EditView

Overview

This section introduces you to EditView, a graphic way to view, edit and synchronize events in a sequence.

All editing affects only the current sequence, not the original audio nor the cues on the Direct-to-Disk.

Displaying EditView

EditView is displayed as a separate **window**. Select **EditView** from the **Window** menu. When the window is active, a set of pulldown **menus** appears at the top of the screen.*

If ⇆ is visible in the upper right corner of the EditView window, your Macintosh is successfully communicating with the Synclavier computer. If it is not visible, the communications link has not been established or has been broken. Check that the cables have been properly connected and the correct software has been installed.

If the RTP window is displayed in mid- or half-size, you can view the RTP window and the EditView window at the same time. Use the vertical **Scroll Bar** to scroll through all 200 tracks. Use the horizontal Scroll Bar to scroll through the sequence.

After opening, EditView remembers its window size and position, zoom factor, machine control port, protocol and AMPEX address for the next time.

* To use EditView, MultiFinder must be running.

The Track Display

The **Track Display** graphically represents cues and RAM events (notes and sound files) which can be edited and moved in the sequence.
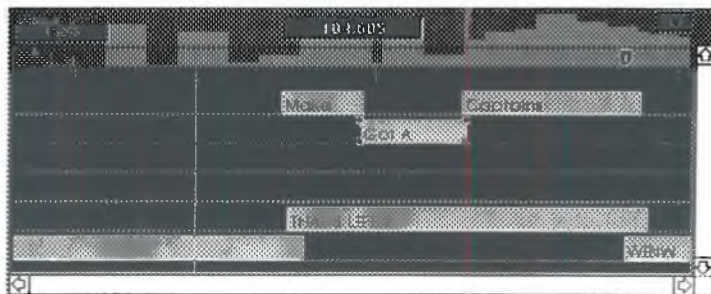
The Track Display (con't)

At the top of the Track Display is the **Ruler**. The Ruler marks off increments of time in the sequence. The amount of each increment depends on the time format in which the events are displayed.

time format	increment
beats:measures	1 beat
seconds	1 second
minutes:seconds	1 second
SMPTE	10 frames
feet:frames	10 frames

In, Out and Mark points appear on the Ruler. The Display Length indicates the amount of time currently displayed. The time at the center of the ruler is the current sequencer time.

To display a different part of the sequence:

- Enter a new time into the current time field.
- Scroll the sequence.
- Use the motion controls.
- Locate to a new time.

All note events on all tracks can be hidden or shown by toggling the SHOW NOTES command from the Controls menu. If this command is active before opening a sequence, the note events are ignored and will not be loaded.

To view the sequence in greater detail, select **Zoom In** (⌘-[) or **Zoom Out** (⌘-]) from the Events menu.

The window displaying a rabbit or a turtle indicates the screen redraw speed. If you have enough application memory allocated for EditView to operate efficiently, the rabbit appears. If not, you see the turtle. To increase memory, select the EditView application icon from the Finder and choose GET INFO from the File menu.

Track List

The left portion of the EditView window consists of a **Track List**. The names and numbers of each track, as well as the solo and mute buttons (see "Solo and Mute Buttons") appear here.

The currently selected track is highlighted red. To change the selected track, click on the track number, or in the track area where no event is located.
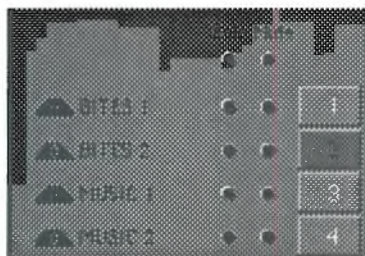

A track which contains RAM events appears with a musical note next to the track name. (Zoom in for greater detail.) A track which contains cue events appears with a small event icon preceding the track name.

To hide or show all events on a track, click the track name. (All RAM events can be hidden or shown using the SHOW NOTES Controls command.) Track names are edited from the Event List Editor panel of the Audio Event Editor.

