

# HOW TO EDIT OUT SWEARIN' & CUSSIN' IN AUDACITY

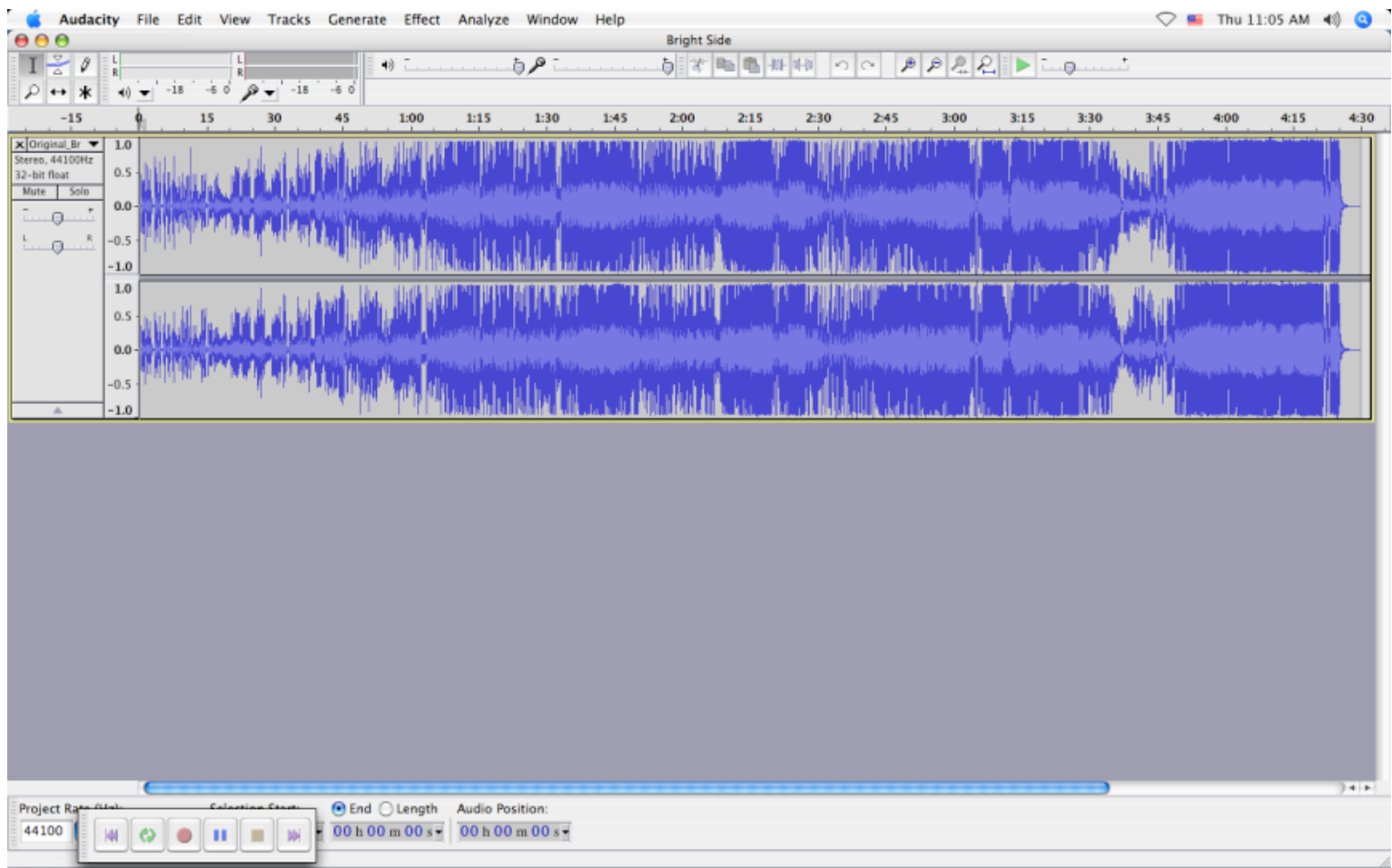
(July 29, 2010)

Audacity is a free, open source music editing program available for Macintosh, Windows and Linux computers. You can use it to edit out the parts of songs that you could get in trouble for playing.

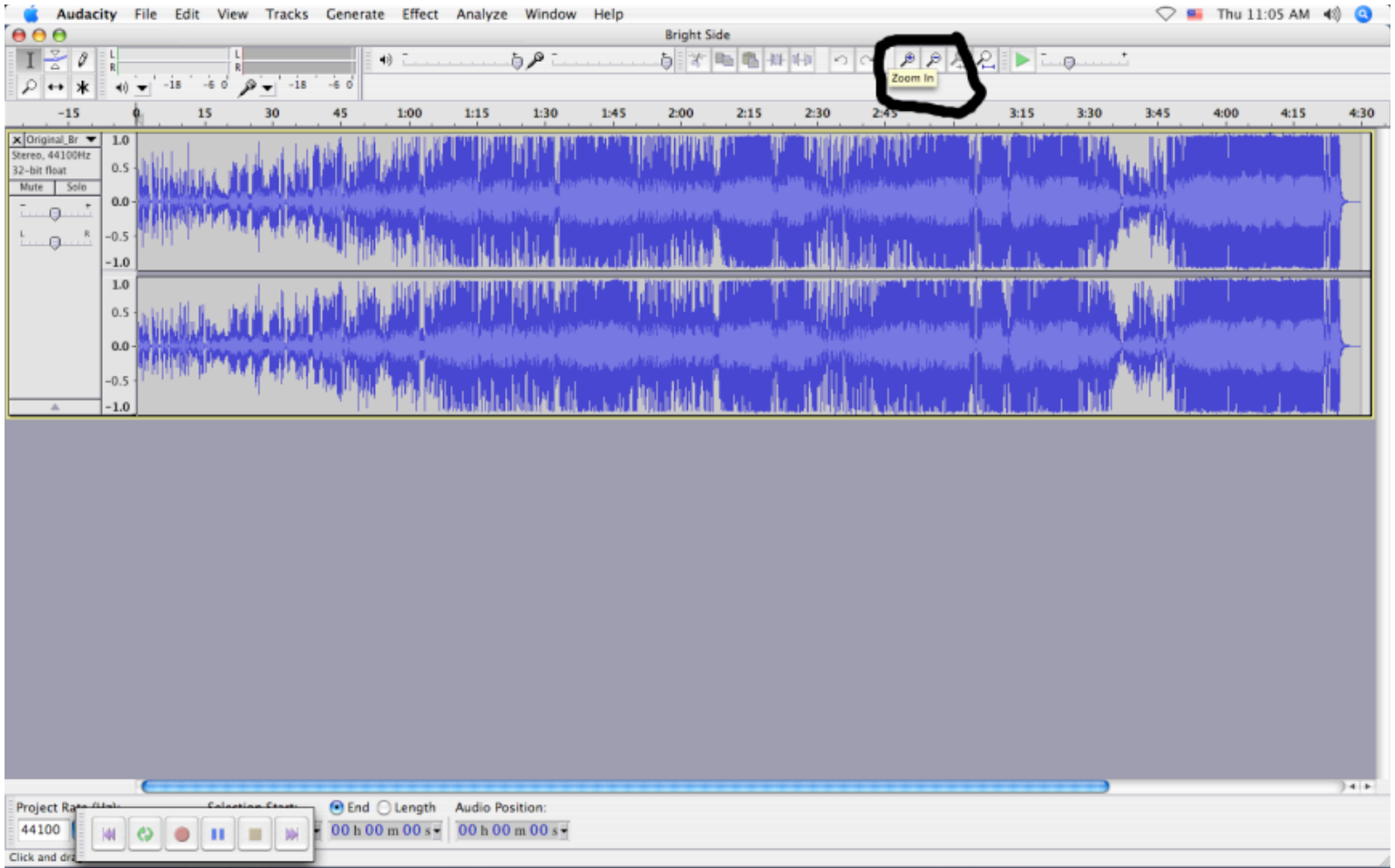
There are lots of other programs that can do this, some no doubt can even do a better job of it.

