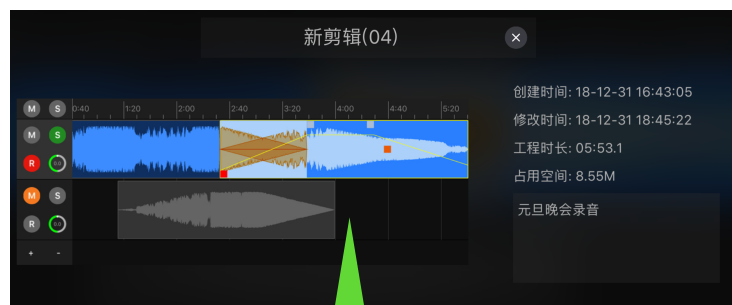
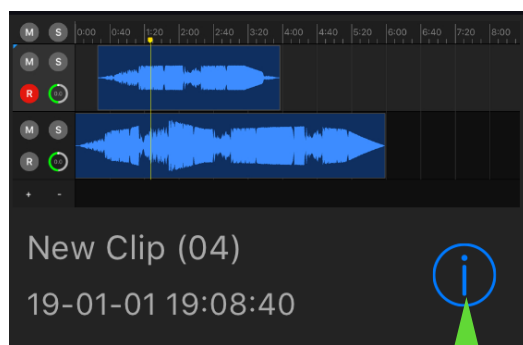
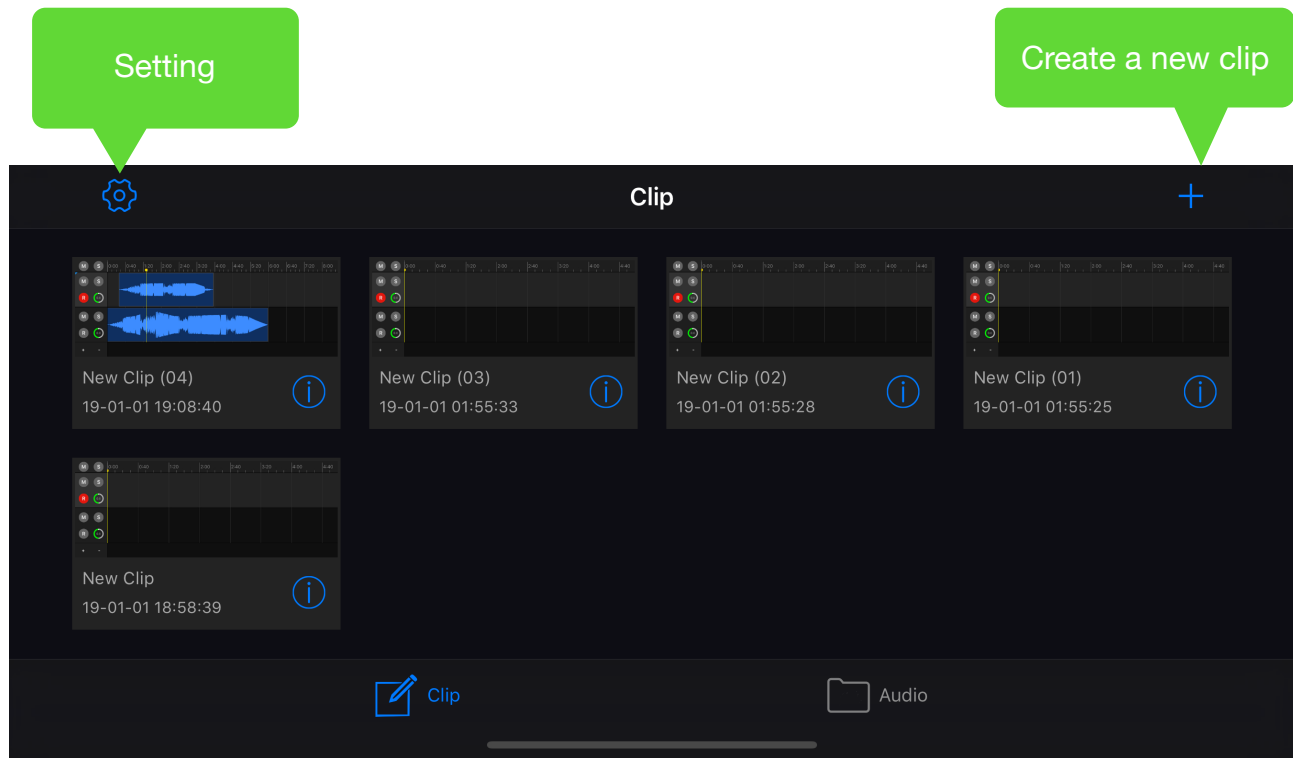
