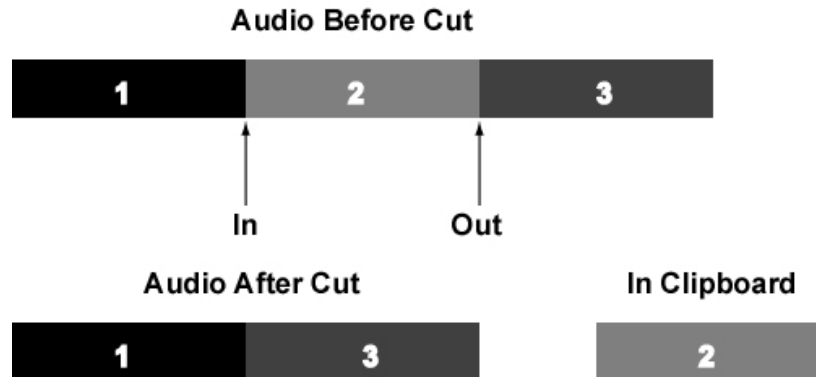


Editing Functions

CUT

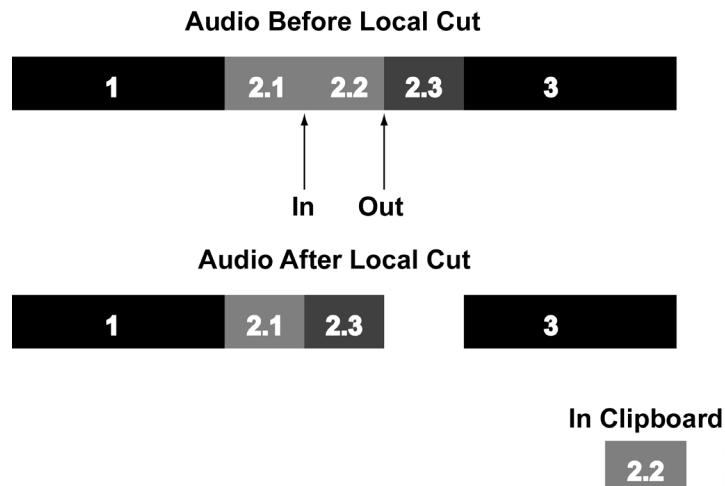
The CUT function removes the audio from the selected track(s) between the In and the Out points and places it into the clipboard. All subsequent audio will be slipped earlier in time to replace the audio that was cut.



LOCAL CUT

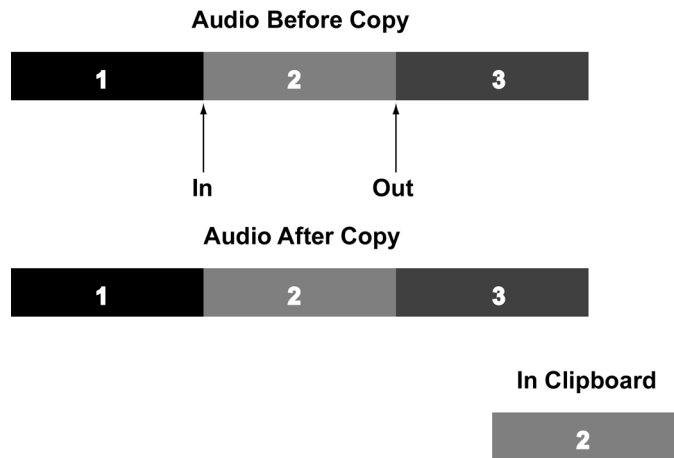
(SHIFT then CUT)

The LOCAL CUT function removes the audio from the selected track(s) between the In and the Out points within an audio event and places it into the clipboard. Subsequent audio within that event will be slipped earlier in time to replace the audio that was cut. Subsequent events will not move.



COPY

The COPY function copies the audio from the selected track(s) between the In and Out points and places it into the clipboard.