This tutorial is focusing on Audacity because it is free and runs on almost any computer, so anyone can obtain and use it. There is even a "portable" version that can be run off of a thumb drive, so you can use it in public computer labs to edit files anywhere.

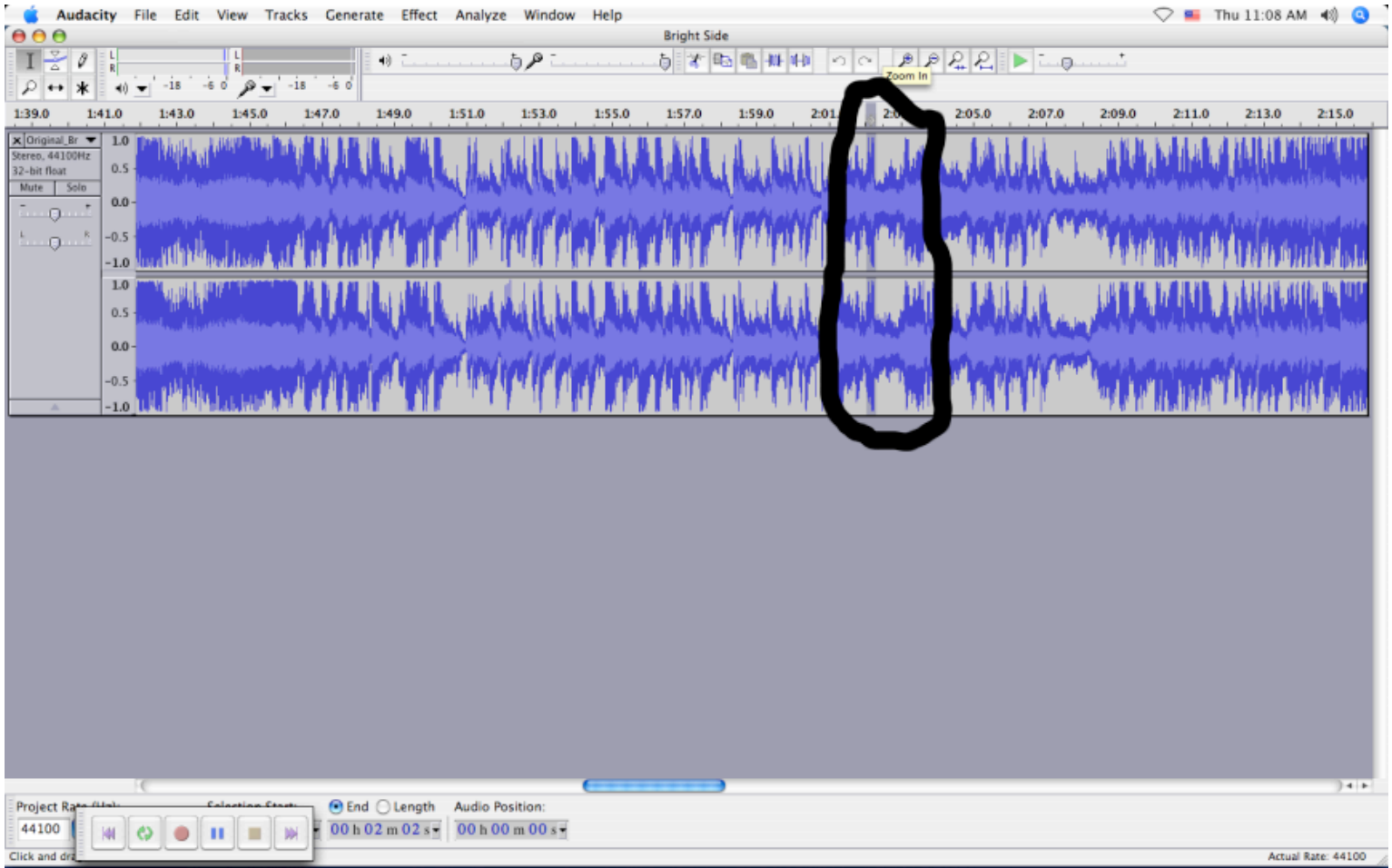
1. Open Audacity however you are accustomed to opening programs on your computer.
2. Open the sound file. When opened, it should look a bit like this:



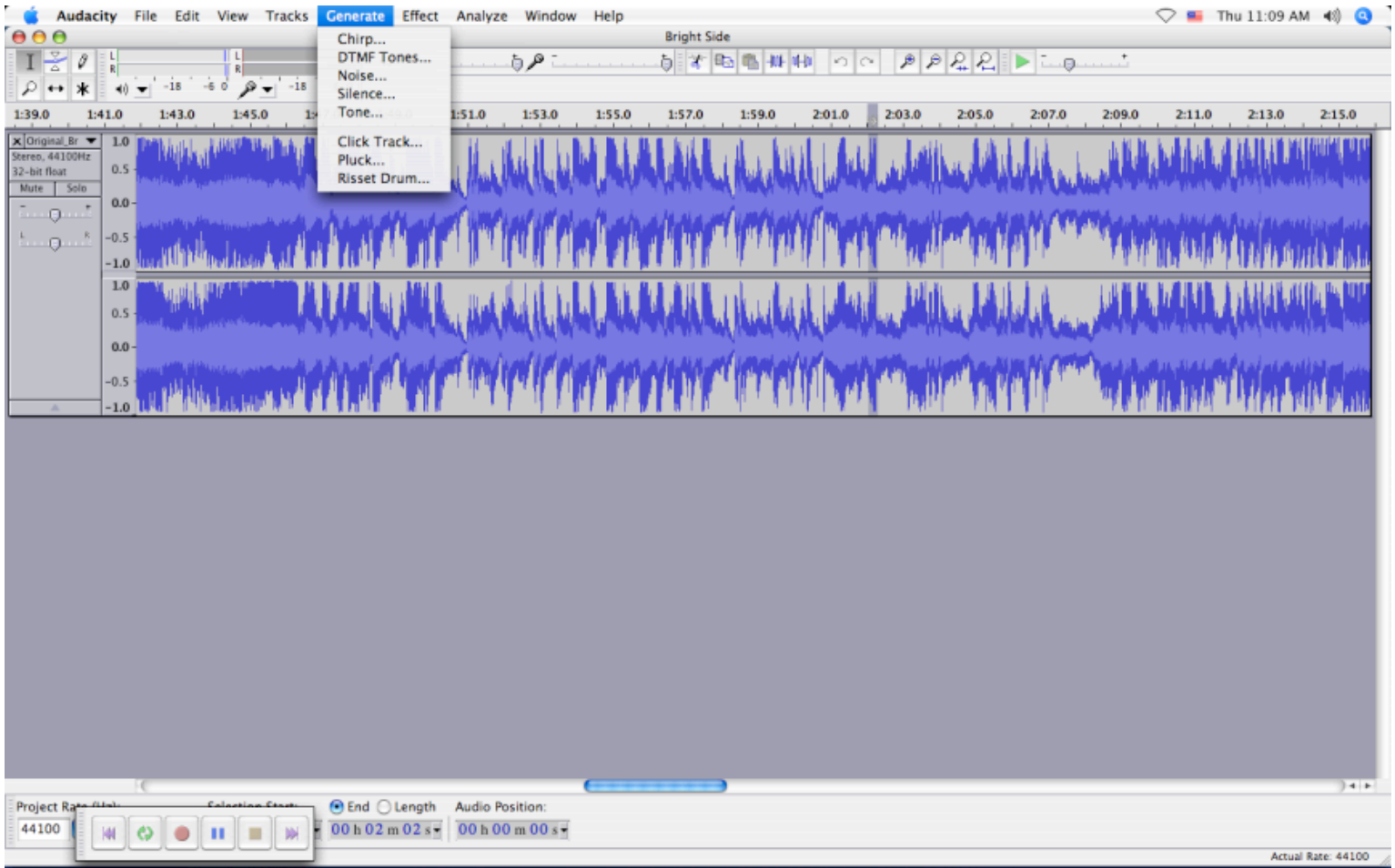
3. You may want to zoom in on the waveform to make it easier to see. You do this by clicking on the little magnifying glass with the + sign in it.



4. After listening to the song, you should be able to "see" where the swearin' & cussin' is. So you highlight it with the mouse. If you're having trouble seeing it, zoom in again.

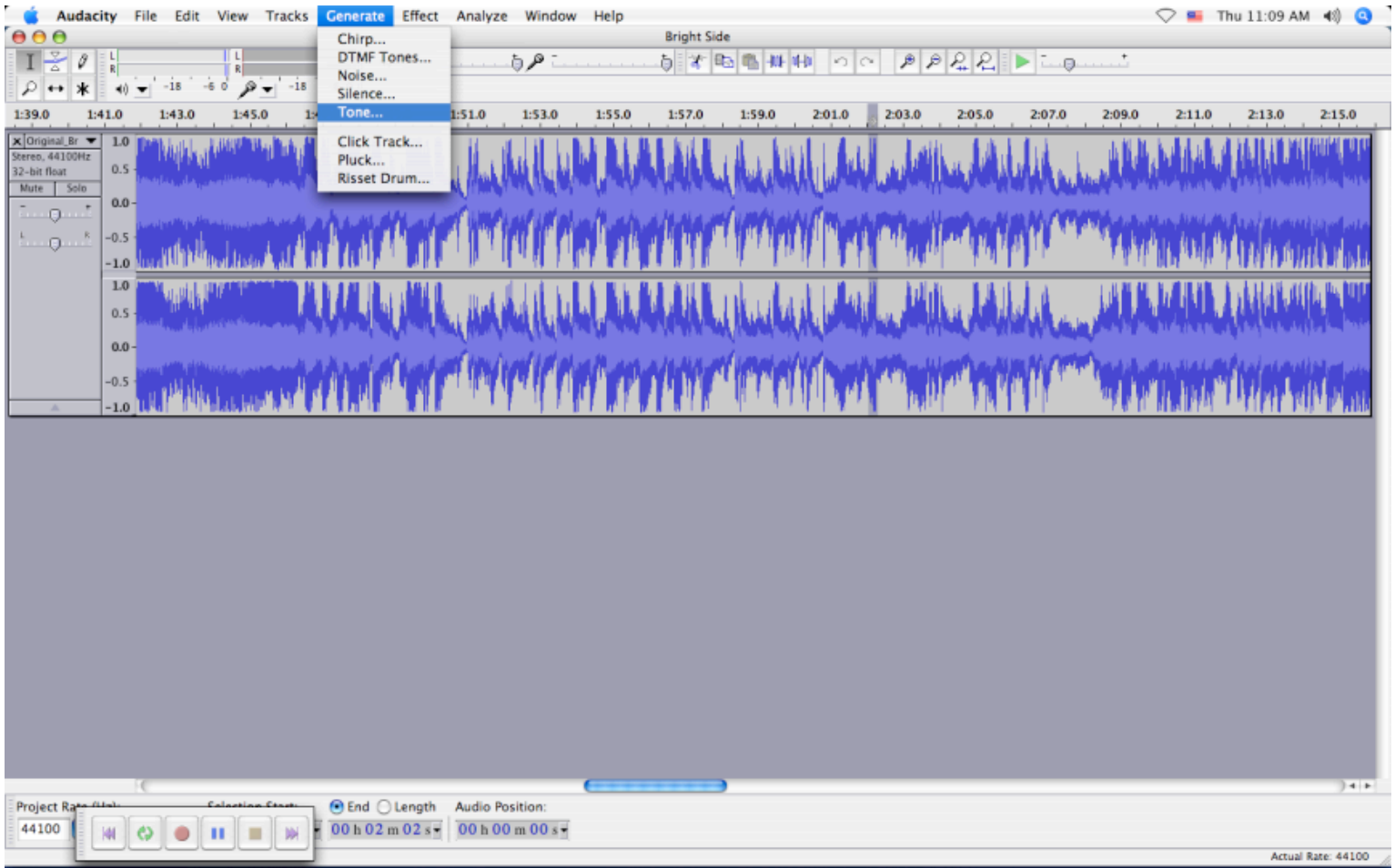


5. Now that you've isolated the swearin' & cussin', you need to get rid of it. Audacity has some built-in features that make this quick and easy. You can find them in the GENERATE menu.

