

Interfacing with Adobe® Audition® CS6 for Windows

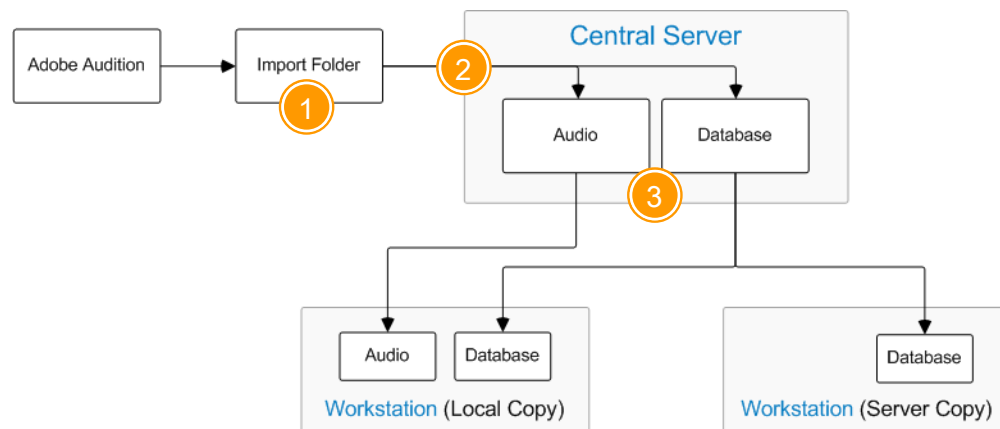
Before integrating *WO Automation for Radio* and Audition CS6 or setting up AMAI, make sure Audition is properly installed and activated.

Adobe Audition® CS6® for Windows allows *WO Automation for Radio* users to define and set timers much more easily, and adds support for *WO Automation for Radio* custom metadata fields. This improved functionality comes thanks to Adobe's Extensible Metadata Platform (XMP) technology that allows you to embed file metadata into the file itself.

The Audition plug-in described in this document allows *WO Automation for Radio* to read the XMP metadata, and preserves metadata stored in exported *WO Automation for Radio* files when those files are opened in Audition 6. This includes critical metadata like Intro and EOM timers as well as Artist and Title information.

After creating or editing audio files in Audition CS6, *WO Automation for Radio's* [Automatic Media Asset Importer \(AMAI\)](#) imports the audio into your Central Server for distribution to each Workstation.

This document will go over installation of the *WO Automation for Radio* Adobe Audition Plug-in, setting up an import rule in AMAI and some basic Audition processes.

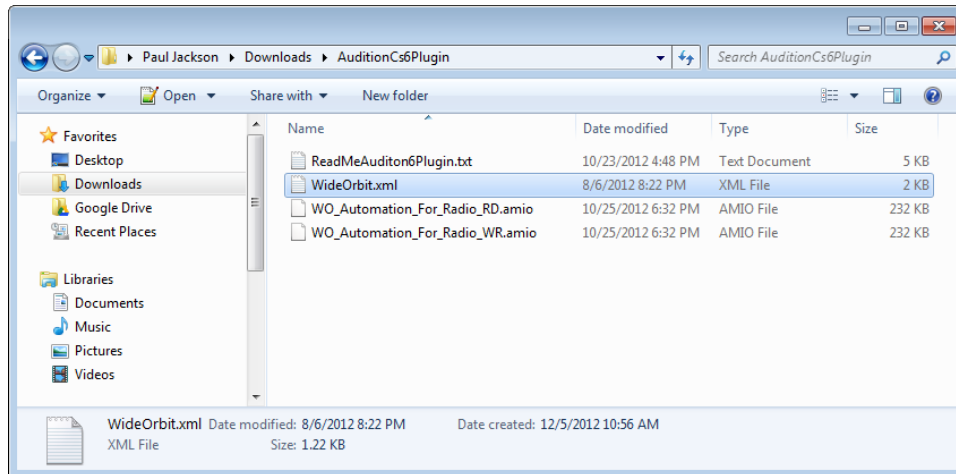


- 1 After completing all editing and metadata entry in Audition, the audio file is saved to an Import folder actively scanned by AMAI (Automatic Media Asset Importer). [See the *Configuring AMAI* topic in the *Installing, Configuring and Managing your System* section for more information.](#)
- 2 AMAI imports the audio file, adding the audio to the Central Server audio library and adding the file's metadata to the Central Server database.
- 3 Central Server distributes the audio and metadata to all Workstations configured to receive the Media Asset. The audio file is stored in Workstation's local audio volume, while the associated metadata is added to Workstation's local database.