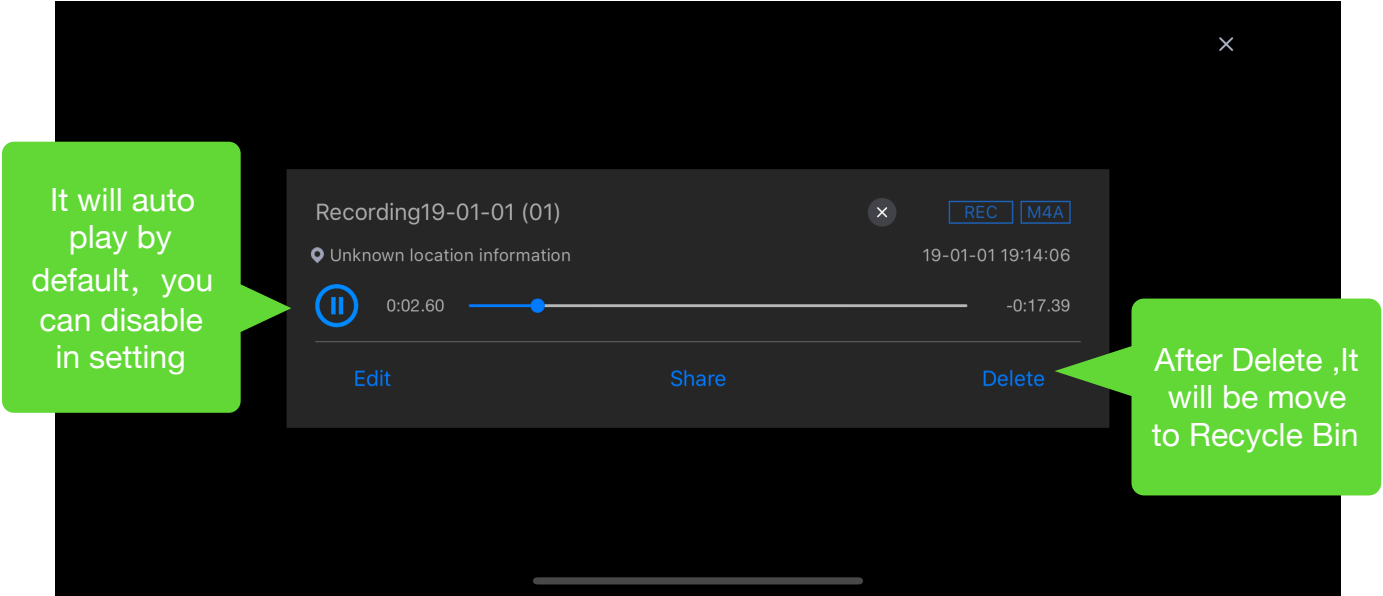
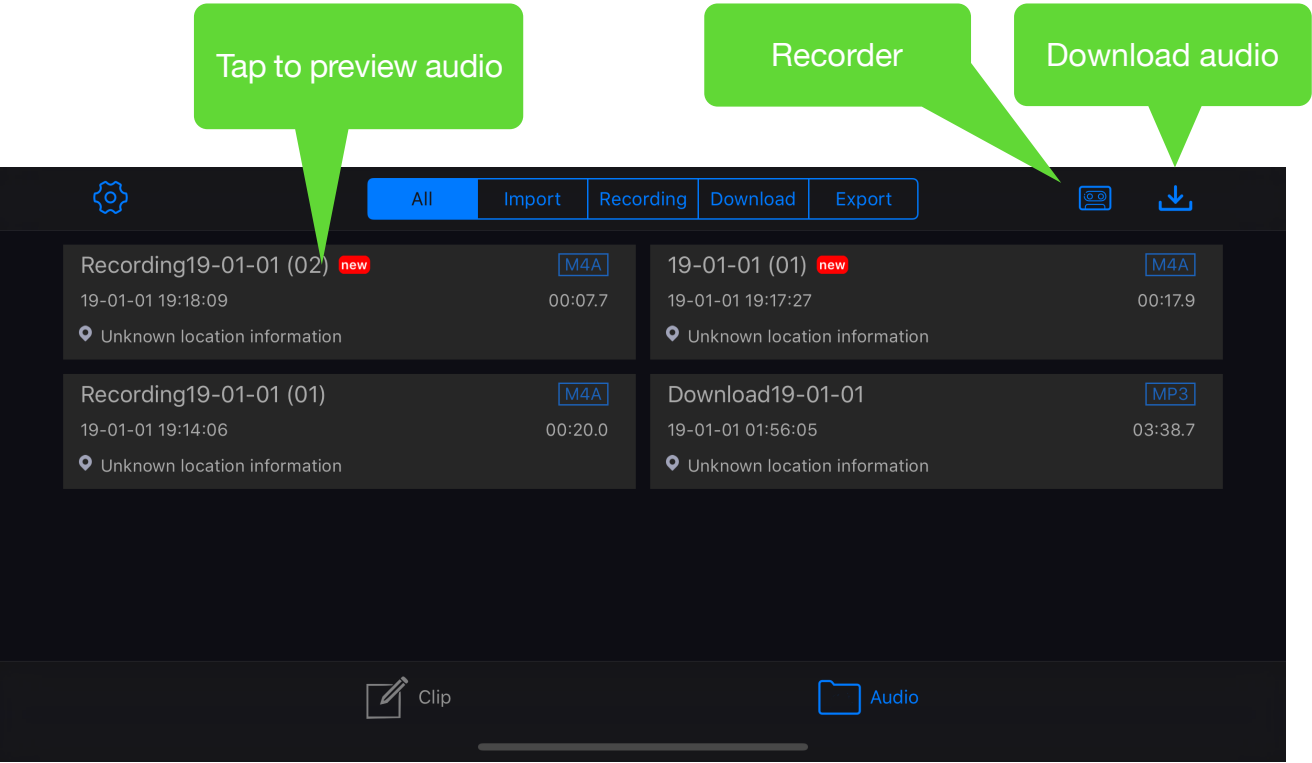


