

ProStationAudio Reference Manual

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ProStationAudio System Requirements

Operating System

- AmigaOS
 - Minimum revision:
 - OS2.1 (OS2.0 lacks screen requester support)
 - Recommended revision:
 - OS3.1 (includes support for large disk sectors)
-

CPU

- Entry-level CPU for offline operations:
 - 68030
 - Entry-level CPU for realtime operations:
 - 68040
 - Recommended CPU for realtime operations:
 - 68060 + optional PPC RISC processor
-

RAM

- Minimum:
 - 16MB
 - Recommended:
 - 32MB+
-

Hard drives

- Offline operations:
 - Any IDE or SCSI drive.
 - Realtime operations:
 - A modern IDE or SCSI drive capable of a sustained transfer rate of at least 2MB/s.
-

Video Subsystem

- Minimum:
 - AGA chipset with 2MB RAM at 800x600 resolution.
 - Recommended:
 - Graphic board at 1280x1024 or higher resolution.
-

Audio Subsystem

- Standard:

- Stock chipset for realtime auditioning in near-16bit quality.
- Optional:
 - Audio board for realtime auditioning in 16-bit quality.

Full-quality editing, processing, automated mixing and mastering is available with any of the above setups. Contact AudioLabs for a list of the available audio drivers

ProStationAudio Windows: Timeline

The Timeline window is a timeline editor for both audio and automation data.

Set Editor:Audio - Toolbar Button



Use this button to set the edit mode to Audio and have the timeline display the audio edit lists. This command modifies the toolbar structure.

Set Editor:Automation - Toolbar Button



Use this button to set the edit mode to Automation and have the timeline display the automation tracks. This command modifies the toolbar structure.

Magic Wand - Toolbar Button



Use this button to toggle on/off the Magic Wand tool. The Magic Wand tool helps you to quickly define ranges by analyzing audio waveforms and automatically recognizing music beats, words, silence,...

When toggling the Magic Wand on, a palette window opens. It lets you choose the detection mode:

- Music Beats
- Audio Signal
- Silence

and the **tolerance** factor. Higher tolerance factors force ranging on larger areas.

To define a range click on an object's waveform.
To extend a ranged area **SHIFT**-click at another point.

Show/Hide Range - Toolbar Button



Use this button to show/hide (make active / inactive) the defined range, if any.

To define a range **CTRL**-drag over the timeline.

Mixdown To Disk - Toolbar Button



Use this button to mixdown to file the ranged area of the timeline (or the whole timeline if no range is active).

This function is usefull both for track bouncing and exporting the mixdown to another application/platform.

Freehand Scrubbing - Toolbar Button (available depending on version)



Use this button to enable/disable freehand audio scrubbing. When enabling freehand scrubbing, the application zooms to the selected track, displaying an interval around the cursor position.

When freehand scrubbing is enabled, click and drag on the time ruler to audition.

Looped Scrubbing - Toolbar Button (available depending on version)





Use this button to enable/disable looped audio scrubbing. This setting affects how freehand scrubbing works. If looped scrubbing is enabled, when scrubbing the application plays an interval, starting at the cursor position, in looped mode.

When freehand scrubbing is enabled and looped scrubbing is enabled as well, click and drag on the time ruler to audition in looped scrubbing. You can change the loop duration by hitting the **LEFT/RIGHT** keys on the fly, while auditioning.


NOTE: Looped scrubbing is operative only if you select also freehand scrubbing.

Show Less/More Tracks - Toolbar Button (available depending on version)



Use this button to have the timeline display less/more tracks.

You can scroll the timeline to display invisible tracks by using **CTRL-UP / CTRL-DOWN**, after activating the timeline window.

Some version replaces the icons above with this  icon, on the right border of the timeline.

Shrink Track - Toolbar Button



Use this button to vertically shrink the selected track.

Expand Track - Toolbar Button



Use this button to vertically expand the selected track.

Edit Mode: Overwrite - Toolbar Button



Use this button to select the Overwrite edit mode.

If this mode is selected, when you insert a new object it will overwrite the underlying part of the track if empty. If some overlapping with other objects occurs, the current Overlap Mode setting determines how to handle the overlapping parts.

Edit Mode: Insert - Toolbar Button



Use this button to select the Insert edit mode.

If this mode is selected, when you insert a new object in a track the rest of the track is shifted forward in time to make room for the new item.

When you delete an object the rest of the track is shifted backward in time to cover the empty area left by the removed item.

When you try to insert an object over another one, the underlying object gets splitted and the new item is inserted in-between the two parts.

Set Overlap Mode: Crossfade - Toolbar Button



Use this button to set the objects overlap mode to crossfade.

When this mode is selected, dragging an object over another creates a cross fade. You can create as many crossfades as you like without impact on the system performances as fades are calculated in advance for later access, and stored in the project directory.

Set Overlap Mode: Hard Edit - Toolbar Button



Use this button to set the objects overlap mode to hard edit.

When this mode is selected, dragging an object over another causes the first one to be cut at the timecode where the second one starts.

Set Overlap Mode: Align - Toolbar Button



Use this button to set the objects overlap mode to align.

When this mode is selected, dragging an object over another forces the object you moved to be aligned at the end point of the other object.

Cut Object Head - Toolbar Button



Use this button to cut the head of the selected object at the cursor position.

The cursor must be over the selected object for this command to operate.

Split Object - Toolbar Button



Use this button to split the selected object in two parts, at the cursor position.

The cursor must be over the selected object for this command to operate.

Cut Object Tail - Toolbar Button



Use this button to cut the tail of the selected object at the cursor position.

The cursor must be over the selected object for this command to operate.

Show/Hide Automation - Toolbar Button



Use this button to show/hide fader and pan automation paths superimposed to the selected track.

The upper graph maps the pan path, the lower one maps the fader path.

Select Automation Controller - Toolbar Button



Use this button to cycle through the automation controllers list. This button selects the next item in the controllers list.

Go To Previous Variation - Toolbar Button



Use this button to move the cursor backward to the nearest discontinuity (on the vertical axis) of the selected automation track.

Go To Next Variation - Toolbar Button



Use this button to move the cursor forward to the nearest discontinuity (on the vertical axis) of the selected automation track.

Fade To Next Variation - Toolbar Button



Use this button to have the current controller on the selected track moved smoothly from the value at the cursor position forward to the value present at the nearest discontinuity point.

Edit Tool:Line - Toolbar Button



Use this button to set the automation editing tool to line drawing.
Click and drag on the automation track to draw automation paths.

Edit Tool:Delta - Toolbar Button



Use this button to set the automation editing tool to delta drawing.
Click at the right of the cursor and drag to alter the values starting from the cursor position to the next discontinuity point.
This mode works better over segments containing a constant value (horizontal segments).

Edit Tool:Bias - Toolbar Button



Use this button to set the automation editing tool to bias drawing. This mode adds a constant value (bias) to the automation track.

Click and drag vertically.

This mode works on ranged areas if a range is active.

Edit Tool:Relative Bias - Toolbar Button



Use this button to set the automation editing tool to relative bias drawing. This mode adds a constant value (bias) to the automation track. The curve is altered automatically by the application to avoid graph clipping (this form of clipping is unrelated to audio clipping).

Click and drag vertically.

This mode works on ranged areas if a range is active.

Edit Tool:Scale - Toolbar Button

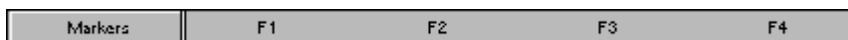


Use this button to set the automation editing tool to scale drawing. This mode multiplies the automation track times a scale value.

Click and drag vertically.

This mode works on ranged areas if a range is active.

FKeys Area



This area is used to access marker, range, view banks.

