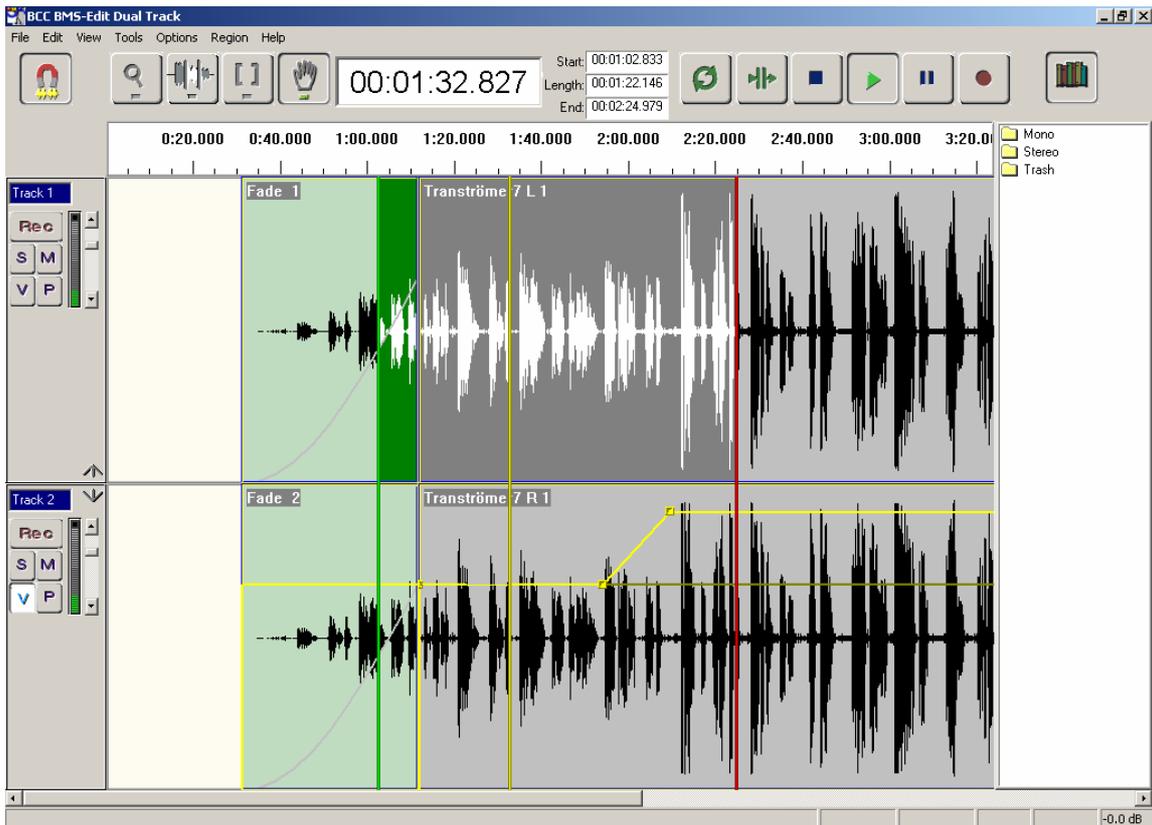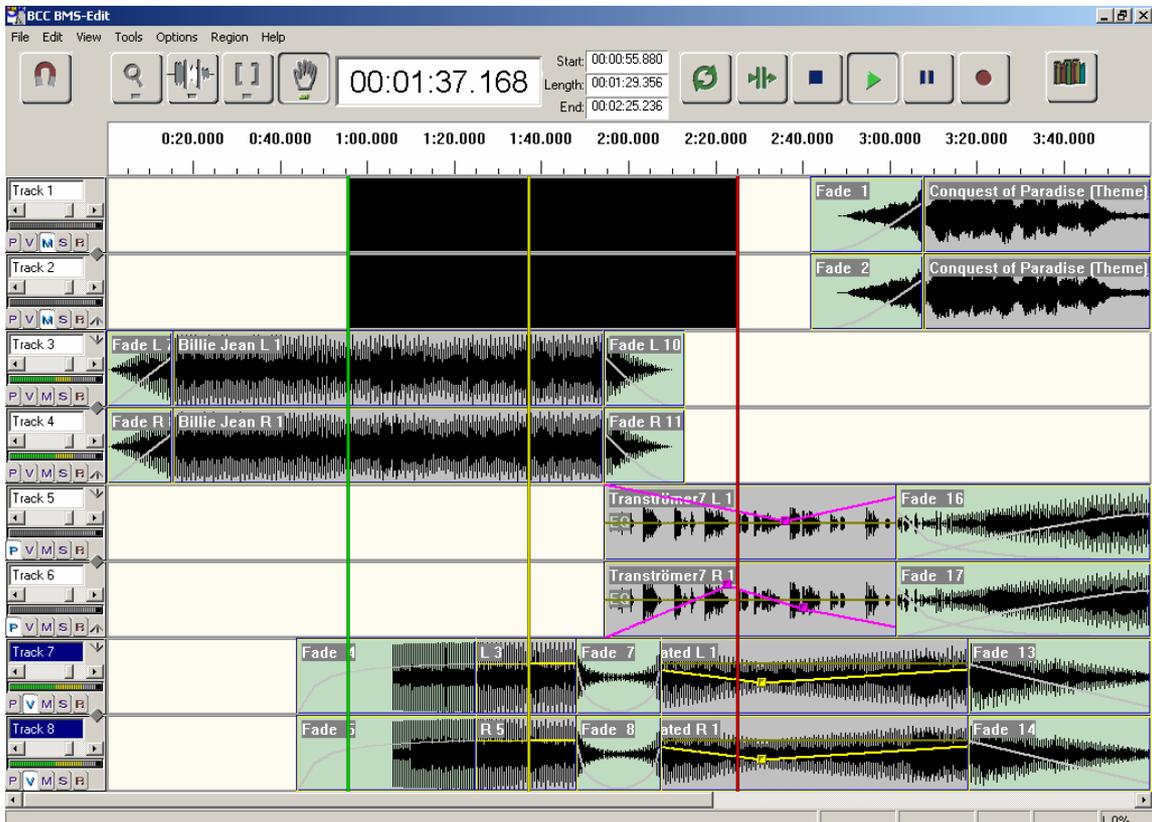# BMS EDIT*PRO*



