DAViD systems

ONAIR TRACKMIXER V1.3

USER MANUAL

Last updated: 2016-11-22
Release: 2016.2.0

DIGITAL AUDIO VIDEO INTEGRATION DEVELOPMENT

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1. About this Manual

1.1. Manual colors

DAVID System manuals have different colors to make a clear statement of the document's target audience:

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 an according 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**	This icon appears in headlines and the content index. It marks new features or a changed behavior/workflow that has been implemented lately.
	**Admin info**	When this logo appears, then there is a chapter in the according 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.

2. General Functions

2.1. Activate OnAIR TrackMixer

2.1.1. DATABASE MANAGER

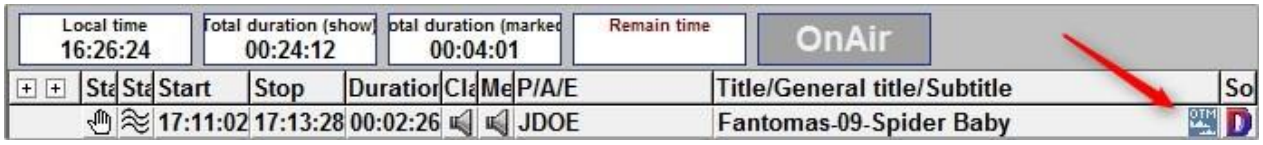
For the DBM the OnAIR TrackMixer is activated by your Administrator (the necessary steps are described in the **OnAIRTrackMixer_AdminManual**).

2.1.2. DIGAIRANGE

Open the menu **Program -> Settings** (you might need to login as ADMIN to access the settings) and access the tab **Crossfade-Editor**.
In the **Settings** section set "Crossfade Mixer Version" to "OTM"**.** You need to restart DigAIRange for the changes to take effect. The OTM icon will then be visible in the icon bar of the lower working section.

Optionally in the **View** tab, the OTM can be made visible in the main Toolbar by setting a checkmark at **"Show CFM/OTM icon in toolbar too".**

In the DigAIRange show schedule all audio elements that are currently loaded in OTM will display the OTM icon in the title field:



2.1.3. TURBOPLAYER

In TurboPlayer open the CrossfadeMixer (e.g. by clicking on the CFM icon in the Icon Bar). Then right click on the top of the Window frame in TurboPlayer that contains the actual workspace for CFM (CrossFadeMixer) and enter the Settings. Under **Use Control** choose **OnAir TrackMixer** in the dropdown menu. You need to restart TurboPlayer for the changes to take effect. The OnAir TrackMixer is now available in the Icon Bar.

2.2. Allowed Entry classes

The OnAIR TrackMixer (OTM) can be opened for the following entry classes:

Audio	**Cart**	**Commercial**	**Magazine**
Music	**News**	**Promotion**	

2.3. Open OnAIR TrackMixer

- Click on the OTM launch icon in the DBM tool bar OR
- Open an audio entry in DBM and switch to the tab **"Music2".** Click the **Edit** button in the times section to start OTM and automatically load the entry into the OTM timeline.
  In this case only this entry's audio item can be edited

- Click on the OTM launch icon in the Toolbar to start the application and/or drag an entry or the current show onto the launch icon to start the OTM (DBM 4.6) or directly into the timeline if OTM is already running.

- Right click on an audio entry choosing the **OnAIR Track Mixer** in the context menu.

2.4. Working Modes

The OnAIR TrackMixer can be used in two different modes:

- **The 1-Track Mode:** Only one audio item can be edited and there is only one track in the timeline.

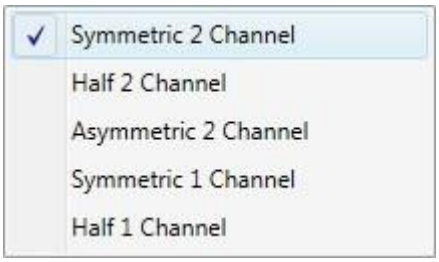
- **Simulated 2-Track Mode:** This mode shows two tracks, showing the start and the end of ONE audio entry in one track each. This gives an optimal overview over the audio file.

- **The MultiTrack Mode:** This mode provides up to 9 tracks and additional functions like recording. This mode is only available in BCS modules (DigAIRange and TurboPlayer), not in DBM.

2.5. Channel Display

The channel display in the Timeline can be adjusted

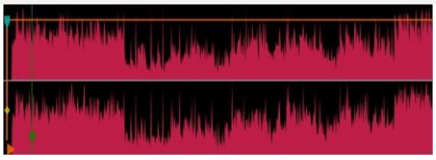
- with a right click in the **Track Head, Control Bar or Marker Details** sections
- or in the DigAIRange/TurboPlayer settings -> "OnAIR TrackMixer" -> "Display of waveform" dropdown field.



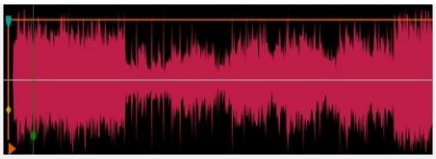
The following variants are available:

- **Symmetric 2 Channel (Default)**
  Both channels are displayed separately in a symmetrical waveform

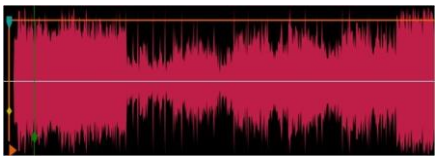
- **Half 2 Channel**
  Both channels are displayed separately in a symmetrical waveform



- **Asymmetric 2 Channel**
  The combined waveform display shows the left channel in the upper, the right channel in the lower side



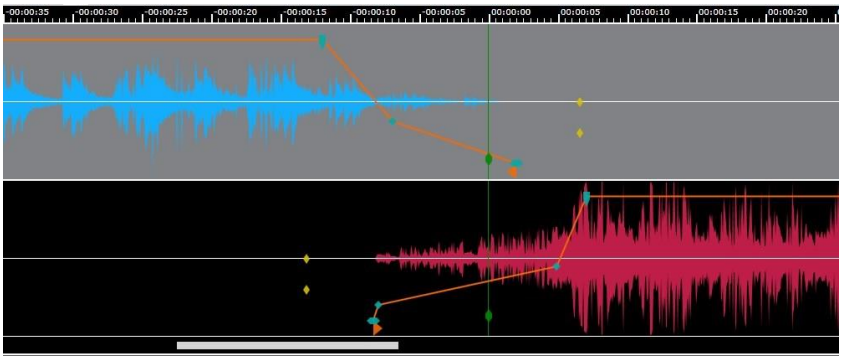
- **Symmetric 1 Channel**
  Both channels are combined. The waveform is symmetrical



- **Half 1 Channel**
  Both channels are combined

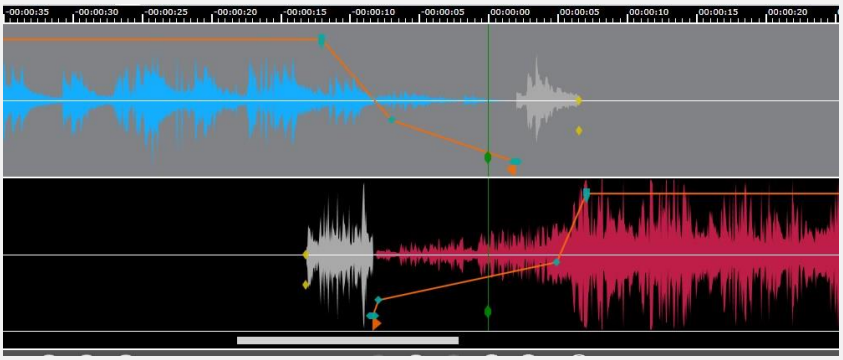
2.6. Waveform Display

The waveform display is a configuration on parameter basis, how and whether to show a greyed out waveform of faded and silent audio information. The grey waveform represents the original audio data.



