Drive

Select the drive you want to use to create CDs from the drop-down list.

Use temporary hard disk file when creating CD

When this box is checked, ACID renders the current project to a temporary .wav file before writing the song to CD. Use this option for slower computers when ACID cannot render your song fast enough to keep up with the CD-writing process.

Creation of temporary files before writing is turned off by default.

Speed

Select the speed of your CD recorder from the drop-down list.

About this File

This Help file contains context-sensitive help topics that are used by Sonic Foundry ACID.

Track View

The Track View contains the arrangement of your project. All adding and editing of Events is done here.

Track List

The Track List contains all of the master controls for each Track. Tracks can also be reordered and deleted from here.

Status Bar

This Status Bar displays quick help about menu items, progress meters and a RAM usage meter.

Title

This field holds the title information for the current project.

Artist

This field holds the artist information for the current project.

Engineer

This field holds the engineer information for the current project.

Copyright

This field holds the copyright information for the current project.

Comments

This field holds the comments information for the current project.

File Information

This area contains detailed information about the selected file in the Media Explorer.

Volume Slider

This slider controls the volume of a previewed file.

Preview Play

This button starts playback of the selected file in the Media Explorer.

Preview Stop

This button stops previewing the selected file in the Media Explorer.

Auto Preview

This checkbox enables Auto-Previewing of files that are selected in the Media Explorer.

Attributes

This list contains all of the available formats that the file(s) can be saved in.

Save Only the Audio Within the Current Loop Region

When this option is selected, only the audio contained within the Loop Region will be saved.

Include Disk-Based Audio Files

When this option is selected, Disk-Based files will be copied into the new location of the project or embedded into the project. Uncheck this option if you wish to conserve hard disk space and do not wish to make copies of your large, Disk-Based files.

Export Type

This list contains the different options for exporting audio.

Length

This control determines the total length of the project. The project's tempo will be altered to make it fit the specified length.

Length

This control determines the amount of silence to insert into the project.

Recording Meter

This meter shows the level of the incoming audio signal. Care should be taken so that this meter never reads "Clip" during recording. Adjust the level of the input into your audio card if you are clipping.

Monitor

When this option is enabled, ACID will display the level of the incoming audio signal on the Record Meters.

File Name

This field specifies the name you would like the recorded file to have.

Make New Track Follow Project Tempo

When this option is enabled, the recorded file will change tempo with the project. If it is not enabled, the recorded file will not pay attention to any tempo changes in the project.

Start of Project

When this option is selected, recording will begin from the start of the project.

Position

When this option is selected, recording will begin from the cursor position in the project.

Position

This field allows you to specify a specific point in the project to start recording.

Record Device

This list contains all of the available recording devices installed in your computer. Select the one you would like to use to record.

Sample Size

Select the sample size you want to use for your recording. For example, if you want to use 16-bit resolution, choose the 16-bit option.

The 24-bit sample size options are identical in sound quality. However, the *24-bit packed* option sends each 24-bit sample ‘‘packed’’ into a 24-bit piece, which may be more efficient and may save hard drive space. The *24-bit unpacked* option sends each 24-bit sample of data in a 32-bit ‘‘unpacked’’ piece, which will take up more hard drive space and may or may not be more efficient. Most sound cards support both methods, but you should check your sound card manufacturer documentation for more details. If your sound card supports 20-bit, and you would like to record at that resolution, select a 24-bit option.

Mono

When this option is selected, the recording will be mono. Use the left channel of your audio card to record.

Stereo

When this option is selected, the recording will be stereo.

Record Folder

This field specifies the location where the recorded file will be stored.

Automatically Open Last Project on Startup

When this option is enabled, a project that is left open when ACID closes will be reopened the next time ACID starts.

Show Logo Splash Screen on Startup

When this option is unchecked, the ACID logo splash screen will not be displayed when you start ACID.

Create Permanent Peak Files (.SFK) for Disk-Based Audio

When this option is enabled, permanent peak files will be saved for all Disk-Based files that are opened. Peak files allow for quickly opening files and faster navigation in the Track View.

Create Undos for FX Parameter Changes

When this option is enabled, a single Undo will be created for any changes that are made to a plug-in's controls in the FX pages.

Play Files from Disk if Bigger Than

This field specifies the threshold at which a file that is opened will play from the hard disk rather than being stored in RAM. If you have a large amount of RAM, it is advisable to use it.

Number of FX Pages to Display

This field specifies the number of FX pages that ACID will display.

Project Tempo Range, Low

This field specifies the lowest tempo that the Tempo slider will allow. You can change this option to increase the resolution of the slider.

Project Tempo Range, High

This field specifies the highest tempo that the Tempo slider will allow. You can change this option to increase the resolution of the slider.

Temporary Storage Folder

This field specifies the location of the temporary storage folder.

Keep Audio Devices Open for Faster Playback Startup Response

When this option is enabled, ACID will keep playback devices open to make starting playback faster.

Show Sound Mapper in Device Selection for Playback and Record

When this option is enabled, the Microsoft Sound Mapper will displayed as an option for playback and record devices. The Sound Mapper will perform real-time format conversions for audio cards that do not support certain sample rates and bit depths.

Sample Rate

This list allows you to choose at which sample rate you want to play and record.

Playback Sample Size

This list allows you to choose the sample rate at which you want to play and record.

Default Playback Device

This list allows you to choose the default playback device. All new tracks will use this device by default.

Playback Buffering

This slider determines the amount of playback buffering ACID uses. If you are experiencing gaps during audio try increasing this value.

Location of Preferred Audio Editor

This field displays the path to the audio editor you wish to use to edit files from ACID.

Internal Preferences

This window displays all of the internal preferences that are available.

New

This command opens a new project. You will be prompted to save any changes to the currently opened project.

Open

This command opens the Open dialog. Use this command to open existing ACID projects.

Exit

This command closes ACID. You will be prompted to save any changes to the current project.

Close

This command closes the current project. You will be prompted to save any changes.

Save

This command saves any changes to the current project.

Save As

This command opens the Save As dialog. Use the Save As dialog to save the current project to a different name or location or to save a mixed version of the current project to a new file.

Properties

This command displays the Properties dialog. Extra information about the project can be saved in Properties.

Recent Files

ACID stores the most recently opened projects in this list for convenience.

Export

This command opens the Export dialog. From here you can save stretched copies of the loops in the current project or copies of entire tracks.

Undo

This command reverses the last action performed. There are an unlimited of Undos, allowing you to restore the project to any state since the last Save command.

Redo

This command reverses an Undo command.

Cut

This command clears the selected Event or Events from the Track View and places them on the ACID Clipboard. You can then paste them to a new location.

Copy

This command creates a copy of the selected Event or Events on the ACID Clipboard. You can then paste them to a new location.

Paste

This command pastes the contents of the ACID Clipboard at the current cursor position. The pasted Events will cover any existing events. To make room for the pasted Events use Paste Insert instead.

Paste Insert

This command will paste the contents of the ACID Clipboard at the current cursor position. All Events to the right of the cursor will be shifted in time to make room for the pasted Events.

Delete

This command clears the selected Event or Events from the Track View.

Select All Events

This command will select all of the Events in the Track View.

Mix to New Track

The command mixes all of the unmuted tracks contained within the Loop Region into a new Loop Track.

Insert Silence

This command inserts a specified amount of silence into the project at the current cursor position.

Fit to Time

This command changes the tempo of the project to fit an exact length of time.

Draw

This command selects the Draw tool. The Draw tool is used to insert and edit Events.

Envelope

This command selects the Envelope tool. The Envelope tool is used to edit envelopes.

Select

This command selects the Select tool. The Select tool is used to select multiple Events.

Zoom

This command selects the Zoom tool. The Zoom tool is used to magnify specific areas of the Track View.

Paint

This command selects the Paint tool. The Paint tool is used to insert Events across multiple Tracks.

Erase

This command selects the Erase tool. The Erase tool is used to remove whole Events and parts of Events.

Undo All

This command restores the project to its last saved state by Undoing all actions.

Toolbar

When this option is unchecked, the Toolbar will not be displayed.

Zoom Normal

This command changes the magnification of the Track View back to its default setting.

