

AVS4YOU Programs Help



AVS Ringtone Maker

www.avs4you.com

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Contact Us

If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@avs4you.com
Technical support:	support@avs4you.com
Sales:	sales@avs4you.com
Help and other documentation:	help@avs4you.com

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.



Note: only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**

You can use the **Support Form** on our site to ask your questions.

- **E-mail Support**

You can also submit your technical questions and problems via e-mail to support@avs4you.com.



Note: for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://onlinehelp.avs4you.com/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://onlinehelp.avs4you.com/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://onlinehelp.avs4you.com/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

AVS Ringtone Maker is a compact and simple audio tool for media file editing. The application allows you to load and save the audio with such popular audio formats as MP3, WAV, AMR, AAC, WMA and M4A. This easy program provides the most powerful, user-friendly environment for your mobile phone ringtone creation.

Using AVS Ringtone Maker you can quickly and easily perform the following tasks:

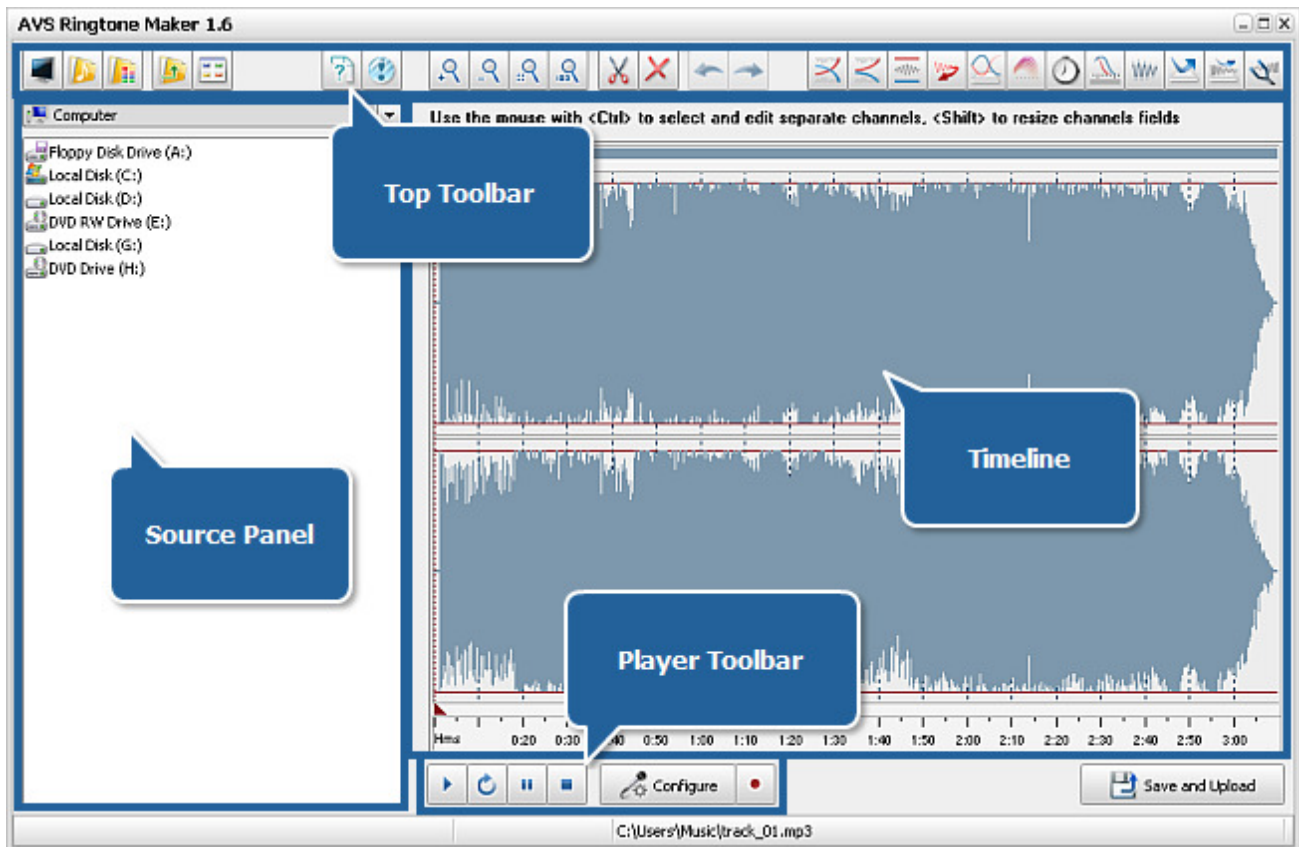
- create custom ringtones from any input audio in the following formats: MP3, WAV, AMR;
- record any input sound to make it a ringtone;
- trim your audio, cut out the needed part, delete the unnecessary parts;
- apply several simple audio effects and filters, fade your audio in and out;
- upload the created ringtone to your mobile phone using the integrated AVS Mobile Uploader application.

You no longer need to download audio files from the Internet sites or be satisfied with the standard phone sounds. You can create your own individual ringtones and upload them to your mobile phone.

To start **AVS Ringtone Maker** go to **Start** menu and choose **All Programs -> AVS4YOU -> Audio -> AVS Ringtone Maker**.

Program Interface

AVS Ringtone Maker has a simple and user-friendly interface that looks as follows:
















- **Top Toolbar** offers a set of buttons that allow you to open the audio file to create a ringtone and edit it using the **Timeline**.
- **Source Panel** is used to show the files on your computer hard disk to let you select the ones you need to apply effects and upload.
- **Waveform Editing Space** is used to represent the media file so that you could see the file duration, navigate through it and edit it.
- **Player Toolbar** is used to record audio from various devices and playback the media file to listen to the changes made and estimate them.















Top Toolbar

The **Top Toolbar** is placed in the upper part of the **AVS Ringtone Maker** main window:



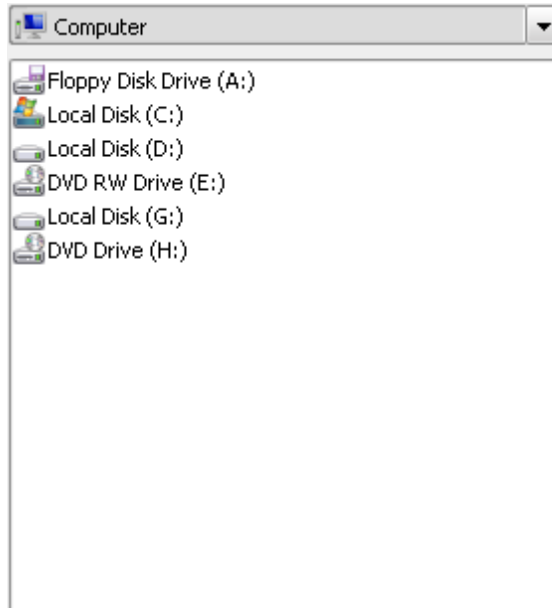
It offers you a set of buttons that allow you to open the audio file to create a ringtone and edit it.

Group	Button	Description
Files	 My Computer	Is used to switch to the My Computer folder to start browsing the drives and folders with files that you have on your personal computer.
	 My Music	Is used to switch to the My Music folder in case you would like to edit and upload some media files located in this folder. The My Music folder is created automatically with the Windows installation and is situated in the folder with the user's documents.
	 My Ringtones	Is used to switch to the My Ringtones folder to start browsing the ringtone files that you put in that folder. The folder is created automatically on the program first run and is placed into My Music folder of the user's documents.
	 Level Up	Is used to go to the folder that is located a level higher than the current one. That is if you are now in the folder C:\Documents and Settings\User\My Documents\My Music\My Ringtones\ after pressing the Level Up button you will get to the folder C:\Documents and Settings\User\My Documents\My Music\ .
	 Views	Is used to change the way of the file list representation. The possible Views are: Thumbnails , Icons , List and Details - they correspond to the Windows standard file list representation modes.
Help	 Help	Is used to open the AVS Ringtone Maker help file.
	 About	Is used to open the About AVS Ringtone Maker window where you'll find a brief description of the program and get licensing information.
Zoom	 Zoom In	Is used to zoom in on the center of the current audio file window. After zooming, use the Time Scale to scroll to the desired location.
	 Zoom Out	Is used to zoom out from the current location.
	 Zoom to Selection	Is used to zoom to the current selection. If no selection is made, this button zooms in on the cursor location.
	 Full Zoom	Is used to return to the actual audio file length representation.
Edit	 Trim	Is used to delete everything except the selected portion.
	 Delete	Is used to remove the current selection.


	 Undo	Is used to undo the changes you have made to the audio file.
	 Redo	Is used to repeat your latest undone action.
Effects	 Amplify	Is used to apply the Amplify effect to your audio file.
	 Fade in/Fade out	Is used button to apply the Fade In or Fade Out effects to your audio file.
	 Normalize	Is used to apply the Normalize effect to your audio file.
	 Reverse	Is used to apply the Reverse effect to your audio file.
	 Flanger	Is used to apply the Flanger effect to your audio file.
	 Chorus	Is used to apply the Chorus effect to your audio file.
	 Delay	Is used to apply the Delay effect to your audio file.
	 Phaser	Is used to apply the Phaser filter to your audio file.
	 Vibrato	Is used to apply the Vibrato effect to your audio file.
	 Reverb	Is used to apply the Reverb filter to your audio file.
	 Time Stretch	Is used to apply the Time Stretch effect to your audio file.
	 Pitch Shift	Is used to apply the Pitch Shift effect to your audio file.

Source Panel

The **Source Panel** is used to show the files on your computer hard disk to let you select the ones you need to apply effects and upload.

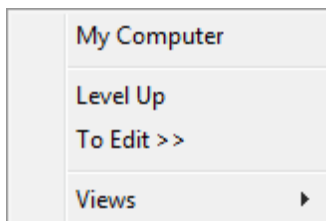


The field in the upper part of this panel is used to display the currently selected folder. Use the arrow button next to it to open the drop-down list and view the whole structure of the files and folders system of your computer, network or removable media. Select the necessary folder to display its content within the area below.

If necessary, you can change the way the files are displayed within the **Source Panel** using the **Views**  button of the Top Toolbar. You can choose between the **Icones**, **List** and **Details**.

Express Menu

To facilitate the work within the **Source Panel** you can use the **Express Menu**. To activate it click with the right mouse button anywhere within this panel. In the table below you can find the description of each option in the **Express Menu**.