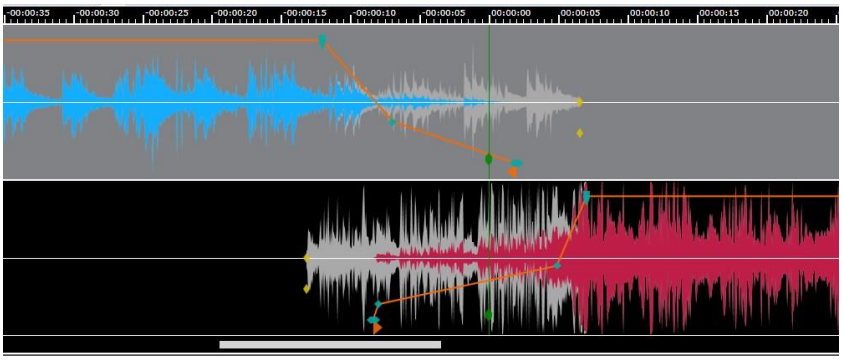
Hidden:

Silent or faded audio data are not displayed.



Visible outside of Mark In/Out:

Only the audio information outside the out or in marker is displayed as grey waveform. Not displayed in the fade areas.



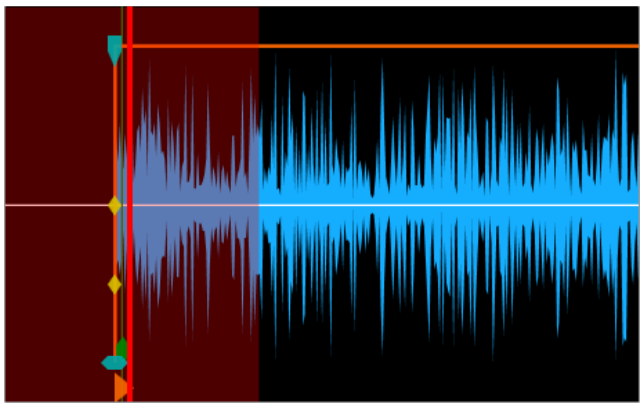
Visible:

Silent and faded audio is displayed as grey waveform.

See the parameter “SourceEnvelopeType” in the **OnAIRTrackMixerV1.1_AdminManual**.

2.7. On Air Indicator

If an item is currently being on air, the playout position is highlighted red in the background.
This feature can be en-/disabled in the DigAIRange settings (**Highlights on-air playout position with different color)**

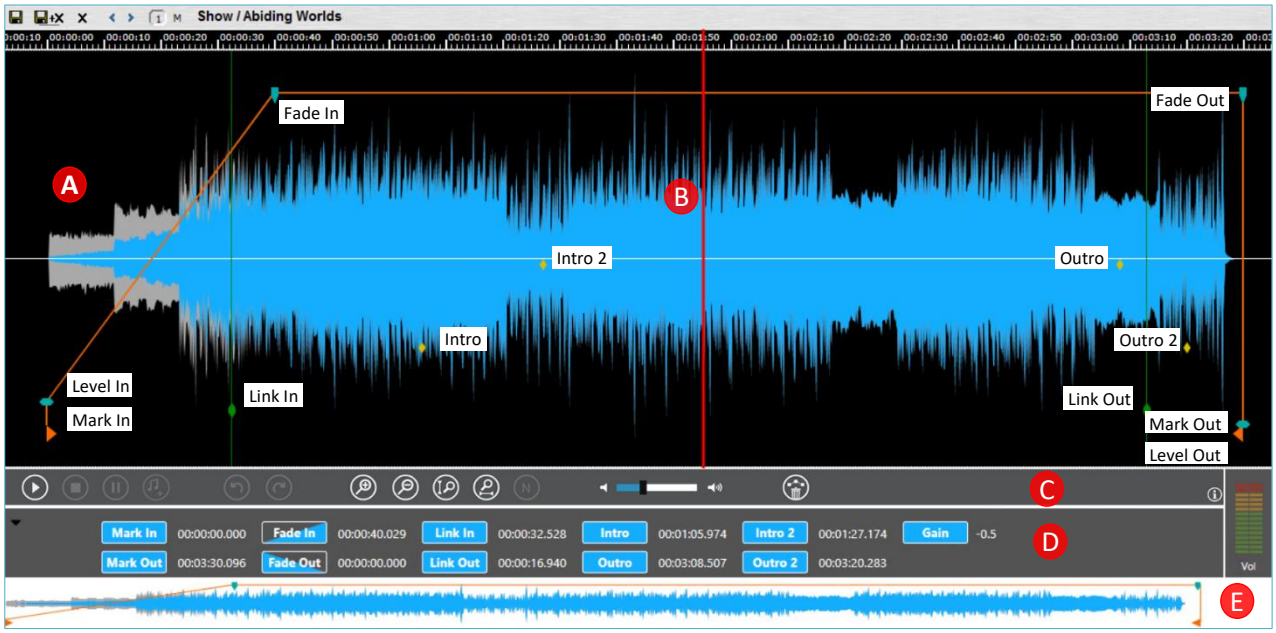


2.8. Mouse Button Bindings

The mouse buttons execute the following functions (LMB=left mouse button; MMB=middle mouse button RMB=right mouse button):

LMB	Selects the track at the mouse cursor position **Doubeclick**: Start playback from the mouse cursor position
MMB	Selects the track without stopping playback
RMB	Pause playback and select the track at the mouse cursor position (parameter MouseButtonRight)

3. 1-Track Mode



A	Timeline
B	Sound head
C	Control Bar
D	Marker Details
E	Entry Overview

3.1. Overview

3.1.1. TIMELINE

Click once with the left mouse button anywhere in the Timeline to set the sound head at that position.

The track shows the beginning of the loaded audio file. The following markers are usable (if not hidden via the applications settings):

Marker	Description
Level In	Defines the volume level at the Mark In. The marker can be moved vertically.
Fade In	The Fade In ends at this position. While the ALT key is held down, the marker can be moved in all directions.
Link In	This marker automatically synchronizes with the Link Out marker of another audio. This avoids the time consuming audio arrangements in the timeline. The marker can be moved horizontally.
Intro	A marker usable for various purposes (e.g. ramp time). The marker can be moved horizontally.
Intro 2	A marker usable for various purposes (e.g. ramp time). The marker can be moved horizontally.

Marker	Description
Mark Out	At this position the audio will stop playout. The marker can be moved horizontally.
Level Out	The playback will stop at this volume level. The marker can be moved vertically.
Fade Out	From this point the audio starts fading out. The marker can be moved horizontally. While the ALT key is held down, the marker can be moved in all directions.
Link Out	This marker automatically synchronizes with the Link In marker of another audio. This avoids the time consuming audio arrangements in the timeline. The marker can be moved horizontally.
Outro	A marker usable for various purposes. The marker can be moved horizontally.
Outro 2	A marker usable for various purposes. The marker can be moved horizontally.
Mark In	From this point the playback is started. The marker can be moved horizontally.

