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Revision 10/28/03.



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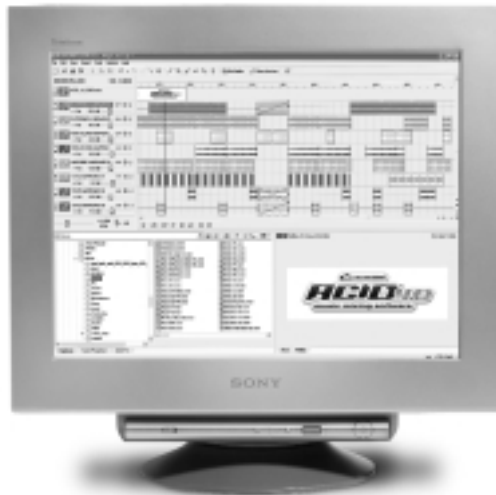
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Welcome to



1

Welcome to Screenblast ACID 4.0

In this chapter

The Screenblast ACID 4.0 software is a loop-based music creation application that provides everything you need to create your own songs, build soundtracks for your movies, remix music, and become a DJ. Plus, instructional tutorials ensure that you'll be up and making music in minutes.

- ▶ What is the Screenblast ACID 4.0 Software Package?
- ▶ Screenblast ACID 4.0 Software Support Resources
- ▶ Technical Support Information System Requirements
- ▶ Screenblast ACID 4.0 Software Features

Screenblast ACID 4.0 Software Package

The powerful and easy-to-use tools in the Screenblast® ACID® 4.0 application make music editing fun, fast and flexible. An impressive collection of loops and samples are included to get you off to a fast start creating your own musical masterpieces.

Also Available:

Screenblast Movie Studio

Another easy-to-use Screenblast software product, the Screenblast Movie Studio™ video editing software, lets you capture, edit, enhance, and share your digital video or still photos, then turn them into DVDs using the included Sonic MyDVD software.

Note: Files created using the Screenblast Movie Studio software are compatible and interchangeable with the Screenblast ACID 4.0 application. The Screenblast Movie Studio program and the Screenblast ACID 4.0 application are available separately at your local software retailer.

Minimum System Requirements

In order to use the Screenblast ACID 4.0 software, your computer must satisfy the following minimum specifications:

- ▶ Microsoft® Windows® 98, 2000, or XP
- ▶ 400 MHz processor or above
- ▶ 64 MB RAM (128 MB recommended)
- ▶ 80 MB hard-disk space for program installation
- ▶ Windows-compatible sound card
- ▶ CD-ROM drive (for installation from a CD only)
- ▶ Supported CD recordable drive (required for creating CDs)
- ▶ 24-bit color display recommended
- ▶ Microsoft DirectX® or later
- ▶ Internet access (for online registration)

CD Burning

- ▶ CD-R or CD-RW recorder drive

Software Support Resources

This section of the Screenblast ACID 4.0 software manual lists support resources to help you make the most of your software, including:

- ▶ Registration Assistance
- ▶ Troubleshooting/Technical Support

Registration Assistance

The first time you start the Screenblast ACID 4.0 application, the registration wizard will appear. This wizard offers easy steps that enable you to register the Screenblast ACID 4.0 application online.

Registering your product with contact information will provide you with access to a variety of technical support options, notification of product updates, and special promotions exclusive to registered users of the Screenblast ACID 4.0 software.

Registration/sales assistance is currently available during normal office hours by dialing the following numbers:

<i>Telephone/Fax</i>	<i>Country</i>
1-800-577-6642 (phone)	United States, Canada and Virgin Islands 9:00 a.m. to 11:30 a.m. and 12:30 p.m. to 5:00 p.m. CST, Monday – Friday
1-608-204-7703 (phone)	All other areas 9:00 a.m. to 11:30 a.m. and 12:30 p.m. to 5:00 p.m. CST, Monday – Friday
1-608-250-1745 (fax)	All Countries

Troubleshooting/Technical Support

For technical software support, we encourage customers with Internet access to visit <http://mediasoftware.sonypictures.com/support/default.asp>, where you can access the extensive Screenblast product Knowledge Base, link to discussion forums with other Screenblast product users, and submit e-mail inquiries.

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Screenblast ACID 4.0 Software Features

Here are some of the many features available in the Screenblast ACID 4.0 software:

General	Editing
Create original music	Beatmapper™ Wizard remixing tool
Arrange and edit audio loops	Video scoring track (AVI, MOV)
Includes hundreds of multi-genre loops	Audio and video sync
Automatic pitch and tempo matching	Volume and pan envelopes
Unlimited audio tracks	Track bouncing
MP3 playback	Unlimited undo/redo history
MP3 open and save	Track envelopes lock to events
Video reference track	Project pitch and tempo adjust
ACID FX track effects	Split events
Real-time effects	Three fade types
Locking volume and pan envelopes	ASR envelopes
16-bit audio support	Ripple editing
Sample rates up to 48kHz	Tempo and key change markers
Pick, paint, and play interface	Metadata command markers
Audio Recording	Multiple time-stretching algorithms
Export/Save as WAV, MP3, WMA, RA, RV, WAV, AIF, and PCA	Real-time placement of markers during playback
MIDI	Effects
Standard MIDI file import	Equalization
MIDI playback	Delay
DLS 1 & 2 sound file support	Chorus
CD	Reverb
CD audio extraction	Flange
Track-at-once CD burning	Phaser
	Amplitude Modulation

2

Software Installation and Help


In this chapter

In this chapter, you will learn how to install, register, and start your Screenblast ACID 4.0 software. You'll also find information on how to get software updates and support. Finally, there are tips on using the online help and "Show Me How" tutorials to get the most from your software.


- ▶ Installing the Screenblast ACID 4.0 Software
- ▶ Starting the Screenblast ACID 4.0 Software
- ▶ Software Updates and Resources
- ▶ Using Online Help
- ▶ Using "Show Me How" Tutorials

Installing the Screenblast ACID 4.0 Software

Prior to installing the Screenblast® ACID® 4.0 application, we recommend you exit all open applications and temporarily disable any virus program.

1. Insert the Screenblast ACID 4.0 CD-ROM into your CD drive. The installation menu will automatically display if the AutoPlay is enabled.
 - a. If the AutoPlay is turned off, click **START**  and choose **Run**. The Run dialog displays
 - b. In the Run dialog, enter the **CD-ROM drive's letter** and add **: \setup.exe**
2. Click Install Screenblast ACID 4.0 to begin the installation process.
3. Follow the on-screen prompts and enter the necessary information where required.
4. At the final prompt, click **Finish**.

Starting the Screenblast ACID 4.0 Software

After you have installed the program, double-click the **Screenblast ACID 4.0** icon on your desktop, or click on the **START**  button on the taskbar and choose **Programs**. From the Programs menu, choose **Screenblast** and then **Screenblast ACID 4.0**.

- Click on the **Screenblast ACID 4.0** icon to open the application.
- At the prompt, enter the **Serial Number**, including all hyphens. The Serial Number is located on the CD case that came with your Screenblast ACID 4.0 software.
- Choose your **Registration** option and click **Next**.
- At the final screen prompt, click **Finish**.

If you're installing the Screenblast ACID 4.0 software with Windows 2000 and XP, your user account needs to be a member of the Administrators group to install the software.

Registration Information

After the Screenblast ACID 4.0 software is installed and you start it for the first time, the registration wizard will appear. The wizard offers easy steps that enable you to register the software.

Registering your product, with contact information, will provide you with access to a variety of technical support options, notification of product updates, and special promotions exclusive to registered users of the Screenblast ACID 4.0 software.

Online Help and “Show Me How” Tutorials

The Screenblast ACID 4.0 software includes a number of resources to help you as you work. In addition to this manual, there is a detailed help system in the program itself called “Show Me How” tutorials.

Accessing Help

The in-program Help is available in two forms: the Main Help file and “What's This?” Help file. Both forms can be accessed by keyboard or via the Help menu.

Main Help Window

- The main Help window is accessed either by choosing **Contents and Index** from the Help menu or pressing the **F1** key. This window has four tabs that you can use to find the information that you need:
- The **Contents** tab provides a categorized listing of available Help topics. Click on the **book** icon and then on the **topic** page you want information about.
- The **Index** tab provides a complete listing of the Help topics available. Use the scroll bar to scroll through the list of available topics or type a word in the text field to quickly locate topics related to the word. Select the topic and click the **Display** button.
- The **Search** tab allows you to enter a keyword and display all of the topics in the online Help that contain the keyword you have entered. Type a keyword in the text field and click on the **List Topics** button. Select the topic from the list and click the **Display** button.

“What’s This?” Help

“What’s This?” Help allows you to view pop-up window descriptions for Screenblast ACID 4.0 menus, buttons and dialog boxes.

To Use “What’s This?” Help:

1. Choose “What’s This?” from the Help menu.


- or -

Press the Shift+F1 keys.

- or -

2. Click the “What’s This?”  help button on the toolbar.

The cursor changes to a “?”

3. Then click on any item in the Screenblast ACID 4.0 software window to get information about that item.
4. To use “What’s This?” Help in a dialog box, click on the question mark  button in the upper-right hand corner of the dialog box, then on an item in the dialog box.

3

Getting Around

In this chapter

In this chapter, you'll get acquainted with the layout of the Screenblast ACID 4.0 software application interface. You'll learn about the various toolbar commands and how the track list and track view work to let you manipulate loops and sounds files. A summary chart of application command shortcuts is also provided.

- ▶ Overview of the Screenblast ACID 4.0 Application
- ▶ Description of the Main Interface
- ▶ The Toolbar
- ▶ Track List
- ▶ Track View
- ▶ Window Docking Area
- ▶ Keyboard Command Shortcuts

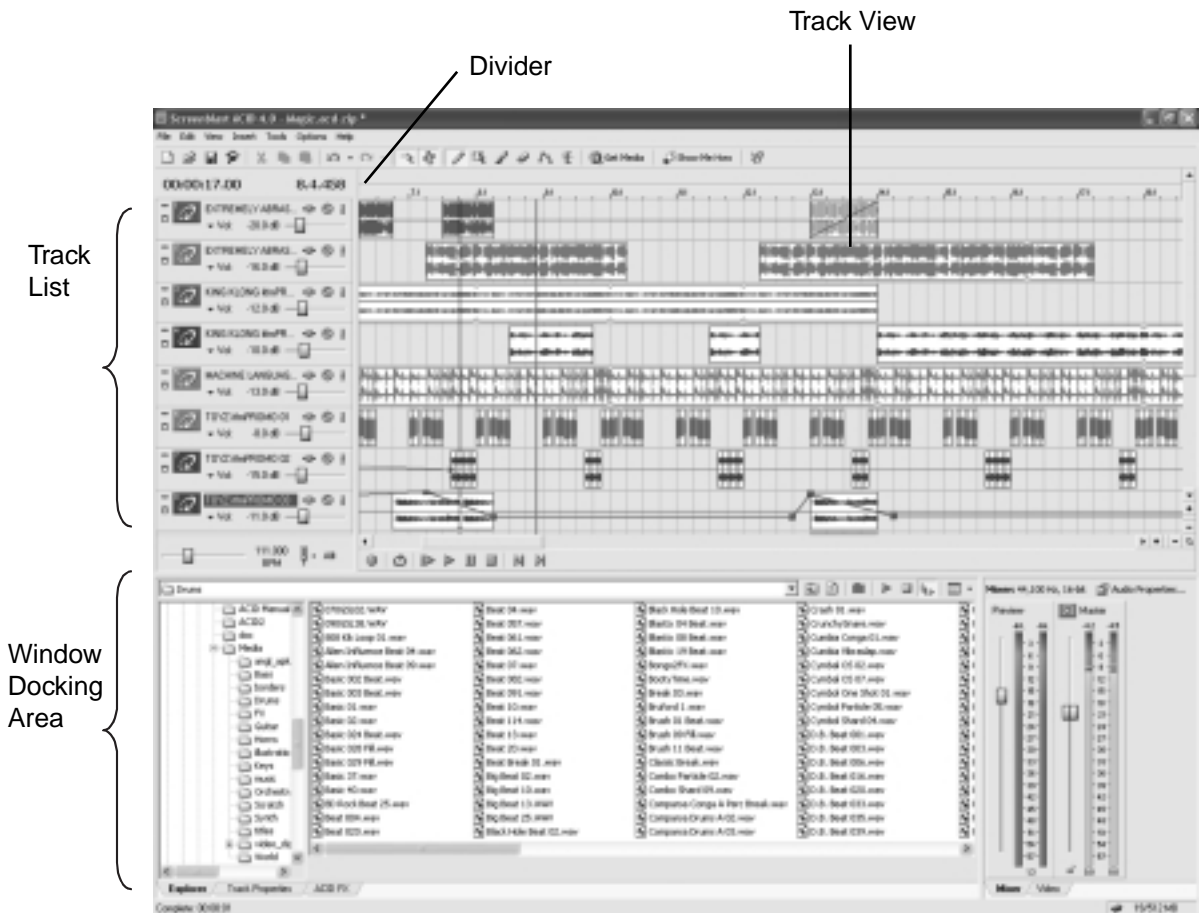
Overview of the Screenblast ACID 4.0 Application

The Screenblast® ACID® 4.0 software is a powerful, flexible and easy-to-use music creation application. Many of the Screenblast ACID 4.0 software operations, menu items and shortcut keys are common to other Screenblast and Windows® applications.

The following sections provide a tour of the Screenblast ACID 4.0 software work area. Please take a moment to familiarize yourself with the interface, as the procedures and tutorials in this manual use the terminology found in these sections.

Main Interface

The work area has three frames: the Track List, the Track View, and the Window Docking Area. The other parts of the interface are tools and features used while creating and working with your project. The Track List, Track View and Window Docking Area components can be resized by dragging the dividers between them.



Toolbar

The toolbar allows you to quickly access the most commonly used functions and features in the Screenblast ACID 4.0 software.

Toolbar Icons



Opens a new project. You will be prompted to save any changes to the current project.



Displays the open file dialog. From this window, you can browse all available drives to select a Screenblast ACID 4.0 project or audio file to open.



Saves any changes to the current project.
The first time you save a project, the **Save As** dialog is displayed.



Clears the selected items from the Track View and places them on the clipboard. You can then paste them to a new location.



Creates a copy of the selected items from the Track View on the clipboard. You can then paste them to a new location.



Inserts the contents of the clipboard at the current cursor position. The pasted items will cover any existing events. To make room for pasted events, choose **Paste Insert** from the Edit menu.



Reverses the last action performed. Screenblast ACID 4.0 software allows you to perform unlimited Undos, allowing you to restore the project to any state since the last Save command.



Reverses an Undo command.



Turns the snapping feature on or off. With snapping enabled, you can decide whether to snap to the grid or to all elements (markers, regions, etc.).



Locks envelope points and position so they move with an event when it is moved along the timeline.



Activates the Draw tool to add and edit events.



Activates the Selection tool to select multiple events.



Activates the Paint tool to insert events across multiple tracks. When used in conjunction with the Ctrl key, it can erase an entire one-shot event with one click.



Activates the Erase tool to erase events or parts of events. When used in conjunction with the Ctrl key, it can erase an entire one-shot, MDI track, or Beatmapped track with one click.



Activates the Envelope tool to manipulate envelopes in events.



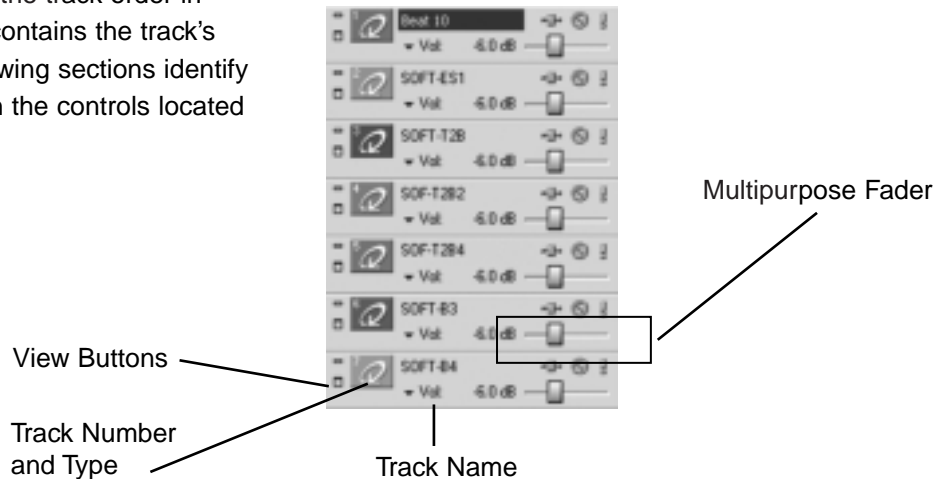
Activates the Time Selection tool to quickly select all events within range of time.



