



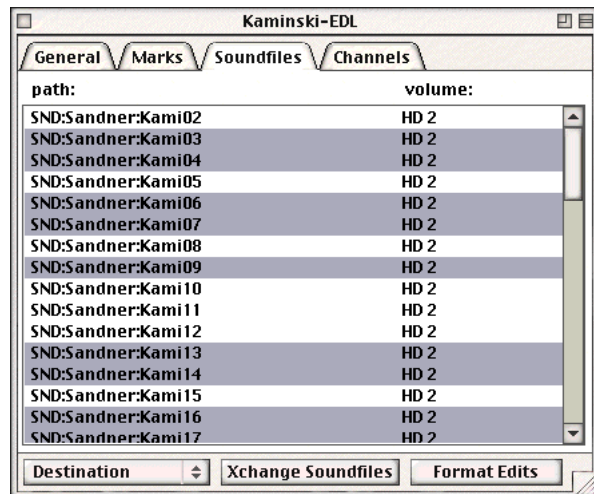
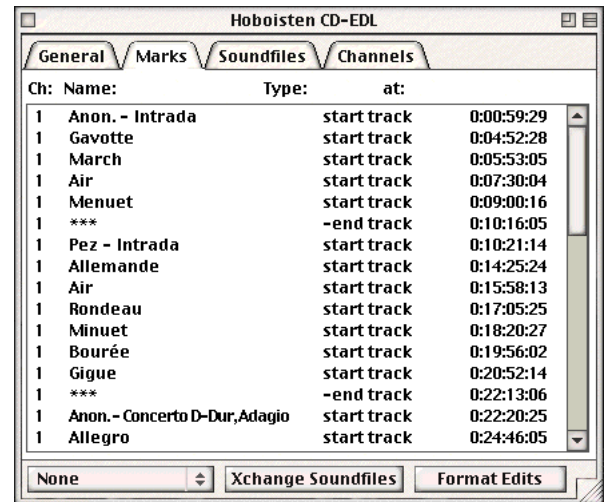
EDL info is a utility program that can inspect SonicSolutions® EditDecisionLists without needing the soundfiles or even the SonicStudio program. Just double-click it or drag the EDL files onto it, in order to display the following information:

General:

- number of panels, sampling frequency, bit-depth, emphasis (if on), destination and schedule time, file path and modification date
- the path name can be copied

Marks:

- channel occurrence, mark name, mark type, timecode (framerate 30)
- destination, source or other channels can be selected via popup menu
- a tracklist can be formatted from the marks of the first destination channel
- and saved as simpletext text file - the list is separated by tabs
- selected marks can be dragged to desktop or text editors



Soundfiles:

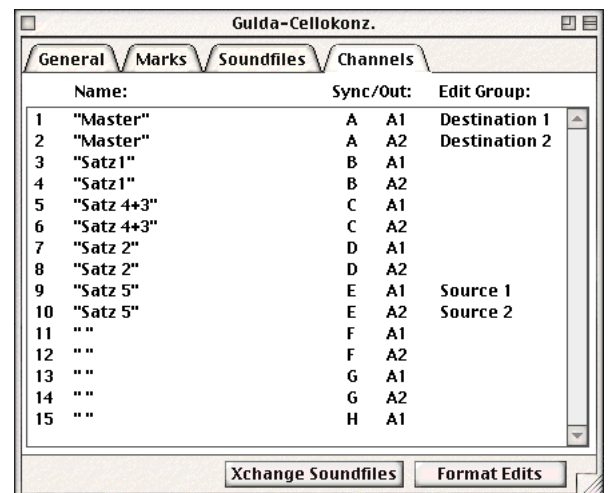
- path name, volume
- destination, source or other channels can be selected via popup menu
- a soundfile list can be formatted and saved as simpletext text file
- selected files can be dragged to desktop or text editors
- then displaying the channel occurrences too
- if "long filenames" is checked, all track-files will be displayed .

Channels (panels):

- number, channel name, sync group, output routing, edit group
- a channel list can be formatted and saved as simpletext text file
- selected names can be dragged to desktop or text editors

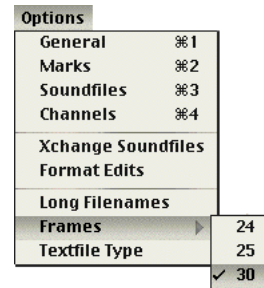
Menu commands:

- All options can be selected via menu (⌘1 - 4)
- "Select All" is ⌘A
- "Export track list" can be accessed via ⌘S





- "Xchange Soundfiles" and
- "Format Edits" equal the function of the buttons
- Printing of the displayed list is ⌘P (not accessible in "General")
- "long filenames" will display complete file paths of (mono) soundfiles
- "Frames" can be 24, 25 or 30 fps (default is 30)
- "Textfile Type" chooses the program you want to open the textfiles with (def: Simpletext)



Printing:

You can print the list displayed in a simple layout. Choose the list first and then the "print" command. If you prefer your own formatting, use the export commands and format the lists in a text or database document that suits you. A tracklist document for Clars-Works is included as an example.

