Welcome To

mp3TrueEdit™ 3.2

A lossless MP3 and AAC audio editor*

www.iThinkApps.com

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Introduction

mp3TrueEdit™ is a simple to use and affordable MP3 and AAC audio editor which was specifically written for quick and easy editing of audio files, without losing any of the original quality. This can be done because mp3TrueEdit knows about the internal structure of MP3 and AAC files and does not need to decompress and recompress the audio to make its edits. **mp3TrueEdit** features also include: opening very large audio files quickly • easily viewing and finding sections of audio • cut, copy, paste, delete and crop operations • exporting audio files or generating audio tracks • adding effects such as fade in/out • normalization and silencing audio • and finally recording of MP3 or AAC audio files from within mp3TrueEdit.

*Supported formats are MPEG-1/2/2.5 Audio Layer III (MP3) and Advanced Audio Coding - Low-Complexity profile (AAC-LC). 'MP3 Pro' or 'MP3 free format' files are not currently supported. AAC profiles other than LC are also not currently supported. Supported container file formats are MP3 (.mp3), AAC MPEG-4 (.m4a, .m4b, .mp4) and AAC ADTS (.aac). AAC audio files that are protected using Digital rights management (DRM) or other means are not supported.

Getting started with mp3TrueEdit - This Manual will introduce you to the basic concepts of editing audio using mp3TrueEdit and also contains simple to follow tutorials and tips and tricks which will help you to perform your editing effortlessly.

Menu list and shortcut keys - If you just want to know the basic menus, toolbar button commands and shortcut keys to use then go to section **7** in this manual.

Practical applications – if you prefer to dive into a practical example, then visit out YouTube page (http://www.youtube.com/user/ithinkapps) to see some real world examples of what can be done.

Don't forget when you purchased **mp3TrueEdit** you will also enjoy the full benefits that come with it – free online support and free priority e-mail support for the next 18 months.

We will do our best to answer all support queries within 1 business day, but do please check the manual first or go to the online FAQ at: http://www.ithinkapps.com/faq to check if your question has already been asked first.

To purchase a copy of **mp3TrueEdit** go to http://www.ithinkapps.com/purchase. We hope you enjoy using our product and any feedback from you using our contact form: http://www.ithinkapps.com/support would be very welcome as we strive to continually improve our software and support service.

1.1.   New Features

To see a list of the latest features added to **mp3TrueEdit** and any additional release notes since this manual was produced, please see our FAQ topic: http://www.ithinkapps.com/tutorials/#releases.

2. Installation

2.1.   System requirements

mp3TrueEdit will currently run on Windows PCs with Windows Vista/7 or 8 installed or Intel Apple Macintosh OS X version 10.7.3 or later.

2.2. How to install the software

On Windows machines, after downloading mp3TrueEdit, you can simply install the software by clicking on the downloaded mp3TrueEdit.msi Windows installer file, agreeing to the end user license agreement and following the installation steps. Alternatively, for Apple Mac systems – simply purchase from the Apple Mac App Store or download the mp3TrueEdit.pkg installer package and double-click on the installer, following the installation instructions.

3. License Key

If you purchase from the Apple Mac App Store, then the license activation is handled for you by the Mac App Store. If, however, you have purchased from our website and downloaded and installed using the above instructions then you will need to activate mp3TrueEdit using the License Key which will be sent to your given e-mail address.

Once you have purchased a copy of mp3TrueEdit, you will be directed to download the fully licensed version of mp3TrueEdit and you will be issued with a license key to activate the full version of the software. This license key is a unique reference allocated to you and can only be used to install one copy of mp3TrueEdit on any machine.

When running **mp3TrueEdit** please follow the instructions on how to input your license key and activate all the features of the software.

If you have lost your license key, or have any other issues activating your copy of mp3TrueEdit then please use our online contact form at http://www.ithinkapps.com/support/ letting us know when you purchased your copy of mp3TrueEdit together with the e-mail address that you provided when purchasing.

4. Software Upgrades

There is currently no fixed pricing structure for software upgrades as this will depend on the features and development effort needed to produce the next major version of our software. We do however offer free updates and additional features that will be provided on an ongoing basis from time to time to all licensed users of the current version of our software.

5. Uninstalling the software

To uninstall the software:

- 🔵 For **Windows 8 / 7** and **Vista** go to Control Panel | Programs and **Uninstall a program** and select **mp3TrueEdit** and follow the instructions to uninstall this application.

- 🔵 For **Apple Mac OS X** simply drag the mp3TrueEdit application off the **Dock** if it is there and move the **mp3TrueEdit.app** application to the recycle bin.

## 6. Getting Started With mp3TrueEdit

6.1. Popup Guides

When you first start mp3TrueEdit you will encounter a number of popup guides that will introduce you to the features of mp3TrueEdit.
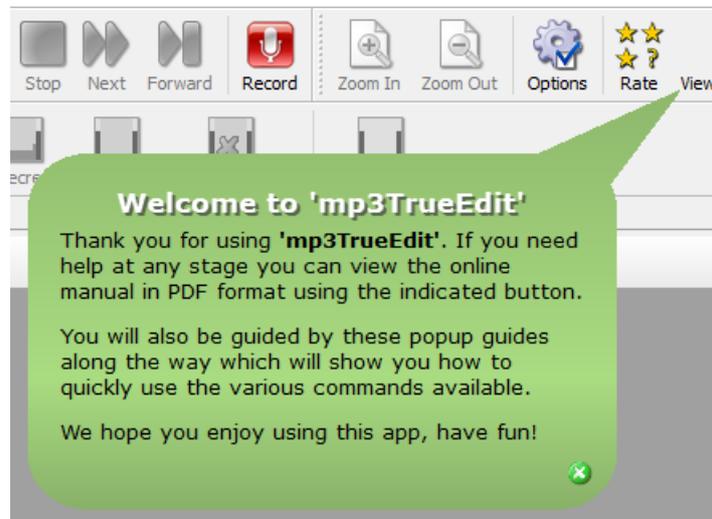
You can move these around by dragging with the left mouse button or dismiss them by clicking on the (x) on the bottom left hand edge of the popup guide. You can also turn off these popup guides by unchecking the **'Turn on popup guides'** check box in the **'Appearance/UI'** tab of the **Preferences/Options** dialog.

6.2.   Open an MP3 or AAC file

There are three ways of opening an audio file or group of audio files and once the audio file(s) have been opened, you will see the main editing window with the various features as displayed below.
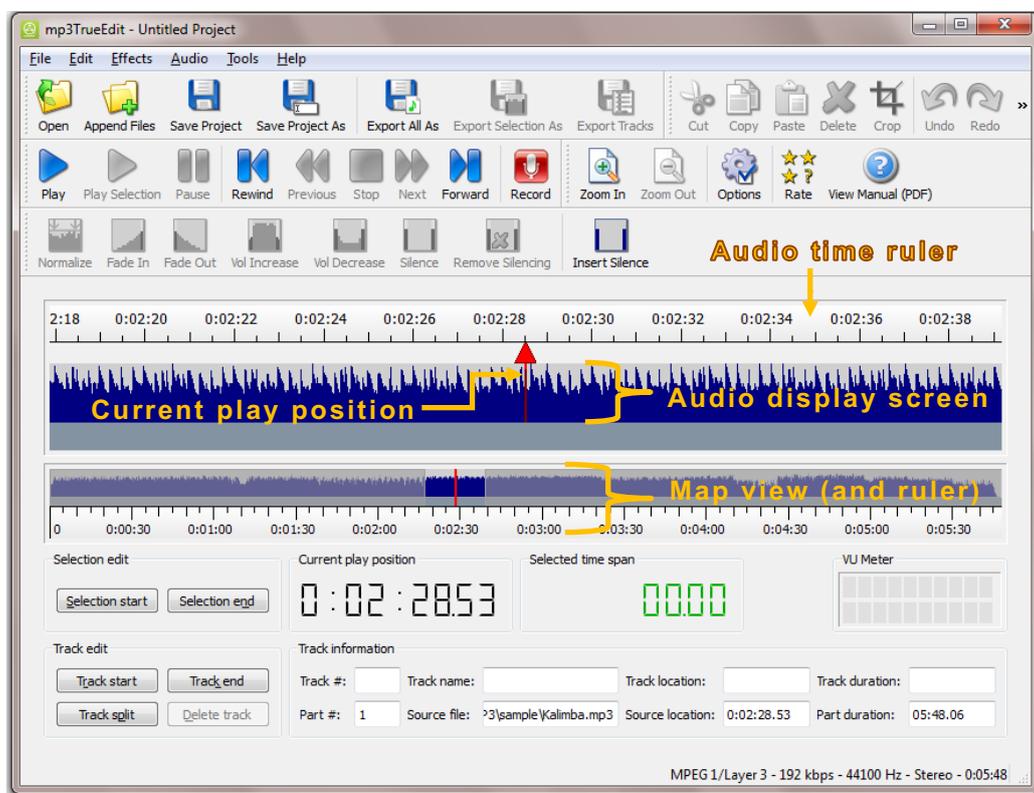
To open your MP3 or AAC file(s) you can use one of the following three methods:

Method 1

1. Launch the mp3TrueEdit application.

2. Click on the **Open** button or on the File | Open menu command.
3. In the **Open** dialog box, navigate to the folder location that contains the audio file or a batch of files that you want to open. Select the file or group of files, and then click **Open.**

Method 2

1. Launch the mp3TrueEdit application.
2. Open your Windows Explorer or Finder to show the folder contents where your audio files are located.
3. Drag the supported audio file or a batch of audio files with your mouse and drop it into mp3TrueEdit audio display window.

