Global Menu

The **Global menu** contains functions which can either affect the arrangement globally (*i.e. all virtual tracks*), or can just apply to selected virtual tracks. Many of them are based upon, or affect, the left and right locator positions and most can be accessed quickly using the Shift key plus a hot key. A brief description of each function follows, with screen shots showing the typical effect on an arrangement.

The graphic below shows the initial L/R locator positions.
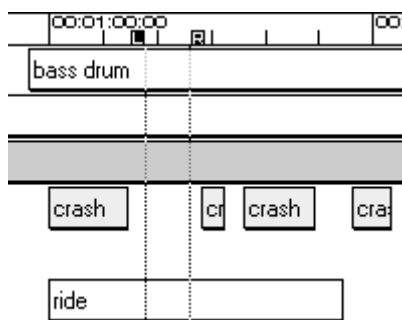
## Cut & Insert Space Between L/R Locators   "Shift+I"
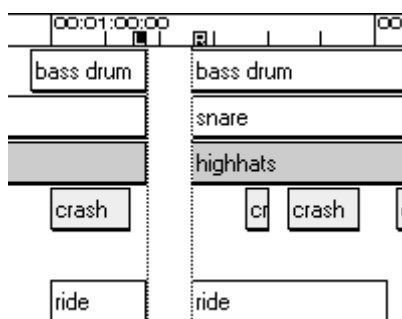
This inserts a space across all or selected virtual tracks, determined by the left and right locator positions. Any parts lying across the left locator are cut, and the entire arrangement after the left locator is moved forwards.

If **Shift Markers with Global Insert/Delete** is selected in the Preferences, then any markers after the left locator will be moved with the audio.

Cut & Delete Parts Between L/R Locators   "Shift+D"

This function makes a cut across all or selected virtual tracks at the left and right locator positions, deletes the parts between the locators and moves all
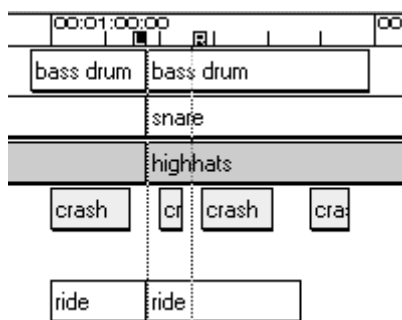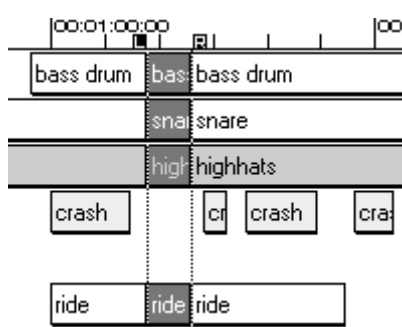
parts from the right locator to the end of the arrangement backwards, closing up the space between left and right locators.

If **Shift Markers with Global Insert/Delete** is selected in the Preferences, then any markers after the right locator will be moved with the audio. Markers between the locators will be deleted.

Cut & Select Parts Between L/R Locators   "Shift+C"


This function makes a cut across all or selected virtual tracks at the left and right locator positions and selects all the parts between the locators. No timing changes (*i.e.* insert or delete) are made.

Select All Parts   "Shift+A"

This function allows quick selection of all parts in the arrangement.

### Select All Parts On Same Virtual Track   "Shift+V"

To select an entire virtual track, first select any part on the required track and press Shift+V. All parts on the virtual track will be selected, allowing easy move or copy operations.
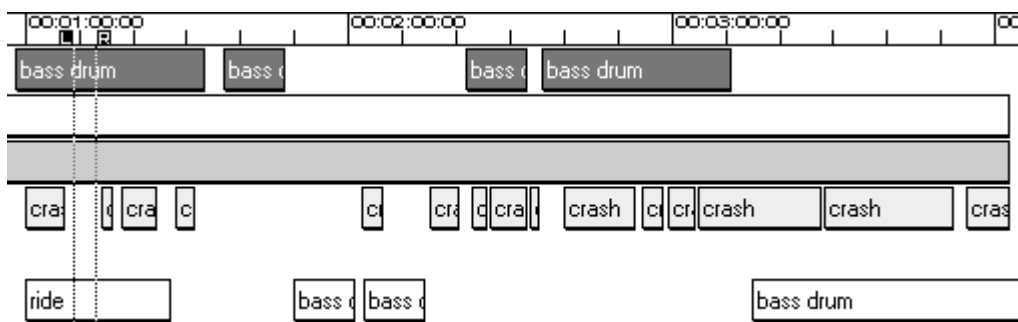

