



trackCaster

Multispur-Audio-Editor für Hörfunk und TV

Drenkelfort Audio Software Engineering

www.drenkelfort.com

User Manual

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1 Overview

1.1 Field of application

trackCaster is the tool for complex audio productions targeted to radio broadcast services. Recording, cutting and arranging can be done on an unlimited number of audio tracks. All necessary tools for easy arrangement of radio productions and precise audio editing are supplied by trackCaster.

1.2 Outstanding features

- Unlimited number of audio tracks for arranging different audio clips
- Wave form editor for sample accurate editing of individual audio clips
- Seamless integration of various audio formats without conversion
- Support of audio devices through Windows multimedia interface and ASIO
- All functions are quickly accessible by menus and freely configurable keyboard shortcuts.
- All operations are non-destructive. This allows working without delays and fast Undo and Redo.
- A simple and safe document management makes audio file administration easy for the user.
- Automatic backup of all operations makes it possible to restore a project up to the last user operation before a system failure. This procedure is completely transparent to the user.
- trackCaster runs on Windows 2000, XP and Vista.
- Integration into different database systems such as Digas, CUT base or DABiS800
- Creation of audio CDs using Nero (www.ahead.de) or IMAPI (Microsoft Window XP/Vista)
- Control of trackCaster using external MIDI devices
- Integration of VST audio effects
- Automatic time adjustment by 'Timestretching'

1.3 Operational modes

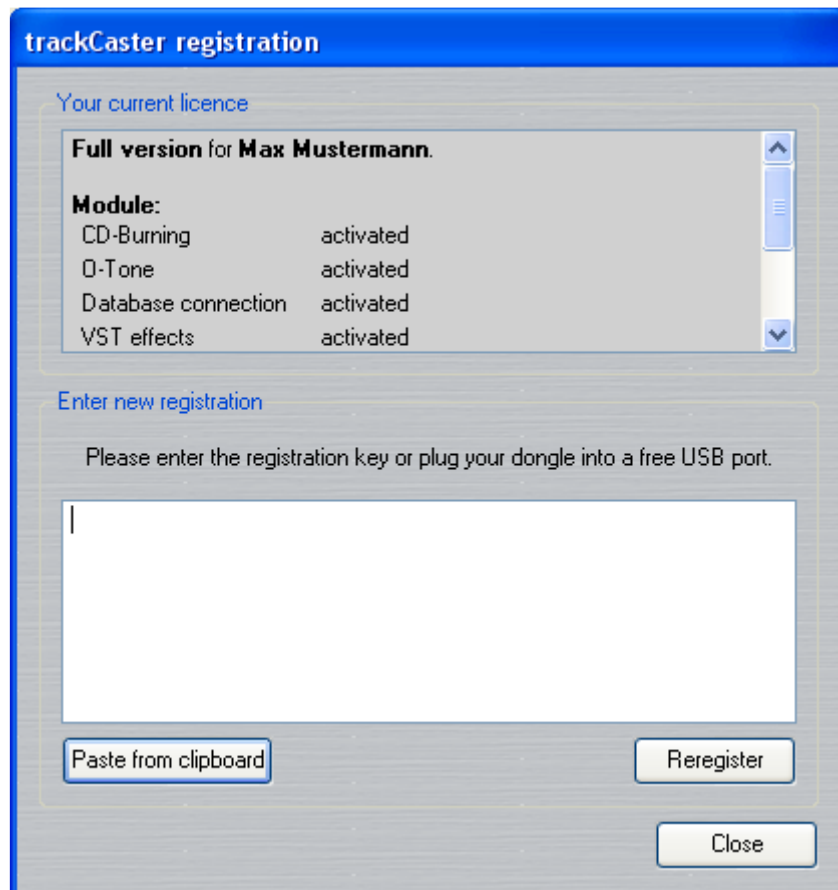
There are three work windows:

- The record window: Audio material is recorded. Audio markers can be set during recording in order to find important positions later. Audio can be directly recorded in different audio formats. Record start by level and long-term recording can be set up.
- The Cutter: Audio clips are cut and edited in volume and panorama.
- The Arranger: Different clips can be arranged on several audio tracks. Clips can be cut, trimmed and modified with fades and cross fades. Ducking clips can lower the level of other clips, e.g. to embed atmo or foreign language tracks. Simple productions can be made using the original sound mode that allows sequential playback of audio sequences by pressing keyboard shortcuts.

2 Registration

To use trackCaster you need to register. The registration also activates different modules inside trackCasters, like e.g. "VST effects" or "database connection". If trackCaster is not registered, the registration dialog opens automatically when starting the application.

You can also open this dialog by selecting "Registration" in the "Help" menu.



The registration dialog shows your current license information in the upper field.

You should enter your activation key, which you have received from your dealer, into the lower text field. If you have received the key by email, copy the text of the email into the text field by marking the text in your email program and copying it to the Windows clipboard. Then you click the button "Paste from clipboard".

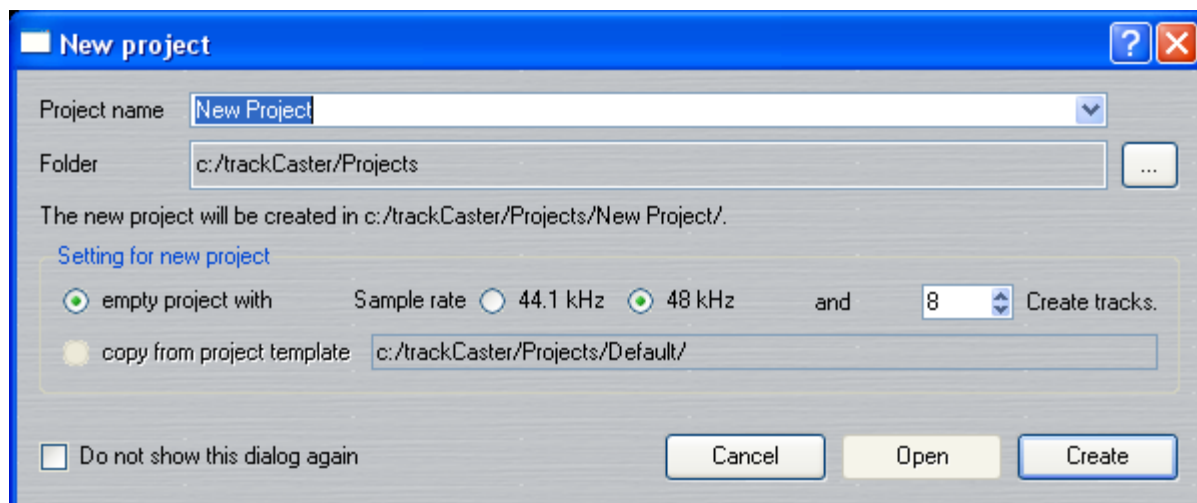
If you received a dongle, you must plug it into a free USB port of your computer. The activation key contained on it is then inserted automatically into the text field.

By clicking the button "Reregister" the activation key is finally imported.

Registration must be made with administration rights. If run from a user account with lowered permissions, you need to enter the name and password of an administrator account.

3 First Start

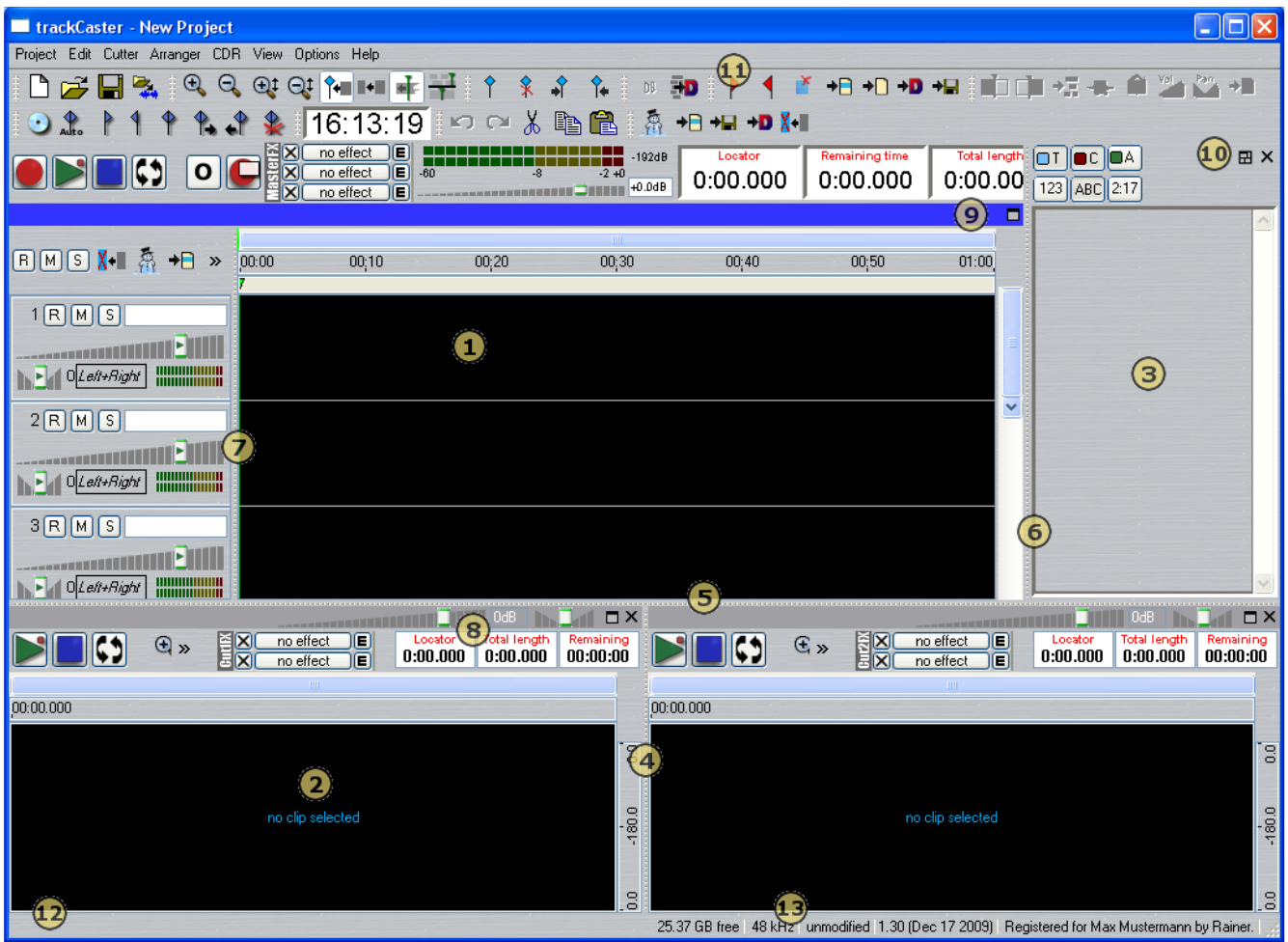
Upon launch, trackCaster displays a dialog box for loading or creating a project:



Here you can enter a name for a new project, select a base path for the project directory as well as the sample rate and the number of audio tracks, with which the project is created. If the indicated name in the base directory is valid and available, you can create a new project with this name. If the name has already been assigned to another project, the button to open this project is activated.

You can deactivate this dialog. Then a new empty project is automatically created with the standard settings.

After creating a new project trackCaster opens with an empty Arranger, two empty Cutters and an empty Clipboard.



You can start working immediately, by either pulling audio files e.g. from Windows Explorer to the clipboard via drag & drop or recording new material in the record window.

Or you load existing projects via menu or toolbar.

On the first start of trackCaster you should first configure the settings, paths, audio behavior, colors and key assignment according to your requirements.

Each button and control element contains a short help. It appears if you hover the mouse pointer over this element. If available, the keyboard shortcuts are also indicated.

- 1** The Arranger is used to arrange different clips on different tracks.
- 2** In the Cutter individual clips can be edited with cuts, volumes and panorama curves.
- 3** The clipboard offers a list of available audio files and finished clips.

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The splitter of the main window into different panels can be set up by window splitter.

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In addition, Arrangers and Cutters can either be maximised  or be represented in  standard size.

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The Clipboard can be maximised vertically using the button .

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Each individual toolbar can be freely positioned on the screen or in different places within the main window. A context menu on the right click also makes it possible to show or hide each individual toolbar.

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In the status line, messages or assistance to individual operations appear on the left-hand side.

13

On the right-hand side of the status line you see the current program status, sample rate, modification condition and program version.

4 Basic Ideas

Audio material is treated as "clips" and "takes". These are combined in a "project".

4.1 Take

"Takes" are original recordings or original material from the database. They are thus a one-to-one representation of an audio file. Takes are created by importing existing audio material, by recording with trackCaster or by merging clips and tracks in the Cutter or the Arranger.

4.2 Clip

In contrast, "Clips" are one or more takes arranged into an audio sequence. Clips thus always need at least one take as a basis. They can be edited in the Cutter or in the Arranger.

4.3 Arrangement

An "arrangement" contains clips on a number of tracks, which allow an arrangement in time and simultaneous playback. The arrangement is edited in the Arranger.

4.4 Project

trackCaster works with projects, which store all audio files, operations and accompanying data into a directory on your hard disk. Projects are the "documents" of trackCaster, which can be loaded and stored.

trackCaster starts automatically with an empty project and is immediately operational. You can start recording, importing takes and editing them without having to specify folders and project names.

When you exit trackCaster, you can save your work under a project name or discard it. In the latter case, all files created so far are deleted and all associated memory is released. If you store the project, a folder with the name assigned by you is created and the entire project is saved there. You can reload the project at any time.

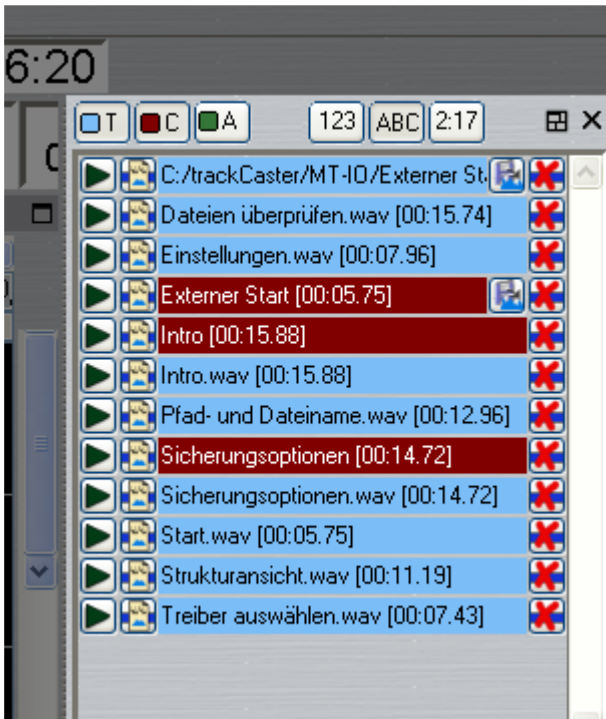
While working with trackCaster each operation is logged in a file. If trackCaster is not terminated correctly, e.g. due to a system crash or a power failure, the project's last condition is restored when reloaded by trackCaster. If you have worked on a new, yet unnamed project, this is automatically loaded and restored when starting the program.










In addition, you can save the current state of the project explicitly or automatically after a certain period of time as "version". You can go back to these versions if you want to undo your changes.


The commands to manage your projects can be found in the project menu and the toolbar.

5 Clipboard

In the clipboard you find all clips and takes which are used in the project or which you have imported for further processing.



-  If switched on, takes in the clipboard are displayed.
-  If switched on, clips in the clipboard are displayed.
-  If switched on, all clips used in the arrangement are displayed.
-  Activates sorting by creation date. Repeated clicking reverses the order.
-  Activates sorting by names. Repeated clicking reverses the order.
-  Activates sorting by length. Repeated clicking reverses the order.
-  Plays the clip/take. Repeated clicking stops the playback.
-  Opens the clip properties dialog. This can also be opened by a double click on the clip.
-  Signals that audio material is partially stored outside the project list, e.g. on a server. All material is copied into the project list by pressing this button. This can be set as standard procedure under setting files.

 Deletes the clip from the clipboard

Just like in the Arranger you can select several clips within the Clipboard. Shift clicking selects a clip between the current one and the previously selected clip.

One click while holding the control-key (CTRL) switches the clip selection on or off.

Via drag & drop you can add your selected clips to the Arranger. Holding the shift key arranges the clips vertically, otherwise they will be arranged horizontally.

The right mouse button opens a context menu with the following options:

- **Clip properties:** As described above, a dialog opens that shows you the properties of the current clip.
- **Delete clips:** As described above, the selected clips are removed.
- **Copy audio files to project directory:** As described above, external audio material is copied into the project directory.
- **Merge clips in project directory:** The selected clips are merged. All cuts and volume adjustments are included. Attention: effects are excluded!
- **Export clip to database:** The current clip is merged and sent to the database.

You can change the colors of your Clipboard entries and selections in the color settings.

6 Arranger

The Arranger is used to place your clips on multiple tracks. An unlimited number of tracks can be inserted, duplicated and deleted as required. The length of the arrangement dynamically adapts to the position and length of the clips placed on the tracks.

Clips can be dropped and placed in the arranger from the database, the Explorer or the Clipboard via drag & drop. New clips can also be recorded using the recording window.

Clips, markers and tracks can be processed using menus, toolbars, mouse or keyboard commands.



The Arranger is operated using different elements:

- 1 Toolbar for general operations like Undo, Redo, cut, copy and paste
- 2 Toolbars to adjust the display and option switches to change the properties of trackCaster regarding display and editing
- 3 Toolbar for several operations
- 4 Playback control for starting and stopping the playback as well as some options for playback








- ⑤ Display and settings of the total output level
- ⑥ Display of times within the arrangement
- ⑦ Toolbar with Arranger specific operations as well as switches to reset mute or solo for all audio tracks.
- ⑧ Position and time bar to show the time and position of the visible part of the arrangement.
- ⑨ Track bar to adjust the set of visible audio tracks
- ⑩ Track head with several controls for the audio tracks
- ⑪ Audio tracks for the arrangement of the clips
- ⑫ Clips that can be freely arranged on the tracks
- ⑬ The locator shows the current playing position.
- ⑭ Markers can be set in order to find the position of important events quickly.
- ⑮ Effect slots to apply audio effects in the Arranger

Status Displays



- ① Playback level of Arranger and Cutter. The numerical value indicates the largest level reached in dBFS. This field turns red as soon as a level exceeds 0 dB. This value can be put back by pressing the mouse.
- ② Master level for Arranger and Cutter. The value can be set by using the slider or the text field. Double clicking the left or single clicking the right mouse button resets master level to 0dB.
- ③ Position of the locator in the Arranger
- ④ Remaining play time of the arrangement or the currently playing O-sound in the O-sound-mode
- ⑤ Total playing time of the arrangement

General settings





-  This switch activates the snapping of clips, markers and the locator on existing markers or the locator. This option also effects the Cutter.
-  Enables the snapping of clips, markers and locator to a clip's start or end.
-  With this option enabled, the visible time range follows the locator during playback. So the locator is always visible. This option also effects the Cutter.
-  With this option activated, cutting a time range adjusts the position of following audio material to keep relations of already arranged clips. Otherwise, cutting out works like "punching out".
-  Here the synchronisation of locator positions between Arranger and Cutter can be enabled. Changes in the position in a window automatically cause the locators in the other windows to follow. Even if this option is not activated, the locators in the different windows are synchronized if you keep the Ctrl key pressed while positioning the locator.
-  All muted audio tracks become active again.
-  Resets 'Solo' on all audio tracks.



With the position bar you can choose the visible time range in the Arranger. The track bar controls which tracks are visible. The operation of these bars is identical.

Single click on the left mouse button



-  ,  **On the left or up arrow:** shifts the visible range to the left or up
-  ,  **On the right or down arrow:** shifts the visible range to the right or down

Mouse move with left mouse button pressed



- **On the bar:** shifts the visible range
- **On the bar's top:** shifts the beginning of the visible range
- **On the bar's end:** shifts the end of the visible range

Mouse move with right mouse button pressed



- **On the bar:** shifts the visible range
- **On the bar's top or end:** opposite shifting of beginning and end of the visible range

Mouse move with left mouse button pressed with pressed 'ALT' key



- **On the bar:** shifts the visible range
- **On the bar's top or end:** opposite shifting of beginning and end of the visible range

Double click on the left mouse button



- **Double click on the bars with partial display:** shows the entire arrangement
- **Double click on the bars with full display:** re-establishes the previously visible part of the arrangement



The time bar indicates the arrangement time. You can also adjust the visible part of the arrangement.