Tools

Three Tools in the upper left corner of the window are used to
activate cursor functions in the Track Display. Select a tool by
clicking it or by using its key equivalent (given below).

Double-clicking a tool locks it in that mode until you click another
tool. If another tool is chosen with a key press, the locked tool is
reselected when the key is released.

Name	Tool	Key	Function
Select			Select events, move handles and scrub.
Move Tool		Option	Move events—when the cursor is over a selected event, click and drag in any direction. Use the arrow keys to move a selected event up and down or left and right.
			Move handles—when the cursor is over a handle, click and drag left or right to move the selected handle. (This tool also appears when the Select tool is placed over a handle.)
Motion Control		Control	Advance or reverse the sequencer and Track Display, and shuttle the tape deck if machine control is on.

Events and handles

Events are cues or notes which have been placed on sequencer tracks. Editing an event does not alter the original cue or the Direct-to-Disk track. In EditView, events appear as rectangles on the tracks. (Cue events and note events must remain on separate tracks.)

Click an event to select it. When a cue event is selected, five **handles** appear as small boxes at the EVENT START, FADE IN, FADE OUT, EVENT END and OFFSET times. When a note event is selected, EVENT START and EVENT END handles appear. Dragging a handle to a different time is one way to edit the event.

Select a handle by clicking it or by using the Times menu. Or press the **Tab** key to select the next handle automatically. When selected, a handle highlights.

Times relevant to the selected handle appear at the top of the window. The name of the event and its caption also appear. (Use the Audio Event Editor to edit the name and caption.)

The time associated with the currently selected handle is highlighted. Any handle can be moved by selecting its time field and editing it. The result of the edit is graphically displayed in the Track Display.

Events and handles (con't)

Handle times can be locked; a locked handle does not move when other times are changed.

 An arrow appears next to a handle that is unlocked and can be moved.

 A tack appears next to a handle that is locked and cannot be moved.

Clicking an Arrow changes it to a Tack, and vice-versa. Only one handle can be locked at a time. Locking is useful for trimming.

The Event Duration or Length refers to the duration of an event or the length of a fade or offset, depending on which handle it selected. When Arrows appear next to both times, the Duration (or Length) is locked, and entering a new time into the Duration field moves the event without changing the event length.

The Offset Time is a time within the event that can be synced to the sequence (or picture). The offset can be the beginning of the event, the end of the event (for backtiming) or any point within the event. The Offset Length is the duration from the beginning of the event to the Offset Time.

Volume envelope

The overall sound of an event is determined by the shape of its
Volume Envelope. The sound is altered by moving the handles or
by changing the volume levels.
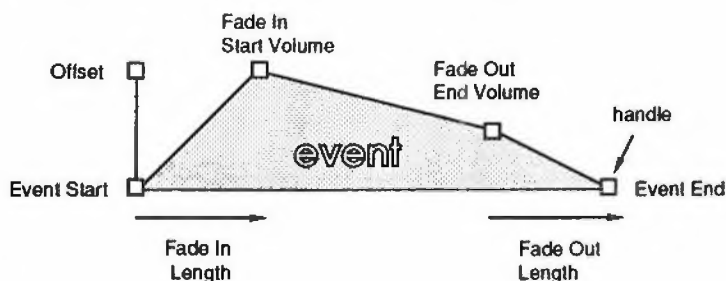
The **Start Volume** is the volume level at the Fade In handle; it
appears when this handle is selected. The **End Volume** is the
volume level at the Fade Out handle; it appears when this handle is
selected. The **Event Volume** determines the overall volume level for
an event within the sequence. It acts as a volume master, keeping
the relationship between the Start and End Volume constant. The
Event Volume appears when the Event Start, Event End or Offset
handle is selected.

Change the volume envelope by editing the volume level field at the
top of the window. The volume level can be set anywhere between
0-100%.

Toggle the SHOW VOLUME ENVELOPES command in the Controls
menu to either show the actual volume envelope, or to view all
events as though they were at full volume. (The actual volume level
still appears in the volume field.)

When a RAM event is selected, a Pitch field appears next to Volume.
Use this field to enter a new pitch.

