Marks Recorder 1.0

User manual

MARKS RECORDER 1.0

USER MANUAL

CONTENT

drmatey

1. INTRODUCTION

The purpose of this manual is that the end user to learn the operation of the "Marks recorder" application.
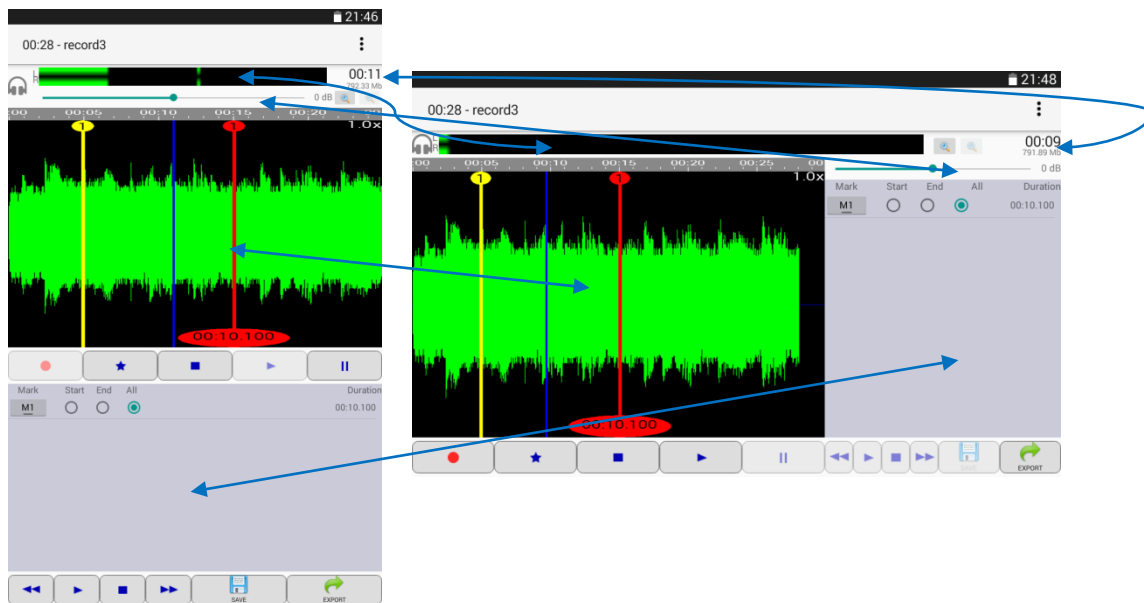
At the end of reading the manual, users can use the full functionality of the application without problem, such as recording, make marks, export files, edit recordings made or share files.

The "Marks Recorder" application is an Android application that can run on any device with Android 4.1 or higher operating system. In mobiles or tablets of any size (7 ', 8' or 10 ').

You can display both vertical and horizontal format, showing a different but with the same functionality configuration.

This manual will refer to the vertical version, but it can be applied to the horizontal format.

