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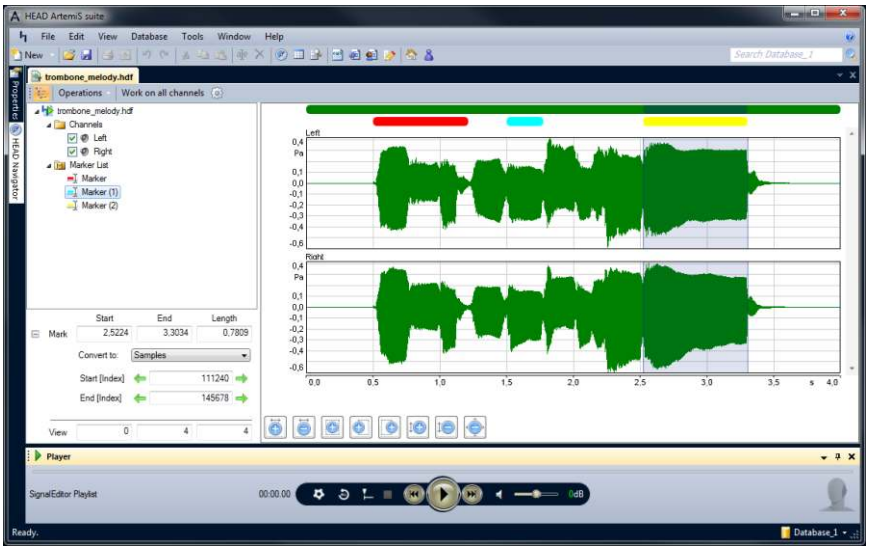
ArtemiS SUITE
ASM 20

DATA SHEET

ArtemiS SUITE Signal Editor Module (Code 5020)

ArtemiS SUITE Module to edit time signals with the Signal Editor



Overview

The Signal Editor Module includes a versatile and easy to use tool for editing and playback of time signals. It allows operations for cutting as well as fading in or out, attenuating or amplifying and muting signal parts. Many operations such as marking are conveniently carried out with the mouse. Users click in the diagram and than mark the desired section with the mouse button. To compare different sections during playback directly, multiple markers with different colors can be set up in one diagram and played back alternately.

The Signal Editor works on the basis of a virtual copy. Thereby the original file remains unchanged.

Requirements

- ArtemiS SUITE Basic Framework (Code 5000)

Features

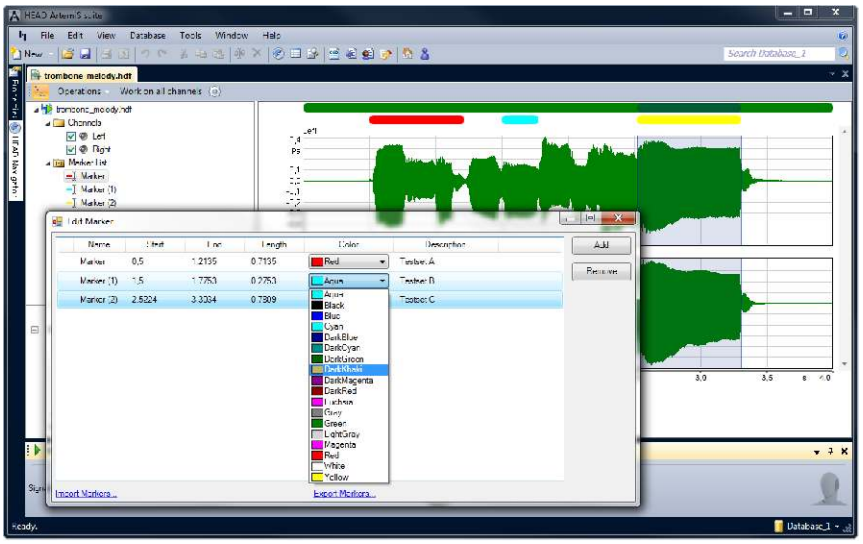
- Expansion module of the ArtemiS SUITE for individual editing and playback of time signals with the Signal Editor
- Individual marking of signal sections with the mouse button
- Display start, end and length of the selected marker respectively the whole view in seconds, as corresponding samples or as RPM, if an appropriate RPM channel exists
- Defining of several markers in one signal which are color-coded differently
- Playback of marked sections
- Quick changing during playback by double-clicking different markers with the mouse button
- Cutting of signals
- Replacing of sections with silence (Mute)
- Fading in or out of the signal
- Variable amplification or attenuation of the marked section
- Avoiding of disturbing noises at the borders of the manipulated areas
- Editing separate channels or all channels simultaneously
- Copying and inserting of sections on the time axis or between channels
- Displaying of pulse channels as decoded reference quantity
- Cutting of pulse data
- Saving of marked sections as new file
- Export of markers as XML file
- Import of markers from an existing XML file
- In addition to the features included in the Signal Editor Module of the ArtemiS SUITE, ArtemiS 12 provides the options of the Generator and Editor Module (ATP 10)

Markers

Start, end and length of each marker are displayed in seconds, as corresponding samples or as channel RPM, if an appropriate RPM channel exists.