Method 3

1. If you wish you can associate mp3TrueEdit as the default editor for .mp3, .aac, or .m4a files by right mouse clicking on any supported audio file and selecting the **Open with** command in Windows Explorer and then selecting mp3TrueEdit from the list of associated programs.
2. The audio file will be opened once only using mp3TrueEdit but if you prefer to open that audio file extension every time with mp3TrueEdit then this can be done by selecting the **Choose default program…** menu option and checking the **Always use the selected program to open this kind of file** option.

When an MP3 or AAC file is opened, it will be displayed on the **audio display screen** as a section or window into the audio file and also on a **map view** showing the entire content of the audio. These show a graphical representation of the audio volume over time in addition to an **audio time ruler** and a **map view ruler** to aid in navigating through the loaded audio file(s). The **current play position** is indicated by the red vertical line and shows where the audio will start playing when the audio **Play** button is pressed.

You also have the ability to **Append Files** to an existing editing project and this is explained in more detail in section **6.11**.

6.3. Play and review an audio File

Use the following commands to play or review audio in an audio file or mp3TrueEdit project.

- ☐ Click the **play** button to play from the current **audio play position** in the audio file or project. The current play position is indicated by a red vertical line in the **audio display screen**. In addition, if you have the Loop button selected then the audio in the entire project will continue to be repeated in a loop.

- ☐ Click the **stop** button to stop playback.

- Click the **pause** ⏸ button to pause or resume playback from the current audio play position.

- Click the **rewind** ⏮ button to fast rewind to the beginning of the file or project.

- Click the **forward** ⏭ button to fast forward to the end of the file or project.

In addition, the **play selection** ▶ button can be used to listen to the currently selected section of audio. In addition, if you have the Loop button 🔁 selected then the audio in the entire selection will continue to be repeated in a loop.

Important note: You can't use the **play selection** button if you are in a paused mode and you can't use the **play** button if you have paused the **play selection** command. You have to click on the **Stop** button first.

You can also use the keyboard space key to play and pause audio if you find this easier. These is also a **'Play selection using space bar'** check box option under the **Preferences/Options** dialog under the **Appearance/UI** which when checked will default to playing the selected audio rather than play from the **current play position**. The following section **6.5** will show you how to select sections of audio in mp3TrueEdit.
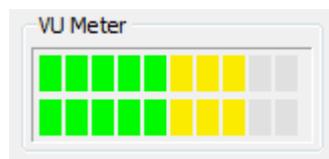
6.3.1.   Current Playback Volume Level

You will notice that while playing back audio the **VU Meter** (as shown below) will light up to show the volume of the currently playing audio.

When all 10 bars are lit up the audio is playing back at 0 dB which is the maximum level possible. Each colored bar less than 10 indicates a drop of 6dB from the maximum level.

6.3.2.   Adjusting Playback Volume
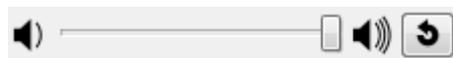
You can adjust the playback volume independently from the volume control provided by your operating system. To do this, simply drag the volume slider (in the bottom left hand corner of the mp3TrueEdit App) to the left to decrease the volume and to the right to increase the volume. To reset the volume to the default 100% value, click on the 'Reset volume' button to the right of the volume slider. **NB: This volume control setting will only affect the playback volume and will not affect the volume of any exported audio**. To adjust the volume of the exported audio you must use the **Normalize** command or one of the other commands that affect the exported audio such as Fade in or out and volume increase or decrease.

6.3.3. Adjusting Playback Pitch

You can also adjust the pitch (or key) of the audio playback within mp3TrueEdit. To do this, simply drag the pitch slider (on the bottom left hand side of the App) to the left to lower the pitch and to the right to make the pitch higher. The pitch (or musical key) can be adjusted in plus or minus semitone values. To reset the pitch to its normal value,

click on the 'Reset pitch' button to the right of the pitch slider. **NB: This pitch control setting will only affect the playback pitch and will not affect the pitch of any exported audio**. **To save pitch changes to an audio file you must use one of the 'Convert …' commands** (see section **6.15** below on how to convert audio).

6.3.4. Adjusting Playback Tempo

Finally, mp3TrueEdit also has the ability to adjust the tempo (or speed) of the audio playback. To do this, simply drag the tempo slider (on the bottom left hand side of the App) to the left to slow down the tempo and to the right to speed up the tempo. To

reset the tempo to its normal value, click on the 'Reset tempo' button to the right of the tempo slider. **NB: This tempo control setting will only affect the playback tempo and will not affect the tempo of any exported audio**. **To save tempo changes to an audio file you must use one of the 'Convert …' commands** (see section **6.15** below on how to convert audio).

6.4. Navigating audio

For larger audio files or projects the **audio display screen** will not show the entire length of the audio but rather a window into the audio file. In this case the **map view** will show a condensed view of the entire audio being edited. The **map view** will indicate the audio sections outside of the windows audio by coloring them in a grayed out style. This **map view** and also the **map view ruler** can be clicked on in order to jump to the same location in the windowed **audio display screen**. In addition, the **audio time ruler** at the top of the **audio display screen** can be clicked and dragged with the mouse to make finer adjustments to the **current play position** of the audio. The **current play position** can now be adjusted using these two rulers without the need of the scroll bar that was used in previous versions of mp3TrueEdit. If you require a finer adjustment of the **current play position,** then you can zoom in or out using the zoom buttons or menu commands before dragging the **audio time ruler**. You will also notice that the scale of the **audio time ruler** will adjust automatically when zoomed in or out.

6.5. Selecting audio

There are three ways to select sections of audio to edit in your audio file or project.

Method 1

1. Click on the **map view ruler** and/or click and drag on the **audio time ruler** to adjust the **current play position** to the desired start position.
2. Then click the **Selection Start** button. You will see a green vertical line appearing on the start position.

3. Then click on the **map view ruler** and/or drag on the **audio time ruler** to adjust the **current play position** to the desired **end position** of the selection.
4. Then click the **Selection End** button.
5. The selected audio is then highlighted in green.
6. If necessary, the selection start point or selection end point can also be adjusted by moving the play position to the desired new start or new end point and re-clicking **Selection start** or **Selection end** respectively.

Note: When you see a <u>dotted green line</u> – this shows the start and end are at the same time position. There is no selection indicated – so nothing can be copied or any effect applied. If you see an alternate <u>red and green dotted line</u>, this indicates that the current play position and the current zero width selection are both overlapping each other.

Method 2

1. A quick selection can be made of a section of the **audio screen display** by clicking and dragging with your left mouse button.
2. The selected area will then be displayed in a green highlight color.
3. Any existing selection can also be modified by clicking on the start or end edge of the highlighted area and dragging the mouse to extend or reduce the selections.

Method 3

1. To move the red **current play position** line to the start or end of the section you want using either or both of the timer rulers.
2. Then press **Shift** [Shift] key and either the **Left** [←] or **Right** [→] arrow keys and keep pressing the arrow keys while holding down the shift key to select the area you wish to edit.
3. Then release the keys.
4. The selection will appear in a green highlight color.

Tips 😊*: You can use* [Ctrl] + [Shift] + [→] *or* [←] *to move the vertical red play position line forwards or backwards further in time. There are also additional keyboard shortcuts that can be used to adjust the current play position and selected audio which can be found in section* **7.2***.*

Method 4

If you wish to select the entire audio in a file or project, then you can simply use the

select all [Select All] button to do this.

To listen to and review the audio that is currently selected you can use the [Play Selection] button to play just the highlighted section of audio.

6.6.   Full Undo and Redo

Any operation or command in **mp3TrueEdit** can be undone and redone using the **undo** [Undo] and **redo** [Redo] commands to restore your edits to any previous state since the file was opened. This feature makes it much easier and safer to perform any editing of your audio files since if you make a mistake or you want do adjust and improve on any editing command then you can simply undo any number of commands and repeat the editing operations.

6.6.1. Undo and redo of selections

The **undo** and **redo** commands in addition to undoing and redoing the actual audio edits can also be used to undo and redo the audio selections (as highlighted in green). This is to make it easier to adjust selections of the exact audio to be edited.

6.7. Cut and paste a selection of the audio

If you want to move a section of your MP3 or AAC audio from one location to another along the audio timeline or even to another mp3TrueEdit window, you can use the **cut** and **paste** functions.
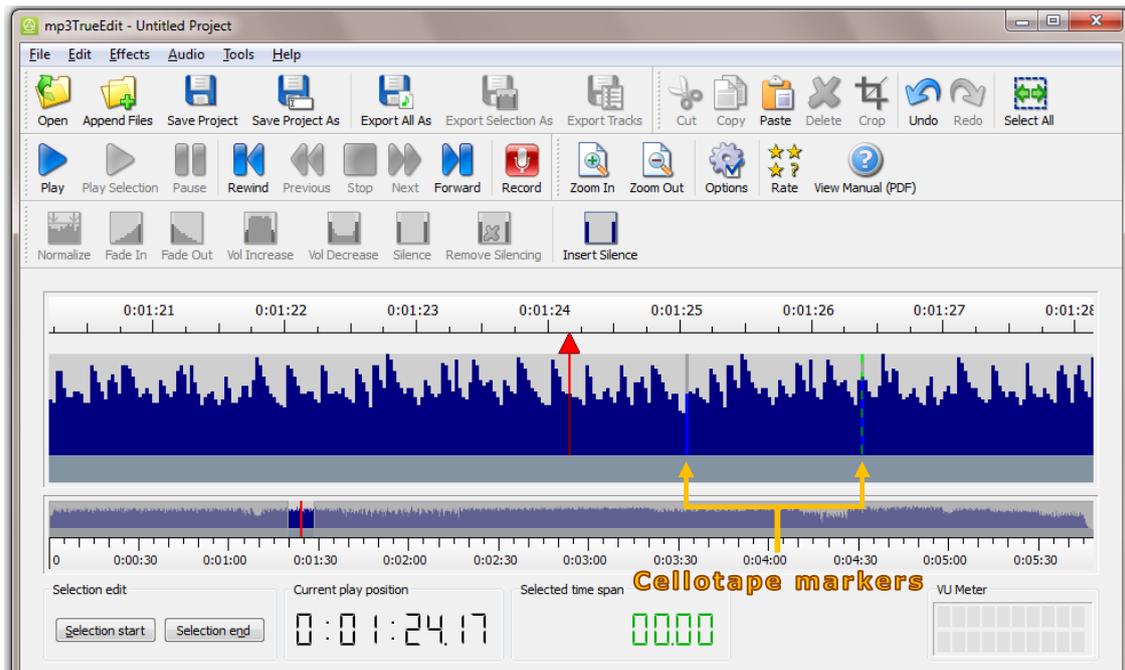
Method 1

