ESS-ES1869

*Audio***RACK 32**

APPLICATION SOFTWARE
for Windows 95

August 1997

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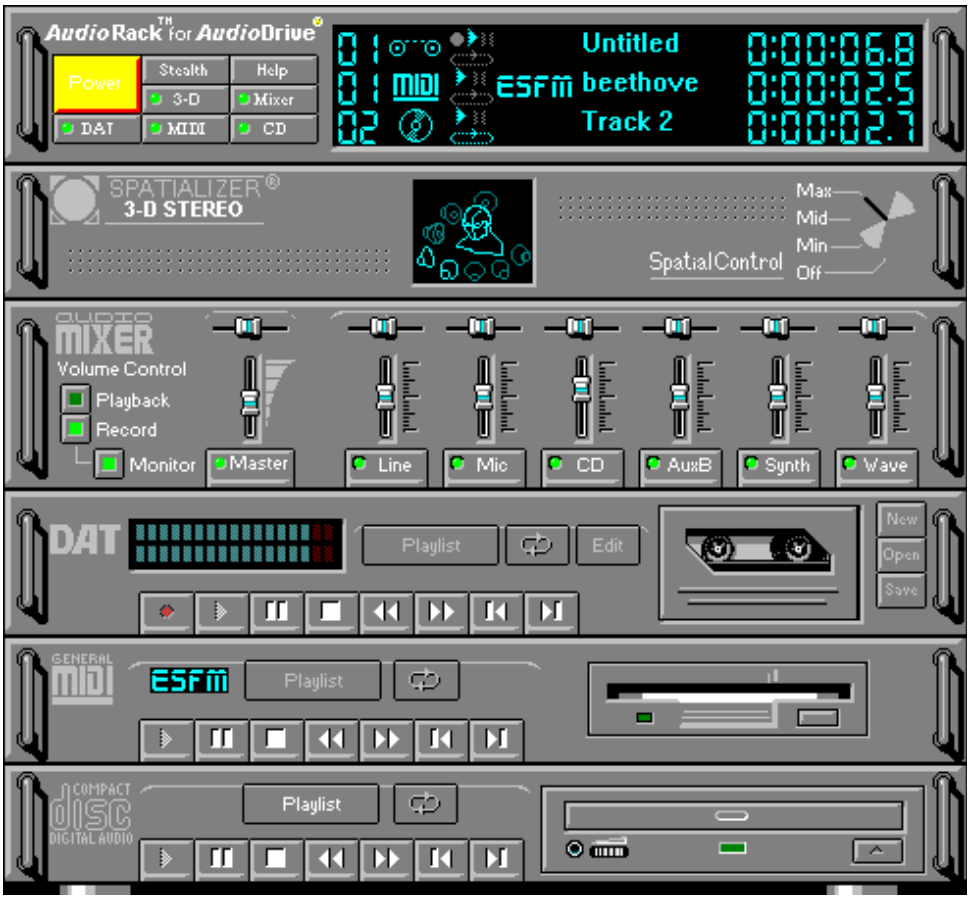
1. *Audio*RACK32

1. Introduction

The *Audio***Rack32** enables you to take full advantage of your computer's audio capabilities. With it you can play audio CDs, wave files and MIDI files. You can record as well as play using the Audio Mixer to combine all your audio resources, including microphone and line-in, and save your creation as a wave file.

The *Audio***Rack32** has six parts.
The Command Center customizes the appearance of the *Audio***Rack32** and displays important information about files. If your audio hardware includes Spatializer hardware, the 3-D/Tone Controller will give you 3-D ambient stereo sound. The Audio Mixer controls the volume levels for both recording and playback of all your computer's audio components. The Digital Audio Player records in the .WAV file format and plays files in the .WAV and .AUD formats. These files are called wave files. MIDI files can be played with the MIDI Player. With the Compact Disk Player, you can use your CD-ROM drive to play audio CDs.

2. Main Screen Layout



The **Audio Recorder** is a separate application from the *Audio***Rack32**. It can be accessed through the Digital Audio Player or launched on its own. The Audio Recorder is used primarily for editing wave files, but can record and play them back as well. You can learn more about the Audio Recorder from the *Audio***Rack32** For Windows95 User Guide or from the Audio Recorder On-Line Help.

