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# ABSENTIA DX v3.4.6 MANUAL

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## Introduction

**Absentia DX** is an advanced audio processing tool that analyzes production dialog recordings and removes unwanted background noise such as hums or wireless rings, while preserving the dialogue's integrity. With both standalone batch processing and a full-featured plug-in, Absentia DX streamlines the dialog editing workflow.

### Key features include:

- Batch processing of dailies before editing begins
- Hum Remover: Essential tool for removing hums and wireless rings
- Transcribe: Converts audio to searchable text transcripts
- Alts Finder: Quickly locate alternate dialog takes using the transcripts

Absentia DX's powerful tools help deliver results faster, maximizing the sound department's productivity and efficiency.

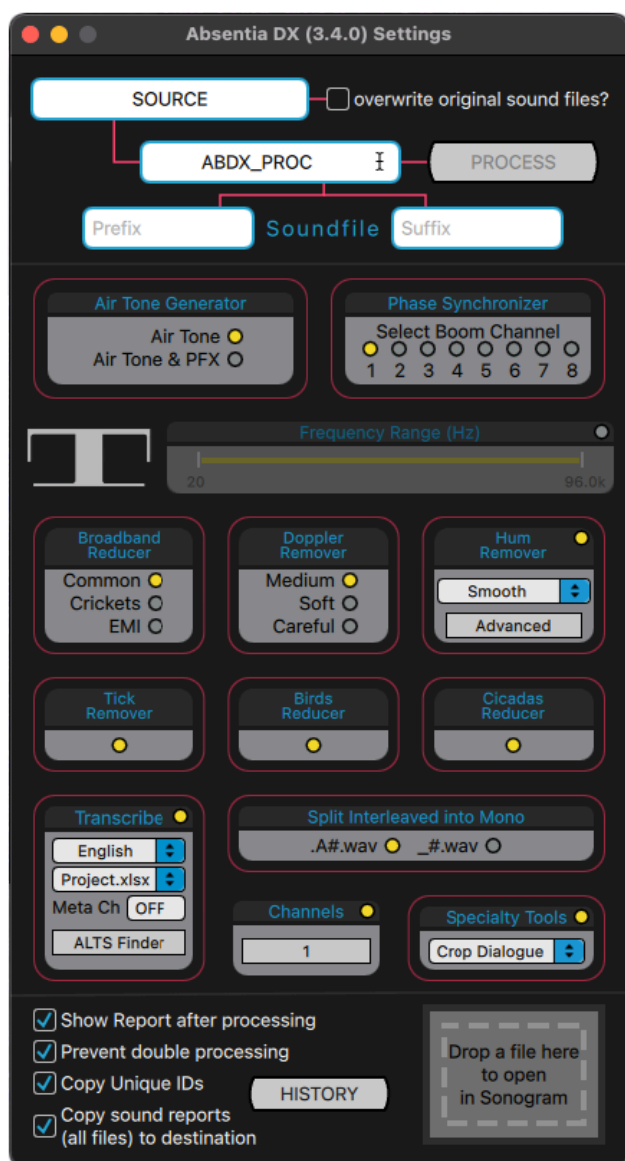
## System Requirements

Apple OS X 10.15 or higher. \*\*\*

Windows 10 (64 bits OS)

AAX Plugin: Pro Tools 2018 or higher

\*\*\* The **Transcribe** tool is only compatible with Apple Silicon processors, but **Alts Finder** can be used on Intel machines.



## Installation

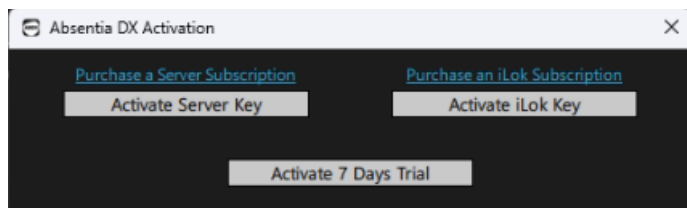
Download the installer from [absentiadx.com](http://absentiadx.com).

For **Windows**, double-click "Absentia\_DX\_Installer.exe" and follow the setup wizard.

For **Mac OS**, double-click "Absentia\_DX\_Installer.pkg" and follow the setup wizard.

## Activation

The first launch prompts the user to choose between Server or iLok licensing.



**\*\*Server\*\***: Activates **two machines simultaneously**. It can be deactivated on one machine to activate another. This option is best suited for users who do not require regular portability of the license.

**\*\*iLok\*\***: The license is stored on a 2nd generation or later iLok. It is ideal for users working across various facilities who require a portable licensing solution.

*Please note that Absentia DX operates on a subscription-based authorization model rather than a perpetual licensing scheme. Select your preferred licensing type carefully, as changing it later may incur additional charges.*

**\*\*Trial\*\*** Activates a full version of Absentia DX during the 7-day trial period.

## Server License (Mac & Windows)

Click the "Activate Server Key" button to input your Server License Key and activate the software.

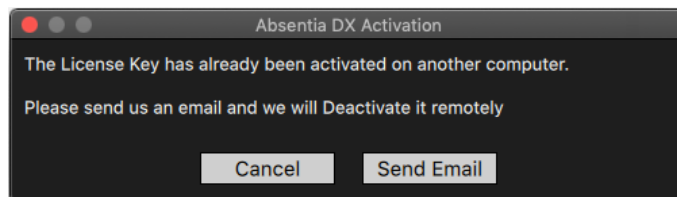
Note: This license key can activate two devices (work and home) at the same time and can be deactivated or reactivated on a different machine whenever needed.

## Deactivation

To transfer the software to a different machine, deactivate it by navigating to **Help > Deactivate License Key**. After that, you can activate it on your new machine.

Alternatively, you can request a remote deactivation from the new device.

- Input your key in the prompt window
- Click on "Activate"
- Select "Send Email"

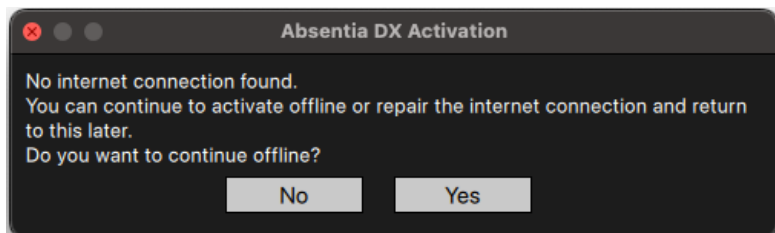


We'll receive an email containing your license key and will deactivate it remotely.

### **\*\*Offline Activation Procedure\*\***

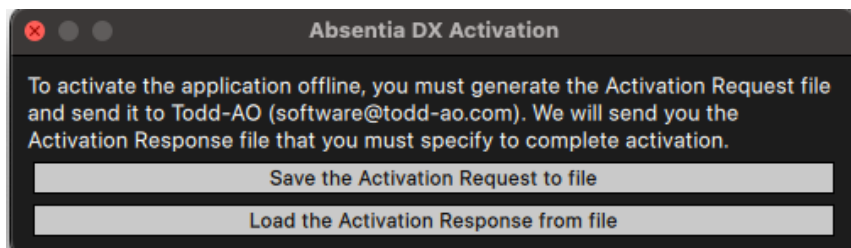
To request an offline activation for use on computers that lack internet access, please ensure that your machine is entirely offline and does not have any internet connectivity.