Select All Parts With Same Output   "Shift+O"

To select all parts assigned to the same output (*i.e.* with the same colour), first select one part and then press Shift+O. Any part in the arrangement which

uses the same output as the selected part will be also selected, regardless of the virtual track that it is on (vertical position).
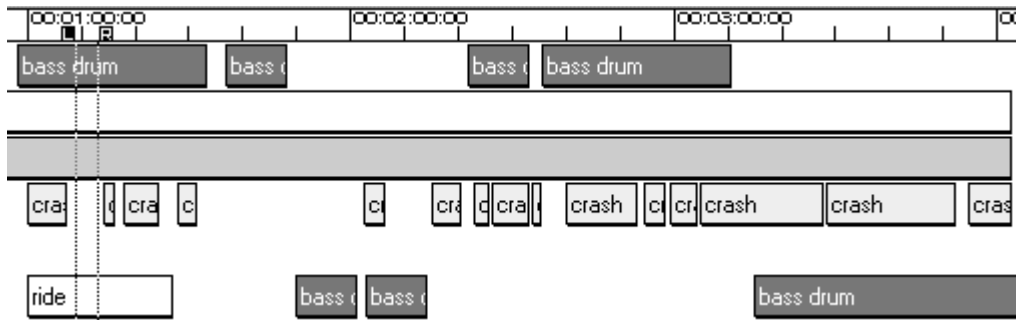
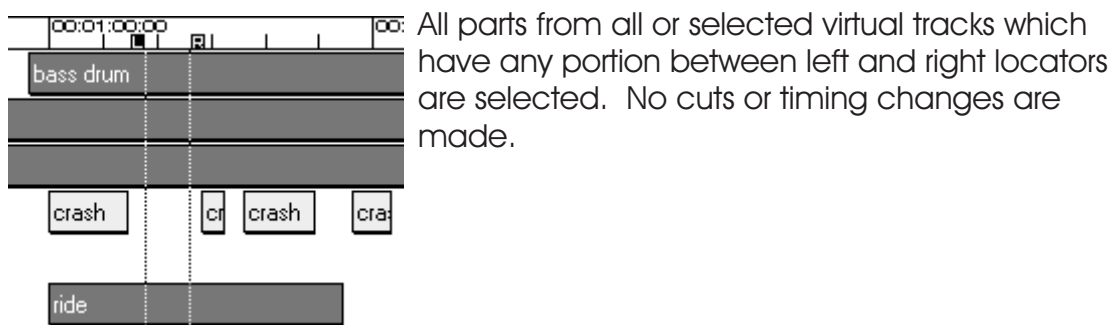### Select All Parts That Use Same Take   "Shift+T"

To select all parts which use the same audio take, first select one part and then press Shift+T. This can be useful to find which parts will be affected by EQ or Normalise processing if the entire take is processed.
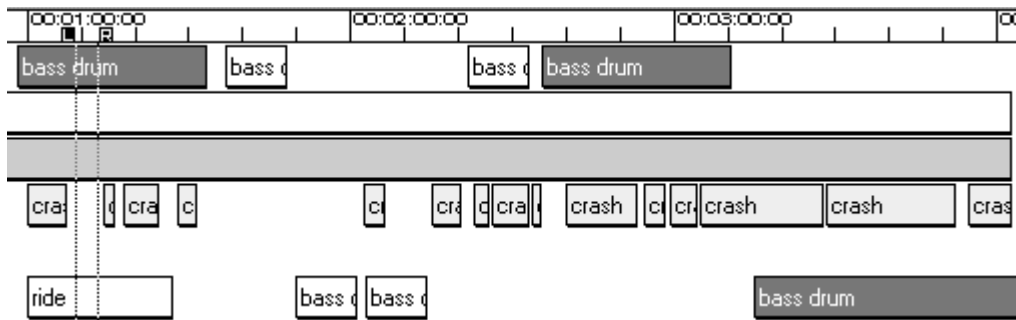
Select Muted Parts   "Shift+M"

This function allows quick selection of all muted parts in the arrangement.