Activates “What’s This?” Help to obtain information about a specific option, menu, or part of the Screenblast ACID 4.0 window.

Track List

This list identifies the track order in your project and contains the track’s controls. The following sections identify and briefly explain the controls located in the Track List.



View Buttons

These buttons control the track’s size on the Track List and the Track View.

Track Number and Type

This area identifies the type of file (loop, one-shots, MIDI, Beatmapped) contained in the track as well as the track’s number in the project. Dragging selected tracks within the Track List allows you to easily change the track order.

Track Name

When a file is added to a project, the track name is initially the same name as the file’s name. Right-click the track name and choose Rename from the shortcut menu (or double click) to provide the track with a new name.


Track FX Button

The **Track FX** button  accesses the Audio Plug-in dialog from which you can add, edit, and apply effects to the track's event.

Mute Button

Clicking the **Mute** button temporarily disables playback of the corresponding track, allowing you to focus on the project's remaining tracks. A muted track appears grayed out in the Track View. For more information, see *Muting a Track* on page 56.

Solo Button

Clicking the **Solo**  button isolates the track during playback by muting the project's remaining tracks. For more information, see *Soloing a Track* on page 56.

Multipurpose Fader

This Multipurpose Fader allows you to control the following:

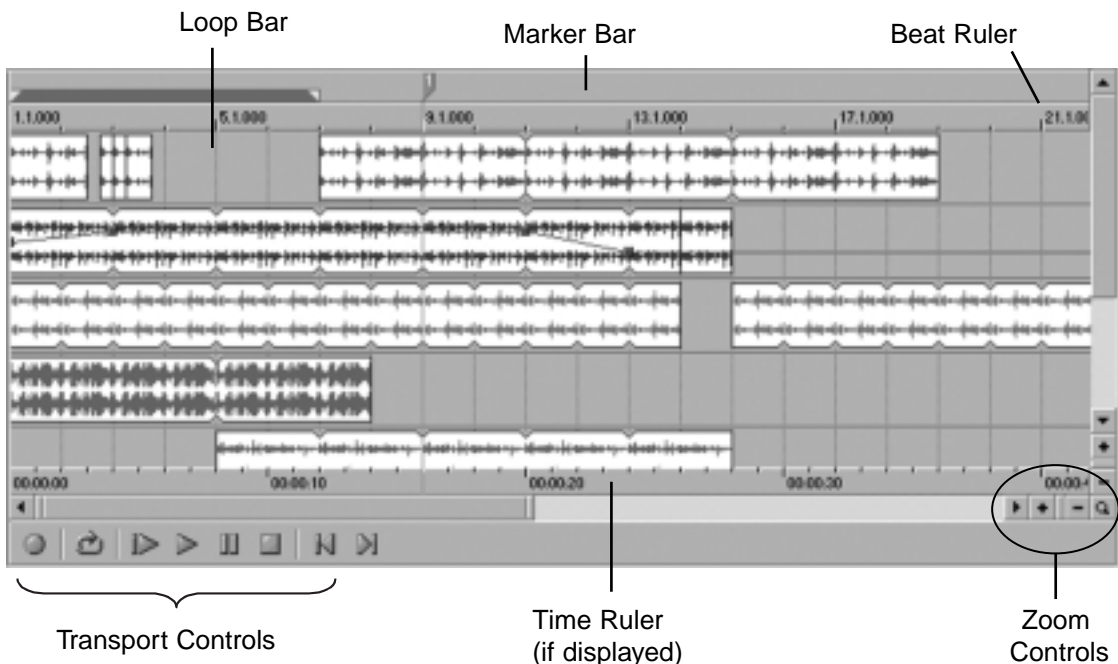
- ▶ A track's volume relative to the project's other tracks.
- ▶ A track's placement in the stereo spectrum.

You may select what the fader controls by clicking the drop-down icon. Changing the fader type for any track will change the fader type for all tracks. This makes it easier for you to compare levels of the same control across all tracks in the project.

Control	Function
Volume	This control defaults to displaying a track's Volume control. The Screenblast ACID 4.0 software tracks are preset to -6.0 decibels (dB), but the volume range is -inf. to 12 dB. Each track's fader position is independent from the others; however, you can move faders simultaneously by selecting multiple tracks before making your adjustment. If you do not see this fader, expand the track.
Panning	ACID tracks are preset to center the signal. Use this slider to adjust the track's output left or right. As you move the fader, the Screenblast ACID 4.0 software displays the signal's percentage going to either the left or right channel. For example, moving the fader to 60%L means that 60 percent of the signal is mixed to the left channel, while 40 percent is mixed to the right. If you do not see this fader, expand the track.

Track View

In the Track View, you can view and edit the waveforms for the events in a track. The area in which events are displayed is the track space. The Track View contains other elements, which are described in the following sections.



Marker Bar

The Marker Bar runs the length of your project and contains the informational tags positioned along the project's timeline.

Beat Ruler

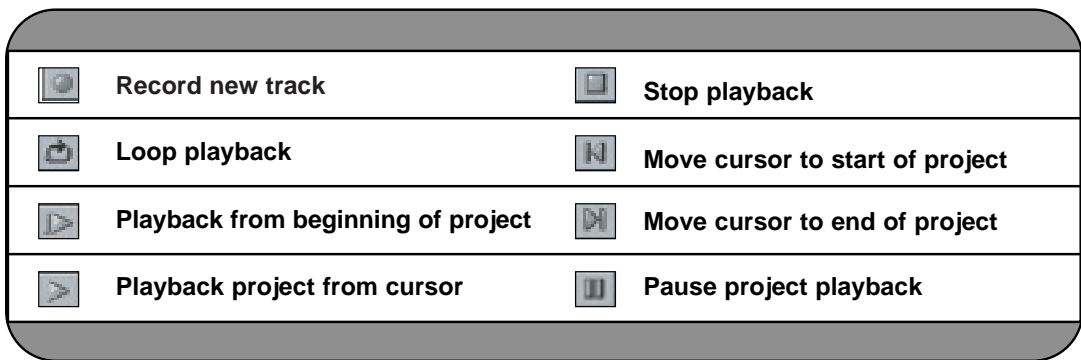
The Beat Ruler provides a timing reference that helps you to place events on the timeline relative to the musical time of bars and beats. This timeline is fixed and will not update when you change the tempo. This allows the events in the tracks to maintain their size when the tempo is adjusted.

Time Ruler

The Time Ruler provides a timeline for your project. This timeline can show real-time in many different formats. The timeline also changes with tempo, since the number of beats per second changes in real-time as well.

Transport Controls


The Transport Bar contains the playback and cursor positioning buttons frequently used while working on your project.



Zoom Controls

To the right of the horizontal scroll bar are the Time Zoom controls. Clicking on the **Zoom In Time (+) button** increases the horizontal magnification of the project. To decrease the level of magnification, click the **Zoom Out Time (-) button**. Directly below the vertical scroll bar are the dedicated Track Height Zoom controls. Clicking on the **Zoom In Track Height (+) button** increases the vertical magnification of the project. To decrease the level of magnification, click the **Zoom Out Track Height (-) button**.

Note: Double-clicking the horizontal or vertical scroll bars adjusts the magnification so that as much of the project (either horizontally or vertically) is displayed as possible.

Click the Zoom  button in the corner of the Track View to temporarily change the cursor into the Zoom tool. Select an area of the Track View that you want to magnify, and the cursor will revert to the previously active tool.

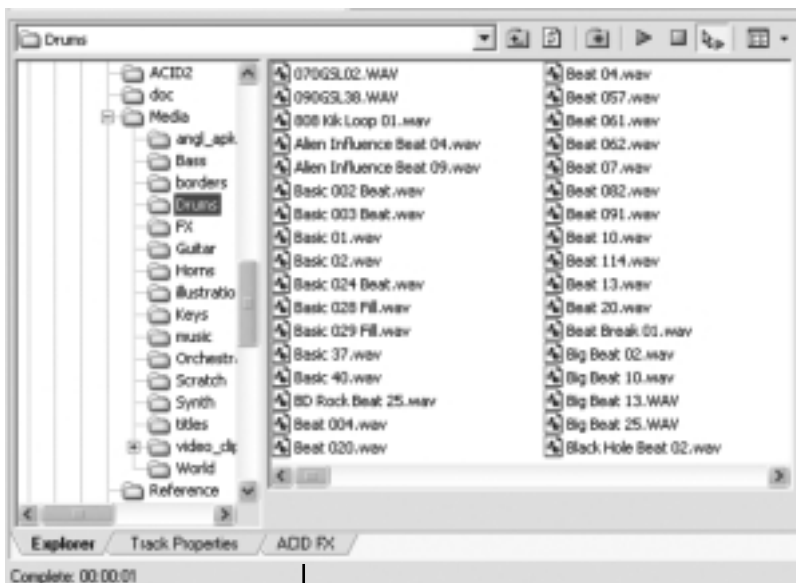
Note: Double-clicking the Zoom tool adjusts both the horizontal and vertical magnification so that as much of the project is displayed as possible.

Window Docking Area

This area allows you to keep frequently used windows available but hidden while working on a project. Windows located in this area can be docked or arranged throughout the workspace.

These windows are displayed in the Window Docking Area when the Screenblast ACID 4.0 software is started for the first time: the Explorer, Mixer, Video, Track Properties and ACID FX.

When a window is docked in the Docking Area, it is placed in a stack with additional windows. To display a specific window, simply click its tab.



Tabs

Explorer Window

The Explorer window works similarly to the Windows Explorer. Use the Screenblast ACID 4.0 Explorer window to locate, preview and select media files to be added to your project.

Mixer Window

The Mixer window provides access to the current project's properties, output levels and plug-in FX chains. For more information, see Using the Mixer Window on page 62.

Video Window

This window displays pre-rendered video files that can be imported and synchronized with a Screenblast ACID 4.0 project. The video file will be displayed during project playback, and can be rendered with the project to an appropriate format. Display the Video window by choosing **Video** from the View menu or pressing **Alt+4**.



Video Window

Track Properties Window

This window allows you to change track attributes. Display the Track Properties window by double-clicking a track's icon or by pressing **Alt+6**.

Keyboard Commands

Command	Shortcut
Add entire media length for all media except video (only when Paintbrush is selected)	Ctrl+click in Track View
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Cut selection	Ctrl+X
Copy selection	Ctrl+C
Copy event	Ctrl+drag
Paste from clipboard	Ctrl+V
Paste repeat from clipboard	Ctrl+B
Paste insert	Ctrl+Shift+V
Delete selection	Delete
Move selected event(s) right 1 pixel	Keypad 6
Move selected event(s) left 1 pixel	Keypad 4
Temporarily disable Snap To	Shift while dragging an event
Erase entire event for one-shots, Beatmapped, and MIDI tracks.	Erase entire event for one-shots, Beatmapped, and MIDI tracks. Ctrl+click (on event with Erase tool enabled)
Split event(s)	S
Join selected events	J
Create fades	F
Remove all data from the event(s) except the selected data. This command has no effect if there is no selected data. Trimming does not copy data onto the clipboard. Available only when the Time Selection tool is active.	Ctrl+T
Slip Trim: move the media with the edge as it is trimmed	Alt+drag edge of event
Slip: move media within event without moving the event	Alt+drag inside the event
Slide: move event while leaving the underlying media in place	Ctrl+Alt+drag event
Pitch down 1 semitone	Keypad -
Pitch up 1 semitone	Keypad +
Pitch down 4 semitones	Shift+Keypad - (Windows 2000 only)
Pitch up 4 semitones	Shift+Keypad +- (Windows 2000 only)
Pitch down 1 octave	Ctrl+Keypad -
Pitch up 1 octave	Ctrl+Keypad +
Reset pitch	Ctrl+Shift+Keypad +/- (Windows 2000 only)
Change an event's gain setting	Keypad / or *
Change an event's gain setting by 10%	Shift+Keypad / or *
Change an event's gain setting by 25%	Ctrl+Keypad / or *
Set an event's gain to unity	Shift+Ctrl+Keypad *

4

Starting a Project

In this chapter

In this chapter, you'll learn how to jump in and start creating a Screenblast ACID 4.0 project. You can start with an existing music file — changing its length, volume, pitch, and tempo — or you can start from scratch, creating a brand new song using the powerful music creation tools in the Screenblast ACID 4.0 software.

- ▶ Getting Started
- ▶ Previewing Media from the Explorer Window
- ▶ Adding Media to the Project
- ▶ Extracting Media Files From CD

Getting Started

Double-clicking the Screenblast® ACID® 4.0 application icon on the desktop will start the program. You can immediately begin building your project using the application's default project parameters. However, you may prefer to customize the project parameters prior to beginning the project.

Project Parameters

The Screenblast ACID 4.0 software allows you to configure project parameters and add summary information prior to beginning a project. Choosing **New** from the **File** menu will display the New Project dialog. This dialog contains two tabs: Summary and Audio. Selecting the **Start all New Projects With These Settings** check box will configure the Screenblast ACID 4.0 software to use the parameters and information in both tabs as defaults when starting all subsequent projects.

*Note: Project parameters and summary information can be edited at any time.
Choosing Properties from the File menu will display the Project Properties dialog.*

Summary Tab

The Summary Tab allows you to add information to the project regarding its title, artist, engineer, and copyright. In addition, a Comments field allows you to add additional information to the project.

Previewing Media from the Explorer Window

When gathering media for Screenblast ACID 4.0 projects, you may encounter files with non-descriptive or cryptic names. Without preview capabilities, a situation like this would require you to add the file to the project, paint it on the timeline, play the project, and then delete the file if it did not suit your needs. To avoid this, the Explorer window provides three ways to preview files without adding them to your project:

- ▶ The Start/Stop Preview buttons
- ▶ The Play Media command
- ▶ The Auto Preview button

Adding Media to the Project

Media files must be added to a project before they can be painted, arranged and processed. When a file is added to a project, a new track is automatically created to accommodate it, and its controls are displayed on the Track List. Be aware that a new track is added at the current volume of the Preview fader in the Mixer Window. There are several methods of adding media files to a project.

Note: Before using long Beatmapped or long one-shot files from CDs or shared network folders, copy the media to your local drive for the best possible performance.

Adding Media Files from the Explorer Window

The Explorer window will likely be your primary means of locating media files used in projects. Display the Explorer, if needed, by choosing **Explorer** from the **View** menu, or by pressing **Alt+1**. There are three ways of adding media files from the Explorer window:

1. Double-click the desired file.
2. Drag the file from the Explorer to the Track View or Track List. Dragging a file from the Explorer to the track name of an existing track allows you to replace the original file with the new file, while all events remain in place.

3. Right-click and drag a file to the Track View or Track List to specify the type of track that will be created. When you drop the file, a shortcut menu is displayed that allows you to choose whether the file will be treated as a loop, one-shot, Beatmapped track, or as an auto-detected type.

Adding Media Files from the Open Dialog

There are three ways of adding media files from the Open dialog:

1. Select the desired file and click **Open**.
2. Right-click the selected file and choose **Select** from the shortcut menu.
3. Double-click the selected file.

Adding Media Files from Outside the Application

A media file can also be added to a project by dragging it from Windows Explorer and dropping it in the Track View.

Adding Multiple Media Files Simultaneously

To add multiple media files to the project, click or right-click to select the files and drag them to the Track View or the Track List.

Extracting Media Files from CD

The Screenblast ACID 4.0 software allows you to extract 44,100 Hz, 16-bit, stereo data from CD. Data extracted from CD can be opened as a track in the Screenblast ACID 4.0 program.

1. Insert a CD in the CD-ROM drive.
2. From the **Tools** menu, choose **Extract Audio from CD**. The Extract Audio from CD dialog displays and all audio files are listed.
3. From the Drive drop-down list, choose the CD drive that contains the audio you want to extract.
4. Select the audio you want to extract and click **OK**. The Screenblast ACID 4.0 software begins extracting data from the CD and displays a progress meter. If the file is longer than 30 seconds, the Beatmapper™ Wizard displays.
5. Use the Beatmapper Wizard or choose to open the file as a one-shot. The file is then inserted in a track. For more information, see Beatmapper on page 48.

6. Use the **Draw**  tool to draw the waveform on the track.

You can also double-click a .cda in the Explorer window (or drag it to the Track View) to extract a CD track without opening the Extract Audio from CD dialog.

Proper Use of Software

The Screenblast ACID 4.0 application is not intended, and should not be used for, illegal or infringing purposes, such as illegal copying and sharing of copyrighted materials. Using the Screenblast ACID 4.0 application for such purposes is, among other things, against United States and international copyright law and contrary to the terms and conditions of the End User License Agreement. Such activity may be punishable by law and may also subject you to the breach remedies set forth in the End User License Agreement.

5

Working with a Project

In this chapter

This chapter provides the basics you need to begin working with Events and Tracks. An event is a media file or portion of a media file that has been painted into the Screenblast ACID 4.0 application's Track View. The Track View is a graphic representation of a song file, showing the waveforms of the sounds in the file. You can directly manipulate the sound and tempo of a media file in the Track View. Use your mouse like a conductor's baton to direct the sound of your digital orchestra.

- ▶ Placing Audio Events
- ▶ Changing Audio Event Length
- ▶ Moving Events
- ▶ Selecting Events
- ▶ Basic Event Editing
- ▶ The Ripple Edit Mode
- ▶ Splitting and Joining Events
- ▶ Using The Beatmapper Wizard

Audio Event Basics



The following sections describe three basic techniques used when working with audio events: painting, deleting and moving.

Painting Events

When a media file is added to a project and displayed in the Track List, but not painted into the timeline, it is not immediately audible. The media file must first be painted on the timeline, at which point it is displayed as a waveform and becomes an event. Events can be painted on the timeline using either the Draw Tool or the Paint Tool.

▶ *Placing an Event with the Draw Tool*



The Draw tool is the most common method of placing events on the timeline. This tool allows you to add track-specific events, one at a time. In addition, the Draw tool can be used to select, edit, and move events. For more information, see Basic Event Editing on page 32.

1. Click the **Draw**  tool or choose **Editing Tool** from the Edit menu and **Draw** from the sub menu. The pointer is displayed as a pencil icon.
2. Place the Draw tool at the left-hand edge of any track containing a media file.
3. Click and hold the mouse button while dragging the **Draw Tool** to the right. A waveform representing the event displays on the timeline as you drag the mouse.
4. Release the mouse button to end the event.
5. Click the **Play from Start**  button in the Transport toolbar. The event plays back.

Note: If you are placing a looped .wav file on the timeline, small indentations are created along the top and bottom edges of the event indicating the start and end points of each individual loop.

► *Painting an Event with the Paint Tool*



Unlike the Draw Tool, the Paint Tool allows you to quickly paint multiple events across several tracks. This can be useful when you need to quickly add several seemingly random events to a project. The Paint Tool is also best used for painting multiple, one-shot events that will be evenly spaced on the grid lines.

1. Click the **Paint**  Tool or choose **Editing Tool** from the **Edit** menu and **Paint** from the submenu. The mouse pointer displays as a brush icon.
2. Click and hold the mouse button while dragging the Paint Tool randomly across the several tracks. Notice that events are painted in every grid space the Paint Tool contacts.
3. Release the mouse button to stop adding events.
4. Click the Play from **Start**  button in the Transport toolbar. All new events are played back.

Note: With the Paint Tool enabled, you can use Ctrl+left-click to paint an entire event for one-shots, Beatmapped, and MIDI tracks.

The Paint Tool vs The Draw Tool – What’s The Difference?

The Screenblast® ACID 4.0® program has two different tools that can be used to add audio to a track: the Draw Tool and the Paint Tool. At first glance, these may seem to perform the same function. So what’s the difference? More than you might have thought. Let’s take a look:

Function	Paint 	Draw 
Add Audio to a track	Adds audio by a process that seems like it is “uncovering” audio already there.	Adds audio by a process that seems like it is “uncovering” audio already there.
Click and drag to the right on a track	Paints audio on to the track. Placement of media in time varies: <ul style="list-style-type: none"> • Looped: event placed as if the head of the event always starts at the beginning of the track. • One-shot and Beatmapped: head of event starts wherever dragging begins. 	Adds audio by a process that seems like it is “uncovering” audio already there.
Click and drag to the left on a track	Paints audio on to the track. Placement same as above.	The cursor drags the beginning of the event with it as it moves to the left, and the rest of the event is revealed from the point where the mouse was clicked and the dragging began.
Drag across a different track than where the dragging was started	Continues to operate when you drag across a different track. This lets you quickly paint audio on to as many tracks as you want with a single click-and-drag operation.	Only works on the track where the mouse was first clicked. To use it on a different track, release the mouse button, then click and drag again on a different track.
Click on an event	No effect.	Selects the event and places the play cursor at the location of the click.
Drag a selected event	No effect.	Moves the event.
Right click on event	Splits the event.	Selects event and opens drop-down menu with edit choices.
Right click and drag event	Erases event as you drag.	On mouse up, gives choice to move event or copy event to new location or to cancel the operation.
Drag edge of new event across existing event	Merges events (note this can sometimes change placement of media in one of the events).	Only creates new event up to the boundary of an existing event.
Ctrl+Left Click	Places one instance of the entire sound file event in the track starting at the mouse pointer location.	Selects an existing event without repositioning play cursor. If clicked in timeline but not on an event, then repositions play cursor
Ctrl+Right Click	Deletes event	Opens drop-down edit menu – same as right click without Ctrl key


Changing the Length of an Event

After an event is painted on the Track View, you may discover that it is too long or not long enough. However, the Screenblast ACID 4.0 software makes it easy to change the length of an event.

To alter an event's length, select the Draw  Tool and drag either end of the event. When you drag the event past the end of the file, looped files will repeat, but one-shots and Beatmapped tracks will draw silence.

Erasing Sections of an Event

Occasionally you may need to delete only specific sections of an event and leave the rest of it intact. The easiest method of deleting a section of an event is to use the Erase Tool.


1. Select the Erase  tool or choose **Editing Tool** from the Edit menu and **Erase** from the submenu. The pointer is displayed as an eraser icon.
2. Click and drag the Eraser in the Track View to delete all event data it contacts.

Note: With the Erase tool, you can delete an entire one-shot, Beatmapped, or MIDI event.

Just hold the Ctrl key while you left-click the event.

Moving Events

The position of the left edge of an event indicates when the event will become audible during playback. Events may be moved along the timeline either individually or as a group. In addition, events can be stacked on top of one another. In such cases, the event layered on top will be heard, regardless of whether it is longer or shorter. To move an event, do the following:

1. Select the Draw  tool.
2. Click the event to be moved. The event is highlighted to indicate that it is selected. You can hold the **Ctrl** or **Shift** key to select multiple events.
3. Drag the mouse left/right.
4. Release the mouse button. The event is dropped in its new location.
5. Multiple selected events move in relation to the event being dragged.

Making Selections

Events must be selected before they can be moved or edited.

Selecting an Event

1. Select the Draw  tool.
2. Click an event. The event is highlighted to indicate it is now selected.

Selecting Multiple Events

There are several different methods of selecting multiple events.

- ▶ Using the Ctrl or Shift keys while clicking events.
- ▶ Using the Select All on Track command.
- ▶ Using the Select All command.
- ▶ Using the Selection tool.

Note: Unless stated otherwise, selections can only be made using the Draw tool.

▶ *Selecting Multiple Events Using the Keyboard and Mouse*

Holding the Ctrl key while clicking events allows you to select multiple, nonadjacent events that reside on any track. This method is useful when you need to move several scattered events an equal amount within the project.

Holding the Shift key allows you to select multiple, adjacent events. Selecting any two events while holding Shift automatically selects all events located between them. Events may be selected from the same track or across tracks. This method is useful when you want to move several adjacent events an equal amount within the project.

▶ *Selecting Events Using the Select All on Track Command*

Right-clicking on any track in the Track View and choosing Select All on Track from the short-cut menu will select every event on the track.

▶ *Selecting Events Using the Select All Command*

Choosing Select All from the Edit menu will select all events in a project.


▶ *Selecting Multiple Events Using the Selection Tool*

When selecting several events across multiple tracks, it is advantageous to use the Selection Tool. This tool has three different states: Vertical, Horizontal and Free Selection.

The following table briefly describes each of these selection methods:


<i>Method</i>	<i>Description</i>	<i>Displayed as...</i>
Vertical	Allows you to select all events on all tracks within an interval of time.	Parallel dashed lines spanning the vertical length of the project.
Horizontal	Allows you to select all events on an entire track or tracks.	Parallel dashed lines spanning the horizontal length of the project.
Free Selection	This is the default selection method. It allows you to select all events within the selection box.	Dashed line box.

► *Using the Selection Tool*

1. Click the **Selection**  tool or choose **Editing Tool** from the Edit menu, followed by **Selection** from the submenu.
2. Place the pointer on the Track View. The pointer is displayed as an arrow with an adjacent dotted box.
3. Click and drag the mouse on the Track View. A dashed rectangular box is created on the Track View and all events within and adjacent to it are selected.
4. While holding the left mouse button, click and release the right mouse button (referred to as toggle-clicking). The selection method is changed to vertical and again, all events within and adjacent to the selection area are selected.
5. Toggle-click the mouse once more. The selection method is changed back to horizontal, and all events within and adjacent to the selection area are selected.

Creating a Time Selection

The Screenblast ACID 4.0 software does not limit you to selecting events. Frequently, you may want to select only audio events occurring within a time selection. This is accomplished using the Time Selection tool.


1. Click the **Time Selection**  tool or choose **Editing Tool** from the Edit menu and **Time Select** from the submenu. The pointer displays an adjacent bi-directional arrow.

2. Click in the **Track View** and drag the mouse to the **left/right**. The selection area is highlighted on the Track View.
3. Release the mouse button. A time selection is created and all events within it are selected.

*Note: If the selection area is automatically snapping to the Track View's grid lines, the Screenblast ACID 4.0 application's Snapping feature is turned on. Turn off this feature by pressing **F8**.*

Creating Event Selections Within a Time Selection

The Screenblast ACID 4.0 software also allows you to select specific events within a general time selection. This technique is useful for selecting individual instruments from a particular section of a song. For example, you may want to copy all percussion events from a song's bridge and re-use them in another section.

1. Click the **Time Selection**  tool or choose **Editing Tool** from the Edit menu and TimeSelect from the submenu. The pointer displays with an adjacent bi-directional arrow.
2. Click in the **Track View** and drag the mouse to the **left/right**. The selection area is highlighted on the Track View.
3. Release the mouse button. A selection is created and all events within it are selected.
4. Hold the Ctrl key and select any event that expands beyond the time selection. The entire event appears highlighted; however, only the section of the event contained within the time selection is actually selected.


Note: You can select additional events within the time selection by continuing to hold the Ctrl key while clicking events. In addition, holding the Shift key allows you to select the events of multiple adjacent tracks within a selection.

Basic Event Editing

Like many applications you are already familiar with, the Screenblast ACID 4.0 software derives a great deal of its editing power from a few basic functions: Copy, Paste, Cut, Trim and Delete. The following sections briefly describe using these commands in the process of building a project. Prior to performing the procedures in these sections, verify that the Ripple Edits function is turned off. Ripple Edits are an extremely powerful editing option, discussed in more detail later in this chapter. Ripple Edits are turned on by default when the Screenblast ACID 4.0 software is started, but can be turned off by choosing Ripple Edits from the **Options** menu or by pressing **Ctrl+L**.

Copying Events

Copying an event, a time selection, or event within a time selection will place an exact copy of the selected event(s) on the clipboard, but leave the Track View unchanged. Events copied to the clipboard can be pasted in the project an unlimited number of times. In addition, clipboard content remains on the clipboard until replaced by new content.

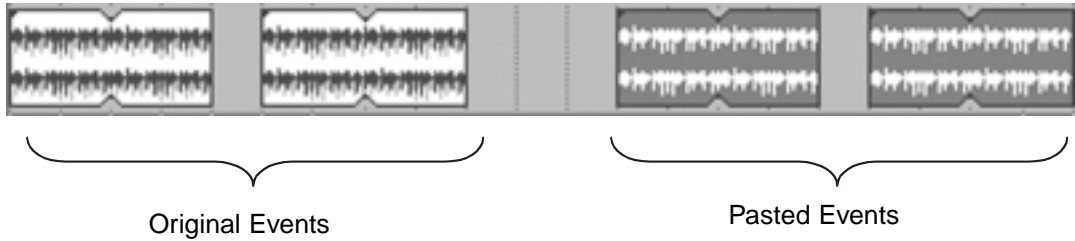
1. Select the event data you want to copy or make a time selection. For more information, see Making Selections on page 29.
2. Copy the event data using any of the following methods:
 - ▶ Click the **Copy**  button in the toolbar.
 - ▶ Choose **Copy** from the **Edit** menu.
 - ▶ Right-click the selection and choose **Copy** from the shortcut menu.
 - ▶ Press **Ctrl+C** on the keyboard.

Pasting Events

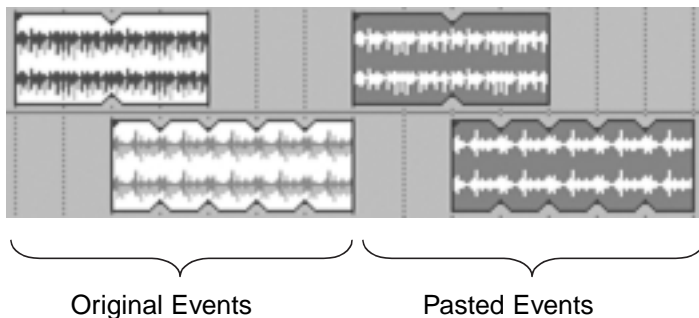
The clipboard's contents can be pasted in a project an unlimited number of times, but it will always be pasted in the track it was copied/cut from. In addition, pasting the contents of the clipboard over an existing event will result in the pasted event overlapping the existing event. To avoid pasting over existing events, you have two options:

- ▶ Use the **Paste Insert** command.
- ▶ Enable the **Ripple Edits** option.


When events are cut/copied to the clipboard and subsequently pasted into a project, the Screenblast ACID 4.0 software will maintain and paste the time data inherent in the cut/copied events. For example, if you select two events on the same track that are separated by five seconds of silence, copying and pasting these events will result in the five seconds of silence also being pasted into the project.



This also applies to when there are multiple tracks and/or multiple discontinuous events. For example, copying and pasting a set of events broken by five-second gaps of silence will cause those same events to appear in your pasted selection with the same five-second gaps as originally positioned.





► *Using the Paste Command*

- Click the **Paste** button  in the toolbar.
- Choose **Paste** from the Edit menu.
- Right-click the **Track View** and choose **Paste** from the shortcut menu.
- Press **Ctrl+V** on the keyboard.

► *Using the Paste Repeat*

When building projects, you will often need to paste the contents of the clipboard several times. Rather than repeatedly pasting and moving the content, the Paste Repeat command allows you to specify the number of times and at what interval the clipboard's contents will be pasted on the Track View. This is a useful way of quickly building a project that uses a repetitive riff or structure. For example, you can build the backing tracks for a 12-bar blues riff, copy them, and use **Paste Repeat** to paste several copies of it in the timeline of the project.


1. Click the **Time Selection**  tool.
2. Drag the mouse in the Track View to create a time selection spanning several events and copy it to the clipboard.
3. Click the **Go To End**  button in the Transport toolbar or press **Ctrl+End** to send the cursor to the end of the project.
4. Choose **Paste Repeat** from the Edit menu or press **Ctrl+B** on the keyboard. The Paste Repeat dialog displays.
5. Enter a number in the Number of Times to Paste box.
6. Select the End to End Radio button and click OK. The events are pasted end to end the number of times specified in Step 5, starting at the cursor position.

► *Using Paste Insert*

To insert the contents of the clipboard at the current cursor position and force existing events to move in time to accommodate the pasted events, choose **Paste Insert** from the **Edit** menu. If the cursor is in the middle of an event, the event will be split at the cursor position when the new events are pasted. This feature is useful when rearranging a project by moving verses and choruses.

Cutting Events


Cutting an event, a time selection, or an event within a time selection removes the audio data from the Track View and places it on the clipboard. Once data is placed on the clipboard, it can be pasted back into the project an unlimited number of times. Clipboard content remains on the clipboard until it is replaced by new data.

1. Select the event data you want to cut or make a time selection. For more information, see Making Selections on page 29.
2. Cut the event data using any of the following methods:
 - Click the **Cut**  button in the toolbar.
 - Choose **Cut** from the **Edit** menu.
 - Right-click the selection and choose **Cut** from the shortcut menu.
 - Press **Ctrl+X** on the keyboard.

All selected events are removed from the Track View and placed on the clipboard.

Deleting Events

Deleting an event, a time selection, or an event within a time selection will remove the data from the Track View and discard it. Deleted events are not placed on the clipboard and will not replace or interfere with current clipboard content. In addition, deleted events cannot be pasted back into a project. Deleted data can only be replaced in a project using the Redo command. For more information, see Using the Redo Command on page 58.

1. Select the event data you want to cut or make a time selection. For more information, see Making Selections on page 29.
2. Delete the event data using any of the following methods:
 - ▶ Click the **Delete**  button in the toolbar.
 - ▶ Choose **Delete** from the **Edit** menu.
 - ▶ Right-click the selection and choose **Delete** from the shortcut menu.
 - ▶ Press **Delete** on the keyboard

All selected events are removed from the Track View and discarded.

Trimming Events

Whereas the Delete command allows you to remove event data from the project, the Trim command allows you to shorten the event data in the timeline. To trim an event, create a time selection or select an event within a time selection and subsequently delete all unselected data.

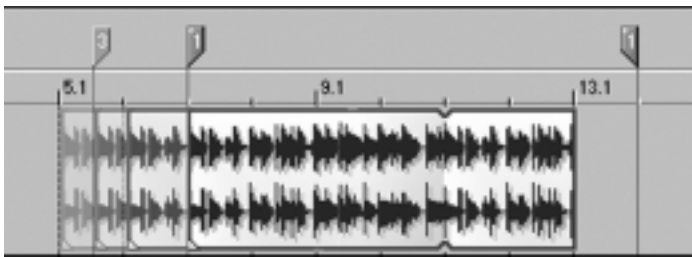
1. Create a time selection or select specific events within a time selection. For more information, see Creating a Time Selection on page 31.
2. Press Ctrl+T to trim the data within the selection. All unselected event data is removed from the Track View and discarded.

Snapping Events

Snapping helps you to align events in your project with other items on other tracks. Some people find snapping very helpful while others turn it off in order to gain more precise control over their editing. The Screenblast ACID 4.0 application is preset to snap event edges to the project's grid lines as you drag an event along the track. If snapping is enabled, and the Grid Only option is turned off, the event's edges will automatically align to these designated snap points:

- ▶ Cursor position
- ▶ Grid lines
- ▶ Markers
- ▶ Regions start and end points
- ▶ Time selections in and out points

You may enable snapping to these elements in the project or limit snapping to grid lines.

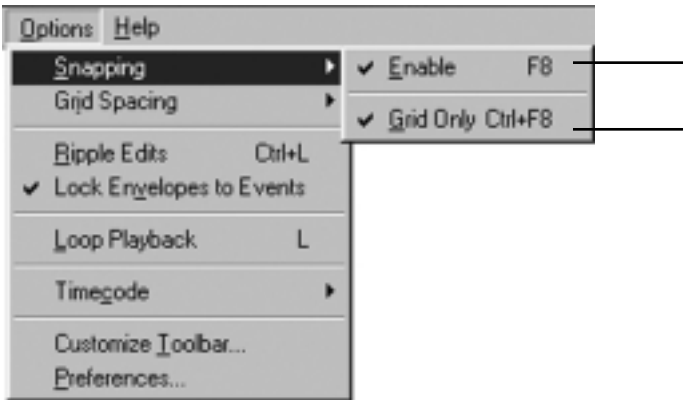


Snap Point Examples

Enabling/Disabling Snapping

If the snap function is preventing you from placing an event precisely where you want it, you may disable snapping. Disabling all snapping will prevent events from automatically aligning to the cursor, grid lines, markers, regions and time selections.


Use the Options menu to toggle snap functions. A check mark next to the Enable command indicates that snapping is enabled. The presence or absence of a check mark next to the Grid Only command indicates the type of snapping that is enabled.



Select to disable/enable all snapping

Select to toggle between snapping to grid lines only and snapping to all elements

You may enable/disable snapping in one of the following ways:

- ▶ Click the **Snap**  button on the Toolbar.
- ▶ From the Options menu, choose **Snapping** then choose **Enable** from the submenu.
- ▶ Press the **F8** shortcut key.

Enabling Snapping to Grid Lines

With snapping enabled, you may choose to snap only to **grid lines**. From the Options menu, choose **Snapping** then choose **Grid Only** from the submenu. If Grid Only is enabled, a check mark appears next to the command.

Enabling Snapping to All Elements

With snapping enabled, you may choose to snap to all elements. From the Options menu, choose **Snapping** then choose **Grid Only** from the submenu. The check mark does not display next to the Grid Only command when snapping to all elements.

Use the **Ctrl+F8** shortcut key to toggle between grid only and all elements.

Ripple Edits

Another powerful editing feature of the Screenblast ACID 4.0 software is Ripple Edits. These are edits that shuffle existing events in time when you cut, delete, and paste events in the specified track. Ripple Edit mode is not available without a time selection.

Ripple Edit is a modal setting which has a default status of **on** when the Screenblast ACID 4.0 application is started. To toggle the status of the Ripple Edits mode, choose **Ripple Edits** from the Options menu or use **Ctrl+L** on the keyboard.

Pasting with Ripple Edit mode ripples only the events on tracks where events will be pasted. If you want to ripple all tracks, use the **Paste Insert** command. Use the **Ctrl+L** shortcut key to toggle Ripple Edits on and off.

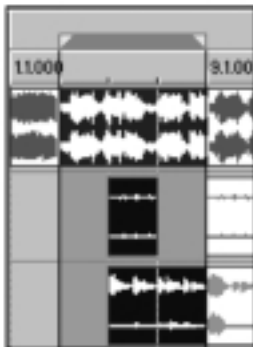
Ripple Edit Mode Operations

Cut Events in Ripple Edit Mode

The Ripple Edit results differ depending on the type of selection you have made. Following are graphic examples displaying events being cut with and without Ripple Mode enabled:

Example of a time selection with no events selected:

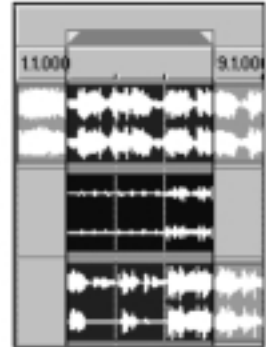
Time Selection to be Cut



Result of Time Selection
Cut without Ripple Edit Mode

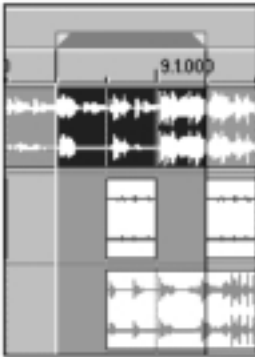


Result of Time Selection
Cut with Ripple Edit Mode

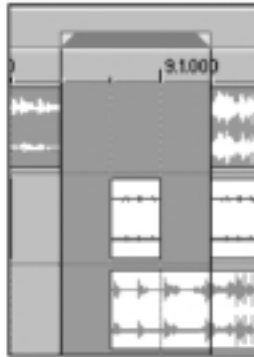


Example of events selected within a time selection:

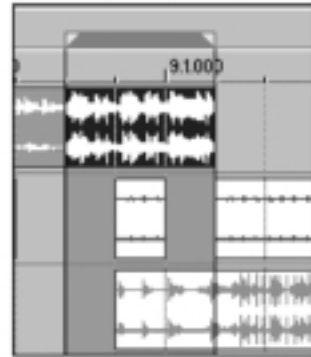
Selected Event within
Time Selection to be Cut



Result of Time Selection/Event
Cut without Ripple Edit Mode



Result of Selection/Event
Cut with Ripple Edit Mode



► To Perform a Cut In Ripple Edit Mode

1. From the Options menu, choose **Ripple Edits**.
2. Select the events you want to cut. If you want all events within a time selection to be cut, do not select any events and continue to Step 3.
3. Drag along the Marker Bar to make a time selection. All events, and/or portions of events within the region are highlighted.
4. From the Edit menu, choose **Cut**. The events within the selection area are removed and copied onto the clipboard. The remaining events are moved along the timeline (rippled) by the same length as the selection.

Paste Events in Ripple Edit Mode

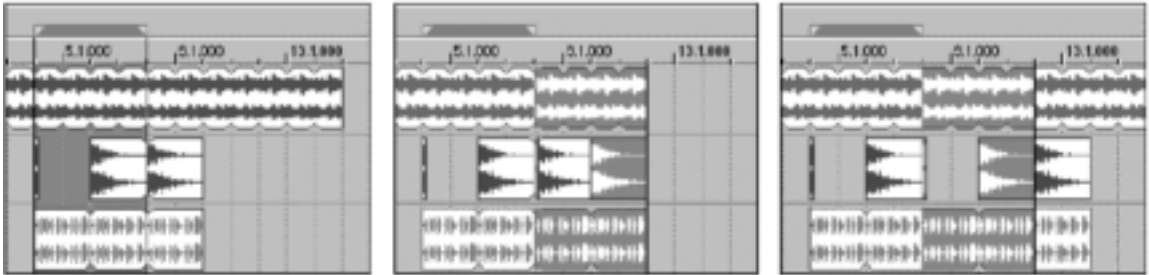
Depending on the type of selection you have made, the Ripple Edit results differ. Following are graphic examples displaying events being pasted with and without Ripple Mode enabled:

Example of a time selection with no events selected:

Time Selection Copied

Result of Pasting at Insertion Point without Ripple Edit Mode

Result of Pasting at Insertion Point with Ripple Edit Mode

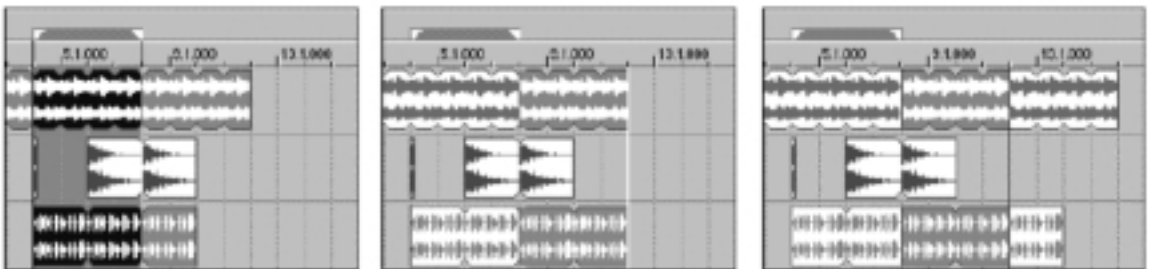


Example of events selected within a time selection:

Time /Event Selection Copied

Result of Pasting at Insertion Point without Ripple Edit Mode

Result of Pasting at Insertion Point with Ripple Edit Mode



► To Perform a Paste In Ripple Edit Mode

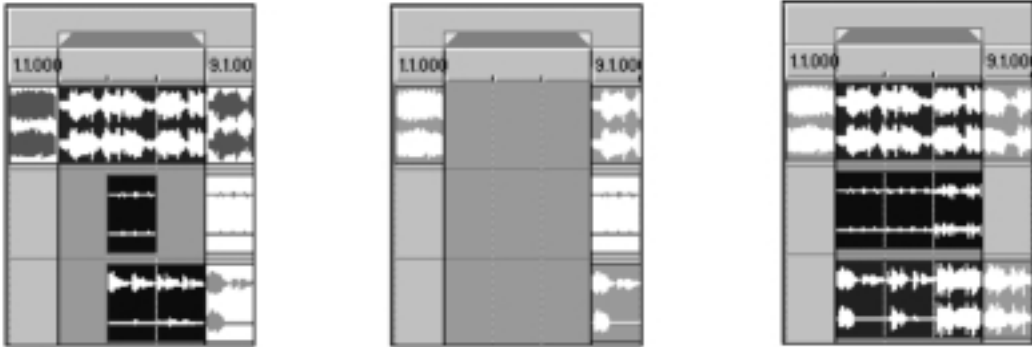
1. From the Options menu, choose **Ripple Edits**.
2. Position the cursor where you want the events to be pasted.
3. From the Edit menu, choose **Paste**. The events from the clipboard are inserted at the cursor position. The remaining events are moved over on the track.

Note: Events will always be pasted back in their own tracks

Delete Events in Ripple Edit mode

Depending on the type of selection you have made, the Ripple Edit results differ. Following are graphic examples displaying events being deleted with and without Ripple Mode enabled:

Example of a time selection with no events selected:

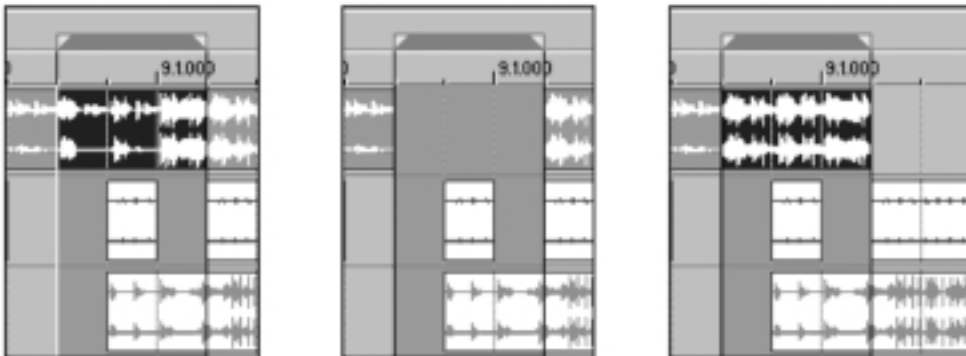


Example of events selected within a time selection:

Selected Event within
Time Selection to be Cut

Result of Time Selection/Event
Cut without Ripple Edit Mode

Result of Selection/Event
Cut with Ripple Edit Mode



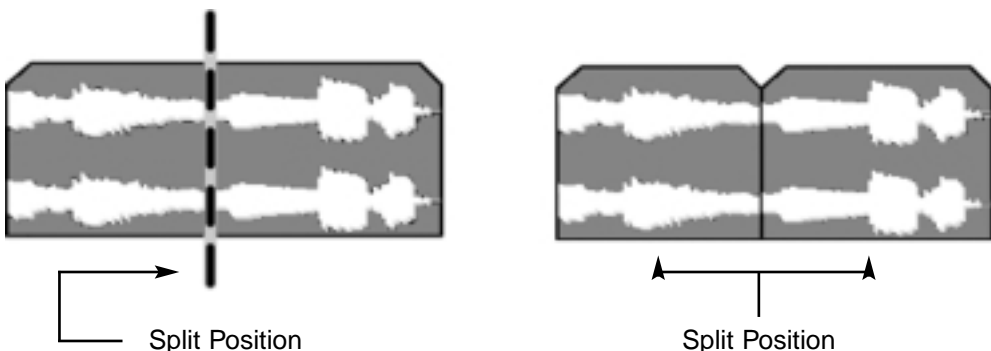
► To Delete Events In Ripple Edit Mode

1. From the Options menu, choose **Ripple Edits**.
2. Select the events you want to delete. If you want all to delete all events within a time selection to be deleted, do not select any events and continue to Step 3.
3. Drag along the Marker Bar to make a time selection. All events, and/or portions of events within the region are highlighted.
4. From the Edit menu, choose **Delete**. The events are removed from the Track and the remaining events are moved on the track to fill the empty time space

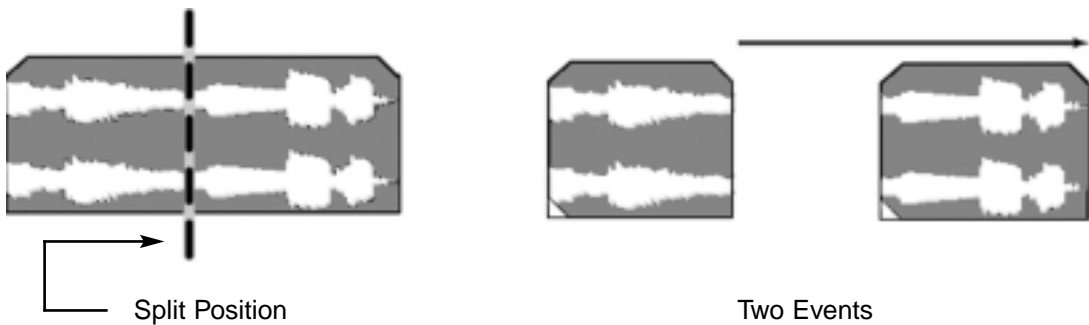
Splitting Events

The Screenblast ACID 4.0 software allows you to split events in a number of ways. Splitting is a quick way to create independently functioning events from a single one. You might consider splitting an event if you want to adjust a small part of the track. For example, you may want to apply pitch shift to a guitar track for a few measures and then return the track to its original setting.

Splitting occurs at the cursor position or at the in and out points of a time selection. When you split an event, the Screenblast ACID 4.0 application creates a new ending point for the original event and creates a starting point for the newly created event. When you split an event, the newly created events abut each other. If **Quick Fade Edges to Prevent Clicks** is selected in the Event Properties dialog, fades will be inserted at the split point.



However, you may move either of the events, which will create a gap.

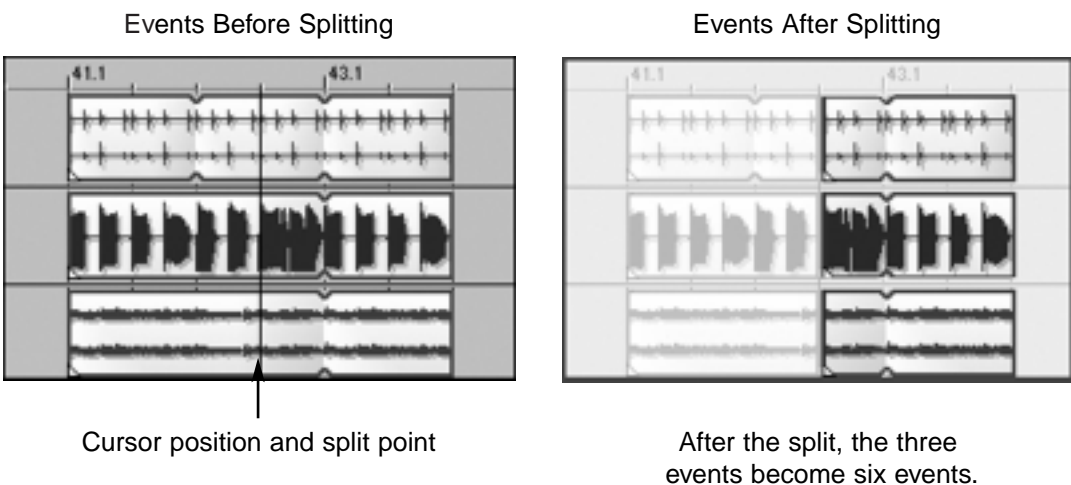


How to Split Events

Splitting at the cursor position will split all selected events that the cursor crosses, on all tracks.

1. Select the event(s) that you want to split.
2. Place the cursor where you want the split to occur or make a time selection.
3. From the Edit menu, choose **Split** or press the **S** shortcut key. The result of the split depends on how events were selected:
 - ▶ Splitting at the cursor position will split all events which the cursor crosses, on all tracks.

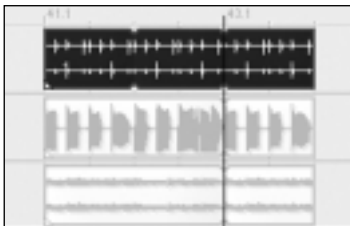
SPLITTING AT THE CURSOR POSITION



- ▶ Selecting a single event prior to splitting will prevent other events from being split at the cursor's position.

SPLITTING A SINGLE SELECTED EVENT

Events Before Splitting

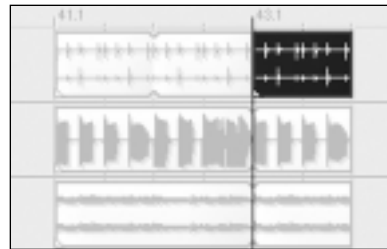


Event to be split



Cursor position and split point

Events After Splitting



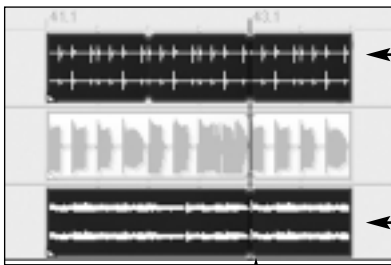
Only the selected event was split at the cursor position

After the split, the selected event becomes two events.

- ▶ Selecting multiple events causes only the selected events to be split at the cursor's position. Be sure to set your cursor position before selecting events. Attempting to set your cursor after selecting events will cause you to lose your event selection.

SPLITTING MULTIPLE SELECTED EVENTS

Events Before Splitting

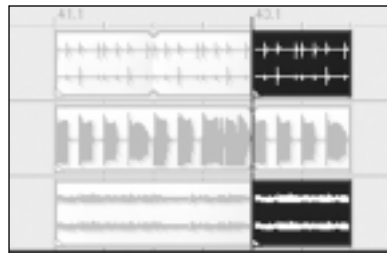


Events to be split



Cursor position and split point

Events After Splitting

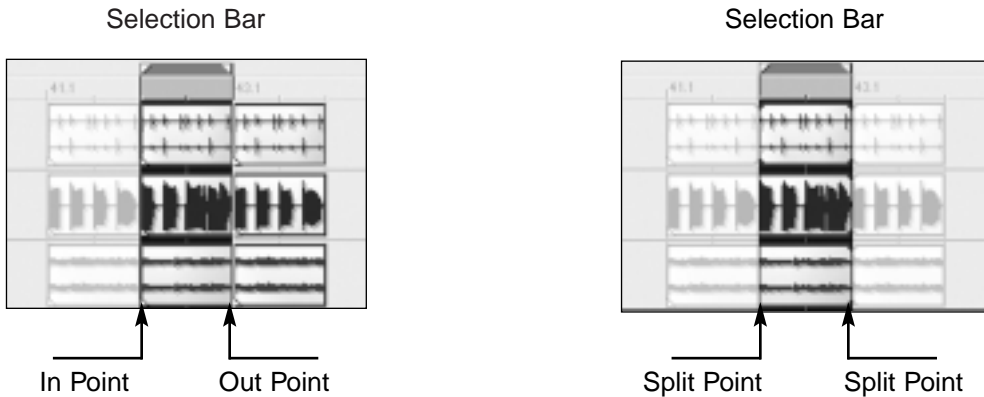


Only the selected event was split at the cursor position

After the split, the selected event becomes two events.

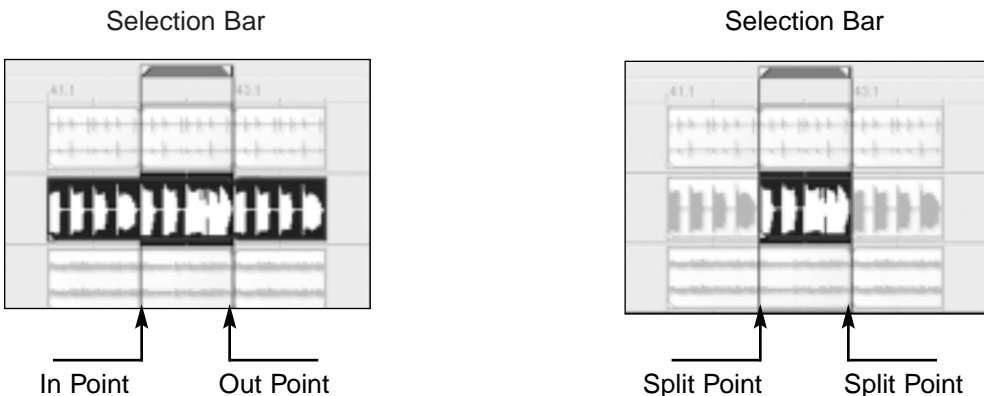
- ▶ Making a time selection will allow you to split events at the time selection's in and out points across all tracks.

SPLITTING AT IN AND OUT POINTS OF A TIME ONLY SELECTION



- ▶ Making a time selection will allow you to split events at the time selection's in and out points across all tracks.

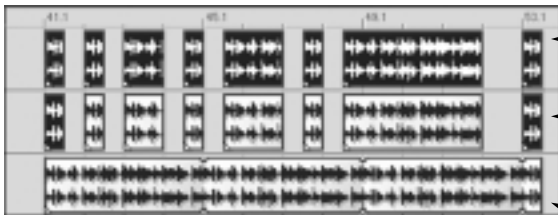
SPLITTING SELECTED EVENTS WITHIN A TIME SELECTION



Joining Events

Events that have been segmented in a track may be rejoined as a single event. Joining events is an efficient way to redraw an event and remove any splitting or silent regions between events. You may want to join events if you decide that the event should play back uninterrupted over the specified time range.

1. Select the events or range of events that you want to join. For more information, see [Selecting Multiple Events](#) on page 30.
2. From the Edit menu, choose Join or press the J shortcut key. The selected events are joined.



Select all the events that you want to join.

You can also select the first and last events you want to join, creating an event selection range.

After you join the events, a single event will appear.

Joining events is similar to dragging the edge of an existing event.



Track Basics

The Screenblast ACID 4.0 program automatically creates a track for each media file added to the project, and events derived from that file can only be placed on that track. However, tracks can be rearranged, duplicated, resized and deleted. The three different track types are:

▶ *Loops*

Loops are small bits of audio that are designed to create a continuous beat or pattern when played repeatedly. They are usually one to four measures long. Loops are the type of file that you will use most frequently.

▶ *One-shots*

One-shots are bits of audio that are not designed to loop, and they are streamed from the hard disk rather than stored in RAM if they are longer than three seconds. Things such as cymbal crashes and sound bites could be considered one-shots. Unlike loops, one-shots will not change pitch or tempo with the rest of a project.

▶ *MIDI*

A MIDI track is created when you open a .mid, .smf, or .rmi file. You can use MIDI tracks to play back through synthesizers and other MIDI-compliant equipment. MIDI files must be edited through an external MIDI editor.

Using the Beatmapper Wizard

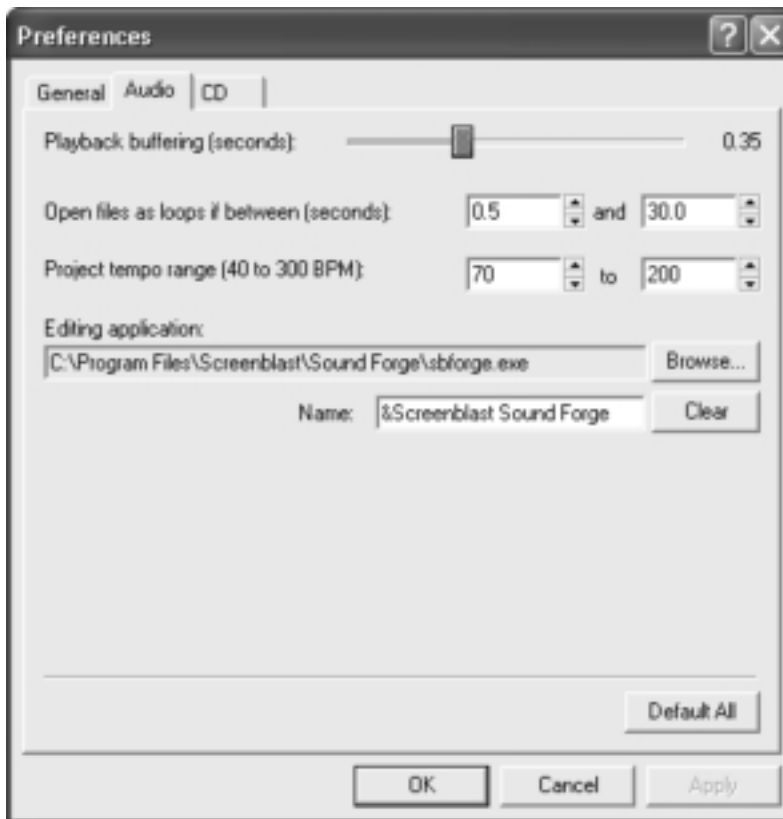
One of the most powerful features of the Screenblast ACID 4.0 software is the Beatmapper™ Wizard tool. This tool allows you to take loops and songs of varying tempos, and get them all grooving to the same beat. Loops and tracks that might otherwise be out of time with each other can then be layered in the same mix. It also lets you turn an ordinary song compilation into a continuous, DJ-style mix.

The Beatmapper Wizard helps you to identify exactly where the beats are in a piece of music, and literally create a tempo map of the sound file. This information is then saved with the file. Then, when different tracks with different tempos are painted into the same mix, the Screenblast ACID 4.0 application will automatically adjust the tempo of each Beatmapped event (when the track is set to loop) so that all of the beats line up perfectly with the overall tempo and beat structure of the project itself.

The Beatmapper Wizard can be set to open automatically whenever a sound without beat information is opened by the program. By default, the Screenblast ACID 4.0 application will start the Beatmapper Wizard for files longer than 30 seconds.

Beatmapper Wizard Preferences

You can set how long a sound file must be before it automatically triggers the Beatmapper Wizard in the Preferences window. To open this window, choose **Preferences** from the **Options** menu. Then click on the Audio tab:



Now adjust the property called “**Open files as loops if between (seconds)**” so the higher value (on the right) is less than the length of the audio file you want to beat map. Files that are shorter than the lower limit will be opened as one-shot tracks. Files longer than the upper limit will automatically start the Beatmapper Wizard when you try to add them to the timeline of your project.

Using the Beatmapper Wizard

1. When a file that fits the properties you defined in Preferences is added to a project, the Beatmapper Wizard starts to allow you to add tempo information to the file.



- Select the Yes radio button and click Next to detect measures and downbeats. The file will be able to stretch/compress with the project's tempo.
- Select the No radio button and click Finish if you want to add the file as a one-shot. The file will maintain its original length regardless of the project tempo.

2. The Beatmapper Wizard will draw the file's waveform and place a marker to locate the first beat of the first measure.



Click the Play button to verify the marker's position. If the marker is positioned on a downbeat, click Next. Otherwise, drag the marker to the appropriate location and click Next.

Click the Reset button to return the downbeat marker to its original position.

3. The Beatmapper will draw the file's waveform and place a region to indicate the length of the first measure.

Click the Play button to verify the measure's length. If the region is positioned correctly, click Next. Otherwise, drag the ends of the loop region to the appropriate locations and click Next.

- Click the Halve Selection or Double Selection buttons, or drag the ends of the loop region to adjust the measure length.
- Select the Metronome check box if you want the Screenblast ACID 4.0 application to play a click track at the detected tempo.

4. The waveform is displayed with markers at the end of the measure. Drag the Measure slider to scroll through the song, and click the Play button to verify that the detected measure length is accurate throughout the song.

When the measure length is correct, the beats (the highest peaks in the waveform) will remain in place and create a strobe effect when you drag the Measure slider back and forth.

When the measure length is incorrect, the beats (the highest peaks in the waveform) will appear to move forward or backward when you drag the Measure slider back and forth.

The Beatmapper Wizard uses a single measure length for the entire song. You can drag the end of the measure selection to change the measure's length. However, changing the length will affect the entire song; if adjusting the last measure of the song causes the first measure to be incorrect, the downbeat may not be positioned correctly or the song's tempo may not be consistent enough for the Beatmapper Wizard.

5. Click Next when the measure lengths are correct. Tempo information is added to your file.
6. Select the desired check boxes:

- Select the **Change project tempo to match Beatmapped track** check box if you want to set your project tempo to match the tempo calculated by the Beatmapper Wizard. Selecting this check box will ensure that your Beatmapped track plays at its original tempo. When the check box is cleared, the track will conform to the current project tempo.
- Select the **Preserve the pitch of the Beatmapped track when the tempo changes** check box if you want your track to maintain its pitch when your project tempo changes. Clear the check box to create DJ-style remixes: the track's pitch will raise and lower with tempo changes as it would when a turntable's speed is manipulated.
- Select the **Save Beatmapper information with file** check box if you want to save the Beatmapper's tempo information in the file. When the check box is selected, you can add the file to other projects without starting the Beatmapper wizard every time.

If, for some reason, the information cannot be saved, then the Screenblast ACID 4.0 application will create an .sfl file (using the same base name as your media file) to store Beatmapper information. If you move your media file, you should also move its associated .sfl file.

7. Click **Finish** to close the Beatmapper.

To paint the entire track, select the Paint tool and Ctrl+left-click in the track.

If a track has an intro before its downbeat, the intro will not be included when you draw or paint events. Drag the left edge of the event to expose the intro.

Working with Tracks

The Screenblast ACID 4.0 program will automatically create a new track for each media file added to a project, and events placed on the track must be derived from that file. Because of this, track-level functions can be used to affect every event on the track. The following sections explain several basic track functions and features.

Reordering Tracks

When building a Screenblast ACID 4.0 project, you may want to reorder the tracks to place similar instruments in proximity to one another. For example, placing all drum loops together in the Track View will make it easier for you to fine-tune the mix of the song's overall drum sound.

1. Drag the track header to a new location in the Track List. A heavy black horizontal line is displayed on the Track List to indicate where the track will be placed.
2. Release the mouse button. The track is dropped in the new location and the entire Track List/Track View is adjusted accordingly.

Note: You can reorder multiple tracks by holding the Ctrl or Shift key while selecting tracks.

For more information, see [Selecting Multiple Events](#) on page 30.

Resizing a Track

The Screenblast ACID 4.0 program allows you to change the height of a track, thereby affecting how many tracks can be displayed in the Track View. This is especially useful when building a project with a large number of tracks. In addition, the track's height can be decreased until only the Volume fader, Track FX button, Mute button and Solo button are visible.

1. Drag the bottom edge of a track up or down in the Track List. The pointer is displayed as a vertical stretch icon.
2. Release the mouse button to establish the track's new height. Right-click the newly resized track in the Track List and choose **Set as Default Track Height** from the shortcut menu to resize all tracks in the project.

Note: You can reorder multiple tracks by holding the Ctrl or Shift key while selecting tracks.

For more information, see [Selecting Multiple Events](#) on page 30.

Changing the Track Color

As mentioned previously, the Screenblast ACID 4.0 program automatically creates tracks to accommodate new media files. The Screenblast ACID 4.0 program also supplies these tracks with a default color. However, the track color can easily be changed to help you identify specific tracks in a project. To change the color, right-click the track in the Track List, choose Track Display Color from the shortcut menu, and choose the desired color from the submenu.

Renaming a Track

To rename a track, right-click the track label and choose Rename from the shortcut menu, or double-click the track name. Renaming a track applies to the project only and does not change the file associated with the track.

Duplicating a Track

To duplicate a track, right-click it and choose Duplicate Track from the shortcut menu. An exact copy of the track and its events is created and displayed below the original track. The words Copy of are placed before the name of the duplicate track to identify it in the Track List.


Deleting Tracks

Copying a track will place an exact copy of the selected track on the clipboard, but leave the Track View unchanged. To copy a track, select the track and do one of the following:


- ▶ Choosing Delete from the Edit menu.
- ▶ Right-clicking and choosing Delete Track from the shortcut menu.
- ▶ Pressing **Delete**.

Copying, Cutting, and Pasting Tracks


Unnecessary tracks should be deleted from a project by selecting the track and using any of the following methods:

- ▶ Click the **Copy**  button in the toolbar.
- ▶ Choose **Copy** from the Edit menu.
- ▶ Right-click the selection and choose **Copy** from the shortcut menu.
- ▶ Press **Ctrl+C** on the keyboard.

Cutting a track removes it from the Track View and places it on the clipboard. To cut a track, select it and do one of the following:

- ▶ Click the **Cut**  button in the toolbar.
- ▶ Choose **Cut** from the Edit menu.
- ▶ Right-click the selection and choose Cut from the shortcut menu.
- ▶ Press **Ctrl+V** on the keyboard.

Tracks that are copied or cut to the clipboard can be pasted back into the current project or into a different project an unlimited number of times. This is a useful way to share tracks between different compositions. To paste a track:

- ▶ Click the **Paste**  button in the toolbar.
- ▶ Choose **Paste** from the Edit menu.
- ▶ Right-click the Track View and choose Paste from the Shortcut menu.
- ▶ Press **Ctrl+V** on the keyboard.

▶ *Adjusting the Mix*

Use the multipurpose fader to adjust the mix of a specific track.


The following table describes the functions available in the drop-down list.

<i>Function</i>	<i>Description</i>
Volume	Controls how loud a track is in the mix. A value of 0 dB means that the track is played with no boost or cut from the Screenblast ACID 4.0 project. Dragging the fader to the left decreases the volume. Dragging to the right increases the volume.
Pan	Controls the position of a track in the stereo field. Dragging the fader to the left will place the track in the left speaker more than the right, while moving the fader to the right will place the track in the right speaker more than the left.


Once you have selected a function, drag the fader handle to adjust the level. If multiple tracks are selected, the faders will all move together as a group.

Note: When adjusting the mix of your tracks, remember to look at the meters on the Mixer. Because you are adding the volumes of all the tracks together, it is easy to clip the audio output. Make sure that the meters never display the red clip indication during playback.

► *Muting a Track*

Each track has a dedicated **Mute**  button. Clicking this button will shade the corresponding track (to indicate that it is muted) and render it inaudible during playback. Clicking the Mute button a second time will disable the mute and return the track to its original level in the mix. Toggle-muting a track is an effective way of determining whether a track contributes to the overall sound of a project.

► *Soloing a Track*

Located adjacent to the Mute button, the **Solo**  button allows you to isolate tracks in a project during playback. When this button is clicked during playback, the corresponding track remains audible and all other tracks are muted. Clicking the Solo button a second time will return all tracks to their original levels in the mix. Toggle-soloing a track is an effective method of configuring and previewing isolated Track FX against how they will sound in the project.

► *Working With a Group of Tracks*

Select a group of tracks by holding the Ctrl key while you click the track header of the desired tracks. Now you can adjust the volume, pan, mute, solo, and change track color on all the tracks simultaneously.


Note: To change from soloing a group of tracks to just one track, hold the Ctrl key while clicking the Solo button on the new track.

Using the Undo and Redo Commands

The Screenblast ACID 4.0 software provides unlimited undo and redo capabilities. An undo history is created for each edit performed on the project, and this allows you to quickly restore the project to any of its previous states. In addition, undoing an edit automatically places it in the project's redo history where it can be quickly re-performed. However, any new edit performed on the project will overwrite the redo history.

Note: The undo and redo histories are cleared when the project is closed, or after exiting the Screenblast ACID 4.0 software.

Using the Undo Command

To undo an edit, click the **Undo**  button on the toolbar or press **Ctrl+Z**. Edits are undone in the reverse order they were performed. Each time the Undo command is executed, another edit will be undone

Note: You can also undo the most recent edit by choosing Undo from the Edit menu.

► Undoing a Series of Edits

Clicking the down arrow located adjacent to the Undo button will display the project's undo history. The history is displayed as a drop-down list with the most recent edit located at the top. Undoing an edit in the list requires all subsequent edits to be undone as well.


1. Click the arrow to the right of the Undo button. The undo history is displayed.
2. Locate the edit to be undone. Notice that all subsequent edits are automatically selected and the total number of edits to be undone is indicated at the bottom of the drop-down list.
3. Click the edit to be undone. The project is restored to the state it was in prior to the selected edit

Note: Clicking on the desktop outside the drop-down list will cancel the Undo operation.

► Undoing All Edits


Choosing **Undo All** from the Edit menu will undo all project edits and automatically add them to the redo history.

Using the Redo Command

To redo an edit, click the **Redo**  button on the toolbar or press **Ctrl+Shift+Z**. Edits are re-performed in the reverse order they were undone. Each time the **Redo** command is executed, another edit will be re-performed.

Note: You can also redo the most recent undone edit by choosing Redo from the Edit menu.

► Redoing a Series of Edits

Clicking the down arrow located adjacent to the **Redo**  button will display the project's redo history. The history is displayed as a drop-down list with the most recently undone edit located at the top. Redoing an edit in the list requires all subsequently undone edits to be re-performed as well.

1. Click the arrow to the right of the Redo button. The redo history displays.
2. Locate the edit to be redone. Notice that all subsequently undone edits are automatically selected and the total number of edits to be redone is indicated at the bottom of the drop-down list.
3. Click the edit to be redone. The project is restored to the state it was in prior to the selected undone edit.

Note: Clicking on the desktop outside the drop-down list will cancel the Redo operation.

Clearing the Undo History

The Screenblast ACID 4.0 application allows you to clear the undo and redo histories without closing the project or exiting the application. After the histories are cleared, the Screenblast ACID 4.0 program will create new ones as you continue building the project.

1. From the Edit menu, choose Clear Undo History. A confirmation dialog displays, alerting you that this action will permanently delete the current edit histories.
2. Click Yes to clear the edit histories or No to cancel the operation retain the current edit histories.

Using the Transport Toolbar

All buttons required to play your project are located on the Screenblast ACID 4.0 application Transport toolbar. This toolbar should look somewhat familiar to you, as it contains buttons found on most home CD and cassette players. For more information, see Transport Controls on page 18.



Using the Screenblast ACID 4.0 Software with the Screenblast Sound Forge Application

The Screenblast ACID 4.0 and Screenblast Sound Forge® packages are both powerful music and audio editing applications, but using them together provides a lot of extra capability. You may know that Screenblast ACID 4.0 is a great tool for creating songs using loops, but the Screenblast Sound Forge application is specially designed to edit – in detail – each individual music loop. This level of integration makes it very easy, for example, to take a sound from the Screenblast ACID 4.0 application, open it in Screenblast Sound Forge application, modify it, and then have it instantly show back up in the Screenblast ACID 4.0 application with all of the changes applied. Here's how:

Start by defining the Screenblast Sound Forge program as the default sound editing application in the Screenblast ACID 4.0 software.

- 1. Choose Preferences from the Options menu**
- 2. Click the Audio tab in Preferences**
- 3. Click the Browse button and locate the Screenblast Sound Forge application**

Using the Screenblast ACID 4.0 Software with the Screenblast Sound Forge Application

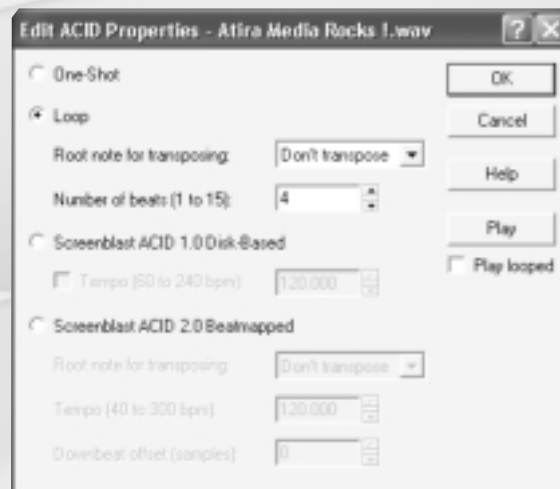
Now you have set up your default audio editing application. This feature lets you set any sound editing program available to you as your default sound editor.

Now we're ready to use Screenblast ACID 4.0 and your default audio editing application- in this case the Screenblast Sound Forge program- together.

In Screenblast ACID 4.0 application, select an event in the project timeline that you would like to modify. From the Tools menu, select Edit in **Screenblast Sound Forge** application at the bottom of the menu

This will automatically open the Screenblast Sound Forge application and load the event. Now you can apply any of the processes or effects to tweak the sound however you want. You can even work directly with the Screenblast ACID 4.0 application - specific properties by choosing Edit Acid Properties from the Special menu in Screenblast Sound Forge application:

Once you have finished working with the event in the Screenblast Sound Forge application, choose **Save** from the File menu to save the sound file with the changes you have made.



Using the Screenblast ACID 4.0 Software with the Screenblast Sound Forge Application

When you return to the Screenblast ACID 4.0 application, the event you originally chose in the Screenblast ACID 4.0 application's timeline will now include the specific changes that you just made.

Be Careful Saving

When you simply choose Save in the Screenblast Sound Forge application after making modifications to the sound, you will be overwriting the original sound file. This is why the changes show up immediately in the Screenblast ACID 4.0 program. As long as the file is in the same folder with the same name, Screenblast ACID 4.0 application will use that file (now altered) when it plays in the timeline. But you may want to preserve the original, unaltered sound file as well by saving it under a different name. To do this, create a new modified version in your Screenblast ACID 4.0 project — simply make a copy of it under a different name to preserve the original file before you open it up and alter it in the Screenblast Sound Forge Application.

Here's an easy way to do this:

1. In Screenblast ACID 4.0 application, right-click on the folder in the Explorer tab where the sound is.
2. Choose Explore Current Folder from the drop-down menu.
3. The folder will open in Windows Explorer.
4. Hold the Ctrl key down while you right-click on the sound you want to duplicate, then drag the mouse elsewhere in the folder.
5. Windows will automatically create a duplicate of the file with the prefix "Copy of."
6. If you want you can rename this duplicate file to a different name.



Now you have a backup of the original file. When you select the original file in Screenblast ACID 4.0 application and work through the process described above to alter and save it in the Screenblast Sound Forge application, you will overwrite the file, but there will now be a duplicate copy of the original unaltered file saved under the name you chose.

Playback Within the Screenblast ACID 4.0 Software

As you build a project, you will likely have different playback needs. For example, you may want to hear the project in its entirety when checking the final mix, but not when you are working on the ending. Because of this, the Screenblast ACID 4.0 software offers three playback options:

- ▶ Playing the entire project.
- ▶ Playing from the cursor position.
- ▶ Looped playback.


Playing the Entire Project

To begin playback from the beginning of the project, click the Transport toolbar's **Play From Start**  button or press **Shift+Space** on the keyboard. To stop playback, click the Transport toolbar's **Stop**  button or press **Space**.

Playing from the Cursor Position

To begin playback from the current cursor position, click the Transport toolbar's **Play** button or press **Space**. To stop playback, click the Transport toolbar's **Stop** button or press **Space**.

Looped Playback

You are also able to limit playback to a specific loop region on the Track View. This playback method is frequently used in conjunction with the Transport toolbar's **Loop Playback**  button and allows you to fine-tune mixes and effects while continually listening to the selected area.

1. Drag the handles of the loop bar to create the desired loop region.
2. Click the **Loop Playback** button to enable it.
3. Click the Transport toolbar's **Play** button or press **Space**. The Screenblast ACID 4.0 application begins playback of the selected area. To stop playback, click the Transport toolbar's **Stop** button or press **Space**.

Using the Mixer Window

The Mixer window is a dockable window with a default location in the lower right-hand corner of the Screenblast ACID 4.0 software workspace. The Mixer window contains the following controls:

- ▶ A Preview fader, which allows you to adjust the loudness of media files previewed from the Explorer window, Track Properties dialog or the Beatmapper. Also, the Preview fader's volume determines the volume of new tracks added to the project. This allows you to set up a quick mix while you are adding media to your project.
- ▶ A Master fader, which controls the overall volume.

6

Enhancing a Project

In this chapter

Choosing and editing loops is the first step in creating your project, but the Screenblast ACID 4.0 application provides other really powerful tools that can kick your masterpiece into a whole new dimension. This chapter shows how you can use tempo changes, key changes, and ACID FX processors to enhance your project.

- ▶ Changing Tempo and Key
- ▶ Multiple Tempo Changes in an ACID Project
- ▶ ACID FX Description
- ▶ Using ACID FX Presets

Changing Tempo and Key

A project can be played at any tempo or key, and you can make tempo and key adjustments during playback. Create a slow, melodic song with sound effects and samples—then change its tempo to a fast, throbbing dance beat.

The Screenblast® ACID® 4.0 software allows you to add specific tempo and key changes within a project using Tempo and Key Change markers. These markers are added on the Marker bar above the Track View. When the cursor passes over one of these markers, the master project tempo and/or key changes in real-time. Keep adjusting key and tempo until you reach your desired effect.

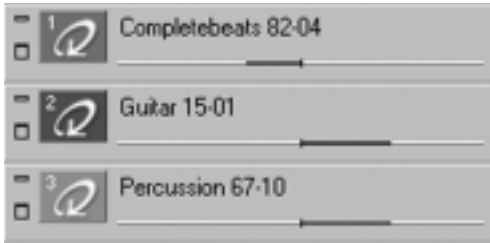
Changing Project Tempo

With the Screenblast ACID 4.0 software, you can change the tempo of a project without affecting the project's key.

Changing Tempo Using the Tempo Slider

Place your cursor at the beginning of the project. Drag the Tempo slider in the Track List. Dragging the slider to the left slows the tempo, while dragging it to the right speeds the tempo.

When you click the Tempo slider, a colored bar displays under each track's name to represent the amount a track is being stretched to match the project tempo. The mark in the center of the bar represents the original tempo of a file. When the bar is to the right of the mark, the project tempo is faster than the original file. When the bar is to the left of the mark, the project tempo is slower than the original file.



← Project tempo is slower than file tempo.

← Project tempo is faster than file tempo.

*Note: Double-click the Tempo text in the Track List to enter an exact value. The text will turn into an edit box where you can specify a tempo. Press **Enter** when you are finished.*

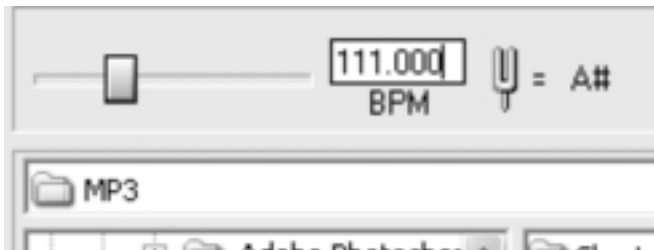


Changing Project Tempo to Match File Tempo

Each track's shortcut menu contains the option Use Original Tempo. To the right of this option is displayed the original tempo of the file used on the track. To change the project's tempo to match the original file tempo, simply choose Use Original Tempo from the shortcut menu.

Multiple Tempo Changes Within a Project

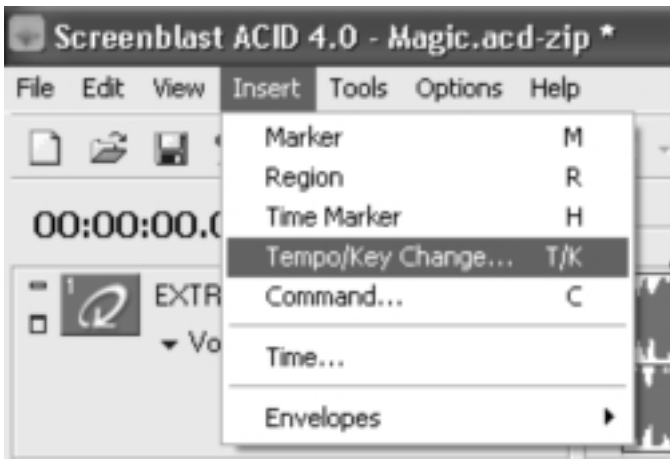
You can set the tempo for your project by adjusting the Project Tempo slider or by entering a tempo in Beats Per Minute (BPM) as shown here:



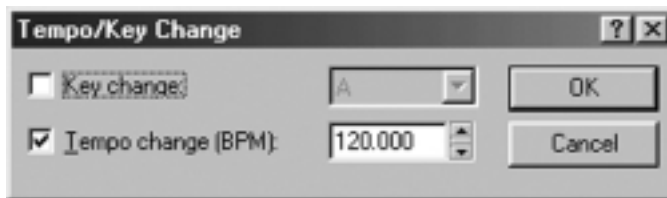
But did you know that the Screenblast ACID 4.0 application lets you change tempos as many times as you like anywhere you want within the project? It's easy to do simply by setting new Tempo Markers on the timeline where you want the change to happen.

Let's walk through an example:

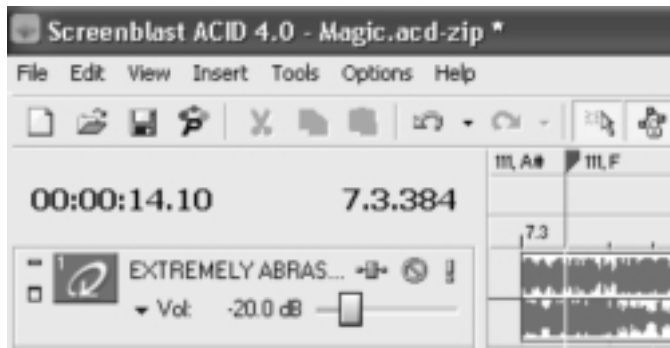
1. Paint a loop into a track. Make sure to lay in several bars so you have enough material to put in a few tempo changes.
2. Next, use the time selection tool to place the play cursor where you want the first tempo change to occur.
3. Select Tempo/Key Change from the Insert menu.



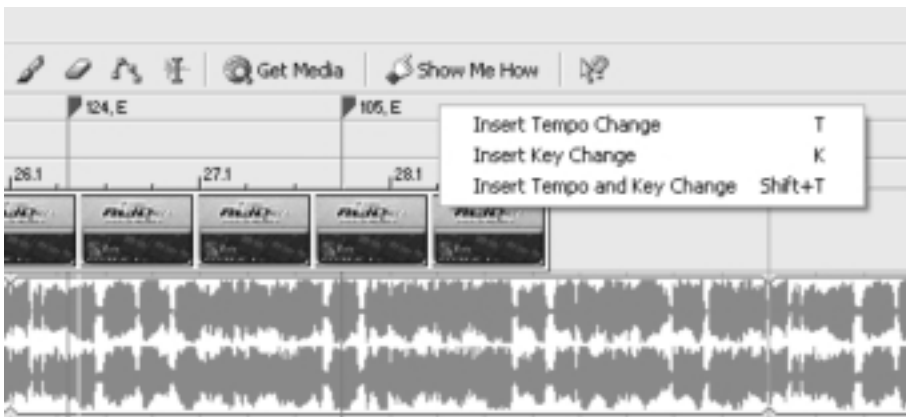
4. Set the new tempo from the Tempo/Key Change pop-up window.



- This opens the Tempo/Key Change bar and places a Tempo Change marker.



- To make further tempo changes, you can select Tempo/Key Change from the Insert menu, or you can simply type T on the keyboard or right-click in the Tempo/Key Change bar and then choose Insert Tempo Change from the menu:



- Set the new tempo from the Tempo/Key/Meter Change window.

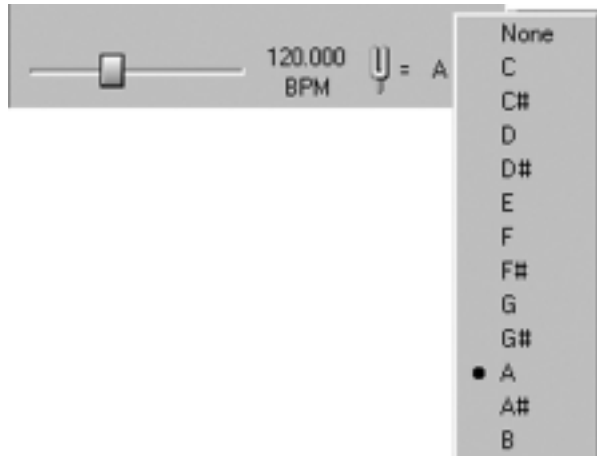
Useful tips:

- If you cluster several small incremental tempo changes close together, you can give your project a gradual tempo change that ramps up or down to the new tempo.
- You can drag the Tempo Markers with the cursor to any position on the timeline to make fine adjustments to the place where you want the tempo change to occur.
- Double-click on the tempo number next to the marker to open a text box and type in a new tempo directly.

Changing the Project Key

Click the Key Control and select a key from the shortcut menu to adjust a project's key.

This feature makes it possible to use media that are in different keys in the same project: each loop that has a specified root note will be transposed to the key indicated by the Key control.



For example, if three loops have root notes of A, B, and C, and your Key control is set to D, the loops will be pitched-shifted by 5, 3, and 2 semitones, respectively.

Note: If the root note for a track is set to Don't Transpose in the Track Properties dialog, the track will not pitch shift with the rest of the project.

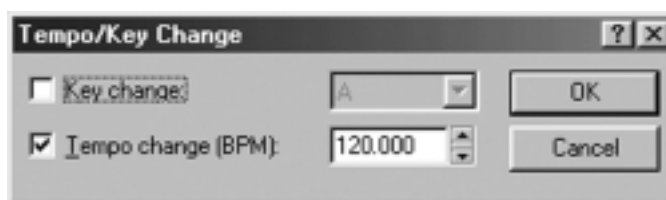


Working with Tempo and Key Change Markers

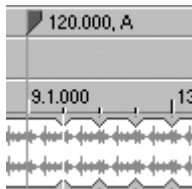
Tempo and Key Change Markers allow you to make changes to the tempo and/or key at specified points in your project.

► Adding a Tempo or Key Change Marker

1. From the Insert menu, choose Tempo/Key Change. The Tempo/Key Change dialog displays.



2. Select the check box for the type of marker you want to place. To insert a Tempo and Key Change Marker, make sure both boxes are selected.
 - ▶ Tempo Change changes the tempo of all tracks until the Screenblast ACID 4.0 software encounters another tempo change marker.
 - ▶ Key Change changes the key of all tracks until the Screenblast ACID 4.0 software encounters another key change marker.
 - ▶ Specify the desired tempo and/or key information and click OK to close the dialog. This creates a marker in the Marker bar that displays the tempo and/or key change information.
3. Specify the desired tempo and/or key information and click OK to close the dialog. This creates a marker in the Marker bar that displays the tempo and/or key change information.



▶ *Editing a Tempo and Key Change Marker*

There are two ways to edit the tempo and/or key of the marker:

- ▶ Place the cursor on or after the marker and adjust the Tempo slider or Key control. The marker's text reflects the change.
- ▶ Right-click the marker, choose Edit from the Shortcut menu, and enter the appropriate tempo and/or key change.

▶ *Adjust Tempo to Match Cursor to Marker*

Position the cursor, right-click the marker tab, and choose Adjust Tempo to match cursor to marker from the shortcut menu. The project tempo will change so the cursor position matches the selected time marker.

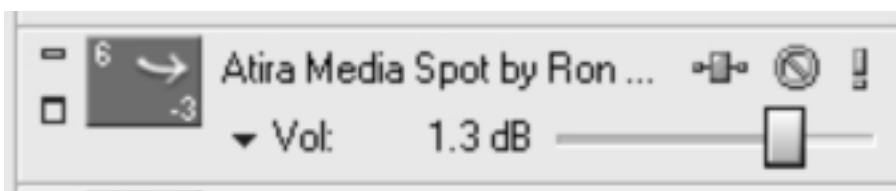
▶ *Deleting a Tempo or Key Change Marker*

To delete a marker, right-click the marker and choose Delete from the shortcut menu.

Changing a Track's Key

You can change the key of an entire track without affecting the project's key.

1. Double-click the track number in the track list. The Track Properties window displays in the Window Docking Area.
2. On the General tab, enter the number of semitones by which to adjust the tempo in the Pitch Shift box or use the up/down arrows. Use the minus (–) key for negative values.
3. The pitch shift displays in the lower right corner of the track's icon.



Note: Another way to change the key of the track is to select the track in the Track List and use the + and – key on the numeric keypad.

Changing an Event's Key

You can change the key of an individual event without affecting the pitch of the track or project.

Right-click the event in the Track View, choose Pitch Shift from the shortcut menu, and choose Up Semitone or Down Semitone from the submenu. The pitch will shift one semitone in the direction specified, and the amount of shift will display on the event itself.



An event's key can also be changed using keyboard shortcut keys.

ACID FX

One of the most useful features of the Screenblast ACID 4.0 application is the collection of audio effects available. In the application, these are called ACID FX and they can be applied to tracks individually so that each track has its own unique ACID FX settings.

Knowing where and how to use effects can really enhance your mix, but too many or too much can end up making it worse. Here is a list of ACID FX with brief descriptions of each effect:

Distortion	The distortion effect adds a “bite” or “edge” to the sound like the distorted effect heard in heavy metal music.
EQ	EQ stands for Equalization, and lets you control the tone by boosting or outting high, mid, and low frequencies.
LFO	The LFO controls a group of effects based on a Low Frequency Oscillator. These are sounds that sweep through a tonal change over tome, measured either in seconds or in Beats and Measures.
Delay	The Delay effect repeats the audio at the preset delay time after it is initially played in the track.
Reverb	Reverb is the effect you get from an acoustic space such as a concert hall or room. Its more than just an echo or delay, it’s a dense field of sound caused by multiple reflections of audio through the environment of the space.

Signal Flow

The audio signal passes through the effects in the order listed in the table (from top to bottom). This means that the output of each effect that is active will feed into the input of the next active effect down the chain.

If an effect is not activated, it is bypassed, and signal flows through to the next active effect in the list. The final output of the ACID FX signal chain passes to the fader and pan control for the channel.

Using ACID FX

The Screenblast ACID 4.0 software allows you to use ACID FX on any or all of your tracks. To use ACID FX, choose **ACID FX** from the View menu or click the **Track FX** button to display the ACID FX settings for the selected track.

Each of the five ACID FX sections has a toggle to turn the effect on or off and a set of parameters for adjusting the sound of the effect.

Distortion

The Distortion effect works well for giving instruments a bit of grunge and attitude. Experiment with the **Slew** parameter to control the amount of the effect and use the **Hard Clipping** setting to kick the whole sound into overdrive. Each of the five ACID FX sections has a toggle to turn the effect on or off and a set of parameters for adjusting the sound of the effect.

- ▶ To enable ACID FX distortion, select the **Distortion** check box.
 - Drag the **Slew** slider to control how much the sound wave is allowed to change over time, which can produce useful effects even without applying any distortion.
 - Using a low Slew rate means that the signal is not allowed to deviate very much at all, causing a bubbling effect. Low Slew rates should be used on audio signals with enough headroom to keep clipping to a minimum.
 - Increasing the Slew rate allows the signal to change more dramatically, meaning the signal will be allowed to follow its original path.
 - Select the Hard Clipping check box to distort the entire signal. Hard clipping produces a waveform with sharp edges, creating increased high harmonics.

EQ

Use the EQ to adjust the tonal balance and to bring out different parts of the frequency spectrum for the track.

- ▶ To enable the ACID FX equalizer, select the **EQ** check box.
 - Drag the Treble, Mid, and Bass to cut or boost the selected frequency band by up to 25 decibels (dB).
 - If a track is muffled or muddy, use the Treble control to bring up the higher frequencies.
 - If a track is too bright or cutting, lower the Treble and add some Bass.
 - The Mid range control often adds presence to the sound. Experiment to find the best setting for the track.

LFO (Low Frequency Oscillator)

The effects enabled by the LFO can add a lot of interest to many instrumental tracks. All of these effects make use of a sweeping sound that varies or oscillates over time.

- ▶ To enable the ACID FX equalizer, select the **EQ** check box.
 - To enable the ACID FX low frequency oscillator (**Chorus**, **Flange**, **Phaser**, or **Wah-Wah** effects) select the **LFO** check box

- From the **LFO** drop-down list, choose **Chorus**, **Flange**, **Phaser**, or **Wah-Wah**.
- From the **LFO Clock** drop-down list, choose Tempo or Time.
- Set the oscillation rate. Slow settings create a slow, sweeping effect, while higher frequencies create rapid oscillations.

If you've selected **Tempo** from the **LFO Clock** drop-down list, choose a setting from the **Period** drop-down list to set the frequency of the modulating signal. The Screenblast ACID 4.0 application will calculate the oscillation rate based on the project tempo and any tempo markers in your project.

If you've selected **Time** from the **LFO Clock** drop-down list, drag the **Rate** slider to set the frequency of the modulating signal in Hertz (Hz). Slow settings create a slow, sweeping effect, while higher frequencies create rapid oscillations.

Drag the **Depth** slider to set the amount of frequency modulation applied to the signal.

Delay

The Delay effect generates a repeat of the original sound at some time after the original sound is played. The effect can vary widely, depending on how quickly the signal is repeated (the delay time) and how many times it is repeated (the delay setting).

- ▶ To enable the ACID FX Delay, select the **Delay** check box.

From the Delay drop-down list, choose Tempo or Time.

Set the delay rate:

- If you've selected **Tempo** from the **Delay** drop-down list, choose a setting from the **Note Value** drop-down list to specify the rate of the delay. The Screenblast ACID 4.0 application will calculate the delay time based on the project tempo and any tempo markers in your project.
- If you've selected **Time** from the **Delay** drop-down list, drag the Time slider to specify a delay rate in milliseconds.
- Drag the **Decay** slider to specify how many times the delay will be repeated. Drag to the right to increase the number of times the delay will repeat, or drag to the left to decrease the number of times the delay is repeated.

- Drag the **Dry/Wet** slider to set the balance between how much of the dry and processed (delayed) signal will be heard.

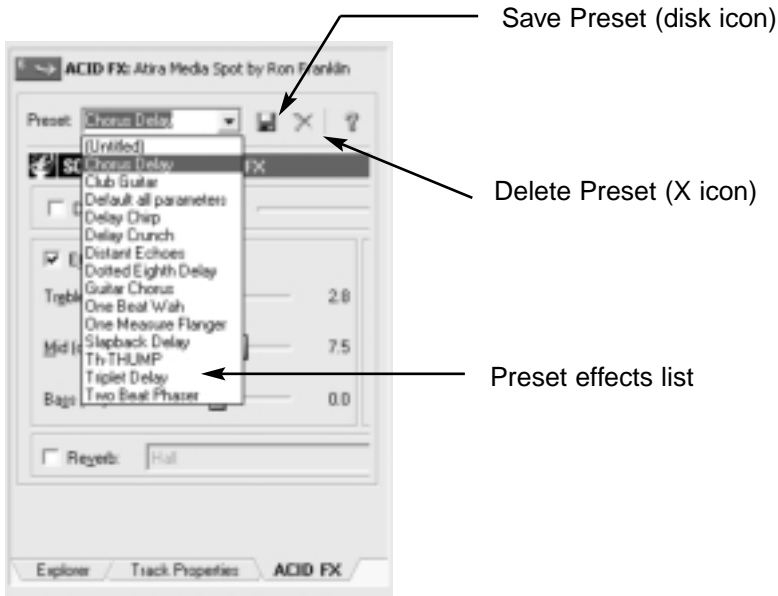
Reverb

Reverb is one of the best ways to really make sounds come alive. Whenever sounds occur in an enclosed environment such as a room, concert hall, or stadium, sound waves reflected from all of the surfaces in the space combine to create a dense field of reflected sound called Reverb. Professional recordings add artificial reverb to most sounds to give them more life and excitement. The Screenblast ACID 4.0 application has a great digital reverb effect that you can use to make any track sound like it is in some acoustical space such as a concert hall or club. You'll find it especially useful with vocals to give them more excitement.

- ▶ To enable the ACID FX reverb, select the **Reverb** check box.
 - From the **Reverb** drop-down list, choose a setting to specify the type of reverb you want to apply.
 - Drag the **Dry/Wet** slider to specify the amount of the direct (“dry”) and reverb-processed signal (“wet”) that will be heard.

Effects Presets


The real power of ACID FX comes when you use several in combination to create a unique sound. The Screenblast ACID 4.0 software has a collection of FX presets that make use of various combinations of different ACID FX. To open a preset, click on the preset drop-down box at the top of the ACID FX panel and choose a preset:



The parameters of the effects used in this preset will change automatically whenever a preset is opened.

Creating, Saving, and Deleting ACID FX Presets

To create and save your own ACID FX presets, simply adjust the effects parameters of each effect to get the sound you want. Next, click on the disk icon next to the preset drop-down menu. The preset will be created and saved automatically.

To delete a preset from the list, simply open the preset (choose it from the list), and then click on the **delete preset**  con next to the disk icon.

7 Saving and Sharing a Project

In this chapter

Once you've created a project, you'll want to save it so that you can share it with others. This chapter will show you all the ways that the Screenblast ACID 4.0 software can be used to preserve your project and even share it with others.

- ▶ Saving a Project
- ▶ Rendering a Project
- ▶ Adding Commands To Streaming
- ▶ Writing to CD


Saving a Project

The Screenblast® ACID® 4.0 software provides you with the tools to quickly build impressive musical projects, and you may find yourself building elaborate projects over a period of weeks or even months. While they are being built, Screenblast ACID 4.0 projects should be saved in the application's native format, the Screenblast ACID 4.0 Project File (.acd).

The Screenblast ACID 4.0 Project File (.acd) is the default format for saving a new project and should be used for saving unfinished projects. There are two Screenblast ACID 4.0 Project File types.

Format	Extension	Description
ACID Project File	.acd	Contains all information regarding the project including track layout, envelope settings, and effects parameters. However, this type of file does not contain actual audio, only references to the audio.
ACID Projects with embedded media	.acd-zip	<p>Contains all information regarding the project including track layout, envelope settings and effects parameters. In addition, all studio files used in this project are embedded into the project file.</p> <p>If you have a project in .acd-zip format, the project file and all media files are copied to a temporary folder in the ACID 4.0 program folder. If you continue to work on your project after saving the .acd-zip file, your changes will be saved to the files in this temporary folder</p>

Use the procedure below to save a project for the first time:

1. Display the Save As dialog using any of the following options
 - ▶ Click the **Save**  button in the toolbar.
 - ▶ From the Edit menu, choose **Save**.
 - ▶ Press **Ctrl+S** on the keyboard.
2. Select the drive and directory where the file will be saved using the **Save In** drop-down list.
3. Enter a name for the project in the File name field.
4. Specify the desired Screenblast ACID 4.0 Project File in the Save As Typedrop-down list.
5. If you want the Screenblast ACID 4.0 application to save a copy of each of the project's media files to the same location as your project file, select the **Copy All Media** with Project check box. This is available when saving as a Screenblast ACID 4.0 Project File.
6. Click Save. The project is saved.

After the project is saved for the first time, subsequent saves will bypass the Save As dialog and automatically save changes to the project using the existing file name.

*Note: Once the project is saved, you can use the **Save As** command from the File menu to create a copy of the project with a new name or to a different Screenblast ACID 4.0 Project File format.*

Rendering a Project

Rendering refers to the process of converting the Screenblast ACID 4.0 project into a file that is formatted for a specific playback method. Possible playback methods include media player applications, Internet streaming media, and CD-ROM. When a Screenblast ACID 4.0 software project is rendered, it is not overwritten, deleted, or altered and you are able to return to the original project to make changes and re-render.

1. From the File menu, choose **Render As**. The Render As dialog displays.
2. Select the drive and folder where the file will be saved, using the Save In drop-down list.
3. Enter a new name for the project in the File name field.
4. Specify the desired file format in the Save As Type drop-down list.
5. If the selected file type supports it, you can choose an encoding template from the Template drop-down list, or click the **Custom** button to create a new template.
6. Select the **Render Loop Region Only** check box if you want to save only the portion of the project that is contained within the loop region. The loop region does not need to be active for this option to work.
7. If the selected file type supports it, you can select the **Save Project Markers in Media File** check box to include markers and regions in the rendered media file.
8. Select **Save Each Track as a Separate File** check box if you want to render each track in the project to its own file. File name is changed to Folder, which displays name of the folder in the Save In box.
9. Click **Save**. A progress dialog displays.

When rendering is complete, you can choose one of the following options:

- ▶ The **Open** button starts the associated media player and plays the newly rendered file.
- ▶ The **Open Folder** button opens Windows Explorer to display the location of the newly rendered file.

Supported Formats for Rendering

The following table briefly describes the file formats available for rendering a project:

<i>Format</i>	<i>Extension</i>	<i>Description</i>
AIFF File	.aif	The standard audio file format for audio used on Macintosh computers.
Wave File	.wav	The standard audio file format used on Windows-based computers.
Real Media™	.rm	The RealNetworks standard for streaming media via the Web. This option renders both audio and video into one file.
MPEG Layer 3	.mp3	A highly compressed format used for portable digital players and Internet sharing of media.
Video for Windows®	.avi	The standard video file format used on Windows-based computers.
OGG Vorbis	.ogg	A patent-free audio encoding and streaming technology.
QuickTime®	.mov	QuickTime for Microsoft Windows.
Windows Media® 9	.wma, .wmv	The Microsoft audio and video format used to create files for streaming or downloading via the Web.
Sony Perfect Clarity Audio	.pca	A Sony proprietary lossless audio compression format.
Wave64	.w64	A Sony proprietary wave format that does not have a restricted file size (Unlike Windows standard .wav format which is limited to ~2GB).

Note: Some plug-ins, such as MP3, may require registration.

A Note About MP3s and File Sharing

Although the MP3 file format is a convenient and effective way of storing and sharing media, the MP3 file format is not intended for illegal and infringing purposes. Using the software for illegal and infringing purposes is against the terms of the End User License Agreement and may subject you to the breach remedies set forth in the End User License Agreement. Further, the Screenblast Web site does not promote swapping or distributing illegal or infringing materials and to do so would violate of its Terms of Service. Such violation may subject you to the breach remedies set forth in the Screenblast Terms of Service.

Writing to CD

Finally, the Screenblast ACID 4.0 software allows you to write your projects to CD using supported CD-R/CD-RW drives. The application will automatically reformat your project so it can be played on consumer CD players. However, the disc must be closed before it can be played in a CD player.

Proper Use of Software

The Screenblast ACID 4.0 application is not intended, and should not be used for, illegal or infringing purposes, such as illegal copying and sharing of copyrighted materials. Using the Screenblast ACID 4.0 application for such purposes is, among other things, against United States and international copyright law and contrary to the terms and conditions of the End User License Agreement. Such activity may be punishable by law and may also subject you to the breach remedies set forth in the End User License Agreement.

Adding Embedded Commands in Streaming Media

The Screenblast ACID 4.0 software is great for creating streaming media versions of your music creations so that you can publish them to the Web. But did you know that the program also lets you add embedded commands in your streaming media files to provide even more interactivity and information?

Command markers indicate when an instruction (function) will occur in a streaming media file. You can use command markers to display headlines, captions, link to Web sites, or any other function you define. Here's an overview of commands available in this powerful tool:

Command		Shortcut
URL	Windows Media and RealMedia	Indicates when an instruction is sent to the user's Internet browser to change the content being displayed. With this command, you enter the URL that will display at a specific time during the rendered project's playback.
Text	Windows Media	Displays text in the captioning area of the Windows Media Player located below the video display area. You enter the text that will display during playback.
WMClosedCaption	Windows Media	Displays the entered text in the captioning window that is defined by an HTML layout file.
WMTextBodyText	Windows Media	Displays the entered text in the text window that is defined by an HTML layout file.
WMTextHeadline	Windows Media	Displays the entered text in the headline window that is defined by an HTML layout file.
Title	Windows Media and RealMedia	Displays the text you enter to identify the file's title in a media player.
Author	Windows Media and RealMedia	Displays the text you enter when you choose About this Presentation from the RealPlayer's shortcut menu or Properties from the Windows Media Player shortcut menu.
Copyright	Windows Media and RealMedia	Displays the text you enter when you choose About this Presentation from the RealPlayer's shortcut menu or Properties from the Windows Media Player shortcut menu.
HotSpotPlay	RealMedia	Allows you to define an area in the RealPlayer display that users can click to jump to another RealMedia file.
HotSpotBrowse	RealMedia	Allows you to define an area in the RealPlayer display that users can click to jump to a Web page that you specify.
HotSpotSeek	RealMedia	Allows you to define an area in the RealPlayer display that users can click to jump to a point in the current RealMedia file.

Adding Embedded Commands in Streaming Media

Insert a Command Marker

1. Place the cursor where you want to insert the command marker.
2. From the Insert menu, choose Command. The Command Properties dialog is displayed.
3. From the Command drop-down list, choose the type of command you want to insert, or type a custom command in the box.
4. In the Parameter box, enter the argument that should be passed to the command. For example, if you're using an URL command, enter the URL of the Web page you want to display.
5. In the Comments box, enter any comments you want to associate with the command. A comment is generally used to remind you of what the command is while you work on the project; its function is similar to naming markers and regions.
6. In the Position box, enter the time you want the command to occur in your project. Screenblast ACID 4.0 software inserts at the cursor position by default. Right-click the command marker tab and choose Delete from the shortcut menu.

To Delete or Edit a Command Marker

Right-click the command marker tab and choose Delete or Edit from the shortcut menu.

Not Just For Power Users

While this is an advanced feature that many people will never use, it does provide a great way to add more interactivity and information to your streaming media files. For example, you can add text that will display when someone plays your music using the Windows Media Player, or make a button on your video in the Real Player that a user can click to open a web site or go to another music file. This special feature of the Screenblast ACID 4.0 software makes it pretty easy to add some extra pizzazz to your streaming media files – try it and impress your friends!

CD Sample Rate

Prior to writing a track to CD, you should verify that the project's sample rate is configured to 44,100Hz (44.1kHz). Sample rates other than 44,100Hz will result in the CD's track lengths being miscalculated by CD players.

▶ *To change the project's sample rate*

1. Display the Project Properties dialog using one of the following methods:
 - ▶ Choose **Properties** from the File menu.
 - ▶ Press **Alt+Enter** on the keyboard.
 - ▶ Press **Ctrl+S** on the keyboard.
2. Click the **Audio** tab.
3. Specify 44,100 in the Sample rate (Hz) drop-down list and click OK.

Writing a Track to CD

Prior to writing a track to CD, you should verify that the project's sample rate is configured to 44,100Hz (44.1kHz). Sample rates other than 44,100Hz will result in the CD's track lengths being miscalculated by CD players.

▶ *To change the project's sample rate:*

1. Insert a blank CD in a supported CD-R/CD-RW drive.
2. From the Tools menu choose **Create CD**.

Notice that the Create CD dialog indicates the amount of time that the current project will fill on the CD as well as the total amount of time remaining on the CD. If the time needed for audio value exceeds the time available on disc value, the Screenblast ACID 4.0 software will not allow the track to be written to the CD.

Note: If there is not a CD in the CD-R/CD-RW drive, only the Cancel button will be available in this dialog.

3. Click the **Add Audio** button. The Screenblast ACID 4.0 software begins writing your project to the CD and displays a progress meter. Once the Screenblast ACID 4.0 software begins writing to the CD, canceling the write operation will render the CD unusable.

When the Screenblast ACID 4.0 software finishes writing the track to the disc, a dialog will display a message indicating whether the track was written successfully. Click OK.

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