1. Input your key into the prompt window.
2. Select "Activate."



3. Confirm by selecting "Yes" on the subsequent window.

*In the event that this screen does not appear, it indicates that your computer is not offline. Please disable Wi-Fi and disconnect the Ethernet cable before attempting the process again.*

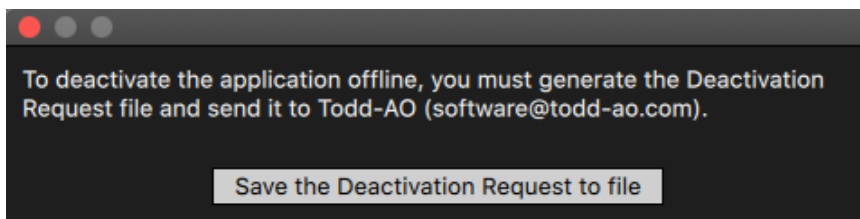


4. Click on "Save the Activation Request to File."
5. Submit the Activation Request file to [software@todd-ao.com](mailto:software@todd-ao.com).
6. Once you receive the Activation Response file, please proceed to load it.

### **\*\*Offline Deactivation Procedure\*\***

To request an offline deactivation of the license on a computer that is offline, please follow these steps:

1. Launch Absentia DX.
2. Navigate to Help > Deactivate License.
3. Confirm your action by selecting "Yes."
4. Click on "Save the Deactivation Request to File."
5. Save and transmit the Deactivation Request file to [software@todd-ao.com](mailto:software@todd-ao.com).



## iLok License Activation

**License Account Login**

Please enter your ilok.com account credentials.

User ID:

Password:

☒ Remember Me

[Forgot Password or User ID?](#)

[Create new account](#)

Press the “Activate iLok Key” button and sign in to your iLok account to activate your subscription.

**Select License to Activate**

Select the license that you would like to activate:

Name	Type	Role	Expires	Deposit Date
Absentia DX	Subscription	Product	Yes	17/03/2021 11:50

Allowed Locations:

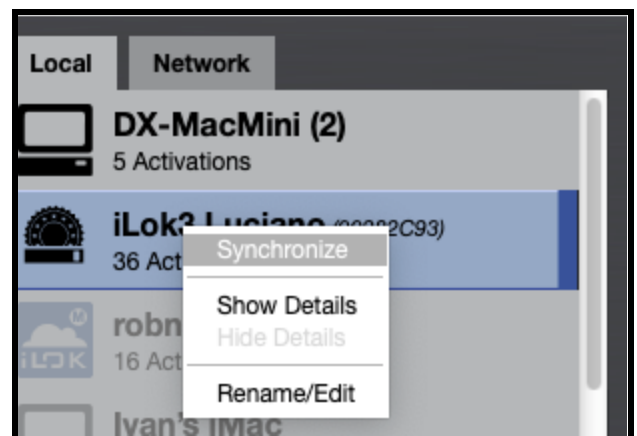
Limits and Expiration: License expires

Click “Next” on this window to transfer the key to your iLok.

On the following screen, you will receive confirmation that your subscription has been successfully activated.

## Auto-Renewal

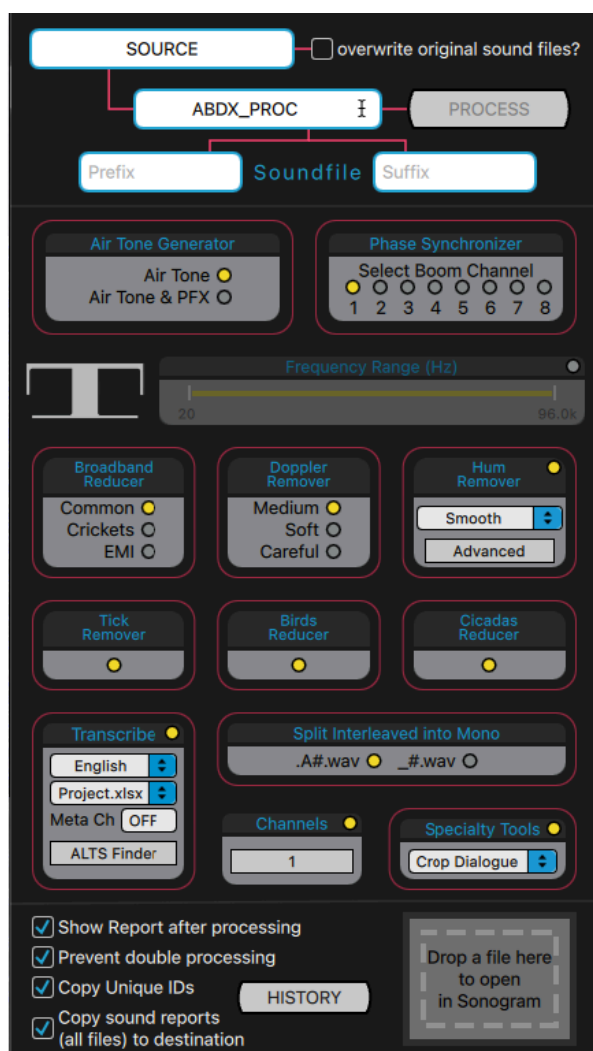
If your iLok is disconnected from the internet during the automatic renewal period, it may fail to renew, resulting in your Absentia subscription not being updated on your physical iLok. To refresh your license manually, simply connect your iLok and synchronize it using the iLok License Manager.



## How to use Absentia DX

Absentia DX (ABDX) offers powerful methods for transforming audio, providing exceptional flexibility tailored to each project. Whether focusing on specific scenes, managing entire sound rolls, assembling dialog, or refining final cut tracks before the mixing stage, the workflow can be expertly adjusted to meet deadlines and harness the full potential of the computer.

The Plug-In is packed with an extensive suite of tools from the Standalone app. Certain tools excel in batch processing mode with the Standalone application, while others deliver outstanding results during the editing or mixing phases in Pro Tools.



**\*\*Getting Started:\*\***

1. Activate the essential processing tools.
2. Designate a Destination folder for the processed files.
3. Select a Source folder or easily drag and drop files to begin the processing.

**\*\*How to Process Files:\*\***

To begin processing, simply drag and drop volumes, folders, or sound files directly onto the application or the settings window.

A progress window for Absentia DX will appear, showing the number of sound files in the queue and the status of each file being processed simultaneously. You can also drag and drop additional files to add to the queue.



*To safely process all the production sound rolls, use Hum Remover (Smooth) + Tick Remover, which guarantees no artifacts in most cases.*

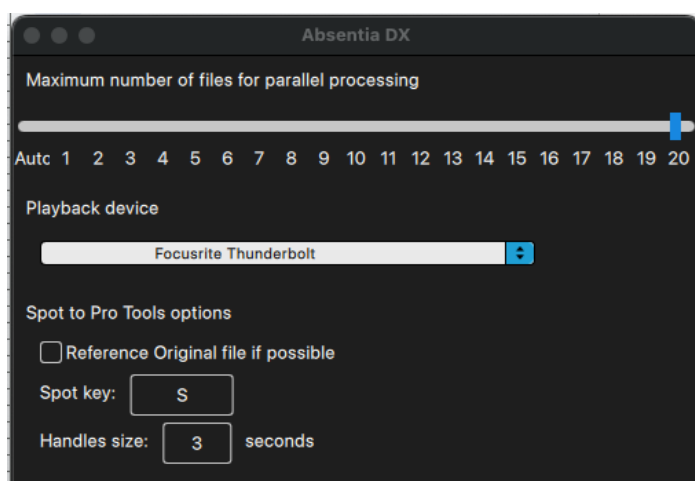
## **\*\*Metadata\*\***

Files processed by ABDX retain the full metadata of the original files, allowing for easy swapping between original and ABDX files.

