

# Shot Lister Document (SHL)

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*File Format Specification v1.5*

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# Contents

<b>1. General</b> .....	<b>3</b>
<b>2. Versioning</b> .....	<b>3</b>
<b>3. File Format</b> .....	<b>3</b>
<b>3.1. Root Object</b> .....	<b>3</b>
<b>3.2. Sizes</b> .....	<b>4</b>
<b>3.3. Lens</b> .....	<b>4</b>
<b>3.4. Gears</b> .....	<b>4</b>
<b>3.5. Project</b> .....	<b>4</b>
<b>3.6. Shot column settings</b> .....	<b>5</b>
<b>3.7. Shoot day item column order</b> .....	<b>5</b>
<b>3.8. Scenes</b> .....	<b>7</b>
<b>3.9. Shots</b> .....	<b>8</b>
<b>3.10. Linked Shots</b> .....	<b>9</b>
<b>3.11. Shoot Days</b> .....	<b>9</b>
<b>3.12. Shoot day item</b> .....	<b>10</b>
<b>3.13. Note Item</b> .....	<b>10</b>
<b>3.14. Shot Item</b> .....	<b>10</b>
<b>3.15. Cast Number</b> .....	<b>10</b>

## 1. General

The Shot Lister documents are files designed to store and/or transmit all the data necessary to re-create a certain Shot Lister Project.

Shot Lister document files have the extension “.shl”.

The Shot Lister document file’s underlying format is JSON (<http://www.json.org>).

## 2. Versioning

This document describes version 1.5 of the file format.

An SHL file should be readable by all systems that can read the same major version, even if the minor version differs from what the system expects. In this case some loss of nonessential information may occur.

When a system is built to read a certain major version of the SHL file format, no backward or forward compatibility is to be expected to other major versions of the file format. However, it is recommended that newer systems reading SHL files support at least one previous major version.

## 3. File Format

### 3.1. Root Object

Key	Required	Type	Description	Ver.
majorVersion	Yes	Integer	The major version number of file format. The current major version number is 1	1.3
version	Yes	Integer	The minor version number of file format. The current minor version number is 4	1.3
sizes	Yes	Array	Array of camera sizes in the project (see. 3.2 below)	1.3
lens	Yes	Array	Array of camera lens in the project (see 3.3 below)	1.3
gears	Yes	Array	Array of gears used in the project (see 3.4 below)	1.3
project	No	Object	Project information (see 3.5 below)	1.3
scenes	No	Array	Array of scenes in the project (see 3.8 below)	1.3
linkedShots	No	Array	Array of objects describing links between shots (see 3.10 below)	1.3
shootDays	No	Array	Array of shoot days in the project (see 3.11 below)	1.3
castNumber	No	Array	Array of casts in the project (see 3.15 below)	1.4

### 3.2. Sizes

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the camera size. The predefined names are: "ECU", "CU", "MCU", "M", "MW", "W", "EW" and "OTS", but custom names can be added by users	1.3

### 3.3. Lens

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the camera lens. The predefined names are: "14mm", "18mm", "25mm", "35mm", "50mm", "85mm" and "100mm", but custom names can be added by users	1.3

### 3.4. Gears

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the gear. The predefined names are: "Dolly", "Steadycam", "Jib", "Crane" and "Sticks", but custom names can be added by users	1.3

### 3.5. Project

An object with the following format

Key	Required	Type	Description	Ver.
name	No	String	Name of the project	1.3
lastModified	No	String	Last modified date-time of the project in Unix timestamp number format (e.g. 1379353941)	1.3
shotColumnSettings	No	Object	Project settings object (see 3.6 below)	1.3

