and .docx are read. Save old .doc files as .docx in Word.
Take numbers start in the wrong place.	Select the entry where take 1 should begin and choose First Take ( 1).
Timecodes don't match the video.	Check frame rate (FPS) and start TC in the project settings. The start TC is the timecode of the first video frame.
The video doesn't follow the DAW.	Check the setup in chapter 12. In Pro Tools the MTC button in the edit window must be on.
The video is offset from the DAW.	Enter Video starts in the DAW at correctly or click Take from DAW .
No record picture.	Is the link with Pro Tools active? With “Only when recording”, the record button in Pro Tools must be on.
“Record Take” records nothing.	Is a track record-enabled in the DAW? Nuendo: ADR API on, Free Run off. Pro Tools: scripting interface reachable (chapter 13).
No MIDI ports on Windows.	Install loopMIDI, create the ports <code>DF ADR MTC</code> and <code>DF ADR MMC</code> , then click Rescan .

17 Keyboard shortcuts

The default assignment. On Windows use **Ctrl** instead of **⌘** and **Alt** instead of **⌥**. Change any key in **Preferences > Keyboard Shortcuts**.

FILE

⌘ N	New Project
⌘ O	Open Project
⌘ S	Save Project
⇧ ⌘ S	Save Project As
⌘ I	Import Script
⇧ ⌘ V	Open Video
⌘ P	Export Preview
⇧ ⌘ D	Talent Schedule
⌘ Q	Quit

EDIT

⌘ Z	Undo
⇧ ⌘ Z	Redo
I	Set TC IN
O	Set TC OUT, next
⌘ T	Edit Timecodes
F8	Split Take
⌘ 1	First Take
⌘ R	Characters
⌘ F	Find
⇧ ⌘ G	Next match
⌘ B	Bold
⌘ U	Underline
A	Take: Recorded
N	Take: Again
⇧ ⌘ A	Notes

PLAYBACK

Space	Play / Pause
F7	Play Take
J / L	Backwards / forwards ×1
⇧ J / ⇧ L	Backwards / forwards ×2
⌥ 1 / 2 / 3	Speed ×0.5 · ×1 · ×2
1 / 2	1 frame back / forward
3 / 4	1 second back / forward
⌘ G	Go to Timecode
F9	Jump to take TC IN
F10	Jump to take TC OUT
Keypad 1 3	Shuttle ×0.5
Keypad 4 6	Shuttle ×1
Keypad 7 9	Shuttle ×2
Keypad 5	Stop / Play
⇧ R	Record Take (DAW)
⇧ P	Play Take Again (DAW)
⇧ E	Rehearse Take (Nuendo)

VIEW AND HELP

⌥ ⌘ F	Toggle Full Screen
⇧ ⌘ 2	Separate Windows
⇧ ⌘ F	Video window: full screen
⇧ ⌘ T	Timeline
⌘ ? (Win: F1)	Open Manual

WHILE EDITING A TAKE

↵ / Esc	Apply / Cancel
⇧ ↵	New line / blank line
→	Rest to the next line
→ before the character	Character into the text
⌘ at text start	First word becomes character