Click on the button on the left to toggle among different banks.

- To store values in one of the ten slots shift-click on it.
- To recall values from a slot click on it.

NOTE: Hilgited slots contain stored values. Click to recall, shift-click to overwrite.

Info Area

Range S: +00:00:35:14	E: +00:01:17:09	L: +00:00:41:19	View S: +00:00:00:00	E: +00:02:00:00	L: +00:02:00:00	Nudge: 00:00:20:03
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This area is used to display the values of parameters such as range start, end, length,...

Markers Area

00:00:17:15 F1	00:00:34:19 F2 More compression
----------------	---------------------------------

This area is used to display markers' labels.

You can place markers by using the function keys of your keyboard. Ten markers are available.

- To place a marker at the cursor position hit **SHIFT-F1:F10**
- To recall a marker hit **F1:F10**
- To rename a marker hit **LALT-F1:F10**

Time Ruler

0:00:13	0:00:25	0:00:37	0:00:49	0:01:01	0:
	1000000		2000000		3000000
19	37	55	73	91	10

Use this control to check what portion of the timeline is displayed and to move the cursor quickly.

Click and drag to move the cursor.

(available depending on version)

Double-click to start playback at the clicked position.

Click and drag to audition when in scrubbing mode.

Track Icons (available depending on version)



This control includes various sub-controls.

The switch button switches a track on/off. When a track is on, it's audio data is streamed from disk during playback, regardless the state of the Mute control in the mixing console. You can Mute a track that is switched on, while you can't listen to a track that is switched off, regardless the settings in mixing console.

Basically, the timeline/mixing console pair acts as a couple of cascaded filters. The timeline lets you decide what tracks are routed to the mixing console, the mixing console lets you decide what tracks (among those passed by the timeline) are routed to the master bus.

The text area displays the track name. You can select a track by clicking on its name or clicking on the track itself in the tracks area.

Double-click a track name for auditioning the track in soloed mode.

You can edit the name of the selected track by using the **Rename Track...** item in the **Audio** menu.

You can also change the color of the selected track text area by hitting **SHIFT-1:8**.

Track Icons (available depending on version)



This control includes various sub-controls.

The text area displays the track name. You can select a track by clicking on its name or clicking on the track itself in the tracks area. The selected track is identified by a colored box on the right of its name.

You can edit the name of the selected track by using the **Rename Track...** item in the **Audio** menu.

You can also change the color of the selected track text area by hitting **SHIFT-1:8**.

Use the headphone icon to solo a track.

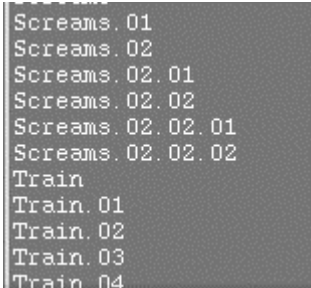
Please note that this icon acts on the virtual memory manager and can be operated only when playback is stopped. You can use the Console window to solo tracks in realtime.

Use the speaker icon to switch a track on/off.

Please note that this icon acts on the virtual memory manager and can be operated only when playback is stopped. You can use the Console window to mute tracks in realtime.

Use the lock icon to lock/unlock a track. When a track is locked its objects can't be moved.

Region List



```
Screams.01
Screams.02
Screams.02.01
Screams.02.02
Screams.02.02.01
Screams.02.02.02
Train
Train.01
Train.02
Train.03
Train.04
```

Use this listview to handle audio regions for your project.

A region is automatically created and inserted into the region list each time you import an audio file. Such a region is called a *root region* as it extends over the whole file. You can create and destroy sub regions but a *root region* for each file you want to work on must be present in the region list.

*Please note that regions **do not** consume memory or disk space, they are indexes that reference the actual data contained in your files.*

The application provides a convenient mechanism to generate names for (sub)regions created during editing operations.

The root region gets the name of the file it was created from. Sub regions get names created appending a suffix to their parent region name. You can create unlimited levels of subregions (sub regions of sub regions and so on), so the parent of a sub region isn't necessary a root region.

To improve readability of the region list you can expand/shrink it on the

horizontal axis.

- to expand the region list place the mouse pointer over the listview (don't click) and hit the **LEFT** cursor key.
- to shrink the region list place the mouse pointer over the listview (don't click) and hit the **RIGHT** cursor key.

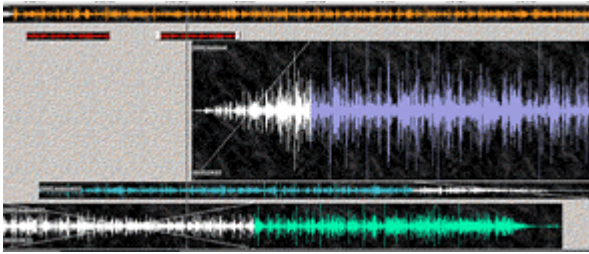
The highlighted region in the region list is the selected region.

You can get informations on the selected region by using the **Region->Informations...** menu item.

- To drop the selected region at the cursor position on the timeline, hit **RETURN**.
- To drop the selected region on the timeline entering a numeric timecode, hit **SHIFT-RETURN**.

Extras. (available depending on version)

- to scroll the region list up place the mouse pointer over the listview (don't click) and hit the **UP** cursor key.
- to scroll the region list down place the mouse pointer over the listview (don't click) and hit the **DOWN** cursor key.
- for auditioning the selected region hit **ENTER** in the numeric keypad.
- to create a new folder for storing regions, use the **Region->New Folder** menu item. You can nest folders into folders.
- to enter a folder double-click on its name or select it then hit **RETURN**.
- to exit a folder double click on the parent symbol or select it then hit **RETURN**.
- to remove a region/folder place the mouse pointer over the listview then hit **DEL**.
- to move a region/folder into another folder select it then use then **Copy/Paste** commands into the **Region** menu item. When pasting a region/folder the original gets moved to the new position. Please note that Copy is not named Cut here as data gets moved only when pasting, unlike a normal Cut operation.



Use this area to edit both your audio and automation tracks.

The toolbar icons

- Set Edit Mode:Audio
- Set Edit Mode:Automation

let you select what material to work on.

Global View Area



This area lets you monitor what part of the whole timeline is currently displayed on screen. It also shows what part of the timeline is possibly ranged.

- The black bars display the part of the timeline on screen.
 - The white bar displays the range possibly defined.
-

Scroll/Zoom Gadgets (available depending on version)



These gadgets allow you to scroll and zoom into the timeline.

Note that these gadgets are *integrative* meaning that if you drag the knob and keep it at an offset from its central, neutral, position, the timeline will continue to scroll/zoom until you release the knob. When released, the knob automatically returns to its neutral position and the timeline stops scrolling/zooming.

Message Area

Track: click to select, hit RETURN to drop region, click&drag to move

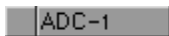
This area displays text messages from the application such as coordinates when dragging objects.

ProStationAudio Windows: Console

The Console window is a fully automated digital mixer, featuring multiple DSP inserts for realtime processing.

NOTE:The 'm' shortcut toggles console models.

Insert - Buttons



Inserts are controlled by a pair of buttons. The smaller one, on the left, is used to open the DSP operators requester. Click this button and the application opens a requester showing a list of the ALPS plugins currently installed in your system.

When you select an ALPS plugin, its name is displayed in the larger button, on the right. The larger button is the bypass control. When pressed the signal flows through the plugin, when released the plugin is bypassed.

To replace a plugin just click on the smaller box again, to open the DSP operators requester.

To clear an insert without adding a new plugin, **CTRL**-click on the DSP selector button.

To open/close a plugin's GUI **CTRL**-click on the bypass button.

