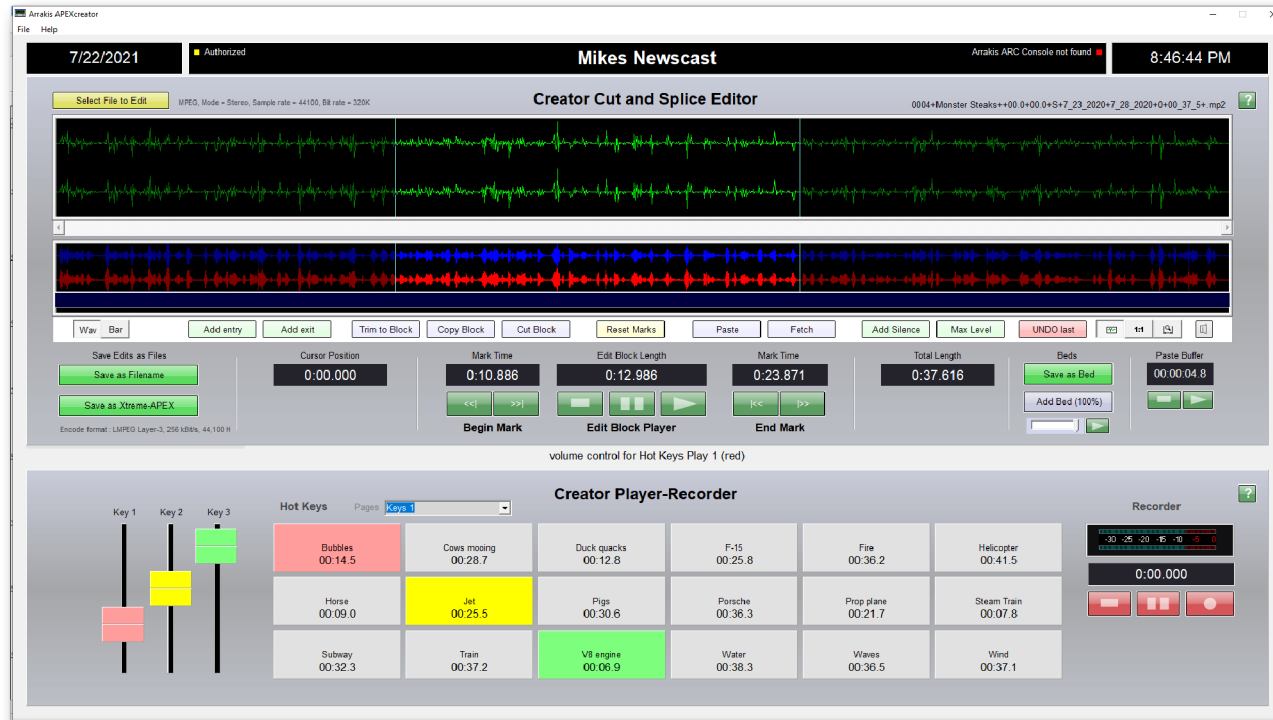


Arrakis Systems inc.

APEXcreator

Recorder-editor for Radio and Podcast Production



This software is designed to quickly and easily record a program and edit it for air. Working with either Arrakis USB equipped audio consoles, 3rd party sound mixers, or as a standalone PC recorder editor, APEXcreator is ideal because of its simplicity and ease of use.

Version 1.1
7-23-2021

What is APEXcreator?

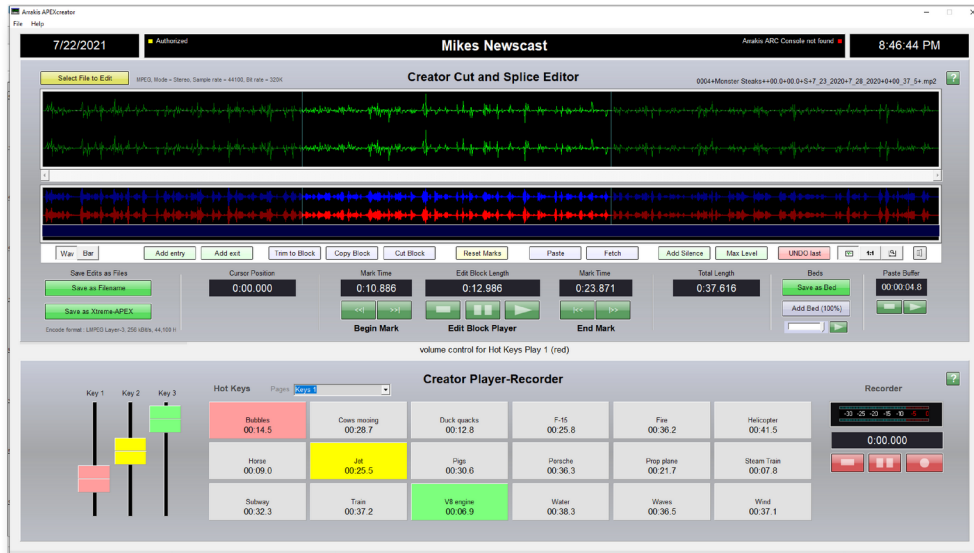
APEXcreator (AC) is a powerful recorder-editor designed for audio production for Radio and Podcasting applications. It works standalone on a Windows PC, with a 3rd party sound mixer, or integrated with an Arrakis audio console. If connected to an Arrakis audio console it autoconfigures to play and record to/from the console.

As an editor AC is an easy to use cut and splice editor for assembling audio programs. It includes specialized production features for adding entry and exit audio blocks. The AC editor can autolevel the program and insert silence as needed. It can also mix a music bed beneath the edit file.

The recorder has a 'pause' recording feature so that you can pause a program for a few minutes of off line work and then resume recording. Once the recording is completed it automatically loads to the editor for editing or simply saving as a file.

