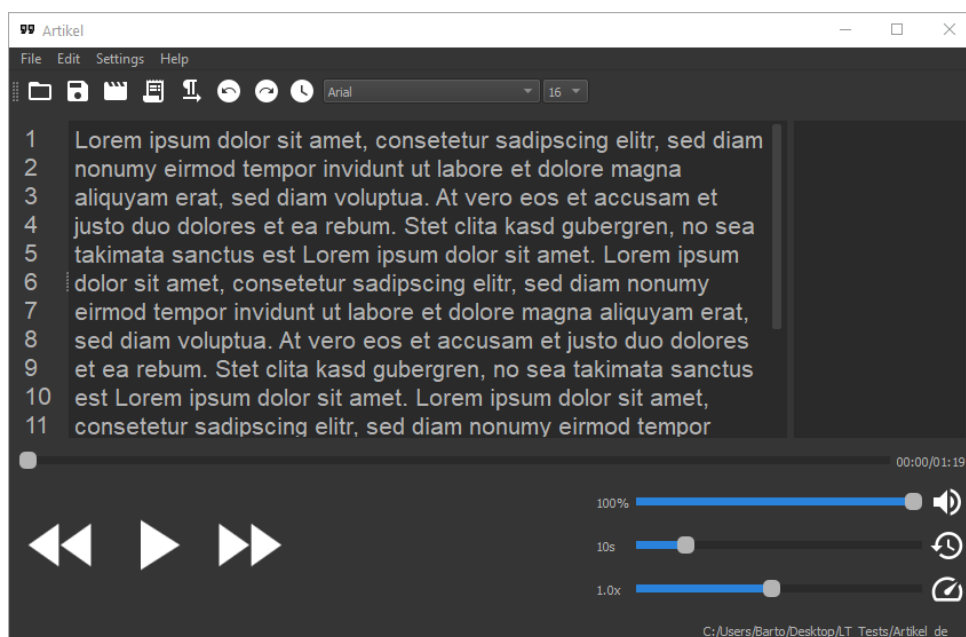




Help / Manual

LAZYTRANSCRIPT

Open source editor
for transcribing audio and video material



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1 Introduction

This manual is intended to introduce you to the basic functionality of LazyTranscript. LazyTranscript is an open source editor for transcribing audio and video material. It was developed in the context of a master thesis and is based on the open source speech-to-text engine “DeepSpeech” from Mozilla.

2 Prerequisites

To use LazyTrascript, you must first download a DeepSpeech model of your language. A good source for this is: <https://discourse.mozilla.org/t/links-to-pretrained-models/62688>. Then you have to paste the downloaded .scorer and .pbmm files into

`<LAZYTRANSCRIPT_FOLDER>/models/<LANGUAGE_ABBREVIATION>.`

The abbreviation usually consists of the language and the region. For example:

1. de-DE: German in Germany
2. en-US: English in the United States
3. fr: French

For more information see: [1], [2]

3 Start GUI

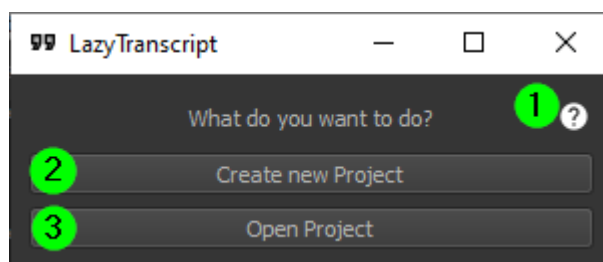


Figure 1: Start GUI

This window opens when you start the program. The numbered spots have the following meaning:

1. Opens this manual in the system’s default PDF viewer.
2. Create a new LazyTranscript project. (Section 4)
3. Open an existing LazyTranscript project. (Section 5)

4 Create a Project

When selecting the "Create new Project" option, the following window appears.

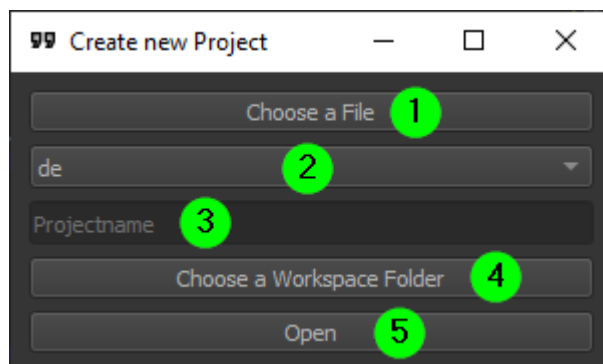


Figure 2: Creating a new Project

The numbered spots mean the following:

1. A file dialog opens and the audio or video file that should be transcribed must be selected.
2. Here the language of the material must be selected. A drop-down menu automatically displays the individual languages for which the model directories were created in Section 2.
3. Choose a project name
4. A dialog opens and the workspace folder must be selected. This folder can contain different projects. The program will create a directory with the previously selected project name, in which the project-relevant files (for example the transcription itself) are stored.
5. Starts the create process. This includes the creation of the project folder and the first transcription. A progress bar shows the current progress. When the process is finished, the editor GUI opens automatically (chapter 6)

5 Open a Project

If the "Open Project" option is chosen, a dialog appears in which the project folder must be selected. The editor GUI (Section 6) will be opened afterwards.

6 Editor GUI

When you open a project, the window shown in Figure 3 appears. In the following, this window will be explained in more detail.

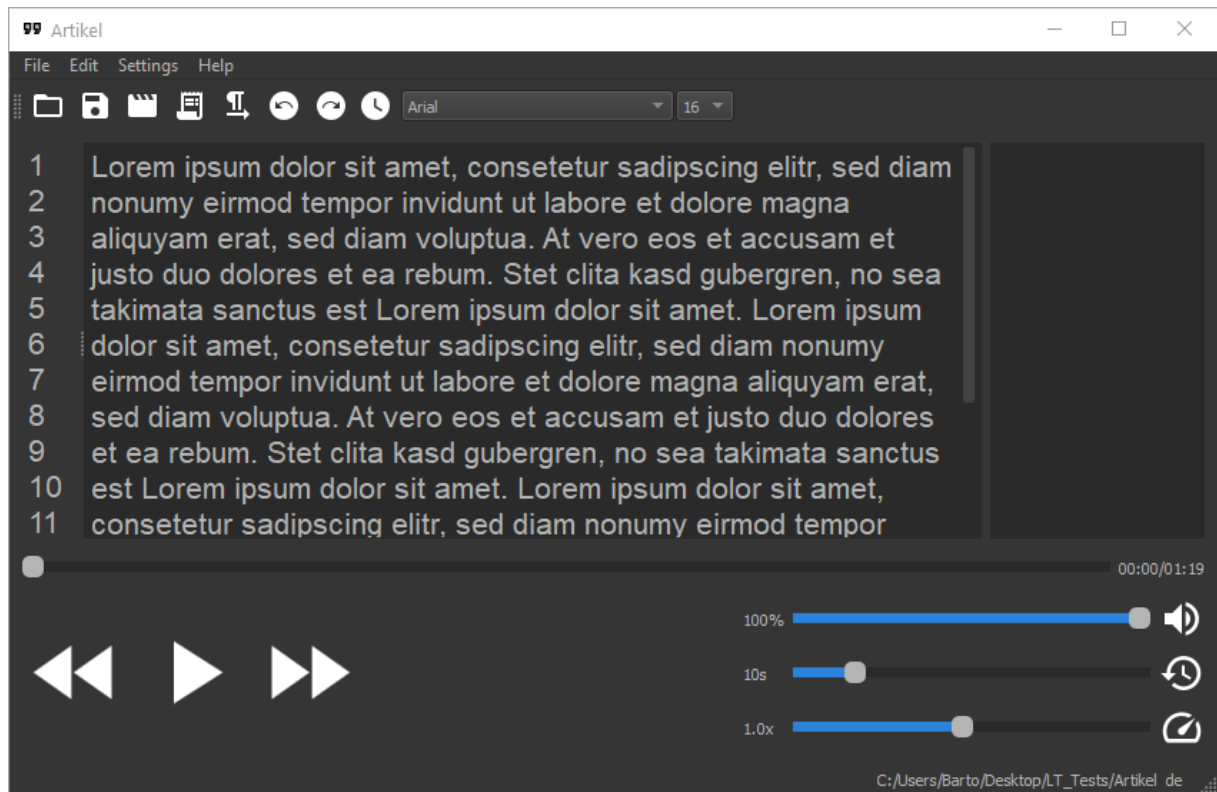


Figure 3: Editor GUI

6.1 Menubar

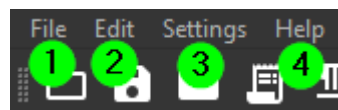


Figure 4: Menubar

The numbered spots in the menubar contain the following functions:

1. File: New, Open, Save [CTRL+S]
2. Edit: Undo, Redo, Copy, Paste
3. Settings: Open Settings (Section 6.6), Text modules (Section 6.7)
4. Help: Open Help [F1] (this Manual), Licences

6.2 Toolbar

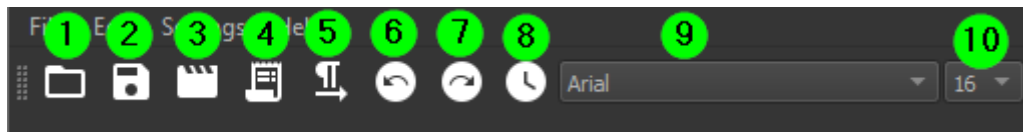


Figure 5: Toolbar

The numbered spots in the toolbar contain the following functions:

1. Open Project
2. Save Project [CTRL+S]
3. Open Videooutput (works only if the source material was a video)
4. Activate Text modules (Section 6.7)
5. Show special characters like ¶ for linebreak or · for whitespace
6. Previous word in the word by word editing mode [F5] (Section 6.5)
7. Next word in the word by word editing mode [F6] (Section 6.5)
8. Inserts the current timestamp of the media player using the following format: [hh:mm:ss]
9. Change font
10. Change fontsize

6.3 Textarea

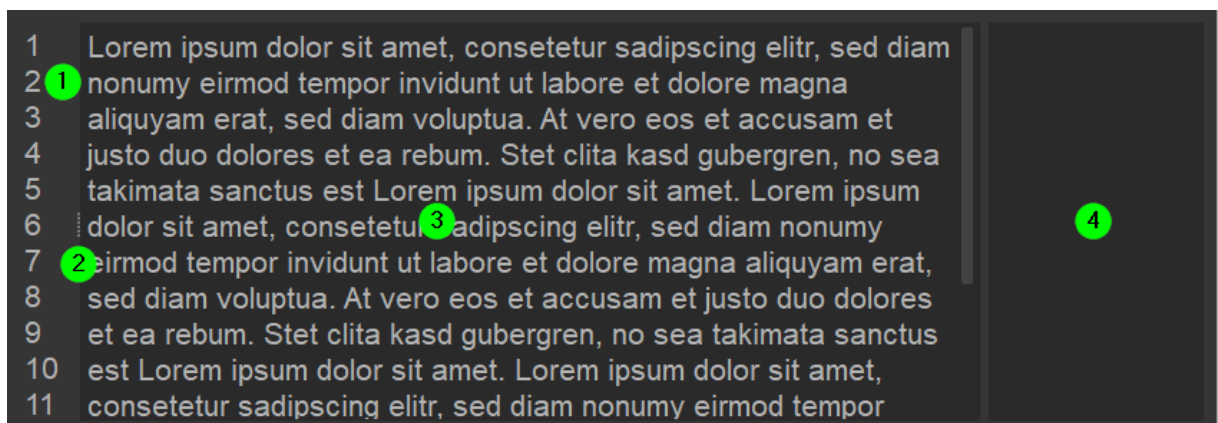


Figure 6: Textarea

The numbered Spots mean the following:

1. Line numbers
2. Anchor to increase or decrease the size of line numbering
3. Text field itself, contains the transcription
4. List of Buttons in the word by word editing mode (Section 6.5)

6.4 Media-Controls

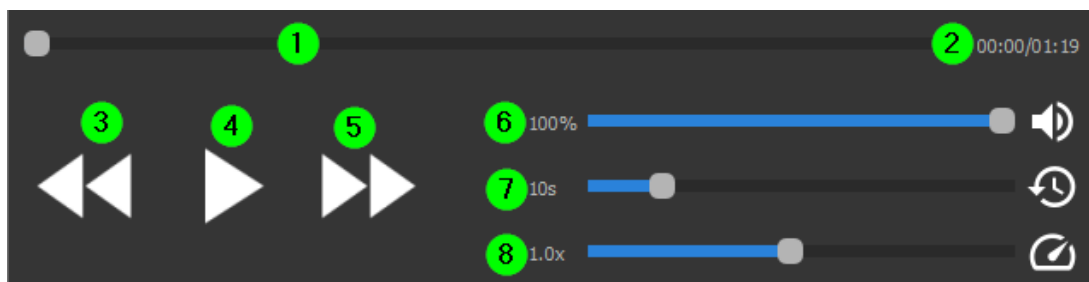


Figure 7: Media-Controls

The numbered Spots mean the following:

1. Seek bar, which displays the current elapsed time / total duration
2. Rewind by x seconds [F2]
3. Play / Pause [F3]
4. Fast forward by x seconds [F4]
5. Volume control
6. Rewind and fast forward duration
7. Playback speed

6.5 Word by word editing mode

The word by word editing mode is activated with the F6 key or the respective toolbar button. As can be seen in Figure 8, the individual words are highlighted (1). The F5 or F6 key can then be used to move to the previous or next word. In the list next to the text, there are buttons for correction or further processing. Except the option to hear the individual words in the source material, the buttons are provided by the plug-ins.

