

Manuel d'Audacity pour Debian Edu / Skolelinux

16 juillet 2017

Table des matières

1	Manuel d'Audacity	1
2	Avant de commencer	1
2.1	Greffons	2
2.2	Où trouver Audacity ?	2
3	Faire un enregistrement	2
4	Importer du son	8
5	Section outils	8
5.1	Outil de sélection	9
5.2	Outil de zoom	9
5.3	Outil de niveau (enveloppe)	9
5.4	Outil de glissement temporel	10
6	Copyright et auteurs	10
7	Copyright de traduction et auteurs	10
8	Traductions de ce document	10
8.1	Comment traduire ce document	11
9	Annexe A - La Licence Publique GNU	11
9.1	Manuel d'Audacity	11
9.2	GNU GENERAL PUBLIC LICENSE	12
9.3	TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION	12

1 Manuel d'Audacity

Voici le manuel d'Audacity, basé sur la version 1.2.4b-2.1+b1 de la publication Debian Edu Etch 3.0.

La version disponible depuis <http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity> est un wiki régulièrement mis à jour.

Les traductions font partie du paquet `debian-edu-doc`, qui peut être installé sur un serveur web et qui est disponible en ligne.

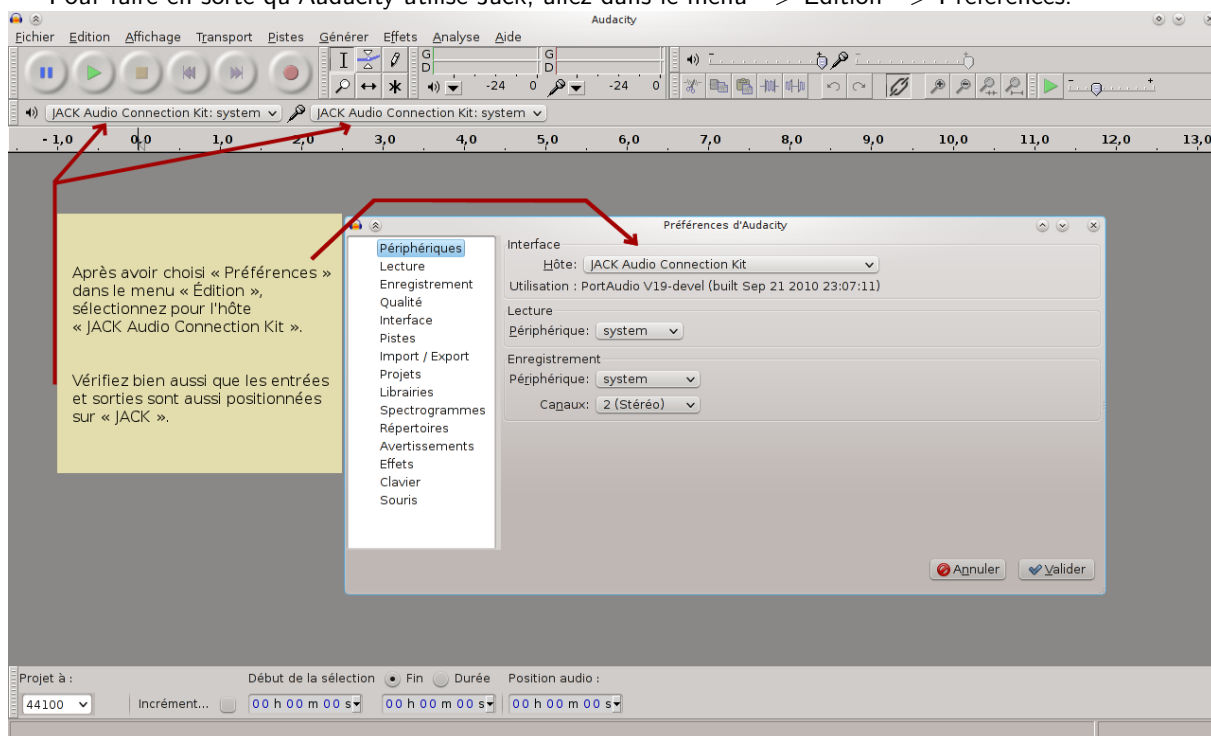
2 Avant de commencer

Setup Audacity is not hard, if you remember to setup that Audacity to use Jack, this is to make it possible to run other program that use sound at the same time. How to setup Jack to run smoothly. The guide is here:

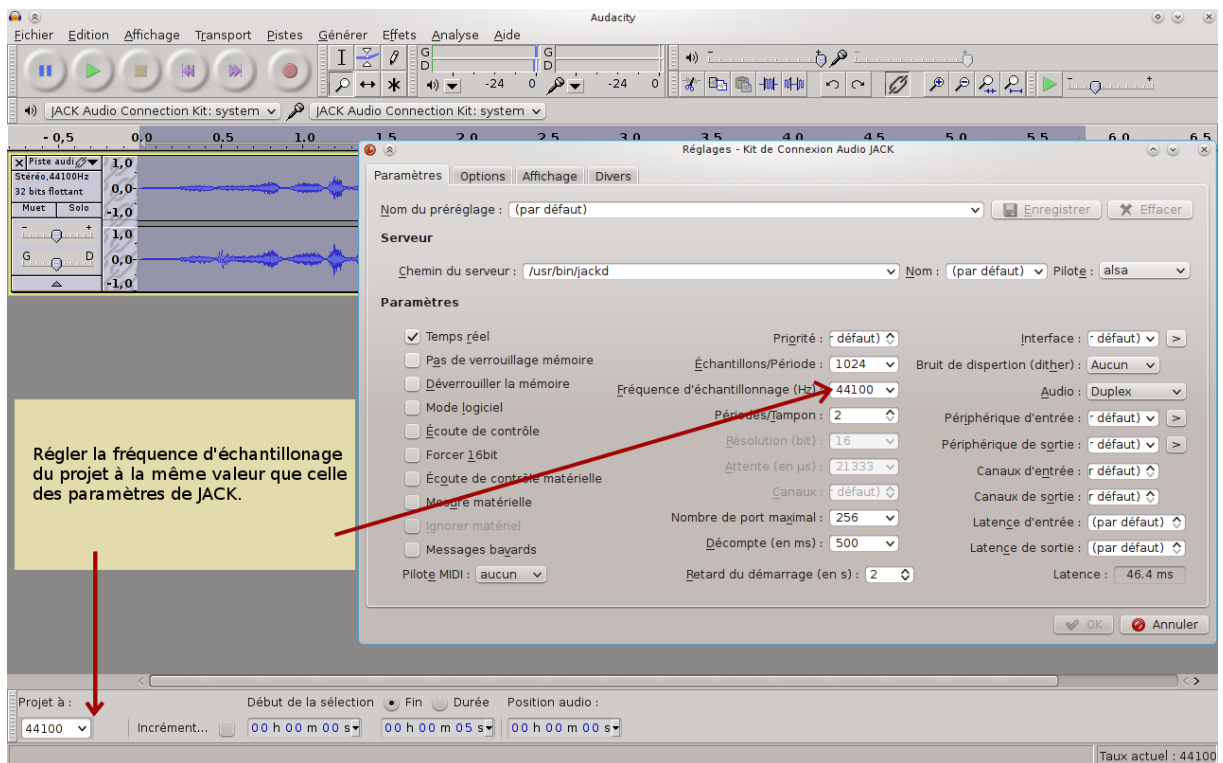
<http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden/Setup>

Lors de la rédaction de ce document, la version 1.3.12-Beta d'Audacity a été utilisée.

Pour faire en sorte qu'Audacity utilise Jack, allez dans le menu --> Édition --> Préférences.



Le point suivant à vérifier est que le taux d'échantillonnage du projet est le même que celui indiqué dans les réglages de Jack.



2.1 Greffons

Voici certains greffons que vous pourriez souhaiter utiliser :

** Greffons audio **
swh-plugins
mcp-plugins
terminatorx

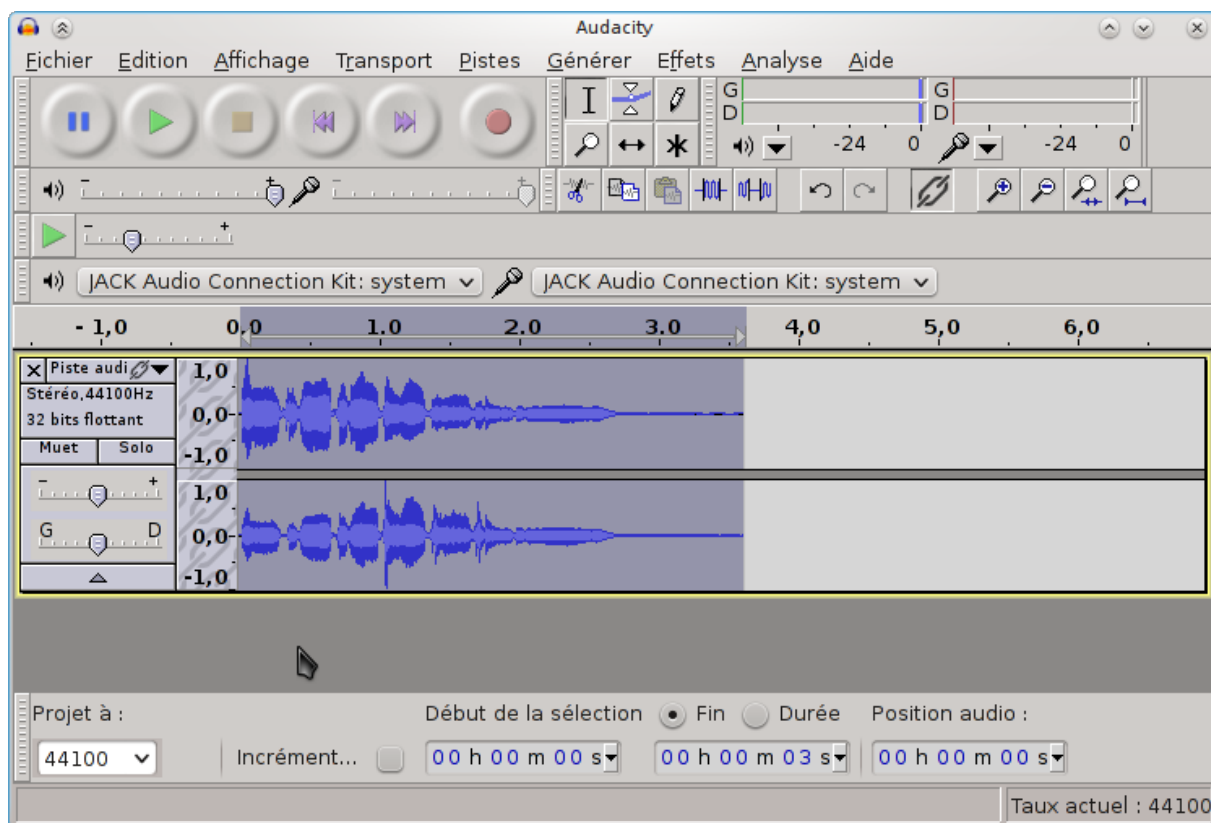
fixme: put on some audio plugin you have experience with
Now you are ready to start recording.

