

AV transfer

version 3

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Contact Details:

Australian Office: AV Media Pty Limited
Unit 2, 1 Skyline Place,
Frenches Forest NSW, AUSTRALIA

Telephone: +61 2 9972 7454

Facsimile: +61 2 9972 7044

email: info@avtransfer.net

Web: www.avtransfer.net

Introduction

About AVtransfer

AVtransfer is a versatile and easy to use format conversion utility which reads, plays, combines and exports audio files in any of the supported formats. The supported formats are: Wave, Broadcast Wave, Aiff or AiffC, Fairlight ML3/4, AES31, OpenTL, OMF, discreet edit audio EDL's and Vegas Video EDL's.

AVtransfer supports project files with integrated or separate source audio files and can translate "difficult", proprietary or version specific OMF files into fully compliant OMF version 1 or 2.

AVtransfer converts between different sample rates and bit depths, supports any valid project or source tape frame rate and can correct drop frame pull up or pull down scaling errors.

This manual relates to AVtransfer version 3.2

Any additional notes specific to future software releases will be included with those releases.

System Requirements

This software operates under Windows 98, me, NT 4.0, 2000 or XP.

When using Windows NT, Service pack #3 or higher, is required to make use of the DirectSound features of AVtransfer. Service pack #5 or higher is preferred.

note When using DSP AudiOS drives, the system *MUST* be running Windows NT, 2000 or XP.
AudiOS drives cannot be accessed when running Windows 95, 98 or me.

AV Media recommends:

- A Pentium 3 processor or better.
- 128 megabytes or RAM or more.
- CD-ROM drive for accessing CD audio.
- 16 bit sound card and a set of speakers.

To mount DEP Track pack AudiOS disks, the Windows machine should have a SCSI host bus adaptor and a Track-pack harness or external drive enclosure attached to the SCSI bus.

Optional Storage / Connectivity:

- Removable disk drives such as Jazz or MO drives.
- Network access to other Workstations e.g. AVID.
- CD-ROM burner.

note Windows NT(r) 4.0 Server and Windows 2000 will network directly to a Macintosh.

Hard Disks and removable media such as Jazz Disks may be formatted for a PC or Macintosh. If they are PC formatted they are accessible on both a Windows machine and a Macintosh. If they are Macintosh formatted they are accessible on a Macintosh and on a Windows machine running a 3rd party utility such as MacOpener.

Installation

Read the license agreement printed at the beginning of this manual and on the installation screens carefully before using this program. Using the program signifies your acceptance of the terms and conditions of the license agreement.

Put the AVtransfer CD into the CD ROM drive of your computer.

note If your computer does not have a CD ROM drive, you can still install AVtransfer on it by following the procedure for upgrading as shown below.

The installation program should automatically start when you insert the CD. If it does not, navigate to the CD-ROM drive in *My Computer* and run the Setup program by double clicking on it.

Follow the instructions on the screen to select a target directory and to complete the installation.

The first time AVtransfer is run it will ask for a suitable location for temporary files (e.g. rendered cross fades etc.). The default location is c:\aud. This location can be changed later if desired - see "Configuration" on page 70.

note For Windows 98 users ONLY.

AVtransfer required that ODBC be installed on the system. This is to make use of the database features for CD Sound Effects libraries.

ODBC is installed by many applications including Microsoft Office but if it is not, it can be installed from the AVtransfer CD ROM.

Installing ODBC - Windows 98 ONLY

First check if ODBC is already installed on your system. To do this, run AVtransfer. If ODBC is missing, a "Missing ODBC32.DLL" error will be displayed.

ODBC can be installed from the AVtransfer CD or downloaded from the internet.

To get ODBC from the internet, go to the AVtransfer website at **www.avtransfer.net** and follow the links through to the **Downloads** page. There are several links to free on-line distributions of the ODBC installer.

To install ODBC from the AVtransfer CD ROM:

1. Put the AVtransfer CD into the CD ROM reader.
2. Open the CD in "My Computer" on the desktop or using the Windows Explorer.
3. Open the **ODBC Install** directory by double clicking it.
4. Run the **odbcinst.exe** program by double clicking it.

Upgrading AVtransfer

The latest version of AVtransfer is always available for download on the website: www.avtransfer.net The download is a single executable file that will automatically extract the necessary files when it is run.

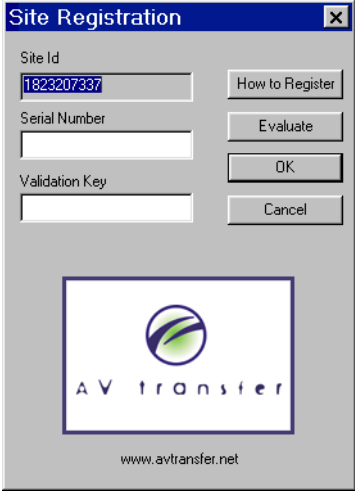
1. Point your web browser to www.avtransfer.net and follow the link to the downloads pages.
2. The latest evaluation version is freely available to all. Registered users may access the latest full release version by entering a login and password. (This will be supplied when you purchase AVtransfer. If you are a registered user and don't have a login/password contact info@avtransfer.net)
3. Download the AVtransfer installer.
3. Run the program by double clicking it.
4. AVtransfer will be installed on your computer.

The update will use the same registration details as the previous version automatically. You do not need to re-register your product when you upgrade.

Registering and Evaluating

The download version of the software can be used immediately, unregistered, for evaluation purposes:

When an unregistered AVtransfer is run, the Site Registration window will appear:

The image shows a 'Site Registration' dialog box with a blue title bar. It contains three input fields: 'Site Id' with the value '1823207337', 'Serial Number' (empty), and 'Validation Key' (empty). To the right of these fields are three buttons: 'How to Register', 'Evaluate', and 'OK'. Below the input fields is a 'Cancel' button. At the bottom of the dialog is a logo for 'AV transfer' featuring a stylized green and blue sphere, and the website address 'www.avtransfer.net'.

The product can be evaluated, free of charge, by clicking the **Evaluate** button. There is no limit to the evaluation period - use it for as long or as often as desired.

The evaluation mode is fully functional and allows you to test all the features and benefits of AVtransfer. Any output generated by the evaluation mode will contain a security tone in the audio files.

This tone is not generated by a properly registered version. Simply register the product (See "How to Register" on page 15).

How to Register

If you purchased AVtransfer from a dealer, they will register it for you.

If you purchased AVtransfer on-line, please follow the steps below to register your product:

1. Make a note of your Site ID from the top of the Site Registration window displayed when AVtransfer is first run.
2. Contact AV Media at www.avtransfer.net and click the **Purchase AVtransfer Online** link.
3. There are two links on this page, choose the one appropriate to you:
 - * **AVtransfer V3 AVT300S**: The default choice.
 - * **AVtransfer V3 AVT300S-GST**: For Australian customers, price includes GST.
4. Fill in the registration form with your details and the Site ID, then press **Submit**.
5. This will take you to a secure site, where you can enter your credit card details, to complete the transaction.

Your Validation Key will be sent to you by email within 48 hours (usually within 15 minutes).
6. If you are running the evaluation version of AVtransfer, you will need to obtain the full release version at www.avtransfer.net. Re-install the full version over the existing evaluation version.
7. Run AVtransfer, then enter the Serial number and Validation Key on the **Site Registration Window** of AVtransfer and click **OK**.

The key is valid only for the one Windows system and Site ID that was entered during the registration process.

Guide to Uses

Converting OMF

AVtransfer can read almost any OMF or discreet edit project file.

One of the principal uses of AVtransfer is to read “dirty” or non-compliant OMF project files and export clean OMF with full control over all parameters. AVtransfer can also cross convert between versions of OMF.

Open the source OMF file in AVtransfer and then:

Export the entire project as an new OMF file with full control over all parameters.

or

Extract portions of the OMF project, file by file or by timecode region and export them as a new OMF - again with full control over all parameters.

For a full explanation of all the OMF parameters that AVtransfer can set, refer to “OMF Export Options” on page 45.

Creating OMF

AVtransfer can be used to produce OMF projects from individual audio clips. These clips may be sourced from a pre-recorded library, audio CD's or from location recordings etc.

AVtransfer is compatible with location recorder files such as those generated by the Deva disk recorder and can generate OMF projects from these files supporting clip naming, track information and location timecode.

Open the source files as a new project in AVtransfer and then export portions or all tracks and clips - with full control over all OMF parameters as well as the project frame rate if this was not embedded in the recording.

Correct any pull up/down scaling errors if necessary (NTSC only). This will help correct slow drift audio sync problems seen when long runs of location timecode are used.

Extracting project components

AVtransfer can extract component files from almost any project file. (OMF, Fairlight ML 3/4, AES31 and discreet edit) and save them as separate professional audio format files of your choice. (Wave, BWave, Aiff).

Full control is given over the track and timecode range to be extracted and the files can be saved as a separate OMF project (again with full OMF parameter control) or as separate audio files in Wave, Aiff or Broadcast Wave format.

A mono or stereo mixdown of a project, or a region defined by a track and/or timecode range can also be saved as a Wave, BWave or Aiff file.

AVtransfer can even convert the sample rate and bit depth of the files.

For further details refer to "Exporting selected files - wave/aiff" on page 53.

Format cross conversion and standardisation

As well as handling project files, AVtransfer can read and cross convert professional audio formats: Wave, Broadcast Wave, Aiff or AiffC.

Files in a mixture of formats can be converted to one chosen format, the bit lengths and sample rates optionally resampled and, if the format supports embedded timecode, scaled to maintain sync with timecode, despite any resampling that has occurred.

Files from any source accessible to the computer can be read e.g. local fixed disks, removable media, CD ROM (data or audio format) or network/internet sources.

Batch processing allows large jobs to proceed unattended and AVtransfer even allows separate Mark in/out regions to be tagged for each individual file prior to running the batch.

Sound Effects Library Utilities

Many sound effects libraries include a database of the tracks and effects contained within the library. AVtransfer will read databases in the common ODBC format and can then import the audio from the sound effects CD's and apply the naming details to the tracks and any index points within them.

AVtransfer can then save the imported sound effects, as named clips, to an OMF project or DEP AudioS disk.

Sample rate and bit depth conversions can be applied to the audio if desired with full control over all OMF parameters during an export of the sound effects data in OMF format.