The player features a ten page, 18 hot key player that can play 3 keys simultaneously with individual level control for each hot key. The hot keys play out to the USB channel on the Arrakis console for mix to the console Program output (or the Default Windows Play codec if not connected to an Arrakis console). The recorder records the Program output from the Arrakis console or the mic-line input on the PC if not connected to an Arrakis console.

Not a needlessly complex multitrack editor, AC has the exact features and ease of use that is perfect for audio production for Radio and Podcasting.



...works perfectly with an Arrakis console. APEXcreator automatically sees the console and autoconfigures to play the Hot Keys to a console channel and record the Program mix output.



ARC-5 console

QUICK START

Supported PC

AC is designed to operate on a standard Windows 10/11 PC. The PC should have a built in sound card player-recorder.

Supported Audio formats

AC supports .mp2, .mp3, and .wav audio formats. The editor operates in a stereo, 16 bit, 44100 sampling rate wav format. The final edit is saved in the format that you select with the Windows Audio Compression Manager, typically .mp3.

Software Installation

Click on the install software icon. It will autoextract to the 'C:\DHD\APEXcreator' folder and place a shortcut to the APEXcreator.exe program on your desktop.

Setting the Encode format for Saving Files

The encode audio format is the format that the audio will be saved as: .wav, .mp2, or .mp3. To set this, go to the top menu, File, Setup, Set Encode Format. A window will open displaying the Windows Audio Compression Manager (ACM) codecs available for use. In some cases, your PC may not have the MP3 ACM codec that you want to use and you will have to acquire and install it. Arrakis customer service can provide an MP3 codec. Select a codec and encoding parameters. This compression format is saved.

The default Windows Record codec

The record source will be either (1) the Arrakis console connected via USB to this PC, or (2) the Windows default record codec set in the Windows Sound Manager. The Arrakis console takes precedence. To set the default Windows codec, go to File, Setup, Set default Windows Record codec in the top menu. The default Play codec can also be set in this window.

Naming your Studio

To change the name at the top of your software just click on the top line and enter a new name such as 'My Podcast'. The name will be saved.

Naming Hot Key pages

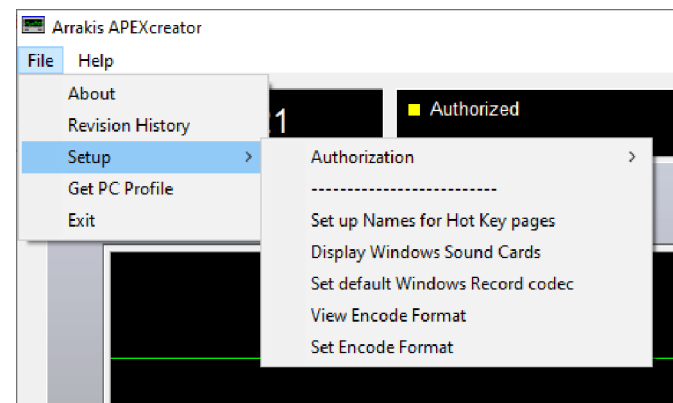
The names displayed in the 'Pages' drop down menu can be user defined. Go to the top menu File\Setup\Set up Names for Hot Key Pages'. Note that the folders the hot key files are stored in do NOT change. They remain Keys 1-Keys 10.

Software Authorization

Not needed to get started. The software will operate for 40 hours for demo or repair purposes.

Your QUICK START setup is complete.....

Setup Menu



ARRAKIS CONSOLE INSTALLATION

APEXcreators (ACs) features are best used if a Windows PC is integrated with an Arrakis mixing console. In this case, you simply connect the PC to the console via a USB cable and AC does the rest. AC will look out the USB cable for the Arrakis console and configure the sound cards so that the Hot Keys play to a channel on the console and the Program mix output of the console will be recorded by AC. The console then gives you professional mic channels, stereo line channels, mix minus for a telephone interface for call ins, and much more. In turn, AC gives you versatile hot keys, a full featured recorder, and all of the power of the AC cut and splice editor for assembling shows and programs. In this configuration, the hot keys and program mix play out the console monitor system. The cut and splice editor plays out the PC's default Windows sound card output to not conflict with the console. This configuration gives you the best of both worlds.

SOFTWARE ONLY INSTALLATION

or integrated with a non Arrakis pro sound mixer

APEXcreator (AC) can be used as a stand alone program on a Windows PC or integrated with a non-Arrakis sound mixer.

SOFTWARE ONLY

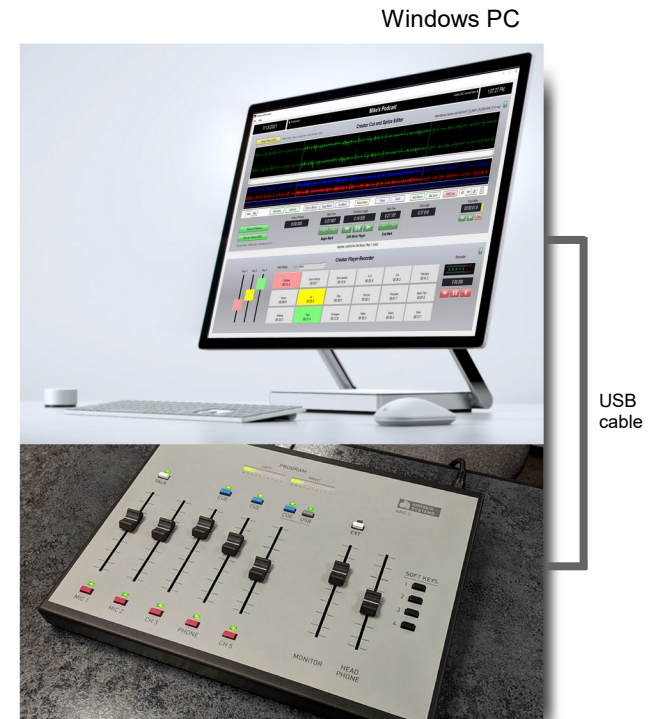
If AC does not see an Arrakis console the AC recorder will automatically be assigned to the Windows default record input (usually the mic or a stereo line input depending on the PC). The Hot keys and editor will play out to the Windows default play output (headphones and/or stereo line). This works perfectly for a software only application.