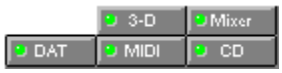
II. Command Center

3. Introduction

The Command Center controls the appearance of the *Audio***Rack32**.
Each component of the *Audio***Rack32** has a button enabling you to show or hide that particular component. From here you can also enable the Miniature mode.
The Command Center also displays information about the status of the other components.

4. Command Center Controls

Turns off the *Audio***Rack32**, closing the *Audio***Rack32** window.



These buttons show or hide the *Audio***Rack32** components. The green light in the upper left corner of the button is on when that component is displayed and off when it is hidden.

Enables the Miniature mode, minimizing the *Audio***Rack32** display.

Calls this help program.

5. Command Center Display

The Command Center display shows information about the status of the different *Audio***Rack32** components. The display is divided into three rows (one each for the Digital Audio Player, MIDI Player and Compact Disk Player) and five columns showing a track counter, component icon, transport state, track name and time index. The MIDI Player has an additional column to show which MIDI patch set is in use.

The counter shows at which point in the playlist the component in question is.

The component icon is displayed when the appropriate component is shown and is not displayed when the component is hidden.

The transport state indicator show the state of the associated component. It indicates when the component is playing, paused, auto repeating or, in the case of the Digital Audio Player, recording.

The time index shows the amount of time passed in the track in hours, minutes, seconds and tenths of seconds.

The MIDI player has an indicator to show whether you are listening to ESFM or not.

6. Controlling the *Audio*RACK32 Appearance

*6.1 Moving the Audio***RACK32** *Window*

- Click and hold with the mouse on any blank area on the *Audio***Rack32** Command center.
- Drag the *Audio***Rack32** to its new position and release the mouse button.

6.2 Showing and Hiding Components

- Click on the button labeled with the name of the component you wish to show or hide.
- The green indicator light in the upper left corner of the button will be on if the component is shown and off if it is hidden.

*6.3 Minimizing the Audio***RACK32**

- The *Audio***Rack32** can be minimized by clicking on the Stealth button on the Command Center.

7. Miniature Mode

The Miniature mode is designed to give you maximum control of the *Audio***Rack32** using a minimum of space. You are able to effectively use the *Audio***Rack32** while still having enough room on your desktop to run other applications. In Miniature mode you can play, pause, stop and control the master volume of the *Audio***Rack32**.

7.1 Miniature Mode Controls


Calls a pop-up menu to restore the AudioRack32, select or deselect active components, or invoke the Always On Top command.


.....Stops currently playing tracks or files of active components.


.....Plays currently loaded tracks or files of active components.


.....Pauses currently playing tracks or files of active components.


.....Controls the master volume.

7.2 Using the Miniature Mode

Once you have loaded the playlist you wish to listen to and entered the Miniature mode, using Miniature mode is quite simple.

1.) Click Play to start playing the selected components in the pop-up menu.
2.) Click Stop or Pause to interrupt the selected components in the pop-up menu.

A selected component will only play if there is something loaded.

NOTE: Clicking “Stop” may reset some tracks to their beginning.

Use the volume slider to control the master volume.
Use the tool icon to select or deselect active components, Restore or set the Miniature mode to “Always on Top”.

7.3 Restoring the AudioRack32

There are two ways to restore the AudioRack32 from its minimized or Miniature mode.

The First:

1. Double click on the Miniature mode display.

The Second:

2. Click on the Tool icon.
3. Select Restore from the pop-up menu.

III. 3-D/Tone Controller

8. Introduction

If your audio hardware includes Spatializer hardware, you will have full use of the 3-D/Tone Controller functions in the *Audio***Rack32**. The Spatial Control gives your computer ambient 3-D sound, transmitting any sound played through the *Audio***Rack32** into a wider arc. This creates an atmosphere of a resonant sound environment rather than audio issuing from a two dimensional plane.

NOTE: If you do not have Spatializer hardware in your audio setup, you may still see the 3-D/Tone Controller displayed in the *Audio***Rack32**, but it will no affect upon the audio of your computer.

