

Absentia DX™ is defined as “in the absence of dialog.”

Message from the Development Team

Our goal is to help make your work results better and get you home to your family and friends sooner. We believe that ABDX’s productivity and performance improvements with production dialog pay for itself quickly. Most importantly, we’re thankful to be helping out the sound community which we are a part of.

LATEST VERSION: 2.2.2

2.2.2 Release Notes:

Fix for a Windows 10 compatibility issue.

Fix for a Mac compatibility issue.

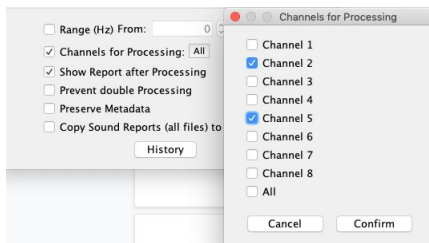
History conversion from previous versions enabled.

ABDX 2.2 Release Notes

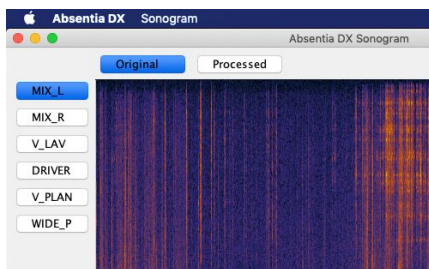
The new Absentia DX version comes with new features

#1 Introducing Air Tone Generator #NewTool, that creates roomtone fills for DX & ADR.

#2 New Hum Remover “Tight” preset removes hum closer to dialogue.



#3 New Channel Selector allows selecting single channels from poly-wav files to make the processing faster.

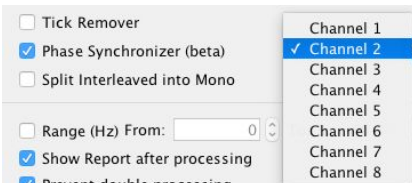


#4 Sonogram Player comes with new functions:

- See Multi-Channel wav files Spectrum
- Read Channel Name metadata
- Drag & Drop window
- Drag & Compare versions of the same clip

2.1.7 Older Release Notes

Introducing Phase Synchronizer #NewTool.



Synchronize your Lavalier mics to the Boom channel.

System Requirements

Apple OS X 10.7.3 or higher.

Windows 10, 8, 7, Vista, and Server (64 bits OS)

How to Install

1. First download the installer from our [website](#).

Win

2. Double click the “Absentia_DX_Installer.msi” and follow the Setup Wizard

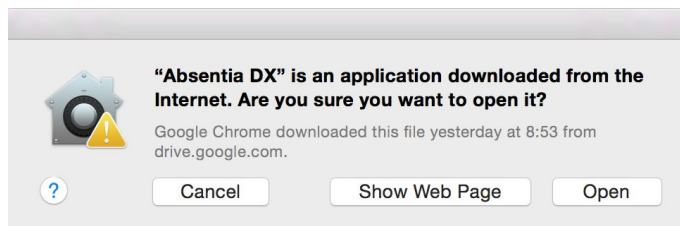
Mac

2. Double click the “Absentia_DX_Installer.dmg” to mount it.

3. Drag “Absentia DX” icon into your Applications folder.

4. Open “Absentia DX” from your Applications folder.

5.. You will be prompted with the below window, press **Open**.



6. If this fails, you may need to select "Security & Privacy" from the "System Preferences" window. Select the "General" tab, and select the lock in the lower left corner to **allow** changes. Enter your computer username and password, then select "Unlock." In the "**Allow apps downloaded from:**" section, select the radio button to the left of "Anywhere."

7. Once the standalone application opens, the AAX plug-in will be added to Pro Tools Plug-ins folder.

Mac & Win. Start Absentia and enter your License Key to activate the software, it will look something like this XX99-XXXX-XXX9-XXX9-9XX9-9XX9-99XX

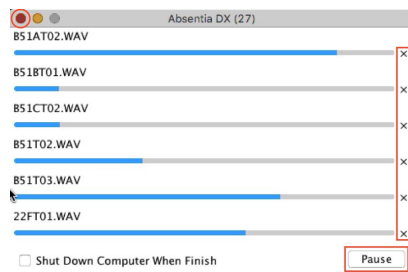
Helpful notes:

- *When updating the software your authorization stays active, so there is no need to enter your key again.*
- *If you need to move the software to another machine, you need to deactivate it first, by going to Settings/Deactivate License. After that you can activate it on a new machine.*

How to use Absentia DX

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

An Absentia DX progress window will appear, with the number of sound files queued, and below up to nine status bars of the files being simultaneously processed. You may drag and drop additional files to add to the queue.