Editing

There are two modes of editing: event and region. The user is in complete control of choosing either mode. The available editing features and the result of an edit will be different depending on which mode is selected.

Event editing is always active when an event is selected. During event editing only the audio associated with the single event is edited. Editing does not affect the synchronization of the entire track, only the event. In this mode you can CUT, PASTE, TRIM, ALIGN, MOVE and change the volume envelope of events. All editing discussed up to this point has been event editing.

(RAM events are edited in the same way as cue events. The only difference is that scrubbing is currently not available.)

Region editing

Deselecting an event puts you in region editing mode. During region editing, event handles are ignored, and you are not restricted to editing discrete events—any region on the track can be edited. Editing a region, however, can affect multiple events and the synchronization of the entire track.

Edit **In** and edit **Out** points define a **region** on a single track for editing. When a region is defined, the entire track area between the In and Out points is selected, regardless of the start and end times of events. These marks appear on the ruler.
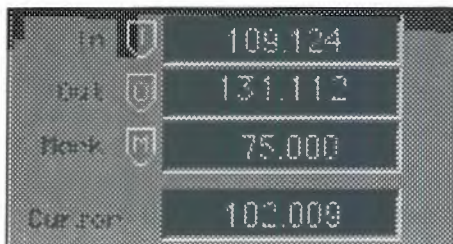
Setting In and Out points

You can define an In or Out point in one of several ways.

- Drag the In or Out icon on the ruler. (Icon does not scrub.)

- Enter a time into the In or Out time field.

- Lock to the In or Out time and scrub.

- Use an F-key to take a time directly into the In or Out time field.

Once an edit time has been selected, the trackball is locked to it for scrubbing. (If the In or Out point is off the screen, the icon moves to where the cursor begins scrubbing.)

| F-key	Result
F5	If the sequence is playing, the current play time is taken into the In time field.
	If the sequence is not playing, the cursor time is taken into the In time field.
F8	If the sequence is playing, the current play time is taken into the Out time field.
	If the sequence is not playing, the cursor time is taken into the Out time field.
F6	Selects and locks (or unlocks) the In time.
F7	Selects and locks (or unlocks) the Out time.

You can also click in any open area at the top of the window or press the Enter key to deselect an edit time.

Performing a region edit

In and Out points can be set at any time, regardless of whether an event is selected. To perform the edit, however, all events must be deselected.

Select the track on which to perform the region edit by clicking the track number.

Many editing functions can be performed on a defined region: CUT, PASTE, DELETE TIME, FILL, FILL WITH LEADER, INSERT, INSERT LEADER, EXCHANGE and EXTRACT. After performing an edit, if the In or Out point falls within an event, the event is split at that point.
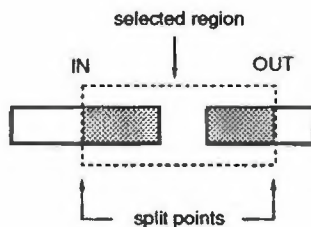
The mark and locate functions

The Mark point can be placed anywhere in the sequence by entering a time into the Mark time field or by dragging the Mark point icon on the ruler. You can also use the LOCK TO MARK command in the Times menu and scrub to a new time.

Locate the sequencer to the Mark point using the LOCATE TO MARK (⌘-L) command, or press Control-double up arrow. Locate to other times using the LOCATE TO IN and LOCATE TO OUT commands on the Controls menu, or hold down the Control key and click in a time field to locate to that time.

The TAKE MARK command in the Times menu (also F13) takes the current sequencer time and places the mark icon on the ruler.

Track and sequence scrubbing

Scrubbing in EditView is similar to scrubbing over audio tape. It is used for finding an edit point in the event or sequence. (Notes are not triggered during scrubbing, only cues.) To scrub, drag the cursor back and forth across the Track Display. Audio under the cursor is played.

When you start scrubbing on an event, the event is selected and only the audio associated with that track is played. When you start scrubbing outside an event, the sequence is scrubbed; any selected event is deselected and all tracks are scrubbed.