9. Using Spatial Control

The Spatial Control converts sound from the *Audio***Rack32** into a 3-D sound field, expanding the sound beyond the speakers. It has four settings:

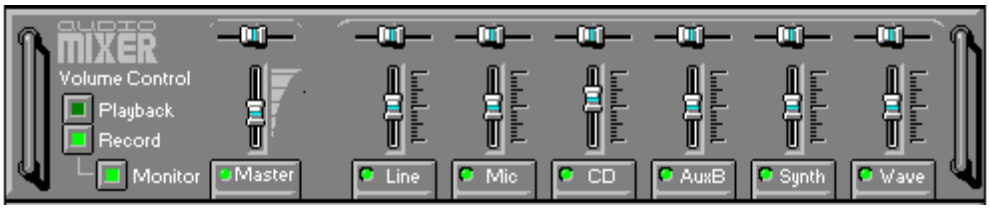
Max: provides the greatest effect, works best with games.
Mid: works best with most audio CDs and music (Default setting).
Min: works best with some audio CDs.
Off: no spatialization, normal stereo.

Of course you should feel free to experiment with these settings to suit the amount of spatialization to your own tastes.
There are two ways to set the Spatial Control.

1. Click on the label of the setting you wish to set the control to.
2. Click on the dial at the point at which you want the dial to be set.

IV. Audio Mixer

10. Introduction



The Audio Mixer has two modes: Playback mode and Record mode. You can use these two modes to fully control which of your audio sources you are listening to or recording, how loud each of those sources are and how they are balanced. Each audio source has its own module with mute, balance and volume controls.

NOTE:	With some hardware setups, the mixer in Record mode behaves as a multiplexer.

11. Audio Mixer Controls

The two Playback and Record toggle buttons are used to switch between Playback mode and Record mode.

Under the Record mode button is a Monitor button. By selecting the Monitor button, you can listen to your recording at the volume and balance you selected for the audio source modules in Record mode. The Monitor button is disabled if you are using a multiplexer.

There are a number of audio source modules displayed on the Audio Mixer. The exact number displayed depends on the capabilities of your hardware. Each module has three controls:

A slider to adjust the balance.

A slider to adjust the volume

A button for muting
Modules that your hardware may provide for are: Master, Line, Wave, Mic, CD, MIDI, Mixer and AuxB.

12. Adjusting the Balance

1. Select the balance slider of the audio source module you want to adjust.
2. With the mouse drag the slider to the left or the right to shift the volume to the left or the right respectively. Alternatively, you may use the right and left arrow keys to shift the balance slider to the right or left.

NOTE: If you want an overall shift in the balance, use the module labeled Master.

13. Adjusting the Volume

1. Select the volume slider of audio source module you want to adjust.
2. With the mouse, drag the slider up to increase the volume or down to decrease the volume. Alternatively, you may use the up and down arrow keys to move the slider up and down.

NOTE: If you want an overall change in volume, use the module labeled Master.

14. Using the Mute Buttons

1. Click on the mute button of the audio source module you want to mute or unmute. The green light in the upper left corner of the button will be black if the audio source is muted. It will be green if the audio source is active.

NOTE: If you want to mute all audio sources, use the module labeled Master. You cannot mute the Master module when you are in record mode.

15. Switching Between Playback and Record Modes

14. Just click on the button next to the label you wish to switch to. These two button are toggle buttons, so if one is pushed on the other turns off.

16. Using the Record Monitor

15. Make sure that you are in Record mode. The light on the Record mode button will be on if you are in Record mode.
16. Click on the Monitor button.

NOTE: The Monitor button is disabled if you are using a multiplexer.

17. Multiplexers

In Record mode, the *Audio***Rack32** mixer will behave like a multiplexer with some hardware setups. What makes a multiplexer different from a mixer is that on a multiplexer only one recording source is available at any one time. All other sources are muted. So if you select the microphone source by clicking on the mute button labeled Mic, all other sources shown will be muted.

There are four ways to tell if you have a multiplexer in Record mode instead of a mixer. They are:

1. Only one mute button is lit at any one time.
2. The monitor button is disabled.
3. Control of the Master source is unavailable.
4. There is a source labeled Mixer.

