AUDIO EDITORS V6.5

ADMIN MANUAL

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1. About this manual

This manual is an extension to the **AudioEditors_V6_UserManual,** providing information to activate certain features that are described in the user manual. Features are explained that affect normal editor users only indirectly, such as save templates or sound card configuration.

1.1. Manual colors

DAVID System manuals have different color codes according to the manual type:

Admin Manual (blue): Admin manuals either describe DigaSystem modules with no significance for application users (such as DigAlign) or represent the configuration document to a user manual. This manual type is mainly relevant to system or DigaSystem administrators and assumes the reader to have full access to the DigaSystem administrating tools (mainly DigaSystem Administrator and/or DPE Admin).

User Manual (red): User Manuals describe all functions of DigaSystem modules used for media production, such as DBM or the Audio Editors. It might however be necessary to consult a corresponding Admin manual to configure and/or activate some of the features.

Technical Manual (green): Technical manuals provide technical details of DigaSystem products and interface information that can be used to develop own solutions for individual workflows. This manual type is usually only handed out under specific circumstances.

1.2. Manual icons

There are some icons in this document to point out important information.

🔑	**License required**	Sections with this icon need a license to work.
NEW	**New**	This icon appears in headlines and the content index. It marks new features or a changed behavior/workflow that has been recently implemented.
🌐	**Admin info**	When this logo appears, then there is a chapter in the corresponding admin manual about this topic (the chapter or section usually has the same title in both manuals); e.g. how to activate a described feature. This also means the described function will not be available if not activated and configured.
💡	**Hint**	This icon marks hints, tips and help.

1.3. Parameter and subkey diction

Subkeys	A subkey is a folder in the parameter files' tree structure as shown in the DigaSystem Administrator
Parameter level	Subkeys (sometimes also called folders) and parameters can be located in three different parameter files (levels): The **Global Settings,** the **Local Settings** and the **User Settings.**
	If the parameter level can be chosen at will, the parameter path is shown as e.g. **…|Settings|** (the three dots in the beginning) that indicate the Settings subkey of any parameter level.
Vertical bar (|) and parameter syntax	If the vertical bar (that separates the subkeys) appears at the end, then a subkey is meant, e.g. **…|EasyTrack|Settings|Loudness|** (the Loudness subkey in the Settings folder). Without the bar the manual refers to a parameter, e.g. (**…|SingleTrack|Settings|TrackEdit**).
	If a parameter value is pointed out or recommended it will be shown as **Parameter=Value**. As an example: **UserNormalTracksizing=1** means, the parameter "UseNormalTrackSizing" is (or should be) set to 1.
Variable <Editor name>	The subkey variable **<Editor name>** or just **<Editor>** means the EasyTrack, MultiTrack or SingleTrack key, e.g. **…|MultiTrack|Settings|**.
Default path in the manuals	Parameters being listed without a reference path are always stored under **…|<Editor name>|Settings|**.

1.4. Abbreviations

MTE	MultiTrackEditor, delivered as the individual product MultiTrackV6.exe, which includes Reporter Box and Single Track components.
MTS	The MultiTrack screen of MTE.
ETE	EasyTrackEditor, delivered as the individual product EasyTrackV6.exe, which is a reduced version of MTE.
ETS	The EasyTrack screen of MTE.
RMS	The Record Mode screen of MTE.
RBS	The Reporter Box screen of MTE.
STE	SingleTrackEditor, delivered as the individual product SingleTrackV6.exe, which is a reduced version of MTE.
STS	The SingleTrack screen of MTE

2. Track Recording and Routing

The optional features Track Recording and Track Routing can be purchased from DAVID Systems.

2.1.   Track Recording

The Track Recording feature is only visible in MultiTrack Editor if the corresponding action right is enabled:

In DigaSystem Administrator	**[User]|Rights|Actions|MTE_TrackRecording**
In DPEAdmin	**Users & Groups|[User]|Rights Matrix|MTE_TrackRecording**

2.2.   Track Routing

Enables the routing of tracks to different audio channels of multichannel sound cards. This features affects all working screens of all Audio Editors. To make this feature available, the DigaSystem User needs the following right granted:

In DigaSystem Administrator	**[User]|Rights|Actions|MTE_TrackRouting**
In DPEAdmin	**Users & Groups|[User]|Rights Matrix|MTE_TrackRouting**

Feature description: See the section **Track Routing** in the *UserManual*

Sound card configuration: You can access the soundcard configuration via the menu **Options -> Settings** -> **Audio Channels.** See **Tab Audio Channels** in the *UserManual*

Compatibility with older MTE versions: The track routing of an MTE session will be saved into the project. If such a project is loaded into an older MTE version (e.g. MTEv5), the channel routing will be routed the default way, e.g., the second track is routed to "Out 3+4", the third to "Out 4+5" and so on.

3. Loudness

There are several basic loudness features available in the Audio Editors:

- Loudness Processing in the Clipboard
- Loudness Meter (EBU-128)
- Loudness Track
- Loudness-Compliant Saving

3.1. Activate Loudness Features

3.1.1. Requirements

The editors need at least one configured **LoudnessSet** that defines whether audio material is loudness compliant or not. To set up such a LoudnessSet and loudness relevant configuration, please refer to the manual *LoudnessInDigaSystem_AdminManual***.**

💡 The files **LoudnessDLL.dll and LVC.ocx** must exist in the editor directory for the loudness features to work. LVC.ocx has to be registered using regsvr32.exe.

3.1.2. Global Loudness Sets

A loudness set can be set as default settings for all Audio Editors. Based on this set, the editors will perform all loudness relevant calculations and metering. The key can be defined on GLOBAL, LOCAL and USER level in the **|Common|Loudness|** folder:

Key	Description
EditorLoudnessSet	The entered value is the name of the loudness set (which is the folder name **|Common|Loudness|<u>LoudnessSetName></u>|**). This set is used by the Audio Editors as basis for any loudness calculation.

Note for MTE: If this entry is missing all loudness features are disabled for the corresponding customer/computer/user. If the Loudness Set is invalid or incomplete, a message will be shown at editor startup indicating the source of the problem and that all loudness featured will be disabled.

3.1.3. Loudness Normalization and Analysis in the Clipboard

To activate these features, the Audio Editor user needs the new right **MTE_LoudnessProcessing**, which you can create under **Objects|Actions** by selecting *New* from the context menu in the Actions list and then typing the name of the right. The right is then selectable for all users under **<User>|Rights|Actions|**.

Loudness normalization via the context menu of a clipboard element is available without any additional parameter.

Automatic loudness analysis can be enabled by the parameter:

…|…Track|Settings|Loudness|ClipboardAutoLoudnessAnalysis=1.

When set to 0, the automatic loudness calculation is disabled, but still available via context menu.

3.1.4. Loudness Meter

In the editor open the menu **"View -> EBU-R128"**. The Loudness Meter can be embedded anywhere in the GUI or be displayed in a separate window.
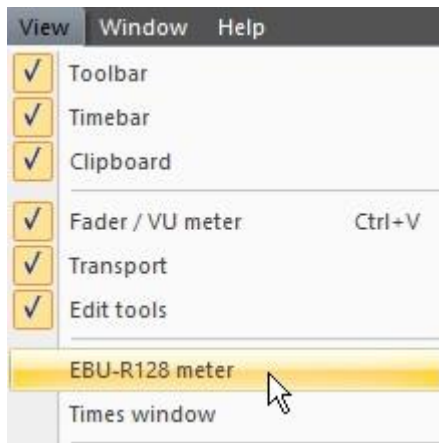
To activate the feature the Audio Editor user needs the right **MTE_LoudnessMeter**, which you can create under **Objects|Actions** by selecting *New* from the context menu in the Actions list and then typing the name of the right. The right is then selectable for all users under **<User>|Rights|Actions|**.

The user right **MTE_ChangeLoudnessDisplaySettings** (under **|User|<user>|Rights|Actions|**) allows the MTE user to call the Loudness Meter settings via a right-click anywhere in the Loudness Meter pane.