Operation

Once AVtransfer is successfully installed it can be run by double clicking the short-cut icon on the desktop:

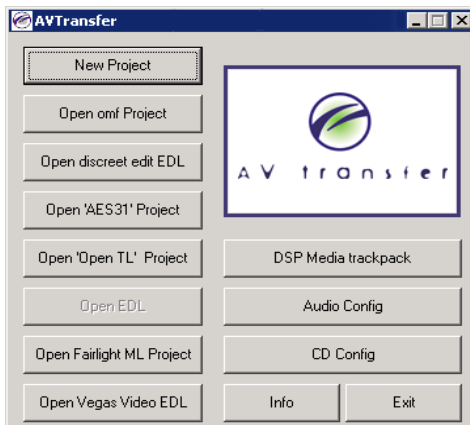


or by selecting it from the **Start menu > Programs > AV Media** folder that was created when AVtransfer was installed.

note: The first time AVtransfer is run, you will be asked to choose a location for temporary files, such as rendered cross fades.

Main screen display

When AVtransfer is run, the main menu will appear on the screen:



There are options here to open:

- OMF project files (v1 & v2)
- DSP AudioS drives
- discreet edit EDL's
- AES31 projects
- Open TL projects
- Fairlight ML projects
- Vegas Video EDL
- A new project

The **Audio Config** button allows the AVtransfer audio playback settings to be changed. See "Audio Configuration" on page 70.

The **CD Config** button allows the CD ROM drive control parameters to be changed. See "CD Configuration" on page 72.

The **Info** button shows details of your product registration and AV Media contact details.

The **New Project** button will open a blank AVtransfer Explorer screen where a project can be built from individual audio files and audio CD tracks.

The **DSP Media trackpack** button is used to access projects on DSP Media AudiOS Trackpacks.

The **Open OMF Project** button allows you to open existing OMF version 1 and 2 project files with separate or embedded audio data. AVtransfer also supports clip gain if that information is included in the OMF file.

Open discreet edit EDL will open a discreet logic audio EDL (ADL) file in AVtransfer.

Open Fairlight ML Project will open a Fairlight Project (ML) file in AVtransfer.

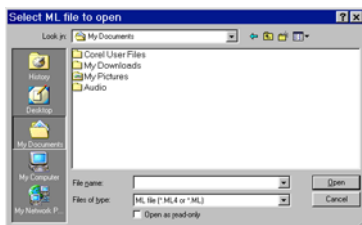
The **Open 'AES31'** and **'Open TL' Project** buttons will open these project types in AVtransfer.

Open Vegas Video EDL will open a Vegas Video EDL in AVtransfer.

Opening a Project

Click the **Open OMF Project, Open discreet edit EDL, AES31, Fairlight ML, Open TL** or **Vegas Video EDL** button.

A standard Windows Open File dialogue box will appear:



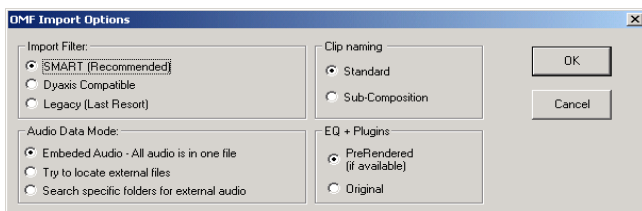
Navigate to the directory containing the file of interest.

Double Click the desired file or select it and Click **Open** to continue or Click **Cancel** to abort the open and return to the main menu.

note If the selected file contains more than one sequence, an additional dialogue box will appear from which the desired sequence can be selected.

OMF import options

If an OMF project is being opened, the Open OMF project Options screen will be displayed:



Import Filters

AVtransfer can correctly interpret OMF files from many different and incompatible sources. There are options here for choosing which input filter to use. If the source of the particular OMF file is not known, or the

file does not import correctly, try each of the options, starting with the smart filter, until AVtransfer correctly imports the file.

Smart Filter This OMF filter is suitable for reading most OMF exports. It will automatically attempt to find and correct any errors found in the OMF file.

note The Smart Filter is also the only import filter that supports clip gain information.

Legacy OMF The legacy mode is only suitable for OMF files that accurately adhere to the OMF file format specification and should only be used when the **Smart** filter does not work.

Dyaxis / Protools 5 Suitable for OMF files generated on a Dyaxis or Pro Tools system and again only recommended when the **Smart** filter fails to correctly read the file.

Clip Naming

Standard Suitable for most compositions.

Sub-Compositions Retains clip names used in sub-compositions, suitable for some later generation Avid OMF files. Use when standard clip naming produces undesired clip names.

EQ & Plugins

Where an OMF file was exported using rendered EQs or Plugins, you can choose if you want to import the pre-rendered audio or the original source audio. If the selected audio is missing, then AVtransfer will import the provided audio.

Audio data Mode

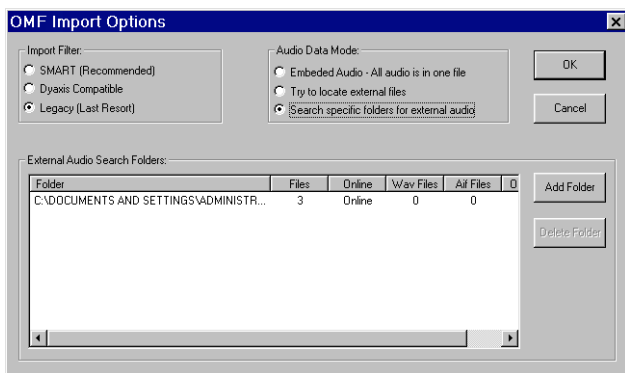
OMF files may contain either or both of the composition data (edits/timeline) and actual audio data. The format should be obvious when an OMF

project is received as it will either be one large file or many smaller ones (a composition .omf file and .wav or .aif audio files).

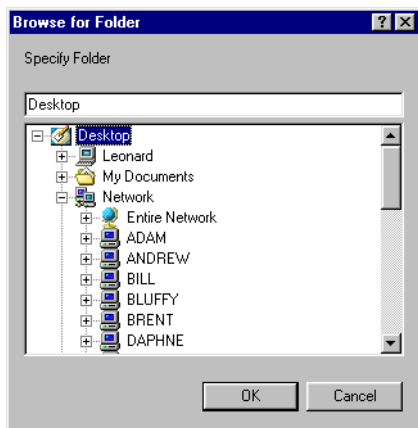
If the audio data is **embedded**, the necessary audio will be included in the OMF file and no further options need be set.

Where external audio data files are used, AVtransfer can either try to locate the external files itself, or you may specify folders in which it will search.

Select one of: **Embedded Audio, Try to locate external files** or **Search specific folders for external files** in the Audio Data Mode panel. If "Search specific folders for external audio" is selected, the External Audio Search Folders panel will open:



To add a directory to the list, click the **Add Folder** button and select the desired one from the displayed tree:



Select the desired directory by clicking on it, then click **OK** to add the selected directory to the list.

As many directories as desired can be added to the list and may include directories on local disks, removable media or network devices.

To remove a directory from the list, select it by clicking on it, then press the Delete key or click the **Delete Folder** button. Range and multiple selections are supported using the standard Windows Shift and Ctrl click procedures.

Click **OK** to proceed or **Cancel** to abort opening the OMF file.

DSP Media Trackpack

The DSP Media trackpack button will open the DSP AudioS screen.

See the "DSP Media Disks and AVtransfer" PDF file on the CD included with this package or available for download from the website.

Starting a New Project

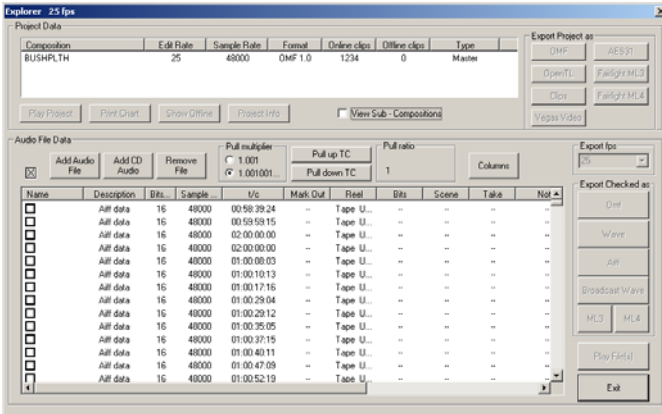
The **New Project** button will open a blank AVtransfer Explorer screen where individual audio files, including CD audio, can be handled within AVtransfer.

All the normal AVtransfer functions such as sample rate conversion, etc. are still available, and the files can be exported in any of the supported formats including as an OMF project.

AVtransfer Explorer

If an existing project file is open, details for it are displayed in the Project Data Panel at the top of the Explorer. The Project Data Panel for a new Project will be empty.

The Audio File Data panel shows details of the individual audio files that are open and/or part of an open project:



View Sub-Compositions

Toggles the display of detailed sub-composition information (found within the main composition) on/off.

Show Offline

Additional information about any offline clips in the project can be displayed by clicking the **Show Offline** button. This includes: the *Clip Name*, *Track*, *Start Time*, *End Time* and *Duration*.

Project Info

Displays and edits the project information like composition name, comments and extra client data stored in a file. AES-31 is the only format which currently supports this functionality.

Check Boxes for Export

The check boxes to the left of each audio file indicate which files are to be included in file export operations.

Toggle the individual check boxes on or off as desired by clicking in them or toggle all the check boxes on or off together by clicking the check box in the heading space above the individual check boxes (next to the **Add Audio File** button).

Selection for Playing

Clicking anywhere on an audio file, other than on the Export check box, will select it for playing (not for export).

Click the **Play Sound** button to hear the selected files.

Double clicking an audio file will open the Player with that file playing.

Changing the column display

AVtransfer compiles a wealth of information about each and every audio clip loaded.

To change the order of the columns, drag a column heading to the desired position. A blue line in the border between columns indicates where the moved column will be placed.

The column widths can be changed by dragging the border between columns to the desired position.

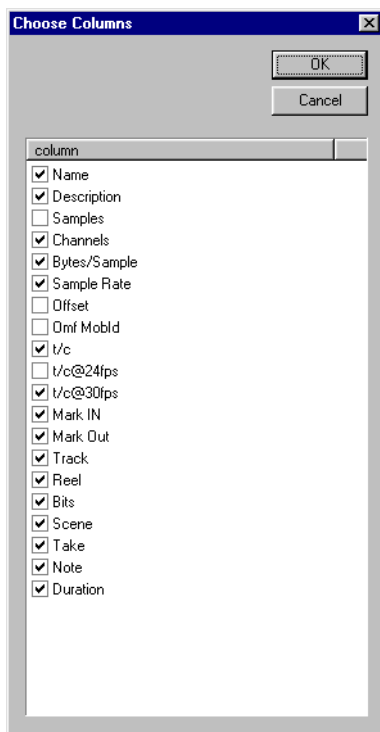
Information columns can be turned on or off:

 Click the **Columns** button.

