

AudaVillage

User Guide

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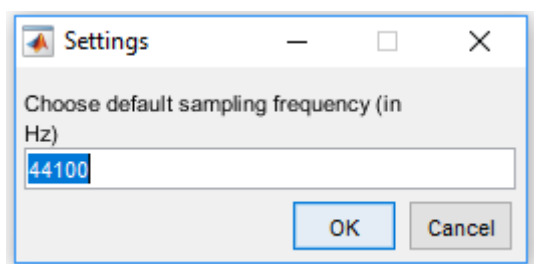
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Introduction

AudaVillage is a simple program which enables basic audio editing. It was developed in Matlab R2015b, but should function properly with every version from R2014b onward.

Getting started

To start the application simply run file called “**main.p**” located in prime directory of the project. You will be greeted with dialog window asking you to choose default sampling frequency. We strongly advise you to not to change default 44100 Hz frequency as it is the most common and widely used for most of the audio files you can get your hands on. Choosing wrong sampling frequency can result in some unwanted side effects.

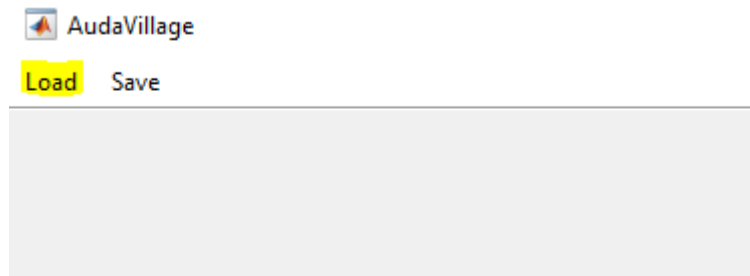


After choosing default sampling frequency AudaVillage will open working window and you can start editing your audio files, this process is further explained in Basic Features section.

Basic features

Loading file

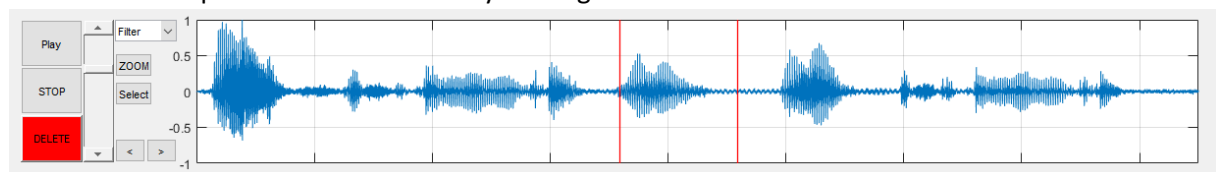
To start working you first need to add audio file. This is achieved by using Load button which then opens dialog to choose file you wish to load.



This user can load up to 4 track at a time. The fifth track represents the output file and is explained later.

Selecting and editing

AudaVillage allows user to dynamically select parts of audio files and conduct variety of operations on the selected parts. This is achieved by clicking on SELECT button.



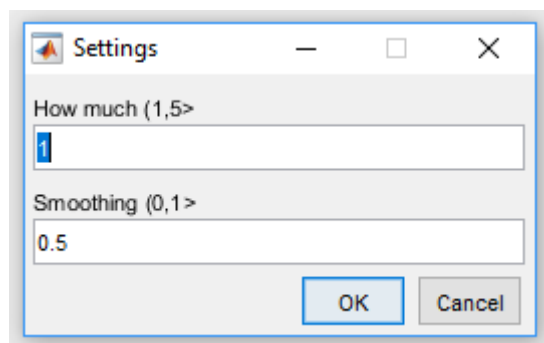
User is the able to adjust volume with slider, play selected part of the audio track or use some of the built-in functions.

Built-in functions

AudaVillage is filled with many great features which are detailly described below.

Filter

This function enables user to remove any kind of noise in audio file. Works surprisingly good when two basic conditions are met: noise sample should be at least 400 ms long and should be selected in part of the track where only noise is present.



First filed represents “magnitude” of noise reduction and second filed is used to smoothen the sound at the expense of quality reduction.

Echo

Echo is a basic echoing sound effect with fixed delay and number of “sound reflections”.

Flip

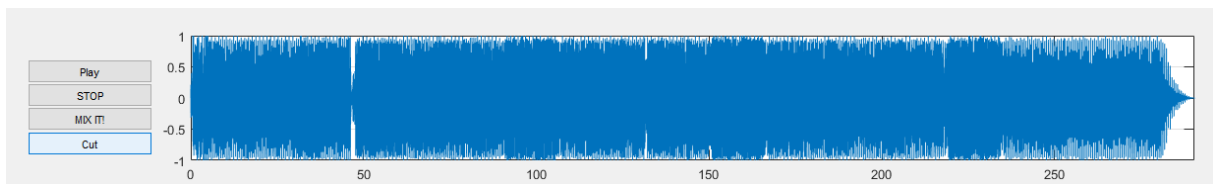
Primary experimental function, which enables user to flip audio file backwards.

Repeat

Copies selected part of a track n-times to fit with other tracks, everything outside of the interval is overwritten.

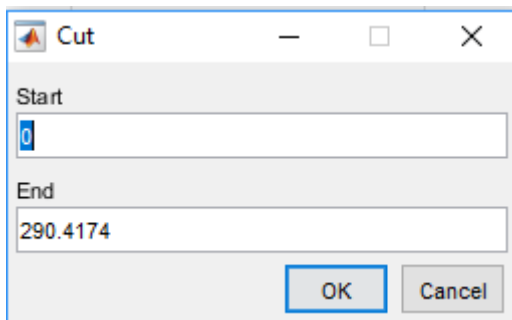
Mixing tracks

After you are done with your audio editing of single tracks you may put them together with MIX IT! Button. AudiaVillage will then proceed to merge audio files into one and plots the result.



Cutting

If you wish to shorten your track you may want to use AudiaVillage cutting feature. After clicking on Cut button, you can fill in a dialog window.

The image shows a screenshot of the 'Cut' dialog window in AudiaVillage. The window has a title bar with the text 'Cut' and standard window controls (minimize, maximize, close). Inside the window, there are two input fields. The first field is labeled 'Start' and contains the value '0'. The second field is labeled 'End' and contains the value '290.4174'. At the bottom right of the dialog, there are two buttons: 'OK' and 'Cancel'.

These two inputs take interval specified by those numbers and delete everything outside of the interval. We should mention that the input is in seconds and allows floating point input.

Saving

To save simply click on Save tab, choose a directory where you want to save your work and AudiaVillage will do the rest. The saved file is called “new.wav” by default and overwrites any existing file with same name.