1. First, make a selection of the audio (see section **6.5** above on how to select audio)
   then, click on the **cut** button [Cut] to remove a section of audio and put it onto the clipboard.
2. Second, select a zero width section of audio by clicking the mouse where you want the audio to be placed without dragging the mouse pointer. The zero width selection point will be displayed as a dotted vertical green line. Then you can click the **paste** button [Paste] to paste the previously 'cut' section into the new location.
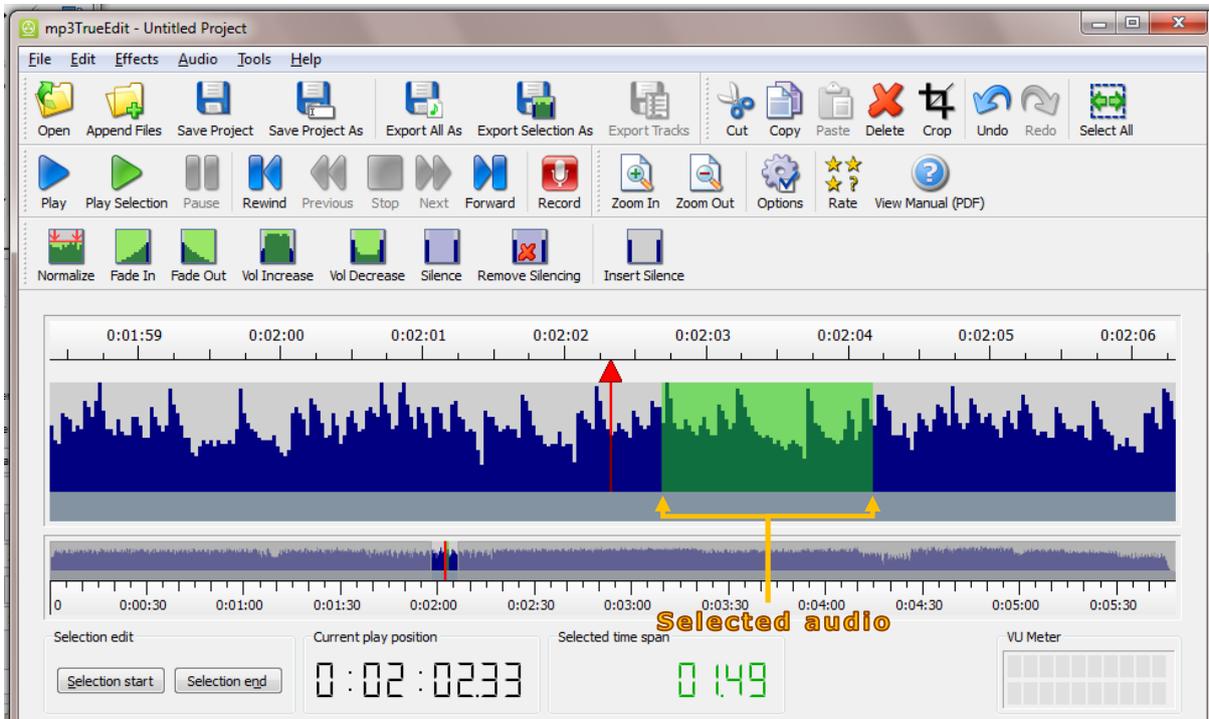
Method 2

1. Cut a section of audio as described in **Method 1** above.
2. If you then wish to paste the 'cut' audio over another section of audio, replacing the new selection with the 'cut' audio, then simply select the audio that you want to replace using the mouse and press the **paste** button [Paste] to paste the previously 'cut' section over the new selection.

Tips 😊: Instead of using the mouse and dragging to select you can also navigate along the timeline using the keyboard or rulers and use the **Selection start** and **Selection end** buttons (see section **6.5** for more details).

Note 😊: You may also notice that where audio has been cut and pasted there is a change in color at the edit points to a light blue frame color. This is to indicate where edits have been made and we call them cellotape markers, analogous to the old way of cutting magnetic audio tape and sticking the tape back together using cellotape.

6.8.   Copy and paste a selection of the audio

To copy a section of your MP3 or AAC audio and paste to another position along the audio timeline in the file or to another file, use the **copy** and **paste** commands as described below.

Method 1

1. To copy a section of audio from one part of your MP3 or AAC file to another, first select the audio that you wish to copy by clicking with the mouse and dragging over the area you want. Then click the copy button 📋 Copy. See also section **6.5** for more ways to select audio.
2. Second, select a zero width section of audio by clicking the mouse where you want the audio to be placed without dragging the mouse pointer. The zero width selection point will be displayed as a dotted vertical green line. Then you can click the **paste** button 📋 Paste to paste the previously 'copied' section into the new location.

Method 2

1. Copy a section of audio as described in **Method 1** above.
2. If you then wish to paste the 'copied' audio over another section of audio, replacing the new selection with the 'copied' audio, then simply select the audio that you want to replace using the mouse and press the **paste** button 📋 Paste to paste the previously 'copied' section over the new selection.

Important note: You can copy from different files only if the MP3 or AAC compression format is compatible, for example, **sampling frequency** (expressed in Hz) must be same and **mono** and **stereo** formats cannot be mixed. If the **bit rate** is different, it is still compatible but the exported MP3 or AAC file will be converted to a variable bit rate file format.

6.9. Delete a section of the audio

🟢 First, select the section of the audio to edit (see section **6.5** how to do this)

🟢 Then click on the **delete** button ✖ Delete to delete the selected section.

Note 😊**:** The selection either side of the deleted audio are joined together, leaving no gaps. The section you have deleted is indicated by a vertical light blue line or cellotape marker on the first frame of a new 'noncontiguous' part in the audio.

Note 😊**:** Unlike many other 'direct' MP3 audio editors **mp3TrueEdit** will preserve the continuity of audio when joining MP3 frames after **delete**, **copy** or **paste** operations have been applied.

6.10. Crop a section of the audio

🟢 First, select the section of the audio to edit (see section **6.5** how to do this).

🟢 Then click on the Crop button 🔲 Crop on the toolbar and the audio before and after the selected audio will be deleted.

6.11. Combine/append several audio files
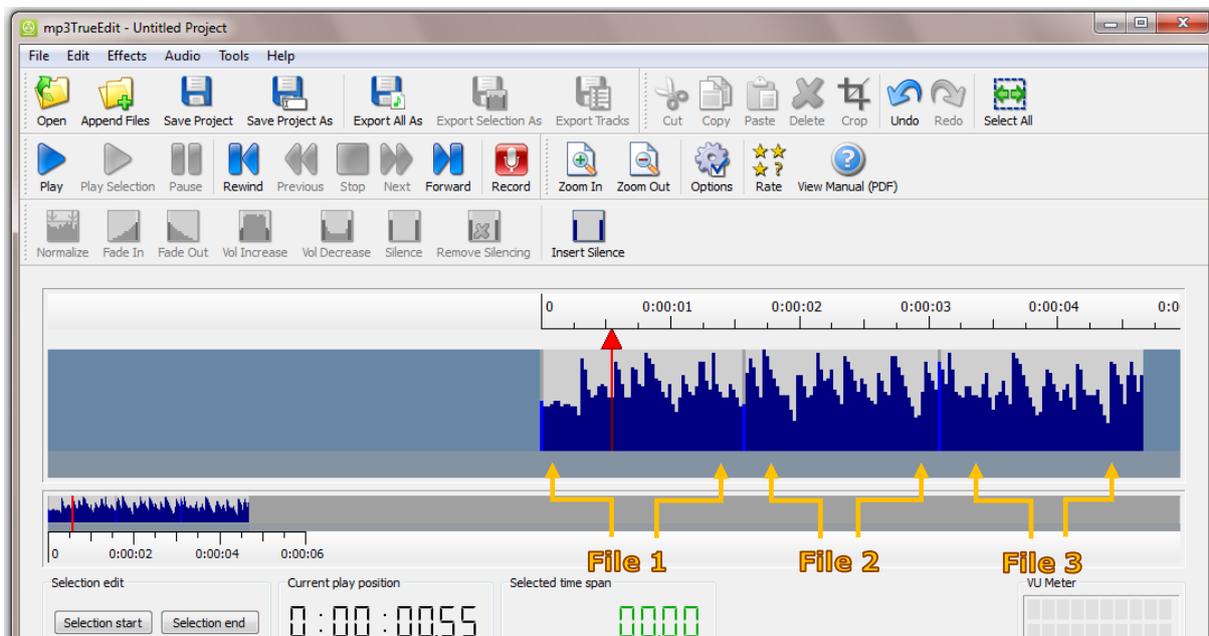
There are two ways to select sections of audio to combine several audio files.