In the best case, the editing is done as follows: F6 -> Execute correction -> F6 -> Execute correction -> ...

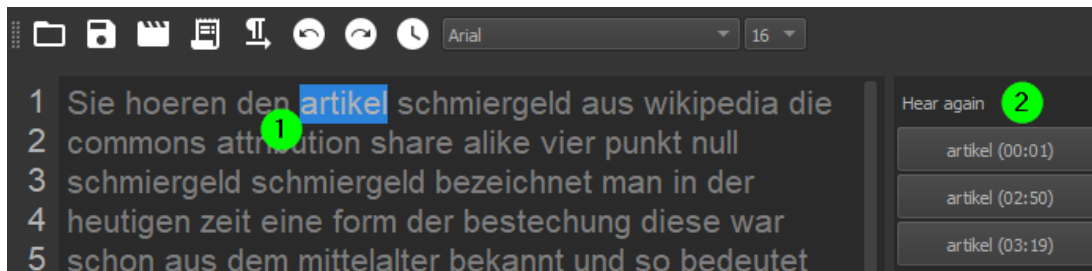


Figure 8: word by word editing mode

6.6 Settings

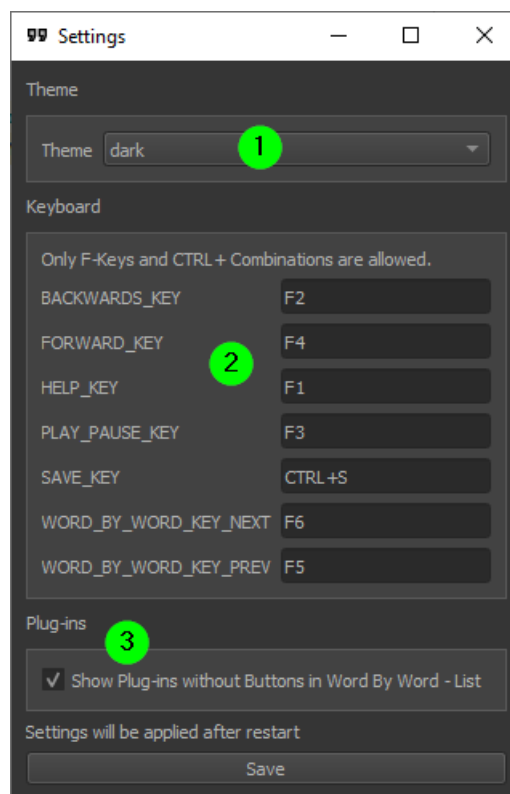


Figure 9: Settings

The numbered Spots mean the following:

1. Choose between a dark and a light Theme
2. Customization of shortcuts and key combinations
3. Sometimes it is possible that plug-ins do not return buttons. For better overview, you can set here that the message or headline will not be displayed either.

6.7 Text modules

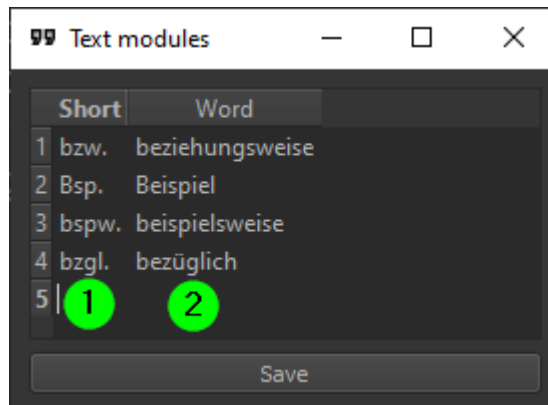


Figure 10: Text modules

Here the text modules can be defined. For this purpose, only an abbreviation (1) and the word (2) by which it should be replaced must be defined. In order to make the replacement work, it must be activated via the toolbar button as mentioned in section 6.2.

7 (De)installing a plug-in

In order to install a plug-in, its directory must simply be copied into the plugin directory (<LAZYTRANSCRIPT_FOLDER>/plugins/). Vice versa, a plug-in can be uninstalled if the particular directory is deleted again.

References

- [1] M. Davis A. Phillips. *RFC5646 - Tags for Identifying Languages*. 2009. URL: <https://tools.ietf.org/html/rfc5646> (visited on 12/28/2020).
- [2] Richard Ishida. *Language tags in HTML and XML*. W3C. 2014. URL: <https://www.w3.org/International/articles/language-tags/> (visited on 12/28/2020).