

**Create Custom Professional Music Soundtracks for Any  
Visual Project In Minutes**

**Online Documentation**

**for**

**SmartSound<sup>®</sup> Sonicfire<sup>®</sup> Pro - Version 3.1**



Get the latest news from SmartSound Software at <http://www.smartsound.com>

# License Agreement

## SOFTWARE LICENSE AGREEMENT OF SMARTSOUND SOFTWARE, INC. ("SSI")

CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS BEFORE USING THIS SOFTWARE. BY CLICKING 'ACCEPT,' YOU ARE ACCEPTING SUCH TERMS AND CONDITIONS. IF YOU DO NOT WISH TO BE BOUND BY SUCH PROVISIONS, YOU SHOULD CLICK 'DECLINE' AND PROMPTLY RETURN THIS PACKAGE TO THE PLACE OF PURCHASE FOR A REFUND.

- 1. Ownership.** The enclosed SSI software program and related instructions (the "Software") are licensed (not sold) to you, and SSI retains all ownership interests and intellectual property rights in the Software. Such ownership and related interests are protected by U.S. and international copyright laws.
- 2. Software License.** SSI grants you a nonexclusive, nontransferable license to (i) use one copy of the Software on a single computer and (ii) make one copy of the Software for back-up or archival purposes only. If the Software is installed on a network server, a separate license is required for each workstation served on such network. You may not: (a) copy (other than once for back-up purposes), disclose, publish, export, distribute, rent, lease or sublicense; (b) remove any SSI trademarks or copyright notices from; (c) modify, translate or prepare derivative works of; (4) use in a computer-based services business or publicly display visual output of; (d) transmit by audio, digital or other electronic means; or (e) reverse engineer, decompile or disassemble all or any portion of the Software in any form, except as expressly licensed herein.
- 3. Music/Audio Rights.** This license grants no rights, express or implied to use, alter, reproduce, perform or distribute the musical compositions created by or included with the Software (the "Content"). All such rights are set forth in a separate license included in the media in which the Content is delivered to you.
- 4. User Responsibility.** You are responsible for installation, management and operation of the Software. Further, you agree to indemnify, hold harmless and defend SSI from and against all claims or lawsuits, including attorneys' fees, that arise or result from any use or distribution of the Software (including the music/audio content) not expressly authorized in this Agreement.
- 5. Warranty.** SSI warrants the Software media (e.g. diskettes) to be free from defects in materials and workmanship for a period of sixty (60) days from the date of purchase. SSI will replace any such defective media returned to SSI during such warranty period, provided such defect is not the result of improper use or neglect, or if SSI is unable to do so, it will refund your price for such defective Software. Replacement (or refund) is the exclusive remedy for any such defects, and SSI shall have no liability for any other damages. THE FOREGOING WARRANTY IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL SSI BE LIABLE FOR ANY KIND OF SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING LOST PROFITS, EVEN IF SSI HAS KNOWLEDGE OF SUCH POTENTIAL LOSS OR DAMAGE.
- 6. Termination.** This Agreement is effective until terminated. You may terminate it at any time by destroying the Software, including all computer programs and documentation, and erasing any copies residing on computer equipment. This Agreement also will terminate if you do not comply with any terms or conditions of this Agreement. Upon such termination you agree to destroy the Software and erase all copies residing on computer equipment.
- 7. Agreement.** This Agreement expresses the entire understanding between you and SSI, and supersedes all other oral or written communications relating to the Software. This Agreement shall be governed and construed under the laws of the

State of California and subject to the exclusive jurisdiction of the courts therein.

Federal law provides severe civil and criminal penalties for the unauthorized reproduction, distribution and exhibition of copyrighted music or audiotapes, discs or other media. Copyright infringement is investigated by the FBI and may constitute a felony with a maximum penalty of up to five years in prison and/or \$250,000 fine.

[READ 3RD PARTY LICENSE AGREEMENTS HERE](#)

# Copyright Information

This User's Guide and SmartSound® Sonicfire® Pro software are copyrighted with all rights reserved. Under copyright laws, no part of this User's Guide or Software may be copied or distributed without the written permission of SmartSound Software (SSI).

© 2003, by SmartSound Software, Inc. All rights reserved. SmartSound, Sonicfire, Smart Blocks and The Soundtrack Company are all either registered trademarks or trademarks of SmartSound Software. Other names may be registered trademarks of their respective owners. Patent numbers: 5,693,902 and 5,877,445.

9836 White Oak Avenue, Suite 209  
Northridge, CA 91325  
Tech Support: 818/718-9993  
Sales: 818/718-9999 or 800/454-1900  
Fax: 818/718-9990

Email: [support@smartsound.com](mailto:support@smartsound.com)

Web site: <http://www.smartsound.com>

Documentation by Sharon Morgan and Chris Hufford.

The information contained in this documentation is subject to change without notice. SmartSound Software makes no warranties with respect to this documentation. SmartSound Software assumes no responsibility for errors within this documentation. No part of this book may be reproduced or transferred in any form of media without the written consent of SmartSound Software.

# Introduction

## *What is SmartSound Sonicfire Pro?*

Congratulations on your purchase of SmartSound's professional scoring tool, Sonicfire Pro, version 3! Sonicfire Pro is the leading selling soundtrack creation software in the world.

SmartSound Sonicfire Pro is designed from the ground up to help you create perfect music soundtracks custom fit to your videos in just minutes. No other audio software is as fast or as easy in creating the music you need to make your visuals come to life. Now, with version 3, you'll have access to an almost limitless supply of royalty-free music and sound, all at your fingertips.

## *Sonicfire Pro Features*

Sonicfire has all the features that you've come to expect from the world's leading soundtrack creation technology:

- **Create Perfect Musical Soundtracks, Automatically**
- **Preview, Buy and Download ANY Cut in the SmartSound Library**
- **Automatic Editing of Any Sound File**
- **The *Only* Audio Software Designed for Visual Creators**
- **Preview Ideas in Real Time with Your Video**
- **Mix and Match Search Criteria Based on Your Needs for Endless Possibilities**
- **Fully Orchestrated Cuts No Loops to Build**
- **Support for Windows Media and Quicktime Video Formats**
- **Thousands of Great Royalty-Free Tracks, Now All At Your Fingertips**
- **New Design Gives You More Ways to Work**
  - Choose the Easy Assistant or the New Robust Maestro

The new Infinite Search Maestro features Internet based, real-time technology that will allow you to preview, buy and download ANY selection in the expansive SmartSound Library, all while scoring a visual sequence. This dynamic process includes selections, over and above those that shipped with the software, so you can always get just the right piece for any scene you're trying to score. Simply enter your information and credit card, download the piece right into Sonicfire, and complete your score!

With the Timeline, Blocks Window and Movie Window you will be able to import a video and create a highly accurate score to any scene, or the entire video, by simply dragging and dropping Smart Blocks® to the timeline. The Movie Window provides instant, real-time feedback on the quality and fit of your score. Use Markers to set the in and out points for each scene and SmartSound's patented process and powerful tools will help you create just the right piece, edited to fit them precisely.

**Import Your Own Music** and simply drag and drop it to a set of markers and it will **Fit the piece to them, Automatically**. The new **Trim** feature allows you to trim dead space from your files quickly and easily for a tighter fit with your video. The easy **Assistant** gives you a step-by-step approach to finding exactly the music you need. **Volume Rubber-bands, Wave Display** and the new **Timeline Information Display** give you maximum control of your audio and access to all the information you need at your fingertips.

**There are many ways to take advantage of Sonicfire Pro's powerful soundtrack creation capabilities and features. We are confident you will enjoy Sonicfire Pro for many years to come. And, be prepared to impact your audiences!**

# Getting Started

This chapter describes:

- [Hardware and Software Requirements](#)
- [Installing Sonicfire Pro for Windows](#)
- [Installing Sonicfire Pro for Mac OS](#)
- [Registering Sonicfire Pro](#)
- [Installing QuickTime](#)
- [Upgrading \(Migrating\) from other SmartSound applications](#)
- [Installing Libraries](#)
- [Internet Access and Sonicfire Pro](#)

**Note:** Throughout the manual we have shortened Sonicfire Pro version 3 as "SFP3" to save space and make the manual easier to read.

