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[Common Error Messages](#)

Product Support

MCS SoundTrak is supported by Animotion through our Technical Support Department, Bulletin Board System, CompuServe and Internet.

- *Technical Support Department*--the Animotion Technical Support Department may be reached at (205)591-5715, Monday through Friday, 9AM to 5PM Central time.
- *Bulletin Board System*--the Animotion Bulletin Board System is available 24 hours a day at (205)591-5795. Transmission speeds up to 14,400 bps, V.42 (preferred) and MNP2-4 (fallback) error correction, and V.42bis and MNP5 data compression are supported. In addition to technical support, sample files, product updates, and new product information are available.
- *CompuServe*--check your local listings for the CompuServe number in your area. To go directly to the Animotion Development section, enter **GO ANIMATION**. Inquiries about MCS SoundTrak or other Animotion products should be directed to *PIN 71333,1154*.
- *Internet*--you can also contact Animotion via the Internet. Send your correspondence to *71333.1154@compuserve.com*.

Current Uses of Technology

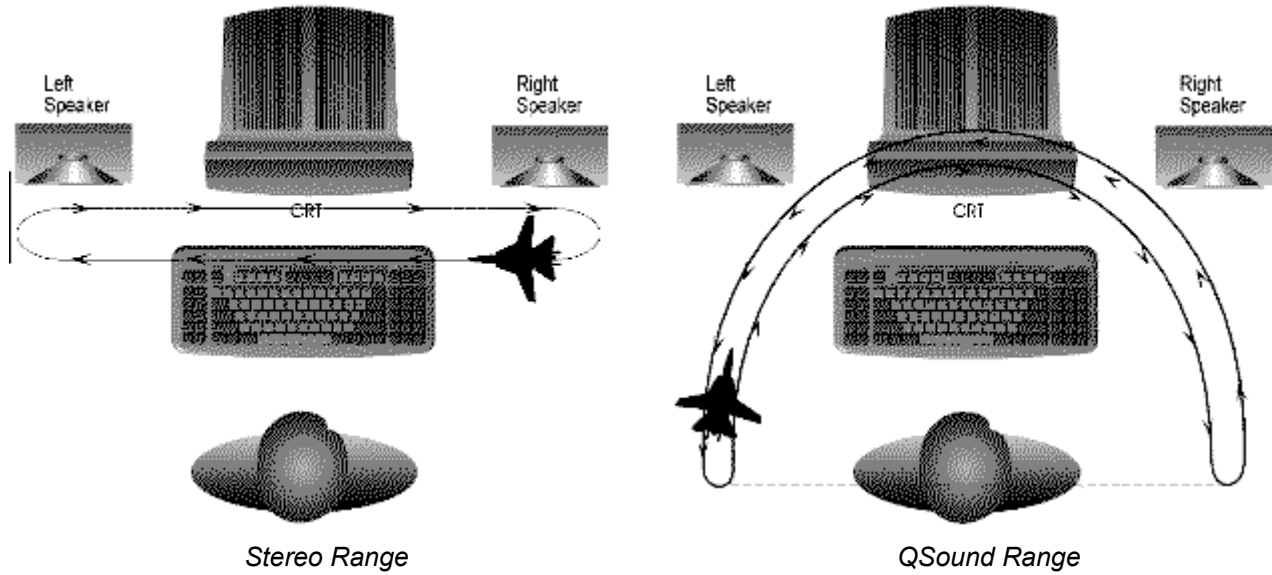
QSound is a patented technology that allows you to edit WAV files to create a multi-dimensional illusion-- you can manipulate WAV files so that the sound seems to originate from specific locations that you control.

QSound technology has been used to produce major box office soundtracks and music hits, including *Robin Hood: Prince of Thieves*, Madonna's *Immaculate Collection*, Sting's *Soul Cages*, Paul McCartney's *Paul is Live*, Luther Vandross' *Power of Love*, and many others.

You can apply QSound effects to an entire WAV file or to selected portions. For more information about applying QSound to a file, see QSound. For more general information about applying special effects, see Pasting a Block From a File.

Beyond Stereo

Although QSound requires only a stereo sound card and two speakers, it can create the illusion that sounds are originating from anywhere within a 180-degree arc beside and in front of you. The following diagrams illustrate the difference between QSound and ordinary stereo sound:



Setting Up Your Speakers Properly

For QSound to work properly, your speakers must be set up correctly, and you must position yourself appropriately in relation to your speakers. Speakers must be positioned on the same plane, at equal distances from you. The following topics provide specific guidelines for setting up your QSound environment.

Related Topics:

[Speaker Balance](#)

[Speaker Cabling](#)

[Speaker Placement](#)

[Where to Sit](#)

Speaker Balance

If your speakers have separate volume controls, then set them as equally as possible. If your system has a single balance control, then set the balance to the center position.

Speaker Cabling

QSound performs its audio magic by manipulating the phase of the stereo outputs. To assure proper phasing, you must make sure to connect red to red and black to black (positive to positive, negative to negative) for both speakers when you connect them to the sound board or amplifier. One of the paired wires in a speaker wire or lamp cord is often marked with a line or a ridge for this purpose.

Speaker Placement

For QSound to work properly, both speakers must be positioned at the same height, with the fronts of the speakers aligned on the same horizontal plane.

Try to keep the speakers at least three feet from the side walls. QSound works best if the speakers are at least three feet apart, but this distance is not a requirement. The speakers may be slightly angled in, if you prefer.

Where to Sit

To hear the full 180-degree range of QSound, you must be centered in front of your speakers so that you are an equal distance from both of them.

Permissible Use of QSound Or QBit Creations

By purchasing this copy of MCS SoundTrak, you have purchased a license allowing you to use QSound and QBit for personal and entertainment use. If you would like to use QSound or QBit in retail or pay-per-view products such as video games, audio or audio/visual recordings, or in public broadcasts such as top-of-the-hour station identifiers or advertisements, you must obtain a commercial licensing agreement with QSound Labs. QSound Labs has established special commercial licensing rates for purchasers of MCS SoundTrak, based on the type and quantity of intended usage. This arrangement allows MCS SoundTrak purchasers to use QSound and QBit technology at substantially more attractive and economical rates than have previously been offered.

For more information, or to request a commercial licensing arrangement, call (403)291-2492 or fax (403)250-1521, or write to the following address: QSound Labs, Inc., 2748 - 37th Avenue N. E., Calgary, Alberta, Canada, T1Y 5L3.

Launching MCS SoundTrak

As part of the installation process, an *MCS SoundTrak* program group is created in the Windows Program Manager. Launch MCS SoundTrak in the same way that you launch other Windows programs, by double-clicking on the *MCS SoundTrak* icon in the *MCS SoundTrak* program group window.

If you prefer to launch MCS SoundTrak with a particular file automatically opened and displayed, use one of these methods:

- Open the Windows File Manager, click on the file you want to open, and drag the file onto the *MCS SoundTrak* icon within the *MCS SoundTrak* program group (or onto the *MCS SoundTrak* program group icon, if it is minimized).
- Open the Windows File Manager and double-click the file you want to open. (*Note: this method will work only if you have selected MCS SoundTrak as the default player during the installation process.*)

MCS SoundTrak will be launched with the selected file displayed in the graph display area.

The Main Application Window

When you use MCS SoundTrak, you will perform all operations in the main application window.

The major features of the main application window are described in the following sections. The features are described beginning at the top-left corner of the main application window, as if you were scanning from left to right and top to bottom.

Related Topics:

[The File Open and File Save Buttons](#)

[The Undo Button](#)

[The Cut, Copy, and Paste Buttons](#)

[The Copy To and Paste From Buttons](#)

[The Start, Size, Zoom, and Zoom Level Controls](#)

[The Help Button](#)

[The Special Effects Toolbar](#)

[The WAV File Graph Display Area](#)

[Transport Controls](#)

[The Playlist Selections Combo Box](#)

[The Info Bar](#)

The File Open and File Save Buttons



The *File Open* and *File Save* buttons are in the upper-left corner of the window. These buttons allow you to open any WAV file on your system, or to save the current file.

- For more information about opening WAV files, see [Opening a File](#).
- For more information about saving WAV files, see [Saving Files](#).

The Undo Button



The *Undo* button is in the upper-left area of the window, to the right of the *File Open* and *File Save* buttons. The *Undo* button allows you to undo your most recent edit, but there may be occasions when you wish to disable this feature.

- For more information about undoing your edits, see [A Note About Disabling the Undo Command](#).

The Cut, Copy, and Paste Buttons



The *Cut*, *Copy*, and *Paste* buttons are in the upper-left area of the window, to the right of the *Undo* button. With these buttons, you can cut, copy, and paste selected blocks of a file. These commands use the MCS SoundTrak clipboard, so whatever you cut or copy replaces any selection currently on the clipboard.

- For more information about cutting, copying, and pasting within a WAV file, see The Copy To and Paste From Buttons.
- For more information about inserting another file into the current file, see Pasting a Block From a File.
- For more information about saving a block as a separate file, see Copying a Block to a File.

The Copy To and Paste From Buttons



The *Copy To* and *Paste From* buttons are in the upper-left area of the window. With these buttons, you can save a selected block as a separate WAV file, or you can insert an existing WAV file into the current file.

- For more information about inserting an existing WAV file into the current file, see [Pasting a Block From a File](#).
- For more information about saving a block as a separate WAV file, see [Copying a Block to a File](#).

The Start, Size, Zoom, and Zoom Level Controls



The *Start*, *Size*, *Zoom*, and *Zoom Level* controls are in the upper-right area of the window. The *Start* and *Size* edit fields allow you to select a precisely-positioned and sized block in the current file; you can then play or apply edits to the selected block. The *Zoom Block* button, *Zoom Previous* button, and *Zoom Level* slider control allow you to zoom in on selected blocks of the file, for greater accuracy in editing or applying special effects.

- For more information about zooming in on a selected block in a file, see [Using the Zoom Block and Zoom Previous Buttons](#).
- For more information about magnifying the selected block, see [Using the Zoom Level Slider](#).
- For more information about using the *Zoom Block* button to view selected blocks that are outside the graph display area, see [Using the Zoom Block and Zoom Previous Buttons](#).

The Help Button



The *Help* button is in the upper-right corner of the window. This button allows you to access context-sensitive on-line help.

- For more information about using on-line help, see [Using On-line Help](#).

The Special Effects Toolbar



The special effects toolbar is directly above the graph display area. By clicking on any of these buttons, you can apply special effects to all or part of the current file. From left to right on the toolbar, the special effects are: [Amplify](#), [Pan](#), [Fade](#), [Chorus](#), [Flange](#), [Echo](#), [Remove Vocals](#), [DC Offset](#), [Rate](#), [Invert](#), [Reverse](#), [Insert](#), [Mix](#), [Stereo to Mono](#), [Mono to Stereo](#), [QBit](#), and [QSound](#).

For many of these effects, a [dialog box](#) allows you to control how the special effect is applied.

- For general information about applying special effects, see [Pasting a Block From a File](#).

The WAV File Graph Display Area

When you open a WAV file, a representation of its sound wave is displayed in the graph display area in the center of the main application window. If the file is a stereo file, both stereo channels are displayed, with the left channel above the right channel.

When the file is initially displayed, the graph display area will display up to the amount of time specified in the InitialDisplayTime entry in the [SoundTrak] section of the MCS.INI file, located in your Windows subdirectory. Optionally, you may also specify an initial display time of 0, resulting in the entire file being initially displayed, regardless of its length. If the file is longer than the specified initial display time, the scroll bar immediately below the graph display area is activated. You can use the scroll bar or the zoom level controls to view blocks of the file that are currently outside of the graph display area.

The time grid at the top of the graph display area shows which section of the file is currently displayed.

- For information about using the Zoom Block button to view blocks that are outside the graph display area, see Using the Zoom Block and Zoom Previous Buttons.

Transport Controls



The transport controls are near the lower-left area of the window. Like the controls on a tape player, these buttons allow you to play the current WAV file, to record a WAV file from an appropriate input source, and to skip forward and backward in a playlist.

- For more information about playing a WAV file, see [Playing a File](#).
- For more information about recording WAV files, see [Entering the Recording Settings](#).
- For more information about using playlists, see [Using Playlists](#).

The Playlist Selections Combo Box



The *Playlist Selections Combo Box* is near the lower-right corner of the window. The name of the current file is displayed here. Other files may be quickly accessed from this combo box if you have opened more than one file during this session, or if you are working from a playlist.

- For more information about using the *Playlist Selections Combo Box*, see [Using Playlists](#).

The Info Bar



The Info Bar is located along the bottom of the window. Display fields, described from left-to-right, provide the following information:

- The current position of the mouse pointer. As you move the mouse in the graph display area, the exact location of the mouse pointer is constantly updated, allowing you to position the cursor accurately in the file.
- The sampling rate of the current file.
- The number of bits contained in each sample of the current file.
- Whether the current file is in mono or stereo.
- The entire length of the current file. (Only the first ten seconds of a file are initially displayed in the graph display area.)
- The name of the MCS SoundTrak button or feature currently underneath the mouse pointer. As you move the mouse pointer over the controls and display areas in the main application window, descriptive names of the features are displayed in this area.

Positioning the Cursor

Inside the graph display area, the cursor appears as a thin, blinking line. When you open a file, the cursor is positioned at the beginning of the file, along the left edge of the graph display area. If the file is a stereo file, the cursor crosses both channels.

To move the cursor to another position, simply click the mouse anywhere in the file. If you need to position the cursor more precisely, use one of the following methods:

- Watch the leftmost display field of the Info Bar. As you move the mouse-pointer, its exact location is displayed in the display field. When the desired location is displayed, click to position the cursor at that point.
- Key in a start point in the *Start* edit field, or use the spin button to display the desired start point. For more information about using the spin button, see Important Mouse Controls.

Selecting a Block of the WAV file

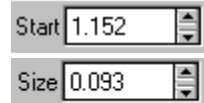
The easiest way to select a block within a mono file is to drag the mouse over the desired area. If the file is a stereo file, select blocks using the following methods:

- To select a block in only one stereo channel, click above or below the center line, depending on which channel you want to select: for the left channel, click and drag above the centerline in the top display area; for the right channel, click and drag below the centerline in the bottom display area.
- To select a block in both channels at once, click and drag between the centerlines.

The selected block is highlighted to show that you have selected it.

If you need a more precise way of selecting a block, use the *Start* and *Size* edit fields to enter the precise starting point and size for the selection. (If you do not specify a start value, the current cursor position is used as the default start.) Key in the start and size values, or use the spin buttons to select the desired values.

Selecting a Block With the *Start* and *Size* Edit Fields



The image shows two vertically stacked edit fields. The top field is labeled 'Start' and contains the value '1.152'. The bottom field is labeled 'Size' and contains the value '0.093'. Both fields have small up and down arrow buttons (spin buttons) on their right sides.

Note the following constraints for the *Size* and *Start* spin buttons:

- The *Start spin button* never changes the size of the selected block, even as it changes the start point for the block. The entire selected block moves as the start point changes.
- The *Size* spin button never changes the start point of the selected block, and you cannot use it to select a block that occurs before the location specified in the *Start* edit field.
- The *Size* and *Start* spin buttons allow you to select a block that is outside the graph display area, but the selection is not automatically displayed when you select it. If you want to view the selected block, use the *Zoom Level* slider or the *Zoom* button.

