

	File Formats	Import	Export	Audio	Drag & Drop	File>Import>Video or File Menu	SD	HD	Notes
	VIDEO	Quicktime (.mov)	√	√	√	√	√	√	√
Avi (.avi)		√	√	√	√	√	√	√	can play natively depending on Codec
Windows media format (.wmv)		√		√	√	√	√	√	
Mpeg4 files (.mp4)		√			√	√	√	√	
Mpeg 2 Long Gop		√		√		√	√	√	Requires MPEG 1-2 License
Mpeg 1 or 2 (.mpg, .m2v, .mvr)		√		√		√	√	√	Requires MPEG 1-2 License
dv25 (dv or .dif)		√	√			√	√	√	
Bitmap (.bmp)		√	√			√ only 32 bit	√	√	Sequence of images in sequentially numbered files, 1 frame per file
Cineon (.cin)		√	√			√	√	√	Sequence of images in sequentially numbered files, 1 frame per file
Uncompressed (.vnu)		√	√			√	√	√	Native files are not "imported" rather they are added to the timeline and played natively, even when using the import video dialog. Consequently they cannot be resized.
mjpeg (.vmj)		√				√	√	√	Native file
lossless (Huffman compression) (.vmh)		√				√	√	√	Native file
Quicktime DV50		√			√	√	√		
Quicktime dv100 (DVCPRO HD)		√			√	√		√	Requires DVCPRO HD License
IMX MPEG quicktime files (.mov)		√			√	√	√		Requires MPEG 1-2 License
MXF (.mxf) dv25		√	√	√	√	√	√		Requires an MXF license (dongle)
MXF (.mxf) dv50		√	√	√	√	√	√		Requires an MXF license (dongle)
MXF (.mxf) dv100(DVCPRO HD)		√	√	√	√	√		√	Requires an MXF license (dongle) also requires a DVCPRO License (dongle)
MXF Mpeg Long gop		√	√	√	√	√		√	Requires an MXF license (dongle)
MXF Mpeg 1 frame HD		√	√	√	√	√		√	Requires an MXF license (dongle)
Avid DNxHD - MXF		√	√	√	√	√		√	Requires an MXF license (dongle)
MXF (.mxf) IMX mpeg compressed video		√	√	√	√	√	√		Requires an MXF license (dongle)
Omf video files (.omf) mjpeg		√		√	√	√	√		
Omf video files (.omf) dv25		√		√	√	√	√		
Omf video files (.omf) uncompressed		√		√	√	√	√		
Thomson/Grass valley dv25 files (.vid)		√		√	√	√	√		
Avid codecs - DnxHD media via a Quicktime reference movie (EDL)		√		√	√	√	√	√	Requires MXF license - Avid DNxHD license
Quicktime Apple ProRes		√		√	√	√		√	requires ProRes codec contained FOC in Quicktime
Canopus HQ		√		√	√	√	√	√	Requires Canopus HQ.CODEC. v1.4.0.1
Thomson/Grass valley xml edls		√		√	√	√	√		
Prunus Mpeg2 HD		√		√	√	√		√	Requires MPEG 1-2 License
Cantar CMX edls (.bwf w/ metadata)		√		√	√	√			
Advanced Authoring Format (AAF)	√	√	√	√	√	√	√	Requires Plug-in from Dark Matter Digital	
AUDIO	MXF Audio bwf encoding	√		√	√				Requires an MXF license (dongle)
	MXF Audio ... AES 3 encoding	√		√	√				Requires an MXF license (dongle)
	.BWF (Broadcast Wave Format)	√	√	√	√				Includes Multi-Channel Files (Microsoft Extensible Format)
	32 bit (floating point) wave file record/playback/bounce/export	√		√	√				Only Drag & Drop Playback - no record.
	RF64 wav file	√	√	√	√				
	BWF wave file metaData editor	√	√	√	√				
	.AAC (Advanced Audio Coding)	√		√	√				Requires AAC License
	MPEG-1 Audio Layer II (MP2)	√		√	√				Requires AAC License
	MPEG-1 Audio Layer 3 (MP3)	√	√	√	√				Can be exported using VSR (Virtual Studio Runner)
	Advanced Authoring Format (AAF)	√	√	√	√	√	√	√	Requires Plug-in from Dark Matter Digital
	AES31	√	√	√	√	√			
	Audio Interchange File Format (AIFF)	√	√	√	√				
	Open Media Framework (OMF)	√	√	√	√	√			
	.ML4 (Fairlight EDL format)	√	√	√	√	√			
	.MT (Fairlight MFX3+ native format)		√	√	√	√			