

DDClip for Assembling Programs etc

General Information

As an introduction to DDClip, it is important to become familiar with the Help data. In particular go to Help, Project Window Description where information is given on the purpose and function of the different menus such as File, Edit, Range, Tools etc. Also, at Help, Contents, Hot Keys (Accelerators) there is a full list of keystrokes that give quick access to the different features of DDClip (see list at end of this article).

DDClip will not open 'els' files, so on completion of editing in Fast Edit, els file must be Saved As a wav file. To do this, go to File, Save As, then give the file a name - a name that tells you what the file is. This file can then be opened in DDClip.

There are two main windows in DDClip - the Project Window where Programs are assembled and the Clip Collection Window. Here, a list of all the files (clips) used in the project is saved. From this window, clips can be dragged up.

The number of tracks in DDClip can be set by pressing F5 or going to Options, Settings. Under General, set the number of tracks desired. To set the track height, place the cursor (mouse pointer) over a track then type 1, 2 or 3 according to the height required. Typing 0 locks the track so that no changes can be made to the clips on it. Note the Mute and Solo buttons in the Track State Window (at the left hand end of each track). Select Solo to listen to one track at a time or Mute any number of tracks. into the Project Window for use in the Program.

Source files used to make up a Program in DDClip should all be of the same sample rate, ie 48 KHz.

Procedure

Open DDClip then load the desired wav files either by going to File, Add Source File or the 'Clip' button on the tool bar. These files (known as Clips once they are opened), can be placed anywhere on any track by moving them with the mouse and then clicking when they are in the desired position.



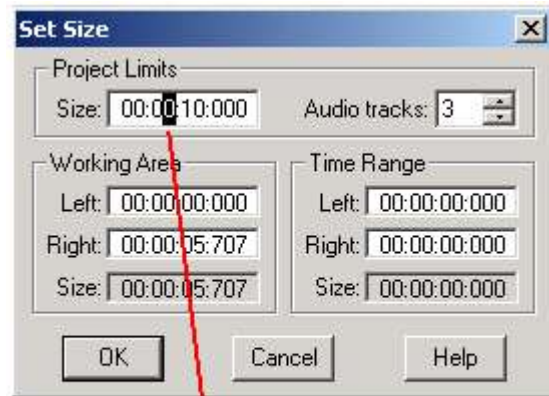
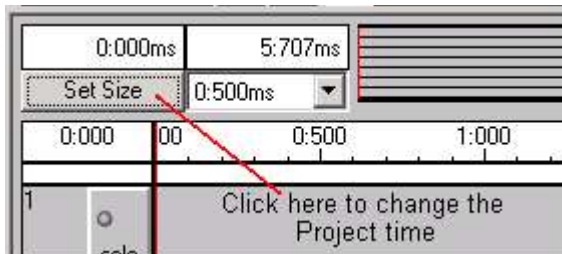
Once the clips are loaded, they can be moved along on a track or moved to a different track. To move a clip, it must be selected. Click on a clip to select it and it will change colour. To select more than one clip, hold down the Shift key then click on the desired clips. To select all clips to the right of a particular clip, hold down the LEFT HAND Shift key and double click on that clip (or in the track). Repeat this for any clips in other tracks. Every clip that is selected can now be moved as one. It is important to do this if moving clips in an assembled program so that the relationship between the clips is maintained.

To select all clips to the left of a point, hold down the RIGHT HAND Shift key and double click on the appropriate clip. Now, that clip and all others to its left are selected. Another way of selecting clips is to click and drag the mouse over the desired clips. All clips that are covered by the rectangle formed by the pointer will be selected.

To select all clips, press Ctrl + A. The selected clips can then be dragged along or up and down with the mouse. If they won't move, it means that they are up against an unselected clip or the end of the track.

When making up programs, it is advisable to load speech onto one track, songs on another track, announcements onto another track etc. In this way, they can be treated differently as far as volume level, EQ or other effects.