2.2 Où trouver Audacity ?

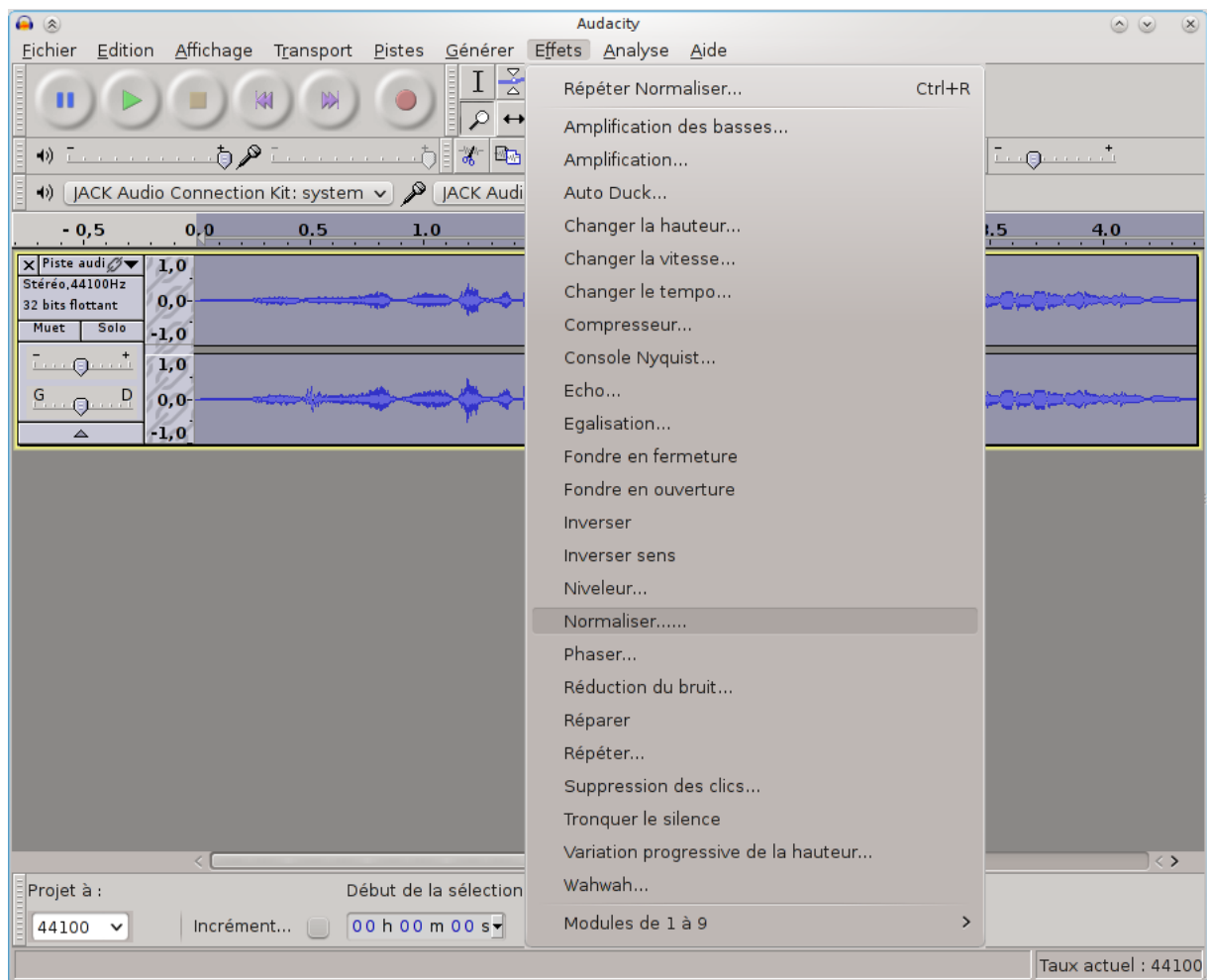
Vous pouvez simplement l'installer avec aptitude. Vous pouvez jeter un œil à la page web du projet <http://audacity.sourceforge.net/>.

