

# Hotshot MarkerClip

Installation and operator guide for the Hotshot Media DaVinci Resolve marker export script.

Use this script from **Workspace > Scripts > Deliver** to find timeline markers by name, locate the clip under each marker, set the timeline In/Out to that clip, and add each marked clip to the Render Queue.

## 1. What The Script Does

- Searches timeline markers whose names contain your chosen text, for example **VFX\_** or **#export**.
- Finds the video or audio timeline item directly under each matching marker.
- Sets the timeline In/Out to the clip range, using Resolve's relative mark range and absolute render range correctly.
- Adds one Render Queue job per matched clip.
- Names each export using the marker name, such as **VFX\_010**.

## 2. Files

File	Purpose
hotshot_markerclip.lua	Resolve menu script. This is the script to install.
install_for_resolve.py	Helper installer used during setup. Manual copy is also fine.

## 3. Installation

Install the Lua script in Resolve's user Deliver scripts folder:

```
~/Library/Application Support/Blackmagic Design/DaVinci Resolve/Fusion/Scripts/Deliver/
```

Recommended installed filename:

```
Hotshot MarkerClip.lua
```

- 1 Quit DaVinci Resolve.
- 2 Copy **hotshot\_markerclip.lua** into the Deliver scripts folder above.
- 3 Rename it to **Hotshot MarkerClip.lua**, or any menu name you prefer.
- 4 Reopen DaVinci Resolve.
- 5 Open **Workspace > Scripts > Deliver > Hotshot MarkerClip**.

## 4. Dialog Settings

Setting	Use	Example
Marker name contains	Text that must appear in the marker name. Multiple values can be comma-separated.	VFX_
Track type	Choose whether to search video or audio tracks.	video
Track index	Track number to search. Leave blank to search all tracks.	1
Target directory	Export folder. Use <b>Browse</b> to choose it with macOS Finder.	/Volumes/HOTSHOT 1/Exports
Render preset	Optional Resolve render preset. Leave blank to use current Deliver settings.	blank
Marker frame offset	Advanced adjustment if marker frame reporting is offset.	0
Start rendering immediately	If enabled, rendering starts after jobs are queued.	off

## 5. Recommended Workflow

- 1 Create timeline markers on the timeline, not clip markers.
- 2 Name each export marker using the agreed prefix, such as **VFX\_010**.
- 3 Open the script from **Workspace > Scripts > Deliver**.
- 4 Enter the marker text, select the track type and track index, and use **Browse** to choose the export folder.
- 5 Leave Render preset blank for the first test, unless you know the exact saved Resolve preset name.
- 6 Click **Queue Exports**.
- 7 Review the Render Queue, then start rendering.

## 6. How The Range Logic Works

Resolve reports clip positions using timeline record frames, while timeline markers and In/Out marks may use a timeline-relative frame base. The script handles both systems:

Stage	Behavior
Marker lookup	Tries raw marker frame, marker + timeline start frame, and marker - timeline start frame.
Clip detection	Uses the clip whose start/end range contains the resolved marker frame.
Timeline In/Out	Sets Resolve marks using the accepted timeline-relative range.
Render job	Applies MarkIn/MarkOut using absolute clip frames so Deliver exports the clip range, not the sequence start.
End frame	Uses <b>clip end - 1</b> to avoid exporting one extra frame.

## 7. Troubleshooting

Symptom	What To Check
Script does not appear	Confirm the file is in the user Deliver scripts folder, then restart Resolve.
No clips found	Check marker names, track type, and track index. Leave track index blank to search all tracks.
Wrong range	Confirm markers are timeline markers and the script version is current. Console should show the resolved frame and clip range.
Jobs use wrong preset	Leave Render preset blank and configure Deliver manually, or enter the exact saved Resolve preset name.
Browse button does nothing	macOS may require Resolve/Terminal automation permission for AppleScript folder selection.

## 8. Current Script Version

```
2.5.0-marker-name-and-inclusive-end
```

Expected console line when the current script runs: **Hotshot MarkerClip script version: 2.5.0-marker-name-and-inclusive-end**