The different markers can be indicated with individual colors. Above the diagram the marker bar is located where all markers are highlighted with bars of various colors. Each active marker can be played back by a double-click and then moved using the mouse or processed otherwise.

The Player follows changes made during a running playback immediately.

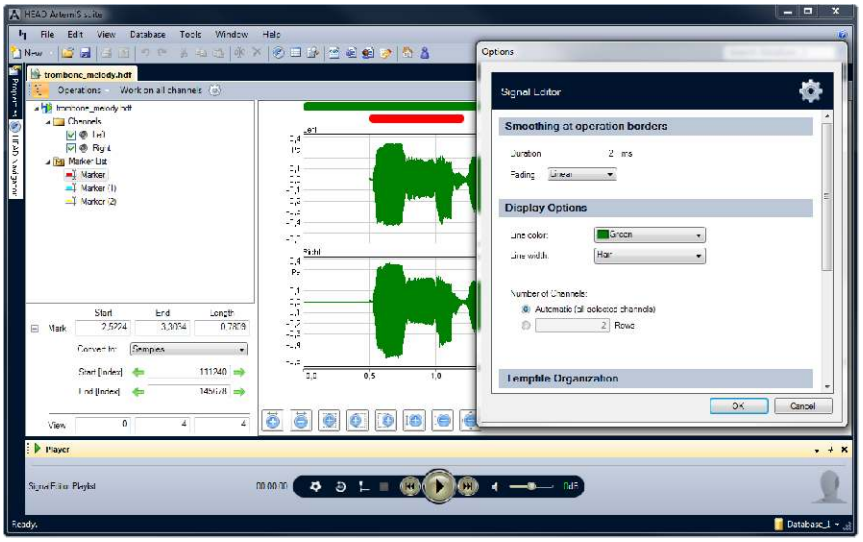


The individual markers can be assigned different colors and comments. Starting and ending points can also be customized numerically using the keyboard.

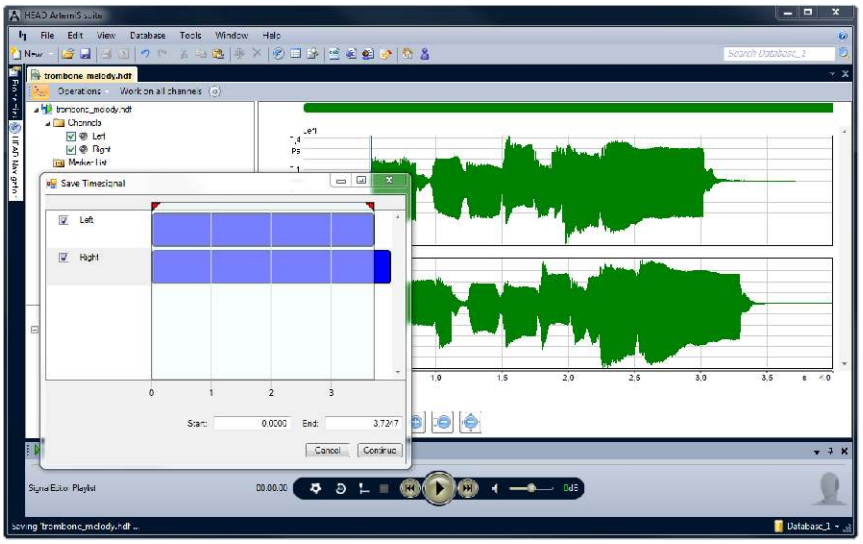
Processing

The Signal Editor works on the basis of a virtual copy. Thereby the original file remains unchanged and all modifications can be undone anytime. Saving the file, however, all changes are applied. The saving options include the format of the source, the 16 bit file format and the 32 bit file format.

If through cutting operations channels with differing lengths have been created, users can choose which channels shall be contained in the new file. The same is true when pulse data are cut. The length of the saved file can be set by double-clicking one of the channels or by numerical editing the start and end values.



During playback the Signal Editor allows a quick changing between the different-colored markers by double-clicking with the mouse. In order to avoid disturbing noises when switching between markers, the borders of the manipulated areas can be faded in or out.



Selection dialog: saving files containing channels with different lengths.