The Choose Columns window appears:

Place a check mark next to the items of interest.

Click **OK** to return to the explorer.

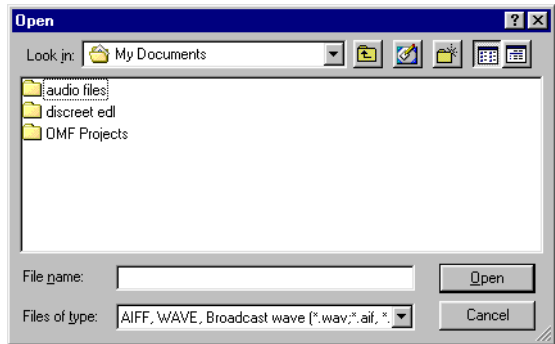


Adding audio files

A rectangular button with a light gray background and a thin border, containing the text "Add Audio File" in a standard sans-serif font.

Click the **Add Audio File** button to add audio files to the Explorer.

The File Open dialogue box will open:



Select the desired file(s). Range and multiple selections are supported using the standard Windows Shift and Ctrl click procedures.

Double Click the desired file or Click **Open** to add the selected files to the Explorer.

Removing audio files

Select the file to be removed. Range and multiple file selections are supported using the standard Windows Shift and Ctrl click procedures. The selected files will highlight.

A rectangular button with a light gray background and a thin border, containing the text "Remove File" in a standard sans-serif font.

Click the **Remove File** button to remove the selected files from the Explorer.

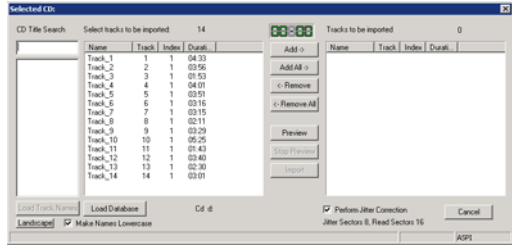
This will NOT affect the original audio source file(s), the procedure only removes the files from the AVtransfer explorer and therefore from any subsequent exports from AVtransfer.

Adding CD Audio

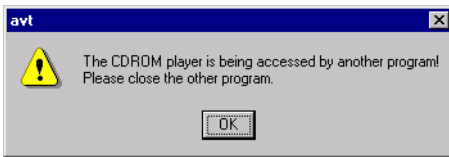
Add CD Audio

Click the **Add CD Audio** button to add files from an audio CD to the Explorer.

The Import from CD window will open:



If another application, such as the Windows CD player, is using the CD ROM drive, AVtransfer will display the message:



In the Import from CD window, select a track by clicking on it. Range and multiple file selections are supported using the standard Windows Shift and Ctrl click operations.

Click **Add ->** to add the selected track(s) to the import list.

Click **Add All ->** to add all tracks on the CD to the import list.

Tracks can easily be removed from the import list by selecting them, then:

Click **<- Remove** to remove the selected track(s).

Click **<- Remove All** to remove all CD tracks from the import list.

Click **Import** to import the selected tracks. The selected audio tracks will be added to the Explorer.

Click **Cancel** to abort the CD Audio Import and return to the Explorer.

A rectangular button with a light gray background and a thin black border. The text "Landscape Display" is centered in a black, sans-serif font.

Click the **Landscape Display** button to change the screen format to landscape.

A rectangular button with a light gray background and a thin black border. The text "Portrait Display" is centered in a black, sans-serif font.

The button will change to read **Portrait display** and will toggle the display back to portrait when clicked.

On the left hand side is a column used for handling sound effects library databases and displaying the CD's in the effects library.

See "Sound Effects CD's" on page 32 for further details.

Pull Up/Pull Down

To account for the difference between 30fps and the actual NSTC frame rate of 29.97fps, the concept of a "one in one thousand" pull up or pull down to the frame rate was developed.

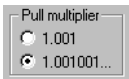
The frame rate of 30fps is divided by 1.001 to get to 29.97fps and 29.97fps is multiplied by 1.001 to get back to 30fps. This rate was introduced to maintain an exact relationship between the colour sub-carrier phase, line and frame frequencies.

Unfortunately, the 1.001 multiplier does not quite work perfectly...

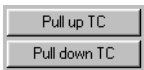
30 fps divided by 1.001 is actually 29.97002617fps.

30 fps divided by 1.001001001001... really is 29.97fps.

Some manufacturers use the approximate pull up/down multiplier of 1.001 and others use the exact 1.001001... multiplier. To allow for this, AVtransfer supports both multipliers and allows clips to be pulled up or down by either of these rates, as much as necessary to ensure the audio timecodes are correct.

A control panel with a title bar "Pull multiplier". It contains two radio buttons. The first is labeled "1.001" and is currently selected (indicated by a filled circle). The second is labeled "1.001001..." and is unselected (indicated by an empty circle).

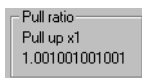
Select a multiplier of either 1.001 or 1.001001... by clicking on the desired value. The radio button selector will light to show the current setting.

A rectangular button with a light gray background and a thin black border. The text "Pull up TC" is centered in a black, sans-serif font.A rectangular button with a light gray background and a thin black border. The text "Pull down TC" is centered in a black, sans-serif font.

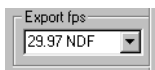
Click the **Pull up TC** or **Pull down TC** button to apply the selected multiplier to the audio clips in the project.

Multiple pull ups or downs are allowed. AVtransfer immediately re-calculates the timecode and "timecode at 30fps" values for the clips.

The cumulative pull up/down amount is shown and the multiplier can be changed. AVtransfer will re-calculate the new timecode values immediately.



Setting the export project frame rate



Use the Export fps drop down list box to choose the frame rate the project will use when it is exported from AVtransfer.

This option only has an effect on OMF projects or formats supporting timecode e.g., broadcast wave.

If there is an open OMF or discreet* project, AVtransfer will read the correct project frame rate from the file. In this case, the Export fps drop down list will show the project frame rate but it cannot be changed.

See also "Set Tape fps label" on page 48.

Sound Effects CD's

AVtransfer can import sounds from sound effects CD's and convert them into wave, broadcast wave or Aiff files or export them as an OMF project.

All tracks and indexes are read and a separate entry will be added to the Explorer for each.

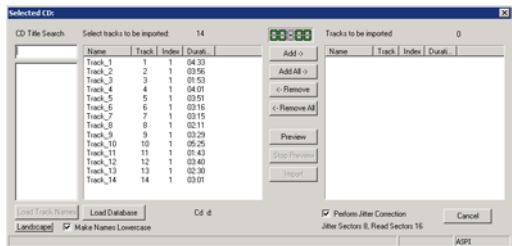
Many sound effects libraries include an ODBC database of the library contents. AVtransfer can read the database and import the sounds with the correct names for each track and index as well as any other information that is included in the database.

Importing Sound Effects with a Database

Add CD Audio

Click the **Add CD Audio** button to add files from an audio CD to the Explorer.

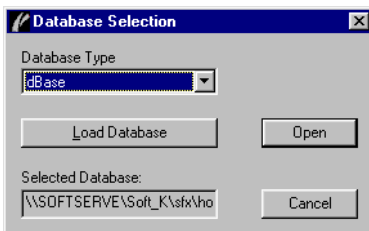
The Import from CD window opens:



Loading a Database

Load Database

Click the **Load Database** Button. The Database window will open:



Select the type of database from the drop down list.

AVtransfer supports dBase, Microsoft Access and CSV (comma separated values) databases.

The most recently used database is shown in the Selected Database window.

When using a CSV database, ensure that the first line in the file contains the names of the fields separated by commas. If it does not, add one using a text editor such as Windows Notepad. The line should give the names of the data fields in the same style (e.g. fields between "quotation marks or not) as the rest of the file and separated by commas.

e.g. 1: name,track,index,duration

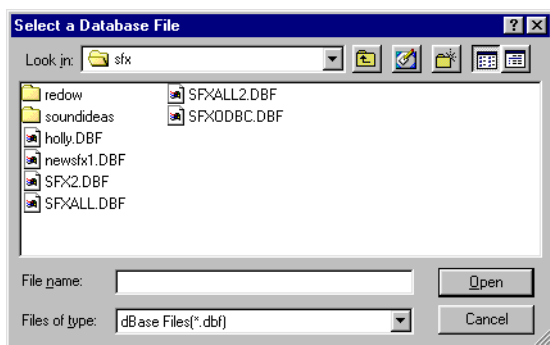
e.g. 2: "name","track","index","duration"

note When using dBase files, the filename must not be longer than 8 characters plus the extension .dbf.

Load Database

Click the **Load Database** button to load a different database to the one shown.

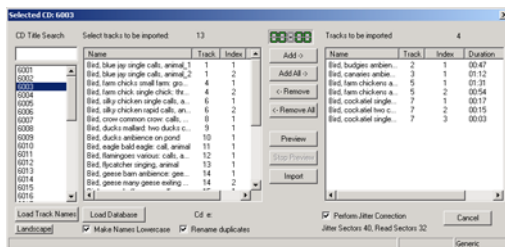
The **Select Database** window will open:



Navigate to the desired directory and select a database file by clicking on it.

Click **Open** to continue.

The Import CD Audio screen will reappear with a list of CD's in the sound effects library shown in the column to the left:



Scroll through the list and select one by clicking on it or begin typing the name of the CD in the search box at the top of the list to refine the search before selecting a CD.

Load Track Names

Click the **Load Track Names** button. The track and index information for the selected CD will be displayed in the track list.

Make Names Lowercase

This option will convert the often all UPPERCASE names in the database to a leading uppercase only i.e. 'BLUEBIRD CALL' to 'Bluebird call'.

Rename Duplicates

This option will rename clips if a sound FX CD has multiple clips with identical names i.e. 2 tracks called 'Bird calls' will become 'Bird Calls_1' and 'Bird Calls_2'.

Selecting Sound Effects to Import

Add and Remove tracks as normal. The selected sound effects will be added to the Explorer with the correct naming and other information. The sounds can then be exported as Wave, Broadcast Wave, Aiff or OMF files.

Select a sound effect by clicking on it. Range and multiple file selections are supported using the standard Windows Shift and Ctrl click operations.

Click **Add ->** to add the selected sound(s) to the import list.

Click **Add All ->** to add all the sound effects on the CD to the import list.

Sounds can easily be removed from the import list by selecting them, then:

Clicking **<- Remove** to remove the selected sound(s).