Zoom Edit

This command changes the Track heights to a usable size for making adjustments to the Multi-purpose fader.

Zoom Overview

This command changes the magnification of the Track View to include as much of the project as possible.

Track View

This command puts the input focus onto the Track View.

Explorer

This command displays the Media Explorer at the bottom of the ACID window.

Properties

This command displays the Properties page at the bottom of the ACID window.

Mixer

This command displays the Mixer page at the bottom of the ACID window.

FX

This command displays one of the FX pages at the bottom of the ACID window.

Display Event Pitch

When this option is enabled, the relative pitch shift of all of the Events in the Track View will be displayed in the corner of the Event if they have been individually pitch shifted.

Enable Snap To

When this option is enabled, all edit actions in the Track View will be restricted to the resolution of the Snap To setting.

Ruler Marks

When this option is selected, edits will snap to the markings on the Beat Ruler.

Whole Notes

When this option is selected, edits will snap to whole notes.

Half Notes

When this option is selected, edits will snap to half notes.

Quarter Notes

When this option is selected, edits will snap to quarter notes.

Eighth Notes

When this option is selected, edits will snap to eighth notes.

Sixteenth Notes

When this option is selected, edits will snap to sixteenth notes.

Thirty-Second Notes

When this option is selected, edits will snap to thirty-second notes.

Sixty-Fourth Notes

When this option is selected, edits will snap to sixty-fourth notes.

Chase to MIDI Time Code

This option enables MIDI Time Code chasing if a MIDI input device has been selected in Preferences.

Generate MIDI Tome Code

This option enables MIDI Time Code generation if a MIDI output device has been selected in Preferences.

Generate MIDI Clock

This option enables MIDI Clock generation if a MIDI output device has been selected in Preferences.

Customize Toolbar

This command opens the Customize Toolbar dialog to edit the layout of the Toolbar.

Preferences

This command opens the Preferences dialog. Many user options are available from this dialog.

Scroll Playback

When this option is enabled, the Track View will scroll during playback if the cursor moves off of the screen.

About Sonic Foundry ACID

This command opens the About Sonic Foundry ACID dialog. This dialog contains the version number and information about copyrights.

Contents and Index

This command launches the ACID Help file.

What’s This?

This command enables What's This? help. What's This? help is context sensitive help that allows you to click on an item on the screen and receive useful information about it.

Keyboard Shortcuts

This command opens the Keyboard Shortcuts section of the Help file. This section lists all of the functions that have keyboard shortcuts associated with them.

Product News

This link opens the *News* page. Here you will find news about new and existing products.

Frequently Asked Questions

This link opens the *ACID FAQ* page. Here you will find answers to most common questions regarding ACID.

Online Support

This link opens the *Online Support* page. This page is devoted to bringing you useful information for troubleshooting any problems you might be experiencing with ACID.

ACID Home Page

This link opens the *ACID* home page. Here you will find specific news about ACID as well as specifications and other good stuff.

Send Feedback

This command sends an email message to feedback@sonicfoundry.com. If you have comments about ACID or any of our products, we want to hear from you.

Sonic Foundry Home Page

This link opens the *Sonic Foundry* home page. All the latest news about Sonic Foundry can be found here.

Add Point

This command adds a new Envelope Point at the location where the mouse was clicked.

Linear

This command makes the current Envelope segment a linear segment.

Fast

This command makes the current Envelope segment a fast logarithmic segment.

Slow

This command makes the current Envelope segment a slow logarithmic segment.

Select All

This command selects all of the Envelope Points on the Envelope so that you can move them as a group.

Reset All

This command reverts the Envelope back to its default settings.

Set to 6dB

This command sets the Envelope Point to 6 dB. 6 dB is effectively the top of the Event display and indicates the maximum boost in level by an Envelope.

Set to 0dB

This command sets the Envelope Point to 0 dB. 0 dB indicates no change in level from the Envelope.

Set to –Inf.

This command sets the Envelope Point to –inf dB or effectively to the bottom of the Event display.

Set to Center

This command sets the Envelope Point to the center.

Set to 100% Left

This command sets the Envelope Point all the way to the left.

Set to 100% Right

This command sets the Envelope Point all the way to the right.