In the bottom right corner of each status bar there is an “x” that will allow you to cancel an individual file from being processed. You may press the Pause button to pause all files, or the Close red icon on the top left to cancel the whole process.

METADATA

ABDX processed files retains full metadata of the original files, so you can easily swap the original files with ABDX files or vice versa.

Note: when splitting files, Unique ID is not kept as many split files would have the same ID


WORKFLOW


There are different methods of using ABDX, you may choose to use it on specific scenes, all sound rolls, on the dialog assembly, or on the final cut tracks before the mix stage. Many factors such as turnover schedule or computer speed, will determine which workflow is best for you.

Note: For batch processing all the production sound rolls, we recommend HR (Smooth) + Tick Remover, that guarantee no artifacts in most cases. We have tested this on all our TV shows.

Note: the ABDX algorithm was designed to work best with long sound files, we have however had success with short sound files typically found in assemblies or cut tracks.

Settings Window

Source Folder: Click the  icon to select the source folder or volume for processing.

Destination Folder: The default folder is “ABDX_ *version number*” this is where your ABDX files will be created. If this is empty the ABDX files will be created in the same path as the source file(s). To select a different path click .

Prefix: This will add text to the start of the newly created sound file name at the Destination.

Suffix: This will add text to the end of the newly created sound file name at the Destination.

Overwrite original sound files: if this checkbox is selected, Absentia DX will overwrite your original sound files. Your Destination Folder will become greyed out and inactivated.

Note: We recommend that you retain a backup of your original files.

Tools

Hum Remover (Strong): Aggressive removal of hums and wireless rings.

Hum Remover (Smooth): Conservative removal of hums and wireless rings.

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

Hum Remover (Electric Engines): Removes hum from camera, generators and projectors.

Hum Remover EMI (Smooth): Conservative removal of hum produced by Electro-Magnetic Field interference, such as Radio or Transmitters. *This tool goes deeper than standard HR and closer to dialogue. Use it discreetly as it may modify the voice.*

Hum Remover EMI (Strong): Aggressive removal of hum produced by Electro-Magnetic Field interference, such as Radio or Transmitters. *This tool goes deeper than standard HR and closer to dialogue. Use it discreetly as it may modify the voice.*

Doppler Remover (beta): Removes hum and whistle that presents tonal variation, like a plane whistling by. It also works for hum with pitch changing condition, that Hum Remover skips. Now presenting 2 presets. Soft mode is more conservative and protects the dialog. Medium mode goes a bit deeper.

Intermittent Remover (Crickets): Removes crickets in the background. It can also remove high end whirr. Works from 2 KHz to 22 KHz, and skip Range Setting (even if it's enabled)

Intermittent Remover (EMI): Similar to Crickets preset but works full range, and skip Range Setting (even if it's enabled)

Broadband Reducer: Finds smaller noise peaks, and uses the Smooth algorithm to reduce them. (deeper processing)

Note: Hum Remover Smooth mode is good for quiet recordings while Strong Mode is good for Loud Noisy Recordings. If you want to go deeper, you should try Broadband Reducer

Tick Remover: removal of ticks, that are clear of voice / dialog.

Air Tone Generator (beta): Replace dialogue with room-tone from nearby regions. (Please note it's on beta status, and it can be time consuming on long clips.)

Phase Synchronizer: Select the Boom channel, and synchronize all tracks to that master one. Then use Boom and Lavalier together without phasing cancellation issues. **** this tool is available only in the standalone mode*

Split Interleaved into Mono: if you are using a program like Titan for dialog assemblies you may need to work with single channel mono .wav files. This option will split single Polyphonic .wav files into multi-mono Polyphonic .wav files.

Frequency range: Limit the frequency range where you want Absentia to work on. This can be good when processing SFX, if you want some parts of the spectrum not to be touch or modified. **** Please note the range works only with Hum Remover and Broadband Remover modules.*

Channels for Processing: Selection of single channels of a poly-wav file, to make the processing faster. Non selected channels are skipped.

Show Report after processing: upon completion of processing of your sound files, a sortable report is displayed that shows all the files processed and reports of any errors.

