

AudioBase, Clip Search, ClipStores

AudioBase and Clip Search provide different ways of managing sound effects and clips.

AudioBase has database capabilities which make it suitable for large scale and shared sound library capability.

Clip Search is more suited to fast storage of clips and groups, and provides searching within the current project and attached library projects.

AudioBase

AudioBase is a library database which allows you to search for WAV files on your Medialink2 server via a standard Windows network. Once a WAV file has been found, it may be auditioned, and then imported into the current open Project.

Creating and Maintaining Databases

Refer to the AudioBase3 User Guide for details on creating and maintaining clip databases.

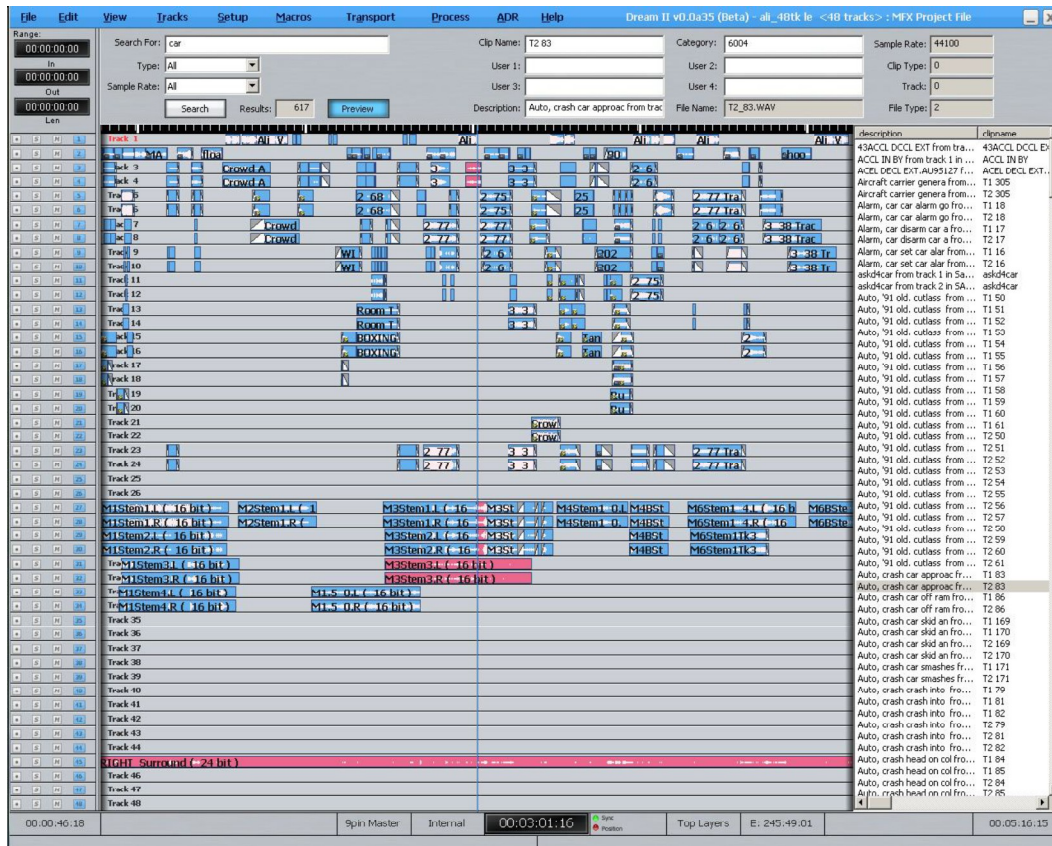
Searching for Sounds

AudioBase3 uses a simple search interface to find clips:

- Step 1 Press the **audio base** key. The search field becomes active.
- Step 2 Enter the text you wish to find and click the **search** soft key, or the on screen **search** button. All relevant database fields will be searched. Use quotes to find whole phrases.

An AudioBase search can be stopped by pressing the **search** soft key again, or by clicking the screen **Search** button again.

