VIDEOMONTAZHER / TITLE REVIEW / 2026

Smart Title Corrector — User Manual

Proofread, review and apply text-title corrections on the active DaVinci Resolve timeline

01	02	03
CHECK TITLES	REVIEW CHANGES	APPLY IN RESOLVE

Start with a duplicate test project. Checking should not silently replace text: review and accept suggestions first, then apply them to Resolve as a separate action. Verify the backup before writing.

CONTENTS / QUICK START

Workflow at a glance

A step-by-step guide based on the supplied Windows application screenshots: Check, Models, Settings and Help. Actual behavior of installed builds, the license service and Resolve integration should be verified with a test project.

01 **Open Resolve and select a timeline**

02 **Choose a checking mode and model**

03 **Review, accept or skip suggestions**

04 **Back up, apply in Resolve and verify**

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Price: 500 RUB. Installer and contact-based license key request: videomontazher.com/en/scripts/title-corrector

01 / GET STARTED

Installation and prerequisites

The app targets text titles on the currently active DaVinci Resolve timeline. The actual installer is not pictured, so these are cautious first-run instructions rather than a verified installation procedure.

01 **Install the application**

Download the installer from the product card. Verify the source and digital signature if provided. Do not disable Windows security protections just to install it.

02 **Open a Resolve project**

Launch DaVinci Resolve and open the project and active timeline containing the titles to check. You do not need to browse for a DRP file in this UI.

03 **Review license status**

Open License and check the current trial or product-key status. Eligibility and duration are controlled by the licensing server.

04 **Start small**

Use two or three titles in a duplicate project and verify that timing and formatting remain unchanged until you approve the final write.

> The screenshots do not establish exact supported Resolve versions, VRAM requirements or platforms beyond Windows; verify these before making deployment commitments.

02 / RESOLVE

Connect and refresh the timeline

The Check view shows the active project, timeline, title tracks and DaVinci Resolve connection status.

01 Select the timeline

Open the required edit in DaVinci Resolve. Confirm that the titles you want checked are on the active timeline.

02 Go to Check

Verify the project and timeline names at the top of the window. The example displays title tracks V3 and V4.

03 Click Refresh timeline

Reload the title list, especially after changing projects, timelines or text elements.

04 Verify the list

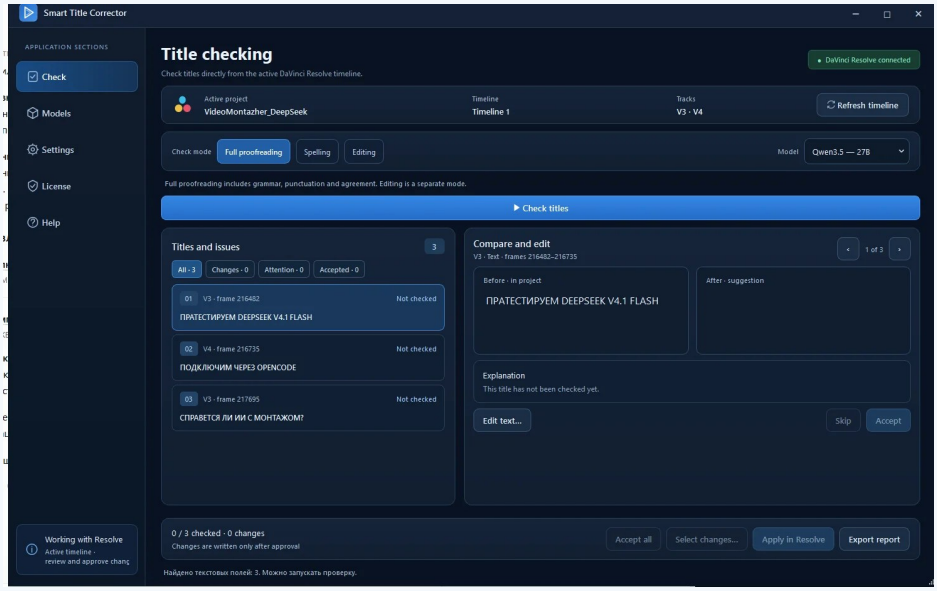
Check that all expected text titles appear. If it is empty, review the tracks, timeline selection and connection status.

