

Drag and Drop your music file to Audacity

The screenshot displays the Audacity application window. The title bar reads "All_Pain_Is_Gone". The menu bar includes File, Edit, Select, View, Transport, Tracks, Generate, Effect, Analyze, Tools, and Help. The toolbar contains various icons for playback (stop, play, pause, previous, next), recording, and editing (select, copy, paste, delete, undo, redo, zoom, pan). The main workspace shows a single audio track named "All_Pain_Is_Gone" with a blue waveform. The track's volume is set to 1.0. The left sidebar shows the track's properties, including Mute and Solo buttons, and an Effects section with a volume slider. The bottom status bar indicates the software is "Stopped" and provides instructions to "Click and drag to select audio". The bottom panel shows the Tempo (120), Time Signature (4/4), and a time display of 00 h 00 m 00 s. The Selection tool is active, and the selection range is 00 h 00 m 00.000 s.

File Edit Select View Transport Tracks Generate Effect Analyze Tools Help

0 30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

All_Pain_Is_Gone

Mute Solo

Effects

- +

L R

1.0 0.5 0.0 -0.5 -1.0

Tempo Time Signature Snap

120 4 / 4 Seconds

00 h 00 m 00 s

Selection 00 h 00 m 00.000 s

Stopped. Click and drag to select audio

Pres Ctrl Key + A to select all audio track and than click on:
Effect → EQ and Filters → Low-pass Filter

The screenshot shows the Audacity 3.5.2 interface with the title bar "All_Pain_Is_Gone_-_100Hz_LP_Filter". The menu bar includes File, Edit, Select, View, Transport, Tracks, Generate, Effect, Analyze, Tools, and Help. The toolbar contains various icons for playback, editing, and analysis. The "Audio Setup" panel shows two channels, L and R, with levels at -48 and -24. The main waveform display shows two channels of audio, with the top channel labeled "All_Pain_Is_Gone_-_100Hz_LP_Filter". The left sidebar shows the "Effects" panel with "Mute" and "Solo" buttons, and a "Low-pass Filter" effect applied. The bottom status bar shows "Stopped." and "Click and drag to select audio".