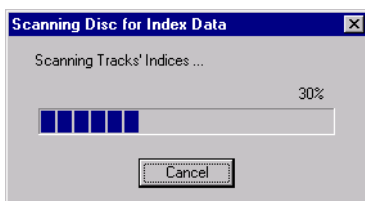
Click **<- Remove All** to remove all the sound effects from the import list.

Click **Cancel** to abort the CD Audio Import and return to the Explorer.

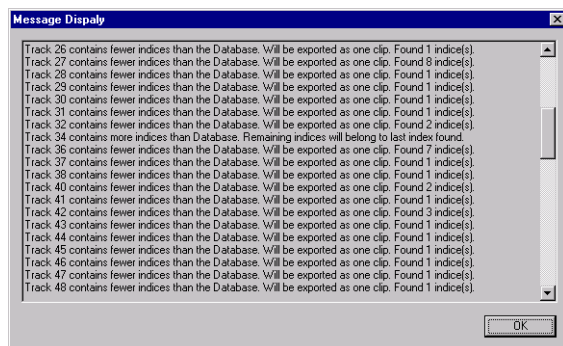
Click **Import** to import the selected sounds.

AVtransfer will scan the CD to load track and index data. A progress bar will be displayed:

Cancelling the scan with the **Cancel** button will return to the Import from CD Screen. It may take a few seconds for the CD drive to cancel the scan.



Any differences between the database information and the physical contents of the CD will be reported:



If the CD contains **more** indices than the database, AVtransfer will add any additional indices found on the CD to the end of the last clip.

If the CD contains **fewer** indices than the database, AVtransfer will create a single clip containing the entire CD track.

The selected sound effects will be added to the Explorer with the correct naming and any other information from the database.

The sound effects can then be exported as Wave, Broadcast Wave or Aiff files or as an OMF project. All the normal AVtransfer conversions and parameters can be set such as sample rate and bit depth conversions, project frame rate and other OMF export parameters.

Exporting Audio

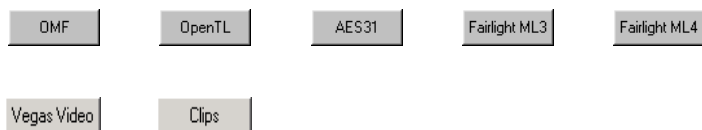
AVtransfer will allow individual files, from within a project or separately added, to be exported in any of the supported formats including as an OMF project.

OMF or discreet* edit* projects can also be exported in OMF format.

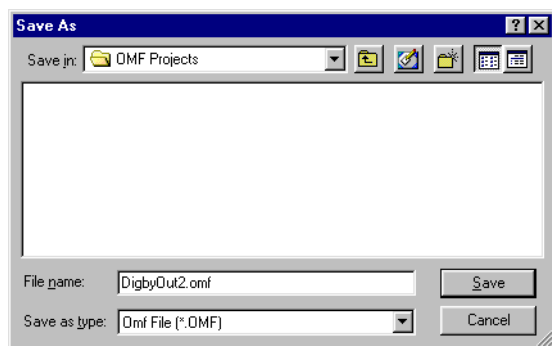
Exporting Projects

To export a project, select the desired sequence from the Project Data Panel (the top section of the AVtransfer Explorer window) by clicking on it.

Then click one of the **Export** buttons corresponding to the desired format:



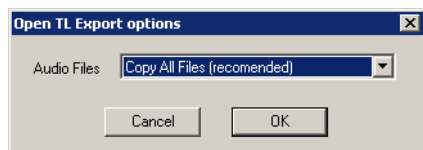
A standard Windows Save dialogue window will open:



Navigate to the desired directory and enter a file name. Click **Save** to continue or **Cancel** to abort the file export.

An export options dialogue box will open specific to the format chosen:

Open TL Export Options



The options are:

Copy All Files

or

Try to use existing files

Copy All Files

This option includes a copy of the audio data files with the exported project in a sub directory of the chosen export directory. This is the recommended option as it ensures the export will include all the necessary data files.

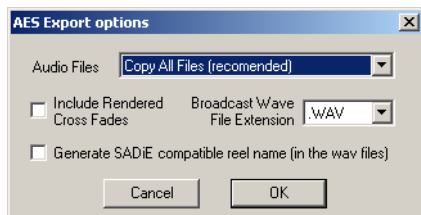
Try to use existing files

This option will export the project with all references to audio data files pointing to the original source audio of the imported project (OMF, discrete, AES31 or Open TL).

This option saves duplicating the audio data thereby reducing the amount of time taken for the export and disc space used but, if this project file or any of the original audio data files are moved, the exported project may not be able to “find” the audio data and play.

Any files that are not in Wave format (required by Open TL) will be exported anyway.

AES31 Export Options



The options are: *Copy All Files* or *Try to use existing files*
Include Rendered Cross Fades and *Broadcast Wave File Extension*.

Copy All Files

This option includes a copy of the audio data files with the exported project in a sub directory of the chosen export directory. This is the recommended option as it ensures the export will include all the necessary data files.

Try to use existing files

This option will export the project with all references to audio data files pointing to the original source audio of the imported project (OMF, discreet, AES31 or Open TL).

This option saves duplicating the audio data thereby reducing the amount of time taken for the export and disc space used but, if this project file or any of the original audio data files are moved, the exported project may not be able to "find" the audio data and play.

Any files that are not in Broadcast Wave format (required by AES31) will be exported anyway.

Include Rendered Cross Fades

AVtransfer can optionally render cross fades when a project is opened. This option will include these rendered cross fades in the exported project. AVtransfer generates the cross fade audio data in broadcast wave format and includes references to these files in the project.

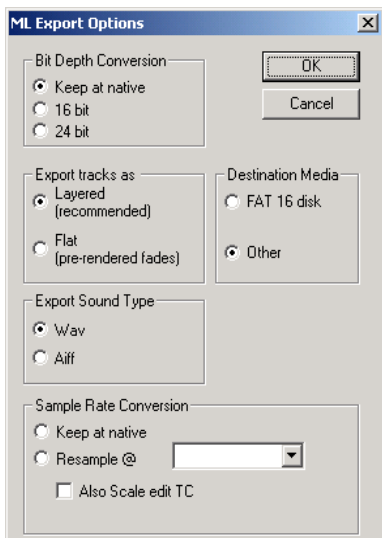
Broadcast Wave File Extension

To maintain compatibility with as many systems as possible, AVtransfer can set the filename extension for any exported broadcast wave audio data files to either .WAV or .BWF

Generate Sadie compatible reel name

Used to generate clip names that are compatibe with Sadie.

Fairlight ML3 / ML4 Export Options



Bit Depth Conversion

Keep at native: Will not alter the bit depth of the audio.

16 bit: Will convert any audio not already at 16 bit to 16 bit.

24 bit: Will convert any audio not already at 24 bit to 24 bit.

Export Tracks as

Layered: Preserves track layering information in the created ML project.

Flat: Renders fades and exports a “flat” project timeline.

Export Sound Type

Wav: Exports the audio in Wave format.

Aiff: Exports the audio in AIFF format.

Destination Media

FAT 16 : Use this option when exporting to FAT16 disk to fix up any possible filename incompatibilities.

Other: Suitable for any other type of disk.

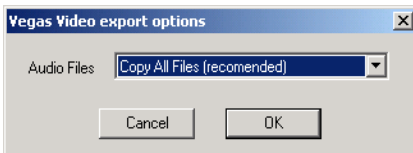
Sample Rate Conversion

Keep at native sample rate: option will leave each file at its native sample rate.

Resample: option lets you choose any valid sample rate. AVtransfer will re-sample the files as necessary. Industry Standard sample rates can be chosen from the drop down list, or any arbitrary rate may be entered. The valid range is 11025 to 96000Hz.

Also scale edit TC: by default you should select this option. This ensures that when you alter the sample rate of the audio, the edit points of the timeline are scaled to match.

Vegas Video EDL Export Options



Copy All Files

This option includes a copy of the audio data files with the exported project in a sub directory of the chosen export directory. This is the recommended option as it ensures the export will include all the necessary data files.

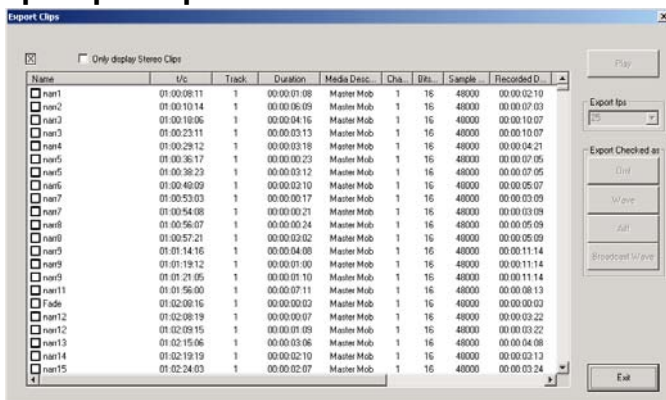
Try to use existing files

This option will export the project with all references to audio data files pointing to the original source audio of the imported project (OMF, discrete, AES31 or Open TL).

This option saves duplicating the audio data thereby reducing the amount of time taken for the export and disc space used but, if this project file or any of the original audio data files are moved, the exported project may not be able to “find” the audio data and play.

Any files that are not in Wave format (required by Vegas Video EDL) will be exported anyway.

Clips Export Options



This page allows individual clips to be exported. Opening the page shows all clips contained within the project. Optionally you can click on “only display stereo clips”. In that case you will see a list of only the stereo clips within the project - and all available stereo clips will be exported as stereo files.

Select the clips that you wish to export by clicking on the check box to the left of the clip. Then pick an export format. Currently supported formats

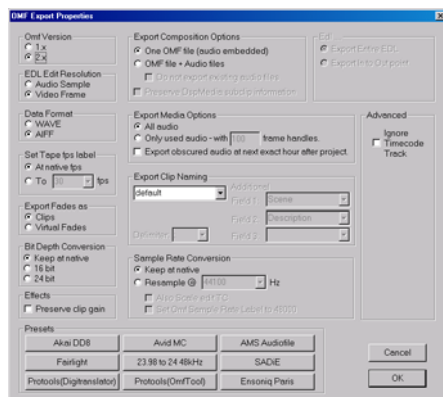
include wave, aif and broadcast wave. (Omf format to be included in a future version).

NOTE: “Export Clips” in the Export Clips page is different to “Exporting files” in the Explorer page. The list of items at the bottom of the Explorer page is a list of individual sound recordings “chunks” associated with the project, not clips. Sometimes each chunk of audio belongs to one clip. At other times, many clips refer to one chunk of audio.