Delete

This command clears the selected Envelope Point.

Volume

This option toggles the display of volume Envelopes.

Pan

This option toggles the display of pan Envelopes.

FX

This option toggles the display of FX Envelopes. There will be an item for as many FX pages that are selected in Preferences.

Volume

This option toggles the volume Envelope on and off in the Event.

Pan

This option toggles the pan Envelope on and off in the Event.

FX

This option toggles the FX Envelopes on and off in the Event. The number of FX Envelopes is determined by the *Number of FX pages to display* preference.

Play

This button begins playback from the current cursor position.

Stop

This button stops playback and returns the cursor to its starting position.

Pause

This button stops playback and leaves the cursor at its current position.

Previous Marker

This button moves the cursor to the previous Marker if one exists.

Next Marker

This button moves the cursor to next Marker if one exists.

Play All

This button begins playback from the beginning of the project regardless of the current cursor position.

Record

This button opens the Record dialog.

Go To Start

This button moves the cursor to the start of the project.

Go To End

This button moves the cursor to the end of the project.

Play Looped

Play Looped mode makes playback of the project cycle within the boundaries of the Loop Region.

Drop Marker

This command adds a new Marker at the cursor position.

Delete

This command clears the Marker.

Edit

This command puts the Marker into an editable mode.

Go To

This command moves the cursor to the Marker position.

Set Loop to View

This option sets the Loop Region to the visible edges of the Track View. If the entire project is displayed, the Loop Region is set to the ends of the project.

Set Loop to Whole Project

This option sets the Loop Region to the ends of the project.

Properties

This command displays the Event's Properties page at the bottom of the ACID window.

Pitch Shift Up

This command shifts the pitch of the Event up one semitone.

Pitch Shift Down

This command shifts the pitch of the Event down one semitone.

Reset

This command removes any pitch shifting that currently exists in the Event.

Join Events

This command combines all selected Events into one.

Split Event

This command splits the selected Event at the current cursor position.

Select All Events

This command selects all of the Events on the Track.

Rename

This command puts the name of the Track into an editable mode. Renaming a Track does not rename the file associated with that Track. This allows you to give Tracks friendly names if the file itself is not.

Use Loop Tempo

This command sets the project tempo to the original tempo of the selected Loop.

Edit in Audio Editor

This command launches your Preferred Audio Editor as specified in Preferences and opens the selected Track. When you are done editing the file, save it and ACID will prompt you to reopen the Track. In this way, changes to the file can be updated seamlessly.

Delete

This command removes the selected Track from the project.

Duplicate Track

This command makes an exact copy of the Track and places it underneath the selected Track. All Events, Envelopes, etc. are copied as well.

Pitch Shift

This command shifts the current pitch of the Track by the specified number of semitones. This pitch shift is in addition to any pitch shifting that is happening as a result of the project key. Pitch shifting a Track affects all of the Events on that Track.

Color

This command changes the color of the selected Track.

Properties

This command displays the Track's Properties page at the bottom of the ACID window.

Time at Cursor

This option displays the time at the current cursor position.

MIDI Time Code In

This option displays the incoming MIDI Time Code or sync status information if no time code is detected.

MIDI Time Code Out

This option displays the outgoing MIDI Time Code that ACID is generating.

MIDI Clock Out

This option displays the outgoing MIDI Clock time that ACID is generating.

Tempo Change

This option toggles the tempo change property of the Tempo and Key Change Marker on and off.

Key Change

This option toggles the key change property of the Tempo and Key Change Marker on and off.

Add Tempo Change

This command adds a Tempo Change Marker at the mouse position.

Add Key Change

This command adds a Key Change Marker at the mouse position.

Add Tempo and Key Change

This command adds a Tempo and Key Change Marker at the mouse position.

Go To

This command moves the cursor to the Tempo and Key Change Marker position.

Edit

This command puts the Tempo and Key Change Marker into an editable mode.

Delete

This command clears the Tempo and Key Change Marker.

Samples

This option displays the Time Ruler in samples.

Time

This option displays the Time Ruler in hours:minutes:seconds.milliseconds.

Seconds

This option displays the Time Ruler in seconds.