File Edit Select View Transport Tracks Generate Effect Analyze Tools Help

Audio Setup

0 30 1:00 1:30 2:00 2:30 3:00 3:30 4:00 4:30 5:00

All_Pain_Is_Gone_-_100Hz_LP_Filter

1.0 0.5 0.0 -0.5 -1.0

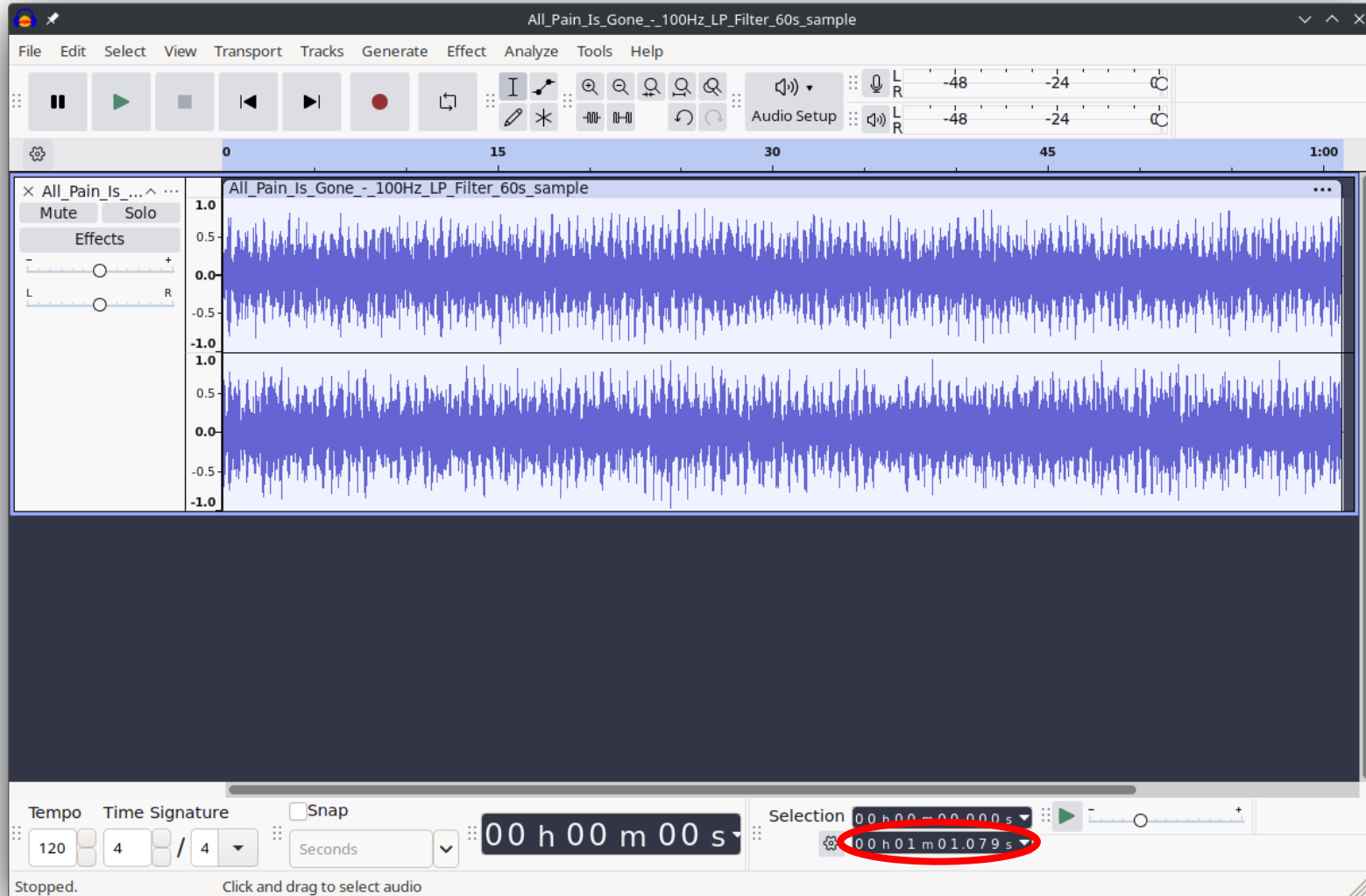
