

AUDIO EDITOR USER MANUAL

bitonlive

V. 1.17.216.2

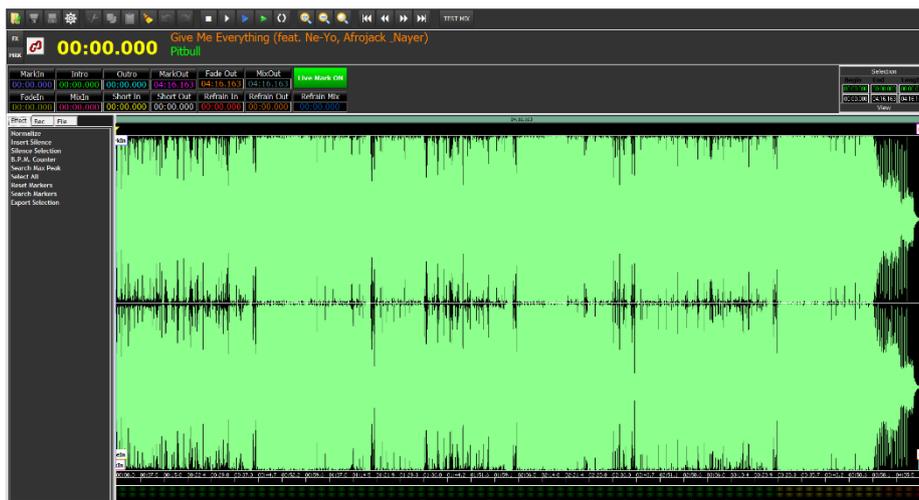
The information contained in this document is subject to change at any time without prior notification. If you want to learn more info about our product, please visit our web www.bitonlive.com.

Summary

Audio Editor.....	2
Option Section.....	3
Main	3
Mix the test	Errore. Il segnalibro non è definito.
Encoder Format.....	4
Search the marker	4
Effect section.....	5
Normalize	5
Insert Silence	5
Silence Selection.....	6
B.P.M. Counter	6
Search the marker	7
Reset the Marker.....	7
Search Max Peak	7
Select All.....	7
Export Selection	7
Recorder section	8
Configuring the Recorder	8
Start a new recording.....	9
Managing recordings.....	10
Insert a recording on the editor	11
Import File section.....	12
Management of audio tracks	12
Insert an audio track within the editor	13
Replace a track existing audio	13
Marker Section	14
Function Keys Audio Editor	16
Test Mix	18
Function Keys Test Mix.....	19

Audio Editor

Audio Editor is the software of **BitOnLive** that allows you to edit any audio file, easy to use and fully integrated with **Philo Media Manager** and **Flu-O Radio Playout**.

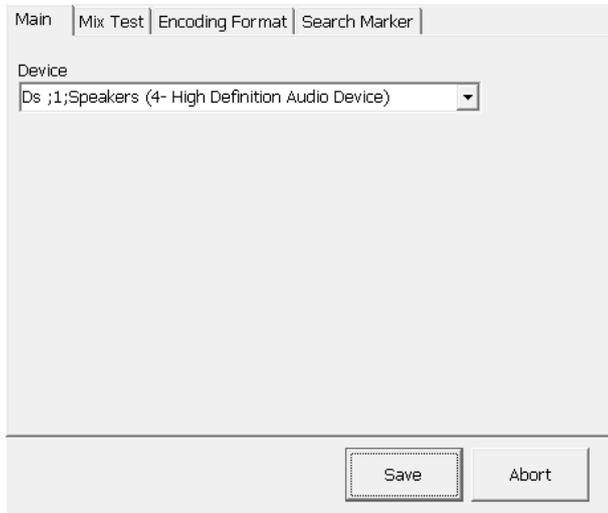


Option Section

The first time you use the editor is necessary to configure it.

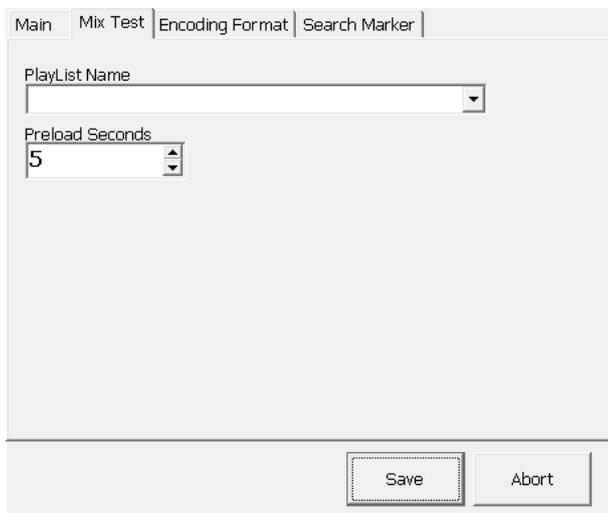
Access the setup by clicking with the mouse on the button "Setting". 