Quick start

Clip List

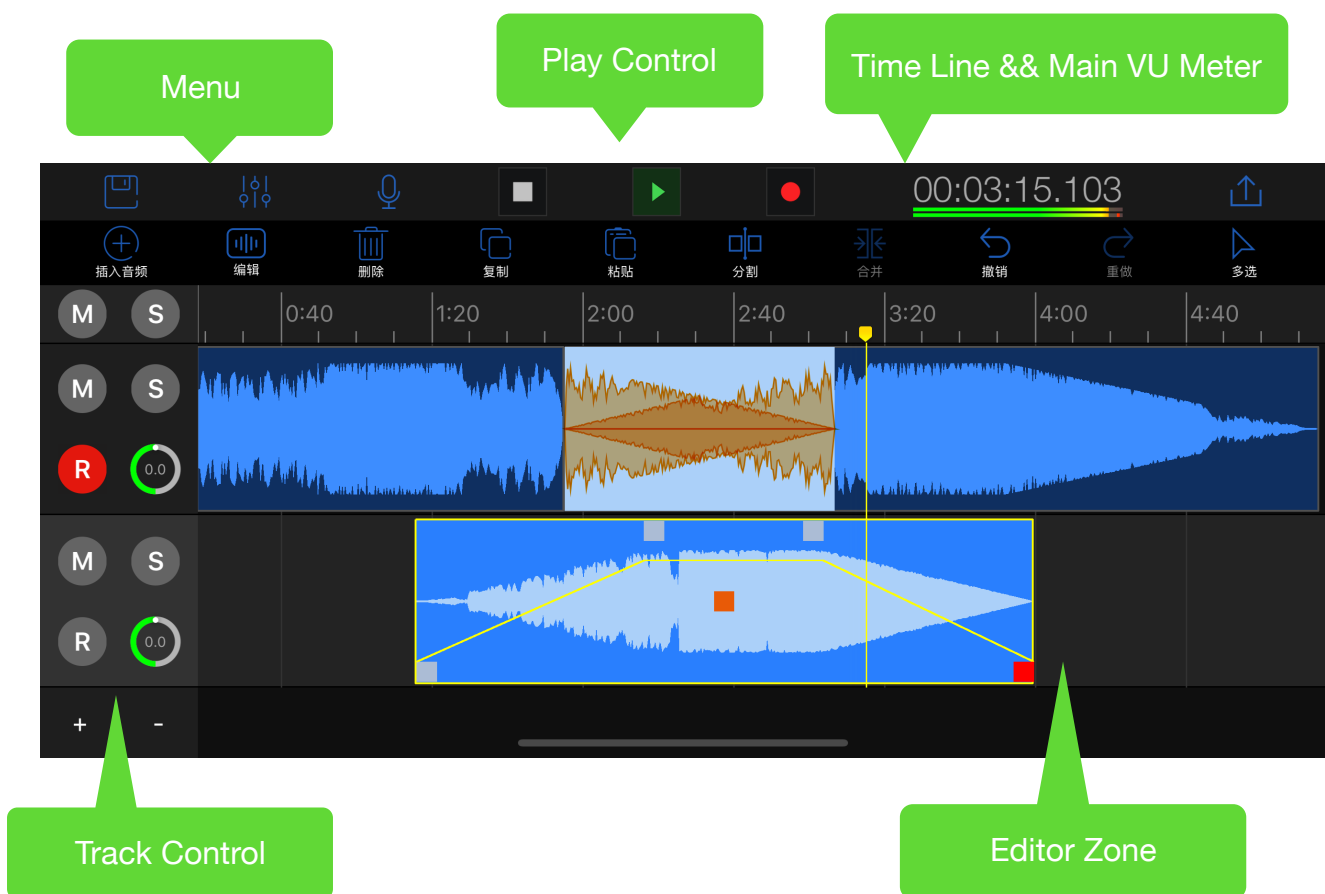


Audio List



Multi-Track UI

In the multi-track UI, you have basic operations such as insert, delete, copy, past, and split audio. Mixdown audio on multiple tracks. Set the track sound effects (reverb, delay, equalizer, track volume gain), fade in, fade out, cross fade. Recording, playback and most other operations. Some fine operations on a single block require entry into block editing mode.

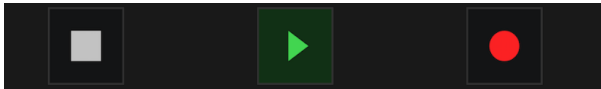


1) Menu:



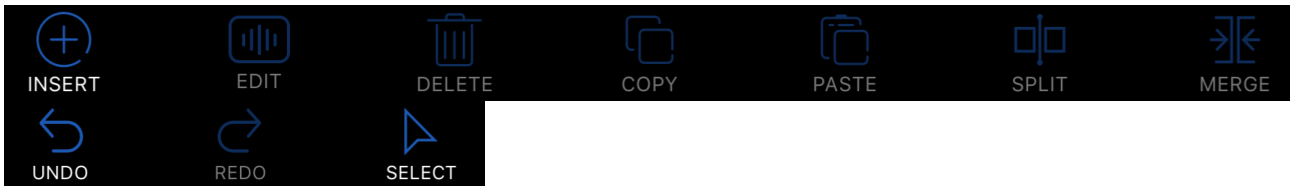
1. Save and Quit Edit.
2. Track Filter adjust.
3. Micphone Setting .
4. Export Audio.

2) Play Control:



Stop Play Recording

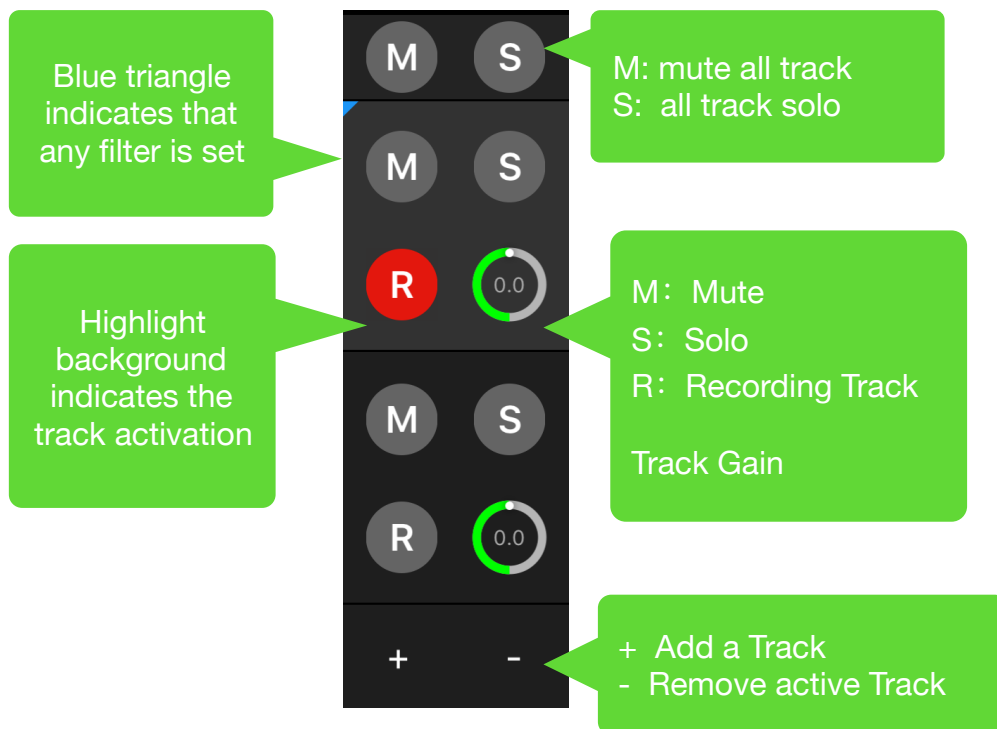
3) 工具栏



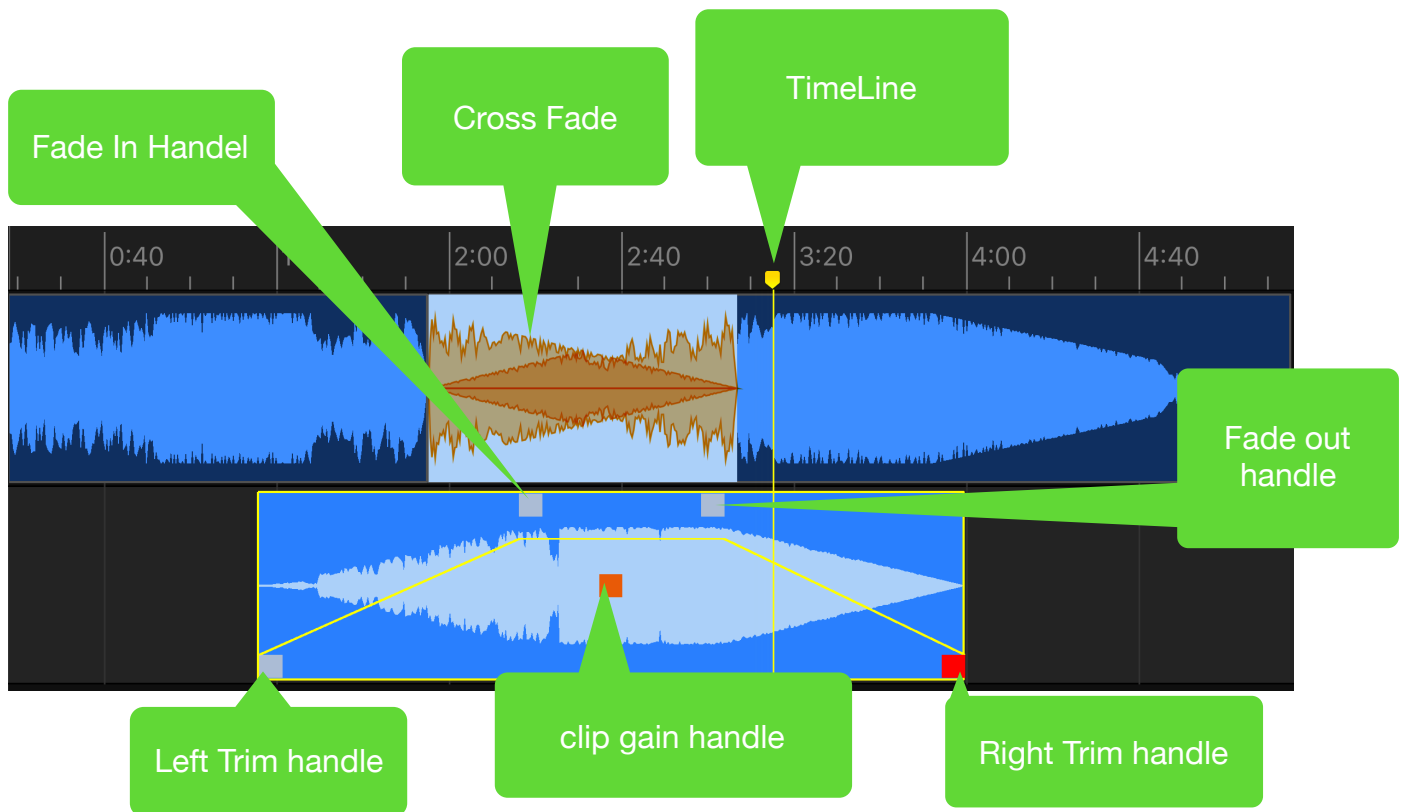
1. INSERT: Insert audio file to project.
2. EDIT: Enter into the single clip editing mode.
3. DELETE: Deletes the audio block activated on the track.
4. COPY: Copy the activated audio clip to the pasteboard.
5. PASTE: Paste the audio into the head line and active area.
6. SPLIT: Splits the audio into two pieces from the position of the head line.
7. MERGE: Combine more than two audio blocks of the same track into one block.
8. UNDO: Undo the last edit to the audio. (current maximum support 50 steps to cancel)
9. REDO: Go back to the state of the previous step.