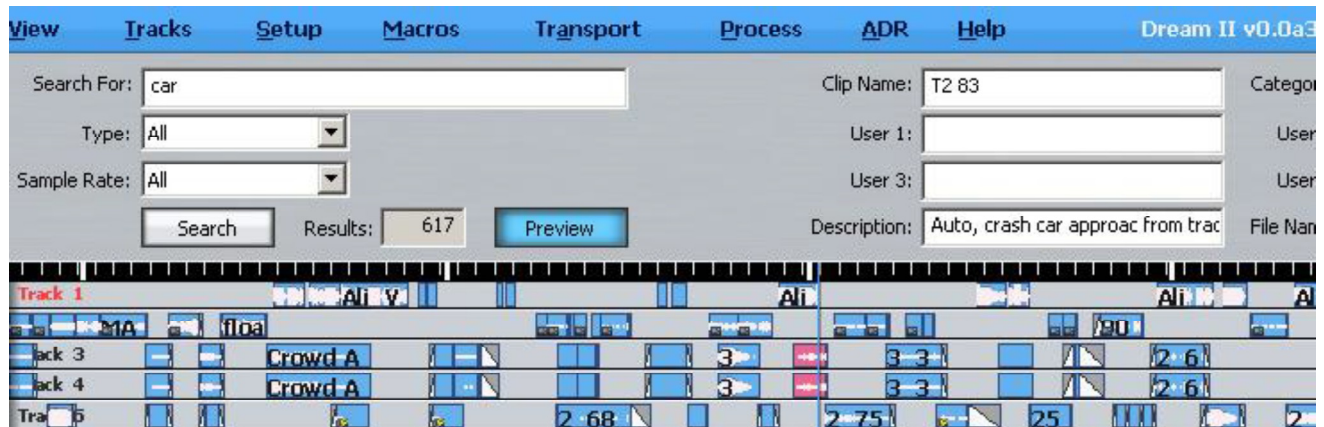
Placing Sounds In A Project



- Step 1** After searching the database, a list of matching clips is displayed. Ensure the transport is in **STOP**, then use the **Jog Wheel** or the **+** and **-** buttons to highlight the clip you want. Holding down the **Shift** button allows you to scroll faster.
- Step 2** Press the **Preview** soft key or click the **Preview** button. While Preview is lit, the highlighted WAV file in the list will loop repeatedly, emerging directly in the Monitor output (not connected to any track or bus).
- You can use the **Jog wheel** or the **+** and **-** keys in the numpad to move the highlight up and down the list. Each time you highlight a new clip, it starts to preview. Press and hold the **Shift** key while scrolling to go faster.
- Step 3** Double-Click the selected WAV file to paste it at the playhead on the active track, or drag and drop a clip to any track at any point on the timeline.
- An alternative method gives you more control of the clip's final position.
- Step 2A** Press the **Audition** soft key or click the **Audition** button in the Smart Pane. While Audition is lit, the highlighted WAV file in the list will play as a clip on the current track, while everything else is frozen (if necessary take M1 off line to prevent the video moving). You can also press the **Jog** button and move the clip with the **Jog Wheel**. This allows you to find a sync point.
- Step 3A** Press the **paste** soft key to paste the auditioning clip at its current position on the current track. This allows you to find a relevant sync point and paste the clip accordingly.

Notes:

- The AudioBase3 results pane can be displayed underneath the Pyxis Track, allowing easy placement of sounds to picture.
- During Audition you can use the **Jog wheel** (when the transport is not in jog) or the **+** and **-** keys in the numpad to move the highlight up and down the list. To start auditioning the new clip, toggle **Audition** off then on again.
- To hide the AudioBase3 results list, simply enter another mode (e.g. Cut).
- Set up your AudioBase3 Server in Setup/General Preferences. Example:
http://192.168.1.100/AudioBase/MFX/search_d2.php (Where 192.168.2.100 is the IP Address of your MediaLink2 Server).



- Entering text in the "Search For" field causes the software to look in all the relevant fields. Entering text in the more specific fields at the right, like Clip Name and Description, confines the search to the fields you have specified. The "Search For" field takes precedence if you have entered text in both places.
- The AudioBase3 results pane can be displayed underneath the Pyxis Track, allowing easy placement of sounds to picture.
- Wildcards can be used to aid searches. These include the following:
 - ***** stands for one or more characters e.g. **dog*** means "anything starting with 'dog'"
 - **?** stands for one character e.g. **dog?** means "starts with 'dog' and contains one more character"
 - **&** means AND e.g. ***dog* & *cat*** means "contains 'dog' and also contains 'cat'"
 - **|** means OR e.g. ***dog* | *cat*** means "contains 'dog' or contains 'cat'"

Clip Search

Clip Search is useful for handling clips in your current project, your attached library project, your project Bin and any ClipStores you can access. It does not require any database setup or software.