In all other ways a multiplexer looks and behaves as a mixer.

V. Digital Audio Player

18. Introduction

The Digital Audio Player enables you to play and record wave files. The wave files are written directly to your hard disk as you record, leaving you free to record very large files. Your only limitation is the amount of free space on your hard disk. The voice activation feature is useful for recording any kind of intermittent audio. The Digital Audio Player also provides access to the Audio Recorder, where you can edit and apply special effects to your files. You can learn more about the Audio Recorder from the *Audio***Rack32** For Windows95 User Guide or from the Audio Recorder On-Line Help.

19. System Requirements

If you wish to use 16-bit stereo at 44 kHz for recording or playback, we recommend that your computer have the following capabilities:

A 486DX processor with an internal clock speed of 50 MHz or more
8 megabytes or more of RAM
An average hard disk access time of 15 milliseconds or less

Computers without these capabilities may lose data if you attempt a 16-bit stereo playback or recording at 44 kHz.

20. Playing a Wave File

23. Click on the Open button bringing up the Open dialog box.
24. Choose the file type of the file you wish to play; *.AUD, *.WAV or choose *.* if you don't remember what the file type is.
25. Find the directory containing the file you wish to play and select that file.
26. Click on the Open as read-only check box if you want to be sure to prevent accidental changes to the file. The Read-Only attribute is temporarily assigned.
27. Click on the Open button to return to the main screen.
28. Click on the Play button to start playing.

21. Editing a Wave File

Editing files requires the use of the Audio Recorder. To get to the Audio Recorder, click on the Edit button or launch the Audio Recorder from the *Audio***Rack32** application folder. From the Audio Recorder you have many options.

- Deleting an Audio Selection
- Muting an Audio Selection
- Moving or Copying an Audio Selection
- Recording New Audio and Putting It On the Clipboard
- Inserting Audio From the Clipboard
- Replacing Selected Audio With Clipboard Audio
- Inserting Audio From Another File
- Mixing Audio From Another File
- Normalizing a File's Volume
- Changing a Files Inherent Volume
- Changing a Files Inherent Speed
- Fade In Fade Out
- Echo
- Reversing a File

22. Saving a Wave File

29. Click on the Save button.
30. Find the directory under which you wish to save the file.
31. Enter the name under which you wish to save the file.
32. Click on Save.

23. Controls and Display

23.1 Transport Controls


Starts the Digital Audio Player recording.


Plays the file, track or playlist currently loaded.


Activates or deactivates the Pause.


Halts the file, track or playlist currently loaded


Goes back one second in the current file or five seconds in the current track.


Goes forward one second in the current file of five seconds in the current track.


Goes to the previous file or track in the playlist.


Goes to the next file or track in the playlist.


Enables the Auto-Repeat.

Opens the Set Playlist dialog box.

23.2 File Controls

.....Opens the New Options dialog box.

.....Opens the Open dialog box for loading a file.

.....Opens the Save As dialog box for saving a file.

.....Opens the Audio Recorder for editing a file.

23.3 Digital Audio Player Display


The level meter displays the output strength from the left (top) and right (bottom) channels when a wave file is played.

By clicking on the image of the DAT deck you can display information about the file currently loaded in the Digital Audio Player. The display shows the file name, size, format, sample rate and whether the file was recorded in stereo or mono. Click again to return to the image of the DAT deck.

24. Recording

24.1 About Recording

Choosing format, sample rate, and stereo or mono has a direct impact on the size and quality of an audio file. CD quality audio, for example, is 16-bit stereo recorded at 44 kHz. CD quality audio sounds great, but one minute will take up over ten megabytes of disk space. Depending on what your hard disk resources are, you will probably want to choose a lower number of bits or lower sampling rate. Choosing mono instead of stereo will cut your disk space requirements in half. In determining disk space requirements of a recording, you can use this simple formula:

$$\frac{X \text{ bits}}{1 \text{ sample}} \times \frac{1 \text{ byte}}{8 \text{ bits}} \times \frac{Y \text{ samples}}{1 \text{ second}} = Z \text{ bytes/second}$$

X = the format
Y = the sampling rate
Z = bytes required for one second of recording.

Double this result if you record in stereo.

It is a good idea to preview what you are going to record before you record it. Make a test recording to start with. Listen for overloading or just make sure the source you want to record from isn't muted. If you are recording from multiple sources, you can adjust the volume of the various sources relative to each other. If the microphone is on, keep it away from your speakers or you will get feedback. When you have made adjustments to your liking, start a new file and begin your recording.

24.2 Recording a Wave File

33. Before recording, you might want to check your input levels by previewing your recording. See **About Recording**.
34. Click on the **New** button to open the New Options dialog box.
35. Choose a format to record in. You have a choice of PCM 16-bit or PCM 8-bit.
36. Choose a sample rate.
37. Select the **Stereo** check box if you wish to record in stereo.
38. If you wish to use the Recording Synchronization select the **Yes Recording Synchronization** check box and the audio components you wish to synchronize.

7. Select the **Voice Activation** check box if you wish to use that feature and the seconds silence after which the recorder will pause.
39. Click on **OK**.
40. Click on the **Record** button and start any audio sources you wish to record from. If you are using the Recording Synchronization feature, the checked devices will start automatically.
41. Click on the **Stop** button when you are finished.

24.3 Using the Voice Activation

42. Click on the New file button on the Digital Audio Player.
43. Click on the Voice Activation check box in the New Options dialog box.
44. Enter the number of seconds (one to nine) of silence after which the recording will pause.
45. Continue making your recording.

24.4 Using The Recording Synchronization

46. Click on the New file button on the Digital Audio Player.
47. Select the Yes Recording Synchronization check box in the New Options dialog box.
48. Select the audio components you wish to have the *Audio***Rack32** start playing when you click on the Record button. Be sure that you have a playlist or file you want recorded loaded into the selected components.
49. Continue making your recording.

25. Recording Instructions

25.1 Recording From MIDI

50. Load the file or playlist you want to record into the MIDI Player.
51. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box.
    C. If you wish the MIDI Player to start playing as soon as you hit the Record button, select the Recording Synchronization check box and the MIDI check box beneath.
    D. Click on OK when you're done.
52. Click on Record on the Audio Mixer and make sure the MIDI mute button is lit.
53. If you wish to monitor your recording click on the Monitor button.
54. Check the volume and balance of the MIDI module on the Audio Mixer.
55. Click on the Record button to start recording.
56. Click on the Play button of the MIDI Player (Skip this step if you are using Recording Synchronization).
57. Click on the Stop button to end your recording.

25.2 Recording From Compact Disk

58. Put the audio CD you want to record from into your CD-ROM drive.
59. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box.
    C. If you wish the Compact Disk Player to start playing as soon as you hit the Record button, select the Recording Synchronization check box and the CD check box beneath.
    D. Click on OK when you're done.
60. Click on Record on the Audio Mixer and make sure the CD mute button is lit.
61. If you wish to monitor your recording click on the Monitor button.
62. Check the volume and balance of the CD module on the Audio Mixer.
63. Click on the Record button to start recording.
64. Click on the Play button of the Compact Disk Player (Skip this step if you are using Recording Synchronization).
65. Click on the Stop button to end your recording.

25.3 Recording From Microphone

66. Plug your microphone into the MIC jack on you audio hardware.
67. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box. Generally most microphones are mono.
    C. If you wish to use the Voice Activation feature select the Voice Activation check box and enter the number of seconds of silence after which the recorder will pause.
    D. Click on OK when you're done.
68. Click on Record on the Audio Mixer and make sure the Mic mute button is lit.
69. If you wish to monitor your recording click on the Monitor button. Be careful not to get your microphone too close to the speakers or you'll get feedback.
70. Check the volume and balance of the Mic module on the Audio Mixer.
71. Click on the Record button to start recording.
72. Sing, speak, etc. into the microphone.
73. Click on the Stop button to end your recording.

25.4 Recording From Line-In

74. Prepare whatever audio equipment you are recording from (i.e. home stereo, VCR, etc.) and connect a cable from the Line-Out on the audio equipment to the Line-In on your computer's audio hardware.
75. Click on the New file button on the Digital Audio Player opening the New Options dialog box.