Mouse move with left mouse button pressed



- shifts the visible part of the arrangement

Single click on the right mouse button



- the context menu opens in order to enlarge or reduce the visible part or to show the complete arrangement

Mouse move with right mouse button pressed



- marks the time segment to zoom to

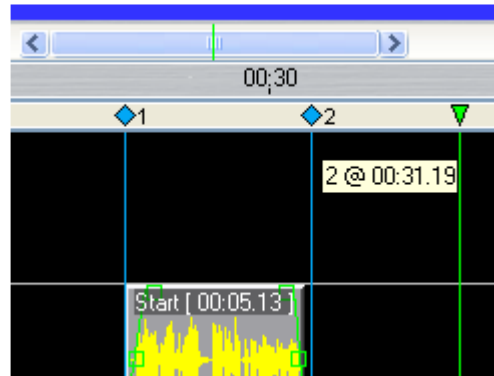
Double click on the left mouse button



- shows the complete arrangement

Marker bar

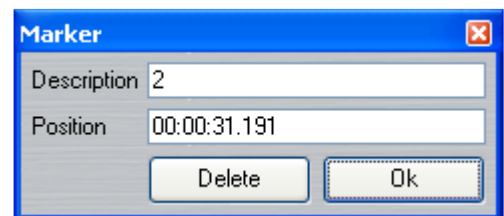
Here arrangement markers are shown. If you hover the mouse pointer over a mark for a moment, a small information window will be shown.



Double click on the left mouse button



- Double clicking the left mouse button opens the marker dialog. If a marker has been clicked, a dialog shows the values of this marker. Otherwise, a new marker is created.



Mouse move with left mouse button pressed



- A marker can be moved using the left mouse button.

Single click on the right mouse button








- A context menu opens.

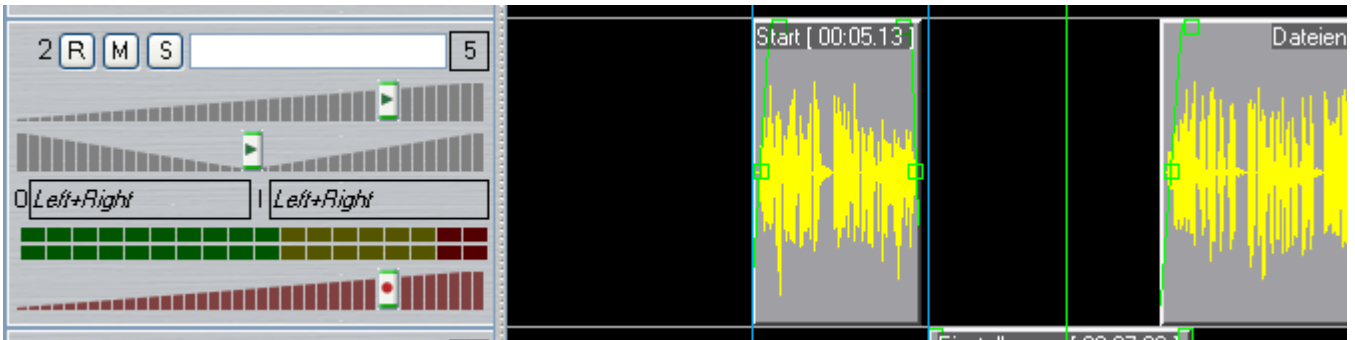
Playback control



The playback of the Arranger is started here. By pressing the button repeatedly, the playback speed can be changed: 1.5x, 2x, 1x. The playback speeds can also be switched by keyboard shortcuts. The playback can be started by keyboard shortcuts or by mouse click. If you press the left mouse button to position the locator and press the right mouse button before releasing the left mouse button, the playback starts from the locator at the mouse cursor position. This also works during playback. The position from which the playback will continue when releasing the mouse button is marked by a dashed line.

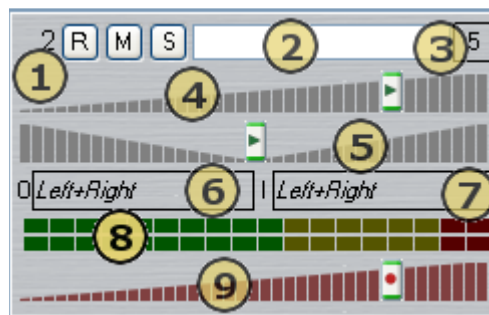
- The playback of the Arranger and the Cutters is stopped. If the playback is already stopped the locator will be set to the last starting position. This can also be achieved by keyboard shortcuts or mouse click. Single clicking the left mouse button stops the playback and sets the locator to the mouse position.
-  The standard mode plays from the locator up to the end.
 -  The loop-mode plays the selected time range in a loop.
 -  The skip-loop-mode plays a loop around the selected time range skipping it. The size of the loop can be configured in the audio settings.
 -  Activate the Original-Sound-Mode.
 -  Open the Record window.

7 Arranger Tracks



On trackCaster's audio tracks you can arrange several clips sequentially. Clips can be added to a track from the clipboard, the database, Windows Explorer or another audio track via drag & drop. On a right click the clips can be shifted freely.

An audio track consists of a track head and the track. In the track head you can define the playing properties of the audio track.

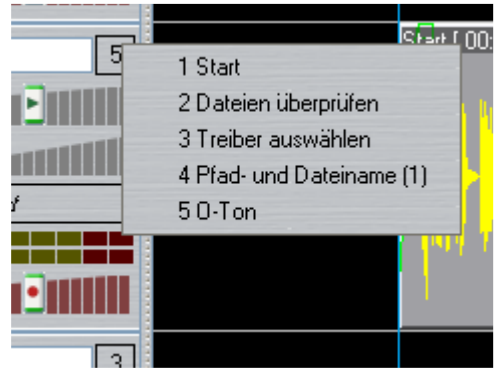


Track head

- 1 The index of the audio track
- 2 The name of the audio track can be assigned here.
- M Mute the audio track.
- S Switch audio track to "Solo"-mode.

This field indicates the number of clips on the track. One mouse click opens a menu with a list of these clips. If you selects a clip from this list, the Arranger display and the locator will be set at the beginning of this clip.

3



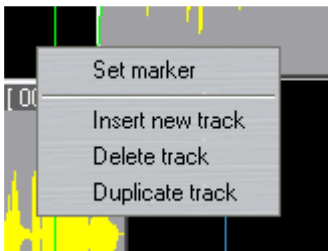
4

The playback level of the audio track can be adjusted by pushing the slider with the left mouse button. A double click or pressing the right mouse button puts the slider back to 0 dB.

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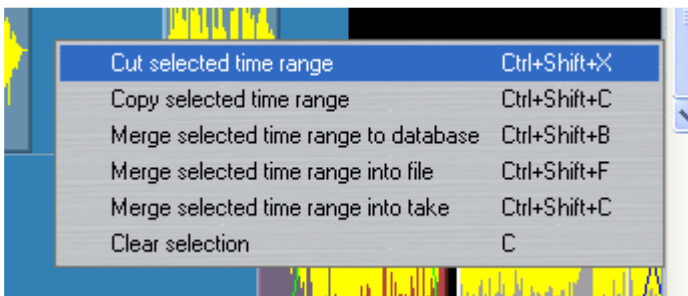
The panorama of the audio track can be adjusted by pushing the slider with the left mouse button. A double click or pressing the right mouse button puts the slider back to the central position.

Further elements for multi-channel operation can be found in the section "Track head" of the chapter "Multi Channel Operation".



By right clicking on a track you open the context menu of the current track. Here you find the following options:

- Set a new marker
- Insert a new track
- Delete the track
- Duplicate the track with all clips contained

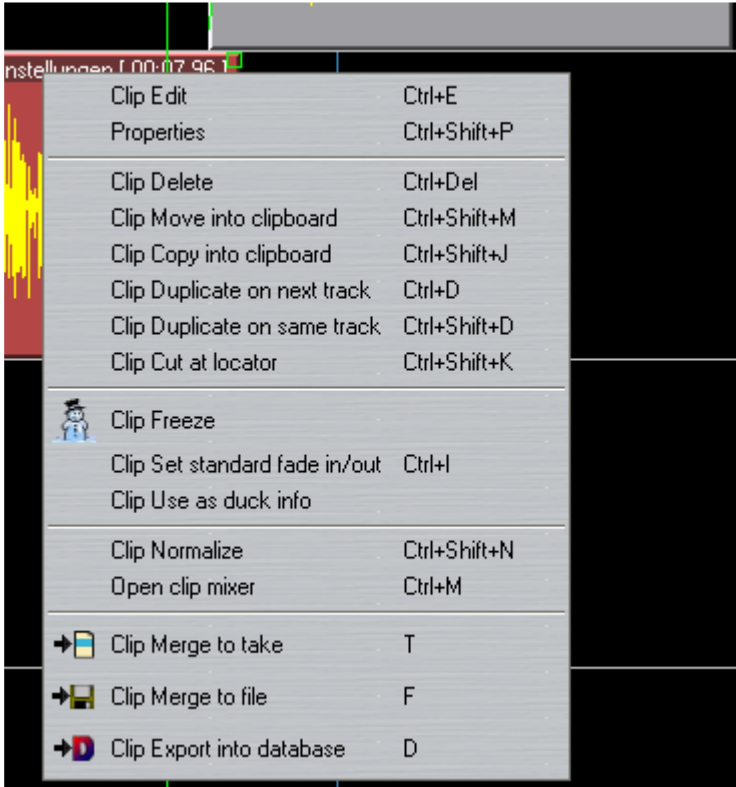


With the right mouse button you can mark a time range in all tracks. A further click on the right mouse button within the selected time range opens a context menu with several possible operations in this selection:

- cut out selection in all tracks
- copy selection in all tracks
- mix selected range in all tracks and export to database
- mix selected range in all tracks and export to file
- mix selection in all tracks and set as new take
- cancel selection

8 Editing Clips in the Arranger

8.1 Clip context menu

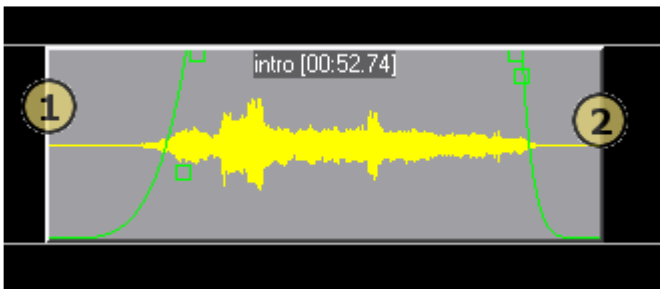


Clicking the right mouse button on a clip opens a context menu to all selected clips offering the following options:

- **Clip Edit:** The selected clip is shown in the Cutter which is opened next.
- **Properties:** A dialog with the properties of the selected clip is opened.
- **Clip Delete:** The clips are removed from the arrangement.
- **Clip Move into clipboard:** The selected clips are removed from the Arranger and stored as clips in the Clipboard.
- **Clip Copy into clipboard:** The selected clips are stored as clips in the Clipboard.
- **Clip Duplicate on next track:** Copies of the selected clips are placed on the next track with the same start time.
- **Clip Duplicate on same track:** Copies of the selected clips are placed subsequently on the current track.
- **Clip Cut at locator:** At audio head position, each selected clips is splitted in two.
- **Clip Freeze:** The selected clips are frozen or thawed out again. Frozen clips can be shifted only vertically with shift key pressed.
- **Clip Set standard fade-in/out:** The selected clips are provided with standard fades. The standard fade must be defined before using the context menu fades.
- **Clip use as duck info:** This option turns the ducking info of the selected clips on or off.
If a clip gives ducking info, you can activate an editor for the ducking curve via ducking info and edit.
- **Clip Normalize:** The selected clips are normalized on a level that has been specified in the settings.
- **Open clip mixer:** Opens the clip mixer to control the volume of the selected clips.

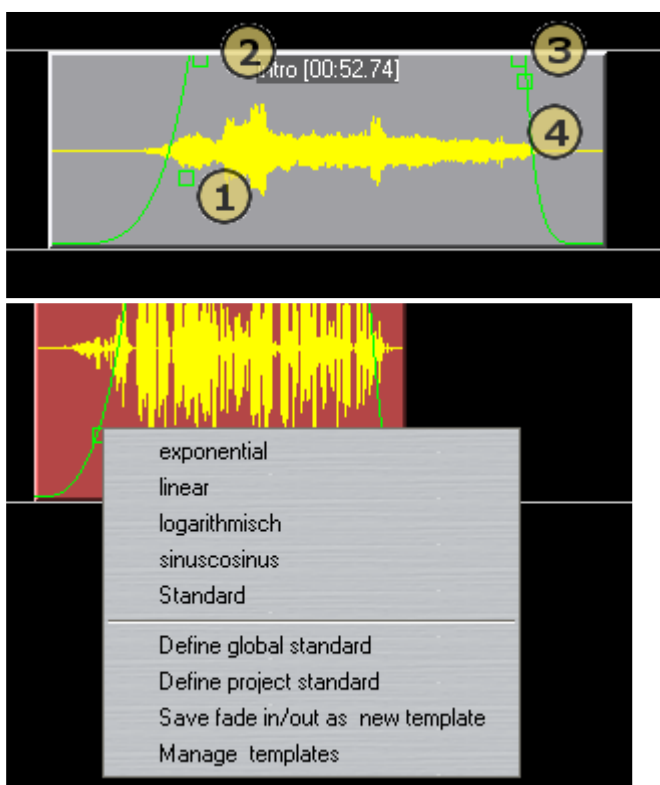
- **Clip Merge to take:** The selected clips are merged to a new Take, which is placed in the Clipboard. A new audio file is created in the project directory.
- **Merge Clip to file:** The selected clips are merged and exported into a new audio file. A dialog prompts for the name, path and format of the target file. No new entry will be created in the Clipboard.
- **Clip Export into database:** The selected clips are merged and exported to the database. If several databases exist, a dialog box inquires about the target database. No new entry will be created in the Clipboard. This option only appears if at least one database is connected.

8.2 Trimming clips



The start and the end of a clip can be trimmed by shifting the left **1** or the right **2** edge with the left mouse button.

8.3 Editing fades



If a clip's display is large enough, nodes will be shown to edit fades. The upper nodes **2** and **3** are movable to the left and right to adjust the length of the fades. The nodes **1** and **4** can be moved in all directions to modify the curve characteristics.

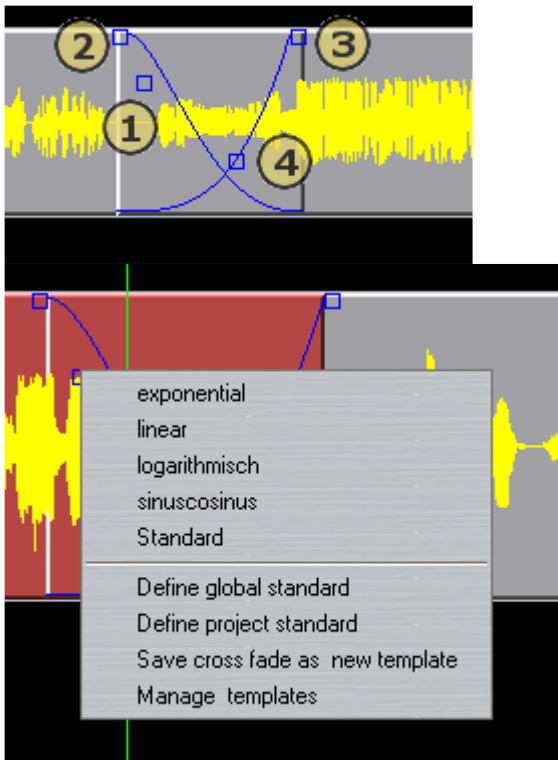
Pressing the right mouse button on a node opens a context menu. The upper entries show templates, which have been stored so far. If one of these templates is selected, the length and characteristics will be restored. Additional options are:

- **Define global standard:** This option defines the global standard of length and characteristics of

fades. These settings are used with the command "Clip Set standard fade-in/out" and in this context menu with the template entry **Standard**. This setting is immediately available in all other projects, which have not defined their own project standard as described below.

- **Define Project standard:** As described above the fade characteristics are stored and are available as **Standard** within the current project.
- **Save fade-in/out as new template:** The characteristics of this fade are stored as a new template. A dialog asks for a name, under which the template will be stored. If the option **Global** is set, the template is offered in all projects. Otherwise, the template is available in the current project only. All global and project-related templates are listed in this context menu.

8.4 Editing cross fades



If two clips overlay, a cross fade between the two clips can be defined. To do so, the display of the overlay area must be large enough. A double click with the left mouse button and pressed Ctrl key into the cross fade enlarges it to the maximum. Another double click with Ctrl key resets it to the previous display.

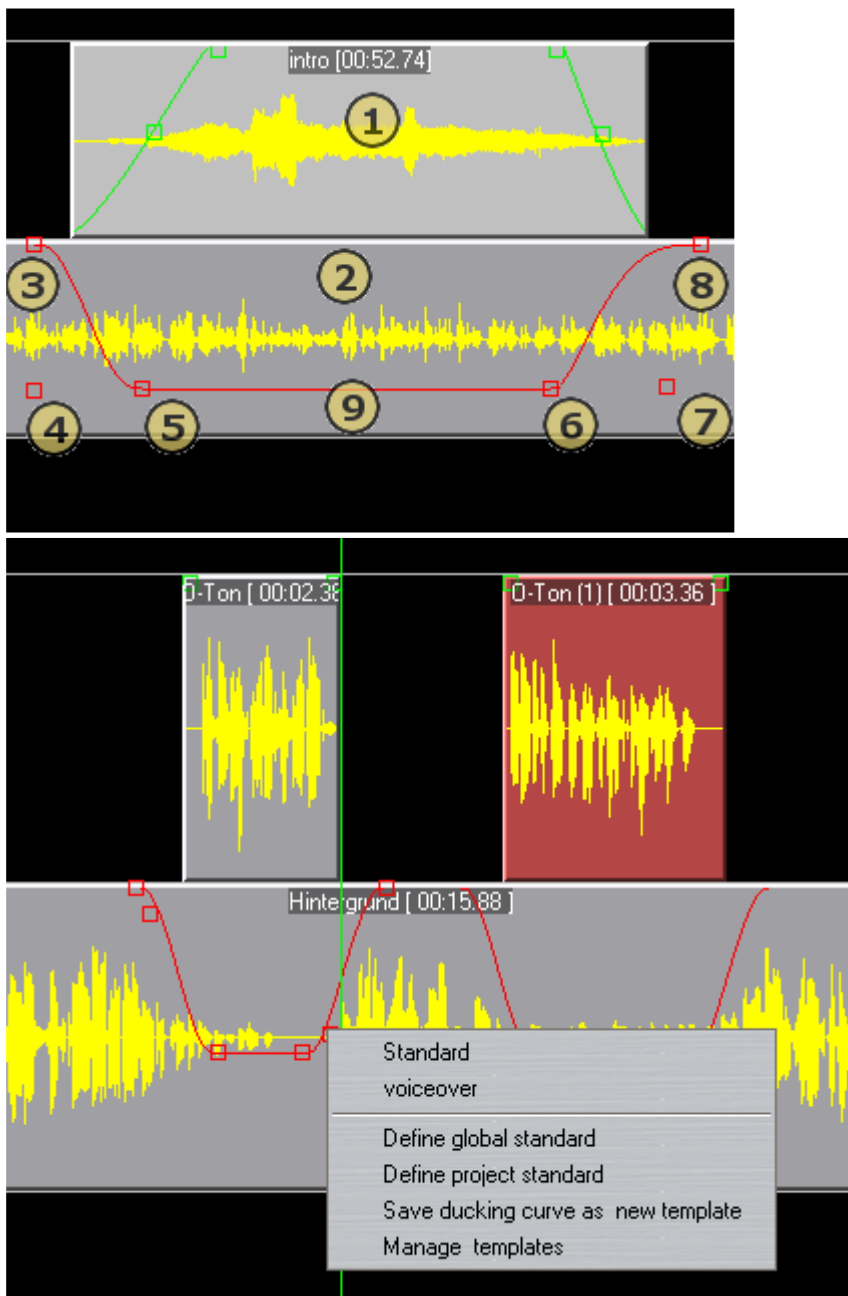
- **1** This node sets the characteristics of the fade-out curve in the front clip. It can be moved in all directions by pressing the left mouse button.
- **2** This node sets the start time of the fade out of the front clip. It can be moved to the left and right with the left mouse button.
- **3** This node modifies the end time of the fade-in of the rear clip. With the left mouse button it can be moved to the left and right.
- **4** With this node the characteristics of the fade-in curve of the rear clip are changed. It can be moved in all directions by pressing the left mouse button.

A single click on the right mouse button on the nodes opens a context menu. First it offers a list of all templates stored as described below. Selecting such a template restores length and curve characteristics. In addition, the following options are available:

- **Define global standard:** This options defines the global standard of length and characteristics of cross fades. These settings are offered in this context menu under the template entry **Standard**. This setting is immediately available in all other projects that have not defined their own project standard.

- **Define project standard:** As described above the cross fade characteristics are stored and are available as **Standard** within the current project.
- **Save cross fade as new template:** The characteristics of this cross fade are stored as a new template. A dialog asks for a name, under which the template will be stored. If the option **Global** is set, the template is offered in all projects. Otherwise, the template is available in the current project only. All global and project-related templates are listed in this context menu.

8.5 Editing ducking options



- **1** This clip gives ducking info. Thus it lowers the volume in the audio track beneath. The sinking is firmly connected with the clip and is shifted or deleted with the clip. The range and characteristics of the sinking are indicated by a curve in the respective audio track. If a clip gives ducking info, an editor for the ducking curve can be activated using the clip context menu.
- **2** This clip experiences a volume reduction by the clip in the track above which gives ducking info.
- **3** With this node you modify the beginning of the sinking. It can be shifted to the left and right.
- **4** Here you modify the curve characteristics of the

falling edge. This node can be moved in all directions.