Main



Configure the sound card on which you want to play the audio tracks from the Editor.

Test Mix



Set if necessary the Manual playlist that contains the list of tracks to be used for testing the mixing.

Encoder Format

Main | Mix Test | Encoding Format | Search Marker

Default Wav Format
PCM 44100 Hz Stereo

Default Mp3 Format
MP3 44100 Hz; 192 kbps; Stereo

Default Mp2 Format
MP2 48000 Hz; 96 kbps; Stereo

Default M4a Format
M4A 48000 Hz; 16 kbps; Stereo

Default Unknow format
MP3 44100 Hz; 192 kbps; Stereo

Save Abort

Set the audio formats for the encoding.

Search the marker

Main | Mix Test | Encoding Format | Search Marker

MarkIn db Peak: -24

MarkOut db Peak: -24

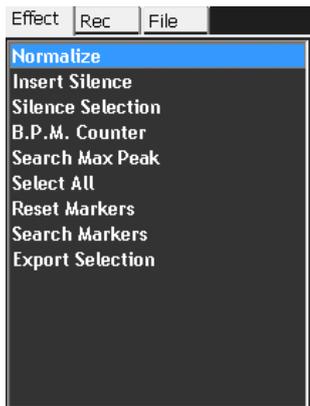
MixOut db Peak: -48

Save Abort

Set the values in dB relating to thresholds at which to set the different markers.

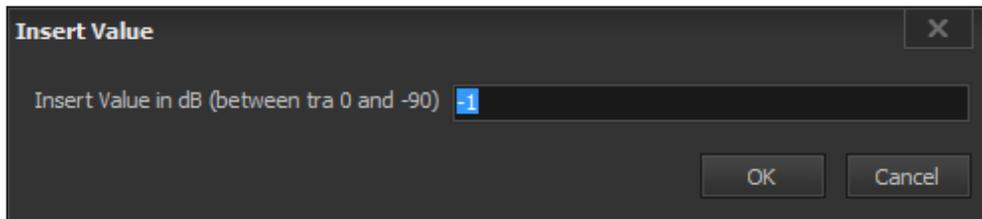
Effect section

This is the effects section, serves to apply effects that normally physically change the audio files.



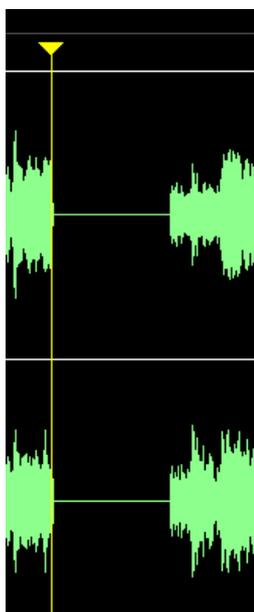
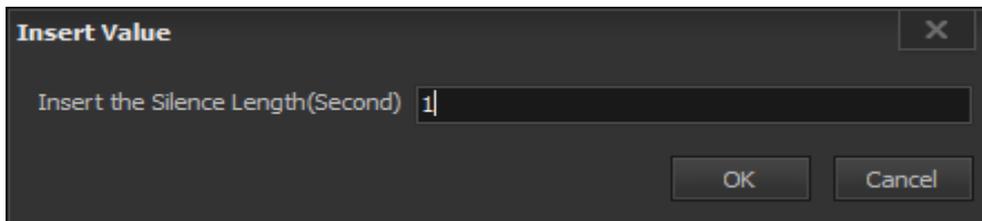
Normalize

Apply the effect of normalization of audio tracks by bringing the maximum peak at the value entered in the input window. The effect will be applied on the part selected so as to be able to normalize only a part. If there has been no selection made will automatically be normalized the entire audio track.