## Hardware and Software Requirements

Following are the system requirements for Sonicfire Pro for Windows:

- Intel 500MHz Pentium processor or equivalent
- Sound card
- CD ROM drive
- Speakers
- 96 MB available RAM
- 25 MB hard disk space (minimum)
- Microsoft Windows XP, ME, 2000, NT 4.0 or better

Following are the system requirements for Sonicfire Pro for Mac OS:

- System 9.1-9.22 and OS X 10.1 or higher
- Power PC (G3 or better recommended)
- CD-ROM drive
- Speakers
- 30 MB available RAM (75 MB recommended)
- 25 MB hard disk space

## Installing Sonicfire Pro for Windows

**To install Sonicfire Pro:**

1. Exit other Windows programs.
2. Disable any virus-protection software.

3. Insert the installation CD into your CD-ROM drive. The installation program runs automatically.
4. The Sonicfire Pro welcome screen appears. Click Next. The license agreement appears. To print the license agreement, click Print.
5. Click Yes to continue the installation. The Destination Location box appears.
6. The default location for installation is C:\Program Files\Sonicfire Pro 3. You can modify the location by typing in the new location.
7. Click Next. The Setup Type screen appears.
8. Select Typical, and click Next.
9. If all selections are valid and you have enough disk space, the Ready to Install screen appears. Otherwise you are prompted to correct any errors.
10. When the installation is complete, the [registration](#) screen appears. Fill out the information, and then click Send Online Registration.
11. Click Finish to close the installer.

The first time you run Sonicfire you are prompted for your name, company name, and serial number. Your serial number can be found next to the CD in the jewel case, affixed to the back of the "Getting Started" booklet.

If you have another SmartSound application on your computer (SmartSound Sonicfire Pro version 2.x, SmartSound for Multimedia, SmartSound Movie Maestro, or Quicktracks for Adobe Premiere), you may want to "migrate" your installed libraries into Sonicfire Pro 3. Click [here](#) to read more about upgrading.

## Installing Sonicfire Pro for Mac OS

### To install Sonicfire Pro:

1. Insert the installation CD into your CD-ROM drive.
2. Disable any virus-scanning software.
3. Double-click the Sonicfire Pro icon.
4. Double-click Sonicfire Pro Installer icon. The Sonicfire Pro splash screen appears.
5. Click Continue. The license agreement appears. To print the license agreement, click Print. To save the license agreement, click Save As.
6. Click Accept to continue the installation. The Sonicfire Pro Installer dialog box appears.
7. On the Install Location drop-down menu, click the hard disk where you want to install Sonicfire Pro.
8. Click Install. The Sonicfire Pro splash screen reappears showing the status of the installation. When the installation is complete, the [registration](#) screen appears.

Fill out the information, and then click Register to send the form to SmartSound.

9. Click Quit to close the installer.

The first time you run Sonicfire you are prompted for your name, company name, and serial number.

Your serial number can be found next to the CD in the jewel case, affixed to the back of the "Getting Started" booklet.

If you have another SmartSound application on your computer (SmartSound Sonicfire Pro version 2.x, SmartSound for Multimedia, SmartSound Movie Maestro, or Quicktracks for Adobe Premiere), you may want to "migrate" your installed libraries into Sonicfire Pro 3. Click [here](#) to read more about upgrading.

## Registering Sonicfire Pro

SmartSound Sonicfire Pro has an automatic registration feature that allows you to easily register your software. When you complete the installation, the registration form appears.

You can fill out the information, and then click Register to send the form to SmartSound. You can also fax the registration, email the registration, or print and mail the registration (postage paid).

### Why Register?

The most important reason to register your SmartSound software is so we can notify you when updates to the program are released. In addition, we have your information on file to allow for fast and accurate order processing and technical support assistance. You are also notified via email when new Audio and Sound Palettes are released, so you are aware of available royalty-free music and sound effects that can be integrated into your SmartSound Sonicfire Pro system. Please note that we do not share our information with other companies; you can read our privacy policy at <http://www.smartsound.com/company/privacy.html>

## Installing QuickTime

Apple Computer's QuickTime program is required throughout our program to preview music tracks and play movies. If you have not previously installed QuickTime on your computer, there is a free installer located on the Sonicfire Pro software CD. You can also download QuickTime for free from <http://www.apple.com/quicktime>. It is very important that you install QuickTime in RECOMMENDED mode. A minimal install is not sufficient to enable you to preview music throughout SFP3.

QuickTime version 5.01 or higher is necessary for SFP3. QuickTime version 6.x is required to preview music in several areas of SFP3.

## Upgrading (Migrating) from other SmartSound applications

Once you have successfully installed the Sonicfire Pro 3 program, you can copy over libraries and sound files from other SmartSound applications installed on your computer, if applicable.

The first time you run SFP3 you are asked if you have other SmartSound programs on your computer

that you want to upgrade from. Otherwise, just choose from the menu to access the upgrade option. PC users need to run the migrate option just once, and all SmartSound libraries and sound files found are migrated into SFP3. If you are on Mac, you can upgrade as many times as necessary to upgrade from all of the SmartSound products on your computer. So if you have both Sonicfire Pro version 2 and Quicktracks for Adobe Premiere installed, just run the upgrade program twice and SFP3 migrates the libraries and sound files from each program.

To access the upgrade option:

1. **On Windows**, Select **Edit > Options**, then click the **Migration** tab. You can have SFP3 search your hard drives for all programs, or you can select where to search. Note: Sound files that are located on drives other than where the application resides have a Folder added to point to these sound files. Sound files located on the same drive as the application are moved to \Documents and Settings\All Users\WINDOWS\Application Data\SmartSound Software Inc.\Sound Files. This is a special folder that all of the SmartSound applications can reference for your sound files, and is a recommended placement from Microsoft, and we strongly recommend keeping the sound files in this location.
2. **On Mac OS 9**, go to **Edit menu > Preferences** and choose the **Migration** tab.
3. **On Mac OS X**, go to **Sonicfire Pro > Preferences** and choose the **Migration** tab.

## Installing Libraries

If you do not have another SmartSound product on your computer, or if you have additional libraries of music purchased with SFP3, you now want to install those libraries. Each library contains multiple selections of music that you can access from the SmartSound Maestro or the Assistant. The more libraries you install, the more music selections you have available throughout the application.

By default, sound files will be copied to a special "Sound Files" folder on your hard drive. If you want to inspect or change that location:

Windows users, select **View > Options**, and click the **Folders** tab.

Mac OS X users, select **Sonicfire Pro > Preferences**, and click the **Folders** tab.

Mac OS 9 users, select **Edit > Preferences**, and click the **Folders** tab.

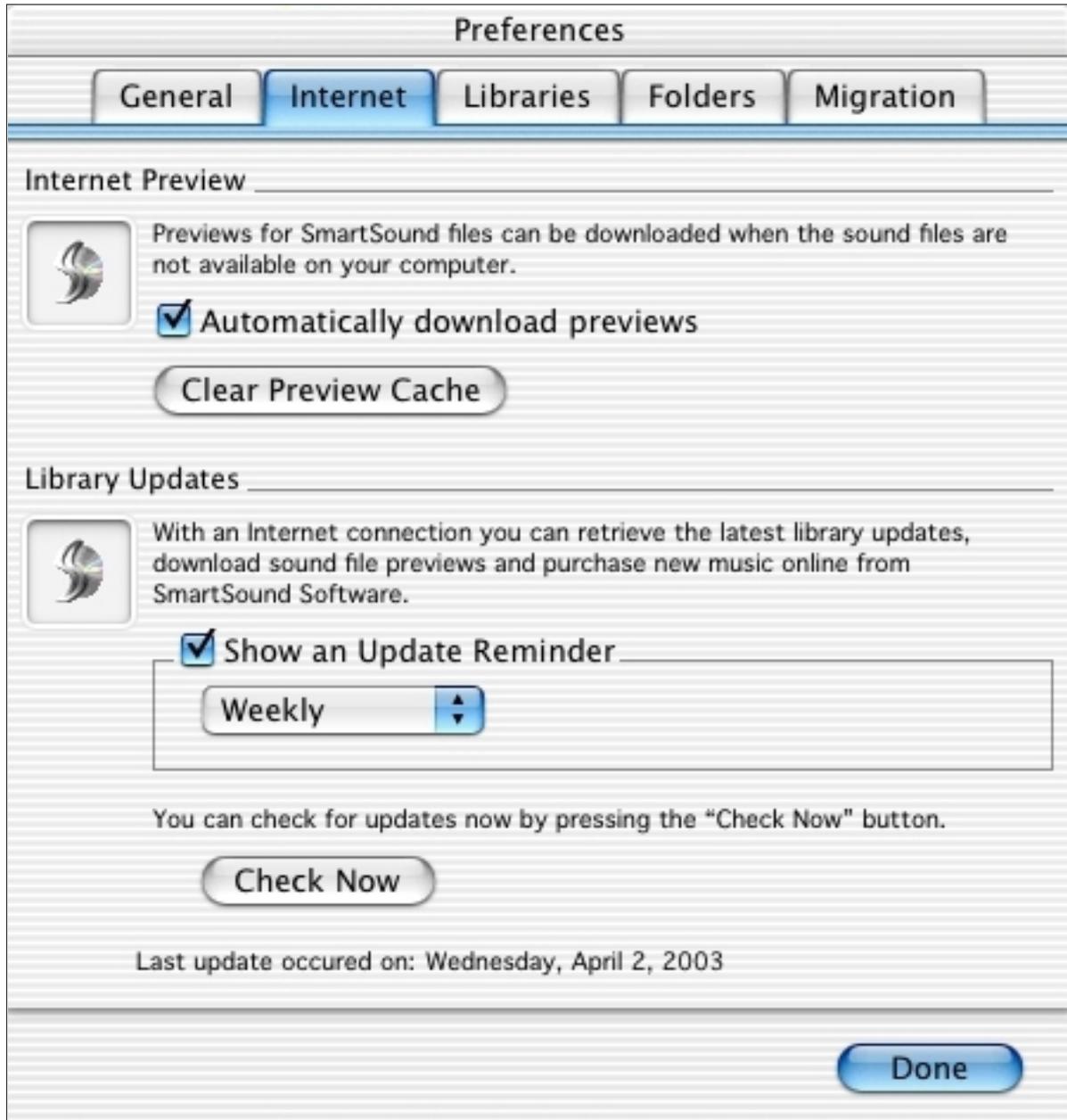
Click on the folder where you would like your sound files copied to and click **Set Destination**.