3 Faire un enregistrement

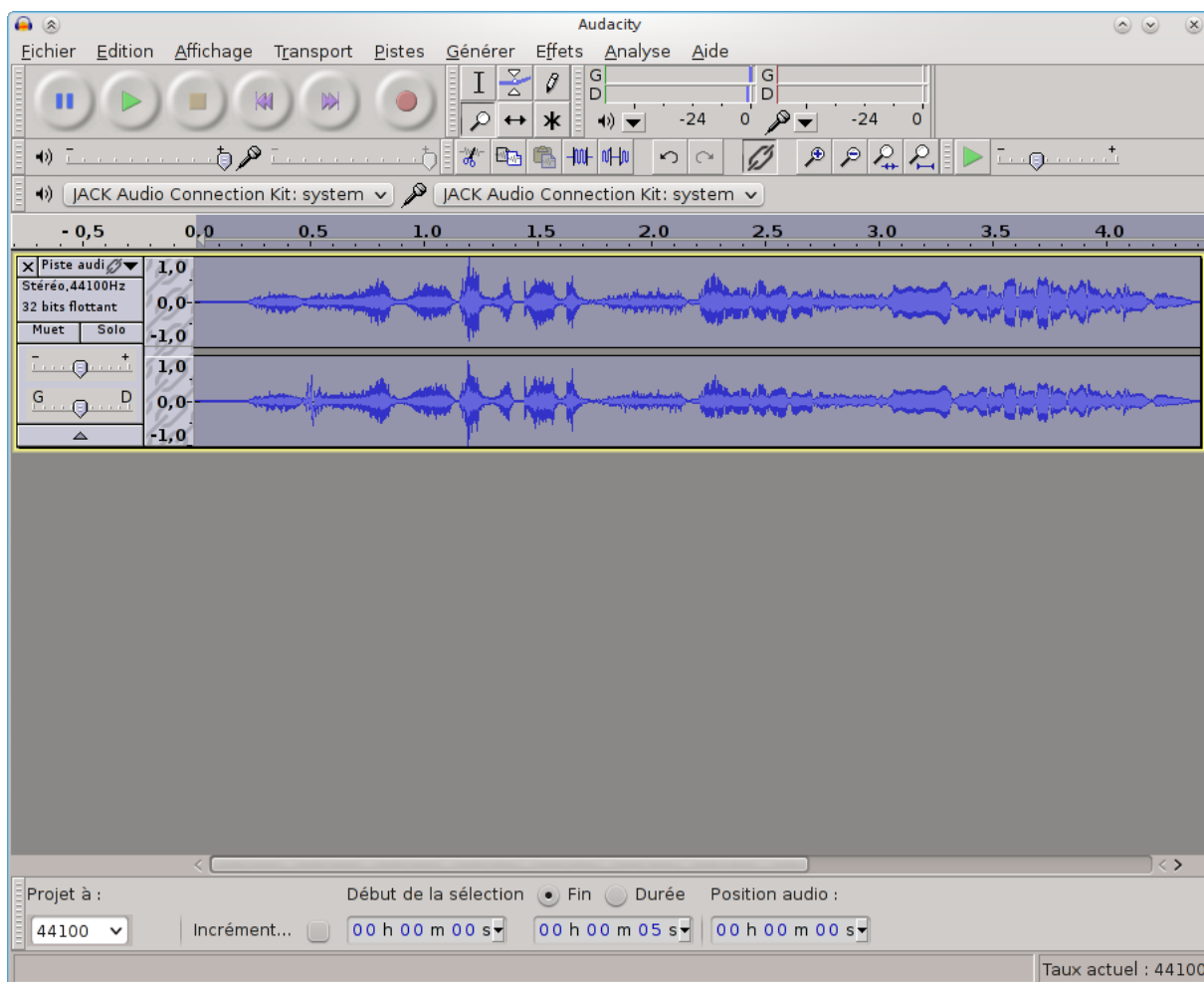
D'abord, veillez à ne pas régler les volumes d'enregistrement trop forts. Mieux vaut qu'ils soient trop faibles que trop forts.



Une fois que vous avez enregistré ce que vous vouliez, vous pouvez normaliser l'enregistrement, ainsi le niveau automatique réglera correctement le volume, sans danger de se retrouver avec un son partiellement saturé.



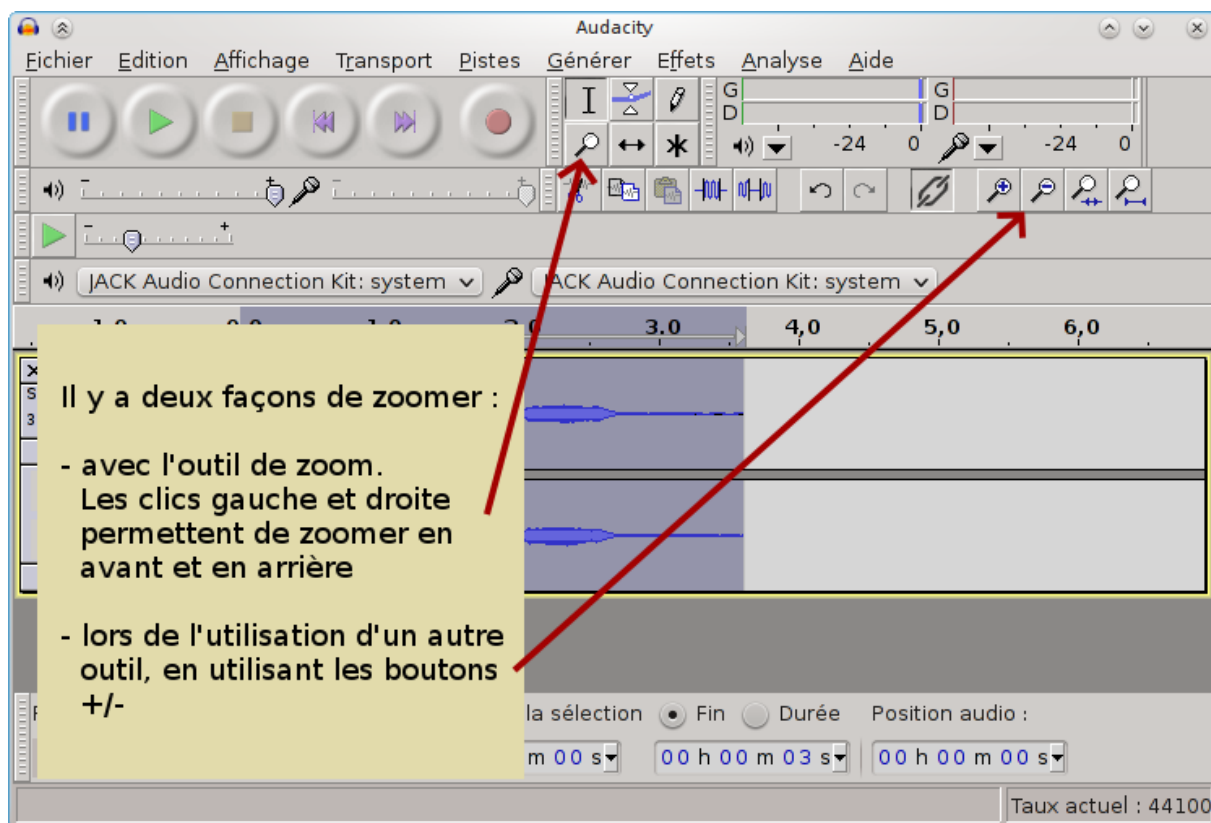
And after you have normalized the recorded segment, it looks like this:



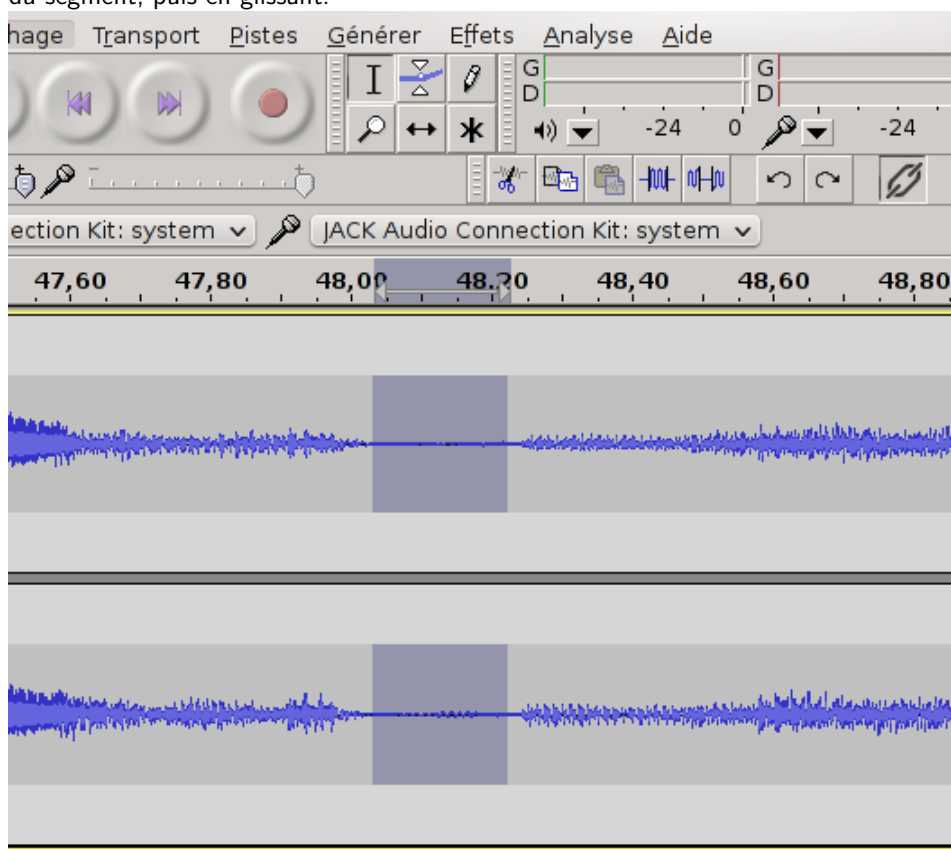
Now the volume on this recorded segment is corrected. This is a better way to be sure that the record you have done not are overdriven, so have to Low setting and afterwards let audacity fix the volume on it.

Now we want to remove noise from the record, maybe some background hiss from your microphone. So first part is to make a "noise profile" of what you want to remove from your recorded segment.

1. D'abord, faites un zoom arrière pour avoir une vue d'ensemble de l'enregistrement.



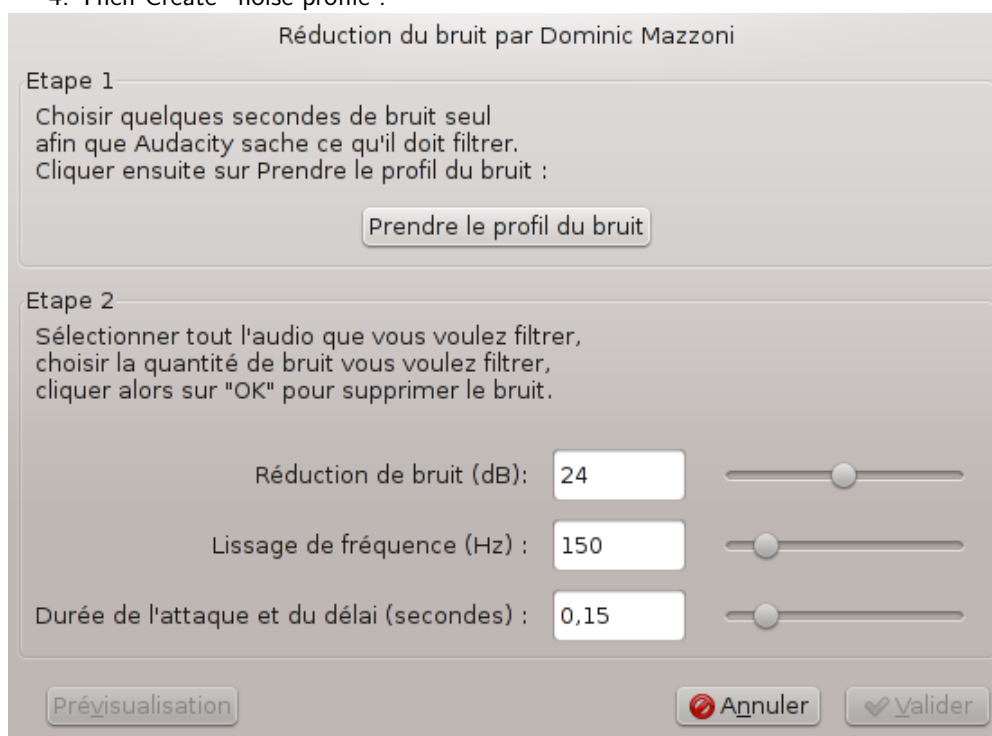
2. Marquez ensuite le passage dont vous voulez faire le profil, en cliquant sur le bouton gauche au début du segment, puis en glissant.



