

Media Management and Automation System for Broadcast



Marking and crossfade

TOOLKIT

2014

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Marking and crossfade

Sometimes it is necessary to make a smooth crossfade from one composition to another. For these goals, **crossfade** (gluing) is used.

Glued elements in the schedule are marked by a respective icon and the length of overlay in the «Fade» column.

>... T	Start	Dur.	Type	Title	End	Fade
		44:38		P 10:00 (1:00:00)		
	10:00:00	22:50	N	- obama 1	10:22:49	11.1
	10:22:38	7:51	N	- 07.04 .adac-herr wandernoth teil2	10:30:30	47.4
	10:29:42	6:27	N	- Müllenbach Roh	10:36:10	0.8
	10:36:09	8:30	N	- Althaus	10:44:38	
		44:38		< - 15:21 > (-15:21)		

End of hour:10 Total: 1:00:00 Free: 15:21

You can open the crossfade window from the context menu where three options are available: “Crossfade” - current item is glued to the next one; “Crossfade 3” - gluing of three items, including current, next and previous items; and “Crossfade selected” - gluing of selected items.

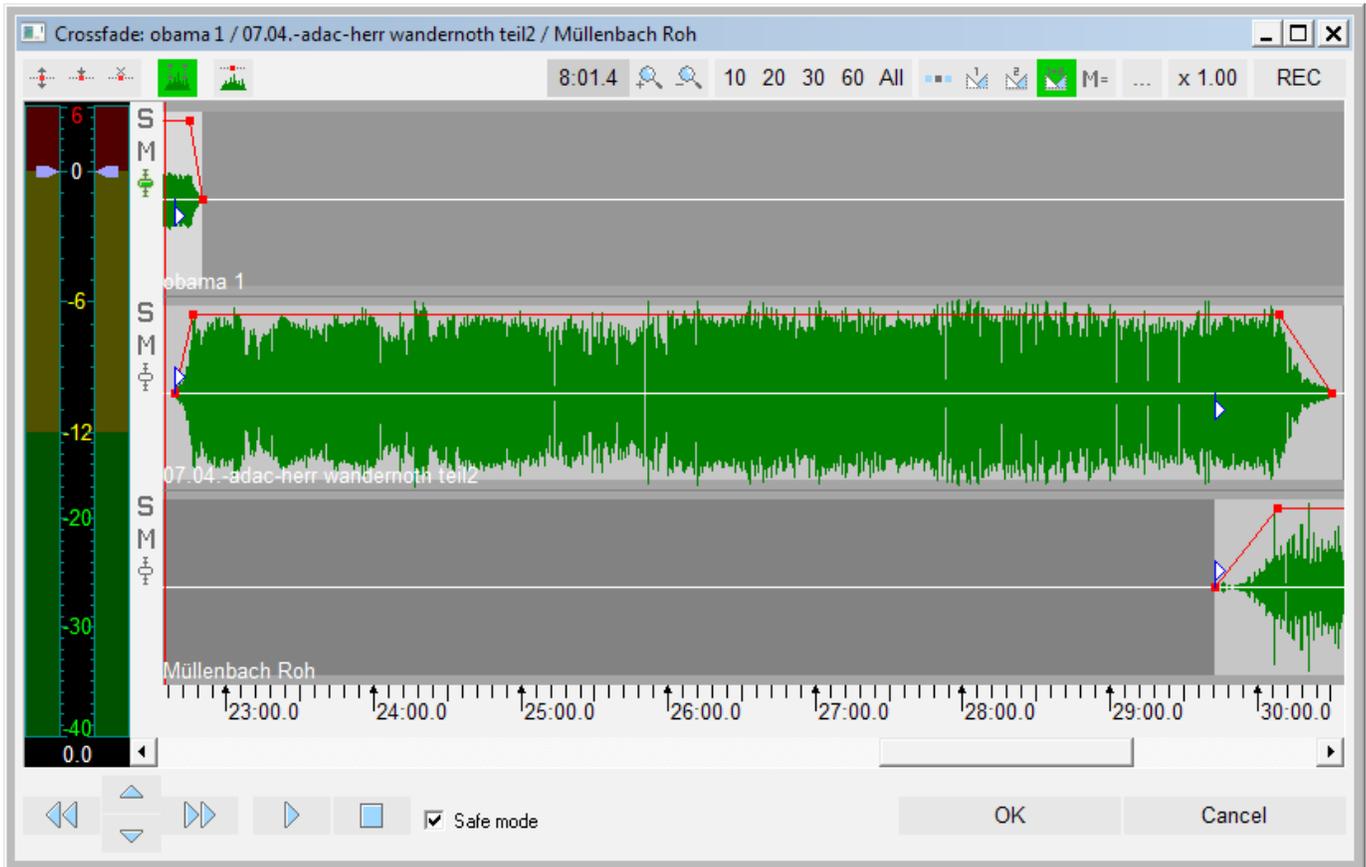
Search for start point	X
Edit selected item	E
Edit selected item sound	Ctrl+E
Crossfade	M
Crossfade 3	N
Crossfade selected	B