After locking to the In, Out or Mark point, the cursor scrubs the selected time. To return to track or sequence scrubbing, deselect the In, Out or Mark time. (The icons on the ruler do not scrub if dragged manually.)

There are two scrubbing modes—normal and fine. To access the fine scrubbing mode, hold down the Shift key.

The current scrub location is given in the cursor time field, at the top of the window.

Note: At this time, RAM events do not scrub.

Solo and Mute buttons

To the left of the track numbers are **Solo/Mute buttons** which toggle off and on. Click a Solo button (green when lit) to hear audio only from that track. Click a Mute button (red when lit) to prevent hearing audio from that track.

The **Master Solo/Master Mute buttons** (at the top of the columns of solo and mute buttons) light when any track is soloed or muted. Click the Master Solo button (green when lit) to clear all solos. Click the Master Mute button (red when lit) to clear all mutes.

You can also select **Clear Solos** or **Clear Mutes** from the Controls menu to clear all track solos and mutes.

When scrubbing a track, its solo button lights automatically. When you stop scrubbing, the track is no longer soloed.

Motion Controls

You can play the sequence by holding down the Conrol key while double-clicking in the Track Display at the point where you want to begin playback. The following motion controls are also available.

Key	Result	
F9	Play from selected handle or time field	
F10	Stop	
F11	Play to selected handle or time field	
F12	Audition the event or region	
Control ↑	Continue	
Control ↑ ↑	Locate to mark	
Control ↓	Stop	
Control →	Fast Forward	2x
Control → →	Fast Forward	8x
Control → → →	Fast Forward	32x
Control ←	Rewind	2x
Control ← ←	Rewind	8x
Control ← ← ←	Rewind	32x

Select the Motion Control Tool to forward or reverse the sequencer. The farther left or right you drag in the Track Display, the faster the sequencer shuttles. The **Control** key selects the Motion Control Tool.

If you do not want the display to scroll while the sequence is playing, select **Lock Display** from the Controls menu to freeze it, or select **Page Display** to page instead of scroll.

Machine control

When machine control is on, the user can scrub to picture. All of EditView's locate functions operate to locate the external machine as well as the sequencer.

To turn on machine control, first turn on external sync. The external sync button lights when on. Click the button to turn external sync on and off. Turn machine control on from the Controls menu. When machine control is turned on, red arrows appear on the button. Turning external sync off and on also turns machine control off and on.

When the external machine is shuttling forward or back, an indicator below the external sync button shows the approximate shuttle speed. When the external machine reaches a speed of 1x, the indicator turns clear.

The EXTERNAL SYNC command (⌘-T) in the Controls menu toggles synchronization to an external machine on and off. When external sync is on, a check mark appears by the menu command.

The MACHINE CONTROL command (⌘-Y) in the Controls menu toggles machine control on and off. The Machine Control command is only available when external sync is on. Turning external sync off automatically turns off machine control. When machine control is on, a check mark appears by the menu command.

The MACHINE CONTROL PREFS... command displays a window used for setting the protocol, port and AMPEX address for an external machine.

Overview (con't)

Setting up machine control hardware

The hardware setup for implementing machine control depends on what type of machine you are connecting to. The three types of machine protocols described below are Sony, Ampex and Ampex using a Lynx transport controller.

You can use either the Printer port or the Modem port of the Macintosh to connect to the Terminal port of the NED system.

SONY and AMPEX

When conecting to a Sony machine, set the Preferences Protocol to Sony and connect the cables as shown below. When connecting to an AMPEX machine, set the Preferences Protocol to Ampex and connect the cables as shown below.

SONY : 9 pin Serial Remote Control port

AMPEX : 9 pin VPR3 Serial Remote Control port

* Sony and Ampex machines must have time code reading capability.

2.16   New software
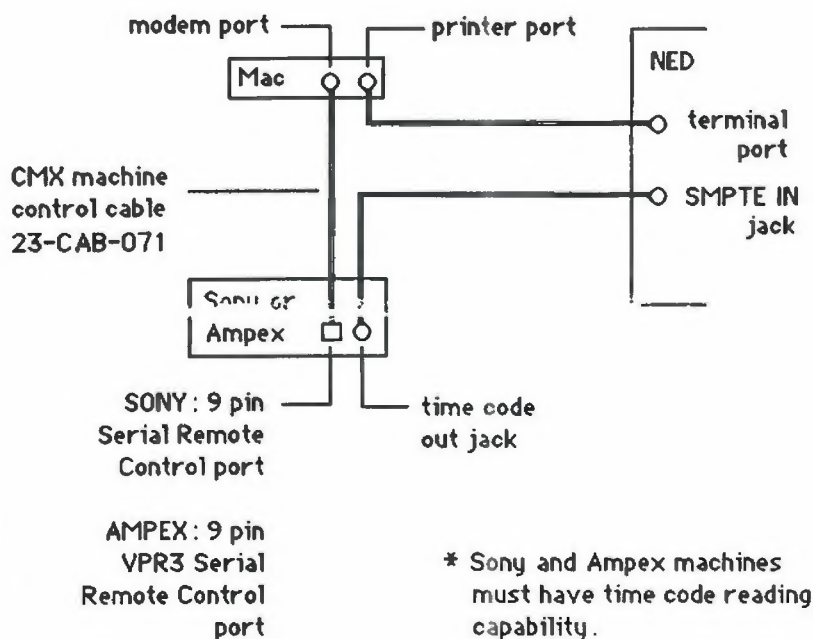
Setting up machine control hardware (con't)

LYNX

When connecting to a Lynx machine with V-type software (V404-42 or higher), set the Protocol to Ampex and connect the cables as shown below.*

modem port — printer port

Mac

NED

CMX machine
control cable
23-CAB-071

terminal
port

SMPTE IN
jack

NTSC sync

Ext Vid

Lynx

video
deck

transport port

video out **

RS422 port

time code
out jack

time code
in jack

remote
port

reshape jack

LYNX transport
control cable

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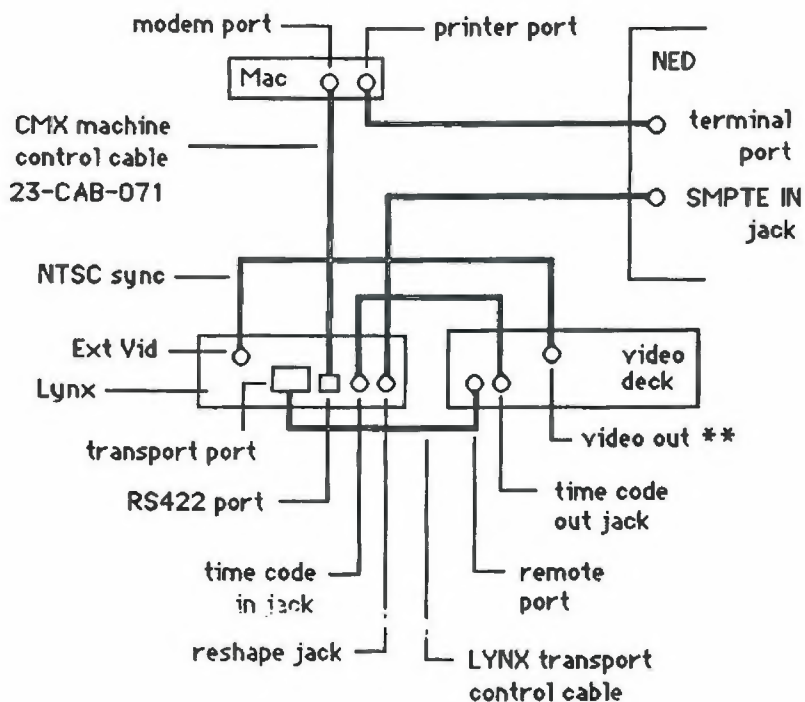
* Refer to the Lynx manual to set the Machine Type and Address. If you
   are controlling an audio deck with Lynx, set Lynx to Lifter Defeat
   Mode if the source tapes contain discontinuous time code.

** You can also use house sync.

EditView menus

File menu

Command	Key	Function
New	⌘-N	Opens the EditView window and displays events in the current sequence.
Open...		Not currently functional.
Close	⌘-W	Leaves the EditView window.
Close EditView		Not currently functional.
Quit	⌘-Q	Leaves the EditView module.

File

New	⌘ N
Open...	⌘ O
Close	⌘ W
Close EditView	
Quit	⌘ Q

Edit menu

Command	Key	Function
Undo	⌘-Z	Reverses the most recent edit of an event or time field.
Cut	⌘-X	Removes an event or region without changing the sync of the following events. Cut material is copied to the clipboard.
Copy	⌘-C	Places a copy of an event or time field onto the clipboard.
Paste	⌘-V	Merges the clipboard event onto a track beginning at the In point. Sync is unchanged. Or replaces a numeric field.
Split	⌘-B	Breaks an event in two at the In point.

(continued next page)

Edit

Undo	⌘ Z
Cut	⌘ X
Copy	⌘ C
Paste	V
Split	⌘ B
Delete Time	⌘ D
Insert	⌘ I
Insert Leader	
Fill	⌘ F
Fill with Leader	
Extract	⌘ E
Exchange	

Edit menu (con't)

Command	Key	Function
Delete Time	⌘-D	Removes a region from the track to the clipboard. The sync of the following events is changed.
Insert	⌘-I	Adds the clipboard into the track at the In point, changing the sync of the following events.
Insert Leader		Adds leader into a selected region.
Fill	⌘-F	Pours the clipboard into a region, deleting any previous events. If the clipboard length is longer than the region, as much of the region as possible is filled. If the clipboard length is shorter than the region, a dialog presents the options loop fill or fill as much as possible. Sync is unchanged.
Fill with Leader		Pours leader into a region. Deletes overlapping events. Sync is unchanged.
Extract	⌘-E	Deletes everything on a track except what is between the In and Out point. Sync is unchanged.
Exchange		Swaps a region on a track with the clipboard. Sync changes.

EditView menus (con't)

```
Window▾
  EditView
  MIDInet
  Conform
  TransferMation
  NED StartUp
  ─────────────
  √EditView
```

```
Events
  Align to Current Time
  Align to In      ⌘-opt-A
  Align to Mark
  ─────────────────────
  Trim to Current Time
  Trim to In       ⌘-opt-S
  Trim to Mark
  ─────────────────────
  Move Mark to In
  Move Mark to Handle
  ─────────────────────
  Zoom In          ⌘ [
  Zoom Out         ⌘ ]
```

Window menu

Command	Function
EditView MIDInet Conform TransferMation NED StartUp	Lists available windows on a pop-up menu. Select the desired module from the menu.
√ EditView	Displays the name of the currently selected window.

Events menu

Command	Key	Function
Align to Current Time		Moves the entire event and aligns the selected handle to the current time. Event duration is not changed.
Align to In	⌘-option-A	Moves the entire event and aligns the selected handle to the In point. Event duration is not changed.
Align to Mark		Moves the entire event and aligns the selected handle to the Mark point. Event duration is not changed.

(continued next page)

Events menu (con't)

Command	Key	Function
Trim to Current Time		Moves the selected handle to the current sequence time. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.
Trim to In	⌘-option-S	Moves the selected handle to the current In point. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.
Trim to Mark		Moves the selected handle to the current Mark point. The event duration may be changed. If the Event Start handle is trimmed synchronization is not retained.
Move Mark to In		Moves the Mark point to the In point.
Move Mark to Handle		Moves the Mark point to the location of the selected handle.
Zoom In	⌘-[	Displays a more detailed view of the sequence.
Zoom Out	⌘-]	Displays a larger view of the sequence.

EditView menus (con't)

Controls

Audition	F12
Play From	F9
Play To	F11
Stop Playback	F10
Locate to Mark	⌘ L
Locate to In	
Locate to Out	
Clear Solos	
Clear Mutes	
Page Display	
Lock Display	
Show Notes	
Show Volume Envelopes	
Machine Control Prefs...	
External Sync	⌘ T
Machine Control	⌘ Y

Controls menu

Command	Key	Function
Audition	F12	Plays the selected event only.
Play From	F9	Play From selected handle or time field.
Play To	F11	Play To selected handle or time field.
Stop Playback	F10	Stop.
Locate to Mark	⌘-L	Locates the sequencer to the Mark point.
Locate to In		Locate the sequencer to the In point.
Locate to Out		Locate the sequencer to the Out point.
Clear Solos		Clears all track solos.
Clear Mutes		Clears all track mutes.
Page Display		When the sequencer is playing, EditView advances by page instead of by scrolling.
Lock Display		Prevents the display from scrolling.
Show Notes		Toggle to hide or display note events and to load or not load note events when loading a sequence.
Show Volume Envelopes		Toggle to hide or display volume levels.
Machine Control Prefs...		Displays a dialog for setting the machine control protocol and port.
External Sync	⌘-T	Turns external sync on and off.
Machine Control	⌘-Y	Turns machine control on and off—available when external sync is on.

Times menu

Command	Key	Function
Event Start	⌘-1	Selects the Event Start handle.
Fade In	⌘-2	Selects the Fade In handle.
Evemt Offset	⌘-3	Selects the Event Offset handle.
Fade Out	⌘-4	Selects the Fade Out handle.
Event End	⌘-5	Selects the Event End handle.
Take In	F5	If the sequence is playing, the current play time is taken into the In time field.
		If the sequence is not playing, the cursor time is taken into the In time field.
Take Out	F8	If the sequence is playing, the current play time is taken into the Out time field.
		If the sequence is not playing, the cursor time is taken into the Out time field.
Take Mark	F13	If the sequence is playing, the current play time is taken into the Mark time field.
		If the sequence is not playing, the cursor time is taken into the Mark time field.
Lock To In	F6	Selects and locks to the In point.
Lock To Out	F7	Selects and locks to the Out point.
Lock to Mark		Selects and locks to the Mark point.

Times

Event Start	⌘ 1
Fade In	⌘ 2
Event Offset	⌘ 3
Fade Out	⌘ 4
Event End	⌘ 5
Take In	F5
Take Out	F8
Take Mark	F13
Lock to In	F6
Lock to Out	F7
Lock to Mark	

Basic EditView techniques

The following instructions explain how to perform common editing functions using EditView.

Editing time fields

The following are some general editing features common to all time and numeric fields.

- Any time or numeric field can be edited.

- Type times directly into fields or subfields.

- A single click in a time field selects the entire field; a double-click selects a subfield.

- Use the Tab key to toggle through subfields within a time automatically.

- Use the Option and Command keys with a click to jog a selected subfield up or down.

- Use the Copy and Paste menu commands between entire time fields.

Note: When no event is selected, dashes appear in event time fields.

Editing events and regions

A rule of thumb for event editing is that an event or handle must be selected before you can move or edit it.

If no event is selected, and you invoke an edit command, EditView assumes you want to do a region edit, and it will look for the In and Out points to perform the edit on the selected track.

The flexibility of event and region editing allows you the choice of editing a single event, without disturbing other events on the track, or editing the track, which, potentially, can alter the synchronization of all events on that track. Use of one editing mode or the other is at the complete discretion of the user.

Moving events

Select the Move Tool when you want to manually move an event in the sequence. (If an event is moved in time, the handle time fields are automatically updated to reflect the change.)

When the Move Tool is selected, use one of the following methods to move an event.

■ Place the cursor over an event and drag it to another location.

■ Press the right or left keyboard arrow to move a selected event by time increments.

Each click of an arrow key moves the event one increment. The amount of the increment depends on the time format in which the events are displayed.

■ Press the up or down arrow key to move a selected event by tracks.

