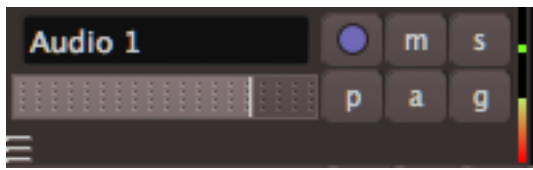


Tracks and Busses

Overview



The left part of an audio track contains several informations and functions useful during a recording/mixing session:

NOTE


The left part of an audio track or bus as pictured above is also known as the header.

Track name	The top black area filled up with alphanumeric symbols (in this case Audio1).
Gain fader	the strip just below the track name
Record button	the red dotted button to enable/disable recording on that track
Mute button	m
Solo button	s
Playlist button	p
Automation button	a
Edit Group button	g
Meter	the strip on the right side

Context Menu Options

Audio tracks have several options, which are accessible by a **Right-Click** on the track overview or the **Track** entry in the main menu.

Track Header Context Menu

Height	Change the height of the track, which can also be changed by dragging the  symbol
Color	Change the color of the regions in the track's playlist. An alternating default color is picked for every new track
Remote control ID	Defines the order of channels when they appear on an external controller (such as a MIDI fader controller)
Automation	Select which automation tracks ¹ are shown
Hide/Show all crossfades	Toggle display of crossfades of all regions in the track's playlist
Waveform	Draw waveforms logarithmic or linear; rectify waveforms or not
Alignment	Determines whether to align a recording with ardour's pre-recorded material (by accomodating delays in the playback delays) or not
Normal/Tape mode	See Tape mode ² for details

Active	Inactive tracks do not record, process or play back any audio
Hide	Hide this track from the Editor window
Remove	Delete this track, including all playlists, routing and plugins. Audio recorded on this track remains in the region list