3. Then choose that you want to use Noise removal.



4. Then Create "noise profile".



5. Then you choose the whole record by clicking CTRL + A, and choose noise removal again from menu,

but this time press OK.

Then if you want to add some reverb, other nice effects to your liking, you just search the big menu that is available after you installed the plugins i recommended.

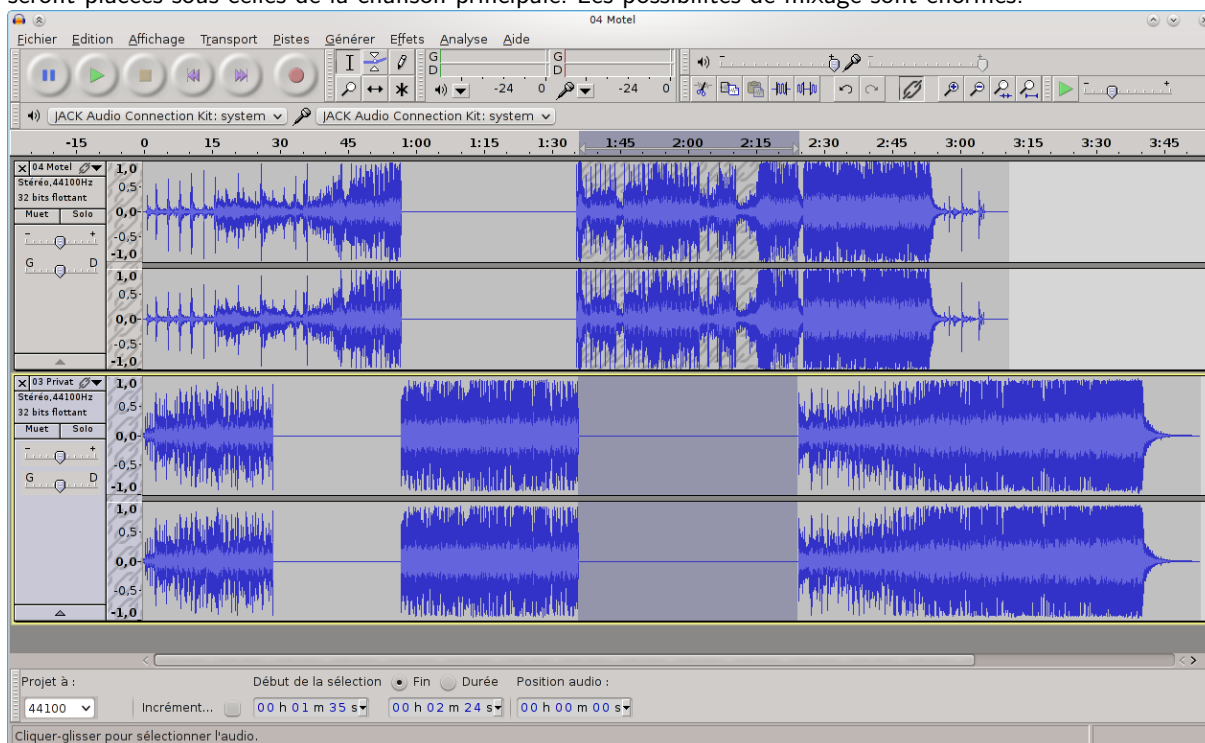
Il est possible d'exporter le résultat final dans l'un des formats suivants : WAV, AIFF, MP3, OGG, FLAC, en choisissant l'option « Exporter... » dans le menu Fichier.

4 Importer du son

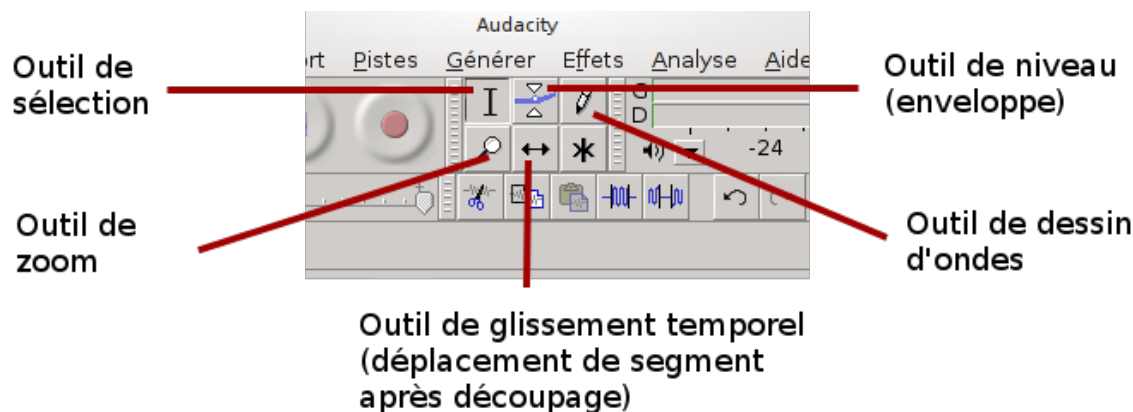
Avec Audacity vous pouvez importer des données audio (audio, MIDI, marqueurs, données brutes). Il est possible d'importer directement des fichiers MP3 dans le projet et mixer différentes chansons.