If the folder where you would like the files copied does not exist, click **Add Folder** to add the folder to the list. Then **Set Destination** for the new folder. A music note appears in the folder currently set as the target folder.

Once the destination has been set, put the SmartSound CD into your drive. Sonicfire Pro autodetects the CD and installs the library. Then say "Copy" to copy the sound files to your hard drive. For more details on copying files, see [Copying Sound Files to a Hard Disk](#).

## Internet Access and Sonicfire Pro

Sonicfire Pro version 3 has many new options available for those with internet connections. The most important change is the ability to preview any piece of music in our entire collection, even those pieces that you do not own. You can then immediately purchase and download the piece into Sonicfire Pro. Also available are automatic update checks for the application and the ability to check for new documentation and library information.



The default setting is to have internet access turned off. If you have an internet connection on your Sonicfire computer, you can activate the internet setting by selecting "Automatically download previews" box.

Windows users, select **View > Options**, and click the **Internet** tab

Mac OS X users, select **Sonicfire Pro > Preferences**, and click the **Internet** tab.

Mac OS 9 users, select **Edit > Preferences**, and click the **Internet** tab.

# Upgrading from Sonicfire Pro 2.x to Sonicfire Pro 3: What's New!

## New in version 3.1:

### Loopable Smart Blocks

You can now create loopable Smart Blocks in the Timeline. Simply check the "Loopable" checkbox at the right side of the Timeline window. To make the Timeline loop during playback, enable "Repeat Play" under the View menu.

A button to clear the Maestro's search field has been added.

The play locator's guide line now extends through the wave display area.

When selecting a track in the Assistant, the name of the track's Audio Palette is now displayed.

Here is a summary of the new features and changes implemented in version 3:

## A Redesigned, Much More Powerful Maestro!

The Maestro has been revamped to include many features you've been asking for! Searching for music has never been so easy. Some of the enhancements include:

### Preview Any Track From Any Library, Even Ones You Don't Own

If your computer is connected to the Internet, you can preview any piece of music in our library of more than 50 CDs of music and sound effects. This is done through the new Maestro program (more below). Choose to search all music, just what's on your hard drive, or just your favorites! A new update option copies previews of new CDs as we release them. Run this option any time to get updates to documentation and more!

### Downloadable Singles

You can now purchase any individual track from our vast library and download it directly into Sonicfire Pro! Just use the preview features to find the music you need, then click the Purchase button to buy and download from the internet. Safe and secure, this is a fast, easy way to add music to your Sonicfire Pro system!

### Search by Instrument, Tempo, Intensity, or Descriptive Keywords

With the new Maestro program, we have greatly enhanced the searching capabilities. You can search for a particular instrument, display tempo ranges and intensities, or search for keywords (that you've entered or that we've entered). Enter user notes about particular tracks, and those can be searched as well!

When you have found the track you need, clicking the Open button adds the piece to your Blocks Window. You can drag the block from the top of the Blocks Window to create a "Maestroed"(custom lengthed) variation of the song, or you can drag individual blocks from the bottom of the Blocks Window to create a custom arrangement. The variations (previously accessed through the Block Settings screen) are now displayed to the right of the Timeline to allow for easy sampling of each arrangement with your movie. And you can always drag the end point of the Smart Block on the Timeline to adjust the length, if needed. Other options from the Block Settings screen (turning off smart beginnings and endings, applying fades) are also now available from the right hand side of the Timeline screen.

## Redesigned, Flexible Exporting

We have now added direct integration with some of the most popular video editing programs! For Mac users: Apple's Final Cut Pro, Apple's Final Cut Express, Adobe Premiere, Adobe After Effects, iTunes and iLife, and QuickTime Movie Player. For Windows users: Adobe Premiere, and PowerPoint for Windows, Ulead VideoStudio 6 and Roxio/MGI VideoWave 5. When your soundtrack is completed, just choose to Export directly to the program of your choice. Sonicfire Pro saves your file in the needed file format and place it in the appropriate program's bin window/work space, saving you valuable time!

## The New Assistant

The Assistant is basically a "starter" area for those new to the program. It functions similar to the way the Maestro used to. Search for music or sound effects. If searching for music, select from a list of styles and keywords to display a list of music that best fits your criteria. You can then sample the pieces that match your criteria, and select the piece you like the best. When you finish, a Smart Block is added to the Timeline.

## Automatic CD Detection

We have added the ability to automatically detect and add new SmartSound CDs when you put them into your CD drive, making this process as easy as clicking a button! The installation is performed automatically, and you can choose to have your sound files immediately copied to your hard drive, if desired. The new sound files are copied to your "destination" folder. Set your destination folder by going to **View > Options** (Windows), **Sonicfire Pro > Preferences** (Mac OS X) or **Edit > Preferences** (Mac OS 9), click the **Folders** tab, select the folder and click the **Set Destination** button.

## **Faster Application Startup**

For those with lots of music, we have added a new feature to store all of the music you have installed, so the software does not need to scan your drives and read in each piece of music during application startup. When new CDs are added this log is updated; a new "Rebuild Library" option has been added for any time you manually move files into a directory and want the software to rebuild the log of music you own.

## **Automatic Checking for Updates**

Integrated into Sonicfire Pro is now the ability to check the internet for any software updates and install them automatically! This saves visiting the web site support area and downloading updates to your computer. You can even have the software automatically check for updates at a specific interval. Just go to Options/Preferences and click the Internet tab to set up this feature.

## **Easier Trim Feature**

New trim features have been added to easily remove a portion of a block on the Timeline. Easily remove extra silence from an imported sound file, or quickly shorten your soundtrack.

## **Relocation of the Librarian**

The Librarian option is now under Options/Preferences. It has been split into two Tabs: Libraries and Folders. Libraries is where you can see what libraries are installed, and whether or not the sound files have been copied to your hard drive. The Folders tab allows you to specify the location(s) to look for sound files that Sonicfire Pro uses.

## **More Frame Rate Options**

We have increased the number of Frame Rate options. You can now choose from 10, 15, 20, 24, 25 or 30. Set your frame rate by going to **View > Options** (Windows), **Sonicfire Pro > Preferences** (Mac OS X) or **Edit > Preferences** (Mac OS 9), click the **General** tab to set the frame rate for your movie files.

## **Customizing of Razored Blocks Now Available**

When creating custom blocks through Blocking Mode, you can now name each block with your own naming convention. This helps you easily identify the contents of each block when you use the blocks in Soundtrack Mode.

# Tutorials

This chapter describes:

- [Scoring a Movie Using the Assistant and Choose Movie Option](#)
- [Blending Music Together to Form a Long Soundtrack](#)
- [Using Smart Razor to Tweak Your Soundtrack](#)
- [Using Maestro's Favorites and Notes Fields/Searching for Music](#)
- [Previewing and Buying Individual Music Cuts](#)
- [Importing and Razoring Non-SmartSound Music](#)

The following tutorials assume you have certain music selections installed in your Sonicfire Pro system. The music referred to in the tutorials below may be found on the SmartSound #1 Palette (also called Dimensions, or Full Spectrum), and also included with Quicktracks for Adobe Premiere. If you have not installed one of these Palettes, or do not own one of them, you will not be able to follow the tutorial exactly; choose other musical options instead.

## Scoring a Movie Using the Assistant and Choose Movie Option

The Assistant is a great way to introduce yourself to SmartSound technology. It helps you find music that you're looking for, and automatically places music on the Timeline for you. Once you are comfortable with the Assistant, you want to check out the Maestro, a more advanced, powerful searching tool for locating just the music you need.

Note: This tutorial assumes you have the contents of the Full Spectrum CD (also known as Dimensions, Audio Palette #1, or Quicktracks Premiere). If you have Sonicfire Pro, you should have this music. If not, just follow along and pick different selections.

