BurnIt

COLLABORATORS			
	TITLE : BurnIt		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 24, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

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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        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
 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. Operaters such as
 "Fade in / Fade out" and "De-Crackle-Filter" are included. BurnIt V2
 uses external operators, which means that new operaters 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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nevertheless mistakes cannot be fully excluded.

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  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
--------------

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
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 accur. 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
=================
```

Here´s how to install BurnIt to your hardrive:

- 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
============
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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
------------------------------------
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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.

The hotline can be used by registered users only.

A short guide through BurnIt
============================

Chapter 1: Creating a data CD with the BurnIt ISO-Maker
~~~~~~~~~~
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 extentions 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.   ↩
    <-------
Select "Daten Datei", click on the "Add" button and choose the ISO file(s)   ↩
    <-------
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
~~~~~~~~~~~

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 /   ↩
    <-------
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
~~~~~~~~~~
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 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 perchase: _____ Dealer: _____

AMIGA Computer: _____ Memory: _____

Grafic card: _____ Memory: _____

Harddrive: _____ Capacity: _____

CD-Rom : _____ CD-Recorder: _____

What don´t you like about BurnIt?

_____

_____

_____

_____

What do like about BurnIt?

_____

_____

_____

_____

Are you missing any features?

_____

_____

_____

_____

Which other computer products are you interested in?

_____

_____

_____

_____

Which Amiga magazines do you read?

_____

_____

_____

_____

1.11 Updates von BurnIt

```
Updates
=======
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

```
                Support
=======

First aid
---------

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

```
        Michael Siegel              Axel Deising
        Zeppelinstr. 41             Am Walde 3a
         28309 Bremen                28816 Stuhr
           Germany                     Germany


    siegel@mail.netwave.de        deising@poboxes.com
```

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 prefences
                    ~~~~~~~~~~~~~~~

All preferences needed for reading are set here.

Launch Readprocess

This launches an extra process for reading data from the ReadCDD drive.
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 displayes 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 trys 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 possiblity 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 (xxxxxxxx.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 (xxxxxxxx.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 auto-
matically 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 = 44.1kHz / 16 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 descibes 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 in incomplete.
```

1.21 Burn info

```
            Current writing info
            ~~~~~~~~~~~~~~~~~~~~
```

```
This window displays the current write settings and offers the possiblity
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 :



Preferences :
```

```
                    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 progam 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 (De-
pending 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 ertstellt, 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 and catalog attributes. This mode is
needed to create professional master CDs according the 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 sucessful
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% Indentifizierung 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 Mode1 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 Mode1 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 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 possiblity 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 documention
        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 Fre-
quenzbasis über die Audiodaten zu "legen".
Bearbeitet ein bestimmtes Frequenzband, was geboostet
oder gedämpft wird. Sie können auch verschiedene Fre-
quenzschranken eingeben.

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

FIR HIGH
        Low pass filter. Filters out the high freqencies, 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 frequence 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). Thats why limiting and compress-
ing 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
```