

# WaveEdit Help contents

For additional assistance, contact [Technical Support](#).



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## Keyboard shortcuts

The following table summarizes the function keys in WaveEdit.

<b>Press this</b>	<b>To</b>
Alt+Bksp	Undo the last change
Alt+F4	Quit WaveEdit
Ctrl+Ins	Copy a selection to the Clipboard
Del	Remove a selection
F12	Save changes as a specified file
Shift+Del	Cut a selection to the Clipboard
Shift+F12	Save a file
Shift+Ins	Paste from the Clipboard



## Menu commands

To display help about a command, choose the menu containing the command you want.

### File menu

- New
- Open
- Close
- Save
- Save As
- Run WaveEdit
- Exit

### Edit menu

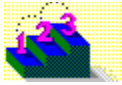
- Undo
- Cut
- Copy
- Paste
- Mix Paste
- Delete
- Select All

### Effects menu

- Change Characteristics
- Insert Silence
- Fade Down
- Fade Up
- Amplify

### View menu

- Left Channel
- Right Channel
- Milliseconds
- Samples
- Zoom



## Step-by-step procedures

Click a procedure to jump to step-by-step instructions about that topic. Use the scroll bar to see more topics.

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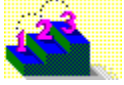
[Replacing a section of a file with a recording](#)

[Undoing changes](#)

[Zooming in on a wave audio file](#)

## **WaveEdit**

A utility for working with digital sound data stored in wave audio format (.WAV). WaveEdit can play, edit, and record a waveform in a wave audio file.



## Opening files

### Step-by-step

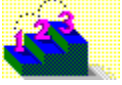
You can open an existing wave audio file in the Apple AIFF (.AIF), Microsoft PCM (.PCM), Microsoft Waveform (.WAV) file format.

#### To open an existing file:

1. From the File menu, choose Open.
2. Under List Files Of Type, select the file format you want.
3. Under File Name, type the name of the file you want to open. Or double-click a file name in the box.  
If the file you want is in a directory other than the current one, under Directories, select a new path.

4. Choose Confirm File Type to verify the file type before the file opens.
5. Click OK.

If you are opening a Microsoft PCM file, WaveEdit converts the data into a Microsoft Waveform format and requests additional information. You can set channels, sample size, and frequency in the Input Data Format dialog box.



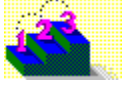
## Opening multiple wave audio files

### Step-by-step

You can work with two or more wave audio files at the same time by opening multiple instances of WaveEdit.

### To open two wave audio files:

1. Open the first wave audio file by choosing Open from the File menu.
2. Open a second instance of WaveEdit by choosing Run WaveEdit from the File menu.
3. Open the second wave audio file by choosing Open from the File menu.



## Creating a wave audio file

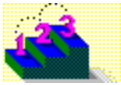
### Step-by-step

You can open a new, empty wave audio file so that you can record or paste new sound data into it.

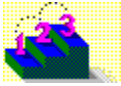
**Tip:** To create files that require the least amount of storage space, use WaveEdit's default settings: Mono, 8 Bits, and 11.025 kHz.

### To create a wave audio file:

1. From the File menu, choose New.
2. Under Channels, specify the number of sound channels you want: check Mono to specify one sound channel; check Stereo to specify two sound channels.
3. Under Sample Size, select 8 Bits to specify a dynamic range of 256 levels; select 16 Bits to specify a dynamic range of over 65,000 levels.
4. Under Frequency, select
  - ◆ 11.025 kHz for a voice-quality sound sampling rate.

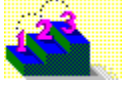


22.05 kHz for an AM-quality sampling rate.



44.1 kHz for a CD audio-quality sampling rate.

5. Click OK.

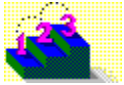


## Saving a waveform

### Step-by-step

WaveEdit saves your changes to a waveform in Microsoft Waveform format (.WAV).

### To save a waveform:

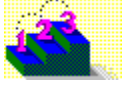


From the File menu, choose Save.

### To save a waveform as a new file or in another location:

1. From the File menu, choose Save As.
2. Under File Name, type a name of up to eight characters for the wave audio file.
3. Under Directories, select a new path to save the file in a directory other than the current one.
4. Click OK.





