



Audio File Cleanup™

a companion utility for Adobe Audition™ 2.0 and 3.0

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IMPORTANT NOTE

AFC was created as shareware by a private Audition user seeking to solve a particular need. The software has been tested carefully, but the author does not warrant that it is free of errors or bugs that could damage or corrupt Audition projects. The software is released on an as-is basis, with no warranty either expressed or implied. The author accepts no liability for damages arising from either proper or improper use of the software.

Practically speaking, if you choose to utilize Audio File Cleanup you must do so at your own risk, first trying it out on non-critical test projects until you are comfortable with how it works and what it does. **Always back up critical projects before applying AFC to them.** Since its chief purpose is to permanently delete or relocate files, having a good backup is just sensible.



Audio File Cleanup™: An Adobe Audition™ Companion Utility

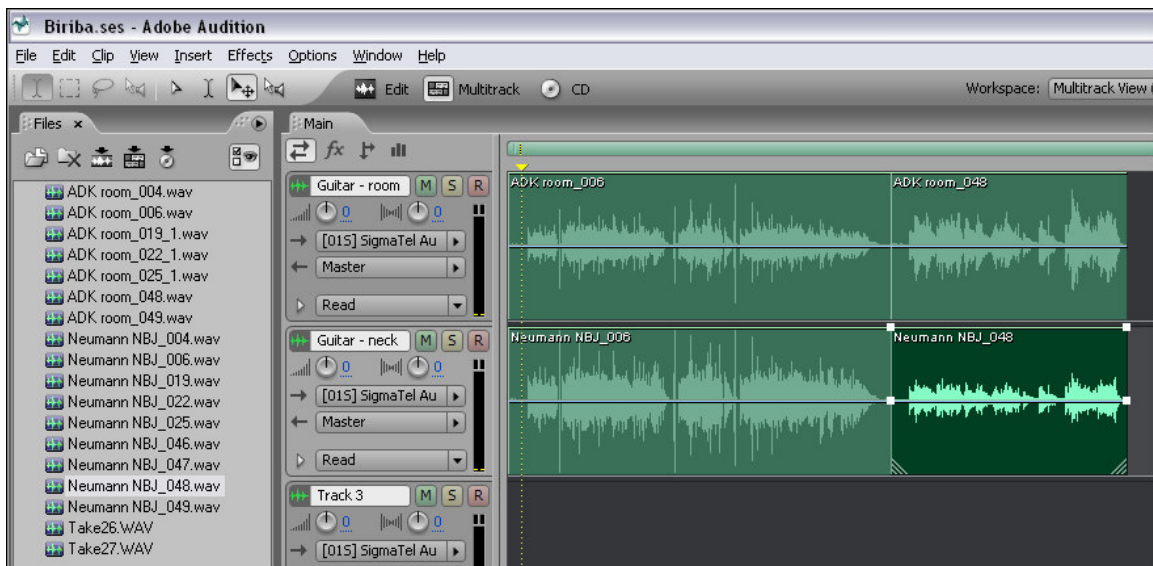
Version 3.0 December 2007

Overview

Audio File Cleanup™ (AFC) is a small Windows application designed to plug a gap in the Adobe Audition™ feature set: the ability to quickly discard or relocate WAV audio files no longer referenced in a project. As you work on a project, you likely will accumulate many WAV files you no longer need—rejected takes, fragments, punch-ins and so on. Audition will keep these around although you do not use them in your mix. Given the size of audio files, this behavior can quickly gobble up valuable disk space and only makes your working environment more confusing.

- AFC currently supports Audition 2 and Audition 3. This version of AFC does not handle other file types such as MP3, video or MIDI—only WAVs.

Let's look at a simple Audition 2.0 project to understand the nature of the problem. Here's a session in which a solo guitar was captured with two microphones, one set up to record ambient room sound (the clips with names including the word *room*), the other pointed at the guitar's neck-body joint (clips with *NBJ* in the name).



As you can see, in our mix we reference just four clips—two from the room mike and two from the neck mike. But the Files window to the left shows quite a few more entries. These are from takes that we didn't like and have decided not to use in our mix. In this simple example, the takes we *are* using consume about 54 mb of space; the rejects are eating up 170 mb! Yet Audition provides no means to safely identify and eliminate these unwanted files.