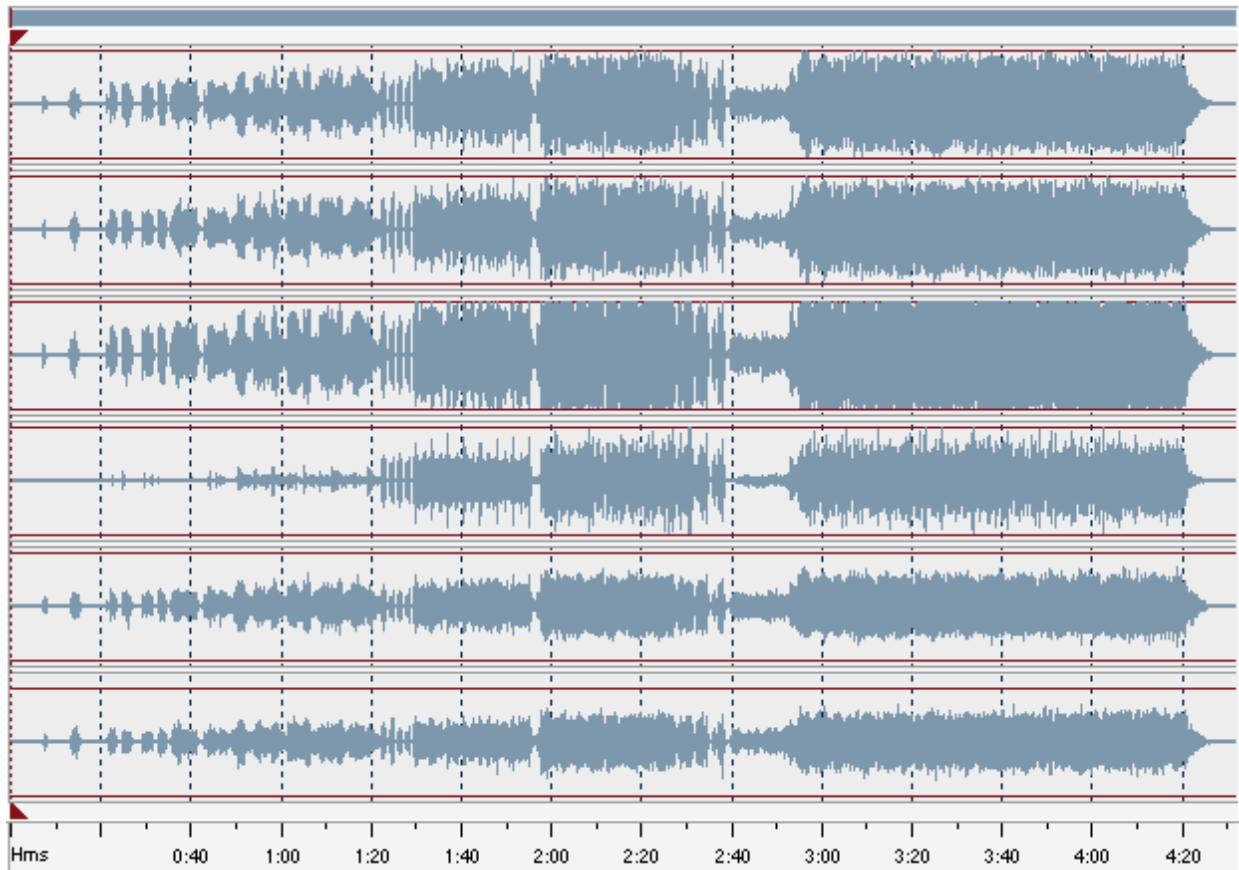
Option	Description
My Computer	Is used to switch to the My Computer folder to start browsing the drives and folders with files that you have on your personal computer.
Level Up	Is used to go to the folder that is located a level higher than the current one.
To Edit >>	Is used to display the selected file within the Waveform Editing Space to edit it.
Views	Is used to change the way of the file list representation. The possible Views are: Thumbnails , Icons , List and Details - they correspond to the Windows standard file list representation modes.

Waveform Editing Space

Waveform Editing Space consists of three main parts:

- **Waveform Display**
- **Display Range Bar**
- **Time Scale**

Waveform Display



Waveform Display is the area where you view your audio material. There are several mouse operations available in the **Waveform Display** to select data:

- Left-click anywhere in the waveform and you will change the position of the playback cursor.
- With stereo or multichannel waveforms, use the **Control** key of the keyboard together with the mouse pointer (the cursor will acquire **L** or **R** letter - **L_f**, **R_f**, **C_f**, **L_{FE}**, **L_r**, **R_r**, **L_S** and **R_S** for eight channel audio) and left-click to enable only the necessary channel for editing (the disabled channels will gray-out), another left-click within the disabled channel will re-enable it.
- Left-click and drag in the waveform display to make a selection.
- Double left-click in the waveform display to select the entire visible portion of the waveform (when zoomed in this does not select unseen areas which may be to the right or left).

Display Range Bar



The **Display Range Bar** on the top of the **Waveform Display** window indicates which part of the entire waveform is currently being viewed in the **Waveform Display**. When zooming in or out, this bar will get smaller or larger, as the portion being viewed changes with respect to the entire waveform or session.

Left-click (the mouse cursor should change to a hand) and drag the bar to scroll forward or backward in time:



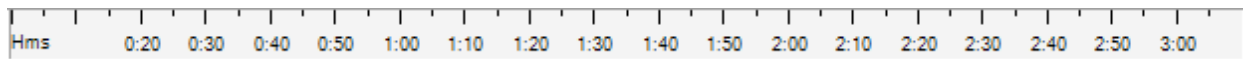
Display Range Bar with mouse cursor over it



Display Range Bar with mouse cursor down. Now you can drag the bar to scroll forward or backward in time

As with dragging in the **Time Scale**, the zoom level is retained, only the viewing range is altered.

Time Scale

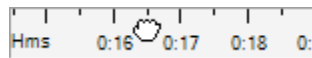


Time Scale shows the current location at any point in the waveform display. The time markings are subdivided into more detail when zoomed in, and less detail when zoomed out.

Left-click (the mouse cursor should change to a hand) and drag the ruler to scroll forward or backward in time:



Time Scale with mouse cursor over it









Time Scale with mouse cursor down. Now you can drag the ruler to scroll forward or backward in time

As with dragging in the **Display Range Bar**, the zoom level is retained, only the viewing range is altered.

Player Toolbar

The **Player Toolbar** is used to record audio from various devices and playback the media file to listen to the changes made and estimate them.

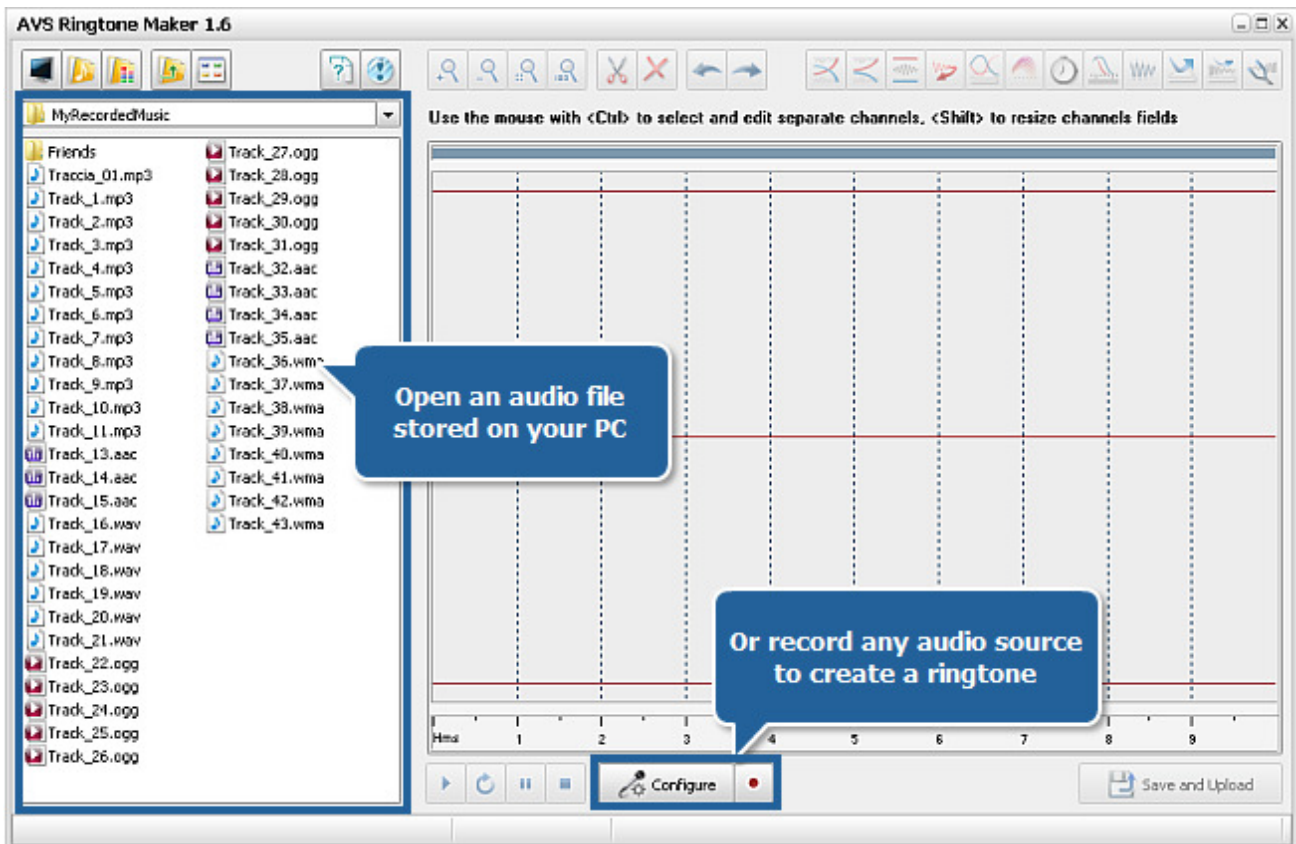


Button	Description
	Is used to playback the media file.
	Is used to continuously repeat the selection or the whole media file.
	Is used to pause the media file playback.
	Is used to stop the media file.
	Is used to start the recording.
	Is used to select the device that you wish to use for recording and configure it.

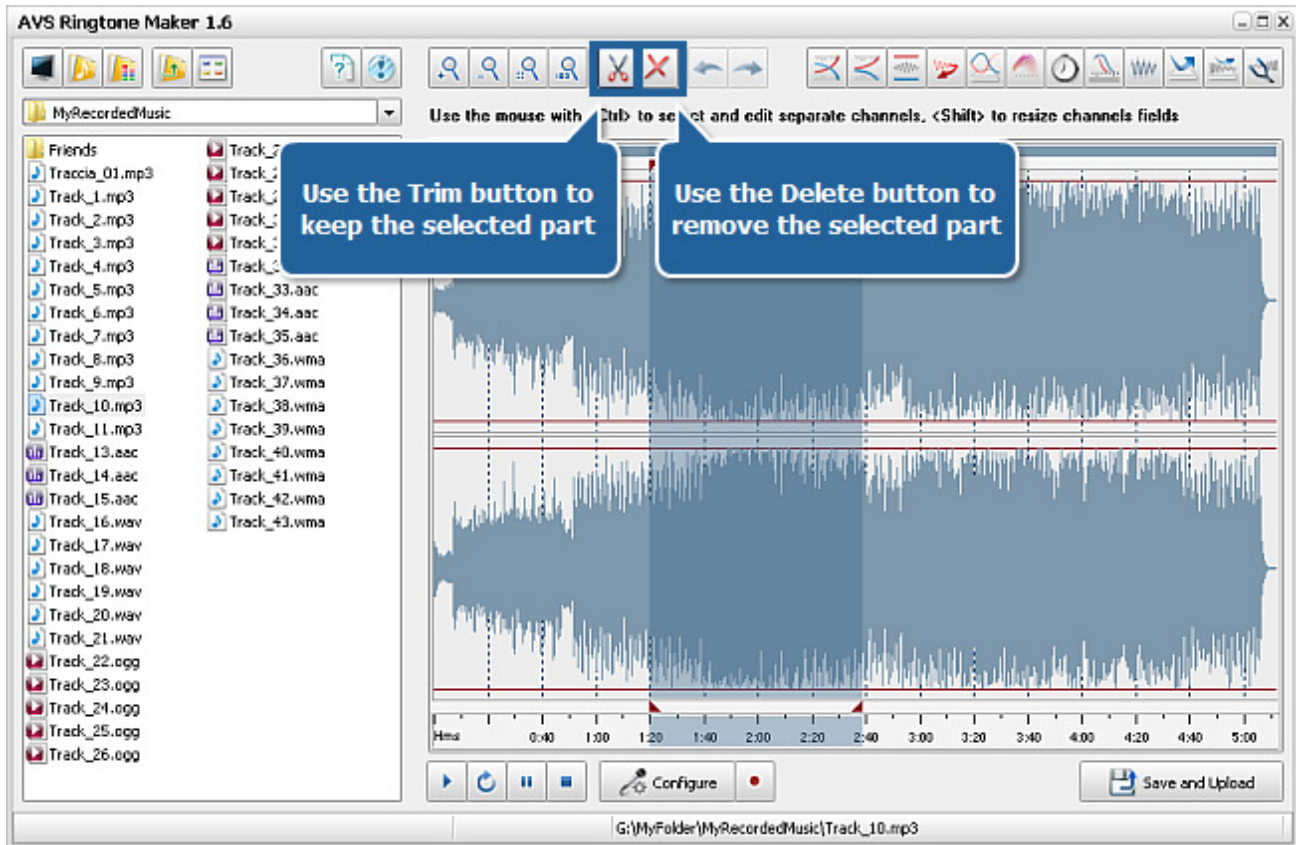
Working with AVS Ringtone Maker

Creating a ringtone has never been so easy. You just need to go through a few easy steps:

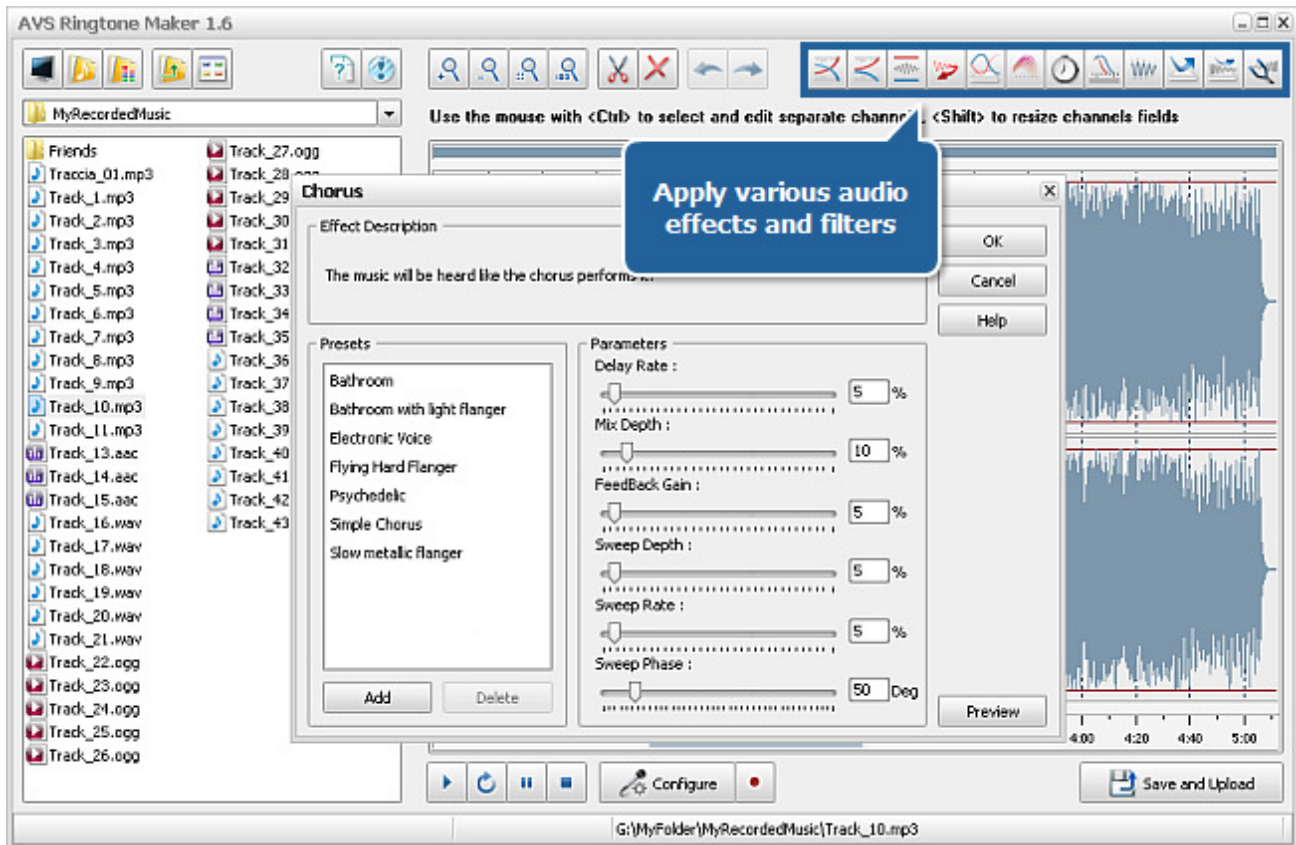
- **Step 1.** Open the audio file(s) you wish to make it a ringtone or record any audio source.



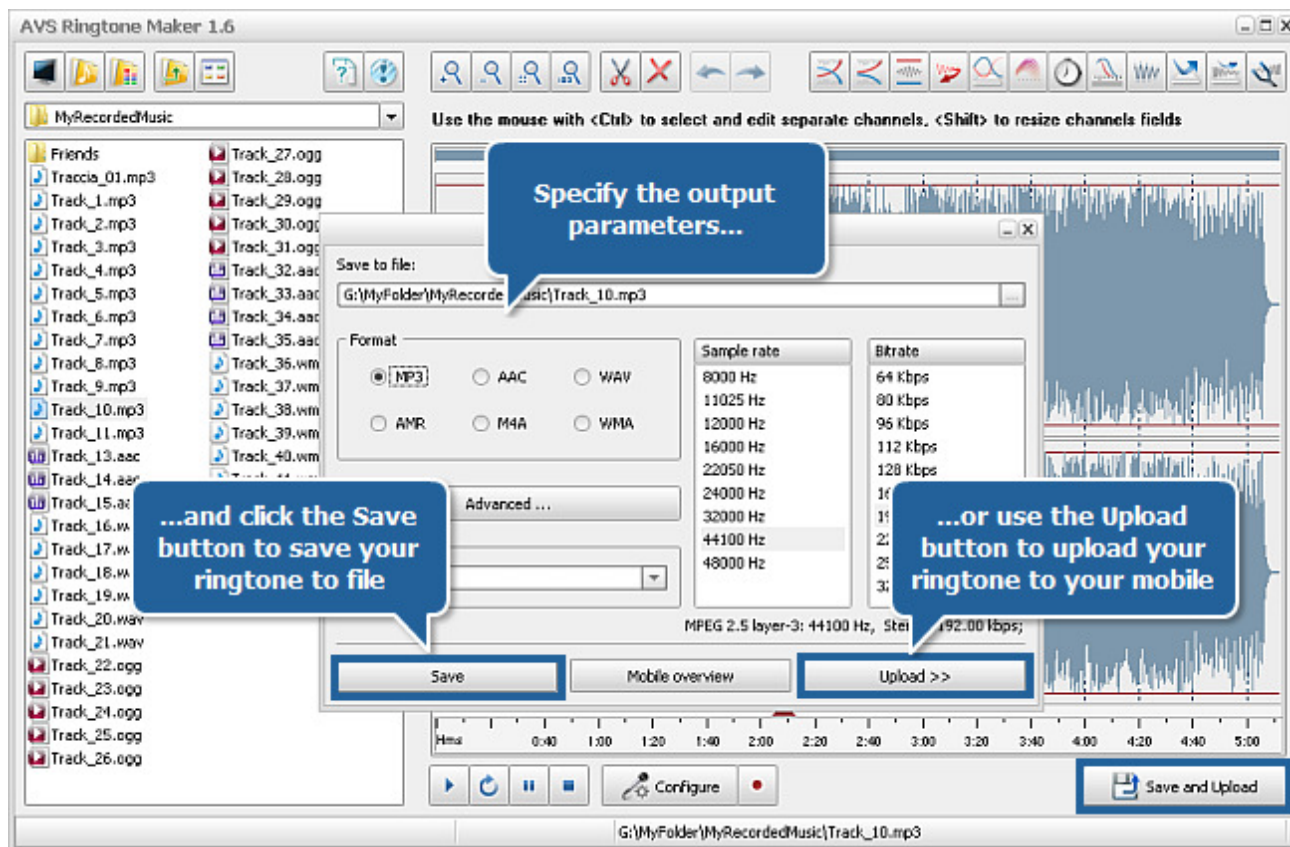
- Step 2.** Select a part you wish to use as a ringtone, delete the unwanted parts and keep ones you need. Refer to the Trimming Audio and Deleting Unwanted Parts.



- Step 3.** Edit your audio applying various audio effects and filters if needed. Refer to the Applying Effects section to learn more about available audio effects.



- **Step 4.** Press the **Save and Upload** button. Specify the output parameters and save the created ringtone clicking the **Save** button or use the **Upload** button to launch the integrated AVS Mobile Uploader application.

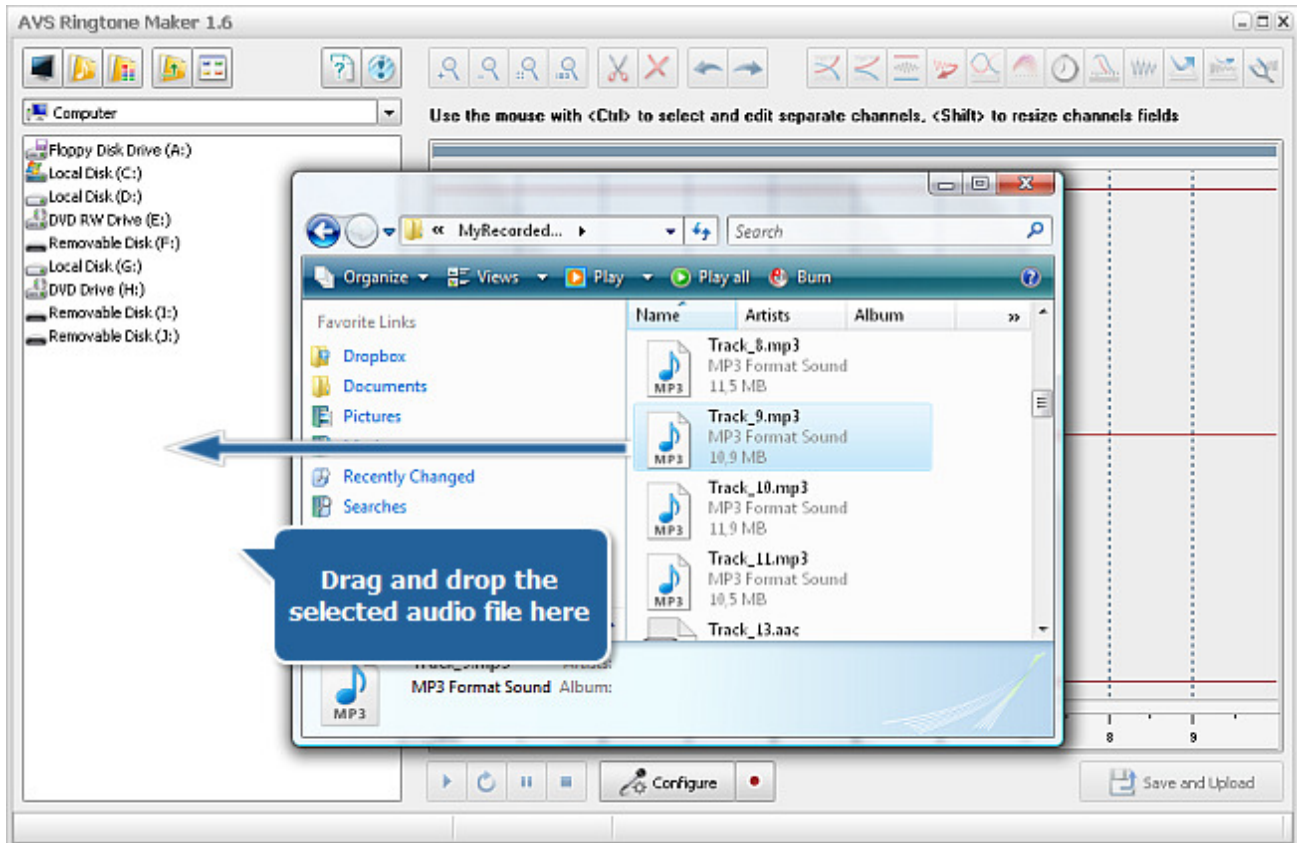


Adding Audio Files

To make a ringtone you need first to find the necessary audio file on your hard disk drive or removable media.