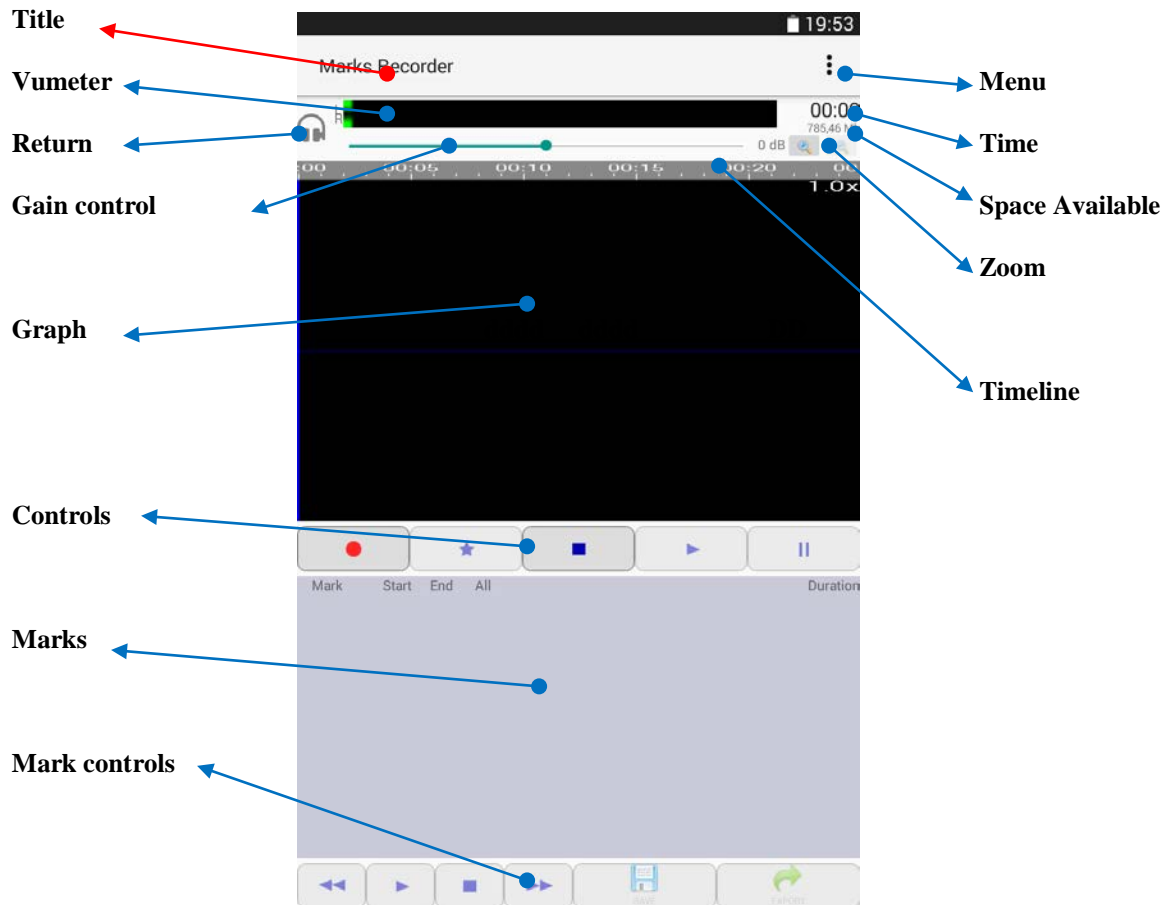Here we show the two forms of display and equivalences

2. FIRST STEPS

To open the application, simply touch on the icon shown below entitled "Marks Recorder".

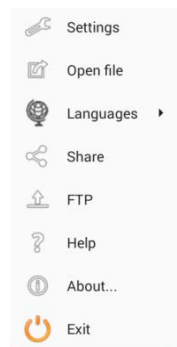Once you open the application, you will see a screen like the following.

Next we will detail each of the elements seen:

- **Title**: the title of the application (Marks Recorder) appears. When we record or open a file, they will also appear the file name and duration.
- **Vumeter**: When recording or playing a file, you see the intensity of the recording. Having normal values displayed in green, and if they are too high, in red. A vertical line will also mark the maximum intensity during the last 3 seconds.
- **Return**: Activate the return to hear the recording in real time through headphones.
- **Gain control**: We can establish a gain (positive or negative) to get a better recording.
- **Graph**: The graphic of the file we are recording or playing appears. A blue vertical line marks the current position.
- **Controls**: With them we can start recording, stop, play a file or pause. By the star button, we can create marks both the record and the play.
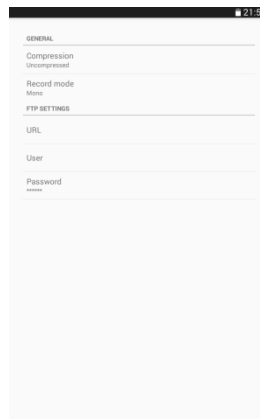- **Marks**: List of marks created in the file.