3.1.2. CONTROL BAR

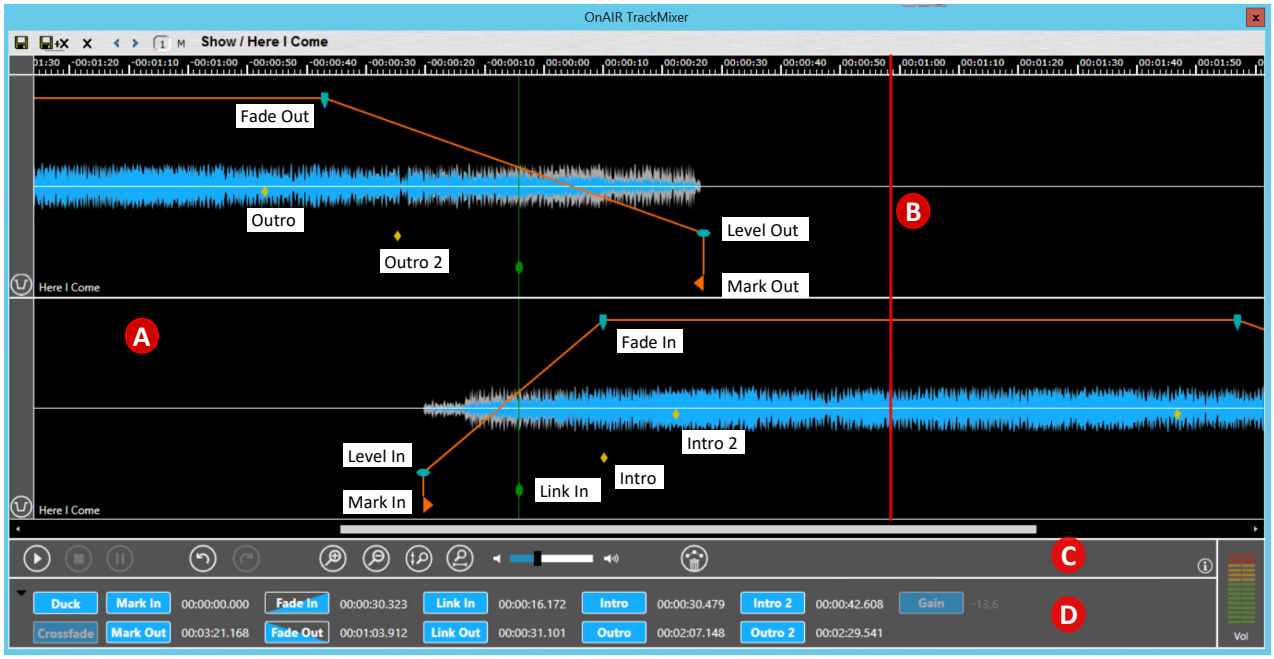
 Start Playback	 Vertical zoom off  Toggle to vertical zoom on
 Stop Playback	 Zoom out of the timeline waveform
 Pause Playback	 Zoom out to a complete overview of all loaded audio items with one click  Toggle back to previous vertical zoom factor
 Undo the last work step	 Removes all volume editings (except Mark In/Out, Level In/Out, Gain)
 Redo the previous work step	 Information about OnAIR TrackMixer
 Zoom into the timeline waveform	
 Zoom out of the timeline waveform	

3.1.3. MARKER DETAILS

This section shows the exact time code positions of the markers (see 4.1.3 Timeline Markers):

	Click on the blue icon (e.g. “Link In”) to set the corresponding marker to the sound head position in the timeline. The icon color always matches the selected audio item.
	When clicking into the time code display, a cursor appears and you can enter a time code directly.

3.2. Simulated 2-Track Mode



A	Timeline
B	Sound head
C	Control Bar
D	Marker Details

This mode is identical to the 1-Track Mode except for the Timeline display that shows one audio item in two tracks (the upper track contains the end, the lower track contains the beginning).

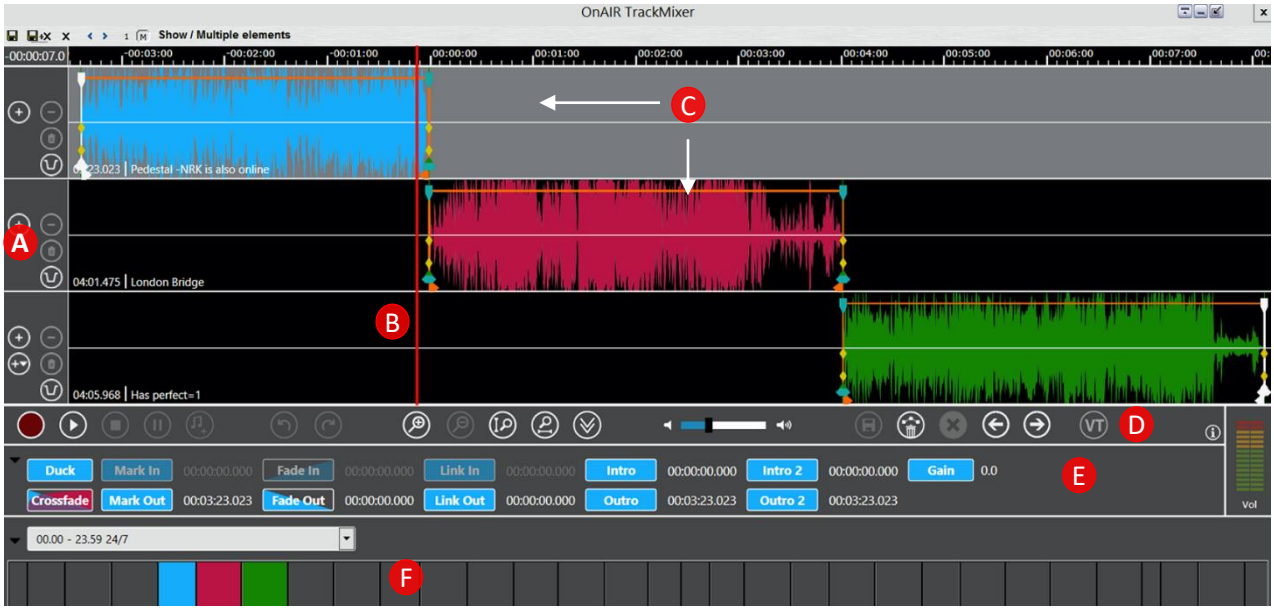
Click once with the left mouse button anywhere in the Timeline to set the sound head at that position.

Double click into the timeline to start playback.

Note: Activate the Simulated 2-Track Mode by selecting the checkbox “Simulate two tracks in single-track mode” in the OnAIR Track Mixer Settings window.

4. MultiTrack Mode

Multitrack Mode of OnAIR TrackMixer is available in DigAIRange and TurboPlayer (not in DBM).



A	Track head
B	Sound head
C	Tracks
D	Control Bar
E	Marker Details
F	Show Overview

Multitrack mode allows **up to nine tracks** simultaneously and provides a Voice Over recording function. Double click into the timeline to start a loop playback (depending on 'Loop playing' in the settingsThe sound head position cannot be changed by this method if OnAir Track mixer is in play mode.

Settings) of the audio currently displayed on the screen.

4.1. Overview

4.1.1. BUTTON BAR

Button:	Description:	Button:	Description:
/	Switch to previous audio element		Save the changes
/	Switch to next transition	/	Save the changes + OTM is emptied of all loaded data.
1	Change to 1-Track-Mode (if available)	/	OTM remains open but is emptied of all loaded data.
M	Change to Multi-Track-Mode (if available)		

4.1.2. TRACK HEAD

	Add a new empty track (max 9). The track will be marked as selected.		Remove overlaid or voice over elements
	Add a new track with the next audio item from the show plan		Ducking function in this track is enabled
	Remove track		Click to disable the ducking function

4.1.3. TIMELINE MARKERS

The Timeline markers are identical in all Track Modes; click once with the left mouse button anywhere in the Timeline to set the sound head at that position.

The In Markers handle the beginning of a show item, while the Out Markers are set for the item end.

In Marker	Description
Mark In	From this point the playback is started. The marker can be moved horizontally.
Level In	Defines the volume level at the Mark In. The marker can be moved vertically.
Fade In	The Fade In ends at this position. While the ALT key is held down, the marker can be moved in all directions.
Link In	This marker automatically synchronizes with the Link Out marker of another audio. This avoids the time consuming audio arrangements in the timeline. The marker can be moved horizontally.
Intro	A marker usable for various purposes (e.g. ramp time). The marker can be moved horizontally.

Intro 2	A marker usable for various purposes (e.g. ramp time). The marker can be moved horizontally.