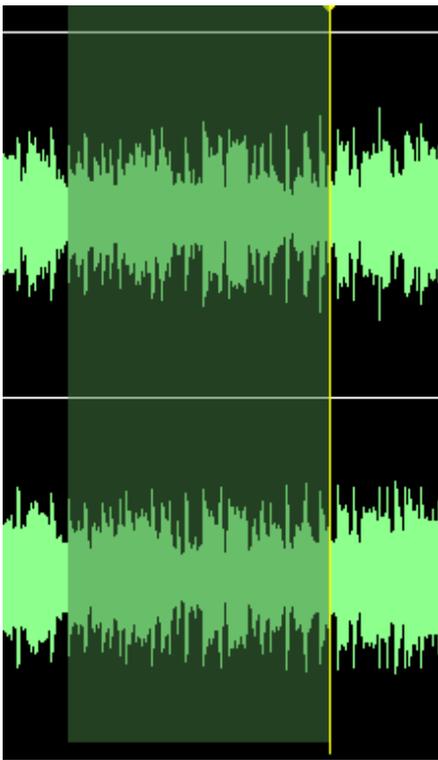
Insert Silence

Inserts on audio track a silence audio lasting inserted in the input window.

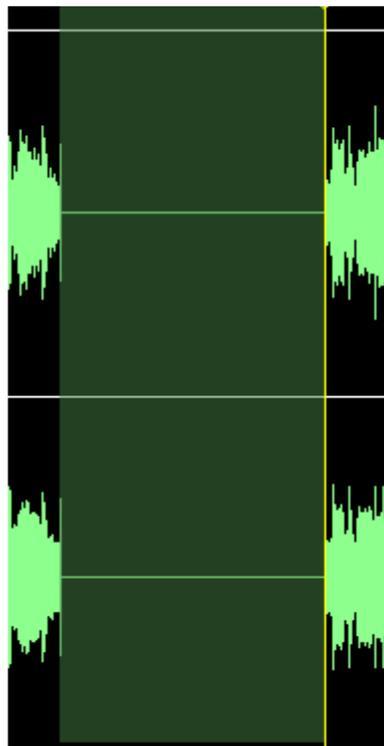


Silence Selection

First



After

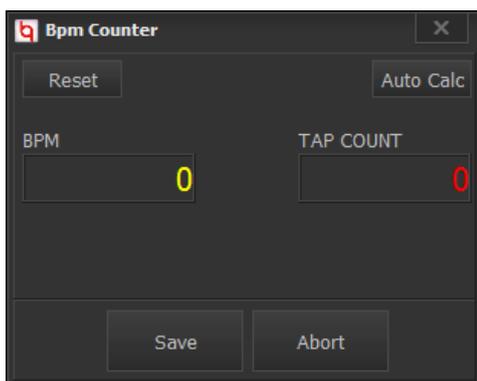


B.P.M. Counter

Counting the Beats per minute.

The beats can be automatically calculated by the system by pressing the key "Auto Calc".

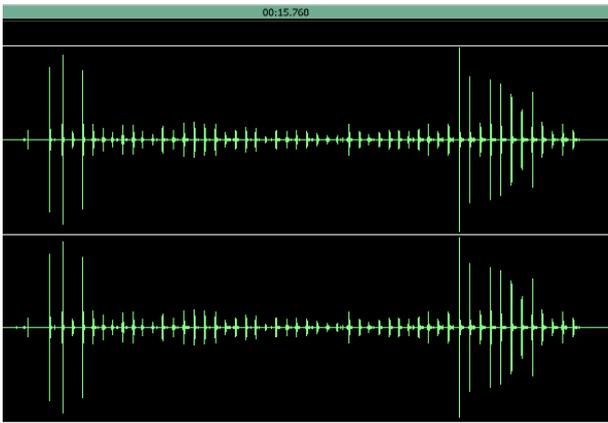
Alternatively can be calculated manually by the operator who must press the button "space" at each beat. The first time that the space key will be pressed will also be started the play of the audio track in such a way as to allow the operator to be able to listen to the audio track.



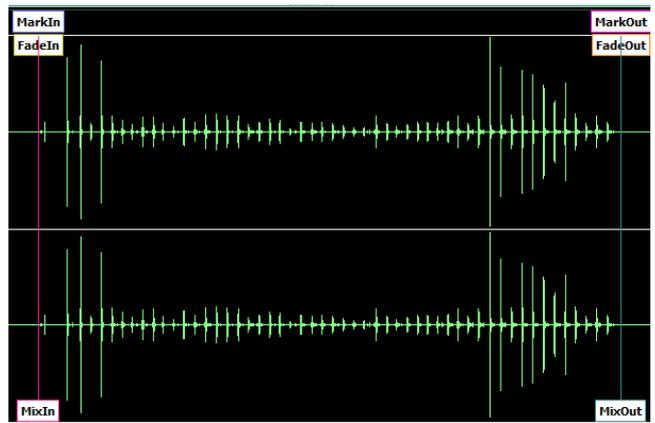
Search the marker

Automatic search MarkIn and MarkOut. It is usually used to eliminate the silence that could be present at the beginning and at the end of the audio track.