3.1.5. Loudness Track
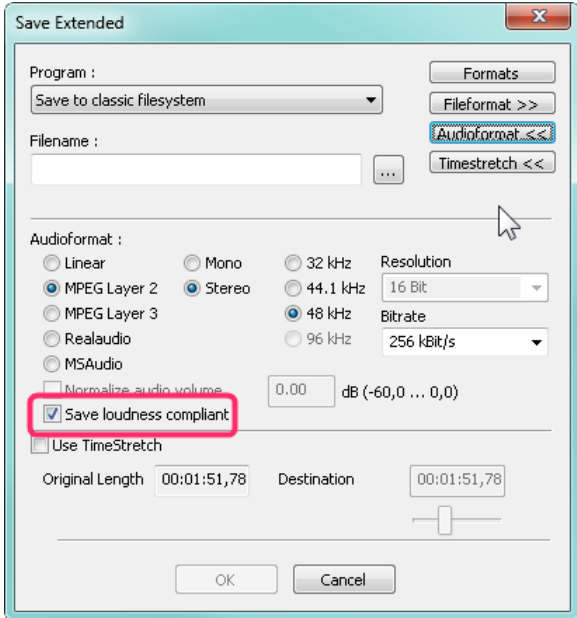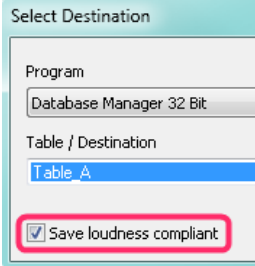
Displaying the loudness track requires the user action right **MTE_LoudnessTrack**, which you can create under **Objects|Actions** by selecting *New* from the context menu in the Actions list and then typing the name of the right. The right is then selectable for all users under **<User>|Rights|Actions|**.

Loudness Track can be displayed through **View > Loudness track** menu item and toolbar button .

3.1.6. Loudness-Compliant Saving

The activation of this feature requires a parameter under **|Settings|Loudness|:**

Key	Description
CheckBox_SaveLoudnessCompliant	Default=2. Show Loudness compliant checkbox in the audio save dialogs. The value 0 deactivates the check box feature, a value of 1 activates the check box and automatically selects it. With the value 2 the check box is available, but not checked. 3 means that the check box is selected and the user can not remove the check mark.

3.2. Loudness Visualization Controls Set

Limits describing the maximum loudness compliance values are taken from a Loudness Set Core (as described in *LoudnessInDigaSystem_AdminManual*) and the name of the set to be used is defined by the parameter **Common|Loudness|EditorLoudnessSet** . An incomplete core set triggers a message when MTE starts and disables all loudness features:
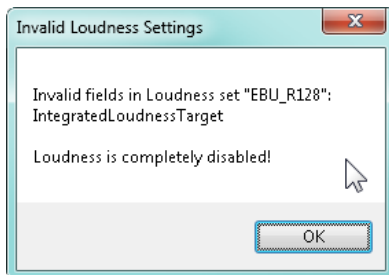
All other settings concerning the individual loudness controls (tolerances for visualization and their corresponding colors) are bundled in a Loudness Visualization Controls Set (LVC), which is an optional extension of a Loudness Set.

Parameter Name	Default Value	Description
LVC_Color_ILK_Above	rgb(155, 155, 155) (dark gray)	ILK meter: Color above (Target Value + Tolerance). See IntegratedLoudnessTarget and ToleranceForIntegratedLoudness (both in Loudness Set Core).
LVC_Color_ILK_Below	rgb(215, 215, 215) (light gray)	ILK meter: Color below (Target Value - Tolerance)
LVC_Color_ILK_Tolerance	rgb(65, 176, 223) (petrol-blue)	ILK meter: Color between (Target Value + Tolerance) and (Target Value - Tolerance)
LVC_Color_LRA_Above	rgb(243, 178, 0) (orange)	SLK meter: Color above Maximum. See MaximumLoudnessRange in Loudness Set Core.
LVC_Color_LRA_Below	rgb(215, 215, 215) (light gray)	SLK meter: Color below Maximum
LVC_Color_MLK_Above	rgb(155, 155, 155) (dark gray)	MLK meter: Color above (Target Value + Tolerance). See MaximumMomentaryLoudnessLevel (Loudness Set Core) and LVC_MLK_Tolerance.
LVC_Color_MLK_Below	rgb(215, 215, 215) (light gray)	MLK meter: Color below (Target Value - Tolerance)
LVC_Color_MLK_Graph	rgb(160, 128, 64)	Loudness graph: Color for MLK curve
LVC_Color_MLK_Tolerance	rgb(65, 176, 223) (light petrol-blue)	MLK meter: Color between (Target Value + Tolerance) and (Target Value - Tolerance)
LVC_Color_Numeric_Invalid	rgb(0, 0, 0) (black)	All numeric meters: Text color in invalid state (when data of prior analysis is displayed, but data has changed meanwhile)
LVC_Color_SLK_Above	rgb(155, 155, 155) (dark gray)	SLK meter: Color above (Target Value + Tolerance). See MaximumShorttermLoudnessLevel (Loudness Set Core) and LVC_SLK_Tolerance.
LVC_Color_SLK_Below	rgb(215, 215, 215) (light gray)	SLK meter: Color below (Target Value - Tolerance)
LVC_Color_SLK_Graph	rgb(0, 128, 160) (petrol-blue)	Loudness graph: Color for SLK curve

Invalid Loudness Settings

Invalid fields in Loudness set "EBU_R128":
IntegratedLoudnessTarget

Loudness is completely disabled!

OK

Parameter Name	Default Value	Description
LVC_Color_SLK_Tolerance	rgb(65, 176, 223) (light petrol-blue)	SLK meter: Color between (Target Value + Tolerance) and (Target Value - Tolerance).
LVC_Color_TP_1	rgb(243, 178, 0) (orange)	TP meter: Color between values of parameters MaximumTruePeakLevel (Loudness Set Core) and LVC_TP_Range1
LVC_Color_TP_2	rgb(155, 155, 155) (dark gray)	TP meter: Color between values of parameters LVC_TP_Range1 and LVC_TP_Range2
LVC_Color_TP_3	rgb(215, 215, 215) (light gray)	TP meter: Color below value of parameter LVC_TP_Range2
LVC_Color_TP_Above	rgb(255, 46, 18) (red)	TP meter: Color above value of parameter MaximumTruePeakLevel (Loudness Set Core)
LVC_MLK_Tolerance	1.0	Momentary loudness tolerance. See LVC_MLK_Target.
LVC_SLK_Tolerance	1.0	Shortterm loudness tolerance. See LVC_SLK_Target.
LVC_TP_Range1	-3.0	dbTP meter: Color range border between MaximumTruePeakLevel and LVC_TP_Range2.
LVC_TP_Range2	-9.0	dbTP meter: Color range border between LVC_TP_Range2 and lower limit. See Loudness Set Core.

The color values in hex format RRGGBB are equivalent to rgb(r,g,b) with r, g, b in decimal. (For example, #ffff00 or #FFFF00 is equivalent to rgb(255, 255, 0)).

Note: Colors not depending on loudness values are part of MTE's GUI color sets, as described in Section 4.2 on page 18.