You can also use hot keys M, N and B or buttons on the tool bar.



The crossfade window consists of several tracks where audio item **waveforms** are shown in green on light gray background. They are limited on top by a red frame with four hotspots. The lower ones let you trim the item (they correspond to Start and Stop parameters that will be discussed later when marking window will be explained), while the upper ones specify the length of the interval at the beginning and at the end with gradual increase and decrease in volume (Fade-in and Fade-out parameters). There are two flags on each track (StartThis and StartNext parameters) that define the point of overlay of neighboring items. These flags are

not displayed by default but can be switched on. To do this, enter the properties window by clicking on a three-dot button and activate the «Appearance – Show ‘StartThis’ and ‘StartNext’ marks» option.



The process of gluing itself is performed by mouse. Grabbing the upper half of a track, you can lay a part of it over the neighboring item. In all other areas of the window (the lower part or the track and dark gray areas to the right and to the left of the track) moving by mouse is identical to use of the scroll bar located below. To adjust the scale you can use mouse wheel. After completing all operations do not forget to click on OK to save all changes in the schedule.

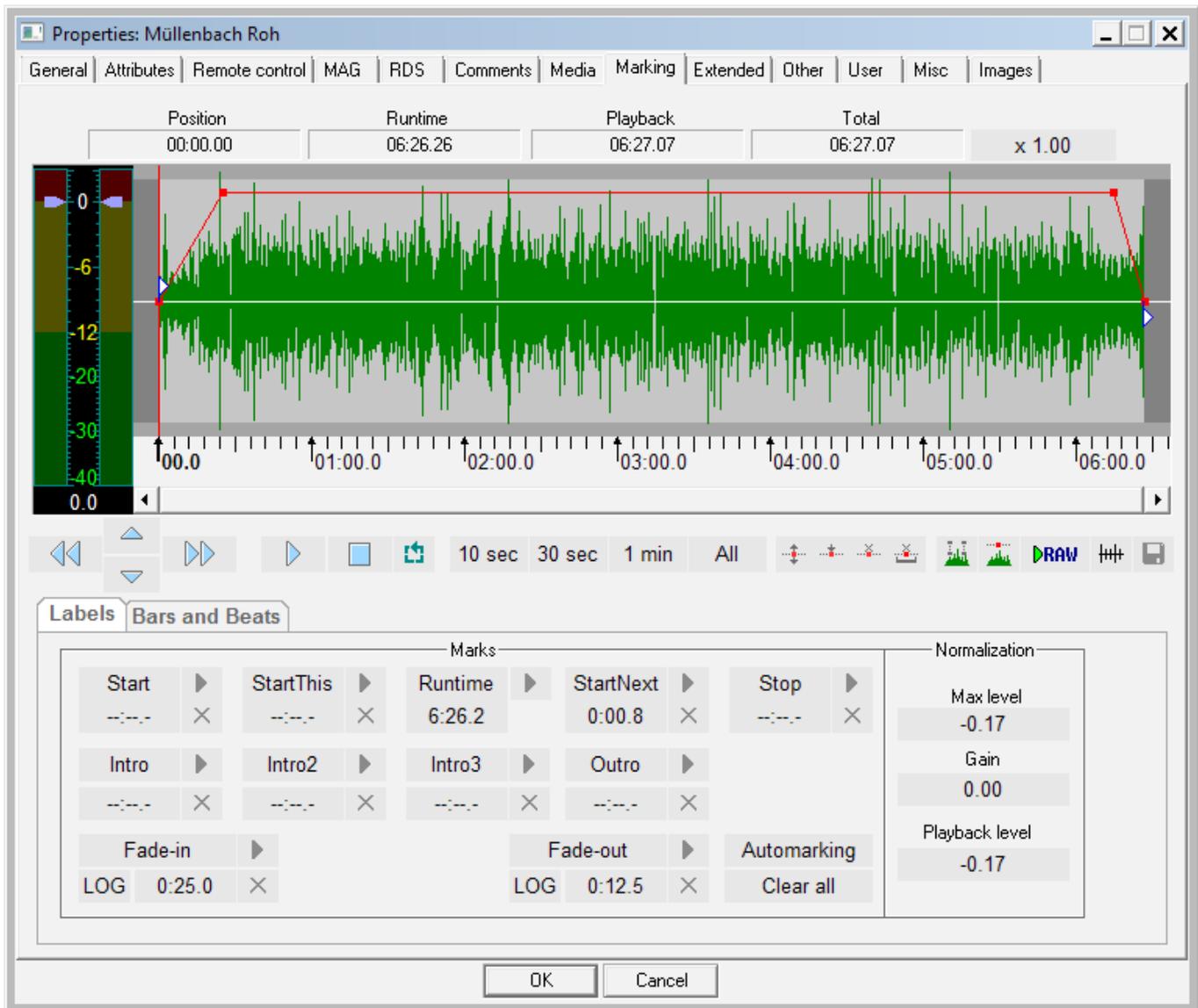
Besides, the crossfade window provides additional means of changing the volume. Using controller in the left part of the window you can change the volume of the whole selected track. A set of buttons in the upper left corner of the window allows controlling the rubber band to gradually change the volume within a track (more about the rubber band in BCS Editor software description).

You can hear the results directly inside this window using a double click. You can also use «PFL Crossfade» function that is available from the schedule.

