

4.11.7: Maximize (Scale to Full) and Undo

Let's dive right into a few functions. One very useful function is called Maximize (Scale to Full). This increases the wave to its maximum amplitude. Judicious use of this function can keep your noise floor at its minimum. Select Functions/Level Control/Maximize. Wrench will calculate just how much gain this wave needs for you, and then apply it. Since no further input is needed from you, no function dialog is displayed. While Wrench is figuring out the gain, the mouse pointer will turn into an hourglass symbol, indicating that the editor is busy. Wrench will also update a progress bar in the lower right corner of the main window. Once the calculations are completed, the new wave is drawn and the mouse pointer is reset. Also, the elapsed calculation time is given in the lower left corner of the main window. If you'd like, you may preview this sound by selecting the P button as before. Note that the flute sounds basically the same, it's simply louder.

If for some reason, you decided that you didn't like the results of this function, you could get back the previous wave by selecting the Undo button, which looks like a counterclockwise arrow (or by selecting File/Undo). Do this now. Note that the wave that existed right before the Maximize function was used has reappeared. It's as if the function was never used. For Undo to work, Backups must be enabled at startup (remember?) Note that the Undo can be undone. This will return the fully scaled wave. Do this by selecting Redo. Select Undo one more time to get back the original un-scaled wave.

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