Clip Search incorporates the following capabilities

- Search for clips by name, within the current project and attached libraries
- Search within Clip Bins and ClipStores
- Preview or audition found clips

- Paste found clips into the project
- Locate to found clips
- Pop (change layers of) clips within the project
- Export clips

Accessing Clip Search

Clip Search can be accessed in the following ways:

Press **GoTo** → **Clip**

Click **View** → **Clip Search**

Clip	Color	Track	Layer	Start Time	End Time	Duration	File name
Jetstream 120629		Video	2	00:02:12:02	00:02:20:23	00:00:08:21	D:\FairlightAU\Proj
Jetstream 120629		Video	3	00:02:20:05	00:02:29:01	00:00:08:21	D:\FairlightAU\Proj
Jetstream 120629		Video	3	00:47:59:18	00:48:09:18	00:00:10:00	D:\FairlightAU\Proj
Jetstream 120629		Video	3	00:48:26:19	00:48:35:15	00:00:08:21	D:\FairlightAU\Proj
Jetstream 120629		Video	4	00:48:34:22	00:48:43:18	00:00:08:21	D:\FairlightAU\Proj
Jetstream 120629 qwerty		Video	3	00:49:36:14	00:49:46:14	00:00:10:00	D:\FairlightAU\Proj
FL_Recorded Audio 57_a47-6CG88XR...		dfgh	1	00:15:37:02	00:16:07:15	00:00:30:12	D:\FairlightAU\Med
The best clip		asdhgf bcvx	2	00:47:53:12	00:48:11:17	00:00:18:05	D:\FairlightAU\Proj
The best clip		asdhgf bcvx	2	00:48:22:18	00:49:14:12	00:00:51:18	D:\FairlightAU\Proj
The best clip		asdhgf bcvx	4	00:50:13:16	00:51:05:10	00:00:51:18	D:\FairlightAU\Proj
Clip Named		asdhgf bcvx	1	00:55:09:15	00:55:27:06	00:00:17:16	D:\FairlightAU\Proj
Seed 1 1		FX Stereo 1	1	00:03:10:02	00:03:16:03	00:00:06:00	D:\FairlightAU\Proj
Good name Bounced		bzvxbx 3k3 l	2	00:02:50:19	00:03:00:16	00:00:09:21	D:\FairlightAU\Proj
Good name		bzvxbx 3k3 l	1	00:02:52:03	00:02:56:02	00:00:03:23	D:\FairlightAU\Proj
Good name		bzvxbx 3k3 l	1	00:02:56:02	00:03:05:10	00:00:09:08	D:\FairlightAU\Proj
Good name Bounced		bzvxbx 3k3 l	3	00:02:57:14	00:03:11:09	00:00:13:20	D:\FairlightAU\Proj
Good name		Track 15	1	00:04:03:02	00:04:17:16	00:00:14:13	D:\FairlightAU\Proj
Good name		Track 15	1	00:04:17:16	00:04:23:05	00:00:05:14	D:\FairlightAU\Proj
Good name		Track 16	2	00:04:12:06	00:04:25:11	00:00:13:05	D:\FairlightAU\Proj

el

1: PROJ: Jestream video

Bin 01

D:\FairlightAU\Audio\Clipstore2 - Andr

☐ Under Playhead
☐ Only Offline Clips
☒ Current Workspace
☐ Other Workspaces/Libraries
☐ Bins
☐ ClipStores

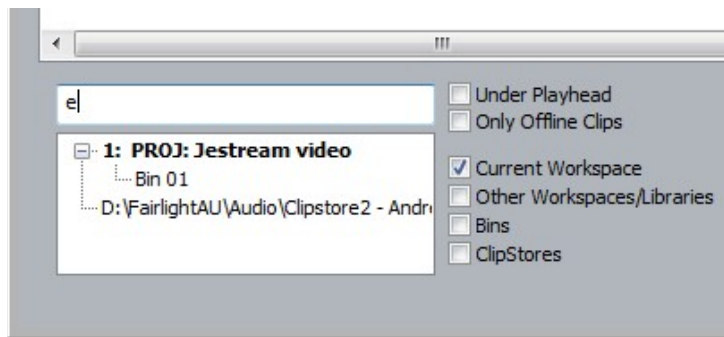
Preview Export Clip(s) Reveal File Refresh
 Audition Paste Pop Close

While the Clip Search dialog is open you can:

- Filter the list by typing a sequence of characters in the text box. Only clip names containing that sequence will be displayed. To quickly move the cursor into the Search field, press the **Search** soft key.
- Sort the clips in track order, start order, end order or duration or clip colour, by clicking on the column header. Clicking the header a second time reverses the sort order.
- Double click any clip to locate to its timecode.
- Press the **Playhead** soft key, or select the **Under Playhead** checkbox, to display only clips touching the cursor. This is updated as the transport moves.

