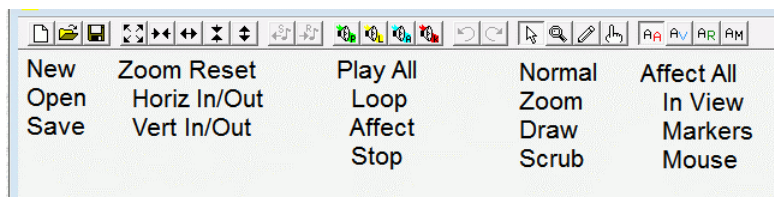


11.4: The Ever-Changing Flute

Now that you have the flute loaded, you can start having some fun. First off, notice what happens when the window is resized; the wave is scaled to fit the new window. You can zoom in and out in both the horizontal and vertical directions by using the four double-arrow buttons in the top toolbar. These change magnification by factors of two. Notice that as you zoom in, the slider knobs get progressively smaller. The knobs indicate how much of the wave you are presently looking at. You may also pan left, right, up, or down by using the single arrow buttons next to the scrollbars/sliders (panning is often referred to as scrolling). These will move your viewing position about 10% of the present view size. Note that when you pan, the position of the slider knob will change indicating which part of the wave is presently in view. You may also pan by dragging the slider's knob to a desired view location. By clicking in the slider area next to the knob, you can page through a wave. You will be looking at the next page or data frame of the wave. In other words, the right-most edge will now be on the left, or vice versa (likewise for top to bottom). Note that once you zoom in far enough, the wave will not be drawn in a filled in manner, but rather, like a single pencil line. When the wave looks like this, you're ready for micro-surgery!



Sometimes, you'd like to zoom in on a specific area, and the zoom buttons can be rather cumbersome. For this case, use the Zoom Box mode. Before using this, make sure that you are not already zoomed all the way in from using the Zoom In buttons. Simply click on the two Zoom Out buttons a couple of times. A very quick way of zooming out completely is to select the Show Full button (four diagonal outward arrows). To enter Zoom Box mode, hit the button with the magnifying glass on it (or select Mode/Zoom Box). The mouse pointer will turn into a small picture of a magnifying glass. The hot spot for this pointer is in the upper left (the reflection point). To use this, position the pointer near the area that you'd like to take a closer look at. Hold down the left mouse button and move the mouse over the area of interest (any direction). You should see an outline over the wave. This is the area that will be shown in the new view. Release the mouse button. In a moment the new view will be drawn. Before you proceed, return to Normal mode by selecting the pushbutton with the normal mouse arrow on it (or select Mode/Normal).

You now know the basics for moving around in a wave. This will be very helpful later on when you set loop points, do free hand drawing, or use any number of functions.

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