## **Menus**

### **Absentia DX > Preferences... (Cmd+,)**

**Parallel Processing:** Control the number of simultaneously processed files. Choosing “Auto” ensures optimal performance. Set a lower value if you need more CPU for other applications.



**Playback Device:** Choose a specific audio device for Alts Finder and Sonogram Player

**Spot to Pro Tools options:**  
More information about this in the [Transcribe & Alts Finder section](#)

## **Settings Menu**

**Presets:** Create, recall, or delete your current presets for all tools.

## **Help Menu**

**Manual (Online):** Access this Manual via the link.

**Update:** Check Daily or select Check Now to find new versions of Absentia DX.

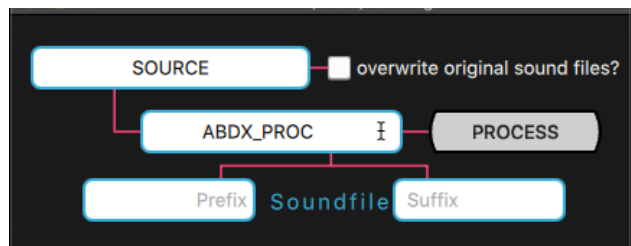
**Deactivate License Key:** Disable your server license to transfer it to another machine. The Absentia DX Server key supports two seats, meaning you'll need to deactivate and reactivate it to shift it to a third machine.

\*\*\*For users who frequently change licenses between machines, the iLok option is recommended, allowing storage of a license on an iLok key.

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## ABDX Settings Window

### Path Settings



**Source Folder:** The most straightforward way to begin processing a folder is by dragging and dropping it directly onto the application. Alternatively, you can click 'SOURCE' to manually choose the source folder or volume for processing.

**Destination Folder:** Click on “ABDX\_PROC” to select a specific output folder. By default, ABDX files will be created using the same path as the source file(s).

**Prefix:** This will add text to the beginning of the processed sound file name in the Destination.

**Suffix:** This will add text to the end of the processed sound file name in the Destination.

**Overwrite Original Sound Files:** Absentia DX will overwrite your original sound files if this checkbox is selected. Your Destination Folder will become grayed out and deactivated.

**Note:** We recommend keeping a backup of your original files.



## Background Noise Tools

### - Hum Remover

The 'Hum Remover' is the flagship tool of Absentia DX, widely regarded as essential for editors. While Absentia DX provides a suite of powerful tools, the 'Hum Remover' stands out as the most popular and trusted feature.

**Smooth:** Conservative removal of hums and wireless rings. *It is safe to use in batch processing.*

**Strong:** Aggressive removal of hums and wireless rings.

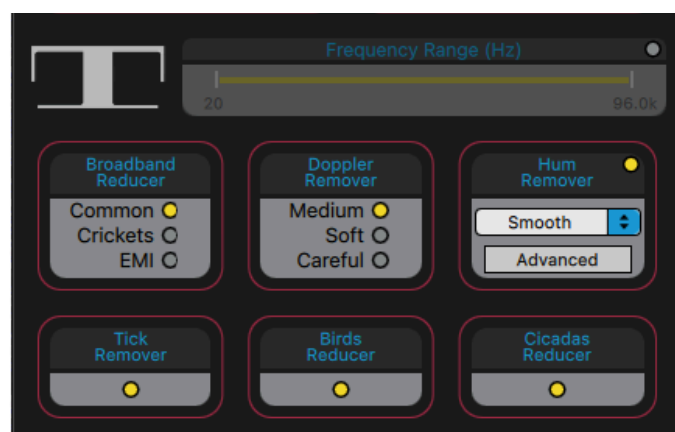
**Tight:** Tighter (closer to dialogue) removal of hums and wireless rings.

**Electric Engines:** Removes hum from cameras, generators, and projectors.

**EMI Smooth\***: Conservative removal of hum produced by electromagnetic field interference, such as Radio or Transmitters.

**EMI Strong\***: Aggressive removal of hum produced by electromagnetic field interference, such as Radio or Transmitters.

**Smooth Under Dialog:** Conservative removal of hums, focused on the low end that overlaps dialog fundamentals.



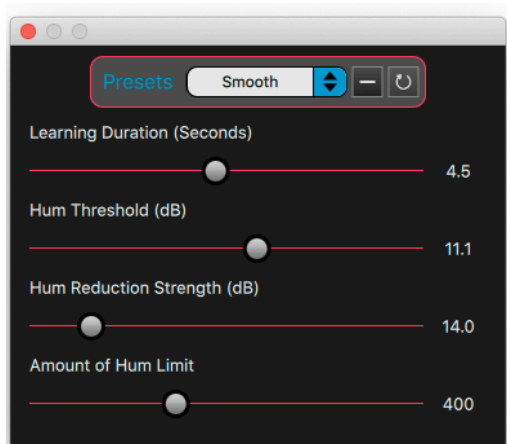
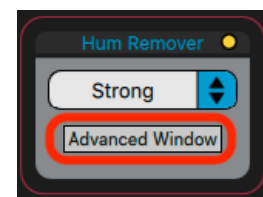
*\*This tool goes deeper than standard HR and closer to dialogue. Use it discreetly, as it may modify the voice.*

### Hum Remover Advanced Window

Click on the "Advanced Window" button.

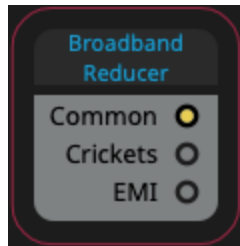
*Warning: Absentia DX was designed never to affect dialogue.*

*Advanced Settings can damage dialogue, so be cautious and do not over-process.*



**Presets:** In this menu, you'll see the default presets. The "-" button removes presets. If you modify a setting, a "+" button creates a new preset. **Learning Duration (Seconds):** Increase this to create a longer hum model for analysis. Be aware that a high value can affect dialogue. **Hum Threshold (dB):** Decrease this to capture quieter hums. **Hum Reduction Strength (dB):** Increase this to filter deeper hums. Be mindful that a high value can affect dialogue. **Amount of Hum Limit:** Increase this to capture shorter and quieter hums. Be cautious that a high value can affect dialogue.

## Broadband Reducer



**Common:** Identifies smaller noise peaks and employs the Smooth algorithm to reduce them. (Deeper processing)

**Crickets:** Eliminates background crickets and can also remove high-pitched whirring sounds. It operates within a range of 2 kHz to 22 kHz. *Skips the Range Selector (Hz) setting, even if it's enabled.*

**EMI:** Comparable to the Crickets preset but functions across the full range.

## Doppler Remover



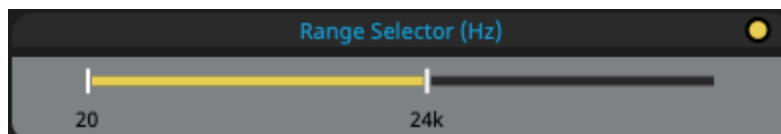
It eliminates hums and whistles that create tonal variations, similar to a plane flying by. It also addresses hums with pitch-changing conditions that Hum Remover overlooks. Three presets are available.