Out Marker	Description
Mark Out	At this position the audio will stop playout. The marker can be moved horizontally.
Level Out	The playback will stop at this volume level. The marker can be moved vertically.
Fade Out	From this point the audio starts fading out. While the ALT key is held down, the marker can be moved in all directions.
Link Out	This marker automatically synchronizes with the Link In marker of another audio. This avoids the time consuming audio arrangements in the timeline. The marker can be moved horizontally.
Outro	A marker usable for various purposes. The marker can be moved horizontally.
Outro 2	A marker usable for various purposes. The marker can be moved horizontally.

4.1.4. CONTROL BAR

	Record mode (only in empty tracks)		Zoom out to a complete overview of all loaded audio items with one click  Toggle back to previous zoom factor
	Start Playback		Collapse Tracks, minimizes the height of all tracks without scroll bars.  Expand Tracks, reverts the visual change to standard mode with scroll bars.
	Stop Playback		Save the changes in all tracks
	Pause Playback		Removes all volume editings (except Mark In/Out, Level In/Out, Gain)
	Start Next Element while Recording		Undo all unsaved changes
	Undo the last work step		Load previous show element into the upper track and show transition to current element (lower track)
	Redo previously undone steps		Show transition of the current (track 1) and next show element (track 2)
	Zoom into the timeline waveform (or Shift + mouse wheel up)		Enable Voice Tracking function  Disable Voice Tracking function
	Zoom out of the timeline waveform (or Shift + mouse wheel down)		Information about OnAIR TrackMixer
	Vertical zoom off  Toggle to vertical zoom on		

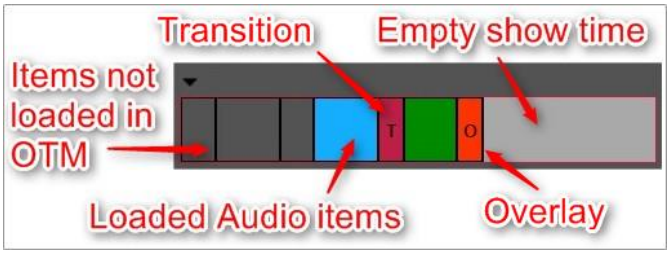
4.1.5. MARKER DETAILS

	**The color of these icons always matches the currently selected audio item. Click on the icon (e.g. "Link In") to set the according marker.**
	When clicking into the time code display a cursor appears and you can enter a time code directly.
	This button creates a crossfade to the next audio item and sets the Link markers to the sound head position. The color of this button always shows the currently selected audio item (here the purple half) and the next audio item (here the turquoise half). The sound head must be before the mark out of the first audio, and the first audio must be selected. Additional restrictions may apply but not in all cases.
	Changes the volume of the defined frequency band width. Changed value is reflected in the waveform and audible.

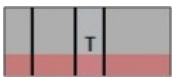
4.1.6. SHOW OVERVIEW

This section is a timeline representing the length of the currently loaded show.

The section shows elements that are already planned in the currently loaded show, but not loaded in OTM as items with OTMs background color.



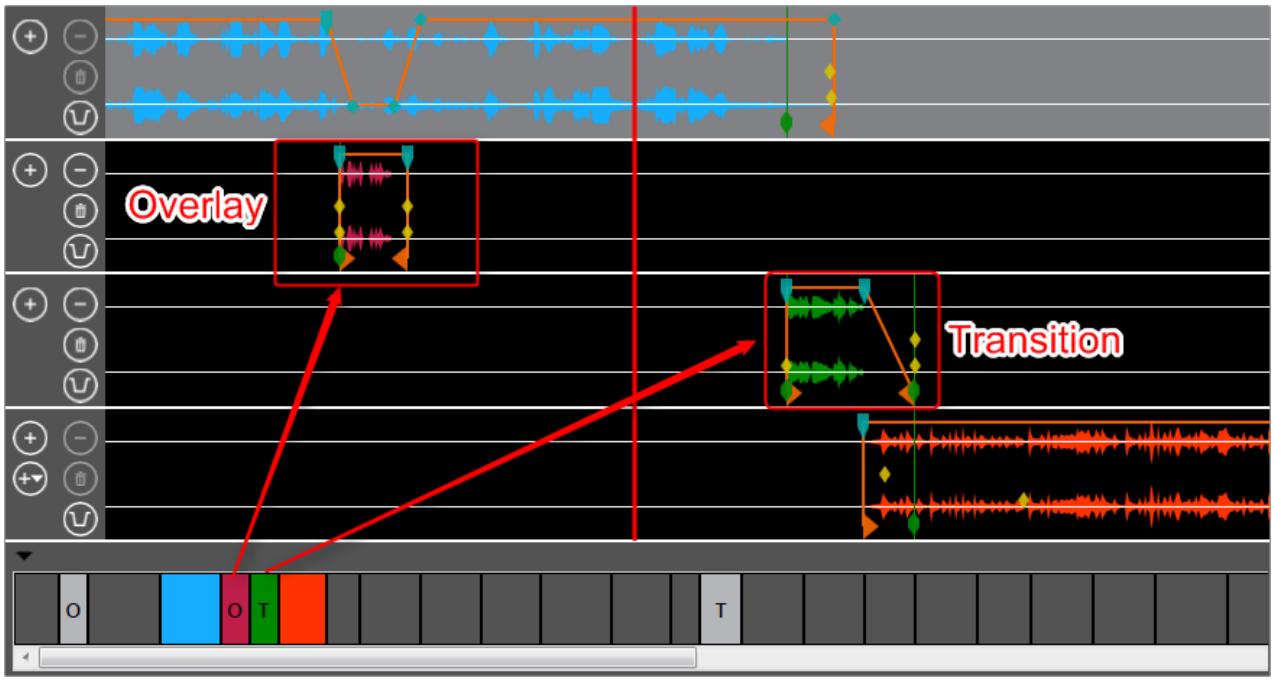
Click on an item or drag the mouse over a range of items to load the item(s) into the OTM timeline. Items in the OTM are displayed with the corresponding color in the Timeline. Not yet planned show time is displayed in a lighter grey.



Items that already have been broadcasted are marked with a red colored lower third.

Special items, called "Transitions" and "Overlays" are marked with the letters "T" and "O". Audio items with corresponding Transitions/Overlays are loaded automatically into extra OTM tracks if the corresponding reference element is loaded.

Overlay	An Overlay is an audio item that is additionally played out during the playout of the reference audio item, e.g. a jingle that is played during a song. It will be listed in the timeline as an extra track *overlaying* the audio item above. Overlays are created by adding a track and either inserting an audio file via drag & drop or recording an audio file (with the red record button, see 5.3.1 Insert a recording).
Transition	A Transition also represents an additional audio item (e.g. a recording made in OTM directly), but acting as transition between two audio items. A Transition is created using the Voice tracking function (see 5.3.2 Voice Tracking mode) Note: You can start a recording "on the fly", i.e. you can press RECORD during playback. • When you press RECORD, and an empty track is present, then recording goes into that empty track (or the first empty track if several empty tracks are available). Otherwise, an empty track is created and recording goes there.