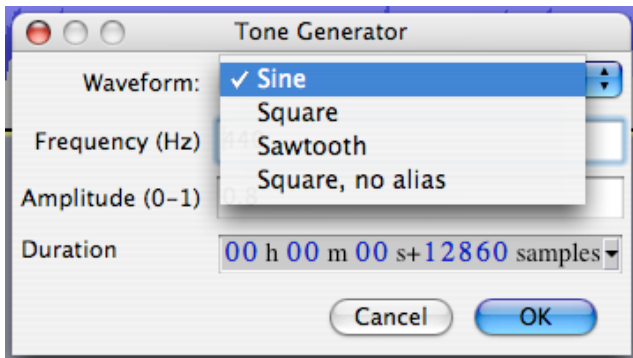


6. The choices you'd most likely want to use would be Tone or Chirp (which make "beep" type noises) or Silence (which silences the selection). Instead of using the generate menu, you could also paste in a sound of your choice, but that requires extra work so we'll forget about that for now.

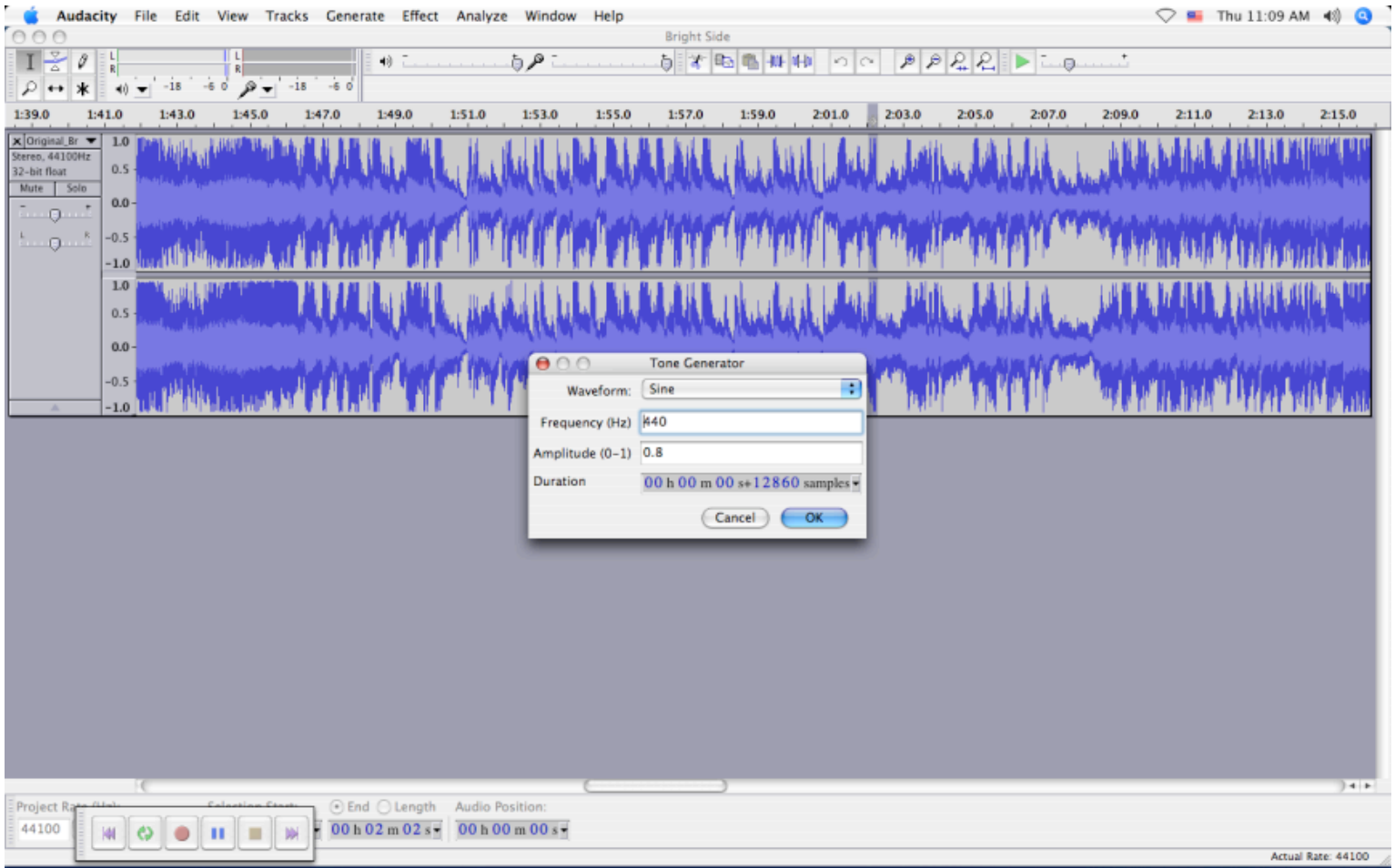
7. We're going to generate a Tone. To do that, select Tone from the Generate menu.



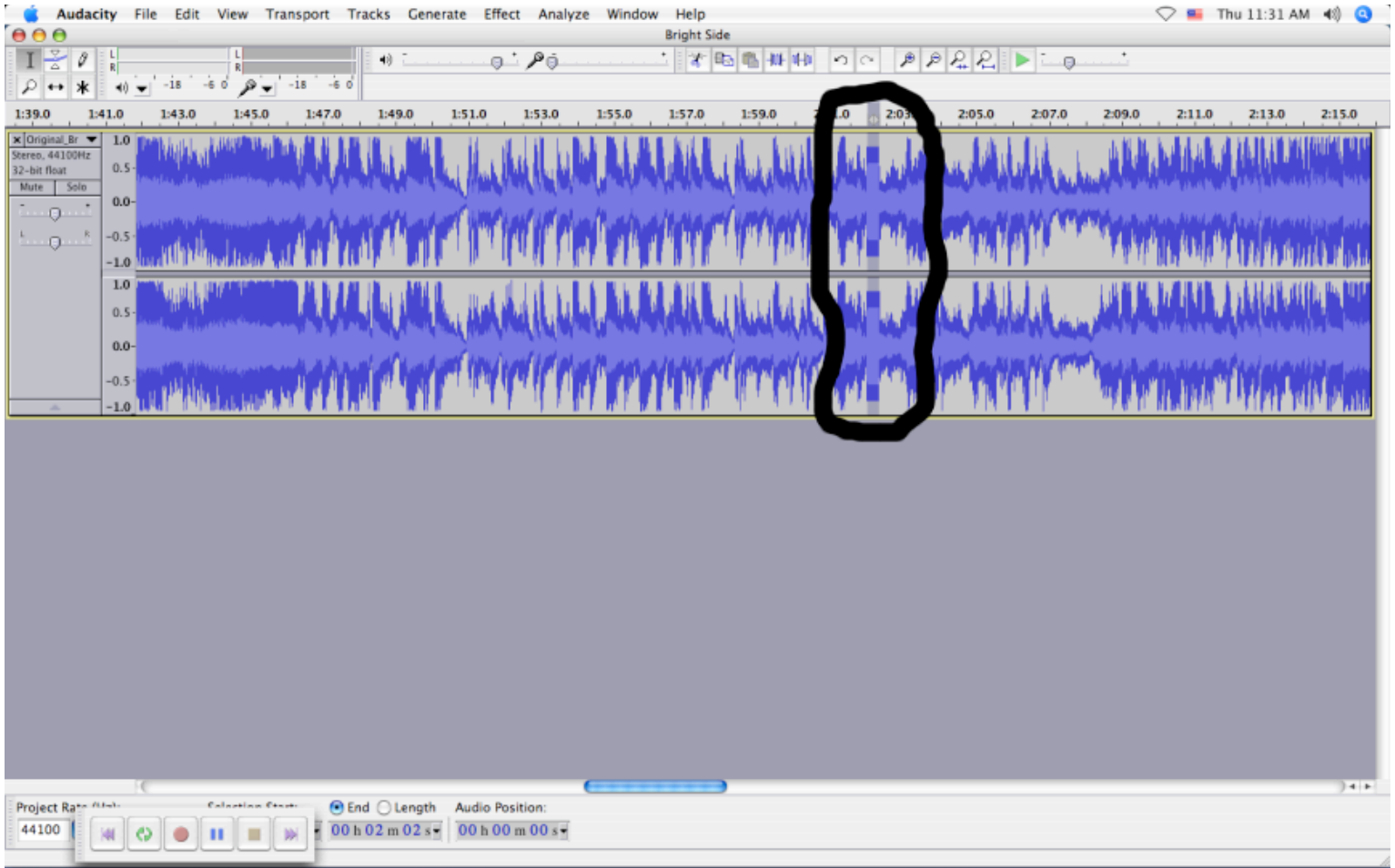
8. There are a few different types of Tones you can generate. You can use whichever one you prefer.