Installing Adobe Audition CS6 Plug-in Files

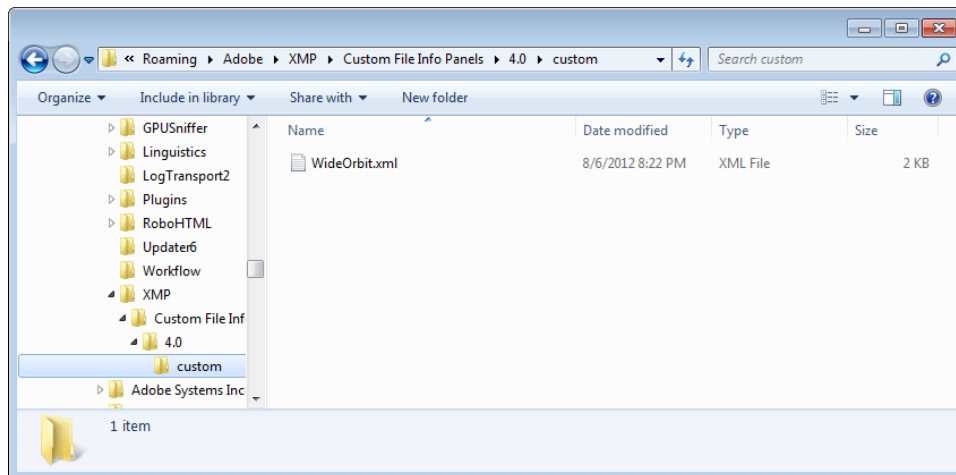
1

Obtain the plug-in files from your *WO Automation for Radio* support organization. Unzip and copy them to a temporary folder on the Audition CS6 computer.



2

[WideOrbit.XML](#) provides the text for the metadata prompts (like *Title* and *Artist*) that appear on the XMP tab in Audition. Copy this **XML file** into Adobe's [Custom Files Info Panels](#) folder.



The Custom Files Info Panels **folder** is generally located here:

C:\Users*<Username>*\AppData\Roaming\Adobe\XMP\Custom File Info Panels\4.0\custom

You can use Windows Explorer's Search function to find the correct location, but the *AppData* folder is a hidden Windows folder so you may need to adjust Windows Explorer's **Folder and Search Options** to *Show hidden files, folders and drives* on the **View** tab.

Even Adobe admits this can be a tough folder to find. It may be useful to create a bogus metadata XML file in Audition, and then to search for that file. This has the added benefit of ensuring the "4.0\custom" folder is properly created.

1. In Audition, *click* **Edit > Preferences > Markers & Metadata**.
2. On the **Preferences** window, *click* the **Metadata Panel** button.
3. On the **Metadata Display** window, *click* **New Schema**.
4. *Type* an easy-to-remember **Schema name** and *click* **OK**.
5. *Click* **OK** to close the **Metadata Display** window, and *click* **OK** to close the **Preferences** window.
6. Use Windows Explorer to *search* for the **new Schema** you just created. This will take you to the correct **Custom Files Info Panels** subfolder.