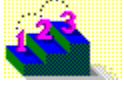
## Quitting WaveEdit

### Step-by-step

If you quit WaveEdit before saving changes you made to the current waveform, WaveEdit prompts you to save or discard the changes. Choose Yes to save changes and quit, No to quit without saving changes, or Cancel to continue using WaveEdit.

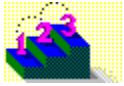
You can also quit WaveEdit by closing the WaveEdit window.

### To quit WaveEdit:

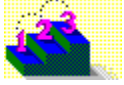


From the File menu, choose Exit.

### To quit WaveEdit by closing the WaveEdit window:



Double-click the Control-menu box. Or press Alt+F4.



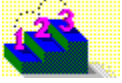
## Valid file formats

### Step-by-step

WaveEdit can open an existing wave audio file in any file format in the table below.

**Note:** WaveEdit can save changes to a file only in Microsoft Waveform (.WAV) format.

<b>File format</b>	<b>File extension</b>
Apple AIFF	.AIF
Microsoft PCM	.PCM
Microsoft Waveform	.WAV



## Viewing the waveform

### Step-by-step

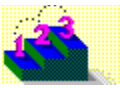
When you open a wave audio file, WaveEdit displays the waveform in the edit area. Each point in the edit area represents a sample of the waveform at a specific amplitude. The length of the waveform represents the amount of time that the sound will play.

### See also

[Selecting with the mouse](#)

[Viewing channels of a stereo waveform](#)

[Zooming in on a wave audio file](#)

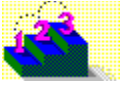


## Using the zoom scroll bar

### Step-by-step

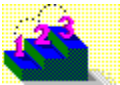
You can magnify or reduce the view of a waveform with the zoom scroll bar. Zoom in for detailed editing. Zoom out to see the entire waveform at once, so you can work with larger sections.

### To magnify the view:



Move the scroll bar to the right.

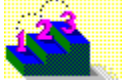
### To reduce the view:



Move the scroll bar to the left.

### See also

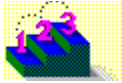
[Zooming in on a wave audio file](#)



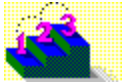
## Changing the measurement scale

### Step-by-step

WaveEdit displays a waveform's size using either



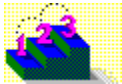
a time scale in milliseconds.



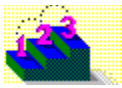
a scale based on the number of digital samples in the waveform.

For example, a file might contain 1,328 sample points and take 620 milliseconds to play. You can switch between these units of measurement.

### To change the measurement scale for a waveform:



From the View menu, choose either Milliseconds or Samples.

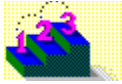


## Viewing channels of a stereo waveform

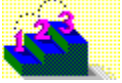
### Step-by-step

When you display a stereo waveform, WaveEdit shows the left channel in red and the right channel in black. You can view one channel at a time by disabling the display of the other channel.

### To display or hide the left or right channel of a stereo waveform:



From the View menu, uncheck Channel for the channel you want to disable.



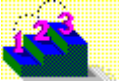
## Selecting with the mouse

### Step-by-step

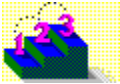
You can use either the left or right mouse button to select a segment of a waveform.

#### To select a segment of a waveform:

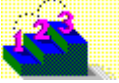
1. Click the waveform you want to start the selection.
2. Drag in either direction.  
As you drag, the segment is highlighted to show it is selected.
3. To extend the selection, do one of the following:



Shift+click to extend the selection to the current cursor position.



Drag up and out of the edit area to select from the current cursor position to the beginning of the file.

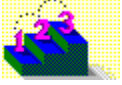


Drag down and out of the edit area to select from the current cursor position to the beginning of the file.

#### See also

[Precisely selecting a waveform segment](#)

[Selecting an entire waveform](#)



## Precisely selecting a waveform segment

### Step-by-step

You can precisely select a waveform segment by specifying a starting point and size for the selection. Depending on the measurement scale you have set, the starting point and size of a selection is displayed in milliseconds or as the number of sample points selected.

### To select a waveform by defining a starting point and size:

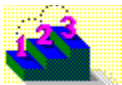
1. In the Select Start box, enter a value for the starting location of the selection.
2. In the Select Size box, enter a value for the size of the selection.

### See also

[Selecting an entire waveform](#)

[Selecting with the mouse](#)



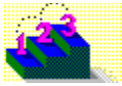


## Selecting an entire waveform

### Step-by-step

You can select an entire waveform at once. This is useful when you want to modify, replace, or copy a complete waveform at one time.