Method 1 – Using the Open button

1. Click the **Open** 🔲 Open button on the toolbar and in the file open dialog select the files that you want to combine.
2. Press the **Open** button and the group of files will be loaded into your project.

Method 2 – Using the drop/drag functions

1. As an alternative to the **open** command you can also drag these files from Window Explorer on Windows or the Finder on Apple Mac computers. You can then drop them into the **audio display screen** with your mouse to create a new project with the files that you have just dragged.

Note 😊**:** A group of files can be selected by clicking on the first file in a range of files and then pressing Shift `Shift` on the keyboard and clicking the last in a range of files. Alternatively, you can press Ctrl `Ctrl` and individually clicking on files to toggle if they are to be in the included list of files.

### Method 3 – Using the Append button

2. Click the **Append Files** [icon] **Append Files** button on the toolbar and in the file open dialog select the file or files that you wish to append files to an existing project. If later you decide to append other files to the combined files in the project, you can use the **Append Files** button again.
3. Click **Save Project** to save the combined files as a project file for further editing later or click **Export All As** to save the combined files as a single audio file.

6.11.1. Navigating combined files

Once a group of files have been loaded into an mp3TrueEdit editing session you can navigate to successive files in the project by pressing the End key on the keyboard. You can also navigate to previous files in a project by pressing the Home key. The start position of each sub-file in a project is indicated by a vertical light blue cellotape marker. The filename and duration of each file is also displayed in the **Track information:** display in the **Source file:** and **Part duration:** sections.

At the bottom right hand corner, you will find the format details and the duration of the combined file.

6.12. The effects functions
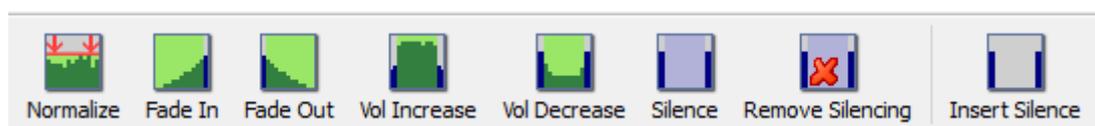
The **Effects** functions currently include easy to use **normalize**, **fade-in**, **fade-out**, volume adjustment commands and special functions to silence or remove previously applied silencing to selected audio. In addition, you can insert a length of silent audio into any location within an editing project.

6.12.1. Adjusting the Volume – normalize
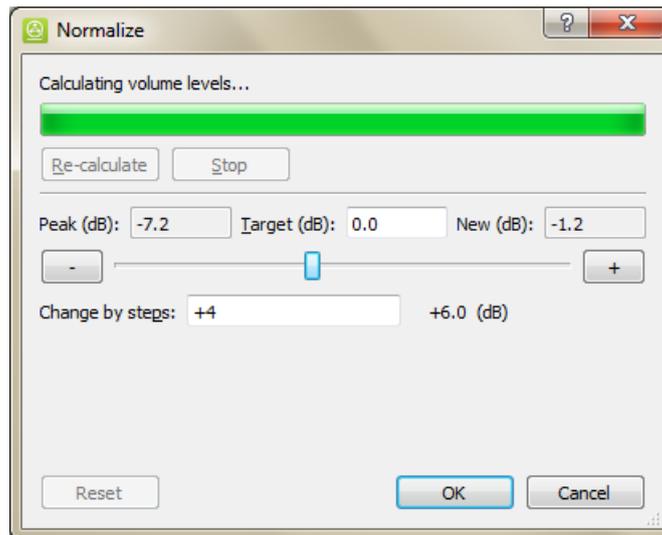
1. To increase the volume to the maximum level without distorting the audio quality, first select the audio section you wish to adjust.

2. Then click on the **normalize** button to display the normalize dialog.

3. When the audio has been analyzed the **Peak (dB):** value shows the maximum volume in decibels that was found in the selected audio.

4. You are then able to select the **Target (dB):** in decibels that you wish to normalize to. The slider and **Change by steps:** value will then automatically be adjusted so that the selected audio will be adjusted to your desired target value in decibels.

   Note 😊**:** A value of 0dB (0 decibels) represents the maximum volume that can be played back without distortion and the more negative the value the quieter the sound will be played back.

5. If desired the horizontal volume slider or the **Change by steps:** value can be adjusted manually and the resulting maximum volume can be seen in the **New (dB):** display.

6. If you have changed the volume level manually you can also reset the volume level to the automatically calculated value by clicking the **Reset** button.

6.12.2. Adjusting the Volume - the fade in and out effects

The volume of a selected range of audio may be gradually faded in by reducing the volume at the beginning (fade-in) or it may be gradually reduced to its end (fade-out).

Use the **Fade In** button or shortcut keys (**Ctrl+,**) to gradually increase the sound volume.

Use the **Fade Out** button or shortcut key (**Ctrl+.**) to gradually decrease the sound volume.

Tip 😊**:** You can subsequently increase the **Fade In** and **Fade Out** levels by repeatedly pressing the **Fade In** and **Fade Out** buttons until the desired fade level is reached. You can also press the **Play Selection** button to listen to the faded audio level at any time.

Tip 😊**:** If you not happy with what you are hearing, click on the **undo** button to undo the faded out steps.

Tip 😊**:** If you wish to change the amount of fade in or out that is performed when a **Fade In** or **Fade Out** button is pressed then you can select the **Preferences/Options** dialog and in the **Volume Change** tab change the **Fade by:** value to the maximum fade-in or fade-out value that will be applied for each time the fade command is performed.

6.12.3. Adjusting the volume - volume increase or decrease

To increase the volume to your desired level,

1. First select the section to adjust.

2. Click either the **Vol increase** or **Vol Decrease** buttons to increase or decrease the volume of the selected audio.

Tip 😊**:** If you wish to change the amount that the volume is increased or decreased by when a **Vol Increase In** or **Vol Decrease** button is pressed then you can select the **Preferences/Options** dialog and in the **Volume Change** tab change the **Increase/decrease by:** value to the value that will be applied for each time these commands are performed.

6.12.4. Adjusting the volume - silence or remove silence

To make the currently selected audio completely silent without affecting the total length of the audio file or project,

1. First select the audio you wish to make silent using any of the selection methods.

2. Then click the **Silence** button to make that selected audio completely silent. You will notice that silenced audio is shown in the **audio display screen** as a light grey-blue color.
3. To remove any previously applied silencing of a section of audio, any part of a silenced section of can be restored to its previous volume level by clicking the

   Remove Silence button . Again this is done without affecting the total length of a project.

Note 😊**:** Silence mode only suppresses the volume in a project it is not lost until the audio in a project is exported to MP3 or AAC format. When finally exported it will then be completely removed and will not be recoverable.

6.12.5. Inserting Silence

The Insert Silence command allows you to insert a section of silence at the current play position marker. To insert silence,

1. Click and drag on the **audio time ruler** to move the **current play position** to the start position where you want to insert the silence.

2. Click the **Insert Silence** button. A dialog box will appear. Enter the number of seconds of silence to insert. Click the **OK** button. You will notice that the silenced audio is inserted at the current play position in the **audio display screen**.
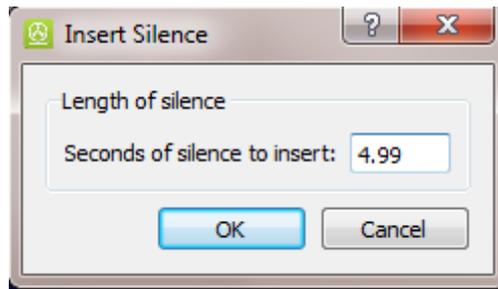
6.13. Saving projects files

The **Save Project** and **Save Project As** buttons can be used to save a record of all your edits to your audio file or files as a project file. This will enable you to go re-load the project at a later date and modify any edits you have done to your project.

You are encouraged to save your work as a project file for all but the simplest editing sessions and especially when you are making a lot of edits to an audio file.

 Important Note: When you save a mp3TrueEdit project file (.mteproj) what you are saving is just a list of commands that apply to your source audio files it does not actually contain any audio it's self but merely links to your original audio files. It is very important you do not move or delete or modify these source audio files for your project or you will no longer be able to open your project or export them.

6.14. Exporting files and Tracks

When you have finished editing audio in an mp3TrueEdit project you can then export audio in your original audio format without any loss in quality at all.
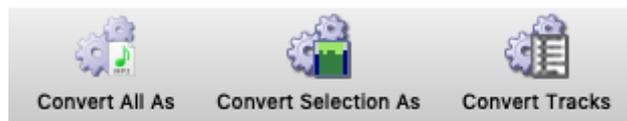

- 🔘 **Export All As** button – Once you are happy with all the editing in a project, click on this button to save the entire audio in your project to a single audio file.

- 🔘 **Export Selection As** button – If required you can export only the currently selected audio to an audio file by clicking this button.

- 🔘 **Export Tracks As** button – If you have split your audio project into multiple tracks (see section **6.14**), then you can click on this button to export each track as a separate file, one for each track.

Note 😊**:** Exported audio files using any of these methods can contain **tag** information. This can be configured using the Edit | Edit File Information command for exporting all or exporting a selection of audio or the Edit | Edit Track Information command for exporting individual tracks.

6.15. Converting files and Tracks

As an alternative to exporting audio without changing the format (or losing quality) you can now change the encoded format or encoder settings and convert your edits to a new format of audio file (MP3, AAC or WAV). Converting audio in this way also allows changes in pitch and tempo to be saved to a new audio file.