## Birds and Cicadas Reducer



Bird chirps and cicada reduction tools for these specific unwanted sounds from the background while preserving the dialogue.

## Range Selector



Limit the frequency range in which you want the **Hum Remover** and **Broadband Reducer** modules to operate. Double-click on the frequency numbers to enter a value manually. This can be beneficial when processing sound effects if you want to prevent certain parts of the spectrum from being altered or modified.

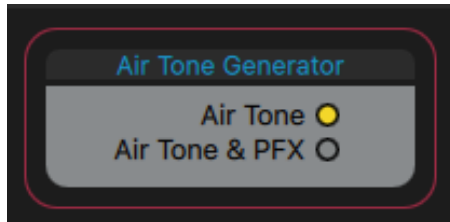
*\*The range selector does not work with the Broadband Reducer Crickets preset.*

## Dialog Editing Tools

### Air Tone Generator

We redesigned the old Air Tone Generator and retained two main presets.

The Air Tone Generator is ideal for creating ADR fills or an M&E international mix.

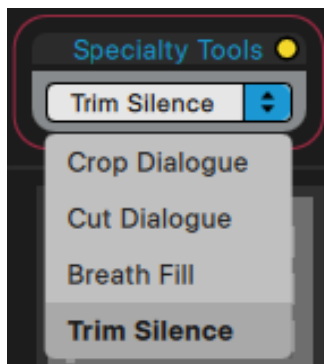


**Air Tone:** This preset replaces the dialogue and production effects (PFX) with room tone generated from nearby areas.

**Air Tone & PFX:** This preset replaces only the dialogue, leaving the production effects and the actors' movements unchanged.

### Specialty Tools

Experimental tools for specific needs beyond the standard DX Cut and Mixing.



**Crop Dialogue:** Remove the silent gaps between dialogue while keeping voices, breaths, and production effects untouched.

**Cut Dialogue:** This technique eliminates the dialogue, resulting in a shorter clip. It can also generate a room tone clip from a Boom track.

**Breath Fill:** Replace faint breaths with room tone.

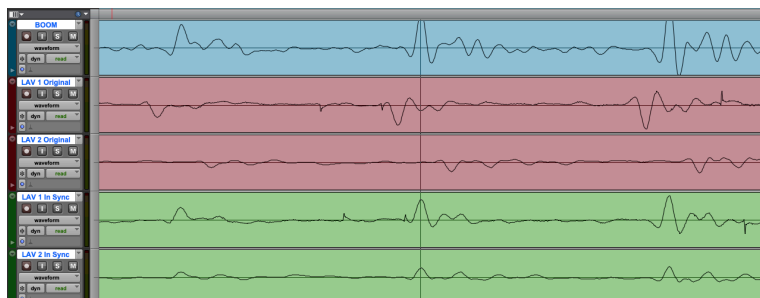
**Trim Silence:** Remove the gaps between dialogue to make a compilation.

The Air Tone Generator and Specialty tools are optimized for Apple Silicon processors.

### Phase Synchronizer

Select the Master channel and synchronize the other channels to it.

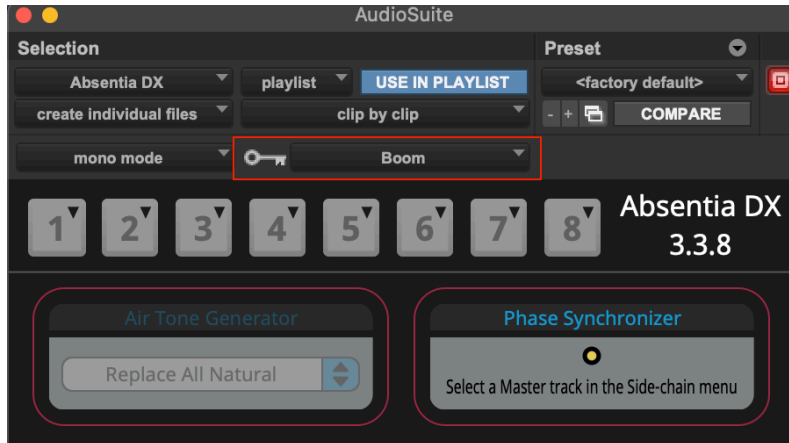
Then, cut the Boom and Lavalier together without any phasing cancellation issues.



Comparative view of the **waveform phase synchronization** for a Boom + 2 LAV mics

Boom Waveform (Blue), Unaligned LAV tracks (Red), Aligned LAV tracks (Green).

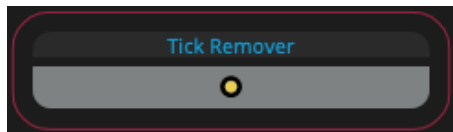
**Phase Synchronizer in Pro Tools:** Set a master track (from the side-chain selector), then select the clip to be aligned to that master. Click the Render button to process.



### Important note

The Phase Synchronizer plug-in should be set to “mono mode” and “clip by clip” to preserve clip handles, fades, and metadata. Phase Synchronizer can correct offsets of up to 85 ms.

### Tick Remover



Eliminates ticks, leaving a clearer dialog.

### Split Interleaved into Mono (only for the Standalone):



This feature splits a polyphonic .wav files into multiple mono .wav files.

Two distinct naming options are available based on user needs.

xxx.A1.wav	xxx_1.wav
xxx.A2.wav	xxx_2.wav
xxx.A3.wav	xxx_3.wav

## ID Generator

**ID generator** streamlines the process of stamping dailies with IDs before making a DX assembly. It prints SMPTE ID into WAV metadata in a batch process. That ID is then used to match the files in a session on a different machine. [Check the Tutorial Video](#)

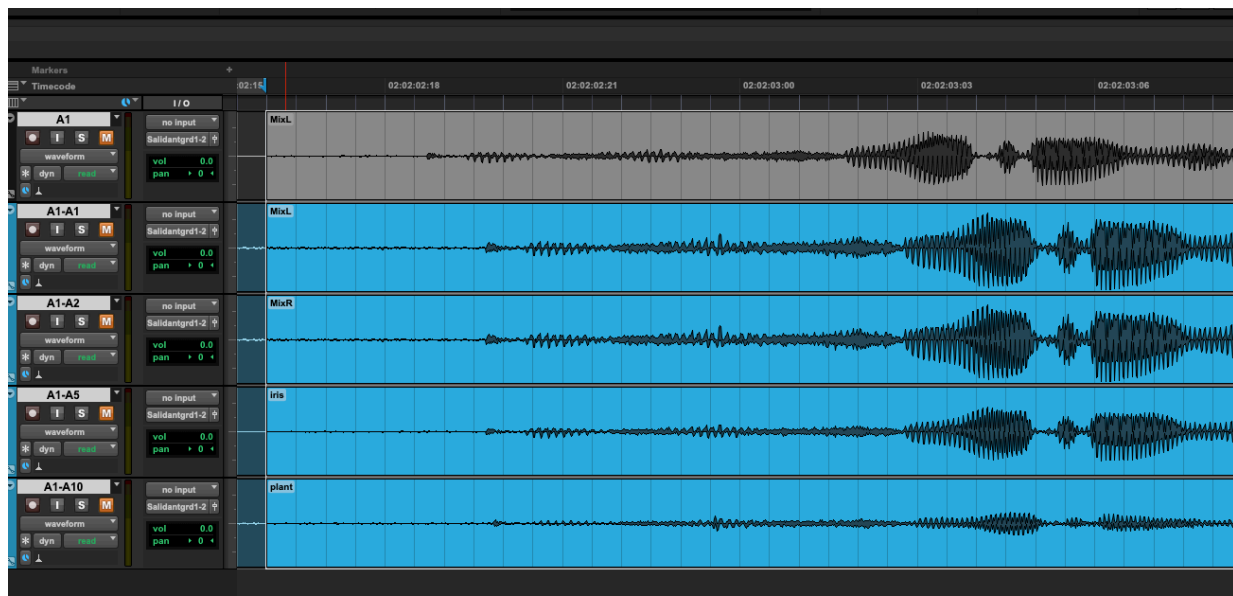
## Assembly Fix Sync

**Assembly Fix Sync (AFS)** saves time on Dialogue Assemblies by correcting the offset between AAF clips and the corresponding assembled multichannel tracks in Pro Tools.