### To select an entire waveform:

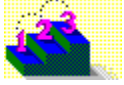


From the Edit menu, choose Select All. Or double-click anywhere in the edit area.

### See also

[Precisely selecting a waveform segment](#)

[Selecting with the mouse](#)



## **Zooming in on a wave audio file**

### **Step-by-step**

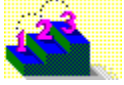
You can magnify the view of a selected waveform segment using the Zoom command. Unlike the zoom scroll bar, the Zoom command works only on a selection, not on the entire view of the waveform.

### **To magnify a waveform selection:**

1. Select the waveform segment you want to view.
2. From the View menu, choose Zoom.

### **See also**

[Using the zoom scroll bar](#)



## Cutting the selected area

### Step-by-step

When you cut a selection, WaveEdit removes the selection and places it on the Windows Clipboard.

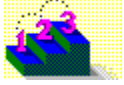
### To cut the selected area:

1. Select the waveform segment you want to cut.
2. From the Edit menu, choose Cut. Or press Shift+Del.

### See also

[Precisely selecting a waveform segment](#)

[Selecting with the mouse](#)



## Copying the selected area

### Step-by-step

When you copy a selection, WaveEdit places the copy on the Windows Clipboard without affecting the waveform displayed in the edit area.

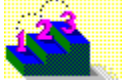
### To copy the selected area:

1. Select the waveform segment you want to copy.
2. From the Edit menu, choose Copy. Or press Ctrl+Ins.

### See also

[Precisely selecting a waveform segment](#)

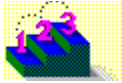
[Selecting with the mouse](#)



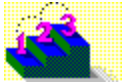
## Pasting a waveform

### Step-by-step

You can paste any waveform you cut or copied into any wave audio file displayed in the edit area. When you paste



if a waveform segment is selected, the pasted waveform replaces the selection.

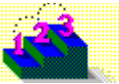


if nothing is selected, the pasted waveform is inserted into the waveform at the current cursor position.

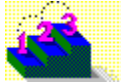
If the Clipboard contains anything other than wave audio data, the command is dimmed on the menu.

### To paste a waveform from the Windows Clipboard:

1. Do one of the following:



Click to move the cursor to the location in the waveform where you want to insert the pasted waveform.



Select the waveform segment you want to replace.

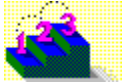
2. From the Edit menu, choose Paste. Or press Shift+Ins.



## Mixing while pasting

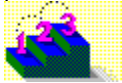
### Step-by-step

You can mix any waveform you cut or copied into another waveform or segment when you paste. The Mix Paste command on the Edit menu adds each sample on the Clipboard to the equivalent sample in the waveform displayed in the edit area. The two sounds play together when you play the waveform. When you mix



position.

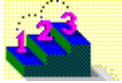
if nothing in the edit area is selected, the pasted waveform is mixed beginning at the current cursor



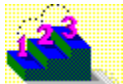
if you select a waveform segment in the edit area, mixing begins at the first sample of the selection and continues until the end of one or the other is reached.

### To mix a selection into a waveform:

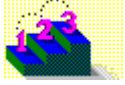
1. Do one of the following:



Click to move the cursor to the location in the waveform where you want to begin mixing the pasted waveform.



2. From the Edit menu, choose Mix Paste.  
Select the waveform segment you want to mix with the pasted waveform.



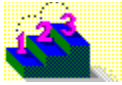
## Deleting the selected area

### Step-by-step

You can remove a waveform segment by deleting it.

### To delete the selected area:

1. Select the waveform segment you want to remove.
2. From the Edit menu, choose Delete. Or press Del.



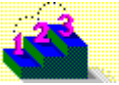
## Changing a waveform's characteristics

### Step-by-step

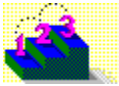
You can alter a wave audio file's sound quality and size by changing its waveform characteristics.

#### To change the waveform characteristics:

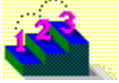
1. From the File menu, choose Change Characteristics.
2. Under Channels, specify the number of sound channels you want: check Mono to specify one sound channel; check Stereo to specify two sound channels.  
Changing a file from Mono to Stereo doesn't affect sound quality. Changing from Stereo to Mono degrades the quality but decreases the amount of disk space required.
3. Under Sample Size, select 8 Bits to specify a dynamic range of 256 levels; select 16 Bits to specify a dynamic range of over 65,000 levels.  
Changing a file from 8 Bit to 16 Bit doesn't affect sound quality. Changing from 16 Bit to 8 Bit degrades the quality, but decreases the amount of disk space required.
4. Under Frequency, select



11.025 kHz for a voice-quality sound sampling rate, which requires the least amount of disk space to store.



