The following setting options are available in the **Common settings** area:

Input field **Duration**	Specifies the duration of the test signal in seconds.
Slider **Amplitude**	Specifies the amplitude of the test signal both for sound and noise.

The following setting options are available in the **Tones** area:

Option button **Tones**	Defines that the test signal is reproduced as a tone. Also activates the area containing the setting options for the wave form, start frequency and end frequency of the test signal.
Drop-down menu **Waveform**	Specifies the wave form that the test signal should have.
Input field **Start**	Specifies the start frequency of the test signal.
Input field **End frequency**	Specifies the end frequency of the test signal.

The following setting options are available in the **Noise** area:

Option button **Noise**	Defines that the test signal is reproduced as a noise. Also activates the area that defines the type of noise.
Drop-down menu **Color**	Specifies the type of noise. **White** is a loud noise, **Pink** a medium noise and **Brown** a quiet noise.

2.5 Filters

You can change the sound of an audio file in a variety of ways. For this purpose the **Tools**, **Effects** and **Enhancement** entries are available in the menu bar.

The following setting options are available in all sound change windows:

Button ▶	Plays the audio file changed by the filter.

➡ The recording process is started.

4. Click the ❚❚ button to interrupt the recording.

➡ The recording process is interrupted. You can resume it by clicking the ⦿ button.

5. If you want to insert the recording into the file display, click the **OK** button.

➡ The channels of the recording are presented as peak file in the file display.

➡ You have recorded an audio file.

> If you click the **Cancel** button in the **Recording Console** window during a recording, the recording will be stopped and the **Recording Console** window will be closed. Your recording will not be saved. If you want to interrupt the recording, click the ❚❚ button instead of the **Cancel** button.

5   Editing Audio File

Nero WaveEditor offers various options for editing audio files. You can make changes to the file structure (such as inserting track splits), change the volume of an audio file (such as normalizing it), and apply other enhancement options (such as converting the sample format).

The following requirement must be fulfilled:

- An opened audio file is displayed in the file display.

> You can either edit the complete audio file, or a specific section.
> If you want to edit a specific section of the audio file, highlight the respective section in the file display.

5.1   Editing Audio File Structure

To edit the structure of an audio file, proceed as follows:

1. If you want silences in a song to be detected automatically so as to be able to skip these when playing the audio file:
   1. Click the **Edit** > **Pause Detection** entry in the menu bar.
      ➜ The **Pause Detection** window is opened.
   2. Define the required settings and click the **OK** button.

2. If you want to insert a track split in the audio file to be able to skip directly to this point, click the **Edit** > **Insert Track Split** entry in the menu bar.

3. If you want to save a single track produced by inserting track splits as a file:
   1. Click the **Edit** > **Save Tracks as Files** entry in the menu bar.
      ➜ The **Save Tracks as Separate Files** window is opened.
   2. Select the track you want to save, name it and select the desired file format.
   3. Click the **OK** button.

4. If you want to insert an additional audio file into the file display to create a crossfade between two files:
   1. Click the **Edit** > **Insert File** entry in the menu bar.
      ➜ A window is opened.
   2. Select the desired audio file and click the **Open** button.
      ➜ The audio file is inserted into the file display.

> To define the location where you want the audio file to be inserted, you need to click this location before selecting the **Edit** > **Insert File** entry.

> Alternatively, you can open and insert an audio file using Nero MediaBrowser. Nero MediaBrowser can be accessed via the ▥ icon in the toolbar.

> Nero MediaBrowser and the media library come with Nero Kwik Media and are installed together. You will find further information in the Nero Kwik Media manual.

> **Crossfade**
> The crossfading method allows you to combine audio files without interrupting the sound of these files. When applying a crossfade, the volume of the first audio file is faded out at the end and the volume of the next audio file is faded in at the beginning so as to create a smooth transition between the sound of these files.

➡ You have edited the structure of the audio file.