3.3.   Loudness Visualization Controls Layout Set

The layout of loudness controls is bundled in a rectangular grid, as seen in the Loudness Meter and the Loudness Track header. The grid consists of a list of rows, each containing a comma-separated list of controls which share the width of the row equally. Each control may be used only once (with the exception of *Empty*) in the complete grid. The grid layout can be defined in parameter sets. In MTE there are two sets defined:

- LoudnessPane_ (layout of the Loudness Meter)

- LoudnessTrack_ (layout of header content in Loudness Track)

3.3.1.   Supported controls

- Numeric data display of current value: CurrentTP, CurrentMLk, CurrentSLk (synonym: CurrentdBTP) (new with LVC1.0.31.0)

- Numeric data display of maximum value: MaxTP, MaxMLk, MaxSLk (synonyms: dBTP, TP, MaxdBTP, MLk, SLk)

- Numeric data display: ILk, LRA, dBTP, MLk, SLk

- Bar graph display: dBTPMeter, MLkMeter, SLkMeter

- Control bar with start/stop buttons and time display: ActivationControl

- Loudness history graph: HistoryEnableControl, HistoryControl

- Loudness ear showing the loudness quality: LoudnessEar

- Empty spaces: Empty. (This is intended for creating an empty space in the layout and may be used multiple times. You can add a number in braces to set a fix width in pixels (e.g. "empty (2)"))

3.3.2. Example Configurations

For MTE's LoudnessMeter
LoudnessPane_Row1 = ILk, LRA
LoudnessPane_Row2 = dBTPMeter, MLkMeter, SLkMeter
LoudnessPane_Row3 = ActivationControl
LoudnessPane_Row4 = HistoryEnableControl
LoudnessPane_Row5 = HistoryControl

(MTE's default configuration is shown.)
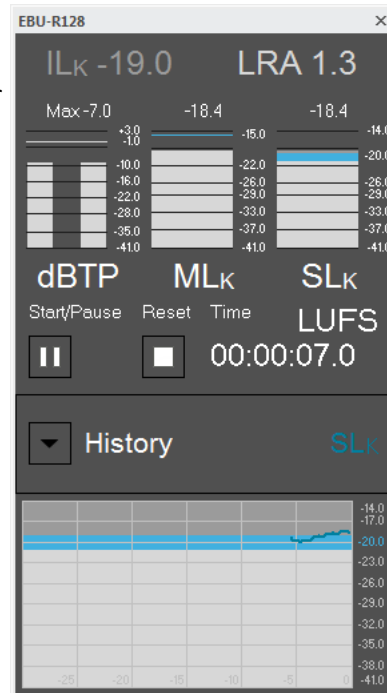
For MTE's LoudnessTrack
LoudnessTrack_Row1 = ILk, LRA
LoudnessTrack_Row2 = MLk, SLk
LoudnessTrack_Row3 = dbTP, Ear

(MTE's default configuration is shown.)
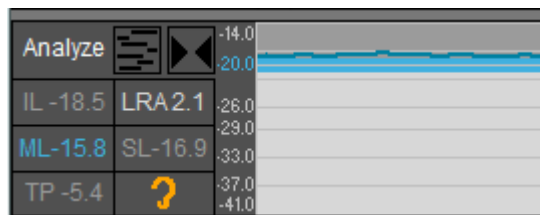
3.4.   List of MTE Specific Loudness Settings

All MTE-specific loudness settings are listed in the table below. Many "Common" parameters can be evaluated by other applications supporting loudness features, too.

Parameter Name	Parameter Location	Default Value	Description
EditorLoudnessSet	Common|Loudness	(none)	Specifies the name of the loudness set from **|Common|Loudness|<LoudnessSetName>|** (used by all editors). If this parameter is missing, all loudness features are disabled in the Audio Editors.
DisableLoudness	Common|Loudness	FALSE	Enables/disables (TRUE/FALSE) loudness features.

Parameter Name	Parameter Location	Default Value	Description
ClipboardAutoLoudnessAnalysis	<AppName>|Settings|Loudness	(none)	Controls if the loudness analysis is launched automatically for each audio coming into the clipboard.
LoudnessPane_Row<num>	<AppName>|Settings|Loudness	(none)	Defines the configuration for loudness controls displayed in the Loudness Meter. If not set, a default layout will be applied. For each row one parameter must be set where <num> is incremented consecutively starting with 1.
LoudnessTrack_Row<num>	<AppName>|Settings|Loudness	(none)	Defines the configuration for loudness controls displayed in the loudness track's head. If not set, a default layout will be applied. For each row one parameter must be set where <num> is incremented consecutively starting with 1.
GUILoudnessUnit	<AppName>|Settings|Loudness	"LUFS"	User GUI option for loudness unit (requires user right **MTE_ChangeLoudnessDisplaySettings**). Possible values: "LU", "LUFS"
GUILoudnessScale	<AppName>|Settings|Loudness	"Plus9"	User GUI option for loudness scale (requires user right **MTE_ChangeLoudnessDisplaySettings**). Possible values: "Plus9", "Plus18"
GUILoudnessGraphDisplayValue	<AppName>|Settings|Loudness	"Slk"	User GUI option for displayed values in loudness graph (requires user right **MTE_ChangeLoudnessDisplaySettings**). Possible values:"Slk", "Mlk", "Mlk + Slk"
IntegrationInitiallyActive	MultiTrack\Settings\Loudness	0	Activates/deactivates the integration by default. 1=active, 0=inactive
LoudnessTrackVisible	<AppName>|Settings|UIMultiTrack	0	Defines whether the Loudness Track of the MultiTrack page is visible (1) or not (0). This value is written to the USER registry by MTE when the user interactively displays or hides the Loudness Track.
LoudnessTrackHeight	<AppName>|Settings|UIMultiTrack	56	Defines the height of the Loudness Track of the MultiTrack page in pixels. This value is written to the USER registry by MTE when the user interactively changes the height of the Loudness Track.

Parameter Name	Parameter Location	Default Value	Description
Checkbox_SaveLoudnessCompliant	<AppName>|Settings|Loudness	2	Determines whether the "Save loudness compliant" checkbox is visible in Save dialogs: 0=invisible; 1=visible and initially checked; 2=visible and initially unchecked
HistoryVisible	Multitrack|Settings|Loudness	1	Stores the user's last setting regarding visibility of loudness meter's history control. The setting is loaded at program restart. 0=invisible or 1=visible (initially checked).

4. GUI Configuration

4.1. GUI Settings (All Editors)

The new GUI brings some new configurations on administrator level of parameters.

4.1.1. Structure of Parameters

For every work page (e.g. SingleTrack page) an individual sub key is created in the section **Settings**. Therefore every page can be configured individually. The sub keys are:

- Settings/UIEasyTrack
- Settings/UIMultiTrack
- Settings/UIOCX
- Settings/UIRecordMode
- Settings/UIReporterBox
- Settings/UISingleTrack

The layout is saved in the corresponding key when the editor is closed. To save changes the option "**Save Layout**" in **Options -> Settings -> Global 2** has to be checked.

As there are no parametrical interferences between the new and old user interface, version earlier than V5.5 can be installed parallel without problems.

4.1.2. Layout Lock

In **Settings** the Parameter **UILockLayout=1** may be set. With this setting the moving or re-arranging elements of the user interface is not possible.

Some areas may be excluded from the lock. It is required that the parameter **UILockLayout=1** is set. When the value 0 is assigned to these parameters, the corresponding function is executed and possible in spite of the lock.

UILockDockedPaneClose	A section's close button works (Default=1)
UILockDockedPanePin	A section's pin function is active (Default=1)
UILockDockedPaneSize	Sections are scalable in size as before (Default=0)
UILockPaneDocking	The sections may be docked to the main window (Default=1)
UILockPaneUndocking	The sections may be undocked from the main window (Default=1)
UILockToolBarDocking	The tool bars may be docked to the main window (Default=1)
UILockToolBarUndocking	The tool bars may be undocked from the main window (Default=1)

4.1.3. Define Custom Default Layout

For the allocation and arrangement of the individual areas in the editor there may be created a default setting (e.g. clipboard is always on top). This default setting may be recovered in the menu **Window -> Default Layout** at any time.

