

Welcome to Mixx Help

Working with Mixx Mobile is easy and comfortable and we hope you will enjoy it.

The Mixx Help file is written chronologically. Read from the beginning on. It is described how to make a new project, how to edit audio files, how to record own sounds and finally how to set the result as a ringtone.

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1.) Getting started

Symbols

The following symbols are only for the help file to describe which menu we are talking about.

- ☰ stands for the lower menu
- ☰ stands for the pop-up window appearing when clicking on the lower menu
- ☰ stands for the menu appearing when clicking on the first pop-up window

Mixx Wizard

Mixx Mobile integrates wizards, appearing at start (Start Wizard) and end (Quit Wizard) of the program. This way it is easy to get on going. Follow instructions and you will have your first project.

tip: easy start

To get to know Mixx Mobile in a simple way there is a demo project available. Choose "demo project" and a prepared demo project is loaded which can be played (click on the button "play" on the right), change the project to get confident with functionalities. Read the chapter 3. audio editing.

Start a new project

After starting Mixx Mobile the Start Wizard appears. Choose "new project" and a blank project (without clips) is generated. View is changing to "MultiTracker" now. MultiTracker contains basic functionalities like insert audio clips, edit the sound and play the sound.

A new project can also be created like this:

1. click at the lower menu ☰ *options*
2. click at ☰ *project*
3. choose ☰ *new project*



MultiTracker (default without clips)

2.) Basic Functions

In the view "MultiTracker", audio clips are inserted, marked, moved, duplicated and deleted. For editing single audio clips use the Clip Editor (read 3. Audio editing).

Insert audio clips

To work with the MultiTracker, begin by inserting your sound files. The supported audio formats are: MP3, WAV, OGG, Flac or files recorded with Mixx Mobile. By selecting

- Options
- Audio Clip
- insert file

You can select the audio file from the dialog appearing. You will first be directed to the "Sounds" folder. By selecting any folder you will be directed into it, the "..."-folder means one directory up in the structure. After selecting the wished audio file you will be directed back to the MultiTracker view.

tip: You can select the default sounds folder under Options Settings



MultiTracker (with tracks)

Move clips



Clips can easily be moved on the track or between the tracks by the stylus. If you don't have any stylus the same functionality can be achieved by navigating to the clip using the arrow keys, selecting the clip and moving it by the arrow keys.

Delete and duplicate clips

For deleting or copying a clip, tap-and-hold the stylus on the clip. Select the wished function from the pop-up menu. If you don't have any stylus, you can find the same functionality in the menu

- Options
- Audio Clip
- Duplicate / Delete

3.) Audio Editing

To edit a clip in the Clip Editor, select the clip in the MultiTracker. Tap-and-hold the clip and select "Edit" from the pop-up menu. Alternatively select the clip and choose the "Edit" from  Options  Audio Clip. The waveform of the audio clip is now shown in the Clip Editor. The Clip Editor offers numerous possibilities to edit, copy, cut and use effects on the audio clip. Only one clip at the time can be edited in the Clip Editor.




Clip Editor

Selecting regions





The processing is done on the entire clip. If you want to process a region of the clip, select this region. This is easily done using the stylus or the arrow keys. If selecting the regions by the arrow keys, first assure the waveform is highlighted.

Editing tools

The following groups of tools for processing the audio clip are available in the  Options menu:

- Volume
- Effects
- Edit

Effects

Choose the wanted effect from the options menu. Each effect has its individual settings which can be modified. Pre listen to the effect with "Play". With  Action  Apply. The effect is applied to the audio clip. Select  Action or  Cancel to undo the effect.

Volume

Each effect concerning volume is placed here.

Click on menu

 Options,  Volume

▣▣ Normalize Clip: This command maximizes the volume of the audio clip. Therefore Mixx Mobile analyses the clip for the loudest part. Please note that the normalization is applied on the whole clip. It is not possible to mark regions.

▣▣ Modify: Increase or decrease the volume of the selected region.

▣▣ Fade In/Fade Out: The volume of the clip is gradually increased from silence at the beginning, or may be reduced to silence at its end.

View

For a comfortable editing of the audio clip it is possible to zoom in and out on the waveform.

This functionality is found on the menu **▣▣ Options**, **▣▣ View**

Apply changes

When you are satisfied with editing the clip, select **▣▣ Apply changes** from the **▣▣ Options** menu to use the changed audio clip in the Multi Tracker. By selecting **▣▣ Cancel**, the clip is left unchanged when returning to the MultiTracker.

4.) Recording

Mixx Mobile offers recording functionality. This way voice memo, concerts, or any other sounds can be recorded. Select

▣▣ Options

▣▣ Record Audio

to get to the recording dialog. Begin recording by clicking the round record button. You are now recording and the input level is shown on the level meter on the right side. To achieve best possible recording quality, assure that the level meter keeps in the middle and never reaches the top. Press the square stop button to stop the recording. By pressing the triangular "Play" button, you can now listen to the recording. With "Save" the recording is inserted in the MultiTracker.

tip: The recording can now be mixed with other audio clips (e.g. bass) and be set as a ringtone.

Reverse is a very funny effect when applied on voices.



Recording

5.) Settings

There are a number of settings for customizing Mixx Mobile to your needs.

Click on

-  Options
-  Settings

You will see the following settings:

Use Wizard

The wizard appears in different situations of the program in order to simplify the use. It can be deactivated.

Do not Scan Peaks

Audio clips are loaded much faster and need less memory if the peaks are not scanned. The default setting is to scan the peaks. When an audio clip is edited you will anyway be asked whether to load the peaks for that file only.

Power Saving Interface

Energy saving design of Mixx Mobile. This does not look as good usual but saves your battery.

[Ice Blue] skin

Select your favorite design of Mixx Mobile.



Settings (skin is changed into Deep Blue Skin).

[3] tracks

Select the number of tracks to show in the MultiTracker.

Snap Distance [6 pixel]

There is a functionality in MultiTracker to simplify alignment of the clips. This measure describes the distance between two clips, at which they are aligned to each other. You can also select "no snap" to deactivate this functionality.

Low/Mid/High [...]

The sound quality can be chosen between a number of settings. The higher the sound quality, the more memory is required for the audio files.

Sounds Folder

Select the directory for temporary and recorded files. By selecting a folder on a memory card you save space on the phone.

Warning: Some memory cards are slow and may cause the playback in Mixx Mobile to stutter.



Project Folder

This is the directory where the project files are saved in.

6. Set as ringtone

The opened project can be set as ringtone for your mobile phone. Please notice that this functionality is neither available on PDA's without phone functionality nor under Windows Mobile 2003.



Click the menu

-  Options
-  Project
-  Set as Ringtone



set as ringtone

7.) Send2Friend

Send the output of your project by Bluetooth to another device to amuse your friends. The  Options menu contains this functionality under  project. Choose the target device and send it.