1.0 0.5 0.0 -0.5 -1.0

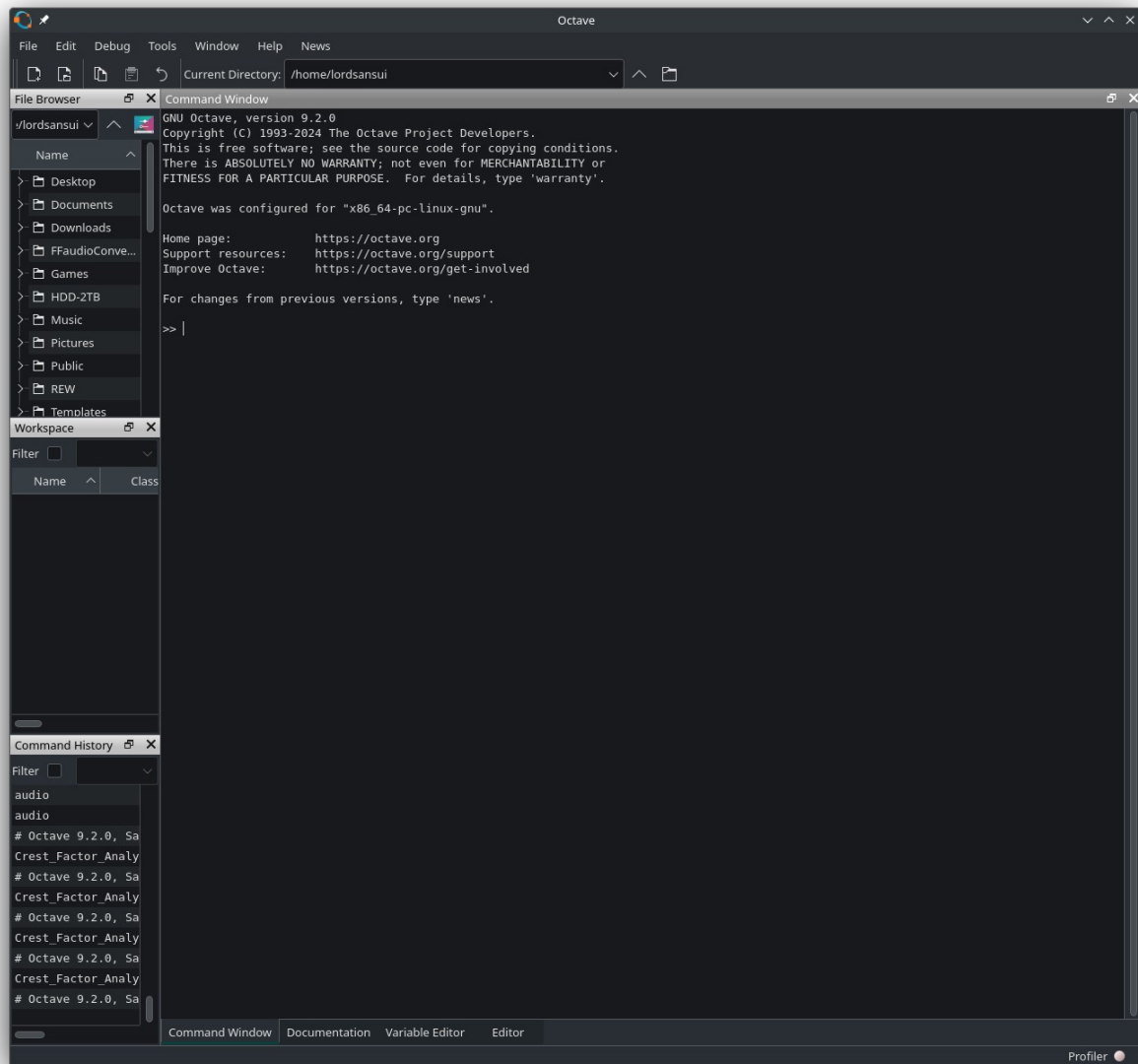
Tempo Time Signature Snap Selection

120 4 / 4 Seconds 00 h 00 m 00 s 00 h 00 m 00.000 s

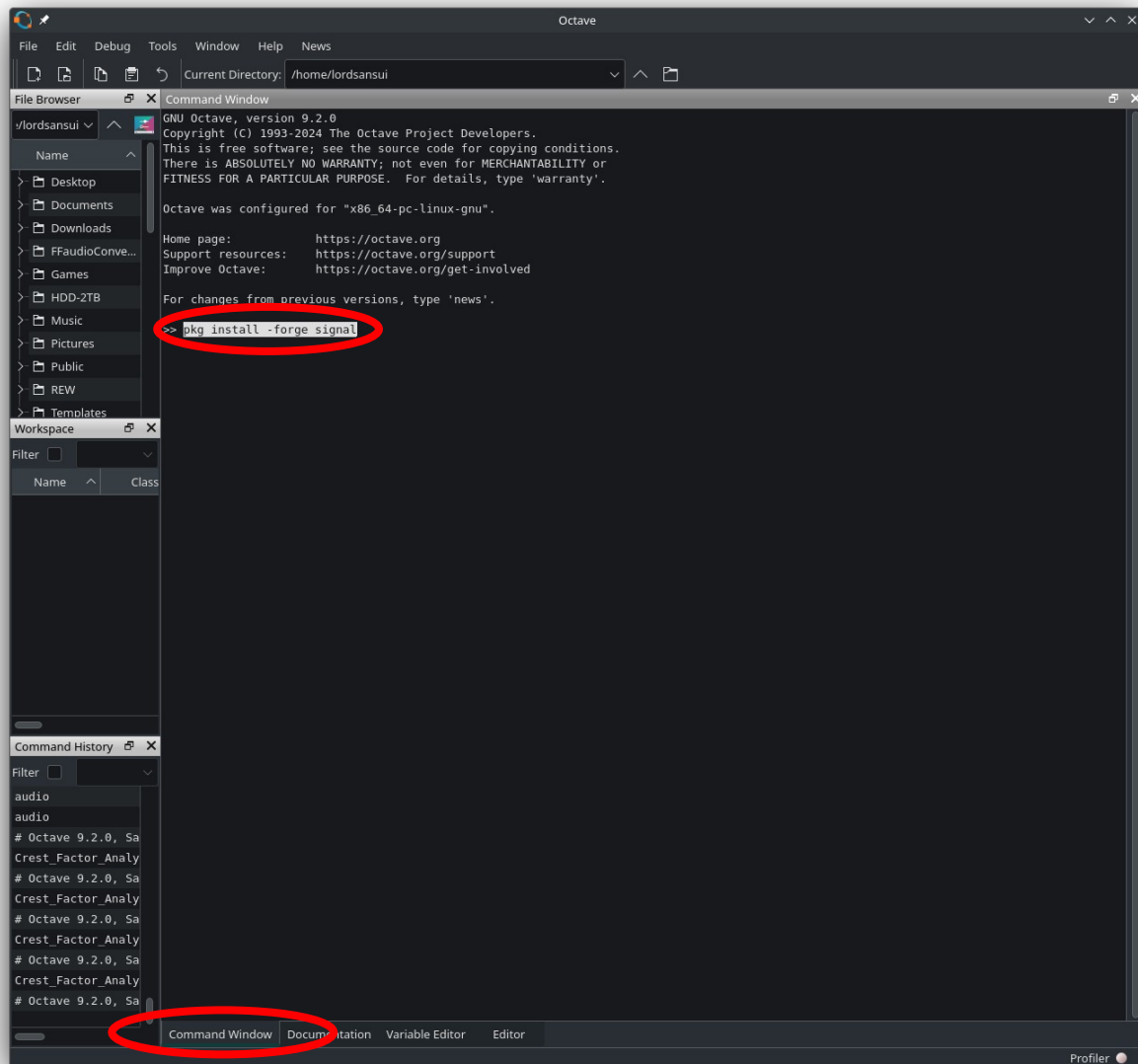
Stopped. Click and drag to select audio

Manual Select that parts of the audio track you want to remove, mouse right click to open the menu and click on CUT.
When you achieve 1min (60s) of music track to go File → Export Audio, in the pop up windows, select the format: Ogg Vorbis File