How AFC can help

AFC performs these basic functions:

1. Opens an Audition session file (.SES) of your choice and extracts a list of all WAV files referenced by your mix.

Note: Prior versions of AFC required Audition to be open and operated only on the currently loaded session. This version removes that restriction and can be used to process any session file you like.

2. Compares the session list to the list of WAV files in the project's primary audio directory, highlighting files not referenced by the session. Such files are often the result of discarded takes and can waste a *lot* of space.

Important: If Audition is currently loaded with a session file that you want to process with AFC, be sure to save your project in Audition before doing so.

3. Cleans up your project audio directory using one of two user-selectable methods: Move or Permanently Erase. If the Move option is chosen, AFC asks you to select a target directory, defaulting to \OldAudio under the main project audio folder.
4. Either permanently erases or relocates unused WAV files and their corresponding peak (.PK) files. All file operations are logged; the log can be printed or saved to a file for future reference.

Once the utility has finished its work, your project audio folder contains only the .WAV and .PK files that are actually referenced in the project – all the obsolete and space-consuming old stuff is gone or relocated to a secondary location.

IMPORTANT

When the Erase option is chosen, files are erased, not moved to the Windows recycle bin, so be sure you know what you're doing before you click the Proceed button. IT IS HIGHLY RECOMMENDED THAT YOU USE THE MOVE OPTION INITIALLY.

Using Audio File Cleanup™

The WAV cleanup process consists of just four simple steps.

Step One:

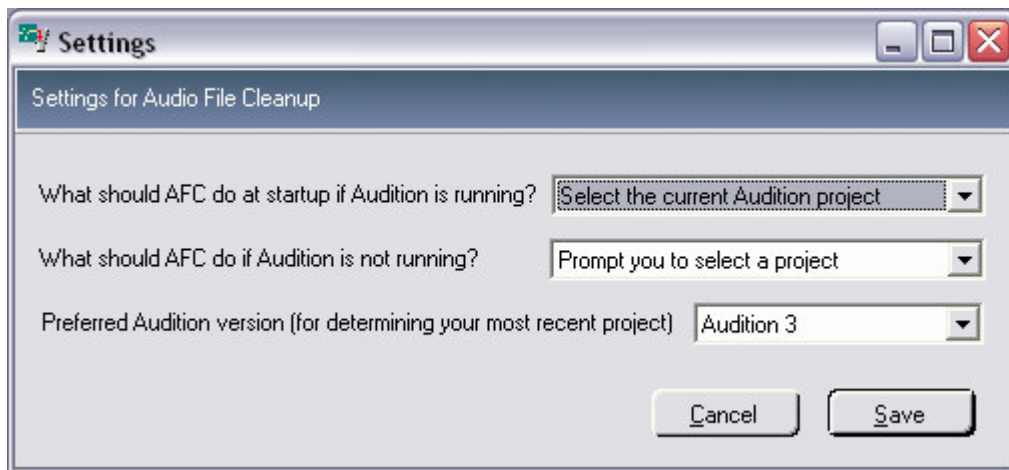
Select a Session file to work with

The first step in using AFC is to open an Audition project. The simplest way to do this is to click the `Select` button to the right of the `Project to process` prompt. You will see a standard Windows file selection dialog filtered to show only .ses files. Navigate to your target .ses file and click `Open` to select it.



Tip: Controlling AFC's startup behavior

You can specify AFC's startup behavior through the Settings dialog. Click `Settings` to access it.



Your options depend on whether Audition is running when you load AFC. If so, you can have AFC pre-select the Audition project you're working on, display a file selection dialog so that you can select a different one, or just open with no project selected. If Audition is not running, the options are to open the last project you saved, prompt you for another, or open with no project selected.