Please Note: If you use the 'Convert Audio ...' options rather than 'Export Audio ...' options (with the exception of WAV files) then some audio quality loss will be involved since re-compressing audio will always lose some quality.

- ◻ **Convert All As** button – Once you are happy with all the editing in a project, click on this button to convert the entire audio in your project to a single audio file with a new file format.

- ◻ **Convert Selection As** button – If required you can convert only the currently selected audio to a new format audio file by clicking this button.

- ◻ **Convert Tracks As** button – If you have split your audio project into multiple tracks (see section **6.14**), then you can click on this button to convert each track as a separate file, one for each track.

Note 😊**:** Converted audio files using any of these methods can contain **tag** information. This can be configured using the Edit | Edit File Information command for converting all or converting a selection of audio or the Edit | Edit Track Information command for converting individual tracks.

During the convert process you are presented with an **Audio Conversion** dialog
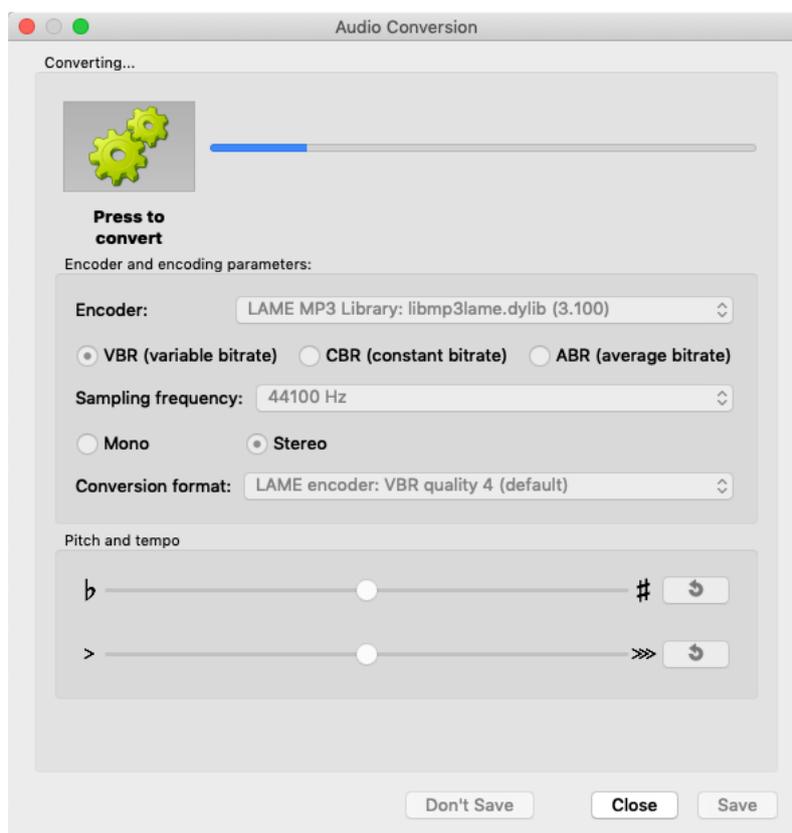
To convert the audio to a new format and optionally include a change in pitch and tempo in the converted file(s), please follow these steps:

1. Select one of the encoders which will depend on your operating system and version. Use either an AAC or MP3 encoder or codec to record in the AAC or MP3 format respectively. Or select the WAV format to save in uncompressed audio format. **Warning:** converting to WAV format will preserve the audio quality but will result in substantially larger files. If you wish to use the open source LAME encoder, then you may also obtain this separately as described above.
2. Depending on the selected encoder you may be given the opportunity to select (VBR) Variable bitrate, (CBR) Constant bitrate or (ABR) Average bitrate encoding for your conversion. For best quality normally VBR is recommended.
3. You may then be required to select a Sampling frequency. This would usually be the (default) option if available; otherwise 44100Hz would normally be used for most applications.
4. You must then select if you wish to record in Mono or Stereo.
5. You can then select the 'Conversion format' that you require from the drop-down list. This list of encoding formats will depend on your previously selected options. The 'Conversion format' will allow you to choose the quality (0-9) or bitrate (in kBit/s or kbps). For CBR and ABR the greater the bitrate the greater the quality the encoding will be, but the resulting audio file will be larger. For LAME VBR encoding the lower the numeric quality value the greater the quality of the audio will be, but the resulting MP3 file will be larger.
6. **Please note:** before you can start converting you must select all the encoding parameters that are required for the selected encoder, otherwise the convert button will not be enabled. If there any encoding parameters that still need to be set, then they will be highlighted in red.
7. You can optionally change the **Pitch** and/or **Tempo** sliders to change the key or speed of the audio being converted to this file. This setting can be changed independently to the current pitch and tempo playback settings.
8. Then click the **Convert** button (with the gears logo) which will turn green when converting.
9. You are able to pause converting at any time by pressing the **Convert** gears icon again and it will then turn back to gray indicating that the converting process has been paused.
10. You can restart or subsequently pause converting any number of times by toggling the **Convert** button.
11. Once you have finished converting, click on **Save** and you will be prompted to save the converted audio to a new audio file or files.
    Alternatively, you can press the **Don't Save** button to discard any converted audio in this session.

6.16. Split an audio file into tracks

Sometimes you may want to split an audio file into multiple tracks and save each track/clip into a separate file. The steps involved are as follow:
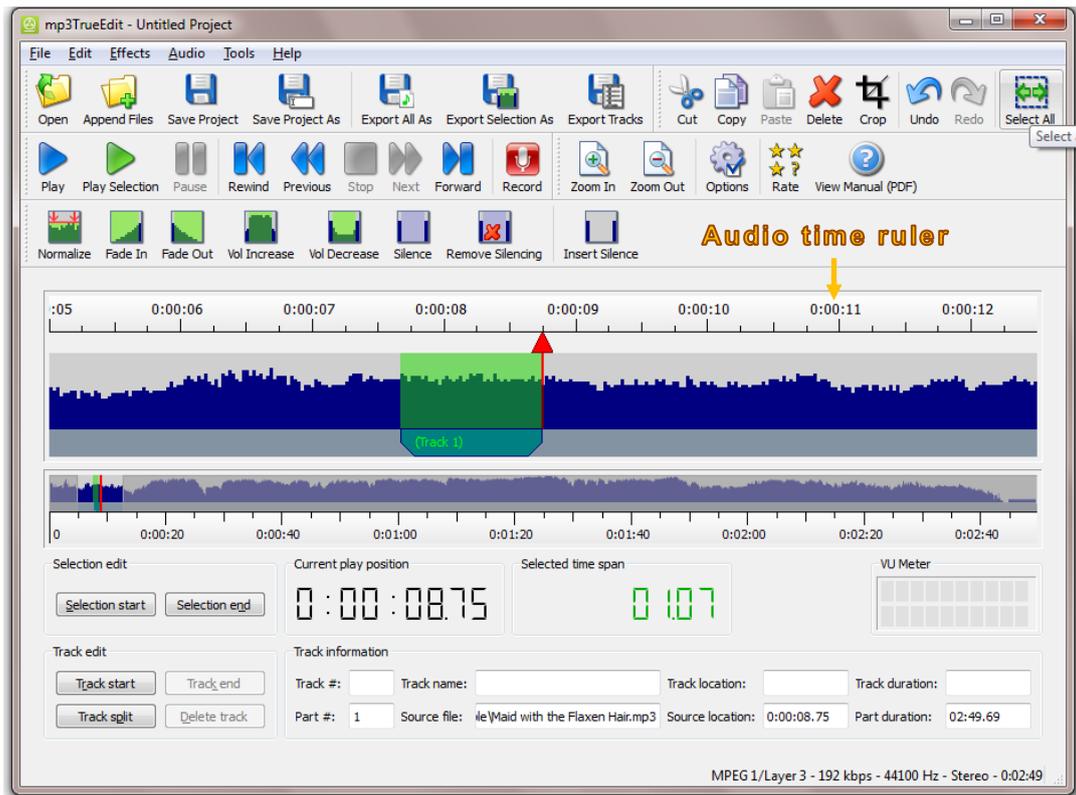
1. To mark the start position of the track, click and drag the **audio time ruler** to move the **current play position** to the desired start position of the track.

2. Then click on the **Track start** button [Track start] to mark the start position. A green colored bar track will appear and by default, it will mark the end of the audio project as the track end position.

3. To mark the end position of the track, use the **audio time ruler** to move the **current play position** to the desired end position of the track.

4. Then click on the **Track end** button [Track end] to mark the end position. The new track end position will be moved to this to current play position.

5. You can also use the **Track split** [Track split] command to divide an existing track into two adjacent tracks. Additionally, if this command is used on a section of audio that is not within a track two new adjacent tracks will be created.

6. To delete a previously created track the **Delete track** command can be used by navigating the **current play position** to within the track you with to delete and then pressing the **Delete track** [Delete track] button.

7. You can also use the **Track start** and **Track end** buttons to adjust the track start or end positions of any existing track. Clicking on the **Track start** button will move the start position of the current or next track to the **current play position** and clicking on the **Track end** button will move the end position of the current or previous track to the **current play position**.
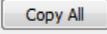
6.16.1. Adding track information to each track

If Track information is added to each track, then this can be used to name the individual files that are created for each track and also to add specific tagging information to each track. The tagging information can then be used by numerous other programs and players to identify the tracks created.