- **Marks controls**: With these controls you can edit the marks created, save the changes or export marks to separate files.
- **Menu**: From the menu we have access to the configuration, to open a previous recording, share the file or upload it to an FTP server.
- **Time**: It displays the current time position recording or playback.
- **Space Available**: Displays disk space of the terminal. If it is too low, the recording will stop.
- **Zoom**: Buttons to increase or decrease the zoom level of the graphic.
- **Timeline**: Bar in which the time of our recording shows.

3. SETTINGS

To enter the settings, just click on the menu icon. ⋮ We will see the following:

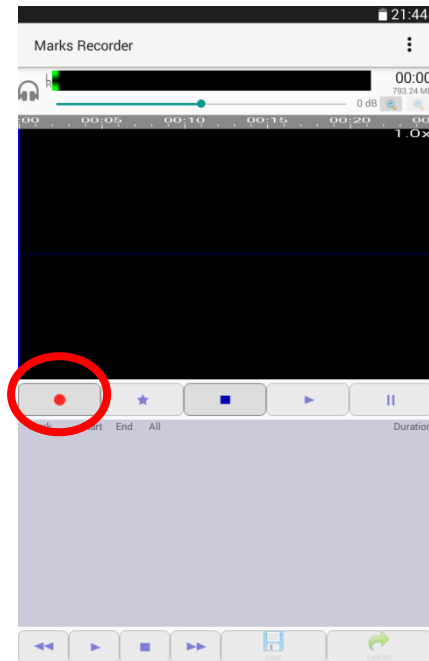By clicking on "Settings" will move to the setup screen

Here we can change the recording options and parameters for the FTP connection:

- **Compression**: We can choose between compressed and decompressed. Compressed takes up less space and we will lose quality and gain control. Decompressed takes up more space, recorded at the highest quality possible and gain control during recording. By default, decompressed.
- **Recording mode**: We can choose between Mono and Stereo. Mono records only one channel and stereo records two channels (and the resulting file is bigger). Only in cases where it is recorded with a mobile capable of recording in stereo. By default, Mono.
- **FTP Settings**: FTP is a connection to a server, through which we can upload the recordings. A number of parameters required for operation. Contact the server administrator for configuration.
- URL: FTP Address
- User: FTP User
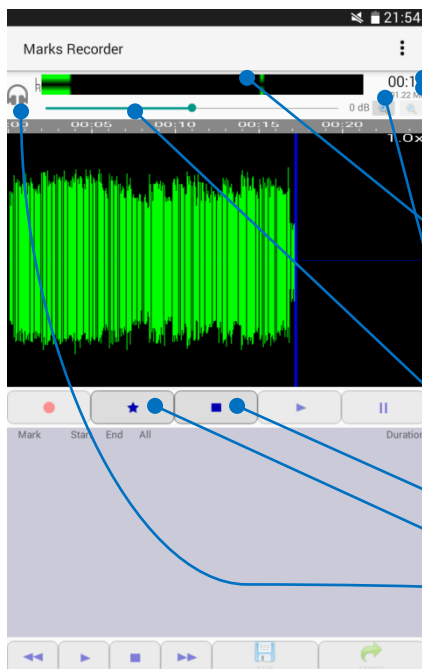- Password: FTP Password

drmatey

4. RECORDING

We will do our first recording. It is recommended to configure the application in decompressed and Mono.

To start recording, press the record button on the control bar.

We start a new recording. If you have connected headphones and the return is activated, we can hear the recording with a few milliseconds of delay.

When starts a recording, we will observe the following things on our screen

- The duration starts counting the duration
- The available space begins to decrease.
- The vumeter will begin to show the intensity of the recording
- The graph will show the recording made

The options available while recording are:
- Modify the gain level
- Change the Zoom level
- Stop Recording
- Make a mark
- Enable / disable the return

By modifying the gain will see how the values of the graph and the vumeter change. Changing the zoom level, we will see the values of the larger graph (see less time).