10. SELECT: Single mode and multi-select mode switching. (single mode: only one active audio block at most)

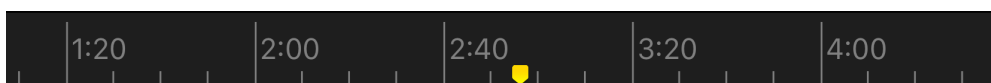
4) Track Control:



5) Edit Zone:



1. Timeline: Click to set the head cursor position



2.HeadCursor: indicates the position to play. (Insert audio, split, will work in this position)

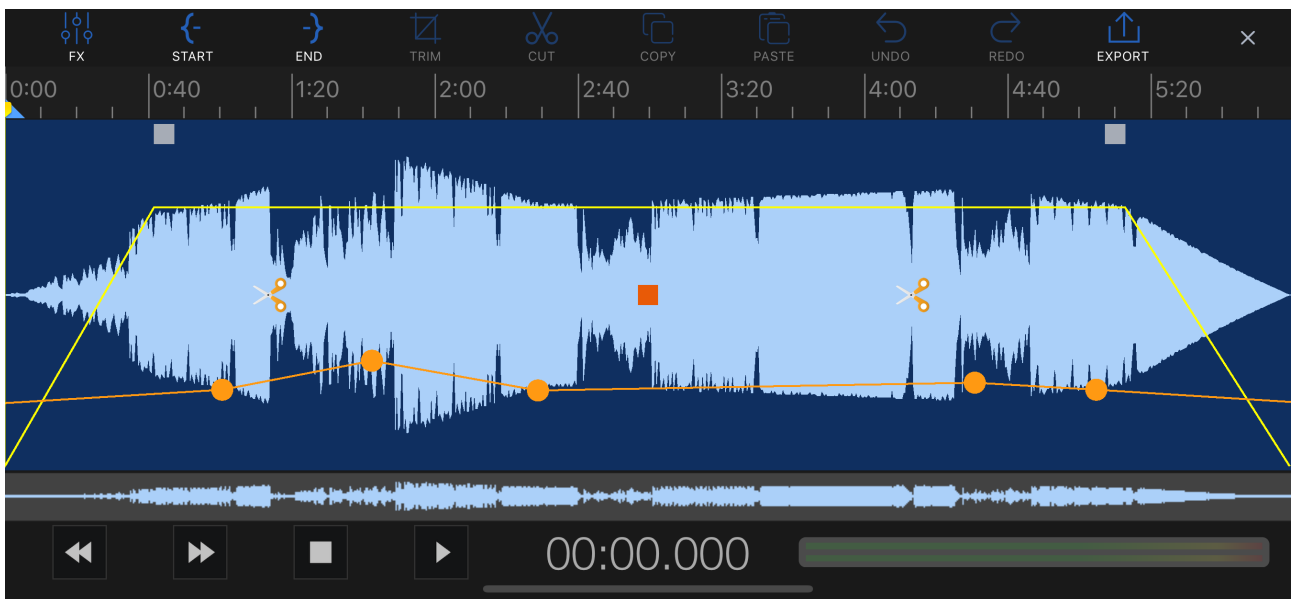
3. Fade in handle : Drag to increase the audio clip fade-in effect.