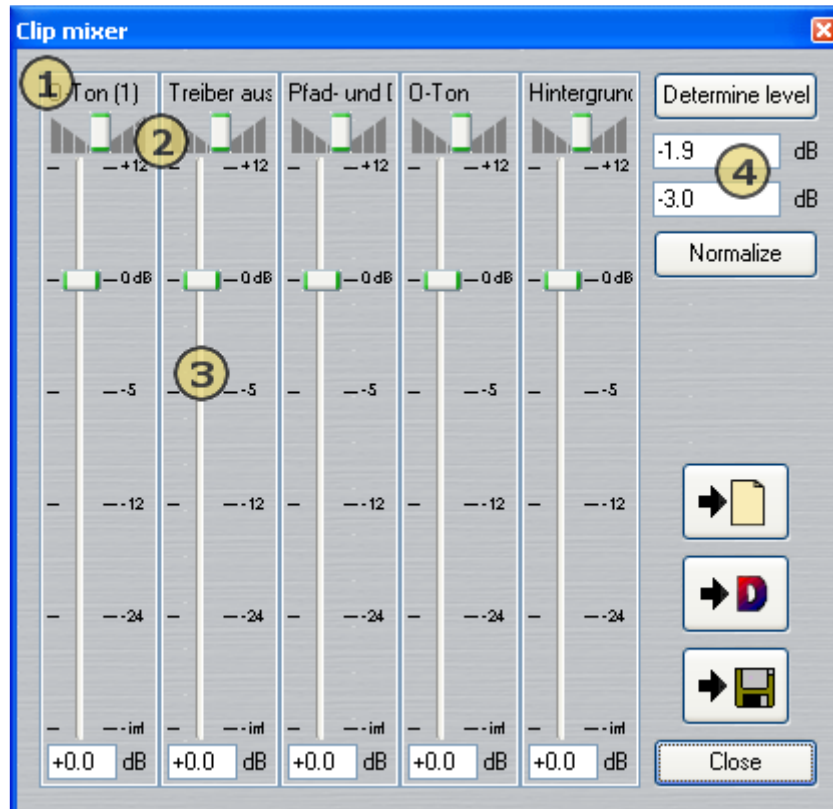
- **5** By shifting this node to the left or right you define the maximum cut. The vertical position specifies the intensity of the sinking.
- **6** Accordingly, you adjust the start time of the fade-in by shifting this node to the left or to the right. Again the intensity of the sinking is given by the vertical position.
- **7** Here you modify the curve characteristics of the rising edge. This node can be moved in all directions.
- **8** With this node the end of the sinking is specified. It can be shifted to the left and right.
- **9** By shifting the lower line up or down the sinking can be decreased or increased.

Like cross fades and fade-in/out you can store the current ducking info in templates or use them as a standard setting for newly created ducking info. Such templates can be applied to any existing ducking info. For this you open the appropriate context menu with one right click on one of the nodes.

- **Standard:** This options defines the global standard of length and characteristics of ducking curves. These settings are offered in this context menu under the template entry **Standard**. This setting is immediately available in all other projects which have not defined their own project standard as described below.
- **Define project standard:** Just as described above, the characteristics are stored as **Standard**, but only within this project.
- **Save ducking curve as new template:** The characteristics of this ducking curve are stored as a new template. A dialog asks for a name, under which the template will be stored. If the option **Global** is set, the template is offered in all projects. Otherwise, the template is available in the current project only. All global and project-related templates are listed in this context menu.
- **Manage templates:** This option opens a dialog to move, delete or rename global and project templates. Here you can find a detailed description of this dialog.

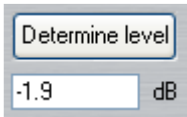
9 Clip Mixer

The clip mixer can be opened in the Arranger via the clips context menu or with the assigned keyboard combination. In the clip mixer the selected clips are represented as channels, whose volume can be adjusted. With the same operation further clips can be added to the mixer, as long as the clip mixer window remains open. By closing the clip mixer a completely new mixing process can be started.

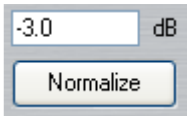


Channels

- ① Name of the clip
- ② Panorama control for the clip
- ③ Volume control for the clip
- ④ Numeric display and input mode for the volume of the clip



Here the level of the sum signal can be determined. The clips are added according to their volume control and position in the arrangement and the resulting signal is measured.



With the normalization function all clips are boosted or lowered according to the level given. Therefore, the maximum level is determined as described above.



Enter the sum signal as new clip into the clipboard register.




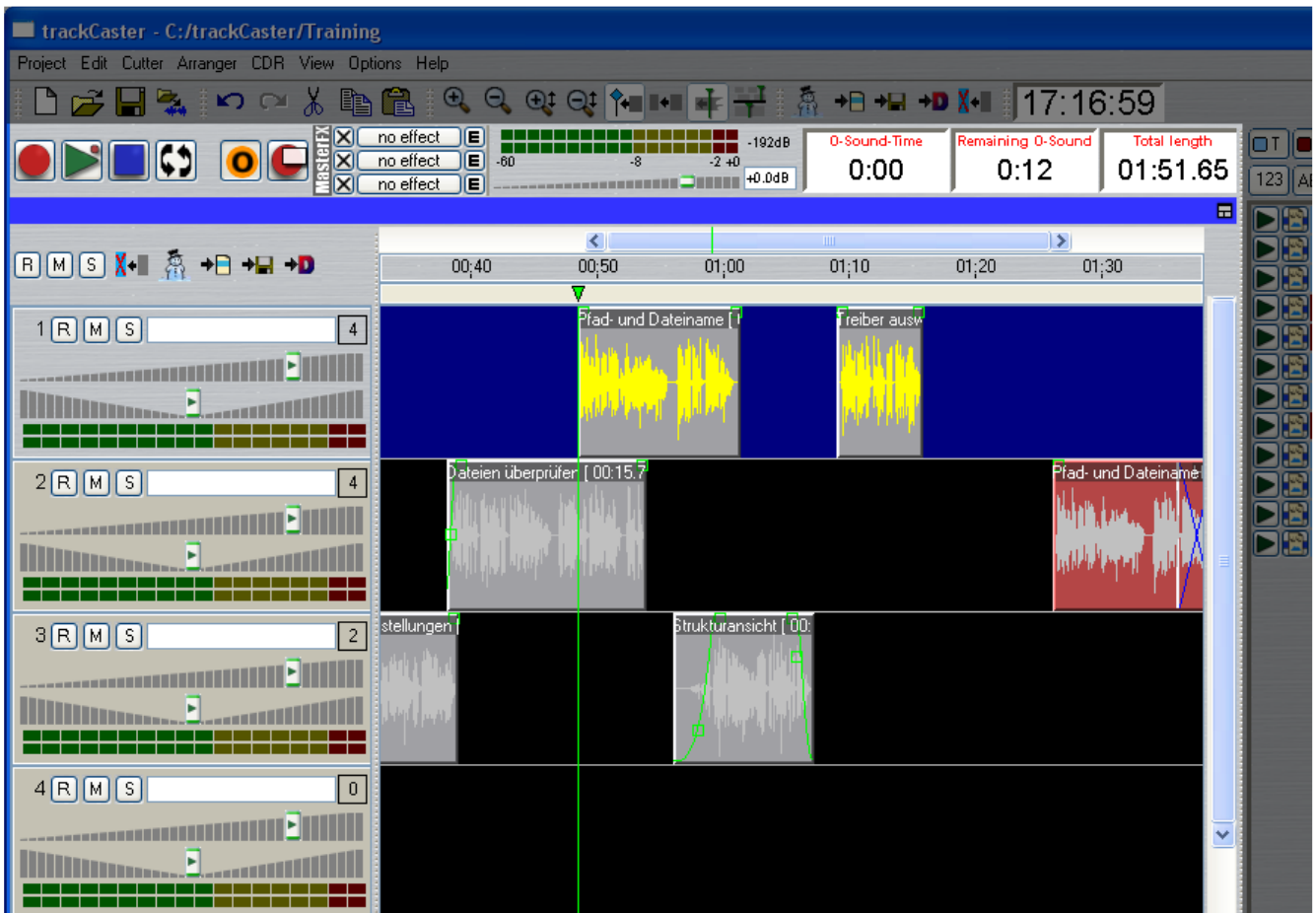
Save sum signal in an audio file. You set the format in the file dialog by specifying the file extension.



Store sum signal in an attached database.

10 Original Sound Mode

The original sound mode is activated by clicking the  button. In this mode all tracks in the Arranger are muted except for the first one. The operations for locator position and replay are slightly modified in order to simplify live operation with the clips put on the first track. These are usually original recordings which are played back concurrently or interleaved with a spoken presentation. This presentation can be simultaneously recorded in the record window.



While in original sound mode the following modifications apply:

- Positioning the locator by means of mouse or keyboard always snaps to the beginning of the next clip in the original sound track. If the locator is positioned behind the beginning of the last clip, it is set to the beginning of the first clip.
- The playback automatically ends at the end of the clip that is currently playing. Afterwards the locator automatically jumps to the beginning of the next clip. This also happens if the playback is stopped by the user.

- Overlapping clips in the original sound track are regarded as a single original recording, i.e. the playback stops only at the end of the last of these overlapping clips.
- The time displays in the Arranger indicate the time past and the remaining time of the current original sound.
- The functions "move locator forward/backward " (standard keyboard assignment left/right) jump back and forth between the original recordings.

11 Arranger Mouse Operation

The following table describes the mouse operations of the Arranger. All mouse operations automatically shift the visible area, if the mouse pointer reaches the edges of the window. Zooming in or out with the corresponding keyboard shortcuts during mouse operations always refers to the current mouse position. Otherwise, it refers to the locator.

Single click on the left mouse button



- **On clip:** Select the individual clip. The old selection is cleared.
- **On track:** Set locator and stop playback.

Mouse move with left mouse button pressed



- **On track:** Set locator. During playback the new locator position at the mouse position is marked with a dotted line, while the locator shows the current playback position.
- **On clip edge:** The selected clips are trimmed at the beginning or end.
- **On mark:** Shift mark.
- **On clip fade nodes:** Move clip fade nodes.
- **On clip crossfade nodes:** Move clip crossfade nodes.
- **On ducking nodes:** Move clip ducking fade nodes.

Double click with the left mouse button



- **On clip:** Open clip in the Cutter.
- **On track:** Set locator and stop playback.

Single click on the left mouse button with Shift key pressed



- **On clip:** Select all clips between the current selection and the clip clicked.
- **On track:** Draw a rectangle to select all clips contained.



Mouse move with left mouse button and Shift key pressed

- **On track:** Draw a rectangle to select all clips contained.

Single click on the left mouse button with Ctrl key pressed



- **On clip:** Toggle the selection state of the clip.
- **On track:** Synchronize locator in Cutter and Arranger and stop playback.

Mouse move with left mouse button and Ctrl key pressed



- **On track:** Draw a rectangle to specify the new track and time range to be displayed.

Mouse move with left mouse button pressed and subsequently pressing the Ctrl key



- **On track:** Synchronize locator in Cutter and Arranger. During playback the new locator position at the mouse position is marked with a dotted line, while the locator shows the current playback position.

Double click on the left mouse button with Ctrl key pressed



- **On clip:** Display the complete clip as large as possible. A second double click with Ctrl key pressed resets the displayed area.
- **On cross fade between two clips:** Display the complete cross fade range as large as possible. A second double click with Ctrl key pressed resets the displayed area.

Mouse move with left mouse button pressed and subsequent right click



- **On track:** Set locator and start playback. During playback the new locator position at the mouse position is marked with a dotted line, while the locator shows the current playback position.

Single click on the right mouse button

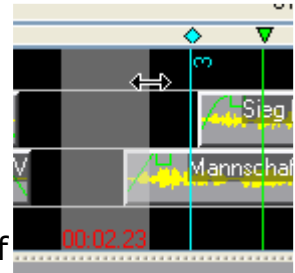


- **On clip:** Open context menu to selected clips.
- **On track:** Open context menu to the current track.
- **On mark:** Open context menu to the current mark.
- **On clip fade nodes:** Open context menu to the clip fade.
- **On clip cross fade nodes:** Context menu to clip cross fade nodes

Mouse move with right mouse button pressed



- **On clip:** Move selected clips.
- **On track:** Select a time range. The length of the time range is shown at the lower edge of the marking.
- **On selection:** Shift the selection.
- **On edge of selection:** Shift the edge of the selected time range. The new length of the time range is shown at the lower edge of the marking.



Mouse move with right mouse button pressed with Shift key pressed



- **On clip:** Move selected clips vertically on another track. The starting time is preserved. Frozen clips are also moved like this to another track.

Move mouse with pressed right key with Ctrl and Shift key pressed



- **On track:** Draw a rectangle to specify the new time range to be displayed.

Single clicking the right mouse button with Ctrl and Shift key pressed







- **On track:** Restore the previous display area.

12 Arranger Toolbar

Display toolbar

The toolbar is used to zoom in the Arranger and Cutter.

-  Zoom in on the time display around the locator
-  Zoom out of the time display around the locator
-  Zoom in on the vertical display around the locator
-  Zoom out of the vertical display around the locator

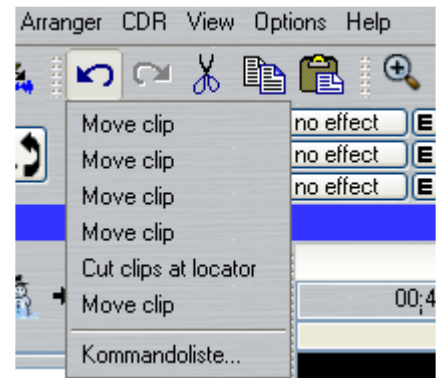
Edit toolbar

Here you find general commands for the Arranger and Cutter.

Undo the last operation. If you keep the mouse pressed for a moment, a context menu will list your last commands. If you select one of these operations, all following commands will be undone.



Under command list a dialog containing a list of your latest operations appears.







Redo the last operation. If you keep the mouse pressed for a moment, a context menu will list your previously undone actions. If a command is selected here, all following operations will be restored.



Under command list, as with Undo, a dialog with a list of your latest operations appears.

Marker toolbar

The marker toolbar offers tools for creating, deleting and controlling markers in the Arranger and Cutter.

-  Sets a marker at the current locator position
-  Deletes the marker at the current locator position
-  Sets the locator on the next marker
-  Sets the locator on the previous marker

Arranger toolbar

The Arranger toolbar offers specific options for editing in the Arranger.



Fix all selected clips (freeze). These cannot be shifted anymore. If all selected clips have already been frozen, this adjustment is waived.



All selected clips mix into a new Take and are sent to the clipboard. Active audio effects in the Arranger or time adjustments can be included.



All selected clips mix into an audio file. A dialog opens which inquires about the path and name of the audio file. Active audio effects in the Arranger or time adjustments can be included.





All selected clips mix into a new Take and are put into the database. If several databases are available, a dialog inquires about the target database. If no database is available, this option is deactivated.

13 Multi Channel Operation

In the Arranger audio material in mono or stereo from different audio sources can be recorded and played separately. In the Arranger you can record several tracks simultaneously and play back trackwise, while the record window provides individual mono or stereo recording.

The multi-channel operation is activated by your registration key.

13.1 Arranger

The Arranger has a button to activate track record  beside the button to open the record window . If track record is active, that button flashes until the playback in the Arranger is started. Then the Arranger is also in record mode and the button lights brightly red. All tracks that are in record mode record the outstanding audio material at the locator position.

13.2 Track head

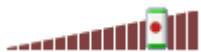
In multi-channel operation the track head contains - apart from the elements described in "Arranger tracks" - special elements for the adjustment of records and the playback of tracks.

R

With this button the track is switched into record mode. If Arranger record is active, the audio material at the locator position is saved as a clip during playback.

Left+Right

Here you select the audio channel on which the audio signal is to be recorded. With the right or left mouse button you open a selection menu. A red field signals that no audio channel of this name is configured. If the font is in italics, the standard channel is selected.



This slider adjusts the record volume.



This level control shows the input level in the record mode and the output level during playback.

Left+Right

Here you select the audio channel on which the signal of this track is played. With the right or left mouse button you open a selection menu. A red field signals that no audio channel of this name is configured. If the font is in italics, the standard channel is selected.

For better navigation all these elements can optionally be faded in or out in record and playback mode. Right click on the track head to find the selection menu.

13.3 Synchronize recording

If a clip is played, it will need some milliseconds to be transmitted by the audio device of the computer, a mixer, an amplifier or further devices to the loudspeakers and thus to be audible. A signal to be recorded takes a similar way from the microphone to trackCaster, until it is saved as a clip in a record track. These signal running times depend on the audio device and the audio components attached. This delay must be compensated by trackCaster during recording. Therefore, you can indicate the record delay in the audio settings by "correction during simultaneous record and playback".

In order to determine this delay, you proceed as follows:

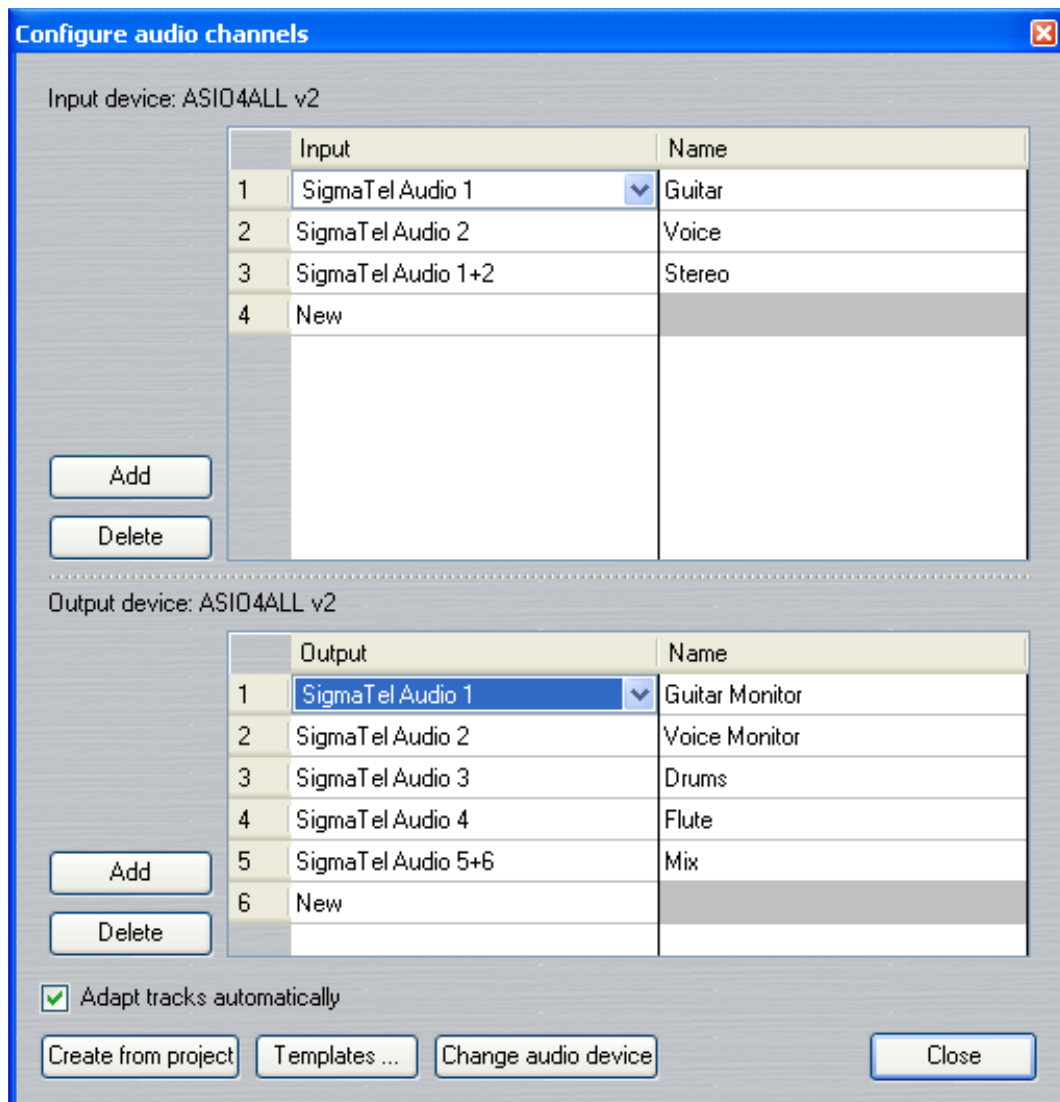
1. Create a new empty project.
2. Set the record delay in the audio settings to 0 and press "Apply".
3. Put a reference clip into the first track and select a clearly recognizable audio event to set an Arranger marker. Enlarge the resolution of the Arranger to easily locate this point.
4. Make sure that your audio wiring is properly connected and ready for recording.
5. Set the second track and the Arranger on record mode.
6. Put the locator at the beginning of the reference clip in the first track and start the playback. Now a new clip is recorded in the second track with the signal of the reference clip from the first track. You will see that the signals are shifted a little in correlation to each other. Stop the record as soon as the selected audio event from the reference clip has been recorded.
7. Enlarge the Arranger resolution again so that you can exactly see the audio event in the new clip and set another Arranger marker.
8. Select the range between these two markers in the Arranger .
9. Press the key "from selection" and afterwards "Apply" in the audio settings. Thus the length of the selected time segment is set as acoustic delay.
10. Repeat recording on the second track. The audio signals should be synchronous now. Minor shifts can be corrected by increasing or decreasing the acoustic delay.

