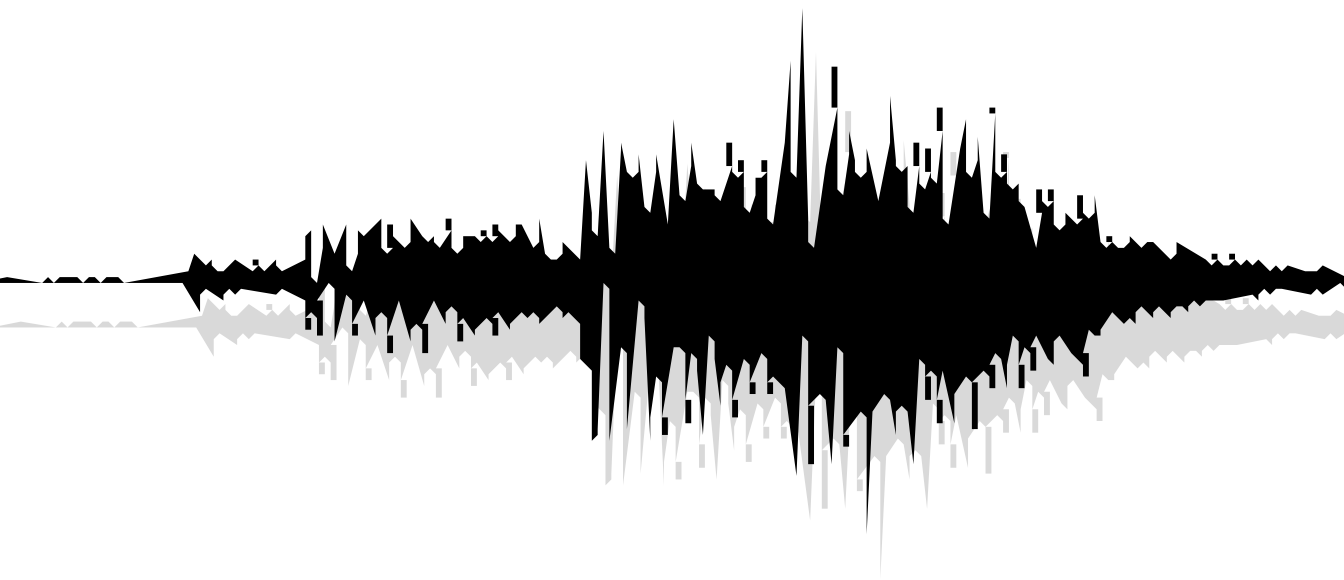


Chapter 4

Playback & Recording

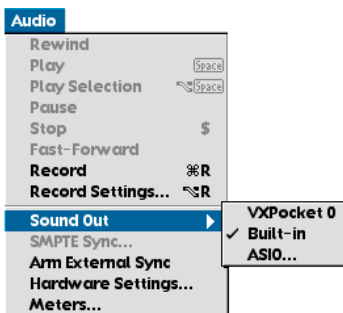


Chapter 4: Playback and Recording

In this chapter you'll learn how to record and playback audio with Peak. Peak allows you to capture sound from external sources through your Macintosh's built-in audio input or by using a third-party audio card. If your Macintosh is equipped with a CD-ROM drive, you can also import audio directly from an audio CD. Peak will also let you record and playback via DAE and ASIO.

Recording and Playback using the Apple Sound Manager

Peak will play and record through the Apple Sound Manager by default. Choose Built-In for Sound Out under the Audio menu for Peak to play through the Macintosh. If you have a third party sound card installed in your Macintosh, its Sound Manager driver will also appear in the Sound Out submenu.



The Audio menu

Preparing Peak for Recording

Before you begin recording, you must set several parameters for the audio that you wish to record. If you followed the instructions in Chapter 2, your system's basic recording and playback setup should already be configured properly. At this point, you may simply select Record Settings... from the Audio menu or Toolbar to confirm or configure recording parameters, and then you can begin using Peak to record audio to your hard disk.

Proper Levels for Recording

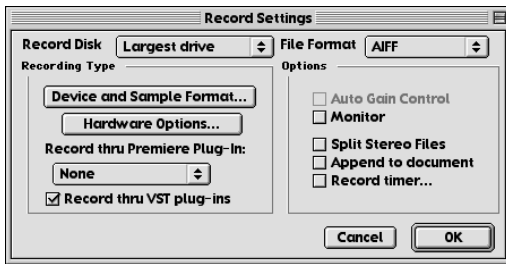
To obtain the best possible fidelity when recording digital audio, it is important to record your audio signal at the highest possible level without introducing clipping (distortion). The reasons for this are twofold: If your audio input level is too low, the recorded audio may contain a significant amount of noise which can manifest itself as hiss. Conversely, if your audio input level is too high, it may clip and cause audible crackling or other types of distortion. You should avoid digital distortion at all costs because unlike its analog counterpart — which can sometimes sound “warm” and appealing — digital distortion sounds terrible. In order to prevent this from happening, always leave a little headroom (6dB or so) when you set levels so that you don't hit maximum input levels and clip.

Record Settings

When you select Record Settings from the Audio menu (Option-R) or Toolbar, the Record Settings dialog appears. This dialog is used to configure your settings for recording with Peak.



Please note that the settings you choose here override any previously set with the Apple Sound Control Panel.



The Record Settings dialog

You will notice several pop-up menus, buttons, and checkboxes in the Record Settings dialog. These allow you to select which hard drive to record to, what file format you'd like to record in, sampling rate, source input, and so on. You may also wish to record in real-time through your Premiere or VST audio plug-ins. The next few paragraphs describe how to set all of these parameters using the Record Settings dialog.

Record Disk

The Record Disk pop-up menu allows you to choose which hard drive you would like to record to. If you have more than one hard drive connected to your Macintosh, use this pop-up to select your record drive. (This option will default to the largest drive currently available to your Macintosh unless you select otherwise.)

File Format

The File Format pop-up menu allows you to select the file format for the incoming audio. You can choose from AIFF or Sound Designer II. (If you need the newly recorded audio file to be in a different format, you can always use the Save As... function. To save it as a another format once recording is complete.) If you do not select a file format for recording, Peak will default to 44.100kHz 16-bit stereo.

Auto Gain Control checkbox

The Auto Gain Control checkbox allows you to disable the Automatic Gain Control feature used by the Sound Manager with some Macintosh microphone inputs. If the recording device you are using supports this feature, check the Auto Gain Control checkbox.

Monitor checkbox

The Monitor checkbox allows you to monitor the audio throughput while you are recording.

Split Stereo Files checkbox

The Split Stereo Files checkbox allows you to record the incoming stereo audio as dual mono files rather than a single stereo file. Dual mono files are used in programs like Digital Performer, Pro Tools, or BIAS Deck, so this option is useful if you need to record dual mono files (i.e., split stereo).

Append to document checkbox

The Append to document checkbox allows you to record into an existing audio document. To record new audio into an existing document, place the insertion point in the existing audio document at the point where you want to insert the new audio. If the insertion point is at the beginning of the file, the newly recorded audio will be inserted at the beginning of the file. If the insertion point is at the end of the file, the newly recorded audio will be appended to the end of the existing file. If the insertion point is somewhere in the middle of the file, the newly recorded audio will be inserted at that point. If you make a selection of audio, the Append to document feature will allow you

to replace the current audio with newly recorded audio from the beginning of the selection through the end of the document or wherever you stop the recording.

Record timer... checkbox

The Record timer... checkbox allows you to designate a specific duration for recording. Peak will stop recording after this set time and bring up the Save dialog for your audio recording. Checking the Record timer... checkbox will bring up the Recording Time dialog. In the Recording Time dialog, designate the duration for recording in seconds and click OK.

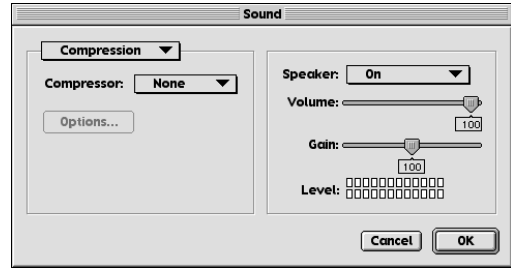


The Recording Time dialog

Device and Sample Format...

Clicking on the Device and Sample Format button brings up the Sound dialog. This dialog contains a pop-up menu that bring up three sub-dialogs, and, on the right side of the dialog, a Speaker select pop-up, Volume and Gain controls, and an audio input level meter.

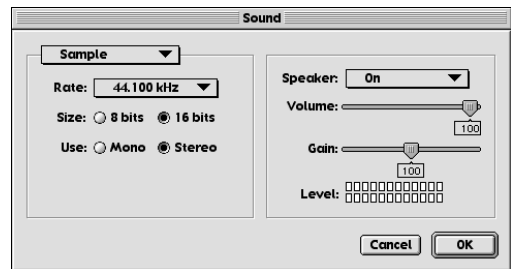
! The Speaker pop-up at the right of the Sound dialog can be set to Speaker On, Speaker Off, or On While Recording. Selecting Speaker On will allow you to monitor audio to adjust the input levels prior to as well as during recording, while On While Recording will only allow you to monitor levels while you are actually recording. As you might expect, Speaker Off will mute the outputs completely.



The Sound dialog: Compression

Compression

! The compression option is not supported in Peak yet, so leave Compression set to none.



The Sound dialog: Sample

Sample

Selecting Sample from the Sound dialog pop-up menu allows you to choose the sample rate and bit depth, as well as whether the incoming audio will be recorded as a Stereo or Mono file. To some degree, the choices that appear here will depend on your audio hardware. Possible sample rates are as follows:

48.000kHz This is one of two standard sample rates for digital audio tape (DAT) recorders, and is often used by sound editors working in audio post-production for video or film.

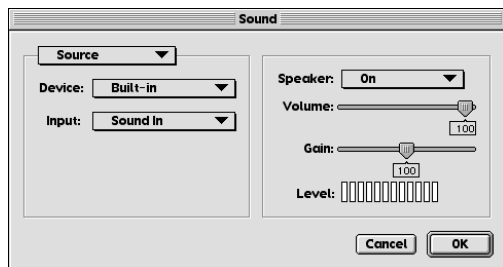
44.100kHz This is the standard sample rate for Compact Discs, digital audio tape (DAT) recorders, and high-fidelity audio applications on Macintosh

and PC-compatible computers with 16-bit playback capability. Most sound engineers working in music production— or anything that may be distributed on a CD—work at “forty-four one.”

22.050kHz & 11.025kHz These sample rates are often used for lower-fidelity audio playback on Macintosh and PC compatible computers that have 16-bit playback capability. Many games and other multimedia productions utilize 22.050kHz 16-bit or 8-bit audio, since it uses one-quarter of the disc space of CD-quality audio. 22.050kHz 16-bit is the Shockwave audio standard.

16-bit is the current Compact Disc standard for professional-quality recordings.

8-bit is often used for computer-based and web-based multimedia and games.



The Sound dialog: Source

Source

Selecting Source from the Sound dialog pop-up menu allows you to select and configure the audio input you wish to use for recording. If you have a third-party audio card installed in your Macintosh, you can select it as the input device using the Device pop-up. Use the Input pop-up to select the hardware inputs you wish to record through.

! *Your exact setup will differ slightly depending on the input device that you are using with Peak. You can use either your Macintosh's built-in audio inputs, or, if you own a third party sound card, such as Digidesign's AudioMedia III card or Digigram's VX Pocket,*

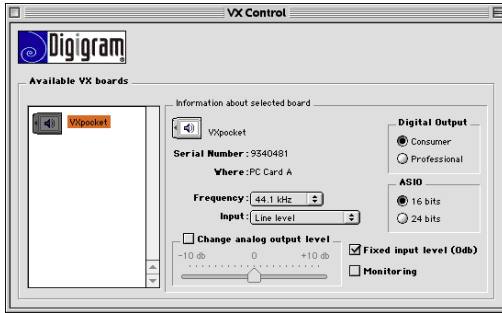
you may wish to use its audio inputs and outputs.

Once you have configured the options in the Sound dialog to your liking, click OK to return to the main Recording Options dialog.

! *If you are using a third party sound card, be sure that you have correctly installed its Sound Manager drivers in your active extensions folder so that it will be available to Peak via the Apple Sound Manager. If the sound card's Sound Manager drivers have been correctly installed it will appear in the Apple Sound Control Panel for Sound In and Sound Out as well as under Peak's Sound Out submenu under the Audio menu and in the Source Device and Sample Format dialog accessible from Peak's Record Settings dialog under the Audio menu.*

Hardware Options

Clicking on the Hardware Options button in the Record Settings dialog brings up a dialog appropriate to the audio hardware you selected in the Source dialog. Note that in many instances there may be no settings for a given device (including the Apple Built-In Sound!). Some sound card's drivers have control panels or utility applications that will launch when you click on the Hardware Options button. The VX Control dialog for the Digigram VX Pocket is shown below, but the actual third-party dialog will differ depending on the type of audio card you have.



VX Control dialog

Record Through Plug-In

If you have Premiere-format or VST compatible audio plug-ins installed in your Peak Plug-Ins or VstPlugIns folder(s), you can record through them in real-time. This is useful if you want to use a noise reduction, equalizing, or dynamics plug-in during recording.

To configure Peak to record through a Premiere-format audio Plug-In in real-time:

1. Open a Peak audio document that has the number of channels you plan to record.
2. Select Record Settings... from the Audio menu. The Record Settings dialog will appear.
3. Click and hold on the Record Through Plug-In pop-up. All of the plug-ins you have installed in your Peak Plug-Ins folder will appear in the pop-up.
4. Scroll to the plug-in you wish to record through and select it. The plug-in's dialog will appear.
5. Configure the plug-in to your liking, then click OK or Process to close it's dialog, and select Record from the Audio menu (⌘-R) or Toolbar. You are now ready to record audio through the plug-in.



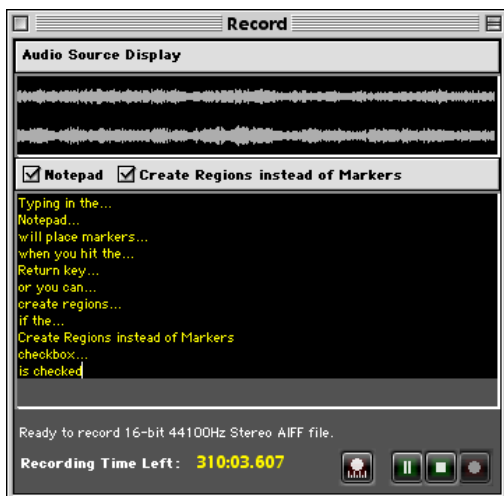
To record through a Premiere format plug-in, you must open an audio document with the same number of channels you plan to record before configuring the Record Settings plug-in parameters.

To configure Peak to record through VST Plug-Ins:

1. Go to the Plug-Ins menu and open and configure the VST Plug-In(s) you wish to record through.
2. Select Record Settings... from the Audio menu. The Record Settings dialog will appear.
3. Check the Record through VST Plug-Ins checkbox and click OK.
4. Select Record from the Audio menu (⌘-R) or Toolbar. You are now ready to record audio through the VST Plug-In(s).
5. Be sure to disable the active VST Plug-In(s) after you have made the recording.

The Record Dialog


When you select Record from the Audio menu (⌘-R) or Toolbar, the Record dialog appears. There are transport buttons along the bottom to Start, Pause and Stop the recording, an Audio Source display that shows you the waveform as it is being recorded, and a Notepad window. There are also text displays showing you the sample rate, bit depth, and number of channels you selected in the Record Settings dialog, as well as the amount of time you have left to record on the selected Record Disk.



The Record dialog

The Notepad feature in the Record dialog allows you to type in text descriptions, transcribe a recording, or type in comments called Notepad Cues at specific points during the recording of an audio document. The Notepad feature is available from the Record dialog and may be used once a recording starts. Each time you press the Return key, a new Notepad Cue is generated for the current recording time. You may then begin typing text to describe the audio recording at that time. When you hear the next significant event in the recording, press the Return key to create another cue, and so forth.

When you are finished recording, Peak will create markers in the audio document that correspond to each Notepad Cue you have entered. By clicking on the Create Regions instead of Markers checkbox, you can choose to create regions rather than markers during recording.

 *Notepad Cues are not available in Peak LE.*

Recording

To record audio to disk, do the following.

To start recording:

1. Turn down the volume of your instrument or audio source.
2. Connect the instrument or audio source to the audio input jack on the rear of your Macintosh. If you are using a plug-in audio card, use the connectors on this card. (Some *audio cards have an external interface box which contains the input and output connectors. If this is the case, use these.*)
3. Choose Record Settings from the Audio menu (Option-R) or Toolbar, and configure the settings as described in the previous section. Make sure that you have checked Monitor in the Record Settings dialog and Speaker on during Recording in the Device and Sample Format dialog, so that you can listen to your audio source as it is recorded into Peak.
4. Select Record from the Audio menu (⌘-R) or Toolbar
5. Play your instrument or audio source. You should see the signal levels register on Peak's Audio Meters (in the Info Strip at the bottom of your screen).
6. Adjust the output of your audio source so that its signal registers relatively high on the meters but never hits top (indicated by the red Clip Indicators.). Remember to always leave 6dB or so of headroom on the meters so that you don't clip. Use the yellow and orange meter lights and red Clip indicators to help you make this adjustment.
7. Click the Record button in the Record dialog. You are now recording to disk. You should see the audio waveform begin to scroll in the Audio Source Display window.

8. To stop recording, click Stop. To pause, press Pause.
9. The Save dialog appears, prompting you to name the audio document. You must save the audio document to the same hard drive you selected in the Record Settings dialog. Enter a name and click Save. Peak automatically saves the document in the audio file format you selected in the Record Settings dialog.. If you wish to later save the document in a different audio file format, use the Save As command.

To play back the recording:

1. Press the Spacebar on your computer keyboard. Playback begins.
2. To stop playback, press the Spacebar again.
3. To start playback from a specific point in the recording, with the Cursor Tool selected in the Cursor Palette, double-click on the waveform at the point from which you want playback to begin, or click the mouse at the desired point and press the Space bar.

Importing a Track From an Audio CD (CD Audio Extraction)

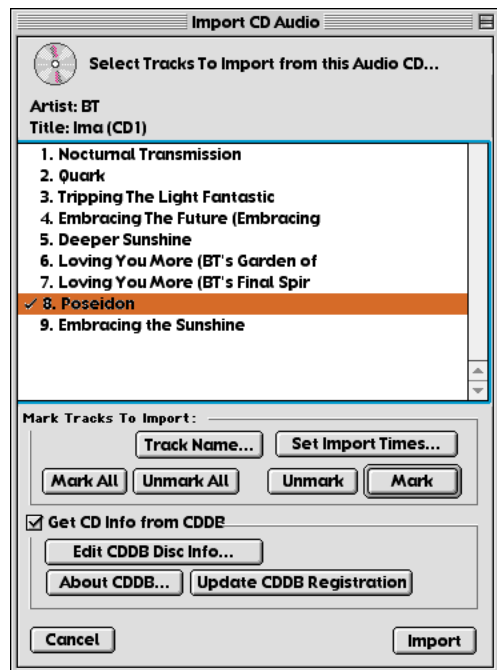
If you own a Macintosh computer that is equipped with a compatible CD-ROM drive and Apple's Sound Manager software (version 3.3 or later), you can use Peak to import audio directly from an audio CD. This process is sometimes referred to among multimedia developers as audio extraction, or audio-across-SCSI. If you own an Apple or non-Apple external CD-ROM drive, you may also be able to take advantage of this feature.

Please note that not every CD-ROM drive supports audio extraction, and that even among drives of the same model, one drive's firmware (the internal operating software) may support audio extraction,

while another's may not. If you are unsure as to whether or not your drive supports Apple-standard audio extraction, your best bet is to try the instructions that follow. If this doesn't work, please contact the CD-ROM drive's manufacturer to establish whether your drive (and your drive's firmware) will support Apple-standard audio extraction.

To import tracks from an audio CD:

1. Insert an audio CD in your CD-ROM drive.
2. Choose Import CD Track from the File menu.
3. In the dialog that appears, select the CD track that you wish to import and click Mark. You may mark multiple tracks for import. If you wish to import all of the tracks on the CD, click on the Mark All button.



Import CD Audio dialog

4. To Name a selected CD track, click on Name... button, or, if you are online, you can use the online CD Data Base by checking the Get CD Info from CDDB checkbox.

! *You must be online and have the CDDBLib installed in your Extensions folder in order to use CDDB in Peak's Import CD dialog. To learn more about the CDDB, click the About CDDB... button.*

5. To select only a portion of the track, click on Set Import Times button or double-click on the track in the list. The Audio CD Import Options dialog will appear.



Audio CD Import Options dialog

4. In this dialog that appears, select the desired sample rate, resolution, and format. By adjusting the Start and End time controls at the bottom of this dialog you can import the entire CD track, or a just specific portion of the track. The slider in this dialog assists you in locating start and end times. Click Play to audition the CD track (or selected portion of the CD track). Click OK when you are happy with the selection.
5. Click the Import button in the Import CD Audio dialog to import the selected tracks and the Save

dialog appears. Use the pop-up menu at the top of the dialog to navigate to the hard drive where you wish to save the audio file. Click Save to save the file to disk. Peak will save the file(s) in the AIFF audio format.

Using CDDB

Peak uses the CDDB2 Disc Recognition ServiceSM (DRS) from CDDB, Inc. to get the artist, title, track, credit, and other information about the CDs you want to import. This service is FREE and automatic. The first time you use the service, you must register with CDDB. CDDB enhances Peak's Import CD Tracks dialog which is accessed from Peak's File menu.

To register with CDDB:

1. Insert a CD and then choose Import CD Track from the File Menu.
2. Click on the Get CD Info from CDDB button. If prompted, follow the screens for a New Registration to select a "nickname" and password. The remaining information is optional, but does help CDDB provide better service.
3. Once you register, you do not have to reregister, unless you want to change your registration information or settings.

To change your CDDB registration information, click on the "Edit CDDB Disc Info..." button in the Import CD Tracks dialog.

To see or edit the full CDDB2 information for a CD, Click on the "Edit..." button in the Import Audio CD dialog.

ASIO

Peak supports ASIO 1.0 for recording and playback of audio through your ASIO support sound card. ASIO is a standard technology for routing audio between sound cards and software application developed by Steinberg Software und Hardware, GmbH. ASIO, unlike the Apple Sound Manager, supports bit depths beyond 16-bits and sample rates beyond 65kHz. Most audio cards currently available have ASIO drivers and many of these cards support higher bit-depths and sample rates. The following lists some of the third party sound cards that have ASIO drivers that are compatible with Peak:

- Apple Sound Manager
- Digidesign Direct IO
- Digidesign AudioMedia III
- Digigram VX Pocket
- Emagic Audiowerk
- Echo Gina, Layla, and Darla
- Ensoniq PARIS
- Korg 1212 I/O
- Lexicon Core 2
- Lucid PCI-24
- M-Audio Delta 66
- Midiman DMAN 2044
- MOTU PCI-324
- RME Digi96
- Sonorous STUDI/O
- Yamaha DSP Factory



The MOTU PCI-324 needs to be configured using the MOTU PCI-324 Console and the PCI-324 Cuemix Console prior to launching Peak. The Yamaha DSP Factory requires that you be running MixTest prior to launching Peak and selecting the DS2416 ASIO driver. Other cards, such as the M-Audio Delta series, may similarly require software utilities provided by the card's manufacturer.

Installing ASIO Drivers

To install a sound card's ASIO driver for use with Peak, drag and drop the ASIO driver into Peak's ASIO Drivers folder. When you launch Peak, it will load and recognize the sound card's ASIO driver.

Playback with ASIO

To select the ASIO driver for playback, select ASIO from the Sound Out submenu under Peak's Audio menu.



Premiere format plug-ins can only Preview through the Apple Sound Manager. Therefore, if you are using Peak with ASIO, you must be sure that the Deactivate for Previewing checkbox is checked. Your Premiere format plug-ins will then preview through whatever is selected for Sound Out in the Apple Sound control panel.



The Sound Out Submenu

The ASIO dialog appears.



The ASIO dialog

Driver

Choose the driver for your ASIO supported Audio card from the ASIO Driver pop-up menu.



It is important to note that many ASIO drivers support playback through only a limited number of sample rates. For this reason, using ASIO drivers for playback will require that your audio files are at sample rates supported by the driver you are using.

Clock Source

You may choose the clock source for digital sync using the ASIO Clock Source pop-up menu.

Sample Rate

Choose the sample rate for playback using the ASIO Sample Rate pop-up menu.

Play Through

Choose what channels you wish Peak to playback through using the ASIO Play Through pop-up menu.

Driver Setup

Clicking on Driver Setup in the ASIO dialog will launch the control for certain ASIO supported cards, such as Digidesign Direct IO. However, some cards' drivers will either not have driver control panels or they will have driver setup utilities that need to be configured prior to launching Peak and cannot be accessed from within Peak.

Active In Background

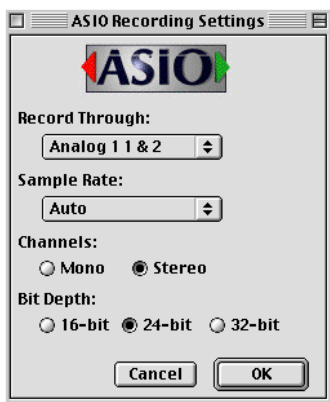
The ASIO Active in Background checkbox enables the ASIO driver to operate in the background while Peak is in the background. If you are running more than one audio application using the same ASIO driver, you will want to disable ASIO Active in background.

Deactivate for Previewing

The ASIO Deactivate for Previewing checkbox deactivates the ASIO driver when the Apple Sound Manager is being used for previewing (e.g., when previewing in the Open dialog or Import CD Audio or previewing a Premiere format plug-in). You will want to enable Deactivate for Previewing if you are using both the audio card's ASIO driver and its Sound Manager driver.

Recording with ASIO

To record in Peak with ASIO you will first need to have configured Peak for playback with ASIO. Once Peak is configured for playback with ASIO you can go to the Record Settings dialog and configure Peak for recording with ASIO. The Record Settings dialog can be accessed from under the Audio menu (Option-R) as well as from the Toolbar. Clicking on the Hardware Options button in the Record Settings dialog will launch the ASIO driver's control panel if one is available. To configure Peak to record with ASIO click on Device and Sample Format and the ASIO Recording Settings dialog will appear.



The ASIO Record Settings dialog

Record Through

Using the ASIO Record Through pop-up menu you can choose the source for recording.

Sample Rate

Using the ASIO Sample Rate pop-up menu you can select the sample rate at which you wish to record. Some sample rates may not be available depending on the limitations of the audio card and its ASIO driver. Please note that if you are recording from a digital source you will want to be sure that you record at the same sample rate as your digital source.

Channels

You may also choose to record a mono or stereo file using the radio buttons under the Channels heading.

Bit Depth

Choose the bit-depth using the radio buttons under the Bit Depth heading. Please note that you will be limited to recording at bit depths that are supported by your audio card and its ASIO driver.

After you have configured the ASIO Recording Settings, click OK and you can begin recording in Peak via ASIO.



Be sure to set the Clock Source in the ASIO dialog to digital if you plan to record via ASIO from a digital source.

Digidesign's DAE

Peak supports Digidesign's DAE (Digidesign Audio Engine) 3.4.x or later for playback and recording. If you own the appropriate Digidesign hardware and software, taking advantage of Peak's DAE support gives you access to AudioSuite and TDM plug-ins (with compatible hardware). Peak also provides true 24-bit playback and recording through supported 24-bit capable DAE hardware.

If DAE 3.4.x or later is installed on your Macintosh, and you have compatible DAE hardware, you will see a DAE option under Peak's Sound Out submenu under the Audio menu.



It is only necessary to use DAE for AudioSuite or TDM plug-ins. Otherwise, use your Digidesign sound card's Sound Manager or ASIO drivers.

Limitations

Premiere plug-ins work exclusively with the Apple Sound Manager. When using DAE, you will not be able to use Premiere plug-ins in real-time, or use Dynamic Scrubbing. There are two work-arounds to this limitation:

1. You can still use Premiere plug-ins and preview their settings by using the appropriate Digidesign Sound Manager output driver, selected for Sound Out in the Apple Sound Control Panel.
2. Switch to the Digidesign Sound Manager driver under Peak's Sound Out submenu under the Audio menu when working with playlists or when you need to use Premiere plug-ins in real-time.

DAE only works with mono files. Consequently, Peak

must write temporary dual mono files from interleaved stereo files for playback with DAE. Peak will have to write these DAE playback files after every edit you make in an interleaved stereo file.



If you are using Pro Tools III hardware or earlier, you must configure Peak's Scratch Disks preference to use only the hard drives on the dedicated Pro Tools SCSI bus before launching DAE.

Configuring DAE

To configure Peak to use DAE for playback and recording:

1. Choose DAE from Peak's Sound Out submenu under the Audio menu. DAE will launch and initialize any TDM or AudioSuite plug-ins. This process can take some time, depending on the number of plug-ins installed.
2. Peak will ask you to enter your playback engine settings in a Digidesign Playback Engine Setup dialog.

Configure the dialog for your hardware and press OK. Peak will play back and record through your DAE hardware on outputs 1 and 2.

Special Notes for Digidesign systems equipped with an dedicated SCSI bus

If your Digidesign hardware requires that you attach hard drives for audio to the Digidesign Disk I/O or other Digidesign hardware for playback and recording, you will need to configure Peak to use these devices *exclusively* for playback, editing, and recording.

To configure Peak to use Digidesign hard drives for playback, editing, and recording:

1. Choose Scratch Disks from Peak's Preferences menu. The Scratch Disks dialog will appear.
2. Enable only the hard drives that are on the dedicated Digidesign SCSI bus by clicking on the Use checkbox next to the name for each of these hard drives. Disable all other hard drives appearing in the Scratch Disks dialog and click OK.

Do this before launching DAE in Peak.

Playback of audio documents using DAE with Peak

Audio documents played back using DAE from Peak must have a sample rate of 44.1kHz or 48kHz. Peak will inform DAE of the sample rate of your audio document. If your audio document is not at 44.1kHz or 48kHz, the audio may sound slower or faster than it should and at the wrong pitch.

Peak will automatically inform DAE about playback of 24 or 16 bit audio files. You may not play back 24-bit audio files using DAE on Digidesign hardware that does not support 24-bit playback.

DAE does not support Interleaved Stereo files, so Peak must write temporary Dual Mono files for Interleaved Stereo files to playback through DAE. Peak will write these temporary DAE playback files when an interleaved stereo file is open and also after every edit or DSP process.



Peak must write temporary dual mono DAE playback files for every edit or process in interleaved stereo files.

Recording audio documents using DAE with Peak

Peak can record 24-bit and 16-bit mono or stereo audio documents using DAE. Recording 24-bit files through DAE requires compatible 24-bit hardware (such as a Pro Tools d24 or Mix+ card, and the 888-24 I/O). All recordings made with Peak using DAE will be in the Sound Designer II file format. Stereo files must be recorded in the Dual Mono file format.

To configure recording under DAE:

1. Choose Record Settings from the Audio menu. The Record Settings dialog appears.
2. If you are using Digidesign hardware that has its own SCSI bus, you must choose to record to an audio hard drive attached to your Digidesign SCSI bus to record to. DAE cannot record to any hard

drive not on the dedicated Pro Tools SCSI bus.

3. Press the Device and Sample Format button. The DAE Recording settings dialog appears. You can select the bit-depth of the recording, the sample rate, and Mono or Stereo.



The DAE Recording dialog

To make a recording using DAE:

1. Choose Record from the Audio menu. The Record dialog appears.
2. When you are ready to begin, click the Record button on the bottom right corner of the Record dialog. Recording will begin.



Note that the Audio Source Display in the Record dialog is not available with DAE.



DAE is not supported in Peak LE.

Playing Audio with Peak

Once you have configured Peak for Playback and Recording using either the Sound Manager, ASIO, or DAE, you can start to playback and record audio with Peak.

The Transport Buttons

The Transport buttons that appear in the Toolbar are useful tools for initiating both playback and recording. They function much as the controls on a tape recorder would. These buttons are customizable, as are all Toolbar buttons, so you can choose which Transport functions to display. As they appear below, from left to right, they are Rewind, Play, Play Selection, Pause, Stop, Fast Forward, Record, and Record Settings...



The Transport buttons

To start playback from the beginning of a document:

1. Press the Spacebar, or click the Play button on the Toolbar. Playback begins from the beginning of the document.
2. To stop playback, press the Spacebar again or click the Stop button on the Toolbar.

To rewind playback to the beginning of a document:

- Click the Toolbar Stop button twice, or click the Rewind button. You can also press the Return key if playback has been stopped.

To start playback from a specific point in a document:

1. Click the cursor at the desired location in the audio document and press ⌘-Spacebar on your computer keyboard. Playback begins from the cursor location and continues to the end of the document.
2. Alternatively, double-click the mouse at the

desired location in the audio document. Playback begins from the location that you double-clicked and continues to the end of the document.

3. You can also click anywhere in the Audio Waveform Overview to begin playback from that point.
4. To stop playback, press the Spacebar.

Triggering Playback of Multiple Audio Documents

As explained earlier, Peak allows you to have multiple audio documents open at the same time. Peak assigns each of these documents a number based on the order in which it was opened. Peak provides you with a convenient way of triggering playback of any open audio document by pressing a number key on your computer keyboard. This can be a very useful feature for applications such as “live” sound effects playback, since you can open multiple audio documents and play them from your Macintosh keyboard.

To trigger sequential playback of multiple audio documents:

1. Open several audio documents, taking note of the number that Peak assigns them in the Windows menu. (This is based on the order in which the documents were opened.)
2. Press the number which corresponds to the document(s) you wish to play note: the numeric keypad will not work for this function, you must use the numbers at the top of the keyboard). You don't need to wait until a document has finished playing to press the next number: typing a numerical sequence on your keyboard will “cue up” all of the corresponding files. They will then play in the order you choose.
3. If you wish to stop playback and jump to the next document in line, press the Return key. Peak initiates playback of the next document in sequence.

Conclusion

You have now learned how to record and playback audio to and from hard disk using the Apple Sound Manager, ASIO, and DAE. You have also learned how to import audio tracks from CDs. In the next chapter, you will learn how to edit audio with Peak's powerful set of digital editing tools.