Following we will see the options available during recording.

A) MODIFY THE GAIN LEVEL

Modifying the gain level can increase the quality of the recording, either raising or lowering the level.

To change the level, simply click on the blue dot, which shows the current position, and move it forward or backward.

The default level of the application is 0 dB (which do not change with signal).

The level is measured in decibels (dB) and can increase to + 20dB (right) or decrease to -20dB (left). The current level is displayed in the text to the right of the bar.

Modifying it, we see how it changes the current level. In this case we are applying a gain of + 10dB on recording
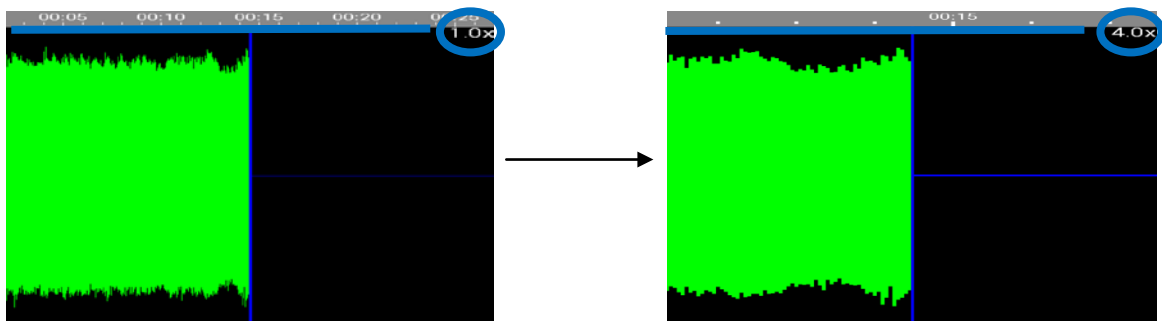

B) CHANGE THE ZOON LEVEL

Using the zoom buttons you can adjust the way we see the graph. To increase, we will see less time in the same space, and therefore much more detailed. It has no effect on the recording, only on graphic display.

The current zoom level is displayed in the upper right side of the graph.

We can have values between 1.0x to 4.0x.

We see differences when applying zoom levels:

We can see the change in the timeline (displayed less time with more zoom level), level of detail and the zoom level.

Change the zoom level also has an impact when editing a mark. For more information, see Annex "Zoom Levels".

C) DOING MARKS

During recording we can make marks of parts that want to export to a separate file or parts that we want to erase the recording. We will see in section editing marks.

Now we will focus on how to make these marks (both during recording and during later playback).

First let's define what a mark is: It's simple. A mark is a part of the recording, which has a beginning and an end. Therefore, if we have no mark and create one, we start a new one. If you already have an initiated one, we finalize it. When creating a mark, the application automatically decides if starts a new one or finalize the initiated one.

We have two ways to create a mark:

- Pressing the mark button ★ : This way we will create a mark in the current time of recording or reproduction, in the position where we have the blue vertical line
- Touching on the graph (only during recording): This way we can create a mark at the time we want, whenever it appears in the graph. That is, we can create a new mark that starts 5 seconds (for example) before the current time.