NON-ARRAKIS SOUND MIXER

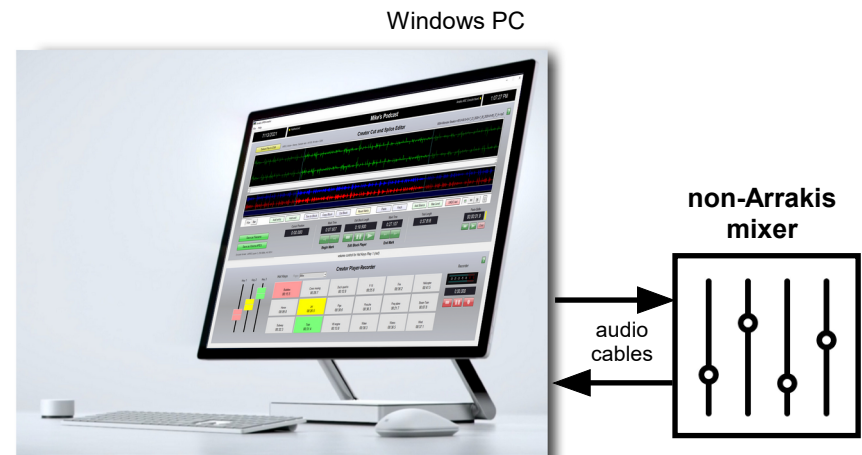
If a non-Arrakis pro sound mixer is used, then the PC's play output audio can be wired to an input channel on the mixer while the PC's record input is wired to the program mix output of the mixer. In this way all of the features of AC are available to the non-Arrakis mixer.

EASY TO USE

AC is designed to be extremely powerful and yet very intuitive and easy to use with features that are focused on Radio and Podcast production applications.



Arrakis ARC5

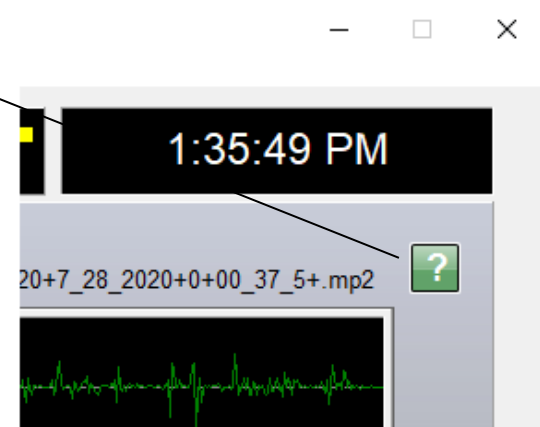
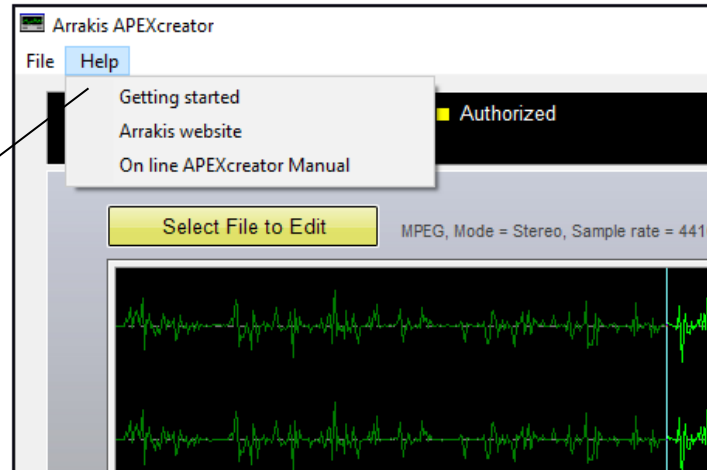


Windows PC

HELP...

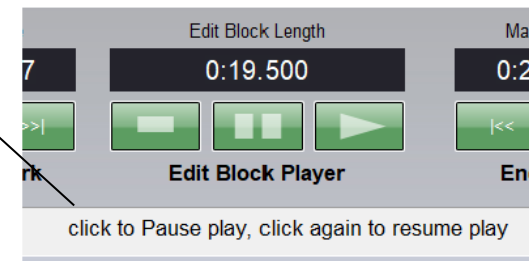
3 Types of Help...

APEXcreator (AC) is very easy to use and learn. A comment line at the middle of the screen displays the function of everything in AC when you roll your mouse pointer over it. A detailed explanation of how each panel works is displayed when clicking on the green question mark [?] buttons. The HELP menu item at the top of the screen provides access to a text QUICK START GUIDE and to this PDF electronic manual located at the Arrakis website.



Customer support...

APEXcreator has email support (support@arrakis-systems.com) and an option for 30 minute phone training blocks at a \$50 cost per block.



INSTALLATION...

Basic Setup...

