Media Management and Automation System
for Broadcast

digispot®
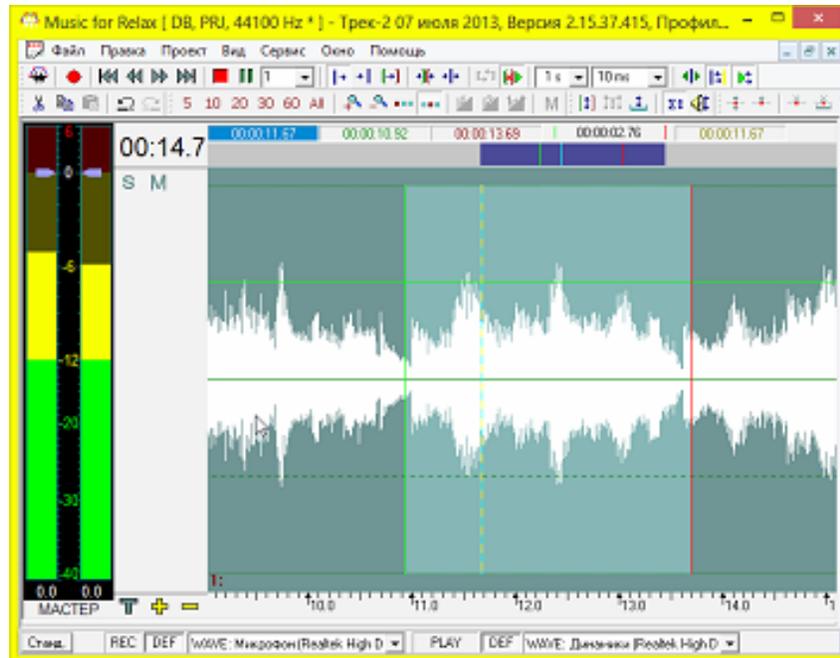System GmbH

/// TRACT

BCS Audio Editor

TOOLKIT

2014

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BCS Audio Editor

   Digispot II software package includes an audio editing program called BCS Editor. This software is designed for editing audio and text files ans is integrated with the **Media Data Base** and the **Schedule**.

   In the most trivial example it can be used to clean audio tracks recorded with a voice recorder or in the studio. To do this, you should first open the needed file or DB item. The most common way to do this is to close or minimize all opened projects, after which the entire working area of the program will be filled with a dark gray background. This area is designed for opening the items – if you drag a database item or a file to this area, the former will open for editing.

   The audio file will be displayed as a white-color waveform on a green background, with left channel displayed in the upper half, and right channel – in the lower half. Besides, the two halves have different functionality that will be explained further.

   After opening the file it becomes available for editing. To pre-listen to the track it is enough to double-click on the needed point in the recording. During pre-listening you can quickly cut a small portion of sound by pressing Shift and selecting the segment using right mouse button. After that, the playback will resume, capturing the cut that resulted from the deletion of the segment of sound. The number of seconds for which playback start point shifts to the left can be specified with the help of "Preroll size" parameter. To avoid automatic start of playback after deletion of a segment, disable the "Play after cut" button. Another way to delete

a segment is to select a segment and click on "Delete". In case of incorrect operation you can always undo the command using "Ctrl + Z".

Selecting is done by specifying the left edge (**green marker**) using "Alt + left mouse button" combination and the right edge (**red marker**) using "Alt + right mouse button" combination. These markers, if visible, may be simply moved by mouse. Selected area can be cleared, copied or cut using the clipboard via context menu for example. Other operations are available as well.

Adjusting volume is a frequently used operation. There is a volume scale on the left side of the program window for that. Below the scale, you can see the word "MASTER" which means that changing the volume will influence the entire project. However, it is not recommended to use this possibility. To change the volume level of selected fragment, right-click on "MASTER" and select "[Track]". Now you can use sliders in the central part of the volume scale (to adjust panning, move the left and the right sliders independently). It is important to note that the waveform should not go beyond the upper and lower limits of the track as it will lead to digital overload and distortion of audio.

Apart from the selection markers there are two more markers – the insert marker (blue) and the playback marker (yellow). They are usually clipped. The first one is generally used to insert segments from clipboard or to cut segments. The second marks current playback position.