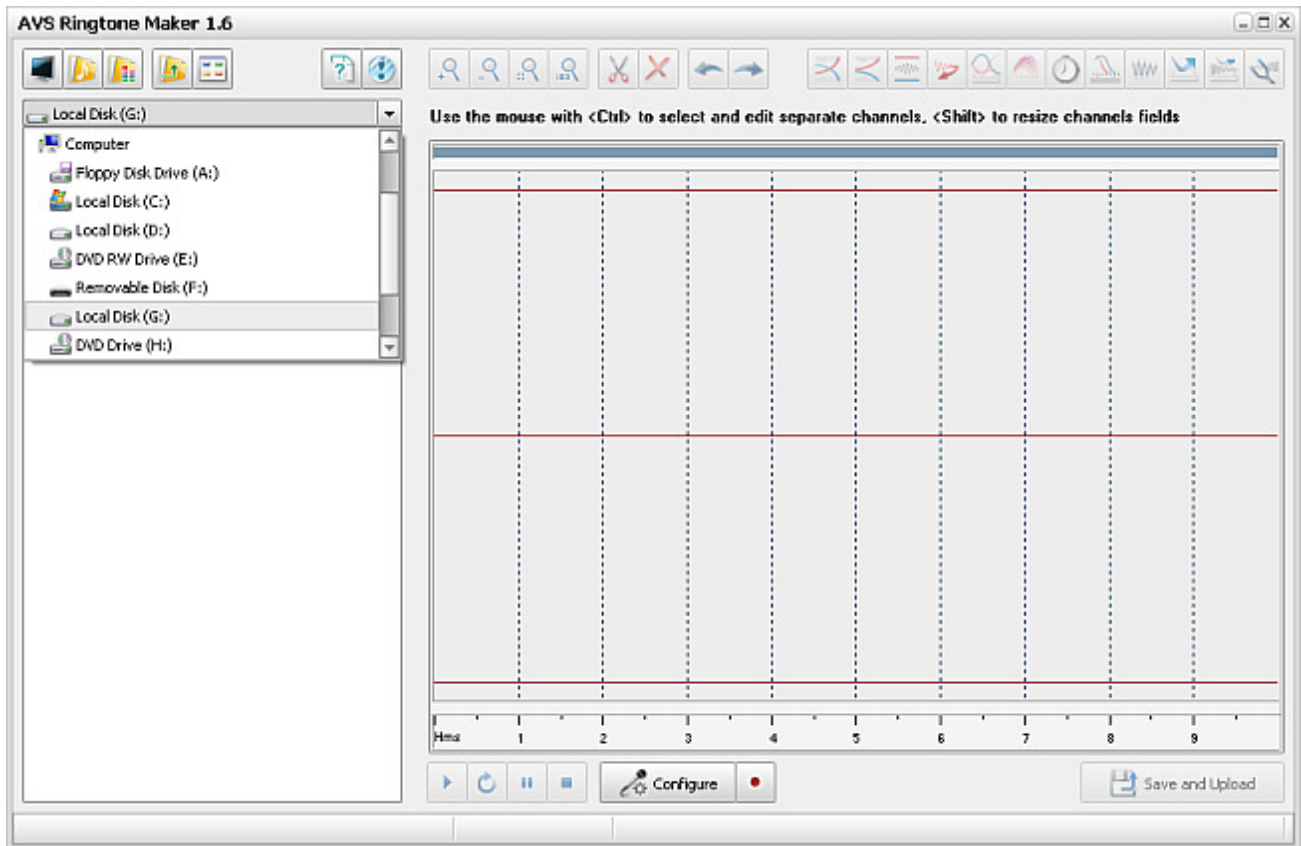
The easiest way to add the audio file stored on your PC to the program is to select it with the mouse and drag and drop it to the **AVS Ringtone Maker** icon on your desktop. The program will be launched automatically. The whole structure of the folder containing this audio file will be displayed within the Source Panel.

You can also drag and drop the necessary audio files from **Windows Explorer** to the Source Panel of the launched **AVS Ringtone Maker** application.





In both cases the selected file will be displayed within the Waveform Editing Space and you can proceed directly to the audio file editing.

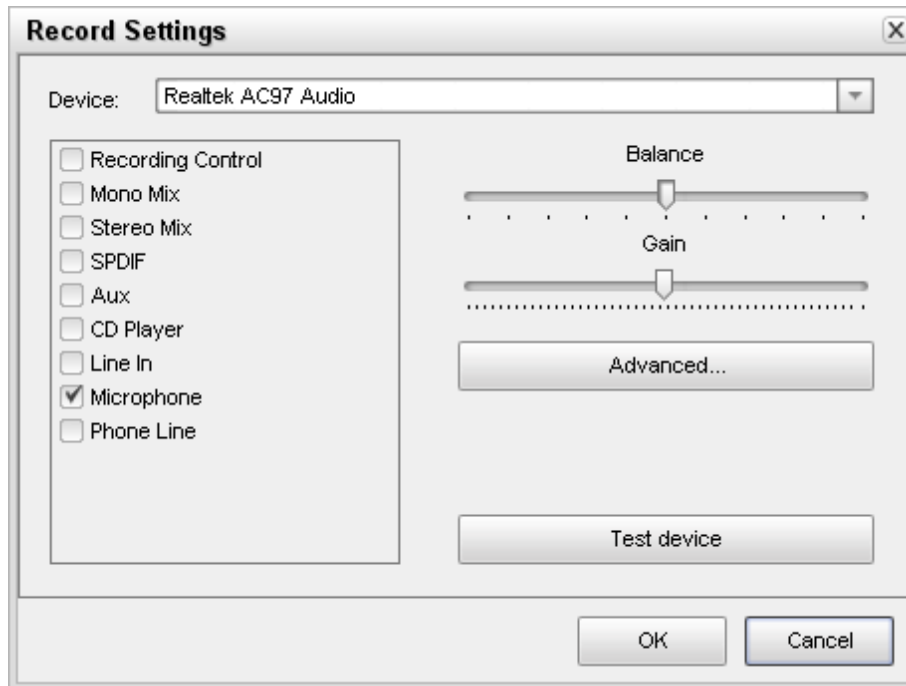
It's also possible to find the necessary file within the **Source Panel** using the buttons of the Top Toolbar or selecting the folder containing the necessary audio file from the explorer in the upper part of the panel.



Recording Audio

AVS Ringtone Maker allows you not only to open one of your audio files stored on your PC but also record audio from many sources such as microphone, line-in, hardware or software audio player. To start recording just click the **Record**  button of the Player Toolbar.

If you need to configure your input devices first you can do it right from the **AVS Ringtone Maker**, without need to go to the windows **Control Panel**. Click the **Configure**  button. The window that will let you change the device settings will open:



Here you can:

1. select the device that will be used for sound recording. Press the drop-down combo-box and select the necessary device from the list, if you have more than one input device installed on your computer;
2. select the input jack active on the device. The following input jacks might be available depending on your input device configuration:
 - **Mono Mix** - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in mono mode;
 - **Stereo Mix** - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in stereo mode;
 - **SPDIF** - allows you to record the sound from any external device connected to the digital input jack of your computer sound card;
 - **Aux** - allows you to record the sound from any external device connected to the **Aux** (auxiliary) input of your computer sound card;
 - **CD Player** - allows you to record the sound from a laser audio disc in you computer CD/DVD-ROM drive;
 - **Line In** - allows you to record the sound from any external device connected to the **Line In** input of your computer sound card;
 - **Microphone** - allows you to record the sound from a microphone connected to the **Microphone** input of your computer sound card;
 - **Phone Line** - allows you to record the sound from an external device connected to the **Phone Line** input of your computer sound card;
3. set the device **Balance** - the difference of the sound volume between the right and the left channel;
4. set the input device **Gain** - the loudness of the device input;

5. test the device pressing the **Test** button to make sure that the device is in working order and the **Balance** and **Gain** are set correctly;
6. for some devices it is also possible to change some advanced settings clicking the **Advanced...** button. The **Advanced Properties** window will pop up to let you configure the advanced device settings. Consult your hardware documentation for more details on these settings:



After you select all the settings for your input device click the **OK** button to accept the changes made and go on recording the sound from the selected and configured device.

Editing Audio

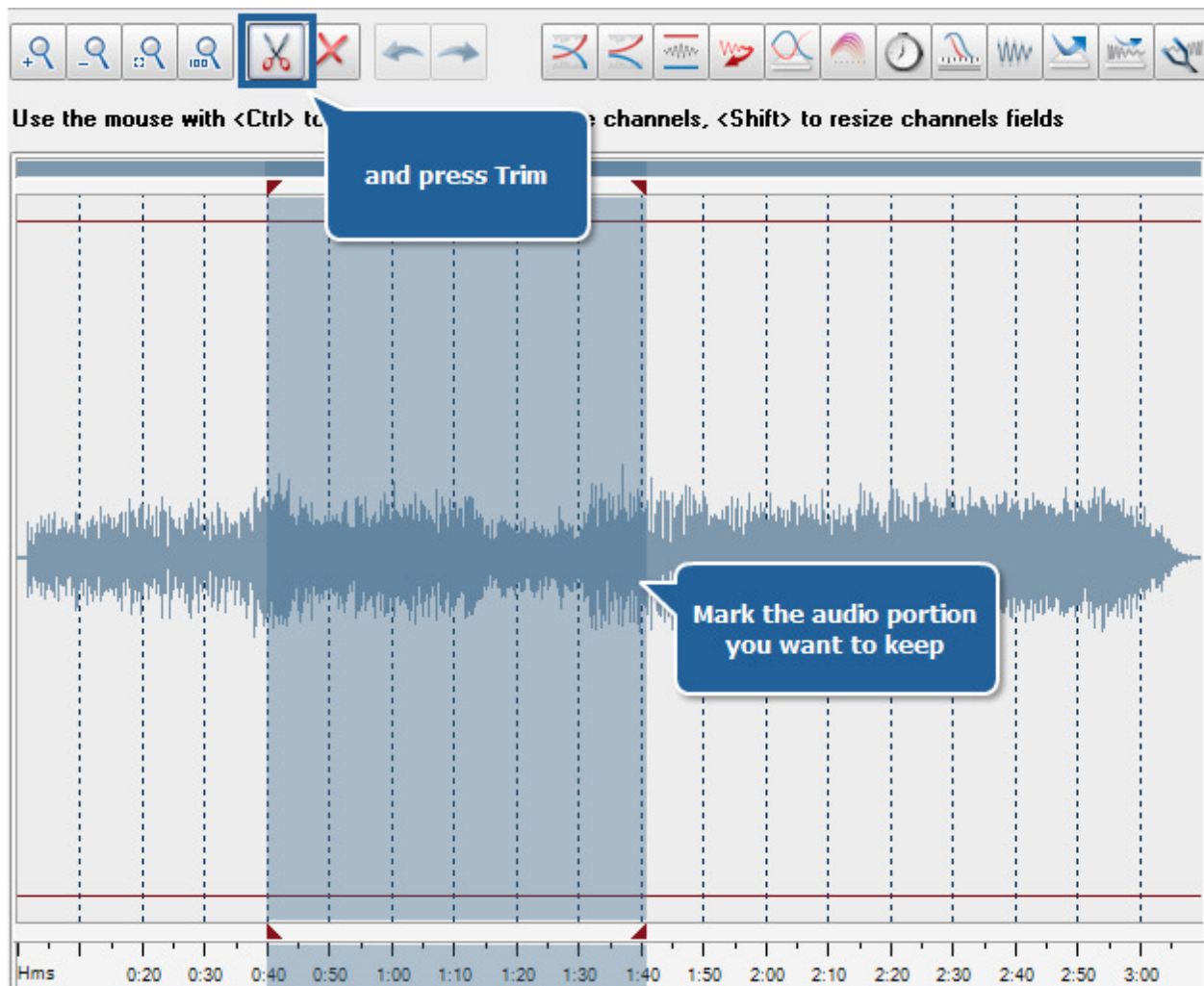
AVS Ringtone Maker gives you a possibility to edit your audio file, if necessary. After you have selected the file on your hard disk drive or recorded a sound from the device connected to your PC you can edit it in the following way:

- cut out a part you wish to use as a ringtone and delete the unnecessary ones;
- apply different audio effects and filters;
- with stereo or multichannel audio files edit each channel independently.