> This workflow reads the active project. Check the timeline name carefully before applying any changes.

03 / ANALYSIS

Three checking modes

The main view offers Full proofreading, Spelling and Editing. Each detected issue can be reviewed side by side with a short explanation.



Actual application interface · supplied screenshot

01 Choose a mode

Full proofreading covers spelling, grammar, punctuation and agreement. Spelling narrows the task; Editing is a separate mode for editorial suggestions.

02 Select a model

Pick one of the installed language models. The example uses Qwen3.5 27B.

03 Click Check titles

Review the resulting list and filters: All, Changes, Attention and Accepted.

04 Inspect each result

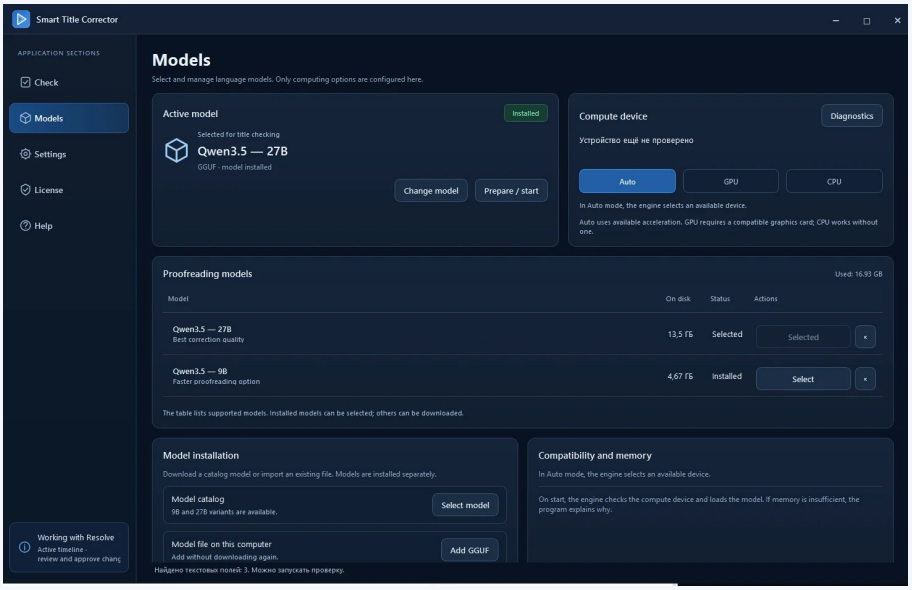
Some titles need no action, others receive a suggestion or an attention flag. Review uncertain suggestions manually.

> Full proofreading is distinct from Editing. Always protect names, quoted speech, jargon and intended tone.

04 / COMPUTE

Qwen3.5 models and CPU/GPU selection

The models screen shows Qwen3.5 27B and 9B GGUF options, with Auto, GPU and CPU compute modes.



Actual application interface · supplied screenshot

01 Open Models

Review the active model. In the UI, 27B prioritizes correction quality and 9B is described as a faster alternative.

02 Select an installed model

Use Change model or Select in the table. A model has to be present on disk before it can run.

03 Add an existing GGUF if needed

Use the model catalog or add a local model file; confirm the file is valid and compatible with the application.

04 Choose Auto, GPU or CPU

Auto selects an available device. GPU needs a compatible graphics card and enough memory; CPU generally runs more slowly.

05 Run diagnostics

Use Diagnostics and Prepare / start to confirm the selected model can load.

> The 13.5 GB and 4.67 GB values shown are file sizes in the screenshot, not universal RAM or VRAM requirements.

05 / REVIEW

Accept, skip or edit suggestions

Compare and edit shows the current project text next to the suggested revision. The user remains responsible for approving changes.

01 **Select a title**

Click an entry in Titles and issues. Before (in project), After (suggestion) and an explanation appear on the right.