Some plugin controls, such as rotary pots, can be operated only when the system is playing. When the system is paused, these controls are paused too.

- small button: click to select an ALPS DSP plugin
 - small button: **CTRL**-click to clear this insert
 - large button: click to toggle bypass on/off
 - large button: **CTRL**-click to show/hide the associated plugin GUI
-

Read - Automation Button

Read

Use this button to set the automation mode for this channel to **Read**. When a channel is set to **Read** mode, its fader control, pan control and inserts switches are driven by the associated automation tracks.

You can access the automation tracks from the timeline window. Automation tracks can be drawn freehand on the timeline or recorded on the fly by setting a console channel automation mode to **Write** or **Over**.

Write - Automation Button

Write

Use this button to set the automation mode for this channel to **Write**. When a channel is set to **Write** mode, its fader control and pan control motion paths are recorded on the fly over the previous automation track.

The **Write** mode lets you record faders and pans motion. *Automation tracks for the inserts bypass switches must be drawn on the timeline, they can't be recorded on the fly. These switches can be manually operated on the fly when the channel automation mode is set to bypass.*

You can access the automation tracks from the timeline window. Automation tracks can be drawn freehand on the timeline or recorded on the fly by setting a console channel automation mode to **Write** or **Over**.

Over - Automation Button

Over

Use this button to set the automation mode for this channel to **Over**. When a channel is set to **Over** mode, its fader control and pan control motion paths are recorded on the fly and composed with the previous automation track.

This feature implements *relative automation*. Normally, if a channel is set to **Over** mode and you don't touch the fader/pan controls, the system operates as if that channel was set to **Read** mode. As soon as you grab and hold the fader or pan control, the application starts recording possible movements in respect to the position the control was when you grabbed it. Possible movements are composed with the original automation track resulting in a *relative* modification of the original contour.

Please note that if you hold a control without moving it, you're applying a null relative movement, and this results in a composed automation track exactly identical to the original automation track.

The **Over** mode lets you record faders and pans motion. *Automation tracks for the inserts bypass switches must be drawn on the timeline, they can't be recorded on the fly. These switches can be manually operated on the fly when the channel automation mode is set to bypass.*

You can access the automation tracks from the timeline window. Automation tracks can be drawn freehand on the timeline or recorded on the fly by setting a console channel automation mode to **Write** or **Over**.

Bypass - Automation Button

A small rectangular button with the word "Bypass" written in a sans-serif font.

Use this button to use the channel in manual mode, bypassing the AutoMotion engine.

Faders Groups - Buttons

1	3	5	7
2	4	6	8

Grouping lets you freeze relative positions of any amount of faders and pans so that, when you grab and move one of them, other faders and pans follow, preserving the relative levels.

You have eight different groups at your disposal. To add a channel to a group just click on the associated group button.

The fader/pan positions, at the moment you click on the group button, are used to compute level ratios until that channel is removed from the group.

To remove a channel from a group click again on its group button.

You can define/undefine groups on the fly during playback and add how many channels you like to each group.

Mute Button

A small rectangular button with the word "Mute" written inside in a sans-serif font.

Use this button to mute a channel.

Please note that unlike the timeline switches that operate on the virtual memory system, this control operates on the console and can be used on the fly.

Solo Button

A small rectangular button with the word "Solo" written inside in a sans-serif font.

Use this button to solo a channel.

Please note that unlike the timeline switches that operate on the virtual memory system, this control operates on the console and can be used on the fly.

Faders Area



This control includes various sub-controls.

The horizontal slider is the pan control. It's fully automated and can be controlled by the AutoMotion automation engine.

The vertical slider is the fader control. It's fully automated and can be controlled by the AutoMotion automation engine.

On the right, a peak meter with clipping indicator lets you monitor the signal level for this channel. The meter can be disabled, for realtime performance reasons, from the **Settings** menu.

(available depending on version)

Double-click on the track name for auditioning the track in soloed mode.

Rec Source Selector



Use this control control to select the recording source.

Selecting *Tracks* the application records the master output of the mixing console to an audio file in realtime, while the system is playing. This method is extremely powerful as you can operate on plugins controls, mixer controls, even the jog-wheel, and get the signal you're listening to recorded to disk. The process is fully digital, the quality is independent on the board installed, it works even without any audio

board.

Selecting *Board* the application records from the board's physical inputs. This function requires an audio board and driver.

(available depending on version)

Selecting *Internet* the application records data from an Internet broadcasting service. This function requires a TCP stack and a connection to the Internet.

The recorded material is automatically named and added to the region list for further processing.

ProStationAudio Menus: Project

New Project... Use this menu to create a new project.

- Select this item and the application prompts you with the Project Requester.
- Select one of the available presets and the application prompts you with a directory requester.
- Choose a path and type a name to create a new directory (the application creates the directory and additional subdirectories to later store data associated to your new project, including settings, sessions, imported audio files,...).

Open Project... Use this menu to open a previously created project.

- Select this item and the application prompts you with a directory requester.
- Choose the path to the directory corresponding to the project you want to open. Please note that due to the way the OS works, when you click on the directory name corresponding to your project, the requester actually enters the directory itself. This is normal, click the okay button when you're done.

Open Session... Use this menu to open a previously saved session.

Save Session... Use this menu to save the current session.

Save Session As... Use this menu to rename the current session and save it.

Save Session Copy As... Use this menu to save the current session with a different name without renaming the copy present in memory.

Mix Down Use this menu to mixdown to file the ranged area of the timeline (or

Session... the whole timeline if no range is active).

This function is usefull both for track bouncing and exporting the mixdown to another application/platform.

Set Session BPM... (available depending on version)

Use this menu to set a reference BPM (tempo) value for the timeline. This reference value is used to display appropriate *bars:beats:ticks* coordinates in the Message View area, when dragging objects.

Rename Session... Use this menu to rename a previously saved session.

Delete Session... Use this menu to delete a previously saved session.

WARNING: this operation destroys data permanently.

Open EDL Use this menu to open a text EDL. The EDL replaces current timeline tracks.

Overlay EDL Use this menu to open a text EDL. The EDL uses empty tracks on the timeline. Current timeline tracks are preserved.

Account... Use this menu to display informations on the time spent on editing the current project.

The report generated by the application allows easy extimation of production costs. Provided information include:

- partial time (time spent since opening this project)
- total time (working time spent since the creation of this project)
- a detailed list of each access, including the duration and the starting date and time.

While the application keeps track of every single access, a tooltip (please see the tooltips section) allows you to set a threshold in minutes for filtering the report contents.

The report can be exported to a text file for further processing and printing.

About Use this menu to display informations on the application.
ProStationAudio...

Quit... Use this menu to exit.

- Select this item and the application prompts you with the Shutdown Requester.
 - Select one of the available options:
 - **Save status and quit**
The application updates the preferences file (screen resolution, windows positions and sizes,...) and quits.
 - **Quit**
The application quits without updating the preferences file.
 - **Cancel**
Resumes normal operations.
-

ProStationAudio Menus: Region

New Folder (available depending on version)

Use this menu to create a new region list folder. The new folder is created inside the current folder. You can rename or move folders with the same commands used for regions.

- Select the **New Folder** menu item.
- A new folder is created into the region list.
- Double click the folder item to make it the current folder (that is, to open it).

Import

Use this menu to create a new region by importing one or more audio files.

Importing a single file.

- Select **Import From File...** and the application prompts you with the Import Requester and automatically opens a file requester.
- Select an audio file.
- If the file is correctly recognized the application displays pertinent informations in the Import Requester.