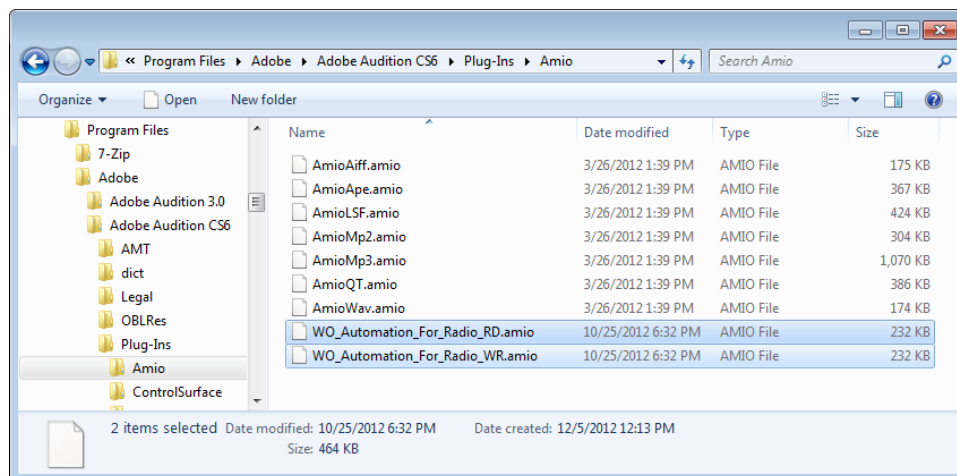
3

Copy the two WideOrbit plug-in files...

WO_Automation_For_Radio_RD.amio

WO_Automation_For_radio_WR.amio

...into the **Plug-ins\AMIO** folder.



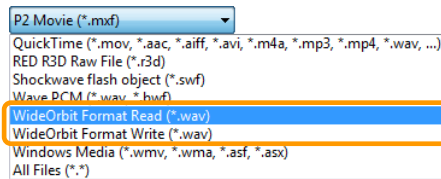
The **Plug-ins\AMIO** folder is usually found one level below where the Adobe Audition CS6 executable (EXE) is installed. Generally the folder is located here...

C:\Program Files\Adobe\Adobe Audition CS6\Plug-Ins\Amio

...but you may need to search for "*.AMIO" using Windows Explorer's **Search** function to find the correct location.

4

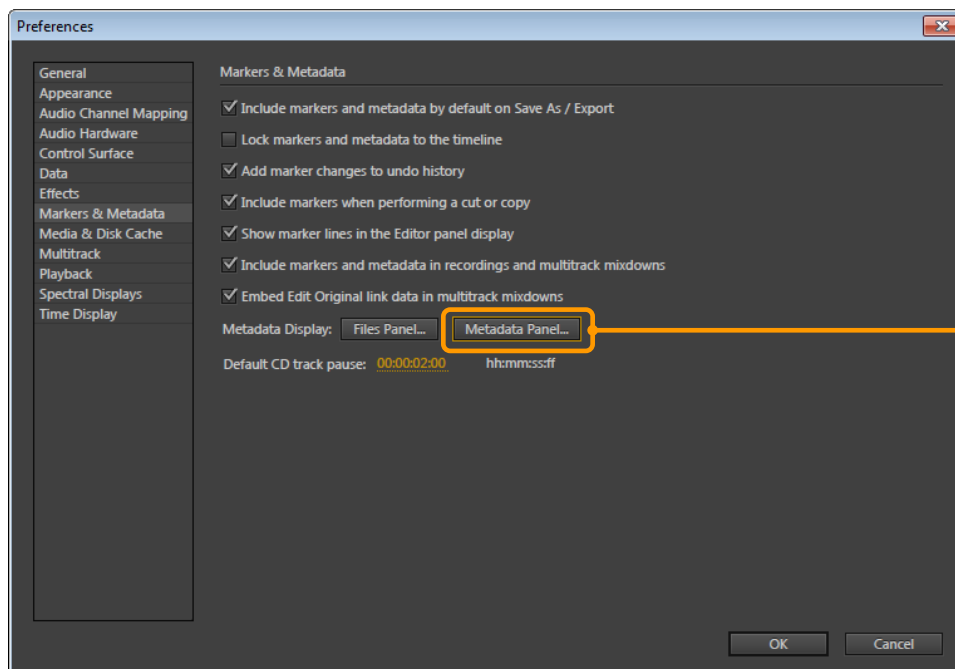
Launch Audition and *click* **File > Open**. The WideOrbit plug-ins should appear in the combo box list for **File of Type**. *Click* **Cancel** to close the **Open File** window after verifying that the WideOrbit plug-ins are available.