14 Audio Channels

Audio channels are symbolic names for mono or stereo channels of the audio devices in your computer. They can be adjusted in the tracks of the Arranger as source and sink for record and playback. They allow simple allocation of your hardware configuration to the tracks of the Arranger. Even if a project is loaded on different computers with different audio devices and different wiring, a sensible channel allocation of the project will remain if the names of the audio channels are created on all computers assigned.

A list of the audio channels is stored per audio device. If you change between different audio devices, the last audio channel list is always adjusted.

You reach the setting dialog for the audio channels via "configure audio channels" in the audio settings or via the entry of the same name in the menu "settings".



Here you can define an unlimited number of audio channels separately for input and output. The first column indicates the adjusted channel of the audio device. On a mouse click a list box of available channels of the current audio device opens. In the line "new" a new audio channel is created. In the second column a name for this channel can be entered. The key "add" creates a new audio channel in the current line. The key "delete" removes the currently selected audio channel. The adjusted audio channels are immediately available in the lists of sources and sinks in the track heads of the Arranger. If necessary, deleted or renamed audio channels are marked red in the track heads to show that there is no audio channel of this name.

If the option "adapt tracks automatically" is selected, the channel names set in the Arranger tracks are automatically adapted when renaming the audio channels.

The key "create from project" automatically creates all missing audio channels used in the Arranger. Then you can assign them to the channels of the current audio device in a sensible way.

Under "templates..." different templates for audio channels can be loaded and stored.

"Change audio device" opens the audio settings, where you can adjust the audio device.

15 Cutter

The Cutter is your tool in trackCaster to cut individual clips precisely and to edit volume and panorama. Up to two Cutter windows are at your disposal, whose size can be adjusted by a window splitter.

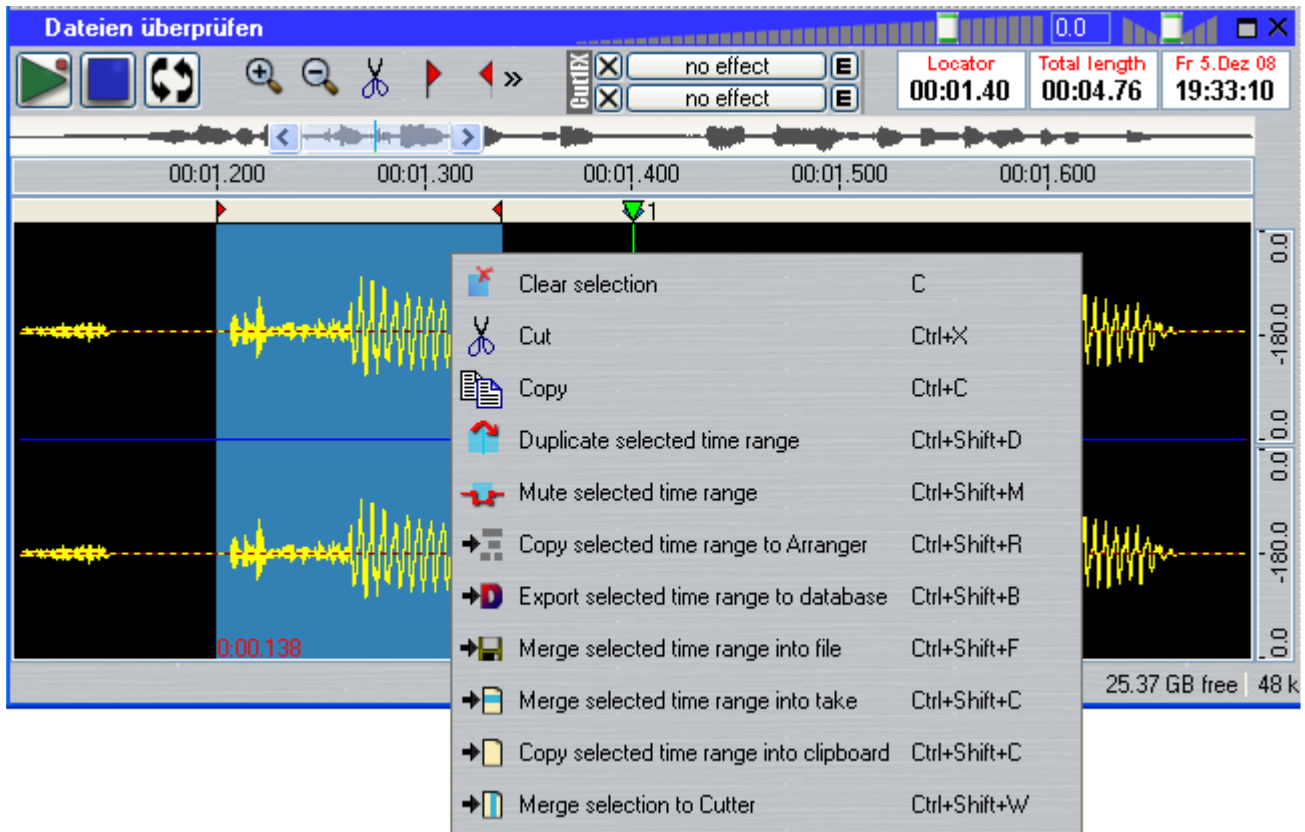



- ① The name of the clip can be edited here directly.
- ② Display and setting of the relative clip level in dB via text field and slider.
- ③ Adjust clip panorama.
- ④ Playback control for start and stop as well as selection of playback mode, e.g. loop or skip.
- ⑤ Command keys for zooming and clip editing.
- ⑥ Activate editors for the volume and panorama curve.
- ⑦ Time displays of locator position, total length and real time of the locator position.
- ⑧ Position bar for adjusting the visible time range with the mouse.
- ⑨ Time bar to display and set the visible time range with the mouse.
- ⑩ Marker bar for editing clip markers and cuts as well as for highlighting a time range in the clip.
- ⑪ Curve for editing the fade-in characteristics.








- 12 The locator shows the current playback position.
- 13 An inactive cut marker shows that a cut can be edited here within the clip.
- 14 A clip marker to quickly find highlights within a clip.
- 15 A marked cut for editing automatically displays a curve editor for editing the cross-fade characteristics.
- 16 The selected time range can be used for measuring lengths, for repeating or skipping playback and for copying or cutting out.
- 17 Curve for editing the fade-out characteristics.
- 18 This curve shows the current shape of the volume curve. This allows dynamic volume adjustment within a clip.
- 19 The curve indicates the current shape of the panorama curve. This allows dynamic panorama adjustment within a clip.
- 20 The level bar shows the volume scale. Here you can adjust the display with the mouse.
- 21 Effect channels for merging audio effects in the Cutter.

16 Editing Audio in the Cutter

In the Cutter you can cut, copy and parts parts of the audio material.

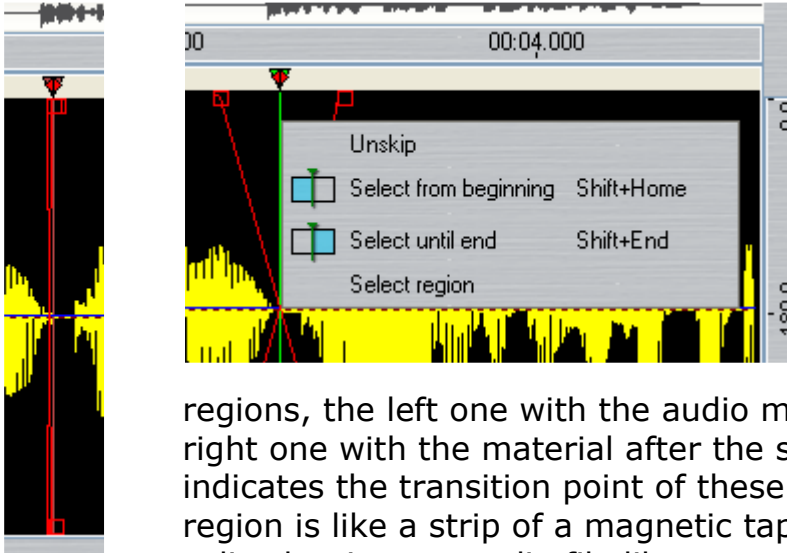



The selected range is highlighted in color and shows two tags in the marker bar. One click with the right mouse button  opens a menu showing the options for operation. All these operations you can also find in the toolbar or in the window menu under "Cutter". The corresponding keyboard shortcuts are also shown, which can be used to activate the operation without a mouse.

-  Unmark selected time range.
-  Delete selected time range and copy to the Clipboard
-  Copy selected time range to the Clipboard
-  Copy selected time range synchronously as new clip to the Arranger
-  Duplicate selected time range
-  Mute selected time range
-  Copy selected time range into clipboard

➔ Merge selected time range into audio file


➔ Export selected time range to database



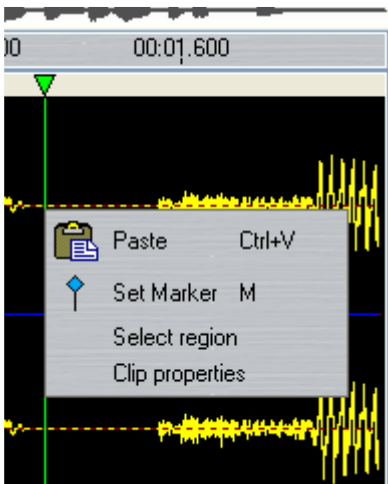
Cutting out the selection sets  a cut mark. The locator is automatically set on an adjustable time before the cut. So you can check the cut immediately.




From the technical side, the audio material has been divided into two audio

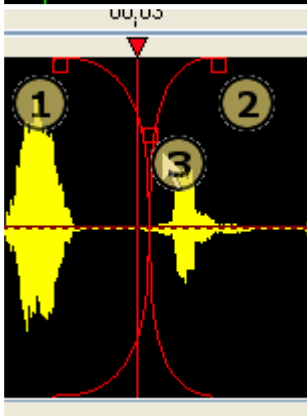
regions, the left one with the audio material before the selection, the right one with the material after the selection. The cut mark just indicates the transition point of these two audio regions. An audio region is like a strip of a magnetic tape and a clip like a number of spliced strips, an audio file like a recorded magnetic tape. However, in contrast to the strip, an audio region "remembers" where it was cut out. If an audio region has been cut out of the middle of an audio file, you can restore the audio material before and after the audio region.

With the right mouse button  you can open a context menu with different cut operations:


- **Unskip:** Existing audio material, which was behind the end of the left and before the beginning of the right audio region, is restored. If the two audio regions are chronological sequences of one audio file, only the part between the two regions is restored.
- **Select region:** Here you can select the following audio region
- **Select from beginning:** Select the clip from cut to beginning
- **Select until end:** Select the clip from cut to the end





With  low-cut ranges or  copied ranges you can paste  again at the locator position in the Cutter or in the Arranger. The ranges remain in the clipboard until a new range or clip is copied. It is also possible to exchange audio strips between different clips. The channel number of a clip is automatically adapted to the audio region with the largest number of channels.








A cut is automatically provided with a standard cross fade, which can be edited at the nodes of an active cut. The size of the crossfade range is limited only by the quantity of the audio material at the beginning and end of the cross-faded audio region and the size of adjacent crossfade ranges.

1 With this node you adjust at which time the fade-out of the left audio region is to begin, by shifting  it to the left or right. You can draw the nodes as far to the left,

until you either reach the beginning of the audio file of the audio region to be faded in or the edge of the crossfade range to the next left audio region. Normally the nodes for fade-in and fade-out are moved simultaneously. If you press the Ctrl key at the same time   , you can move them independently.

2 Here the time is adjusted, at which the fade-in of the right audio region is to be stopped.

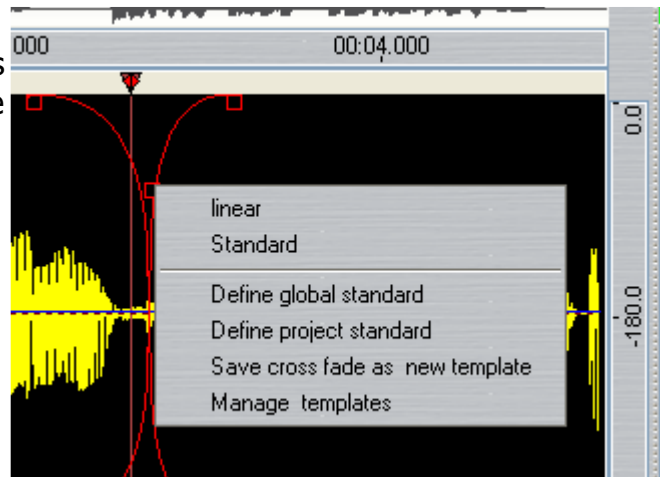
3 Here you adjust the curve characteristics of the cross fade. By shifting the node vertically,  you adjust the slope of the crossfade curve. Normally the intersection of the fade-in and fade-out curves is exactly on the cut between the two audio regions. With the Ctrl key pressed   you can move this intersection freely within the crossfade range. Single clicking the left mouse button on this node while holding the Shift key pressed  sets an "equal-power" mode. This is useful if a cut between very different audio material is made.

On all nodes you can open a context menu with  the right mouse button for creating and loading crossfade templates as well as defining the standard cross fade.

- **Define standard:** Here you define the length and characteristics of this fade as standard. These settings are offered in the context menu under templates as **standard** and are adjusted with new cross fades according to standard.

- **Save cross fade as new template:** Here you save the length and characteristics of this fade as a new template. A dialog asks for a name, under which the template is to be stored. Here you

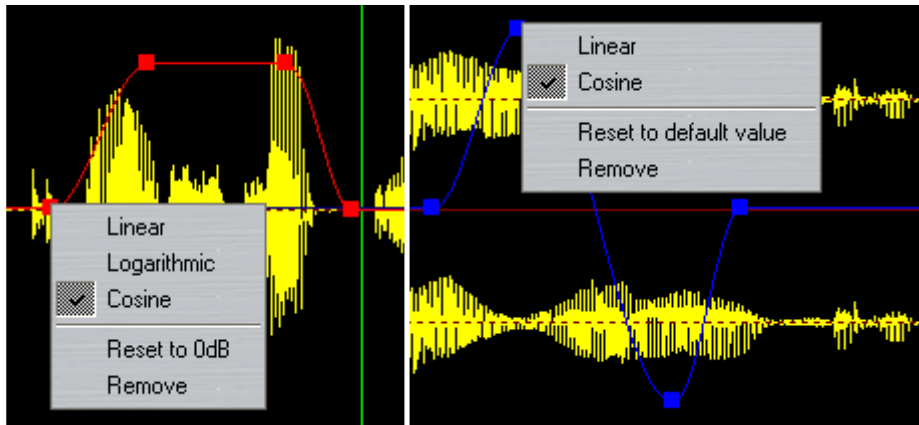
can also determine whether the template is to be offered **globally** in all projects or only in the current project. All global and project-related templates are listed - as described above - in the context menu.






17 Volume and Panorama Editor

The volume and panorama editors of the Cutter offer the possibility of editing the volume and the panorama curve over the course of time.

The editors can be activated by the Cutter toolbar buttons  and  or the respective keyboard shortcuts.



If one of the two editors is active, you can add new nodes with the left mouse button   while holding down the Ctrl key. If a node is already present at the mouse position, it will be removed.

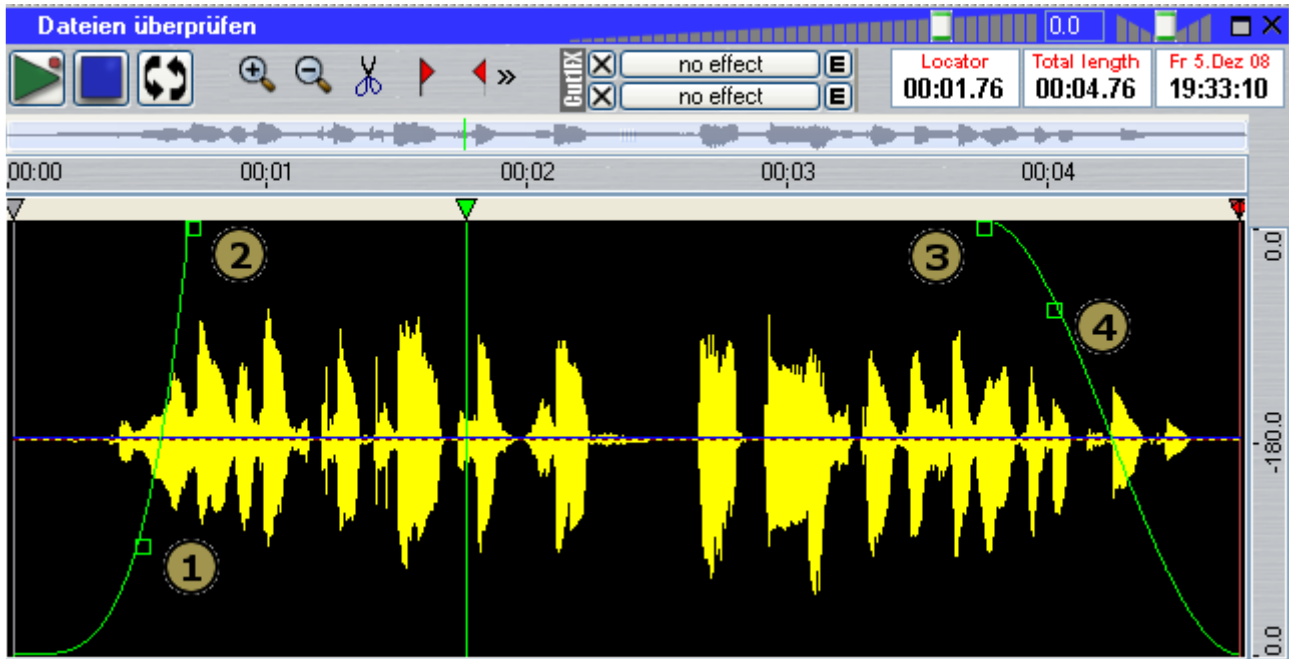
A node can be moved now with the left  mouse button. If a node is shifted within a selected time range, then all nodes are shifted within this selection.

By clicking with the right mouse button  on a node you open a context menu with the following options:

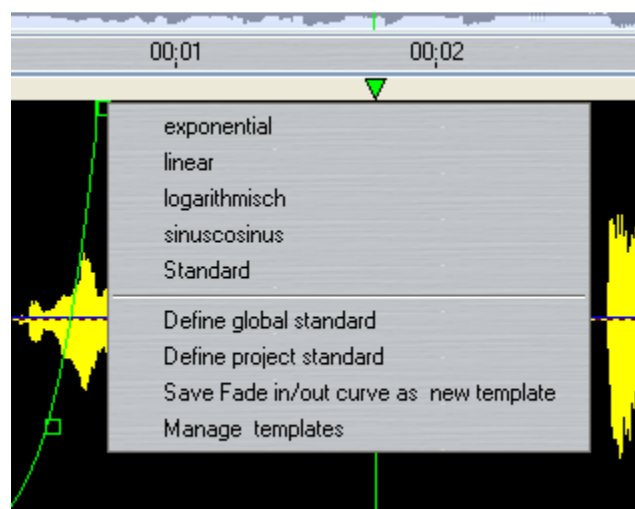
- Curve shapes
 - Linear
 - Logarithmic (only in the volume curve)
 - Cosine
- Put back the node to 0 dB in the volume curve or to central position in the panorama curve. This options will only show if the node is not yet in this position.
- Remove the node. If this node is within the selected time range, all nodes within the selection will be deleted.


18 Editing Fades in the Cutter

As in the Arranger, the fades of a clip can also be edited in the Cutter.



The upper nodes ② and ③ can be moved to the left and right with the left mouse button. Thus, you define the length of fade-ins and fade-outs. The nodes ① and ④ are movable in all directions. Here the curve characteristics are set.





Clicking the right mouse button  on a node opens a context menu. On top the menu offers all the templates that have been stored so far. If you selects one of these templates, its length and characteristics are set. Moreover, you find the following options:

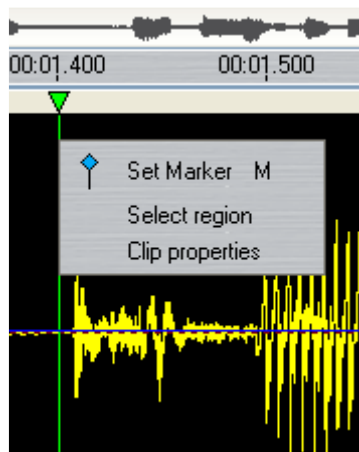
- **Define standard:** This defines the length and the characteristics of the fade as standard. It is used for the command "Clip Set standard fade-in/out" and is offered as a **standard** template in this context menu.
- **Save fade-in/out curve as new template:** Here the length and characteristics of this fade are saved as a new template. A dialog asks for name and path, under which the template is to be stored. All templates, which are found in the program directory, are listed in this context menu.



There are three one-second fade-in examples and a standard template, which can be set via keyboard shortcut.