Informations available include:

- Path: file path
 - Creation Date: creation date (doesn't handle time zones)
 - FileType: file type such as AIFF, WAV, ...
 - Size: file size
 - Duration: sample duration in hh:mm:ss:ff format
 - Clock: sample rate
 - Bits: bits per sample
 - Format: samplepoint format
 - Channels: audio channels (mono, stereo)
-
- If you change your mind and want to access another file click on the gadget labelled with a question mark to reopen the filerequester.
 - When a file is correctly recognized you have two options:

- **Import** (gadget)
Click on this gadget to have the file copied into your project's directory. This is great to build self-contained projects that you can easily backup and/or move to another machine.
- **Link** (gadget)
Click on this gadget to let the application access the file directly at its original location. This saves disk space but makes handling the project more complex.

For performance reasons, if the file is not structured in the most efficient way for the application, you are limited to the **Import** option.

- After you have successfully imported or linked an audiofile, the application creates a new region extending over the whole sample. Such a region is called a root-region (as opposed to user-defined sub-regions). You can find the new region in the region list. Its name is the same as the imported file.

Importing a directory.

- Select **Import From Dir...** and the application prompts you with the Import Requester and automatically opens a directory requester.
- Select a directory.
- The directory gets scanned and, when done, the application displays pertinent informations in the Import Requester.

Informations available include:

- Total files: amount of files found
- Importable: amount of audio files than can be imported
- Linkable: amount of audio files that can be linked in-place.

- If you change your mind and want to access another directory click on the gadget labelled with a question mark to reopen the directory requester.
- If any audio file is found, you have two options:
 - **Import** (gadget)
Click on this gadget to have the files copied into your project's directory. This is great to build self-contained projects that you can easily backup and/or move to another machine.

- **Link** (gadget)
Click on this gadget to let the application access files directly at its original location. This saves disk space but makes handling the project more complex.

For performance reasons, if files are not structured in the most efficient way for the application, you are limited to the **Import** option.

- After you have successfully imported or linked an audiofile, the application creates a new region extending over the whole sample. Such a region is called a root-region (as opposed to user-defined sub-regions). You can find the new region in the region list. Its name is the same as the imported file.

The first time you access a file, the application has to perform additional computations to build a so-called ALSF file (AudioLabs Support File). This file caches graphic waveforms and other relevant information to dramatically speed up further accesses.

The application transparently handles ALSF, including associating them with the corresponding audio files and updating the informations when the corresponding audio files change.

To sum up, this process needs a bit of extra time the first time you access an audio file but later acts as a great timesaver.

Export...

Use this menu to export the selected region to a separate file.

- Select a region in the region list.
- Select the **Export...** menu item and the application prompts you with a file requester.
- Enter a file name to save the region to an audio file.

Generate

Use this menu to generate audio tones.

Generating pure tones.

- Select **Generate Tone**.
- The tone requester pops up.
- Enter the desired frequency into the SourceA gadget.
- Enter the desired duration into the timecode gadget.

- Select **Tone(A)** for starting the generation process.

Once finished, a new region containing the tone gets added to the region list.

Generating sweeps.

- Select **Generate Tone**.
- The tone requester pops up.
- Enter the desired start frequency into the SourceA gadget.
- Enter the desired end frequency into the SourceB gadget.
- Enter the desired duration into the timecode gadget.
- Select **Sweep A:B** for starting the generation process.

Once finished, a new region containing the sweep gets added to the region list.

Generating DTFM (phone) tones.

- Select **Generate DTFM**.
- The DTFM requester pops up.
- Enter the desired phone number into the phone number gadget. You can use 0:9 digits, A:D letters, * and #. The comma is a valid symbol for adding pauses.
- Select the desired tone duration with the Tone gadget.
- Select the desired break (silence) between digits with the break gadget.
- Select the desired pause duration ("," symbol) with the pause gadget.
- Select **Go** for starting the generation process.

Once finished, a new region containing the DTFM sequence gets added to the region list.

Copy

(available depending on version)

Use this menu to copy the selected region/folder into the clipboard in order to move it to another folder with the **Paste** command.

- To move a region/folder into another folder select it then use then **Copy/Paste** commands into the **Region** menu item. When

pasting a region/folder the original gets moved to the new position. Please note that Copy is not named Cut here as data gets moved only when pasting, unlike a normal Cut operation.

Paste (available depending on version)

Use this menu to move a previously copied region/folder to the current folder. Please see **Copy**.

Play/Stop (available depending on version)

Use this menu to play the selected region. This allows region auditioning without the need for creating objects into the timeline.

Information... Use this menu to obtain informations on the selected region.

- Select a region in the region list.
 - Select the **Information...** menu item.
-

Create

Use this menu to create two new regions by splitting the region associated to the selected object at the cursor position. The object itself is not splitted.

- Select an object in the timeline.
 - Place the cursor over the selected object.
 - Select the **Create** menu item.
 - Check the region list to find the two new regions. The names of the two regions are built by appending a suffix to the name of the original region.
-

Remove

Use this menu to remove the selected region from the region list.

- Select a region in the region list.
- Select the **Remove** menu item.

If you remove a root-region the applications prompts you with a requester asking if you want to remove all the associated sub-regions too. If you continue you're also asked if you want to remove the

associated audio file from your HD.

Remove unused (available depending on version)

Use this menu to automatically remove the unused regions from the region list. A root region is preserved when at least one of its subregions is in use.

Rename...

Use this menu to rename the selected region.

- Select a region in the region list.
 - Select the **Rename** menu item and the application prompts you with a string requester.
 - Enter a new name for the region.
-

**Clear
RegionList**

Use this menu to remove every region from the region list

ProStationAudio Menus: Audio

Add Object At Cursor Use this menu to add an Audio Object on the timeline, at the position indicated by the cursor. The object is built using the selected region.

Add Object At Timecode Use this menu to add an Audio Object on the timeline, at a position indicated by the Timecode Requester. The object is built using the selected region.

- Select the **Add Object At Timecode** menu item and the application prompts you with the Timecode Requester.
- Enter the preferred timecode using the keyboard.

The Timecode Requester is structured in a way that reduces the typing to the minimum.

Consider the standard timecode format: hours:minutes:seconds:frames.

To enter 00:00:00:20 you need just to type 20 (see how digits scroll left as you type).

To enter 00:00:02:10 just type 210.

The **BACKSPACE** key lets you delete latest digit entered.

For maximum flexibility, you can toggle subframe support on/off with the "s" key (the timecode gadget must be active).

Cut Object (available depending on version)

Use this menu to cut the selected object from the timeline. The object gets copied to the clipboard.

Copy Object (available depending on version)

Use this menu to copy the selected object from the timeline to the clipboard.

Paste Object (available depending on version)

Use this menu to paste an object from the clipboard. The object gets inserted at the cursor position, in the selected track.

Play/Stop Object (available depending on version)

Use this menu to play the selected object. When auditioning this way, you can listen to the object bypassing mixing console faders and inserts.

Set Object Start... Use this menu to move the selected Audio Object so that its new start position matches that entered using the Timecode Requester.

- Select an Audio Object.
 - Select the **Set Object Start...** menu item and the application prompts you with the Timecode Requester.
 - Enter the preferred timecode using the keyboard.
-

Set Object End... Use this menu to move the selected Audio Object so that its new end position matches that entered using the Timecode Requester.

- Select an Audio Object.
 - Select the **Set Object End...** menu item and the application prompts you with the Timecode Requester.
 - Enter the preferred timecode using the keyboard.
-

Object Starts At Cursor Use this menu to move the selected Audio Object so that its new start position matches the position of the cursor.

- Select an Audio Object.
 - Move the cursor to the preferred position.
 - Select the **Object Starts At Cursor** menu item.
-

Object Ends At Cursor Use this menu to move the selected Audio Object so that its new end position matches the position of the cursor.

- Select an Audio Object.
- Move the cursor to the preferred position.
- Select the **Object Ends At Cursor** menu item.

Nudge Backward Use this menu to move the selected Audio Object backward by the amount of time specified in the "Nudge Value" setting.

- Select an Audio Object.
- Select the **Nudge Backward** menu item.

Nudge Forward Use this menu to move the selected Audio Object forward by the amount of time specified in the "Nudge Value" setting.

- Select an Audio Object.
- Select the **Nudge Forward** menu item.

Select Object From EDL... Use this menu to selected an Audio Object by accessing the Edit List Requester rather clicking on the timeline.

This function is usefull when an object is too small to be visually handled at the current zooming factor.

- Select the track containing the object you want to select.
- Select the **Select Object From EDL...** menu item and the application prompts you with the Edit List Requester.
- Browse the list and pick the object you want to select.

Remove Object Use this menu to remove the selected an Audio Object from the timeline. The associated region is **NOT** removed from the region list.

- Select the Audio Object you want to remove.
- Select the **Remove Object** menu item.

Split Object At Cursor Use this menu to split the selected Audio Object into two smaller objects. The cut is performed at the cursor position. Two new regions are added to the region list. The names of these regions are built by adding a suffix to the name of the parent object's region.

- Select the Audio Object you want to split.
- Move the cursor over it.
- Select the **Split Object At Cursor** menu item.

Keep Ranged Use this menu to trim the selected Audio Object in order to make it fit the ranged area. The ranged area must be completely inside the object itself. Three new regions are added to the region list: the head, the ranged one, and the tail. The names of these regions are built by adding a suffix to the name of the parent object's region.

- Select the Audio Object you want to split.
- Range a part of it.
- Select the **Keep Ranged** menu item.

Remove Ranged Use this menu to split the selected Audio Object in two parts. The ranged area is removed, the head and tails become two new objects. The ranged area must be completely inside the object itself. Three new regions are added to the region list: the head, the ranged one, and the tail. The names of these regions are built by adding a suffix to the name of the parent object's region.

- Select the Audio Object you want to split.
- Range a part of it.
- Select the **Remove Ranged** menu item.

Set Object Color... Use this menu to edit the color of the selected Audio Object.

- Select the Audio Object you want to edit.
- Select the **Set Object Color...** menu item.
- The color requester opens to let you select a color.

Set Track Objects' Color... (available depending on version)

Use this menu to edit the color of the selected track's objects, all at once.

- Select the track you want to edit.
- Select the **Set Track Objects' Color...** menu item.
- The color requester opens to let you select a color.

Set Object Hotspot Use this menu to set a visual hotspot on the selected Audio Object in order to simplify alignment operations.

- Select the Audio Object you want to mark with an hotspot.
- Move the cursor over it.
- Select the **Set Object Hotspot** menu item.

The hotspot is visible only when dragging.

Clear Object Hotspot

Use this menu to remove the visual hotspot connected to the selected Audio Object.

- Select the Audio Object you want to clear.
- Select the **Clear Object Hotspot** menu item.

The hotspot is visible only when dragging.

Compute Object BPM

(available depending on version)

Use this menu to have the application compute the BPM (tempo) of an object. The submenus display several integer values. You have to range a part of the object contain an amount of music bars corresponding to any of the values displayed in the submenus. You can use the **Magic Wand** tool to let the application align the range to bars boundaries automatically.

- Select the object you want to measure.
 - Mark a range (use the **Magic Wand** tool).
 - Select the **Compute Object BPM** menu subitem matching the amount of bars you ranged.
 - The application display the exact tempo value.
-

Edit Object BPM...

(available depending on version)

Use this menu to manually edit the BPM (tempo) value associated to the selected object.

- Select the object you want to edit.
 - Select the **Edit Object BPM...** menu item.
 - The BPM requester pops up. Enter a numeric value.
-

Conform Object...

(available depending on version)

Use this menu to access the TimeConform window.

- Select the object you want to edit.
- Select the **Conform Object...** menu item.
- The TimeConform window opens.

Clear Track Use this menu to remove every Audio Object from the selected track.

- Select the timeline track you want to clear.
- Select the **Clear Track** menu item.

Clear All Tracks Use this menu to clear all tracks.

Rename Track... Use this menu to rename the selected track. The track name is displayed both on the Timeline window and the Console window.

- Select the timeline track you want to rename.
- Select the **Rename Track...** menu item and the application prompts you with a string requester.
- Enter the new track name.

Reset Tracks Names Use this menu to reset the name of every track to the default labels.

Set Track Color... Use this menu to edit the color of the selected track.

- Select the track you want to edit.
- Select the **Set Track Color...** menu item.
- The color requester opens to let you select a color.

Reset Track Color Use this menu to reset the color of the selected track to the default neutral value.

- Select the track you want to reset.
 - Select the **Reset Track Color...** menu item.
-

**Reset Tracks
Colors**

Use this menu to reset the color of each track to the default neutral value.

ProStationAudio Menus: Automation

Show Prev Controller

Use this menu to cycle through the automation controllers list. This menu selects the previous item in the controllers list.

- Set automation mode to edit (using the toolbar icon).
- Select the **Show Prev Controller** menu item and the application updates the timeline window contents displaying automation tracks associated with the new controller you just selected.

Show Next Controller

Use this menu to cycle through the automation controllers list. This menu selects the next item in the controllers list.

- Set automation mode to edit (using the toolbar icon).
- Select the **Show Next Controller** menu item and the application updates the timeline window contents displaying automation tracks associated with the new controller you just selected.

Go To Previous Point

Use this menu to move the cursor backward to the nearest discontinuity (on the vertical axis) of the selected automation track.

Go To Next Point

Use this menu to move the cursor forward to the nearest discontinuity (on the vertical axis) of the selected automation track.

Copy

Use this menu to copy the ranged section of the selected automation track to the clipboard

- Select an automation track.
- Define a range by **CTRL**-dragging.
- Select the **Copy** menu item.

Copy

Use this menu to paste the clipboard contents into the selected automation track, at the cursor position. Underlying automation data

gets overwritten.

- Select an automation track.
- Place the cursor.
- Select the **Paste** menu item.

Fade To Prev Point

Use this menu to have the current controller on the selected track moved smoothly from the value at the cursor position backward to the value present at the nearest discontinuity point.

- Select an automation track.
- Place the cursor to the right of a discontinuity point.
- Select the **Fade To Prev Point** menu item.

Fade To Next Point

Use this menu to have the current controller on the selected track moved smoothly from the value at the cursor position forward to the value present at the nearest discontinuity point.

- Select an automation track.
- Place the cursor to the left of a discontinuity point.
- Select the **Fade To Next Point** menu item.

Fade Ranged

Use this menu to have the current controller on the selected track move smoothly from the value at the range start position to the value at the range end position.

- Select an automation track.
- Place the cursor to the left of a discontinuity point.
- Select the **Fade To Next Point** menu item.

Cursor To Ranged

Use this menu to have the ranged area of the selected automation track filled with the value at the cursor position.

- Select an automation track.
 - Define a range by **CTRL**-dragging.
 - Place the cursor.
 - Select the **Cursor To Ranged** menu item.
-

Range Start To Ranged Use this menu to have the ranged area of the selected automation track filled with the value at range start position.

- Select an automation track.
 - Define a range by **CTRL**-dragging.
 - Select the **Range Start To Ranged** menu item.
-

Range End To Ranged Use this menu to have the ranged area of the selected automation track filled with the value at range end position.

- Select an automation track.
 - Define a range by **CTRL**-dragging.
 - Select the **Range End To Ranged** menu item.
-

Invert Use this menu to have the values in the selected automation track inverted (on the vertical axis). If a range is active, the operation is performed only on the ranged area.

- Select an automation track.
 - Define a range by **CTRL**-dragging.
 - Select the **Invert** menu item.
-

Reset Use this menu to have the values in the selected automation track reset to the initial, neutral, value. If a range is active, the operation is performed only on the ranged area.

- Select an automation track.
 - Define a range by **CTRL**-dragging.
 - Select the **Reset** menu item.
-

ProStationAudio Menus: Positioning

Set Cursor... Use this menu to accurately set the cursor position by using the Timecode Requester.

- Select the **Set Cursor...** menu item and the application prompts you with the Timecode Requester.
- Enter the preferred timecode using the keyboard.

The Timecode Requester is structured in a way that reduces the typing to the minimum.

Consider the standard timecode format: hours:minutes:seconds:frames.

To enter 00:00:00:20 you need just to type 20 (see how digits scroll left as you type).

To enter 00:00:02:10 just type 210.

The **BACKSPACE** key lets you delete latest digit entered.

For maximum flexibility, you can toggle subframe support on/off with the "s" key (the timecode gadget must be active).

Cursor To Start Use this menu to move the cursor to the start of the timeline.

Cursor To End Use this menu to move the cursor to the end of the timeline.

Cursor To Selected Object Start Use this menu to move the cursor to the start of the selected object.

- Select an Audio Object.
 - Select the **Cursor To Selected Object Start** menu item.
-

Cursor To Selected Object End Use this menu to move the cursor to the end of the selected object.

- Select an Audio Object.
- Select the **Cursor To Selected Object End** menu item.

Cursor To Range Start

Use this menu to move the cursor to the start of the ranged area.

- Define a range by **CTRL**-dragging..
- Select the **Cursor To Range Start** menu item.

Cursor To Range End

Use this menu to move the cursor to the end of the ranged area.

- Define a range by **CTRL**-dragging..
- Select the **Cursor To Range End** menu item.

Store Marker

Use this menu to add a marker at the cursor position.

- Place the cursor.
- Select the **Store Marker** menu item.

This menu item features multiple subitems to let you handle multiple store/recall slots

Recall Marker

Use this menu to quickly locate a marker.

- Place the cursor.
- Select the **Recall Marker** menu item.
- The cursor jumps to the marker's timecode.
- The timeline view is updated accordingly.

This menu item features multiple subitems to let you handle multiple store/recall slots

Edit Marker

Use this menu to edit marker labels.

- Select the **Edit Marker** menu item.
- A string requester lets you type and edit the label.

This menu item features multiple subitems to let you handle multiple store/recall slots

Clear Marker

Use this menu to remove markers.

This menu item features multiple subitems to let you handle multiple

Set Range Start...

Use this menu to accurately set the range start position by using the Timecode Requester.

- Select the **Set Range Start...** menu item and the application prompts you with the Timecode Requester.
 - Enter the preferred timecode using the keyboard.
-

Set Range End...

Use this menu to accurately set the range end position by using the Timecode Requester.

- Select the **Set Range End...** menu item and the application prompts you with the Timecode Requester.
 - Enter the preferred timecode using the keyboard.
-

Range Starts At Cursor

Use this menu to set the range start position equal to the current cursor position.

- Place the cursor at the preferred position.
 - Select the **Range Starts At Cursor** menu item.
-

Range Ends At Cursor

Use this menu to set the range end position equal to the current cursor position.

- Place the cursor at the preferred position.
 - Select the **Range Ends At Cursor** menu item.
-

Range Selected Object

Use this menu to set the range start/end positions equal to the selected object's start/end positions.

- Select an Audio Object.
 - Select the **Range Selected Object** menu item.
-

Halve Range

Use this menu to define a new range maintaining the same starting position as the current range but halving the duration.

- Define a range by **CTRL**-dragging..
 - Select the **Halve Range** menu item.
-

Double Range Use this menu to define a new range mantaining the same starting postion as the current range but doubling the duration.

- Define a range by **CTRL**-dragging..
 - Select the **Double Range** menu item.
-

Move Range Forward Use this menu to shift the current range to the right. The amount of shifting is equal to the duration of the range itself.

- Define a range by **CTRL**-dragging..
 - Select the **Move Range Forward** menu item.
-

Move Range Backward Use this menu to shift the current range to the left. The amount of shifting is equal to the duration of the range itself.

- Define a range by **CTRL**-dragging..
 - Select the **Move Range Backward** menu item.
-

Move Range - Start At Cursor Use this menu to shift the current range so that its new start position matches the cursor position.

- Define a range by **CTRL**-dragging.
 - Place the cursor.
 - Select the **Move Range - Start At Cursor** menu item.
-

Move Range - End At Cursor Use this menu to shift the current range so that its new end position matches the cursor position.

- Define a range by **CTRL**-dragging.
 - Place the cursor.
 - Select the **Move Range - End At Cursor** menu item.
-

Store Range Use this menu to store the current range's coordinates.

- Define a range by **CTRL**-dragging..
- Select the **Store Range** menu item.

This menu item features multiple subitems to let you handle multiple store/recall slots

Recall Range Use this menu to restore a saved range.

- Select the **Recall Range** menu item.
- A range is defined accordingly to the stored values.
- The timeline view is updated to fit the range in the center of the screen (if possible).

This menu item features multiple subitems to let you handle multiple store/recall slots

Clear Range Use this menu to remove a saved range.

This menu item features multiple subitems to let you handle multiple store/recall slots

ProStationAudio Menus: View

All Use this menu to zoom the timeline all the way out on the horizontal axis (time axis).

Out Use this menu to increase the amount of time displayed in the timeline.

In Use this menu to decrease the amount of time displayed in the timeline.

Max In Use this menu to zoom the timeline all the way in on the horizontal axis (time axis).

Range Use this menu to have the zoom factor adjusted to fit the ranged area on screen.

- Define a range by **CTRL**-dragging.
 - Select the **Range** menu item.
-

Near Range Use this menu to have the zoom factor adjusted to fit the ranged area on screen, leaving some free space around the range itself.

- Define a range by **CTRL**-dragging.
 - Select the **Near Range** menu item.
-

<< Use this menu to scroll the timeline left.

< Use this menu to scroll the timeline left (half step).

> Use this menu to scroll the timeline right (half step).

>>

Use this menu to scroll the timeline right.

Near Object

Use this menu to have the zoom factor adjusted to fit the selected Audio Object on screen, leaving some free space around the object itself.

Cursor

Use this menu to scroll the timeline so that the cursor be centered on screen. This function preserves the current zoom factor so it's possible that sometimes the cursor won't be centered (depending on the position on the timeline).

Cursor Max In

Use this menu to zoom all the way in and scroll the timeline so that the cursor be centered on screen.

Store View

Use this menu to store the current timeline view's coordinates.

- Select the **Store View** menu item.
- Zoom/scroll the timeline view to a different position.
- Select the **Recall View** menu item to go back to the original view.

This menu item features multiple subitems to let you handle multiple store/recall slots

Recall Range

Use this menu to restore a saved view.

- Select the **Store View** menu item.
- Zoom/scroll the timeline view to a different position.
- Select the **Recall View** menu item to go back to the original view.

This menu item features multiple subitems to let you handle multiple store/recall slots

ProStationAudio Menus: Settings

Interleaved Output

Use this menu to toggle interleaved output on/off.

The application uses two modes for storing stereo audio material:

- Interleaved file
- Splitted files

While interleaved files are recommended for exporting to other environments, splitted files are preferred for further editing/processing inside the application.

Please note that some file formats, due to their structure, force you to use either the interleaved or the splitted mode. Most file formats instead let you freely choose between the two modes.

External MIDI Mixer

Use this menu to toggle the external MIDI mixer control on/off.

You need:

- a MIDI interface for serial ports
- a MIDI mixer hooked to the serial port through the MIDI interface.

When **External MIDI Mixer** is checked, you can use the MIDI mixer faders to control the application mixing console. You can use the MIDI mixer both to control levels/pans in realtime or to write automation tracks.

Control MIDI Sequencer

Use this menu to have the application control the transport functions of a 3rd party MIDI sequencer software running on the same machine. Control is transparent as the commands for the sequencer are mapped on the application transport buttons, for syncro operations.

You need:

- Bars&Pipes MIDI software
- an audio board (the internal audio hardware can't be used with this function)

Frame Rate Use this menu to set the preferred frame rate for the timecode notation.

Nudge Value Use this menu to set the preferred nudge value (the step used when moving objects with the nudge tool).

- **Requester:** pops up the timecode requester for numeric entry
 - **Object Size:** sets the nudge value equal to the selected object size. This value doesn't change if you select another object. You can update the nudge value to the current object size by reselecting this submenu.
 - **Range Size:** sets the nudge value equal to the range size. This value doesn't change if you select another range. You can update the nudge value to the current range size by reselecting this submenu.
-

Set Fonts Use this menu to customize the fonts used by the application.

Animate Cursor Use this menu to toggle cursor animation on/off.

Setting this parameter to off can cause a performance increase depending on the speed of the hardware graphic subsystem in use.

Animate Counter Use this menu to toggle the timecode counter animation on/off.

Setting this parameter to off can cause a performance increase depending on the speed of the hardware graphic subsystem in use.

Animate Channel Meters Use this menu to toggle channel level meters animation on/off.

Setting this parameter to off can cause a performance increase depending on the speed of the hardware graphic subsystem in use.

Animate Master Meters Use this menu to toggle master level meters animation on/off.

Setting this parameter to off can cause a performance increase depending on the speed of the hardware graphic subsystem in use.

Region List (available depending on version)

Display

Use this menu to select the default amount of information displayed for each item in the region list.

- the Compact setting displays:
 - usage count
 - region name
- the Extended setting displays
 - usage count
 - **L**inked/**I**mported flag
 - **R**oot region flag
 - **S**tereo/**M**ono flag
 - BPM tempo (<N/A> if not set)
 - region name

Timeline Look (available depending on version)

Use this menu to select the default look for the timeline. Screen refresh speed largely vary depending on this setting.

Extra Rulers (available depending on version)

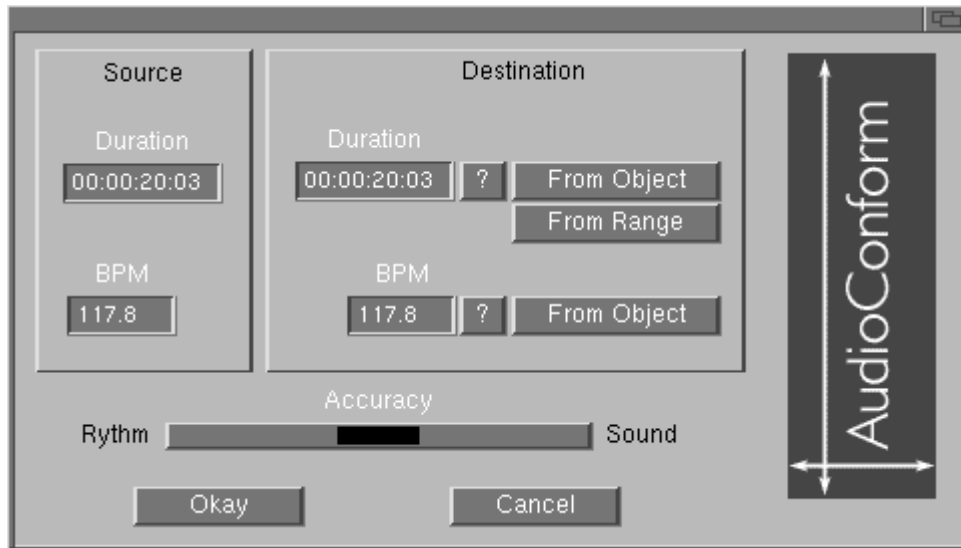
Use this menu to add/remove rulers from/to the timeline.

Film Ruler Type (available depending on version)

Use this menu to select the film type for computing feet units.

ProStationAudio Requesters: AudioConform

The AudioConform window controls parameters for conforming an audio recording to a desired duration/tempo.(available depending on version)



Source / Duration

This gadget displays the duration of the source object.

Source / BPM

This gadget displays the BPM (tempo) of the source object, if available. The application provides tools for computing the BPM of an audio object.

Destination / Duration

This gadget displays the preferred duration of the destination object (after conforming).

Source / Duration / ?

Use this gadget to edit the preferred duration of the destination object (after conforming).

Source / Duration / From Object

Use this gadget to set the preferred duration of the destination object (after conforming) equal to the duration of the object previously copied to the clipboard.

Source / Duration / From Range

Use this gadget to set the preferred duration of the destination object (after conforming) equal to the duration of the range previously set.

Destination / BPM

This gadget displays the preferred BPM of the destination object (after conforming). The source BPM value must be set for this option to be available.

Destination / BPM / ?

Use this gadget to edit the preferred BPM of the destination object (after conforming). The source BPM value must be set for this option to be available.

Destination / BPM / From Object

Use this gadget to set the preferred BPM of the destination object (after conforming) equal to the BPM of the object previously copied to the clipboard. The source BPM value must be set for this option to be available. Also, the BPM of the clipboard object must be set.

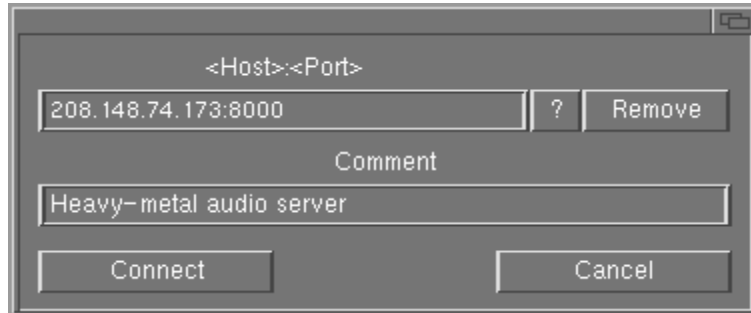
Accuracy

Use this gadget to set the preferred stretching mode. Every stretching algorithm introduces artifacts inherent to the stretching process. This gadget lets you select between introducing less artifacts in the timing structure (Rythm) or the harmonic structure (Sound).

Please note that complex, non-cyclic, signals stretch better than pure tones. When you have to match two objects, if possible conform the one that exhibits the lowest autocorrelation. For example, when matching a drum loop with a bass guitar loop, if possible stretch the drum loop (non-cyclic waveform, great results) rather than the bass loop. The closer the harmonic spectrum is to white noise, the better.

ProStationAudio Requesters: iRec

The iRec window controls parameters for auditioning streaming audio from Internet and recording direct-to-disk. This window pops up when hitting REC while the rec bus input source is set to *Internet*. (**available depending on version**)



Host:Port

Use this gadget to enter the address:port of an audio server.

?

Use this gadget to select an audio server from the database. Each time you type an audio server address:port it is automatically added to the database.

Remove

Use this gadget to remove an audio server from the database.

Comment

Use this gadget to enter a text comment for an audio server. The comment is displayed next to the audio server address:port in the database requester.

Connect

Use this gadget to connect to the audio server and start monitoring. Hit **PLAY** when you want to start recording to disk, or **STOP** to stop monitoring.

ProStationAudio Arexx Interface

Arexx Port

The Arexx port name is "PSA.1".