To define a new default layout, follow these steps:

1) Arrange the sections in the way you wish.
2) Make sure that the option under Options -> Settings -> Global 2 – Save Layout is flagged.
3) Close the Editor, open the DigaSystem Administrator and expand the **Settings** sub key of the editor (e.g. **|MultiTrack|Settings|**)

Under **Settings** change the names of the sub keys as described below. The sub key name indicates the affected editor working page, e.g. **UIReporterbox** defines the layout of the Reporterbox Page:

Sub key name:	Rename into:	Sub key name:	Rename into:
UIEasyTrack	**Default**UIEasyTrack	**UIRecordMode**	**Default**UIRecordMode
UIMultiTrack	**Default**UIMultiTrack	**UIReporterbox**	**Default**UIReporterbox
UIOCX (custom OCX pages)	**Default**UIOCX	**UISingleTrack**	**Default**UISingleTrack

4) Restart the editor and remove the check mark at "**Save Layout**" under **Options -> Settings -> Global 2.** The parameters named above are newly created when the Editor is closed again.

The Layout parameters are read out in this order:

1) Saved layout parameter set
2) Saved default layout parameter set
3) Hard corded layout parameter set

As soon as the menu command **Window -> Default Layout** is executed, a default configuration is searched by this order:

1) Saved default layout parameter set
2) Hard corded layout parameter set

4.2. GUI Color Sets
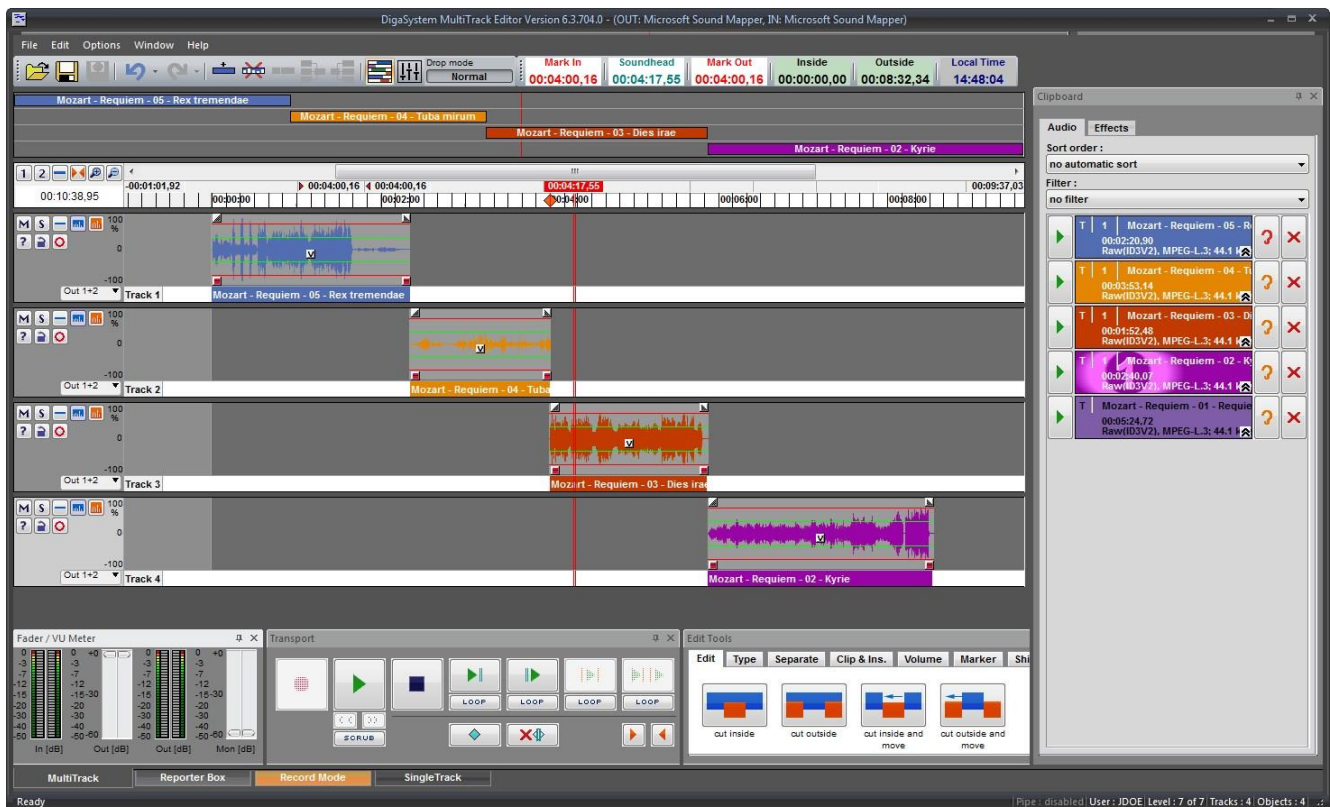
The Audio Editors now have a customizable color set. The set is defined in a subkey of the editor settings on parameter level. The set is then activated by a parameter. Former color parameters (listed under **…|<EditorName>|GUI|** and starting with **"Clr…"**) still work, but will not be read if the corresponding ColorSet parameter covering the same GUI area is active.

4.2.1. Color Set Parameters

Here's a list of all parameters included in the ColorSet. As values an rgb value can be entered or a color name from the list below in <u>4.2.3 Available Color Names</u>. The parameters are inactive until the ColorSet is activated (see below). Without these parameters manually being entered the editors use a default configuration (not the default values in this list) and refer to older parameters (**…|<Editor>|GUI|**).

Parameter name	Default value	Description
Color_ClipboardBkgnd	rgb(255,255,255)	Background of clipboard (with Effects subpage and tab header)
Color_EasyTrackFadeLine	rgb(0,0,0)	ETS: Volume line color
Color_EasyTrackInside	rgb(193,213,255)	ETS: Color of marked area outside of elements
Color_EasyTrackInsideObject	rgb(150,230,240)	ETS (with ETS MTS' parameter Color_TrackInsideObject is overwritten by this one) The color of EasyTrack page Objects between MarkIn and MarkOut. Colors can be input either as HTML color code or in the format used by other color functions of EasyTrack (see for example EasyTrack|Settings|DefaultClipColor).
Color_EasyTrackInsideObject-Select	rgb(137,174,185)	ETE (with ETS MTS' parameter Color_TrackInsideObjectSelect is overwritten by this one) The color of EasyTrack page selected Objects between MarkIn and MarkOut. Colors can be input either as HTML color code or in the format used by other color functions of EasyTrack (see for example EasyTrack|Settings|DefaultClipColor).
Color_EasyTrackObject	rgb(204,248,204)	ETE (with ETS MTS' parameter Color_TrackObject is overwritten by this one) The color of EasyTrack page Objects. Colors can be input either as HTML color code or in the format used by other color functions of EasyTrack (see for example EasyTrack|Settings|DefaultClipColor).
Color_EasyTrackObjectSelect	rgb(89,161,89)	ETE (with ETS MTS' parameter Color_TrackObjectSelect is overwritten by this one) The color of EasyTrack page selected Objects. Colors can be input either as HTML color code or in the format used by other color functions of EasyTrack (see for example EasyTrack|Settings|DefaultClipColor).
Color_EffectActive	rgb(164,251,202)	Defines the color of the effect buttons (EQ, Subsonic, Compressor buttons) when this effect is active.
Color_LoudnessMeterBkgnd	rgb(80,80,80)	MTS: Defines the color of the loudness meter pane.