### 3.6. Shot column settings

An object with the following format

Key	Required	Type	Description	Ver.
ShootDayItemExcludeIAndO	No	Boolean	Shows if the app should include character I and O in the automate shot number generator. The value can be either <b>true</b> or <b>false</b>	1.3
ShootDayItemDateUses24HourClock	No	Boolean	Shows if the app should display 24 hour clock. The value can be either <b>true</b> or <b>false</b>	1.3
ShootDayItemColumnVersion	No	Integer	The version number of this settings object. The current version number is 1	1.3
ShootDayItemColumnOrder	No	Array	Array of shot columns. The order of the objects in this array determine the order of columns as presented on iPad (see 3.7 below)	1.3
shouldShowCircleTake	No	Boolean	Show if the app should display circle take feature. The value can be either <b>true</b> or <b>false</b>	1.4
shouldShowStoryboard	No	Boolean	Show if the app should display storyboard images. The value can be either <b>true</b> or <b>false</b>	1.4

### 3.7. Shoot day item column order

An array of objects with the following format

Key	Required	Type	Description	Ver.
visible	Yes	Boolean	Shows if this column is visible. The value can be either <b>true</b> or <b>false</b>	1.3
column	Yes	String	The key string of the column. This value will be used as a column name if the columnName key is not present	1.3
columnName	No	String	The column display name	1.3
columnName_Long	No	String	A long column display name. This value will be used only in the project setting screen	1.3

Note: By default on SHL creation the **ShootDayItemColumnOrder** array is pre-populated with the following set of values in this specified order. Since the user is only able to change the order and the visibility state of the columns, but cannot add or remove columns using the Shot Lister application, it is strongly recommended that all SHL files have the **ShootDayItemColumnOrder** array populated with the following values:

column	visible	columnName	columnName_Long	Ver.
"Color"	false	" "	"Color"	1.4
"Done"	false	-	-	1.3
"Number"	false	"Shot No."	"Shot Number"	1.3
"PrepNumber"	false	"Prep No."	"Prep Number"	1.3
"Setup"	true	-	-	1.3
"Cam"	false	-	-	1.3
"Flag"	false	-	-	1.3
"VFX"	false	-	-	1.3
"SFX"	false	-	-	1.3
"Light"	false	-	-	1.3
"Size"	true	-	-	1.3
"Nickname"	true	-	-	1.3
"Description"	true	-	-	1.3
"Gear"	true	-	-	1.3
"Lens"	true	-	-	1.3
"UserField"	true	"Actors"	-	1.3

### 3.8. Scenes

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the scene	1.3
number	No	Integer	An integer number in scene number. Value can be from 1 to 999	1.3
numberExt	No	String	An upper case character in scene number. Value can be from A to Z or empty string	1.3
timeOfDay	No	Integer	Value can be from 1 to 4 1 - Day - ☀️ 2 - Night - 🌙 3 - Sunrise - 🌅 4 - Sunset - 🌇	1.3
pageNumber	No	Integer	The page number of this scene in the script	1.3
fullPageCount	No	Integer	The number of full pages this scene takes in the script	1.3
fragmentedPageCount	No	Integer	Number of eights of a page, in addition to the full pages this scene takes in the script. The value can range from 0 to 7	1.3
location	No	Integer	Value can be 0, 1 or 2 0 - Interior (INT) 1 - Exterior (EXT) 2 - Interior & Exterior (I&E)	1.3
locationName	No	String	Name of the scene location	1.3
action	No	String	Description of the scene action	1.3
shots	No	Array	Array of shots in the scene (see 3.9 below)	1.3
color	No	String	Scene color - value can be one of these colors: Red, Orange, Yellow, Green, Blue, Purple	1.4
note	No	String	Extra note on the scene	1.4
castNumbers	No	Array	Array of casts in the scene (see below)	1.4