Par exemple :

Tout d'abord, vous avez une chanson principale « smurfesangen ». Importez ensuite une autre chanson, en choisissant simplement dans le menu --> Fichier --> Importer --> Audio. Les données audio importées seront placées sous celles de la chanson principale. Les possibilités de mixage sont énormes.



5 Section outils

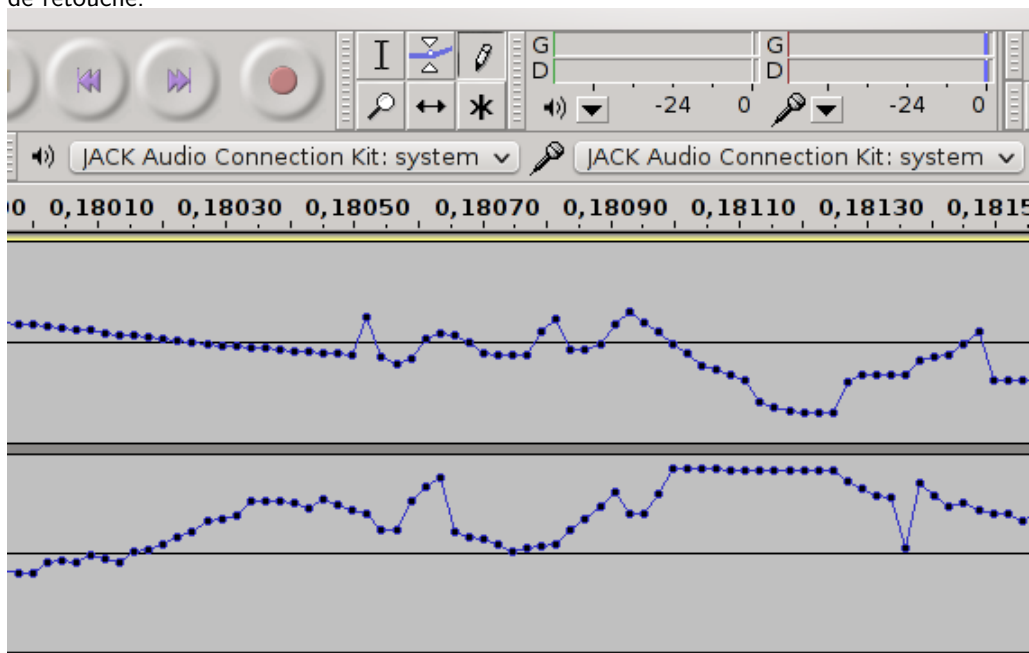


5.1 Outil de sélection

Pour pouvoir séparer et déplacer un morceau, vous devez d'abord choisir avec l'outil de sélection où vous souhaitez le couper. Séparez-le ensuite avec Ctrl+I. Vous pouvez ensuite le déplacer avec l'outil de glissement temporel.

