

CoSTAR FieldEditor Basic Guide

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FIELD EDITOR BASIC GUIDE

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GETTING STARTED

First connect the FieldEditor USB key to a USB port of your computer/laptop and accept the prompts when Windows automatically installs the driver for the new hardware. A new removable disk will appear in your windows explorer with the name FIELDEDITOR. Open the removable disk FIELDEDITOR and double click on FieldEditorLaunch.exe to start.

1 Get audio into the FieldEditor

The FieldEditor is an MPEG audio editor and therefore the current version of the FieldEditor (version 1.02) will only support MPEG1-Layer-II audio files.

1.1 Using the Windows Explorer

Open the Windows Explorer and drag the required MP2 file into one of the 4 tracks of the FieldEditor.

1.2 Using the FieldEditor Explorer

On the left side of your screen you find the FieldEditor Explorer which default shows the root of the USB key, from there you can drag an audio file to one of the four tracks.

1.3 Using the Favorite box

You can add favorite locations to the FieldEditor where you normally store your audio. Just click on this button and press the <Add New> button to add a new favorite location. With the drop box in the FieldEditor you can select these favorite locations and drag the audio files there to one of the four tracks.

1.4 Dragging FieldEditor projects in

You can also drag existing FieldEditor projects from the explorer into one of the tracks. In this case the currently open project will be closed before the selected project will be opened.

2 Audio clips

2.1 Move an audio clip

Click (with right mouse button) on a clip and hold this button down while moving the mouse left, right, up and down.

2.2 Delete an audio clip

Click (with left mouse button) on a clip to select it and press this button. You can also use on your keyboard.

2.3 Split an audio clip

Place cursor at the position in the clip where you want the split and press this button. You can also make a selection and use the split button; In this case it will make a split at the beginning of the selection and a split at the end of the selection.

3 Make a selection

3.1 Select an audio clip

Click with left mouse button on a clip. Use the <Ctrl> key to select multiple clips. Selected clips will be highlighted.

3.2 Select a time frame

Click left mouse button and hold when moving the mouse left, right, up and down. The time frame will be visualized. Adjusting the time frame can be done in top of the time bar by dragging the red bars to the left or right.

4 Single Track mode

4.1 Switching between Single-Track and Multi-Track

With this button you can switch to single-track mode and back to the 4-track mode. The single-track mode is designed for detail editing. Some functions are not possible in single-track mode and therefore disabled; other functions can have different default state.

4.2 Lock clips together when moving selected clip

This function (on/off) can only be used in Single-Track mode. When switched on, all clips at the right side of the cursor will be locked together when dragging the selected clip left or right.

5 Track Mode functions

The four tracks can be switched individually into the following modes:

1. Zoom: Make the track larger
2. Solo: Play only this track during playback
3. Mute: Mute this track during playback
4. Record: When active this track is ready to record (see chapter 8)



6 File

The following functions are available in a toolbar but also in the <File> menu.

1. New: Create a new empty project
2. Open: Open an existing project
3. Save: Save current project
4. Build: Build current project to a single audio file (mix-down)



7 Zoom

1. Follow cursor mode (on/off)
2. Auto zoom (on/off)
(Keep the time frame automatically equal to the length of the project)
3. Zoom around the cursor (on/off)
4. Zoom selection
5. Zoom all
6. Zoom in
7. Zoom out
8. Zoom amplitude relative to headroom (no zoom in case of 0dB headroom)



8 Record

The FieldEditor uses the default Windows recording device for all record functions. Be aware that only one track at the time can be switched into record mode.

8.1 Making a normal recording

Follow the next steps to make a recording:

1. Put one of the tracks in record mode (see chapter 5)
2. Place the cursor at the position where you want to start the recording
3. Press play to start the recording
4. Press stop to end the recording

8.2 Making a scheduled recording

When selecting a time frame the recording will be done within the marked selection.

9 Play

The FieldEditor uses the default Windows playback device for all play functions.

9.1 Standard play functions

1. Stop * (<shift> <space bar>)
2. Pause * (<spacebar>)
3. Play * (<spacebar>)
4. Play selection * (<shift> <s>)
5. Play over selection * (<shift> <o>)
6. Play to selection * (<shift> <t>)
7. Play from selection * (<shift> <f>)



* (Default keyboard shortcuts)


9.2 Scrolling through the audio

Click and hold down the left mouse button in the time bar while moving to the left or right.