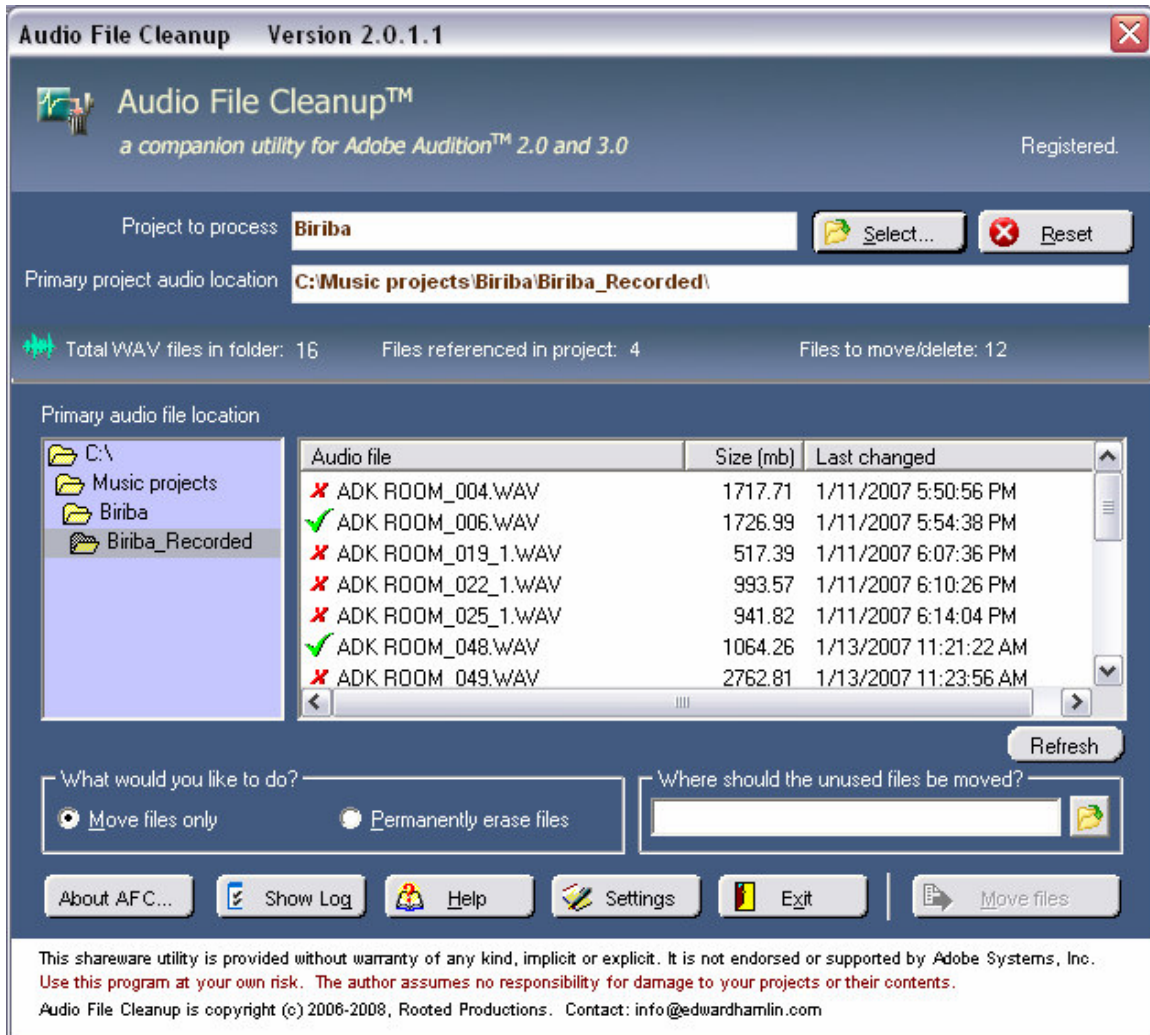
A third option in Settings enables you to specify whether AFC should treat Audition 2 or Audition 3 as its default when loading the last-saved project. This is only relevant if you have both versions of Audition on your machine, and your selection here does not preclude opening either type of project later.

Step Two: Review the file list

Once you've selected your session file, AFC quickly analyzes it to derive the WAV files referenced in your mix. Referenced files are indicated with checkmark in the AFC file list; unused files are marked with a red **X**. Counters just above the file list show the total number of WAV files in the primary audio folder as well as how many are referenced in the mix and how many are not.