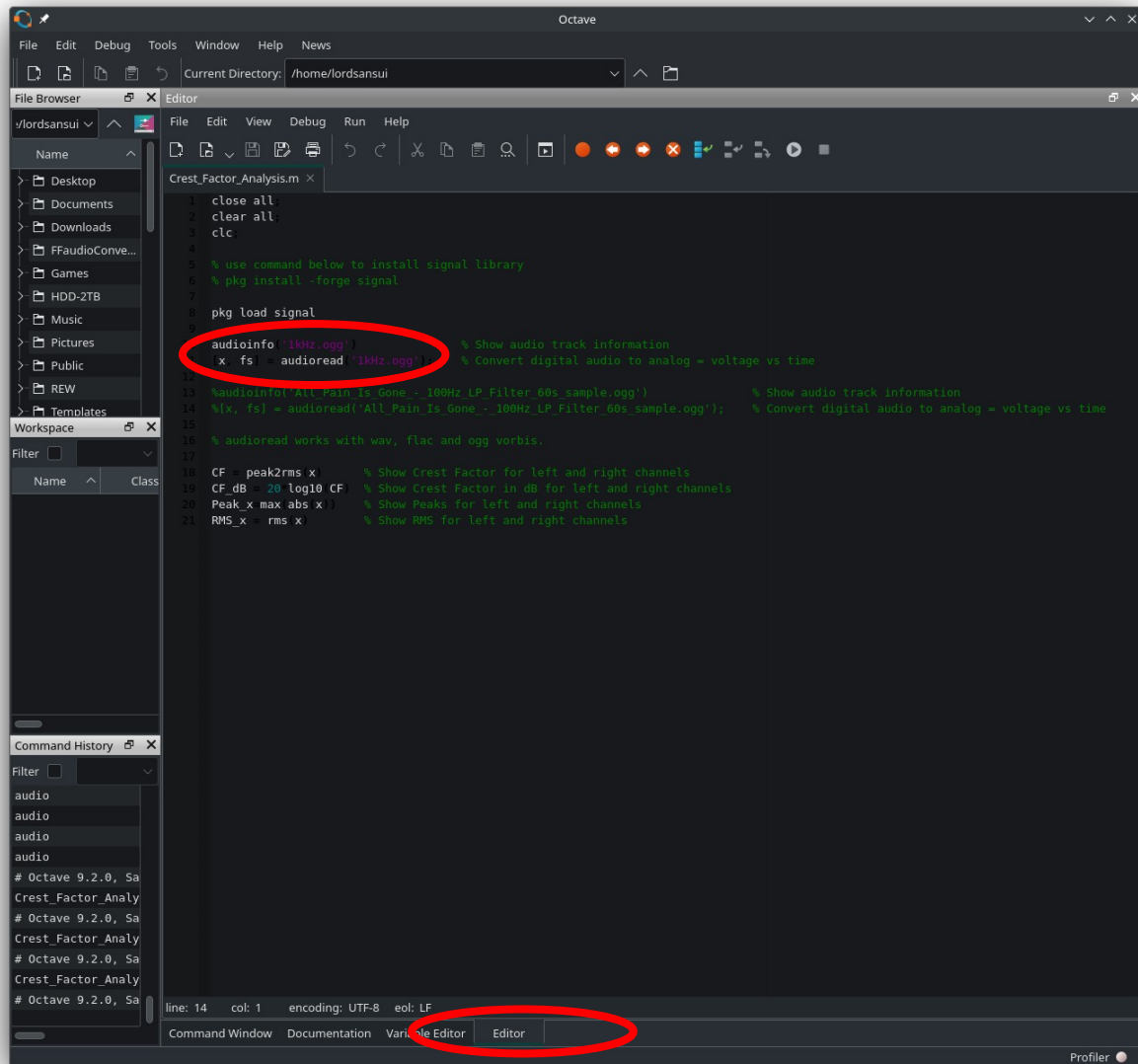




Run the command to install Signal Library to access function to process audio file.



Open the M-file Crest_Factor_Analysis.m from editor tab and chance the name (pink) in the code to your file.



See the results

Octave

File Edit Debug Tools Window Help News

Current Directory: /home/lordsansui/Music

File Browser

insui/Music

Name

- 1kHz.ogg
- All_Pain_Is_Gone...
- All_Pain_Is_Gone...
- All_Pain_Is_Gone...
- Crest_Factor_Anal...

Workspace

Filter

Name	Class
CF	double
CF_db	double
Peak_x	double
RMS_x	double
ans	struct
fs	double
x	double

Command History

Filter

- audio
- audio
- audio
- # Octave 9.2.0, Sa
- Crest_Factor_Analy
- # Octave 9.2.0, Sa
- Crest_Factor_Analy
- # Octave 9.2.0, Sa
- Crest_Factor_Analy
- # Octave 9.2.0, Sa
- Crest_Factor_Analy

Command Window

```
ans =  
scalar structure containing the fields:  
  
Filename = /home/lordsansui/Music/1kHz.ogg  
CompressionMethod =  
NumChannels = 2  
SampleRate = 44100  
TotalSamples = 2468736  
Duration = 55.980  
BitsPerSample = -1  
BitRate = -1  
Title =  
Artist =  
comment =  
  
CF =  
  
1.4292 1.4292  
  
CF_db =  
  
3.1021 3.1021  
  
Peak_x =  
  
1.0155 1.0155  
  
RMS_x =  
  
0.7105 0.7105  
-> |
```

Command Window Documentation Variable Editor Editor

Profiler