*\*AFS is only available as an AAX plug-in on Mac OS 10.14 or higher.*

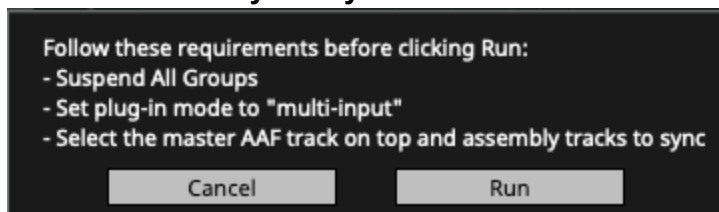
[Check the Tutorial Video](#)

Select the master AAF track along with the expanded assembly channels.



The master track should be positioned at the top, with the next track being the one from the assembly that will be used for comparison. This can be the Mix channel or any other channel.

Click the **Assembly Fix Sync** button and ensure the requirements are satisfied.



AFS determines the offset between the top track waveform and the subsequent track waveform, then applies that offset to the entire assembly. The offset is calculated with sample accuracy.

*\*Please refrain from using the mouse or keyboard while AFS is running.\**

*\*The maximum offset that AFS can detect is 2 seconds.\**

After completing the A1 set, repeat the process for the A2, A3, and A4 sets.

## Transcribe & Alts Finder

**Transcribe** converts audio into text and creates searchable databases of the sound rushes or the ADR recordings. These databases are used by **Alts Finder**, a tool that quickly locates alternative takes and exports them into Pro Tools. A task that used to be time-consuming is now significantly faster and more efficient with **Alts Finder**, making it an essential tool for dialogue editing.

**Multi-language support:** Transcribe currently supports English, Spanish, German, French, Italian, Portuguese, Chinese, Japanese, Korean, Greek, Persian, Turkish, Hebrew, Hindi, Russian, Norwegian, Swedish, and Finnish.

The standard workflow is to set the language, choose “Project.xlsx”, and then drop a folder with the dailies. Absentia DX will transcribe all the dialogue into **Alts Finder**.

## Transcribe Settings



### Project / WaveFile

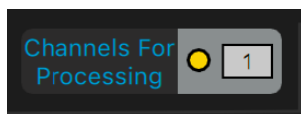
**Project:** Transcribe all wave files into a single database (.xlsx).

**WaveFile:** Transcribe a separate database for each wave file.

The databases are saved on the computer's Desktop

**Meta Ch:** Use this setting if you need to embed transcriptions into WAV file metadata. Apps like iZotope RX, Adobe Audition, or TwistedWave display the text above the waveform for quick reference. While not essential for DX editing, it's useful for podcasts or interviews.

*Note: This option generates new dailies with embedded transcriptions in the destination folder, significantly increasing processing time as WAV files are created. When this setting is turned OFF, Transcribe operates much faster, producing only an xlsx database on the Desktop.*



### Channels for Processing:

Enable this checkbox to specify which channel/s are transcribed into the XLS file. Disable it to process ALL channels.

Dropping multiple WAV files will continue populating the same “Project.xlsx” file. To initiate a new Project, simply rename, move, or delete the file from the Desktop.

*Transcribe is the **only tool not supported on Intel machines**, as it is optimized for ARM processors, like Apple's Silicon processors. That said, users can transcribe the dailies on a Silicon Mac and then use that database for **Alts Finder on an Intel machine**. Alts Finder features a **Relink** option for users who transcribe dailies on one computer and then utilize the database on another machine.*

[Check the complete Tutorial video about Transcribe & Alts Finder](#)

## ALTS finder

**Search** for alternative lines, words, or expressions.

**Playback** and compare multiple takes.

**Send** the selected ones to Pro Tools.

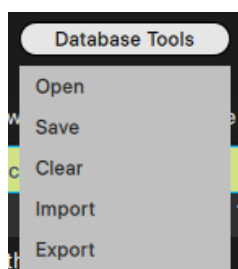
Click the **ALTS finder** button in the Transcribe box to open it.



Database Tools					
Preview					
Spot to Pro Tools					
Line (S) Original (O)					
Found: 67,865 records / 317 wav files					
Transcription	Scene	Take	Character	Channel	File Path
Sure, that's great.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Okay, so that's good.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Who's your 40 tank?	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Take one, Apple Mark.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Take a mark.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
You good? - Yeah.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Set, ready, and action.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
(grunting)	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Okay, come on, beautiful, very, very good.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
(clapping)	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
All right, rough side, rough side, rough side.	3-40T	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Who's your 40 tank?	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Take one, Apple Mark.	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Take a mark.	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
You good? - Yeah.	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Set, ready, and action.	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
(grunting)	3-40T	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ

The database is filled with xlsx spreadsheets generated by **Transcribe**.

## Database Management Functions



**Open** - Clears loaded databases to open a new one from scratch.

**Save** - Saves an open and modified database.

**Clear** - Removes all loaded databases.

**Import** - Appends imported records to the existing loaded data.

**Export** - Functions like a Save As. If the user imports two or more databases, this feature can combine them into a single exported xlsx file.

*Note: Dropping databases into Alts Finder will work as an Import.*

## How to search for Alts?

Use the column headers to filter by Transcription, Scene, Take, Character, or Path.

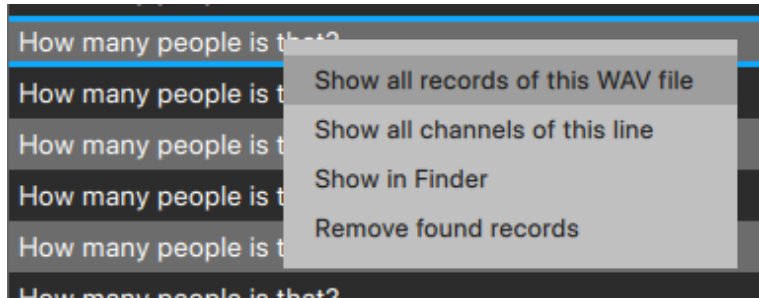
Database Tools					
Preview					
Spot to Pro Tools					
Line (S) Original (O)					
Found: 5 in 67,865 records					
Transcription	Scene	Take	Character	Channel	File Path
how would he	39				
But how would she survive?	3-39B	t1	BILLIE PLANT	6	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Wait. But how would she survive?	3-39B	t1	ERIC	5	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Wait, but how would she survive?	3-39B	t1	BILLIE	4	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Wait, but how would she survive?	3-39B	t1	BOOM 1	2	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ
Wait. But how would she survive?	3-39B	t1	MONO MIX	1	/Volumes/EXT02/_SHOWS/TRACKER/Season 2/203/1-SOUND ROLLS/TRA 203/2024-08-11_TRA038.AAN/ZJ

*The count of found and total records is displayed in the top right corner.*

*Tip: Enter a short portion of a line to search (instead of the entire line).*

*The same line can be transcribed differently across takes (I'm vs I am, or He's vs his).*





Right-clicking on a record deploys this contextual menu with additional options.