First



After



Reset the Marker

Automatically clears the markers set.

Search Max Peak

Start the procedure for calculating the maximum peak of the track in db. The peak will then be reported as the volume on the media manager.

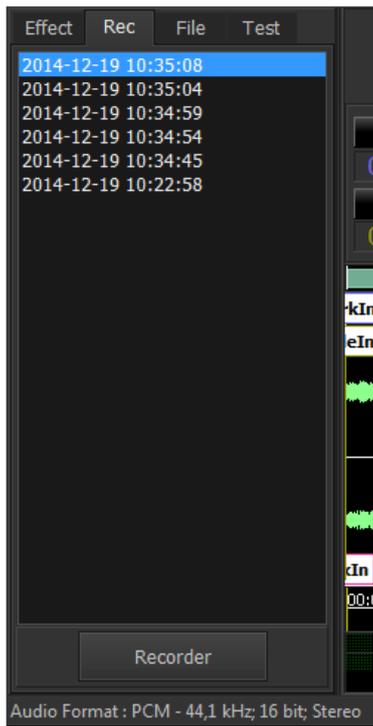
Select All

Select all the audio track.

Export Selection

Allows you to export the portion of the audio file selected.

Recorder section

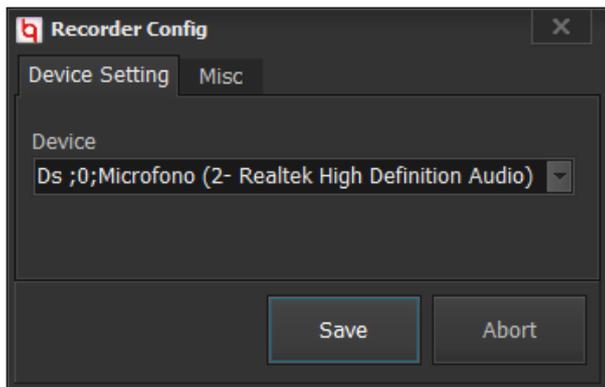


Configuring the Recorder

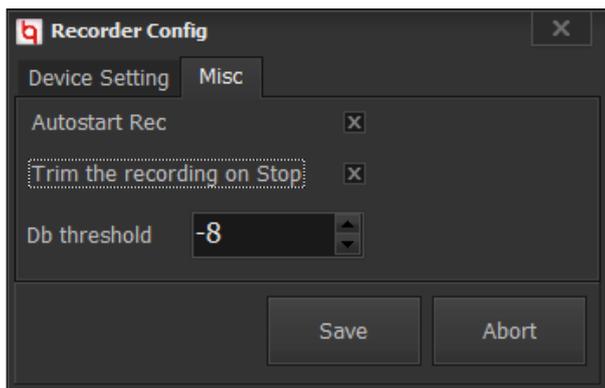
Start the module recorder by pressing the appropriate button.



Set the sound card that you want to use for recording.



Set the recording parameters.



Autostrart Rec: If enabled the recording starts automatically as soon as the volume of audio input will exceed the value entered in the "Db threshold".

Trim the recording on Stop: If enabled at the end of recording the audio track will be truncated by eliminating the final part from the point where the audio signal has fallen below the value expressed in "Db threshold".

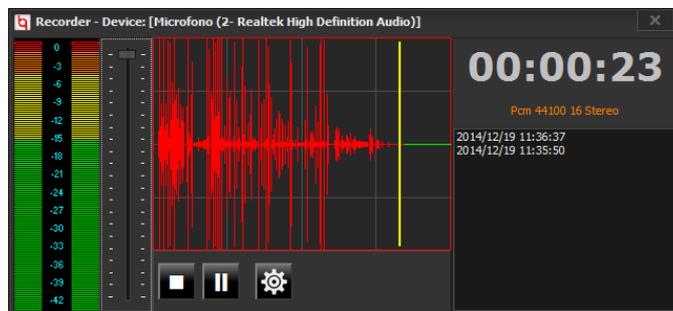
Start a new recording

Autostart Mode: In this mode, the recording starts automatically after the input signal exceeds the value in db expressed in setup phase. The start of the recording will be declared by the change of color of the curve audio:

First



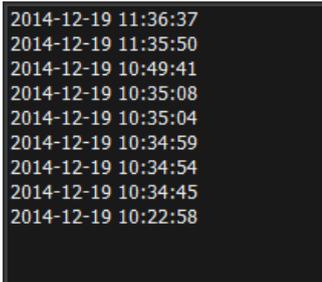
After



All the times that you press the Rec button, the system will create a new audio track.