A. Select the format and sample rate.
B. If you want to record in stereo select the stereo check box. Cables can be wired for stereo or mono, so if you wish to record in stereo, use a stereo capable cable.
C. Click on OK when you're done.

76. Click on Record on the Audio Mixer and make sure the Line mute button is lit.
77. If you wish to monitor your recording click on the Monitor button.
78. Check the volume and balance of the Line module on the Audio Mixer.
79. Click on the Record button to start recording.
80. Start the audio source associated with the AuxB module.
81. Click on the Stop button to end your recording.

25.5 Recording From AuxB

82. Prepare the audio source associated with the AuxB module. This is determined by your hardware manufacturer. Check your hardware manual for how this source is used.
83. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box.
    C. Click on OK when you're done.
84. Click on Record on the Audio Mixer and make sure the AuxB mute button is lit.
85. If you wish to monitor your recording click on the Monitor button.
86. Check the volume and balance of the AuxB module on the Audio Mixer.
87. Click on the Record button to start recording.
88. Start the audio source associated with the AuxB module.
89. Click on the Stop button to end your recording.

25.6 Recording From Mixer

The Mixer source is available only in Record mode in certain hardware setups (See Multiplexers). When the Mixer mute button is lit, imagine the sound funneling through the mixer in Playback mode and the source module labeled Mixer is the master valve to your recording device. In this way you can record from multiple sources.

90. Prepare the devices you wish to record from (load CD's, files, playlists; connect cables to Mic or Line-In jacks).
91. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box.
    C. If you wish the Compact Disk Player or MIDI Player to start playing as soon as you hit the Record button, select the Recording Synchronization check box and the appropriate check boxes beneath.
    D. Click on OK when you're done.
92. Click on Record on the Audio Mixer and make sure the Mixer mute button is lit.

93. Check the volume and balance of the Mixer module on the Audio Mixer. This will act as your Master control.
94. Click on Playback on the Audio Mixer and make sure the desired mute buttons are lit.
95. Check the volume and balance of the desired modules on the Audio Mixer, especially in relation to one another.
96. Click on the Record button to start recording.
97. Start the devices you want to record from (if all the devices are synchronized in step 2C skip this step). You may even want to stagger when these devices start.
98. Click on the Stop button to end your recording.

25.7 Recording From Multiple Sources

Recording from multiple sources differs very little from recording from single sources.

99. Prepare the devices you wish to record from (load CD's, files, playlists; connect cables to Mic or Line-In jacks).
100. Click on the New file button on the Digital Audio Player opening the New Options dialog box.
    A. Select the format and sample rate.
    B. If you want to record in stereo select the stereo check box.
    C. If you wish the Compact Disk Player or MIDI Player to start playing as soon as you hit the Record button, select the Recording Synchronization check box and the appropriate check boxes beneath.
    D. Click on OK when you're done.
101. Click on Record on the Audio Mixer and make sure the desired mute buttons are lit.
102. If you wish to monitor your recording click on the Monitor button. If you choose to monitor your recording watch out for feedback from the microphone.
103. Check the volume and balance of the desired modules on the Audio Mixer, especially in relation to one another.
104. Click on the Record button to start recording.
105. Start the devices you want to record from (if all the devices are synchronized in step 2C skip this step). You may even want to stagger when these devices start.
106. Click on the Stop button to end your recording.

26. Playlists

26.1 Playing a Wave File Playlist

107. Click on the Playlist button on the Digital Audio Player to open the Set Playlist dialog box.
108. Click on the Open button to bring up the Open dialog box.
109. Change to the disk and directory where the playlist is located.
110. Click once on the playlist and click on Open. Or you can double click on the playlist to open it.
111. Click on OK to return to the *Audio***Rack32**.
112. Click on the Play button of the Digital Audio Player.