Zooming In

Since different types of edits or effects require more or less precision to apply, MCS SoundTrak provides several ways to change the scale of the file displayed in the graph display area. The *Zoom Block*, *Zoom Previous*, and *Zoom Level* slider control are described in the topics immediately following this one.

The following zooming commands can also be helpful. These commands do not have command buttons in the main application window. They are accessed through the **Display** menu:

- **Zoom In**--Increases the zoom level in increments, each time the command is selected.
- **Zoom Out**--Decreases zoom level in increments, each time the command is selected.
- **Zoom Full In**--Increases the zoom level as high as possible. Each pixel in the graph display area is equal to one audio sample.
- **Zoom Full Out**--Decreases zoom level until the entire file fits in the graph display area.

Related Topics:

[Using the Zoom Block and Zoom Previous Buttons](#)

[Using the Zoom Level Slider](#)

Using the Zoom Block and Zoom Previous Buttons

Use the *Zoom Block* and *Zoom Previous* commands to change the scale of the file in the graph display area when you are applying edits and effects, or to view a block outside the graph display area, that you have selected with the *Start* and *Size* edit fields.

You can access the commands through the **Display** menu, or you can use the following buttons in the main application window.

The Zoom Block Button



When you have selected a block, the *Zoom Block* button automatically displays the selected block at the highest zoom level that will allow the entire block to fit in the graph display area.

The Zoom Previous Button



The *Zoom Previous* button toggles between the current and previous zoom level views in the graph display area, even if those views were at different locations in the file. Using the scroll arrows to move a display does not affect this button--only the various zoom level commands determine what is the "previous" view.


Using the Zoom Level Slider



The *Zoom Level* slider adjusts the portion of the file that is visible in the graph display area. If the slider is all the way to the left, at its lowest zoom level, the entire file will be displayed. If the slider is all the way to the right, at its highest zoom level, each pixel in the graph display area is equal to one audio sample.

Using On-line Help

MCS SoundTrak features extensive on-line help. Use the following methods to access the help:

-  Click on the *Help* button in the upper-right corner of the window to change the mouse pointer into a combination arrow/question mark. When the cursor is a combination arrow/question mark, you can click on any feature in the main application window to view context-sensitive help. After you have viewed on-line help, the cursor automatically reverts back to a pointer. (If you accidentally click the *Help* button, simply click it again to change the cursor back into a pointer.)
- Press **F1**. A help topic is displayed for whatever part of the window is currently in focus. (Context-sensitive help is available in all dialog boxes as well as the main application window.)
- Select **I**ndex from the program's **H**elp menu. If you don't know the exact topic you want help for, select **S**earch when the help program appears.
 - Select **H**elp from within any of the dialog boxes.

Using the Mouse and Keyboard

In addition to the standard Microsoft Windows conventions, the following keyboard shortcuts and mouse controls are important to MCS SoundTrak. (Other shortcuts, if available, are listed beside the corresponding command name on the main application menu.)

Related Topics:

[Important Shortcuts](#)

[Important Mouse Controls](#)

Important Shortcuts

The following MCS SoundTrak shortcuts provide quick ways to move the cursor or to select blocks in a WAV file.

*Note: some of the combinations below include the **SHIFT** key--however, if you do not include the **SHIFT** key in the combination, then the cursor will move as described without highlighting a block of the file as it moves.*

To do this . . .

Select only the top or bottom channel.

use this combination:

Click above the centerline on the top channel, or below the centerline of the bottom channel.

Move between the top and bottom channels.

TAB.

Move the starting point of a selected block.

CTRL+CLICK at the desired position.

Increase or decrease the endpoint of a selected block by one pixel.

SHIFT+LEFT ARROW or
SHIFT+RIGHT ARROW.

Select or deselect a region (the area between two cyan lines). This command works as a toggle.

SHIFT+CTRL+LEFT ARROW, or
SHIFT+CTRL+RIGHT ARROW.

Highlight half of the distance to the left or right edge of the graph display area.

SHIFT+CTRL+PGUP or
SHIFT+CTRL+PGDN, respectively.

Highlight from the cursor to the left or right edge of the graph display area.

SHIFT+HOME or **SHIFT+END**,
respectively.

Highlight from the cursor to the beginning or end of the file.

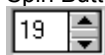
SHIFT+CTRL+HOME or
SHIFT+CTRL+END, respectively.

Important Mouse Controls

The following important mouse controls are also used in MCS SoundTrak:

Mouse Control

Spin Buttons



Description

Spin buttons allow you to rapidly increase or decrease whatever value is displayed in a edit field.

To use a spin button, click the up- or down-arrow buttons to increment or decrement the value one step at a time; or, move the mouse pointer to the space

between the up- and down-arrows. When the pointer changes into a horizontal line with arrows above and below it, drag the mouse up to increase the displayed value, and down to decrease it. If you drag the spin button past the top of the window, it will reappear at the bottom; similarly, if you drag the button past the bottom of the window, it will reappear at the top.

When the desired value is displayed in the edit field, release the button.

When you apply QSound, these controls are used to specify where, within a 180-degree arc, the sound will be positioned in the WAV sample or selected area.

The red thumbs on the arc indicate spatially where the sound will seem to come from, in relation to the listener who is represented as part of the control diagram. To position the thumbs, drag them, one at a time, to the left or the right. The thumb will move along the arc accordingly. When the thumb is positioned where you want it to be, release the button.

Note: if you want the QSound effect for the file or selected block to originate and end at the same location, click on the *Sync. Positioning* check box near the bottom of the dialog box. When the *Sync. Positioning* button is highlighted, both thumbs will move in unison.

QSound Positioning Controls



Opening a File

When you open a file, a copy of the file is written to your hard drive; your edits are applied to this copy, so that the original is not overwritten until you save your edits.

NOTE: To minimize delays, MCS SoundTrak opens files in two phases, although these phases will probably be invisible to you. Initially, enough of the file is loaded into memory so that the graph display area is filled; then, after the graph display area is filled, the rest of the file is opened as a background process.

You may notice some continuing hard disk activity while the file continues to load in the background, but you can position the cursor, play the file, or make edits while the rest of the file is being loaded. If you click on any of the command buttons or try to position the cursor while the initial part of the file is being loaded, you may not get an initial response. However, your command is performed as soon as MCS SoundTrak can display the initial part of the file.

There are a number of ways to open a file:

- Click on the *File Open* button or choose **Open** from the **File** menu. In either case, see "Using the File Open Button" below for more information. This option allows you to preview files before opening them, and to review file information you have entered for the files on your system.
- Choose one of the four most recently opened files from the list at the bottom of the **File** menu. When you open a file, it is added to this list, but only the four most recently opened files are listed

here.

- Use the Windows File Manager to drag-and-drop a file. Simply open the Windows File Manager, click on the file you want to open, and drag the file onto the *MCS SoundTrak* icon within the *MCS SoundTrak* program group (or onto the *MCS SoundTrak* program group icon, if it is minimized). *MCS SoundTrak* will be launched with the specified file opened and displayed in the graph display area.

If *MCS SoundTrak* is already running, drag-and-drop the selected file anywhere within the *MCS SoundTrak* main window, or onto the *MCS SoundTrak* icon, if it is minimized.

- Select one of the files in the *Playlist Selections Combo Box*. Each file that you open during a session is added to this list of files, where it remains until you exit from *MCS SoundTrak* or open another playlist. You can quickly open these files by selecting them from the pop-up list, or by clicking on the *Skip Forward* and *Skip Backwards* [transport controls](#) to select the next or previous files in the list. For more information about using the *Playlist Selections Combo Box*, see [Using the Playlist Selections Combo Box](#).
- Open a playlist. When you open a playlist, the first file in that playlist is automatically opened. For more information about creating and using playlists, see [Using Playlists](#).

Related Topics:

[Using the File Open Button](#)

[Previewing Files](#)

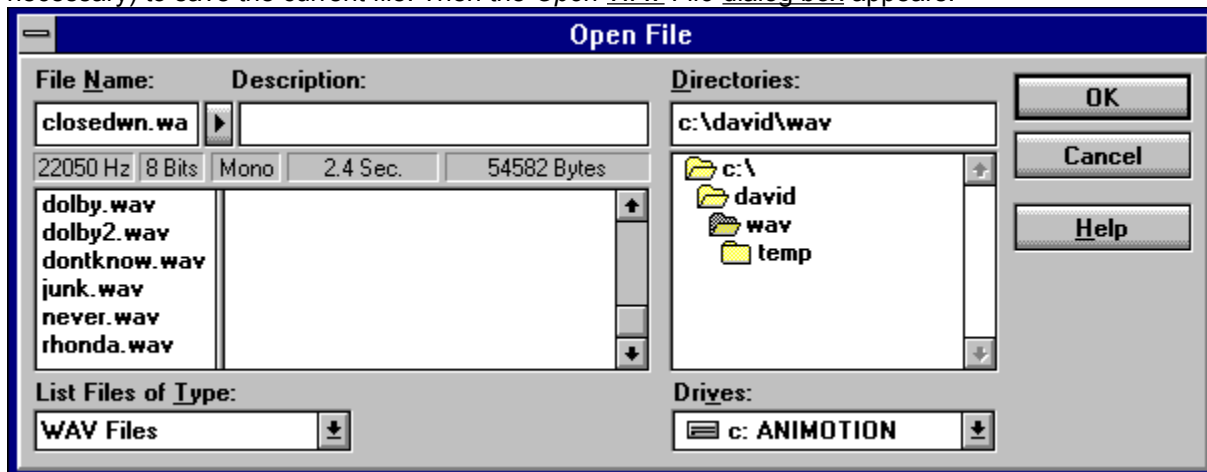
[Reviewing File Information](#)

[Opening a File](#)

Using the File Open Button



When you click on the *File Open* button, near the top-left corner of the window, you are prompted (if necessary) to save the current file. Then the *Open WAV File dialog box* appears:



Using the directory icons in the *Directories* display area, move to the directory where the desired file is located. As you move through the directories, existing WAV files, along with any descriptions you have given them, are listed in the *File Name* display area.

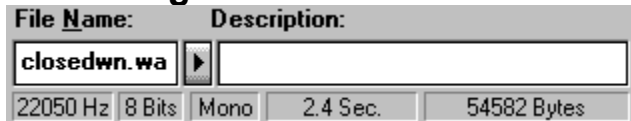
When you click on one of the files in the list, its file name and description appear in the edit fields above the list of files, and you can preview the file, review useful information about it, or open it.

Previewing Files



The button with a triangle on it immediately to the right of the filename is a preview button that allows you to preview the selected file without opening it. When you click this preview button, the selected file begins playing, as if you had clicked **Play** on the Transport Controls. To stop the file from playing, click the preview button again, or click on any of the files in the list.

Reviewing File Information



When you select a file, useful information about the file is displayed in the display fields immediately below the file name. The following information is displayed from left to right in the display fields:

- the sampling rate of the file
- the number of bits in each sample
- whether the file is mono or stereo
- the length of the file
- the size of the file

This information is extremely useful when, for example, you are cutting and pasting between files, mixing files with the *Mix* special effect, combining two mono files to create a stereo file, or any number of other editing or special effect operations. This information allows you to anticipate any incompatibilities or unwanted differences between files, so that you can make any necessary adjustments before, rather than after, making an edit.

Opening a File

To open a file, double-click it or select it and click **OK**. To close the dialog box without opening a new file, click **Cancel**.

When the file opens, it is displayed in the graph display area, and its name is added to the *Playlist Selections Combo Box*.

Playing a File

You use the [Transport Controls](#) to control the play of a file, once it has been opened.

Related Topics:

[The Play Button](#)

[The Pause Button](#)

[The Stop Button](#)

The Play Button



When you click **Play**, the file plays in one of the following ways:

- If you have not selected a block in the file, the file plays from beginning to end, unless you click **Stop** or **Pause**.
- If you have selected a block in the file, only that block is played.

If you click **Play** before the file or selected block has played through, then the file or block immediately starts replaying from the beginning.

The Pause Button



When you click **Pause**, the file is temporarily stopped from playing, and the cursor remains where it was paused. To resume playing from the same point in the file, click **Pause** or **Play**.

The Stop Button



When you click **Stop**, the file stops playing, and the cursor returns to the position it was in before you clicked **Play**.

Closing a File

To close a file, either open another file or playlist, or choose **C**lose from the **F**ile menu. If you have made edits to the current file, you are prompted to save your edits before the file is closed.

When you close a file, it is deleted from the list of files in the *Playlist Selections Combo Box*. If the file you close is part of a playlist you have opened, you will be prompted to save changes to the playlist before you load another playlist or exit from MCS SoundTrak.

Accessing Multiple Files

Although only one WAV file is open at a time, you can quickly move from file to file by selecting files from the *Playlist Selections Combo Box*. Each file you open during a session is added to the current playlist, where it remains until you open a new playlist or end your session.

If you wish to combine several files into one, you can do so by using the *Paste From* option to copy other files into the current file. For more information on pasting existing files into the current file, see [Pasting a Block From a File](#).

Using Playlists

Playlists are simply lists of files that allow you to move quickly between files, without needing to use the *Open WAV File dialog box* each time. Playlists can contain up to 99 file names, and once you have created a playlist, you can edit it as many times as you wish, adding or deleting files as necessary.

You can create a playlist simply by opening more than one file during a session and then selecting **Save Playlist** from the **File** menu, as described in the previous section. Or, you can use the *Program Playlist* dialog box.

You can use playlists for many different reasons. You might create a playlist, for example, if you are planning to edit the same group of files during several MCS SoundTrak sessions. Grouping the files in a playlist will save you the time of searching for the files during every session, as well as saving you time in switching between them. Or, you might use playlists simply as organizing tools, grouping similar files in playlists so that you can have convenient access to them.

Since playlists are simply lists of file names and their locations, files can be included in more than one playlist. However, no more than 99 files can be saved in any one playlist.

NOTE: If you move or delete a file that is part of a playlist, remember to delete the file from the playlist with the Program Playlist command. Otherwise, you will get an error message the next time you try to select that file in the playlist. If you move a file, but want it to remain in the playlist, you still must update the playlist with the new location of the file.

Related Topics:

[Using the Playlist Selections Combo Box](#)

[Adding files to the Playlist Selections Combo Box](#)

[Saving Changes to the Current Playlist](#)

Using the Playlist Selections Combo Box

The *Playlist Selections Combo Box* allows you to move quickly between files, by letting you select files from a playlist. When you click anywhere in the combo box, a listbox of available files is displayed. When you select a file from the listbox, that file is automatically opened. You are given a chance to save any edits you have made to the current file.

Playlists are especially handy when you need to abandon changes to a current file; simply reselect the current file from the playlist and choose **No** when you are prompted to save the file. The most recently saved version of the current file is reopened.

To display the files in the playlist, click the drop down button at the right side of the combo box, or click in any of the fields within the combo box. When the listbox appears, click the file that you want to open. (Use the scroll arrows to scroll the list if necessary.) The selected file is automatically opened and displayed in the graph display area.