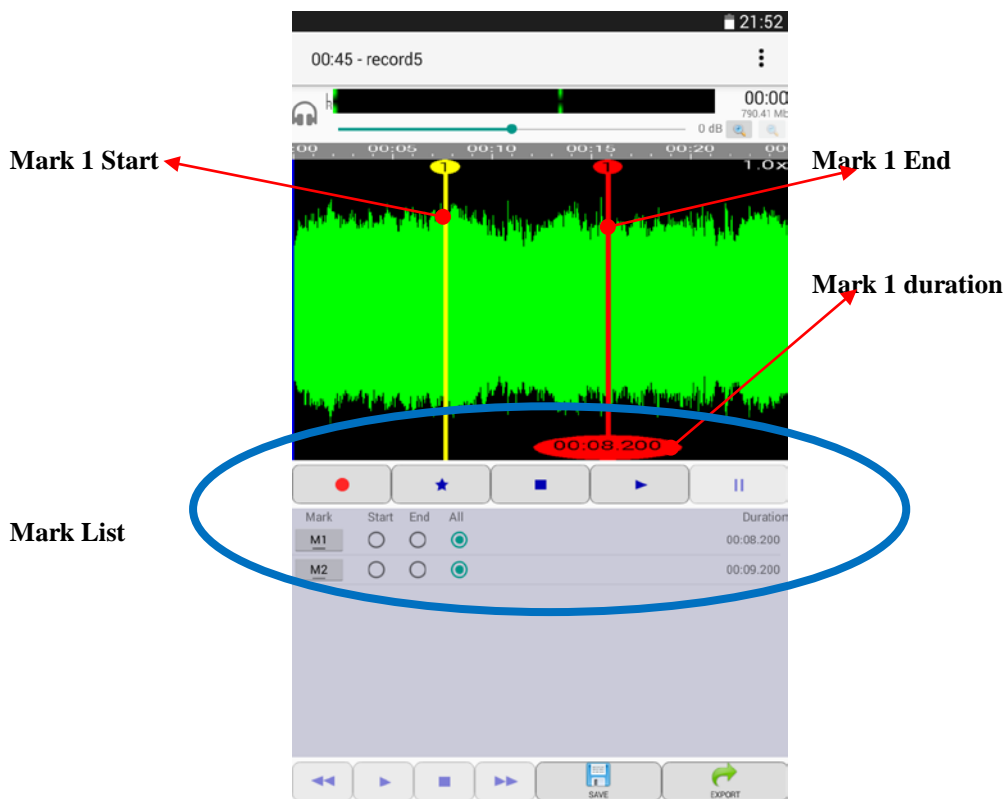By creating a mark it is assigned a name, which will be M1, M2, M3, etc.

The marks are displayed both graphically and in the mark list.

Graph:

- **Mark start**: It is displayed by a yellow vertical line with a top circle indicating the mark number.
- **Mark end**: It is displayed by a vertical red line with a top circle indicating the mark number and lower indicating the length of the mark (from the beginning to the end).

Mark list:

It is simply a list of brands created, where the name and duration noted. (The other controls are for editing and we will see later).

In this way we can make parts of the recording that are interesting, both for export and for delete or just for marking.

D) ENABLE / DISABLE RETURN

Touching on the button 🎧 enables the return, and change the icon to 🎧. Touching again disables it.
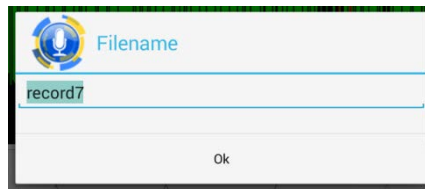
The return reproduces the audio being recorded with the gain already applied, so that we will hear the audio being recorded exactly, at the time of recording. In this way we can adjust the gain to improve the recording.

> *It is recommended not to enable the return without headphones connected, because the recording will feedback producing an echo effect, which can make the recording to be defective.*

E) STOP RECORDING

When you stop recording, simply a name for the file is requested. By default, it will put the name "Record1", "Record2", "RecordX". The number will be the first free name, so that no files are overwritten.