4. Fade out handle : Drag to set the fade effect of the audio clip.

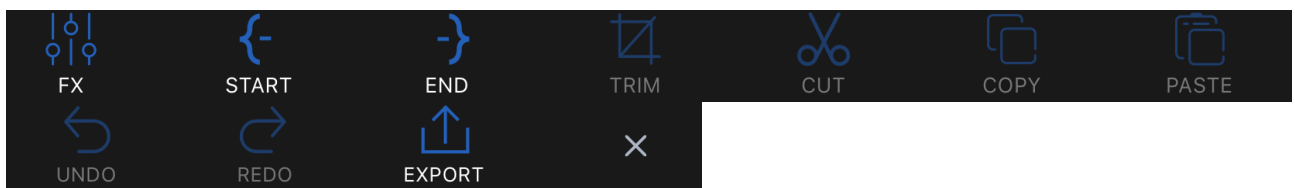
5. Cross fade: When the next audio overlays the previous audio, if the next audio block has a fade effect, the audio will have a cross fade effect. At this point, drag the fade in length to adjust the length of the cross fade.
6. Left Trim handle: Drag to capture the starting point of the audio. (White indicates that the original audio has reached the beginning of the position, red indicates that the audio has been truncated)
7. Right Trim handle: Drag to adjust the end point of the audio. (White indicates that the end of the original audio has been reached, red indicates that the audio has been truncated)

Single Clip Edit Mode

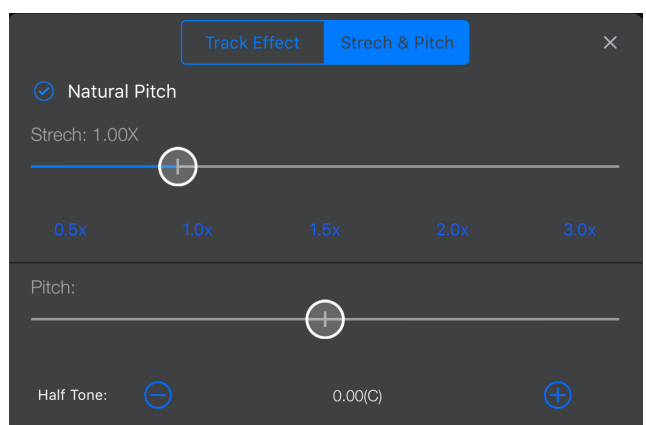
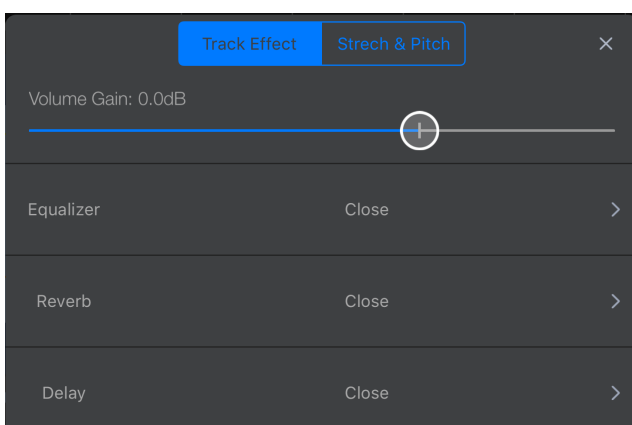
Tap on the EDIT function in multi-track mode will enter the Single Clip Edit Mode. The Single Clip Edit Mode enables finer editing and individual sound processing of blocks. (New audio will be exported after exiting block editing mode after editing the sound effect)