*"The Fastest Audio Editor on the Planet"*

# GENERAL



This software is an audio file editor. Running under Windows NT, it offers a range of editing functions to meet the requirements of Radio broadcast production and news editing.

# FEATURES

## NON-DESTRUCTIVE EDITING

The software allows audio stored on the computer's hard disc to be manipulated and edited without altering the original source files in any way. Edits can be saved as projects for later retrieval and modification without needing to store multiple copies of the audio files.

## REAL-TIME OPERATION

The software has been designed to offer real time operation, to speed up the editing process and offer maximum flexibility to the user. This means that all operations are carried out instantly, with no processing or 'render' delays. This operational style also means that many operations can be carried out at once – altering a crossfade length whilst in loop playback, for example.

## UP TO 32 TRACKS



The software allows editing of up to 32 tracks of audio simultaneously. Choose your preference at startup.

## FREE AUDIO FILE EDITING

The software edits standard wave files, as well as MP3 and AVI, with no special file format or conversion required. This makes importing and exporting audio from the editor simple, and allows file transfer to other audio software such as radio playout systems.

## WAVEFORM DISPLAY

The software offers a waveform display of the audio being edited, for easy location of edit points and audio cues. It is possible to zoom in on a section of audio down to sample level, if required.

## VOLUME AND LEVEL CONTROL

Individual track faders and a main output fader give control over playback levels. In addition, volume profiling allows the playback level to be dynamically altered using a volume graph.

## ADVANCED CROSSFADE CAPABILITIES

At edit points, the software allows a number of different crossfade types to be used in order to give the best results whilst editing. The crossfade time can be adjusted to any length, and the system can simultaneously crossfade across all available tracks.
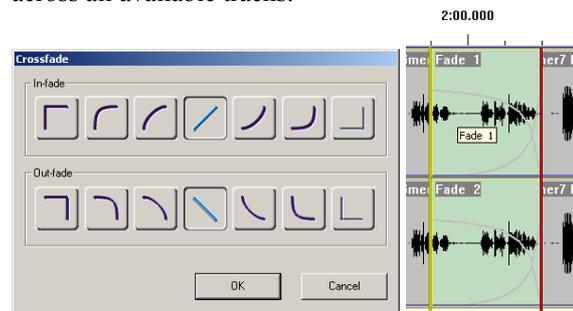


## BACKGROUND MIX TO FILE

When editing is complete, the finished result can be mixed to a single stereo file, facilitating importing into other software. This process can be performed in the background whilst further editing is performed.

## BOOKMARKING

Add bookmarks for easy jumping between important sections of your work.

## HARDWARE CONTROL

Add bookmarks, record, jump, scroll, scrub and much more with hardware connected via the serial game or MIDI ports.
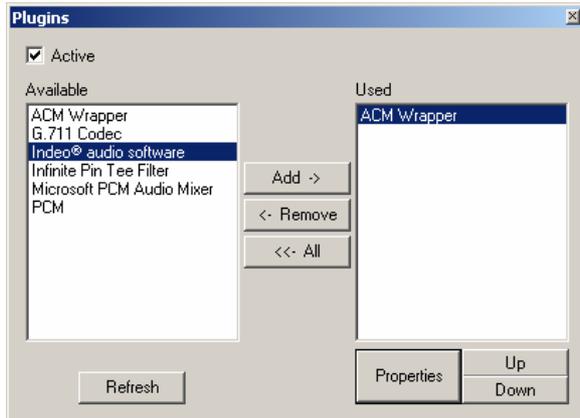
## SYNCING

In accordance with SMPTE&MIDI standards

## CUT LIBRARY

All the audio cuts used during an editing session are stored in a temporary library, for easy access while editing.
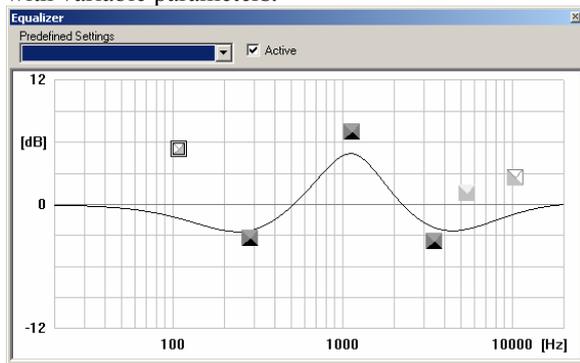
## DirectX plug-ins

The software supports the use of 3<sup>rd</sup> party processing algorithms confirming to the Microsoft DirectX standard.



## EQ and Dynamics functions

The software has high and low pass filters and a 4 band parametric EQ with a frequency response graph. In addition, the software has a compressor / limiter with variable parameters.



## Scrub function

Scrub the audio forward and back without any change in pitch.



### Varispeed playback

The playback speed and pitch can be altered in the range 20% to 400%.

### Sample rate conversion

The software has a built in sample rate converter which allows audio files of any sample rate to be used together. Similarly the output of the editor can be set to any sample rate. This allows, for example, a 44.1KHz $f_s$ file to be crossfaded into a 32KHz $f_s$ file, and the result played back at $f_s$ =48KHz.

## I/O SDK

Interface with any third party software using the Edit$_{Pro}$ Software Development Kit.

## Flexible editing styles

The software supports many styles of operation for maximum flexibility and operator convenience. Editing can be done in a tradition 'cut and splice' way, with audio being divided into sections and then joined together, it can be done using 'cut, copy, paste' like a word processor using standard windows shortcuts and functions, and it can be done using an 'overlap and trim' style.

## Group-and-Move

Group several sound clips for easier moving around.

## Undo function

The software has 1000 levels of undo and redo, so all editing actions can be reversed if the result is not as desired.
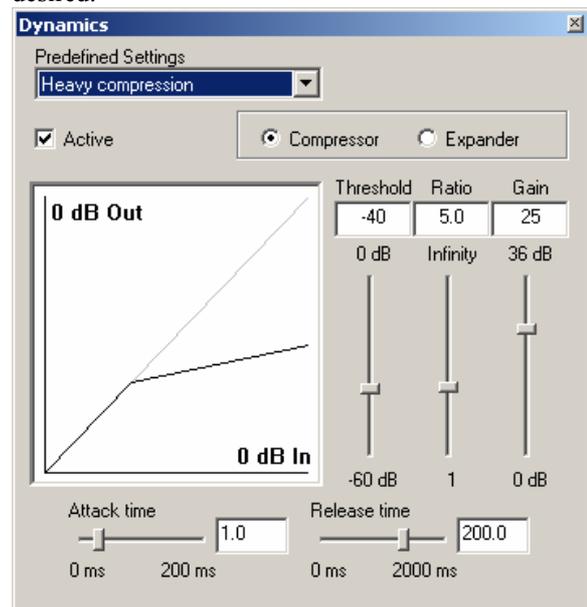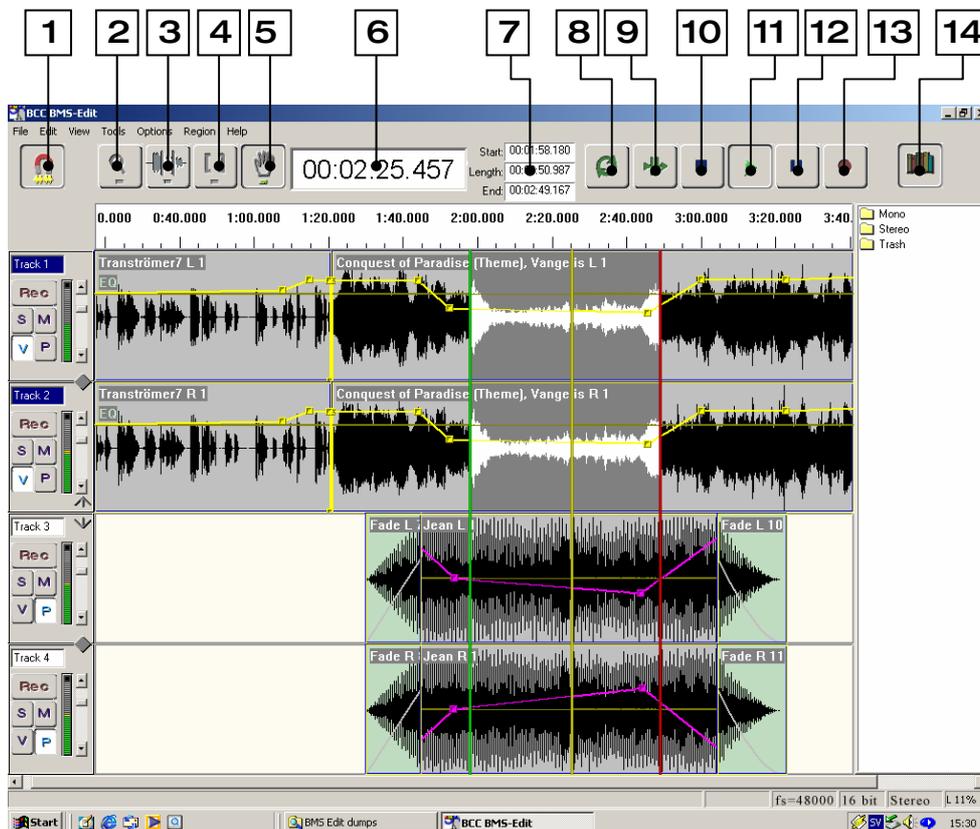


# HARDWARE REQUIREMENTS

## Computer

Minimum required: PII 266MHz 128 Mb RAM, 1 standard audio-card.

## Operating System

MS Windows NT 4, SP 6 or MS Windows 2000

## Networking

100 Mbit/s Ethernet standard network is recommended.

## 1. MAGNET TOOL

This is a placement tool which controls how the audio segments are placed. When the tool is activated, each audio section automatically buts up to the preceding one.

## 2. ZOOM TOOL

This tool allows you to zoom in on a particular audio segment, giving a high level of magnification.

## 3. SELECT TOOL

This tool allows a section of audio to be highlighted by dragging with the mouse.

## 4. TRIM TOOL

This tool allows the IN- and OUT -points of audio segments and audio edits to be trimmed by clicking and dragging with the mouse.

## 5. GRAB TOOL

This tool allows audio segments to be selected and moved. It is also used when using the volume and pan profile graph.

## 6. TIME DISPLAY

This indicates the elapsed playback time in HH:MM:SS:mS (milliseconds).

## 7. MARKER TIME INDICATORS

These indicate the current location of the START and END markers, and the length of the current audio selection.

## 8. LOOP CONTROL

This puts the editor into loop playback mode. The editor will play the selected audio or edit continously.

## 9. EDIT PREVIEW CONTROL

This puts the editor into edit preview. The editor will play up to the current START point, then away from the current END point, allowing edits to be previewed before being made.

## 10. STOP CONTROL

Stops the playback of the selected audio.

## 11. PLAY CONTROL

Starts playback of the selected audio. The spacebar on the keyboard may also be used to toggle between PLAY and STOP.
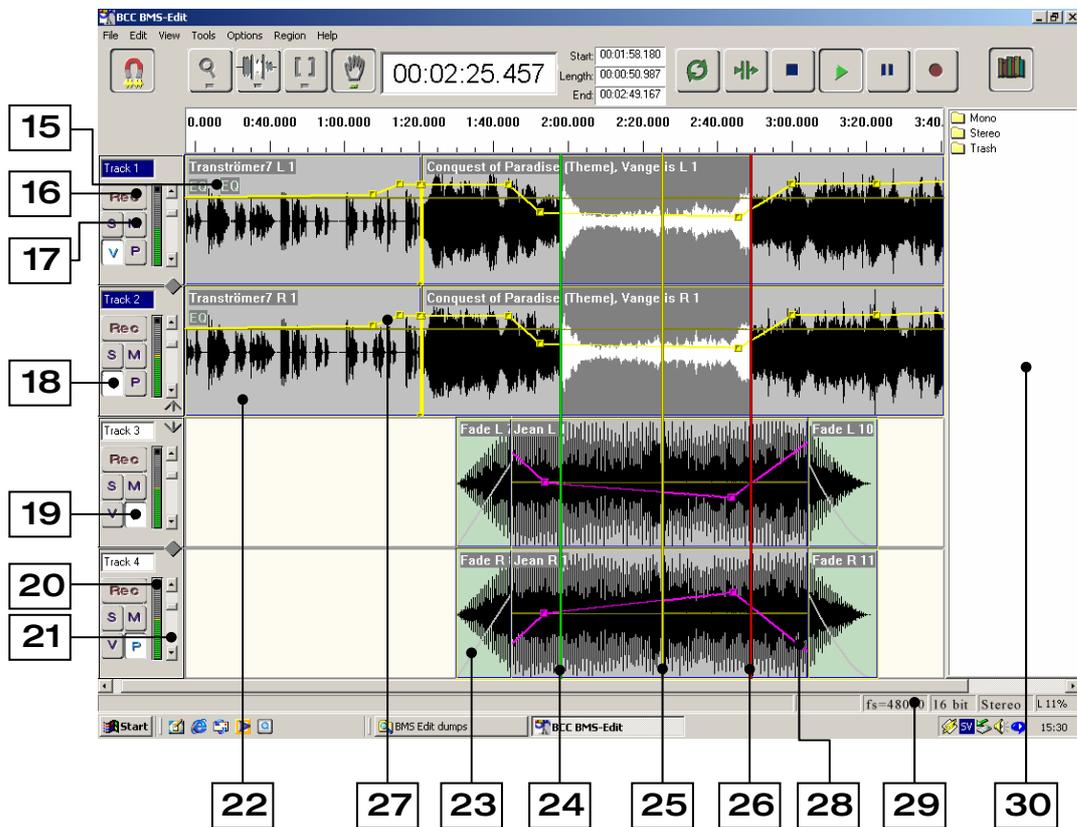
## 12. PAUSE CONTROL

Pauses playback without entering STOP mode.

## 13. RECORD CONTROL

Used to activate recording.

## 14. LIBRARY BUTTON

This opens the library window. Cuts can be dragged from the library directly onto the edit screen using the mouse.

### 15. AUDIO PROCESSING INDICATOR

The indicator at the head of each segment shows if any audio processing functions have been applied to the cut.

### 16. REC READY CONTROL

This places the selected track into REC READY mode, and indicates where the recording will be made when the RECORD control is clicked.

### 17. SOLO/MUTE CONTROLS

Allow a particular track to be isolated for monitoring, or a track to be removed from the output.

### 18. VOLUME PROFILE CONTROL

This toggles the volume profile graph on and off, allowing a volume profile for each track to be created.

### 19. PAN PROFILE CONTROL

This toggles the pan profile graph on and off, allowing a pan profile for each track to be created.

### 20. TRACK OUTPUT METER

This meter indicates the contribution the audio from that track is making to the overall mix.

### 21. TRACK OUTPUT FADER

This control allows the overall output volume of each track to be altered.

### 22. WAVEFORM DISPLAY

Each audio segment is displayed as a waveform. The name of each segment is displayed at the top left of the segment. The name can be edited by double clicking on the name using the GRAB tool.

### 23. FADE REGION

Fades and crossfades are indicated by a green area, with the fade type displayed as a grey line within.

### 24. START MARKER

This marker (coloured green) indicates the start of the current selection.

### 25. PLAYBACK MARKER

The playback marker (coloured yellow) indicates the current playback position.

### 26. END MARKER

This marker indicates the end of the current selection.

### 27. VOLUME PROFILE GRAPH

Points on the yellow Volume profile graph line can be added and moved using the GRAB tool.

### 28. PAN PROFILE GRAPH

Points on the magenta Pan profile graph line can be added and moved using the GRAB tool.

### 29. STATUS BAR

When a cut is selected, the original source file location and file attributes are displayed in the status bar at the bottom of the display.

### 30. LIBRARY WINDOW

The library shows all the cuts used in the current editing session.