22.05 kHz for an AM-quality sampling rate.

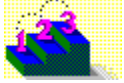


44.1 kHz for a CD audio-quality sampling rate, which requires the greatest amount of disk

space to store.

5. Click OK.





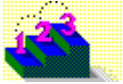
## Inserting silence

### Step-by-step

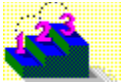
You can insert a specified length of silence (a waveform with no amplitude) into a file, or replace a selected portion of a file with silence.

### To insert silence into a file:

1. Do one of the following:

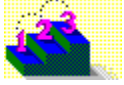


Click to move the cursor to the position in the waveform where you want to insert silence.



Select the waveform segment you want to replace with silence.

2. From the Effects menu, choose Insert Silence.
3. Enter the number of samples or milliseconds of silence you want to insert.
4. Click OK.



## Fading up and down

### Step-by-step

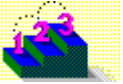
You can fade a sound so that the volume gradually diminishes (fade down) or increases (fade up).

When you fade down, WaveEdit incrementally adjusts the amplitude of each sample in a selection to fade the sound from full volume to silence.

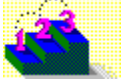
When you fade up, WaveEdit adjusts the amplitude of each sample in a selection to fade the sound from silence to full volume.

### To fade a selection up or down:

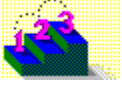
1. Select the waveform segment you want to fade.
2. Do one of the following:



Choose Fade Down from the Effects menu to fade the selection down.



Choose Fade Up from the Effects menu to fade the selection up.



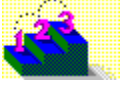
## Changing the amplitude

### Step-by-step

You can change the volume of a selected waveform segment by a fixed amount. When you change the percentage of amplitude, each sample in a selection is amplified or reduced in volume according to the percentage you choose. For example, changing the amplitude to 50 percent reduces the amplitude by half, while specifying 200 percent doubles it.

### To change the amplitude of a selection:

1. Select the waveform segment you want to change.
2. From the Effects menu, choose Amplify.
3. Enter the percentage by which you want to increase or reduce the amplitude of the selection.
4. Click OK.

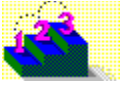


## Undoing changes

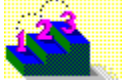
### Step-by-step

The Undo command reverses the effect of your most recent action in the current instance of WaveEdit, if that action can be reversed. When an action cannot be reversed, the command is dimmed on the menu.

### To undo a change:



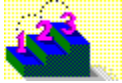
From the Edit menu, choose Undo. Or press Alt+Bksp.



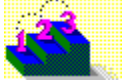
## Playing wave audio files

Step-by-step

**To hear wave audio sound in WaveEdit, you can play all or part of an open wave audio file:**

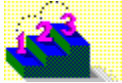


If no waveform segment is selected, WaveEdit plays the entire waveform.



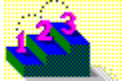
If you select a waveform segment, WaveEdit plays only the selection.

**To play an entire wave audio file or a selected segment:**

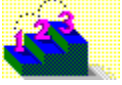


Click Play.

**To stop a wave audio file or selected segment that's playing:**



Click Stop.



## Recording a new wave audio file

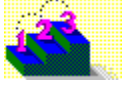
### Step-by-step

If the sound card installed in your computer supports input from a microphone or other recording device, you can use WaveEdit to record sound in a new wave audio file.

**Note:** For faster recording times, reduce the size of the WaveEdit window.

### To record a new file:

1. From the File menu, choose Close to close any open wave audio files.
2. Click Rec.
3. Select the number of channels, sample size, and frequency you want.
4. Click OK to accept the settings.
5. Play one or more sounds to set WaveEdit's recording level for your recording device.
6. Click OK to start recording.
7. Click Stop to stop recording.
8. From the File menu, choose Save As to save your new file and enter a file name.



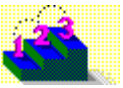
## Inserting a recording into a waveform

### Step-by-step

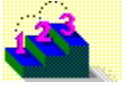
If the sound card installed in your computer supports input from a microphone or other recording device, you can use WaveEdit to record sound as waveform samples that you can insert into an existing wave audio file.