Example: Address PSA.1

PLAY

This command starts timeline playback at current cursor position.

Example: PLAY

LOCATE 'hh:mm:ss:ff'

This command sets the timeline cursor to the specified timecode value. Note that the timecode string must be surrounded by a ' ' pair.

Example: LOCATE '00:01:30:00'

PRELOAD

This command preloads internal buffers by loading audio data from disk at current cursor position. It is intended to allow a later PLAY command with zero latency. In a typical application the script will read external timecode from an Arexx compatible source, then will issue a PLAY command.

Example: LOCATE '00:00:10:00'; PRELOAD; ; PLAY

STOP

This command stops PLAY, MONITOR, RECORD commands.

Example: STOP

MONITOR

This command monitors inputs. You must enter monitoring before issuing a RECORD command.

Example: MONITOR

RECORD

This command starts recording. You must enter monitoring before issuing a RECORD command.

Example: MONITOR; RECORD

ProStationAudio Keyboard Shortcuts

Basic transport

SPACE Toggle Play/Stop.

CTRL-SPACE Mixdown to disk.

Toggling mixer models

m Toggle Extended/Compact mixer models.

Adjusting the timeline view

DOWN Zoom in.

UP Zoom out.

ALT-DOWN Zoom all the way in.

ALT-UP Zoom all the way out.

CTRL-UP Scroll timeline up.

CTRL-DOWN Scroll timeline down.

SHIFT-LEFT Scroll timeline left.

SHIFT-RIGHT Scroll timeline right.

LEFT Scroll timeline left (half step).

RIGHT Scroll timeline right (half step).

**RSHIFT-
RALT-F1:F10** Store views 1:10.

RALT-F1:F10 Recall views 1:10.

Adjusting the region list

LEFT (mouse
over the region
list) Expand region list.

RIGHT (mouse
over the region
list) Shrink region list.

Adding/removing objects

i Import an audio file and automatically create a new (root) region.

RETURN Add an audio object at cursor position (object built from the selected region).

**SHIFT-
RETURN** Add an audio object asking the start timecode first (object built from the selected region).

DEL Remove selected audio object.

SHIFT-DEL Remove any object from selected track.

Editing/fading objects

LSHIFT-r Cut head of selected object at cursor position.

RSHIFT-r Cut tail of selected object at cursor position.

LSHIFT-f Fade in selected object at cursor position.

RSHIFT-f Fade out selected object at cursor position.

o Range selected object.

RALT-CLICK Align an object with the selected one.

LALT-CLICK Move an object vertically only (lock timecode).

Moving the cursor

~ Open the Timecode Requester to move cursor.

HOME Cursor at selected object start.

END Cursor at selected object end.

CTRL-HOME Cursor at range start.

CTRL-END Cursor at range end.

LALT-HOME Cursor at timeline start.

LALT-END Cursor at timeline end.

Handling markers

**LSHIFT-
F1:F10** Store marker 1:10.

F1:F10 Recall marker 1:10.

LALT-F1:F10 Rename marker 1:10.

Editing color attributes

1:8 Set selected object color.

SHIFT-1:8 Set selected track's label color.

SHIFT-0 Set selected track's label color to neutral.

ProStationAudio Tooltypes

SHOW_SCR_SELECTOR Add this tooltype to have the application open the screen mode selector at each launch. This is useful to bypass the saved screen preferences in order to redefine them.

Example: SHOW_SCR_SELECTOR

CGFX_DEPTH Add this tooltype to have the main screen optimized for graphic cards. **Don't** use this if a graphic card is not installed.

Example: CGFX_DEPTH

CGFX_DEPTH2 Add this tooltype to have the secondary screen optimized for graphic cards. **Don't** use this if a graphic card is not installed.

Example: CGFX_DEPTH2

DUAL_MONITOR Add this tooltype to have the application work with two monitors. You'll need two graphic cards or just one card and the onboard chipset. When using the dual monitor option the application closes the WorkBench, if possible, in order to make screen swapping more comfortable.

Example: DUAL_MONITOR

Note:*The OS3.x has a bug that prevents the WorkBench from opening after it gets closed. You'll need to install a patch, available in the public domain, to fix your OS. One is available into the NewIcons package, it's name is PatchOpenWB.*

IMPORT_PATH Add this tooltype to set a default path for the import requester.

Example: IMPORT_PATH=HD2:/recordings

OUT_DRIVER Add this tooltype to select an audio driver other than the

one built-in.

Example: OUT_DRIVER=<driver name>

DRIVER_PRI

Add this tootype to boost (no parameters required) the audio driver priority in case of sync problems.

Example: DRIVER_PRI

ULTRA_WGFX

Add this tootype to have the application handle/store high resolution waveform graphics inside ALSF (AudioLabs Support Files) files.

Example: ULTRA_WGFX

TASKPRI

Add this tootype to change the application priority.

Settings:

- no tootype (standard priority)
- HIGH (high priority, recommended)
- ULTRA (very high priority, can interfere with system operations)

Example: TASKPRI=HIGH

PAULAFSTDMA

Add this tootype to have the internal audio subsystem work at the nominal sample rate (1:1). Normally the driver for the internal audio subsystem subsamples (2:1) audio streams in realtime.

When using this tootype an open 31KHz screen is required, in order to have the system DMA move audio data at double the normal rate.

Example: PAULAFSTDMA

C_MEM_MODEL

Add this tootype to change the amount of memory allocated to the application. This setting influences the maximum size allowed for a session to be played or mixed to disk. It doesn't influence the size of the session itself, you can add as many objects as your free memory permits.

The "weight" of a session is determined by the amounts of

tracks times the timeline duration. For example, a 5 minutes timeline with 8 tracks (5 times 8), needs more memory than a 10 minutes timeline with 2 tracks (10 times 2).

Settings:

- MINI
- SMALL
- MEDIUM
- LARGE
- HUGE

Example: C_MEM_MODEL=LARGE

VMM_BUFFERS

Add this tooltype to change the amount of memory allocated to the virtual memory manager. This setting influences the amount of tracks that can be played in realtime. Increasing the amount of memory allocated allows to handle more tracks at once but also increases the delay between the instant you issue the **Play** command and the time the system actually starts playing.

With the maximum setting, the VMM consumes 16MB RAM.

Settings:

- MINI
- SMALL
- MEDIUM
- LARGE
- HUGE

Example: VMM_BUFFERS=LARGE

NOBACKDROP

Use this tooltype to reduce chipram usage. The decorative solid color screen backdrop is replaced with color zero.

Example: NOBACKDROP

USE_PPC_POWERUP

Use this tooltype to enable PPC support. The application will look for the PPC CPU and will use it.

Example: USE_PPC_POWERUP

ACCOUNT_THRESHOLD Use this tooltype to filter out (from the account reports) operations shorter than a preferred amount of minutes. This is handy to ignore occasional operations not involved with normal working activity such as viewing the contents of a project or accessing it to generate a report. In any case, the application tracks every access, the threshold value is **not** destructive and used just for filtering the global access list..

Example: ACCOUNT_THRESHOLD=3

filters out operations shorter than 3 minutes.

INVERT_STEREO Use this tooltype to invert the L/R channels at the audio board outputs. Required by some hardware.

Example: INVERT_STEREO

ProStationAudio Technical Support

AudioLabs web site • <http://www.audiolabs.it>

ProStationAudio web area • <http://www.audiolabs.it/prostation>

ALPS plugins web area • <http://www.audiolabs.it/plugins>

Email support for demo users • demo@audiolabs.it

Email support for customers • *the privileged email address for customers is communicated when ordering. Please include your serial number when using this service.*

Default email address for contacting AudioLabs • info@audiolabs.it