4.2. Load Entire Transition NEW

A transition may contain overlaid or transition elements. These are described as follows:

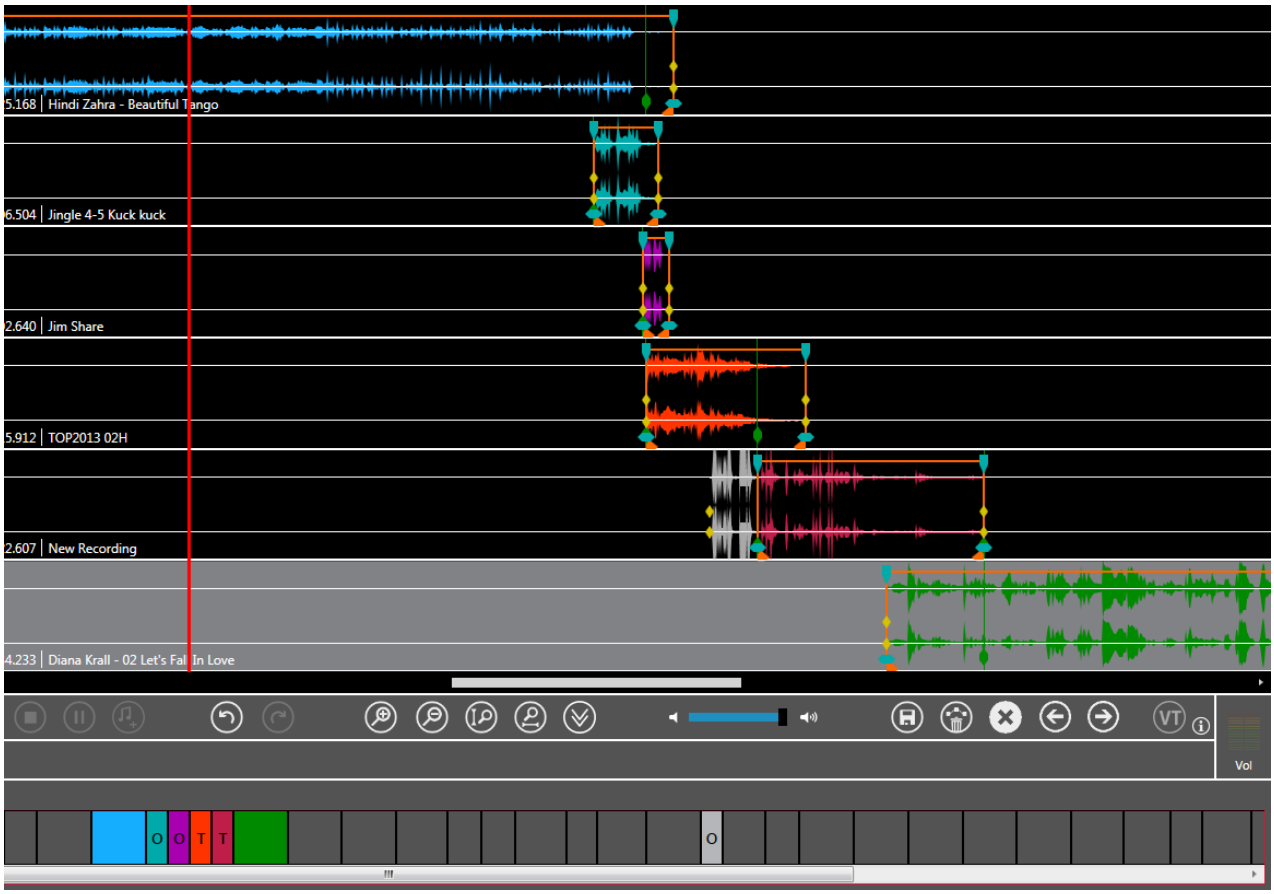
- An overlaid element is an element which starts and ends during playback of a scheduled item and with its timing referenced only to this item
- A transition element is an element which starts during a scheduled item (and is still referenced to it) but which continues beyond the end of the scheduled item e.g. A voice-over to introduce the next song or station Ident that bridges two songs.

A transition created using the 'Start Next Element while Recording' button might consist of a number of these items which do not form part of the schedule but are referenced to the scheduled item in which the recording was started.

The entire Transition can be loaded into OTM multi track mode in one of four ways:

- The first element of the transition is dragged from DigAIRange's or TurboPlayer's rundown to the timeline of OTM.
- one element of the transition is selected in the overview track
- the user switches from single track to multi track mode
- the user clicks the Next or Previous Transition button

All elements of a transition are loaded to OTM, if only one single element of the transition is selected or dropped to OTM.


5.168 | Hindi Zahra - Beautiful Tango
6.504 | Jingle 4-5 Kuck kuck
2.640 | Jim Share
5.912 | TOP2013 02H
2.607 | New Recording
4.233 | Diana Krall - 02 Let's Fal In Love
Vol

5. Work with OnAir TrackMixer

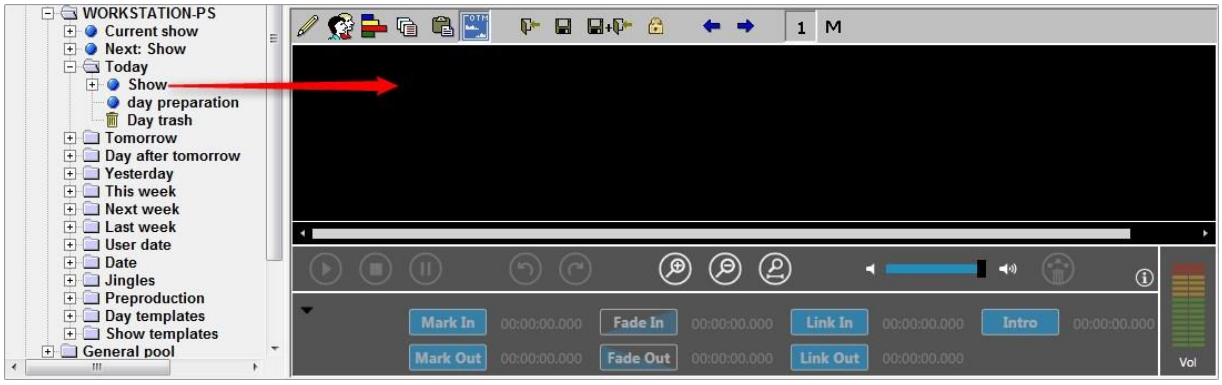
5.1. Load audio elements in OTM

For DBM and TurboPlayer audio items can be imported into OTM by:

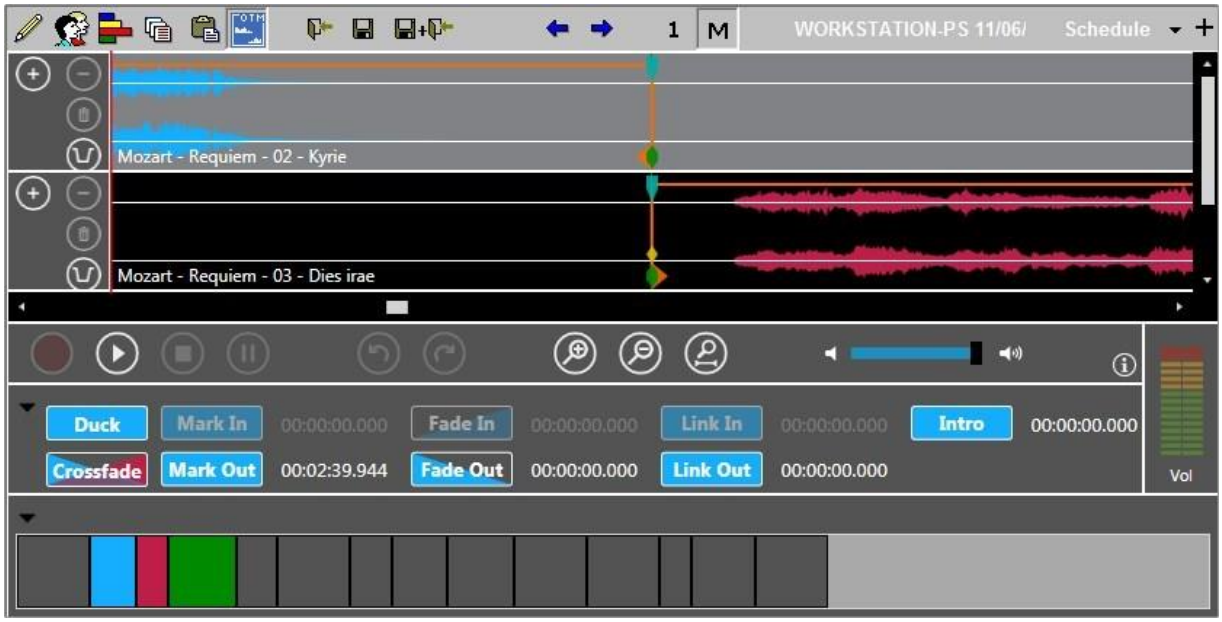
Dragging an audio element into OTM or onto the OTM icon

For DigaAIRange audio items can be imported into OTM by:

- Dragging one or several audio elements directly into the OTM timeline area
- Dragging a BCS node (e.g. a show) from the Tree View to the OTM timeline area
- Load show into broadcast table window, then drag a show element into OTM or onto the OTM icon.



Click on one element in the show overview or drag the mouse (as in a Drag & Drop action) over several elements to load it/them into the OTM timeline. The affected items will change from grey to the same color as the waveform is displayed in the timeline.



5.2. Volume Editing

The volume can be edited for the broadcast. These editings affect the playback volume during the broadcast show and have no effect on the audio volume itself.

In Multitrack Mode the following areas CANNOT be edited to avoid unwanted changes regarding bordering audio elements currently not being loaded in the timeline:

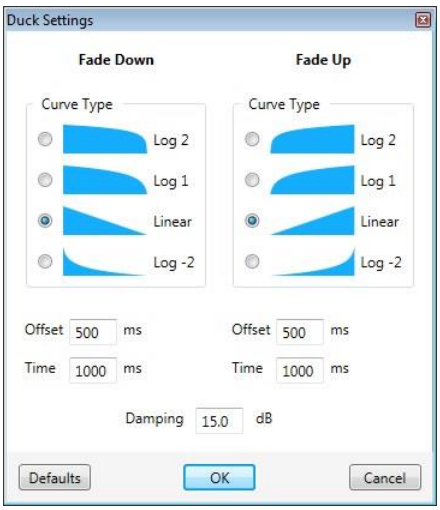
First track before the Mark-In: This area is probably a transition point to the previous audio element.

Last track after the Mark-Out: This area is probably a transition point to the following audio element.

5.2.1. DUCKING

Clicking the Duck button in the **Marker Details** section will lower the volume of all other show elements and next show item where they overlap the selected show item.

With a right click on this button the "Duck Settings" dialog opens:



All settings on the left half will affect the **Fade Down** (begin of ducking) part of the ducking, the right half applies to the **Fade Up** (end of ducking).

Curve Type	Select between four different fading curves behaviors
Offset	Fading curve will start after a delay of x milliseconds
Time	Length of each fade curve in milliseconds
Damping	The audio volume will be lowered by this value in dB between the fadings

The default settings will be restored on the next OTM launch.

This icon in the Track Head allows the element in this track to be ducked (enabled as default) Click on it to toggle:

Now the element in the track will not be affected by the ducking function.

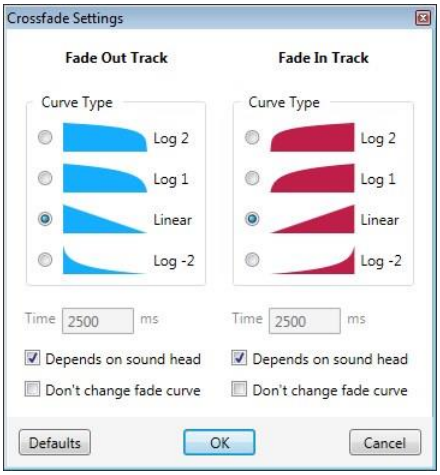
The default settings can be defined with parameters. If they are changed in the application, the default will be restored on the next OTM launch.

5.2.2. CROSSFADE

With a rights click on the Crossfade button (**Marker Details** section) this settings dialog opens.

At a transition point of two audio elements the settings on the left side will affect the Fade Out of the first element and the right side the Fade In of the second.

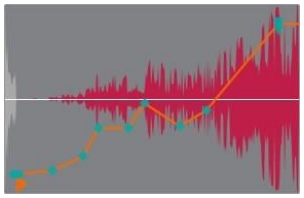
Curve Type	Select between four different fading curves behaviors
Time	Length of each fade curve in milliseconds; only usable if "Depends on sound head" is not active
Depends on sound head	If active the Fade In/Out will begin at the sound head position.
Don't change fade curve	This check mark disables the "Curve type".



The default settings can be defined with parameters. If they are changed in the application, the default will be restored on the next OTM launch.

5.2.3. FADE POINTS

Between the Mark In and Mark Out the volume line can be manipulated by clicking on it with the left mouse button; this will create a fade point that can be repositioned at will.



To remove a fade point, click on it with the right mouse button.

The fade points can be inserted and rearranged between Fade in and Fade out.

5.3. Recording function

5.3.1. INSERT A RECORDING

For direct voice recording at a certain timeline position.

1. Click on the Record button to activate the record mode.
   (The Record button is always enabled except if 9 Tracks are loaded and have content or if the play-position is left of the Mark In of the first track.)

2. Click the Play button to start the recording. The input volume is shown in an additional VU meter on the bottom right of the OnAIR TrackMixer.

You can pause the recording with the pause button

3. Click on Stop to end the recording.

4. Save the recording in the show with the Save button

Recordings can be deleted with the Trash can icon in the Track Head

Note:

- You can start a recording "on the fly", i.e. you can press RECORD during playback.
- When you press RECORD, and an empty track is present, then recording goes into that empty track (or the first empty track if several empty tracks are available). Otherwise, an empty track is created and recording goes there.

5.3.2. VOICE TRACKING MODE

This function is used to record any audio material during the transition of two different scheduled show items (over two tracks), e.g. a moderation text. A “Transition item” will be created (see 4.1.6 Show Overview):

1. Click on the VT button to enable the Voice Tracking mode

2. Click the appearing Notes button to play the end of the audio element in the track above (from the Fade Out position).

3. The Notes button changes into a Microphone. Click this button to punch in and start the recording

4. Now the Notes button is shown again. Clicking it will set the Mark In of the following item to the sound head position.

5. This buttons stops the recording and saves the it into the show planning

6. To start over at the end of the next audio item click this button.

Recordings can be deleted with the Trash can icon in the Track Head

The PAUSE button doesn't work in the expected way during VT recording.

The item created that way is called a „Transition item“ and will be marked with a „T“ in the Show Overview. The show items are ducked automatically (if ducking is activated via a parameter), so their volumes are reduced where they overlap the new recording (parameter DuckingDuringVoiceTracking).

5.3.3. START NEXT ELEMENT WHILE RECORDING NEW

The Start Next Element button when pressed moves the next to play audio to the current play position where the sound head is placed.

This function is used during a recording to trigger playback of subsequent show elements and define their start times within the transition.

In this mode more complicated transitions between show items can be created – for example, recording a link between two songs in the show rundown where the announcer begins a voice-over in the first song outro, launches a station ident, then a show jingle, then introduces the second song before ending the voice-over.

+ SHIFT	Shift-click to start the recording in this mode
	This button in the control bar becomes active and the same color as the next show element. Clicking this button triggers playback of the next element and sets its start time within the transition

Notes:

To initiate this mode, all elements needed for the transition must be loaded into OTM tracks.

Throughout the recording, all elements ahead of current time will be 'pushed' forwards appearing ahead of the sound head until the time the Start Next Element button is clicked.