Absolute Frames

This option displays the Time Ruler in total frames from the beginning of the project where the frame rate is 15 frames per second.

Time & Frames

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 15 frames per second.

SMPTE Non-Drop (29.97 fps)

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 29.97 frames per second.

SMPTE Drop (30 fps)

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 30 frames per second with dropped frames.

SMPTE EBU (25 fps)

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 25 frames per second.

SMPTE Film (24 fps)

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 24 frames per second.

SMPTE Non-Drop (30 fps)

This option displays the Time Ruler in hours:minutes:seconds.frames where the frame rate is 30 frames per second.

Add as Library Folder

This command creates a Library Folder from the selected folder.

Remove Library Folder

This command removes the selected Library Folder from the Media Explorer.

Restore

This command restores ACID to a normal window when minimized.

Move

This command allows the ACID window to be moved using the arrow keys on the keyboard.

Size

This command allows the ACID window to be sized using the arrow keys on the keyboard.

Minimize

This command reduces the ACID window to an icon on the Windows Task bar.

Maximize

This command enlarges the ACID window so that it fills the entire screen.

Close

This command closes ACID.

Recent

This list contains folders that have recently been used to open or save files.

OK

This button commits all settings in the current dialog.

Cancel

This button cancels all changes in settings and closes the current dialog.

Free Space

This field displays the total space available on the selected drive.

Folder Path

This field displays the full path of the selected folder.

Advanced

This button opens an advanced settings dialog where more options can be set.

Default All

This button restores all of the default settings on the current page.

Audio Devices

This list displays all of the audio devices that are installed in your computer.

Interpolate Position

When the option is enabled, ACID will correct its play and record position to compensate for inaccurate audio devices.

Position Bias

This slider adds a set offset to the cursor position to compensate for inaccurate audio devices. If your cursor does not match the audio that you hear, adjust this slider.

Do Not Pre-Roll Buffers Prior to Starting Playback

When this option is checked, ACID will not create buffers prior to starting playback. Some devices do not behave properly if this option is unchecked. If your audio stutters when you start playback try checking this option.

Output Device

This list contains all of the MIDI devices that are installed in your computer. Select one that you wish to output MIDI Time Code to. The MTC slave must be set to receive on the same device.

Frame Rate

This option specifies the frame rate of the generated MIDI Time Code. The frame rate selected must match the MTC slave's selected frame rate.

Offset

This field determines the offset (if any) of the generated time code. The number entered will be the start time of the time code.

Output Device

This list contains all of the MIDI devices that are installed in your computer. Select one to output MIDI Clock to. The MIDI Clock slave must be set to receive on the same device.

Input Device

This list contains all of the MIDI devices that are installed in your computer. Select one to receive MIDI Time Code from.

Frame Rate

This option specifies the frame rate of the incoming MIDI Time Code. ACID must be set to the same frame rate as the device sending the time code.

Offset

This field determines the offset (if any) that ACID will use as its starting position (0).

Synchronize Audio Playback Devices to Opened Sample Rate

When this option is enabled, ACID will resample its audio to make the playback devices that it is using play to the exact rate specified as the playback sample rate in Preferences. This is sometimes necessary to keep playback in sync when using multiple playback devices from different manufacturers.

Trigger playback only (do not chase)

When this option is selected, ACID will not chase its playback speed to the incoming MTC. Instead, it will only trigger at the appropriate time. This method is not recommended for long periods of time as ACID will drift out of sync but it may be successfully used for short periods if your computer does not have the speed required to accurately chase.

Free-Wheel for Time Code Loss

When this option is enabled, ACID will continue to play for a specified amount of time if there is a loss in incoming time code.

Free-Wheel Slack Time

This field specifies the amount of time that ACID can go without receiving time code before it begins to free-wheel.

Free-Wheel Playback Time

This field specifies the amount of time that ACID will free-wheel after a loss in time code.

Synchronization Delay Time

This field specifies the amount of time that ACID will take to synchronize itself to incoming time code. Too fast of setting may cause erratic playback.

Use Internal Timer for MTC Generation

When this option is enabled, ACID will use the internal CPU timer to generate time code. Otherwise, the audio device's clock will be used.

Internal Timer Resolution

This field specifies the resolution of the internal timer. The default setting is usually sufficient.

Never

When this option is selected, ACID will never generate full-frame messages when MIDI Time Code generation is enabled. Some devices do not respond to full-frame messages.

On Start and Stop of Playback and Record

When this option is selected, ACID will only generate full-frame messages on Play and Stop.

For All Cursor Position Changes

When this option is selected, ACID will generate full-frame messages on every cursor position change. This may be excessive in some circumstances.

Send Start Instead of Continue When Beginning Playback

When this option is enabled, ACID will send a Start command rather than a Continue command. Some older sequencers do not understand Continue commands.

Use Internal Timer for MIDI Clock Generation

When this option selected, MIDI Clock will be generated using the internal CPU timer. Otherwise, the audio device's clock will be used.

Always Send MIDI Clock

When this option is enabled, ACID will continuously send MIDI Clock. This can help some devices synchronize faster.

Never

When this option is selected, ACID will never send Song Position Pointer.

On Start and Stop of Playback and Record

When this option is selected, ACID will only send Song Position Pointer on Play and Start.

For All Cursor Position Changes

When this option is selected, ACID will always send Song Position Pointer on every cursor position change.

Sync Page

This page contains preferences for setting up MIDI Time Code and MIDI Clock synchronization.

Start/Stop Recording

Pressing this button starts recording or stops recording if already started.

Time Recorded

This field indicates the total time recorded.

Vertical Scroll Bar

This scroll bar is used to pan the Track View vertically to display Tracks that are currently off of the screen.

Track Height Zoom

These controls magnify the Track height in the Track View.

Horizontal Scroll Bar

This scroll bar is used to pan the Track View horizontally to display Events that are currently off of the screen.

Time Zoom

These controls magnify the Track View to display more detail in the Events.

Zoom Thumbs

Click on and drag the ends of this scroll bar to change the magnification of the Track View.

Markers

Markers are used for easy navigation around the Track View.

Loop Region

The Loop Region defines the section of time that will cycle when Play Looped is enabled. It can also be used to determine specific sections of the project to save out to mixed files.

Tempo/Key Change Markers

Tempo/Key Change Markers allow you to create tempo and/or key maps that ACID will follow during playback.

Time Ruler

The Time Ruler displays the "real" time of the project in any selected format.

Beat Ruler

The Beat Ruler displays the project time in measures and beats.

Events

Events determine when a given Track will play and for how long. The black indents in the top and bottom of the Event signify repetitions in the Loop.

Envelopes

Envelopes are used to automate volume fades, panning and FX levels while the project is playing.

Multi-Purpose Fader

This multi-purpose fader is used to control the Track's master volume, pan and FX level settings.

Playback Device Selector

This list displays all of the available playback devices installed in your computer. You may choose any one of them to play the current Track. Any Track can be played out of any playback device.

Mute

Pressing this button mutes the Track so ACID will not play it with the rest of the Tracks.

Solo

Pressing this button solos the Track so that ACID will only play that Track. More than one Track can be soloed at a time.

Track Icon

By clicking on and dragging this icon, Tracks can be reordered.

Fader functions

This list displays the possible functions of the multi-purpose fader. Select one and adjust its value with the fader.

Rename Track

The name of a Track can be different than the name of the file that the Track represents. Renaming a Track will not change the name of the underlying file.

Tempo Slider

This slider controls the master tempo of the project. It may be changed in real time as the project is playing.

Time at Cursor

The Time at Cursor position Display has four options. You may display the internal time at the cursor as specified by the Time Ruler, incoming MTC or outgoing MTC and MIDI Clock.

Measures and Beats at Cursor

This field displays the current position of the cursor in measures and beats.

Project Key

This control determines the key of the project. All Loops that have a Root Note specified in them will shift their pitches to match the key of the project.

Tree View

This section of the Media Explorer displays all of the available drives and folders that you may choose from to find files.

List View

This section of the Media Explorer displays folders and all of the files that you can add to ACID that are in those folders.

Play

This button starts playback of the selected file in the Properties window.

Stop

This button stops playback of the file.

Waveform

This window displays the waveform view of the selected file.

Track Type

This list displays the types of tracks that the file can be represented by in the Track View.

Number of Beats

This control specifies the original number of beats in the Loop. ACID uses this information to correctly stretch the Loop to the current tempo.

Root Note

This control specifies the Root Note of the file. ACID will transpose the file to the project key using this information.

File Information

These fields display detailed information about the file.

Edit in Audio Editor

This button will open the selected file into your preferred audio editor for further editing.

Replace Loop

This function allows you to swap another file for the current Track. The timing of all of the events on the Track will be left, but the audio will be replaced with a new file.

Save As

This button allows you to ACIDize and save the Properties information into the selected file.

Stretching Method

This control specifies the type of stretching that ACID will do when adjusting the tempo of files. The **Looping Segments** option works better for most material. The Non-Looping option works better for sustaining material such as synth pads. The **Pitch Shift Segments** option works well if you need to slow the tempo of your project, and are experiencing problems with the resulting sound. For example, if you have slowed the project tempo down, and you're hearing echo artifacts, using the **Pitch Shift Segments** option can eliminate these artifacts.

Force Divisions

This control specifies the subdivisions of beats that ACID will use when stretching the file to the project tempo. Too many subdivisions may cause audio anomalies in some material, while too few subdivision may cause fast rhythmic parts to sound strange.

Additional Transient Detection

This control specifies the amount of extra beat detection that ACID will do. Some material stretches better with higher settings.

Reset to Default Markers

This button restores the Stretch Markers to their default positions.

Move Markers

This button puts the mouse pointer into move mode. Stretch Markers may now be manually adjusted to optimize the beat detection.

Add Markers

This button puts the mouse pointer into add mode. New Stretch Markers may now be added to optimize the beat detection.

Disable Markers

This button puts the mouse pointer into disable mode. Stretch Markers can now be clicked on and disabled to optimize the beat detection.

Start Offset Marker

This marker specifies the Start Offset of the selected Event. The Event will treat this position as its starting point and play normally from there.

Start Offset

This control specifies a Start Offset for the selected Event. The Event will begin playback from this position and then play normally.

Stretch Markers

These Stretch Markers indicate a detected beat. ACID needs to accurately detect beats to adjust the tempo of files with as little degradation to the sound quality as possible.

Pitch Shift

This control specifies a pitch shift for the selected Event. The pitch shift of Events is calculated after the pitch shift of Tracks and the project Key.

Quick Fade Edges to Prevent Clicks

When this option is enabled, ACID will fade the edges of the Event when there is a Start Offset or the Event does not end on a Loop boundary. This quick fade removes any clicks in the audio that might have occurred as a result.

Reset Clip

This command resets the meter's peak hold indication. This is a handy feature especially if you have clipped.

Meter Range

These options specify the displayed range of the meter. A smaller range will show more resolution at the expense of seeing low level information.

Show Labels

When this option is selected, the dB labels will be displayed on the meter.

Hold Peaks

When this option is selected, an indication of the highest level will be held for a few seconds in the meter.

Hold Valleys

When this option is selected, an indication of the lowest level will be held for a few seconds in the meter.

Playback Device

This field displays the playback device that the meter is associated with.

Playback Device Meters

This meter displays the output level to that playback device.

Playback Device Faders

These faders control the output level to the specified playback device.

Effect

This list contains all of the available DirectX plug-ins installed in your computer. Choose one to use it in your project.

Preset List

This list contains all of the built-in and user-designed presets for the selected effect.

Save Presets

This button allows you to save the current settings of the effect to a new or existing preset. Type in a name in the Preset list to save to a new preset.

Delete Preset

This button removes the current preset from the Preset list. Built-in presets can not be deleted.

FX Device Selector

This button specifies the playback device that the effect is mixed to. The effect can be played to a different device than any of the Tracks that are being fed into it.

FX Mute

Pressing this button mutes the output of the effect.

FX Solo

Pressing this button will mute all Tracks and other effects and only play the effect.

FX Input Meters

This meter displays the input level to the effect.

FX Input Faders

These faders control the input level to the effect.

Response to Changes

This slider controls the trade off between fast response of effect controls and glitch-free playback. If you are experiencing playback glitching when you are adjusting effect parameters, try moving this slider to Safe.