If exists a file with the name indicated, it will be notified and will again get the same screen to put another name.
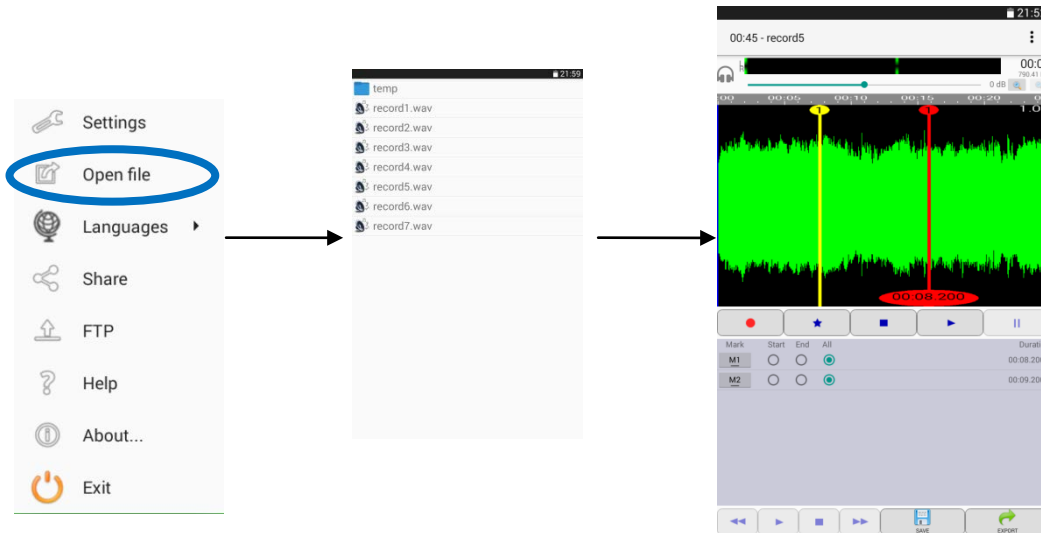

After the recording we turn to edit mode. We can also open later to hear it, edit it, see the marks, edit marks, or create new ones.

Once we made our recording, we can open it at any time using the menu option "Open File". From here a dialog box will shows to select the file to open.

We see all recordings in our folder. By selecting one, the main screen with the selected recording will open. We will see the title, duration, graphics, and the marks.

With the file open, we can listen it with ► stop it with ■ or pause it with ‖

We can also move the file by clicking on the graph and dragging your finger forward or backward.

You can also create new marks using ★ being created in the position where we have the cursor (blue vertical line). If you click on button where there is already a mark, the mark will be deleted.

F) EDITION OF MARKS

Let's see the possibilities we have with the marks created. We focus on mark list.

We have one line for each mark, and on each line we have the name that is selectable, another selectable between Start, End, and All, and duration.
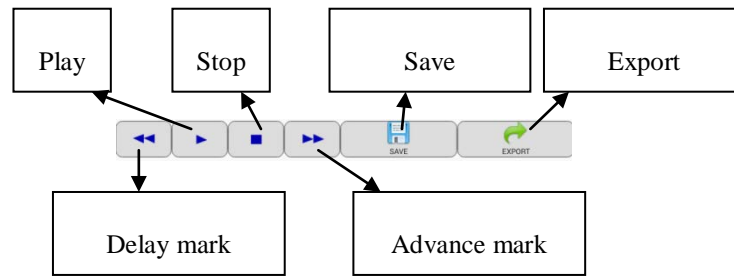
To edit a mark have to select by touching on the name, and then select the part of the mark you want to edit (Start, End, or All)

- **Start**: Edit the start of the mark.
- **End**: Edit the end of the mark.
- **All**: Edit the start and the end of the mark.

In this case we will edit the end of the mark M2

Let's see now the actions we can perform on the selection. It is at the bottom of the mark list.

- **Play**: Starts playing the mark indicated. It depends on the selection that we will behave in a different way:
  - Start: Plays the first 3 seconds of the mark.
  - End: Plays the last 3 seconds of the mark.
  - All: Play the brand from the beginning to the end.
- **Stop**: Stop the playback and moves the cursor to the selected position. Depending on the selected behave differently:
  - Start: Stops and moves to the initial position of the mark.
  - End: Stops and moves for 3 seconds before the end of the mark.
  - All: Stops and moves to the initial position of the mark.
- **Save**: The changes that the project has been saved. Only available if changes have been made on marks.
- **Export**: Marks will be exported as separate files. A screen will appear to select marks to export.
- **Delay mark**: Delay the position of the selected mark.
  - Start: Delays the start.
  - End: Delays the end.
  - All: Delays the start and the end.
- **Advance mark**: Advances the position of the selected mark.
  - Start: Advances the start.
  - End: Advances the end.
  - All: Advances the start and the end.

