

Introduction

Welcome

Thank you for choosing accusonus BeatMarker. In order to better understand the main concepts and operations of BeatMarker, please take the time to read this user manual.

You can also check out our [Accusonus Help Center](#) or [Blog](#) for educational content. Also, follow us on [Facebook](#) and [YouTube](#) for useful tips & tutorials.

Overview

BeatMarker is an **extension** for Adobe Premiere Pro that adds markers to song beats with a single click. When you import audio files to BeatMarker, the algorithm analyzes them, creating markers based on the song beats. You can then import these alongside the song to the Premiere Pro sequence.

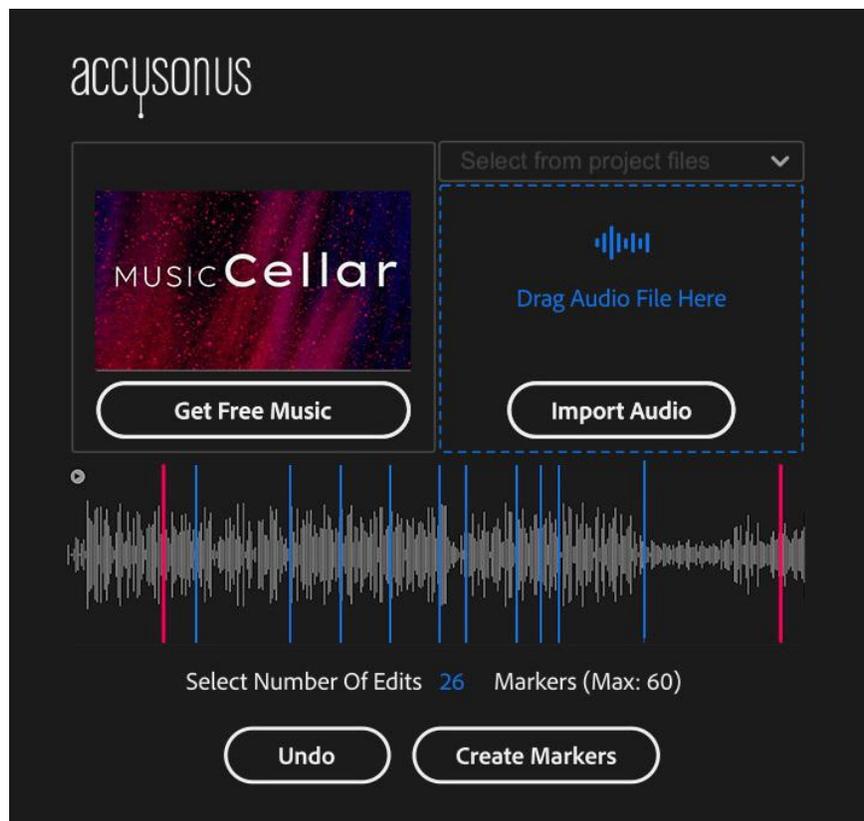


Figure 1: Accusonus BeatMarker

Features

- Automatic marker creation
- Simple and streamlined user interface
- Drag and drop audio files
- Select number of edits
- Select processing area (set regions)

Installation

You can find the latest BeatMarker installers at the Adobe Exchange marketplace, [here](#).

System requirements

You can use BeatMarker on both **macOS and Windows** operating systems. Please check system requirements for Premiere Pro on the Adobe website, [here](#).

Compatibility with Adobe Premiere Pro

- Premiere Pro CC 2020 (or higher)

Operation

Importing audio

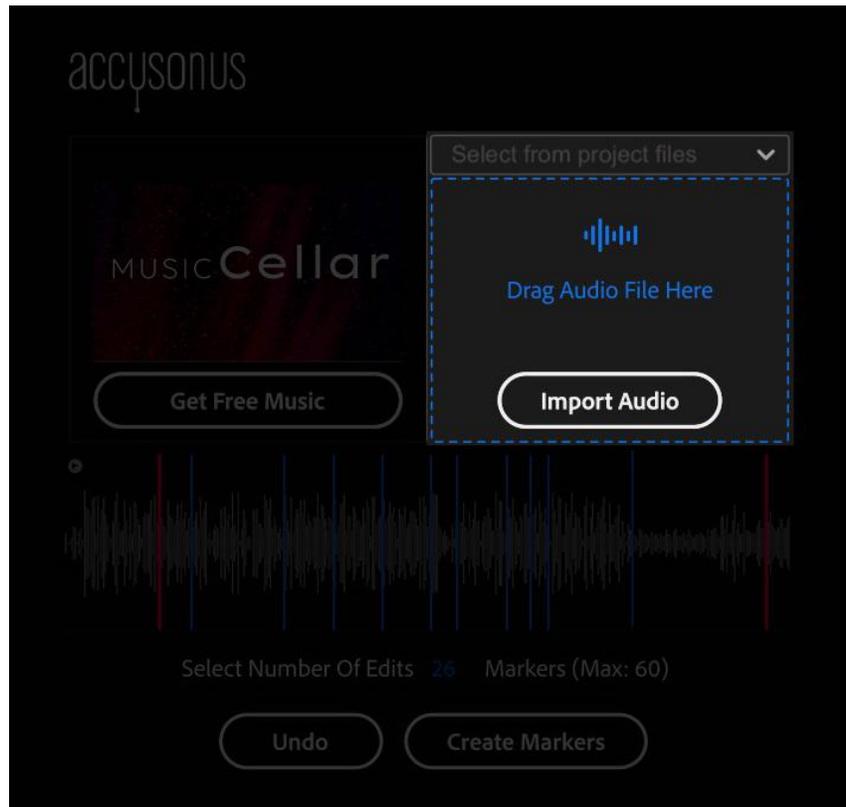


Figure 2: Importing Audio

There are three different ways of importing audio files into BeatMarker.

1. **Drag and drop** directly from your desktop or other location
2. Press the **import audio button** and start browsing your computer for the audio files you want to import
3. **Select from your project files menu.** This will open a tab with any audio files located in the folder of your current project

Supported audio formats

- **.wav** (Waveform Audio File)
- **.mp3** (MPEG-2 Audio Layer III)

Select processing area (set regions)

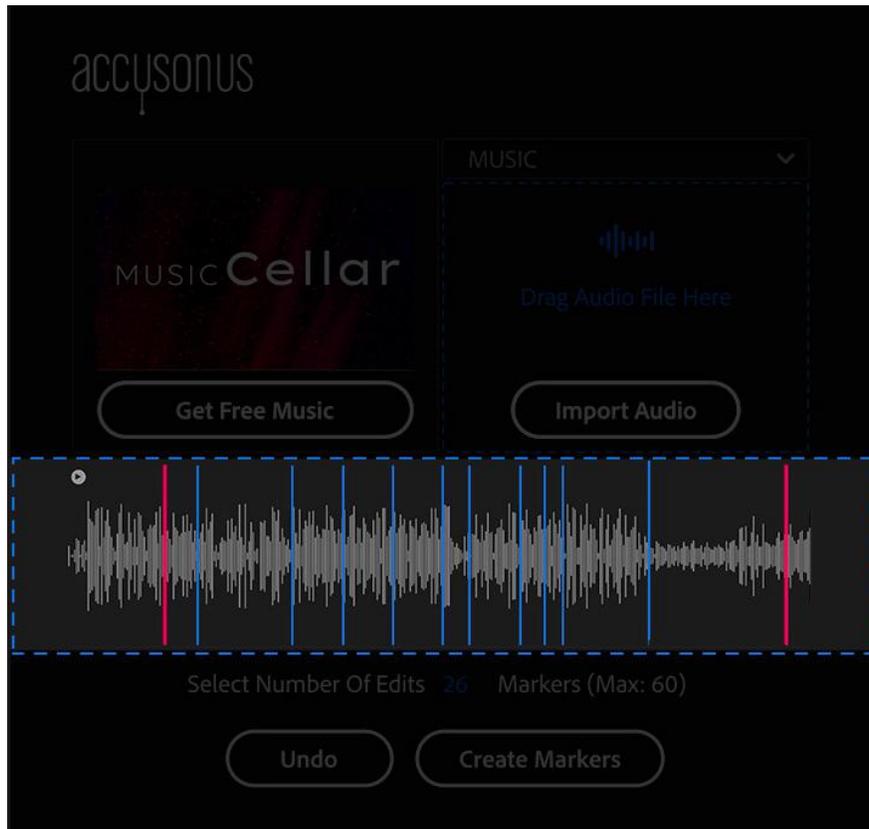


Figure 3: Select processing area (set regions)

When you import an audio file, BeatMarker analyzes it, and creates markers represented by **blue vertical lines** on the waveform. By default, markers are placed across the whole song from the start to the end. If you want to select a specific, shorter area of the song, you can move the **red vertical lines** accordingly.

Select number of edits

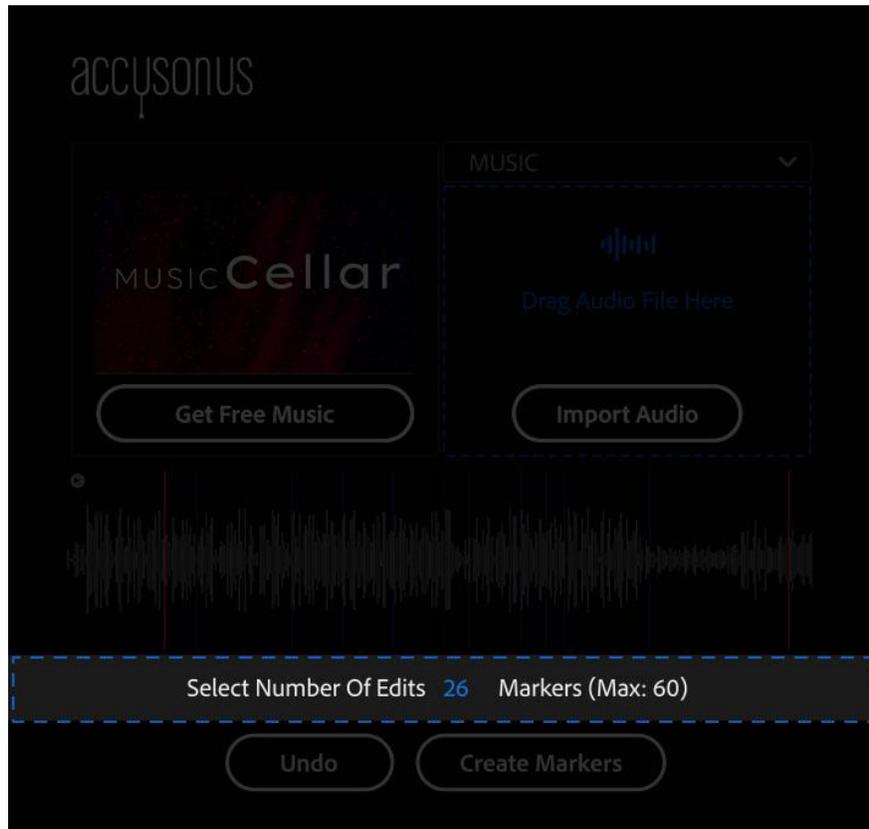


Figure 4: Select number of edits

When BeatMarker analyzes an audio file, it creates a set of meaningful markers based on the beats and the duration of the song. However, you can change the number of markers according to the edits of your video. Let's say that you want to create a slideshow video consisting of 26 photos. Set the number of edits to 26 and you are ready to go.

The maximum number of markers you can add to a song depends on the length of the selected processing area, and the complexity of the song. Therefore, when you move the red vertical lines, the max value changes accordingly.

Create markers

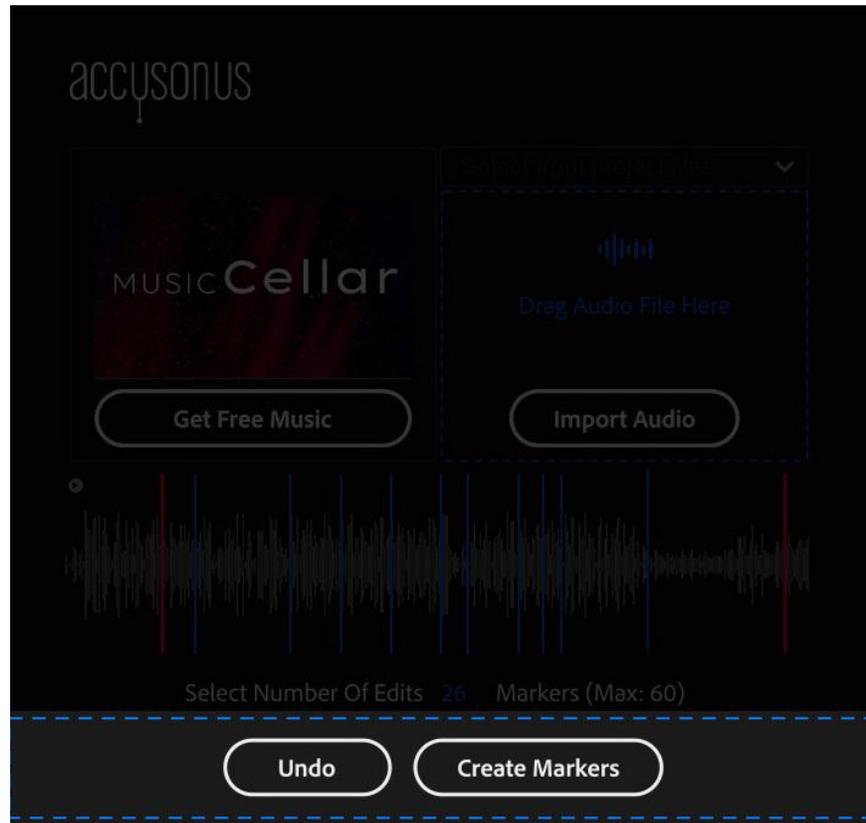


Figure 5: Create markers

Once you have selected the processing area and the number of edits, you are ready to import the markers along with the song to the Premiere Pro sequence. **Just press the Create Markers button, and boom!** If you haven't created a sequence in your project, Premiere Pro will ask you to create one.

You can always go back and change the number of markers/edits until you are happy with the result by **pressing the Undo button.**

Support

Get in touch

If this manual didn't cover your queries, you can use this [form](#) to contact our technical support team, or reach us via email at support@accusonus.com.