Trimming Audio and Deleting Parts

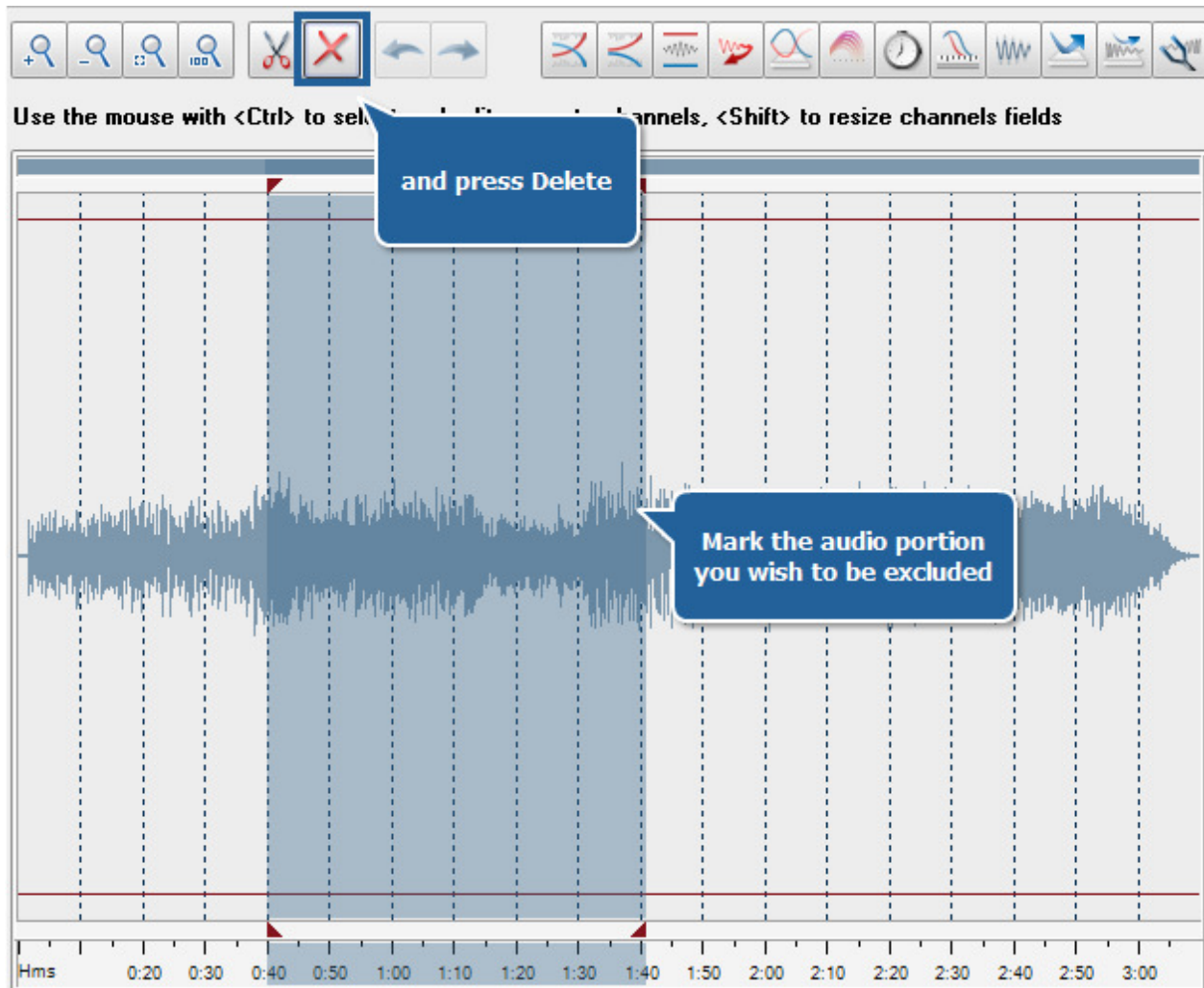
If you need only a specific part of your audio track to make a ringtone, use the **Trim** option:

- mark the area which you want to keep: left-click in the beginning of the area and drag the cursor toward its end;
- playback the selected part using the Player Toolbar controls to make sure you marked right one you need to keep;
- press the **Trim** button on the **Top Toolbar**. All audio except the highlighted area will be deleted.



If you do not want a certain part of your audio track to include in your ringtone, use the **Delete** option:

- mark the area that you want to exclude: left-click at the beginning of the area and drag the cursor toward its end;
- playback the selected part using the Player Toolbar controls to make sure you marked right one you need to delete;
- press the **Delete** button on the **Top Toolbar** to delete the highlighted area from the track.




Applying Effects

You can apply the following effects before uploading the file to your mobile device:

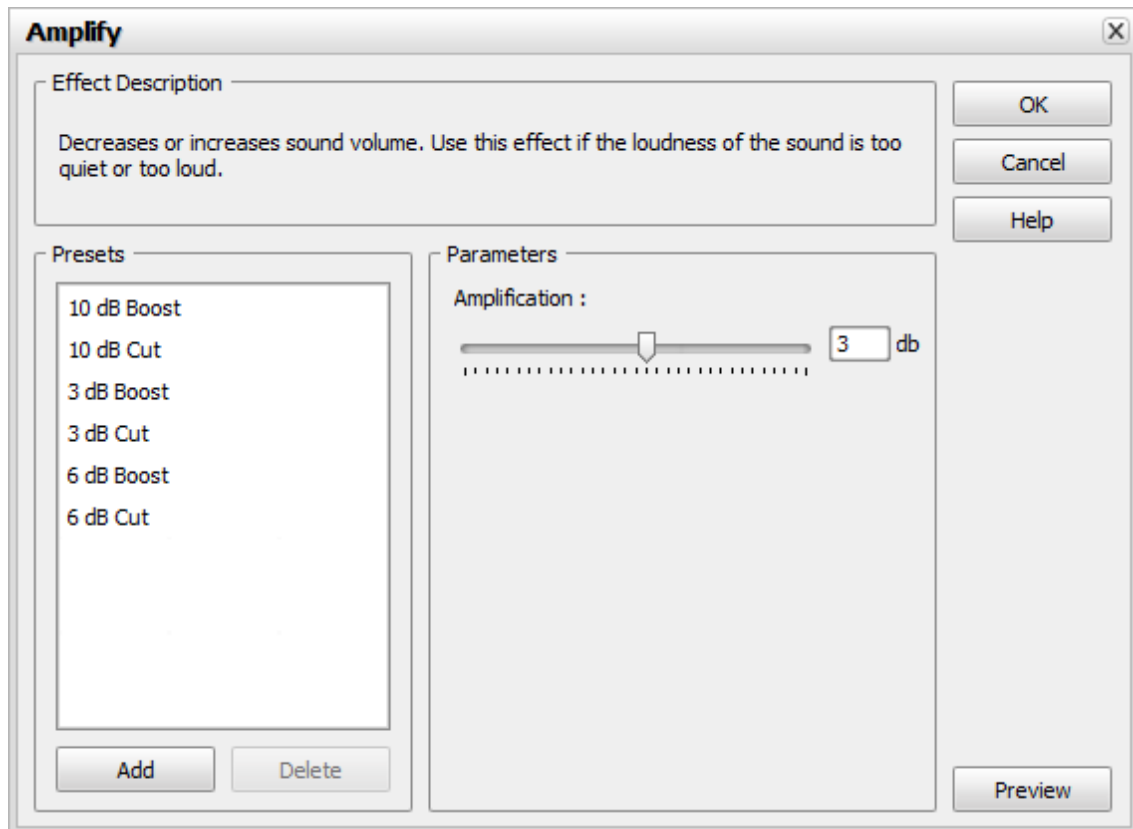
- **Amplify**
- **Fade in and Fade out**
- **Normalize**
- **Reverse**
- **Flanger**
- **Chorus**
- **Delay**
- **Phaser**
- **Vibrato**
- **Reverb**
- **Time Stretch**
- **Pitch Shift**

Amplify

 The **Amplify** effect is used to increase or decrease the volume of the sound by means of increasing or decreasing its amplitude.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Amplify** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

Use the slider of the **Amplification** scale to set the desired amplification of your audio file in dB. Alternatively, enter the desired amplification (gain) value in the box next to the scale.

Setting a positive value will increase the sound volume of your audio file, setting a negative value will decrease sound volume. The more the set value (positive or negative) is, the more the resulting volume will be increased or decreased.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

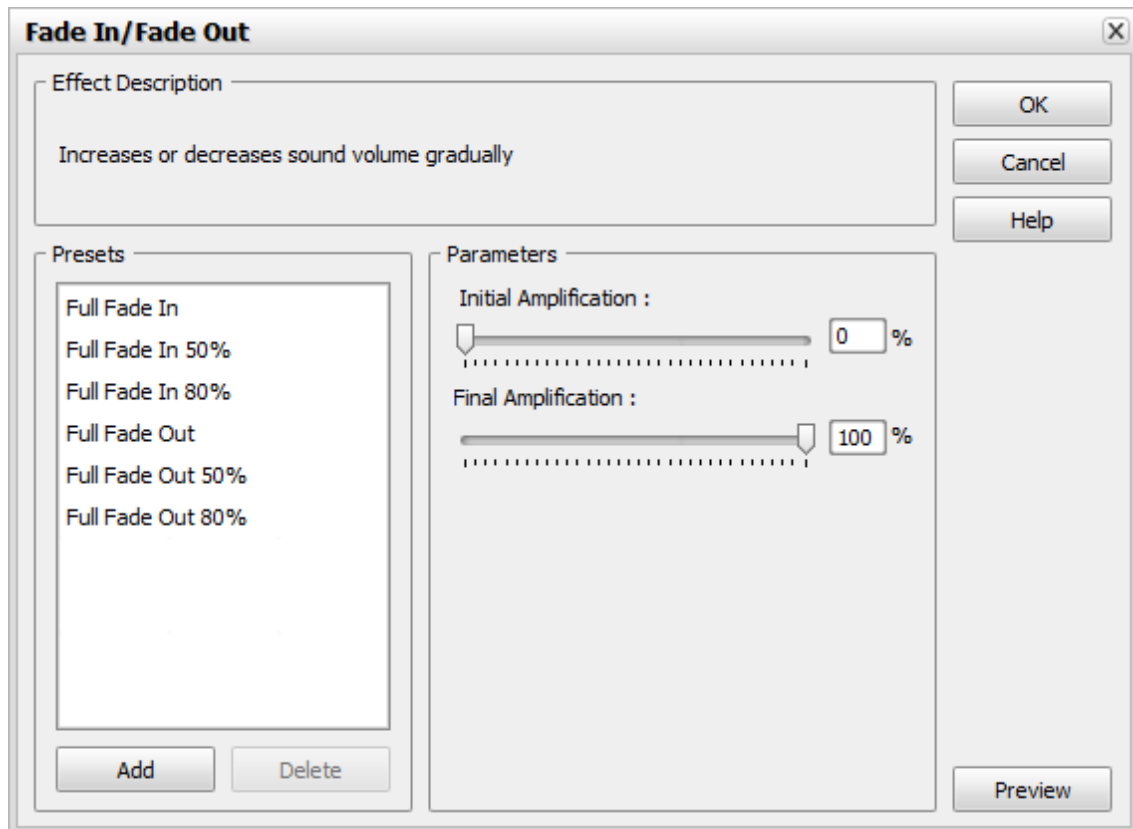
Fade In and Fade Out



The **Fade In** and **Fade Out** effects are usually used to smooth the boundaries of an audio track. Use the **Fade In** effect to gradually increase the sound volume. Use the **Fade Out** effect to gradually decrease the sound volume.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Fade in** or **Fade out** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

The following **Fade In/Fade Out** effect parameters are available for editing: **Initial Amplification**, **Final Amplification**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

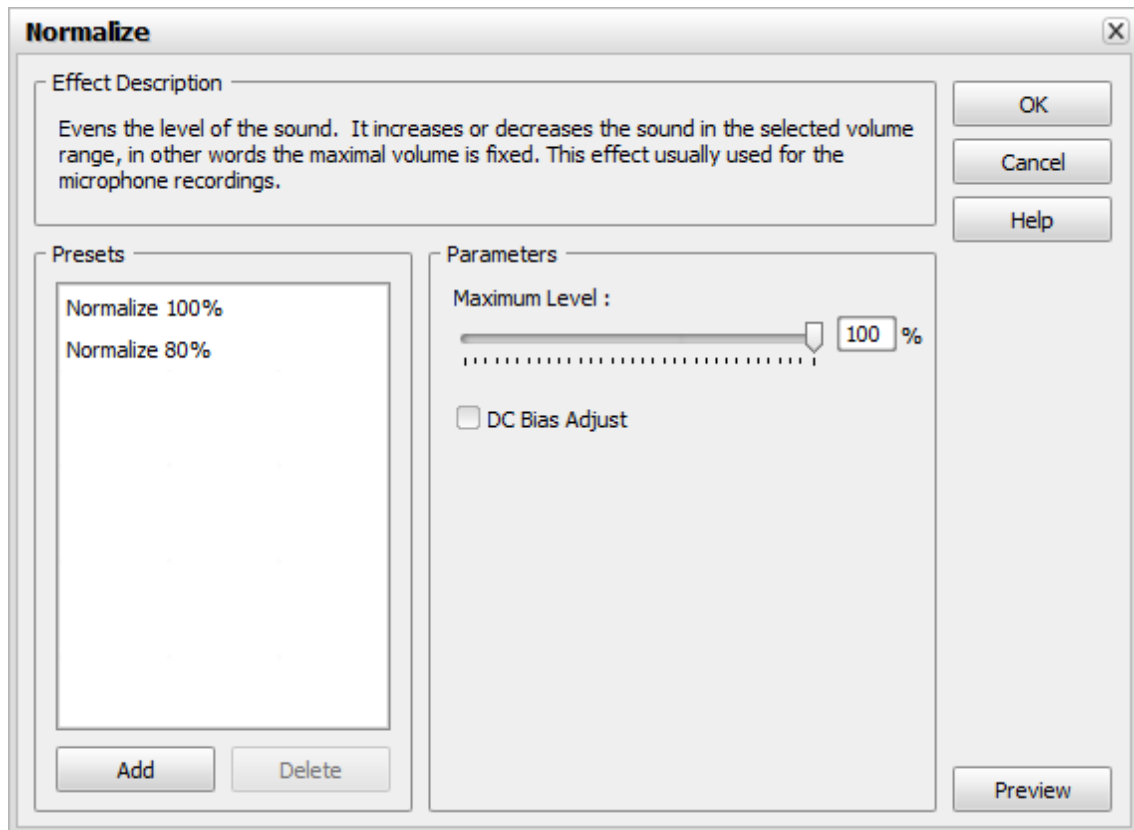
Normalize



The **Normalize** effect is used to even the volume of an audio track in accordance with the selected level.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Normalize** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually setting the **Maximum Level** of the output signal.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Reverse