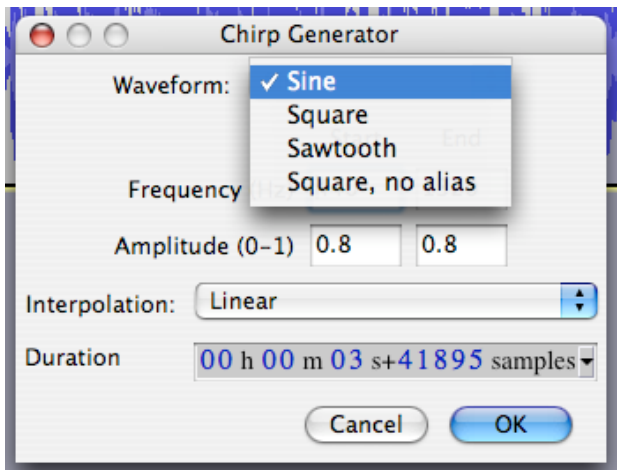
9. We're going to generate a Sine Tone because Sine is first on the list. Audacity automatically makes the generated tone's duration the same length as the selection it will replace. Generally you won't want to change the default settings that pop up.



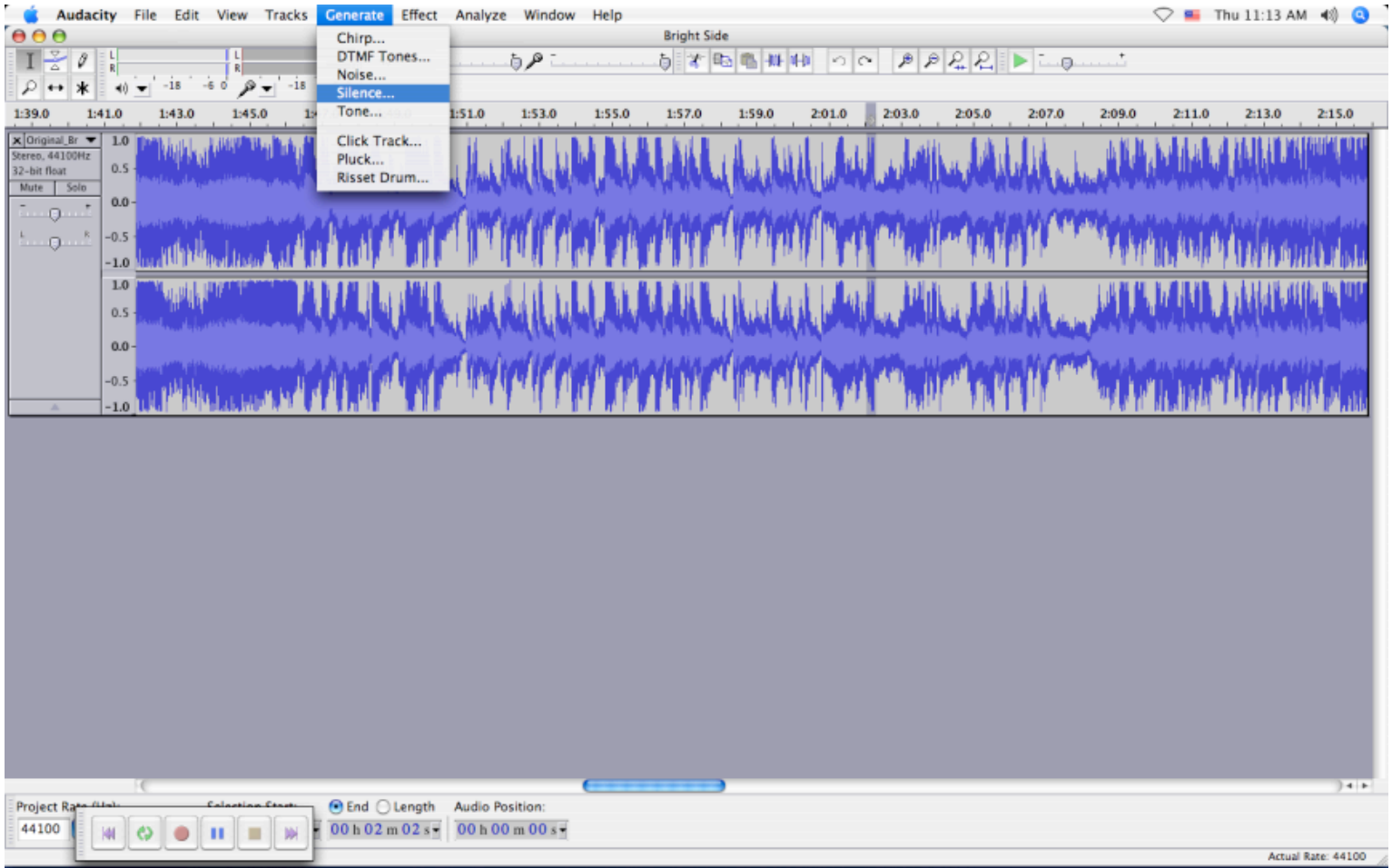
10. As you can see, where the swearin' & cussin' once was is now much blockier. That is what the tone looks like.