As an example, suppose you record one clip of audio into a Digital Audio Workstation. Then you copy the clip five times. And name each individual clip. There are five clips, with five individual names, but only one original “chunk” of audio.

Further note - clips can be edited. But the original chunk of audio will contain all physically recorded audio.

OMF Export Options



OMF version

Select **1.x** or **2.x** AVtransfer will export files compliant with version 1 or 2 of the OMF specification.

Clip gain information can only be exported in OMF version 2.

Export Composition Options

AVtransfer can package the OMF export as **One OMF file** with the audio and composition information all embedded within it, or as an **OMF file + Audio files** where each clip is a separate audio data file referenced by a composition file.

Do not export existing audio files: AVtransfer can optionally NOT export audio data files that already exist in the selected directory. This can save time and disk space if the source audio is already in the desired format.

Preserve DSP media sub clip information: If the original file was generated on a DEP, this option will preserve sub clip information for easier importing, complete with clip naming information, into Avid and other systems using “bins”.

EDL

Export Entire EDL: Will produce an exported OMF file including the entire EDL.

Export In to Out point: Will produce an exported OMF file covering only that section of the EDL between the project IN and OUT points.

IN and OUT points are set within the Player - see "Playing Audio" on page 57.

Export Naming Options

The naming type can be set to **default**, **scene_take**, **scene-take**, **delimited**, **AMS compatible** or **Windows compatible**.

The options for delimiting character and additional field names can only be changed in delimited field mode.

default mode transfers the whole clip name into the default OMF name field.

scene_take & **scene-take** are suitable for recordings made using location recorders such as the deva disc recorder that encode information relating to the scene and take into the file. The information will be transferred into the standard OMF name field with either an underscore (_) or dash (-) between the scene and take data depending on the option selected here.

delimited allows for very flexible transfer of clip naming information into the OMF file. Where the clip name contains information separated by a known delimiting character (e.g. a ;) AVtransfer can create up to three columns of information in addition to the default OMF name column.

The names of the columns can be set in the Field 1, Field 2 and Field 3 text boxes by selecting from the drop down list or by typing in any desired text.

The character, or string of characters, to be used as the delimiting string can also be selected from a list of suggestions in the drop down box, or any desired text can be entered.

e.g. if the delimit character was set to a ; and the field names were set to:
Field 1: Slate Field 2: Take and Field 3: Comment

then clips with names: 204;873;4;Cough in last sentence
204;874;1;Good, long pause at beginning
204;874;2;NG camera

will be exported with the following columns (as viewed in say an Avid):

<u>Name</u>	<u>Slate</u>	<u>Take</u>	<u>Comment</u>
204	873	4	Cough in last sentence
204	874	1	Good, long pause at beginning
204	874	2	NG camera

To force AVtransfer to ignore a particular column of information in the clip names, set the name to the blank entry from the drop down list.

e.g. if Field 2: (above) was set to the blank entry in the drop down list, then the export columns would look like:

<u>Name</u>	<u>Slate</u>	<u>Comment</u>
204	873	Cough in last sentence
204	874	Good, long pause at beginning
204	874	NG camera

AMS compatible This option modifies the clip naming in the OMF file export to maintain compatibility with AMS audiofiles.

Windows compatible This option checks for and removes any illegal characters that may be included in the clip names to ensure compatibility with receiving systems.

Export Media Options

The **All Audio** option will export all of every clip referenced by the OMF project. The **Only used audio** option will shorten the exported audio data files to include only audio actually used in the OMF project. The handle size is added to the beginning and end of these clips.

Export obscured audio at next whole hour after project: ensures that all the audio data remains accessible, even if the project edits overlap

some clips. The overlapped sections will be placed on the time line starting at the next whole hour after the project and exported from there.

These options only have an effect for OMF or discreet* edit* projects. Where single files are being exported in OMF format, no overlapping occurs and there is no sequence data so there are also no partial file references i.e. all audio data will be exported anyway.

Data Format

Select the preferred audio data file format - **Wave** or **Aiff**. The audio data will be exported in the selected format. This option is particularly useful when the composition is exported as an OMF file with separate audio files but also affects the format of audio data embedded within an OMF project.

Export Fades as

AVtransfer can render any fades in the EDL and export these rendered fades as separate **clips**. Alternatively, the media can be exported as is and the fade instructions included in the EDL - a **virtual fade**.

This option is to maintain compatibility with systems that cannot, or are too slow at rendering their own audio dissolves.

Set Tape fps label

The OMF specification includes references to the source tape reel number and timecode. In some cases, it may be necessary to force this label to a particular value to ensure that systems reading the OMF export will reference the source tapes correctly.

The **At native fps** option will not alter the fps label of any of the source reels. If it is necessary to force the tape fps label to a particular value, select the **To:** option and set the desired fps from the drop down list.

Bit Depth Conversion

AVtransfer can convert the file(s) between 8, 16 and 24 bit.

The **Keep at native bit depth** option will leave each file at its native bit depth.

The **8**, **16** or **24 bits** options will ensure that all the exported files are at the selected bit depth. AVtransfer will convert the files as necessary.

Sample Rate Conversion

AVtransfer can also convert the sample rate of the files.

The **Keep at native sample rate** option will leave each file at its native sample rate.

The **Resample** option lets you choose any valid sample rate. AVtransfer will re-sample the files as necessary. Industry Standard sample rates can be chosen from the drop down list, or any arbitrary rate may be entered. The valid range is 11025 to 96000Hz.

If the files are re-sampled, AVtransfer can optionally **scale the edit time-code** of the file to allow for the re-sampling. This will ensure that edits and audio events remain in sync with timecode.

The **Set OMF Sample Rate Label to 48000** check box will label the exported OMF files as 48000Hz even if they have been re-sampled to another value. This will help prevent subsequent editing systems from attempting to undo a deliberately applied sample rate conversion.

Effects

If the source file included clip gain information, this data can optionally be included in the exported OMF File by checking the **Preserve clip gain** option.

This option is only available when exporting in OMF v2.

Advanced

The advanced options should only be altered if you have an advanced knowledge of the OMF specification and the target platform.

The **Ignore Timecode Track** will incorrectly create an OMF file without any timecode information. This only works with machines that incorrectly ignore this information like the PARIS. Normally this option should be turned OFF, otherwise unreadable OMF files could be generated.

The Presets

There are some preset buttons at the bottom of the screen that can be used to ensure compatibility with the example systems. Set as many options as possible, then click one of the preset buttons.

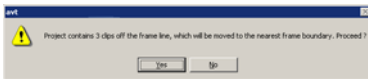
The preset buttons will only change settings that would prevent file compatibility with the chosen system. There may still be several valid combinations of settings for each.

The complete data path for the post-production as a whole should be understood before using these options. AVtransfer can perform almost any conversion but cannot know if the requested conversion is the correct choice!

EDL Edit Resolution

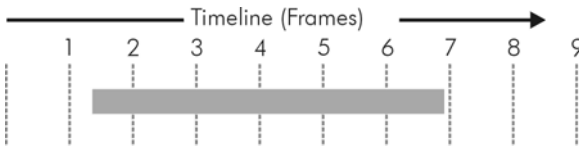
By selecting **Audio Sample** the OMF project will be exported with the clips and edits exactly where they fall, by selecting **Video Frame**, AVtransfer will ensure that any edits not exactly on a frame line are corrected to maintain compatibility with video editing systems.

If there are any edits off the frame line and the EDL Edit Resolution is set to Video Frame, AVtransfer will display a warning message:



Audio Sample to Video Frame EDL Conversion

Most video editing systems generate EDL's with the edits exactly on frame lines. Audio editing systems, however, can place an edit on any given sample:



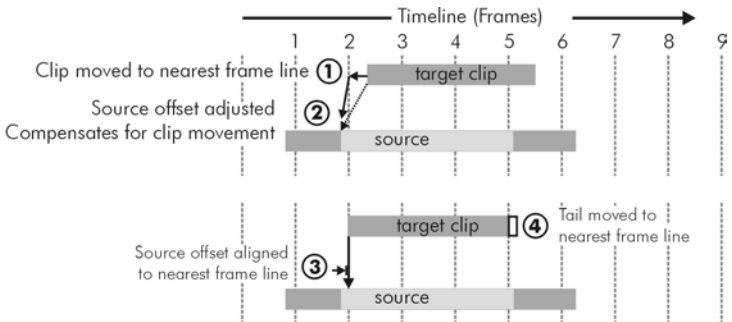
AVtransfer can work with OMF projects of either style.

note Many video editing systems cannot import OMF projects with edits off the frame line. Very unpredictable behaviour can result including a complete system crash.

The **Video Frame** option in AVtransfer will produce OMF exports with all the edits aligned to frame lines even from sample accurate original edl's. These modified exports will work with video editing systems.

The process may have to top and tail the audio clips by up to a frame so it is not recommended that this audio be used in the final mix. The process may also have to adjust the source offset for each clip if it references a position in the source recording that is not exactly on a frame line. This can produce a sync error of up to half a frame.

The Video Frame option will:



Move the clip In point to the nearest frame line (1).

If the In point is already exactly on a frame line then it is not changed.

Then, if the In point has been moved:

Change the source offset to compensate for the movement of the In point (maintain sync) (2). If there is insufficient handle at the head of the source recording, this may produce a small (less than one frame) sync error equivalent to the insufficiency in the handle.

Align the source offset to the nearest frame line (3).

This may produce a sync error of up to half a frame if the source offset needs to be changed. If the In point references a point exactly on a frame line then the offset is not changed.

Move the clip Out point to the nearest frame line (4). If there is insufficient handle at the tail to extend the clip to the nearest frame line then the clip will be truncated back to the preceding frame.

If the Out point already falls exactly on a frame line then it is not changed.

Exporting selected files - wave/aiff

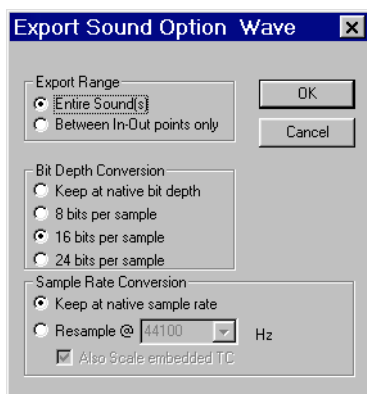
Open the desired project or separate files in the AVtransfer Explorer.

Place a check mark in the box next to the names of the desired audio file(s) by clicking on the box to the left of each desired file.



Click the **Wave, Aiff, Broadcast Wave** button in the Export Checked as: area of the Explorer.