### To insert a recording into an existing wave audio file:

1. Click to move the cursor to the position where you want to insert the recording.
2. Click Rec.
3. Select the number of channels, sample size, and frequency you want.
4. Click OK to accept the settings.
5. Play one or more sounds to set WaveEdit's recording level for your recording device.
6. Click OK to start recording.
7. Click Stop to stop recording.
8. Do one of the following:

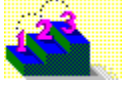


From the File menu, choose Save to save the modified file.



new file name.

From the File menu, choose Save As to save the modified file as a new file and enter a



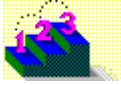
## Replacing a section of a file with a recording

### Step-by-step

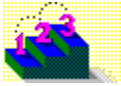
If the sound card installed in your computer supports input from a microphone or other recording device, you can use WaveEdit to record sound as waveform samples that replace a selected waveform segment in an existing wave audio file.

### To replace a section of a file with a recording:

1. Select the waveform segment you want to replace.
2. Click Rec.
3. Select the number of channels, sample size, and frequency you want.
4. Click OK to accept the settings.
5. Play one or more sounds to set WaveEdit's recording level for your recording device.
6. Click OK to start recording.
7. Click Stop to stop recording.
8. Do one of the following:

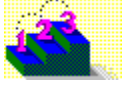


From the File menu, choose Save to save the modified file.



From the File menu, choose Save As to save the modified file as a new file and enter a new file name.





## File menu

### Menu commands

Contains commands for managing wave audio files. Scroll to see descriptions of each command.

### New

Creates a new, empty wave audio file.

#### See also

[Creating a wave audio file](#)

### Open

Opens an existing wave audio file.

#### See also

[Opening files](#)

### Close

Closes an open wave audio file without exiting WaveEdit.

### Save

Saves a waveform under its current file name.

#### See also

[Saving a waveform](#)

### Save As

Saves a waveform under a specified file name. An existing waveform can be saved under its current file name or under a different one.

#### See also

[Saving a waveform](#)

### Run WaveEdit

Starts a new instance of WaveEdit.

#### See also

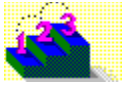
[Opening multiple wave audio files](#)

### Exit

Quits the WaveEdit application.

#### See also

[Quitting WaveEdit](#)



## Edit menu

### Menu commands

Contains commands for editing wave audio files. Scroll to see descriptions of each command.

## Undo

Undoes the last complete operation.

### See also

[Undoing changes](#)

## Cut

Removes the selection and places it on the Windows Clipboard, replacing the previous contents of the Clipboard. If nothing is selected, the command is dimmed on the menu.

### See also

[Cutting the selected area](#)

## Copy

Copies the selection and places it on the Windows Clipboard, replacing the previous contents of the Clipboard. If nothing is selected, the command is dimmed on the menu.

### See also

[Copying the selected area](#)

## Paste

Pastes the contents of the Windows Clipboard into the current waveform. If part of the waveform is selected, the selection is replaced with the contents of the Clipboard. If nothing is selected, the Clipboard contents are inserted at the cursor.

### See also

[Pasting a waveform](#)

## Mix Paste

Mixes the pasted waveform with the displayed waveform, beginning at the cursor position. Each sample on the Clipboard is added to the corresponding area in the currently displayed waveform. Both sounds are played when you play the wave audio file. If the Clipboard contains anything but wave audio data, the Mix Paste command is dimmed on the Edit menu.

If the pasted waveform is longer than the displayed waveform (measured from the cursor location to the end), the additional pasted waveform is added to the end of the displayed waveform.

### See also

[Mixing while pasting](#)

## Delete

Removes the current selection without placing it on the Windows Clipboard. If nothing is selected, the command is dimmed on the menu.

### See also

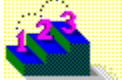
[Deleting the selected area](#)

## Select All

Selects the entire waveform displayed in the edit area. As a shortcut, double-click anywhere in the edit area.

### See also

[Selecting an entire waveform](#)



## Effects menu

### Menu commands

Contains commands for adding special effects to a waveform. Scroll to see descriptions of each command.

### Change Characteristics

Lets you change the sound quality and file size by specifying a new number of channels, sample size, and frequency of the waveform.