Events can also be moved by using the Align commands. (See "Align events")
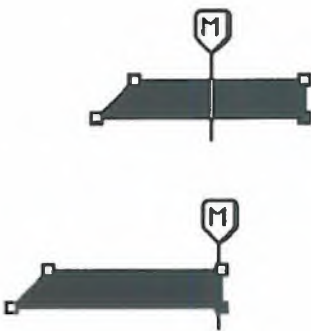
Moving handles

If you only want to move a handle and not the entire event, select the event and then drag the handle. The cursor automatically becomes the Move Tool while dragging and the event times are updated.

Handles can also be moved by using the Trim commands. (See "Trim events")

Align events

ALIGN is an event editing command. Use one of the Align commands in the Events menu to move an event to a location without changing its duration.

For example, an Align command could be used for backtiming.

1. Select an event.

   When an event is selected, the user is in the event editing mode.

2. Select the Event End handle.

   This is the handle which the Align command will use as a synchronization reference.

3. Lock to the Mark point and then scrub to the new Event End location.

4. Select Align to Mark from the Events menu.

   The event is moved so that the selected handle, in this case the Event End handle, is aligned to the Mark point. The duration of the event remains unchanged.

You can follow the above steps using the In point or the Current Time and their commands, instead of the Mark point. (Synchronize an event to picture by syncing an event handle to the picture time.)

If an event contains an offset point, when the event is moved the offset changes to match the new sequence time.

For additional information, see "Moving events" and "Moving handles."

Trim events

TRIM is an event editing command. Use one of the Trim commands
in the Events menu to move the selected handle to a location without
moving the whole event. (The duration of the event will probably
change, depending on which handle you move.)

For example, a Trim command could be used to move the Event End
handle.

1. Select an event.

   When an event is selected, the user is event editing.

2. Select the Event End handle.

   This is the handle which the Trim command is going to move.

3. Lock to the Mark point and then scrub to the new Event
   End location.

4. Select Trim to Mark from the Events menu.

   The Event End handle is moved to the Mark point location.
   Synchronization is retained. The duration is trimmed.

You can follow the above steps using the In point or the Current
Time and their commands, instead of the Mark point.

There is a second way to trim, without using the trim commands.
When the Event Start, Event End, Fade In or Fade Out time is locked,
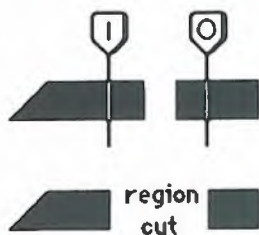enter a new time into the opposite unlocked field.

For additional information, see "Moving events," "Moving handles"
and "Event times."
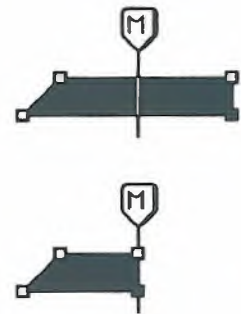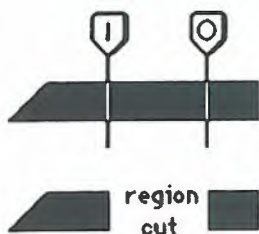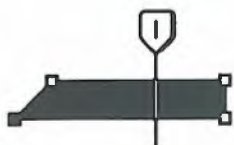
*Region edit within an
event*

*Region edit between
events on a track*

Split events

A selected event can be split in two using the In point.

1. Select the event to split.

2. Lock to the In point and then scrub to the split location. (You
    could also take the In point.)

3. Select Split from the Edit menu.

    The event is split at the In point . The second event is always
    selected after splitting. Both events have the same name.

Region edit

A region of an event or track can be edited using the In and Out
points.

1. Lock to the In point and scrub to the beginning of the edit.
    (You could also take the In point.)

2. Lock to the Out point and then scrub to the end of the edit.
    (You could also take the Out point.)

3. Select an edit command, such as CUT, from the Edit menu.

    The region of the track that has been designated by the In and
    Out points is edited. In the case of CUT, the audio between the
    In and Out points is removed to the clipboard, without altering
    the synchronization of the track.