



Your way to more time and less working hours



## BMS Edit - Product Overview



ISV/Software Solutions



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If you think broadcast is important BMS is your choice  
"The Fastest editor on the planet"

At a huge concert in London Hyde Park the producers where using the BMS Edit as their editing tool during the concert. They were recording and editing the sound from the concert in real time, while the band was playing.

Immediatly after the concert the producers were able to sell the first CDs to the audience when they were leaving the arena.

The producers of the concert did not see any other solution of software that they were able to use for such a project. And so they named BMS Edit "The fastest editor on the planet".



What is it to you?

It means you dont spend hours without a reason

It means the hours you save you can spend on other things.

And finally time is money, so this money will be yours



*Peter "Joppe" Högfeltd,*  
Managing Director of  
CMS and the division BCC.



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## **"The Fastest editor on the planet"**

*available in the following flavours*



### ***BMS Edit Radio***

Are you working at a radio station, this tool is the ultimate tool for radio production

### ***BMS Edit Radio Reporter***

Maybe you are a reporter on the loose  
This will help you to get your material ready and delivered

### ***BMS Edit Radio "Digas"***

Set up to connect with the DIGAS system  
You can use BMS as your editing tool

### ***BMS Edit Radio ODBC***

Guided towards radio production in every way and with the possibility to connect to the BMS SQL database or maybe you do like the BBC News and make your own connection to your own database using the BMS Edit I/O API.

### ***BMS Edit Audio Book***

Are you making Audio books then this is your version  