11. A Chip is very similar to a Tone, and can be selected and generated in the same way.

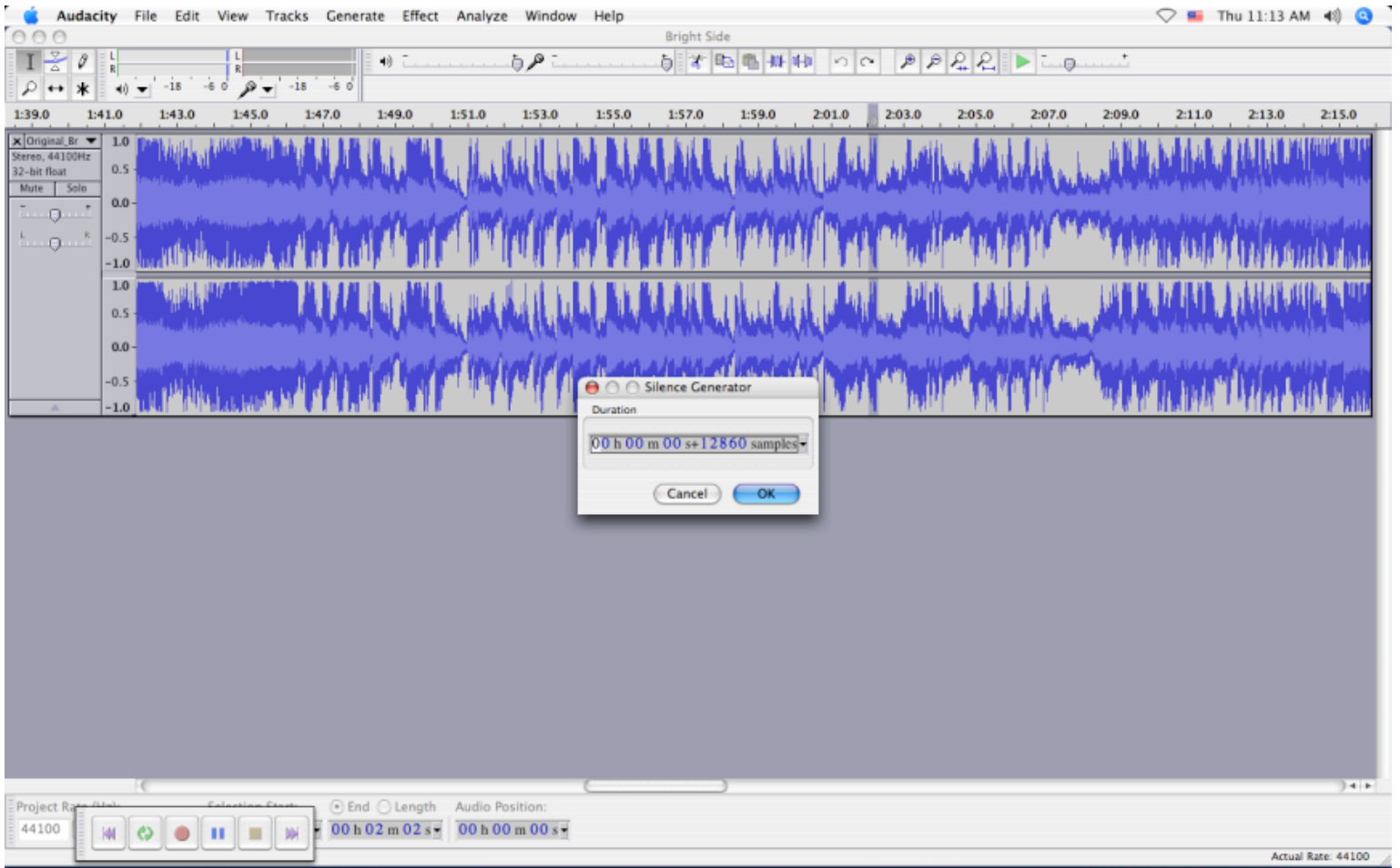


12. Generating silence also works in a very similar way. First you select it from the Generate menu

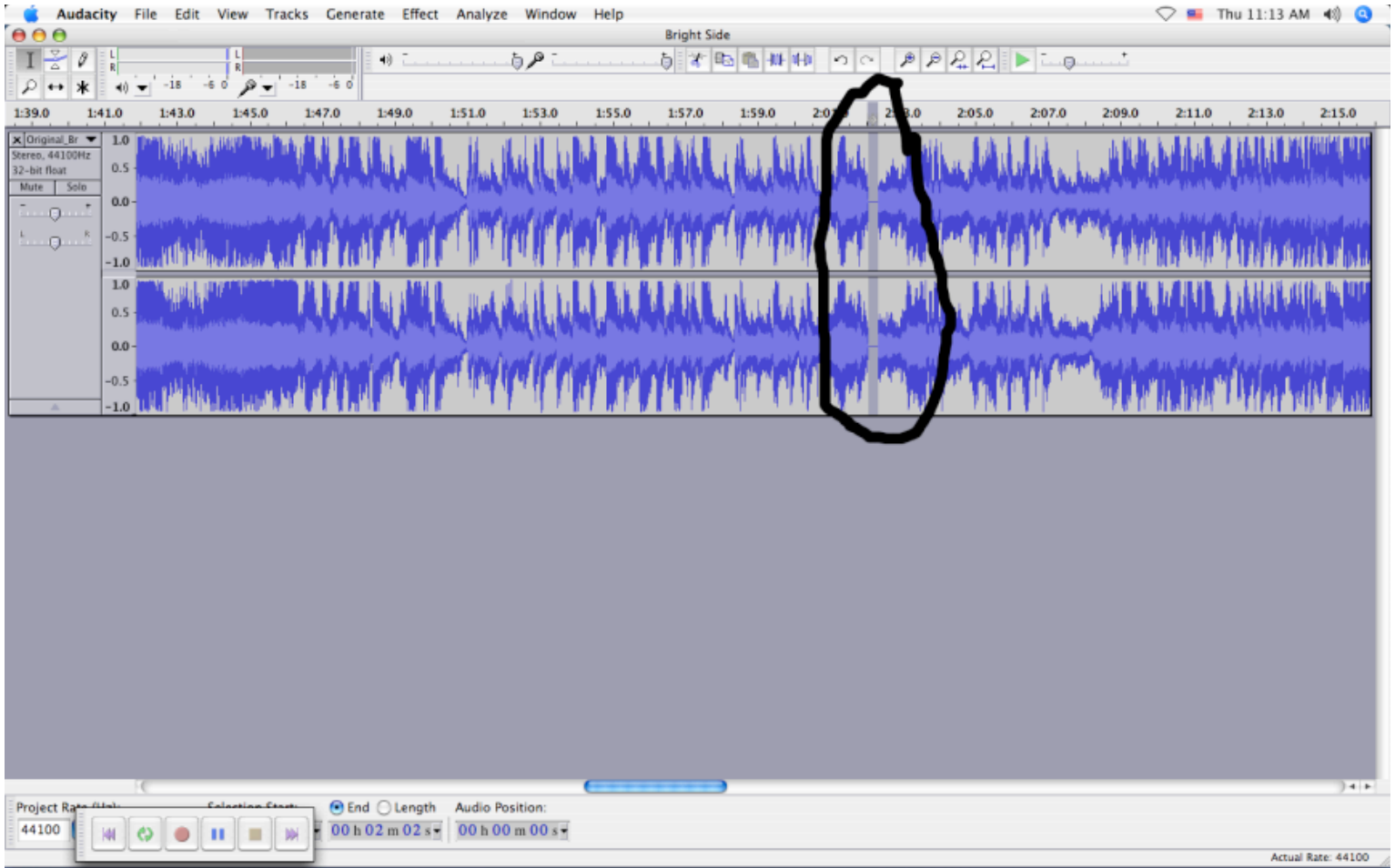


13. The only option for silence is the length, which again is automatically the same as the selection, so you'll probably want to leave it unchanged.