The Export Sounds dialogue box will open:



Wave / Aiff Export Options

Export Range

The *entire* duration of the file(s) can be exported, or just the region *between the In and Out points* marked for each file.

AVtransfer maintains separate In and Out points for each audio file. To set these, select each file individually in the explorer, then open them in the Player by clicking the **Play Sounds** button (see Playing Audio below).

Use the **In** and **Out** buttons on the Player screen to set the in and out points for the clip.

Bit Depth Conversion

AVtransfer can convert the file(s) between 8, 16 and 24 bit.

The **Keep at native bit depth** option will leave each file at its native bit depth. The **8**, **16** and **24 bits per sample** options will ensure that all the files are exported at the selected bit depth. AVtransfer will convert the files as necessary.

Sample Rate Conversion

AVtransfer can also convert the sample rate of the files.

The **Keep at native sample rate** option will leave each file at its native sample rate. The **Resample** option lets you choose any valid sample rate. AVtransfer will convert the files as necessary.

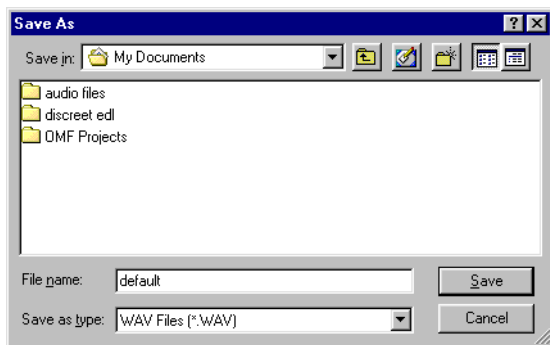
Industry Standard sample rates can be chosen from the drop down list, or any arbitrary sample rate can be entered. The valid range is 11025 to 96000Hz.

If the files are re-sampled, AVtransfer can optionally **scale the embedded timecode** of the file to allow for the re-sampling. This will ensure that audio events remain in sync with timecode. This option is only valid for formats that support embedded timecode (Broadcast Wave)

Once all the options have been set as desired:

Click **OK** to continue with the export.

A save dialogue window will open:

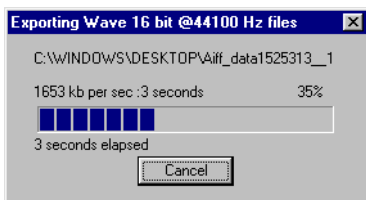


Navigate to the desired directory and optionally enter a file name. AVtransfer will ensure that, by default, all the exported files have a unique file name.

Click **Save** to continue or **Cancel** to abort the file export.

A progress indicator will display the transfer rate and overall progress of the export.

Speeds are dependent on drive or network access times and the processing speed of the computer.

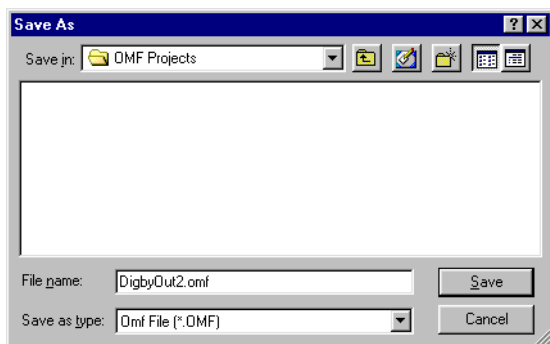


Exporting selected files - OMF/ML3/ML4

Place a check mark next to the desired audio file(s) in the Explorer.

Click the **OMF/ML3/ML4** button in the *Export Checked as* group.

A Save dialogue window will open:



Navigate to the desired directory and enter a file name.

Click **Save** to continue or **Cancel** to abort the file export. The Export properties for the desired format will open.

See “OMF Export Options” on page 45 for OMF options.

See “Fairlight ML3 / ML4 Export Options” on page 41 for ML options.

Playing Audio

On the AVtransfer Explorer screen, select the audio file you wish to pre-view by clicking on it. The selected file will highlight. Multiple file selection is allowed using the standard Windows Shift & Ctrl click procedures. The files will be played one after the other.

A rectangular button with the text "Play Sound" in a sans-serif font.

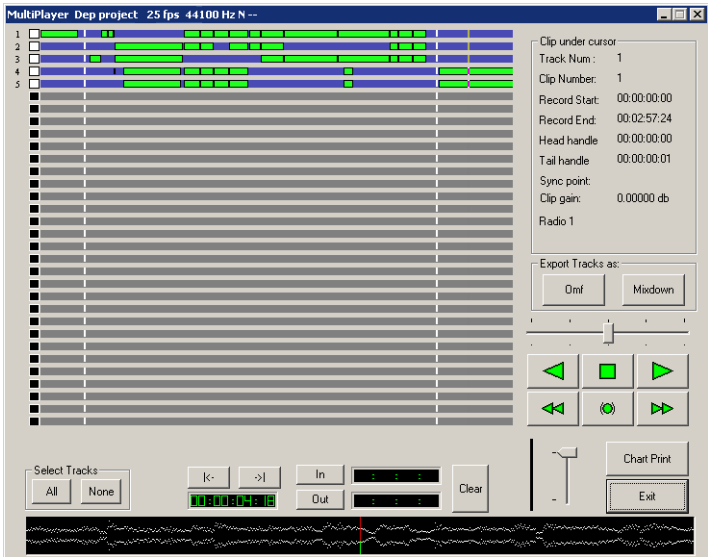
Click the **Play Sound** button.

or

A rectangular button with the text "Play Project" in a sans-serif font.

To preview the audio in an OMF or discreet project, select the desired project and click the **Play Project** button.

The Player window opens with the selected files or project playing:



The playback will be either mono or stereo, depending on the file and the sound output options set.

hint An individual audio file or project can be played by double clicking it in the explorer display. The Player window will open with the file or project playing.

Track Display

All the clips in the selected project or audio files are shown on a timeline up to a maximum of 32 tracks.

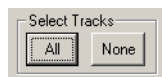
Track Selection



At the left hand end of each track is a selection button.

This is used to include or exclude a track from both playback and export.

In the bottom left corner of the track display in the **Select Tracks** group are two buttons for selecting **All** or **None** of the tracks.



Colour coding is used to help identify the components of the Player screen:

Clips are shown in green

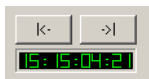
Selected tracks in blue

De-selected tracks in grey

Clip Under Cursor

Information about the clip currently under the mouse pointer is shown in this panel including: the **Track** and **Clip number**, **Recording Start** and **End timecodes**, **Head** and **Tail handle sizes**, **Sync Point timecode** (if present), **Gain** and the **Name**.

Jumps and Current Timecode



The current timecode is shown below the track display and to the left of the In and Out buttons.

There are buttons for jumping left or right to a mark point, clip edge, or to the head or tail of the program.

Scrollers

Along the bottom of the Multi-player screen are two scrolling waveforms which match the stereo mixdown of the audio being played. Only one scroller is shown if AVtransfer is set to mono output.

A grabber hand appears when the mouse pointer is positioned over the scroller window. The waveform can be scrubbed left or right to aid in

accurate positioning. To hear the audio as you scrub, hold down the shift key.

note Information about the clips is shown in the *Clip under cursor panel* in the top right hand corner of the screen. Roll the mouse pointer over the clip of interest for more information about it.

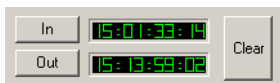
Transport Control

Use the buttons to play the selected tracks forwards or backwards at up to two times normal speed. There is also a shuttle slider control above the buttons.

Any point can be located rapidly by clicking on the timeline, the player will immediately jump to that point. The audio can also be scrubbed back and forth by dragging the waveform display.

Use the volume control next to the peak meter display to change the speaker volume.

In and Out Points



Below the track display are **In** and **Out** buttons for setting In and Out Timecode points and another to **Clear** them.

Locate the head to the desired position by clicking or dragging the mouse pointer over the tracksheet. The time code value is shown below.

Click the **In** or **Out** button as appropriate to capture the point.

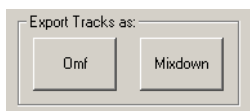
AVtransfer remembers the In and Out points separately for each individual audio file. To export different sections of each file, preview each individually, setting **In** and **Out** points as desired, then export them as a batch from the AVtransfer Explorer by placing a check mark next to the desired files and clicking on the desired format in the **Export Checked as** group. See "Exporting selected files - wave/aiff" on page 53.

The Mark In and Mark Out times will be displayed for each clip in the Explorer display. If these times are not visible, click the **Columns** button and place a check mark next to the Mark In and Mark Out options.

note If a project file or more than one individual audio file is opened, the player will set Mark In or Mark Out times for a Mixdown or OMF export of the selected tracks. See “Export Tracks as OMF or Mixdown Wave / Aiff” on page 60.

In and Out times set in the player have no effect on the Mark In or Mark Out times applied to clips exported from the Explorer - only on OMF or Mixdown exports made from within the Player.

Export Tracks as OMF or Mixdown Wave / Aiff



Below the information panel are buttons for exporting the selected tracks in **OMF** format or as a 1 or 2 track **Mixdown** in standard audio format.

Only the selected tracks will be exported and only that audio between the In and Out points, if they have been set, otherwise all the audio shown in the player is exported.

OMF

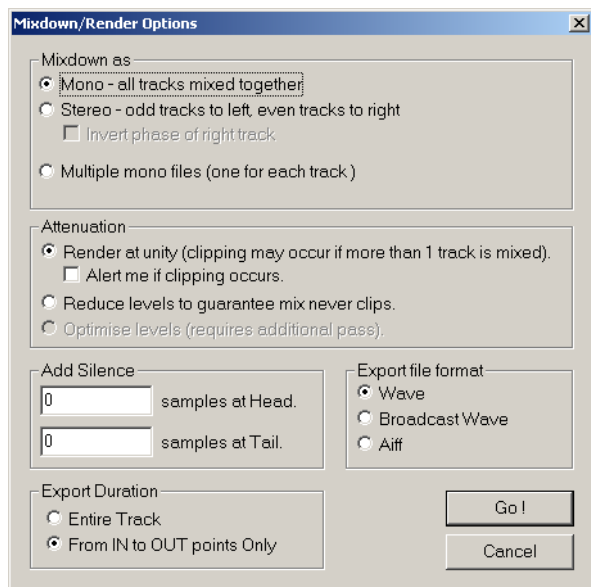
Click **OMF** to export the selected tracks as an OMF file.

A Save file dialogue box will open where the directory and filename can be entered.

Click **OK** to continue to the Export OMF Properties window. See “Exporting Projects” on page 37.