Scroll through the file list to make sure that you don't intend to use any of the files marked with an **X**, as these are candidates from deletion or relocation. You can click on any column in the list to change the sort order.

Note the directory tree to the right of the file list: this shows the primary audio directory for your session. It is for reference purposes only and cannot be used to navigate elsewhere.

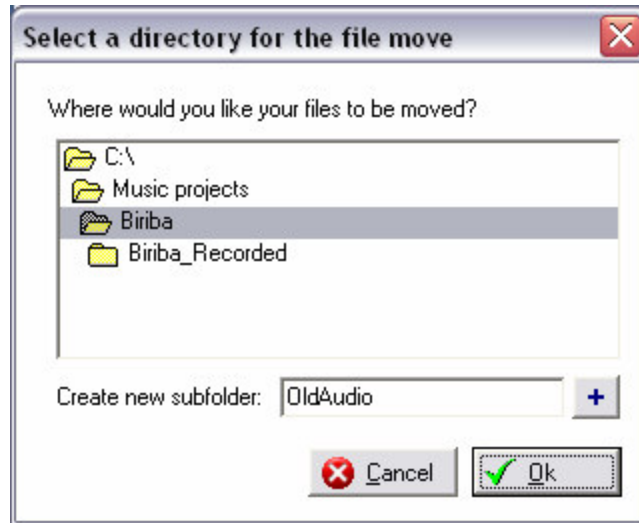


Step Three: Choose Move or Erase

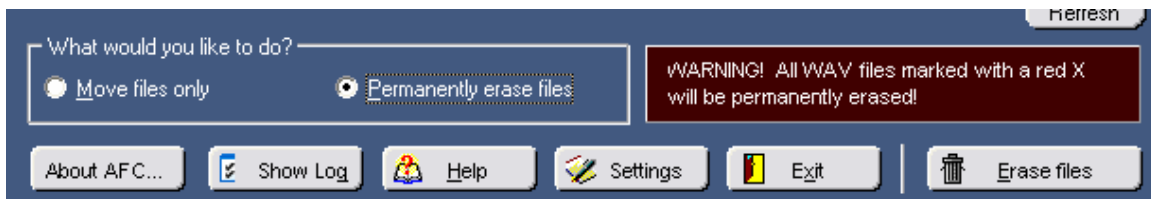
Now you need to tell AFC whether you intend to permanently erase or simply relocate the unused files. Click the appropriate choice in the *What would you like to do?* box. The label of the action button in the lower right corner of the screen changes accordingly.

If you have chosen *Move*, an edit box and button appear in a box entitled *Where should unused files be moved?* Click the folder button to open a directory dialog and navigate to your preferred destination. You may wish to send the files to a secondary hard drive, for example, or a high-capacity jump drive.

The Move directory dialog includes the option to create a new subfolder under the project audio directory; the default name OldAudio is suggested, but you can override it. This option is most useful if you want to weed extraneous files from the primary audio directory but think you might bring them back into the mix at some point.



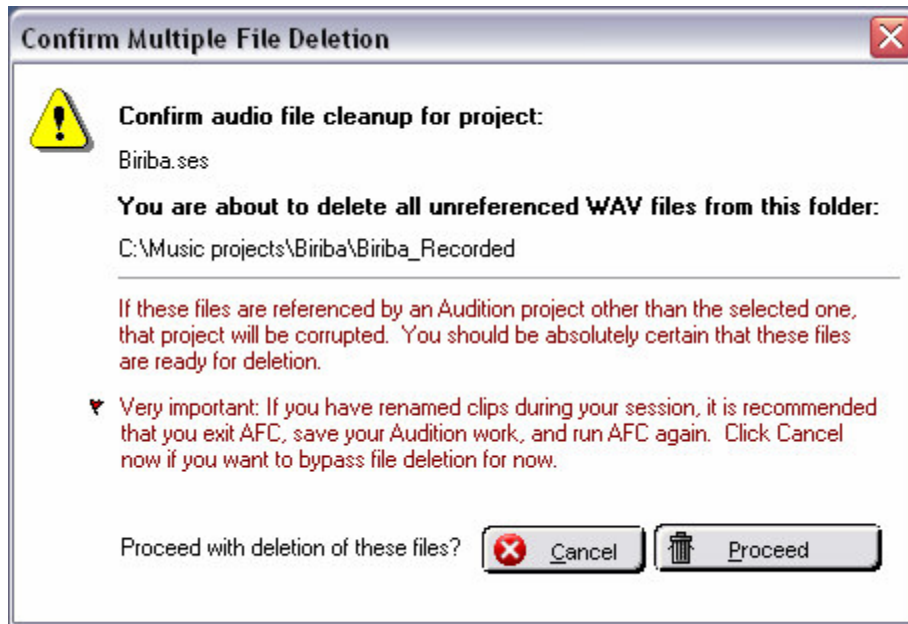
If you have selected the `Permanently erase files` option, AFC displays a warning you should take to heart:



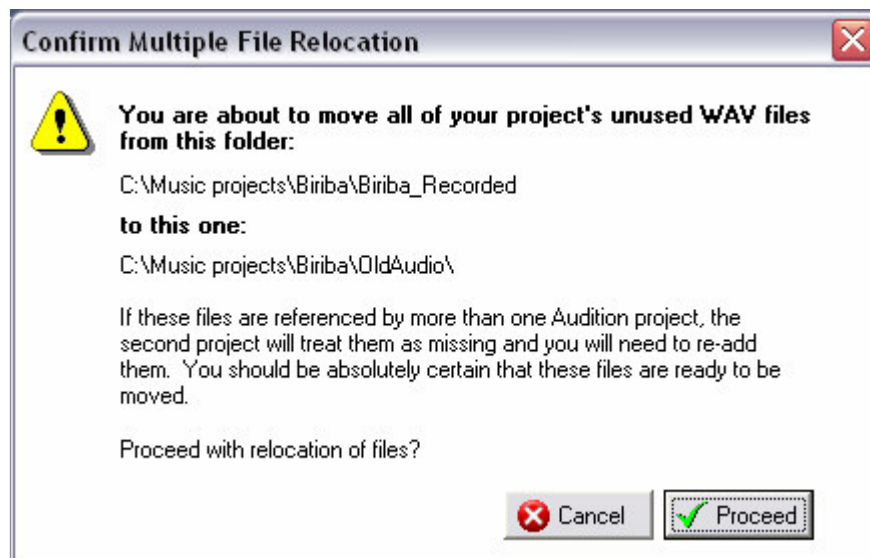
It is very important to understand that by choosing the `Erase` option, the files cannot be retrieved. Due to the large size of most audio files, they are deleted rather than being moved to the Recycle Bin. **Be absolutely sure that you want to permanently delete all files marked with a red X in the file list.**

Step Four: Process files

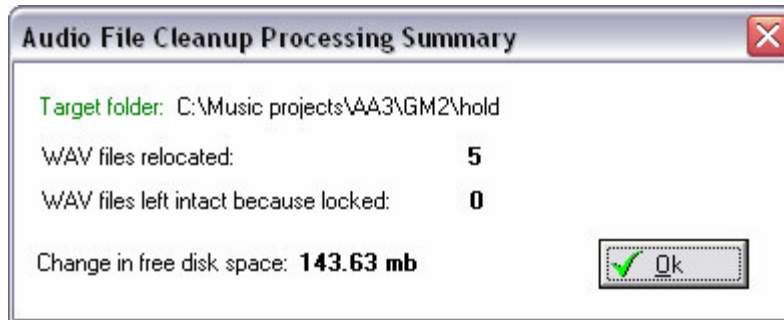
Now click the action button in the lower right corner, which will be labeled either `Move files` or `Erase files`. AFC displays a confirmation dialog. If you're deleting files, the dialog looks like this:



If you're just moving files, it looks like this:



Click **Cancel** to stop or **Proceed** to continue. The files are processed rapidly and a summary is presented:

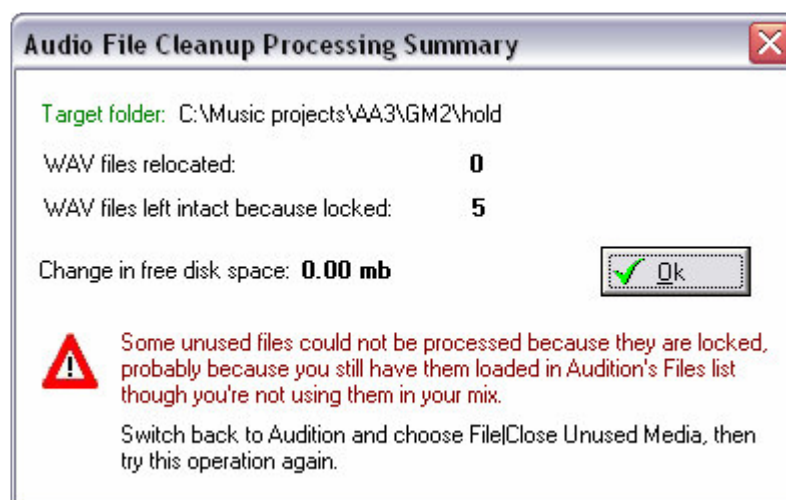


Upon returning to the AFC home screen you'll see that the Audio files window shows only the files your mix actually references:

Audio file	Size (mb)	Last changed
✓ ADK ROOM_006.WAV	1726.99	1/11/2007 5:54:38 PM
✓ ADK ROOM_048.WAV	1064.26	1/13/2007 11:21:22 AM
✓ NEUMANN NBJ_006.WAV	1726.99	1/11/2007 5:54:38 PM
✓ NEUMANN NBJ_048.WAV	1064.26	1/13/2007 11:21:22 AM

- Note that if you have Audition open, any files appearing in Audition's *Files* window will be skipped, whether they're referenced in your mix or not. This is because when you import a file into your session via the File|Import menu option or another means, you cause Audition to place a lock on it. That lock prevents AFC from operating on the file.

When this occurs, Audition's processing summary dialog displays a warning:



The processing log will also show a message like this for each such file:

File xxx is locked, probably by Audition

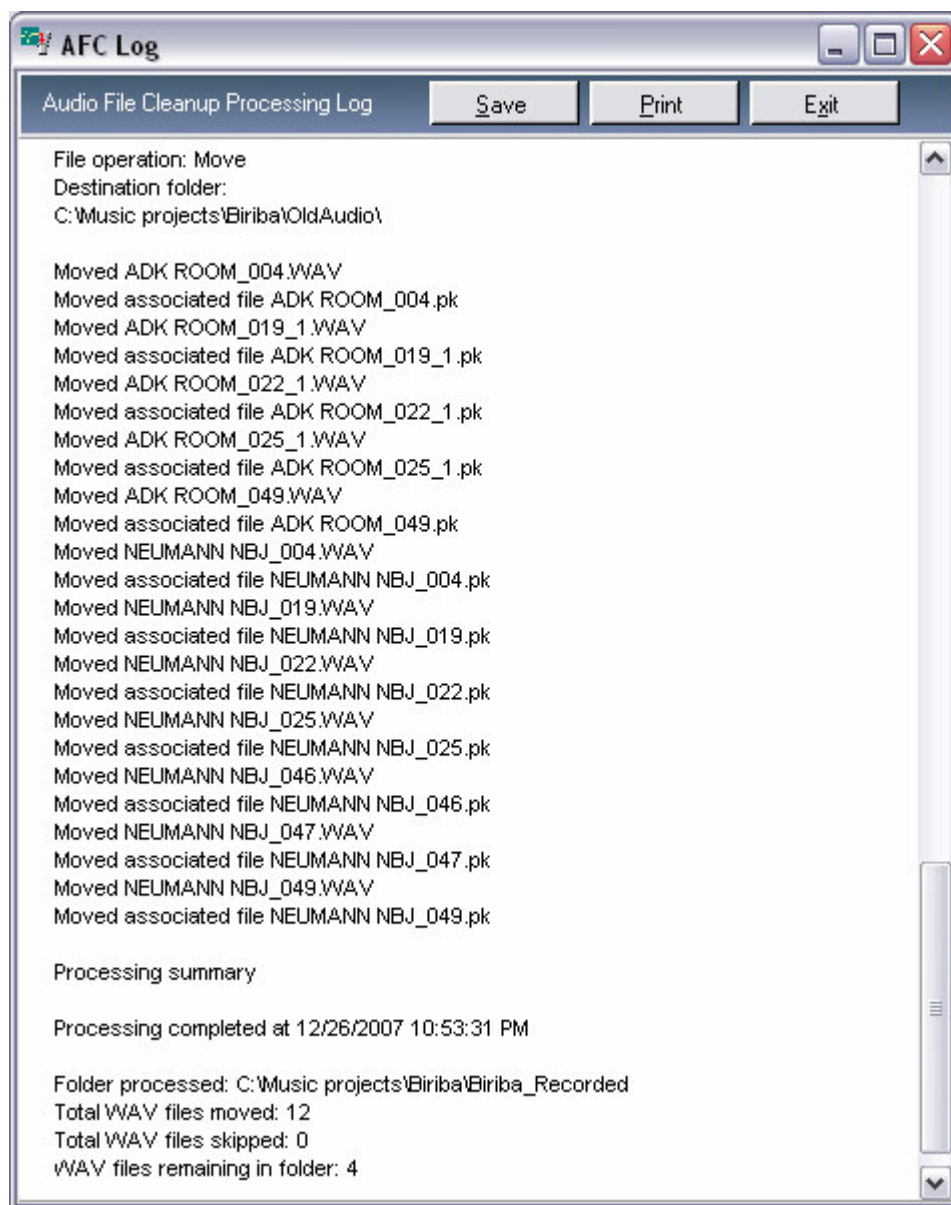
To resolve this issue, either:

1. Close Audition, or at least the project for which you want to use AFC; or
2. Select *Close Unused Media* from Audition's *File* menu, then re-save your Audition project

Either of these steps will release locks on files and allow AFC to process them.

Working with the Processing Log

As AFC processes files, it writes a running log of its activities. Click the *Show Log* button at the bottom of the home screen to display the log.



This is a good record of what you've done and you might want to save it. Click the `Print` button to send the log to your default printer or the `Save` button to save it to a text file.

Your Audio File Cleanup session is complete at this point. Your project audio file will contain only the WAV files appearing in Audition's Files window.

- If you've deleted files, there is no need to empty the Recycle Bin in order to reclaim the space liberated by AFC. All deletes are "hard" deletes—as soon as the files are deleted, the space is recovered. For 32-bit projects involving a lot of takes, the savings in disk space can be truly dramatic!

Troubleshooting

Issue: Some of my files can't be erased or moved; AFC tells me they're locked.

This is likely due to the fact that you have Audition loaded and you've got those files loaded into its *Files* window. When you import an audio files into Audition, it puts an operating system lock on the file whether you're actually using the file in your mix or not.

Remedy:

In Audition, open the File menu and select Close Unused Media. Save your project and try Audio File Cleanup again. There is no need to exit and reload AFC.

Issue: When opening an Audition project in AFC, I receive a warning that the "_Recorded" folder cannot be found. AFC asks me to point it to the project audio folder.

When you create an Audition project and begin recording audio, Audition creates a subfolder called "Recorded_<project name>" and places your WAV files there. You may override this folder name, however; and if you're just editing prerecorded audio your files could be located anywhere.

If this is the case, AFC needs you to help it find your project's WAV files.

Remedy:

Use the directory navigator to point AA to your audio folder and click OK.



Suggestions?

Audio File Cleanup™ is intended to be simple and easy to use. Just the same, the author would be delighted to hear any suggestions you may have for improving it. Please direct them to:

Afc_info@edwardhamlin.com

We hope you find AFC as useful as we do – every day!



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LIMITATION OF LIABILITY

Audio File Cleanup gives users the power to permanently delete audio files and is therefore capable of disrupting an Audition project. Use it with caution. By installing and using this program, users assume all risk associated with its operation and waive the right to pursue the author for any damages it may cause. The author offers no warranty, whether express or implied, as to its correctness, completeness, bug-free operation or suitability to a particular purpose.

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