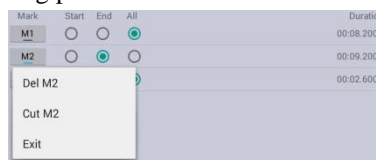By delaying or advancing a mark, we will see that change the duration.

Depending on the zoom level that we have on display will be delayed or advanced a different set of milliseconds. Refer to Annex zoom levels.

Thus marks can be defined exactly with the desired audio, controlling the duration of each, and listening to the start and the end.

G) DELETE AND CUT MARKS

You can also delete or cut a mark that does not interest.

These actions are accessed via a long press on the name of the mark to delete or cut it. We will see a menu. For
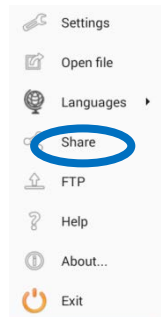

safety, it indicated in each option about which mark we will act. The options are as follows:

- **Delete**: delete the mark without modifying the audio file.
- **Cut**: Cuts the audio file between the start and the end of the mark. You cannot recover it.
- **Exit**: Returns to the main screen without doing anything.
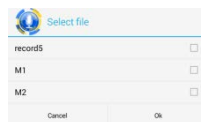
drmatey

6. SHARE FILES

The application also allows you to directly share the entire file or the marks that are desired.

Once we have a file generated either newly recorded or opened and edited, we can share it using the menu option "Share".

Touching on this option, you will see a dialog box where you can select the files you want to share.

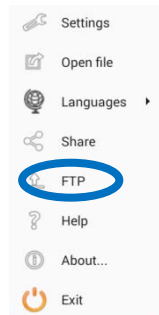The first option is the name of the file, and selecting it, we will share the entire file.

The following are each of the marks that have been created. If they have not been exported, they will be exported, creating a separate file for each one.

Once selected all desired, pressing OK, a screen is displayed to select the mode share. You can share files via WhatsApp, Google Drive, Dropbox, email, etc.
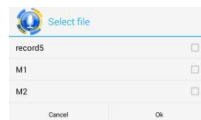
7. UPLOAD FILES TO A FTP SERVER

The application also allows directly send the entire file or marks to the server. To do this you must configure the FTP (see the settings section)

Once configured FTP connection, and once we have a file generated either newly recorded or opened and edited, we can send it online using the menu option "FTP".

Clicking on this option, you will see a dialog box where you can select the files you want to upload to the server.

The first option is the file name, and selecting will upload full file recording.

The following are each of the marks that have been created. If they have not been exported, they will be exported, creating a separate file for each one.

Once selected all desired, pressing OK, we will see a dialog with the progress of each of the files.

Once the process is finished, it alerts that the process completed successfully and will close, returning to the main screen.

It is recommended to have a good internet connection when the shipment is made. Otherwise, it can take too long to send the files, especially if they are long recordings.

ANNEX 1: ZOOM LEVELS

There are 16 zoom levels from 1.0 to 4.0x.

Having a zoom level or other visually only affects the graph. Functionality does not change the behaviour of the application regardless of the selected zoom level, except when edit a mark**.**

When editing a mark takes into account the zoom level to delay or advance the position of a mark, so that if we have a high zoom level, the mark will move less than if we have lower zoom level.

Here we show each zoom level available and the number of milliseconds that the marks will move with each one.

Zoom Level	Milliseconds
1.0x	150
1.2x	140
1.4x	130
1.6x	120
1.8x	110
2.0x	100
2.2x	90
2.4x	80
2.6x	70
2.8x	60
3.0x	50
3.2x	40
3.4x	30
3.6x	20
3.8x	10
4.0x	5