Color_LoudnessTrackHead	rgb(80,80,80)	MTS: Defines the color of the loudness track head.
Color_PreTrackArea	rgb(240,240,240)	for MTS: Empty area between track head and timeline with a fixed soundhead
Color_SingleTrackFadeLine	rgb(0,0,0) = black	for STS: Defines the color of the fading line in singletrack screen
Color_Soundhead	rgb(51,153,153)	MTS, ETS, STS, RMS: Soundhead and textual soundhead time in MTS
Color_TimelineBkgnd_MTS	rgb(150,177,232)	MTS: Background of empty space below tracks including frame and screen switching tab below
Color_TimelineBkgnd_STS	rgb(111,186,117)	STS: Background of empty space below tracks including frame and screen switching tab below
Color_TrackBkgnd_Locked	rgb(240,240,240)	MTS: Empty area inside track (where no audio is) in locked track state
Color_TrackBkgnd_Normal	rgb(255,255,255) = white	MTS: Empty area inside track (where no audio is) in normal (=unlocked) track state
Color_TrackFadeLine	rgb(128,0,0) = maroon	MTS: Volume line color
Color_TrackHead_Selected	rgb(205,235,183)	MTS: Track head (left area with controls and level scale) in selected track state
Color_TrackHead_Unselected	rgb(240,240,240)	MTS: Track head (left area with controls and level scale) in unselected track state
Color_TrackInside	rgb(193,213,255)	Color of marked area outside of elements
Color_TrackInsideObject	rgb(150,230,240)	Color of marked area of an unselected element
Color_TrackInsideObjectSelect	rgb(137,174,185)	Color of marked area of a selected element
Color_TrackObject	rgb(204,248,204)	Color of unselected objects
Color_TrackObjectSelect	rgb(89,161,89)	Color of a not marked area of a selected object
Color_TrackOverviewHead	rgb(128,0,0) = maroon	MTS: Color of the sound head in the overview window
Color_TrackOverviewScreen-Range	rgb(244,238,194)	MTS: Color of the timeline in the overview window
Color_TrackPanLine	rgb(0,122,130)	MTS: Color of the pan line
Color_TrackParameterLine	rgb(0,128,0) = green	MTS: Color of the effect parameter line

4.2.2. Activate Color Set

The color set is activated by the parameter **…|EditorName|Settings|ColorSet=[Name of ColorSet]**. As an example, if the Color Set parameters are located in the folder …|EditorName|Settings|MTECOLORS, the the parameter has to be ColorSet=MTECOLORS

4.2.3. Available Color Names

Color	Name/ value	RGB values	Color	Name/ value	RGB values	Color	Name/ value	RGB values
	aliceblue	240,248,255		*ghostwhite*	248,248,255		*navajowhite*	255,222,173
	antiquewhite	250,235,215		*gold*	255,215,0		*navy*	0,0,128
	aqua	0,255,255		*goldenrod*	218,165,32		*oldlace*	253,245,230
	aquamarine	127,255,212		*gray*	128,128,128		*olive*	128,128,0
	azure	240,255,255		*green*	0,128,0		*olivedrab*	107,142,35
	beige	245,245,220		*greenyellow*	173,255,47		*orange*	255,165,0
	bisque	255,228,196		*grey*	128,128,128		*orangered*	255,69,0
	black	0,0,0		*honeydew*	240,255,240		*orchid*	218,112,214
	blanchedalmond	255,235,205		*hotpink*	255,105,180		*palegoldenrod*	238,232,170
	blue	0,0,255		*indianred*	205,92,92		*palegreen*	152,251,152
	blueviolet	138,43,226		*indigo*	75,0,130		*paleturquoise*	175,238,238
	brown	165,42,42		*ivory*	255,255,240		*palevioletred*	219,112,147
	burlywood	222,184,135		*khaki*	240,230,140		*papayawhip*	255,239,213
	cadetblue	95,158,160		*lavender*	230,230,250		*peachpuff*	255,218,185
	chartreuse	127,255,0		*lavenderblush*	255,240,245		*peru*	205,133,63
	chocolate	210,105,30		*lawngreen*	124,252,0		*pink*	255,192,203
	coral	255,127,80		*lemonchiffon*	255,250,205		*plum*	221,160,221
	cornflowerblue	100,149,237		*lightblue*	173,216,230		*powderblue*	176,224,230
	cornsilk	255,248,220		*lightcoral*	240,128,128		*purple*	128,0,128
	crimson	220,20,60		*lightcyan*	224,255,255		*rebeccapurple*	102,51,153
	cyan	0,255,255		*lightgoldenrodyellow*	250,250,210		*red*	255,0,0
	darkblue	0,0,139		*lightgray*	211,211,211		*rosybrown*	188,143,143
	darkcyan	0,139,139		*lightgreen*	144,238,144		*royalblue*	65,105,225
	darkgoldenrod	184,134,11		*lightgrey*	211,211,211		*saddlebrown*	139,69,19
	darkgray	169,169,169		*lightpink*	255,182,193		*salmon*	250,128,114
	darkgreen	0,100,0		*lightsalmon*	255,160,122		*sandybrown*	244,164,96
	darkgrey	169,169,169		*lightseagreen*	32,178,170		*seagreen*	46,139,87
	darkkhaki	189,183,107		*lightskyblue*	135,206,250		*seashell*	255,245,238
	darkmagenta	139,0,139		*lightslategray*	119,136,153		*sienna*	160,82,45
	darkolivegreen	85,107,47		*lightslategrey*	119,136,153		*silver*	192,192,192
	darkorange	255,140,0		*lightsteelblue*	176,196,222		*skyblue*	135,206,235
	darkorchid	153,50,204		*lightyellow*	255,255,224		*slateblue*	106,90,205
	darkred	139,0,0		*lime*	0,255,0		*slategray*	112,128,144
	darksalmon	233,150,122		*limegreen*	50,205,50		*slategrey*	112,128,144
	darkseagreen	143,188,143		*linen*	250,240,230		*snow*	255,250,250
	darkslateblue	72,61,139		*magenta*	255,0,255		*springgreen*	0,255,127
	darkslategray	47,79,79		*maroon*	128,0,0		*steelblue*	70,130,180
	darkslategrey	47,79,79		*mediumaquamarine*	102,205,170		*tan*	210,180,140
	darkturquoise	0,206,209		*mediumblue*	0,0,205		*teal*	0,128,128
	darkviolet	148,0,211		*mediumorchid*	186,85,211		*thistle*	216,191,216
	deeppink	255,20,147		*mediumpurple*	147,112,219		*tomato*	255,99,71
	deepskyblue	0,191,255		*mediumseagreen*	60,179,113		*turquoise*	64,224,208
	dimgray	105,105,105		*mediumslateblue*	123,104,238		*violet*	238,130,238
	dimgrey	105,105,105		*mediumspringgreen*	0,250,154		*wheat*	245,222,179
	dodgerblue	30,144,255		*mediumturquoise*	72,209,204		*white*	255,255,255
	firebrick	178,34,34		*mediumvioletred*	199,21,133		*whitesmoke*	245,245,245
	floralwhite	255,250,240		*midnightblue*	25,25,112		*yellow*	255,255,0
	forestgreen	34,139,34		*mintcream*	245,255,250		*yellowgreen*	154,205,50
	fuchsia	255,0,255		*mistyrose*	255,228,225			
	gainsboro	220,220,220		*moccasin*	255,228,181			

4.3. Track configuration

4.3.1. Volume points in Edit Display Mode

Reset volume points to a pre-configured value

- **Parameter: …|MultiTrack|Settings|FadePointResetValue** (Value: -200…0dBFS)
- A double click on a volume point places it between the other volume points without changing the volume of the audio. With this parameter the point will be placed at a pre-defined volume, e.g. -9dBFS, effectively changing the volume at this point. The value can be set between -200 and 0 dB. If the parameter is not entered manually, this feature is not active.

4.3.2. Default Track Height

You can configure a default track height with the following parameters in the section **Settings:**

TrackEdit	Height of a track in Edit Display mode (max. 256 pixels)
TrackHeightNormal	Height of a track in Block Display mode (max. 512 pixels). This pixel value includes the height of the **Select Area** (see below)
TrackHeightSelectArea	Height of the Select Area in Block Mode (max 46 pixels). The pixel value is part of the **TrackHeightNormal** parameter, not additional.

4.3.3. Set default for Volume Scale Type
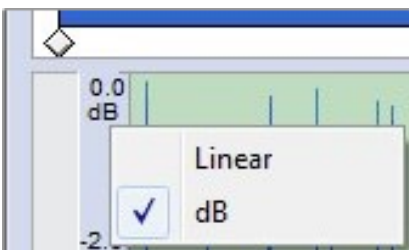
You can set the scale permanently to dB by setting the parameter "**ScaletypeST**" to 1 (0 means linear) in the **Settings**.