The **Reverse** effect is used to make a selection play backwards by reversing the order of its samples. It creates an effect of reverse (backward) playback. It is also useful for creating special effects.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Reverse** effect button on the **Top Toolbar**.
4. This effect does not have any settings and will be simply applied so that either the selected part will be reverted or the whole audio if nothing has been selected.
5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Flanger



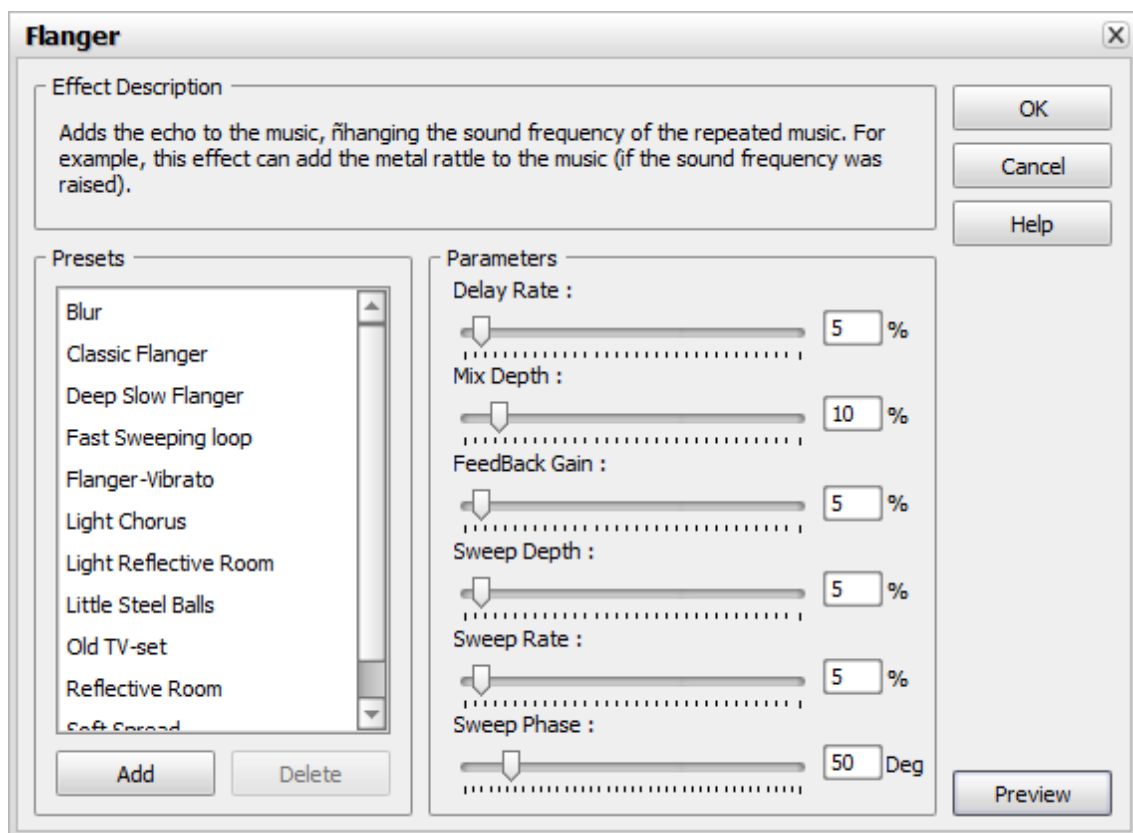
The **Flanger** effect is one of the other elaborated audio effects that is created by mixing a signal with a slightly delayed copy of itself, where the length of the delay is constantly changing. With the **Flanger** filter you can "shape" the sound through controlling how much delayed signal is added to the original. Use it if you want to create the "whooshing" sound effect in some fragment of your audio track.

Flanger is a special case of the **Chorus** effect: it is created in the same way that **Chorus** is created. In days gone by, flanging used to be created by sound engineers who put their finger onto the tape reel's flange, thus slowing it down. Two identical recordings are played back simultaneously, and one is slowed down to give the flanging effect.

Flanger gives a "whooshing" sound, like the sound is pulsating. It is essentially an exaggerated **Chorus**.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Flanger** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

The following **Flanger** effect parameters are available for editing: **Delay Rate**, **Mix Depth**, **Feedback Gain**, **Sweep Depth**, **Sweep Rate**, **Sweep Phase**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Chorus



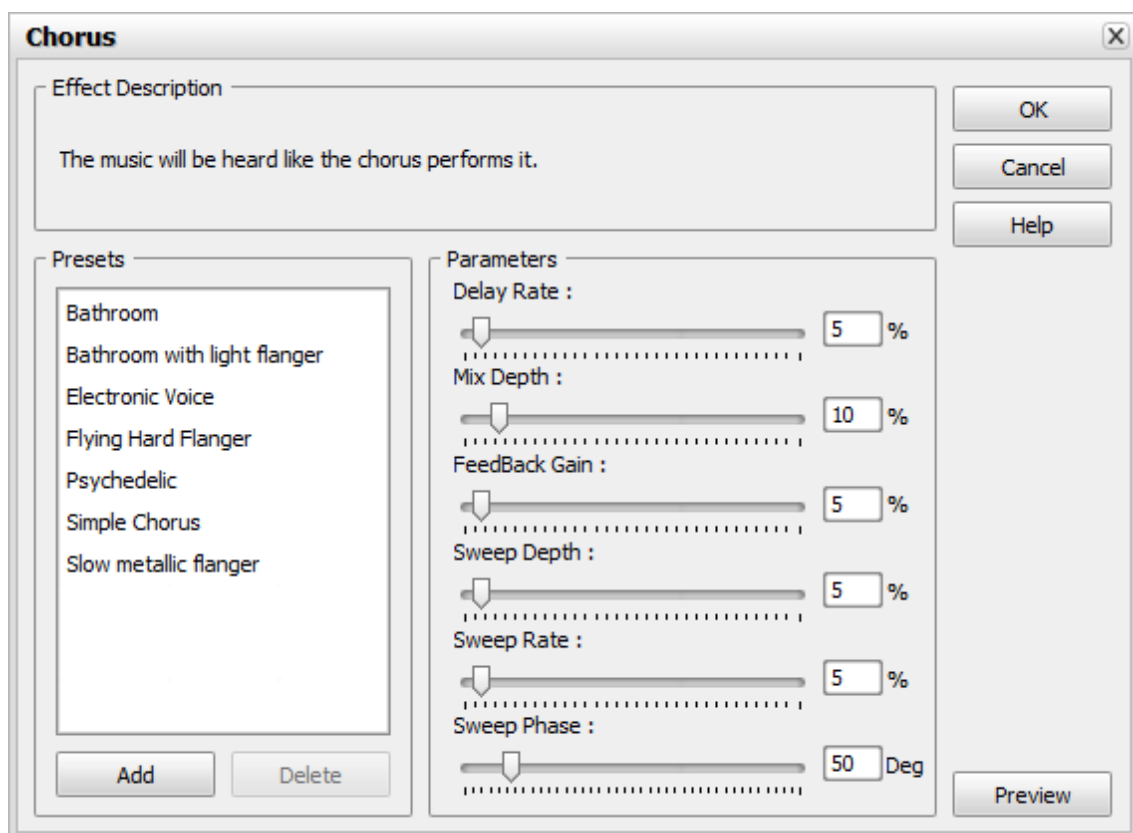
The **Chorus** effect allows you to make your audio sound fuller. It can make a single instrument sound like there are actually several instruments being played. It adds some thickness to the sound, and can be described as 'lush' or 'rich'.

The **Chorus** effect is so named because it makes the recording of a vocal track sound like it was sung by two or more people singing in chorus. This is achieved by adding a single delayed signal (echo) to the original input.

The **Chorus** differs from the **Flanger** in only a couple of ways. One difference is the amount of delay that is used. The delay times in a **Chorus** are larger than in a **Flanger**. This longer delay doesn't produce the characteristic sweeping sound of the **Flanger**. The **Chorus** also differs from the **Flanger** in that there is generally no feedback used.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Chorus** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

The following **Chorus** effect parameters are available for editing: **Delay Rate**, **Mix Depth**, **Feedback Gain**, **Sweep Depth**, **Sweep Rate**, **Sweep Phase**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Delay

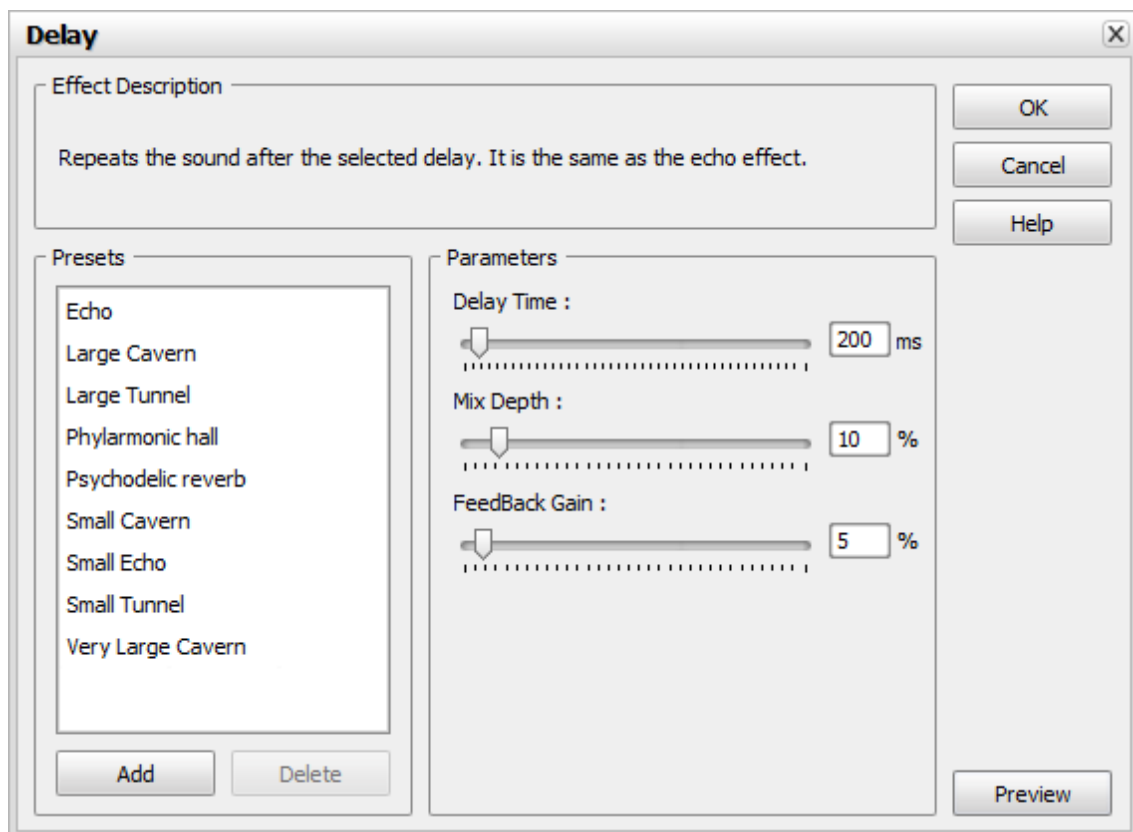


The **Delay** effect allows you to create an echo effect of your audio track by replaying the sounds of the selected audio portion after a certain period of time. Applying of this filter can bring life to dull mixes, widen and fill out your instrument's sound.