SPLIT

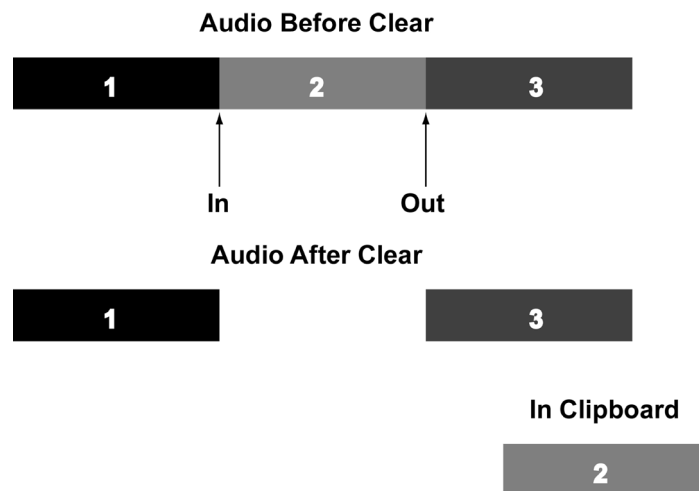
(SHIFT then COPY)

The SPLIT function creates an event boundary at the play head location.



CLEAR

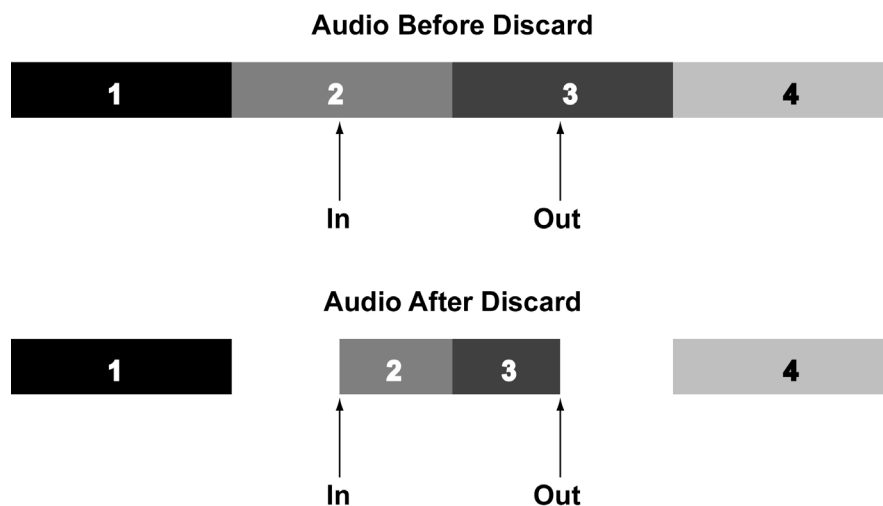
The CLEAR function removes the audio between the In and Out points, replacing it with silence. It does not affect the position of any other audio material on the track(s).



DISCARD

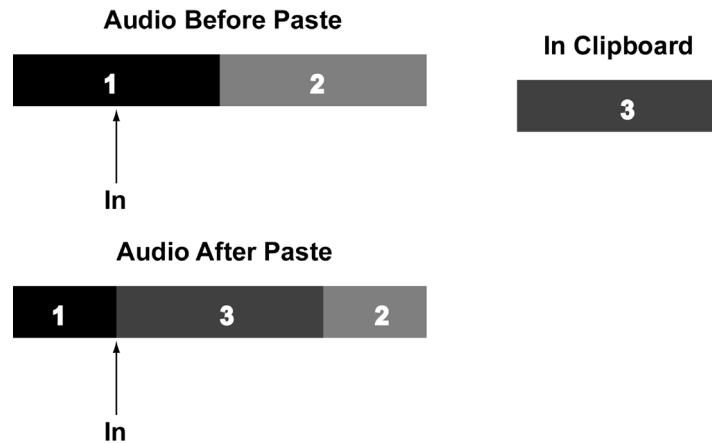
(SHIFT then CLEAR)

The DISCARD function removes the audio on both sides of the In and Out points, replacing it with silence but will NOT remove audio beyond the next or previous edit boundaries. The clipboard is not affected.



PASTE

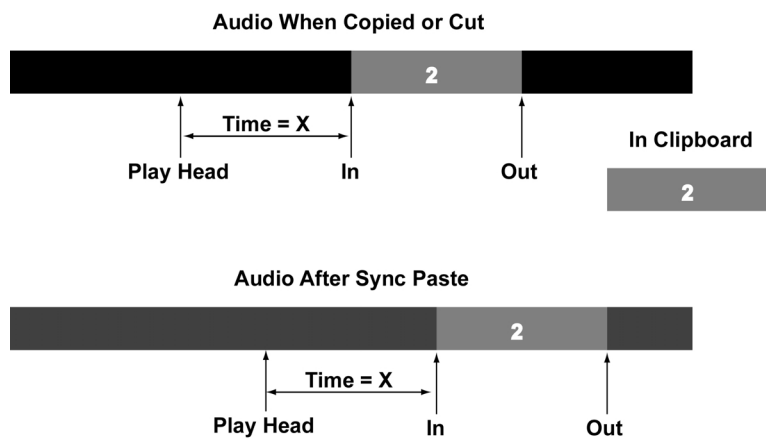
PASTE places the contents of the clipboard into the selected track(s) at the position of the In point and overwrites any existing material on those selected tracks starting at the In point and extending for the duration of the clipboard contents. PASTE does not alter the placement of any other material on the track(s).