- Press the **Pop** soft key, or select the **Pop** button, to bring the currently selected clip to the top layer on its track. This can be used to manage multiple takes of the same recording, layered on a single track.
- Press the **Offline** soft key, or select the **Only Offline Clips** button, to reduce the list to only those clips for which media are not currently available.
- Click the **Reveal File** button to display a Windows Explorer window, showing the file containing the media for the clip.
- Resize the dialog by dragging with the mouse on any of its sides.
- Change the order of displayed fields by dragging the field names horizontally with the mouse.
- Paste the selected clip(s) at the current time by clicking the **Paste** button, or by dragging one or more clips from the window to the Track display (if multiple clips are selected, they will be placed end-to-end at the destination).

What is Displayed



By default the window displays clips from the current project. By clicking the various checkboxes you can access your choice of:

- The current project
- Attached Library projects (for information about libraries see "Import" on Page 132)
- Your project Bin (described in the next section)
- Your Clipstores (described in the next section)

You can filter the display in the following ways:

- Type a sequence into the Search field. The display will show only clips whose names contain the sequence.
- Select the Under Playhead check box. The display will show only clips touching the cursor. This can be extremely useful for working with multiple takes, for example.
- Select the Only Offline Clips check box. This can be useful for finding missing clips, by seeing which files they were originally referencing.

Clip Bins

Every project now has a "Clip Bin". This is a place to store clips not being used at the moment. They are copied directly to the Project Bin using

Clip → **Copy Clips to Bin**

OR

Clip → Cut Clips to Bin

The command will target the currently selected clip(s). If a Range is present, only wholly included clips will be copied.

To access them, open the Clip Search dialog in one of the following ways:

Press GoTo → Clip

Click View → Clip Search

In the Clip Search dialog there is a checkbox for Bins. When this is checked the dialog shows all the clips in the Bin, which can be auditioned, previewed and pasted in the normal way. **Note:** the Bin can only be seen by the project from which it was created.

ClipStores

ClipStores work in a similar way to Bins, but can be located anywhere on your network, and are accessible to all users. ClipStores can be created at any time using:

File → New Clipstore

Clipstore files have the extension .CLIPS.

To open a ClipStore, use:

File → Open Clipstore

and browse to the file you want. The project remembers which ClipStores have been used recently - these can be accessed via the File Menu also. Multiple ClipStores can be opened at the same time, and by multiple users.

To place clips in a ClipStore, select them then use:

Clip → Publish Clips to Clipstore

While this dialog is open, you can choose which of the open ClipStores to target. If you have selected multiple clips, you can save them as a Grouped Clip, and give them a name.

If your ClipStore is to be shared on a network, the Publish Media as Well checkbox should be used, so that the media is placed in the appropriate folder under the ClipStore file. This will allow users from anywhere on the network to audition and paste the audio.

Multiple users can publish at *almost* the same time to the same ClipStore. Because the clip metadata is very small, the ClipStore is only opened for Write for a short time, making clashes between users relatively unlikely. If a clash occurs, the later publish command will be held off until the earlier one is finished, which will hang the late-publishing system for a short period.

To access audio from an open Clipstore, open the Clip Search dialog in one of the following ways:

Press GoTo → Clip

Click View → Clip Search

In the Clip Search dialog there is a checkbox for each open Clipstores. When this is checked the dialog shows all the clips in the selected Clipstores, which can be auditioned, previewed and pasted in the normal way.

Group Clips can be auditioned and pasted as well. This allows the possibility of collecting complex effects into the Clipstore and reusing them at any time.

Preview from Windows Explorer

Audio files can be previewed directly from Windows Explorer. To do this, click:

File → **Import** → **Audio File(s)**

This allows you to open up a custom Explorer window allowing Preview, Auto-Preview (click and hear) and Audition of individual audio files on the Windows file path. You can then either drag/drop multiple files directly to the timeline, select Paste to place the selected media at the playhead, or select Import to place the media at the timeline and exit the dialog. This is only available in Windows 7.