You can use this function to create single echoes, as well as a number of other effects. Delays of 35 milliseconds (ms) or more will be perceived as discrete echoes, while those falling within the 35-15 ms range can be used to create a simple chorus or flanging effect. (These effects will not be as effective as the actual **Chorus** or **Flanger** effects, as the delay settings will be fixed and will not change over time).

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Delay** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

The following **Delay** effect parameters are available for editing: **Delay Time**, **Mix Depth**, **Feedback Gain**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Phaser



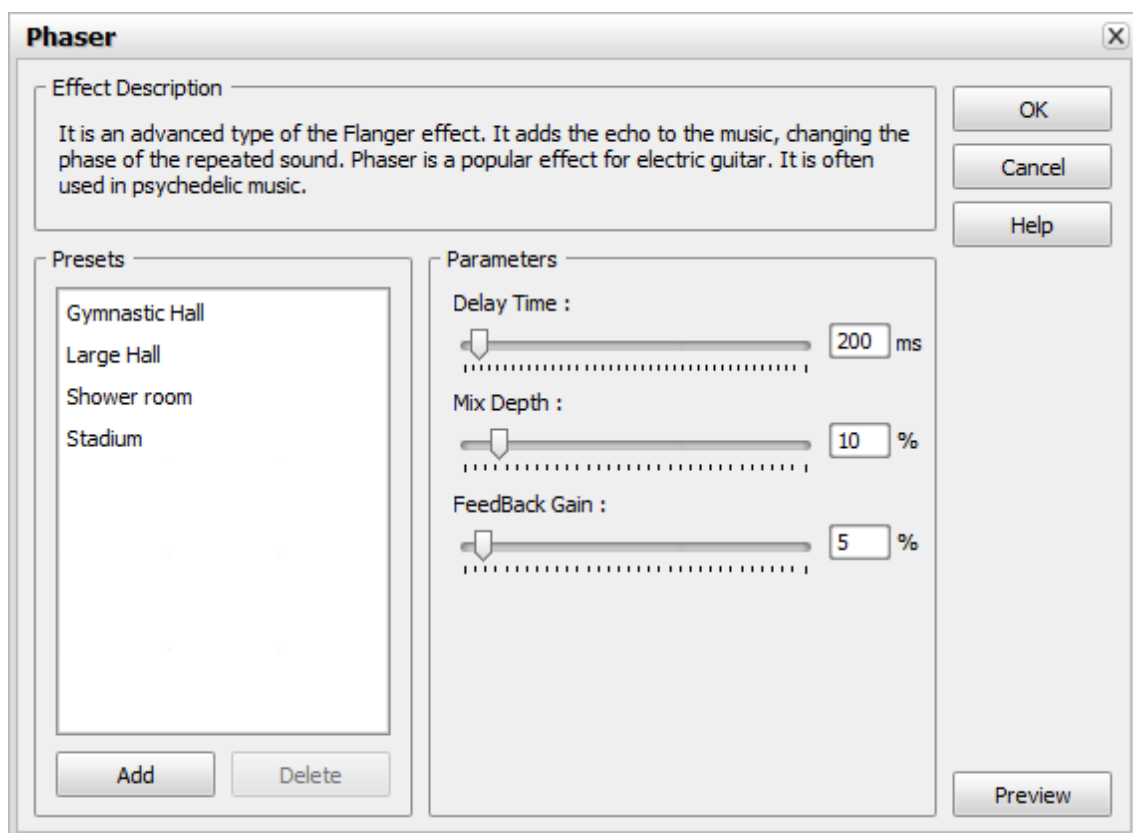
The **Phaser** filter makes the selected portion of your audio thinner or fuller through mixing the automatically filtered and unfiltered audio signals. You can apply this filter to give a "synthesized" or electronic effect to natural sounds.

The **Phaser** achieves its distinctive sound by creating one or more notches in the frequency domain that eliminate sounds at the notch frequencies.

Phasing is very similar to flanging. If two signals that are identical, but out of phase, are added together, then the result is that they will cancel each other out. If, however, they are partially out of phase, then partial cancellations, and partial enhancements occur. This leads to the phasing effect.

To apply the filter follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the filter to or leave it unselected to apply the filter to the whole file.
3. Click the **Phaser** filter button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the filter parameters manually.

The following **Phaser** filter parameters are available for editing: **Delay Time, Mix Depth, Feedback Gain**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the filter settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

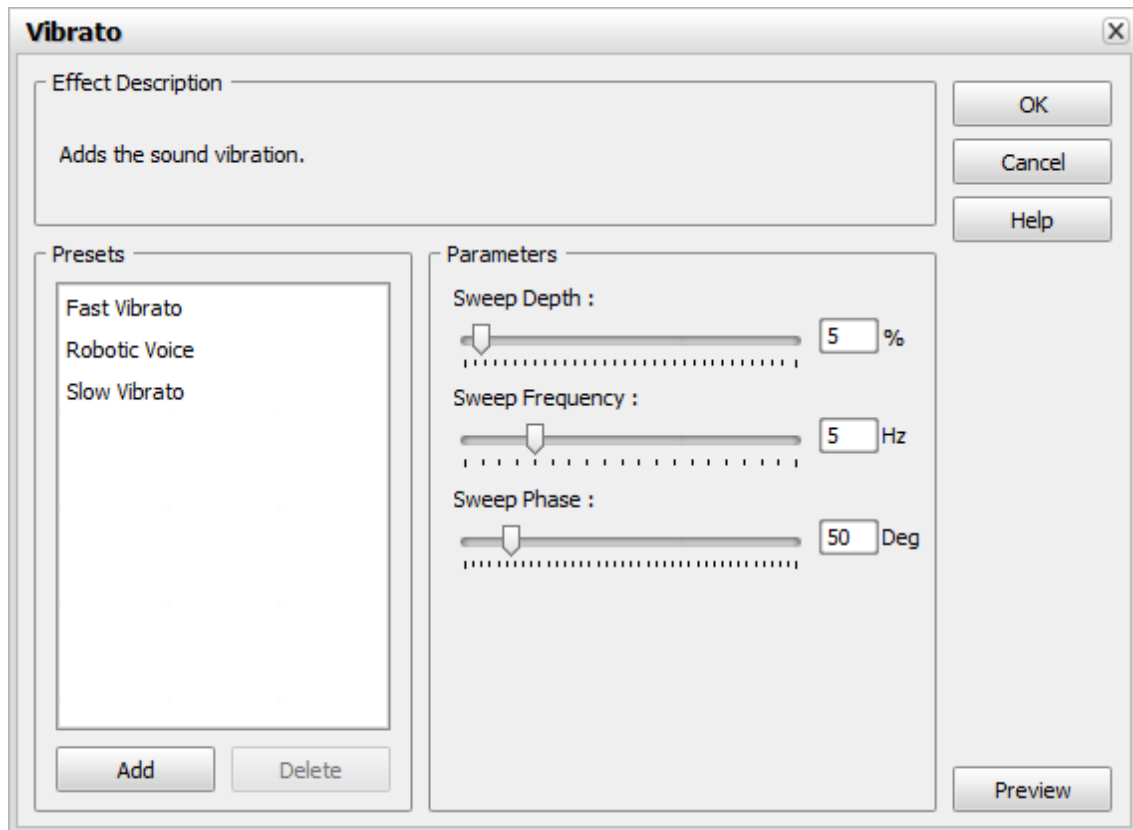
Vibrato



The **Vibrato** effect creates an effect of pulsating sound.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Vibrato** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually.

The following **Vibrato** effect parameters are available for editing: **Sweep Depth**, **Sweep Rate**, **Sweep Phase**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

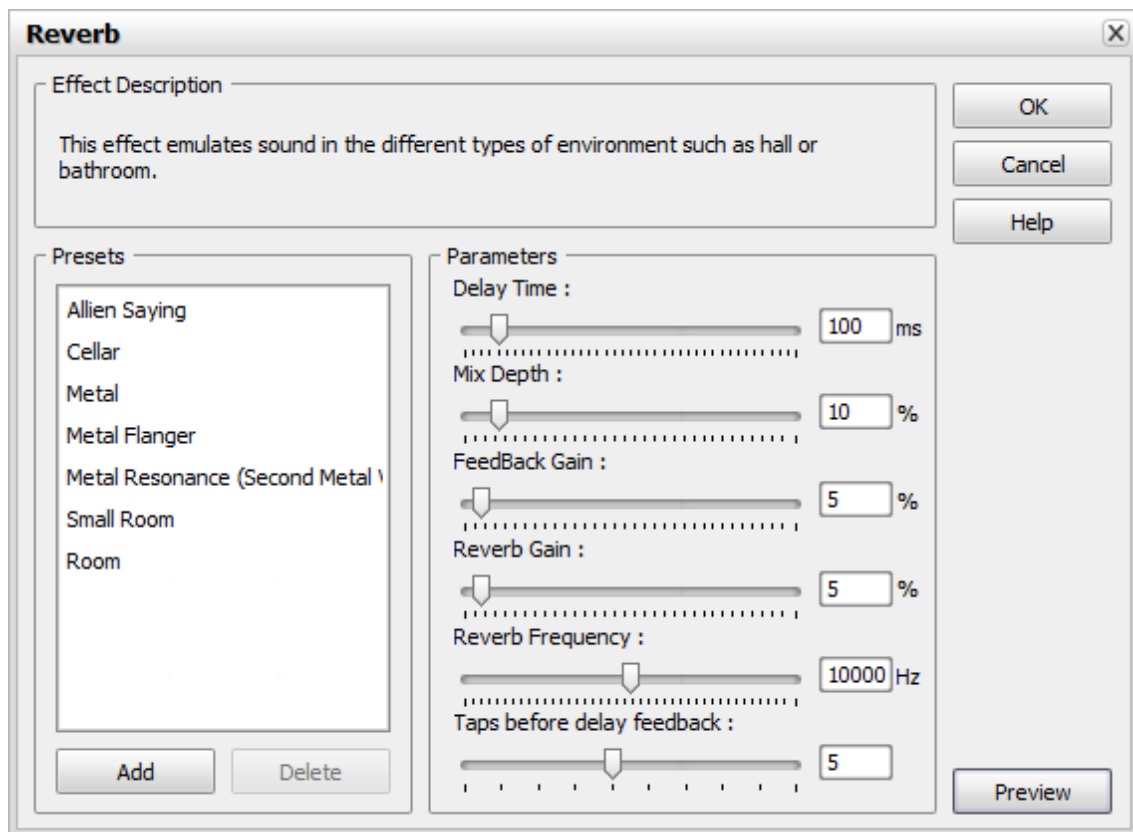
Reverb



The **Reverberation** filter helps you apply a particular effect when the sound stops but the reflections continue, decreasing in amplitude, until they can no longer be heard. The **Reverb** filter is used to simulate the acoustical effect of rooms and enclosed buildings.

To apply the filter follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the filter to or leave it unselected to apply the filter to the whole file.
3. Click the **Reverb** filter button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the filter parameters manually.