### 3.9. Shots

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the shot	1.3
shotID	Yes	Integer	Unique ID for shot linking purposes	1.3
sceneOrder	Yes	Integer	Order of shot in the scene starting from 0	1.3
shootOrder	Yes	Integer	Order of shot in shoot day starting from 0	1.3
shootGroup	Yes	Integer	Order of shoot group in shoot day. Required only if the shot is in a shoot day. Consecutive shots with the same scene in a shoot day must have the same shootGroup.	1.3
desc	No	String	Description of the shot	1.3
setup	No	Integer	Number of setups for the shot	1.3
flag	No	Integer	Value can be 0 or 1 0 - Flag is not available 1 - Flag is available - ★	1.3
sfx	No	Integer	Value can be 0 or 1 0 - SFX is not available 1 - SFX is available - 🎧	1.3
vfx	No	Integer	Value can be 0 or 1 0 - VFX is not available 1 - VFX is available - ⚡	1.3
camera	No	String	The camera used in the shot - a value ranging from "A" to "Z"	1.3
lens	No	String	The lens used in the shot. The value must be one of the values in the lens array (see 3.3 above)	1.3
gear	No	String	The gear used in the shot. The value must be one of the values in the gears array (see 3.4 above)	1.3
size	No	String	The size used in the shot. The value must be one of the values in the sizes array (see 3.2 above)	1.3
duration	No	Integer	The duration of the shot in minutes. An integer multiple of 5	1.3
userField	No	String	An extra string value at the user's discretion	1.3
color	No	String	Shot color - value can be one of these colors: Red, Orange, Yellow, Green, Blue, Purple	1.4
circleTakes	No	String	String of circled takes separated by comma (e.g. "10, 15, 18") Number of take ranging from 1 to 40	1.4
storyboardImagePath	No	String	An external link to Storyboard image. The link must start with http or https (e.g. https://db.tt/UUdjSFoZ?dl=1)	1.5



### 3.10. Linked Shots

An array of objects with the following format

Key	Required	Type	Description	Ver.
linkedFromShotID	No	Integer	Shot ID of the parent shot	1.3
linkedToShotID	No	Integer	Shot ID of the child shot	1.3
shotID	Yes	Integer	Shot ID of the linked shot	1.3

Note: Must provide links for both primary shot and the linked shot. In the following example, Shot id 7 is a primary shot and it links to Shot id 0. Thus, we have an entry of "shotID" 7 with "linkedToShotID" and another entry of "shotID" 0 with "linkedFromShotID" 7.

```
"linkedShots": [  
  {  
    "linkedFromShotID": 7,  
    "shotID": 0  
  },  
  {  
    "linkedToShotID": 0,  
    "shotID": 7  
  },  
  {  
    "linkedFromShotID": 22,  
    "shotID": 21  
  },  
  {  
    "linkedToShotID": 21,  
    "shotID": 22  
  }  
]
```

### 3.11. Shoot Days

An array of objects with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the shoot day	1.3
number	Yes	Integer	Shoot day unique number	1.3
date	Yes	String	Shoot day date in Unix timestamp number format (e.g. 1379353941)	1.3
callTime	No	String	Call time in Unix timestamp number format (e.g. 1379353941)	1.3
lunchTime	No	String	Lunch time in Unix timestamp number format (e.g. 1379353941)	1.3
wrapTime	No	String	Wrap time in Unix timestamp number format (e.g. 1379353941)	1.3

sunriseTime	No	String	Sunrise date-time in Unix timestamp number format (e.g. 1379353941)	1.3
sunsetTime	No	String	Sunset date-time in Unix timestamp number format (e.g. 1379353941)	1.3
items	No	Array	Array of shoot day items (see 3.12 below)	1.3

### 3.12. Shoot day item

An array of objects of the following two types: Note Item (see 3.13 below) and Shot Item (see 3.14 below).

### 3.13. Note Item

An object with the following format

Key	Required	Type	Description	Ver.
name	Yes	String	Name of the note item	1.3
shootGroup	Yes	Integer	Order of shoot group in shoot day. Note item must be in one of the shoot groups of shots on the same shoot day. In case there is no shot within the shoot day, this value should be 0.	1.3
duration	Yes	Integer	The duration of the note item in minutes. An integer multiple of 5	1.3
sceneOrder	Yes	Integer	Should always be 0	1.3
shootOrder	Yes	Integer	Order of note item in the shoot day	1.3

### 3.14. Shot Item

An object with the following format

Key	Required	Type	Description	Ver.
shotID	Yes	Integer	Shot ID of the shot in shoot day	1.3

### 3.15. Cast Number

An array of objects with the following format

Key	Required	Type	Description	Ver.
castNumber	Yes	Integer	Unique ID for cast	1.4
castName	Yes	String	Name of the cast	1.4