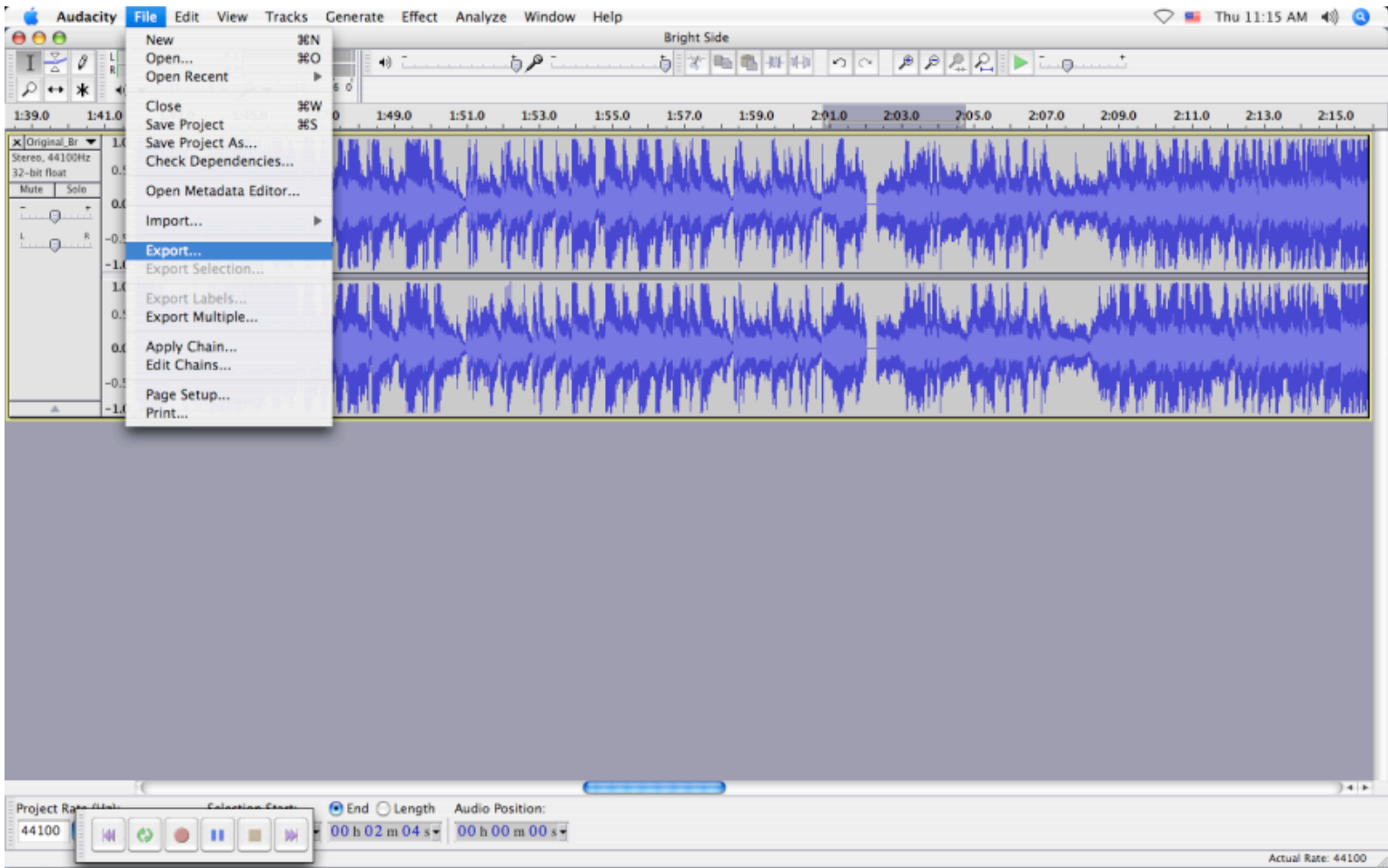




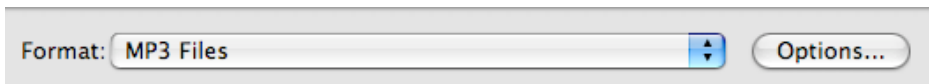
14. Here you can see that the swearin' & cussin' has vanished into thin air, as all offensive things ought.



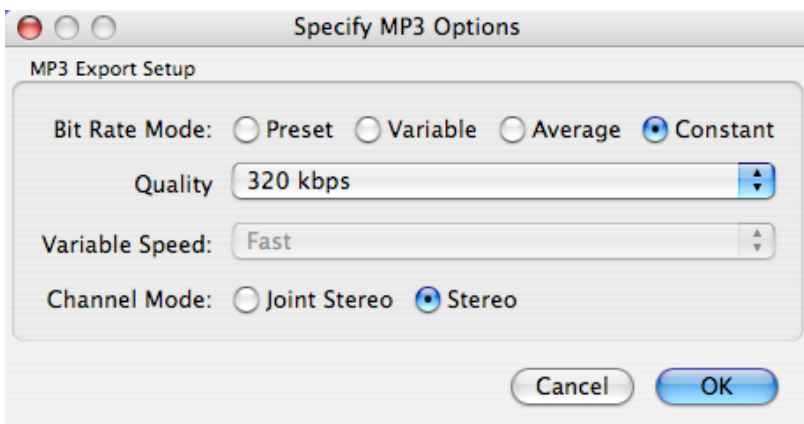
15. Whether you use a Tone, Chirp or Silence, don't forget to save the file. Make sure you select "Export" not "Export Selection" or else you'll only have the beep or silence!