### Search Shortcuts

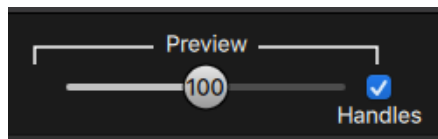
**Cmd+F**: Clear all headers and place the cursor in the Transcription field.

**Cmd+Opt+F**: Move the cursor to the Transcription field without clearing.

**Esc**: Cancel the search and display all records.

### Playback

. Click any record to play that line, or press the spacebar to start or stop. Use the arrow keys to navigate within the search results.



### Volume Control

Adjust the playback volume from 0% to 200%.

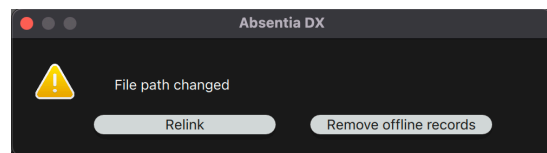
*(may be helpful for dailies recorded at a low gain.)*

**Playback Handles**: When enabled, this feature adds 3-second handles before and after lines, which is helpful for lines that have delayed starts or abrupt endings.

### Relinking files

Database files (.xlsx) can be used on different machines. When playing files on a new machine, relink prompt will appear. Click **Relink** to locate the dailies folder, and the system will automatically scan and relink your files.

After scanning, use **Remove offline records** to clear any unlinked entries.



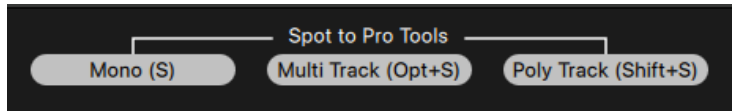
a

### Additional shortcuts:

Pressing **Cmd+R** will open Finder to show the file with that line. (**Show in Finder**)

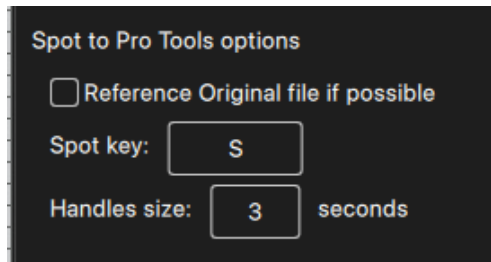


## Spot to Pro Tools



Alts Finder offers **three spotting methods**.

combined with these customizable preferences (Cmd+,)



The spot key can be changed to a custom one.

The handle's length is also customizable (0 to 60 seconds)

[Check the Spot to Pro Tools demo video](#)

### Mono Spotting (S)

Exports the selected line/mic to a mono track in Pro Tools

Behavior depends on the **Reference Original** Preferences:

- Checked: Links to source file (full handles, no media is created, swap channels in Pro Tools)
- Unchecked: Creates a new file in the Audio Files folder (custom handles)

### Multi Track Spotting (Opt+S)

Exports all channels of the selected record into separate mono tracks in Pro Tools

Unfortunately, it is not possible to reference the Original in this mode, so it always creates new files (custom handle length)

*Pro Tip: To get multitrack full handles, first spot to polytrack, and then move clips to mono tracks*

### Poly Track Spotting (Shift+S)

Exports all channels of the selected record into a poly track (multichannel) in Pro Tools

Behavior depends on the **Reference Original** Preferences:

- Checked: Links to source file (full handles, no media is created)
- Unchecked: Creates a new file in the Audio Files folder (custom handles)

*Note: Tracks must be created in Pro Tools before spotting.*

## Spot to WAV file

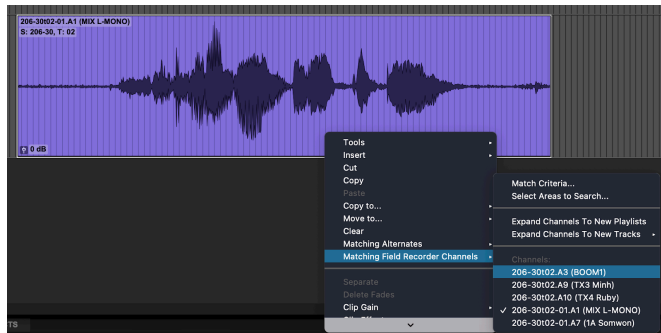
Exports a selected line directly to a WAV file. Ideal for **Windows users**, since Spot to Pro Tools relies on AppleScript and is only available on macOS. This feature works with the same three spotting modes (S, Opt+S, Shift+S), even if a Pro Tools session is opened. It's also a great option for users working in other DAWs such as Nuendo.

*Note: Spot to WAV won't work if "Reference Original file if possible" is enabled, as it will simply reveal the file in Finder. To use this feature properly, make sure to disable that checkbox first.*

*Note for Mac users: If a Pro Tools session is open, these spotting commands (S, Opt+S, Shift+S) will trigger Spot to Pro Tools. To export WAV files instead, make sure Pro Tools is closed before using these commands.*

## Choosing a Transcription Method

**Transcribe only the Mix Channel:** Opt to transcribe the Mix channel only if you want to save time, especially with multi-channel recordings. A six-channel roll will transcribe approximately six times faster. However, Alts Finder can **only playback that channel, not separate ISOs**. When spotting with Reference Original enabled, editors can switch between channels using "Matching Alternates" in Pro Tools Studio or "Field Recorder Guide Track" in Pro Tools Ultimate.



*Note: Pro Tools always places the Mix channel when referencing the original file, so the editor must switch channels after spotting.*

**Transcribe ALL Channels:** Transcribing all channels from the dailies allows for playback and spotting any channel. This is very useful for previewing Lav mic lines, although this prolongs transcription time. All channels in Alts Finder could result in faster cutting, with Reference Original disabled and short handles. Swapping channels is not needed.

### GPU Acceleration (v3.4.5+)

**Mac Studio M1 Ultra (20 CPU - 48 GPU) Mac OS 14.7.2**

**v3.4.5 / 10GB dailies folder Transcribe CH1 (only XLS) = 02:10 minutes**

**V3.4.4 / 10GB dailies folder Transcribe CH1 (only XLS) = 12:42 minutes**

**V3.4.5 is 6x faster**

**Mac Mini M2 Pro (12 CPU - 19 GPU) Mac OS 15.3.2**

**v3.4.5 / 10GB dailies folder Transcribe CH1 (only XLS) = 02:55 minutes**

**V3.4.4 / 10GB dailies folder Transcribe CH1 (only XLS) = 18:02 minutes**

**V3.4.5 is 6x faster**

**Mac Mini M1 (8 CPU - 8 GPU) Mac OS 12.6.1**

**v3.4.5 / 10GB dailies folder Transcribe CH1 (only XLS) = 07:58 minutes**

**V3.4.4 / 10GB dailies folder Transcribe CH1 (only XLS) = 37:34 minutes**

**V3.4.5 is 5x faster**

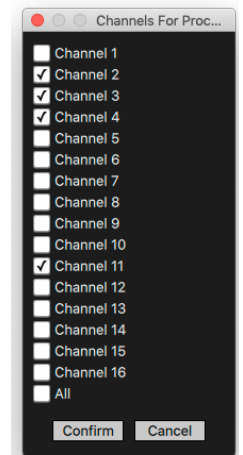
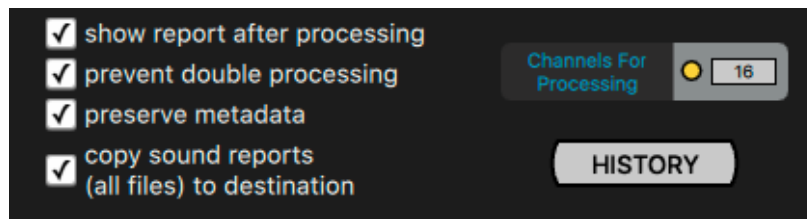
*Transcribe now utilizes GPU processing, delivering significantly faster performance.*