Making a crossfade is similar to changing the **marking** of the glued items. The marking window is available not only for elements already present in the schedule but also for **Media Data Base** items and files, so you can trim silent parts at the beginning and end of a track

in advance, as well as correct marks, which will allow automatic crossfade insertion in the schedule after adding such items. The automatic crossfade icon in the schedule is light blue and manual crossfade icon is dark blue.

The «Marking» window is opened from the «Object properties» menu item or by selecting «Properties» from the context menu. The «Properties» window consists of several tabs, including the «Marking» tab.



Apart from marks described earlier, this window allows specifying periods of intro and outro of a song (Intro, Intro2, Intro3 and Outro parameters).

All parameters are changed by dragging respective marks over the waveform. Or, alternatively, they can be specified manually in the lower part of the window which will require entering the needed value on the keyboard or using auxiliary vertical red marker on the waveform – after putting this marker you can click on the needed parameter to specify its value. There

are crossed buttons near the digital visualization of marker positions that reset all markers to default values.

There is a volume scale to the left of the waveform (changing the volume with the help of this scale will change the «Gain» parameter, which, in turn, influences the «Volume» parameter, bringing it up to its maximum value of 0 dbFs).

For more intuitive work with the marking window it is recommended to enable display of fades. To do this, you need to press respective button under the waveform (highlighted in green on the screenshot) and then press the floppy disk button to save the configuration. This mode is switched off by default. It is important to understand that any marking done in the Media data Base or the Files tab is copied when an item is added to the schedule. However, any changes done to a schedule item, will not influence the original file in any way.

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