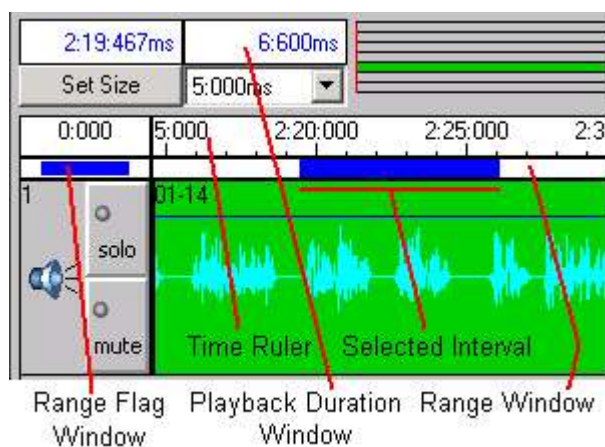
If more room is needed for the project as extra clips are added, click on Set Size above the left end of Track 1. The size of the overall project can now be increased by typing in the required time.



Click then type in larger number to increase time of project

The Range Window

The narrow white band just below the Time Ruler is called the Range Window. If it is totally white, it will have no effect, but if it is blue or part of it is blue, then it can be very useful - BUT IT CAN ALSO BE A TRAP. See warning below.



The Range Window (RW) can be used to measure the time of clips or segments of clips. By double clicking in the RW, a blue line will appear in the RW that extends over the whole of the project. The Playback Duration window will now display in blue numbers, the total time for the project. To change the size of the Range, hold down the Shift key then drag either of the ends of the blue line to the desired positions for measuring parts of a project.

To measure the length of a particular clip, simply move the cursor onto that clip then press G. The blue band will now be the same length as the clip and the time for that clip can be read in the Playback Duration window. To measure the total time of a number of clips (eg the length of Side A or B of a cassette program), place the cursor over the first clip, press G, then place the pointer over the last clip and press Shift + G.

Range Window warning. ONLY THE MATERIAL COVERED BY THE BLUE LINE WILL BE HEARD DURING PLAYBACK. LIKEWISE, ONLY THE MATERIAL COVERED BY THE BLUE

LINE WILL BE INCLUDED WHEN EXPORTING FILES. If the Range is not required, then it is safer to click in the Range Window to remove it. If it is desired, make sure that it is covering exactly the material for playback or export.

Splitting Files into Segments

There are several ways in which to split the files into segments (eg for picking one song out of a series of songs). The easiest way is to position the cursor over the clip at the point where it is to be split (or cut), then type S to make the split.

Volume Levels

There are many ways to adjust volume levels of tracks, clips or parts of clips.

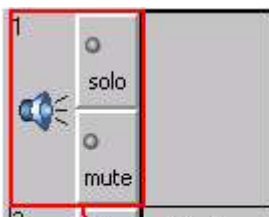
Volume level for a whole track (that is every clip on that track) can be set using faders. Press F7 to bring up Faders and Level Meter (tick Faders if they are not visible).



Tick to show faders

Adjust the levels of required tracks using the faders for those tracks.

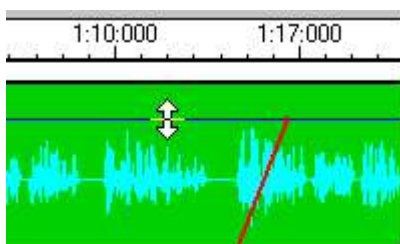
If only one track needs to be adjusted, place the cursor on the Track State Window and press V.



Track State Window
(for Track 1)

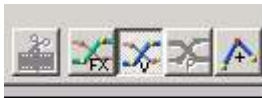
A fader will appear for that track. Slide it up or down to adjust level for that track.