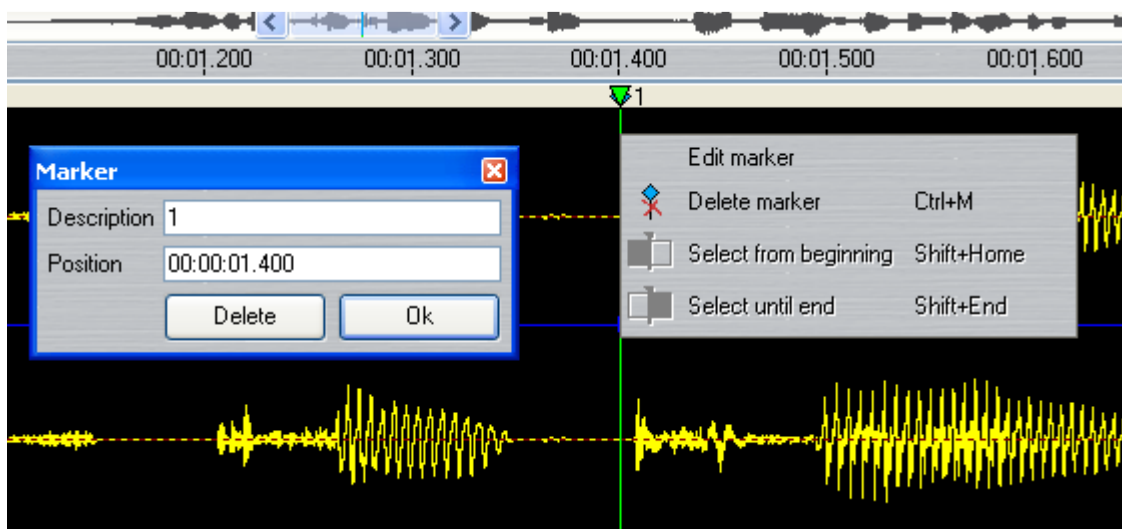
19 Editing Markers in the Cutter


As in the Arranger, markers can also be set in the Cutter. They refer to an individual clip and can be positioned and labeled at will. Here also markers are shown that were set in the record dialog or in the eventRecorder during recording.

You can quickly move the locator from marker to marker by keyboard shortcuts and the action keys   of the marker toolbar.



With one right click  on a free spot in the Cutter you open a context menu to place a new marker. You can also set a marker at the current locator position by using the keyboard shortcuts or the action key  from the marker toolbar. The marker automatically receives a serial number as title.



If you open the context menu on an existing marker, you can either delete or edit this marker in a dialog box. For deletion of the marker at the locator position there is an action key  in the marker toolbar and a keyboard shortcut.

The marker dialog offers the possibility of setting the title and position. The input values will be taken over as soon as the respective text field loses the keyboard focus. "Delete marker" deletes the selected marker and closes the dialog.

20 Mouse Operations in the Cutter

The following table describes the different mouse operations in the Cutter. All mouse operations automatically shift the visible area, if the mouse pointer reaches the edges of the window. Zooming in or out with the corresponding keyboard shortcuts during mouse operations always refers to the current mouse position. Otherwise, it refers to the locator.

Single clicking the left mouse button



- **On inactive cut marker:** Mark cut for editing
- **On active cut marker:** Stop editing
- **On clip marker:** Mark for editing
- **Otherwise:** Set the locator and stop playback

Mouse move with left mouse button pressed



- **On clip marker:** Shift marker
- **On volume nodes:** Shift volume nodes. If a node is shifted within a selected time range, then all nodes are shifted within this selection.
- **On panorama nodes:** Shift panorama nodes. If a node is shifted within a selected range, all nodes are shifted within this selection.
- **On clip fade nodes:** Shift clip fade nodes
- **On clip crossfade nodes:** Shift clip crossfade nodes
- **Otherwise:** Set the locator. During playback the new locator position is marked with a dotted line, while the locator shows the current playing position.

Single click on the left mouse button with Ctrl key pressed



- **With active volume editor:** Create/delete a volume node
- **With active panorama editor:** Create/delete a panorama node
- **Otherwise:** Set the locator simultaneously in Cutter and Arranger and stop playback

Mouse move with left and right mouse button pressed



- Set the locator and start playback. During playback the new locator position is marked with a dotted line until you press the right button, while the locator shows the current playing position.

Single click on the right mouse button

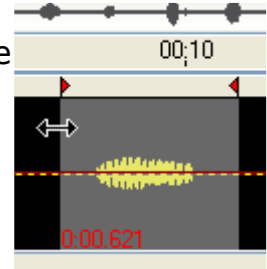


- Open a context menu to the respective object.

Mouse move with right mouse button pressed



- **On marker bar:** Select a time range. The length of the range is indicated down in the marking.
- **On non-marked range:** Select a time range. The length of the time segment is shown in the selection.
- **On selected time range:** Shift selection.
- **On marked edge of selection:** Shift the edge of the selected time range. The new length of the time range is indicated at the lower edge of the selection.



Mouse move with right mouse button and Ctrl key pressed



- **If a cut marker is active** the cut is trimmed. You shift the audio material "gripped" by the mouse pointer in and out of the cut.

Mouse move with right mouse button and Shift key pressed



- **On time selection:** The marked audio material is moved.

Mouse move with pressed right key with Ctrl and Shift key pressed



- Draw a rectangle to enlarge the display.



Single click on the right mouse button with Ctrl and Shift key pressed

- Go back to the previous display setting.

21 Cutter Toolbar



The playback of the Cutters is started here. By repeatedly pressing the button you can switch between the following playback speeds: 1.5x, 2x, 1x. The playback speeds can be switched directly by keyboard shortcuts. You can also start playback by keyboard shortcuts or by moving the mouse. If you press the left mouse button for positioning the locator and press the right button before releasing the left one, the playback starts from the locator at the mouse position. This also works during playback. With a dotted locator you select the position from which the playback continues.



The playback of the Cutters and the Arrangers is stopped here. This can also be done by keyboard shortcuts or mouse movement. Single clicking the left mouse button inside the wave display stops the playback and sets the locator to the mouse position.



The standard-mode plays from the locator to the end.



The loop-mode plays the selected time range in a loop.



The skip-loop-mode plays a loop around the selected time range and skips it at the same time. The size of the loop is configurable in the audio settings.



Zoom in on the time range around the locator



Zoom out of the time range around the locator



Removes the selected time range from the Cutter and copies it to the clipboard in order to allow later insertion in the Cutter or Arranger.



Sets the start for selected time range.



Sets the end for selected time range









Selects the time range from the beginning of the clip to the locator



Selects the time range from the locator to the end of the clip



Inserts the selected range synchronously as a new clip to the next audio track of the Arranger. The clip properties dialog automatically opens to prompt for a new name.

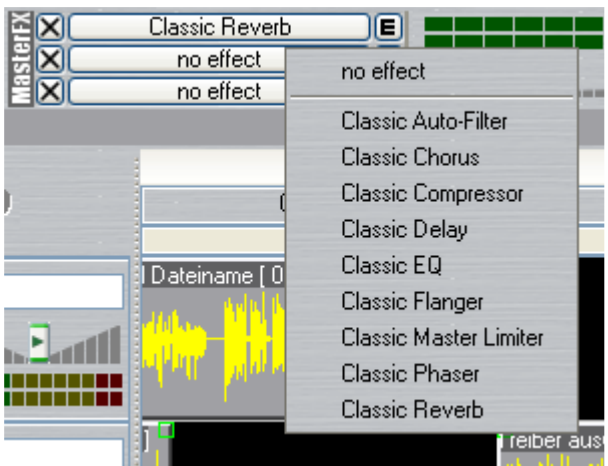
-  Mixes the selected time range in a new Take and copies it to the clipboard, Cutter or Arranger. Audio effects that are active in the current Cutter or time adjustments can be included.
-  Mixes the selected time range into an audio file. A dialog is opened, which prompts for the path and name of the audio file. Audio effects that are active in the current Cutter or time adjustments can be included.
-  Exports the selected time range to the database. If several databases are available, a dialog asks for the target database. If no database is available, this option is deactivated.
-  Merges the selected time range into the Cutter. This option is available if the modules "VST effects" or "Timestretching" have been activated. Audio effects that are active in the current Cutter or time adjustments can be included in the selected cutout.
-   With this switch you can alternately activate the editor for the volume or panorama curve.

22 Audio Effects

If the module "VST effects" is activated, trackCaster can integrate stereo effects with VST interfaces. Details for the configuration of VST effects can be found in the settings dialog "effects".

In the Arranger and in each Cutter you can define a list of audio effects that are included in the audio output of the Arranger or Cutter.

In the Arranger there are three, and in the Cutter there are two effect slots at your disposal, which you can freely patch with different audio effects.



The central field of an effect channel shows the name of the loaded effect or "no effect". The left button **X** deactivates the effect. A deactivated effect remains loaded, but is not rendered. If you keep the Shift key pressed when pushing this button, all effects are activated or deactivated. The right button **E** opens or closes the effects dialog. If you keep the Shift key pressed while closing an effects dialog, all effects dialogs in the

Arranger or Cutter will be closed.

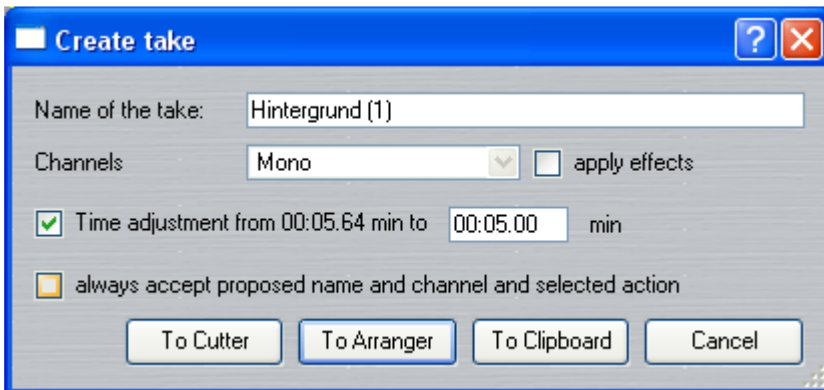
One click on the name opens the effects menu to load an effect or remove it by selecting "no effect".



The effects dialog shows the respective user interface as well as some additional control elements under the title bar.

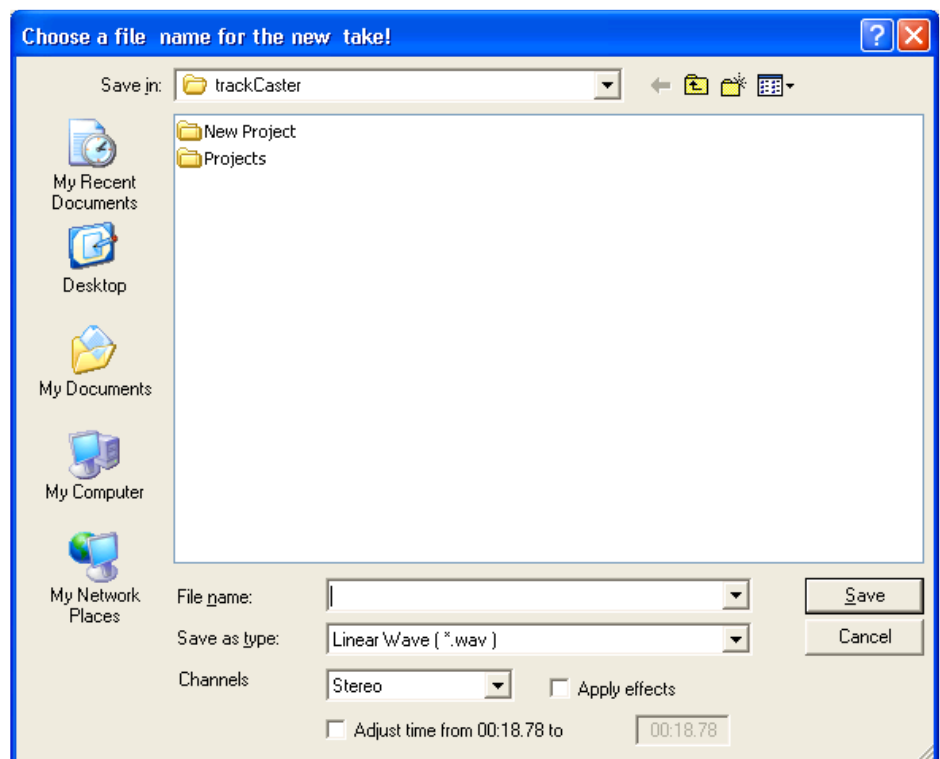
Here you can also ✕ deactivate the effect and select another effect from the effects menu by clicking on the name. Under "**Preset**" you find a selection of templates for the current effect. Here you can also change the name of the current template. ▼ opens a menu for loading and saving individual templates ("preset") and template lists ("bank"). You can load or store the list of the "Presets" offered via "bank".


23 Applying Audio Effects and Time Stretching

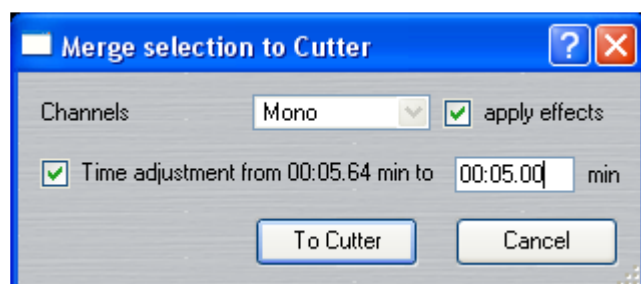


Currently loaded effects are applied to playback and can also be applied when creating CDs and Takes or when exporting audio files. In order to do so you must activate the switch "apply effects".


If the module "time stretching" is activated, you can adjust the length of the target file when saving to Takes or files. For this you activate the switch "time adjustment" and enter the target length in the appropriate text field.



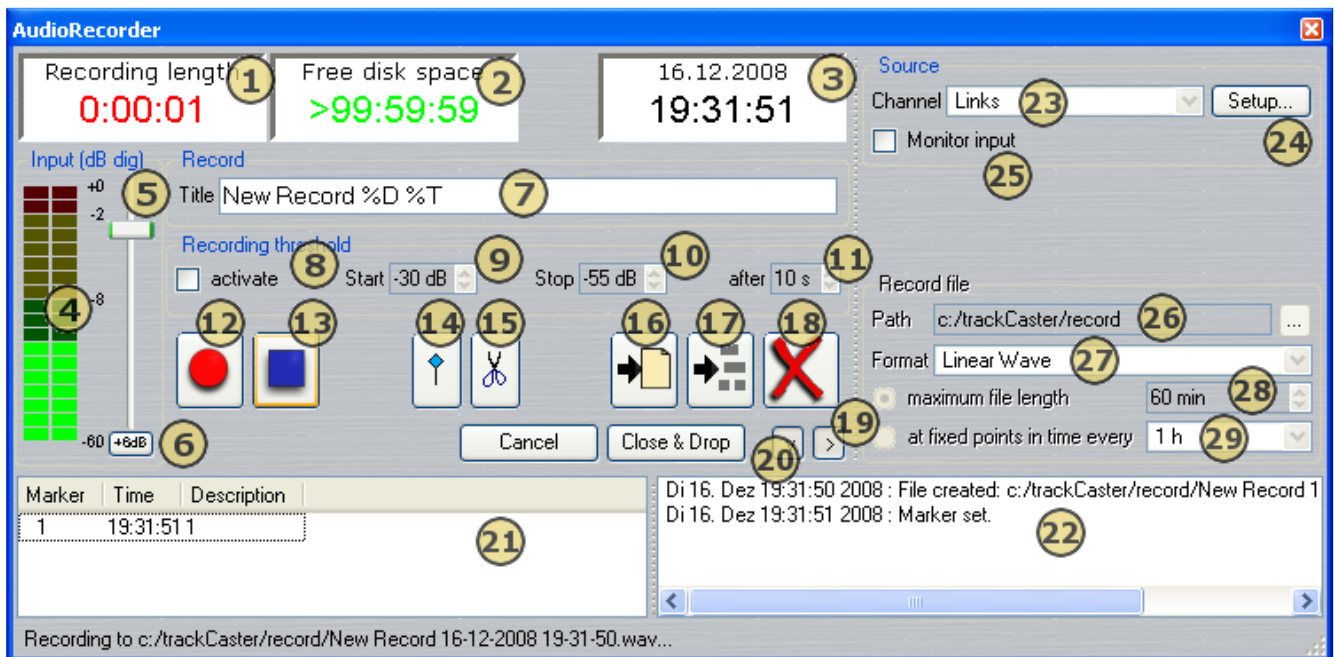
In the Cutter you have the additional option to apply the effects to a selected time range of the clip with the action  "Merge selection to cutter". If no time range is selected, the entire clip is replaced.



24 Record Window

With this switch  the record window can be opened. Here recordings can be created and directly sent from the audio card to either the clipboard or the Arranger. In this window all settings are made which are specific for recording like choice of audio channel, level control, file format, record description and markers.

24.1 The control elements



Time displays

- 1 Length of recording file
- 2 Possible recording time in the given directory regarding audio setting and output format
- 3 Current date and time

Input level

- 4 Current input level for the selected channels of the respective audio device. If only one mono source is selected, both levels indicate the same signal.

- Boost or cut input signal. The values of the controller range from -96 dB to +6 dB. The boost or cut refers to the digital signal that is provided by your sound card, not to the adjustable sensitivity of an analog input. Use the
- 5** Windows mixer or the sound-card-specific configuration software for adjustment. You can access these features via the "Setup..." - button **24**. The current amplification is shown in the tooltip.
- 6** In addition to the freely adjustable amplification of the input signal you can achieve a further boost of +6 dB.

Record title

Here you can enter the name under which the record is stored. Wild cards can be used in order to automatically generate date, time or counters in the file names. The file name under which the record will be saved derives from the given title. Permitted wild cards are

%D current date

%T current time when creating an audio file

- 7** a file counter that indicates the number of audio files in a
 %C continuous record with automatic or manual splitting into several files.

a counter that is incremented until it reaches a file name that is not
 %I existing. If this wild card is not used, it will automatically be added to the title.

The respective small letters can also be used.

Level control

- With **8** the level control can be activated. After starting the record with **12** the program waits until the input signal exceeds **9** the starting level. Only then the adjusted file is recorded, while a small "Pre-record Buffer" ensures that the record does not begin with an abrupt signal.
- 9**
- 10**
- 11** The record is stopped if the input level falls below the stop level **10** for the given time **11**. The record file is closed and changes to wait mode waiting for the starting level to be exceeded again.

Record control

- 12** With the record button you start the record. If the level control is active, record will be activated. Thus, the record button flashes until the starting level is exceeded and the actual recording begins.
- 13** With the stop button you stop the record or end waiting for the starting level to be exceeded. The file is closed and if the output format is MusiFile or Wave, markers will be saved to the file.
- With the mark button you set a marker at the current record position. This
- 14** operation is only possible during recording. If the marker list **21** is made visible, you can add a description.
- If an audio file is to be closed without the record being stopped (e.g. a natural pause in a longer recording), you can use this button. All set
- 15** markers are transferred to the audio file if the output format is MusiFile or Wave.
- All new audio files are sent to the clipboard. The current audio file is
- 16** closed. All markers are transferred to the audio files. The marker list and recording time are reset.
- All newly recorded audio files are transferred to the Arranger. The current
- 17** audio file is closed. All markers are transferred to the audio files. The marker list and the recording time are reset. During playback in the Arranger the records are stored synchronously. Otherwise they are put to the Locator position on the first free track.
- 18** Pressing this key discards all newly created records. The current file is closed, the marker list and the recording time are reset.

Window control

- 19** With this switch you can show or hide the settings for audio source and record format on the right hand side of the record window.
- The same applies for the lower range of the record window with the
- 20** marker list **21** and the event log **22**, which can be shown or hidden with this switch.

Marker list

- The marker list is only visible if **20** is activated. If a particularly interesting spot is marked **14** during recording, an entry is made in the marker list showing the time of the spot and a progressive number. This **21** description is immediately available for editing. Even older marker descriptions can be changed during recording by selecting the appropriate line in the marker list. The F2-key will start the edit.

Event Log

- The event viewer is only visible if **20** is activated. Here all actions that have been accomplished in this record window are logged with date and time. You can define the number of lines to be displayed in the global settings for the event log. **22** With the context menu option "delete event log" the current content is deleted.

Audio source

- From this list you can select your input channel for mono or stereo recording. The appropriate audio device and the sample rate can be configured in the global settings. **23**
- With multimedia devices this button opens the Windows mixer for the record module of your audio card. With ASIO the configuration dialog of your ASIO driver is opened. Depending on the changes in the settings of the ASIO driver, trackCaster must be restarted to apply the settings. **24**


Record file

- As an alternative to the project directory you can select a different directory here. This option is only available if the global settings do not indicate that audio files must be stored in the project list. With **26** "Alt" you can open a directory selection dialog. If the indicated list does not exist, you will be asked upon record if trackCaster should create that list.
- In this drop-down list you adjust the format of the output file. You can choose between linear Wave or AIFF files or the MPEG formats Musi file **27** (Layer 2), MPEG Layer 2 and Layer 3 (for the MPEG formats you must have agreed to use LAME Encoders on installation). You specify the bit rate for compressed recording in the global settings.

