Types of edits

**Ripple edit** - make sure you are on the select tool, hoover at start or end of clip

**Roll edit** - A roll edit adjusts the start point and the end point of two adjacent clips simultaneously. select the trim tool, adjust till it shows two arrows, and drag the edit point between two clips to adjust both clips simultaneously

**Slide edit** - select the trim tool and option click in the center of the clip

**Slip** - do it by selecting the trim tool and hoovering in the middle of a clip

Make sure *show detailed trimmed* is enabled in the preferences

**Moving clip or playhead numerically**

Hit minus or plus on numerical keypad to enter a number if no clip is selected the playhead will move by this number.

C - will select the primary clip you are over

Now with clip selected enter a number to move it

Control- p followed by a number will move the playhead to that TC #

**Play stop trim** with keyboard

Press play and then stop the playhead at your edit point

Then *option bracket left or right* to trim the clip that the play head is over at the head or the tail

**FAST EDIT POINT SELECTION**

If you don’t need to see small images of your clips in the Viewer, this is quite fast:

Type ‘ to move the playhead to the next edit to the right.

Type ; to move the playhead to the previous edit point on the left
Type [ to select the Out of the out-going clip
Type ] to select the In of the in-coming clip
Type \ to select both the In and the Out of each clip
If audio is expanded
Type shift + ‘ to move the playhead to the next audio edit to the right.
Type shift + ; to move the playhead to the previous audio edit point on the left

**FAST TRIMMING**
Once you’ve selected the side of the edit point you want to trim, press:
   - [ comma ] to move the selection one frame left
   - [ period ] to move the selection one frame right
   - Shift+[comma] to move the selection ten frames left
   - Shift+[comma] to move the selection ten frames right
Press shift-? To playback our edit point, note that if you have loop enabled you can have playback looping while you do the edit

**FASTER TRIMMING**
Or, on the keypad, type [ plus ] - a number - Enter to move the selected edit point the number you typed frames to the right.
For example, +30 [ Enter ] moves the selected edit point 30 frames to the right.
Or, type [ minus ] - a number - Enter to move the selected edit point the number you typed frames to the left.

If nothing is selected the Playhead moves the number of frames you type.
If a clip, or clips, is selected, the selected clips move the number of seconds/frames that you typed.
If another clip blocks it, the clip you are moving overwrites it.

**FASTEST TRIMMING**
Select the edit point, then, put the Playhead (or skimmer, but I prefer using the playhead for accuracy) where you want the edit point to jump and type **Shift+X**.
The selected edit point instantly jumps to the position of the playhead. This works for both ripple and roll trims.