1. Tool Bar

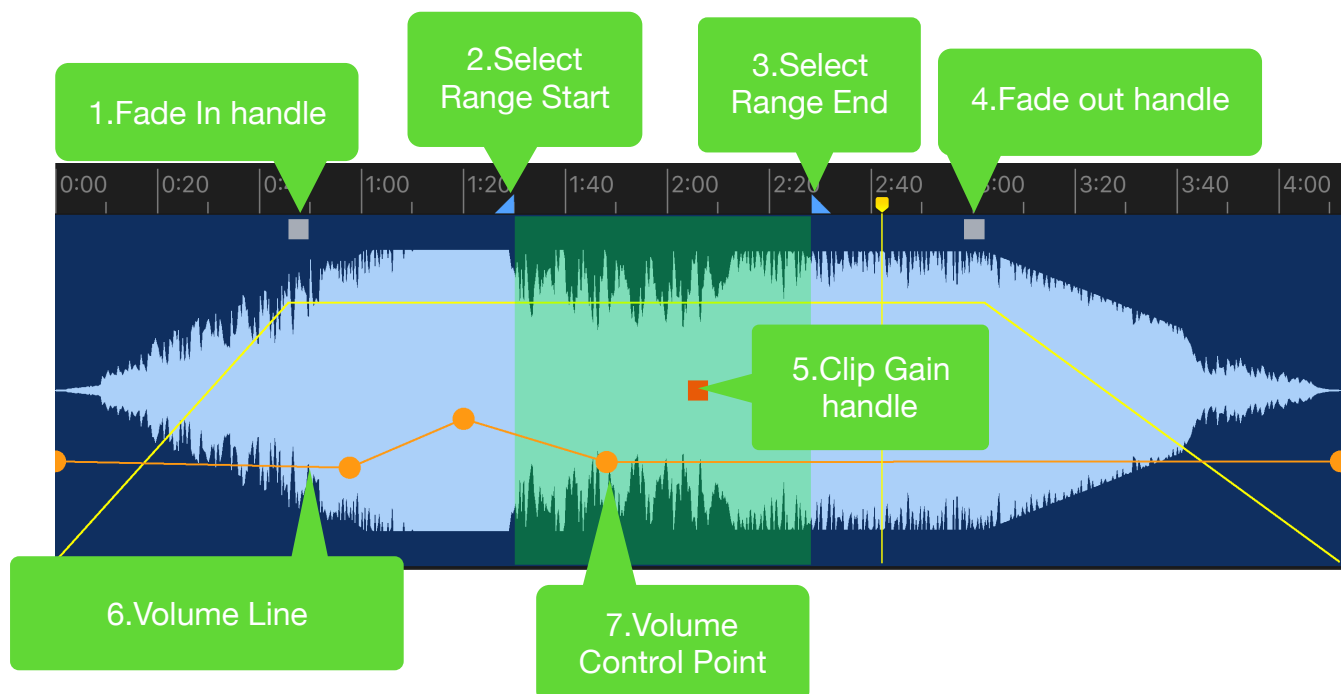


1.FX: Set gain, reverb, delay, equalizer, stretch, pitch and other functions.



2. START: Set the starting point of the selection range to the position of the head line.
3. END: Set the end of the selection range to the head position.
4. TRIM: Intercept the audio within the selected range and delete the selection outside the range.
5. CUT: Cut out the audio in the selected range and keep the area outside the selection.
6. COPY: Copy the selected range of audio to the pasteboard.
7. PASTE: Paste the audio to the head line position.
8. UNDO: Undo the previous step.
9. REDO: Cancel the undo operation.
10. EXPORT: Export the audio block as a separate audio to the "Audio" list.
- 11.EXIT: Exit Single Clip Edit mode (if the set sound effect, you will be prompted to export new audio).

Waveform operation interface



1. Fade In handle: Adjust the fade-in time point of the audio block.
2. Select Range Start: Drag the setting to select the starting point, or set it to the head line position via the menu "Start".
3. Select Range End: Drag the setting to select the end point, or set it to the head line position via the menu "End".
4. Fade out handle: Adjust the audio block fade out time point.
5. Clip Gain handle: Adjusts the overall gain of the audio block.
6. Volume Line: Click on the volume line to add a volume point, drag the volume point to gain or lower the local volume.
7. Volume Control Point: The control point for the local volume of the sound. Click on the volume point to add it, click on the volume point again to delete it.