02 **Read the context**

Check names, terms, punctuation and neighboring titles. Model suggestions can be wrong.

03 **Choose an action**

Accept approves one suggestion, Skip rejects it, and Edit text… lets you change the proposed text yourself.

04 **Use bulk actions cautiously**

Accept all and Select changes… can speed up review, but only after you verify individual suggestions.

> Accepting a suggestion in the application does not by itself write the change into the Resolve project.

06 / WRITE & REPORT

Apply in Resolve and export a report

Apply in Resolve and Export report appear as distinct actions in the bottom toolbar.

01 **Review the accepted list**

Verify every selected change and confirm no unresolved issues remain.

02 **Check the backup**

Settings marks project backup before writing as required. Make sure the project can be restored.

03 **Click Apply in Resolve**

Once there are accepted changes, use the separate apply action. Do not assume Check titles writes to the timeline.

04 **Verify the result**

Inspect the edited titles, layout, time placement and formatting in DaVinci Resolve. Restore from backup if necessary.

05 **Export a report**

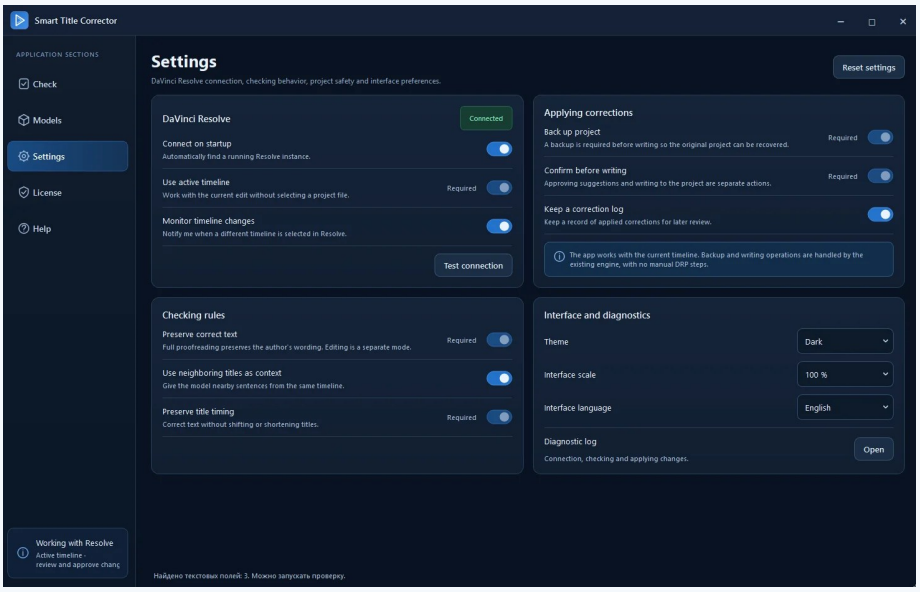
Use Export report for review records or collaboration.

> A visible UI action does not verify every Resolve version. Test the writing step in a duplicate project.

07 / SAFETY

Settings and project safeguards

Settings covers Resolve connection, applying corrections, checking rules and interface/diagnostics.



Actual application interface · supplied screenshot

01 Resolve connection

Connect on startup, Use active timeline and Monitor timeline changes are visible as separate options.

02 Checking rules

Preserve correct text, Use neighboring titles as context and Preserve title timing help constrain the checking workflow.

03 Writing safeguards

Back up project and Confirm before writing are marked Required. A correction log is also available.

04 Interface

Theme, interface scale, language and a diagnostic log are available in the screenshot.

> Keep your own backup policy even when the application presents backup and confirmation requirements.

08 / ACCESS

Trial and product key

The Russian screenshot includes a trial status, expiry information and a license-key field. No English License screenshot was supplied, so this section uses text only.

01 **Open License**

Check whether a trial or a product key is active. The supplied Russian example shows an active trial.

02 **Verify the expiry**

Do not rely on example dates; actual eligibility and duration depend on the licensing server.