10 Fade points and audio levels

10.1 Set fade points

To set fade points in a clip, click on the right mouse button when holding the <Ctrl> key, two little points appear which can be dragged to tune the position (Hold down the <Ctrl> key for fine-tuning). In the status bar (located at the right bottom) you can see the dB level of the fade points. The two points are connected to each other and are for the left and right audio output.

When the  button is not activated you can set fade the points individually for each channel. Just click in the right (top) or in the left (bottom) channel of the audio.

To delete a fade point click it with the right mouse button when holding the <Ctrl> key.

10.2 Adjust audio level

You can adjust the level (dB) of a clip with the two bars visualized on top and bottom in the clip by dragging this bar up or down (Hold down the <Ctrl> key for fine-tuning). When more clips are selected all the levels will be adjusted.

11 Markers

11.1 Markers in the time bar

Click in the blue-bar (located under the time-bar) with the right mouse button when holding the <Ctrl> key or press <Ctrl m> to place a marker. A light blue arrow with a number appears in the blue-bar under the time-bar. These markers are set in time.

11.2 Markers in the audio

You can also set markers in the audio clips in the same way but now the track has to be set in solo mode first. In this case a small arrow appears at the top of the clip. These markers are set in the audio and when deleting audio between two markers the markers will move up. When using single-track mode you always set the markers in audio.

11.3 Jump to markers

You can jump to markers with the numbers from you keyboard <1> first maker, <2> second marker, etc... You can also use the left and right arrow keys from your keyboard; in that case you will also jump to other snap points in your project.

11.4 Delete markers

To delete a marker simply click on the marker while holding <Ctrl> or position the cursor on the marker and press <Ctrl m>.

12 Other FieldEditor functions

12.1 Explorer Functions



These buttons allow you to Refresh the Explorer, Toggle between favorites, Add favorites and show the BWF info of audio files.

12.2 Customizable Fade Presets



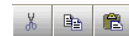
Position the cursor or make a time frame selection and use one of the fade presets. These fade presets can be customized by clicking on the button while holding the <Ctrl> key. With the first button you can delete all fade points in the current selection.

12.3 Grouping clips



Select the clips you want to group and press one of these colors (except green) to group the clips together. With the green button you can ungroup the clips.

12.4 Cut, Copy and Paste



These are the cut, copy and paste functions.

12.5 Undo, Redo and Go back to



These are the Undo, Redo and Go back to functions.

12.6 Snap



With this button you can set the snap function On or Off.

12.7 Select All



Pressing this button you select all the clips in your project.

12.8 Clip fade points

Press this button to bring your (invisible) fade points back to the border of your clip.

12.9 Build selected clips to one track

This function builds the selected clips into a single audio file.

12.10 Properties of a clip

With this function you can adjust the properties of the selected clip.

12.11 Hide Explorer

With this button you can hide and bring back the FieldEditor explorer.

13 Keyboard shortcuts

It is possible to assign a keyboard shortcut to almost every function in the FieldEditor. These shortcuts are saved in a keyboard file. The FieldEditor supports multiple keyboard files, so you can create your own in case you like to assign different shortcuts. Just copy the keyboard.map file, give it a new name with the extension .map, rename the <mapname> in the [Keyboard] section and assign your own shortcuts. All supported functions and keys are explained at the end of the file.

In the following paragraphs you find the default shortcuts saved in the file keyboard.map with CoSTAR as reference name.

13.1 Selection

S	Set selection start
E	Set selection end
Ctrl-A	Select all

13.2 Edit

U	Split
Ctrl-C	Copy
Ctrl-V	Paste
Ctrl-Y	Redo
Ctrl-Z or Ctrl-BACK	Undo
DELETE	Cut
INSERT	Toggle insert mode

13.3 Play

Ctrl-F1	Start
Ctrl-F2	Pause
Shift-SPACE	Stop
ENTER or SPACE	Start / Pause
Shift-T	Play to begin of selection
Shift-E	Play to end of selection
Shift-F	Play from end of selection
Shift-S	Play selection
Shift-O	Play around selection

13.4 Zoom

+	Zoom-in
-	Zoom-out

13.5 Markers

Ctrl-M or Ctrl-Space or `	Set / Remove marker
Cursor Right	Next marker
Cursor Left	Previous marker
0..9	Jump to marker 0..9
[Jump to begin
]	Jump to end

13.6 File

Ctrl-S	File Save
Ctrl-O	File Open
Ctrl-B	Build Selection

13.7 Clip

Ctrl +	Move selected clip to the right
Ctrl -	Move selected clip to the left