Format Edits:

Formats a list of the edits of the first destination chan., one edit a line. It is not as detailed as the "Format EDL" function of the SonicStudio program, but gives a better overview. This might be useful for archiving or printing out edit lists for further use.

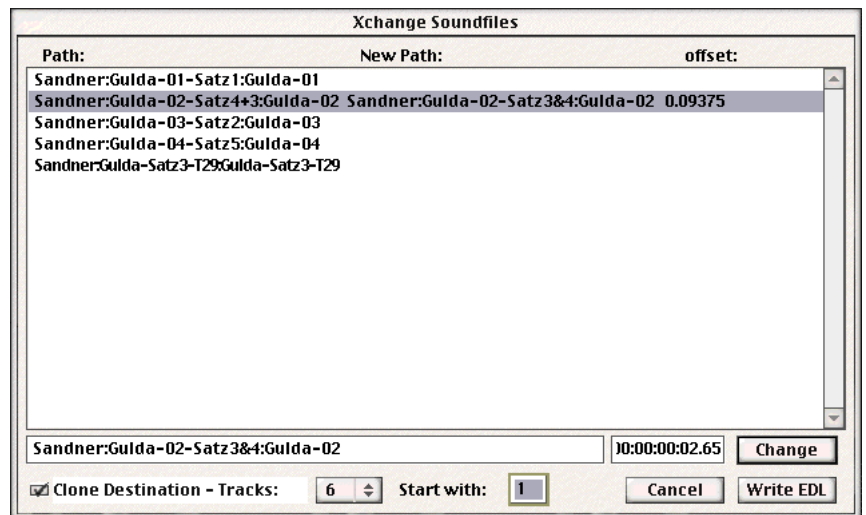
Xchange Soundfiles:

Opens a Dialogbox with all soundfiles of the EDL and give access to three powerful functions:

- exchanging of soundfilenames and deleting the ufid's, forcing sonic to replace the soundfiles
- adding an offset to a soundfile, recalculating all edits
- cloning the edits of the first destination track

There could be several reasons for doing this:

1. You have a multitrack edit-list and want to reduce it to two consecutive channels, i.e. editing only the main mics.
2. You have a two-track EDL of a multitrack mixdown and want to "Blow it up" to a multitrack EDL for remixing.
3. You lost a soundfile or missed it on the Backup - after reloading you want Sonic to replace the instances of this file by the new one.
4. You want to transfer an existing edit to a different soundfile, i.e. a new mix.



Here is one drawback: Since Sonic records audio in big blocks but does not track the individual start-offset in the EDL, you are responsible for this yourself. This can be done by trial and error or via a project containing the soundfile in question. (see "project info")

In order to change the path or offset, select the soundfile and make your change. The timecode-field accepts the usual Sonic format (with subframes) or float-seconds (the internal time format). A negative offset is also possible but note that the resulting edits



are not checked. If you want to remove a change from the list, hold the option-key while pressing return.

Keyboard Abort:

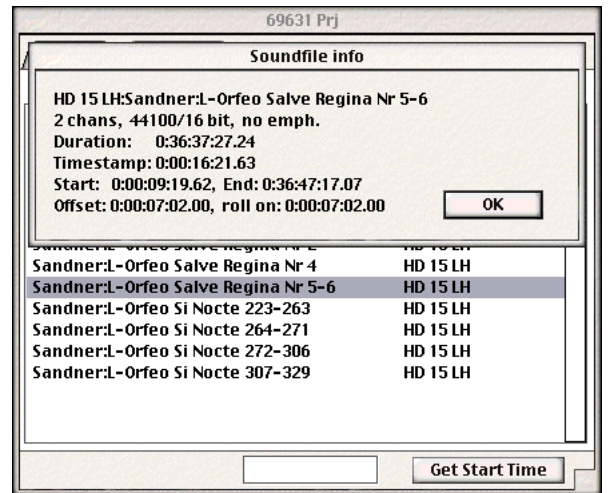
With ⌘. you can abort a lengthy process in the xchange function. You might have to hold the keys for a while on slower machines.

Project Info:

In order to acces hidden soundfile attributes, I added aproject-info Window. It lists all soundfiles in an archive tape and some general information about the project.

Doubleclick on a soundfile or drag it to the desktop or a textfile to get at the information.

The start time may be useful when you exchange soundfiles via the exchange dialog. Sonic writes the files in huge blocks, so the start time differs for each recording . Via the "get start time" button you can diplay it as float seconds, the format Sonic uses internally.



Example:

In Order to create a tracklist quickly from an EDL, just follow the steps below:

- Create a tracklist with EDL-info (file / Export / tracklist) and save it i.e. to the desktop
- open the database document
- drag the traklist into the window and press "OK"
- delete the first six lines or replace them with entries for title etc.
- you can now choose the layout you want, it has the exact width of the medium.