SYNC PASTE

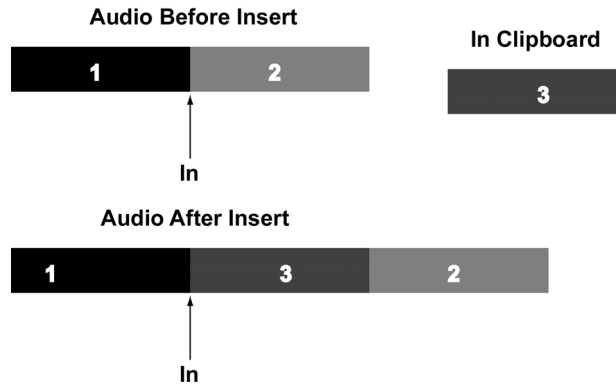
(SHIFT then PASTE)

Sync paste is similar to PASTE, but it allows the user to reference a location defined by the position of the play head other than the IN point. Essentially, the difference between the play head and the IN point when the audio is copied is maintained when a SYNC PASTE is performed. New IN and OUT points are generated at the Sync Past location. This allows the user to reference a downbeat in music or visual event in a video playback.



INSERT

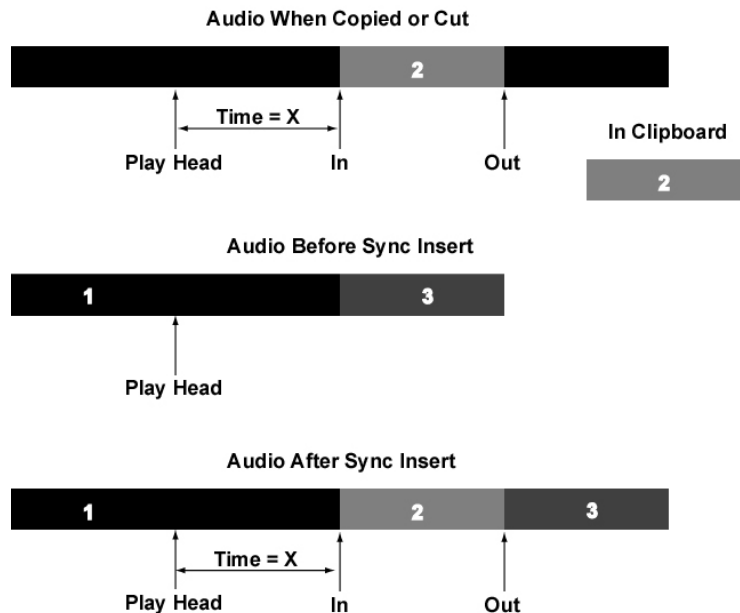
INSERT places the contents of the clipboard into the selected track(s) at the In point, while slipping all subsequent audio on the selected tracks later in time an amount equal to the inserted audio.



SYNC INSERT

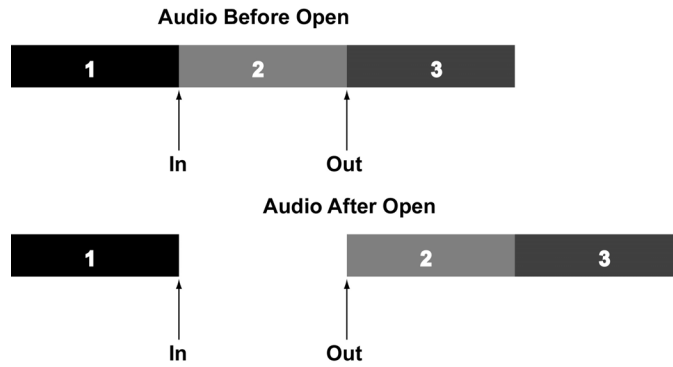
(SHIFT then INSERT)

Sync insert is similar to SYNC PASTE except instead of pasting over existing audio, the audio is moved later in time an amount equal to the pasted audio. Essentially, the difference between the play head and the IN point when the audio is copied is maintained when a SYNC INSERT is performed. New IN and OUT points are generated at the Sync Insert location. This allows the user to reference a downbeat in music or a visual event in a video playback.