4.3.4. Phase indicator
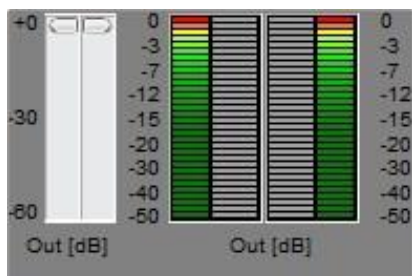
The editors automatically look for inverted phases in audio takes being imported into the clipboard. This function may be de-/activated in the same section with the parameter "**Showphase=0|1**".

Thresholds are stored in the Administrator Section "**MultiTrack|VUMeters**", with the following parameters:

Parameter name	Default value
PhaseThresholdInput	-50
PhaseThresholdOutput	-50

4.3.5. Copy objects from Single Track Editor to MultiTrack/ EasyTrack Editor

By default, multiple objects are transferred as single objects from SingleTrack page to MTS/ETS when clicking on "copy to track screen". By using the parameter "**EditStationCopySingleObject**=1" these single objects are automatically grouped after transfer.

4.3.6. Sound head

4.3.6.1. Sound head configuration

For the moving soundhead the following parameters will determine the "turn pages" behavior of the timeline when the sound head reaches the screen border.

Parameter	Value	Description
MovingSoundheadWorkingArea	60…100	Position (in % of the working area) when the soundhead position triggers the page flip. 100 means when the head reaches the screen edge.
MovingSoundheadSkipOnNewPage	0…50	Position (in % of the working area) where the soundhead appears after a page flip. 50 means the screen center.

4.3.6.2. Use alternate mouse button configuration

Parameter	Value	Description
UseAlternateMouseButtons	0/1	**If set to 1**, the mouse button bindings are changed and optimized for working with a mousepad. See also ALTERNATE MOUSE CONFIGURATION FOR SETTING IN/OUT MARKERS in the User Manual (section 11.7.4)
MTSMouseMode	1/2/3	This parameter modifies the way the mouse is used in the tracks of the MultiTrack screen. **If set to 1**, default mouse behavior. Left and right buttons set mark in and mark out. A left click in the bottom line selects an audio object. A right click in the bottom line pops up a menu. Set the sound head by a middle click. **If set to 2**, alternate behavior (previously set by UseAlternateMouseButtons=1). Mark in and mark out are set by holding down the right mouse button while moving the mouse over an audio object ("right dragging"). A right click in the bottom line pops up a menu. A left click in the bottom line selects the audio object, and a left click in the waveform sets the sound head. A middle click sets mark in. **If set to 3,** emulation of EasyTrack screen behavior. Select the audio object with a left click. Separate the object with a right click. Set the sound head with a middle-click. Use the time scale to move mark in and mark out. **Note:** This parameter supersedes the UseAlternateMouseButtons parameter, as far as the MultiTrack screen is affected. **If MTSMouseMode is _not_ defined:** UseAlternateMouseButtons=0 has the same effect as MTSMouseMode=1, and UseAlternateMouseButtons=1 has the same effect as MTSMouseMode=2. **If MTSMouseMode is defined:** it overrides any explicit setting of UseAlternateMouseButtons. (The UseAlternateMouseButtons parameter also affects other screens.)

5. MultiTrack Screen Configuration

5.1. Audio effects: Activate VST plugins

MTE V6 provides an interface to include VST 2.4 and VST3 effect Plugins by 3rd party distributors. To activate this feature open the DigaSystem Administrator and enter the following parameters in the path **…|MultiTrack|Settings|**:

Parameter	Description
MultiRecVSTEffectsPath (VST2 plugins only)	Defines the path where MTE will search recursively for VST Plugin dlls (including subfolders)
MultiRecVST3EffectsPath (VST3 plugins only)	Defines the path where MTE will search recursively for VST3 Plugin dlls (including subfolders). By default all VST3 plugins are installed to the %ProgramFiles(x86)%\Common Files\VST3 folder.
UseVSTEffects	Set to 1 to activate the VST effects in the MultiTrack Editor

The first MTE launch with the plugins will take more time than usual because the plugins need to be recognized and installed.

5.1.1. Define Preset Paths

All plugin preset-settings are saved into an xml file per plugin (also applies for non-VST plugins). To be able to use such presets you need to define the following parameters in the DigaSystem Administrator path **…|MultiTrack|Settings|:**

Parameter	Description
AudioFilterPresetPath	Define a network path, so you can provide general presets for all machines. It is recommended to enter this parameter in the **Global Settings.** Then copy all preset files into this directory, manually. These presets cannot be changed or deleted by users
LocalAudioFilterPresetPath	Define a local path for user specific presets that can be changed and deleted.

To make a user specific preset available for all users, simply copy the xml files into the AudioFilterPresetPath. The xml files may have confusing file names, but the VST filter name should be mentioned in the file names.

Information about the plugins is cached in the file %alluserprofiles%\DigaSystem\MultiRec\Vst3FilterList.xml.

5.1.2. Configure the appearance of the plugin's presets

Some but not all plugins have an own preset button that can be used to save the currently defined effect settings as a template. With these preset buttons you can load already existing presets, but you cannot create new presets or edit existing ones.

VST2 plugins: To create or edit any templates use the Preset button that is provided by the MultiTrack Editor and is located in the effect window as well.

VST 3 plugins: Only user-defined presets are managed by MTE's "Preset" button in the plugin view's window title bar. Built-in presets must be loaded using the plugin's GUI. Of course you can load a built-in preset, and save it without any changes as a user-defined one.

The appearance of the presets menu items can be configured by setting the following parameter in the DigaSystem Administrator path **…|MultiTrack|Settings|:**

Parameter	Default Value	Description
EffectPresetsMenu_Limit (VST plugins only)	(20;15;50)	Defines how the presets menu entries appear. To do so, the following specifications have to be made (n1;n2;n3). User and factory presets can be moved into sub menus of the "Presets" menu, if the total number of presets exceeds n1, or if the number of user or factory presets exceeds n2. You can force this changed behavior by setting n1 or n2 to 0. n3 defines the maximal number of entries per menu column. For example, with *n3*=10, a menu that has 12 entries would be broken into two columns of 10 and 2 items.

5.2.　　Audio Effects Waves Version 9 Plugins

If you would like to use the Version 9 effects of WAVES in the MultiTrack Page, enter the path of the file "WaveShell-VST 9.2.dll" (32bit variant) as value of the parameter **"MultiRecVSTEffectsPath"**. This file will make all installed plugins available for MTE. Further this file can be copied into another folder in case you already refer to additional plugins via this parameter.

Important! Some but not all plugins have an own preset button that can be used to save the currently defined effect settings as a template. With these preset buttons you can load already existing presets, but **you cannot create new presets or edit existing ones!**

5.3.　　GUI optimization on changed screen resolution

MTE can now adapt to a changed screen resolution (e.g. switching between a laptop display and a second monitor screen) and will automatically be set to an optimal arrangement on the screen. To activate this function set the parameter:

Local Settings|MultiTrack|Settings|AutoAdaptMTETrackHeightsEnabled=1

5.4.　　Remove automatically selected objects

By running the commands in the "Edit" menu, e.g. "Separate", "Cut and separate" or "Cut, separate and move", an additional object next to the source object is created. If the source or the newly created object should be dragged to a different position, then the other object is moved automatically.

To remove the object selection, the parameter "RemoveSelectionWhenSeparating" is available.

Local Settings|MultiTrack|Settings| RemoveSelectionWhenSeparating

Enabled=1, disabled=0, default=0.

5.5.   Set the state of the Toggle Waveform Offset button

To configure the initial state of the offset, the parameter "WaveformOffsetInitiallyActive" is available.

Local Settings|MultiTrack|Settings| WaveformOffsetInitiallyActive

Active=1, Inactive=0, Default=1.

6. Reporterbox Screen Configuration

6.1. Deactivate Print function

Parameter	Description
UsePrint	Default: 1 Set this parameter to 0 to grey out print commands in the storyboard context menu.