*This optimization makes multi-channel transcription more efficient than ever.*

### v3.4.5 benchmark tests

*\* The overall speed is improved when Transcribe is used independently of other ABDX tools.*

## General Settings



**Channels for Processing:** To speed up processing, select individual channels from a poly WAV file. Unselected channels will be ignored. When this box is disabled, it will process ALL channels by default.

**Show Report after processing:** After processing your sound files, a sortable report will display all the processed files along with any error reports.

**Prevent double processing:** Sometimes, tracking processing can be challenging, so we've added metadata to prevent re-processing files. If a file has already been processed, you'll see that notification in the report displayed after processing.

**Copy Unique IDs:** The processed files include copies of the Pro Tools UniqueID and the SMPTE ID.

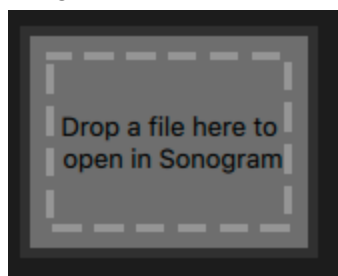
**Copy Sound Reports (all files) to Destination:** when dropping a folder with all the dailies, it copies each folder sound report to the Destination corresponding folder.

**History:** Opens the history pane, which offers a spreadsheet of processed files, settings, errors, paths, and status.

## Sonogram Player

The sonogram window displays a spectral view of the source and processed files (or any WAV file), enabling users to compare them and observe the cleaning done by Absentia. Additionally, it features a sound player for listening to the differences and allows individual channel playback.

The Sonogram window opens by dragging and dropping the files into the sonogram box or clicking the “Sonogram” button in the history pane report to view the spectrum of processed and original files.



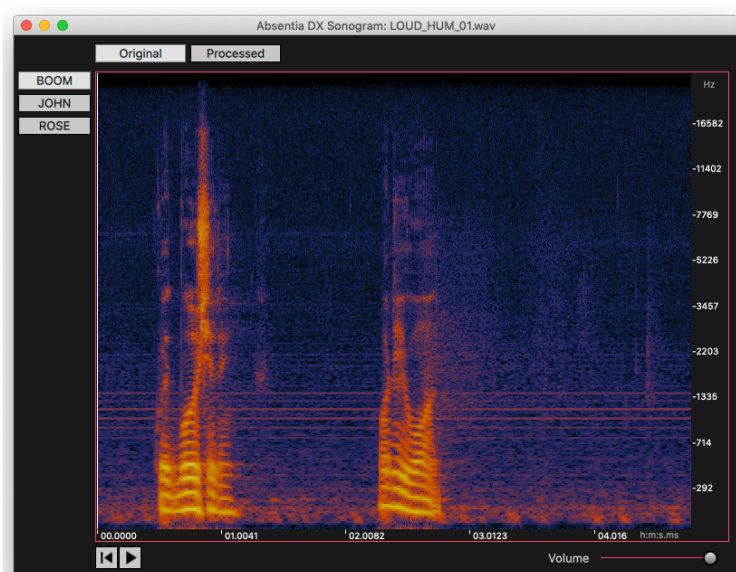
Hum Remover	Channels	Range (Hz)		Original File
Done	All	Full	Sonogram	/Volumes/W
Done	All	Full	Sonogram	/Volumes/W

**Multi-Channel Spectrum:** Check the spectrum channel by channel for a poly WAV file.

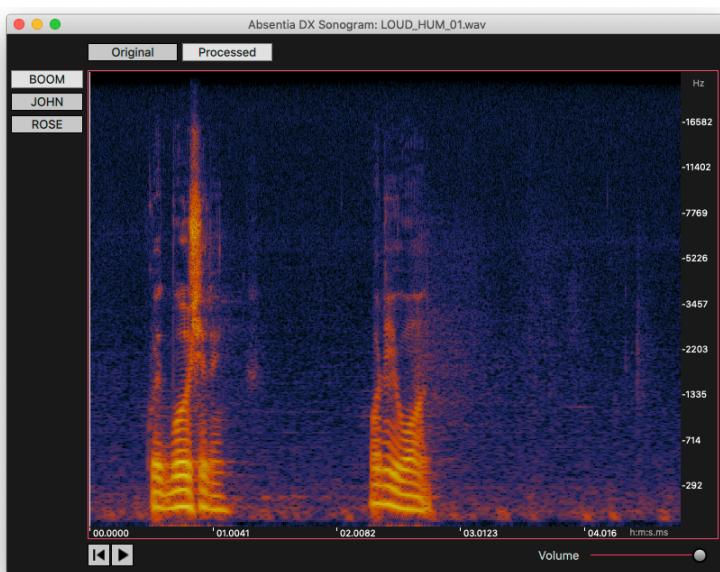
**Read the Channel Name metadata** to identify which microphone is being displayed.

**Compare different versions of the same clip.** Drop several versions of the clip to see and hear the differences, then choose the best one.

### Original



### Processed

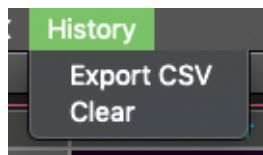


## History Pane

Click the History button in the settings window to view a detailed report of the processing history.

Absentia DX											
Date & time	Hum Remover	Doppler Remover	Intermittent Remover	Broadband Reducer	Tick Remover	Air Tone Generator	Phase Synchronizer	Split...	Cha...	Rang...	
2020-07-30 12:53:13	Done								All	Full	Sonogram
2020-07-30 12:53:13	Done								All	Full	Sonogram
2020-07-30 12:53:33		Done							All	Full	Sonogram
2020-07-30 12:53:34		Done							All	Full	Sonogram
2020-07-30 12:53:39										Full	Sonogram
2020-07-30 12:53:39										Full	Sonogram
2020-07-30 12:53:47				Done					All	Full	Sonogram
2020-07-30 12:53:52				Done					All	Full	Sonogram
2020-07-30 12:53:59					Done				All	Full	Sonogram
2020-07-30 12:53:59					Done				All	Full	Sonogram
2020-07-30 12:54:05								None	All	Full	Sonogram
2020-07-30 12:54:05								None	All	Full	Sonogram
2020-07-30 12:54:16								Done	All	Full	Sonogram
2020-07-30 12:54:17								Done	All	Full	Sonogram
2020-07-30 12:54:26						Done			All	Full	Sonogram
2020-07-30 12:57:34	Done						Done	Done	All	Full	Sonogram
2020-07-30 12:59:27	Done						Done	Done	All	Full	Sonogram

**History Menu:** Export a CSV file of the history report or clear the history.



## Status Messages

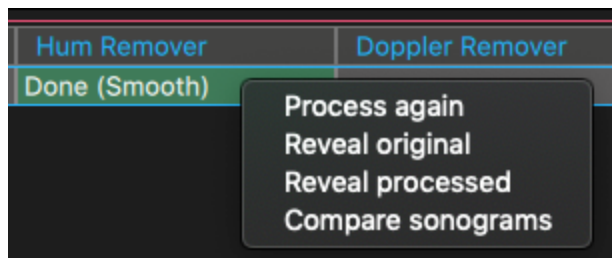
**Done:** Processing completed successfully.