With it everything is tailored for that purpose and it will accept remote controls etc.

### ***BMS Edit Daisy***

As AddOn on the Audio Book version you can use this version to produce books for the widely spread DAISY standard

### ***BMS Edit Audio Book ODBC***

Just as above but with database connection

### ***BMS Edit Basic***

The Basic version with many features from its big brothers without the price.

One of the best things with BMS is that its easy to learn, Yet very powerful and allows you to develop as You grow with it.

BMS is not a complicated music studio production system nor is it a audioengineer measurement tool.

Its simply the very best Editor we have.

Get going today and start benefit from it.

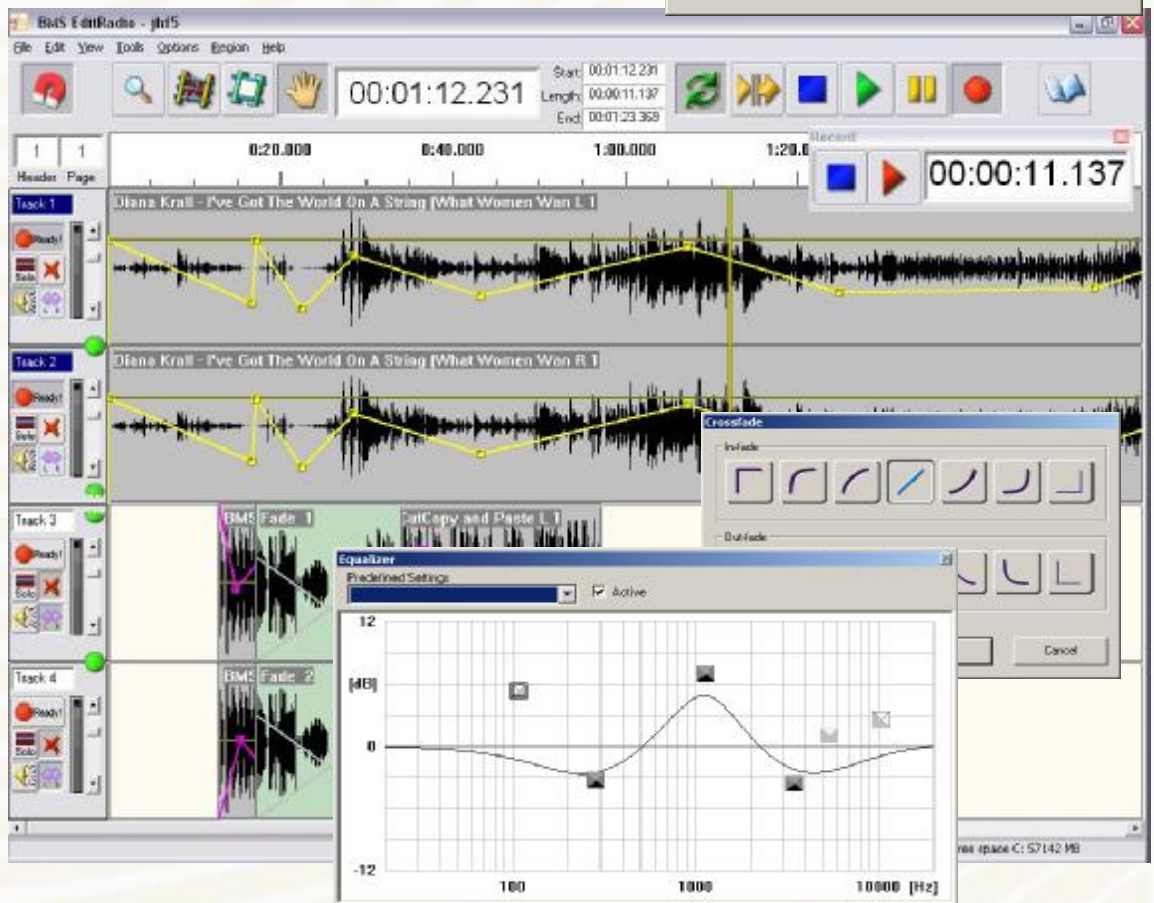
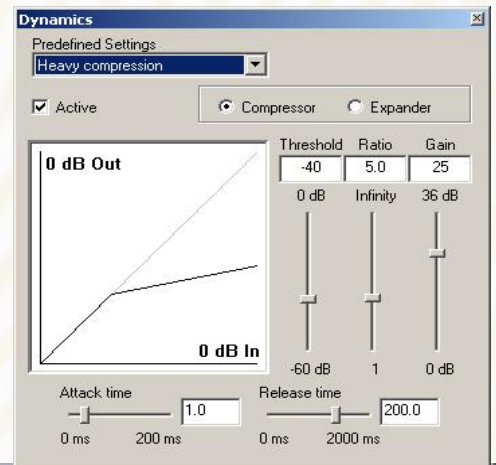
This Product Description has been prepared on the basis of information provided by the division BCC ("Broadcast Control & Communication") of the company CMS ("Compressed Media Solution AB"). The purpose of this Product Description is to provide information about the software solutions previously owned by the Stockholm based company BCC; owned by CMS AB. CMS are also the owner of all Brand BMS logotypes and the products. CMS are acting financially towards the customers and BCC are still the software developer of the product package "BMS Radio Station Family". This Product Description has been delivered to interested former costumers and retailers in Europe, United States of America, the Middle East and Asia. All rights reserved by CMS Compresssec Media Solutions AB and BCC. No part of the material used in this document may be reproduced or transmitted in any form or by any means, electronic or mechanical without permission in writing from CMS Compressed Media Solution AB. Each direct user are allowed to print out copies for their own use. Copyright Compressed Media Solution AB 2008.