1. Start with a blank project screen. Select **File >New Project**.
2. **If the contents of your Full Spectrum CD has not been copied to a hard drive, make sure it is in your CD drive.**
3. **Select File >Choose Movie. Locate the Tutorials folder underneath the Sonicfire Pro folder, click Action.mov, and then click Choose/Open. The movie appears in the Movie window.**
4. Click the Assistant button  to call up the Assistant.
5. Click **Next** (Windows) or **Continue** (Mac OS). Then choose if you want music or sound effects. (You have the option of searching for items in our catalog that you don't currently own.)
6. Click **Search for Music** and click **Next/Continue**.
7. **Here, you select the style of music you want for your movie. Click World, then click Next/Continue.**
8. **Here, you select a keyword that best describes the feel of the movie. Click Confident, then click Next/Continue.**

9. A selection of music appears that fits the criteria of confident world music. Click **Hot and Spicy**. Click the preview button (if available) below to listen to the music. Click **Next/Continue**.
10. The Summary screen details the piece of music you selected, and add the music to the Timeline. Make sure the "Add to Soundtrack" checkbox is checked. The Start time should be all zeros (this is minutes, seconds, frames). The length defaults to the length of the movie clip. Click **Finish**.
11. The music is added to the Timeline. Click the Play from start button  to watch the music with the movie.

## Blending Music Together to Form a Long Soundtrack

This tutorial shows you how you can create two SmartSound pieces of music on your Timeline, then blend them together so they flow into one another with a seamless transition.

**Note:** This tutorial assumes you have the contents of the Full Spectrum CD (also known as Dimensions, Audio Palette #1, or Quicktracks Premiere). If you have Sonicfire Pro, you should have this music. If not, just follow along and pick different selections.

Sonicfire Pro can create soundtracks of any time length. If you want to listen to calypso music for 40 minutes, no problem! Most likely, though, you want to vary your music throughout your production so it doesn't sound too repetitive. Some pieces of music work better than others for long periods of time, but typically after several minutes it's helpful to transition to something else. Also, if you have a scene change that requires different music this same method can be used to ease the scene transition without an obvious gap.

The Maestro has many search options to choose. The top of each of the three columns are drop-down lists with various search selections. Below demonstrates how to use some of the searching options to search for a particular type of music.

1. Start with a blank project screen. Select **File > New Project**.
2. If the contents of your Full Spectrum CD has not been copied to a hard drive, make sure it is in your CD drive.
3. Click the Maestro button  to call up the Maestro.
4. In the first column, click the title drop-down list and choose **Find Music**, then click the **All** option that appears below.
5. In the second column, click the title drop-down list and choose **Instrument**, then click **Fusion Band**.
6. In the third column, click the title drop-down list and choose **Intensity**, then click **Moderate Activity**.
7. Scroll down the list of music that matches this criteria (located in the lower half of the screen) and click **Innocence**.
8. Check the box "Add to Soundtrack at" and leave the field all zeros. (The display here is in minutes, seconds, frames.) Enter the length of 22 seconds (00:22:00) in the Length field.
9. Click **Open**. (Don't click Done just yet.)

"Crystallize" is on the Timeline, taking 22 seconds of time (visually represented by the block

called "Crystallize"). Crystallize is the name of the musical arrangement that has been made of the piece Innocence. Now let's place a second piece of music onto the Timeline.

1. The Maestro window should still be open and in front of the Timeline. If not, click the Maestro button.
2. In the first column, choose **Find Music** and click **All**.
3. In the second column, choose **Intensity** and click **Energetic**.
4. In the third column, choose **Style** and click **World**.
5. Select the music piece **Orleans Romp**.
6. Check the box "Add to Soundtrack at" and enter the time of 00:22:01, which starts where the last soundtrack ended. Enter the length of 30 seconds (00:30:00) in the Length field.
7. Click **Open**. The arrangement "Accordion" of Orleans Romp is added to the Timeline.
8. Click **Done** to close the Maestro window.

You now have two SmartSound blocks on the Timeline. Click the **Play From Start** button  to listen to the entire soundtrack. As you can hear, the Maestro has made two complete pieces of music, each with a good musical beginning and ending. However, in this case we don't want a musical ending to "Crystallize"; we want it to flow into "Accordion" with a nice transition.

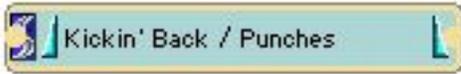
1. On the Timeline select the "Crystallize" block. The "Crystallize" block turns dark blue when selected.
2. To the right of the Timeline, the block settings appear. The default is to have both Beginning and Ending check boxes selected, which tells the block to have a true musical beginning and true musical ending. Uncheck the Ending box. This turns off the musical ending, and reconfigures the arrangement to continue playing until the next block begins.
4. To help with the transition, we want to fade the music out. Select **Timeline, Fade/Smooth Options**. Check the **Fade Out** box to implement a fade out of this block. You can adjust how much fade is applied by using the fade bar to the right of the Fade Out button. The farther the indicator is to the right, the longer the fade duration will be. For our purposes, you can leave the fade indicator at the default location of 2 seconds.
5. Because we want to smooth the transition (which does a cross-fade of the blocks), check the **Smooth into next block** checkbox.
6. Click **Close** (Windows) or **Done** (Mac OS).
7. Select the second block, "Accordion", by **single-clicking** on the block.
8. Since this is the second block, we are going to turn off the smart Begin, since we want the beginning of this piece of music to blend, rather than have an obvious musical beginning. Uncheck the "Beginning" check box.

You're done! Press the **Play From Start** button  to listen to the results.

## Using Smart Razor to Tweak Your Soundtrack

**Note:** This tutorial assumes you have the contents of the Full Spectrum CD (also known as Dimensions, Audio Palette #1, or Quicktracks Premiere). If you have Sonicfire Pro, you should have this music. If not, just follow along and pick different selections.

When you create soundtracks with the Maestro or by dragging SmartSound music from the top of the Blocks window, Sonicfire Pro automatically creates an arrangement of the music edited to the time length specified. On the Timeline, a Smart Block is designated by our blue "double S" logo on the block:



SFP3 creates Smart Blocks by arranging the smaller Segment Blocks (which are short clips of the piece of music) into an arrangement that makes musical sense. You usually have multiple arrangements to choose from. However, there may be times when you like the arrangement but would like to tweak one part of the piece. For example, perhaps you'd like to change the ending, but leave everything else the way it is. That's where the Smart Razor tool comes in handy.

1. **Start with a blank project screen. Select File > New Project.**
2. **If the contents of your Full Spectrum CD has not been copied to a hard drive, make sure it is in your CD drive.**

3. **Click the Maestro button**  **to call up the Maestro.**
4. **In the first column, choose the scope Find Music and click All.**
5. **In the second column, choose the scope Instrument and click Accordion.**
6. **In the third column, choose the scope Intensity and click Energetic.**
7. **Scroll down the list of music that matches this criteria and click Orleans Romp.**
8. **Check the box "Add to Soundtrack at" and leave the field all zeros. (The display here is in minutes, seconds, frames.) Enter the length of 30 seconds (00:30:00) in the Length field.**
9. **Click Open.**
10. **Click Done to close the Maestro.**

"Accordion" is on the Timeline, taking 30 seconds of time (visually represented by the block called "Accordion"). **Double-click** the block to listen to the selection. We're now going to use the Smart Razor tool to break the Smart Block into its component parts.

1. **Make sure the "Accordion" block is selected. If not, single click the block to select it. If it is dark blue in color, it is selected.**
2. **Select Smart Razor from the Timeline menu.**

There are now lots of little blocks on the Timeline, representing the segment blocks which make up the overall 30-second soundtrack the Maestro created. You can zoom in on the Timeline to better read the blocks. Drag the zoom indicator below the blocks to the right to see more detail.

Now we're going to delete the ending. Scroll on the Timeline to the right, until you can see the end of the soundtrack. The final segment block is called "fall off".

1. **Deselect the blocks on the Timeline by clicking to the right of the last block (or anywhere in the white space above or below the blocks, in the Timeline area).**
2. **Double-click** just the last block, "fall off", and listen to the ending.

3. Click the **Skip Back** button  three times, then press the **Play** button  to listen to the ending of the soundtrack.
4. Single-click the "fall off" block and press the **Delete** key. This removes the block from the Timeline.

Now we're going to find a new ending to the soundtrack using the Blocks window. There are two sections for the Blocks window; the top section has one block for each piece of source music you're working with; the bottom section displays the small segment blocks.

1. **Single-click** Orleans Romp in the top of the Blocks window. This is the name of the source piece of music we're using to create our soundtrack.
2. The segment blocks of Orleans Romp are now displayed in the bottom section of the Blocks window. You can double-click any of these blocks to listen to them and sample new potential endings.
3. Because we're working with SmartSound music, Sonicfire Pro can guide us in the selection process. Back in the Timeline, single click the last block, named either "all night 5" or "more blues 5", depending upon which variation of this tune you own.
4. Green lights now appear next to any segment blocks that Sonicfire has determined make good musical sense following "all night 5/more blues 5". We don't have to use these selections, but they will make musical sense if selected. **Double-click** a few of these to listen to some of your choices. Since we are looking for something that will end our soundtrack, it's a good idea to look for blocks with an end marker like this one  which indicates it has a true musical ending.
5. Some of the endings are short, and some are longer. Depending upon your project, you'll want to select a block that hits the time length you need. Let's select the segment block Solo out to use as our new ending. **Drag "Solo out"** up to the Timeline and place it immediately after "all night 5/more blues 5".