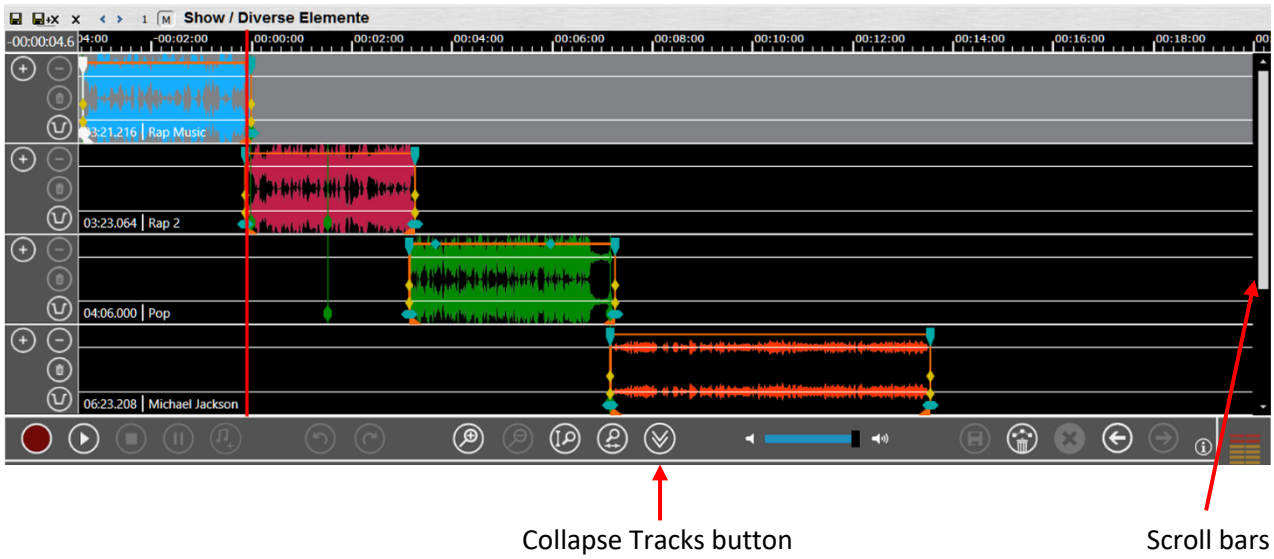
It is only enabled while the OTM is recording a new audio. If the button is enabled, it's color reflects the next chronological audio element. The Start Next button is only activated, when a recording has been started with SHIFT+REC.

5.4. Collapse / Expand Tracks NEW

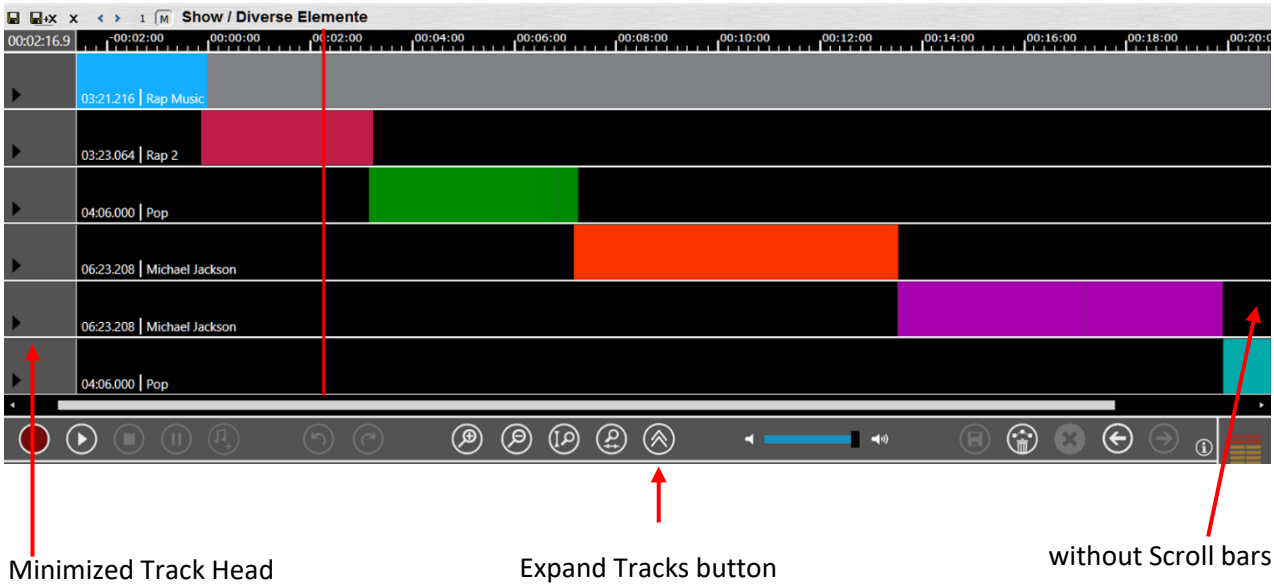
To maintain clarity with many tracks in OTM a miniature view is available. Using the Collapse Tracks / Expand Tracks buttons a user is able to switch to narrow or full height tracks.

Collapse Tracks Expand Tracks

Expand Track Mode: Standard Mode with scroll bars.



Collapse Track Mode: Mode without scroll bars. In this mode you are only allowed to move elements but you may not edit them.



Minimized Track Head in the Collapse Track Mode:

Clicking the arrow reveals the track head tool buttons.

Clicking the left-arrow with the buttons visible hides them.

5.4.1. SHORTCUTS

+ SHIFT	Shift-click provides a 'zoom all out' overview of all tracks in the collapsed view.
+ SHIFT	When clicked, the entire timeline zooms in to the level shown before in the Expanded Track Mode selection.

NOTE:

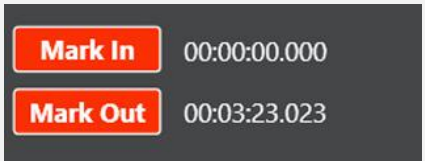
The Collapse Tracks button is disabled when using VoiceTracking. Activating VoiceTracking switches automatically to the Expand Track Mode.

5.5. Relative Time / Time of Day

This function is used to switch between Relative Times and Time of Day. “Time of the Day” is available from OTM version 1.3.346.0. In OTM Version 1.3.345.0 and older, the ruler always showed "Relative Times".

Show Relative Time

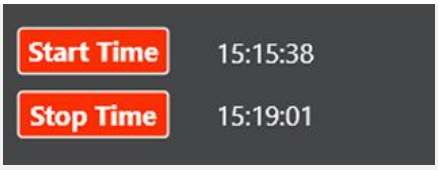
1. Right-click in the ruler area. The context menu opens.
2. Select **[Relative Times]**



In the “Relative Time” View the “Mark in” and “Mark out” fields are shown.

Show Time of Day

1. Right-click in the ruler area. The context menu opens.
2. Select **[Time of Day]**



In the “Time of Day” View the “Start Time” and “Stop Time” fields are shown.

5.5.1. SOUND HEAD POSITION FIELD

The sound head position can be changed by typing a time value into the “sound head position” field. This function works only within the elements loaded to OnAir TrackMixer. The sound head may only move within the time given by the loaded elements. It is not intended to load new elements.

Sound head position field

1. Enter a value for the new position of the sound head.
2. Press **[Enter]** to confirm. The sound head position switches to the entered value.

Loaded tracks

NOTES:

The sound head position cannot be changed by this method if OnAir Track mixer is in play mode.

6. Settings

6.1. Settings in DigAIRange

6.1.1. DISPLAY

Set check marks to display the according Timeline markers. The corresponding buttons of the **Marker Details** section will be shown/hidden as well.

6.1.2. OCX-CONTROL

Set the radio button to run CrossfadeMixer or OnAIR TrackMixer in DigAIRange

6.1.3. SETTINGS

Option	Description
Standard zoom range	Set the default zoom range (in seconds)
Voice tracking fade-out playtime	Voice tracking recording will start x seconds before the first element ends
Display of waveform	Switch between several waveform display variants (see chapter 2.5 Channel Display)
Start mode for new elements	Select the state “Sequenced” or “Manual” to define the start mode of any new recording being created in the OTM.