When you have finished recording just close the recorder. After closing, the recorded audio tracks will be displayed in the list of recordings of the editor:

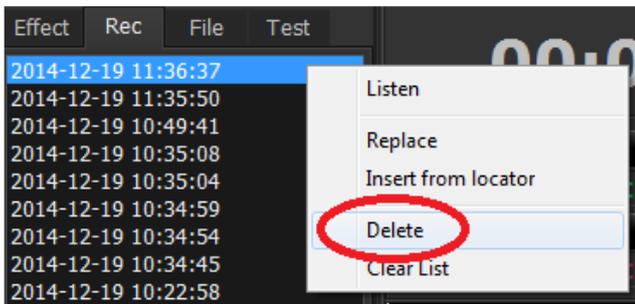


The list of recordings is organized in such a way as to always have the most recent record first in the list.

Managing recordings

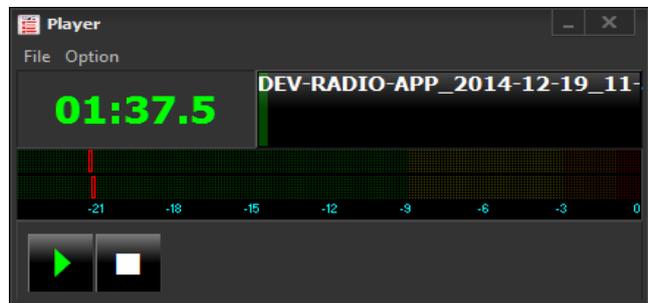
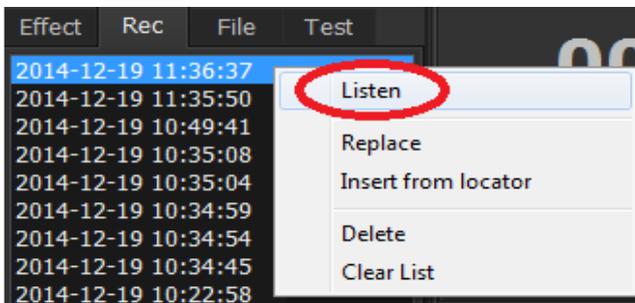
Clear a Record

Click the right on the recording that you want to delete and select the menu item "Delete".



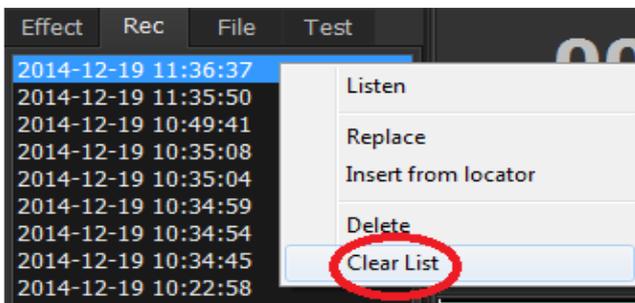
Listen to a recording

Click the right on the recording you want to listen to and select from the menu item "Listen".



Clear the list of recordings

Click the right anywhere on the list of recordings and select "Clear List".

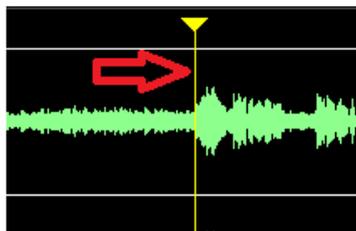


Insert a recording on the editor

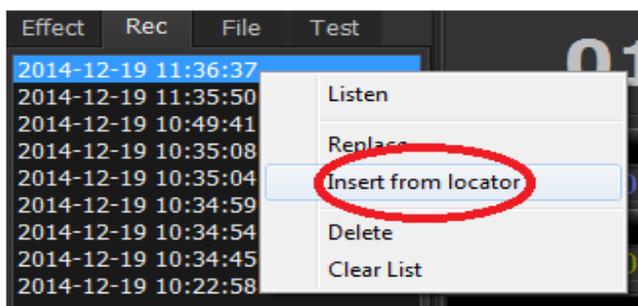
There are several methods of insertion of the recording within the editor. The different modes are dependent on what the user wants to obtain.