Select Parts Between L/R Locators   "Shift+S"

All parts from all or selected virtual tracks which have any portion between left and right locators are selected. No cuts or timing changes are made.

Select Parts from L Locator to End   "Shift+R"

All parts from all or selected virtual tracks which have any portion between the left locator and the end of the arrangement are selected.
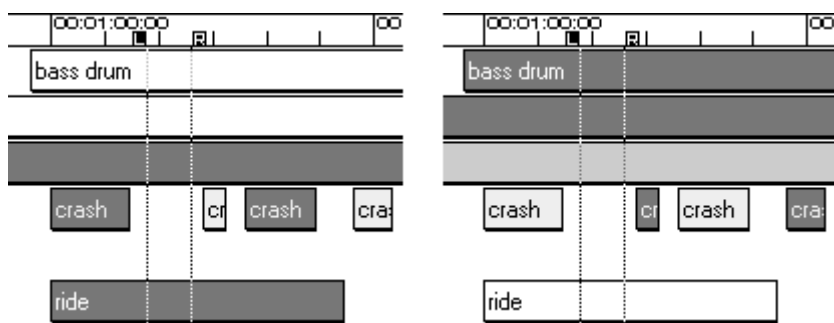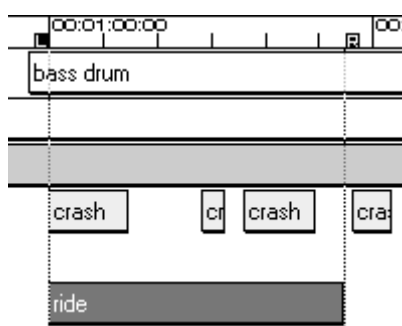
Unselect All Parts   "Shift+U"

This function allows quick de-selection of all parts in the arrangement.

Invert Part Selections   "Shift+X"

This function de-selects all currently selected parts and selects all currently unselected parts.
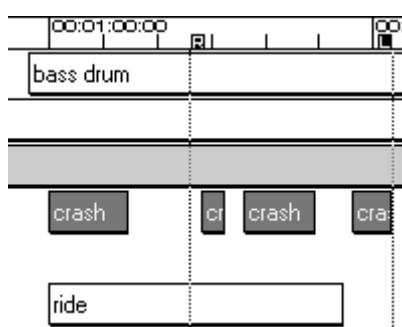

Set L/R Locators at Selected Parts Begin/End   "Shift+L"
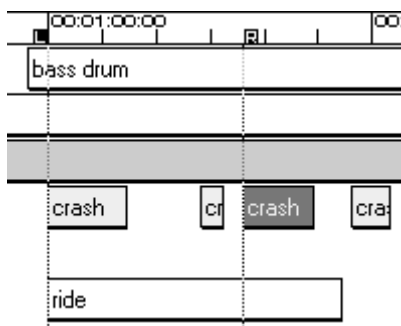

This function positions the left locator at the start of the selected part or group of parts, and the right locator at the end. This is useful in merging, for instance, an entire arrangement to make a sub-mix (use Shift+A to select all parts, then Shift+L to move the locators).

Set L Locator at Selected Parts End   "Shift+E"

This function positions the left locator at the end of the selected part or group of parts. This can be useful to record directly after a previously recorded part in the arrangement.

Set R Locator at Selected Parts Begin   "Shift+B"

This function positions the right locator at the beginning of the selected part or group of parts. This can be useful to record up to a previously recorded part in the arrangement.

Compute Tempo

This function uses the left and right locator positions (which can be dropped on the fly) to calculate the tempo of an audio section. To use, first position the locators for a number of complete bars of the recorded audio, then select **Compute Tempo**, and the following dialogue box will be displayed:-
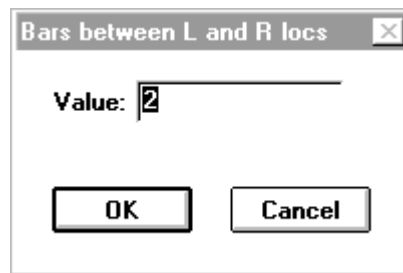
Enter the number of bars, click on **OK** and the tempo value shown in the **tape transport** will be changed to the calculated value. You will then be able to use the musical snap settings for bars, beats etc. when editing the parts.