- Automated tool selection
- Non-destructive editing
- Real-time operation
- From 2 Up to 32 Tracks
- Free Audio file editing
- Waveform display WYSIWYG
- Volume and level control
- Advanced crossfade capabilities
- Background mix to file
- Bookmarks
- Hardware Control
- Synchronising
- Cut library
- DirectX plug-ins (Direct Show)
- EQ and Dynamics
- Scrub function
- Varispeed playback
- Sample rate conversion
- I/O SDK
- Flexible editing styles
- Group-and-Move
- Undo function
- Built in mpeg decoding layers I,II and MP3
- Favourite paths, to desired locations

**Edit any compression format**  
**Edit any sample rate**  
**Edit any bit format**  
**SIMULTANEOUSLY**



## WHAT YOU DO WITH IT



## "The Fastest editor on the planet"

### WHAT YOU DO WITH IT

#### Recording

- § Record any audio from your audio card, extract audio from your own CDs
- § Record audio in 2, 4, 8, 16-bit or 24-bit formats.
- § Record using the hardware controller
- § Start recording with fader-start or start button.
- § Recording markers for **Insert** recording and another for **Start At** with pre-roll
- § Instant flying start of recording.
- § Monitor volume levels during recording and VU/PPM meters.

#### Editing

- Edit non-destructively, record, process, and encode audio on your PC.
- Cut, paste, move, mix, delete, mute, pan, reverse, fade, and cross fade audio.
- Edit audio sample accurate non-destructively with extreme speed
- Use the Windows standard file open explorer to quickly find, preview, and open your audio files.
- Analyze and view the audio visualized as graphics.
- Use the audio scrub browser monitor to locate audio exactly in real-time with extreme speed.
- Easily identify sections of clipped areas in your audio using the audio graphics.
- Eliminate clicks and pops from recordings using the sample accurate editing and the eq, dynamics.
- Save your editing sessions to BMS Project xml file format.
- Drag & Drop any media file from the MS Explorer onto your workspace, or an open file, and perform your editing.
- Drop four types of markers during playback or while editing. Create marker names and use them for locating and creating regions and loops.
- Use Pan/Volume envelopes per clip to visually control your audio over time.
- View, select, and edit your waveforms down to the sample level and snap to sample selections.
- Record, Import, Edit and save 24 and 32-bit files - and record high bit audio if your hardware supports this resolution.
- Open and work directly on compressed file formats with any bit and sample-rate format without creating proxy files, saving hard disk space and speeding up the editing process.
- Save your project workspace and open it at a later session.
- Work on just as normal while BMS processes another with multitask background rendering.
- Intuitive easy to learn control of the interface for quick access to commonly used functions.
- Use the ini file settings to organize your favorite presets and work directories.
- No floating windows just simple dialogs does keep your workspace clean and understandable at all times.
- Use a number of undos/redos to restore a workspace to any previously edited state.
- No customize-able toolbars to avoid messy interfaces.
- Create best possible quality audio for broadcast.
- View audio and video, frame by frame, to produce quality results for streaming media productions and multimedia presentations.
- Create and edit loops using the simple mark & trim tools.
- Control the workspace from a hardware remote.



## Effects and Processing

- Choose from DirectX® Audio Plug-Ins and the built in EQ, Dynamics and Expander effects
- Create dramatic fades, delays, and other effects by utilizing the Fade library and envelope control.
- Use the Audio Plug-In dialog to select and chain multiple plug-ins together and hear the results immediately.
- Use per clip/region activate to turn effects on/off
- Use the built in presets of the EQ and benefit from the intuitive controls
- Use the built in presets of the Dynamics and benefit from the intuitive controls
- Use the DirectX Plug-In Manager to select DirectShow audio plug-in's.
- Audition audio effects direct with no waiting, make on/off comparisons and select what sounds best.

## CD

- Extract audio from your own CDs, transfer audio to your hard drive, then save to file in MP3, WAV, and WMA formats.
- Explore audio files on a CD-ROM and extract your own audio by drag & drop files from the Explorer into the BMS workspace.

## Encoding

- Save your audio to any format using ACM and DirectShow codecs.
- Encode your files for the Internet in any suitable format.
- Render audio to just about any file format, eliminates the need for other programs to perform file conversions.

## Daisy Audio Books

- Save your audio to Audio Book standard format using ACM codecs.
- Encode your files for the Internet in any suitable format.
- Render audio to just about any file format, eliminates the need for other programs to perform file conversions.



## " The Fastest editor on the planet "

Feature	BMS Edit Radio	DIGAS Edit	Sound Forge 7.0	Compare to another
2, 4, 8, 16 or 32 channels	•			
Real-time Any sample-rate simultaneously	•			
Real-time Any compression format simultaneously	•			
Real-time Any bit format simultaneously	•			
Real-time mixing to any format and sample-rate	•			
Vari-speed playback 0-400 %	•			
Audio browsing Scrub	•			
Select workspace samplerate	•			
Select workspace bitformat	•			
Select monitor soundcard output	•			
Select scrub monitor soundcard output	•			
Real-time 64 bit built in MPEG 2 and MP3 decoding	•			
Automated tool selection	•			
4 types nav. markers + recording insertion marker	•			
WYSIWYG track graphics	•			
SQL Database support	•			
Input/Output API	•			
Export /Import to/from DIGAS database manager	•			
Favorite Audio Import/Export paths	•			
Start-button/Fader-started recording	•			
VU/PPM meters	•			
Media Explorer with automatic file previewing	•			
CD extraction	•			
Export /Import to/from DAVE 2000 database	•			
Plextor RE-11 serial remote control	•			
Waveform volume and pan envelopes	•			
Fade curve preset library dialog	•			
Automatic file mixing and conversion	•			
XML Project files	•			
Undo	•			
Any ACM-DirectShow compressed format handling	•			
Real-time non-destructive audio editing	•			
Multitask Background Rendering	•			
32-bit/ 64-bit float/192kHz file support	•			
Enhanced Time Zoom (24:1 ratio)	•			
Audio Plug-Ins	•			
DirectX dialog for Plug-Ins	•			
DirectX plug-In Manager	•			
Enhanced Fade select Manager	•			
Windows Media Video Import Audio	•			
Full support for linear audio	•			
Maximum bit-depth	2,4, 8, 16, 24-bit, 32-bit/64-bit float/192kHz	16 bit / 48 kHz	8, 16, 24-bit, 32-bit/64-bit float/192kHz	
Audio editing, recording, processing, and encoding	•			
Drag-and-drop operations	•			
Real-time audio effects	•			
Video file audio extraction	•			
Compressor/ Limiter Dynamics	•			
Equalizer	•			
Expander	•			
Undo/redo	•			
Full 24 bit support incl. WAVEFORMAT EXTENSIBLE	•		Do not know	
Normalize	•			
Effects previewing	•			