FX Help Button

Pressing this button opens the Help file for the selected plug-in. If there is no Help file available for the plug-in, this button will not be displayed.

Refresh Explorer

This command updates the Media Explorer window to show any changes in the drive or folder structure.

Explore Current Folder

This command opens a Windows Explorer window of the currently selected folder or the parent folder of the currently selected file in the Media Explorer. This is a useful feature for quickly renaming or deleting files since ACID's Media Explorer can not perform these actions.

FX

Pressing this button enables the selected effect for this Track.

Play While Recording

ACID can record an audio input from a sound card while playing the current ACID project. This feature allows you to create your own loops and Disk-Based Tracks. You must have a sound card capable of simultaneous play and record.

Preset

This list contains commonly-used settings for creating Windows Media Format audio files.

Format

This list contains all of the available audio codecs installed on your computer. You may select any of the codecs to use when creating the Windows Media Format file.

Attributes

This list contains all of the available attributes for the selected audio codec. The capabilities of the selected audio codec determine the available attributes.

Maximum lead time

This control defines the lead-time, if any, that the Microsoft Windows Media Player should buffer before starting playback of the Windows Media Format file. The default is 1,000 milliseconds. The lead-time can affect the bit-rate that is calculated for the file.

Enable Error Correction

This control enables error correction for low-bandwidth files (not greater than 150 KB per second). The Microsoft Windows Media Player uses this error correction information to recover from bad transfers that are common on low bandwidth connections (especially modems using standard phone lines). For high bandwidth content (greater than 150 KB per second), error correction is automatically disabled, since the reliability of the connections required for these files is substantially better.

Enable Wavespan

This option is used to enable a tradeoff between more efficient handling of larger audio objects, and better interleaving of client processing time with smaller audio objects. For most audio codecs, this option should remain unchecked. However, some newer codecs may require this option to be checked for proper playback.

Title

This field contains the title that is displayed by the Windows Media Player when playing the saved Windows Media Format file.

Author

This field contains the author that is displayed by the Windows Media Player when playing the saved Windows Media Format file.

Copyright

This field contains the copyright that is displayed by the Windows Media Player when playing the saved Windows Media Format file.

Rating

This field contains the rating of the Windows Media Format file. Ratings are used by the Windows Media Player to restrict playback of certain content.

Description

This field contains a description of the file.

Get Loops

Click the **Get Loops** button on the toolbar or choose **Get Loops** from the Help menu to start your Web browser and display the Loop Library page on the Sonic Foundry Web site. You'll be able to see information about available Loop Libraries that you can purchase.

Publish to ACIDplanet.com

Click to encode your ACID project as a Windows Media Format file and publish it to ACIDplanet.com.

Create CD

Click to save your ACID creations on audio CDs that you can share with others.

Add Audio

Click this button to add the current song to a CD using your CD Recorder. This button is unavailable if you do not have a CD in your CD Recorder.

Close Disc

Click this button to close the current CD in your CD Recorder. Closing the CD allows you to use the CD in an audio player. Once you close the CD, you cannot add more songs to the CD. This button is unavailable if you do not have a CD in your CD Recorder.

Time Needed for Audio

This area displays the amount of time required on the disc to record the current song.

Time Available on Disc

This area displays the remaining time available on the current disc. If there is no CD in your CD Recorder, the message ‘‘There is no disc in the drive’’ displays here.

Add Audio

This command displays the Create CD dialog box, which allows you to record the current song to a CD using your CD Recorder.

Close Disc

This command displays the Create CD dialog box, which allows you to close the current disc for use in your CD player. You should only use this option after you have recorded all of the songs you want on the CD, because once the disc is closed, you cannot record additional songs.

Instant Upgrade

This command opens the Upgrade dialog. The Upgrade wizard will check your current installation of ACID, and if an upgrade is available, you can try or buy an upgraded version.

Check for Update

From the Help menu, choose Check for Update to start your Web browser and go to the Sonic Foundry Web site to see if an update is available for your version of ACID.

ACIDplanet.com

From the Help menu, choose ACIDplanet.com to start your Web browser and open the ACIDplanet.com Web site.