26.2 Editing a Wave File Playlist

113. Click on the Playlist button on the Digital Audio Player to open the Set Playlist dialog box.
114. Change to the disk and directory where the wave files are located.
115. There three ways you can move wave files into the Playlist box:
    A. Highlight the file and click on the Add button.
    B. Double click on the file.
    C. Drag and drop the file into the Playlist box.
    Click on Add All if you want to add all the wave files in the file list to the playlist.
116. There two ways you can remove files from the Playlist box:
    A. Highlight the file and click on the Remove button.
    B. Double click on the file.
    Click on Clear if you want to remove all files from the playlist.
117. If you want to change the order of the files in the playlist, you can click and drag a file to a new position, then drop it.
118. Once you have highlighted a file you can hear what it sounds like by clicking on the Preview button.
119. Repeat steps three though six in any order as necessary.

26.3 Saving a Wave File Playlist

120. Edit or create the playlist you wish to save in the Set Playlist dialog box.
121. Click on the Save button to save the playlist under the same name. Click on the Save As button to choose a name to save the playlist under.
122. After the Save As dialog box opens, choose a name and directory to save the playlist under.
123. Click on the Save button.

26.4 Setting the Default Wave File Playlist

When you have created a playlist file that you like, you may want to have that playlist file loaded automatically every time you start the *Audio***Rack32**. The Used as Default List check box in the Set Playlist dialog box fulfills this function.

The Used as Default List check box is selected automatically when you call up the Set Playlist dialog box. The default playlist file is chosen when you click OK to exit the Set Playlist dialog box with the following two conditions:

124. The Used as Default List check box is selected.
125. The current playlist is a previously saved playlist file.

If the Used as Default List check box is not selected when you click OK, there will be no default playlist file.

If the current playlist has not been saved, you will be prompted to save the current playlist when you click OK. You won't be able to return to the *Audio***Rack32** until you either deselect the Used as Default List check box or give the playlist file a name.Remember to save any changes you want to make to a playlist file before you return to the *Audio***Rack32**. Only the last saved version of the default playlist file will be loaded.

VI. MIDI PLAYER

27. Introduction

With the MIDI Player you can play .MID or .RMI files. These files are created by MIDI sequencer programs. You can create MIDI file playlists which you can edit and save.

28. MIDI Player Display

By clicking on the picture of the floppy drive, you can display the name and length of the current MIDI file in the playlist. Click again to return to the picture of the floppy drive.

29. Transport Controls

 Starts the Digital Audio Player recording.

 Plays the file, track or playlist currently loaded.

 Activates or deactivates the Pause.

 Halts the file, track or playlist currently loaded

 Goes back one second in the current file or five seconds in the current track.

 Goes forward one second in the current file of five seconds in the current track.

 Goes to the previous file or track in the playlist.

 Goes to the next file or track in the playlist.

 Enables the Auto-Repeat.

Opens the Set Playlist dialog box.

30. Playing a MIDI File

134. Click on the Playlist button on the MIDI Player to open the Set Playlist dialog box.
135. Change to the disk and directory where the MIDI files are located.
136. There three ways you can move MIDI files into the Playlist box:

A. Highlight the file and click on the Add button.
B. Double click on the file.
C. Drag and drop the file into the Playlist box.

137. Once you have highlighted a file you can hear what it sounds like by clicking on the Preview button.
138. Click on OK.
139. Click on the Play button of the MIDI Player.

31. Playing a MIDI Playlist

140. Click on the Playlist button on the MIDI Player to open the Set Playlist dialog box.
141. Click on the Open button to bring up the Open dialog box.
142. Change to the disk and directory where the playlist is located.
143. Click once on the playlist and click on Open. Or you can double click on the playlist to open it.
144. Click OK to return to the *Audio***Rack32**.
145. Click on the Play button of the MIDI Player

32. Editing a MIDI Playlist

146. Click on the Playlist button on the MIDI Player to open the Set Playlist dialog box.
147. Change to the disk and directory where the MIDI files are located.
148. There three ways you can move MIDI files into the Playlist box:
    A. Highlight the file and click on the Add button.
    B. Double click on the file.
    C. Drag and drop the file into the Playlist box.
    Click on Add All if you want to add all the files in the file list to the playlist.
149. There two ways you can remove files from the Playlist box:
    A. Highlight the file and click on the Remove button.
    B. Double click on the file.
    Click on Clear if you want to remove all files from the playlist.
150. If you want to change the order of the files in the playlist, you can click and drag a file to a new position, then drop it.
151. Once you have highlighted a file you can hear what it sounds like by clicking on the Preview button.
152. Repeat steps three though six in any order as necessary.