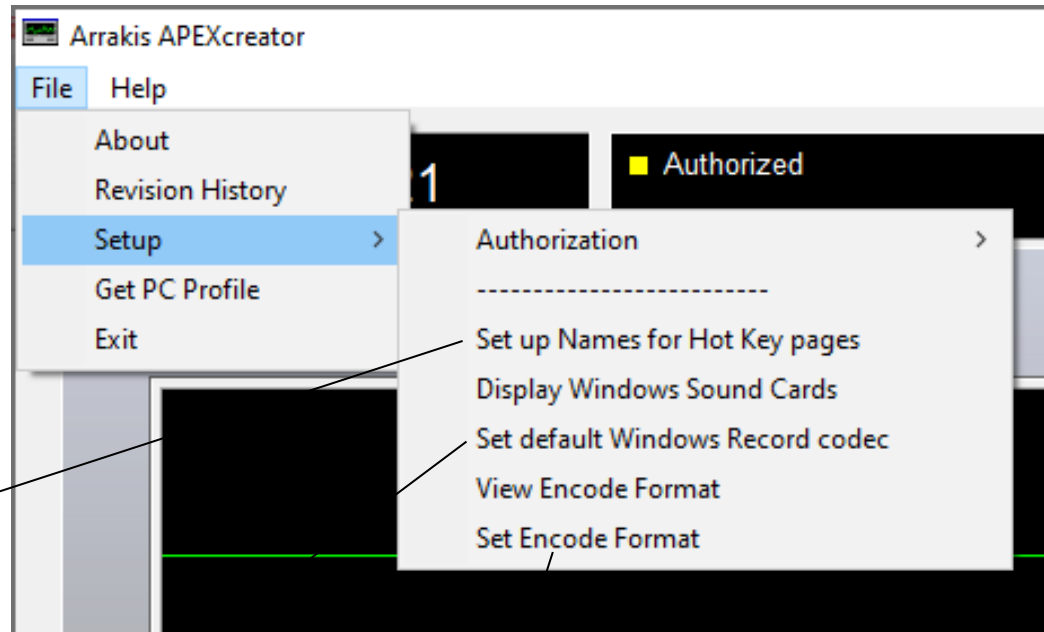
Go to File\Setup

Naming Hot Key pages

AC has ten pages of 18 hot keys. The hot keys for each page are stored in folders at 'C:\DHD\APEXcreator\Keys'. Each folder is named 'Keys 1' - 'Keys 10'. The first 18 audio files in each folder will be loaded to the Hot Keys buttons for that page. Be certain to keep the filename for each hot key short so that it can be displayed on the key (15-20 chars max). The names displayed in the 'Pages' drop down menu can be user defined. Go to the top menu File\Setup\Set up Names for Hot Key Pages'. Note that the folders the hot key files are stored in do NOT change. They remain Keys 1-Keys 10. Setting the

Choosing the default Windows Record codec

The record source will be either (1) the Arrakis console connected via USB to this PC, or (2) the Windows default record codec set in the Windows Sound Manager. The Arrakis console takes precedence and automatically is the selected record source. To set the default Windows Record codec if the PC is not connected to an Arrakis console, go to File, Setup, Set default Windows Record codec in the top menu.