Note: Red arrows appear when you drag the block to the Timeline to guide you in placing your block. Use the red arrows to help place the block in the correct location. If you do not place your block up against the all night 5/more blues 5 block, you can use the [ key to nudge the block over to the left to meet the all night 5/more blues 5 block.

Let's listen to our new ending. Press the **Skip Back** button three times, then press **Play**. You have now successfully modified your soundtrack!

## Using Maestro's Favorites and Notes Fields/Searching for Music

Note: This tutorial assumes you have the contents of the Full Spectrum CD (also known as Dimensions, Audio Palette #1, or Quicktracks Premiere). If you have Sonicfire Pro, you should have this music. If not, just follow along and pick different selections.

1. Start with a blank project screen. Select File >New Project.
2. If the contents of your Full Spectrum CD has not been copied to a hard drive, make sure it is in your CD drive.



3. Click the **Maestro** button  to call up the Maestro.
4. In the first column, choose the scope **Find Music** and click **On My Computer**.
5. In the second column, choose the scope **Instrument** and click **Ethnic Ensemble**.
6. In the third column, choose the scope **Intensity** and click **Energetic**.
7. Scroll down the list of music that matches this criteria and click **Hot and Spicy**.
8. Click the **More Info** button.
9. Under User Notes, type "This track is awesome." Click **OK**.
10. Check the "Selection is a favorite" check box.

The Hot and Spicy piece is now selected as a favorite, and has user notes associated with the selection.

In the first column, choose the scope **Find Music** and click **Favorites**. Any piece of music you have checked as a favorite now appears. Since we have only selected one track, Hot and Spicy is listed.

The Search feature in the Maestro is extremely powerful. Any text typed into the search box searches all file names, library names, descriptions, and user notes for any track that matches the first scope. Right now the first scope is set to Favorites so the search looks through only the items we have checked as Favorites. Click **All** to search all musical selections in the library.

In the search box type in "awesome". The "Hot and Spicy" track appears, since "awesome" is in the user notes. The track "Swank It" also appears because "awesome" is in the track description.

Now type in "Hot" in the search box and press **Return** (Mac OS) or **Enter** (Windows). "Hot and Spicy" appears since Hot is part of the track name. Many other selections appear because "hot" is in the track description.

## Previewing and Buying Individual Music Cuts

Sonicfire Pro version 3 offers the ability to purchase and download individual pieces of music from our vast royalty-free library. We have more than 50 CDs of music in our library of music and sound effects, featuring a wide range of musical styles. Whether you need something immediately or just need one piece for a project instead of a whole CD, our downloadable singles option offers a cost-effective way of adding music to your SFP3 system. Prices for the music are displayed when you click the **Purchase** button.

**Note:** It is extremely important to keep all receipts from music you download, and to make periodic backups of your entire computer. If your hard drive later crashes, a backup restores your downloaded tracks back into SFP3. The receipts from your downloaded tracks also have download instructions in case something happens to the original file.

You must have internet access available and active during this process.

1. If you have not previously done so, go to **Preferences** (from the Sonicfire Pro menu in Mac OS X,

from the Edit menu in Mac OS 9) or Options (from the View menu in Windows) and activate the previewing of all music in our library. Click the Internet tab and check Automatically download previews.

2. Launch the Maestro by clicking the Maestro button.
3. In the first column, choose the scope **Find Music** and click **All**.
4. All SmartSound tracks available are now listed. You can use column two and column three to refine your search.
5. When you have located the piece of music you would like to purchase, click on the track name and click the Purchase button.
6. If you like the piece of music and want to buy the CD, you can choose to Purchase the entire CD. The CD name is listed here, and you are brought to our web site for ordering.
7. If you would like to purchase only this piece of music, click to choose the quality of music you would like. (At the time of this writing, 44.1kHz quality only is available.) The cost of the piece is listed as well. Click **OK**.
8. The purchase screen appears. The purchase is powered by eSellerate, and your credit card statement will show a charge from eSellerate for this download, not from SmartSound Software. Click **Start**.
9. Fill out your personal information. A valid email address is required for your receipt, which includes instructions for re-downloading. The address information is your billing address for your credit card statement. When complete, click **Next**.
10. The billing information screen appears. Enter your credit card information. Click **Next**.
11. A summary of your order appears. Click **Submit**.
12. Your credit card is approved and file transfer begins. When file transfer has successfully completed, your credit card is charged. If the file transfer is NOT successful, your card has not been charged.
13. When the file transfer has completed successfully, a final window is displayed indicating that the sale is complete and an email is sent to you with a receipt and download instructions. Click **Done**. The music is now available for use in SFP3.

## Importing and Razoring Non-SmartSound Music

The following tutorial demonstrates how to import and razor non-SmartSound music, such as MP3 files or WAV files from other royalty-free sources. You can do quick and easy edits by dragging from the Blocks window, or you can use the Blocking Mode for more advanced edit. *Blocking Mode is designed to block up a source piece of music for length.* You cannot delete or rearrange blocks in Blocking Mode. Instead, create the segment blocks you need, then return to Soundtrack Mode to build the soundtrack as you would like it to sound.

1. Select **File >New Project**.
2. Select **File >Import Audio**.
3. Locate the **Tutorials** folder, click **In Motion.aif**, and then click **Open** (Windows and Mac OS 9) or **Choose** (Mac OS X).

4. The ***In Motion*** block displays in the Blocks window. Select the block and press the Play button on the right of the Blocks window to listen to the music. Drag the ***In Motion*** block from the top section of the Blocks window onto the Timeline, placing the mouse pointer at zero on the Timeline.
5. Now the block is on your timeline, with the total time length equaling the total time length of the audio clip. You can move the audio clip along the Timeline using the [ and ] keys.
6. Zoom in on the Timeline to see the block in smaller time detail by dragging the zoom indicator to the right. Drag the right end of the soundtrack to the left to adjust the length to 20 seconds. Sonicfire automatically creates an edit in the middle of the soundtrack to create a 20 second variation of your imported soundtrack.

If you make the soundtrack shorter than the original source, Sonicfire removes a section of the soundtrack to achieve the desired length. A smooth is automatically applied at the edit point to make the edit less noticeable. You cannot make the soundtrack longer than the original source when dragging a File Block to the Timeline. If you use the Blocking Mode (described below) to razor your audio, you can repeat blocks on the Timeline to create a soundtrack of any length.

You can adjust where the edit point occurs by using the controls on the right of the Timeline. Select the block and two sliders appear: **Crossfade point** and **Crossfade length**. The **Crossfade point** indicates the location where the edit occurs. Drag the indicator to change the location of the edit. For example, if you move the edit point to the far right, you'll be hearing the first 20 seconds of the piece. Move the edit point to the far left and you'll hear the last 20 seconds of the piece. The **Crossfade length** determines the length of time used to complete the crossfade. Drag this indicator to increase or decrease the length of time for the crossfade.

This is a fast, easy way to have Sonicfire edit your imported sound file. You can also razor the music and create your own custom arrangement of the sound file:

7. Click the **Blocking** tab on the Timeline. The entire imported sound file appears on the Timeline at its original length. If more than one piece of music is opened in the Blocks window, you can choose the audio file to razor by selecting from the "File to block:" drop-down list.
8. Play the soundtrack so you can hear what you will be editing.  
  
A bar, called the Grid, can be displayed on the Timeline immediately below the sound block display. The grid is used for setting the lengths of the blocks you want to create. Click the **Grid** button (just to the left of the zoom control) to turn on the grid display.
8. Drag the yellow play locator to 00:04:05 on the Timeline. If you cannot drag to the time exactly, use the [ and ] keys to move one frame at a time.
9. Select **Timeline >Razor Block**. A block is now created 4:05 seconds in length, and the rest of the soundtrack is now a second block.
10. Select just the first block. Hint: Clicking on the white area just above the blocks deselects all blocks, allowing you to easily select one block.
11. Select **Timeline > Set Grid**.

12. The grid markers have now been set to match the length of the selected block (in this case, at 4:05 second intervals). **Select just the second block.**
13. **Select Timeline > Grid Razor Selected.** You now have a series of 4:05 second blocks, all of which are displayed in the Blocks window.
14. Click the **Soundtrack** tab on the Mode Bar.
15. Save the modified sound file to the desired location.
16. Delete anything already on the Timeline by selecting the block(s) and pressing the **Delete** button.
17. Select the *In Motion* block in the Blocks window. The razored blocks are listed below.
18. Drag these blocks up to the Timeline in order: 1, 4, 7, 8.

This creates a 13:19 variation of *In Motion*, which was originally 30 seconds in length.