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ArtemiS SUITE

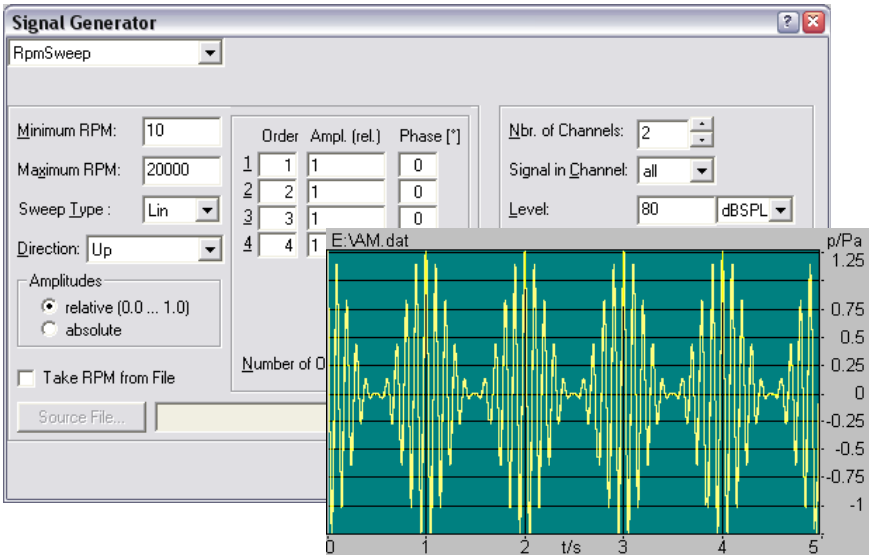
DATENBLATT

ATP 10 (Code 5020)

ArtemiS Generator and Editormodule

Generating artificial signals. Merging and cutting all signals.

ASM 20 (Code 5020) of the ArtemiS SUITE includes ATP 10.



Overview

The signal generator provides ArtemiS users with the possibility of PC generation of simple or complex artificial signals of any frequency and also provides for saving these signals in an ArtemiS-compatible file. This allows the user to dispense with time-consuming and expensive electronic signal generators. Since the signal shapes are PC-generated, extremely high accuracy is ensured.

Whether signals are generated via the signal generator or recorded using an Artificial Head, the editor allows signals from all different kinds of files to be edited into any sequence and duration required.

Features

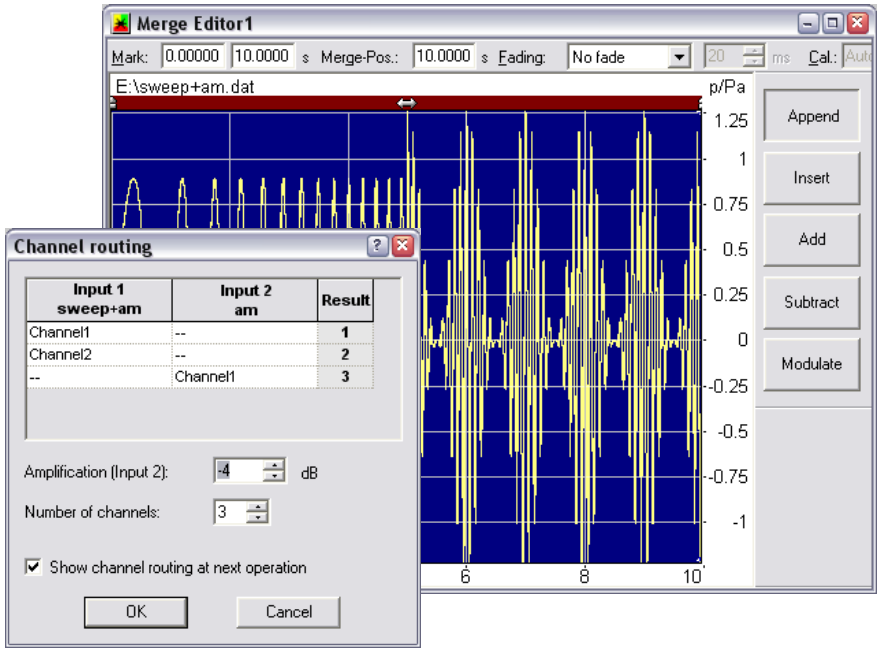
- Signal generator for the generation of different artificial signals, e.g. audio, acceleration and RPM signals
- Signal editor for merging and editing of time signals

Signal Generator

When working with ArtemiS, circumstances may make it necessary to make use of artificially generated signals. Artificial signals can be generated using the ArtemiS generator and are not limited to standard waveforms, such as sine, rectangle and triangle: even complex wave forms, such as sweep, burst and noise are possible.

Merge Editor

The Merge Editor has been designed for processing signals (marks). The editor allows the user to compose and edit signal sequences put together from any number of segments from the marks available, entirely according to his requirements.



Merge Editor and Channel Routing