OPEN

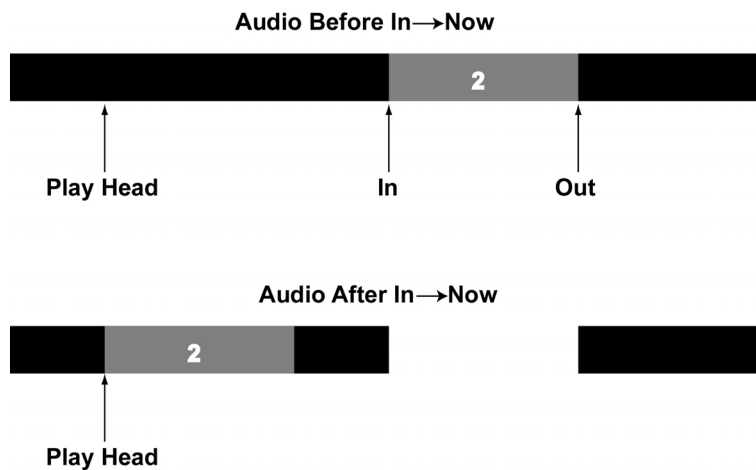
OPEN places a segment of silence into the selected track(s) at the In point equal to the time between the In and Out points, while slipping all subsequent audio later in time an amount equal to the time between the In and Out points.



IN→NOW

(SHIFT then OPEN)

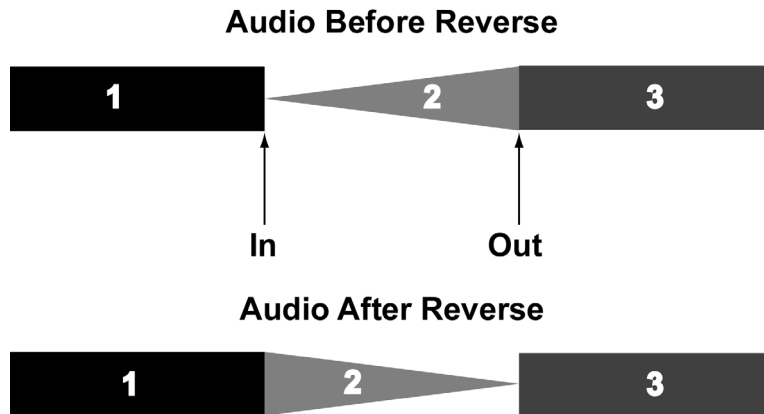
This function will move the audio defined by the In and Out points to the current position of the play head overwriting any existing audio event(s). The audio's In point is placed at the play head.



REVERSE

(SHIFT then UNDO)

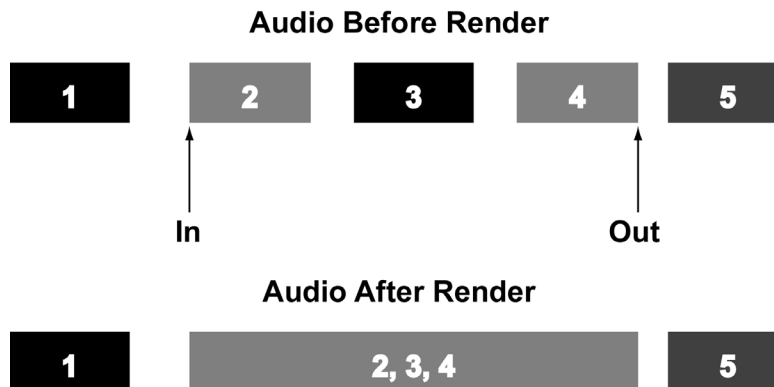
The Reverse function reverses the audio on edit-enabled track(s) between the In and Out points. This function will split audio events if necessary.



RENDER

(SHIFT then REDO)

The Render function creates a single continuous audio file from multiple audio events on edit-enabled track(s) between the In and Out points.



UNDO

This steps backward through the Undo history.

REDO

This steps forward through the Undo history.