Press the Play from start button  to hear your new soundtrack.

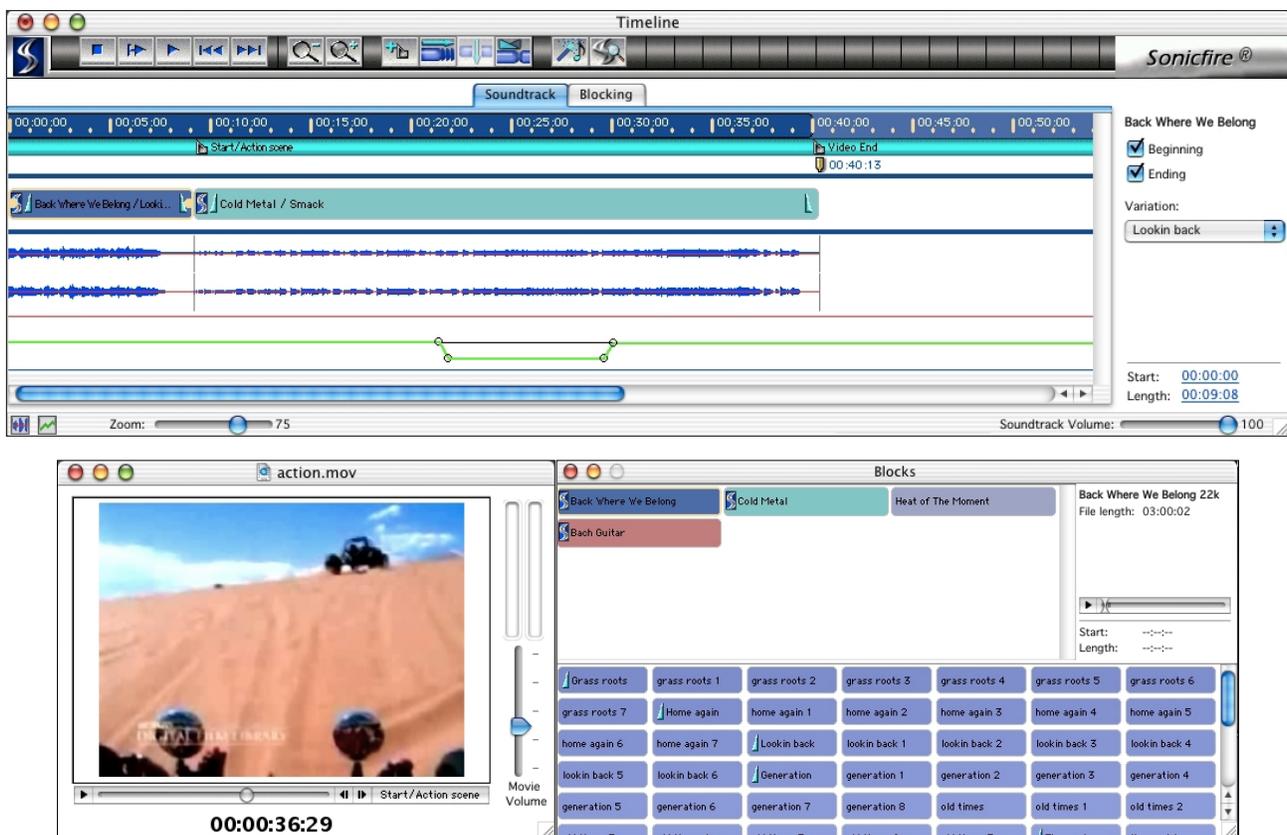
# Getting to Know the Environment

This chapter describes:

- [Timeline Window \(Soundtrack Mode\)](#)
- [Movie Display Window](#)
- [Blocks Window](#)
- [Understanding a Smart Block](#)
- [Soundtrack Mode](#)
- [Displaying and Editing Soundtrack Volume](#)
- [Timeline \(Blocking Mode\)](#)
- [Setting Preferences](#)
- [Check for Updates option](#)

This chapter describes the screens and explains the various buttons and functions of Sonicfire. The chapter [Scoring a Movie](#) describes the use of these screens in creating a soundtrack for your movie.

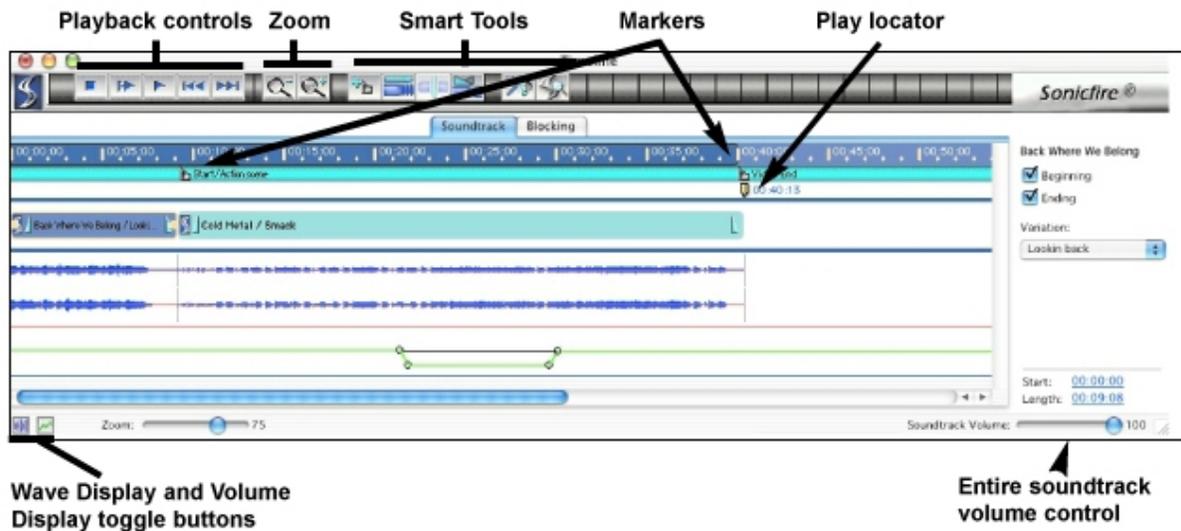
When you open Sonicfire Pro, the Timeline window, Blocks window, and the Movie window appear as shown below.



Sonicfire Pro is an expansive workshop environment where you can make extensive changes to complex music and audio. Music can be easily expanded or shortened to match the length that you need by dragging the right end of the block when it is in the Timeline window. In addition, you can simply drag and drop sound blocks from the Blocks window into the Timeline window. In Soundtrack Mode you can use the Movie window to easily score your movie. The Blocking Mode lets you edit non-SmartSound music.

## Timeline Window

The Timeline window is where you build your soundtrack. Audio is placed in the Timeline by using the Assistant, the Maestro, or by dragging blocks from the Blocks window.



**Soundtrack Mode** is used to construct your soundtrack with blocks of music and sound effects. You can use the controls (play, stop, etc.) to listen to the music. Sonicfire has been developed with features that make soundtrack creation virtually foolproof.

**Blocking Mode** allows you to create custom blocks with your own sound files or CD sources, which can then be placed on the Timeline in the Soundtrack Mode to create your finished soundtrack. Blocking Mode is a work environment where you edit music for length by creating smaller blocks of music. Once you have blocked up your music, save your work and return to Soundtrack Mode to build the musical arrangement for your project.

The Timeline window can be viewed with or without several **display options**. You can display a sound wave and/or a volume line, and display the Grid Bar (when in Blocking Mode). The buttons toggle the features on and off with each subsequent click of your mouse.

## Movie Display Window

The Movie window displays a movie clip, so you can watch the movie while creating your soundtrack, and easily arrange your soundtrack to precisely match your movie. You can import a movie with existing audio, and view the movie with or without the original sound. You can close the movie window if your project does not require a movie.

To open a movie, select **File > Choose Movie**. (Consult the [Scoring a Movie](#) chapter for details about compatible video file formats.) Find and open your movie. The movie appears in the Movie window and displays the file name in the title bar. The Movie window components are described below.