#### See also

[Changing a waveform's characteristics](#)

### Insert Silence

Inserts silence (a waveform segment with no amplitude) into a waveform file.

#### See also

[Inserting silence](#)

### Fade Down

Fades the sound of a selected waveform segment so that the volume gradually diminishes from full amplitude to silence. WaveEdit adjusts the amplitude of each sample in the selection.

#### See also

[Fading up and down](#)

### Fade Up

Increases the sound of a selected waveform segment so that the volume gradually increases from silence to full amplitude. WaveEdit adjusts the amplitude of each sample in the selection.

#### See also

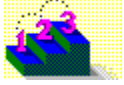
[Fading up and down](#)

### Amplify

Changes the volume of a selected waveform segment by a fixed amount. Each sample in a selection is amplified or reduced in volume according to the percentage you choose.

#### See also

[Changing the amplitude](#)



## View menu

### Menu commands

Contains commands for viewing the waveform in different ways. Scroll to see descriptions of each command.

### Left Channel

Shows only the left channel of a stereo file.

#### See also

[Viewing channels of a stereo waveform](#)

### Right Channel

Shows only the right channel of a stereo file.

#### See also

[Viewing channels of a stereo waveform](#)

### Milliseconds

Specifies the default unit of measurement used throughout WaveEdit as milliseconds.

#### See also

[Changing the measurement scale](#)

### Samples

Specifies the default unit of measurement used throughout WaveEdit as samples.

#### See also

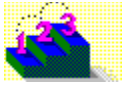
[Changing the measurement scale](#)

### Zoom

Magnifies the current waveform selection. If nothing is selected, the command is dimmed on the menu.

#### See also

[Using the zoom scroll bar](#)



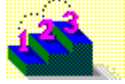
## Technical support contact information

Step by step

### Telephone support

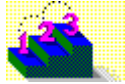
Use the following Asymetrix technical support telephone numbers as needed for your location.

#### Australia/Asia Pacific



##### Infotainment Asia Pacific Pty Ltd.

(61+3) 5255-471 (direct) 9 a.m. to 6 p.m. Eastern Standard Time  
(61+3) 5255-482 (fax)



##### XLTECH Pty Ltd.

(61+2) 9752-111 (direct) 9 a.m. to 6 p.m. Eastern Standard Time  
(61+2) 9752-167 (fax)

#### Europe (except France, Germany, and United Kingdom); Middle East; Africa;

##### Russia

+44 923-208-433 9:00 to 17:00 GMT

##### France

05-90-83-19 (freephone) 9:00 to 17:00 GMT

##### Germany

01-30-81-27-07 (freephone) 9:00 to 17:00 GMT

##### United Kingdom

0800-716-957 (freephone) 9:00 to 17:00 GMT

#### U.S.A. and rest of world

206-637-1600 (direct) 6 a.m. to 6 p.m. Pacific time Monday through Thursday; 6  
206-454-0672 (fax) a.m. to 3 p.m. Friday

### Online services

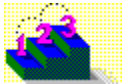
Asymetrix provides complimentary support via Asymetrix Bulletin Board System (BBS), CompuServe, America Online, and Internet to registered users. Technical support responds to online queries within 48 hours (Monday through Friday).

#### Asymetrix BBS

Do one of the following:



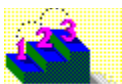
If you have a 1200 to 14,400 baud modem (v.32bis), call (206)-451-1173.



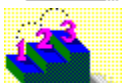
If you have a 9600 to 14,400 baud modem (v.32bis), call (206)-451-8290.

#### America Online

Do one of the following:



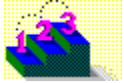
From the Go To menu, select Keyword, then type `Asymetrix`.



Go to the Computing and Software area, select Industry Connection, then select Asymetrix.

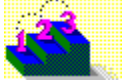
## CompuServe

To connect to

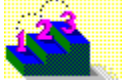


prompt.

Windows Third Party Developer A forum, Section 1, type `GO ASYMETRIX` or `GO WINAPA` at the



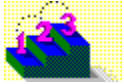
Multimedia Vendors forum, Section 15, type `GO MULTIVEN` at the prompt.



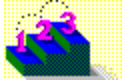
IBM Ultimedia Tools A forum, Section 5, type `GO ULTIATTOOLS` at the prompt.

## Internet

Enter one of the following addresses:



`techsup@asymetrix.com`



`support@asymetrix.com`



