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### A NEW EDITING TOOL: THE SNIPPET

The snippet was developed in response to radio pro demands and has been on the market since May 1999.

This new editing system has all the qualities and simplicity of easy-cut and mono-track and a lot more besides. The user can choose whichever work mode is more convenient by selecting the parts to be retained (as in mono-track editing) or those to be cut (as in easy-cut).

#### New features:

- Many functions with the mouse right-click to save time
- Selection of a part of the spectrum by simply clicking and moving the mouse cursor
- Off-screen scroll function: the spectrum continues to scroll when the mouse is off-screen
- Marker positioning (keyboard shortcut: Ctrl + marker number. Direct access to 9 markers)
- Several sound files can be run on the same track (as with mono-track) and inserted in any location. Each file takes on a different colour for easier visualisation
- A new key – "cut non-selected" – to keep only what has been selected, and twice as fast as with the easy-cut tab
- After a cut, the reading head repositions itself 2 seconds before the cut point so the user can check sequencing
- A tag is displayed where each cut was made. By clicking on a tag, the user can retrieve the element from the bin and modify it in exactly the same position where it was cut.
- Each binned element can be played, named, pasted and reused or saved in the database in Master format.
- Horizontal and vertical zoom using a single cursor
- The work area is automatically in full screen mode

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### FILE FORMATS USED BY RADIO-ASSIST

When speaking of format, we must always differentiate between the format of the file and that of the data it contains. In fact, the file format only describes the "envelope" or "shell" (e.g. WAVE file). It may be that the "shell" does not exist, in which case the file is referred to as raw. A "shell" is necessary because it gives information needed to handle the file contents (e.g. for sampling frequency).

The Audio data format describes the kind of sound data, i.e. the types of coding (such as Linear or PCM, Musicam, etc.).

Glossary of file formats (in order of appearance):

- WAVE: Microsoft standard format, for easy exchange of sound material
- BWF: WAVE file containing a text information field (author name, title, time-code, etc). A BWF file can only contain MPEG or PCM sound data. Radio-Assist manages information in BWF format
- Sd2: file format used by pro-tools which are in 44.1 kHz 16-bit stereo
- AIFF: Macintosh format, equivalent to WAVE
- SND / AU: file format used with UNIX (Sun, Next)
- Musifile: file format recommended by Digigram; only contains MPEG data
- Eela Audio: proprietary format; its text information is managed by Radio-Assist
- Real Audio: proprietary format adapted to Internet operations

Glossary of audio formats (in order of appearance):

- PCM: or Linear, a digital sound which has not been processed (unlike an MPEG sound which is compacted)
- G7.. and CELP-GSM: different types of voice coding
- MPEG: set of coding procedures for sound and video. Radio-Assist manages the sound part, also known as Musicam coding. This standard is divided up into different levels of complexity (Layers) which have an influence on the efficiency of the compression algorithm.

By default, Radio-Assist uses MPEG 1-2 / Layer 2.

MPEG 2 Audio has, compared to MPEG 1, 3 extra sampling frequencies: 24 Hz / 22.05 kHz and 16 kHz

- WB48sbc: earlier coding similar to Musicam

Formats available with Radio-Assist are:

- raw and WAVE files (with or without BWF): in MPEG & PCM
- Sd2 pro-tools: in PCM (44.1 kHz 16-bit stereo raw file)
- AIFF: in PCM
- SND/AU (Sun/Next/Unix): in PCM & G711-muLaw
- Musifile: in MPEG

Available soon: MPEG Layer 3, 24-bit PCM

Other formats for Radio-Assist import:

- Raw: in WB48sbc
- Non-BWF Eela Audio (with automatic transfer of text information to BWF): in MPEG

Nétia can also supply a tool to import and integrate into Radio-Assist files in a format other than those mentioned above.

For native file formats, a single file format (i.e. raw file) with a single MPEG sound format is not possible. This maintains overall consistency.

A native file format in BWF will soon be available.

It will also be possible to combine PCM with MPEG in different formats (streams, 8/16-bit PCM).