If you do not see the plug-ins in the **Files of Type** list, they were not installed correctly.

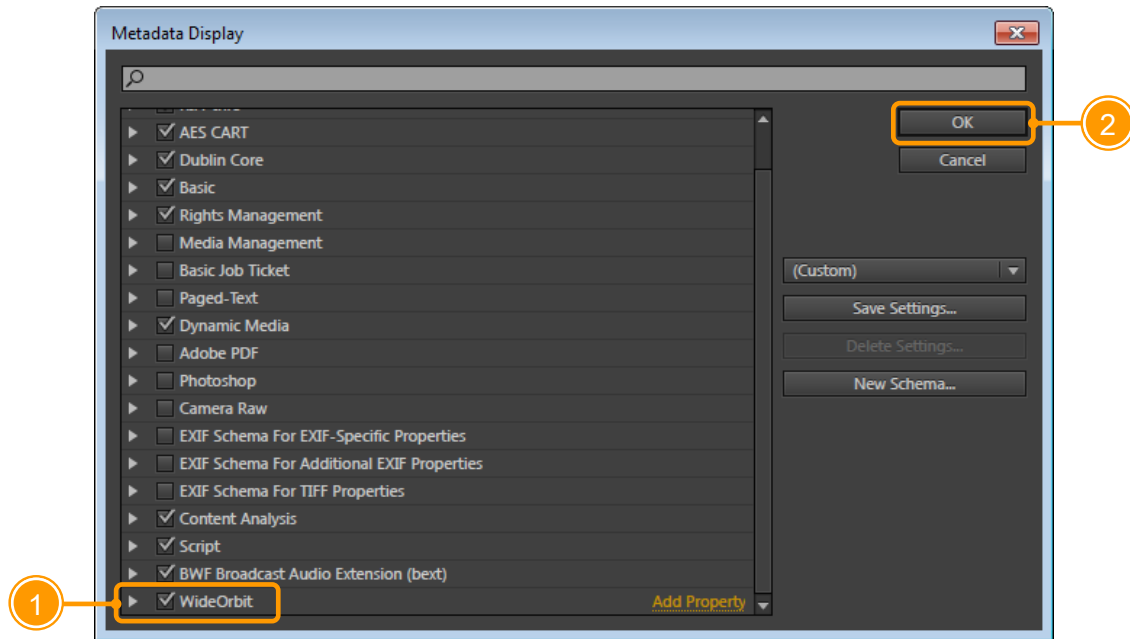
5

In Audition, *click* **Edit > Preferences > Markers & Metadata**. On the **Preferences** window, *click* the **Metadata Panel** button.



6

Scroll through the list to find the **WideOrbit** schema entry, and *click* the **checkbox** to display the WideOrbit metadata prompts in Audition and *click* **OK** to save your changes.