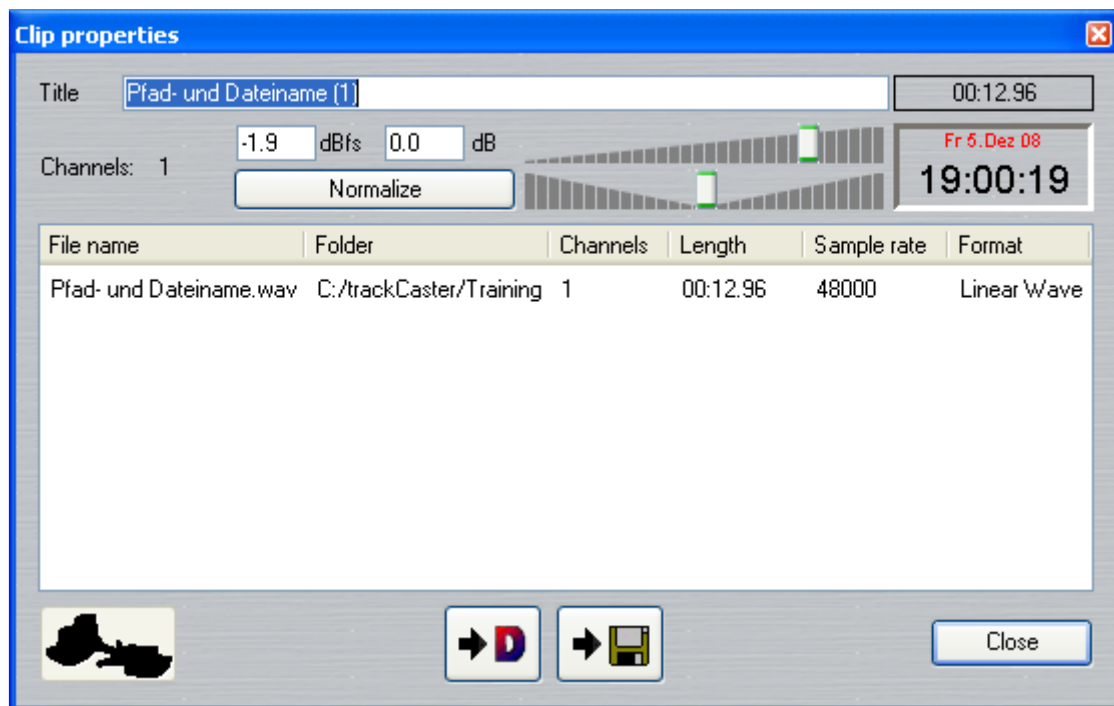
To make operation easier, you should not create files that are too large or too complex. Therefore you can limit the size defining the maximum file length. If the given length is reached, the current file is automatically closed and a new record file is created. (Please note that small audio artifacts can occur during playback of MPEG files, as these are block-based algorithms with block overlap, with overlap information being lost at the beginning of a new file)

Alternatively to the limited record time the record files can also be closed automatically at certain times. This improves the order of files within a database attached or in the record directory since e.g. all recordings start on the hour.

25 Clip Properties

You find the clip properties dialog via the context menu from the Cutter, the Arranger or the clipboard. A double click on a clip or a Take in the clipboard or clicking the button  opens the clip properties dialog.

If a new clip is made, this dialog appears automatically to ask for a new clip name. A unique name in the project is regularly proposed.




In the clip properties dialog you can edit the following properties of a clip:

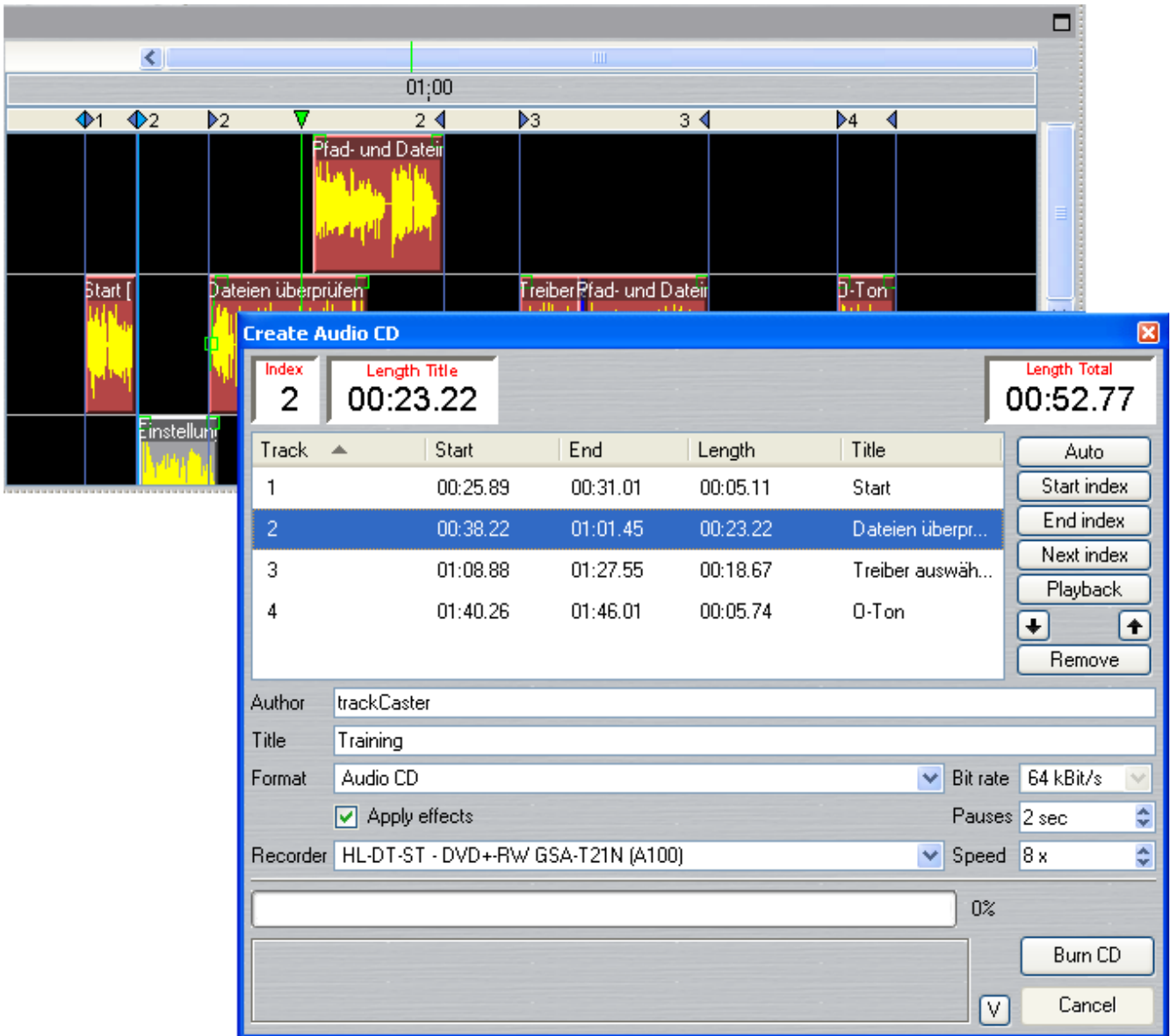
- The clip name
- Adjust or normalize the absolute and relative clip volume
- The clip panorama
- Copy all audio files used into the project directory.

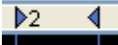

Further, you see a list of the audio files used as well as the length and the creation time of the clip.


Finally, you can save the clip as a new audio file or export it into the data base.





26 Creating Audio CDs

With the button  you open the audio CD dialog. Here you can create audio or data CDs.





In the Arranger you can set and remove CD markers  with the CDR toolbar or  the appropriate buttons in the audio CD dialog:


-  **Auto** automatically produces a CD track for all selected clips. If the selected clips overlap in time, they are combined in one CD track.

- With  **Start index** you set the beginning of the CD track to the locator position. If there is no CD track at or after the locator position, a new CD track with the last index number is created.
-  **End index** sets the end of the CD track to the locator position.
-  **Next index** creates a new CD track with the last index number at the locator position. The end of the last CD track is automatically set to the locator position. If there is no CD track before the locator position, a new one will be created.
- **Playback** plays the selected CD track.
-  **Remove** deletes the selected CD track.

The CD markers in the Arranger show the beginning and the end of a CD track as well as its index number. They can be moved like any other markers. If you click on a CD marker or set the locator position, the proper index is marked in the CD dialog.

The index of a CD track derives from the order in which the tracks are created. To subsequently change the index of a CD track you can increase or decrease the index of the CD track with the keys **index up**  or **index down** .

Single click the column headings to change the sort criterion.

With a double click with the left mouse button  on a list entry you mark the appropriate time range in the Arranger. If you set the locator to a CD track within the Arranger, it is automatically selected in the dialog.

You can edit starting time, end time and length as well as the title of a track with a single click in the track list.

In order to create an audio **CD** you select "Audio CD" format. On an audio CD you can insert pauses of variable length between the individual CD tracks.

In order to create a data **CD** you choose the desired target format of the audio files and a data rate for reduced formats. The marked CD tracks are written as audio files with the titles assigned in the track list to the data CD.

In the further options you can indicate the title and creator of the CD, select the CD burner and the writing speed.

If the audio effects are activated in the Arranger, you can include them in the CD tracks by activating "effects".

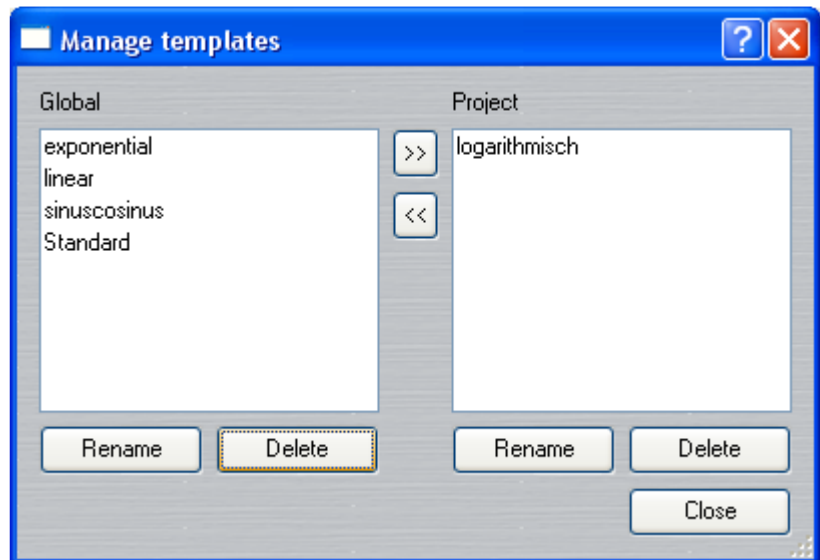
27 Templates for Ducking and Fades

You can store and recall **templates** for cut cross fades, clip cross fades, clip fades and ducking curves.

Templates save different characteristics of the respective curve or fade and allow fast adjustment of these characteristics.

The **standard template** is a special template. It can be applied to selected clips by keyboard shortcuts and is designated as the default template for new fades, ducking curves and cross fades.

Templates can be stored either **globally** or with respect to the current project. Global templates are available in all other projects.

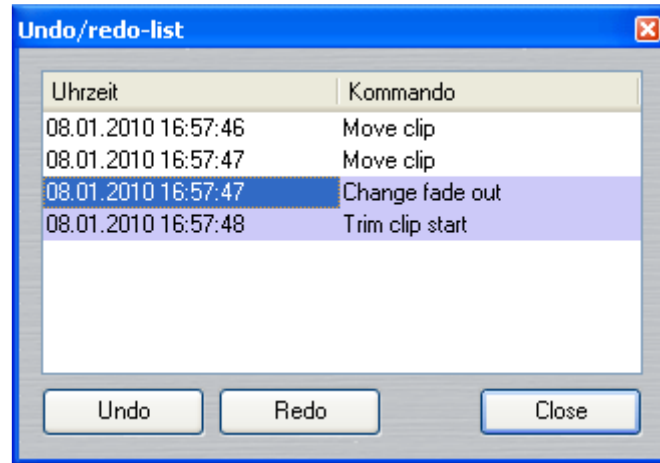


If there is a project template with the same name as a global template, the template of the project is used when being recalled.

The **manage templates** function allows to delete templates, rename them or copy templates between the current project and the global template collection.

28 Command List

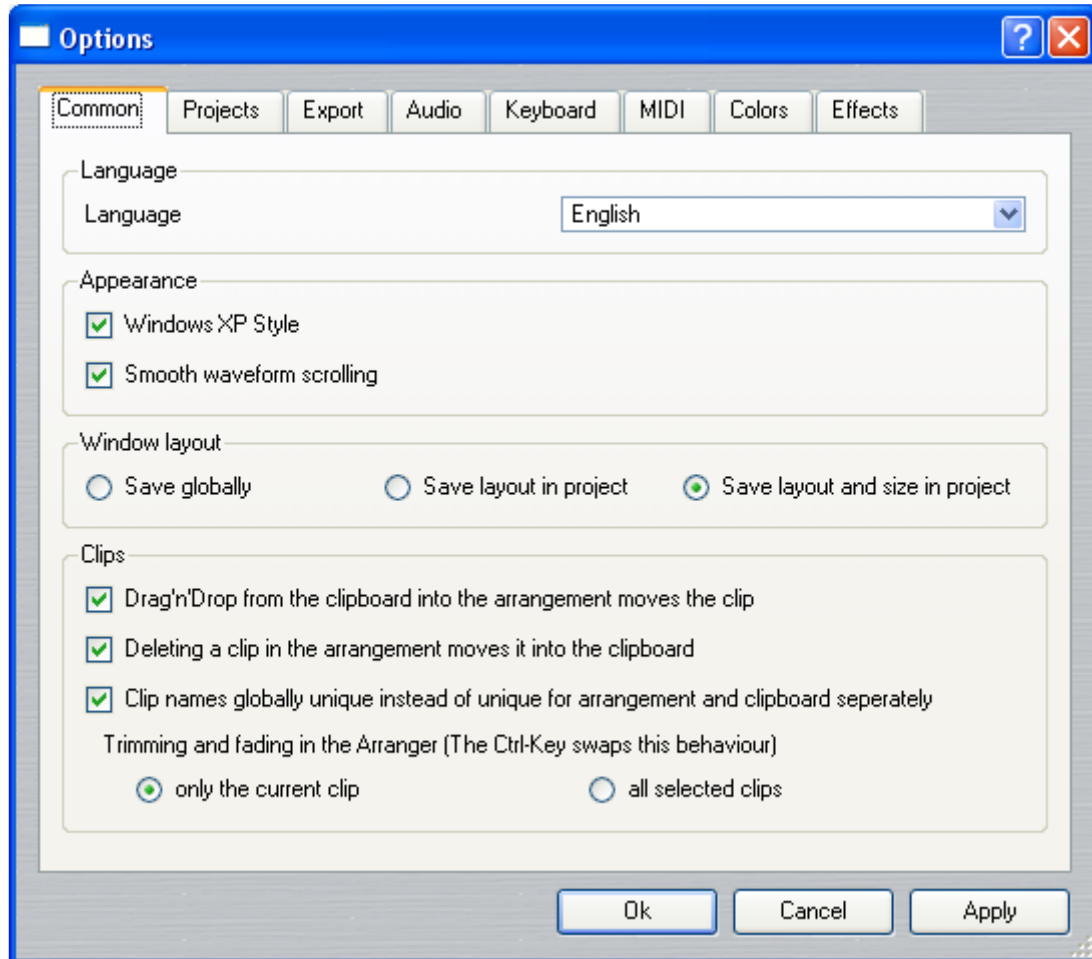
This list shows the history of operations since you last saved the project.



You can perform Undo and Redo either by clicking the Undo and Redo buttons or by double clicking into the list to directly restore the project status at the time given. The project is immediately updated to show the new status.

29 General Settings

Here you can configure general program properties.

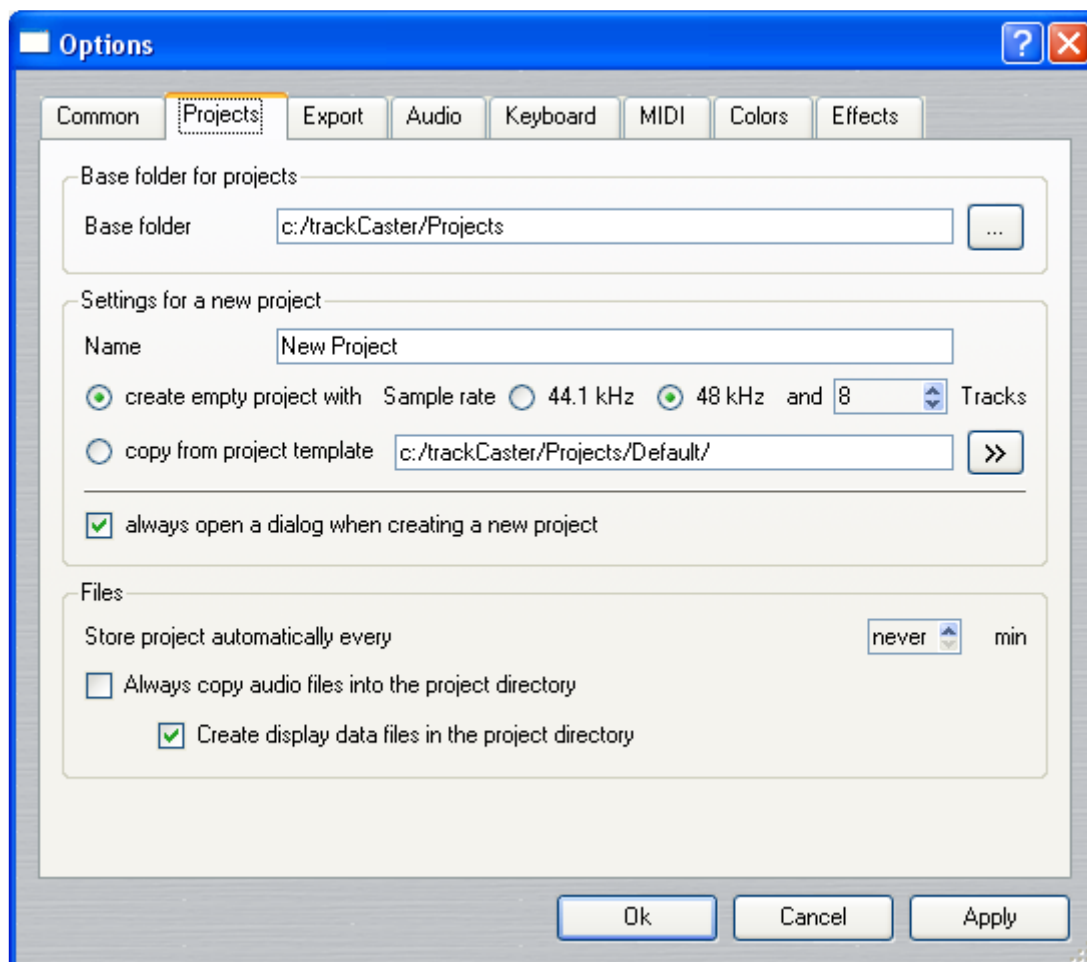


- **Language:** Select the language you want to use for trackCaster
- **Windows XP Style:** If activated, windows appear in Windows XP style rather than classic Windows style.
- **Smooth waveform scrolling:** If this option is active, the view continuously follows the locator during playing. If it is deactivated, the locator is followed by "page turning".
- **Window layout:** Here you can specify when to save and restore the window layout and the splitting into subsections.
 - Save globally: The window size and layout are stored independently of the project, i.e. they stay the same even if the project is changed.
 - Save layout in project: The arrangement of Arranger, Cutter and clipboard within the main window is saved and restored with the project, but the window size remains unchanged.

- Save layout and size in project: The arrangement of Arranger, Cutter and clipboard and the window size are saved and restored with the project.
- **Drag & drop from the clipboard into the arrangement moves the clip:** If this option is selected, a clip is removed from the clipboard after it was placed in the arrangement. Otherwise, a copy of the clip is created in the arrangement, and the clip remains in the clipboard. Note that clips in the arrangement can have their own color in the clipboard.
- **Deleting a clip in the arrangement moves it into the clipboard:** If a clip is deleted in the arrangement, it will be automatically moved into the clipboard. If this option is disabled, the clip completely disappears and is no longer available.
- **Clip names globally unique instead of unique for arrangement and clipboard:** With this option the program ensures unique clip names for the entire project. Otherwise, the uniqueness is enforced only within the Arranger or the clipboard. Exchanging clips between clipboard and Arranger can lead to a renaming of the clips.
- **Trimming and fading in the Arranger:** Changes in trimming or fading within the Arranger can apply only to the current clip or all selected clips. This is where you define the standard behaviour. Pressing the CTRL-key reverses the adjustment.

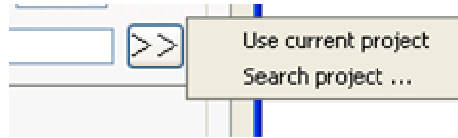
30 Project Settings

Here you find settings for project management and for the creation of new projects.



- **Base folder:** In this folder new project folders are created. Use the "..." - button in order to select or create a folder in a selection dialog. If "?" is used instead of the drive letter, it will be replaced by the drive letter of the trackCaster installation folder. This makes it possible to start trackCaster from a removable drive that also holds the projects.
- **Name of new project:** The indicated project name is used if you start trackCaster. This project is created in the base folder. If you save a project, you must select another folder than this, since it is deleted when terminating in order to be available upon restart of the application.
- **empty project:** An empty project is created with the following defaults for sample rate and number of tracks.
- **Sample rate for new project:** If a new project is created, it will use the indicated sample rate. Audio files with a different sample rate will be converted automatically when they are imported.

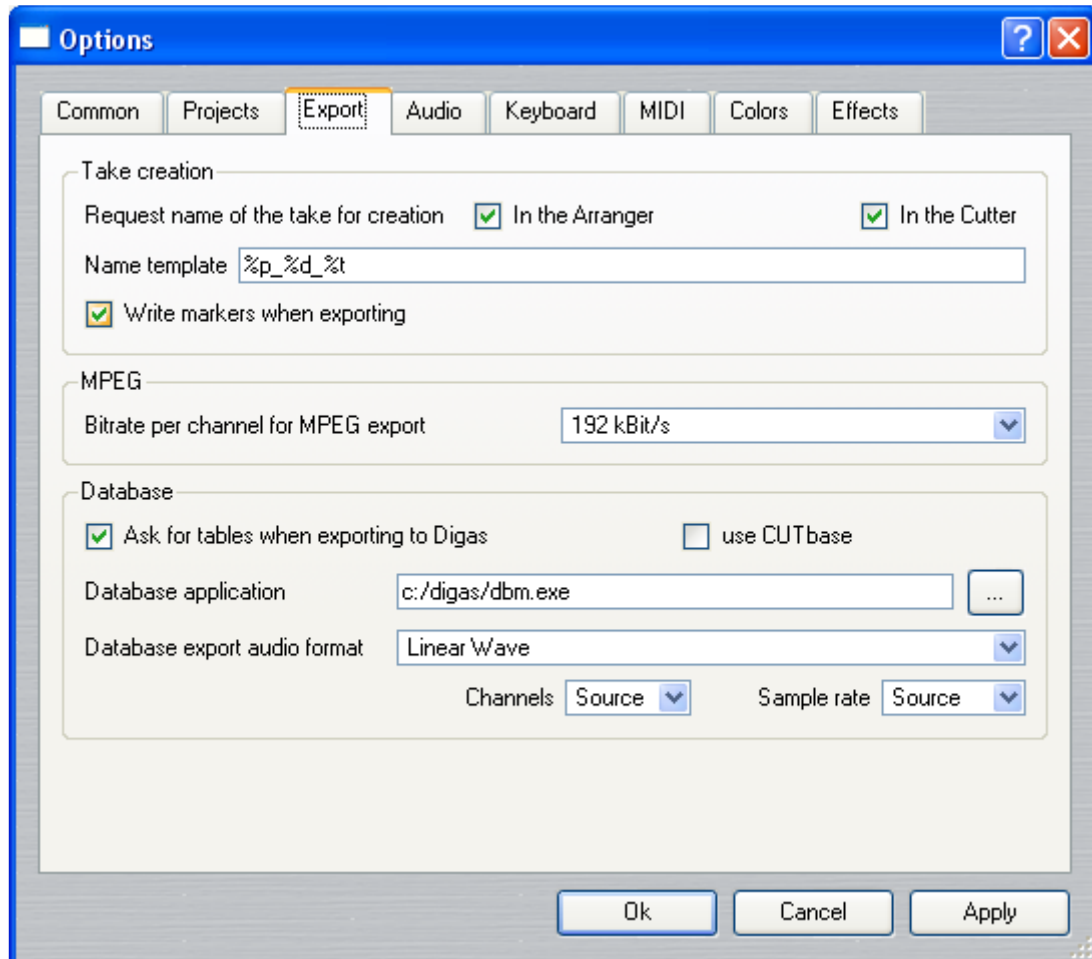
- **Number of tracks:** Here you can specify how many tracks a new project should have. You can later add or delete tracks within the project.
- **Project template:** If the project template is activated, another project is copied into the folder for the new project instead of just creating an empty project . In the text field the folder of the template project can be specified. The button to its right either allows to define the current project as a template for future projects or to open a selection dialog to search for the project folder.



- **Open dialog when creating a new project:** Before a new project is created, a dialog can be shown that allows modification of the settings made for the new project.
- **Store project automatically every "x" minutes:** With this option you save intermediate versions of your project automatically. These versions can be loaded from the project menu under "old versions".
- **Always copy audio files into the project directory:** If this option is not selected, audio material is copied into the project folder only if it has the wrong sample rate or a format that cannot be used directly. Otherwise it remains in the source path. This can, for example, accelerate access to large audio files on a network server.
- **Create display data files in the project directory:** This option is relevant only if audio files are used that reside outside of the project folder. If this option is not selected, trackCaster tries to store the display data file in the source path.

31 Export Settings

Here you find settings for the creation of audio files and the automatic generation of file names.

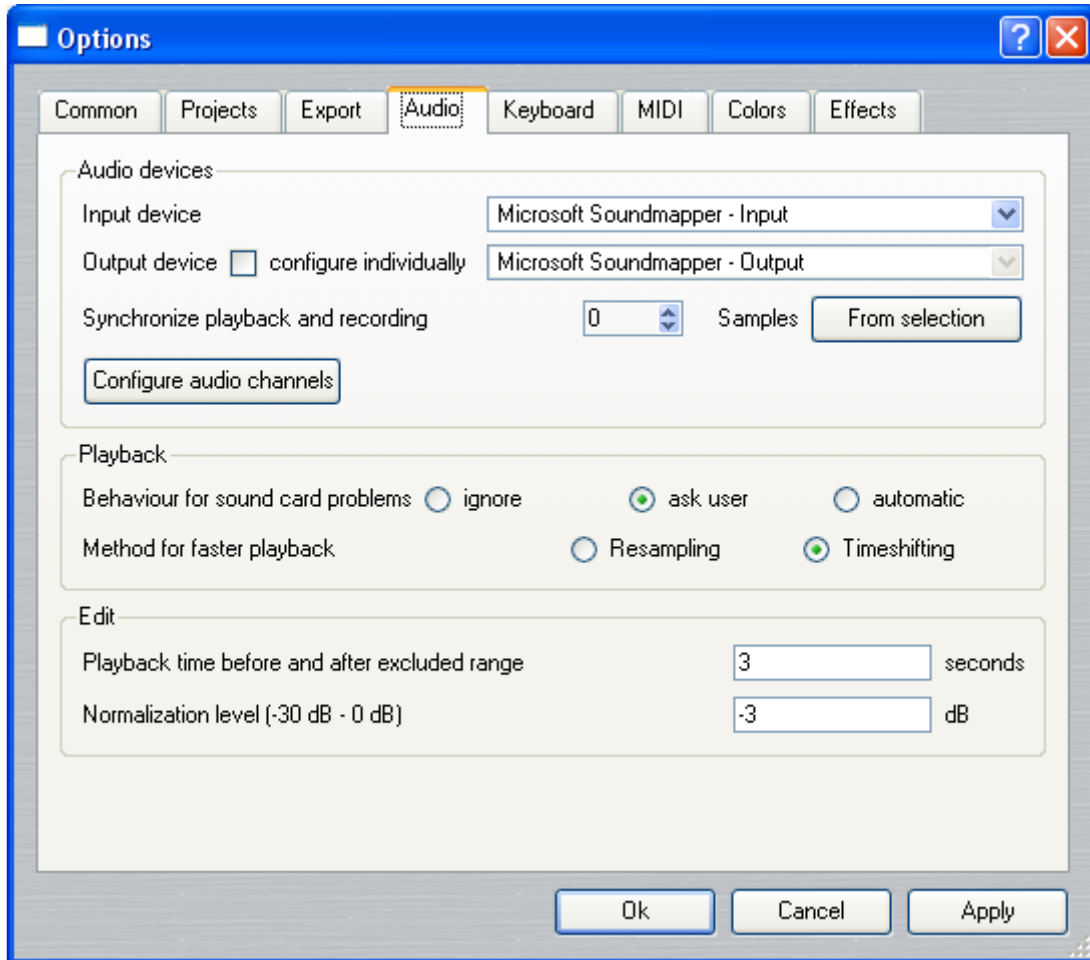


- **Request name of the take for creation:** If a new take is created, the suggested name can be modified before being used. This can be set up separately for the appropriate functions in the Arranger and the Cutter.
- **File name template:** If a new audio file is created, the name indicated here is used as a bookmark name. There are different wild cards:
 - %p - name of the project
 - %d - current date
 - %t - current time
 - %s - beginning of time range
 - %e - end of time range
- **Write markers when exporting:** If a new take is created, the clip and arrangement markers are added to the audio files. This option is currently supported only for Musi files and wave files.

- **Bit rate per channel for MPEG export:** If MPEG files are exported, these are created with the bit rate specified here.
- **Ask for tables when exporting to Digas:** If this option is set and a take is exported into a database attached, trackCaster asks for the target table if several are available in the database.
- **use CUT base:** With this setting the CUTbase database is used instead of the Digas database.
- **Database application:** If the path to the database application is set up here, it can be started directly from trackCaster.
- **Database export audio format:** Files are exported into a database in the format indicated here. Make sure that the attached database supports this format accordingly.


32 Audio Settings

Here settings for record, playback and editing of audio material are made.

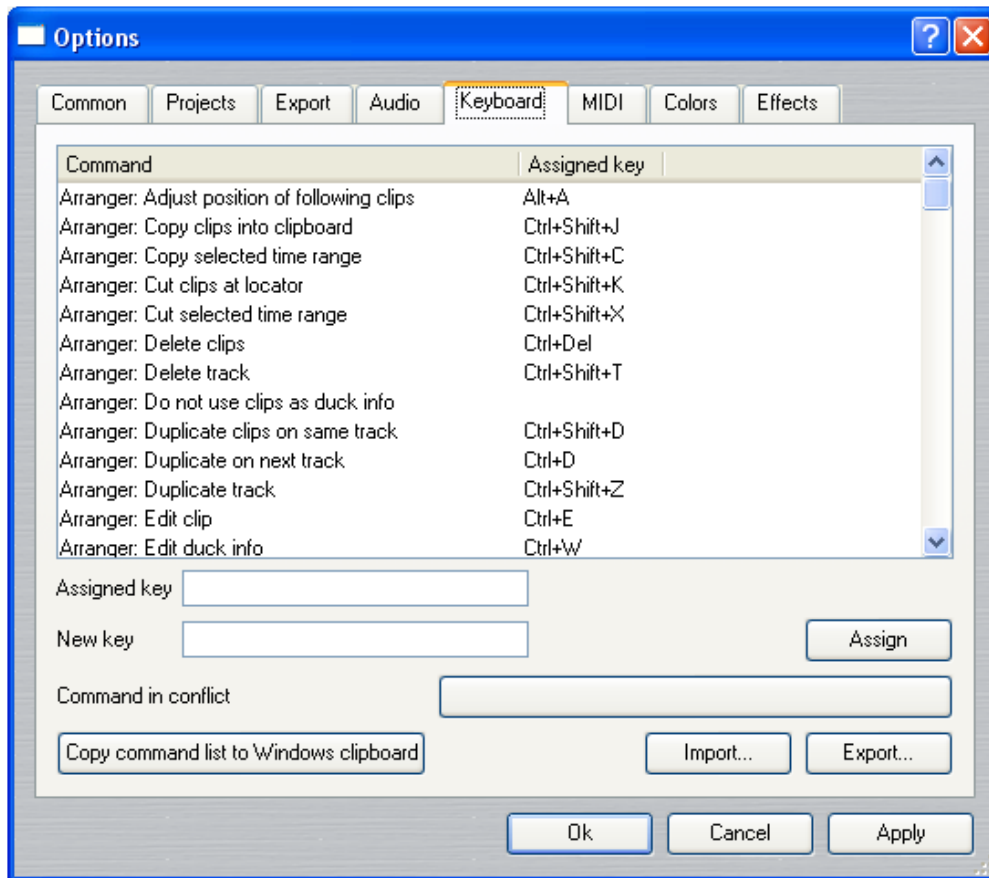


- **Input device:** Select the audio device for record here. Both Windows Multimedia devices and ASIO drivers can be selected. Input and output device must be synchronized to each other.
- **Output device:** Select the audio device for playback. Both Windows Multimedia devices and ASIO drivers can be selected. Input and output device must be synchronized to each other. This setting is available only if "configure individually" is activated.
- **Configure output device individually:** If this option is not activated, trackCaster automatically detects the output device associated with the input device. However, a sound card can offer multiple input and output devices, so this option permits manual correction of the automatic selection.
- **Synchronize playback and recording:** This option is available only if the module "multi-channel IO" is activated. When simultaneously playing and recording tracks in the Arranger, the recordings are placed with automatic compensation for delays caused by the sound card. If there is a

misalignment, e.g. as a result of externally connected devices, you can set up a correction in sample frames. If you press the button "from selection", the negative length of the current selected time range in the Arranger is used as the correction value.

- **Configure audio channels:** This switch is visible only if the module "multi-channel IO" is activated. Click to open the setting dialog for the audio device channel assignment.
- **Reaction to sound card problems:** Here you can set up reaction of trackCaster to disconnection of the sound card, e.g. due to synchronisation loss or reloaded ASIO drivers. Problems are indicated with a red sign in the status bar of the main window.
 - Ignore: Nothing is done, the audio interface stops working.
 - Ask user: The program displays a warning dialog asking the user how to continue. If the problem is solved, you can continue working after closing the dialog.
 - Automatically: trackCaster automatically tries to reconnect to the sound card in regular intervals to recover from temporary problems.
- **Method for faster playback:** Here you can choose between two methods for accelerated playback in the Arranger or Cutter. While "Resampling" plays the material like a tape faster and with changed pitch (Mickey Mouse effect), "Timestretching" skips acoustically less relevant parts, like e.g. small pauses preserving the pitch of the audio.
- **Playback time before/after excluded time range:** This time specifies the length of the audio played back in the play mode "exclude selected time range"  before and after the selected time range in the Cutter and Arranger.
- **Normalization level:** Requested maximum audio level when using the normalization function in the Arranger

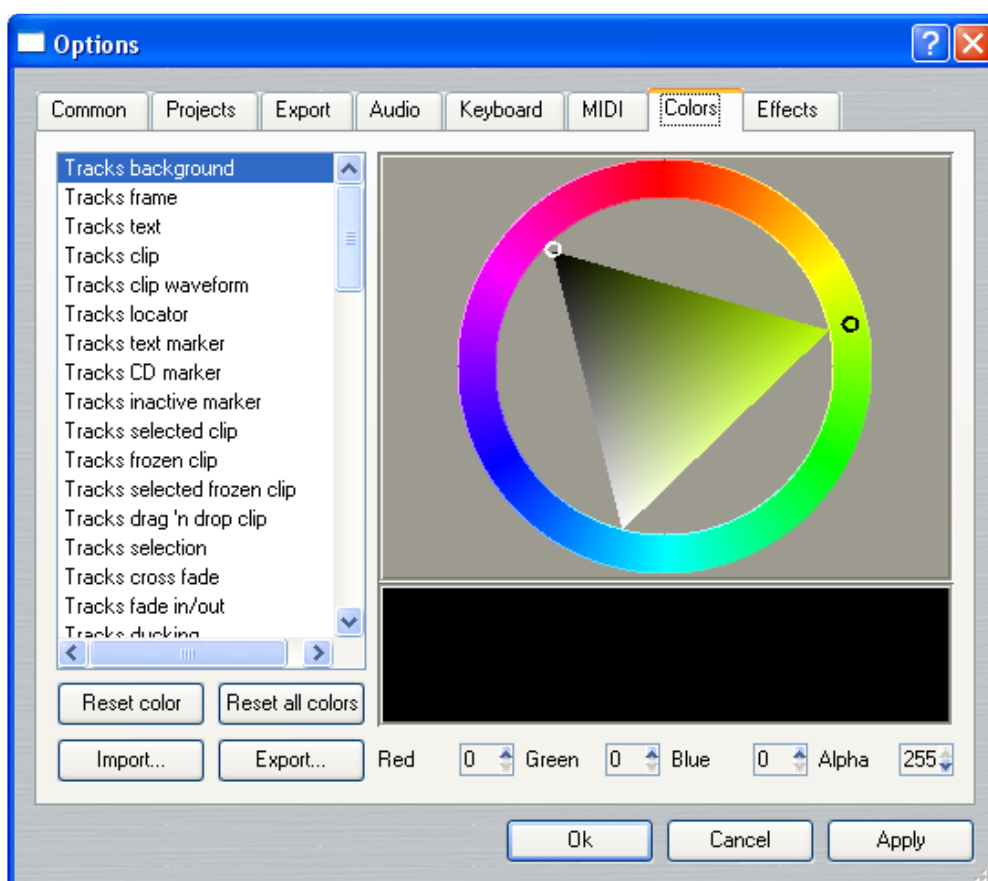
33 Keyboard Assignment



- **Command:** the list of the commands shows the functions that can be mapped to a keyboard shortcut (hotkey). Select the command in the list to assign another hotkey.
- **Assigned key:** indicates the currently assigned key to the selected command.
- **New key:** Click into this field and press the desired keyboard shortcut for the selected command.
- **Command with conflict:** If the keyboard shortcut is already linked to a command, this is shown in this button. Click on the button in order to change to this command. Conflicts can occur if the keyboard shortcut is used by another operation in the same editor window or in the main window.
- **Assign:** With this key the keyboard shortcut is linked with the command. If the keyboard shortcut has already been assigned to another command, this connection is deleted automatically.
- **Copy command list to Windows clipboard:** copies the list of the keyboard shortcuts as text into the Windows clipboard. This can be viewed and printed by "pasting" it e.g. in Notepad.
- **Import:** Loads an exported keyboard assignment list.
- **Export:** Saves the current keyboard assignment to a file.

34 Color Settings

In this dialog the colors of various program items as well as clips and tracks can be specified.



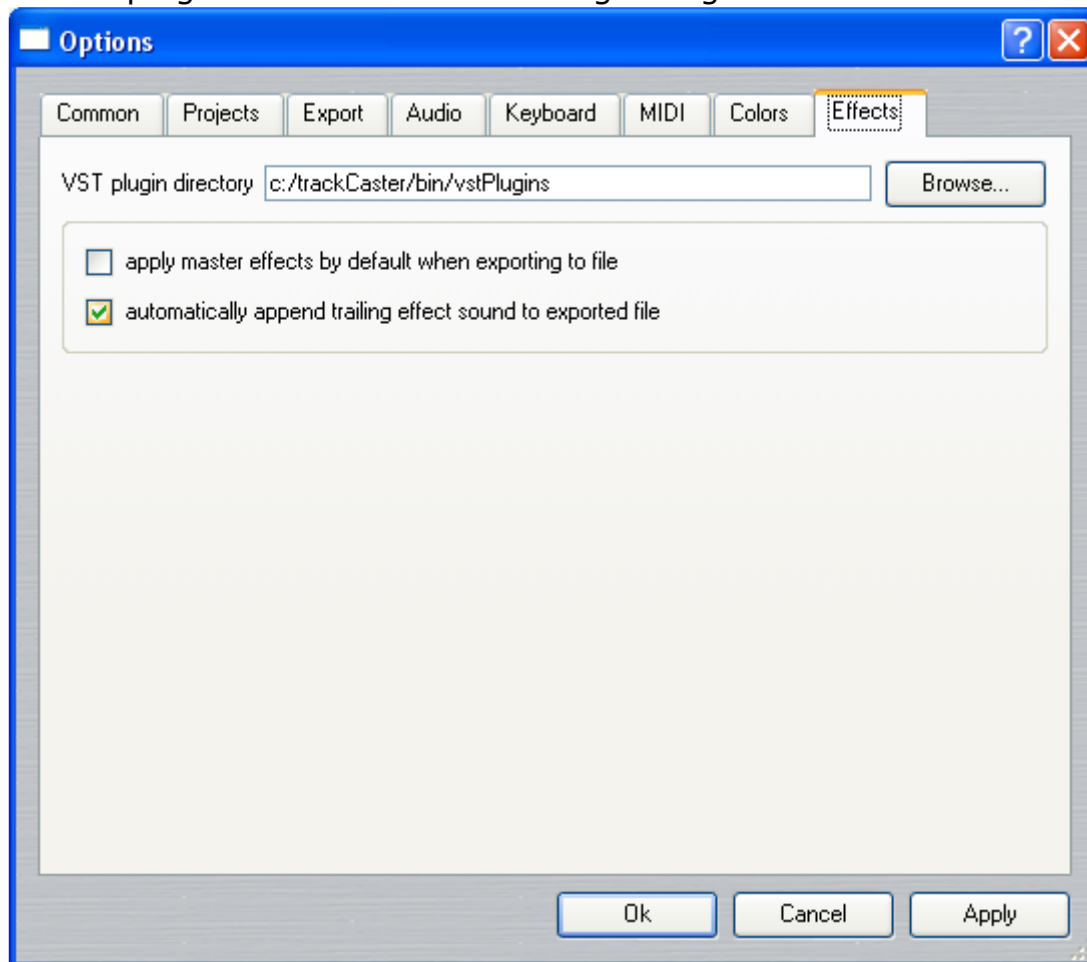
In the left menu you can select the program items available in order to change their color. In the color wheel on the right you define color and brightness with the help of the small circles. The changes are instantly visible in the program and as the program is still operable you can immediately check your color settings. If you select "Ok" or a "Apply", the adjusted colors become your standard colors. If you select "Cancel", all colors are reset to former settings.