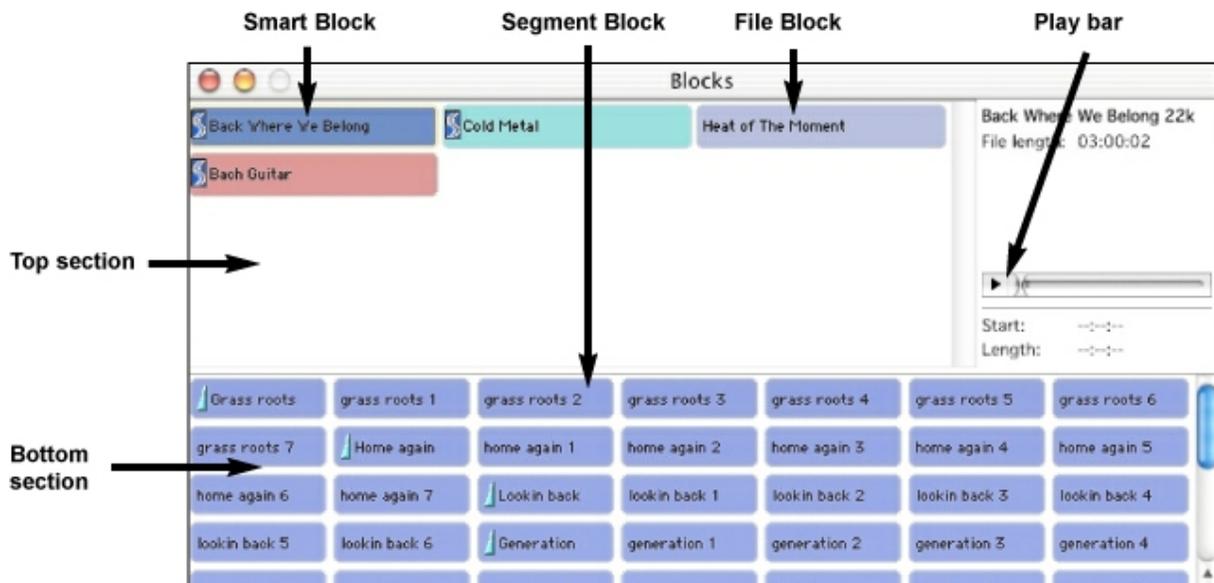
You can use the **Play button** to view the movie and listen to the soundtrack. If you have set markers on the Timeline, a drop-down menu appears on the Play bar, allowing you to jump to a marker.

The **Current frame location** displays the location of the play locator for the movie. The locator on the Timeline corresponds to the Time indicator.

If you import a movie that has existing audio, the **Volume bar** appears. You can adjust the volume level of any audio that is included with your movie by dragging the volume level.

## Blocks Window

The Blocks window displays each sound file opened for use with the current project. The Blocks window is divided into two sections: the top half of the Blocks window has one block for each sound file. SmartSound-encoded music blocks in the top half of the window are called "Smart Blocks"; other imported audio files are called "File Blocks". Music is added to this window by using the Maestro, using the Assistant, or importing non-SmartSound music using the Import features from the File menu.



When blocks are selected in the top half of the window, "Segment Blocks" appear in the lower half of the window. You can use the Blocking feature to create your own Segment Blocks for varied arrangement on the Timeline.

To listen to a block of music, select the block and click the **Play** button, or double-click the block.

If you drag a Smart Block or File Block to the Timeline, the block's length is adjusted to fit between existing markers. If no markers are set, the block length defaults to the length of the piece. If a movie is opened in the Movie window, the block adjusts to the total length of the movie. If you drag a Segment Block to the Timeline, the entire length of the block is used regardless of marker settings. You can easily lengthen or shorten a Smart Block or File Block when it is in the Timeline window by dragging its right end outward or inward.

## Understanding a Smart Block

A Smart Block is a SmartSound piece of music that can be placed at any location in the Timeline, and its length can be easily adjusted. You just drag the right end of the block outward or inward to lengthen or shorten the piece of music, and Sonicfire professionally edits the music to the new length you have specified. Sonicfire does not speed up or slow down the music to accomplish the length you need. Sonicfire actually rearranges the music!

When located in the Blocks window, the Smart Block represents the overall piece of music you have selected.

A Smart Block can also be made loopable, which can be useful for web sites or DVD production. After creating a Smart Block on the Timeline, check the "Loopable" checkbox. To hear the loop in playback, enable "Repeat Play" under the view menu.

## Understanding Segment Blocks

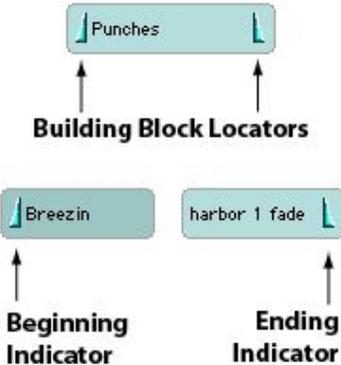
Each piece of a SmartSound Smart Block has been razored into small Segment Blocks for you. When a Smart Block is selected in the top of the Blocks window, the Segment Blocks appear in the lower half of the window. In most cases you will be using Smart Blocks to create your soundtrack. When you drag a Smart Block to the Timeline, various Segment Blocks are arranged automatically and displayed as one large block.

You may want to create your own custom arrangement of a piece of music. If so, you can use the Segment Blocks and arrange them in

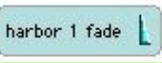
the desired order on the Timeline.

The Segment Blocks, if played sequentially, plays the music in the original arrangement. A great benefit of Sonicfire, however, is the ability to offer suggestions as to where a Segment Block should be located in the structure of a soundtrack. For example, some blocks may fit better at the beginning of the sequence, some in the middle, while others make better endings. Each block has a building block locator, suggesting where it should be placed in your soundtrack.

The following diagram points out where to locate the building block locators:



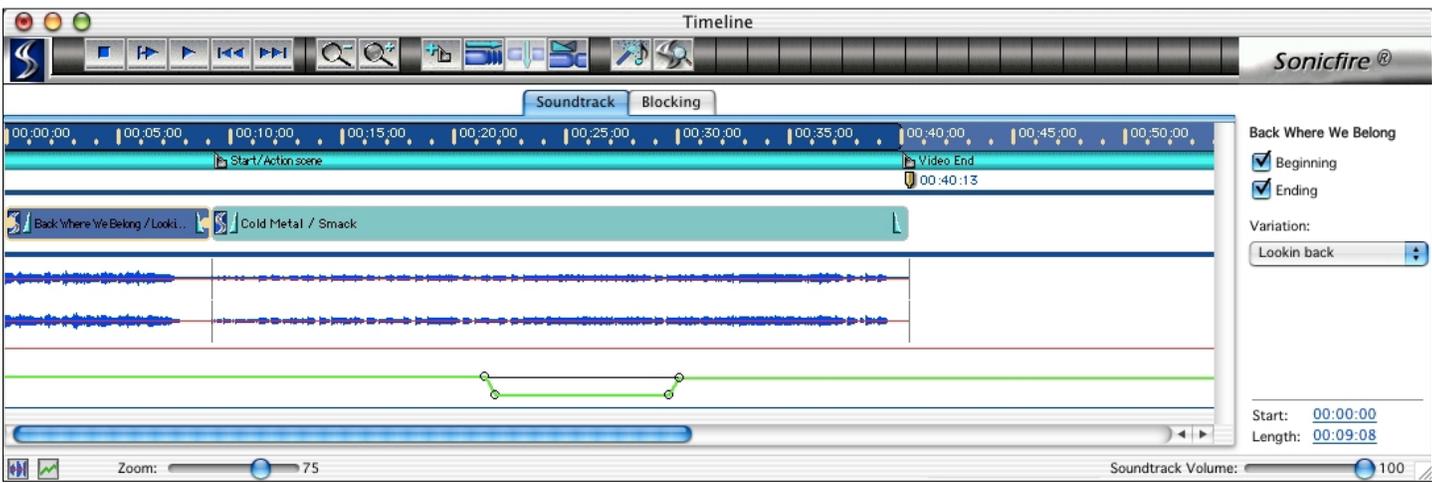
The following table describes the two different types of building block locators.

Segment Block	Description
 Breezin Beginning	These blocks are best used at the beginning of a soundtrack
 harbor 1 fade Ending	These blocks are best used at the ending of a soundtrack

**Note:** To listen to an individual block, simply double-click on the desired block.

## Soundtrack Mode

Soundtrack mode lets you visually create a soundtrack along the Timeline. Click the **Soundtrack** tab.



Once a Smart Block has been placed on the Timeline you can easily modify its length. To shorten the sequence, drag the right end of the block inward. To lengthen a sequence, drag the right end of the block outward. Each time, Sonicfire is rearranging the music automatically to fill the space you specify.

Sonicfire enables you to easily move along the Timeline. The **View** menu **Zoom** commands allow you to zoom in, zoom out, zoom a selection, or zoom all.

## Timeline Features

The following table summarizes some of the features of the Timeline window.

Feature	Description
Play Locator	A yellow indicator that displays where you currently are in the Timeline
Smart Blocks	Soundtrack blocks created using SmartSound's soundtrack creation technology. Smart Blocks can be extended or shortened and automatically professionally edits the music to the new length.
SmartTools	Buttons that provide shortcuts to popular menu options.
Markers	Reference points along the Timeline which can be used to indicate points in your movie where audio should change.
Tooltips Help	As you point your cursor at buttons, a description of the item is displayed
Wave Display	Displays a sound wave of your soundtrack, divided into right and left channels
Volume Display	Displays the volume level of the soundtrack
File - Block Name	Displays the file name and the block name of the piece of music that you are working with
Time length display	Displays the total time for the soundtrack, and the length of the selected block
Zoom bar	Drag the indicator to see more or less detail of the Timeline.
Volume bar	Adjust the soundtrack volume.