Prevent double processing: sometimes it's hard to keep track of processing, so we've added metadata to processed files so that those same files are never processed twice. If a file was already processed you will see that notification in the Report displayed after processing.

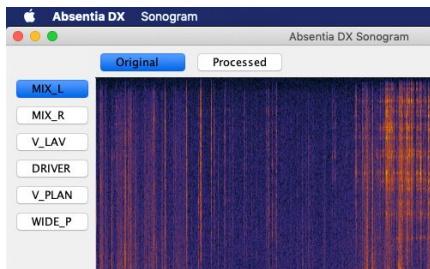
Preserve Metadata: copies the full metadata from the source to the processed file, including the complete ixml chunk (channel names) and Pro Tools UniqueID

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

Show Sonogram button: opens the new “Drop file to Show Sonogram” window.

History: provides an exportable history of processed files, settings, errors, and cancellations.

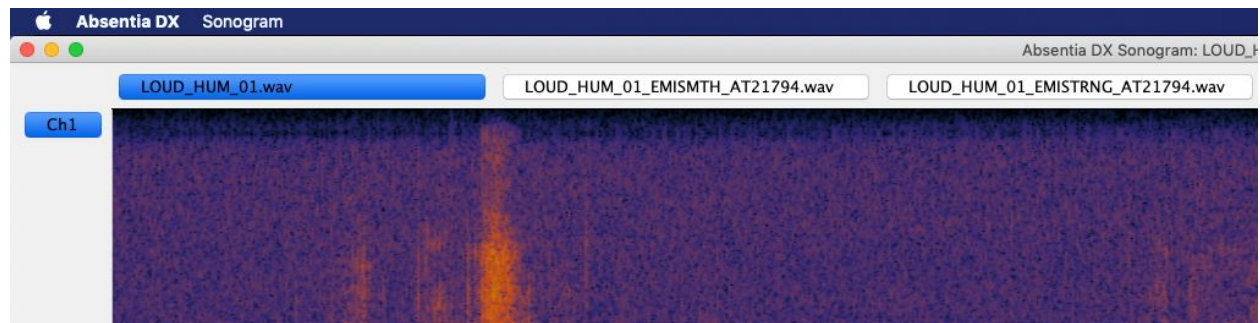
New Sonogram functions



Multi-Channel Spectrum: Check channel-by-channel Spectrum of a poly-wav

Read Channel Name metadata to know what microphone is being showed

Drag & Compare versions of the same clip Drop several versions (same length) of the same clip to see and hear each processing differences, and decide which is best



Drag & Drop window New “Show Sonogram” window to see the Spectrum of any file (not just Original/Processed)

Open it by clicking the **Show Sonogram** button

History Pane

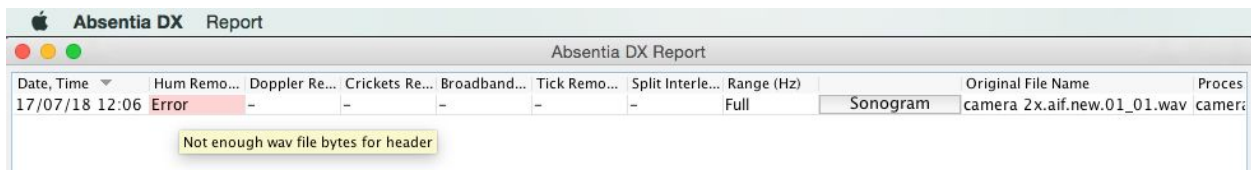
Sonogram button: It pops up a spectral view of the source/processed files, so you can easily compare them, and visually see the cleaning of Absentia. It also include a sound player to listen for the differences. You can also listen each channel separately.

Please note If you choose to overwrite the source file, it will show the processed only.

History Menu: Export a CSV file of the History report.

Right Click: Right clicking on each record offers options to “Process Again”, “Reveal Original”, “Reveal Processed”, or “Compare Sonograms”

Error: You can place the mouse over the error box to show the error message.



Settings Menu

Deactivate License: Removes your License Key from the current computer so that you can activate it on another one.

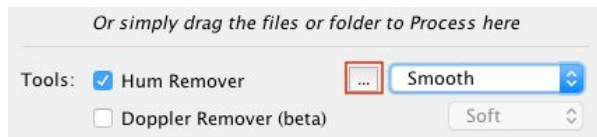
Parallel Processed: Limit the number of files processed at the same time. “Auto” guarantees the best performance. If you need to free CPU for other programs you can set a lower value.