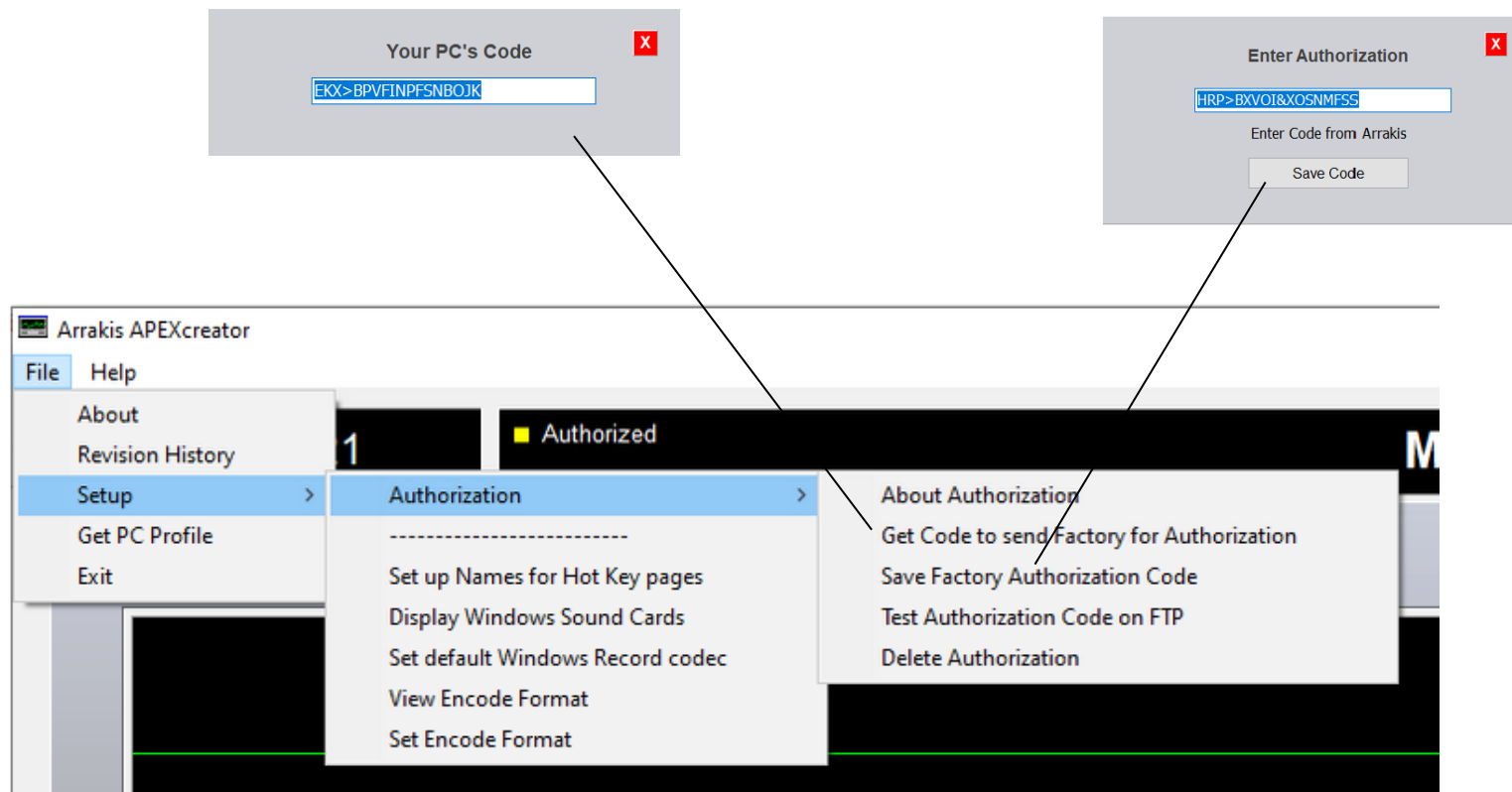
Encode format for Saving Files

The encode audio format is the format that the audio will be saved as: .wav, .mp2, or .mp3. To set this, go to the top menu, File, Setup, Set Encode Format. A window will open displaying the Windows Audio Compression Manager (ACM) codecs available for use. In some cases, your PC may not have the MP3 ACM codec that you want to use and you will have to acquire and install it. Arrakis customer service can provide an MP3 codec. Select a codec and encoding parameters. This compression format is saved.

INSTALLATION...

Software Authorization...

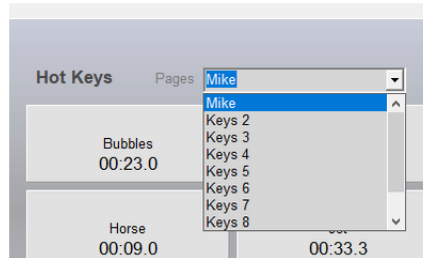
APEXcreator software is stamped to a single Windows PC. However, it will operate with all features for up to 40 hours on an unauthorized PC during setup or in case the authorized PC is being serviced. After 40 hours of operation, when you close and reopen the software it will message you and then no longer edit files. The process for software authorization is found in the 'File\Setup\Authorize Software' submenu. The authorization process requires the customer to send Arrakis Automation Customer Service the PC specific code found in Setup. Arrakis will email you a corresponding code that you enter into Setup on the PC running the APEXcreator software.



HOW TO USE...

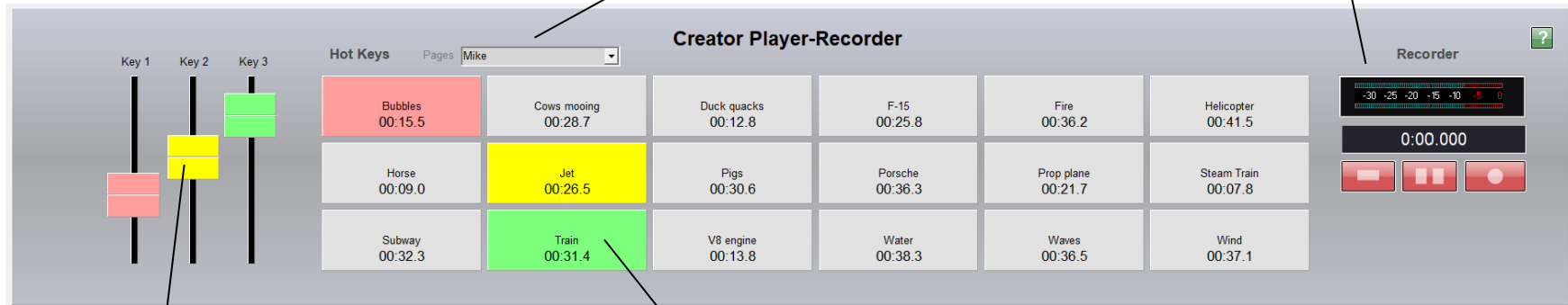
Creator Player-Recorder

Hot Key Pages
There are up to ten hot key pages of 18 hot keys



Recording a File

To start recording simply click on the red Record button (circle). To stop recording click on the red Stop record button (rectangle). The recording will then be displayed in the edit window. The record source will be the Windows default record codec set in the Windows Sound Manager (or a connected Arrakis console). The record quality will be CD quality (16 bit, 44.1kHz sample rate, stereo).



Faders
on the left side of the hot keys window are color coded to match the playing hotkey.

Using Hot Keys
Up to 3 hot keys can be played at the same time. They will be color coded.

HOW TO USE...