Insertion of the recording on a track already exists

Place the "Locator"



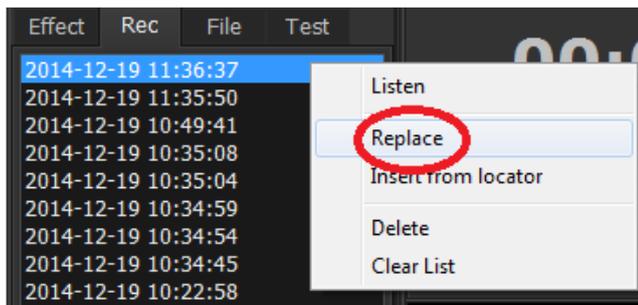
On the exact point where you want to engage the recording. Then from the list of recordings click the right and select "Insert from locator"



Alternatively (drag &drop) it is possible to drag the recording within the editor. In this case the "Locator" will follow the movement of the mouse and the recording will be engaged on the point of release.

Replace a track existing audio with a selected recording

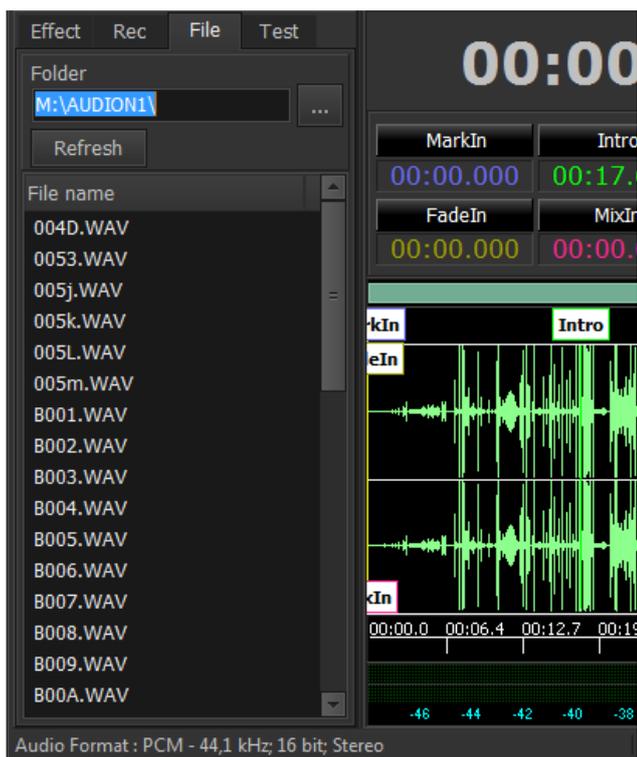
Click the right on the recording that you want to insert and select the menu item "Replace".



The previous track (if any) will be replaced with the selected recording.

Import File section

This section serves to import audio tracks present on a folder indicated



Specify the folder that contains the audio file you want to import manually writing the path or select the folder through the use of the appropriate key.



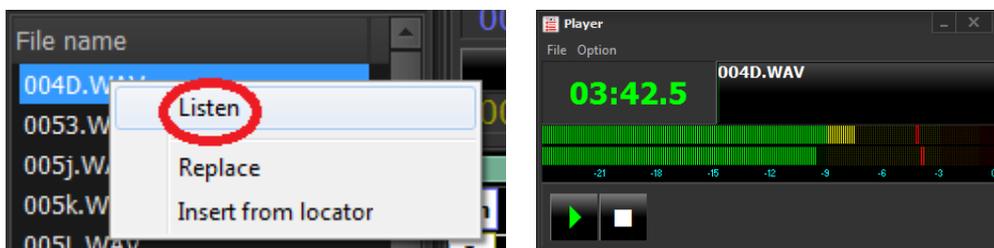
The selected path will be stored and will be repeated subsequently.

The key refresh instead can be used to force the loading of the list in the case had changed.

Management of audio tracks

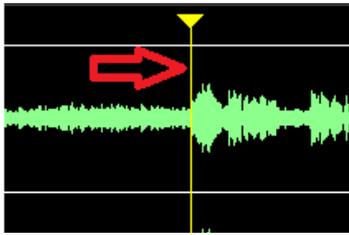
Listen to an audio track

Click with the right mouse button on the track you want to listen to and select from the menu item "*Listen*".