Option	Description
Set last main element always to Sequenced	If active the last show item (except and overlaid or Transition item) automatically gets the “Sequenced” state.
Allow editing of elements without file	Allows loading of non-audio elements into the OTM Timeline. If one of the items to cross fade has no audio file you still are able to create a cross fade to this virtual item. In this case, a grey placeholder waveform is displayed within the external item. **The "Media Type has to be set to "AUDIO" and a duration is requested. An item without an audio file is shown by a vertical bar.**
Start in multitrack mode	OTM shows the multitrack mode as default
Show play button on sound head line	If enabled a play icon is displayed after placing the mouse cursor on the sound head
Loop playing	Start a repeating playback over the currently visible part of the timeline.
Holding Shift key necessary to move link points	If enabled moving the Link In before the Mark In and Link Out after the Mark Out is only possible while holding down the Shift key. This way you may create gaps in order to perform i.e. live recording during the show. Used this way it might function as a placeholder. Once Link In is moved left to the Mark Out there is no need to hold the Shift key until you move the Link In again to the Mark Out or right of the mark out. Once Link Out is moved right to the Mark Out there is no need to hold the Shift key until you move the Link Out again to the Mark Out or left of the mark out.
Show ruler / time line	A time ruler appears on top of the OTM timeline
Glue Mark-In to Link-In	**Mark-In** and **Link-In** cannot be moved separately (**1-Track mode)**
Glue Mark-Out to Link-Out	**Mark-Out** and **Link-Out** cannot be moved separately (**1-Track mode)**
Simulate two tracks in single-track mode	Instead of the 1-Track Mode the Simulated Two-Track Mode is shown (see 3.2 Simulated 2-Track Mode)
Highlight on-air playout position with different color	When the items in OTM are currently on air, a red cursor will indicate the current playout position in the background
On changes do not ask for save but save automatically	OTM will not ask for confirmation to save changes back into the audio items

6.1.4. AUTO DUCK PARAMETERS

These settings affect the ducking function:

Fade down offset	Fade down of the previous item is finished x milliseconds before the selected element starts
Fade down time	The fade down is executed over this period of time (in milliseconds)
Attenuation	Amount of volume reduction in dB
Fade up offset	The fade up is executed over this period of time (in milliseconds)
Fade up time	Fade up of the following item is finished x milliseconds after the selected element ends (the curve types are definable via parameters).

6.1.5. XAML FILE FOR OTM

The folder "**OtmAlternateGui"** of the OnAir Trackmixer software package contains several files of the type .XAML to change OTM's appearance. In order to do so use the Browsing button of the field "XAML file for OTM" to load such a "skin". You need to restart DigAIRange to apply the changes.

This function requires a restart of DigAIRange.

Important: When updating the OTM version also update this xaml file (replacing the file with the newest version is sufficient), otherwise you might receive multiple error messages!

6.2. Settings in TurboPlayer

To access the OnAIR TrackMixer settings in TurboPlayer make a right click on the OTM window frame and select "Settings".

6.2.1. HANDLES

Set the check marks to display the according Timeline markers. This way any marker of the OTM timeline can be shown or hidden (this also affects the corresponding buttons of the **Marker Details** section).

6.2.2. OPTIONS

Title	Description	
Display of waveform	Switch between several waveform display variants (see chapter 2.5 Channel Display)	
Start mode for new elements	Switch between “Sequenced” and “Manual”	
Set last main element always to Sequenced	The last main item in the show (except for Transition or overlaid items) gets the “Sequenced” state.	
Start play when middle mouse click or dropped onto CFM	Despite the title, this works for OTM in the 1-track mode. Playback starts automatically when clicking the middle mouse button or when an element is loaded into the timeline.	
Multi-track mode (Crossfades), else only 1 track	Enables the Multitrack mode	
	Start in multitrack mode	OTM starts in Multitrack mode
Loop playing	The audio element in the timeline is only played once.	
	Unload after play cycle	The timeline is cleared after the playback stops.
Allow editing of elements without file	Allows loading of non-audio elements into the OTM Timeline	
Show play button on sound head line	If enabled a play icon is displayed shortly after placing the mouse cursor on the sound head	
Holding Shift key necessary to move link points	When checked, you can still move Link In/Out. You must press SHIFT to move them outside the Mark In/Out area.	
Glue Mark-In to Link-In (only in 1-track-mode)	**Mark-In** and **Link-In** cannot be moved separately	
Glue Mark-Out to Link-Out (only in 1-track-mode)	**Mark-Out** and **Link-Out** cannot be moved separately	
Simulate two tracks in single-track mode	Instead of the 1-Track Mode the Simulated Two-Track Mode is shown (see 3.2 Simulated 2-Track Mode)	
Show ruler	A time code ruler will be displayed above the OTM track(s)	
Highlight on-air playout position with different color	When the items in OTM are currently on air, a red cursor will indicate the current playout position in the background	
On changes do not ask for save but save automatically	OTM will not ask for confirmation to save changes back into the audio items	
1-Track Mode		
Show whole audio	When loading an audio file into OTM, the zoom factor automatically adapts to always show the whole waveform	
Zoom range	Set default zoom range over x seconds	
2-Track Mode		
ZoomRange	Set default zoom range over x seconds	
Voice Tracking		
Fade-out playtime	After completing the voice tracking the fade out is set to x seconds	

6.2.3. AUTO DUCK PARAMETERS

These settings affect the ducking function.

Title	Description
Fade down offset	Fade down of the previous item is finished x milliseconds before the selected element starts
Fade down time	The fade down is executed over this period of time (in milliseconds)
Attenuation	Amount of volume reduction in dB
Fade up offset	The fade up is executed over this period of time (in milliseconds)
Fade up time	Fade up of the following item is finished x milliseconds after the selected element ends

6.2.4. USE CONTROL

These settings affect the handling of the OTM as an application in TurboPlayer

Title	Description
Use Control	Switch between CrossfadeMixer and OnAIR TrackMixer to be launched in TurboPlayer
Run OTM as standalone process (to improve stability, needs StandaloneCFM.exe, restart required	This function is not available for OTM
Disable hide-button	Disables the function of OTM´s X button to close the OTM window
Disable "undock window"-button	Disables the function to separate OTM from TurboPlayer
Hide unlocked OTM after clearing	Disables OTM to be closed after the timeline has been cleared
Always reset input focus to main window	Resets focus to main window

6.3. Keyboard Shortcuts

Using keyboard shortcuts is one way to get around in David applications without using a mouse.

Select Program > Settings from the DigAIRange main menu and open the "Key-Shortcuts" tab.
Scroll down the list to the OTM accelerators which are listed under "OnAIR TrackMixer".

Here is an example for a usable shortcut configuration. However, every shortcut can be configured freely.

Command	Key Shortcut	Command	Key Shortcut
Toggle play/stop	Space	Move to mark left	D
Play	F1	Move to mark right	F
Backward	F2	Move audio left	Ctrl+Left
Forward	F3	Move audio right	Ctrl+Right
Stop	F4	Move mark to sound head position	Alt+Ctrl+M
Play from markIn	"	Set mark-in	A
Record	Ctrl+R	Set mark-out	S
Undo	Ctrl+Z	Set fade-in	I

Command	Key Shortcut	Command	Key Shortcut
Redo	Ctrl+Y	Set fade-out	O
Zoom In	Plus	Set link-in	L
Zoom Out	Minus	Set link-out	Alt+Ctrl+L
Previous transition/element	Shift+Left	Set Intro1	Alt+Ctrl+I
Next transition/element	Shift+Right	Set Intro2	Alt+Ctrl+K
Switch on/off voice tracking	Shift+V	Set Outro1	Alt+Ctrl+O
Next voice tracking step	Ctrl+N	Set Outro2	Alt+Ctrl+P
Add a track	T	Auto-duck	Ctrl+D
Add a track and load the next element	Shift-T	Auto-crossfade	H
Track selection up	Ctrl+Up	Toggle 1/2/3 track mode	Alt+Ctrl+Home
Track selection down	Ctrl+Down	Lock/Unlock elemnt(s)	Ctrl+L
Empty track	Del	Save button in multi view	Ctrl+S
Remove track	Ctrl+Del	Cancel	F11
Move to start	Ctrl+A	Save and clear	#
Move to position	Alt+Q	Reset (empty all)	F12
Move to end	Ctrl+E	Switch to default values	N

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