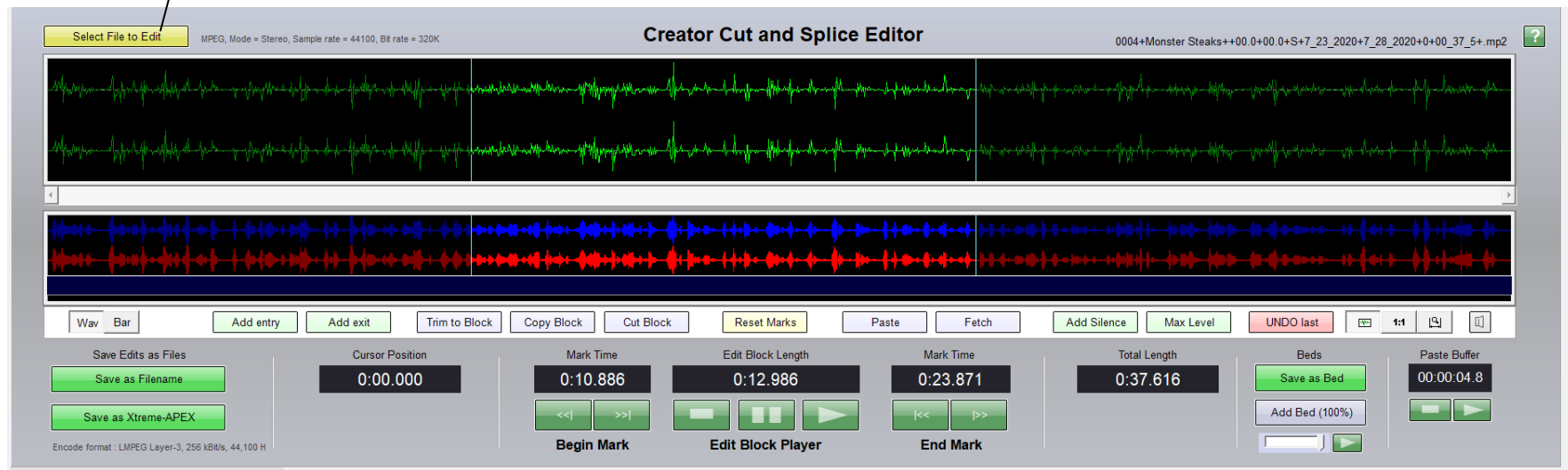
Creator Cut and Splice Editor

Using the Editor

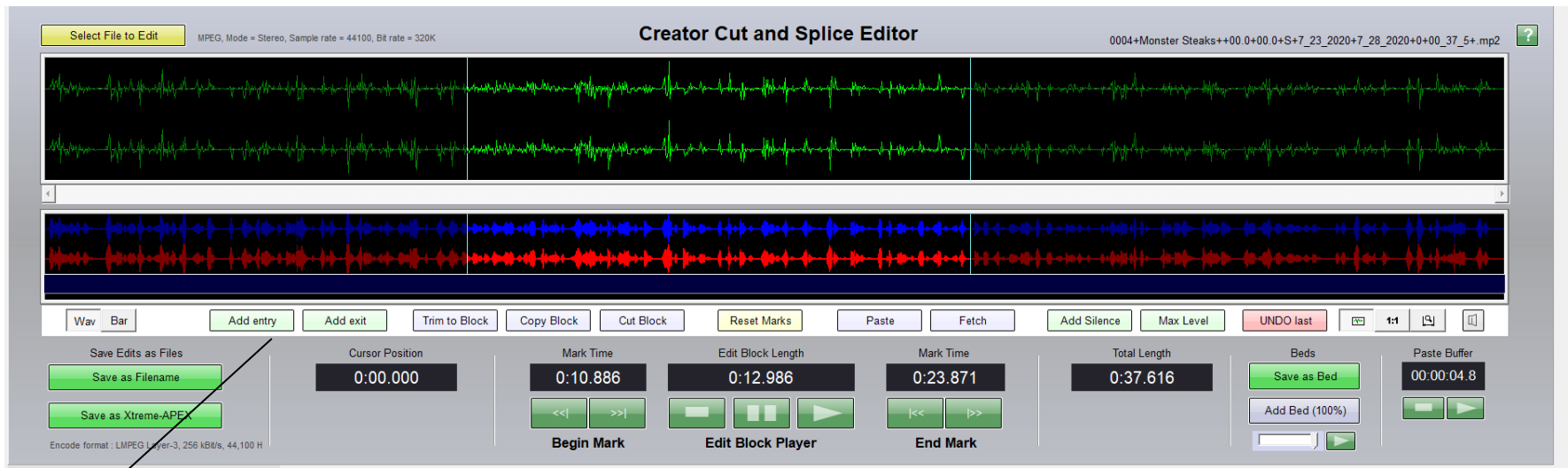
To begin you either load an audio file or record an audio file for editing. You can mark a begin point with the left mouse button and an end point with the right mouse button. To play the block click on the green play button. The Begin and End marks can be moved (scrubbed) with the green <<| and |>> buttons. You can also play from any point (where the mouse pointer is) in the edit file by pushing the F1 button to start play and again to stop. You can cut a block of audio out of a file, copy and place a block in the file, 'fetch' a block of audio out of another file, add silence anywhere in the file to make the sound more natural, maximize the audio level of the file, add and 'Entry' block and 'Exit' block., and even mix a music bed beneath the edit The editor also has an 'UNDO last' button in case of an error or if you are just auditioning a potential edit for quality. IMPORTANT: the editor plays out the default Windows sound card from your PC.

Select File to Edit

To place a file in the edit window either (1) Record an audio file, (2) click on the yellow 'Select File to Edit' button at the top left of the screen. MP2 and MP3 files will be decoded to wave and placed into the window. .WAV files will be converted (if necessary) to stereo, 44100, 16 bit files and placed into the window.



APEXcreator



Add Entry button: click on this button to place the ENTRY FILE.wav file at the front of the edit window if the entry file exists. To create an entry file, create an edit and then right click on the 'Add Entry' button.

Add Exit button: click on this button to place the EXIT FILE.wav file at the front of the edit window if the exitfile exists. To create an exit file, create an edit and then right click on the 'Add Exit' button.

Trim to Block button: left mouse click to define the start of the block. Right mouse click to define the end of the block. Click on the Trim to Block button to remove the excess audio from before and after the block.

Copy Block button: click on this button to copy the already defined block to the paste buffer for pasting into the file.

Cut Block button: click on this button to removed the already defined block from the file and levae the beginning and ending audio as a single audio file. Click on the UNDO Last button to undo the cut.

Reset Marks button: this button removes the block marks and reselects the entire file.

Paste Button: click on this button to paste the audio in the Paste buffer wherever the Begin mark is placed.

Fetch button: click on this button to open a find file box to open a different file. Select the entire file or a piece of it to copy and paste into the original edit file.

Add Silence button: click to add a few tenths of a second (1 second max) at the position of the Begin Mark. This feature allows you to add silence between audio segments to make the rhythm of the file more natural.