6.2. Fader Start with DigaStudio

In the Audio Editor, the play/stop command and the inserting of clips in the ReporterBox may also be performed with a fader in DigaStudio. The required parameters already exist, and only must be activated. With all "**DigaStudioFaderCommand_...**"parameters in "Settings" the first value needs to be set from 0 to 1. Then, PLAY/STOP will be activated with the first fader. For the ReporterBox, besides PLAY/STOP there are more commands, which are described in our parameter database. There you also find other information, if for example a different fader should be used.

6.3. Relay Board Commands

In the Audio Editor, several commands may be executed via relay contacts. The necessary parameters already exist and only have to be activated.

PLAYFRWD

PLAYFFWD

DOUBLESTOP

RECORD

RECORDPLAY

SET_MARK

The corresponding "**RelaisCardCommand_...**" parameters in Settings must be configured according to the specified relay board settings. For more information please see the Technical Manual.

For the ReporterBox, besides **PLAY/STOP** there are more commands, which are described in our parameter database. There you also find other information, if for example another bit should be useda

7. Record Mode Screen Configuration

The following settings can be defined for all editors.

7.1. Deactivate Recording function

Set the parameter "**UseRecord**=0". By this the red record buttons are blanked out.

7.2. Show Audio-/Text-Clip

To show a fourth button that contains the text first, then the audio, can be activated by defining the parameter **UseRecordScreenTextAudioButton**=1

8. SingleTrack Screen Configuration

8.1. Load first imported Take automatically into STE timeline

Parameter	Description
LoadTakeToSingleTrack	With loading of the first take from the DBM to the editor, this take may be loaded automatically to the SingleTrack page track. This saves a manual loading into the track.
	To activate this feature, set the parameter to 1 (Default 0).

8.2. Marker Behavior

Parameter	Description
EditSelectAll	After a cut, the markers may remain at their actual position (value 0), or be reset to the start / end of the timeline (value 1).

8.3. Volume Fader button: Position of the volume line

Parameter	Description
UseFadeStartMiddle	When clicking on the **Volume Fader** button: If the value is 1, then the volume line is always in the middle of the marked area, and also allows volume corrections outside of the track. Default is 1.

8.4. Volume Fader Accelerators: Change volume steps

Parameter	Description
VolumeFaderChange-Amount	With the accelerators **Volume Fader -> Volume up** and **Volume Fader -> Volume down** the volume of the marked area can be changed. The value defines the volume step in dB; set "1.0" for 1,0dB.

9. Menus

9.1. File menu handling

9.1.1. Show/Hide menu options

All editors: Some of the File menu options can be de-/activated via parameters. All values are set to 1 as default (=active):

Parameter	Description
MenuFileImport	Load audio from the file system
MenuFileOpenProject	Open projects from the file system
MenuFileSaveDatabaseProject	Save a project into a database (DBM)
MenuFileSaveExtended	Open the save extended menu and define save formats and templates
MenuFileSaveProject	Save projects into the file system
MenuFileSaveTakeAndProject	Save takes and a project into a database (DBM)

9.1.2. Special Stereo Save

This menu option allows to create new stereo takes out of one channel of an original audio.
This feature (if not configured), needs to be activated:

- Create the new sub key **…|<Editor>|ExtMenuCmds.**
- Each of the four supported functions **StereoLeft**, **StereoRight**, **StereoSplit** and **StereoMix** need three parameters to work:

Parameter	Description
Command_1 (up to 4)	Define the action which the respective menu entry should perform. The only values which are allowed for these entries are: • StereoLeft • StereoRight • StereoSplit • StereoMix These values are case sensitive!
Name_1 (up to 4)	The name for the respective menu item which appears in the menu. Name_1 is connected to Command_1, and so on.
Enable_1 (up to 4)	Set Enable_1 to TRUE to make this feature available in the editor, and so on.

When a channel is doubled and a stereo take is created out of a former mono file, this means the signal is doubled and the volume is significantly boosted. To avoid this problem the following parameter can help:

Parameter	Description
MonoToStereoAmplification	Reduces the volume of the stereo file that is created with the ExtMenuCmds-functions. The default is set to -6 (dB) to reduce the created take by that amount, which totally covers the volume boost of two identical signals. Therefore it generally will not make much sense to change this value.

9.2.   Automatic clean-up

Recordings created in Audio Editor normally are deleted manually by "File/Cleanup".

This action may be automated with the parameter "**RecordAutoCleanup**=1". By default, with every restart of the Audio Editor, the recordings directory will be checked for files older than 24 hours. These will be deleted.

9.3.   Include HELP file

Currently the usual help files (.chm) are not up to date. To include any type of help file, proceed as follows:
Open (or create) the subfolder **|<Editor Name>|HelpMenu|** and define the following parameters

Parameter	Description
Command_1	Enter the path of the help file, e.g. c:\digas\helpfile.chm
MenuName_1	The value is the name shown in the editors HELP menu, connected with the file of the **Command1** parameter.

For additional HELP menu entries, set the parameters **Command_2** and **MenuName_2** and so on.

10. Projects and Communication

10.1. Handling of 4GB+ Projects and Files

The Audio Editors V6 may create audio files bigger than 4GB file size. In such files the normal markers are all created in RF64 format (while normal "Cue" markers can only be created within the first 4GB). This means that third-party software possibly may not be able to display markers beyond the 4 GB border.

The Audio Editors V6 are able to save and open projects with a total size exceeding 4GB. It does not matter, whether the total size is reached by a single audio file with 4GB+ or if the sum of all files in the project is exceeding the 4GB.

💡 **Projects exceeding 4GB+ cannot be opened by Audio Editors below V6. The user will be notified by a pop-up message, if a session currently being saved as a project exceeds the size of 4GB.**
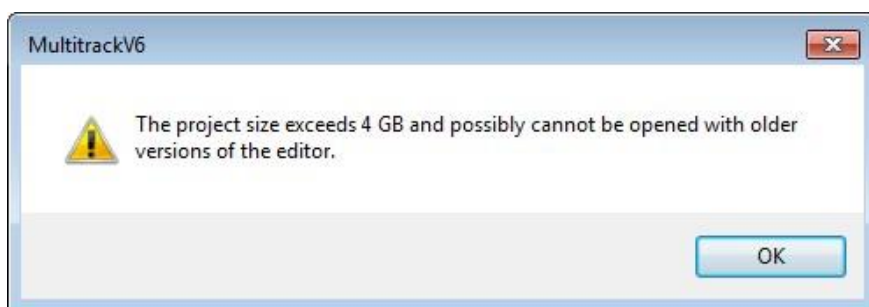
10.2. Save configuration (Takes and Projects)

10.2.1. Save Extended dialog

Configure Dialog "Save Extended"

When calling the command "File – Save extended" the areas "Destination", "File Format", "Audio Format" and "Time Stretch" are shown. By the parameter "**…|Settings|ShowSaveExtendedSections**" single areas can be activated (separated by comma):

Parameter value:	Description:
FILESYSTEM	Blanks the area "same in file system" in/out
FILETYPE	Blanks the area "file format" in/out
AUDIOFORMAT	Blanks the area "audio format" in/out
TIMESTRETCH	Blanks the area "time stretch" in/out

By default all areas are activated:

"**ShowSaveExtendedSections=FILESYSTEM|FILETYPE|AUDIOFORMAT|TIMESTRETCH**"

10.2.2. Save specific editor screens into a project

Save only certain work areas

Per default, all work areas of a project, in which work was performed, will be saved. This may however be altered with the parameter "**…|Settings|ProjectSaveScreen**":

Parameter Value	Description
ALL	Saves content of all work spaces
ACTIVE	Marks only the current work space (default)
MULTITRACK|EDITSTATION	Saves only the track mode of the MultiTrack or SingleTrack view = EditStation.
REPORTBOX	Saves only the content of the ReporterBox

10.2.3. Deactivate "Reference" or "Data"choice when saving projects

To obviate user changes to the "Reference" or "Data" default settings in "Options – Settings – Files", this may be deactivated by the parameter "**ProjectSaveSoundfileSwitch**=0" (Settings)

10.2.4. Query muted Tracks in the save dialog

Only available for ETS and MTS for having multiple tracks.