Wave / Aiff

Click **Mixdown**, the Mixdown options window will open:



Mixdown as

These are options for controlling the way in which tracks are mixed together during the mixdown: In **mono**, all tracks are mixed together at equal levels. In **stereo**, the odd tracks are mixed together into the left channel and the even tracks mixed together into the right channel.

Invert phase of right track. Choose this option to invert the phase of the right track for stereo files. **Multiple mono files** makes a mono file for each track.

Attenuation

Specifies how gain is applied to the component tracks of the mixdown:

Render at unity mixes the selected tracks together at unity. It is possible for clipping to occur if high levels from more than one track coincide.

Alert me if clipping occurs will produce a warning during the export if clipping does occur.

Reduce levels to guarantee mix never clips will attenuate the levels on all tracks such that clipping can never occur.

Optimise Levels (requires an additional pass) - performs an initial pass over the entire mix to determine the loudest peaks and uses this to optimise the overall gain level ensuring that clipping never occurs but that the entire dynamic range is used.

This option is not currently implemented in AVtransfer.

Add silence at head/tail

These options add silence (measured in samples) to the head or tail of the wave/aiff file.

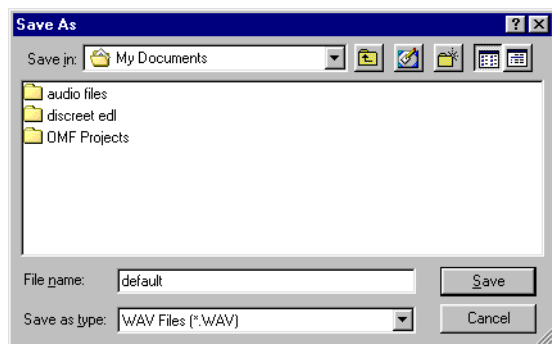
Specify 0 to add no silence.

Export File Format

Select a file format from Wave, Aiff or Broadcast wave.

Click **Go!** to proceed with the export or **Cancel** to abort.

A save file dialogue box will open:

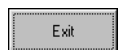


Choose a location.

Specify a file name.

Click **Save**.

Exiting the Player Screen



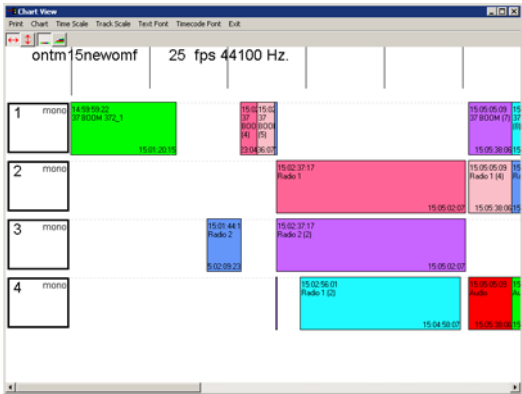
Click the **Exit** button to exit the Player display and return to the Explorer Window.

Chart Printing



Click the **Chart Print** button.

A tracksheet ready for printing is displayed:



The orientation of the tracksheet can be changed between portrait and landscape. Buttons for the alternative views are displayed in the top left hand corner of the chart print window.

In the menus are options for changing the:

- Vertical and horizontal scale.
- Font and point size of the timecode and information text.
- Layering options for clips.

The Chart Printing facility works with the printers installed on the Windows computer.

Command Line Options

AVtransfer may also be run from the command prompt, allowing AVtransfer to be automated from batch files or scripts.

Note: None of the batch commands are case sensitive.

The following command line options are accepted by AVtransfer:

- ? (brings up help)
- h (brings up help)
- b (means batch processing is to occur)

Command Line Syntax

There are 4 types of parameters that can be used in which only the first 'source filename' is necessary.

- b <source filename>
- b <source filename> <export type> <destination filename>
- b <source filename> <export type> <destination filename> <options>

Export Types

These are the different types of export formats that can be generated:

- | | | | |
|--------|-------------------|-----------------|-------------------|
| -omf | (OMF) | -tl | (OpenTL) |
| -edl | (Discreet EDL) | -ml3 | (Fairlight ML3) |
| -aes31 | (AES31) | -ml4 | (Fairlight ML4) |
| -wav | (wave audio file) | -vegasvideo_edl | (Vegas Video EDL) |
| -aif | (AIFF audio file) | | |

Option Types

AES31 Options

- exportAllMedia (Media will be exported with project)
- linkToCurrentMediaLocation (Project will point to current media)
- AESRenderCrossFades (Will export rendered cross fades)
- AESVirtualCrossFades (Will export cross fades as virtual)
- AESSoundsWav (AES audio will be exported as waves)
- AESSoundsBWF (AES audio will be exported as BWF's)
- SadieCompatible (Exports AES31 making Sadie compatible)
- SadieNotCompatible (Exports without Sadie compatibility)

ML3/ML4 Options

- BitDepthKeepNative (Keeps audio bit depth at native rate)
- BitDepthTo16bit (Audio will be exported as 16 bit)
- BitDepthTo24bit (Audio will be exported as 24 bit)
- SRKeepNative (Sample Rate will be kept at native rate)
- SR <value> (Allows a new sample rate to be specified)
- Layered (Will export project with layers)
- Flattened (Will export project flattened)
- MLSoundsWav (ML audio will be exported as wave)
- MLSoundsAIF (ML audio will be exported as AIFF)
- MLFat16 (Needed if exporting to a FAT16 drive)
- MLNotFat16 (Used if not exporting to a FAT16 drive)

OMF Options

You may choose an OMF preset or you may specify individual OMF export options. The following OMF presets are available.

Presets:

- OMFtoAkaiDD8 (Preset for Akai DD8 OMF)
- OMFtoFairlight (Preset for Fairlight OMF)
- OMFtoProtoolsDigitranslator(Preset for Protools Digitranslator OMF)
- OMFtoProtoolsOmfTool (Preset for Protools OMF Tool)
- OMFtoAvidMC (Preset for Avid MC OMF)
- OMFtoAMSAudioFile (Preset for AMS OMF)
- OMFtoSadie (Preset for Sadie OMF)
- OMFtoEnsoniqParis (Preset for EnsoniqParis OMF)

Individual OMF export options:

- BitDepthKeepNative (Keeps audio bit depth at Native rate)
- BitDepthTo16bit (Audio will be exported as 16 bit)
- BitDepthTo24bit (Audio will be exported as 24 bit)
- SRKeepNative (Sample Rate will be kept at native rate)
- SR <value> (Allows a new sample rate to be specified)
- OmfVersion1 (Creates an OMF version 1)
- OmfVersion2 (Creates an OMF version 2)
- AudioEditResolution (Sets edit resolution to samples)
- VideoEditResolution (Sets edit resolution to frames)
- TapeNativeFPS (Sets tape fps to native fps)

- | | |
|------------------------------|---|
| -TapeFPS <value> | (Allows you to set tape fps value) |
| -RenderedFades | (All fades will be exported as rendered clips) |
| -VirtualFades | (All fades will be exported as virtual fades) |
| -ExportGain | (Clips gains are exported in the project) |
| -DoNotExportGain | (Clip gains are not exported in the project) |
| -EmbedAudio | (Embeds the audio in the one OMF file) |
| -AudioFiles | (Audio will be exported in external files) |
| -ExportAllAudio | (All audio contained in the project will be exported) |
| -ExportOnlyUsedAudio<value > | (Only audio used by clips with specified handles (in frames) will be exported) |
| -ExportObscuredAudio | (Puts clips that are under other clips at the next exact hour after project - this option is only useful to DspMedia users) |
| -DoNotExportObscuredAudio | (Clips that are under other clips are lost) |
| -IgnoreTimeCodeTrack | (Will not export timecode track) |
| -ExportTimeCodeTrack | (Will export timecode track) |

The following options specify the clip naming method. You can set these values to change the way clips are named, or for specific compatibility issues (for example - AMS, Paris or Protools compatible)

Clips naming options:

- ClipNamingDefault
- ClipNamingSceneUnderscoreTake
- ClipNamingSceneDashTake
- ClipNamingStrategyComplex
- ClipNamingStrategyAmsCompatible

- ClipNamingStrategyWavefilenameCompatible
- ClipNamingStrategyProtoolsCompatible
- ClipNamingStrategyParisCompatible

OpenTL Options

- exportAllMedia (Media will be exported with file)
- linkToCurrentMediaLocation (Project will point to current media)

Vegas Video Options

- exportAllMedia (Media will be exported with file)
- linkToCurrentMediaLocation (Project will point to current media)

Command Line Examples:

1. Open up a project into AVtransfer.

```
avt "c:\omf\proj.omf"
```

```
avt -b "c:\omf\proj.omf"
```

2. Convert a project to ML4 using current AVtransfer settings.

```
avt -b "c:\omf\proj.omf" -ml4 "c:\ml4\proj.ml"
```

3. Convert a project to ML4 changing bitdepth and samplerate

```
avt -b "c:\omf\proj.omf" -ml4 "c:\ml4\proj.ml" -BitDepthTo16bit -SR 48000
```

4. Convert a ML4 project to a Fairlight compatible OMF

```
avt -b "c:\ml4\proj.ml4" -OMF "c:\omf\proj.omf" -OMFtoFairlight
```

Using Command line options in the Evaluation Version of AVtransfer

Command line options can be used in the evaluation version of AVtransfer. However you will have to manually click through reminder screens. Additionally all audio generated will have embedded tones.

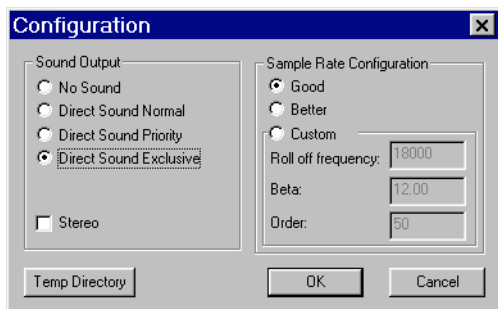
Configuration

Audio Configuration



To change settings in AVtransfer, click the **Configure** button on the main screen.

The Configuration Window will appear:



Sound Output

If the computer is fitted with a sound card, AVtransfer can play any open audio files. Depending on the level of compatibility of the audio hardware and drivers, one of three direct sound modes should be selected: Normal, Priority or Exclusive.

Direct Sound Normal

Direct Sound Normal is the most compatible to allow for low end sound cards. Audio will play correctly but if the computer is swapped to a task other than AVtransfer, the sound may stop.

Direct Sound Exclusive

If supported by the sound card, the **Direct Sound Exclusive** mode allows AVtransfer to keep playing audio even if the computer is swapped to another application during playback.