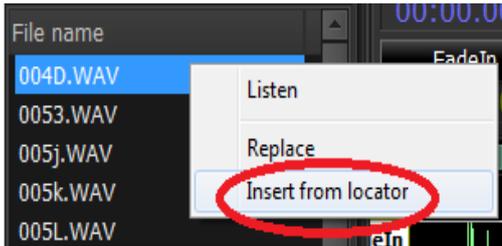


Insert an audio track within the editor

Place the "Locator"



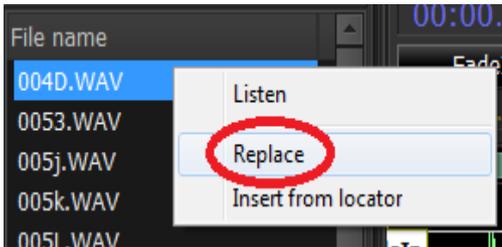
On the exact point where you want to engage the recording. Then from the list of recordings click with the right key of mouse and select "Insert from locator"



Alternatively (with drag &drop)You can drag the audio track within the editor. In this case the "Locator" will follow the movement of the mouse and the trace will be engaged on the point of release.

Replace a track existing audio

Click the right on the track that you want to insert and select the menu item "Replace".



The previous track (if any) will be replaced with the selected track.

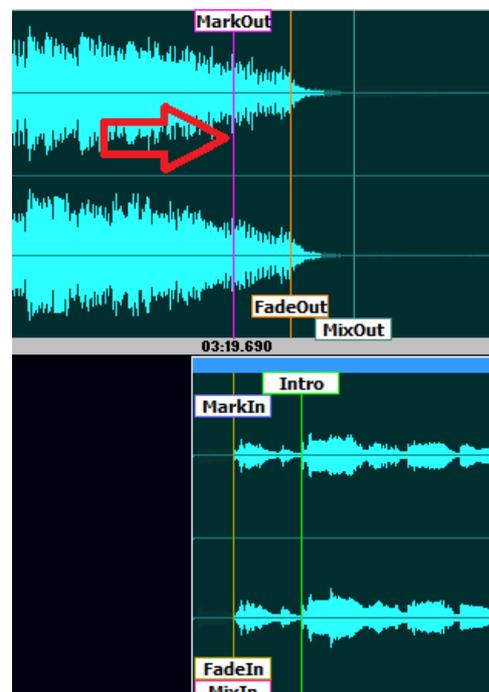
Marker Section

This section relates to the marking of the audio tracks. Each marker has a specific function and serves to define the play mode of the track.

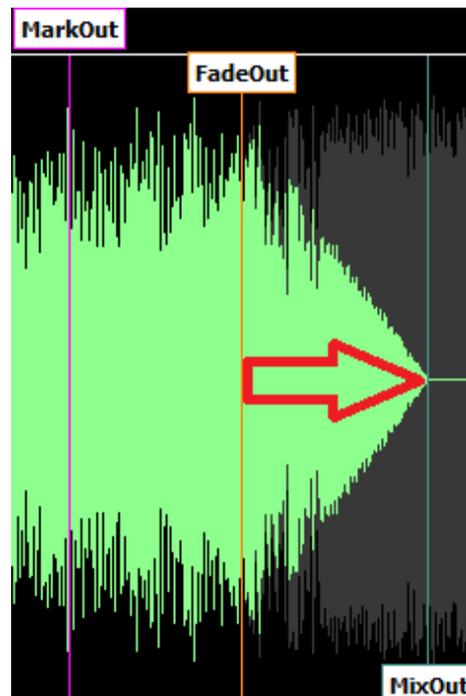
The Live Mark button, if enabled, allows you to set markers by clicking the buttons while the player is playing. In this case the markers will be inserted at the point where is located the locator of reproduction.

MarkIn	Intro	Outro	MarkOut	Fade Out	MixOut	Live Mark ON
00:00.000	00:00.000	00:00.000	04:16.163	04:16.163	04:16.163	
FadeIn	MixIn	Short In	Short Out	Refrain In	Refrain Out	Refrain Mix
00:00.000	00:00.000	00:00.000	00:00.000	00:00.000	00:00.000	00:00.000

- MarkIn** The point of start of the play. If set in phase of airing always starts from the point of MarkIn
- Intro** Point which usually coincides with the beginning of the voice part, in the case of a song. The PlayOut in phase of OnAir will indicate with a Count-Down the arrival on the point of intro. This marker is usually used to indicate to the speaker when will terminate the voice intervention
- Outro** On the contrary of the intro establishes the point where the speaker will be able to intervene in superposition with the audio track in play. Usually this point coincides with the end of the voice portion, in the case of a song.
- MarkOut** Specifies the point beyond which the PlayOut (if in automatic mode) will play the next track in the list.
The MarkOut therefore represents the point of overlap between a track and the other.



