

# Adobe Audition 2.0 and AlphaTrack

This document assumes you have already installed the AlphaTrack Windows driver and have the TranzPort remote ready for operation. (If not, see the AlphaTrack Users Guide or Quick Start Guide for installation details.) It is based on using AlphaTrack v1.1 drivers with Audition 2.0, but may apply to later versions of software as well.

## Audition Set-up

Before launching Audition download and copy the file AlphaTrack.cv2 from the Plug-Ins section on <http://frontierdesign.com/Support/Downloads>, to the Program Files\Adobe\Adobe Audition 2.0 folder on your computer. Future AlphaTrack driver installers will offer to add this file automatically.

**Important Note** – The AlphaTrack Audition 2.0 plug-in is not compatible with Audition 1.5.

Make sure the AlphaTrack USB interface is connected and the control mode is set to ‘AlphaTrack Native’ before starting Adobe Audition. This will configure the AlphaTrack to send and receive the correct set of MIDI messages for use with Audition. The AlphaTrack plug-in will find the AlphaTrack MIDI I/O ports and automatically bind to them. For more information on Control Modes see the AlphaTrack Users Guide.doc.

Start Audition 2.0 and open the Edit\Preferences window (or press F4). Click on the ‘External Controllers’ tab and set ‘External Control Device’ to AlphaTrack. It is not necessary to enable the AlphaTrack in any other MIDI configuration menus.

Use the ‘Configure...’ button to change any of the User Definable commands. See more information below. The ‘Volume Increment’ value does not have a direct affect on AlphaTrack’s behavior.

## Overview

The AlphaTrack features a high-resolution, 100mm, touch-sensitive, motorized fader, 3 touch-sensitive encoders, 5 modes select buttons, 8 general function buttons, channel dependent backlit Rec, Solo, and Mute buttons, 5-button transport controls, SHIFT key, a touch-sensitive strip, and a 32-character LCD display. There are also 17 LED indicators. Silk-screened labels clearly indicate the basic function of many of the buttons, however detailed instructions for all functions follow. On the back, next to the USB jack, is a 1/4” jack for a standard momentary foot-switch.

Pressing play will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the basic controls function just like their on-screen equivalents. While the AlphaTrack employs many advanced features, it is designed for ease of use right out of the box.

### **SHIFT and “STICKY SHIFT”**

The SHIFT key allows other buttons to perform more than one function, expanding the range of control that AlphaTrack has over Audition. Press and hold SHIFT, then press another function button to access its expanded feature. Note that SHIFT has a “sticky” feature to simplify one-handed operation. Pressing SHIFT alone will lock it in the enabled position. The SHIFT LED will blink steadily. Now multiple shifted functions can be performed without holding the SHIFT key. Press SHIFT again to exit “sticky” mode.

## Track Control

Pressing the “Track ◀” and “Track ▶” buttons will let you move from one track to the next. Alternatively, when the PAN mode button is selected, or whenever the Shift key is pressed, you can use the left encoder to quickly scroll through tracks. The LCD display will show the currently selected track name and track number. Likewise, LED’s for record arm, mute, and solo status will update to reflect the state of the selected track. Use the REC, MUTE, and SOLO to change or edit the settings for the current track.

## Encoders and Mode buttons

In most applications the encoders can be switched between up to 5 different function modes including Pan, Send, EQ, Plug-In, and Automation control. Although all of these functions exist in Audition 2.0, only Pan and EQ modes are exposed to external control. Other mode buttons can not be selected. Hopefully future versions of Adobe Audition will add support of these functions as well.

The following chart describes the encoder functions that are available with Audition 2.0

	Encoder 1	Encoder 2	Encoder 3
<b>PAN</b>	Track Select	Marker Select (turn) Marker Add (push)	Pan Position
Shift	Track Select		Fader Motor On/Off
<b>EQ</b>	Frequency	Gain	Q
Page 2	Band Select	EQ Window Toggle	
Shift	Track Select		Fader Motor On/Off

When PAN mode is selected its LED will light and the encoders will be assigned to Track Select, Marker navigation, and track Pan adjustment. The middle encoder can also be pressed to add a marker at the current sequencer location. Press the Shift key and the right encoder can be used to disable the fader motor while the left encoder remains Track Select.

When EQ mode is selected its LED will light and the encoders will now be assigned to basic controls of the built-in channel EQ. Press EQ once and the encoders control Frequency, Gain, and Q for the selected EQ band. Pressing EQ a second time will cause the EQ LED to flash slowly and the left encoder to become Band Select. The middle encoder allows you to open or close the EQ window. As with Pan mode, pressing the Shift key assigns the right encoder to enable/disable the fader motor while the left encoder remains Track Select.

## The Scroll Strip

At the very bottom of AlphaTrack is located an innovative feature called the scroll strip. This behaves similar to a ribbon controller and is another touch-sensitive surface that can be used in several ways:

1. Move one fingertip along the strip in either direction to scroll through the project timeline in the same direction.
2. Move 2 fingers along the strip to zoom the display horizontally while in Edit or Multitrack view. Add Shift to zoom vertically.
3. A brief tap of a finger at either end of the scroll strip will move the timeline to the nearest marker in that direction. Additional taps will continue to move the timeline from one marker to the next in that direction.
4. Hold a finger on either end to emulate the left and right arrow keys causing the timeline to shuttle left or right at an accelerating rate. This is the same as holding the FFWD or REW buttons down.

Below is a chart that describes the normal and shifted functions of each function button. You will also find “Audition 2.0 Layout.pdf” on the CD-ROM or website which serves as a quick visual guide for the AlphaTrack functions with Audition 2.0. You may want to print this document for quick reference.

## AlphaTrack Button Functions

Button Name	Normal Function	SHIFT + Function
<b>REW</b>	Rewind	* RTZ
<b>FFWD</b>	Fast forward	* Go to End
<b>STOP</b>	Stop	(AlphaTrack local settings)
<b>PLAY</b>	Play	* Metronome on/off
<b>RECORD</b>	Record	* Rec Monitor on/off
<b>◀ TRACK</b>	Previous sequencer track	* Select Anchor Left
<b>TRACK ▶</b>	Next sequencer track	* Select Anchor Right
<b>LOOP</b>	Toggle Loop on/off	Clips Punch In
<b>FLIP</b>	Flip	Master Jump
<b>F1</b>	* Toggle Mixer Panel	* Insert Audio Track
<b>F2</b>	* Multitrack/Edit View	* Insert MIDI Track
<b>F3</b>	* Save Session	* Save All
<b>F4</b>	* Undo	* Redo
<b>MUTE *</b>	Toggle track's mute on/off	Clear all mutes
<b>SOLO *</b>	Toggle track's solo on/off	Clear all solos
<b>REC</b>	Arm Track on/off	All Safe
<b>Footswitch</b>	* Toggle Record/Stop	n/a

### The Footswitch Input

The ¼" footswitch jack located on the back of the AlphaTrack and will accept either a normally-open or normally-closed footswitch such as you would use for sustain pedal or other controllable parameter on your MIDI keyboard. The default behavior for the footswitch in Audition is just like pressing the RECORD button and attempts to immediately begin recording. Repeated presses of the footswitch will pause and continue the recording until the STOP button is pressed. If no track is armed for recording then a pop-up window will alert you to arm a track. This behavior is determined within Audition however the footswitch is user programmable as described below.

### The Loop Button

Pressing the LOOP button enables and disables Adobe Auditions' Loop mode. The Loop LED will light to indicate that loop mode is active. Follow normal Audition procedures to define a loop region. If the LOOP LED is lit then pressing PLAY again will cause that region to play repeatedly. Turning Loop mode on and off while the sequencer is running will not be recognized until the sequencer is stopped and restarted.

### The Punch Button

In Adobe Audition the Punch button works just like the Clip menu option Punch-In. You must first define a region within an existing audio clip using the left and right Selection points. Follow normal Audition procedures to define a punch-in region, or press PLAY, and using the IN and OUT buttons on your AlphaTrack, define a region to punch-in while the sequencer is in motion and then STOP. Check that you have the correct input channel assignment, click to highlight the selected clip and press PUNCH. The track should now be armed for recording. Pressing RECORD will immediately initiate recording from the left selection point and continue to the right selection point.

## Fast-Forward and Rewind

Consecutive presses of the ◀◀ (FFWD) and ▶▶ (REW) can have three different behaviors depending on how quickly they are pressed.

1. Pressing either button once or at a slow pace will result in normal FFWD or REW commands just as if you had clicked with a mouse on screen.
2. When pressing at a faster pace the first press is seen as a normal FFWD or REW command but subsequent presses will move the timeline quickly to the next marker, or to the beginning or end of the project depending on which direction button you are pressing.
3. Holding either button down will emulate the left and right arrow keys causing the timeline to shuttle left or right at an accelerating rate.

## User Programmable Commands

Button combinations listed with an (\*) above are user configurable. The default functions are listed above. To select your own commands for these buttons open the Preferences menu and select the External Controllers tab. Click 'Configure...' to open the AlphaTrack Key Bindings menu. Here you will find dialog boxes for each of the programmable button combinations along with a complete list of all the available user commands in Audition. You can select and reconfigure them to suite your needs.

Changes are written to a registry file and will be recalled next time Audition is launched. To restore the original settings you can either reset them manually according to this chart, or clear the registry entry.

**Warning** - Editing the registry requires caution to avoid causing serious problems on your computer. To do so using regedit open: My\_Computer\HKEY\_Current\_User\Software\FrontierDesignGroup\AlphaTrackAudition. Highlight and delete all entries in this folder and restart to restore factory settings.