Parameter	Description
QueryMutedTracks	Default is 0; set to 1 to trigger a message, if one or more tracks are currently muted (so they would be audible in the resulting saved audio file.

10.3. NamedPipes Communication protocol

"NamedPipe" is a new communication protocol between the Audio Editors and DBM (and the broadcast scheduling software DigAIRange). It succeeds the older, more fragile communication types DDE and COPYDATA. This protocol can be activated with the following parameters:

1) **Global Settings|DDESettings|MultiTrack|Communication_Type=NamedPipes**

    (This parameter configures MultiTrack to receive data via NamedPipes)

2) **Global Settings|DDESettings|Database Manager 32 Bit|Communication_Type=NamedPipes**

    (This parameter configures DBM to receive data via NamedPipes)

3) **Settings|DBM|Communication|UseNamedPipes=DIGASDBM, MultiTrack-Editor, EasyTrack**

    (The applications being named in the value will send data with the NamedPipes protocol; optionally the value "DigAIRange" can be added, here)

10.4. MTE specific rights objects

The following list shows all Audio Editor rights in DigaSystem and standalone mode. In standalone mode these objects are read from the section "**[Rights]**". The Auto_Change rights affect the GUI settings, accessible by the menu "**Options –> Settings**". If the right is granted (INI: entered) the corresponding section becomes available and can be edited.

Digas Right	INI Right	Description
Auto_Change_Accelerators	ChangeAccelerators	Access settings tab "Accelerators"

Digas Right	INI Right	Description
Auto_Change_Audio	ChangeAudio	Allows the user to change the following playback functions in the editor settings: "Scrub" fields (Global 1 tab), "Play Time" fields (Track tab)
Auto_Change_Audiocreate-Format	ChangeAudiocreate-Format	Audio and video editors: Allows the user to create audio format save templates (File menu -> Save extended; "Define…" button)
Auto_Change_AudioFilter	ChangeAudioFilter	Access to settings tab "AudioFilter"
Auto_Change_Hardware	ChangeHardware	Allows the user to change these parts of the MultiRec section of the program settings-> Global 1 tab: MultiRec Settings, Cloack, Emphasis, Digital Volume, Professional and the settings "Audio Channels" tabs.
Auto_Change_Logging	ChangeLogging	Audio and video editors: Allows the user to change the following sections in the "Logging" tab of the program settings: Program, MultiRec
Auto_Change_Marker	ChangeMarker	Audio and video editors: Allows the user to change the following playback functions in the editor settings: "Default marker names" fields (Global 2 tab)
Auto_Change_Record_Input	ChangeRecordInput	Audio and video editors: Allows the user to change the following playback functions in the editor settings: "Source" fields (Record Input tab)
Auto_Change_Setup	ChangeSetup	General access to the settings
Auto_Change_Textformat	ChangeTextformat	Access to menu item Options -> Text format
Auto_Change_Timeformat	ChangeTimeformat	Access to the timebar settings
Auto_Change_Track	ChangeTrack	Allows the user to change the following sections in the "Track" tab of the program settings: Global Settings, Display, Resolution, Fade In/Out, Default Sync (the Play Time section depends on the action right Auto_Change_Audio)
MTE_Admin	*Not needed!*	This rights object must be present to enable the "save parameters" dialog when shutting down any Audio Editor. Users who have this right will see the dialog window. Not available in stand alone mode. Hint: Also ADMIN reads this object and won't show the "save parameters" dialog if the rights object does not exist.
MTE_ChangeLoudness-DisplaySettings	ChangeLoudnessDisplay-Settings	Access to the settings menu in the Loudness Meter and Loudness Track
MTE_LoudnessMeter	LoudnessMeter	Enables the loudness meter

Digas Right	INI Right	Description
MTE_LoudnessProcessing	LoudnessProcessing	Audio objects in the editor clipboard can be Loudness analyzed and normalized
MTE_LoudnessTrack	LoudnessTrack	Enables loudness track (the track shows the loudness data of the objects in the timeline)
MTE_TrackRecording	TrackRecording	Enables the recording function in the MTE screen
MTE_TrackRouting	TrackRouting	Enables the sound card channel routing feature

11.Hardware Specific Configuration

11.1. Hardware Parameters

This chapter refers only to editors in the DigaSystem and has no meaning for standalone editors.

In contrary to earlier editor versions hardware specific parameters are no longer read out in the order **User -> Local Settings -> Global Settings** or the order set by the parameter **…|xxxtrack|Flags|DefaultLocationPriority.**

11.1.1. Affected Parameters

This special regulation refers to this parameters:

• AudioBoardIn_1_Descr	• MultiRecAudioBoardMonitorMicFaderID
• AudioBoardIn_1_Id	• MultiRecAudioBoardOutDescription
• AudioBoardIn_Count	• MultiRecAudioBoardOutID
• AudioBoardOut_1_Descr	• MultiRecAudioBoardOutputFaderID
• AudioBoardOut_1_Id	• MultiRecAudioBoardPlaySampleRate
• AudioBoardOut_Count	• MultiRecAudioBoardRecordSampleRate
• TrackRoutingEnabled	• MultiRecUseWaveInToWaveOut
• MultiRecAudioBoardInDescription	• MultiRecVolumeInUseMixer
• MultiRecAudioBoardInID	• MultiRecVolumeOutUseMixer
• MultiRecAudioBoardInputLineFaderID	• MultiRecVolumeOutUseWaveOutSetVolume
• MultiRecAudioBoardInputMicFaderID	• MultiRecVideoBoardInID
• MultiRecAudioBoardMonitorLineFaderID	• MultiRecVideoBoardOutID

11.1.2. Parameter Query at Startup

• Hardware specific parameters are first read out of the local settings. When they don't exist, they are read out of the user registry or the default value is used.

• When the user has writing rights in the local settings, the parameters, which don't exist, are newly created there.

• When the user has no writing rights in the local settings, the parameters, which exist neither in the local settings nor in the user registry, are written to the user registry.

11.1.3. Writing Access at Closing

Changed parameters are written into the local settings, when writing rights are granted. When these rights are missing, the parameters are written to the user registry.

11.2. ASIO Monitoring

Enable monitoring while recording when using ASIO cards as recording source. If enabled the input audio is routed to the "Out1+2" output channels while recording is active (with a low latency). To activate this function, set the parameter:

The ASIO monitoring function is also definable individually for each working page with recording functions:

Working Page:	Parameter	Value (on/off)
All	…|MultiTrack|Settings|AsioMonitoring	0,1
Record Page	**…|MultiTrack|Settings|AsioMonitoring_Reporterbox**	0,1
Reporterbox Page	**…|MultiTrack|Settings|AsioMonitoring_RecordPage**	0,1
MultiTrack Page	**…|MultiTrack|Settings|AsioMonitoring_MultiTrack**	0,1

The three individual working page parameters have a higher priority, than the general "AsioMonitoring" parameters. This means, "AsioMonitoring" only works e.g. in the Reporterbox Page, if "AsioMonitoring_Reporterbox" has not been entered.

11.3. Configurable ASIO Playout Buffer Parameters

The delay of output fader and edit actions being applied to audio playout on ASIO devices can be reduced by

Configuring the count and size of the playout buffers for ASIO devices.

Parameter	Value	Description
AsioPlayBufferCount	2…16 Default: 8	The number of buffers used for ASIO playout.
AsioPlayBufferSize	512…16384 Default: 8192 (stereo samples, which corresponds to 64 KB; Value 1 = 8 bytes)	The size of the buffers (number of stereo samples) being used for ASIO playout. Only powers of 2 are recognized. For other values the next higher power of 2 is used. The editor needs to be restarted after any change.

Attention: The buffer size should not be less than the one configured in ASIO device's driver settings to avoid defective playout.

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Specifications and preliminary specifications are subject to change at any time without prior notice.