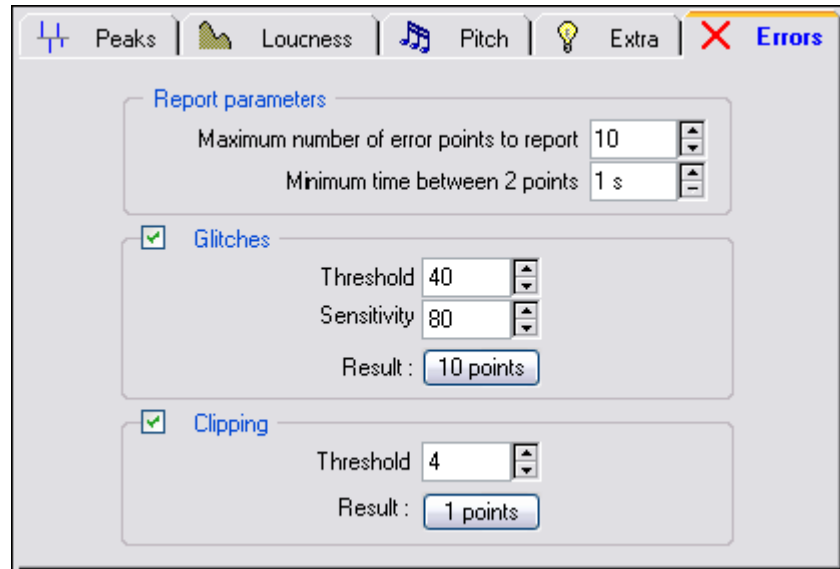


Wavelab 6: The Errors Tab

The Errors tab can be found in the Global Analysis window. A quick way to access the Global Analysis window is to select the “Y” key on your computer keyboard.



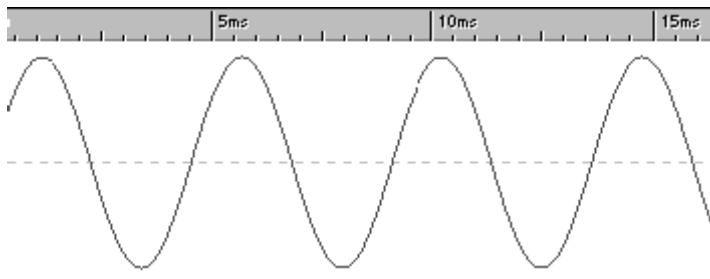
This tab actually reports two totally separate things:

- **Glitches**

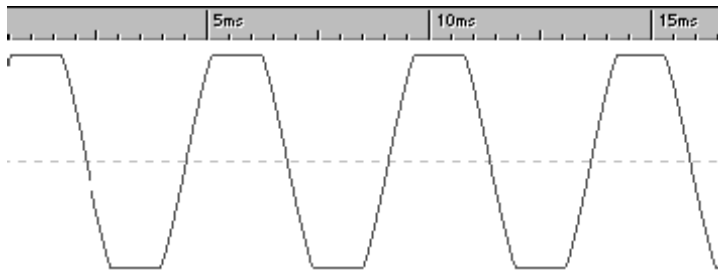
These are disruptions in the audio. Glitches may occur after problematic digital transfers, after careless editing, etc. They manifest themselves as “clicks” or “pops” in the audio.

- **Clipping**

A digital system has a finite number of levels that it can represent properly. When a sound has been recorded at too high a level or when digital processing has raised the level past what the system can handle, hard clipping occurs. This will be heard as a very harsh type of distortion.



A sine waveform before clipping.



A sine waveform after clipping..

Report parameters

“Maximum number...” and “Minimum time...” are the same as for the Peaks tab, see above.

Glitch parameters

- “Threshold” is a value for setting how drastic a change in level has to be reported as a glitch. The higher this value, the less sensitive the detection.
- “Sensitivity” is a length value. It represents the length of time that the waveform must exceed the threshold to be reported as a glitch. The higher this value, the less sensitive the detection. It is not 100% certain that the points found by the algorithm are real glitches. Please zoom in and play back to check whether the found points really indicate a problem.

Clipping parameters

The program checks for a number of consecutive samples at full value, to determine whether clipping has occurred. “Threshold” is a setting to determine the exact number of these consecutive samples which must occur for the program to report clipping.

Results

This reports the number of glitches and clipping instances that have been found.

Working with presets

As with effect processors you can create presets for all the settings in the dialog for quick recall.