- FadeOut** Represents the starting point of the FadeOut. The end point of the FadeOut is the point of MixOut.



MixOut Represents the point at which the audio track must stop playing.

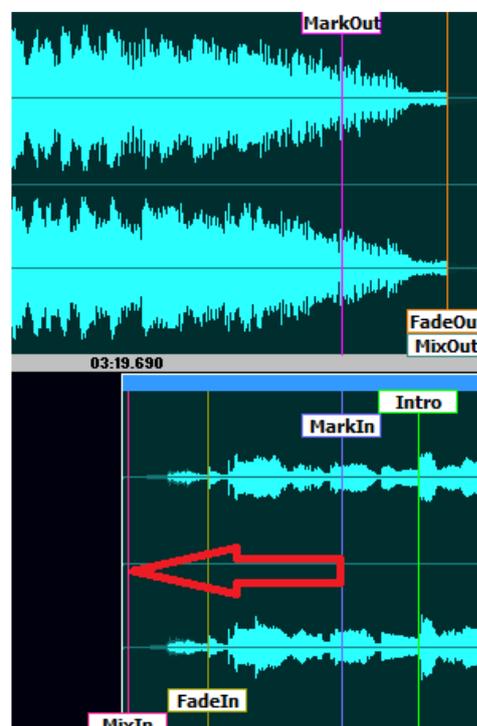
RefrainIn Represents the point that coincides with the beginning of the refrain of the song.

RefrainOut Represents the point that coincides with the end of the refrain of the song.

Refrain Mix Represents the additional MixOut relative to refrain mode.

FadeIn This Marker establishes the point of beginning of the FadeIn

MixIn If you set the amount of time that elapses between MixIn and MarkIn will advance on the previous track.



Short In Marker additional beginning usable if the file you want to play is set in either Short Mark

Short Out Marker additional end usable if the file you want to play is set in either Short Mark

Function Keys Audio Editor



Opens a new file by opening the window of Windows Search



Save the changes made to the Marker

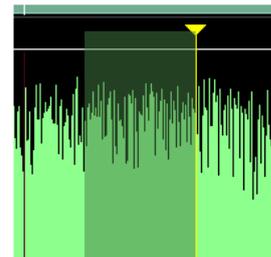


Saves the changes made to the audio track.



Cut the part of the sound selected on "*Panel*"

To select the part you want to cut click with the right mouse button and move.



Copy the part of the selected audio on "*Panel*"



Paste the audio portion selected previously with "*Cut*" or "*Copy*" and paste starting from the position in which is located the "*Locator*".



Delete the audio track



Undo. Restore the previous state of the audio track.



Redo. Accesses to the next level of undo(if present).



Stop playback of the audio track



Starts playback of the audio track while respecting the settings of the markers



Starts playback of the audio track without considering the markers applied



Starts playback of the audio track skipping the selected portion.



Enables or disables the loop



Increases the zoom level



Decrements the zoom Level



Resets the zoom level. By plotting the visualization of the entire audio track



Move the "locator" at the beginning of the audio track by moving the view in the case in which the beginning of the track is not visible. In the event of Play already started playing will be restarted from the beginning of the track.



Brings the "Locator" and playing back.



Brings the "Locator" and playing forward.



Move the "locator" at the end of the audio track by moving the view in the case in which the end of the track is not visible. In the event of Play already started playback will stop.



Opens the Test Mix where it is possible to simulate the mix with other elements positioned before or after the track open in the editor



Enables or disables the display of the cross section of: Effects, Recording and File; allowing a wider view of the waveform.



Enables or disables the display of the cross-section of the marker; allowing a wider view of the waveform.



If enabled groups the markers of the waveform allowing to move them together. If disabled the markers move individually.

Function Keys Test Mix



Stop playback of the audio track



Starts playback of the audio track starting from the position of the "Locator"



Move the "Locator" in correspondence of the mix by moving the view in the case in which the point of mixon is visible and will start playing from the point of preload set in the setting of the **Audio Editor** (see p.3).



If enabled groups the markers (Mark, Mix and Fade) waveform allowing to move them together. If disabled the markers move individually.



Closes the window Test Mix without saving changes



Save the changes you made on the Marker by plotting the values to the Audio Editor and closes the window Test Mix