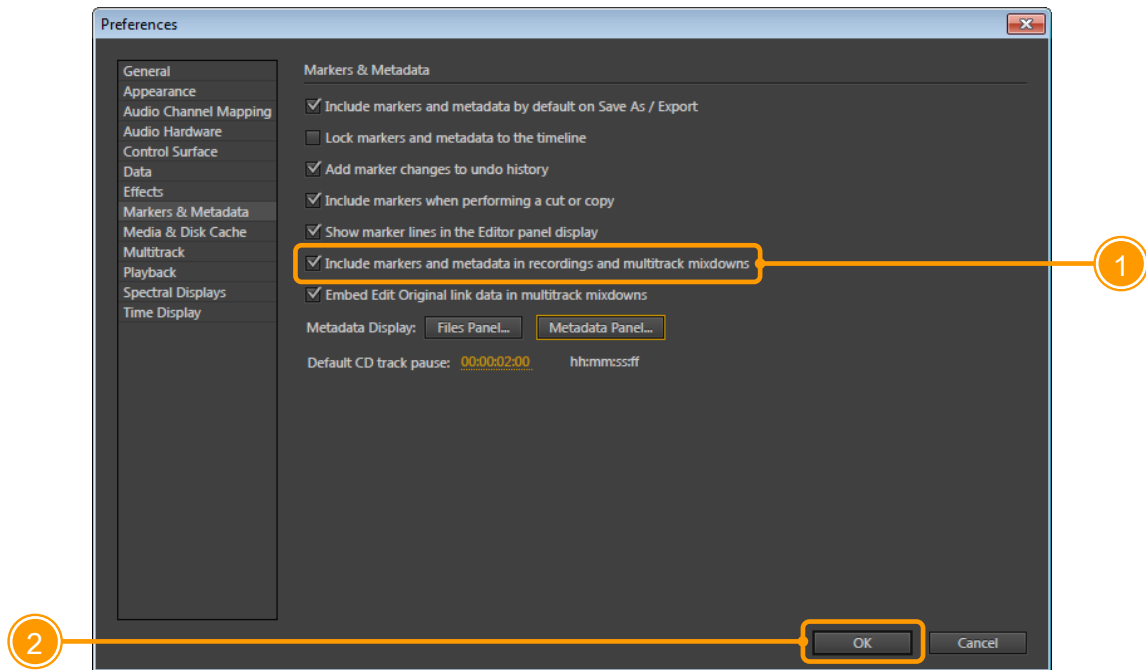


If you don't see WideOrbit in the list of available schemas your **WideOrbit.xml** file may not have been copied to the correct folder.

WideOrbit metadata option will be available in the main Audition screen when the schema is enabled along with all options associated with other enabled schemas. To streamline your production process, you can de-select other schemas (like the enabled-by-default File Properties and RIFF Info) so you don't have to scroll down to the WideOrbit options every time you want to enter Artist and Title information.

7

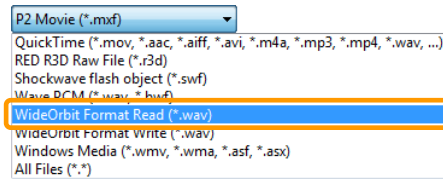
Verify **Include markers and metadata in recordings and multitrack mixdowns** is *checked*, and *click OK* to close the Preferences window.



Opening *WO Automation for Radio* Files in Audition CS6

1

Launch Audition CS6 and *click* **File > Open**. When selecting a *WO Automation for Radio* file, select **WideOrbit Format Read (*.wav)** from the **File of Type** list before opening your audio file.



When working on a file in Audition, save your work only ONCE and only at the end of your edits. (This is due to a quirk in Audition that Adobe says will be fixed in Audition CS7.) If you save in the middle of a file editing session, the file will appear to save correctly but you will end up with a file that has an out-dated SCOT chunk. There are two workarounds:

1. If you need to make more edits after you do a "save as", do those edits and do the "save as" as normal. But remember to "close" the file and then "open" the same file using "WideOrbit Format Read" then "save as" using "WideOrbit Format Write". The plug-in will display a message that says "Saved Using WideOrbit Write" as a confirmation that the file was properly updated. Always look for this message when saving files for *WO Automation for Radio*.
2. Since Audition is looking for changes in the audio, you can force Audition to do a proper "save as" by making some harmless edit in the audio like deleting a tiny piece of silence at the end.

2

Navigate to the file you want to edit and *click* **Open**.

Setting Markers

1

Start playing the Media Asset. A new Marker will appear when you *press* the **M** key. The first Marker in the waveform represents **Cue-in**, the second Marker in the waveform is **Intro**, while the third Marker in the waveform represents **EOM**.

These markers will be assigned a name and a number by Audition. You may leave the default name or explicitly name the Markers as:

- **Cue-In** (which can be abbreviated as **C**)
- **Intro** (which can be abbreviated as **I**)
- **EOM** (which can be abbreviated as **E**)

If you create fewer than three Markers, the WideOrbit plug-in will:

- Interpret **two** Markers as **Intro** and **EOM**.
- Interpret **one** Marker as **EOM**.

