Sound Forge 4.0 DEMO

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The Sound Forge 4.0 DEMO contains all features of the Sound Forge package with the following restrictions:

1. You cannot Save any changes to your sound files.
2. You cannot open files in Direct Mode.
3. You cannot use the Clipboard to Paste data into other applications.
4. You cannot Record new sound data.
5. You cannot Send or Receive samples from Samplers (Internal or External).
6. The program will run for only 15 minutes per session.
7. All Previews are limited to a maximum of 10 seconds in length.
8. The Sonic Foundry Virtual MIDI Router (VMR) is not included.
9. Most of the tutorial sound files are not included (to keep the size down).

To really get a feel for the usability and features of Sound Forge, we highly recommend you take the time to browse the Help file. Especially the Keyboard and Menu Shortcuts.

Sonic Foundry's Home Page (http://www.sfoundry.com) contains all missing tutorial sound files if you would like to download them for evaluation purposes.

Uninstalling the Sound Forge DEMO
When you have finished evaluating Sound Forge and any DEMO Plug-Ins, you will probably want to Uninstall the program. This will free up any disk space used by the DEMOs.

The Sound Forge 4.0 DEMO and all DEMO Plug-In's can be uninstalled by using the Add/Remove Programs option in the Control Panel on Windows 95 and Windows NT 4.0. On all other platforms, an Uninstall icon is created in the Sound Forge Demo folder.

Sound Forge Plug-Ins
Additional Plug-Ins that greatly enhance the capabilities of Sound Forge are also available from Sonic Foundry and several other companies. For a complete list of available Plug-Ins, demos and pricing information, contact Sonic Foundry or visit our Home Page (http://www.sfoundry.com). Available Plug-Ins include (with more on the way):

Noise Reduction Plug-In from Sonic Foundry
Spectrum Analysis Plug-In from Sonic Foundry

Batch Converter Plug-In from Sonic Foundry
QTools/SF Plug-In from QSound (http://www.qsound.ca)
L1-Ultramaximizer Plug-In from Waves (http://www.waves.com)
Audio-Track Plug-In from Waves (http://www.waves.com)

This document contains additional information not available in the printed documentation or online Help.

Contents

This document contains information on the following topics:

1.0 Welcome

Thank you for purchasing Sound Forge 4.0. If you have not registered Sound Forge with Sonic Foundry, be sure to do so either by filling out the registration card included with your manual or by opting to register online after the installation process. Only after you have registered will we be able to provide you with technical support and inform you of new products and updates.

For the latest information on updates, plug-ins, technical notes, and new products, be sure to visit Sonic Foundry's Home Page:

http://www.sfoundry.com

If you have comments or suggestions on any of Sonic Foundry's products, we would love to hear from you. Send email to *develop@sfoundry.com* or contact us using any method described in the last section of this document.

Enjoy the program,
The Sonic Foundry Team

2.0 Using 3.0 Plug-Ins with Sound Forge 4.0

Sound Forge 4.0 supports all Sound Forge 3.0 compatible plug-ins. This includes Waves plug-ins (L1-Ultramaximizer and AudioTrack), QSound plug-ins (QTools/SF), and all Sonic Foundry Plug-Ins (Noise Reduction, Spectrum Analysis, and Batch Converter). However, it is strongly recommended that you upgrade your 3.0 compatible plug-ins to 4.0 specific versions. The benefits to doing so are performance (4.0 specific plug-ins are faster) and quality improvements (new features, improved algorithms, and of course bug fixes).

When installing Sound Forge 3.0 plug-ins from Sonic Foundry into Sound Forge 4.0, you will need to copy your existing FORGE.CFG or FORGE32.CFG file from your 3.0 installation (usually C:\FORGE30) into the Sound Forge 4.0 installation directory (usually C:\Program Files\Sound Forge). If you do not copy the CFG file, the Setup programs for the 3.0 plug-ins will not allow you to install. This is only a problem with plug-ins produced by Sonic Foundry--Waves and QSound plug-ins do not have this problem.

3.0 More Troubleshooting

The following is a list of common Troubleshooting tips that are not contained in the printed documentation or online Help.

No additional Troubleshooting tips are available at this time. Current information will always be available on Sonic Foundry's Home Page (http://www.sfoundry.com).

4.0 Sonic Foundry, Inc.

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