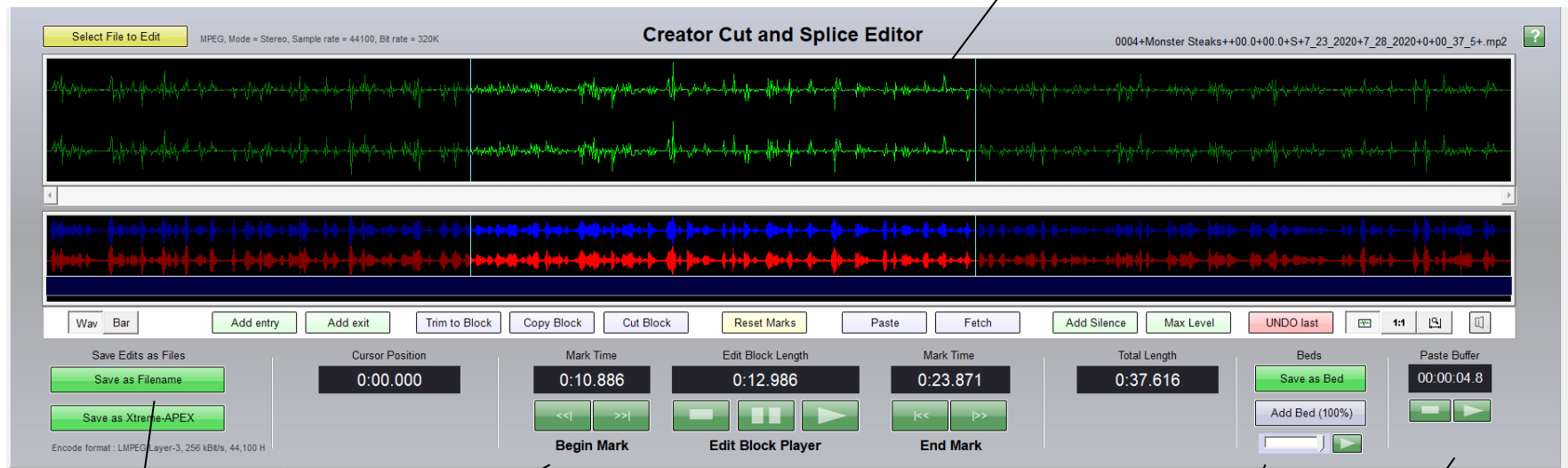
Max level button: click on this button to auto adjust the level of the entire file (not selected block) to the max digital level.

UNDO last button: click on this button to return the the edit before the last change (such as Cut Block).

HOW TO USE...

IMPORTANT
you can play anywhere in the edit file from the mouse cursor position by pushing the keyboard 'F1' button. Push the button again to stop play. This feature allows you to play anywhere in the file, not just in the edit block.

The Original file is not changed
It is important to note that the original audio file is not changed unless you explicitly decide to save over it.



Save File
Save the final edit to anywhere on your network and add metadata such as cart number, title, text, start and kill dates, etc

Begin Mark
set by left mouse clicking on the edit waveform

Edit Block Player
play, stop, and pause controls with a Block length display for auditioning the selected audio block

End Mark
set by right mouse clicking on the edit waveform

Beds
Save an edit as a Bed. Audition the Bed and set the bed level. Last Add the bed to the Edit block.

Paste Buffer controls: the play, stop buttons audition the audio in the play buffer for convenience. The Clear button will empty the paste buffer. Otherwise, every block that is copied or cut will automatically overwrite what is in the paste buffer.

HOW TO USE...

Adding Music Beds

AC has the ability to mix two audio files. The usual use for this feature is to put a low level music bed below a program such as a spot to add dynamics to the piece.

Slider and Audition button

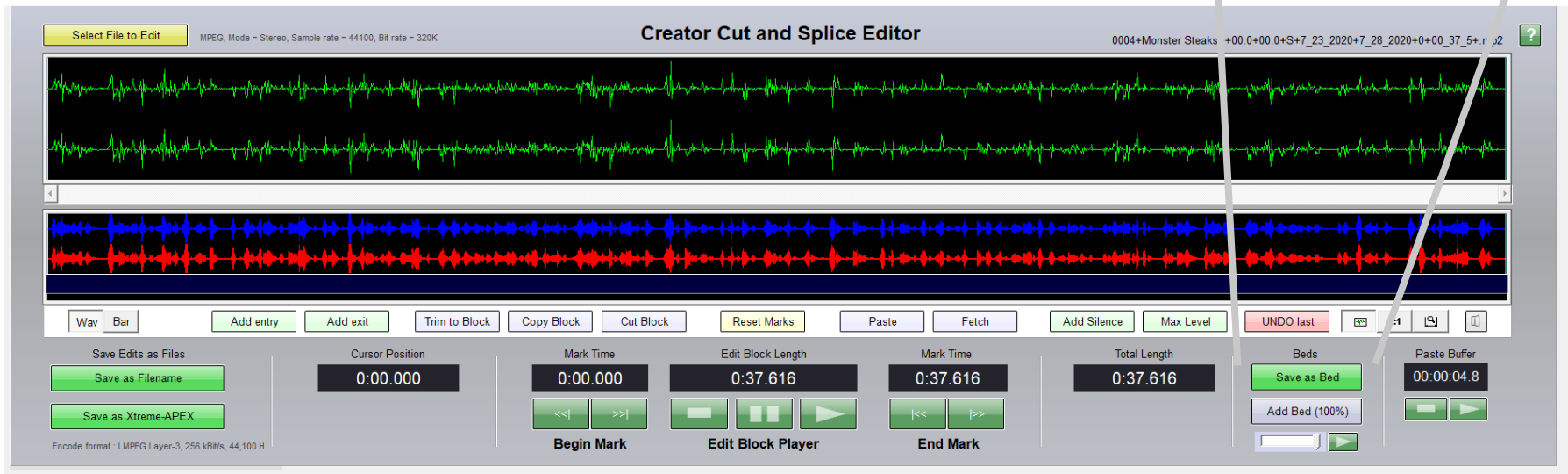
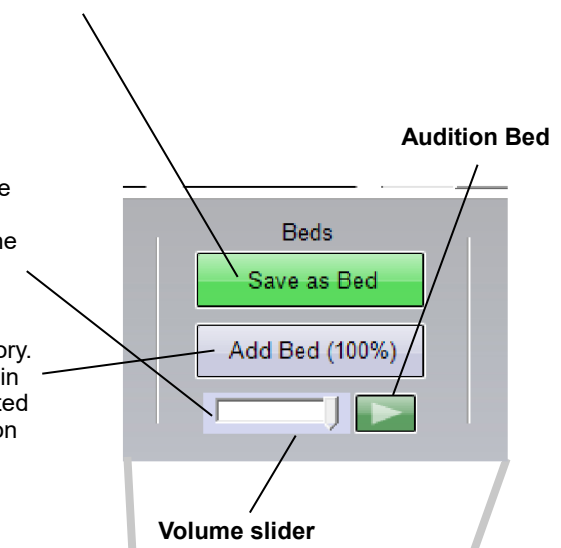
The bed will usually be produced at the correct low level for mixing. However, the level of the bed can be set by the slider below the button before the mix is created. The green Play button beside the slider will open the Beds directory for auditioning a bed. You can adjust the slider while the bed is playing to get the proper bed level. Click on the play button again to stop play.

