

Pristine System's RF Edit

RapidFire ON-Air Digital Playback System Waveform Editor

Reference Guide

The screenshot displays the Pristine System's RF Edit software interface, which is used for editing digital audio playback. The interface is divided into several functional areas:

- Top Section:** Four individual track editing panels, each with its own set of controls including a play button, a timer (all set to 00:00:00), and level meters for Output, Input, and Fade.
- Control Panel:** A central area containing a clock showing 12:00:00 P on Thursday, May 21. It includes various editing tools such as Home (R), Insert (Ins), Move (X-Y), Edit (e), Clear (X), Swap (X-Y), Delete (Del), and Home (H).
- Playlist Table:** A table listing the current playback schedule. The selected item is 'Los Angeles' at 12:08.
- Navigation and Tools:** Buttons for Music, Spots, LIVE, Jingles, Editor, Promos, Liners, Efx Effects, PSA, Exit, Log-In, and Options.
- Waveform Editor:** A section at the bottom showing a multi-track waveform with a green and blue signal. It includes a 'Begin/Middle/End' selection tool and a detailed status area.

Time	Track Name	Artist	Duration	Page
12:00	More Music	Kiis Fm	00/ 00:06 /00	↑
12:00	That's the Way Love	Janet Jackson	00/ 04:17 /02	Pg Up
12:04	SomeOne Like You	James Ingram	00/ 04:14 /02	
12:08	Los Angeles	Kzla	00/ 00:08 /00	Pg Dn
12:08	Just Kickin' It	Xscape	00/ 03:25 /01	
12:12	Baby I Love Your Way	Big Mountain	00/ 04:18 /02	
12:16	Pristine Promo 1	Pristine 1	01/ 00:45 /01	↓

Audio File	Block Time
SP31010	3.961
Position	Total Time
5.124	23.406

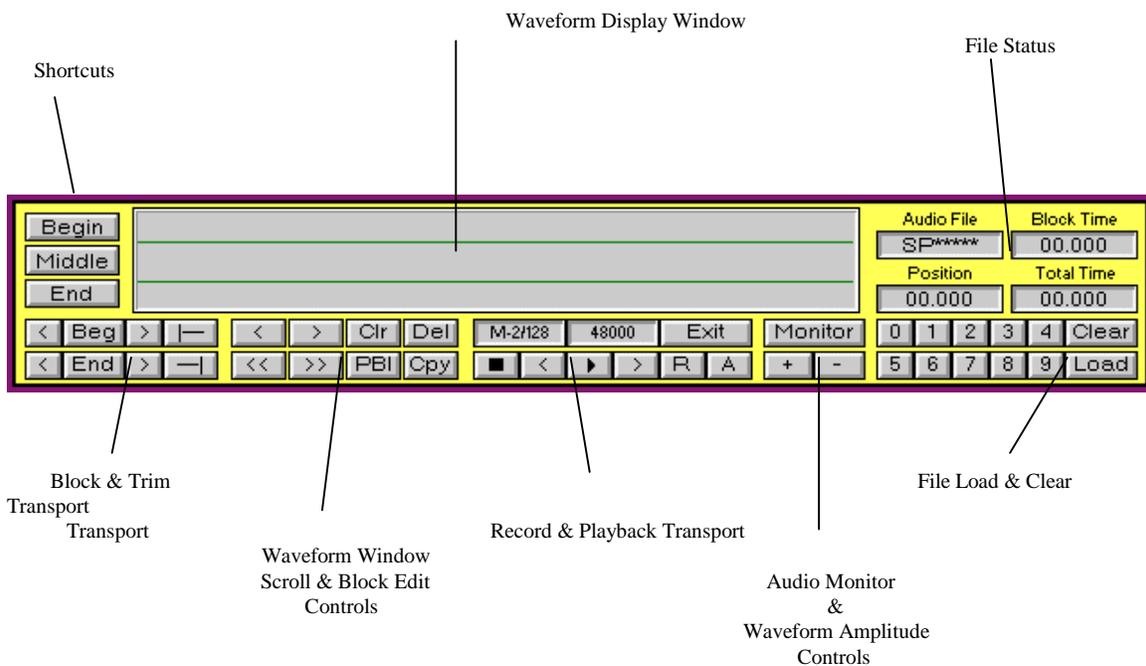
Overview

The Pristine RF-Edit was developed for the station that would like the ability to record an event LIVE and 'on the fly' and play it back on-the-air within moments of recording.

The ability to record via microphone, telephone interface, CD player, DAT or other device directly to the RapidFire ON-Air computer without interrupting the current LIVE broadcast makes the RF Edit utility an invaluable tool.

The RF-Edit screen conveniently lies over the Drop Box area for direct easy to view recording, editing, and play back before the event is broadcast on-the-air.

The RF-Edit screen is divided into easy to view and easy to work with areas:



Load, Record, Edit, & Playback.. Four easy steps for on-the-fly digital editing LIVE on-the-air.

To learn about the RF Edit program and to be able to use it effectively, we recommend that you read through the entire documentation first, then go back and experiment with the RF Edit program.

Most importantly, have fun and be as creative as you like.

Installation

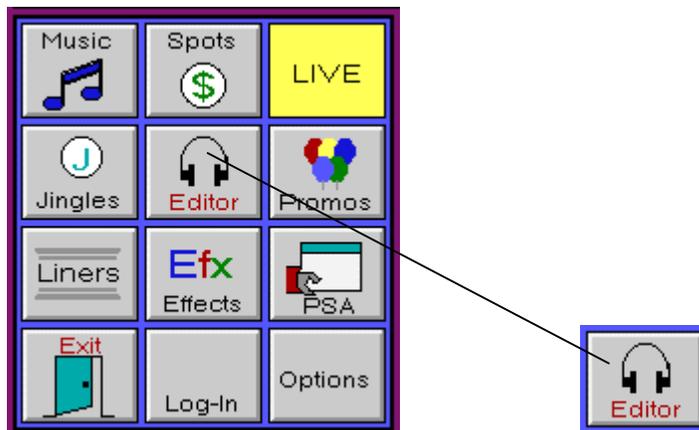
Installing RF-Edit is as easy as loading your most recent update to your RapidFire System. Please refer to the update installation notes supplied with each update for applying the new updates and programs.

RF Edit requires the use a Pentium 200MHZ computer or better, 16MB RAM, Antex dual device audio cards (SX-34, SX-35, SX-36, SX-23e) and recording input devices such as a microphone, CD-Player, DAT, or Satellite Interface.

RF-Edit is not available for RapidFire LE versions. RapidFire LE only utilizes one (1) audio card for players 1 & 2. RF-Edit utilizes players 3 & 4. RapidFire LE users will not be able to 'see' the RF-Edit program.. For RapidFire LE users to utilize the RF-Edit program an upgrade into the FULL version of RapidFire is required.

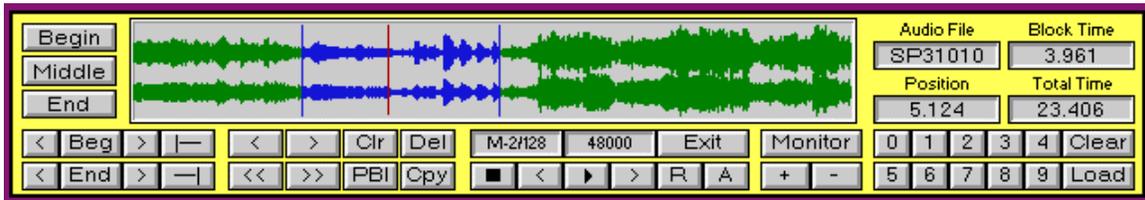
Loading RF-Edit

To load the RF-Edit program click on the Editor icon on the RapidFire Quick Pick screen.



The main RF-Edit program screen will fill the Drop Box area at the bottom of the RapidFire Screen.

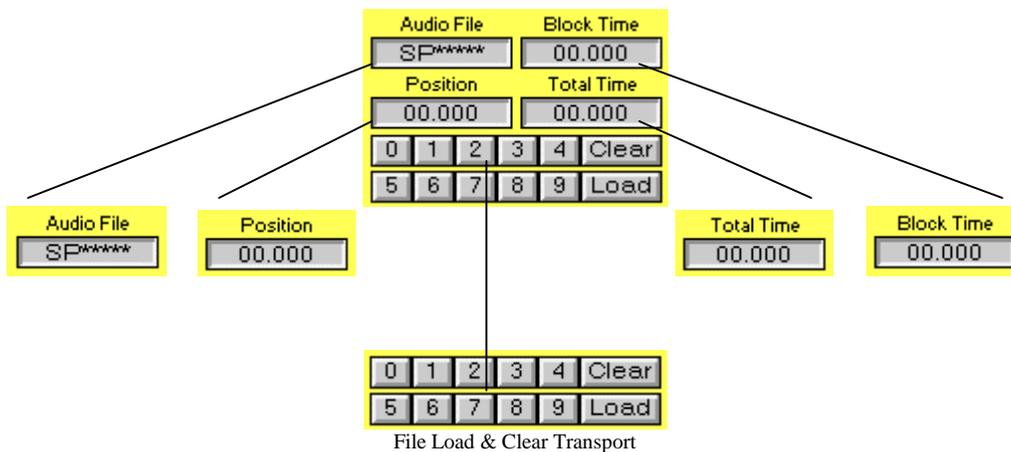
Defining The RF-Edit Program



RF Edit Waveform Editor Display & Transport

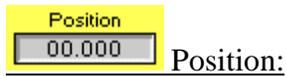
File Status and File Load Transport:

The File Status and File Load Transport are located on the right hand side of the RF-Edit screen and provide an easy view of SPC file status and easy input of SPC file numbers to load into the RF-Edit program.



Audio File:

Located in the upper left of this status area, “Audio File” displays the five digit SPC file being recorded or edited in the waveform display window.



Located just under Audio File, "Position" shows the exact position of the audio cursor in numeric form from the waveform display window. The audio cursor is the tall, red, vertical bar within the waveform display area.



Located just to the right of Audio File is the Block Time status box. Block Time is the amount of time within a 'blocked' section of the displayed file in the waveform display area. A block has a BEGIN and an END marker. Block time is the time contained within the BEGIN and END marked block.

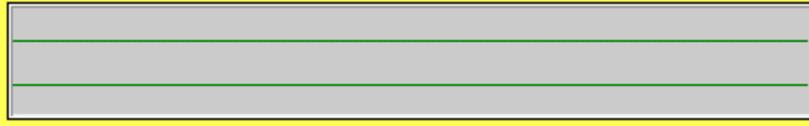


Located just under Block Time is the Total Time status box. Total Time refers to the total time that the SPC file in the waveform display area takes to play. This includes any BEGINning or ENDing area that has nothing recorded in it (i.e. dead air).



Located at the lower right most corner of the RF Edit display is the File Load & Clear Transport. This area is used for entering the five digit SPC filename/number of the new SPC file you wish to create or the SPC file you wish to edit.

Before you may do recording or editing of any kind an SPC file name/number must be in use or entered.



Waveform Display:

Located in the center of the RF Edit display is the waveform display window. It is the largest window in the RF Edit display area and is used to view the actual waveform of the SPC file you are working with.



Shortcuts:

Located at the left uppermost corner of the RF Edit display are the shortcuts for jumping to the BEGINNING, MIDDLE, or END of an SPC file displayed in the Waveform Display Window. The audio cursor (displayed as a vertical red bar in the SPC waveform) will be placed in the approximate begin, middle, or end of the waveform.



Block & Trim Transport:

Located at the lower leftmost of the RF Edit display area is the Block & Trim Transport. The Block & Trim Transport is used for marking the BEGINning and ENDing of a waveform area of an SPC file displayed in the Waveform Display Window.



Trims audio from the beginning of the audio file to the begin marker.



Trims audio from the end of the audio file to the end marker.



Waveform Scroll & Block Edit Controls:

Located at the lower part of the RF Edit display area and just to the right of the Block & Trim Transport is the Waveform Scroll & Block Edit Controls. These controls are used for scrolling through an SPC waveform, playing a marked block in the SPC waveform, and editing the actual SPC waveform itself.



- "Clears" all audio block markers.



- "Plays" audio within the block markers.



- "Deletes" audio within the block markers.



- "Copies" audio within the block markers.



Record & Playback Transport:

Located at the lower part of the RF Edit display area and to the right of the Waveform Scroll & Block Edit Controls is the Record & Playback Transport. These controls are used for the recording, playback, and appending SPC files. Also displayed is the audio compression type used, the sample rate and EXIT of the RF Edit utility.



Audio Monitor & Amplitude Controls:

Located at the lower part of the RF Edit display area and just to the right of the Record and Playback Transport is the Monitor or Audio Monitor & Amplitude Controls. This function allows monitoring while recording or editing an SPC file.

The **Monitor** MONITOR button will activate and deactivate audio capability of the RF Edit program.

The **+** '+' button increases waveform amplitude size in the waveform display window and the **-** '-' button decreases waveform amplitude size in the waveform display window.

Using The RF Edit Program

Recording A New SPC File:

INPUT

Input sources for RF Edit can be any normal analog audio signal to Player #4 (audio card #1) for recording: Microphones, Telephone, CD Players, DAT, Satellite Interfaces, etc. The most common use will probably be a telephone, microphone or some form of music player to record voice and bits of music.

An easy way to create a versatile editor will be to use an audio switcher or separate bus on your audio console.

Entering A New Five Digit SPC File Name/Number

To record a new file just enter a new five(5) digit SPC filename and load it.

Use the mouse to click on the numbers (, , , , etc. ...) just to the left of the LOAD and CLEAR transport buttons.

When you have finished clicking in the number, just click on the LOAD button.

You will see the SPC file name/number in the  Audio File SPC box. Notice also that as you click on the corresponding numbers they will displayed on the screen.

Starting A New Recording

To START recording a new SPC file have your audio source ready to go and in standby and then just click on the  RECORD button. Now start the audio source that is being used.

While the recording is in progress Player #4 will display movement in the VU meters.

To STOP the recording just click on the  STOP button.

RF Edit automatically saves the SPC file you are recording so there is no need to click on a “save” button (that’s why there isn’t one). The SPC file is saved to C:\SPC by default.

After the recording has been stopped to display the SPC waveform in the Waveform Display Window click on the  LOAD button.

Appending To A Recording

To APPEND or add to the end of existing audio file, have your audio source ready to go and in standby. There is no need to mark the end of the file,  APPEND will automatically start recording at the end of the file you are working with.

Next click on the  APPEND button and start your audio source.

To STOP the recording just click on the  STOP button.

You may need to edit some dead air space where this file picked up recording. Just refer to the section “Editing An SPC File” in this reference guide.

After the recording has been stopped to display the SPC waveform in the Waveform Display Window click on the  LOAD button.

Playing Back An SPC File:

Entering A Five Digit SPC File Name/Number

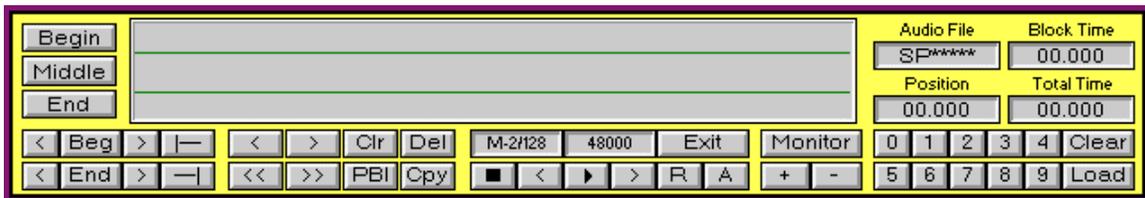
Just like when we recorded a new SPC file, we load the SPC file name/number via the file load transport in the RF Edit program.

Again using your mouse click on the numbers (, , , , etc. ...) just to the left of the LOAD and CLEAR transport buttons.

When you have finished clicking in the number, just click on the LOAD button.

The SPC file you have chosen will be displayed in the Audio File name area and the waveform will be displayed in the waveform display window.

Starting The Playback



Now with the SPC file loaded and it displayed in the waveform display area, click on the PLAY button located in the Record and Playback Transport.

Please take note of the horizontal red line(s) progressing from left to right as the SPC file is played back. This shows the progress of the playback of the SPC file.

To STOP the playback at any time use the mouse to click on the STOP button.

If you wish to listen to a different SPC file that has been previously recorded, just click on the CLEAR button in the File Load and Clear Transport, then click on LOAD to enter a new five(5) digit SPC file name/number.

Monitoring The Playback Of An SPC File



To the right of the Playback Transport is the  Monitor or Audio Monitor & Waveform Amplitude Controls. These functions allow monitoring while recording or editing an SPC file. It also provides for increasing or decreasing the SPC waveform size for visual clarity.

The  MONITOR button will activate and deactivate audio capability of the RF Edit program. In the event you are on-the-air you may still hear the actual broadcast in the background.

The  '+' button increases waveform amplitude size in the waveform display window and the  '-' button decreases waveform amplitude size in the waveform display window.

To increase the waveform amplitude click on the '+' button. The amplitude size increases and clarity of the display will become bigger.

To decrease the waveform amplitude click on the '-' button. The amplitude size decreases and clarity of the display will become smaller.

Marking And Playing Back A Block

Playing back an SPC file can be limited to a specific block or region of the audio file/waveform. This is useful not only to hear a certain part of an SPC file but also in the editing of an SPC file to get an idea of how it may sound.

To mark the beginning of a block, click on the  BEG for beginning the block. Now click on the beginning area in the waveform display window that you would like the audio block to begin from.

To mark the end of a block, click on the  END button for ending the block. Now click on the end of the block area in the waveform display window that you would like to the audio block to end.

The block that you have just marked will now change to blue to designate the marked audio block area.



To play the block that has been marked click on the **PBI** PBL for “Play Block”.

Loading An Existing SPC File:

Entering A Existing Five Digit SPC File Name/Number

Just like when we recorded a new SPC file we loaded the SPC file name/number via the file **Load** load transport in the RF Edit program.

Again using your mouse click on the numbers (**0**, **1**, **2**, **3**, etc. ...) just to the left of the **Load** LOAD and **Clear** CLEAR transport buttons.

When you have finished clicking in the number, just click on the **Load** LOAD button.

Exiting RF-Edit

Click on the **Exit** EXIT button to take you out of the RF-Edit program and save the edit session.

*****You should exit RF-Edit after each audio file has been completed.*****