Compute tempo is most accurate when used on a drum pattern (if your drummer can keep time). Choose a section of around two bars of straight time (*i.e. no fills or gaps*). Roughly mark a down beat on-the-fly with the **L locator**, and in two bars mark the down beat on-the-fly with the **R locator.**
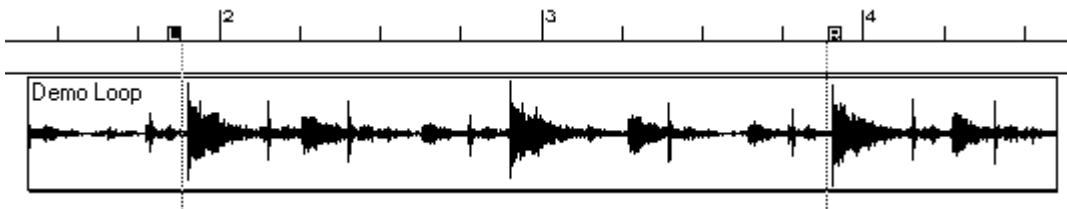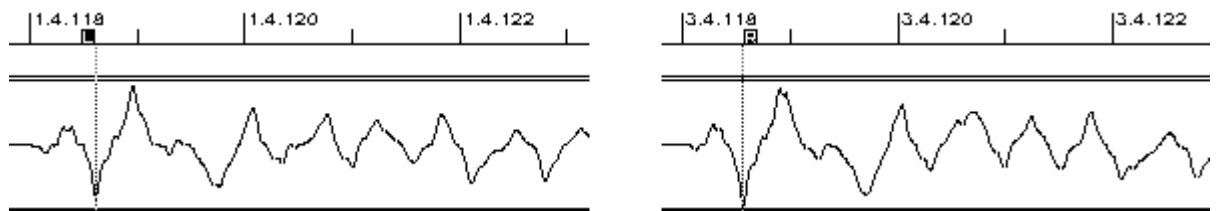

Hit stop twice to get you back to the L locator. Zoom into the drum groove so you can make out the beginning of the down beat. **Now, click on the right**

locator display in the tape transport window. This will allow you to look at the two points you have marked without changing zoom levels.
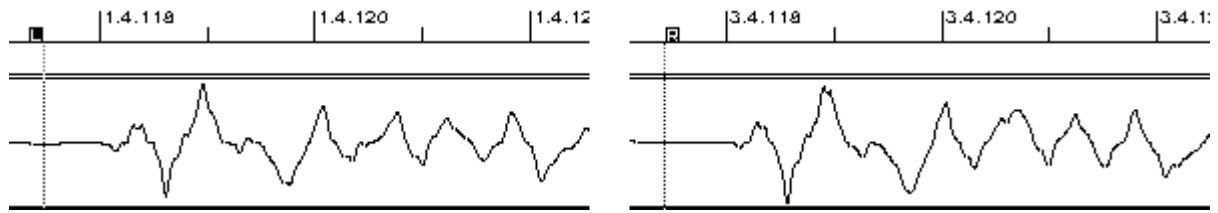
Try and find a point that looks similar in both locator positions.

If you adjust the locators so they look the same when you toggle between them (by clicking on the left and right locator displays in the tape transport) you will be ready to compute tempo.
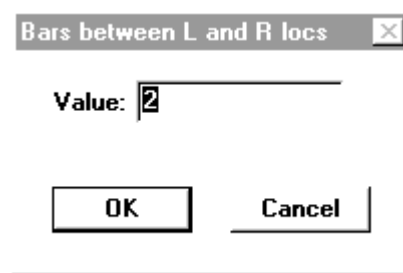
If your drum groove has been played by a human, you may want to choose several areas of the song to determine the "best fit" tempo. Also, it is a good idea to try out 4 and 8 bar patterns to determine the overall "best fit" tempo.