On a clip that has no profile points on the Volume Profile Line, the volume level for the whole clip can be changed by placing the cursor on the Volume Profile Line and dragging the line up or down or by moving it up or down with the Page Up / Page Down keys (1 dB steps) or the Up and Down arrow keys (0.1 dB steps).



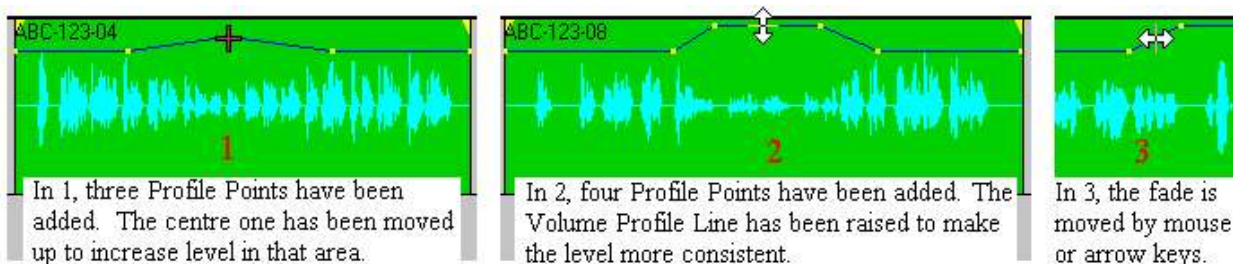
Volume profile line

To adjust the levels within a clip, to give a more consistent level, Profile Points have to be placed on the Volume Profile Line. The Volume Profile button must be pressed in.



Ensure that buttons are set like this

Now, Profile Points can be placed along the Volume Profile Line by placing the cursor on the clip and pressing P. To move a Profile Point, place the cursor on it then use Ctrl + Arrow Keys to move it left or right (or just Arrow Keys for moving a small distance). Profile Points can be moved up and down in several ways to create the fades or volume adjustments required.



In 1, three Profile Points have been added. The centre one has been moved up to increase level in that area.

In 2, four Profile Points have been added. The Volume Profile Line has been raised to make the level more consistent.

In 3, the fade is moved by mouse or arrow keys.

1. Individual profile points can be raised or lowered with the mouse, or with Page Up Page Down keys or with the Up and Down arrow keys. 2. If the cursor is placed on a section between two points, then that whole section can be raised or lowered (the two points must be at the same level - cursor will become double arrow as above). 3. Fades can be moved left or right with the mouse or with Ctrl + Arrow keys (cursor becomes double arrow).

Removing Profiles and Profile Points

To remove individual profile points, hold down Ctrl key then click on the profile points to be removed. To remove all profiles (level changes, fade outs etc) within a clip, place the cursor over the clip then type Shift + D.

Volume Offset

Using track or clip faders will give a Volume Offset or Gain Offset. Fades and volume profile adjustments can be made but the faders will move the whole Volume Profile Line up or down so that the level of a clip or a track can be adjusted to match another.



In 1 the gain at the cursor is 0 dB * There is no Gain Offset, so the actual gain at the cursor is still 0 dB *

In 2, the gain at the cursor is 0 dB * but there is a Gain Offset of -6 dB * so the actual gain at the cursor is -6 dB *

In 3, the gain at the cursor is -10 dB * Also, there is a Gain Offset of -6 dB * so the actual gain at the cursor is -16 dB *

By placing the cursor over a clip (not on the Volume Profile Line) and pressing Page Up or Page Down keys, the volume level 'Offset' can be adjusted in steps of 1 dB. By using the Up or Down arrow keys, the offset can be adjusted in 0.1dB steps. All existing fades on that clip are raised and lowered using this function. The amount of offset is indicated in blue figures under the name of the clip. The advantage of this is that even after all fades and adjustments have been made, the overall level can be raised or lowered to match other parts of the Program.

WARNING: Page Up and Page Down can be used to move the Play Cursor from one mark to the next. To do this make sure the mouse pointer is outside all clips.

