

Debian Edu / Skolelinux manual för Audacity

Utgivningsdatum: 2020-11-02

Contents

1	Manual för Audacity	1
2	Innan du börjar	1
2.1	Insticksprogram	2
2.2	Var finner jag Audacity	2
3	Att göra inspelningar	3
4	Importera Ljud	9
5	Tool section	10
5.1	Selection tool	10
5.2	Zooming tool	11
5.3	Envelope Tool	11
5.4	Time Shifting Tool	12
6	Copyright and authors	13
7	Appendix A - The GNU Public License	13
7.1	Manual för Audacity	13
7.2	GNU GENERAL PUBLIC LICENSE	13
7.3	TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION	13

1 Manual för Audacity

Översättning:

2016 Erik Sundin
2018 Anders Jonsson
2019 Mattias Münster
2020 Luna Jernberg

Detta är en manual för Audacity, baserad på version 1.2.4b-2.1+b1 från Debian Edu Etch 3.0.

Versionen tillgänglig på <http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity> är en wiki och uppdateras regelbundet.

Översättningar är en del av paketet debian-edu-doc, vilket kan installeras på en webbserver och är tillgängligt på [internet](#).

2 Innan du börjar

Att konfigurera Audacity är inte svårt i den mån du kommer ihåg att konfigurera Audacity för användning av JACK, vilket gör det möjligt att köra andra program som använder ljud samtidigt. En guide för att konfigurera JACK är tillgänglig här:

<http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden/Setup>

Jag använde Audacity 1.3.3-Beta när jag gjorde denna dokumentation.

För att konfigurera Audacity att använda Jack måste du gå in i menyn --> Redigera ---> Inställningar.



Härnäst måste du vara medveten om att samplingsfrekvensen i ditt projekt måste vara densamma som du ställt in i Jack.



2.1 Insticksprogram

Det finns vissa insticksprogram du antagligen vill ha:

**** Ljudinsticksprogram ****

swh-plugins

mcp-plugins

terminatorx

att göra: lägg till något ljudinsticksprogram som du har erfarenhet av

Du är nu redo att börja spela in.

2.2 Var finner jag Audacity

Du kan installera det med aptitude, och du kan se projektets webbsida här <http://audacity.sourceforge.net/>

3 Att göra inspelningar

Det första du ska komma ihåg när du gör en inspelning är att du är noga med att inställningarna för inspelningsvolymen inte är höga. Det är bättre att ha för låg inställning snarare än för högt på detta.



Och när du har spelat in vad du vill kan du normalisera inspelningen så att volymen automatiskt ställer in rätt volym på inspelningen utan att det riskerar att någon del av ljudet överdrivs.



Och efter att du har normaliserat det inspelade segmentet ser det ut så här:



Nu korrigeras volymen på det inspelade segmentet. Detta är ett bättre sätt att vara säker på att posten du inte gjort är överdriven, så du måste sänka inställningen och sedan låta audacity fixa volymen på den.

Nu vill vi ta bort brus från segmentet, kanske lite bakgrundshiss från mikrofonen. Så första delen är att göra en "brus profil" av vad du vill ta bort från ditt inspelade segment.

1. Zooma först ut så att du tydligare kan se inspelningen.



2. Markera sedan vad du vill göra en profil av. Genom att vänsterklicka på musen och hålla ned på segmentet och dra. Du markerar den zon du behöver för att få profilen.



3. Välj sedan att du vill använda brusborttagning.



4. Skapa sedan "brusprofil".



5. Sedan väljer du hela posten genom att klicka på CTRL + A och väljer brusborttagning igen från menyn, men tryck denna gång på OK.

Om du sedan vill lägga till lite efterklang, andra trevliga effekter som du vill, söker du bara i den stora menyn som är tillgänglig efter att du installerat de plugins som jag rekommenderade.

You have several way to export your finished result. You can export it as WAV, AIFF MP3, OGG, FLAC, just choose export in the file menu.

4 Importera Ljud

With audacity you can import audio of the regular variety: Audio, MIDI, Labels and Raw Data. You can directly import MP3 files into the project, and mixing different song together in audacity.

Let me give you example.

First my main song "smurfesangen", and then you can import for mixing, one another song, just choose in the menu > > file > > Import Audio, then the newly imported audio will come under your first audio, the possibility to mixing here is huge.



5 Tool section



5.1 Selection tool

To split the audio so you can move part of it you have to first with the selection tool, choose where you want to cut it. And then with "ctrl + I" split it. And then with time shift tool you can move the segment.

5.2 Zooming tool

With the Zooming tool you can zoom into the audio segment and then manipulate the audio with the drawing tool.



5.3 Envelope Tool

With the envelope tool you can manipulate the volume by increasing or decreasing the volume wherever you are on the segment.



5.4 Time Shifting Tool

with this you can move your audio segments around.

6 Copyright and authors

This document is written and copyrighted by Alf Tonny Bätz (2008, 2009), Holger Levsen (2009) and is released under the GPL2 or any later version. Enjoy!

If you add content to it, **please only do so if you are the author of it and plan to release it under the same conditions!** Then add your name here and release it under the "GPL v2 or any later version" licence.

7 Appendix A - The GNU Public License

7.1 Manual för Audacity

Copyright (C) 2008,2009 Alf Tonny Bätz < alfton@gmail.com > and others, see the [Copyright chapter](#) for the full list of copyright owners.

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

7.2 GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA. Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

7.3 TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- **a)** You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b)** You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c)** If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- **a)** Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b)** Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c)** Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS
