

Audio Configuration

Basic Windows Multimedia Configuration

Advanced Windows Multimedia Configuration

Windows Multimedia Configuration

This command allows you to configure how Cakewalk interacts with your audio hardware. This command consists of two dialog boxes, one for basic settings and one for advanced settings. The following options are available in the basic settings dialog box:

- Sampling Rate** Allows you to specify the audio sample rate for a new .WRK file. Once any audio has been added to a .WRK file (either by recording audio or using **Insert | Wave File**) the sample rate for that .WRK file may no longer be changed. It is best to choose the **Sample Rate** immediately after choosing **File | New** to start a new song.
- Playback Device** Tells Cakewalk which audio driver should be used for playback. You are free to change this setting at any time.
- Record Device** Tells Cakewalk which audio driver should be used for recording. You are free to change this setting at any time.
- Note:** You should choose different playback and record devices only if your sound card requires doing so to enable full-duplexing. Using two different playback and record devices to bridge two different half-duplex sound cards is likely to produce undesirable audio pitch shifting and/or loss of MIDI synchronization.
- Mono Record and Playback** Perform all audio recording and playback in mono, instead of in stereo. During mono playback, all audio tracks are played, but pan values are ignored.
- Note:** If your audio tracks contain material that is panned hard left or hard right, enabling mono playback may cause clipping.

Clicking on the **Advanced...** button brings you into the **Advanced Multimedia Configuration** dialog box.

Clicking on the **Wave Profiler...** button runs the Wave Profiler utility, which analyzes your audio hardware to determine its DMA settings. This utility should be run if you are experiencing erratic MIDI playback while using the Audio clock source.

Advanced Windows Multimedia Configuration

This command allows you advanced options for configuring how Cakewalk interacts with your audio hardware. The following options are available in the advanced settings dialog box:

Data Directory Specified the directory where Cakewalk's audio data files will be kept.

Do not casually change the Data Directory. Any .WRK files which contain audio will be unable to locate their audio files once this directory has been changed.

Polyphony This determines the maximum number of audio events which may be mixed within the same quarter-second interval in time. If your song overflows the maximum polyphony voices, Cakewalk will steal voices, much like what happens in a polyphonic MIDI synth.

Queue Buffers Determines the number of digital audio playback buffers to be used for playback. Increasing this value makes Cakewalk less susceptible to interruptions in playback, at the cost of increasing Cakewalk's memory requirements.

Scrub (ms) Determines the duration of each blip during scrubbing in the **Audio View**.

Freeze Frame Determines the number of times an audio blip will repeat while scrubbing in the **Audio View**, and the mouse is not moving.

Enable Simultaneous Record/Playback This option will be disabled if your audio hardware does not support simultaneous record and playback. It should be unchecked if your audio hardware is supposed to support simultaneous record and playback, but for some reason is unable to carry it out.

DMA These options are critical for proper synchronization between audio and MIDI in Cakewalk. They must be set the appropriate values for your particular make and model of sound card. Click the **Wave Profiler...** button in **Basic Windows Multimedia Configuration** to analyze your hardware and pick the appropriate values.

Enable Read Caching Determines whether or not Cakewalk will bypass the Windows 95 disk cache while reading or writing audio data. Cakewalk will usually perform best with all caching disabled.

Enable Write Caching If your computer has an older IDE disk controller, or a disk controller which does not utilize DMA transfers, enabling caching may improve Cakewalk's audio performance.