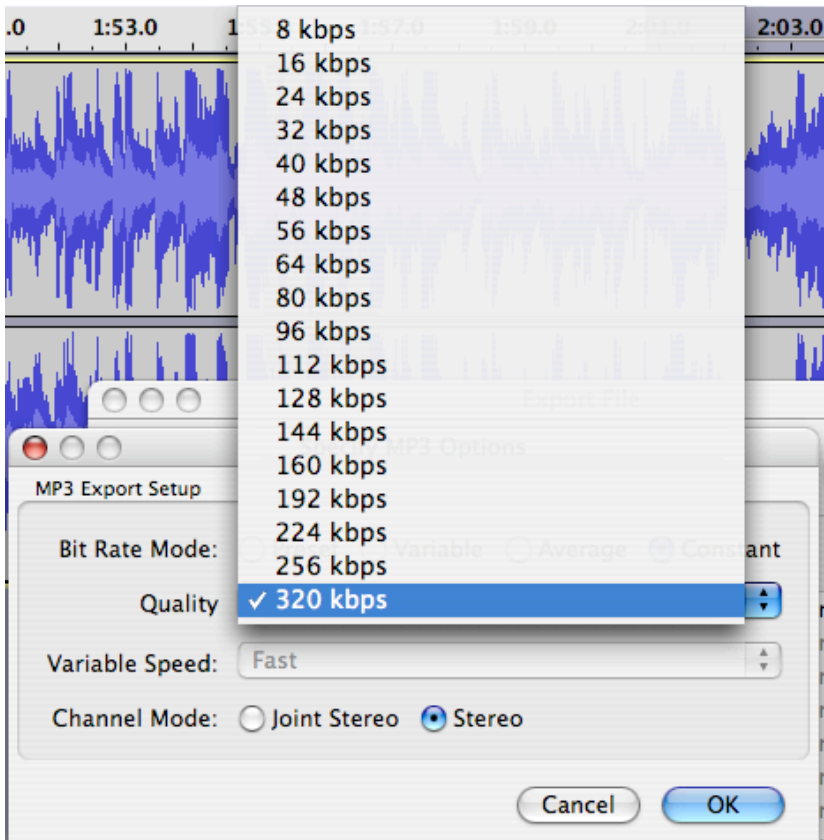
16. At the bottom of the export box, you should see an options button. This will allow you to change some of the export settings.



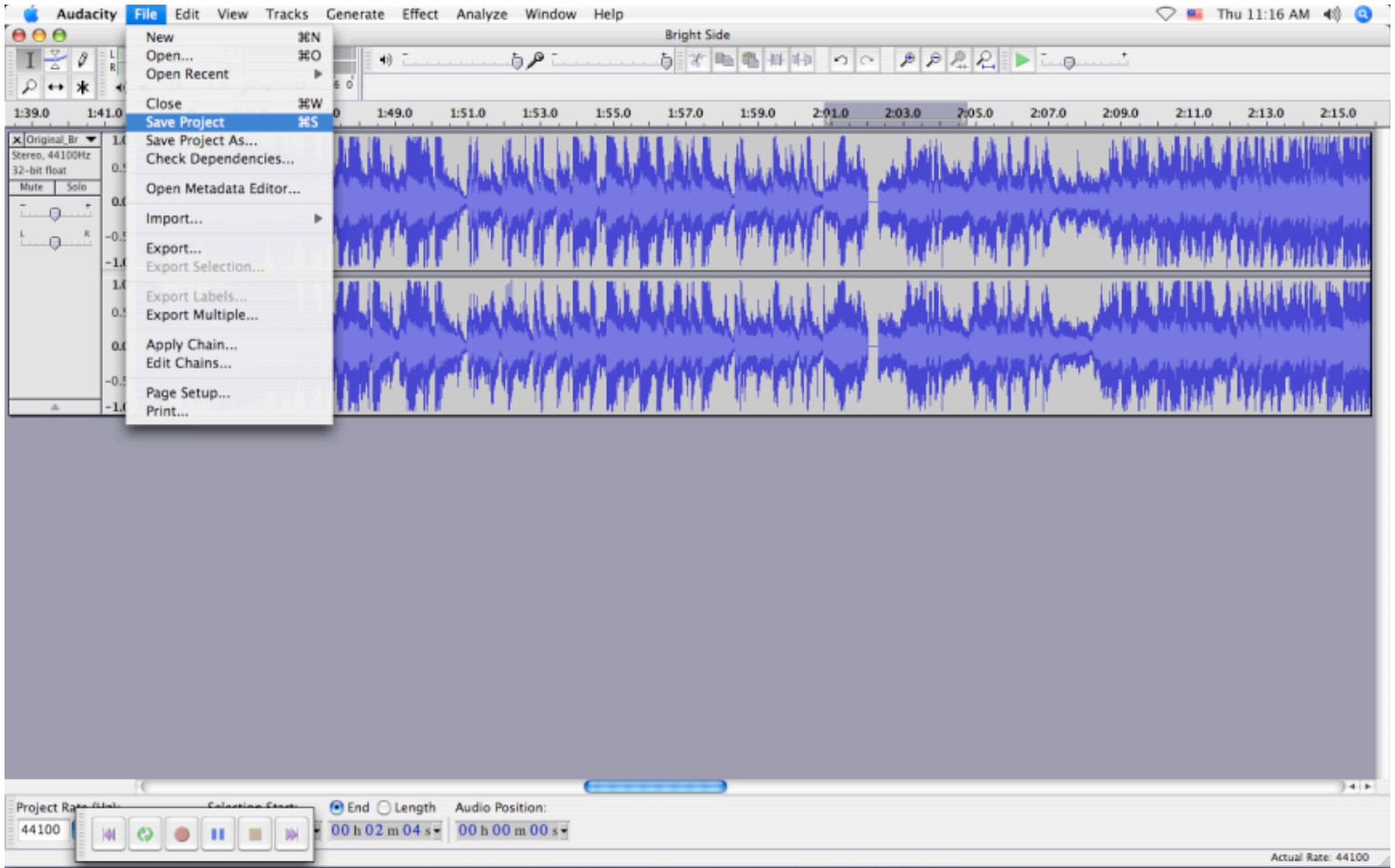
17. The options vary for each type of file you can export. In this case, we're using mp3. Mostly, it will let you change the file's bitrate (which is listed as Quality in the dialog box).



18. The higher the bitrate, the better the sound quality, especially if you were starting out with an mp3 file to begin with. People argue over what the best bitrate is, but for FM broadcast purposes, an absolute minimum of 128 or 160kbps is necessary.



19. Exporting your song is good enough if you're happy with the results, but if you might want to make more changes, or back it up before you finish working on it, you'll want to use the Save Project option in the file menu. You'll still need to Export the song for it to be in a playable format.



20. You now have a clean, radio friendly version of your song. Unless you delete the original, make sure you know which is which!