- **Reset color:** The color selected in the list is reset to its default setting
- **Reset all colors:** Resets all colors to their default setting
- **Export:** Saves the current color settings in a file selected by a file dialog. If you create this file in the trackCaster application folder, it will appear in the option menu "Color schemes" for fast switching between different color settings.
- **Import:** Restores a color setup from a file.

The color "General background" permits the selection of an image file that is used as a background pattern.

35 Audio Effects Settings

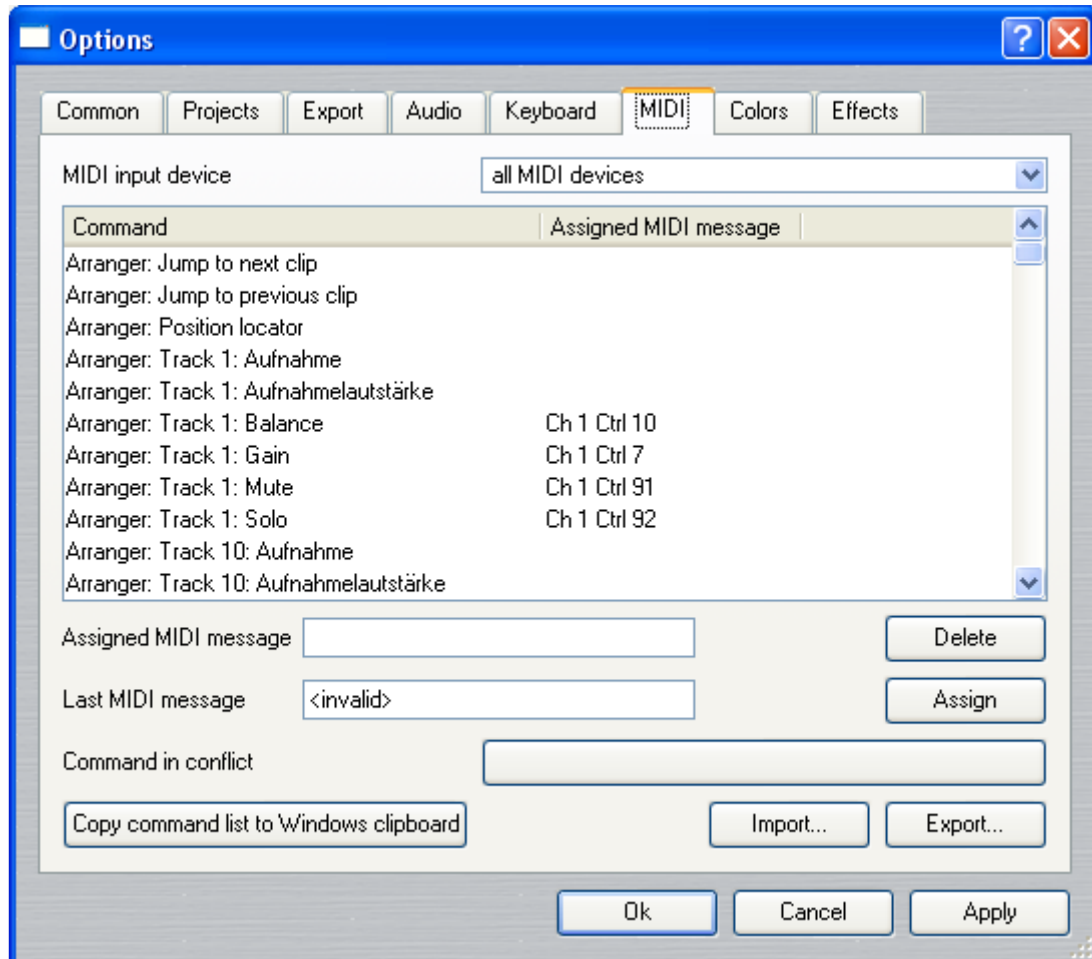
If the module "VST effects" is activated, trackCaster can integrate stereo effects using the VST plugin interface. The following configurations are available:



- **VST plugin directory:** Select the directory with your installed VST plug-ins here.
- **apply master effects by default when exporting to file:** This specifies whether effects are applied by default when audio files are exported. The appropriate switch "apply effects" in the export file dialog is initialized with this default.
- **automatically append trailing effect sound to exported file:** Some audio effects extend the audio material, e.g. a reverb effect. Here you can adjust whether this additional effect should be added to new audio files.

36 MIDI Assignment

If the module "MIDI" is activated, you can control many functions of trackCaster via external devices, if these are attached to the computer by a MIDI interface. The assignment is done by mapping the trackCaster functions to certain events (MIDI messages) and is similar to the keyboard assignment.



- **MIDI input device:** Select the MIDI interface that is attached to the external equipment. If you are not sure, you can also select all devices as source. However, the actual input device selection is not considered during the evaluation of the MIDI messages.
- **Command:** the list of commands that can be mapped to MIDI messages. Select the command in the list to assign another MIDI message.
- **Assigned MIDI message:** indicates the currently assigned MIDI message for the selected command.
- **Last MIDI message:** Here you see the last MIDI message sent by the selected equipment.
- **Delete:** The MIDI message assignment of the selected command is deleted.

- **Assign:** With this key the MIDI message is mapped to the command. If the MIDI message has already been assigned to another command, this assignment is deleted automatically.
- **Command in conflict:** If the MIDI message is already linked with a command, this is shown here. Click on the button in order to select this command in the command list. Conflicts can occur if the MIDI message is already assigned to some function in the same editor or in the main window.
- **Copy command list to Windows clipboard:** copies the list of the MIDI messages as text into the Windows clipboard. This can be viewed and printed by "pasting" it e.g. in Notepad.
- **Import:** Loads an exported MIDI assignment.
- **Export:** Saves the current MIDI assignment to a file.

37 Database Connections

The module "database connections" allows the connection to the database manager **DBM of D.A.V.I.D. GmbH** or the **CUTbase of Creamware Audio GmbH**.

trackCaster can transfer audio files both from and to the database.

- Import of audio files and projects from database: You should have started trackCaster before you select a file in the database browser for editing. If you want to use MPEG files and Musicam files, you must have agreed to the use of the LAME codec on installation. Text markers are taken from the database.
- Export of audio files to the database: Clips can be transferred directly to the database. Different audio formats can be adjusted.
- **The DBM of D.A.V.I.D. GmbH** permits storage of projects in the database: The project stored is not compatible to project files from other providers, but it is managed as project in the database.

Connections to other databases are planned. Please contact support@drenkelfort.com for further information.

Different settings for database integration can be found on the export setup page.

37.1 Connection to Digas DBM

You must edit a configuration file of the DBM to transfer audio files to trackCaster. This is usually the file `digas.par` in your Digas directory, which can be edited with a text editor like "notepad". Look for an entry called `*MultiTrack\S` in the section `#programs`. Enter the complete path to trackCaster after the `"=`". If there is no such entry yet, you can add one as described.

For example:

```
#Programs
*MultiTrack\S=c:\Programme\trackCaster\trackCaster.exe
```

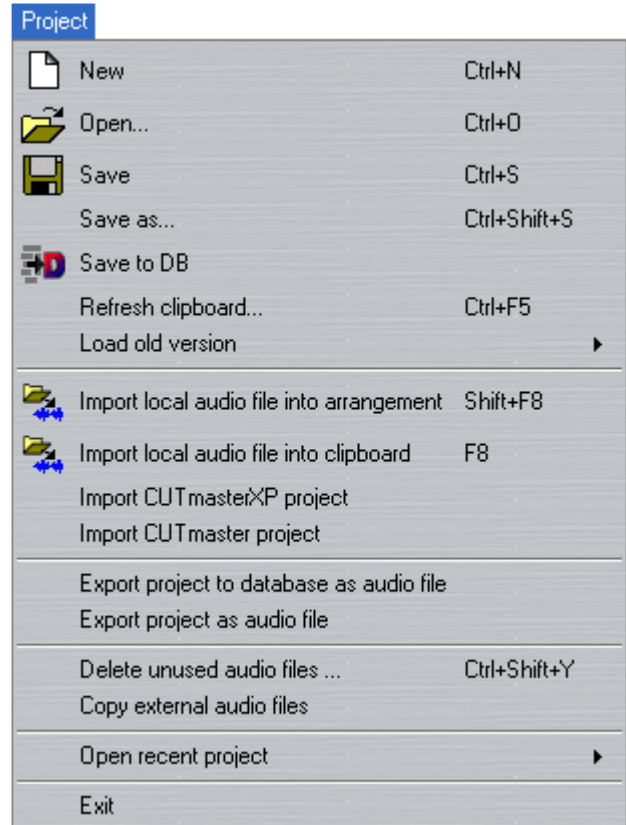
Start the DBM again. Now the "Multitrack editor" should be activated and start trackCaster if needed.

38 Menus

38.1 Menu "Project"

This menu offers operations such as creating, opening and saving projects as well as importing and versioning projects.

- **New:** The current project is closed and a new empty project is created.
- **Open:** The current project is closed and an existing project can be selected from hard disk.
- **Save:** Save the current project
- **Save as:** The current project is saved under a new name. A file dialog to select the new directory will open. If there are audio files that are not in the project folder, a check box at the bottom of the file dialog will allow you to select whether all audio files should be copied into the new project folder.
- **Save to DB:** The current project is saved in the database
- **Refresh clipboard:** Updates the list of takes in your clipboard. Takes are the audio files in the current project directory.
- **Load old version:** Create a snapshot of the current project and save it as a "version" or restore a previously saved version. Versions can also be saved automatically.
- **Import**
 - **Local audio file into clipboard:** Opens a file dialog to select audio files to be placed into the clipboard.
 - **Local audio file into arrangement:** Opens a file dialog to select audio files to be placed into the Arranger.
 - **CUTmasterXP project:** Opens a file dialog to select a CUTmasterXP project.
 - **CUTmaster project:** Opens a file dialog to load a CUTmaster project.
- **Export**
 - **Project to database as audio file:** The mixdown of the entire project is rendered into a single audio file and exported into the database.
 - **Project as audio file:** The mixdown of the entire project is rendered into a single audio file.

















- **Delete unused audio files:** All unused audio files are deleted from the current project directory.
- **Copy external audio files:** All audio files that are not in the project directory are copied into the project directory.
- **Open recent project:** Closes the current project and opens one of the recently used projects.
- **Exit:** Ends the program. If the current project has been modified, you will be prompted to save it.

38.2 Menu "Edit"

Here general operations are accessible that are available in both Arranger and Cutter. Additionally, you can access the record dialog and enable the original sound mode here.

- **Undo:** The last editing action will be undone.
- **Redo:** The last Undo operation will be redone.
- **Open Undo/Redo list:** Opens a list containing the most recent operations.






Further details on editing can be found on the pages about the Arranger and the Cutter.

Edit		
	Undo	Ctrl+Z
	Redo	Ctrl+Y
	Open undo/redo list	
	Cut	Ctrl+X
	Copy	Ctrl+C
	Paste	Ctrl+V
	Properties	Ctrl+Shift+P
	Set Marker	M
	Delete marker	Ctrl+M
	Jump to next marker	Tab
	Jump to previous marker	Shift+Tab
	Set selection start to locator	Shift+A
	Set selection end to locator	Shift+B
	Clear selection	C
	Select all	Ctrl+Shift+A
	Merge selected time range into take	Ctrl+Shift+C
	Copy selected time range into clipboard	Ctrl+Shift+C
	Export selected time range to database	Ctrl+Shift+B
	Merge selected time range into file	Ctrl+Shift+F
	Open record dialog	Ctrl+Space
	Enable/disable original sound mode	Ctrl+Shift+O

38.3 Menu "Arranger"

This menu offers operations in the Arranger. They refer either to selected clips, tracks or the selected time range.









Details on the individual functions can be found under "Editing Clips in the Arranger" and "Tracks in the Arranger"

Arranger		
	Edit clip	Ctrl+E
	Move clips into the clipboard	Ctrl+Shift+M
	Copy clips into clipboard	Ctrl+Shift+J
	Delete clips	Ctrl+Del
	Select all clips	Ctrl+A
<hr/>		
	Duplicate clips on same track	Ctrl+Shift+D
	Duplicate on next track	Ctrl+D
	Normalize clips	Ctrl+Shift+N
	Freeze/Melt clips	Ctrl+F
	Use/do not use clips as duck info	Ctrl+U
	Edit duck info	Ctrl+W
	Set standard fade in/out	Ctrl+I
	Open clip mixer	Ctrl+M
	Cut clips at locator	Ctrl+Shift+K
<hr/>		
	Delete track	Ctrl+Shift+T
	Duplicate track	Ctrl+Shift+Z
	Insert track	Ctrl+Shift+I
<hr/>		
	Cut selected time range	Ctrl+Shift+X
	Copy selected time range	Ctrl+Shift+C
	Merge clips into take	T
	Merge Clips into file	F
	Export clips to database	D
<hr/>		
	Adjust position of following clips	Alt+A

38.4 Menu "Cutter"

Here you find operations specific to the Cutter. They refer to the currently focused Cutter window.

You find further details on editing on the pages about the Cutter.

Cutter		
	Select from beginning	Shift+Home
	Select until end	Shift+End
	Copy selected time range to Arranger	Ctrl+Shift+R
	Mute selected time range	Ctrl+Shift+M
	Duplicate selected time range	Ctrl+Shift+D
<hr/>		
	Do not edit volume or pan	O
	Edit volume curve	V
	Edit pan curve	P
	Merge selection to Cutter	Ctrl+Shift+W

38.5 Menu "CDR"

Here you find the operations for editing CDR tracks. More information can be found under CD-Burning.



38.6 Menu "View"

Here you can change the visible elements of the editor windows and view and modify display options.

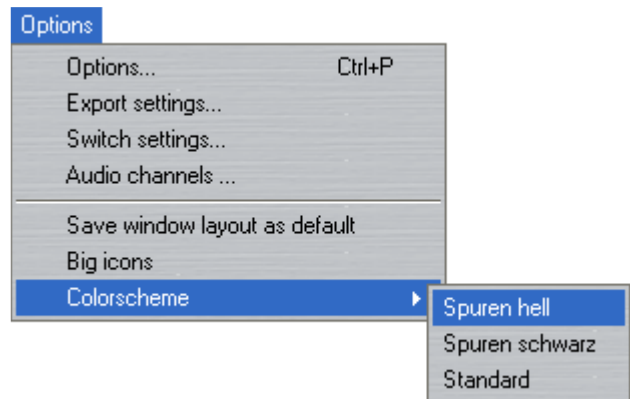
- Display different toolbars
- Display clipboard
- Display one or two Cutter editors
- Modify the time display of the current editor window
- Modify the vertical display of the current editor window
- Snap markers, clips and locator to markers
- Snap markers, clips and locator to clip start and end
- Smooth adjustment of display to keep the locator visible during playback
- Synchronize the locator between Arranger and Cutter



38.7 Menu "Options"

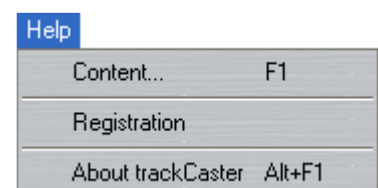
The menu "Options" offers commands to change the program configuration.

- **Options** opens a dialog for system configuration, e.g. Audio device settings, keyboard assignments and color settings.
- **Export settings** allows to you save the current settings to disk. trackCaster can be started with these settings e.g. directly from the Explorer by double-clicking the settings file. The directory of the settings file also serves as the working directory for trackCasters, thus saving all other settings there, too. For example, this can be used to work with user-specific configurations.
- **Switch settings:** Select a configuration file on disk to load a previously saved configuration.
- **Audio channels:** Audio channel assignment can be configured here for Multi-channel operation.
- **Save window layout as default:** The current window arrangement is stored as standard for new projects.
- **Big icons:** If this switch is active, the toolbars are displayed twice as large as in standard display.
- **Color scheme:** Here you can load color schemes from the working directory of trackCaster.



38.8 Menu "Help"

- **Content:** Opens the help browser.
- **Registration:** Opens the registration dialog
- **About trackCaster:** Shows program and license information for trackCaster



39 Standard Keyboard Shortcuts

39.1 Common

Faster playback speed	8
Play everything from locator	N
Start/Stop recording	Ctrl+R
Cut	Ctrl+X
Fastest playback speed	9
Properties	Ctrl+Shift+P
Paste	Ctrl+V
Move locator back	Left
Move locator forward	Right
Copy	Ctrl+C
Delete	Del
Delete marker	Shift+M
Set marker	M
Jump to next marker	Tab
Normal playback speed	7
Clear selection	C
Start/Stop	Space
Leave edit field	Esc
Jump to start of selection	A
Jump to end of selection	B
Reset locator	0
Jump to previous marker	Shift+Tab
Select all	Ctrl+Shift+A
Exclude time selection in playback	E
Copy time selection into clipboard	Ctrl+Shift+C
Merge time selection into file	Ctrl+Shift+F
Export time selection to database	Ctrl+Shift+B

Merge time selection into take	Ctrl+Shift+V
Loop time selection	I
Set selection start to locator	Shift+A
Set selection end to locator	Shift+B

39.2 View

View 1 minute	3
View 10 seconds	5
View 2 seconds	6
View 30 seconds	4
View 5 minutes	2
View everything	1
Jump to beginning	Home
Jump to end	End
Move view up	Up
Move view down	Down
Move view to locator	#
Zoom out	-
Zoom in	+
Maximize/restore window	F5
Focus next window	Ctrl+Tab
Zoom out vertically	Ctrl+-
Zoom in vertically	Ctrl++
Change to next window	F7

39.3 Arranger

Select all clips	Ctrl+A
Synchronize locator in Arranger and Cutter	unassigned
Snap to clips	unassigned
Snap to marker	unassigned
Open clip mixer	Ctrl+M

Edit clip	Ctrl+E
Use/do not use clips as duck info	Ctrl+U
Use clips as duck info	unassigned
Cut clips at locator	Ctrl+Shift+K
Duplicate clips on same track	Ctrl+Shift+D
Duplicate on next track	Ctrl+D
Melt clips	unassigned
Freeze/Melt clips	Ctrl+F
Freeze clips	unassigned
Merge Clips into file	F
Export clips to database	D
Merge clips into take	T
Copy clips into clipboard	Ctrl+Shift+J
Move clips into the clipboard	Ctrl+Shift+M
Delete clips	Ctrl+Del
Do not use clips as duck info	unassigned
Normalize clips	Ctrl+Shift+N
Set standard fade in/out	Ctrl+I
Edit duck info	Ctrl+W
Jump to next clip	Ctrl+Right
Adjust position of following clips	unassigned
Duplicate track	Ctrl+Shift+Z
Insert track	Ctrl+Shift+I
Delete track	Ctrl+Shift+T
Follow locator	unassigned
Jump to previous clip	Ctrl+Left
Cut time selection	Ctrl+Shift+X
Copy time selection	Ctrl+Shift+C

39.4 Recording

Drop recording into arrangement	Ctrl+A
Add recording to clipboard	Ctrl+B

Start recording	Return
Delete current recording	Ctrl+D
Close dialog and place recording	Ctrl+X
Close dialog and discard recording	Ctrl+Q
Set marker	Ctrl+M
Begin new record file	Ctrl+T
Start/Stop Arranger	Space

39.5 Burn CD

Create CD	unassigned
Increase index	unassigned
Decrease index	unassigned
Set new track	unassigned
Delete track	unassigned
Set track start	unassigned
Set track end	unassigned
Set tracks automatically	unassigned

39.6 Cutter

Select from beginning	Shift+Home
Select until end	Shift+End
Do not edit volume or pan	O
Edit volume curve	V
Edit pan curve	P
Duplicate time selection	Ctrl+Shift+D
Copy time selection to Arranger	Ctrl+Shift+R
Merge selection to Cutter	Ctrl+Shift+W
Mute time selection	Ctrl+Shift+M

39.7 Dialogs

Open record dialog	Ctrl+Space
Enable/disable otone mode	Ctrl+Shift+O

39.8 Main window

Configure audio channels	unassigned
Refresh clipboard from project directory	Ctrl+F5
Show clipboard	unassigned
Import CUTmaster project	unassigned
Import CUTmasterXP project	unassigned
Export settings	unassigned
Switch settings	unassigned
Options	Ctrl+P
Help index	Ctrl+F1
Help contents	F1
Import local audio file	F8
Import local audio file into arrangement	Shift+F8
New project	Ctrl+N
Program information	Alt+F1
Load project	Ctrl+O
Save project	Ctrl+S
Save project under new name	Ctrl+Shift+S
Cleanup project directory	Ctrl+Shift+Y
Redo	Ctrl+Y
Open undo/redo list	unassigned
Undo	Ctrl+Z
Switch to database	F12
Show one/two Cutters	unassigned