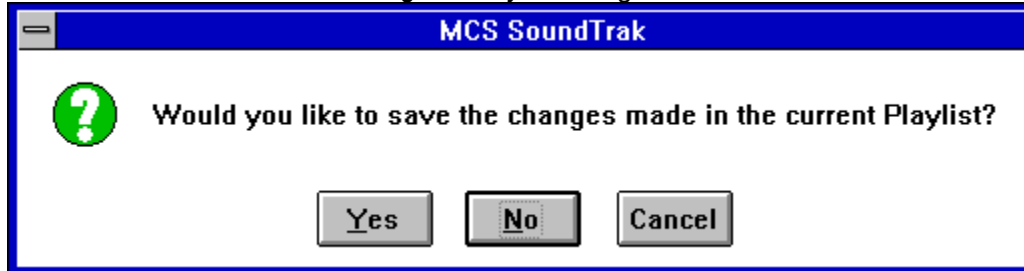
Adding files to the Playlist Selections Combo Box

Whenever you open a file, that file is added to the current playlist in the *Playlist Selections Combo Box*, where it remains until you exit from MCS SoundTrak or open another playlist. The files are not saved as part of the current playlist, however, unless you choose **Save Playlist** from the **File** menu, or choose **Yes** when you are prompted to save changes to the current playlist. You are prompted to save any changes to the current playlist whenever you open a new playlist.

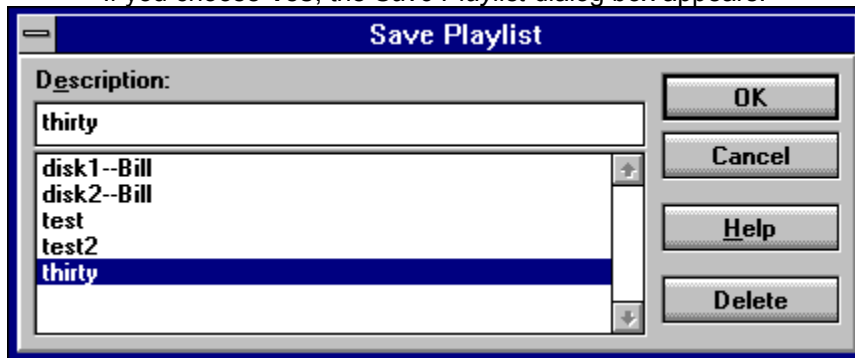
Playlists can list up to 99 files at once. If you open a new file when the current playlist already contains 99 files, an error message will appear, and the new file is not opened.

Saving Changes to the Current Playlist

When you choose **Save Playlist** from the **File** menu or open a new playlist, the following dialog box appears, prompting you to save any files that have been added to the current playlist, either in the *Playlist Selections Combo Box* or the *Program Playlist* dialog box:



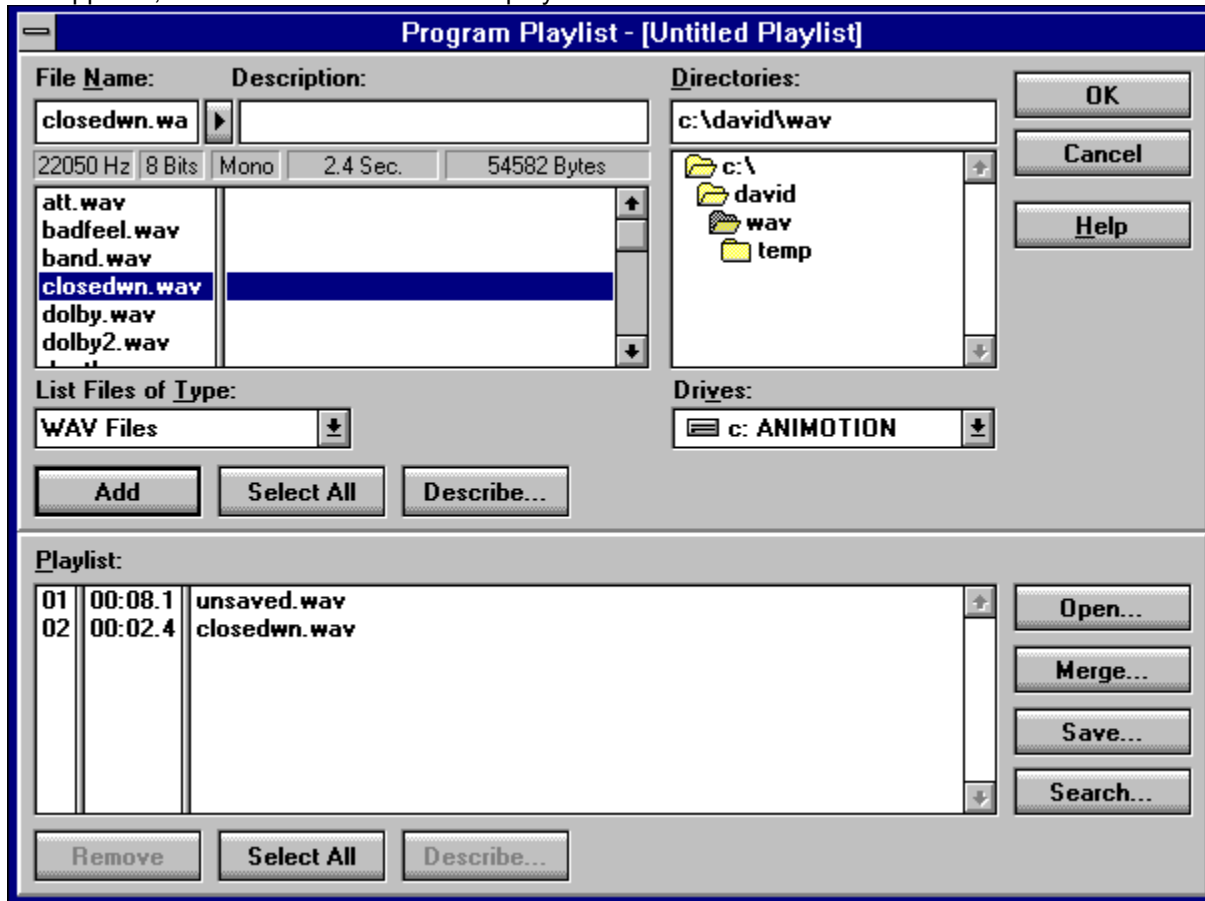
- If you choose **No**, the new playlist is opened without saving the current playlist.
- If you choose **Cancel**, the current file and playlist remain open without being saved.
- If you choose **Yes**, the *Save Playlist* dialog box appears:



You can save the recently added files as part of the current playlist, you can overwrite an existing playlist, or you can create a new playlist. Key in a playlist name in the *Description* edit field, or select one of the existing playlists from the list. When you click **OK**, the current playlist is saved with the specified name.

The Program Playlist dialog box

To use the *Program Playlist dialog box*, select **Program** from the **File** menu. The *Program Playlist dialog box* appears, with the name of the current playlist in the title bar:



The dialog box is divided into two main sections.

- In the top section, your system's directories are displayed in the *Directories* display area, and any **WAV** files in the selected directory are displayed in the *File Name* display area. When you select one of the files, you can preview it and review information about its size, sampling rate, mode, and length.

For more information about previewing the selected file, see [Previewing Files](#). For more details about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

- In the bottom section, all files in the current playlist are displayed in the *Playlist* display area.

Related Topics:

[Searching for Files](#)

[Viewing Files in Another Playlist](#)

[Exiting from the Program Playlist Dialog Box](#)

Searching for Files

To search for files to add to the list in the *Playlist* display area, click **Search**. The *TitleTrax Search* dialog box appears:

Playlist Additions	
00:02.4	closedwn.wav

You can search for files that match information you specify in the *Name*, *Path*, *Artist*, or *Title* text fields. Enter search criteria in any or all of the fields. *Note: MCS SoundTrak searches for files based on descriptions you have entered by using the Describe button in the Program Playlist Dialog box--if you have not yet described a file, you cannot use this Search dialog box to find it, even if it is on your disk.*

When you click **Search**, all files that match the specified criteria are displayed in the *Playlist Additions* display area.

- To add the files to the list in the *Playlist* area of the *Program Playlist* dialog box, click **OK**.
- To clear the files without exiting from the *TitleTrax Search* dialog box, click **Abort**.
- To exit from the *TitleTrax Search* dialog box without adding the files to the playlist, click **Cancel**.

Viewing Files in Another Playlist

- To view the files in another playlist, click **Open**, in the lower-right area. The *Open Playlist dialog box* appears. Select a playlist and open it. When the selected playlist opens, its name appears in the Title Bar of the *Program Playlist* dialog box, and the playlist files are listed in the *Playlist* area. You can edit the playlist as necessary. Refer to the sections immediately following this one for more information about the particular task you want to perform.

If you are unfamiliar with the *Open Playlist* dialog box, see [Opening a Playlist](#).

- To save the playlist containing the files listed in the bottom section of the *Program Playlist* dialog box, click **Save**, in the lower-right area. The *Save Playlist* dialog box appears. After you save the playlist, the *Program Playlist* dialog box remains open.

If you are unfamiliar with the *Save Playlist* dialog box, see [Saving Changes to the Current Playlist](#).

Exiting from the *Program Playlist* Dialog Box

To exit from the *Program Playlist* dialog box, do one of the following:

- Click **OK** to close the dialog box and accept the playlist changes that are displayed in the *Playlist* display area.
- Click **Cancel** to close the dialog box without accepting the playlist changes that are displayed in the *Playlist* display area.

Creating a Playlist

You can create a playlist simply by opening more than one file during a session and then selecting **Save Playlist** from the **File** menu. Or, you can create playlists from within the *Program Playlist dialog box*, using the following procedure:

1. In the *Playlist* display area, select and remove any files you do not wish to include in the playlist. If you are unfamiliar with selecting items in a list, refer the *Microsoft Windows User's Guide*.

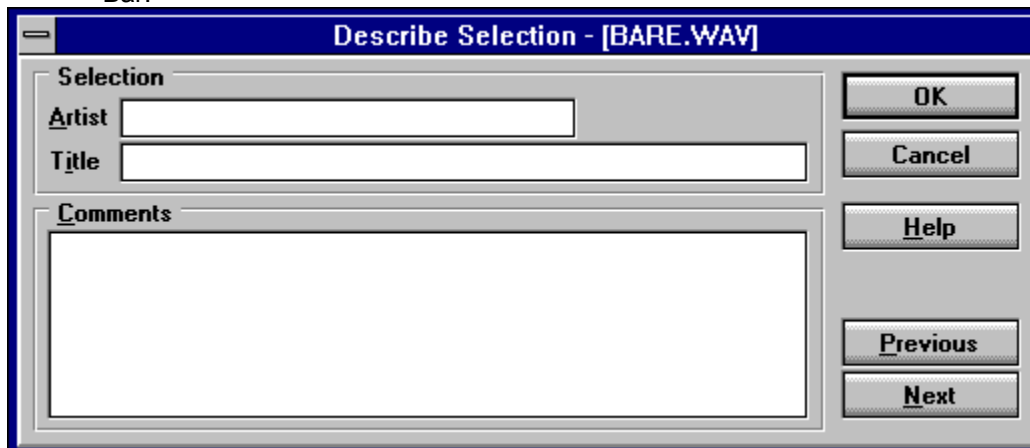
You can quickly select all files in the list by clicking the **Select All** button that is near the bottom of the window. Note that there are two **Select All** buttons in the window: the button in the top half of the window selects all files in the *File Name* display area; the button near the bottom of the window selects all files in the *Playlist* display area.

2. Remove the selected files by clicking the **Remove** button near the bottom of the window.
3. Select the files in the *File Name* display area that you want to add to the playlist. Preview them and review their file information as necessary, and then add them to the list of files in the *Playlist* display area. To add the files, either select multiple files and then click the **Add** button, or double-click individual files. If you accidentally add a file you do not want in the list, select the file in the bottom display area and click **Remove**.

If you are adding files from different directories, use the directory icons in the *Directory* display area to move to the directories where the desired files are located. Note that file names without a .WAV extension in their file names do not appear in the display area.

4. If you want to enter optional descriptions for any of the files in the *Playlist* display area, highlight the files you want to describe, and then click **Describe**.

The *Describe Selection* dialog box appears, with the name of the currently selected file in the Title Bar:



Enter descriptions as desired in the edit fields. (If you have selected multiple files, click **Previous** and **Next** to move through the selections.) When you have finished entering descriptions, click **OK**. The dialog box closes, and the descriptions appear in the *Playlist* display area.

5. Click **Save**.

The *Save Playlist* dialog box appears, and you can save the playlist. If you are unfamiliar with the *Save Playlist* dialog box, see [Saving Changes to the Current Playlist](#).

*If you want to add files to the list in the *Playlist* display area without necessarily saving them as part of the playlist, add the files and then click **OK**. The files are added to the *Playlist Selections Combo Box* without being saved to the playlist.*

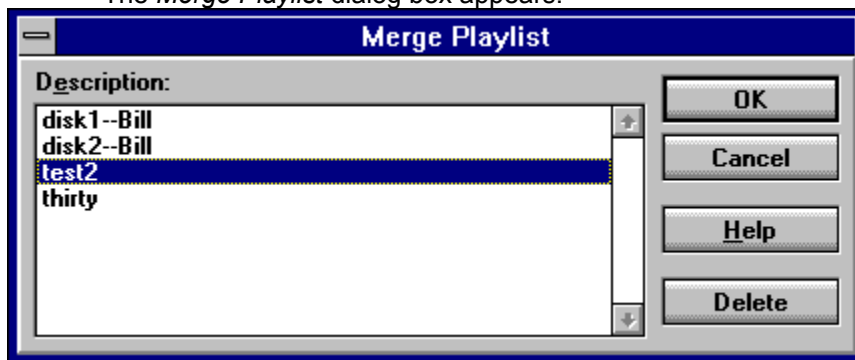
Merging Playlists

From within the *Program Playlist dialog box*, you can merge several playlists into one, or you can merge selected files into an existing playlist. If you are unfamiliar with using the *Program Playlist dialog box*, see [The Program Playlist dialog box](#), and the procedures detailed in [Creating a Playlist](#).

To merge playlists:

1. In the *Playlist* display area, remove any files you do not wish to merge into an existing playlist, and add any files you wish to merge. Select the files from the *File Name* display area.
2. Position the cursor in the *Playlist* display area, at the point where you want the playlist to be merged in. The playlist will be merged after the selected point in the list.
2. Click **Merge**.

The *Merge Playlist* dialog box appears:



3. From the list of available playlists, select the playlist you want to merge with the files listed in the *Playlist* display area. Click **OK**.

The *Merge Playlist* dialog box closes, and the files in the selected playlist are added to the list in the *Playlist* display area. You can merge as many playlists as you wish, as long as the total number of files in the list does not exceed 99.

4. Remove and add files to the list as needed. Describe the files, if you wish to do so.
5. Click **Save**. When the *Save Playlist* dialog box appears, you can overwrite an existing playlist or create a new one containing the listed files. For information on using the *Save Playlist* dialog box, see [Saving Changes to the Current Playlist](#).

Editing Playlists

Use the following procedure to edit existing playlists:

1. In the *Playlist* display area, remove any files you do not wish to merge into the playlist you wish to edit, and add any files you wish to merge. Select the files from the *File Name* display area.
2. Click **Open**.
3. From the *Open Playlist dialog box*, open the playlist you wish to edit.
4. In the *Playlist* display area, edit the playlist as desired.
5. Click **Save** to overwrite the existing playlist or to save the playlist with a different name.

Opening a Playlist

To open a playlist, follow these steps:

1. Choose **Open Playlist** from the **File** menu.

The *Open Playlist dialog box* appears.

2. Select a playlist from the list, and open it by double-clicking the selection or by clicking the **OK** button.

The selected playlist is opened, and the first file in the playlist is opened and displayed in the graph display area.

Skipping Forward in a Playlist



To skip forward to the next file in a playlist, click the **Skip Forward** transport control button. If you want to skip forward more than one file at a time, click any of the fields in the *Playlist Selections Combo Box* to display the listbox. Then click the desired file to open it.

Skipping Backward in a Playlist



To skip backward to the previous file in a playlist, click the **Skip Backward** transport control button. If you want to skip back more than one file at a time, click any of the fields in the *Playlist Selections Combo Box* to display the listbox. Then click the desired file to open it.

Closing a Playlist

There is no "close" command that will immediately close a playlist. However, when you open another playlist, that playlist replaces, or "closes," the current playlist. Before the current playlist is closed, you will be given a chance to save any changes.

Deleting a Playlist

You can delete playlists from within the *Open Playlist*, *Save Playlist*, or *Merge Playlist* dialog boxes. You can access these dialog boxes through a variety of menu options or as you are using other playlist dialog boxes.

To delete a playlist, select the playlist from the list. Click **Delete**. The playlist is deleted.

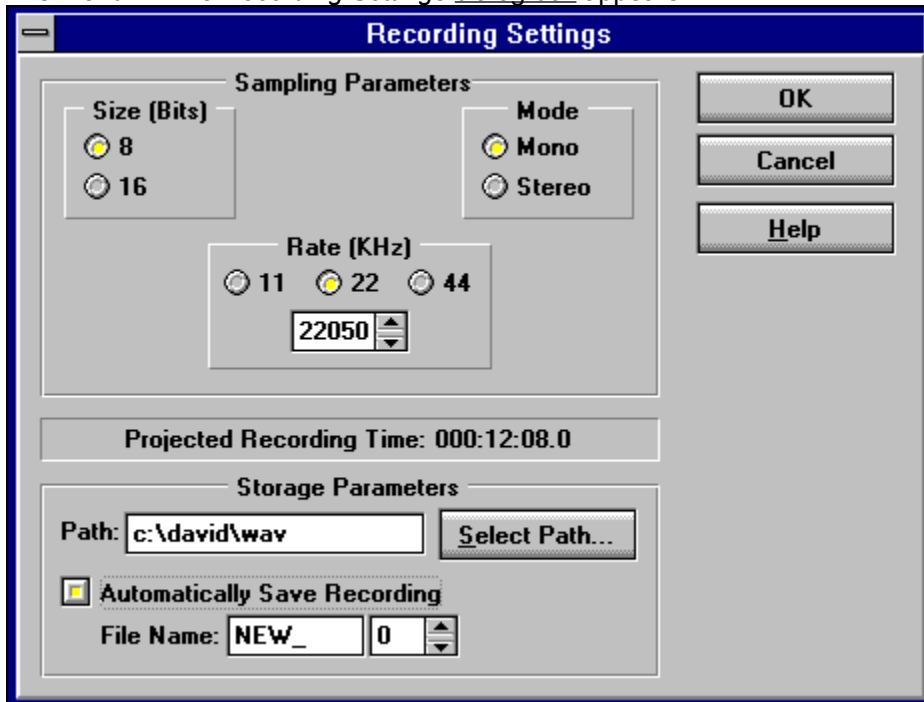
Note that the actual files in a playlist are not deleted--only the list of files is removed.

Entering the Recording Settings

A WAV file is recorded by taking digital "samples" of the incoming audio signal every n th of a second. The frequency of the sampling is known as the *rate*, and the rate is one of the factors controlling the quality of the recording. When you record a file, MCS SoundTrak allows you to specify the following settings:

- number of bits in each sample (8 or 16)
- mode (mono or stereo)
- sampling rate
- path where recordings should be saved
- file names for automatically saved recordings

When you click the **Record** button on the transport controls, the recording is made with the settings that are currently in effect. To review or change the recording settings, select **Recording Settings** from the **File** menu. The *Recording Settings* dialog box appears:



If necessary, adjust the settings according to the descriptions in the following sections.

Related Topics:

- [Specifying the Bit Size](#)
- [Specifying the Mode](#)
- [Specifying the Rate](#)
- [Projected Recording Time](#)
- [Selecting a Path](#)
- [Automatically Save Recording](#)
- [Specifying a Naming Scheme](#)

Specifying the Bit Size

To select the number of bits to be used in each sample, click the corresponding radio button in the *Size (Bits)* area of the *Recording Settings* dialog box. The radio button is highlighted when it is selected.

The size of each sample is one of the factors that affects the sound quality of a file. When the 8-bit sample size is selected, 256 discrete sound values are possible for each sample. However, the 16-bit sample size allows 65,536 discrete possibilities, providing a more accurate representation of analog wave amplitude.

The size of each sample also affects the size of the resulting file. For more information about resulting file sizes, see the chart in [Specifying the Rate](#).

NOTE: If your sound card isn't capable of recording 16-bit samples in the currently selected recording mode and sampling rate, the 16-bit option will be dimmed and disabled, and you cannot select it. If you think that your sound card is capable of recording 16-bit samples, try using a different rate or mode to see if changing those settings allows you to use the 16-bit option.

Specifying the Mode

To specify whether to record a stereo or mono file, click the corresponding radio button in the *Mode* area of the *Recording Settings* dialog box. Generally, you should use the *Mono* setting whenever you are recording speech, because a mono file requires half the storage of a stereo file.

NOTE: If your sound card isn't capable of recording in stereo mode at the currently selected recording size and sampling rate, the Stereo option will be dimmed and disabled, and you cannot select it. If you think that your sound card is capable of recording in stereo, then try using a different rate or size to see if changing those settings allows you to select the Stereo option.

Specifying the Rate

To specify the sampling rate of the recording, click the corresponding radio button in the *Rate (KHz)* area of the *Recording Settings* dialog box, or specify a rate in the edit box by keying in the value or using the *spin button*. If a sampling rate is invalid for your sound card, or is incompatible with the specified mode and bit size, the associated radio button will be dimmed and disabled. If you select an invalid rate by using the spin button, an error message will appear when you release the spin button.

NOTE: The three sampling rates you can select with the radio buttons are the standard rates used for most recording tasks. Although you can specify other sampling rates, be aware that the QSound and QBit effects can only be applied to files using one of the three standard rates.

Lower sampling rates produce smaller files but have poor fidelity. Higher sampling rates produce better sounding but larger files.

Generally, the 11 KHz sampling rate is adequate for speech reproduction. The 22 KHz sampling rate is adequate for most music reproduction. The 44 KHz sampling rate produces compact disc-quality audio, but you should carefully consider whether this quality is necessary--the size of the resulting file is substantially larger than files recorded at the lower rates.

The following table compares file sizes created per minute of recording time, using various rate and size combinations:

11 KHz	5.5 KHz (AM Radio)	670 KB/Min. Mono 1.33 MB/Min. Stereo	1.33 MB/Min. Mono 2.65 MB/Min. Stereo
22 KHz	11 KHz (FM Radio)	1.33 MB/Min. Mono 2.65 MB/Min. Stereo	2.65 MB/Min. Mono 5.3 MB/Min. Stereo
44 KHz	22 KHz (Compact Disc)	2.65 MB/Min. Mono 5.3 MB/Min. Stereo	5.3 MB/Min. Mono 10.59 MB/Min. Stereo

Projected Recording Time

Projected Recording Time: 000:08:48.0

The *Projected Recording Time* text field provides an *estimate* of the maximum time available for recording, based upon the selected rate, bit size, mode, and available disk space on your system. MCS SoundTrak scans your system for available disk space based on the path you have selected for saving new files. If you have more than one disk drive set up on your system, then changing the *Path* in the *Storage Parameters* area will probably affect the length of recording time available to you.

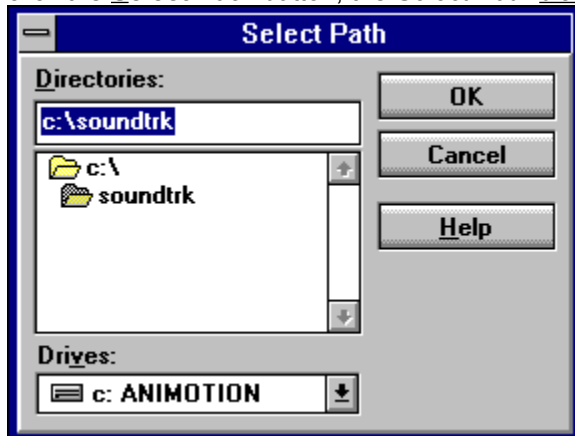
Selecting a Path



The path that you specify in the *Path* edit field in the *Storage Parameters* area serves two purposes:

- The specified directory is used to estimate available recording time for the *Projected Recording Time* text field, regardless of whether or not the recorded file is to be automatically saved.
- If the *Automatically Save Recording* button is selected, then the recorded files are automatically saved in the specified directory.

To change the path in the *Path* edit field, key in the new path or click the **Select Path** button. When you click the **Select Path** button, the *Select Path dialog box* appears:



Using the directory icons in the *Directories* display area, move to the directory where you want the new recorded files to be saved. When the correct path appears in the edit field above the list of directories, click **OK**.

If you have selected the *Automatically Save Recording* button, then new files are automatically saved in the specified directory.

Automatically Save Recording



Storage Parameters

Path:

Automatically Save Recording

File Name:

The *Automatically Save Recording* option allows you to save and name files automatically whenever you use the *Record* button on the Transport Controls. To select the option, click the toggle button to the left of the *Automatically Save Recording* label. The button is highlighted to show that you have selected it. When the option is selected, recordings are automatically saved in the directory indicated in the *Path* edit field, using the naming scheme you specify in the *File Name* edit field. The naming scheme allows you to record multiple files without changing the entry in the *File Name* edit field, and without accidentally copying over existing files.

Specifying a Naming Scheme

To indicate how MCS SoundTrak should generate file names for new recordings, follow these steps:

1. In the leftmost *File Name* text field, enter the file name prefix to be assigned to all new recordings. (New recordings are automatically given a .WAV extension.) The name that you enter in this text field is combined with the number indicated in the *File Name* text field to the right of this one.

If, for example, you enter the prefix *NEW_*, then all new recordings are automatically given file names that begin with "NEW_". The rest of the file name is made up of a number that is automatically assigned according to what you have entered in the rightmost text field, and according to the existing file names in the specified directory. If you record multiple files using the settings in this example, the recordings are automatically saved with file names *NEW_000.WAV*, *NEW_001.WAV*, *NEW_002.WAV*, and so on.

The first part of the file name can contain no more than five characters.

2. In the rightmost *File Name* text field, enter the lowest number that should be used in the file name prefix. Key in the number, or use the spin button. In this example, *0* is specified; therefore, the first recording is automatically named *NEW_000.WAV*. For the next recording, the number is automatically increased by one; the second recording made with this example is automatically named *NEW_001.WAV*, the next is named *NEW_002.WAV*, and so on. If you enter *12* in the text field, new recordings are numbered beginning with *12*.

If you enter a number that will cause an existing file to be overwritten, a warning appears before you exit this dialog box. You can then change the beginning number or overwrite the existing file.

The Record Button



Click the **Record** button on the [transport controls](#) to begin recording from whatever input is coming into the input jack of your sound card. The recording will use the settings you have specified in the *Record Settings* [dialog box](#). For more information about selecting recording settings, see [Entering the Recording Settings](#).

General Guidelines

The following sections provide general guidelines for editing the current file. How you actually edit your files will depend largely on your own needs and ingenuity. However, regardless of which edits or effects you are applying, you will use the following general procedure:

- 1 Decide whether or not to disable the *Undo* command. See [A Note About Disabling the Undo Command](#) for more information.
- 2 Select the block to be affected by the edit or effect. If you do not select a block, the effect or edit is applied to the entire file.
- 3 Apply the effect or the edit.
- 4 Remember to save often, or to keep track of your edits, in case an effect doesn't work as you thought it would and you need to reconstruct your edits. (If you have disabled the *Undo* command, you will have to reopen the file if you need to clear unwanted edits.)

Editing Large WAV Files

Whenever you open a file, a temporary copy of the file is created on your hard drive. Your edits are then applied to the copy, rather than to the original file. Edits are not applied to the original file until you use the *Save* command.

Because of the temporary copies that are created, the number and size of the files you can edit depends on the amount of available disk space on your hard drive. As you edit or apply special effects to a WAV file, additional temporary copies may also need to be created on your hard drive. If, for example, you use the *Copy* command to copy all or part of the file to the clipboard, then the contents of that clipboard must be stored on the hard drive. Similarly, if you edit the file while the *Undo* option is enabled, still another copy must be created, in case you want to undo your latest effect by canceling or reversing it.

So, depending on the types of edits you want to make, MCS SoundTrak may require hard disk space up to four times the size of the file you are editing. For more information about some of the factors affecting the size of a file, see the chart at the end of [Specifying the Rate](#).

A Note About Disabling the Undo Command

Special effects can be applied significantly more quickly if you use the **Disable Undo** command on the **Options** menu. The command works as a toggle: to disable the *Undo* command, click **Disable Undo** on the menu; to enable the *Undo* command after it has been disabled, click the **Disable Undo** command again. When the *Undo* command is disabled, a checkmark appears beside the command on the menu, and the *Undo* button is dimmed and disabled in the main application window.

If you disable the *Undo* command, you will not be able to restore any edits or effects that you have applied since you last saved the file, nor will you be able to completely cancel the effects you are applying--you can cancel the effect, but if part of the effect has already been applied to the file, the effect will not be removed when you click **Cancel**. However, you will reduce the amount of hard disk space required to make edits, and most special effects will be applied noticeably more quickly.

If you need to restore the file to its most recently saved state, you can always quickly reload the file by reselecting it from the *Playlist Selections Combo Box*. See [Using the Playlist Selections Combo Box](#) for more information.

Of course, you should enable the *Undo* command if it is essential for you always to be able to undo your last edit. If you are working with large files, however, or if you are short on available hard disk space, you might consider these alternatives to working with the *Undo* command enabled:

- Before applying an edit or an effect you are uncertain about, save the file with the **Save** button or with the **Save As** command on the **File** menu. Then, should you need to undo your edit, you can simply reopen the file without saving it.
- If you do not want to save revised versions of the file as you go along, keep a list of your edits as you make them; then, if you need to abandon a change, you can easily reopen the original file and recreate your edits as needed.

How Edits Are Applied to a WAV Sample

Edits or special effects are applied to the entire file, unless you have selected a block, in which case the effects or edits are applied only that block.

Note that only some of the special effects can be applied to a single channel in a stereo file. If an effect can be applied to a single channel, that capability will be noted in the discussions of each effect, beginning with Pasting a Block From a File.