Creating Fade-ins and Fade-outs

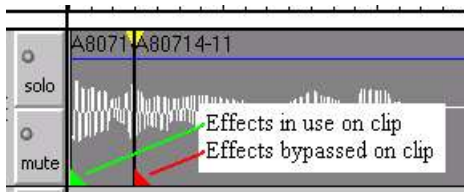
The simplest way to create a Fade-out is to place the mouse pointer at the desired position, then type O. Fade-ins are done by positioning the mouse pointer then typing I. These fades can also be done using Profile Points as above and shaping them as desired.

Other Effects (Edit FX)

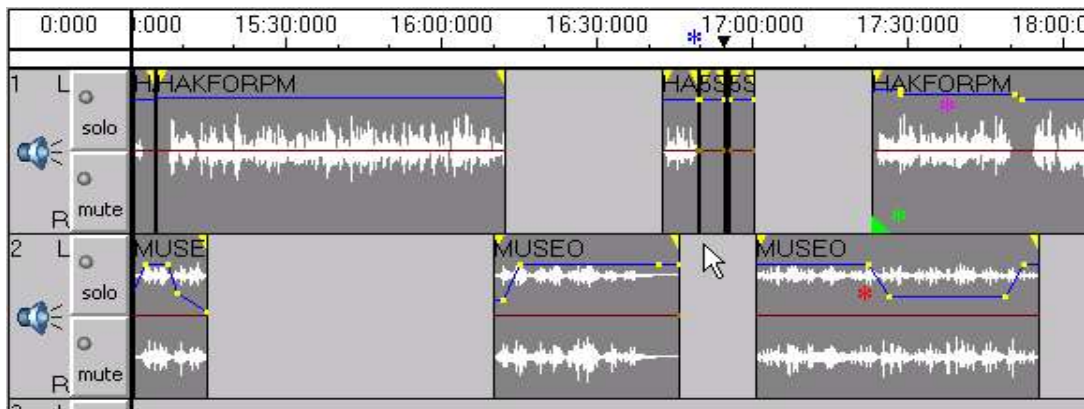
Also on the Faders panel (under Windows) there are effects that can be applied to the individual tracks. These include EQ, Echo etc. which can be useful in certain situations. Click on the Edit FX button for the desired track, select the effect wanted then adjust according to need.

There are also other ways these effects can be used. To open Effects List Dialog Box for Track 2, place cursor over the Track State Window for that track then type A. Effects can then be selected and set. To bypass the effects, type U. To un-bypass them, type U again.

Effects can be used on a single clip by placing the cursor over that clip and typing A. Effects can then be selected and bypassed as above. They will then only affect the one clip.



The Assembled Program



Part of an assembled Program, showing positioning of speech and music clips. Also shown are level corrections * fades * and the use of Effects.* The Export Separator Marker * is positioned so that Side A and Side B are exported as separate files.

Once all the levels, fades, Side A and Side B times and other details have been set, the Program is ready for Exporting. It can then be made into a Data CD Program Master.

ENSURE THAT ANY UNWANTED TRACKS (LIKE THE SONGS THAT HAVEN'T BEEN INCLUDED IN THE PROGRAM) ARE MUTED OR DELETED OR THEY WILL BE INCLUDED IN THE EXPORTED FILES.

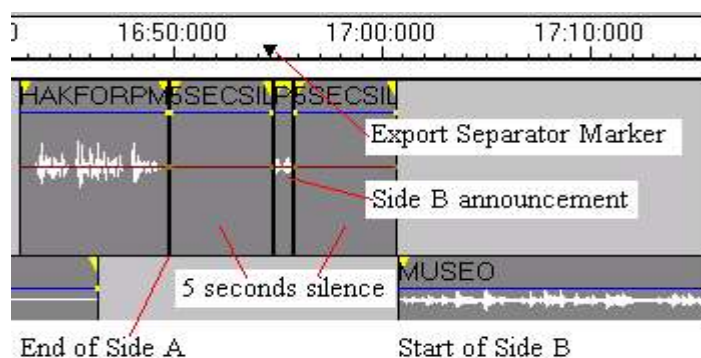
ALSO ENSURE THAT IF THERE IS A RANGE SET IN THE RANGE WINDOW, THAT IT INCLUDES THE COMPLETE PROGRAM. IT IS SAFER TO REMOVE IT IF IN DOUBT (BY JUST CLICKING ON IT).

Go to Options then Settings (or type F5), then under Audio, check that the Output Format is set as required ie for Programs that include stereo songs, the output will need to be in Stereo format (at 48KHz 16 bit resolution). For Programs with mono songs, leave format as non Stereo.

If a DAT Program Master is required, there is no need to export the Program and create a new file. As above, ensure that only the desired tracks are unmuted, then after positioning the cursor, press Play to run off the Program to DAT.

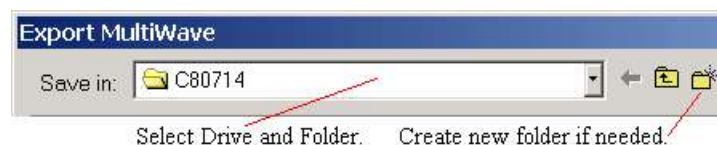
Exporting

Exporting means to create one or more new soundfiles out of all the clips that have been put together to make up the program. The music, songs, sound effects and speech will all be mixed together. Program Masters for cassette programs are cut into 3 separate files as they are exported. This is done by positioning Export Separator Markers at the appropriate places in the Time Ruler Window in DDClip. The first file is the English announcement, the second is the Side A content and the third is Side B content. (The English announcement can be included in the Side A file if preferred).



In this diagram, the Export Separator Marker has been positioned so that the content up to the end of Side A is included in one file, then everything after the marker will be contained in the next file. The marker is placed there by holding the cursor in that position in the Time Ruler and typing Shift + M.

When the program is ready for exporting, go to File, Export, Multi wave then select drive and folder that the new files will be sent (exported) to.



Give the Program Number as the name of the folder and as the file name. In the above example, the Program Number is C80714. This is given as the folder name and it is also entered as the file name, but with -00 added to it - that is C80714-00. The three exported files will then be automatically named C80714-00 for the English announcement, C80714-01 for Side A content and C80714-02 for Side B content.

For creating Program Masters for Audio CD programs, see the article titled 'Preparing Programs for Audio CD (CD-A) Distribution'.

Other Features of DDClip

Any file or segment of a file can be copied and pasted elsewhere. The desired item (song or part of speech) must be cut into a separate segment and then be selected. Press Ctrl + C to copy that selection, then Ctrl + V to paste it. It will be pasted at the cursor on the track that the mouse pointer is sitting in (complete with any level profile that the original segment has). Alternatively, it can then be pasted by right clicking at the required position and then clicking on Paste.

Change volume offset, 1 db steps	Pg Up or PgDn (pointer on clip but not on Profile Line)
Change volume offset, 0.1 dB steps	Up or Down Arrow (pointer on clip but not on Profile Line)
Set range to clip	'G'
Expand range to clip	Shift+'G'
Zoom to clip	'Z'

Track operations (with mouse pointer on Track State Window)

Add/Edit audio effects	'A'
Use/Bypass audio effects	'U'
Set Volume/Balance	'V'
Track - Half height	'1'
Track - Normal height	'2'
Track - Double height	'3'
Track - Small height (locked)	'0'

Other operations

Activate 'Settings' dialog	'F5'
Activate 'Clip Collection' window	'F6'
Activate 'Faders' window	'F7'

Note: Clip operations are accessible when mouse cursor is over a clip, profile operations are accessible when cursor is over clip profile, track operations are accessible when mouse cursor is over a track state window (at left). Keys for changing tracks height work when cursor is on any place of track.