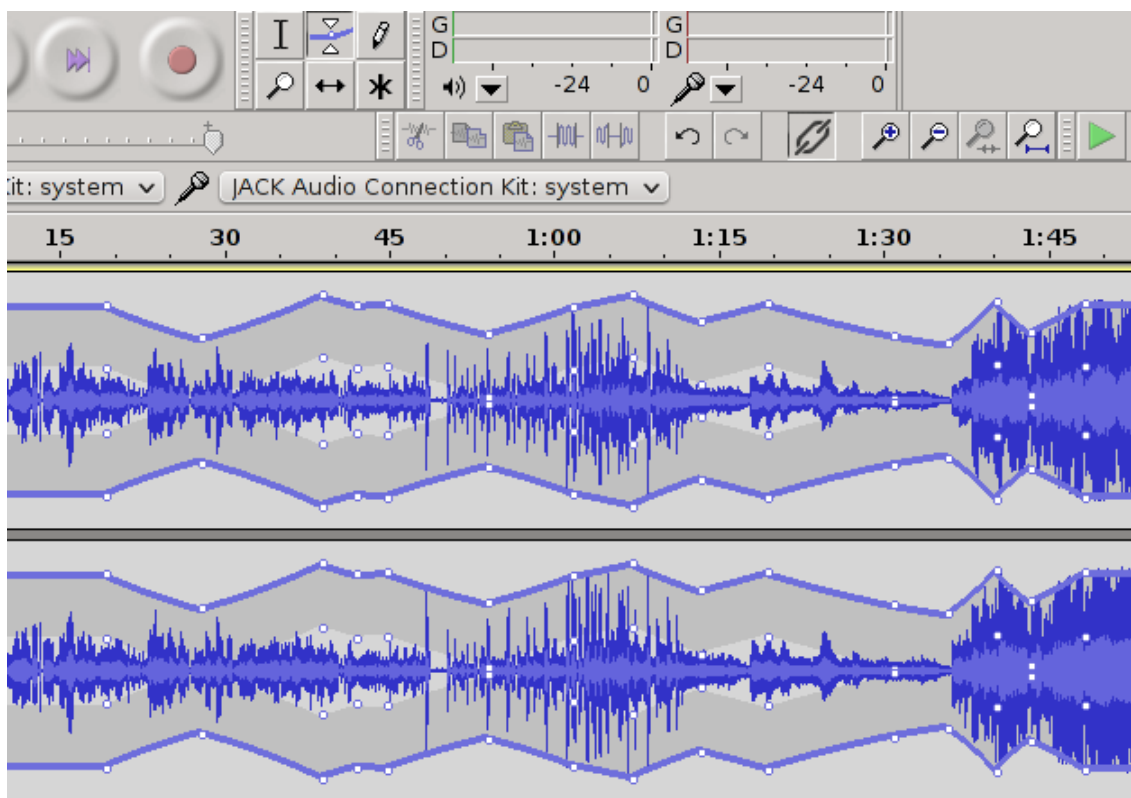
5.2 Outil de zoom

Avec l'outil de zoom, vous pouvez agrandir un segment audio, puis manipuler les données audio avec l'outil de retouche.



5.3 Outil de niveau (enveloppe)

Vous pouvez jouer sur le volume grâce à l'outil de niveau, et l'augmenter ou le diminuer en n'importe quel point du segment.



5.4 Outil de glissement temporel

Vous pouvez déplacer les segments audio avec cet outil.

6 Copyright et auteurs

Le document est écrit par Alf Tonny Bätz (2008, 2009), Holger Levsen (2009). Les droits de copie sont la propriété des auteurs. Ce document est distribué avec la license GPL2 ou toute version ultérieure.

Si vous enrichissez son contenu, **ne le faites, s'il-vous-plaît, que si vous êtes l'auteur des ajouts et envisagez de les distribuer sous les mêmes conditions** ! Ajoutez alors votre nom ici pour indiquer que vous publiez vos modifications sous GPL v2 ou toute version ultérieure.

7 Copyright de traduction et auteurs

The Bokmål translation is copyrighted by Jon Nordby (2014) and Petter Reinholdtsen (2014) and is released under the GPL v2 or any later version.

La traduction française, dont les droits d'auteur appartiennent à Christophe Masson (2008), Olivier Vitrat (2010), Cédric Boutillier (2012), Jean-Paul Guilloneau (2012), David Prévot (2012), Thomas Vincent (2012) et l'équipe française de localisation (2009, 2010, 2012), est distribuée sous GPL v2 ou toute version ultérieure.

The Dutch translation is copyrighted by Frans Spiesschaert (2014) and is released under the GPL v2 or any later version.

The Swedish translation is copyrighted by Erik Sundin (2016) and is released under the GPL v2 or any later version.

8 Traductions de ce document

Versions of this document fully translated into French and Dutch are available. Incomplete translations exist for Norwegian Bokmål. This is an [online overview of all languages](#).

8.1 Comment traduire ce document

As in many free software projects, translations of this document are kept in PO files. More information about the process can be found in `/usr/share/doc/debian-edu-doc/README.audacity-manual-translations`. The Git repository (see below) contains this file too. Take a look there and at the [language specific conventions](#) if you want to help translating this document.

To commit your translations you need to be a member of the Alioth project `debian-edu`. If your Alioth username differs from your local one, create or edit `~/.ssh/config`. There should be an entry like:

```
Host git.debian.org
User <your-alioth-username>
```

Then check out the `debian-edu-doc` source using ssh access: `git clone git+ssh://git.debian.org/git/debian-edu/debian-edu-doc.git`

If you only want to translate, you just need to check out some files from Git (which can be done anonymously) and create patches. Please file a bug against the `debian-edu-doc` package and attach the PO file to the [bugreport](#). You can find some [instructions on how to submit bugs](#) here.

You can check out the `debian-edu-doc` source anonymously with the following command (you need to have the `git` package installed for this to work):

```
— git clone git://anonscm.debian.org/debian-edu/debian-edu-doc.git
```

Then edit the file `documentation/audacity/audacity-manual.$CC.po` (replacing `$CC` with your language code). There are many tools for translating available; we suggest using `lokalize`.

Then you either commit the file directly to Git (if you have the rights to do so) or send the file to the [bugreport](#).

Pour mettre à jour votre copie locale du dépôt, utilisez la commande suivante dans le répertoire `debian-edu-doc` :

```
— git pull
```

Read `/usr/share/doc/debian-edu-doc/README.audacity-manual-translations` to find information how to create a new PO file for your language if there isn't one yet, and how to update translations.

Please keep in mind that this manual is still under development, so don't translate any string which contains " `FIXME`".

Basic information about Alioth (the host where our Git repository is located) and Git is available at <http://wiki.debian.org/Alioth/Git>.

If you are new to Git, look at the [Pro Git](#) book; it has a chapter on the [recording changes to the repository](#). Also you might want to look at the `gitk` package that provides a GUI for Git.

Veuillez signaler tout problème.

9 Annexe A - La Licence Publique GNU

Note aux traducteurs : il n'est pas nécessaire de traduire le texte de la licence ↔ GPL.

9.1 Manuel d'Audacity

Copyright (C) 2008,2009 Alf Tonny Bätz < alfton@gmail.com > et autres auteurs. Consultez le [chapitre Copyright](#) pour la liste complète des propriétaires de Copyright.

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

9.2 GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA. Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

9.3 TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- **a)** You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b)** You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c)** If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- **a)** Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

- b)** Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c)** Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions

either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS