

# Pristine Sounds 2000 FAQ

*FAQ, Frequently Asked Questions. And some of the most common answers.*



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February 7, 2000

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# Pristine Sounds 2000

## FAQ

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### *Introduction*

#### **Q What is Pristine Sounds?**

A Pristine Sounds is a tool for restoring audio, for example when transferring vinyl LP's to CD. The program can also be used for applying effects to your own musical recordings. Pristine Sounds can handle up to 64 waveforms at a time. These waveforms are independent from each other as this is not a multi track tool.

#### **Q Can I use Pristine Sounds together with other programs?**

A Pristine Sounds fully support the DirectX standard and the most common file formats.

The program do not contain any DirectX plug-ins by itself, but you can use other plug-ins in the program.

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## ***Purchasing and support***

### **Q There are "two kinds" of Pristine Sounds. Why is that?**

A There is a "Pro" and a "Light" version of Pristine Sounds 2000.

The Light version is the natural transition from Pristine Sounds '98 and '99.

The Pro version also includes real-time previewing, batch processing and Split & Save in Audio-CD format.

### **Q What kind of support is there for this program? Where do I call?**

A. Alien Connections do not offer telephone support usually. All resources are concentrated to quick and accurate answers via e-mail instead. This is cheaper than telephone calls and faster than regular mail.

So why only e-mail support? Alien Connections simply do not have the manpower or resources to give telephone support.

### **Q I have bought Pristine Sounds. Are all upgrades free?**

A You will never have to pay extra fees for upgrading you copy. Of course, the user cannot be forced to pay for

bug fixes and service-releases! Future updates of the program (including new functionality and features) will always be available in some way or another for free. There may however be other kinds of licenses as well, in the future.

**Q I have not bought the program yet, can I have support anyway?**

A Everybody will get support. The support is the same who ever you are. But registered users are put first in line.

**Q I think that I have discovered a bug! What do I do?**

A You can send a mail to [bugreport@pristinesounds.com](mailto:bugreport@pristinesounds.com) There are no obligations for you to do anything more than this. As soon as your comments have been sent in, it will be evaluated.

**Q I have a great idea for a new effect! What do I do?**

A Send this idea to [wishlist@pristinesounds.com](mailto:wishlist@pristinesounds.com) It will be evaluated. Good ideas may also be implemented.

**Q Where can I find the latest update of Pristine Sounds?**

A <http://www.pristinesounds.com> Here you can find links to manufacturers of DirectX plug-ins too.

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## *Technical questions*

### **Q What are the minimum requirements for using Pristine Sounds?**

A The minimum requirements are defined by the work you do. If you intend to restore a whole vinyl LP, you must have a lot of hard disk space. Preferably 1.8Gb for smooth operation. A recommendation for a minimum processor is a Pentium 200Mhz. The more RAM you have the better; 32 Mb RAM is an absolute minimum. The operating system should be Windows 95, Windows 98 or Windows NT. You must also use a 800x600 pixels display.

Recommended setup for professional operation:

**Windows NT**

**64Mb RAM**

**2Gb hard disk space.**

**Pentium II processor, 350 MHz.** (*A 350MHz processor is required for applying vinyl restoration and noise reduction in real-time during recording.*)

**Q Pristine Sounds is optimized for the whole range of Pentium processors. Will the program run on a non-Intel processor?**

A Yes. The program will run on *any* 100% compatible Intel processor. This includes all of the common non-Intel processor manufacturers. Pristine Sounds is simply optimized for some processors.

**Q Does Pristine Sounds utilize the SSE instructions in the Pentium III?**

A Yes. Pristine Sounds try to use most features from most processors. When it comes to the Pentium III, you must have Windows 98 or Windows NT 4 with service pack 5 to utilize the new instructions. Windows 95 will not recognize it.

**Q Does Pristine Sounds utilize the 3D-Now! instructions of the AMD K6-2 (and other processors?)**

A No! Currently not. It may do so in future versions.

**Q What are "Sound System Profiles"?**

A This is a real-time compensation dedicated for your personal audio peripherals, so that you can experience an "ideal mixing situation" at all times. It is assumed that you have to calibrate your equipment yourself, using the ears as judge. Sound System Profiles use up about 10% CPU power when using a 300MHz Pentium II. It is only used during playback.

**Q Can I use DirectX plug-ins with Pristine Sounds?**

A Yes. Pristine Sounds is DirectX compatible.

**Q Does Pristine Sounds use 32 bit samples?**

A Yes and no. All processing is done using 32 bits floating point samples. PS 2000 can also load 8, 16, 20, 24 and 32 bit \*.wavs. The current version can only save \*.wav in 16 bit format.

**Q What is "Frequency space editing"? I have never heard of this before.**

A Frequency space editing is a way to edit the sound with brushes and pens where the sound has the form of a 2 dimensional image. This improves accuracy and control over functions like noise reduction, click reduction, filtering etc.

This is also called "Sonographic editing".

**Q What are "Automatic treatments"? Is it another name for batch processing?**

A It *is* another name for "batch processing". An automatic treatment consist of up to 8 effects with their pre-defined settings. You can schedule up to 128 waveforms for batch processing. Automatic treatments are only available in Pristine Sounds Pro.

**Q Whenever I press the "Ok" button in a functions window, there is another window coming up. What is this?**

A All effects and functions in Pristine Sounds need to be "mixed". Here you can define the fade-in and fade-out time, the total amount of an effect, which channels to apply, soft clipping, etc.

**Q What is the dB scale?**

A In audio application this is a measurement of volume. The dB scale is a relative scale, where a fixed reference is needed. For example, when a waveform is amplified a factor 2 the volume is changed +6dB. If the waveform is muted to the half the volume is changed -6dB.

A sound of "CD quality" has 16 bits of representation. In the digital world, a "bit" can *double* the volume span of a waveform. Therefore, a CD quality sounds is said to have (16 bits x 6 dB) 96dB dynamic range.

**Q What is a Fast Fourier Transform? Where do I buy one?**

A This is an *algorithm* for analyzing the frequency content of a signal. Generally, an FFT algorithm requires that the number of samples used is a power of 2 (2, 4, 8... 1024, 2048...). This is a very complex algorithm that was developed in the '60s and is an enhancement of the Fourier Transform (which lacks the prefix "fast"). The fourier

transform was developed by Jean-Baptiste Joseph Fourier (1768-1830), a French physicist and mathematician.

**Q Some windows look really strange! (I am using a laptop or a small monitor.)**

A When using a small monitor it is sometimes common to use "Large fonts". Pristine Sounds is not 100% compliant with large fonts, as some bitmap-graphics do not automatically adjust for this. When you startup Pristine Sounds the first time you will be warned for this.

**Q I heard the word "S-Comp", but it means nothing to me. Is it important?**

A The S-Comp ("Spectral Comparison") is a new property in the later releases of Pristine Sounds that by its design can be implemented to many effects. It is mainly used for suppression of funny side-effects. 'Spectral-Comparison' means that a "before & after" comparison is wrapped around an effect. The object can be given a certain "intelligence" that corrects for apparent side-effects. Obviously, an S-Comp object is given a special task for every kind of effect.

If you are curious, you can find an S-Comp object in the vinyl restoration tool (in the add-on menu)

**Q What does "Soft clipping" mean?**

A If you have chosen this option in the mix-property, you will be able to minimize the clipping of the wave-

form during effects. If the waveform were going to be clipped, Pristine Sounds applies an algorithm to minimize the distortion at that time. This is possible because the internal data format is not 16 bits, but 24.

**Q When I load an \*.mp2 waveform it takes very long time. Is that ok?**

A Yes. The \*.mp2 (Mpeg, Layer II) is a format with exceptional compression ratio, and that takes very long time to achieve.

**Q I have found a file named \*.AX That is a DirectX plugin, but how do I use it?**

A You can drag and drop it into the work-area and follow the instructions. You can also drag and drop the file onto the Pristine Sounds Shortcut.

-After that You need to restart Pristine Sounds. The plugin will now be available in the add-on menu.

**Q What is an windowing function?**

A. A “windowing function” is a mathematical term, and has nothing to do with the waveforms “graphical windows”. Such a function is used together with FFT’s, for example the Frequency view, noise reduction, FFT filtering etc.