**Processed:** File was previously processed and skipped.

**Canceled:** The user canceled the file processing.

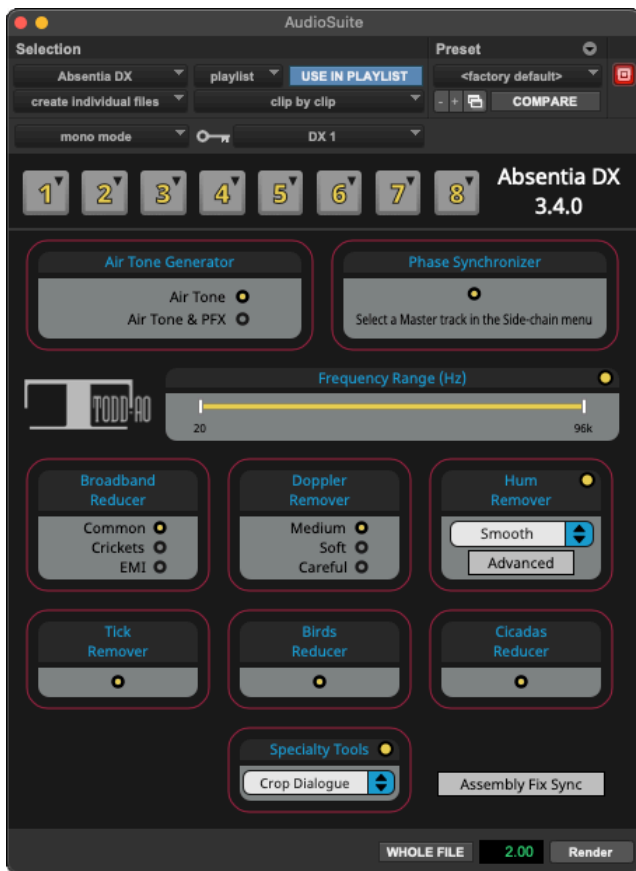
**None:** Files that have been analyzed and discarded from processing.

**Error:** Hover over the error box to view the issue description.



Right-click on each record to  
 “Process Again,”  
 “Reveal Original”,  
 “Reveal Processed”, or  
 “Compare Sonograms”

## The Absentia DX Plug-In



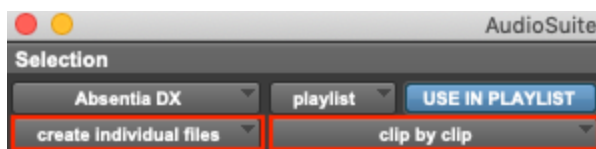
The **ABDX Plug-in** integrates the library from the Standalone app, offering all the essential tools for working with clips in the Pro Tools timeline.

Select one or more audio clips, choose the desired process from the **plug-in window**, and click the **Render** button to initiate processing.

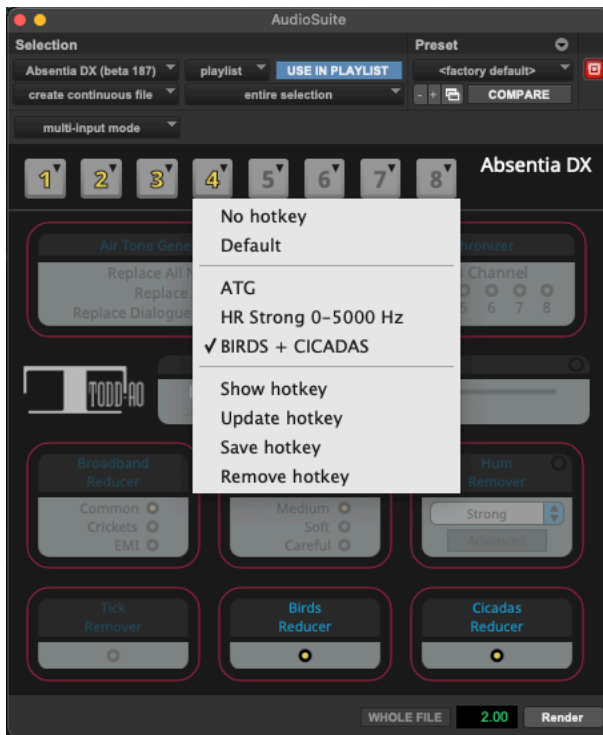
## Workflow

*We recommend performing an initial pass with the Absentia DX Standalone application before cutting. Process all sound rolls with the Hum Remover (Smooth) and Tick Remover. This method ensures no dialogue is affected and provides a cleaner starting point for the dailies.*

Later, apply the Pro Tools plug-in for enhanced processing during dialogue editing or mixing. Select a damaged clip (or multiple clips), pick an Absentia tool from the plug-in window, and then click the **Render** button.



To process multiple clips within a track or retain fades and edits after processing, adjust the plug-in settings to "create individual files" and "clip by clip," similar to other AAX plug-ins.



## The Plug-In Hotkeys

The AAX plug-in features eight customizable "Hotkeys" buttons at the top of the interface.

These hotkeys provide the following functionalities:

- Save and recall the enable/disable state of tools
- Apply "Render" when clicked
- Synchronize with external devices (e.g., StreamDeck keyboard)

### To configure a hotkey:

1. Click the top-right corner of the button to access settings.
2. Use the displayed menu to manage and configure the hotkey.

### Hotkey status indicators:

Yellow: A preset is associated with the hotkey.

Grey: No preset is associated with the hotkey.

Hotkeys streamline workflow by providing quick access to frequently used tool configurations and rendering options.



## FAQ · Troubleshooting

### - Can I process MP3 or AIFF files?

ABDX can handle various audio file formats, including WAV, AIFF, MP3, FLAC, and WMA.

### - Can I process 96 kHz WAV files or higher?

Yes, there are no limits on the sound file's sample rate or bit depth.

### - Can I batch process a large folder, such as 120GB?

Our standard benchmark is 40 GB in 6 hours on a 3.5 GHz i7 with an SSD, processing Hum Remover and Tick Remover.

### - What is the maximum number of channels that can be processed per file?

ABDX can handle poly-WAV files with up to 16 channels.

### - What happens when the source file is a multi-channel poly WAV (one file with several channels)? Does it apply the same processing to all the tracks, or does it analyze each track differently?

Absentia DX will analyze and process each channel separately when you drop a poly WAV.

### - My iLok subscription was renewed, but my iLok shows an expired license.

If your iLok is disconnected from the internet during the automatic renewal period, it may fail to renew, which means your Absentia subscription will not update on your physical iLok. To refresh your license manually, just connect your iLok and sync it using the iLok License Manager.

---

## Credits

Rob Nokes

Evgeny Globa

Luciano Del Zoppo

Augustine Pereira

Designer & Programmer

Testing and Analysis

E-Commerce

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