

**Burnlt**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BurnIt		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 19, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## BurnIt

### 1.1 Contents

BurnIt V2

The CDR software for the Amiga computer

User manual  
Version 2.0

Copyright ©1996/1997, DnS

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siegel@mail.newtwave.de

Preface  
Legal  
Distribution  
Requirements  
Installation

New features in V2  
Introduction  
Windows

Registration  
Updates  
Support

The authors  
Thanks to  
Known bugs  
History

### 1.2 New features

-BurnIt V2 has a completely restyled GUI which offers new features like

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Drag & Drop. Now you just have to keep the left mouse button pressed on a track in the "ReadCDD" window and you can drag & drop the track(s) into the "Play", "TAO" and other windows and use them there.

-You now can multiple select tracks using the Shift or Control key.

-BurnIt V2 now uses external drivers, which are easier to update and give you, the user, more comfort.

-Using the "Audio Studio" you can edit samples. Operators such as "Fade in / Fade out" and "De-Crackle-Filter" are included. BurnIt V2 uses external operators, which means that new operators can easily be added and that older ones can be updated.

## 1.3 Preface

Welcome to BurnIt

-----

Congratulations !!!!!!!

You have purchased an easy to use, high performance CDR program for the Amiga computer. BurnIt was designed for professional use and offers a great variety of features which are not available in other products. As a special feature BurnIt can also be used to backup Amiga partitions.

Responsible for BurnIt

-----

Code:       Axel Deising  
             Michael Siegel

Manual:     Axel Deising  
             Michael Siegel

English translation:   Matthew Colton

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The compilation of documents and pictures was done with great care, nevertheless mistakes cannot be fully excluded.

The publisher and the authors can and will not undertake neither legal responsibility nor any liability for wrong instructions and their consequences.

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All other products mentioned in this guide are trademark by their manufacturers

## 1.4 Copyright

### Copyright:

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It is not allowed to copy the manual in parts, to duplicate it, to translate it in other languages or to bring it in electronical or mechanical readable form without written permission of:

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D-28816 Stuhr

### Garantie:

DnS Software Development takes no responsibility, neither expressly nor maintained, refer to this manual, it's quality, usability or it's suitability for a certain purpose. The manual presented "as is". BurnIT has been developed and tested carefully. However, the authors grant no warrantees for any damages, what so ever, which result directly or indirectly from using Artstudio. This is also valid for the manual and all other including programs.

You use this program on your own risc.

## 1.5 Distribution

### Price:

BurnIt V2 DM 299,-

Titan Computer

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Titan Computer  
Mahndorfer Heerstr. 80a  
28307 Bremen  
Germany

Tel: 0421/481620  
Fax: 0421/481620

eMail: deising@poboxes.com  
siegel@mail.netwave.de

Email is probably the better way to reach us.

## 1.6 System requirements

Before you try to start BurnIt you should make sure that you can run it on your system.

Needed Hardware  
-----

BurnIt needs an Amiga computer with a 68020 or higher processor and at least Kickstart / Workbench 3.0 .

You also need a harddrive with at least 650MB free space and some (>4MB) fastram. The more fastram you have, the better it is. How much ram you will actually need depends on what you wish to do.

Oh and, by the way, you will need a CD writer :-)

some of the supported CD writers:

Philips 521  
Philips CDD2000  
Philips CDD2600  
Hightech CD-R 2000  
Kodak PCD-225  
Kodak PCD-600  
HP SureStore 4020i  
HP SureStore 6020i  
Plasmon RF4100  
Plasmon CDR4220  
Grundig CDR100IPW

Ricoh RS-1420C  
Ricoh RO-1420C  
Plextor PX-R24X

Yamaha CDR100

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Yamaha CDR102  
Yamaha CDR200  
Yamaha CDR400

Sony CDU920S  
Sony CDU924S  
Sony CDU940S  
Smart&Friendly CD-R 1002

The latest list is always available on our homepage.

<http://www.vossnet.de/titanhb/burnit/>

Needed Software

-----

BurnIt needs at least Workbench 3.0. If you are using an earlier version errors and system crashes may occur. Loss of data is possible if this happens. Please contact your Amiga-dealer for upgrade information.

BurnIt was successfully tested with...

Computer :       - Amiga 2000/30, Amiga 2000/60, Amiga 3000, Amiga 4000/30  
                  Amiga 4000/40 and Draco

Controller:       - Oktagon 2008, Blizzard 1230/2060, CyberSCSIMK II, CyberPPC-SCSI

CD-Rom:           - Toshiba XM-4101B, XM-3501B, XM-5201B, XM-5301B,  
                  XM-5401B and XM-3701B  
                  - Sony 76S  
                  - Pioneer CDR-U10X, CDR-U12X, CDR-124X  
                  - Plextor PX-12TS, PX-12CS

CDR:              - Yamaha CDR100, CDR102  
                  - Philips CDD2000, CDD2600  
                  - HP 4020i  
                  - Sony CDU920S, CDU924S

...and does not work with: ( These CD-Roms do not support CDDA data reading )  
                  - Sanyo  
                  - Mitsumi FX-001D, FX-001E, FX-300 and FX-400

## 1.7 Installation

Installing BurnIt

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Here's how to install BurnIt to your harddrive:

- Insert the BurnIt floppy and double click the disk icon.
- Then you can see the contents of the disk and an icon named "Install\_BurnIt", double click this icon too.

- The installer will pop up and will ask you in which drawer BurnIt should be installed. The installer will create a drawer named "BurnIt" there.
- For the moment, please don't change the preferences.
- Click on the OK gadget.
- The installation will now proceed automatically.
- After completing the installation you can start BurnIt instantly.

And now go ahead and have fun!

## 1.8 Introduction

Introduction  
=====

In this chapter you find information about which knowledge in the use of the Amiga computer is needed to work with BurnIt and you will find a short tutorial.

Before you start working with BurnIt  
-----

We assume that you can handle the Amiga computer and the following functions:

- the use of the workbench
- the use of a mouse (click, double click and so on)
- the use of menus
- the use of screens and windows (scrolling, size gadget and so on)
- how to drag & drop

If you are not accustomed to the mentioned please consult the manual of your Amiga computer.

How to help yourself  
-----

If you encounter problems using BurnIt, please consult this online help first. Check out if you are using the function correctly. Use the index and the list of contents, they will offer useful help in trouble shooting. If this doesn't help to locate the problem make sure that no other program running in multitasking with BurnIt is responsible for the misbehaviour.

Only contact the hotline if your sure that the problem is caused by BurnIt itself.

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The hotline can be used by registered users only.

A short guide through BurnIt

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Chapter 1: Creating a data CD with the BurnIt ISO-Maker

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### 1.1 Creating a ISO file

For an Amiga CD it's best to choose "ISO9660 Level 2 + RRIP" in "Write/ISO Preferences". This makes sure that in this case all valid Amiga file and directory names can be used + the Rockridge extensions are available.

Then change to the ISO-Maker. Click on the "Add directory" button and choose a directory. Let's say you want to choose the "Sys:" directory. Click on the "drives" button in the requester, then choose the logical drive "Sys:" and confirm it by clicking the OK button. The directory tree for "Sys:" will be scanned (this might take a while, depending on the directory size and the speed of your cpu). The number of directories and files found will be displayed in the "scanne vezeichnisse" window.

Now you can use the normal Amiga shortcuts to cut, copy, paste and delete the files/directories in the directory tree.

You can add further files/directories proceeding as mentioned above.

When all files/directories have been added to the directory tree, you can set the PVD (Primary Volume Descriptor) by clicking to "Change PVD" button.

The only other important thing to do is to define a name for the CD in the "CD-Name" string gadget, e.g. "Amiga\_CD".

Then close the window and click on the "Create ISO file" button in the "Create-CD" window. After choosing the path and a name (for the ISO file) the ISO file will be created.

Go on to chapter 1.2

#### 1.1a Creating a backup of more than one partition of your harddrive.

There is an extra function to backup more than one partition at a time in the "Write/ISO-Preferences" window. This allows you to combine more than one partition in one ISO file and saves you from having to jump or rename files (e.g. disk.info). Because of the "drive = directory" function all logical drives are handled as directories. (e.g. Sys:Devs is changed to Sys/Devs). Please note that in this version of BurnIt you have to create directory icons for the root directories (e.g. for Sys:Devs/ you have to create an Sys.info file). This is needed so that the CD can be opened using the workbench.

The rest of the procedure is handled as described in 1.1

## 1.2 Creating the TOC of a data CD

After creating the ISO file change to the "Erstelle CD Abschnitt" window. ↵

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Select "Daten Datei", click on the "Add" button and choose the ISO file(s) ↵

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you want to use. The selected ISO file(s) will then appear in the track window.

## 1.3 Writing data

Now click the "Write CD" button and check the settings in the "Burn Info" window. If everything seems to be correct, click the "Write" button and your data CD will be written.

Now that's easy, isn't it? :-)

## Kapitel 2: Creating a CDDA using ReadCDD

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### 2.1 Reading audio data

First of all insert an audio CD (CDDA) with the compositions you wish to use in to your as ReadCDD defined drive. (-> Write/ISO Preferences).

Choose the appropriate format for your CD writer(-> Audio settings /

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format ).

Then change to the ReadCDD section. You should be able to see the TOC (Table Of Contents) of the audio CD. Choose which compositions you want to use (If you wish to select more than one composition, choose "Multiselect" in the audio settings) and click "GO". You then will be asked to name the file in which the audio data will be saved to the harddrive. If using the multiselect mode the track number will be added in front of a point or at the beginning of the name (e.g. sound.CDDA ->sound05.CDDA or soundCDDA->05soundCDDA)

### 2.2 Creating the TOC of an audio CD

After reading all compositions you wish to use, go to the "Erstelle CD" section. Change type to "Audio" if not set already. Click on "Add" and choose the CDDA files you wish to use holding down the "Shift" key. Now you can arrange the titles in the track window according to your wishes using the "Up", "Down", "Top" and "Bottom" buttons. The tracks are written in the sequence set, so you could call this a WYSIWYG mode.

### 2.3 Writing audio data

Now click the "Write CD" button and check the settings in the "Burn Info" window. If everything seems to be correct, click the "Write" button and your data CD will be written.

## Chapter 3: Copying a CD using ReadCDD

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### 3.1 Reading CD data (data/XA data/audio data)

Insert a CD with the the data you wish to copy into your as ReadCDD defined drive. (s. Schreib/ISO-Einstellungen).

Choose the appropriate format for your CD writer (audio data format and "XA mode" if these are XA tracks. Multiselect can be used as described in chapter 2.1.

Then go to the ReadCDD section where you should be able to see the Table-Of-Contents (TOC) of the CD. Select the tracks you wish to use and then click on "GO". You then will be asked to name the file in which the audio data will be saved to the harddrive. If using the multiselect mode the track number will be added in front of a point or at the beginning of the name (e.g. sound.CDDA ->sound05.CDDA or soundCDDA->05soundCDDA)

### 3.2 Creating the TOC of a CD

After reading all data you wish to use, go to the "Write CD" section. Set the track type. Click on "Add" and choose the CDD files you wish to use holding down the "Shift" key. You then can arrange the files in the track window according to your wishes using the "Up", "Down", "Top" and "Bottom" buttons. The tracks are written in the sequence set, so you could call this a WYSIWYG mode. The sequence must match the ISO9660 guide line.

### 3.3 Schreiben der Daten

Now click the "Write CD" button and check the settings in the "Burn Info" window. If everything seems to be correct, click the "Write" button and your data CD will be written.

## 1.9 Windows

- Main menu
- Iso-Maker
- Multisession
- Rename entry
- PVD
- Convert Audio
- Settings
- ReadCDD
- Make CD DAO
- Recover track
- Write CD
- Audio Studio
- Audio Player
- Make CD

---

Burn Info  
Select date  
Select device

## 1.10 Register BurnIt

Please register!

Send back the filled out registration card. You are then registered for support and update services. For these services the registration number is needed. You will find your registration number in the "About" menu of the program or on the installation disk.

Please send to:

DnS  
Axel Deising  
Am Walde 3a  
28816 Stuhr  
Germany

Name: \_\_\_\_\_

Address: \_\_\_\_\_

ZIP: \_\_\_\_\_ City: \_\_\_\_\_

Tel.: \_\_\_\_\_ Fax: \_\_\_\_\_

eMail: \_\_\_\_\_

BurnIt version: \_\_\_\_ Registration Nr.: \_\_\_\_\_

Date of purchase: \_\_\_\_\_ Dealer: \_\_\_\_\_

AMIGA Computer: \_\_\_\_\_ Memory: \_\_\_\_\_

Grafic card: \_\_\_\_\_ Memory: \_\_\_\_\_

Harddrive: \_\_\_\_\_ Capacity: \_\_\_\_\_

CD-Rom : \_\_\_\_\_ CD-Recorder: \_\_\_\_\_

What don't you like about BurnIt?

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What do like about BurnIt?

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Are you missing any features?

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Which other computer products are you interested in?

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Which Amiga magazines do you read?

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## 1.11 Updates von BurnIt

Updates

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All registered users of BurnIt will be contacted as soon as a major update is available.

Minor updates will be available in the Aminet and on Aminet CDs. If major update is released a new demo version will be uploaded to the Aminet.

## 1.12 Support

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Support  
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First aid  
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If you encounter problems using BurnIt, please consult this online help first. Check out if you are using the function correctly. Use the index and the list of contents, they will offer useful help in trouble shooting. If this doesn't help to locate the problem make sure that no other program running in multitasking with BurnIt is responsible for the misbehaviour.

Only contact the hotline if your sure that the problem is caused by BurnIt itself.

The hotline can be used by registered users only.

You can reach the BurnIt hotline under:

Titan Computer  
-----

Tel: 0421/481620  
Fax: 0421/481620

or

eMail:deity@informatik.uni-bremen.de  
siegel@mail.newtwave.de

Email is probably the better alternative.

Where can I send my bugreports and wishes to?  
-----

If you want to report bugs or have wishes for upcoming versions feel free to contact the authors. They will try to help you as fast as possible and are always happy when someone comes up with a good idea.

## 1.13 The authors

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## 1.14 Thanks

There are several people I want to thank for supporting BurnIt:

- \* Ingo Kleefeld for bug reports, ideas and more
- \* Alexander Seesko for bug reports
- \* Marc Czascke for Philips CDD2000 support
- \* SONY® for SCSI Commands Set
- \* all other folks that have contacted me in the past
- \* of course all users who have already paid their shareware fee

## 1.15 Known bugs

- with Toshiba XM-4101 the logical blocksize can't reset (!!!!!!!)  
you must turn off your cd-rom (=computer) for scsi-reset....

## 1.16 History

History of BurnIt

see history file

## 1.17 Preferences

Drives preferences  
~~~~~

Write to:

Shows the currently selected CDR. You can change the drive with the  
? button.

Read from:

Shows the current ReadCDD drive. You can change the drive with the  
? button.

Read preferences  
~~~~~

All preferences needed for reading are set here.

Launch Readprocess

This launches an extra process for reading data from the ReadCDD drive.

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That means that there are two processes running, one reading and one writing process. The quality of the audio data can be pushed, because drop outs are avoided.

#### Cachesize

This sets the amount of memory available for reading.

#### Cut 150:

Based on the hardware there are 150 empty blocks (2 seconds) between two tracks. Sad as it is, you can only read the start blocks from the TOC (Table Of Contents), but not the total track length.

Using this function you can cut 150 blocks from a CDDA file, since TOC writing format automatically fills in a pause of 150 blocks between two tracks.

#### Ignore Error:

Ignores errors while reading CDDA or XA tracks, because BurnIt doesn't offer any error correction for CDDA tracks. This normally doesn't matter, since CD players have their own error correction and at the most, you'll have a small crackle if lots of blocks are missing in a row. A data CD should have 0 errors.

After reading the track, BurnIt displays the amount of errors detected.

#### Max. Errors:

You can set the amount of errors ignored here.

#### Format:

You can set the save format for readed data. This format is used to write on the CDR. The RAW mode depends on the CD writer itself. The following opportunities are available:

RAW format: LSB (Intel) (e.g. Yamaha)

or

MSB (Motorola) (e.g. Philips)

- 44.1kHz fs
- no header
- 16 bit
- Stereo
- Intel format (lsbmsb) or Motorola format (msblsb)

#### WAVE format:

- 44.1kHz fs
- 16 bit
- Stereo

#### AIFF format:

- 44.1kHz fs
  - 16 bit
  - Stereo
-

MAUD format:

- 44.1kHz fs
- 16 bit
- Stereo

Read Steps

One step is equivalent with one block. The block size depends on the track type (data = 2048 bytes / audio or XA data = 2352 bytes). The number of steps should be dividable through 2 (e.g. 32, 64, 128 or 256), because this guarantees maximum transfer rates with the Amiga filesystem.

When using 32 steps, experiences have shown that lots of cpu time is left on fast systems.

Readspeed Data

Here you can determine which speed is used to read the data.

Readspeed Audio

Here you can determine which speed is used to read the audio data. Sometimes it's better to choose a slower reading speed (to avoid read errors).

Data Blocksize

With this option you can determine with which blocksize normal data is read. Only change this if you really know what you are doing. If you set the data blocksize to 2352 blocks, you read e.g. error correction data too.

XA Blocksize

With this option you can determine with which blocksize XA data is read. Only change this if you really know what you are doing. If you set the data blocksize to 2352 blocks, you read e.g. error correction data too.

Del aborted Files

Bei Aktivierung dieser Option werden Dateien nach dem Abbrechen des Lesens gelöscht.

Cut 150 Blocks

When switched on, the pause length between two tracks of a audio TAO CD will always be set to the hardware based 150 blocks pause which are automatically set in TAO mode. If switched off, the pause length of 150 blocks will be added in every copy.  
(e.g. original 150 blocks/2 seconds / 1st copy 300 blocks/4 seconds / 2nd copy / 450 blocks/6 seconds)

## Write preferences

~~~~~

### Launch Writeprocess

If set to on, writing is executed as an extra process. A buffer minimalizes the risk of write errors due to the CD writer waiting for new data.

### Cachesize

This sets the amount of memory available for writing.

### Largest Memblock

This determines the amount of memory taken from the system for writing.

### Emulate Write :

If switched on, the "Dummy write" mode is activated.

This means that all data is sent to the CD wwriter, but the data is not written on the CDR.

In this mode you can test if the writing would be sucessful(error free), without actually writing the CDR. If you encounter problems during writing, it makes sense to simulate writing first.

We recommend a new simulation at least every time you change your hardware configuration.

### EmuWrite->Write :

If switched on, the CD is written immediately after a sucessful Emulate Write.

### Eject before Write:

Ejects the CD before writing. This resets the CD writer into default condition.

### Writespeed.:

Here you can determine which speed is used to write the CD.

### Write-Steps:

One step is equivalent with one block. The block size depends on the track type (data = 2048 bytes / audio or XA data = 2352 bytes). The number of steps should be dividable through 2 (e.g. 32, 64, 128 or 256), because this guarantees maximum transfer rates with the Amiga filesystem.

When using 32 steps, experiences have shown that lots of cpu time is left on fast systems.

When creating audio and XA CDs please keep in mind, that the number of steps for Yamaha CD writers should not be set higher than 222, because these CD writers only have a 512kByte internal cache.

---

### Play options ~~~~~

#### Output

Here you can select which audio output you wish to use. You can choose between the Audio.device of the Amiga OS or the AHI audio system, which tries to output a pseudo 14-bit signal using the Amiga sound chips.

#### Directplay

The audio data output is sent to the output of the CD drive (only in Play window).

#### Preplay(Secs)

You have the possibility preplay all selected tracks in the ReadCDD window. Here you can set the length of the preplay.

### ISO preferences ~~~~~

#### CD format:

ISO9660 is a standard "read only" file system. This filesystem is readable on most platforms (e.g. Amiga, Mac, MS-DOS, Windows, Windows 95, UNIX)

##### Use ISO9660 Level 1 :

Filename format:

8.3 (xxxxxxx.xxx).

Directory names can only be 8 characters long and have no extension.

Characters allowed:

A-Z , 0-9 , \_

Flags are not used

Directory depth allowed:

max. 8

##### Use ISO9660 Level 1 + andere Zeichen :

Filename format:

8.3 (xxxxxxx.xxx).

Directory names can only be 8 characters long and have no extension.

Characters allowed:

all ACSII characters

Flags are not used

Directory depth allowed:

max. 8

---

Use ISO9660 Level 2 :

    Filenames can have 30 characters (actually they can have 31 characters, but the Amiga filesystem can only handle 30).  
    Flags are not available.

Use ISO9660 Level 2 + RRIP :

    Extended informations for files and directories are saved. The ISO9660 system is extended with the "RockRidge Interchange Protocol"  
    Filenames are limited to 30 characters.  
    Flags are available.

Amiga specific protection flags and filenotes are supported, if the filesystem can handle them.

Warn DirLevel>8

If switched on, you will be warned if the directory depth is higher than 8.

Uni Date

If switched on, the date information of files and directories are set to the selected date.

Device = Drawer

If switched on, the name of devices are added to the directory tree as drawer.

Example :

Scan Directory:

    Work:System/test/test.info

Directory on the CD and      Device = Drawer      activated:

    Work/System/test/test.info

Directory on the CD and      Device = Drawer      NOT activated:

    System/test/test.info

Use Fileversion

According to the ISO9660 standard, the version number should follow the filename separated through a semicolon. Most filesystems don't use this option, but means no harm to leave it activated.

CDTV:

If activated you MUST select the CDTV TM file using the ? button. This is needed to make sure that you can boot from the CD on a CDTV.

CD 32:

If activated you MUST select the CD32 TM file using the ? button.

---

This is needed to make sure that you can boot from the CD on a CD32.

TAO preferences  
~~~~~

Set Pre-emphasis:

Sets the pre-emphasis bit for digitally treated audio data. This has no effect on the CD writing. Since this option changes the audio material during playback, only use it if needed. Normally pop and rock music productions do not use the pre-emphasis bit, classical music productions often do.

If the recording was not treated for pre-emphasis, setting the pre-emphasis bit is not recommended. (Just like you don't turn on the NR for the playback of a cassette if it wasn't recorded with NR)

©-Bit:

If activated, a © bit is set, which means that copying is allowed.

DAO preferences  
~~~~~

Scan Subcode :

Here you can determine how index marks of a CD are set/searched.

None : All tracks get a "Index 1".  
Some : The CD is scanned for index marks in 5 seconds steps.  
All : The CD is completely scanned for index marks.  
Auto : The index marks are automatically set. Index marks >1 are not set, since they are not searched. Normally this function is good enough to copy CDs.  
During read: All index marks are read while reading the CD.

Test ISRC

The ISRC is read. If the ISRC is missing on an audio CD, this can take quite a while, depending on your drive.

Operators preferences  
~~~~~

Buffer für operators(KB)C

---

Here you can set the maximum amount of memory used by the audio operators.

Process preferences  
~~~~~

Readpriority

Here you can set the task priority of the ReadCDD function. If errors occure during reading, which seem to happen because the read process does not get enough cpu time, you can set the task priority up

Writepriority

Here you can set the task priority of the Write CD function. If errors occure during reading, which seem to happen because the write process does not get enough cpu time, you can set the task priority up

## 1.18 ReadCDD

ReadCDD  
~~~~~

In this window you can select the tracks which you want to use, they are then saved as ISO, CDDA or RAW files

All preferences for ReadCDD are set in the ReadCDD preferences window.

In Normal mode you can choose the startblock and the length using the buttons. The current length is displayed in bytes.

By pressing the "Shift" or "Ctrl" key down you can multiple select items. You can also drag & drop selected tracks into the TAO, Audio-Studio and other windows and go on editing them there.

## 1.19 Convert audio

Convert audio  
~~~~~

With this part of the program audio data is prepared to be written on a CDDA. In the current version AIFF/MAUD and WAVE files are recognized and saved as CDDA files. The audio file type is automatically identified by BurnIt. The format of of a CDDA file is also automatically konverted (LSB -> MSB or MSB -> LSB). Only specific AIFF/MAUD and WAVE files are identified. The files

---



must have  $fs = 44.1\text{kHz} / 16 \text{ Bit}$  and the files must be uncompressed. If you want to use AIFF/MAUD or WAVE files which are not identified correctly by BurnIt, we suggest you konvert the data with special converters (e.g. AmiSOX from the Aminet).

Selected data ordering:

The file order describes the output format of the CDDA file. The order depends on the used CD writer (e.g. Intel for Yamaha and Motorola for Philips) and is user defined. You will find information on which kind of CDDA format your CD writer needs in the manual of your CD writer.

Selected output form:

Reserved for future impelmentations.

Stereo/Left channel:

The file you want to convert is selected here. The correct identification of the file format must be confirmed.

Right channel:

If the file is a AIFF/MAUD or a WAVE file then you can choose the right channel of the song here.

Output file:

The output file is selected here.

## 1.20 Recover track

Recover Track  
~~~~~

With this part of BurnIt you can recover CDs which have been interrupted during the writing process. It can also be used to scan filled and empty CDs.

The existing tracks are displayed in the listview.

TOC type:

You can choose the type of a CDR or of a track with the cycle gadget.

Track info:

Shows more information about the selected track.

Disk Info:

---

Shows more information about the current CDR.

Recover track:

\*\*\* only Philips and compatible \*\*\*

Finishes off a track if the writer was interrupted or crashed during the writing process. The CD writer has to be reseted for this command, but without taking the CDR out of the writer.

Finalize track:

Finalizes the last track. A new TOC and the LEADOUT information are written. Further tracks can then be added. The TOC type must be set correctly for this function to work.

Finalize disk:

Finalizes the last track and the CDR. A new TOC and the LEADOUT information are written. No further tracks can be added. The TOC type must be set correctly for this function to work.

Finish track:

\*\*\* only Philips and compatible \*\*\*

Finalizes the last track even if the track is incomplete.

## 1.21 Burn info

Current writing info  
~~~~~

This window displays the current write settings and offers the possibility of canceling the CD writing.

Writing speed	: Current writing speed
Dummy Write	: on - The CD writing will only be emulated off - the CD will be actually written
Finalize Session/Disk	: Disk - The CDR is completely finished after the session Session - Data can be added in further sessions
Tracks	: Number of tracks to be written
Track-At-Once	: The writing procedure (TAO/DAO)
Writing time	: Estimated total writing time
Length	: Total time of all tracks

---

## 1.22 Burn CD

CDR status

~~~~~

This window displays the current writing status.

Write Pos. : The current position of the current track.

Tracks : The current track.

Operation : The current operation.

## 1.23 Select date

Set date and time

~~~~~

Here you can set the date and time (this is only restricted by Amiga OS itself).

If you choose "Aktuell" the current date and time will be used.

<-----

↔

## 1.24 Select device

Select device

~~~~~

All found SCSI controllers are listed on the left side. If your SCSI controller isn't listed, you can enter its name yourself. On the right hand side you can see what is attached to the SCSI controller. You can select one of the devices which will be automatically identified. If this somehow fails, the program will offer an available emulation (You must test if the emulation works properly with your device). And if even this doesn't work, please contact our hotline.

## 1.25 ISO-Maker

ISO-Maker

~~~~~

Using the ISO-Maker tool you can easily create your own CDs. After choosing and processing the data a so-called ISO file is created. You can select this file later on in the Burn CD window to create a CD from it. In Write/Iso Preferences you can define what kind of ISO file is to be used.

The MENU :

Project  
~~~~~

New Project :  
    Deletes current list

Add tree :  
    see above

Add file :  
    see above

Write ISO file  
    see above

Edit PVD :  
    see above

Preferences :  
    see above

About :  
    Info about program and user

Quit :  
    Quit

Edit  
~~~~

Cut:  
    The current item is cut out

Copy:  
    The current item is copied

Paste:  
    The cut/copied item is placed at the current position

Rename:  
    The current item is renamed

The buttons :

Rename entry :  
    The current item is renamed

Delete entry :  
    The current item is deleted (NOT cut out!!!) If you use this button on a directory the complete path is deleted. If the sub directories are not deleted too, a verzeichnisstrukturkontrolle must be carried out, so that all directories are available. This can take quite a while if it is a large directory tree.

---

Add directory :

Nach Auswahl eines Verzeichnisses wird dieses rekursiv gescannt und ↵  
 <-----  
 zur aktuellen Liste hinzugefügt. Doppelte Einträge können umbenannt  
 oder übersprungen werden.

Add file :

The selected file is inserted at the current position.

Change PVD :

Primary Volume Descriptor

Preferences :

## Write/ISO Preferences

Write ISO file :

After selecting the file name an ISO file is created according to the Write/ISO Preferences specifications.

---> Multisession.

## 1.26 PVD

Primary Volume Descriptor  
~~~~~

The Primary Volume Descriptor contains all CD specific data of ISO9660 formatted CDs. The blocksize, the position of the TOC and other important information is saved in the PVD. The following fields can be filled out:

System ID :

Destinated system.

CD-Name :

Name of the CD

Volume ID :

Information about type of data (e.g. animations)

Manufacturer:

Information about the manufacturer of the CD

Data-Preparer id. :

Information on data compiler

Application identifier :

Information on program used to create the CD.

Copyright file id. :

Filename and copyright specific contents.

Abstract file id. :  
    Filename and information on the use of the CD

Bibliographic file id. :  
    ....

Volume creation date :  
    Creation date of the CD.

Modification date :  
    Date of last modification.

Volume expiration date :  
    "Expirement date" of the CD

Volume effective date :  
    Date of activation

#### ACHTUNG WICHTIGER HINWEIS!

Der CD-Name ist die Identifikation der CD wie z.B. der Name einer Festplatte oder Diskette. Neben dem Volume creation date ist dies das einzige was nach "aussen hin" sichtbar ist nach Erstellung der CD. Alle anderen Daten sind ebenfalls auf der gebrannten CD, haben aber unter dem Amiga-Betriebssystem keine Auswirkung auf Benutzung oder Funktionalität.

## 1.27 Write CD

Write CD  
~~~~~

The Make CD window is the "arranger" of BurnIt. You can choose which tracks you want to write onto the CD and in which sequence they should be written.

The buttons:

Add :  
    This button is used to add new tracks to the current arrangement.  
    Multiple select is supported.  
    Using track you can select the tracks of the CD in the ReadCDD drive.

Del:  
    Deletes the current item from the list.

? :  
    After selecting a track you can choose another file with this button.

Up/Down/Top/Bottom :

---

The position of the current track can be changed with these buttons. This is very useful if you want to change to sequence of an audio CD.

Data file/Audio/XA file & track:

Using the cycle gadget you can change the track type. This changes the blocksize. If the size of the file turns out to be incompatible with the blocksize, you will be warned.

The AIFF/MAUD or WAVE formats are automatically identified if the filetype is set to audio. They are converted to the correct format (LSB/MSB) on the fly. If none of the formats were identified, BurnIt assumes that the data is already either in the LSB or MSB format (Depending on the CDR).

If you choose the track option, you can select tracks from the ReadCDD drive. They are written to the CD on the fly later on.

Delete list :

Deletes current list.

Write CD :

The Write CD function closes the CD after writing. It is NOT possible to add tracks to this CD anymore.


Write track :

The Write track function does not close the CD after writing. Further tracks may be added.

## 1.28 Rename entry

Rename entry  
~~~~~

The old directory or file name is displayed in the upper part of the window. After clicking the rename button the changes are executed.

After changing a directory name and the number of levels, it might be necessary    
<-----

to add missing directories. This might be necessary so that all directories of the CD are actually available.

Wird ein Verzeichnisname geändert und die Ebenenanzahl geändert, so werden eventuell die Zwischenverzeichnisse erstellt, wenn diese noch nicht

vorhanden sind. Dies ist notwendig, damit später bei der erstellten CD auch dieses Verzeichnis erreichen zu können.

## 1.29 Multisession modes

```
Multisession modes
~~~~~
```

You can find the options for creating multisession CDs in this window.

No multisession:

An ISO file is created which will be written as the first track on the CD.

Ignore old sessions:

An ISO file is created which is placed as a further track on the CD. All files in previous ISO tracks are ignored and do not show up in the table of contents anymore.

Overwrite existing data:

An ISO file is created which is placed as a further track on the CD. All files of the last ISO track are copied into the new table of contents. If a file exists in both the older and the newer track, then the file from the newer track is taken.

Only overwrite older files:

An ISO file is created which is placed as a further track on the CD. All files of the last ISO track are copied into the new table of contents. If a file exists in both the older and the newer track, then the file with the latest date will be used. This can be either the file from the old track or the new track. This option is great for backups, because only old files are "overwritten". The directory tree is updated after writing, which means that only the new files are listed.

## 1.30 Make CD DAO

```
Make CD DAO
~~~~~
```

In this window you can write CDs in the Disc-At-Once mode. In DAO mode you are in precise control of how the data is written onto the CD. You can define gaps, index marks, the ISRC and you can set track and catalog attributes. This mode is needed to create professional master CDs according to the Red Book Standard. The other advantage is that you can create CDs in one session, without a gap or with a self defined gap length between the tracks.

You can choose between two windows by switching the expert mode on or off in the

---



menu.

User Mode	For fast backups
Expert Mode	Absolut control over CD writing

Since DAO CDs are written in one (writing) session, it is not possible to create multisession CDs. The DAO mode is especially good for making backups of multisession CDs (e.g. XA mode plus audio), such as those used for game consoles, because a DAO backup is actually a 1:1 copy of the original. This is not possible in the TAO mode.

(The copying of original CDs is only allowed for backup use, except otherwise announced by the manufacturer.)

### 1.31 dao\_usr

Scan CD scans the current CD in the ReadCDD drive. You will be asked to enter filenames for the different track types on the CD, the current track type is displayed in the requester title. If the scan is successful the data structure is displayed in the listview.

After the filenames are set, you can save the whole CD to your harddrive. Depending on your ReadCDD drive and the CD itself this can take up to 74 minutes.

After saving the data, you can write the CD with "Write CD".

You can save the structure with the "Save CUE" function and then comfortably edit it in a text editor (e.g. GoldED, CED). Use "Load CUE" to reload the cue. In this way you can easily create complex CD structures (audio CDs with ISRC, catalog and lots of index marks).

### 1.32 dao\_exp

Mit Scan CD wird die aktuelle CD im LeseCDD Laufwerk analysiert. Es werden automatisch die alten Dateinamen für die verschiedenen auf der CD vorhandenen Trackarten genommen, die Dateinamen können nachdem Scan über 'Ändern' geändert werden. Bei erfolgreichem Scan wird die Struktur im Listview angezeigt.

Mit Lese CD können Sie jetzt die gesamte CD mit dem zuvor eingestellten Dateinamen speichern, das kann je nach Quell-CDRom oder Quell-CD bis zu 74 Minuten dauern.

Wenn die Daten erfolgreich gespeichert worden sind, können sie mit Schreibe CD die CD erstellen.

Die Struktur kann über Speichere CUE gespeichert werden, um sie z.B. für Audio CDs mit einem Text-Editor (z.B. CED oder GoldED) komfortabel zu editieren. Diese CUE-Datei kann dann einfach wieder über Lade CUE geladen

werden. Damit kann man sehr schnell komplexe CD-Strukturen (Audio CDs mit ISRC, Catalog und sehr vielen Indizes) erstellen.

Komplette Strukturen können mit Lösche CUE aus dem Listview entfernt werden.

Um eine eigene Struktur zu Erstellen stehen Ihnen folgende Möglichkeiten zur Verfügung:

```
Add Catalog
  Add File
  Add Track
  Add Index
  Add Pregap
  Add Postgap
  Add ISRC
  Flags

Change
Delete

Examples
```

### 1.33 Add catalog

Mit diesem Kommando wird die 'Medien Katalog Nummer' festgelegt. Anhand dieser Nummer ist eine 100% Identifizierung der CD möglich. Sie wird normalerweise für die kommerzielle Produktion von CDs genutzt. Die Katalognummer muß aus 13 Zahlen (0-9) bestehen, die nach dem UPC/EAN Standard verschlüsselt sind. Dieses Kommando darf nur einmal und dann in der obersten Zeile der CUE-Liste verwendet werden.

Syntax: CATALOG <Medien Katalog Nummer>

Beispiel: CATALOG 1234567890123

### 1.34 Add file

This command is used to choose file and the format. This command must first command in the CUE list, except if a CATALOG was defined. If handling audio data dummybytes can be added. This trick is used to create a file length which can be divided though the blocksize.

Syntax: FILE <filename> <file type> <blocksize>

File name: File path + filename

File type: AUDIO - Audiofiles in 44.1kHz 16Bit quality  
- Intel (depending on the CD writer)  
- Motorola (depending on the CD writer)

```

                                - WAVE
                                - AIFF
                                - MAUD
MODE1 - CDRom Model data (Standard CD format)
MODE2 - CDRom-XA Mode2 Data

Blocksize:    depending on the file type

                AUDIO - 2352
                MODE1 - 2048 or 2352
                MODE2 - 2336 or 2352

Examples: FILE WORK:Track1.iso  MODE1    2048
          FILE WORK:Track1.wave AUDIO    2352
```

### 1.35 Add track

This command places a track. The track number must begin with 1. Each following track number must be increased by 1. You can have up to 99 tracks. The track command always follows a FILE command or initiates an new track in a FILE.

```
Syntax:  TRACK <Track number>
```

```
Examples: TRACK 1
          TRACK 47
```

### 1.36 Add Index

This command is used to add index or sub-index marks in the TRACK command. All index marks must be between 0 and 99. The first index mark in a FILE must be 00:00:00. The first index mark in a track must be 0 or 1, each following track number must be increased by 1.

INDEX 0 defines the start time of the pregap in a track.

INDEX 1 defines the start time of the track, this index mark is used in the TOC (Table Of Contents) as the start time. The MM:SS:FF format is used.

```
MM : Minutes
SS : Seconds
FF : Frames (75 frames/second)
```

```
Syntax:  INDEX <Number> <MM:SS:FF>
```

```
Examples: INDEX 01 00:45:45
          INDEX 02 02:34:74
```

---

## 1.37 Add Pregap

Using this command you can define a pregap. This command runs internal and uses no data from the file. Only one pregap can be defined per FILE and must be set directly after a FILE command. The size of the gap is defined in the MM:SS:FF format. (--->INDEX).

Syntax : PREGAP <MM:SS:FF>

Example : PREGAP 00:02:00

This sets a pregap of 2 seconds.

## 1.38 Add Postgap

Using this command you can define a postgap. This command runs internal and uses no data from the file. Only one postgap can be defined per FILE and must be set at the end of a FILE command, behind the last INDEX. The size of the gap is defined in the MM:SS:FF format. (--->INDEX).

Syntax : POSTGAP <MM:SS:FF>

Example : POSTGAP 00:03:00

This sets a postgap of 3 seconds.

## 1.39 Add ISRC

This command is used to define the 'International Standard Recording Code' of an audio track. A track can be 100% identified using the ISRC. This option is normally used for commercial CD productions. The ISRC is a 12 digit code, the first five characters are letters(A-Z), the last seven are numbers(0-9). This command can only be used one time per TRACK and be set directly after the TRACK command. The ISRC code format is:

Character Bedeutung

1-2	Country ID (e.g. DE - Deutschland)
3-5	Owner ID
6-7	Country code
8-12	Serial number

Syntax : ISRC <ISRC>

---

Example : ISRC ABCDE1234567

## 1.40 Add Flags

By using this command you can set the track attributes. This command directly follows a TRACK command.

Syntax:    FLAGS <Attributes>...

Attribute: DCP - digital copy permitted  
          4CH - four channel audio  
          PRE - pre-emphasis

Examples:  FLAGS DCP  
          FLAGS 4CH PRE  
          FLAGS PRE 4CH

## 1.41 Delete

Mit diesem Knopf werden im Listview Zeilen gelöscht, je nach kausalem Zusammenhang.

## 1.42 Change

You can change the filenames in the listview with this button.

## 1.43 dao\_examples

Example 1: Data CD with blocksize=2352

```
File test:iso.file Model 2352
Track 1
  Index 1 00:00:00
```

Example 2: Audio CD

```
File 1 Audio 2352
Track 1
  Index 1 00:00:00
Track 2
  Index 1 04:34:00
Track 3
  Index 1 07:42:42
Track 4
```

Index 1 14:16:65

File 1 Audio 2352

Track 1

Index 0 00:00:00

Index 1 00:00:00

Track 2

Index 0 04:32:00

Index 1 04:34:00

Track 3

Index 0 07:40:42

Index 1 07:42:42

Track 4

Index 0 14:14:65

Index 1 14:16:65

Catalog 0042285274523

File 49 Audio 2352

Track 1

ISRC USPR39507061

Index 0 00:00:00

Index 1 00:00:00

Track 2

ISRC USPR39507227

Index 0 04:32:00

Index 1 04:34:00

Track 3

ISRC USPR39609020

Index 0 07:40:42

Index 1 07:42:42

Track 4

ISRC USPR39609018

Index 0 14:14:65

Index 1 14:16:65

File 1 Mode2 2352

Track 1

Index 1 00:00:00

File 2 Audio 2352

Track 2

Index 0 00:00:00

Index 1 00:02:00

Track 3

Index 0 03:14:32

Index 1 03:16:32

Track 4

Index 0 08:16:32

Index 1 08:18:32

Track 5

Index 0 10:35:23

Index 1 10:37:23

Track 6

Index 0 10:46:33

Index 1 10:48:33

Track 7

Index 0 12:31:17

Index 1 12:33:17

```
Track 8
  Index 0 14:43:47
  Index 1 14:45:47
Track 9
  Index 0 14:52:45
  Index 1 14:54:45
Track 10
  Index 0 16:15:23
  Index 1 16:17:23
```

## 1.44 window\_audioplayer

```
Audio Player
~~~~~
```

In this window you can play audio tracks as you are used to from a CD player. Simply drag the track(s) out of the ReadCDD window and drop them into the Audio Player window. Of course you can proceed in the same way with audio files in the TAO window.

The buttons:

Play

Plays the list beginning with the first track selected.

Pause

Pauses the current track if "Directplay" is activated in the preferences

Stop

Stops the playback.

>> / <<

Fast forward / rewind

>>| / |<<

Next / previous track

Del track

Deletes selected item from the list.

The fader scans the song in realtime.

## 1.45 Audio studio

```
Audio Studio
~~~~~
```

Now here comes a great new feature of version 2.0. The Audio Studio gives you the possibility to edit samples with quite a few high quality operators.

---

You can drag & drop items out of the ReadCDD window or load them directly from the harddrive. After scanning the audio file, it's amplitude is displayed.

All available operators are displayed in the Operator window.

#### Load CDDA file:

Click on the "?" gadget in the Edit window. A requester will pop up asking which CDDA file should be loaded. If you wish to load a RAW file, BurnIt will ask you if it should be handled as Motorola or Intel format. Which one you choose depends on your CD writer, please consult the documentation of your writer.

After choosing a CDDA file, BurnIt will load the file. The loading speed depends on the set preferences. You can see two white amplitudes (left + right channel), which monitor the loading process.

#### Functions in the Editor window ~~~~~

##### Fader

The fader is used to scroll through the display. This comes in handy if you zoom in, and not all of the file fits into the display.

##### + / -

Using these buttons you can zoom in / zoom out in predefined steps.

##### Mark area

Press the left mouse button in the amplitude window, drag it over the entire area you wish to mark, and then let the left mouse button go.

##### Zoom range

The marked area is zoomed.

##### Select all

The whole file is selected.

##### Play

The marked area is played using either the Amiga sound output or a sound card output. If no file is loaded, this function will open a file requester, asking which CDDA file to load. During reading the file is also played. (full duplex)

---



## Audiobearbeitungsfunktionen (Operatoren)

~~~~~

### Paste

A cut or copied area is pasted at the current position.

### FIRBAND (Finity Impluse Response)

Auf deutsch "Endliche Implus Antwort". Diese Funktion ermöglicht Ihnen einen Filter auf einer bestimmten Frequenzbasis über die Audiodaten zu "legen". Bearbeitet ein bestimmtes Frequenzband, was geboostet oder gedämpft wird. Sie können auch verschiedene Frequenzschranken eingeben.

#### FIR LOW

High pass filter. Filters out bass frequencies and lets high frequencies pass.

#### FIR HIGH

Low pass filter. Filters out the high frequencies, the opposite of the FIR LOW.

#### Fade OUT

Fades out the music in the marked area. The fade out is done according to the settings made.

#### Fade IN-OUT

Fades the in and out of the marked area according to the settings made

#### Fade IN

Fades in the music in the marked area. The fade in is done according to the settings made.

#### Silence

The marked area is filled with silence (digital 0). This comes in handy to keep the background noise down in parts which contain no audio signal.

#### Encode\_MP3

Konverts the marked area into an AudioMPEG 3 (layer 3 MPEG) file.

#### Dynamic Range

This function optimizes the frequencies and dynamic range of a track for output on a CD player. This is needed for playbacks from a cassette, because an analog cassette has a typical frequency response, depending on the cassette type (e.g. Fe). Since this response is nowhere near linear, specific frequencies must be boosted and cut. Also keep in mind that all analog mediums have a headroom, digital mediums

don't have one! So analog recordings normally have more dynamics in the peak section. When recording on analog multi-track machines, overloading the tape in reasonable sense may be wished to use the tape saturation as a so called "tape compression". But if you overload a digital medium it sounds terrible (digital distortion). That's why limiting and compressing the audio signal is a very important chapter of audio CD productions. And, of course, you don't want your CDs to have less output volume than other CDs.

#### De-Crackle

This is very powerful operator, which, as the name says, de-crackles recordings. Have you ever wanted to backup your old vinyl records? Well, here's the tool.

#### Analyze-FFT 3D

This operator displays the frequency response in a 3D manner according to the FFT method.

#### Analyze-FFT 2D

This operator displays the frequency response in a 2D manner according to the FFT method.

#### Amplify

Boosts the amplitude of the marked area.

#### Cut

Cuts the marked area.

#### Copy

Copies the marked area.

## 1.46 window\_main

Main menu

~~~~~

This is the controlroom of BurnIt. From here you can reach all other program parts.

Convert Audio  
ISO-Maker  
Preferences  
ReadCDD  
Make CD DAO  
Recover Track  
Write CD  
Audio Studio  
Audio Player