The following **Reverb** filter parameters are available for editing: **Delay Rate**, **Mix Depth**, **Feedback Gain**, **Reverb Gain**, **Reverb Frequency**, **Taps before delay feedback**.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the filter settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

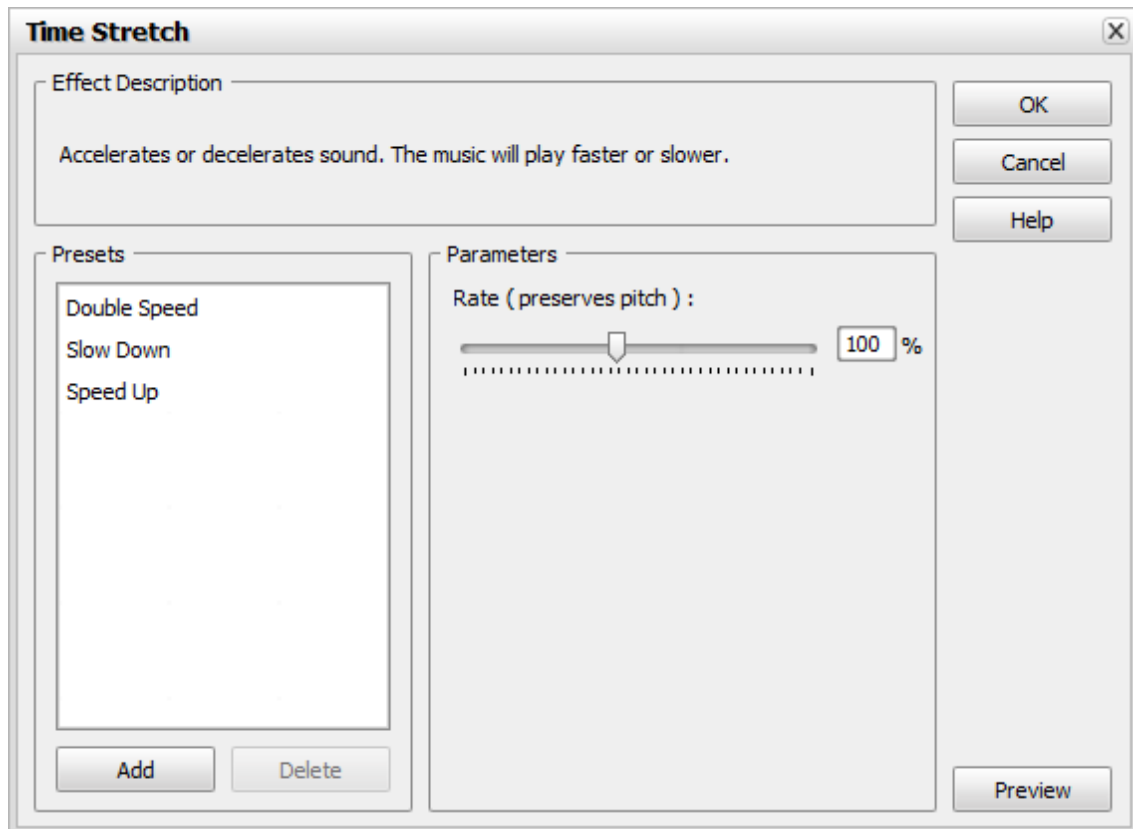
Time Stretch



The **Time Stretch** effect allows to change the tempo, but keep the pitch the same throughout. The audio will play slower or faster, but its tone will remain unchanged.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Time Stretch** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually setting the necessary **Rate** value.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.



Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

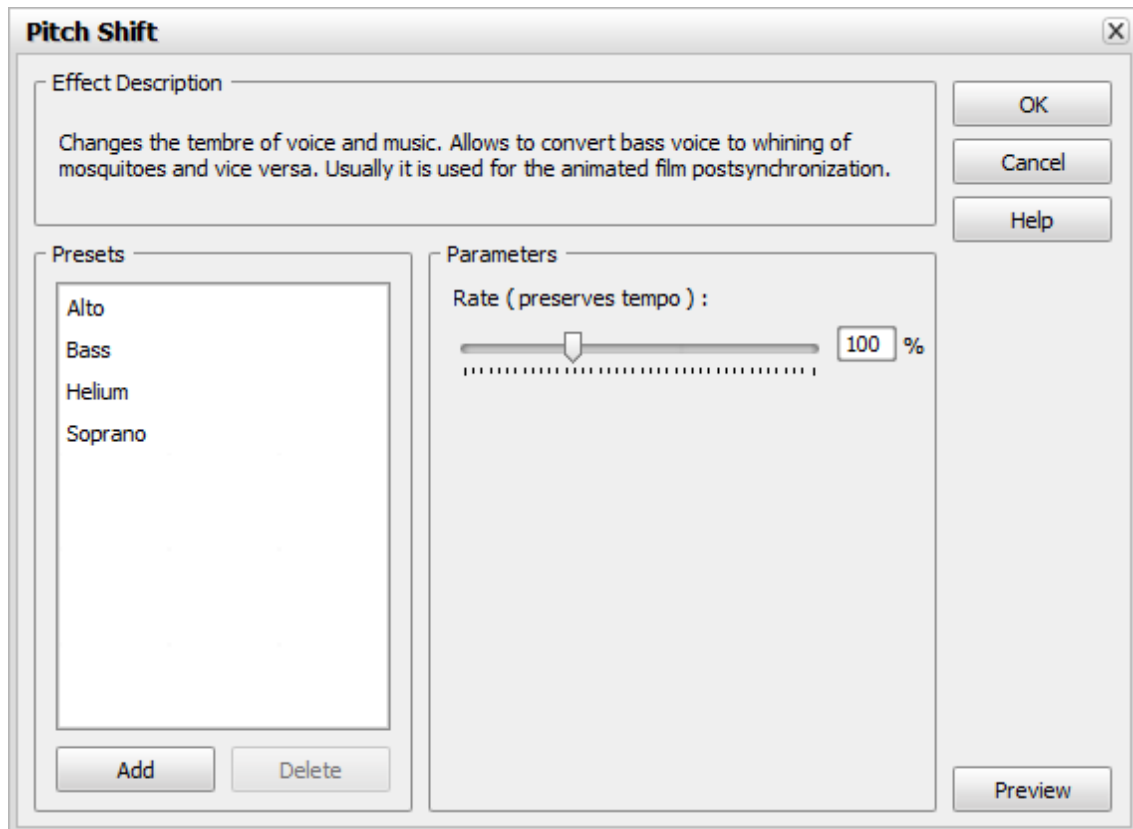
Pitch Shift



The **Pitch Shift** effect shifts the frequency spectrum of the input signal. This will change the sound pitch (tone) without changing its tempo.

To apply the effect follow these steps:

1. Add the audio file to the **Waveform Editing Space**.
2. Select a part of the file you would like to apply the effect to or leave it unselected to apply the effect to the whole file.
3. Click the **Pitch Shift** effect button on the **Top Toolbar**.



4. Select one of the available presets from the list or adjust the effect parameters manually setting the necessary **Rate** value.

To set the necessary value use the corresponding slider or enter the desired value in the box next to the scale using the keyboard.

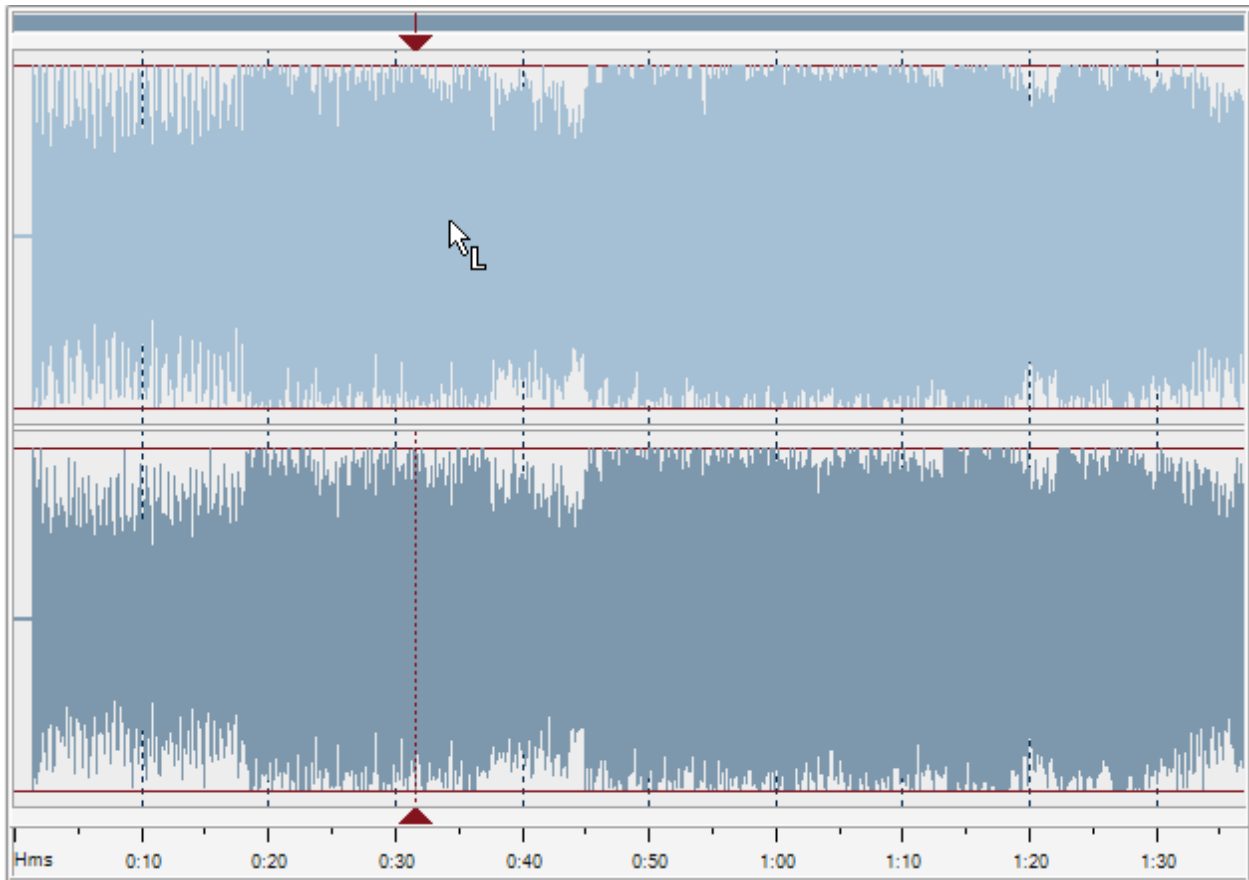


Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

5. Click the **Preview** button to make sure that the changes are correct.
6. Click the **OK** button to return to the audio file editing.

Editing Individual Channels

Normally all channels of the audio file are edited simultaneously. You can, however, edit channels independently by disabling the one or several of them. To do so, use the **Control** key of the keyboard together with the mouse pointer (the cursor will acquire **L** or **R** letter) and left-click to enable only the necessary channel for editing (the disabled channels will gray-out), another left-click within the disabled channel will re-enable it.



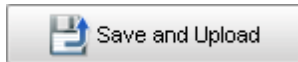
The possible cursor values include (for 8-channel audio, for instance):

- **L_f** - Left front channel
- **R_f** - Right front channel
- **C_f** - Central front channel
- **LFE** - Low-Frequency Effects (subwoofer) channel
- **L_r** - Left rear channel
- **R_r** - Right rear channel
- **L_s** - Left surround channel
- **R_s** - Right surround channel



Note: you may apply a limited number of effects to individual channels. Effects that change the audio track duration or resample it will be applied to all audio channels regardless of whether they are disabled or not.

Saving and Uploading Files



Use this option to finish the work with the music file and start uploading it to the mobile device connected to your personal computer.

After you press the **Save and Upload** button you will be prompted to select the format of the uploading file :

Button	Description
MP3	Check this check-box if your mobile phone is capable of handling the media files saved in *.mp3 format. See your mobile phone manual on file formats supported by your model of the phone.
AMR	Check this check-box if your mobile phone is capable of handling the media files saved in *.amr format. See your mobile phone manual on file formats supported by your model of the phone.
AAC	Check this check-box if your mobile phone is capable of handling the media files saved in *.aac format. See your mobile phone manual on file formats supported by your model of the phone.
M4A	Check this check-box if your mobile phone is capable of handling the media files saved in *.m4a format. See your mobile phone manual on file formats supported by your model of the phone.
WAV	Check this check-box if your mobile phone is capable of handling the media files saved in *.wav format. See your mobile phone manual on file formats supported by your model of the phone.
WMA	Check this check-box if your mobile phone is capable of handling the media files saved in *.wma format. See your mobile phone manual on file formats supported by your model of the phone.

Set the necessary **Sample rate**, **Bitrate** values and select the number of channels from the **Channels** drop-down list.

Press the **Mobile overview** button to see the table representing different mobile devices and formats, supported by them.

To change the folder where the file is going to be stored press the button and choose the new file location.

After you choose the format of the file and press the **Upload >>** button, the file will be saved and the **AVS Mobile Uploader** will be launched to begin the uploading process.