Almost any operation can be done with mouse. However, many of them are also found in context menu and on the tool bar. Thus, to navigate through the phonogram it is enough to catch the lower half of the phonogram with the left mouse button and to move the mouse in any direction. The same can be done using the "PageUp" and "PageDown" buttons on the keyboard or by scrollbar.

With the right mouse button you can not only open context menu but also use scaling if you select the needed area. The scale can also be changed by mouse scroll or by using tool bar buttons.

Apart from opening the items for editing, mouse can be used to move another file or item onto an already opened track. In this case, the audio from the file will be added to the red cursor position and everything that is on the right side of it will be cut and moved to the right. If you need to overlay a phonogram the simplest way to do so is to create a new track with the "+" button, located below the phonogram near the volume level scale, and then to "drop" the audio onto it. Another option is to use the segment mode of editing.
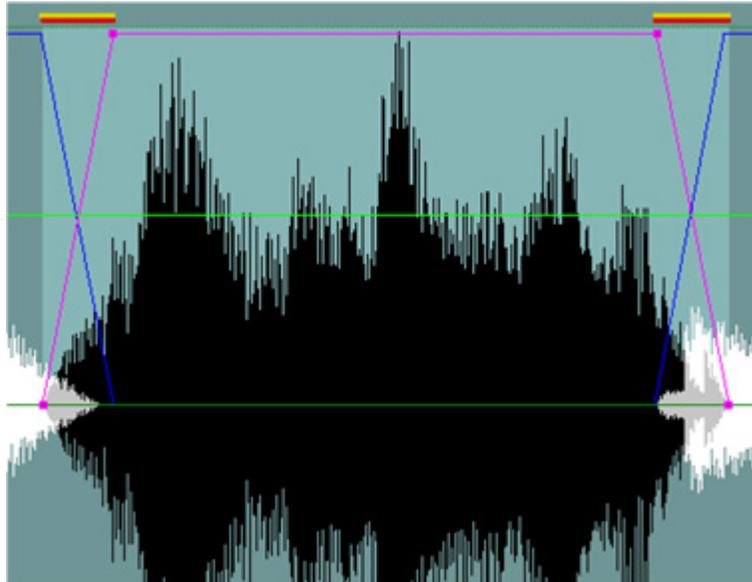
To switch to segment mode you can press "~" on the keyboard. The phonogram will then change its layout into a sequence of black and white segments, limited by a blue frame in the upper half of the phonogram. When one of the segments is selected, its frame becomes crimson. The purpose of dots at the edges is the same as in the marking window. Fade areas are additionally highlighted below the phonogram in yellow and red. These stripes remain visible after you exit the segment mode. The segments can be moved by mouse in the upper part. Please note that moving a segment changes position of all other segments that follow the moved segment and are located on the same track. To avoid this, hold down the "Shift" button. You can also move segments between tracks.

Sometimes you need to add an audio backing. This can be done both with the help of a segment that will be overlaid on top of everything else or by adding a new track. BCS Editor allows creation of a new track using the ✚ button on the tool bar, while the ▬ button deletes active tracks.

Working in regular mode or in segment mode is a question of user preference. Different situations may favor the use of any of these two modes. From the software operation's point of view, these two modes are inseparable. Thus, any deletion of a fragment of sound or addition of a new audio file to a track will lead to a cut in the segment and creation of new segment, while in segment mode you can continue working with markers by selecting and deleting areas between green and red markers. Please not that the "Delete" button basically undoes whatever selection you've done. To delete the segment itself you should use "Delete" command from the context menu.

Another frequently used function of the software is sound recording. To activate the recording mode press the red circle button on the tool bar ⬤. An additional recording control panel will be opened 00:00:00,0 ⬤ and the indicator will start displaying the output signal level. Now you can simply click on a yellow circle button or hit

"Space" to start or stop recording. The recording starts from the point where the insert marker is located, creating a new segment.

   After the sound has been recorded and edited you can save it. To do this, open the "File – Save to FILE" menu item to save to hard drive or "File – Save to DB" to save to Media Data Base. Fill in all blanks in the "Save" window from top to bottom. Pay special attention to the "Preset" parameter that allows to "Save back", deleting the original version of fragment, or to "Create new" item. The "File format" parameter determines whether all tracks and segments will remain as they are at the moment of editing ("Project") or will be mixed into a single audio file ("File*.wav" and "File*.mp").

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