You can override this behavior by explicitly naming the Markers as described above.

2

Manually adjust the Marker locations if required.

3

When all Markers and Metadata are set, proceed to the [Saving the Audition CS6 File as a WO Automation for Radio Media Asset](#) topic below to save your Media Asset.

Audition allows the user to create more than one marker with the same name. If *WO Automation for Radio* encounters more than one Marker with the same name, it will process the duplicated markers according the following priority:

1. The system will honor the first Cue-In if more than one Cue-In marker exists.
2. The system will honor the first Intro if more than one Intro marker exists.
3. The system will honor the last EOM if more than one EOM marker exists.

Setting Metadata

Metadata is set in the cleverly-named [Metadata](#) window in Audition.

You can open the [Metadata window](#) with Audition's **CTRL+P** keyboard shortcut.

1

Once the file has been created or edited in Audition, select the **XMP** tab on the [Metadata](#) panel.



2

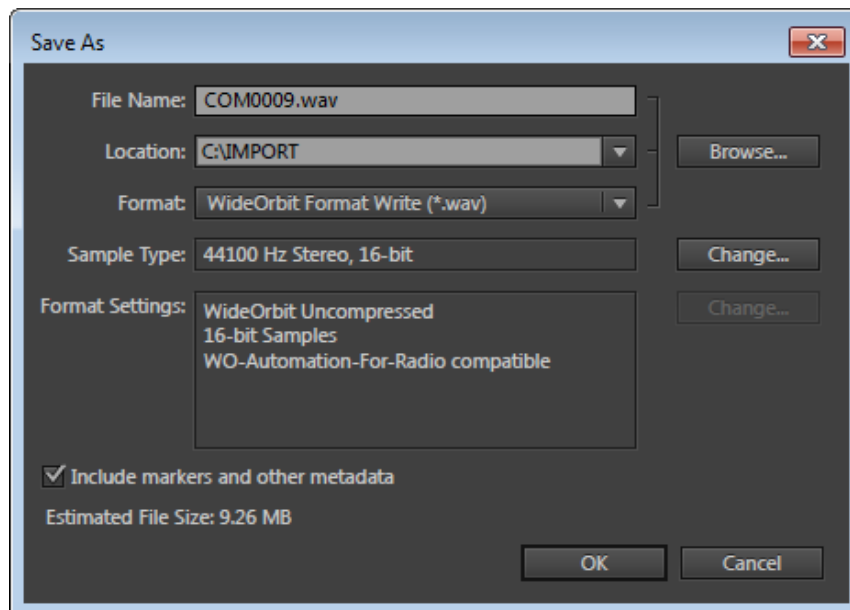
Expand the [WideOrbit](#) section if necessary by clicking the **right arrow** / ▶ next to the [WideOrbit](#) schema and type the desired **values** into the metadata fields.



Saving the Audition CS6 File as a *WO Automation for Radio* Media Asset

1

Click **File > Save As** to display the *Save As* dialog. Complete each field.



Field	Description
Filename	Type a file name with the format of CAT#### (where CAT represents the <i>WO Automation for Radio</i> category and #### represents the four-digit Media Asset ID).
Location	Type or browse to the location of your configured AMAI import directory. <i>WideOrbit</i> recommends typing a path that is monitored by AMAI so the new file will be ingested immediately.
Format	Select WideOrbit Format Write (*.wav) from the drop-down list.
Sample Type	Be sure 44100 Hz Stereo and 16-bit appear in the Sample Type box. If not, click Select and make changes as required.
Format Settings	Make sure the Format Settings option These values are set to <i>WideOrbit Uncompressed</i> and <i>16-bit Samples</i> automatically by the <i>WideOrbit</i> plug-in.
Include markers and other metadata	Make sure Include markers and other metadata is checked.

2

Click **OK** to save the file. If AMAI is configured correctly, *WO Automation for Radio* will import the file automatically.