03 **Enter your product key**

Use the key input and the activation action provided in your build. Keep your key and diagnostic details private.

04 **If activation fails**

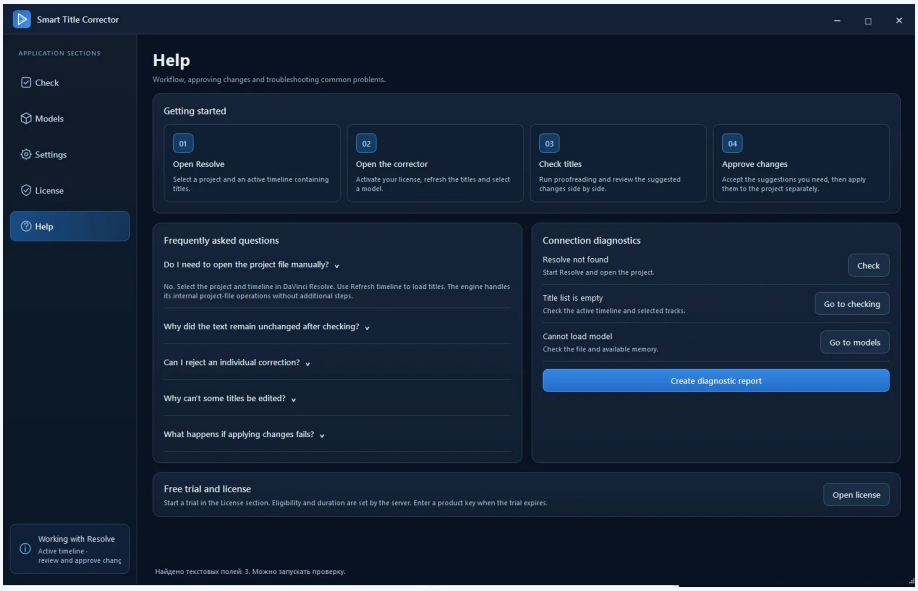
Check network access and Windows date/time, then use diagnostics and contact support.

> The product page lists a license price of 500 ₽. Until checkout is configured on the payment backend, request the key through the contact page.

09 / TROUBLESHOOTING

Help and diagnostics

Help provides a getting-started checklist, frequently asked questions and diagnostics for Resolve, title lists and model loading.



Actual application interface · supplied screenshot

01 Resolve not found

Start Resolve, open your project and use the check/refresh action.

02 Title list is empty

Verify the active timeline and the tracks that contain text titles, then refresh.

03 Model cannot load

Check the GGUF file and available memory; try 9B or CPU under Models when appropriate.

04 Text did not change

Confirm the suggestion was accepted and Apply in Resolve was executed separately.

05 Need support

Open the diagnostic log and create a report. Remove keys or sensitive details before sharing it.

> One screenshot shows a Russian status message even in the English UI. This reflects the supplied build rather than fully verified end-to-end localization.

FAQ / SUPPORT

Frequently asked questions

01 Must I open a DRP manually?

No. The interface is designed around the current DaVinci Resolve project and active timeline.

02 Why is the text unchanged after checking?

Checking produces suggestions; you must accept them and then apply them to Resolve separately.

03 Can I reject one suggestion?

Yes. Use Skip for an individual suggestion, or choose only the changes you want.

04 Which model should I use?

27B is labeled as the higher-quality option; 9B is the faster choice. Performance depends on your system.

05 Can I run on CPU?

Yes. CPU, GPU and Auto are available compute modes.

06 Will title timing change?

Preserve title timing is marked Required in Settings; verify behavior in a test project.

07 What if Editing changes the meaning?

Skip or manually edit the suggestion. Pay special attention to technical terminology and names.

08 Is a trial available?

The supplied screenshot shows a trial period; activation eligibility and duration are determined by the license server.

09 How do I obtain a license key?

The site lists 500 ₽ and provides a contact-based request until the payment product is configured.

Smart Title Corrector helps review text-title errors without taking editorial decisions away from you. Test it on a small timeline before using it across a full project.