◻ Double click on the track marker or press the Ctrl+K keys (or click on Edit | Edit File Information) to bring up the **Add/Edit Track Information** dialog. This will

allow you to store information on your audio track, such as the track 'title', track 'number', 'artist', 'album', 'genre' etc. The information can then be displayed in your favorite audio player application or on your portable player such as an iPod. You are also able to edit 'album artwork' that is associated with each track, adding new artwork by pasting from the clipboard or opening an image file (or audio file with an embedded image).
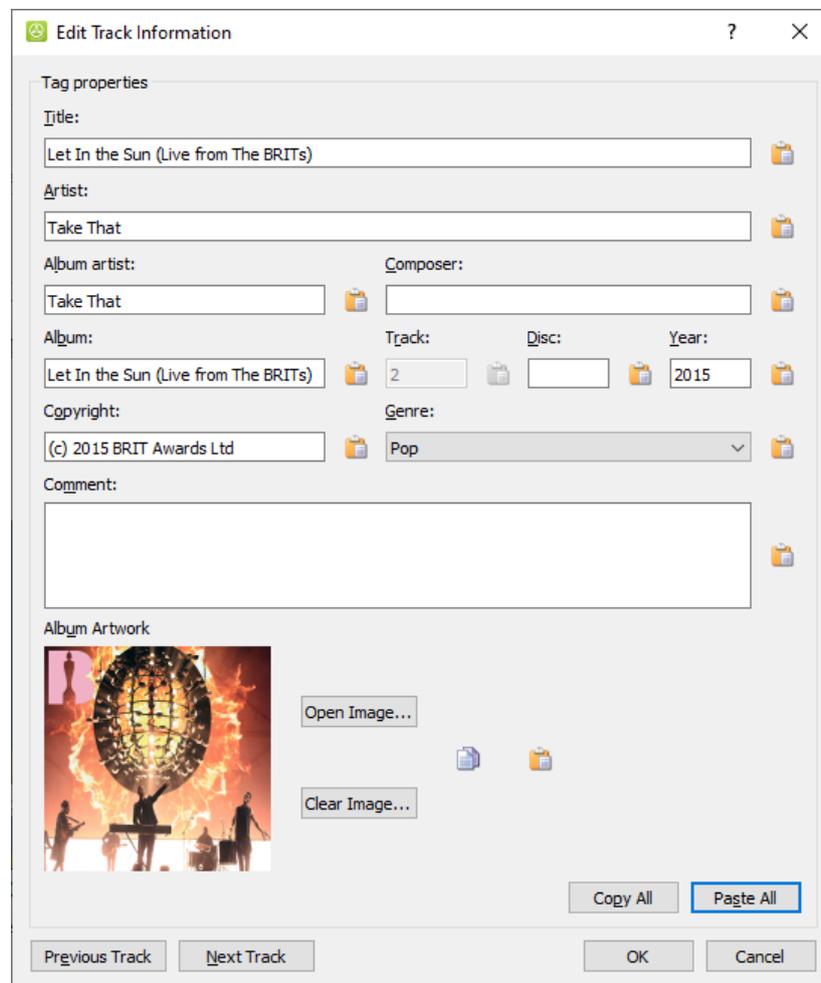
- In the **Add/Edit Track Information** Dialog you can use the **Copy All** and **Paste All** buttons to copy track information from one track to another.

- You can then press the **Next Track** or **Previous Track** buttons to save your current track information and then edit the next or previous tracks information. You can then use the **Paste All** button to copy all the previously saved track information or use the individual 'Paste' buttons to paste individual tags to the new track information dialog.

6.16.2. Selecting a Track's Audio

The audio of any track can quickly be selected by single clicking on the track marker for that track. This easily allows further operation to be performed on a track such as **Normalize**.

6.17. Recording tool

On Windows platforms mp3TrueEdit is able to record and encode audio in real time to the MP3 file format using the built in ACM MP3 codec on Windows. In addition, on Windows Vista/7/8 or Mac OS X recording to AAC format is also supported. On Mac OS X and Windows platforms mp3TrueEdit is able to use the external open source LAME encoder if obtained separately. Please note that mp3TrueEdit does not need LAME in order to edit MP3 or AAC files. Also LAME is not developed or distributed by us and we do not charge you for it.

Recording can be done under Windows using the built in ACM encoder but this may require the latest version of Windows Media Player to be downloaded and configured. Please see our website FAQ at http://www.ithinkapps.com/faq/#mp3encoder_acm for more information on how to do this.

Also for Windows and Mac OS X it is possible to use the open source LAME MP3 encoder to record MP3 audio. This will require an additional download of this software and configuration in the mp3TrueEdit **Preferences/Options** dialog. Please see our website FAQ at http://www.ithinkapps.com/faq/#mp3encoder_lame for more information on how to do this.

Patent disclaimer:
In certain countries, the MP3 technology may be patented, and may thus require permission from the patent holders before it can be used. Please check the applicable law in your country.

Third party software disclaimer:
C2 Solutions Ltd. will not be held responsible for any third party software that may be used by the optional MP3 LAME encoding function. You are advised to check the suitability of any software obtained (using antivirus software or otherwise) before configuring mp3TrueEdit to use it.

6.17.1. How to record audio

To record, the steps involved are as follows:
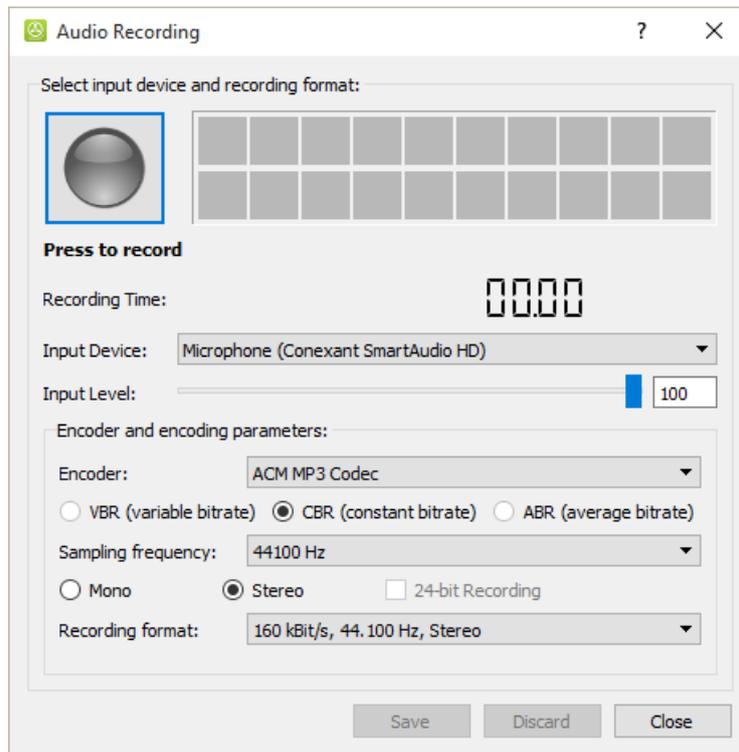
1. Click on the **Record** button to open the recording dialog.
2. Select one of the input devices e.g. "Microphone" that is available on your computer.
3. Then you will need to select one of the encoders which will depend on your operating system and version. Use either an AAC or MP3 encoder or codec to record in the AAC or MP3 format respectively. If you wish to use the open source LAME encoder, then you must obtain this separately as described above. You will also need to specify the location of the external lame encoder using the **Preferences/Options** dialog in the **'Recording'** tab.
4. Depending on the selected encoder you may be given the opportunity to select (VBR) Variable bitrate, (CBR) Constant bitrate or (ABR) Average bitrate encoding for your recording. For best quality normally VBR is recommended.
5. You may then be required to select a Sampling frequency. This would usually be the (default) option if available; otherwise 44100Hz would normally be used for most applications.
6. You must then select if you wish to record in Mono or Stereo.

Important note: If you are combining this recording with another AAC or MP3 audio file, you need to match the **file type** (MP3 or AAC), **sampling frequency** i.e. Hz and if **mono** or **stereo** is used. This will then allow pasting into an existing mp3TrueEdit project.

7. If your audio interface and selected encoder supports 24bit recording, then you can use this option to increase the quality of quieter sections of your audio recordings. This will allow you to increase the volume of these quieter sections later with the minimum loss of quality.
Please note: Currently you will need to select the LAME encoder to enable 24bit recording.

8. You can then select the 'Recording format' that you require from the drop down list. This list of recording formats will depend on your previously selected options. The 'Recording format' will allow you to choose the quality (0-9) or bitrate (in kBit/s or kbps). For CBR and ABR the greater the bitrate the greater the quality the recording will be but the resulting audio file will be larger. For LAME VBR encoding the lower the numeric quality value the greater the quality of the recording will be, but the resulting MP3 file will be larger.

9. **Please note:** before you can start recording you must select all the encoding parameters that are required for the selected encoder, otherwise the recording button will not be enabled. If there any encoding parameters that still need to be set, then they will be highlighted in red.

10. Then click the green **Record** 🔘 button which will turn red 🔴 when recording.

11. A total recording time will be displayed in red to show the total length of the recording session.

12. You will also be able to see the recording level in the 'VU' meter display as shown below. It is recommended to keep the majority of the recording session within the green and yellow bars avoiding the red bars for long periods.

13. If enabled, you can use the input level slider to adjust the recording volume level. You can still normalize your recordings later to maximize the volume level while still retaining the quality.

Tip 😊**:** You can also adjust the recording level for various operating systems as follows:

🔲 **Windows Vista 7 and 8:** by right mouse clicking on the Speaker icon in the bottom right hand of the screen and selecting: Recording devices then the 'Recording' tab. Then select the input device from the list (such as Microphone). You should then select the 'Properties' button and then the 'Levels' tab and adjust the recording level slider after making sure it is not muted.

🔲 **Apple Mac OS X:** From the top left hand Apple Menu select System Preferences… | Sound and then the 'Input' tab. Then select the input device and adjust the input volume slider control.

🔲 **In mp3TrueEdit** you will then need to select the same Mixer Device/Input Device that you have configured for your operating system above.

14. You are able to pause recording at any time by pressing the red recording icon again and it will then turn back to green indicating that the recording has been paused.

15. You can restart or subsequently pause recording any number of times by toggling the record button.

16. Once you have finished recording, click on **Save** and you will be prompted to save the recording to a new audio file.
    Alternatively, you can press the **Discard** button to discard any unwanted recordings made in this recording session.

6.18. New Application Window command

This function allows you to open another **mp3TrueEdit** application window. This is useful when you are copying a section of an audio file from one window to another or you wish to view or edit more than one audio file at a time.

6.19. mp3TrueEdit Preferences/Options

On Windows click on **'Tools | Options'** and on Mac OS X click on **'mp3TrueEdit | Preferences'** and you will find 4 tabs for setting different options: **Appearance/UI**, **Toolbars**, **Volume Change**, **Tracks** and **Recording**.

- The **Appearance/UI** tab shows how you would like to display your audio files on the **audio display screen**.

17. The 'Horizontal Zoom' will show allow you to zoom in and out horizontally to view fewer or more audio frames (shown as vertical blue bars). You can also use the Mac OS X or Windows keyboard commands to zoom in or out as defined in **7.2**. **NB:** The vertical zoom and position is automatically adjusted when loading audio files or mp3TrueEdit projects but the default setting can also be adjusted using the appropriate vertical zoom and shift keyboard commands (see also in section **7.2**). You can also re-run the automatic vertical adjustment at any time using the Tools | Scale View menu command.

18. The 'Display Offset' option can be used to adjust where the current play position will be displayed in the **audio display screen**. The default value is 50% of the **audio display screen** width.

19. When checked the 'Display Gap' option will always show the **audio display screen** as a scrolled are on the screen. If you turn this option off, then at the very start and end of an audio project then the **current play position** will move rather than scrolling the entire **audio display screen** and no gaps will be shown at the start and end of the audio project.

20. The 'Frame Navigation Times' allow you to change the movement of each frame block or each frame page by seconds.

21. The 'Play selection using space bar' check box when checked will default to playing the selected audio when the 'space' key is pressed if there is any currently selected audio. This also works for the Play/Pause media keys on some keyboards.

22. The 'Enable showing all warnings/messages in dialogs' button will reset the skipping of any warnings or messages that are displayed while using mp3TrueEdit. To reset all warnings/messages simply click this button once before clicking OK.
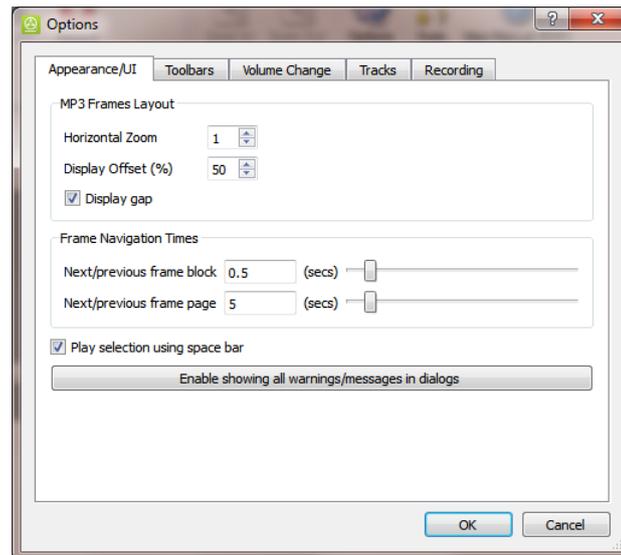
- The **Toolbars** tab allows you to individually configure the **Menu**, **Audio** and **Effects** toolbars. You can show or hide them, show large or small buttons and enable a text display of the command under the individual toolbar buttons.
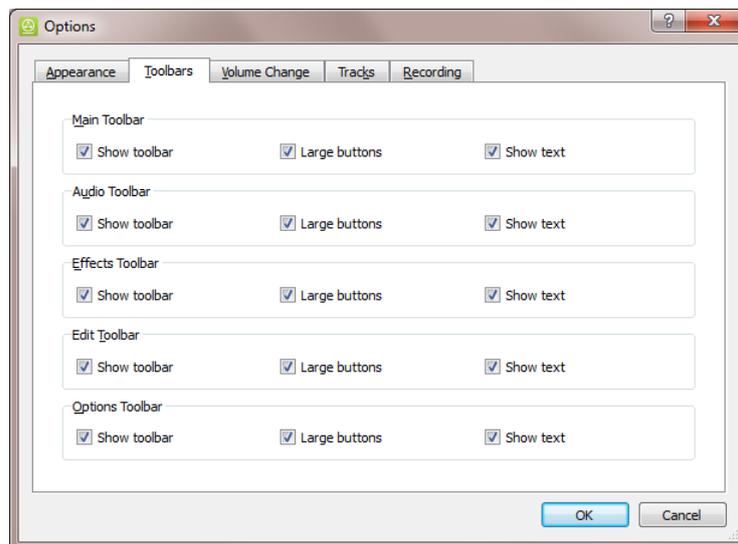

- The **Volume Change** tab shows by how much the volume is changed for various audio effects found under the Effects menu.

1. The 'Increase/decrease by:' option will change by how many steps the volume is increased or decreased by each time the Volume Increase or Volume Decrease commands are selected. (each step is approximately 1.5 dB).
2. The 'Fade in/fade out volume by:' option will change how many steps the volume is decreased or increased by at the start or end of the Fade In or Fade Out commands (again each step is approximately 1.5 dB).
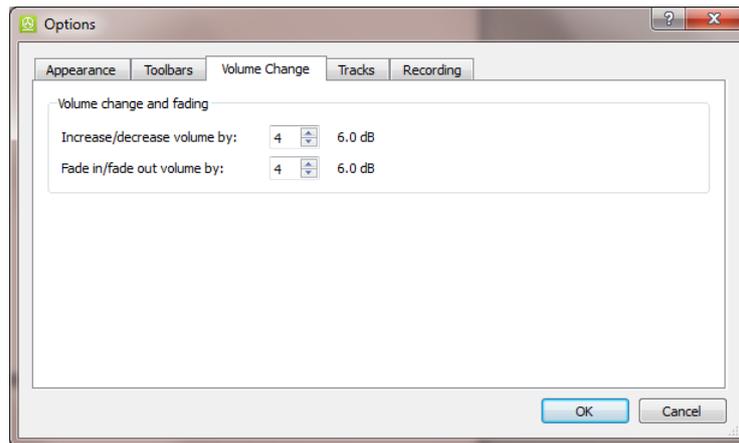
- The **Tracks** tab allows you to specify the file name format that is used when exporting a project as individual audio tracks using the Export Tracks... command. You are able to specify any string that is supported by your operating systems file system together with the following special macro commands that will be replaced by the value that has been defined in the individual track's Tag Properties (see section **6.16.1**).

1. %T will be replaced by the Title of a track.
2. % A will be replaced by the Artist for a track.
3. %N, %0N and %00N will be replaced by the track number while also adding one or two leading zeros if necessary for the %0N and %00N macros to ensure that a two or three-digit track number is generated.
4. The 'Enable automatic track numbering' option is used in conjunction with the Add/Edit Track information (**6.16.1**) command to automatically set the default track number when editing a track's tag properties.
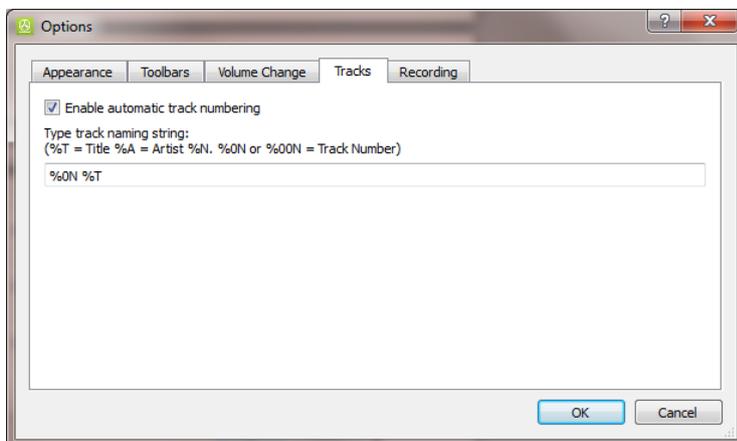