Note also that you cannot cut from a single channel in a stereo file, nor can you copy or paste to a single channel.

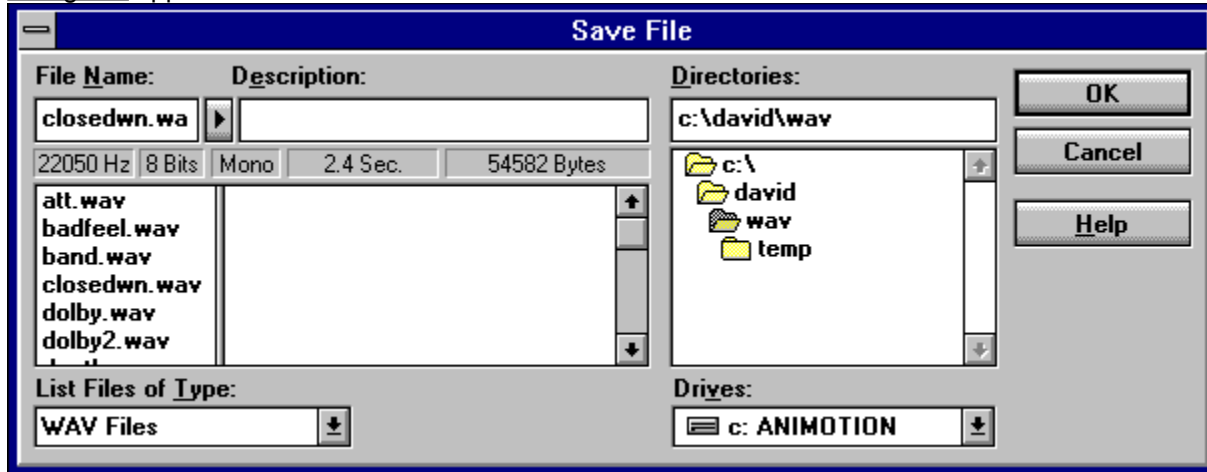
Saving Files



When you click the *Save* button, the current file is saved using its current name. Any edits and special effects you have made become part of the file.

Renaming the Current File

If you want to save the file under a different name, select **Save As** from the **File** menu. The *Save File* dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where you want to save the file. As you move through the directories, existing WAV files are listed in the *File Name* display area. When you select one of the files, you can preview it and review information about its size, sampling rate, mode, and length. For more information about previewing the selected file, see [Previewing Files](#). For more details about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

To overwrite one of the existing files with the current file, double-click it or select it and click **OK**. To save the file with a new name, enter the new name in the field above the list of files. (Name the file with a *.WAV* extension.) Click **OK**. The file is saved in the selected directory, with the specified file name.

The file in the [graph display area](#) is renamed, and the new file name is added to the *Playlist Selections Combo Box*.

Cutting a Block From the WAV Sample



The *Cut* button is dimmed and disabled until you select a block in the file. When you select a block, the button is enabled. Click the button to remove the selected block from the file.

The block that is removed is placed on the MCS SoundTrak clipboard, where it remains throughout your session, or until it is replaced by the next block that you cut or copy. While the block remains on the clipboard, you can paste it using the *Paste* button, as long as you are pasting into a compatible file. See [Pasting Blocks with Different Sampling Rates](#).

Using the Delete Key

You can also use the **Delete** key on your keyboard to delete a selected block, but the deleted selection is not placed on the clipboard.

Copying a Block to the Clipboard



The *Copy* button is dimmed and disabled until you select a block in the file. When you select a block, the button is enabled. Click the button to copy the selected block onto the MCS SoundTrak clipboard. The block remains on the clipboard throughout your session, or until it is replaced by the next block that you cut or copy. While the block remains on the clipboard, you can paste it using the *Paste* button, as long as you are pasting into a compatible file. See [Pasting Blocks with Different Sampling Rates](#).

Pasting a Block From the Clipboard



The *Paste* button is dimmed and disabled until you copy or cut a block from a file, using the *Copy* or *Cut* commands. When you copy or cut a block, that block is copied to the clipboard and the *Paste* button is enabled. Position the cursor where you want the clipboard contents to be pasted, and then click the *Paste* button. The contents of the clipboard are inserted into the current file, as long as you are pasting into a compatible file. See Pasting Blocks with Different Sampling Rates.

The contents of the clipboard are replaced each time you use the *Cut* or *Copy* commands.

NOTE: If you have selected a block in the current file, clicking the Paste button replaces the selected block with the contents of the clipboard; if you have not selected a block, the contents of the clipboard are inserted at the cursor position, without replacing any part of the current file.

Pasting Blocks with Different Sampling Rates

MCS SoundTrak allows you to paste files with different sampling rates into the current file, but the incoming file will play at the rate of the current file. If you paste a file with a rate of 11,025 Hz into a current file with a rate of 22,050 Hz, for example, the pasted file will play at twice its normal speed and will be half as long as it normally is; similarly, if you paste a file with a rate of 22,050 Hz into a current file with a rate of 11,025 Hz, for example, the incoming file will play at half its normal speed and will be twice as long as it normally is.

This change in playing speed can be used to create interesting effects, but if you do not want the sound of the incoming file to be distorted, you must apply the *Rate* effect to adjust the rate of the incoming file before pasting it into the current file.

To avoid unexpected results from cutting and pasting, be sure to review the file information that appears below the names of files when you select them from file lists in various MCS SoundTrak dialog boxes. For more information about the information appearing in the display fields below the selected file name, see Reviewing File Information.

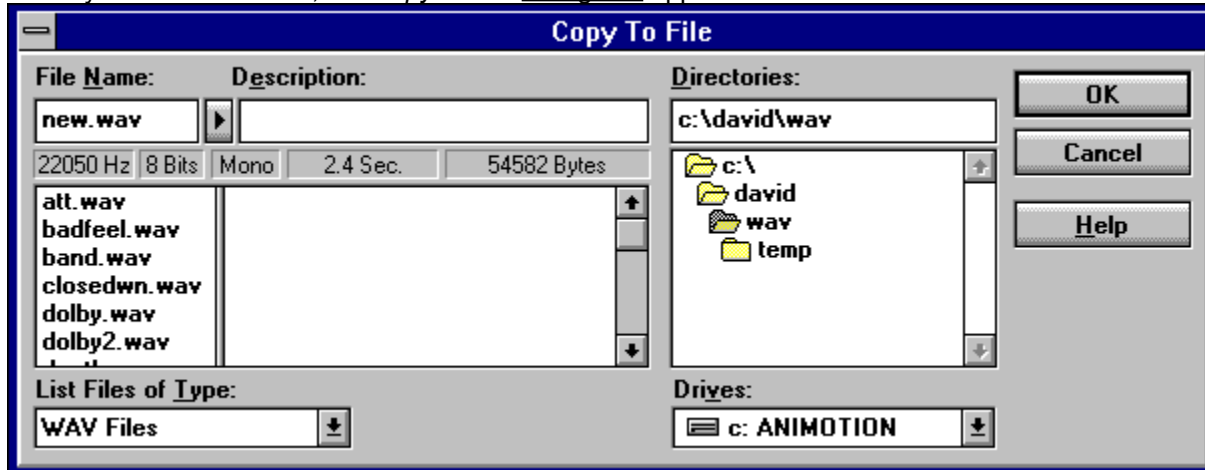
NOTE: Although you can paste files or blocks with different sampling rates, you cannot paste files or blocks with different bit sizes in their samples: files using 8-bit samples can be pasted only into other 8-bit samples, and files using 16-bit samples can be pasted only into other 16-bit samples.

Copying a Block to a File



The *Copy To* button is dimmed and disabled until you select a [block](#) in the file. (You must select both channels of a stereo file.) When you select a block, the button is enabled. Click the button to save the selected block as a separate file.

When you click the button, the *Copy to File* dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where you want to save the block as a file. As you move through the directories, existing [WAV](#) files are listed in the *File Name* display area. When you select one of the files, you can preview it and review information about its size, sampling rate, mode, and length. For more information about previewing the selected file, see [Previewing Files](#). For more details about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

To overwrite one of the existing files with the current block, double-click an existing file name or select it and click **OK**. To save the block with a new file name, enter the new name in the field above the list of files in the *File Name* display area. (Name the file with a *.WAV* extension.) Click **OK**.

The block is saved in the selected directory, with the specified file name. The current file remains open, but the newly saved block is added to the *Playlist Selections Combo Box*.

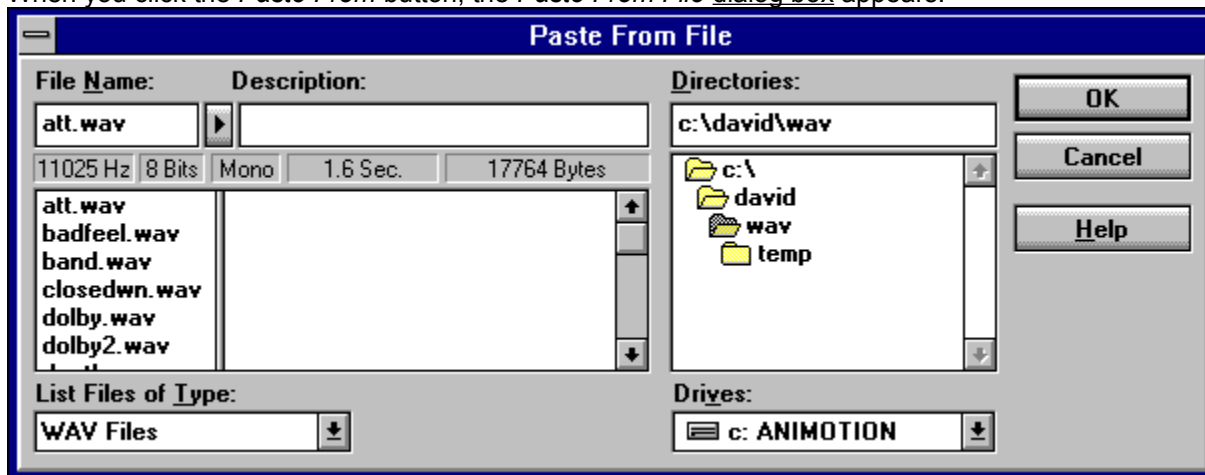
You can paste the file into any current file, as long as you are pasting into a compatible file. See [Pasting Blocks with Different Sampling Rates](#).

Pasting a Block From a File



The *Paste From* button allows you to paste existing **WAV** files into the current file, as long as the files are compatible. Stereo files can be pasted only into other stereo files; mono files can be pasted only into other mono files. In addition, the files must be of compatible sampling sizes. For more information, see [Pasting Blocks with Different Sampling Rates](#).

When you click the *Paste From* button, the *Paste From File* dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where the file that you want to paste is located. As you move through the directories, existing WAV files are listed in the *File Name* display area. When you select one of the files, you can preview it and review information about its size, sampling rate, mode, and length. For more information about previewing the selected file, see [Previewing Files](#). For more details about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

To select a file to paste into the current file, double-click the file name or select it and click **OK**. The selected file is pasted into the current file. The current file retains its current name, and the changes from the paste are not saved until you use the *Save* command.

NOTE: If you have selected a *block* in the current file, clicking the *Paste From* button replaces the selected block with the file; if you have not selected a block, the file is inserted at the cursor position, without replacing any part of the current file.

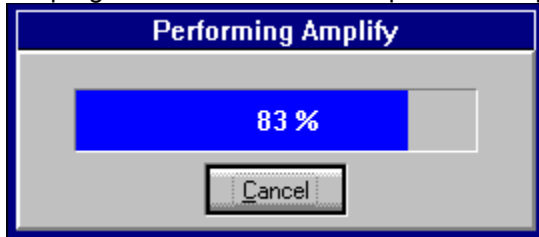
General Information

How MCS SoundTrak performs special effects depends on the effect you are using. Some effects are applied only to the block you select; others affect the entire file, even if you have selected a block (you can't for example, turn a selected block of a mono file to stereo without converting the entire file, nor can you change the rate of only a selected block). Most effects can be applied to a single channel in a stereo file, but some effects require that both channels be modified.

If an effect is invalid for the current file type or for the block you have selected, that effect is automatically dimmed on the Special Effects toolbar, and you cannot select it.

The Gas Gauge Dialog Box

Whenever you apply a special effect, a Gas Gauge dialog box similar to the following is displayed to show the progress of the effect and to provide an opportunity for you to abort the operation.



As the effect is being applied, the gauge is filled with color from left-to-right, and the percentage value is incremented.

Canceling a Special Effect

If you want to cancel a special effect as it is being applied, click **Cancel** before the gauge reaches 100 percent. If you cancel the operation before it is completed, the file is returned to the state it was in before you applied the effect, unless you have disabled the *Undo* command. See [A Note About Disabling the Undo Command](#) for more information.

If you have disabled the *Undo* command, clicking **Cancel** before the effect is fully applied stops the calculation for that effect, but the file may not be completely restored to its previous state. To remove the effect, you must reopen the file by clicking on it in the *Playlist Selections Combo Box* or by using the *Open* command.

Amplify



The Amplify effect allows you to increase or decrease the volume level for a file or selected block.

The amplification is based on a percentage of the current volume of the selected block or file. You cannot increase or decrease the volume by more than 100 percent at a time.

If you need to increase the volume by more than 100 percent, you must apply the effect more than once. (You can never reduce the volume by more than 100 percent, because amplifying by *-100* percent results in silence.)

NOTE: Although analog samples can be amplified so much that they sometimes peak slightly "off the scale," beyond what is considered to be their maximum amplitude, digital samples cannot. If a requested amplification causes any part of a digital sample to exceed its maximum range, then that part of the wave is simply clipped off at 100 percent of maximum amplitude. This "clipping" can result in distortions, because the rest of the wave is amplified according to the specified percentage.

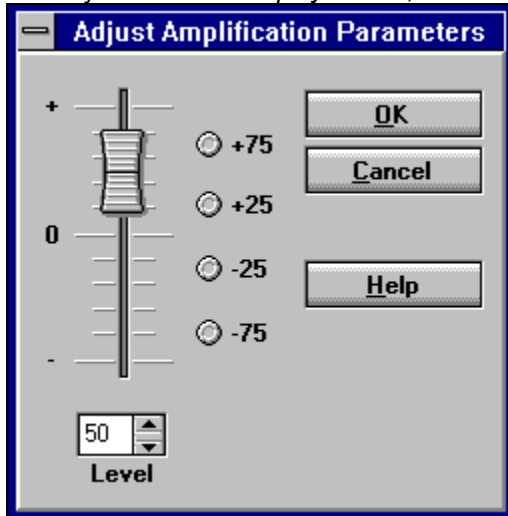
The top and bottom borders in the graph display area represent the maximum amplitude for the wave.

Related Topics:

[Using the Adjust Amplification Parameters dialog box](#)

Using the Adjust Amplification Parameters dialog box

When you click the *Amplify* button, the following dialog box appears:



In the *Level* edit field, specify the percentage increase or decrease of the amplification. Key in the value, use the slider control or spin button, or click on one of the radio buttons.

When you click **OK**, the selected block or file is amplified according to value on the *Level* edit field.