Add Bed button (create mix)

Click on the 'Add Bed' button to open a Find file dialog pointed to the C:\DHD\APEXcreator\Beds directory. You can then select a bed from this directory and it will automatically be opened and mixed with the file in the edit window. The Bed will be looped and then cut off at the end of the Edit file. Once the mix is created and displayed in the edit window, you can listen to it normally. If the bed level is not ideal you can click on the 'UNDO LAST' button and repeat the process.

Save as Bed button

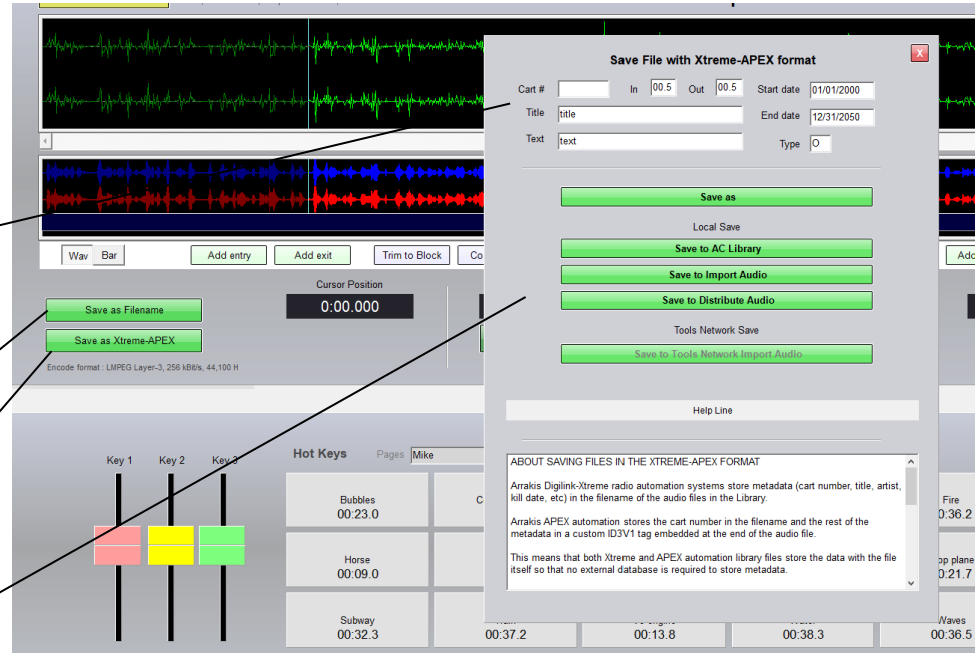
Note that beds must be in a .wav format. The best way to create a compatible .wav bed is to load it into the editor and then use the 'Save as Bed' button to save it to the Beds folder. Click on this button to save the Edit file as a bed. It will open a Save as dialog with a default .wav extension. Enter the filename without the extension.



HOW TO USE...

Saving the Edit

METADATA
data like cart number, title, etc is stored in the filename and in a tag at the end of the audio file itself



Save as Filename button

click to open a Windows 'Save as' dialog to save the edited file with a user defined filename to any place on your PC or network.

Save as Xtreme-APEX button

This opens a window with 5 save options. The file is saved with an Xtreme filename (cart #, title, text, etc) and with a DHD tag with all of the data at the rear of the audio file. This filename and tag metadata is used by Arrakis Xtreme and APEX automation

1) Save as button

Save the edited file with an Xtreme filename and DHD tag anywhere on your PC or network.

2) Save to AC Library button

This folder is located at C:\DHD\APEXcreator\Library. Edited audio files can be saved to this folder for later editing or distribution.

3) Save to Import Audio button

The C:\DHD\Import Audio folder is located on the on air PC. The APEX on air software looks to the Import Audio folder and imports (moves) the audio file into the C:\DHD\Library folder and updates the audio directory on the on air software for the new audio file. Audio files placed directly into the Library folder will be ignored until the APEX software is closed and then reopened.

4) Save to Distribute Audio button

The C:\DHD\Distribute Audio folder is used by DHD-tools. Tools software will allow you to manage libraries on multiple networked on air APEX systems by moving files from the Distribute Audio folder to multiple on air studios.

5) Save to Tools Network Import Audio button

If APEX-tools software is open on this PC, this AC feature will be enabled. It will save the edit to the Import Audio folder on the networked On air PC selected by the APEX-tools software.

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