Direct Sound Priority

In some very incompatible systems, the use of Direct exclusive sound may cause a system crash. If this problem is encountered, select a lower toler-

ance mode of sound output, either **Priority** or **Normal** until the problem is rectified.

No Sound

If there is no sound card installed in the computer, select **No Sound**.

Mono / Stereo

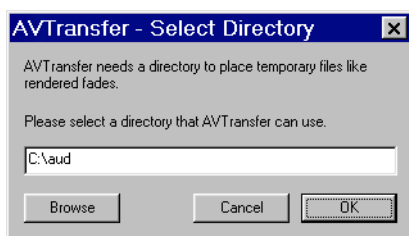
Optionally check the **Stereo** check box to allow stereo playback of files.

Temporary Directory

Click to open the Select Directory dialogue:

Type in a directory name or “browse” to the desired directory.

AVtransfer will store temporary files such as rendered cross fades in this directory.



Sample Rate Configuration

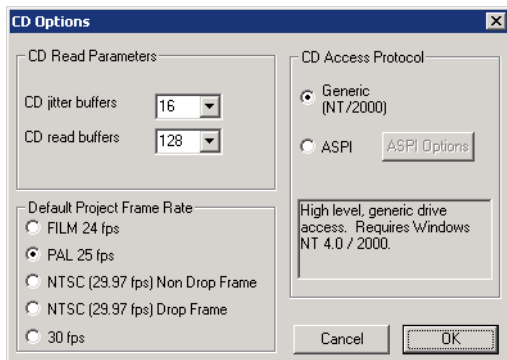
These parameters are used when performing sample rate conversions on audio for export. “Better” is slower than “Good” but may give a better quality result, depending on the type of audio being converted.

Choose “Custom” to enter your own parameters.

CD Configuration

Click **CD Config** on the main menu:

The CD options panel will open:



CD Read Parameters

CD Jitter Buffers

Jitter correction removes the pops and crackles sometimes heard in audio read from a computer CD-ROM drive. The higher the number of jitter buffers, the greater the protection against such errors.

Large numbers of Jitter buffers will, however, reduce the speed at which audio can be read from a CD-ROM.

CD read Buffers

CD Read buffers specify the amount of audio read from the CD in each pass.

Generally, increasing the CD read buffers will speed up audio transfer from CD up to a limit determined by the particular CD-ROM drive being used.

Exceeding the Read buffer limit for the drive can produce operational errors, including a system crash, but may also introduce digital noise into the imported audio.

Default Project Frame Rate

This option sets the default project frame rate for new projects created in the AVtransfer Explorer. The project frame rate can be changed at any time using the drop down list on the AVtransfer Explorer screen.

CD Access Protocol

There are a large number of different types of CD ROM drives, each of which must be controlled using the correct protocol. Some of these protocols are operating system specific.

Generic: For use with Windows NT 4.0, 2000 & XP.

The Generic access method is a high level device driver which relies on the operating system to correctly address the CD ROM hardware. In Windows NT 4.0 and 2000 systems, any correctly installed CD ROM drive can be read using this driver without the need to configure any further options for the CD ROM hardware.

ASPI: For use with Windows 98/ME/NT 4/2000/XP

The ASPI, or Advanced SCSI Programming Interface is a “miniport” driver which allows the Windows operating system to access non-SCSI CD ROM drives, including ATAPI.

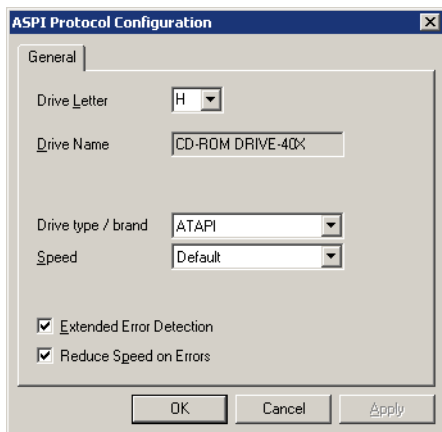
The ASPI driver must be installed on the system and the parameters entered correctly in the following dialogue boxes before AVtransfer can use these drives.

The ASPI Options button will be greyed out until ASPI is selected.

ASPI Options

Click the **ASPI Options** button.

The ASPI Protocol Configuration Panel appears:



Drive Letter

Ensure that the correct drive letter for the desired CD ROM drive appears in the Drive Letter box. If not, select the correct drive from the drop down list.

Drive Name

The drive name of the selected drive will be displayed for confirmation.

Drive Type / Brand

Select the type or brand of the drive from the drop down list. Consult the documentation that was supplied with the drive if unsure.

Speed

Select a read speed from the drop down list. The default option will use the maximum rated speed of the drive. For increased reliability, choose lower speeds.

Extended Error Detection

The extended error detection option may provide greater protection against drive errors.

Reduce Speed on Errors

Reduces the data transfer speed whenever errors are detected. This may help reduce the error rate on some drives or discs.

CD Troubleshooting Guide

Use this procedure if access to audio on the CD ROM drive is not reliable or operational.

Testing CD Audio

Import some tracks from a known good audio CD and attempt to play them in the AVtransfer Player. If the sounds play correctly, the settings for the CD ROM drive are correct. If the sounds do not play correctly, try different settings in the CD Options panel, see “Adjusting CD Parameters for compatibility” on page 76 below.

Testing CD Audio

1. Put a normal (known good) audio CD into the CD ROM drive.
2. Run AVtransfer and start a **New Project** from the main menu.
3. Click **Add CD Audio** and select one or more tracks from the displayed list.
4. Click **Import**.
5. Select one or more of the imported tracks in the explorer by clicking on them.
6. Click **Play Sound**. The Player window will open with the selected sound(s) playing.

If there are errors:

The system may hang (rare) or the AVtransfer program may hang for a long or indefinite period.

Alternatively, the imported audio may be distorted, containing repeated or out of sequence sections of audio from the selected tracks and/or digital noise.

Adjusting CD Parameters for compatibility

AVtransfer provides for a very large range of operating system and CD ROM drive combinations. Adjust the settings in the following order, testing for compatibility using the method above between each change.

ASPI or Generic

The Generic CD access protocol can only be used with Windows NT4/2000. The ASPI access protocol can be used with Windows 98/me/NT4/2000.

If the Generic protocol does not work on the system, try using the ASPI protocol.

ASPI Protocol When using the ASPI protocol, ensure that the correct brand and/or model is selected.

If the CD remains in-operable, try using other similar drives or the ATAPI setting.

Read & Jitter Buffers

The CD driver software may not support the number of Read or Jitter buffers selected.

In general, reducing both of these values will improve compatibility with the driver software, but it may also be that the driver does not support that particular number of buffers.

Try using a different or smaller number of Jitter buffers and/or a smaller number of Read buffers.

Do not reduce the Jitter buffers more than necessary. Jitter buffers are used to filter out digital crackle sometimes found in audio transfers from computer CD ROM drives.

Reducing Read buffers will reduce the transfer speed but may improve reliability.

Sample Procedures

Exporting OMF files from an Avid

An OMF export containing video as well as audio will still be read correctly by AVtransfer. The video data will not be used but will dramatically increase the size of the OMF file. A single channel of uncompressed audio is approximately 100 Kbytes/second. A single channel of compressed standard definition video is typically between 1 and 6 Mbytes/second.

Media Composer Version 5.x

To export audio from a version 5 Media Composer:

1. Select one or several sequences to export.
2. Select Export.
3. Select "Audio Only".

Media Composer Version 6.x

To export audio from an version 6 Media Composer:

1. Select one or several sequences to export.
2. Select Export.
3. Select "Audio and Composition".
4. Select OMFI version 1.0.

Exporting OMF projects from AVtransfer

1. Open the desired project in the AVtransfer Explorer. The project can be an existing OMF project, a discreet* edit* EDL or just a collection of individual files in wave or aiff format or loaded from a CD.
2. If you are working with an existing project, select the desired composition in the *Project Data* panel at the top of the Explorer by clicking on it.

Click the **Export Project** button to export the selected composition as an OMF file. You will be presented with the OMF properties panel and naming options. See "Exporting Projects" on page 37 for further details.

or

If you are working with individual files, place a tick mark in the check box next to the desired files by clicking on the check box. You can toggle all the check boxes on or off by clicking the check box in the heading above.

Click the **OMF** button in the *Export Checked as* group to export the ticked files as an OMF project. You will be presented with the OMF properties panel and naming options. See "Exporting selected files - OMF/ML3/ML4" on page 55 for further details.

Burning an audio CD from an AVtransfer project

Requirements:

PC running Windows 95, 98, NT 4.0 (requires service pack #3 or higher), 2000 or XP.

AVtransfer.

CD-R device (Compact Disk Recorder).

CD creating software (such as Adaptec Easy CD Creator).

Blank CD-R disk.

Use AVtransfer to translate the audio project to one or more stereo (or mono if desired) wave files and use the CD burning software to create the audio CD from the wave files.

Procedure

1. Create the audio project on your main audio workstation (e.g. DSP Postation).
The final mix should be created on a full mixer. AVtransfer has basic mixing capabilities, but no EQ, FX, compression etc., nor does it have any mix automation.
2. Mixdown the final mix to empty tracks (2 for stereo, 1 for mono) or use the AVtransfer mixer to make all odd tracks left channel and all even tracks right channel in the wave file.
The project may contain more than 1 song or piece of music -provided the total duration will fit on the audio CD (approximately 74 minutes maximum).
3. Connect the disk containing the final mix (OMF or wave/aiff files) to the PC running AVtransfer.

4. Start up AVtransfer and open the project or files into the explorer.
5. Select the project, then click **Play Project**.
or
Select the individual files, then click **Play files**.
The project is displayed as 32 tracks in the view/render menu.
6. Select the tracks that comprise the final mix (usually 1&2 for a stereo mix).
De-select all other tracks.
7. Optionally set In and Out points.
The |<- and ->| buttons will help locate project edit points quickly.
8. Click **Mixdown**.
In the render properties menu select:
Mono or Stereo as appropriate
Render at Unity - if the project is already mixed down to two tracks, otherwise use the gain reduction options.
Optionally specify silence at head and tail
9. Click **GO!**
10. Specify a filename.

This will produce a stereo (or mono if selected) wave file. Repeat the process as necessary for all the CD content.

Burning an audio CD from stereo wave files is a relatively straight forward process. Refer to the documentation that came with your audio CD burning software if necessary.

note: Burning a CD can take up to an hour and a half depending on the drive and computer configuration.