- The **Recording** tab shows links to additional late breaking information on how best to configure the ACM recording options for mp3TrueEdit on Windows platforms (see: http://www.ithinkapps.com/faq/#mp3encoder_acm). It also allows you to specify the location of an external LAME encoder which must be obtained separately from mp3TrueEdit due to patent restrictions (see: http://www.ithinkapps.com/faq/#mp3encoder_lame). Once you have obtained a copy of the LAME encoder you can use the **Browse** button to locate the external command line LAME executable ('lame.exe' on Windows or 'lame' on Mac OS X) or the LAME dynamic library ('libmp3lame.dll' or 'lame_enc.dll' on Windows or 'libmp3lame.dylib' on Mac OS X). Then press OK to save these settings.
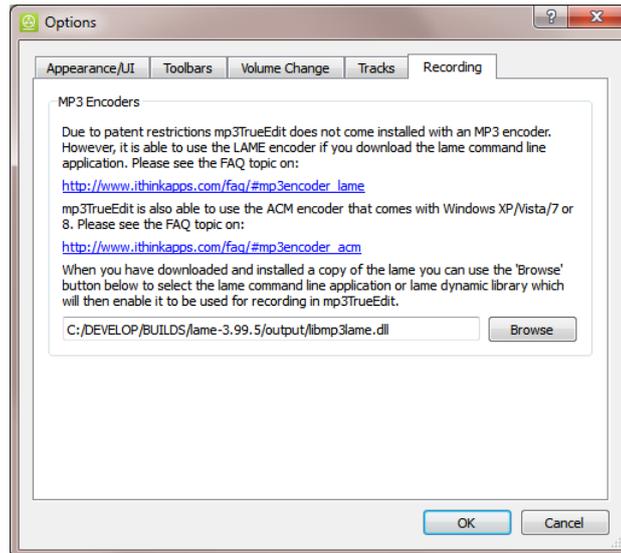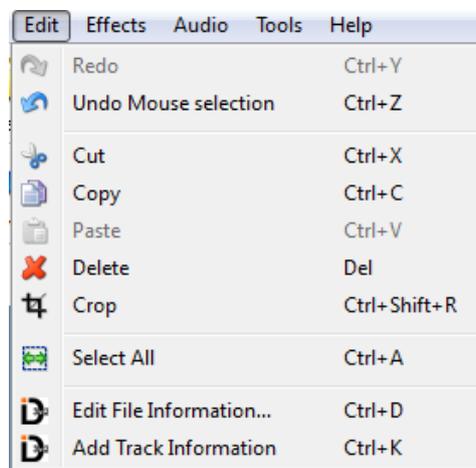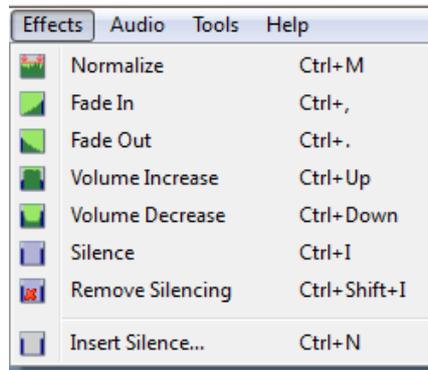
7. Menu list and shortcuts

7.1.   List of Menus

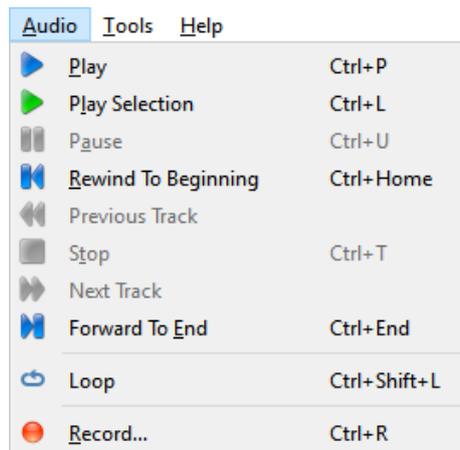🔲 **File Menu**
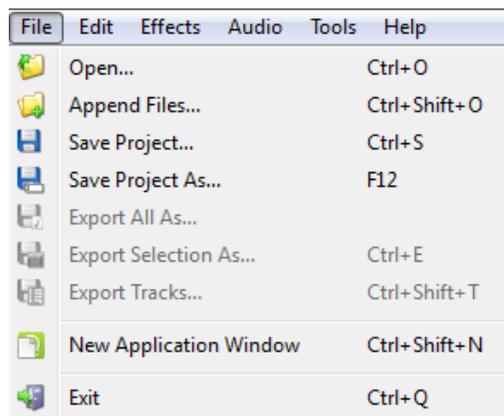
🔲 **Edit Menu**

🔲 **Effects Menu**

Audio Menu

Tools Options Menu
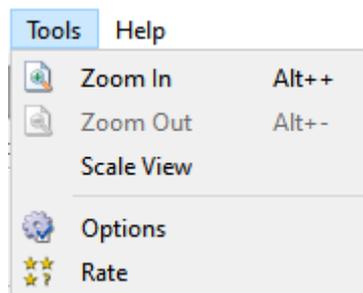
7.2.　Keyboard shortcut commands

Mac OS X Keyboard Command　　　　　　　Windows Keybord Commands

Mac Command	Mac Shortcut	Windows Command	Windows Shortcut
Move Previous Edit Point	↖	Move Previous Edit Point	Home
Move Next Edit Point	↘	Move Next Edit Point	End
Move Next Frame	→	Move Next Frame	Right
Move Previous Frame	←	Move Previous Frame	Left
Move Next Frame Block	⌥→	Move Next Frame Block	Ctrl+Right
Move Previous Frame Block	⌥←	Move Previous Frame Block	Ctrl+Left
Move Next Frame Page	⌘↕	Move Next Frame Page	Ctrl+PgDown
Move Previous Frame Page	⌘↕	Move Previous Frame Page	Ctrl+PgUp
Move Next Track	↕	Move Next Track	PgDown
Move Previous Track	↕	Move Previous Track	PgUp
Move Selection Start	↑	Move Selection Start	Up
Move Selection End	↓	Move Selection End	Down
Select Document Start	⇧⌘↑	Select Document Start	Ctrl+Shift+Home
Select Document End	⇧⌘↓	Select Document End	Ctrl+Shift+End
Select Next Edit Point	⇧⌘→	Select Next Edit Point	Shift+End
Select Previous Edit Point	⇧⌘←	Select Previous Edit Point	Shift+Home
Select Next Frame	⇧→	Select Next Frame	Shift+Right
Select Previous Frame	⇧←	Select Previous Frame	Shift+Left
Select Next Frame Block	⌥⇧→	Select Next Frame Block	Ctrl+Shift+Right
Select Previous Frame Block	⌥⇧←	Select Previous Frame Block	Ctrl+Shift+Left
Select Next Frame Page	⇧⌘↕	Select Next Frame Page	Ctrl+Shift+PgDown
Select Previous Frame Page	⇧⌘↕	Select Previous Frame Page	Ctrl+Shift+PgUp
Select Next Track	⇧↕	Select Next Track	Shift+PgDown
Select Previous Track	⇧↕	Select Previous Track	Shift+PgUp
Set Selection Start	⇧↑	Set Selection Start	Shift+Up
Set Selection End	⇧↓	Set Selection End	Shift+Down
Vertical Shift Up	+	Vertical Shift Up	+
Vertical Shift Down	−	Vertical Shift Down	-
Vertical Zoom In	⌘+	Vertical Zoom In	Ctrl++
Vertical Zoom Out	⌘−	Vertical Zoom Out	Ctrl+-
Horizontal Zoom In	⌥+	Horizontal Zoom In	Alt++
Horizontal Zoom Out	⌥−	Horizontal Zoom Out	Alt+-

8. Glossary

- 🔘 **24bit Recording –** normally 16 bits are used to record audio to CD quality however if your audio interface supports 24-bit recording then these extra bits can improve the quality of quieter sections of audio especially when the volume is increased later using mp3TrueEdit or other audio editors.

- 🔘 **Audio display screen**- It shows a graphical representation of the audio volume over time. Each vertical bar is a frame of compressed audio. The height of the blue bar is an indication of the volume level for that small section of audio.

However, this frame volume indicator is only a visual guide to the actual volume of the decompressed audio that you hear during playback.

- **Bit rate -** a measure of is how much the file is being compressed. The lower the bitrate, the more the file has been compressed and the smaller the resulting file size, this will also result in a lower quality when playing back the audio.

- **Compressed audio frame** – MP3 and AAC format files compress audio into discrete packets of information which are called frames. Each frame is of a fixed length and mp3TrueEdit allows you to edit audio down to individual frame boundaries and also change the volume of these frames. These frames are shown as blue bars in the **audio display screen**. Editing audio files with mp3TrueEdit will allow you to cut/copy/paste or delete any number of frames represented by the blue vertical bars and also allow you to change the volume levels of any individual or group of frames. This is done in a way that does not lose any of the quality of the original AAC or MP3 recording so you won't degrade the quality of your final audio file by de-compressing and re-compressing the audio.

- **Decibels (dB) –** a way of showing the loudness of a sound using a logarithmic scale which is closer to how we perceive the volume of sound. A volume of 1dB is at the limit of what the human ear can hear and volume of 80dB or higher is considered loud. However, in software applications where the volume of your speakers is not known the highest volume is defined a 0 and the more negative the decibel reading the quieter the sound.

- **Encoder –** the software that is used to convert audio from a sound card input device into the compressed audio file format. Converting to the MP3 or AAC file format will cause some loss of quality from the original uncompressed audio but will substantially reduce the file size required to store the audio. Also any subsequent decompression and recompression will also cause additional loss in quality. **Note:** mp3TrueEdit will not decompress and recompress audio when editing MP3 or AAC files and so will not cause a further loss of quality from the originally encoded audio file.

- **Mono or stereo** - **Mono** sound uses only a single channel while **stereo** sound uses two channels for the left and right ears. **Stereo** sound gives you a more natural listening experience compared to **mono**.

- **Sampling frequency -** the number of times per second audio is sampled and stored as a number. The more samples taken per second, the more accurate the digital representation of the sound can be. For example, the current sample rate for CD-quality audio is 44.1 KHz (44,100 samples per second).

- **Time ruler** – A time ruler has now been added to the **audio display screen** and the **map view**. This is to aid in seeing how long the audio sequences and edits are. These rulers can also aid the navigation of audio simply by clicking or dragging with the mouse.

- **VU meter –** located below the audio map view is a volume indicator that displays the loudness of an audio signal. For playback and recording, the optimum level is between the green and yellow bars but try avoiding the red bars for long periods.