5.2 Editing Audio File Volume

To edit the volume of an audio file, proceed as follows:

1. If you want to raise or lower the volume of the highlighted section of the audio file:

   1. Click the **Volume** > **Volume Change** entry in the menu bar.
      ➡ The **Volume Change** window is opened.
   2. Move the **Volume Change** slider to the desired position.
      ➡ The set dB value is displayed in the display panel.
   3. Click the **OK** button.

> Raising the volume raises all frequencies of the audio file by the specified dB value. Lowering the volume reduces all frequencies by the specified dB value.

2. If you want to mute the highlighted section of the audio file, click the **Volume** > **Mute** entry in the menu bar.
   ➡ The change in volume in the highlighted section is displayed graphically in the file display.

3. If you want to normalize the frequencies of the highlighted section of the audio file to a particular dB value:

   1. Click the **Volume** > **Normalize** entry in the menu bar.
      ➡ The **Normalize** window is opened.
   2. Move the **Normalize to** slider to the desired position.
      ➡ The set dB value is displayed in the display panel.
   3. Click the **OK** button.

4. If you want to fade in or fade out the volume of the highlighted section of the audio file, click the **Volume** > **Fade In** or **Fade Out** entry in the menu bar and choose the desired method.

➡ The change in volume in the highlighted section is displayed graphically in the file display.

➡ You have edited the volume of the audio file.

5.3 Applying Other Enhancement Options

To apply other enhancement options to an audio file, proceed as follows:

1. If you want to convert the sample format:

    1. Click the **Edit** > **Convert Sample Format** entry in the menu bar.

      ➡ The **Convert Sample Format Settings** window is opened.

    2. Define the required settings and click the **OK** button.

2. If you want to play the highlighted section of the audio file in reverse, click the **Edit** > **Reverse** entry in the menu bar.

3. If you want to insert a test signal into the highlighted section of the audio file:

    1. Click the **Edit** > **Insert Test Signal** entry in the menu bar.

      ➡ The **Test Tone Generator** window is opened.

    2. Define the required settings and click the **OK** button.

      ➡ The test signal is added to the file display.

    3. Now define the range of the test signal by moving the green arrows at the bottom of the file display.

    4. If you want to fade out or fade in an audio file before and after the test signal, move the blue-green arrows at the top of the file display from left to right.

4. If you want to highlight a specific section with millisecond accuracy:

    1. Click the **Edit** > **Define Markers Manually** entry in the menu bar.

      ➡ The **Manually Define Markers** window is opened.

    2. Define the markers as desired in the **Selection begin** and **Selection end** area and click the **OK** button.

5. If you want to change the highlighted section of the audio file with optimizing tools, effects or an enhancement:

    1. Click the respective **Tools**, **Effects** or **Enhancement** entry in the menu bar.

      ➡ The relevant window is opened.

    2. Make the desired settings and click the **OK** button.

      ➡ You have edited the audio file.

See also

📄 Filters →29

7 Glossary

Bit Depth

Bit depth indicates the precision with which an oscillation vibration will be captured. The greater the value, the more accurate is the acquisition and the better is the audio quality.

FIR Filter

A filter is a system that links an input signal with a transmission function and makes this changed signal available at its output. With a filter with finite pulse response (FIR filter) the output signal is made up of several partially buffered values of the input signal.

Frequency

The frequency denotes the oscillations per second of an electrical or magnetic field. With audio files this means that the frequency increases with rising pitch. The unit is Hertz (Hz). The highest magnitude of oscillation is called the amplitude.

IIR Filter

A filter is a system that links an input signal with a transmission function and makes this changed signal available at its output. A filter with infinite pulse response (IIR filter) uses the input values as well as buffered values of the output signal.

Normalization

Normalizing in audio technology is the process whereby analog and/or digital audio data is raised to a uniform volume level.

Sample Rate

The sample rate indicates the frequency with which a signal is sampled per interval of time. It is measured in sampling values per second. The higher the sample rate the more precise the measurement, and the better the audio quality.

9   Contact

Nero WaveEditor is a Nero AG product.

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