33. Saving a MIDI Playlist

153. Edit or create the playlist you wish to save in the Set Playlist dialog box.
154. Click on the Save button to save the playlist under the same name. Click on the Save As button to choose a name to save the playlist under.
155. After the Save As dialog box opens, choose a name and directory to save the playlist under.
156. Click on the Save button.

34. Setting the Default MIDI File Playlist

When you have created a playlist file that you like, you may want to have that playlist file loaded automatically every time you start the *Audio***Rack32**. The Used as Default List check box in the Set Playlist dialog box fulfills this function. The Used as Default List check box is selected automatically when you call up the Set Playlist dialog box. The default playlist file is chosen when you click OK to exit the Set Playlist dialog box with the following two conditions:

157. The Used as Default List check box is selected.
158. The current playlist is a previously saved playlist file.

If the Used as Default List check box is not selected when you click OK, there will be no default playlist file.

If the current playlist has not been saved, you will be prompted to save the current playlist when you click OK. You won't be able to return to the *Audio***Rack32** until you either deselect the Used as Default List check box or give the playlist file a name.

Remember to save any changes you want to make to a playlist file before you return to the *Audio***Rack32**. Only the last saved version of the default playlist file will be loaded.

159. COMPACT DISK PLAYER

35. Introduction

The Compact Disk Player enables you to insert audio CDs into your CD-ROM drive and play them. Check your hardware manual about setting up CD audio hardware and drivers. Your Compact Disk Player uses intelligent CD playlist management. The Compact Disk Player will remember the last playlist you used for each CD and load that playlist everytime you insert that CD.

36. Transport Controls


Starts the Digital Audio Player recording.


Plays the file, track or playlist currently loaded.


Activates or deactivates the Pause.


Halts the file, track or playlist currently loaded.


Goes back one second in the current file or five seconds in the current track.


Goes forward one second in the current file of five seconds in the current track.


Goes to the previous file or track in the playlist.


Goes to the next file or track in the playlist.


Enables the Auto-Repeat.

Opens the Set Playlist dialog box.

37. Playing a Compact Disk

To play a CD is quite simple.

165. Click on the eject button on the Compact Disk Player to open your CD-ROM drive.
166. Insert the CD you wish to play into your CD-ROM drive.
167. Click on the Play button. The Compact Disk Player will automatically load the playlist you created for that CD. If there is no playlist for that CD, it will play the track in the standard order (starting at one and progressing by one to the end of the CD).

38. Editing a Compact Disk Playlist

168. With the CD in the CD-ROM drive click on the Playlist button.
169. There three ways to add tracks to the Playlist:
    A. Highlight a track on the Tracklist and click on the Add button.
    B. Double click on a track in the Tracklist.
    C. Click and drag a track on the Tracklist and drop it in the Playlist.
    Add All will copy all of the tracks on the Tracklist to the end of the Playlist.
170. There three ways you can remove files from the Playlist box:
    A. Highlight a track on a Playlist and click on the Remove button.
    B. Double click on a track in the Playlist.
    C. Click and drag a track on the Playlist and drop it in the Tracklist.
    Click on Clear if you want to remove all tracks from the Playlist.
171. If you want to change the order of the tracks in the Playlist, you can click and drag a track to a new position, then drop it.
172. Once you have highlighted a track you can hear what it sounds like by clicking on the Play Track button.
173. Repeat steps three though six in any order as necessary.
174. Select the Shuffle check box if you wish the Compact Disk Player to play the tracks in the Playlist in a random order.
175. To change the CD Title, click in the CD Title text box and enter the new title.
176. To change a track name, highlight the track in the Tracklist, then click in the Track Name text box and enter a new name. Click on the Update Name button when you are done.

39. Saving a Compact Disk Playlist

177. Edit the playlist you wish to save.
178. Click on the Save button in the Set Playlist window to save the playlist under the same name or the Save As button to give the playlist a new name.
179. In the Save As dialog box, choose a directory and name to save the playlist under.
180. Click on Save.

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