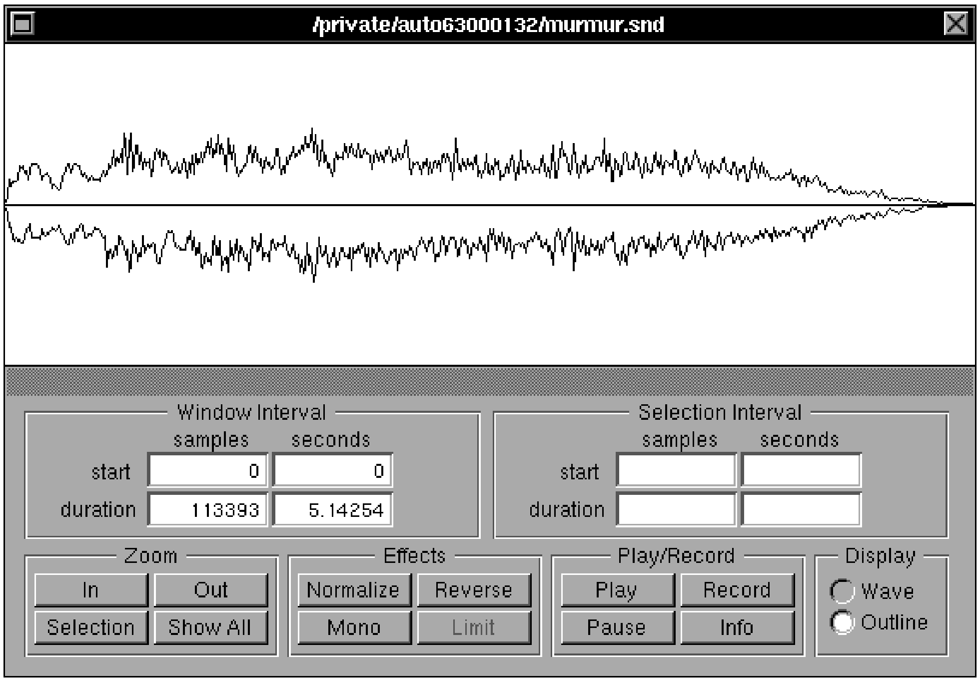
SoundEditor

/LocalApps/SoundEditor

SoundEditor is your basic tool for hacking around with sounds. There's nothing fancy here, but if you need to quickly record a sound, or if you need to do some minor editing, SoundEditor is the way to go.

Opening and playing a sound

- After you launch SoundEditor, choose **Open** from the **Window** menu to select your sound. After SoundEditor loads the sound, you should see a sound waveform graph which looks something like this:



The play/record section

- Click **Play** to hear the sound. If you drag over a part of the sound to select it, you can hear just that part by clicking **Play**.
- To record a sound, choose **New** from the **File** menu, and click **Record** to start. Click the same button (now the **Stop** button) again to stop recording.

  If you really want to be tricky, you can insert your own recording into an existing sound by clicking once at the point you want to insert at, then recording as you normally would with a blank sound.

The zoom area

- You can zoom in on a section of the sound by selecting that part and pressing **Selection**. Zoom back out to view the complete sound with the **Show All** button.
- Alternatively, the **In** and **Out** buttons just zoom in or out by a certain amount each

time you click them.

The effects area

- The **Normalize** button scales your sound to the maximum possible volume that doesn't introduce distortion.
- Guess what the **Reverse** button does to your sound? Ask a TA if you need help.
- **Mono** converts a stereo file to monophonic format — useful if you're short on disk space.
- If you ever figure out what the **Limit** button does or how to use it, tell the TA.

Working with a sound... general tips

- You can select a section of the sound just like you select a section of text: by dragging over it. Then you can listen to that section, or use **Cut**, **Copy** and **Paste** just like you would with text.
- For easier access, you can grab hold of the **Edit** and **Effects** menus and drag them to a convenient place.
- Remember that you have to select part of a sound before you can do anything to it.