Pan



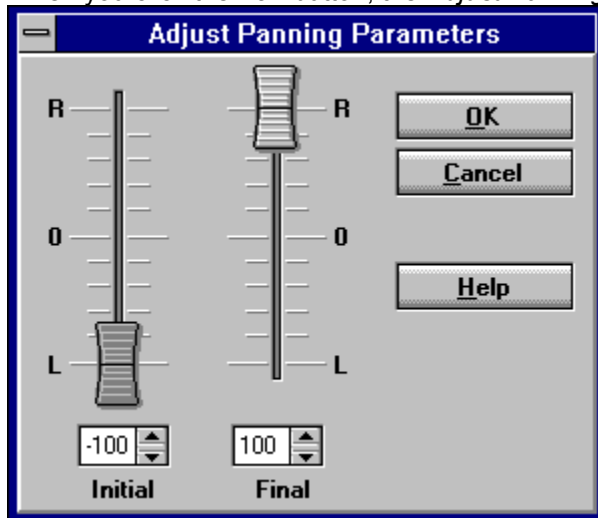
The Pan effect allows you to create movement of sound from left-to-right or right-to-left, or to isolate sound in either the right or left speaker. The effect is enabled only if you are working with a stereo file. This panning of sound is not as dramatic as the 180 degree placement allowed by [QSound](#), because the effect is created simply by manipulating the amplitude of each stereo channel. Sound is positioned to the left or the right because of a controlled difference in amplitude between the two speakers. *Note: this effect does not increase the volume level in either channel--it merely adjusts the amplitude of the channels in relation to each other.*

Related Topics:

[Using the Adjust Panning Parameters dialog box](#)

Using the Adjust Panning Parameters dialog box

When you click the Pan button, the *Adjust Panning Parameters* dialog box appears:



Select the initial and final values for the pan effect, either by using the spin buttons beside the edit fields or by dragging the slider controls. The slider controls are marked, from top-to-bottom, with *R*, *0*, and *L*. *R* corresponds to the right speaker channel, *L* to the left channel. If a slider thumb is positioned at *R*, the value in the edit field below the slider control will be 100, and all sound at that point will come from the right speaker channel; if the slider control is positioned at *L*, the value in the edit field below the slider control will be -100, and all sound at that point will come from the left speaker channel. The *Initial* slider control determines the percentage of sound originating from the two channels at the beginning of the selected block; the *Final* slider control determines the percentage of sound originating from the two channels at the end of the selected block.

Examples:

- If you set the initial slider thumb all the way up to *R* and the final slider thumb all the way down to *L*, then sound will originate completely from the right speaker channel at the beginning of the selected block. The left channel will be faded in, until both channels are balanced near the middle of the selection. Then, from near the middle of the selected block to the end, the right channel is faded out until the sound is originating completely from the left speaker channel. When the selection is played, the sound will seem to move from right to left.
- If you use an initial value of 75, then 75 percent of the initial sound will originate from the right speaker, and only 25 percent from the left speaker; similarly, if you use an initial value of -45, then 45 percent of the initial sound will originate from the left speaker, and 55 percent from the right speaker. The same description holds true for the value in the *Final* edit field.
- If you set both slider controls to the same value, then the sound will come steadily stronger out of one speaker, according to the percentage you enter in the edit fields. If you drag both thumbs all the way to *L* or *R*, then all sound will come from that speaker channel.

When you click OK, the specified pan effect is applied.

Fade



The Fade effect allows you to *fade in* or *fade out* the sound in a file or selected block. "Fading" sound is less abrupt than merely cutting or pasting selections without any smoothing of the surrounding wave, because fading allows you to control the initial and final amplitude of the selection.

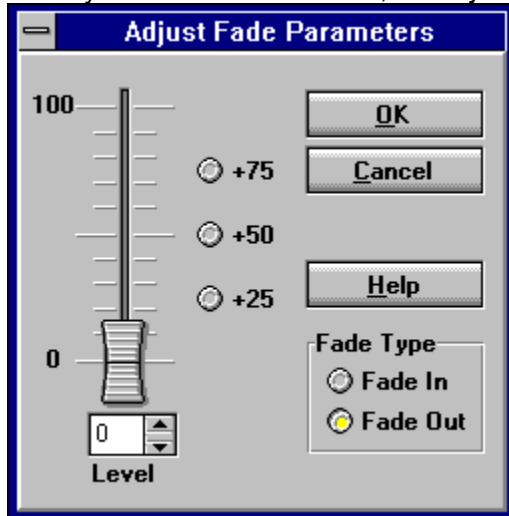
NOTE: You cannot fade in a section to more than 100 percent of its current ending amplitude. Similarly, you cannot begin a fade out at more than 100 percent of the current beginning amplitude of a selected block. If you want the selection to fade in to more than 100 percent of its current ending amplitude, or if you want the selection to begin its fade out at more than 100 percent of its current beginning amplitude, you should use the Amplify effect on the block to be faded in, before you perform the fade.

Related Topics:

[Using the Adjust Fade Parameters dialog box](#)

Using the Adjust Fade Parameters dialog box

When you click the Fade button, the *Adjust Fade Parameters* dialog box appears:



To select whether to fade the selection in or out of the file, choose either the *Fade In* or *Fade Out* radio button from the *Fade Type* area.

- If you choose *Fade In*, the selection is faded from the amplitude level specified in the *Level* edit field—if you enter 25 in the *Level* field, the initial amplitude level will be 25 percent of the current amplitude. The amplitude is smoothly changed across the length of the selected block. The final amplitude is 100 percent of its current amplitude.
- If you choose *Fade Out*, the selection is faded out from its current beginning amplitude, smoothly decreasing in amplitude across the length of the selected block. The final amplitude is determined by the value in the *Level* edit field—if you enter 25 in the *Level* field, the selected block will be faded out so that it ends at 25 percent of its current ending amplitude.

Specifying a Fade Level

Enter a value in the *Level* field by doing one of the following things:

- Key in a value in the *Level* edit field, or use the spin button to adjust the value.
- Select one of the quick level settings by clicking one of the radio buttons to the right of the slider control. When you click one of these radio buttons, the slider control moves to the corresponding value, and the corresponding percentage appears in the *Level* edit field.
- Drag the slider control up or down until the desired percentage value appears in the *Level* edit field.

When you click **OK**, the selected block is smoothly faded in or out according to the value in the *Level* edit field.

Chorus



The Chorus effect allows you to create the illusion that multiple voices or instruments are simultaneously speaking or being played. This effect is useful for creating group singing or speaking effects from a single person's speech. The Chorus effect is similar to the Flange effect, but the Flange effect creates more intentional distortion, as if you were using an electric guitar or synthesizer.

The following three components are combined to create the effect of multiple voices or sounds:

- the original WAV sample
- a copy of the sample, delayed by a fixed value
- a swept sample

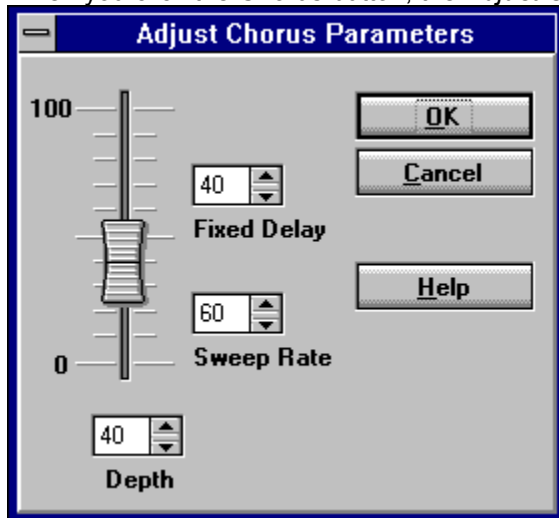
The playing speed of the swept sample is alternately increased and decreased so that it sweeps an equal distance back and forth across the original sample. As it moves, the swept sample becomes periodically in phase with either the delayed or original sample.

Related Topics:

[Using the Adjust Chorus Parameters dialog box](#)

Using the Adjust Chorus Parameters dialog box

When you click the Chorus button, the *Adjust Chorus Parameters* dialog box appears:



Select the parameters for the Chorus effect according to the following descriptions. Key in the values, or use the spin buttons. You can also use the slider control to set the *Depth* value.

- *Fixed Delay*--The fixed delay is a duplicate of the original sample, delayed by the number of milliseconds you specify in this edit field. The delay creates either a fullness or an echo in the sound of the file. If you set the delay value to 35 ms or lower, the sound will become fuller. If you set the delay value higher, the resulting sound will be like an echo.
- *Sweep Rate*--The sweep rate of the swept sample, in milliseconds.
- *Depth*--The depth is the ratio of the amplitude at which the delayed sample and the swept sample are mixed with the original sample. If you enter a depth of 0, then the fixed delay is mixed in at 100 percent of its amplitude, and the swept delay at 0 percent; if you enter a depth of 50, then the fixed delay is mixed in at 50 percent, and the swept delay at 50 percent; if you enter a depth of 100, then the fixed delay is mixed in at 0 percent, and the swept delay at 100 percent. Values other than these are figured proportionally, in a similar manner. The closer the depth value is to 0, the higher the proportion of the fixed delay that is mixed in; the closer the depth value is to 100, the higher the proportion of the swept sample that is mixed in.

When you click **OK**, the Chorus effect is applied.

Flange



The Flange effect allows you to create the illusion that multiple voices or instruments are simultaneously speaking or being played. This effect is useful for creating group singing or speaking effects from a single person's speech. The Flange effect is similar to the Chorus effect, but the Flange effect creates more intentional distortion, as if the audio is being played in a tin can. This effect is often used with electric guitars in the music industry.

The following three components are combined to create the effect of multiple voices or sounds:

- the original WAV sample
- a copy of the sample, delayed by a fixed value
- a swept sample

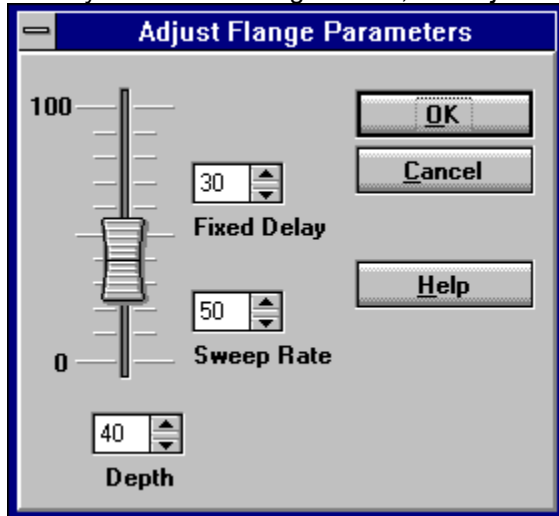
The playing speed of the swept sample is alternately increased and decreased as it sweeps an equal distance back and forth across the original sample. As it moves, the swept sample becomes periodically in phase with either the delayed or original sample.

Related Topics:

[Using the Adjust Flange Parameters dialog box](#)

Using the Adjust Flange Parameters dialog box

When you click the Flange button, the *Adjust Flange Parameters* dialog box appears:



Select the parameters for the flange effect according to the following descriptions. Key in the values, or use the spin buttons. You can also use the slider control to set the *Depth* value.

- *Fixed Delay*--The fixed delay is a duplicate of the original sample, delayed by the number of milliseconds you specify in this edit field. The delay creates either a fullness or an echo in the sound of the file. If you set the delay value to 35 ms or lower, the sound will become fuller. If you set the delay value higher, the resulting sound will be like an echo.
- *Sweep Rate*--The sweep rate of the swept sample, in milliseconds.
- *Depth*--The depth is the ratio of the amplitude at which the delayed sample and the swept sample are mixed with the original sample. If you enter a depth of 0, then the fixed delay is mixed in at 100 percent of its amplitude, and the swept delay at 0 percent; if you enter a depth of 50, then the fixed delay is mixed in at 50 percent, and the swept delay at 50 percent; if you enter a depth of 100, then the fixed delay is mixed in at 0 percent, and the swept delay at 100 percent. Values other than these are figured proportionally, in a similar manner. The closer the depth value is to 0, the higher the proportion of the fixed delay that is mixed in; the closer the depth value is to 100, the higher the proportion of the swept sample that is mixed in.

When you click **OK**, the Flange effect is applied.

Echo



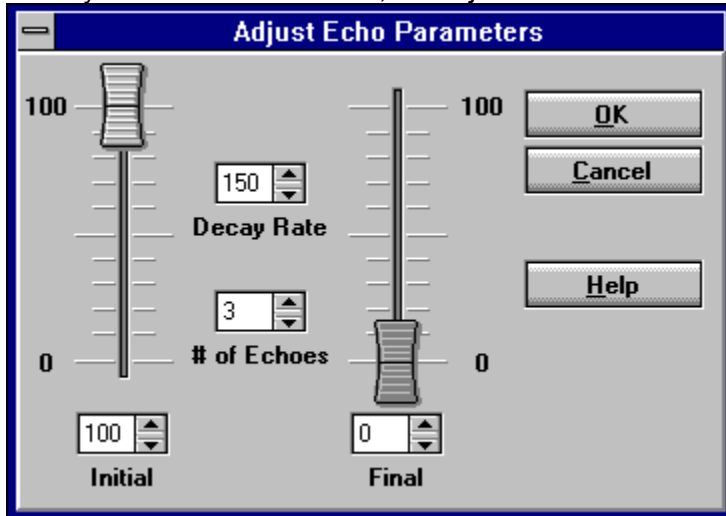
The Echo effect allows you to create echoes in the file or selected block. Each of the echoes are actually duplicates of the original sample, mixed at different volume levels with the original. You specify the volume of the initial and final echoes, the number of echoes in the selection, and the length of time between echoes. Except for the initial and final echoes, the volume of each echo is interpolated between the initial and final volume levels you have selected.

Related Topics:

[Using the Adjust Echo Parameters dialog box](#)

Using the Adjust Echo Parameters dialog box

When you click the Echo button, the *Adjust Echo Parameters dialog box* appears:



Use the dialog box to specify the parameters for the echo. Key in the desired values in each edit field, or use the corresponding spin buttons. You can also use the slider controls to set the *Initial* and *Final* values.

Select values according to the following descriptions:

- *Initial*--The amplitude of the initial echo is a percentage of the original wave's amplitude. If you specify 100, the initial echo is repeated at the same amplitude as the original wave; similarly, if you specify 50, the initial echo is repeated at 50 percent of the current amplitude of the original wave.
- *Final*--The amplitude of the final echo is a percentage of the original wave's amplitude. If you specify 100, the final echo is repeated at the same amplitude as the original wave; similarly, if you specify 50, the final echo is repeated at 50 percent of the current amplitude of the original wave.
- *Decay Rate*--The decay rate specifies the period of time between echoes. If you specify a value of 100, the first echo will begin 100 milliseconds into the selected block, the second will begin 200 milliseconds into the selected block, and so forth. The decay rate is multiplied by the number of echoes to determine the total length of the echo effect. If the echoes extend beyond the selected block, they will continue to be mixed into the file, until all of the specified echoes have occurred; however, if the echoes extend beyond the end of the file, the remaining echoes will not be added to the end of the file. (If necessary, however, you can add an adequate length of silence to the end of the file before applying the effect, thereby extending the file and allowing the echo to continue as specified.)
- *# of Echoes*--The total number of echoes, including the initial and final echoes. The echoes are spaced according to the decay rate. Except for the initial and final echoes, the volume of each echo is interpolated between the initial and final volume levels.

When you click OK, the Echo effect is applied according to the values you specify in this dialog box.

Remove Vocals



Note that this effect is applied to the entire file as soon as you click the Remove Vocals button.

The Remove Vocals effect attempts to remove the vocals from a stereo file. Usually this effect is more than adequate; however, it cannot remove all traces of vocals in files that have been recorded with elaborate sound effects, such as extensive echo.

This effect must be applied to an entire file, because the stereo file is converted to a mono file during the removal process.

WARNING: *This effect should be used only on files that were originally recorded as stereo files. If you apply this effect to mono files that have been converted to stereo by copying the same file into each stereo channel, the removal process will completely cancel out both stereo channels, leaving you with a file whose wave is a single flat line, without sound. If the stereo file was created by copying different mono files into each channel, then some sound will remain after the Remove Vocals effect is applied, but the result is unpredictable.*

If you are unsure whether the current file was originally recorded as a stereo file, then make sure that you have saved the latest version before applying the effect, or make sure that Undo is not disabled.

DC Offset



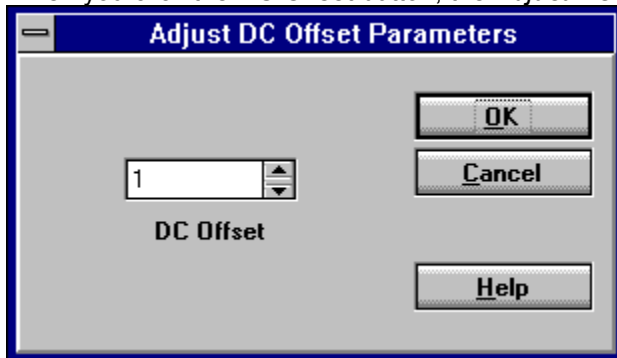
The DC Offset effect adjusts the DC Offset up or down in relation to the center line. (The centerline is represented by a thin horizontal line in each channel of the graph display area.) This effect can be applied within the channels of a stereo file.

Related Topics:

[Using the Adjust DC Offset Parameters Dialog Box](#)

Using the Adjust DC Offset Parameters Dialog Box

When you click the DC Offset button, the *Adjust DC Offset Parameters* dialog box appears:



Use the dialog box to specify the desired adjustment. Key in the value in the *DC Offset* edit field, or use the spin button. If you specify a positive value, the adjustment is upward; if you specify a negative value, the adjustment is downward.

When you click OK, the DC Offset for the selected block is adjusted.

Rate



The Rate effect allows you to change the sampling rate of the current file. Files are generally recorded at one of three standard sampling rates (11,025 Hz, 22,050 Hz, or 44,100 Hz), but you can change the sampling rate to any rate that you wish. *Note: QSound and QBit can be applied only to files using one of the three standard sampling rates.*

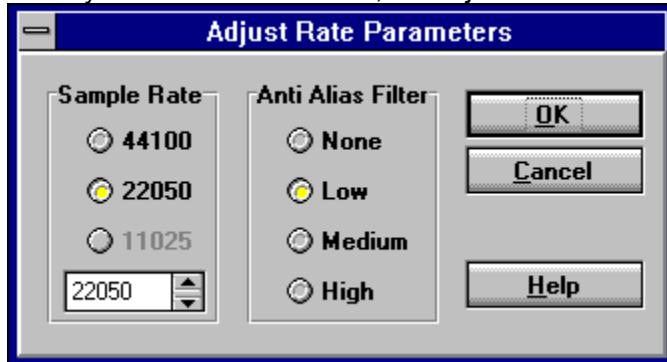
Lowering a file's original sampling rate reduces the file's size but also reduces its fidelity. Increasing the sampling rate does not reduce fidelity, but neither does it improve the sound quality. You should increase the sampling rate only when you need to match sampling rates for pasting, mixing, or otherwise editing portions of two files using different sampling rates.

Related Topics:

[Using the Adjust Rate Parameters Dialog Box](#)

Using the Adjust Rate Parameters Dialog Box

When you click the Rate button, the *Adjust Rate Parameters* dialog box appears:



Use the dialog box to specify the new rate. If you wish, you can also select an *Anti Alias Filter* level to use during the conversion. To apply one of the three standard rates, click on the radio button that corresponds to that rate. To apply a different rate, key in the desired rate in the Rate edit field, or use the spin button.

When you click **OK**, the specified rate is applied to the file, using the specified Anti Alias Filter, and the new rate is indicated in the Info Bar at the bottom of the main application window.

Selecting an Anti Alias Filter

When you convert existing sampling rates, particularly when you decrease the rate, aliasing can occur, in which high frequency tones are replaced by lower-frequency tones. To eliminate this aliasing, you can select an *Anti Alias Filter* level for use during the conversion. To select a filter level, click on the radio button that corresponds to your choice.

NOTE: Using the Anti Alias Filter can significantly slow down the rate conversion process, particularly if you are using the higher level filtering. To avoid unnecessary delays, consider saving your file before converting the rate, and then perform the initial conversion with no filter or only a low filter selected. After the conversion is complete, play the file to see if you need to use the Anti Aliasing Filter at all. If you discover that you need a higher level of filtering, reopen the file and perform the rate conversion again, using the filter level that seems most appropriate based on your test.

Invert



Note that this effect is applied to the selected block as soon as you click the Invert button.

The Invert effect allows you to invert a file or selected block. If you invert both channels of a stereo file, the waves are not swapped between channels, but each wave is inverted in its own channel. If you invert a selection in a single channel, only the wave in that channel is inverted.

If the selected block is off the centerline, that relationship is also inverted--if the wave is below the centerline before the inversion, it is above the centerline after the inversion, and it retains the same distance from the centerline that it had before the inversion.

Reverse



Note that this effect is applied to the selected block as soon as you click the Invert button.

The Reverse effect allows you to reverse a file or selection so that the audio plays backwards. You can apply this effect to a block within a single channel if you wish to do so.

Insert



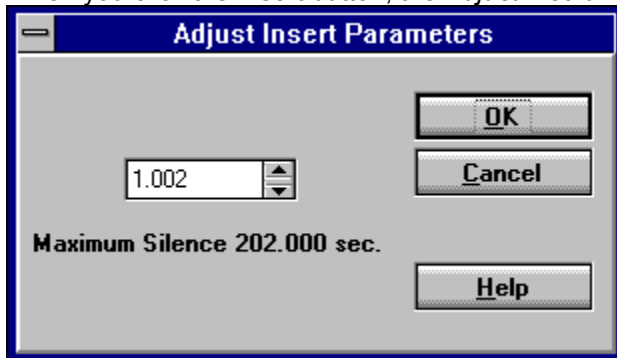
The Insert effect allows you to insert a specified length of silence into the file. The minimum length of silence you can insert is 1 millisecond. The silence is inserted at the current cursor position. You cannot insert silence while you have a block selected--the cursor must be fixed at a single point in the file. This effect cannot be applied to only one channel of a stereo file.

Related Topics:

[Using the Adjust Insert Parameters Dialog Box](#)

Using the Adjust Insert Parameters Dialog Box

When you click the Insert button, the *Adjust Insert Parameters* dialog box appears:



Enter the length for the silence, in milliseconds. Key in the value, or use the spin button.

When you click OK, the specified length of silence is inserted at the cursor position.

Mix



The Mix effect allows you to mix a separate file into one or both channels of the current file. If you select a block, the specified file is mixed into that block; if you do not select a block, the specified file is mixed into the beginning of the current file.

Related Topics:

[Mixing Stereo and Mono Files](#)

[Mixing Longer Files into Shorter Files](#)

[Mixing Files With Different Rates](#)

[Using the Adjust Mixing Parameters Dialog Box](#)

Mixing Stereo and Mono Files

If you mix a stereo file into a mono file, only the left channel of the stereo file is mixed into the current file. If you mix a mono file into a stereo file, copies of the mono file are inserted into both channels of the current file, unless you have selected a block in one of the stereo channels. If you select a block in only one channel, then the mono file is mixed into that channel only.

Mixing Longer Files into Shorter Files

You cannot completely mix a longer file into a shorter file or selected block. If you try to mix a six-second file into a four-second file or block, for example, then only the first four seconds of the incoming file are mixed in.

You cannot extend the length of the current file by mixing another file into it. If, for example, you try to mix a six-second file within four seconds of the end of the current file, then only the first four seconds of the incoming file is mixed. If for some reason you need to extend a file past the end of the current file, you must first extend the length of the current file. One way to do so is by inserting silence at the end of the current file, so that it meets the required length.

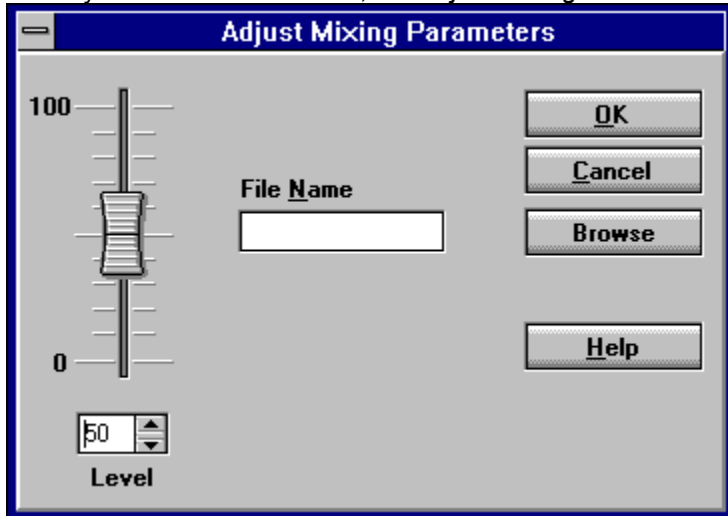
Mixing Files With Different Rates

If you mix files with different sampling rates, then the incoming file is mixed as if it were using the sampling rate of the current file. Since the sampling rate of the incoming file is not actually converted, sound distortions may occur. Unless you want to use these distortions as part of the effect, you should use the *Rate* special effect to adjust the rate of the incoming file before mixing it into the current file.

Keep in mind that the length of a file increases or decreases and is distorted when you play it at a rate that is different than the rate it was sampled. If you mix a file with a rate of 11,025 Hz into a current file with a rate of 22,050 Hz, for example, the pasted file will play at twice its normal speed and will be half as long as it normally is; similarly, if you mix a file with a rate of 22,050 Hz into a current file with a rate of 11,025 Hz, for example, the incoming file will play at half its normal speed and will be twice as long as it normally is.

Using the Adjust Mixing Parameters Dialog Box

When you click the Mix button, the *Adjust Mixing Parameters* dialog box appears:



Specify the incoming file to be mixed into the current file, and the level at which it should be mixed in.

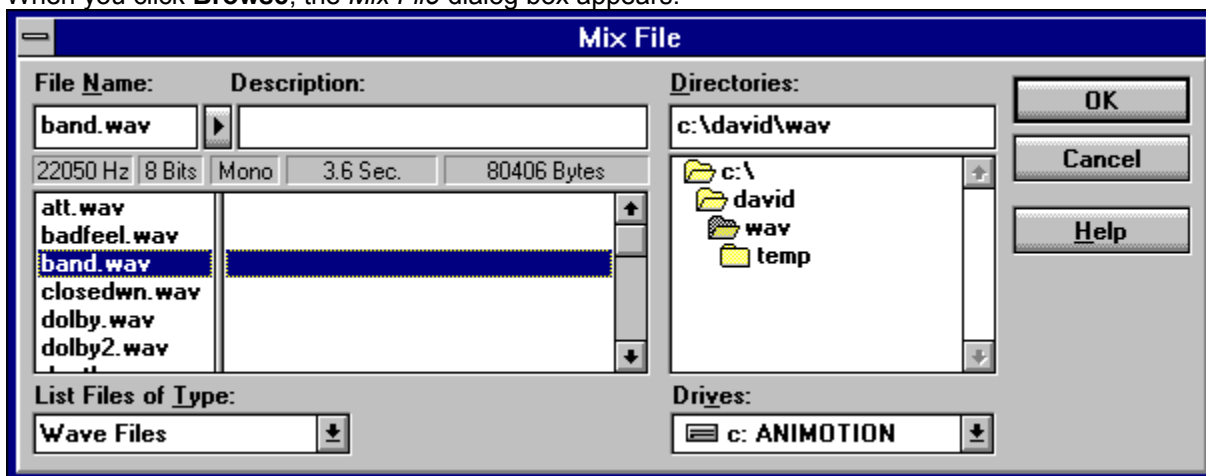
The incoming file can be mixed at its current volume level, or it can be mixed at a percentage of its current volume, according to the value you enter in the *Level/* edit field. Key in a value, use the spin button, or use the slider control to set the level at which the incoming file is to be mixed into the current file. If you enter 100 in the *Level/* edit field, the incoming file is mixed at its current volume; if you enter 75, the file is mixed at 75 percent of its current volume, and so on.

Specify the file to be mixed by keying in the name of the file (including its path), or by clicking **Browse** to search for and select files using a dialog box. See below for instructions on using the Browse button.

When you click **OK**, the selected file is adjusted to the volume level specified in the *Level/* edit field, and then mixed into the current file.

Using the Browse Button

When you click **Browse**, the *Mix File* dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where the desired file is located. As you move through the directories, available files are listed in the *File Name* display area. When you select one of the files, you can preview it and review information about its size, sampling rate, mode, and length. For more information about previewing the selected file, see [Previewing Files](#). For

more details about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

Select the file to be mixed in by double-clicking it, or by clicking it and choosing **OK**. The *Mix File* dialog box is closed, and you are returned to the *Adjust Mixing Parameters* dialog box, where the selected file name appears in the *File Name* edit field.

Stereo to Mono



The Stereo to Mono effect allows you to save each channel of a stereo file as a separate mono file. You can also combine the two channels into a single mono file. You can give the new files names of your choice, and you must specify a path where they should be stored.

NOTE: The newly saved mono files are not automatically displayed in the graph display area, nor are they listed in the Playlist Selections Combo Box. To view or edit them, you must open them using the Open command.

Related Topics:

[Using the Adjust Stereo to Mono Parameters Dialog Box](#)

Using the Adjust Stereo to Mono Parameters Dialog Box

When you click the *Stereo to Mono* button, the *Adjust Stereo to Mono Parameters* dialog box appears:



You can save one or both of the channels in separate mono files, or you can combine both channels into a single mono file. (See below for instructions on combining channels.) You do not have to save both channels--if you leave one of the edit fields blank, that channel is not saved to a separate file.

To save each channel as a separate file, specify file names in both the *Left Channel* and *Right Channel* edit fields. Key in the file names, including paths, or click **Browse** to use a dialog box to select files and directories. See below for instructions on using the **Browse** button.

When you click **OK**, the channels are saved to separate files according to the file names you have specified.

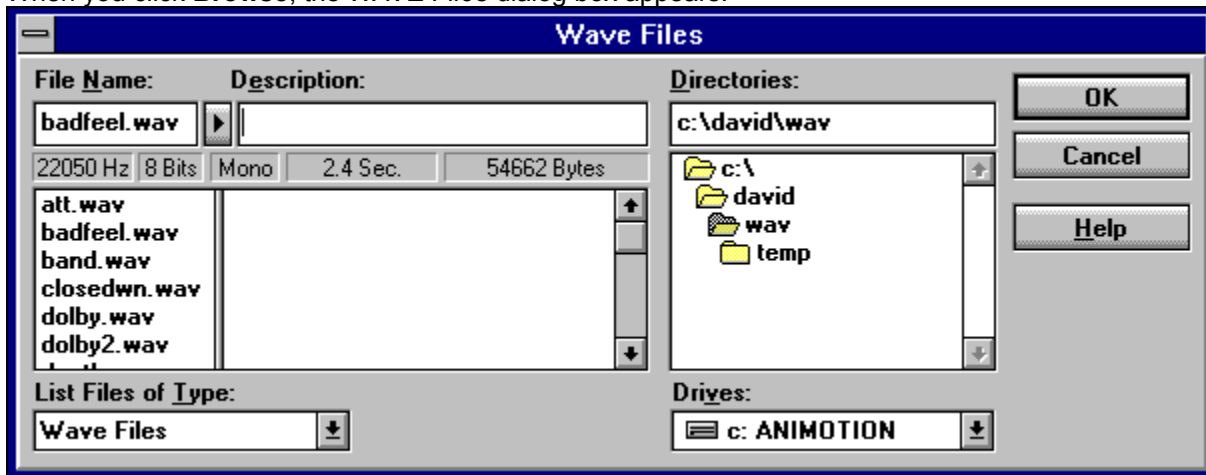
Combining Channels

To combine both channels into a single mono file, click the *Combine Channels* toggle button. The button is highlighted to show that you have selected it, and the *Right Channel* edit field is dimmed and disabled. Enter the file name (including path) for the mono file in the *Left Channel* edit field.

Using the Browse Button

You can use the **Browse** button to specify both the path and file name, or you can use it to specify the path for a file name you have already typed in the edit field. To use the **Browse** button, position the cursor in one of the edit fields.

When you click **Browse**, the *WAVE Files* dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where you want the mono file to be saved. As you move through the directories, existing files are listed in the *File Name* display area. If you select one of the files, you can preview it and view information about its size, rate, and mode.

For more information about previewing the selected file, see [Previewing Files](#) . For more information about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

Make one of the following selections:

- If you specified a file name in the edit field before clicking **Browse**, that file name appears at the top of the *File Name* display area. When you click **OK**, the selected path is added to the file name you entered before you clicked **Browse**.
- If you did not specify a file name before clicking **Browse**, then you must select one from the list of existing files, or you must enter the name at the top of the *File Name* display area. To overwrite one of the existing files with the new mono file, double click the existing file name in the list, or select it and then click **OK**. The file name (including path) is automatically entered in the edit field from which you clicked **Browse**.

If you enter the name of an existing file, you will be asked to confirm that you wish to overwrite the file with the selected channel. Click **Yes** to overwrite the file; click **No** to return to the *Wave File* dialog box to select another file name. The *Wave File* dialog box is closed, and you are returned to the *Adjust Stereo to Mono Parameters* dialog box.

Mono to Stereo



The Mono to Stereo effect allows you to turn the current mono file into a stereo file. You can create the stereo file by copying the current file into both channels, or by copying the current file into one channel and another mono file into the other channel.

NOTE: If you copy the current file into both channels, you cannot use the Remove Vocals effect on the resulting stereo file. See [Remove Vocals](#) for more information.

Related Topics:

[Using the Adjust Stereo to Mono Parameters Dialog Box](#)

Using the Adjust Stereo to Mono Parameters Dialog Box

When you click the *Mono to Stereo* button, the *Adjust Mono to Stereo Parameters* dialog box appears:



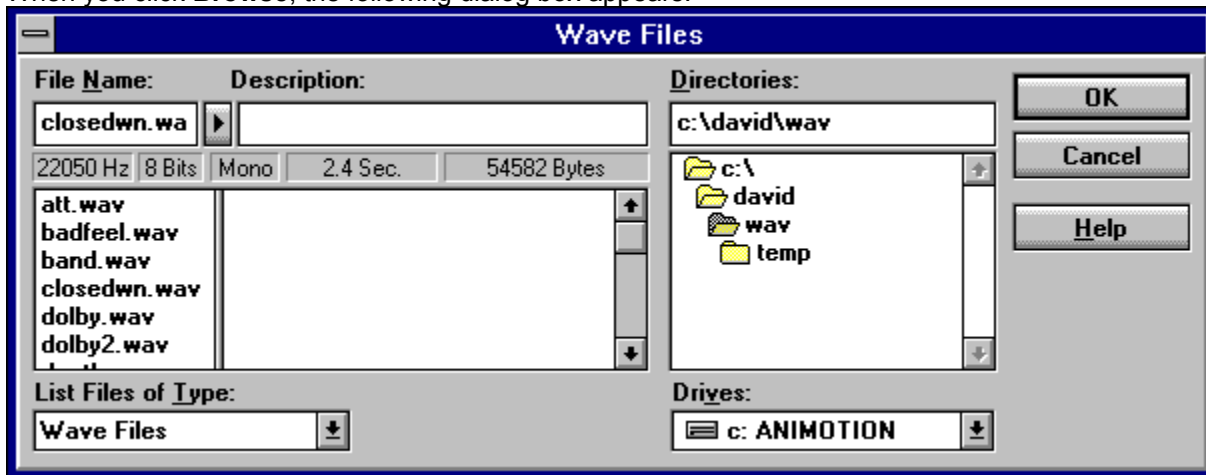
Select one of the radio buttons in the *Current File* area in the lower-left portion of the dialog box. When the new stereo file is created, the current mono file will be placed in the channel you specify. If you select *Left Channel* or *Right Channel* for the current file, then you must specify which mono file to use in the other channel.

Key in the name of the file, if you know it, or click the **Browse** button to select the file from a dialog box. See below for instructions on using the **Browse** button.

When you click **OK**, the newly-created stereo file appears in the graph display area of the main window.

Using the Browse Button

When you click **Browse**, the following dialog box appears:



Using the directory icons in the *Directories* display area, move to the directory where the desired mono file is located. As you move through the directories, available files are listed in the *File Name* display area. If you select one of the files, you can preview it and view information about its size, rate, and mode.

For more information about previewing the selected file, see [Previewing Files](#). For more information about the information appearing in the display fields below the selected file name, see [Reviewing File Information](#).

Select the file by double-clicking it or by clicking it and choosing **OK**. The *Wave Files* dialog box is closed, and you are returned to the *Adjust Mono to Stereo Parameters* dialog box, where the selected file

name appears in the *Left Channel* or *Right Channel* edit field, depending on which radio button you have selected.

QBit



Note that this effect is applied to the selected block as soon as you click the QBit button.

The QBit effect allows you to enhance the stereo effect of an entire stereo file or selected block in a stereo file. The QBit effect is similar to the QSound effect, but it does not allow you to specify the originating and ending locations for the sound. QBit does not reposition the sound; it merely enhances the stereo effect that is already present in the file.

QBit is considered a *hot* effect--that is, when the QBit effect is performed, it substantially increases the amplitude of the file. Therefore, to preserve the sound quality of your file, MCS SoundTrak stops performing the QBit effect if any of the file begins to be clipped by the amplification. (For more information about "clipping," see Amplify .) An error message appears, telling you that QBit is not able to continue because of the clipping.

If QBit clips your file, use the *Amplify* effect to reduce the amplitude of the file or selected block before performing QBit again.

NOTE: Unless you are certain that your file will not be clipped by the QBit effect, you should probably perform this effect with Undo enabled. If you have disabled the Undo feature when QBit begins to clip the file, then the file is not restored to its original state when the error occurs--the QBit effect remains in the file up to the point at which the effect was stopped. If you do not wish to enable the Undo feature, then you should be sure to save a copy of the current file before applying the QBit effect, so that you can reopen the original file if clipping occurs.

For more information on QSound, see Current Uses of Technology.

QSound



The QSound effect allows you to position sound so that it seems to originate and end anywhere within a 180-degree arc in front of and beside you. The effect is much more powerful than that created by the Pan special effect. For more information on how QSound works, see Current Uses of Technology. If you apply QSound to a selected block of a mono file, the entire file is converted to a stereo file, but the QSound effect is applied only to the selected block.

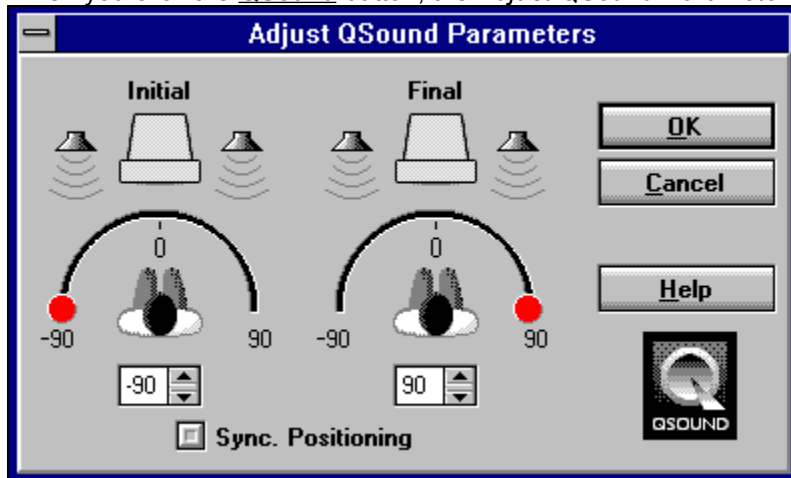
NOTE: To apply QSound to a block of a file that is already in stereo format, you must select a block in a single channel--the QSound effect will be applied to both channels, but the QSound button remains dimmed until you select a block in only one channel.

Related Topics:

[Using the Adjust QSound Parameters Dialog Box](#)

Using the Adjust QSound Parameters Dialog Box

When you click the **QSound** button, the *Adjust QSound Parameters* dialog box appears:



Use the QSound positioning controls to specify the initial and final location for the sound in the file or selected **block**. The *Initial* and *Final* positioning diagrams should provide a useful visual aid for positioning the sound. For further instructions on using the QSound positioning controls, see [Important Mouse Controls](#).

If you want the initial and final sounds to be located at the same position, click the *Sync. Positioning* toggle button, and use either control thumb to set the location of the sound.

When you click **OK**, the QSound effect is applied to the file or selected block. If you have selected different initial and final settings, then the sound will seem to move along a 180-degree arc, as you have specified with the positioning controls. If you have selected *Sync. Positioning*, then the sound will be fixed at the position you have indicated.

Common Error Messages

Common MCS SoundTrak error messages and possible causes are listed below, in alphabetical order:

- *A device error has prevented the completion of the _____ operation.*
The sound card has reported an error while you were trying to play or record.
- *A file input/output error occurred while performing the _____ operation.*
MCS SoundTrak could not open, read, or write a file.
- *A memory error occurred while performing the _____ operation.*
Usually caused by a low memory condition. Free some memory by closing other applications, and then try again.
- *An attempt was made to perform the _____ operation using a file which is not a recognizable WAV format.*
You are trying to open a file that is not a properly formatted WAV file, or you are trying to use a non-WAV file in a special effect.
- *An attempt was made to perform the _____ operation using an invalid internal handle.*
An internal structure is corrupt. Restart MCS SoundTrak to clear up this problem.
- *An attempt was made to perform the _____ operation using improperly formatted data.*
You are trying to mix files with different bits per sample, or you are applying QBit or QSound to a file that is not using one of the three standard sampling rates.
- *An unknown error caused an attempt to perform the _____ operation to fail.*
A general error message, used only if no other error message was appropriate.
- *The _____ operation was aborted because it attempted to process a file which was too large.*
You have tried to open a file larger than approximately 80 MB.
- *The _____ operation has been aborted due to low disk space.*
There is not enough disk space in the directory specified in the *Recording Settings dialog box*, or there is not enough disk space in one of the directories specified in the *Stereo to Mono* dialog box, depending on which activity you are currently performing.
- *The QBit operation cannot continue due to clipped output.*
During the QBit effect, part of the file was clipped. See QBit.
- *Valid data is required to perform the _____ operation.*
You are trying to open a file that is not a properly formatted WAV file, or you are trying to use a non-WAV file in a special effect.

Glossary of Terms

Block

Dialog Box

Focus

Graph Display Area

Info Bar

QSound

Special Effects

Spin Button

Transport Controls

WAV

Zoom Level Controls

Block

A block is simply a contiguous section of a WAV file. When you select a block, it is highlighted in the graph display area.

Dialog Box

Dialog boxes are small windows that appear when you select certain commands. These dialog boxes usually ask you for additional information about the command you are performing. The command will not be completed until you supply the necessary information.

Focus

Within the active window (the window that you can type in or use the controls for), the currently highlighted icon, menu, button, or other control feature is said to have the "focus."

Graph Display Area

When you open a WAV file, a graphical representation of its sound wave is displayed in the center area of the window, called the graph display area.

Info Bar

The Info Bar is a row of display fields at the bottom of the window, providing the following information: current mouse-pointer position, sampling rate and number of bits used in the file, whether the file is in mono or stereo, size of the file, and a description of any command button currently underneath the mouse-pointer.

QSound

The QSound Virtual Audio process is a highly-regarded technology developed and patented by QSound Labs, Inc. in Calgary, Alberta, Canada.

Special Effects

Special effects are edits such as QSound, Echo, Reverse, and so on, that go beyond basic cutting and pasting. These special effects are found on the Special Effects toolbar.

Spin Button

An important MCS SoundTrak control that allows you to change a displayed numerical value quickly with the mouse.

Transport Controls

Similar to controls on a tape player, these buttons allow you to play, record, fast forward, pause, and move backwards through WAV files.

WAV

A common format for digitally recorded sounds. WAV files are named with a ".WAV" extension.

Zoom Level Controls

Located in the upper-right area of the window, zoom level controls allow you to control the scale at which WAV files are displayed in the graph display area.

The magic of QSound turns your ordinary speakers and sound card into multi-dimensional audio tools.

You can control the scale at which the WAV file is displayed.

Zoom commands are useful for toggling back and forth between two blocks in a long file.

On-line help is context-sensitive.

File previewing is a useful tool that is available in many MCS SoundTrak operations.

Recording settings allow you to control how WAV files are recorded.

Available recording time varies according to the recording settings you use.

Unless you select a block, edits are applied to the entire file.

You can speed up the editing process for large files by disabling the Undo command.

Review sampling rates of incoming files carefully to avoid surprises when pasting or mixing files. The sampling rate is always adjusted to match the currently displayed file.

You cannot paste or mix files that use different bit sizes in their samples.

Positive values locate sound proportionally more in the right channel; negative values locate sound proportionally more in the left channel.

Aliasing does not occur in all cases. Use the lowest Anti Alias Filter that is necessary for your particular conversion.

Inserting silence is often an effective way to lengthen files so that other effects can be fully applied.

The new files retain the sampling rate and bit size that is used in the current file.