File Format: ABDX can process many audio files format like WAV, AIFF, MP3, and WMA.

Trial Version Limit: You can start a 2-days trial of Absentia. Please note trial version only works with .WAV mono file, less than 60 seconds.

Hum Remover Advanced Window

Introducing Advanced settings for Hum Remover.



Click on the Options button to open the Advanced Settings pane.

Warning: Absentia DX was intended to never affect dialog.

Advanced Settings can damage dialog, be careful and do not over process.

Presets: In this menu you'll see the Default presets. If you modify a setting a + button will be available for you to create a new Preset.

Learning Duration (Seconds): Increase to make a longer hum model to analyze. Be aware that high value can affect dialog.

Hum Threshold (dB): Decrease to capture quieter hum.

Hum Reduction Strength (dB): Increase to filter deeper. Be aware that high value can affect dialog.

Amount of Hum Limit: Increase to capture shorter and quieter hum. Be aware that high value can affect dialog.

Note: Default Presets have other unseen and unmodifiable fixed settings.

PROCESSING SPEED

Examples of processing times for 1GB of production sound .wav files with ABDX:

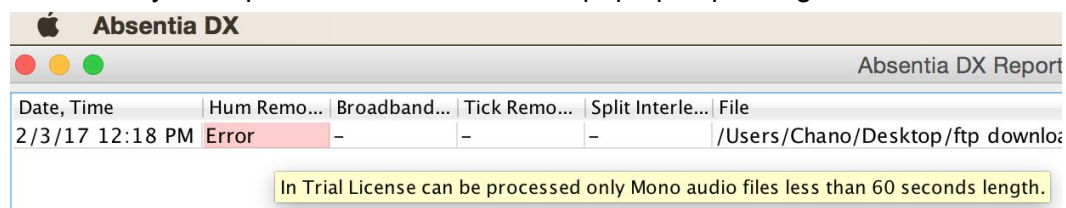
| Speed | Core | Ram | HR (Smooth) | HR (Smooth) + Tick Remover |
|---------|------|-------|-------------|----------------------------|
| 4 GHz | i7 | 64 GB | 04 Minutes | 10 minutes |
| 3.5 GHz | i7 | 32 GB | 05 Minutes | 14 minutes |
| 2.8 GHz | i5 | 8 GB | 12 Minutes | 26 minutes |

Note: Overnight we process 40GB for a tv show in 6 hours using HR (Smooth) + Tick Remover.

If your machine is not exclusively used to process files, you can reduce the number of files processing at the same time, in order to free CPU usage, by going to Settings/Parallel Processed

FAQ

- I am running the trial version and when I try to process a file I get an error on the pop up report
The trial version has a limitation and only works with mono files, up to 60 seconds long. Also note that if you step over the error a text will pop up explaining the error cause



- Can I process MP3 or AIFF files?

Yes, ABDX can process many sound files as WAV, AIFF, MP3, FLAC, or WMA.

- Can I process 96 KHz wav files or higher?

Yes, there is no limit for the sample rate or the bit depth of a sound file.

- Can I batch process a heavy folder, like 60GB?

Yes, our standard benchmark is 40 Gb in 6 hours on a 3.5 GHz i7 with an SSD drive, processing Hum Remover + Tick Remover

- What happen when the source file is a multi-channel polywav (1 file but many channels)?

Does it apply the same processing to all the tracks within, or does it analyse differently for each track?

When dropping a poly-wav Absentia will analyze and process each channel separately.

- I run Update Check and get the pop-up "Connection refused (Connection refused)"

- I manually download the update and when I run Absentia program starts & automatically quits.

This is a problem with your ISP (internet service provider) or internet device. Download the latest update from our [website](#). After that you need to do an offline Deactivation of your license (go offline & then Settings/Deactivate License). Run the downloaded installer and do an offline activation and the application will work now. At last, go online.

- Standalone App is opened, but every time I launch the plugin I get the red text error "Absentia DX app launched - please re-open the plugin"

Firewall Issue: Please note Absentia application and the associated Java process should be allowed in your firewall. This applies to both Mac and Windows.

Want to write a review of Absentia? Check this link

<https://www.g2crowd.com/products/todd-ao-absentia-dx-dialog-cleaning-software/contributor>

Credits

Rob Nokes

Evgeny Globa

Luciano Del Zoppo

Augustine Pereira

Lori Steele

Designer & Programmer

Testing and Analysis

E-Commerce

Administrative

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