### Playback Controls

The following table outlines the buttons used in the Timeline window for playback.

Button	Description
 Stop	Stop any soundtrack sequence that is currently playing. The space bar also stops play.
 Play Start	Plays the current contents of the Timeline from the beginning.
 Continue	Plays from the current position in the project. You can also press the space bar to play your project. Pressing the space bar again stops play.
 Skip Back	Skip backward through the project one block at a time.
 Skip Forward	Skip forward through the project one block at a time.

Press the **Return/Enter** key to stop playback and move the locator to the beginning of the sequence. The space bar can also start and stop playback.

## SmartTools

The following table summarizes the available SmartTools. These are buttons that provide shortcuts to popular menu options.

Button	Description
 Zoom In	Allows you to see more detail in the soundtrack window by changing the scale of the Timeline.
 Zoom Out	Allows you to see more blocks in a shorter space by changing the scale of the Timeline.
 Add Marker	Adds a marker to the Timeline at the location of the locator. This can be done while playing or stopped.
 Smart Extend	Extends the highlighted block on the Timeline to the next event: to the next marker, to the next block, or for an additional 15 seconds.
 Razor Block	Razors the block at the locator point to create two separate blocks.
 Fade/Smooth	Adjusts fade in and fade out settings for the highlight block. You can also adjust the amount of fade. You can add a smooth to the next block.
 Assistant	Launch the Assistant to add music or sound effects to the Timeline.
 Maestro	Launch the Maestro to add music or sound effects to the Timeline. Has advanced search tools to locate the specific piece of music you want.

## Selecting Blocks

In order to add, delete or edit blocks, you need to select one or more blocks at a time. The block turns dark blue when selected. Single-clicking on the block selects it. If you want to select several blocks in sequence, select the first block in the series, hold down the shift key and select the last block in the series.

## Adding Markers

Sonicfire allows you to easily add markers as reference points to the Timeline. When you drag a Smart Block or File Block from the Blocks window onto the Timeline and you have set markers, the block's length automatically adjusts to fit between the markers. You can add, delete, rename, and change the time of markers. You can also use the Movie window drop-down menu, to easily jump to a marker. Note: You may need to adjust the size of the Movie window if the drop-down menu doesn't appear on the play bar.

Just position the locator on the Timeline where you'd like a marker, and select **Timeline > Add Marker**. To read more about markers, read [Using Markers](#) in the Scoring a Movie chapter.

## Displaying a Sound Wave

The Wave button allows you to display a sound wave of the soundtrack. The soundtrack is divided into two channels. The top wave represents the left channel, and the bottom wave represents the right channel. To display the sound wave, click the **Wave** button, or select **View > Wave Display**.

## Displaying and Editing Soundtrack Volume

SFP3 includes options for modifying the entire soundtrack volume, or you may perform volume rubberbanding to modify volume settings anywhere in the soundtrack.

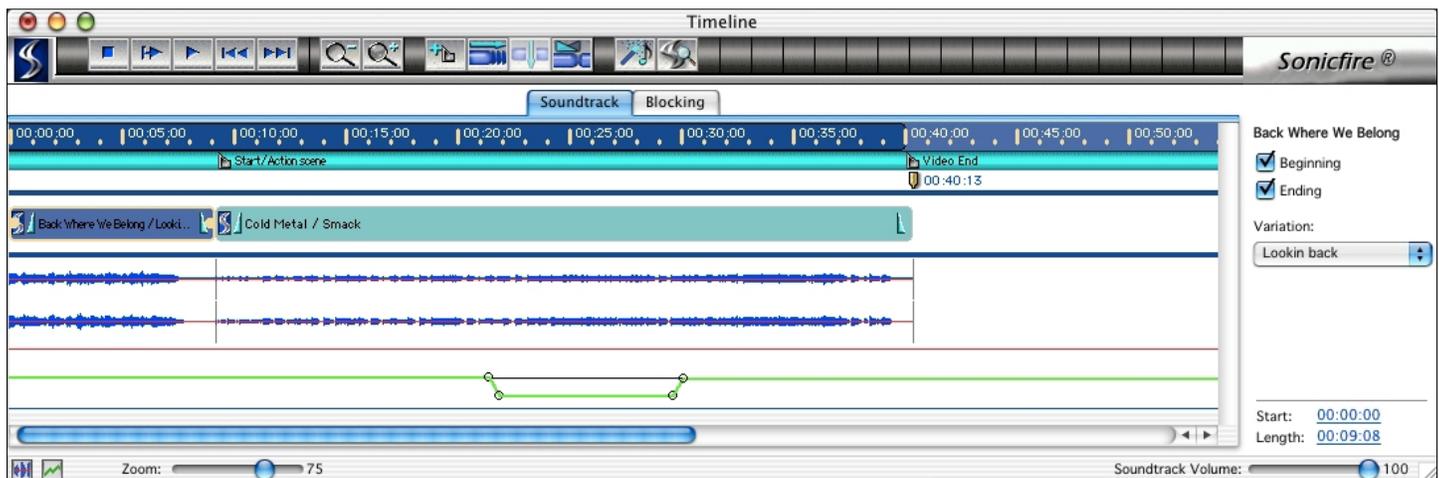
The Soundtrack Volume slide bar in the lower right corner of the Timeline window adjusts the volume of the entire soundtrack. The default value is 100%; drag the indicator to the left to lower the volume of the soundtrack.

You may also create volume rubberbands, which adjust the volume at levels you set throughout the soundtrack. This is particularly useful if you have narration, which requires background music to lower at a precise point, then go back to normal volume when the narration is complete. The Volume button allows you to display and adjust the volume of the soundtrack:

1. Click the **Volume** button, or select **View > Volume Display**.

The Volume display appears in the Timeline. (If you don't see it, make your Timeline window larger or scroll down.) The red line on the Volume display indicates the peak of the volume range. The blue line on the Volume display indicates no sound, or the bottom of the volume range. The black line represents the middle of the volume range.

2. Press and hold the **Command** key (Mac OS) or the **Ctrl** key (Windows), then click on the Volume display where you want to create a volume point. You can also double-click and a volume point will appear where you have positioned the mouse pointer. The volume line appears in green. (For Windows users, you can also right-mouse-click and select **Add Volume Point**.)



The volume point is indicated by a square on the volume line, and shows where in the soundtrack the volume is adjusted.

3. Drag the volume point up to increase the volume, or down to decrease the volume. The percent of volume change is displayed (100% being standard volume). The percents are a useful guide to ensuring equal changes both up and down in volume.
4. Continue creating volume points on the volume line wherever you want to adjust the volume.
5. To delete a volume point, press and hold the **Option** key (Mac OS) or the **Alt** key (Windows), then click on the volume point(s) that you want to delete. Windows users can optionally right-mouse-click and select **Remove Volume Point**.
6. Use the [Playback Controls](#) to preview the soundtrack.

If you adjust the soundtrack volume slide bar after you have placed volume points on the Timeline, the entire rubberband is adjusted to match the change to the volume slide bar. This will change the volume for all of the music on the Timeline. A gray shaded ceiling appears indicating maximum volume, and lowers as you lower the soundtrack volume.

## Blocking Mode

Blocking mode allows you to break down an imported audio file into smaller blocks to allow for custom arrangement of the audio on the Timeline. Any blocks you make in Blocking mode are not Smart Blocks; that is, the SmartTools do not work with them. To display Blocking mode, click the **Blocking** tab on the Timeline display.



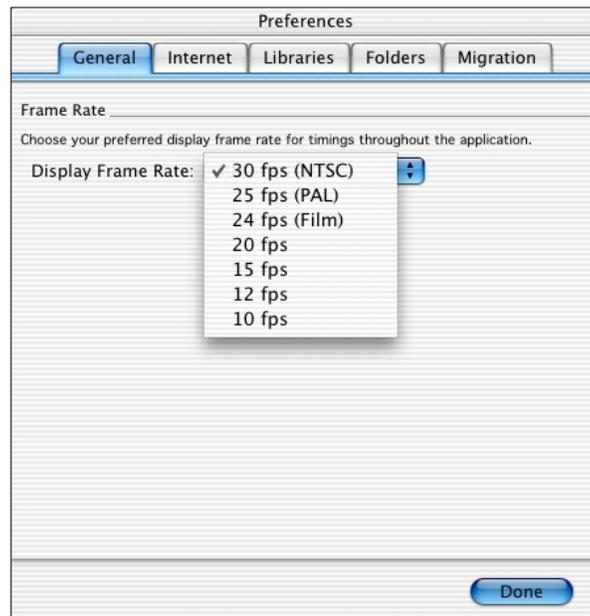
Wave display and Grid Display toggle buttons

When you are in Blocking mode, you can choose a sound file from the **File to block:** drop-down menu to the right of the Timeline. That sound file is then loaded onto the Timeline for you to begin razoring blocks. Use the Maestro or the Import Audio options to open music into Blocking Mode.

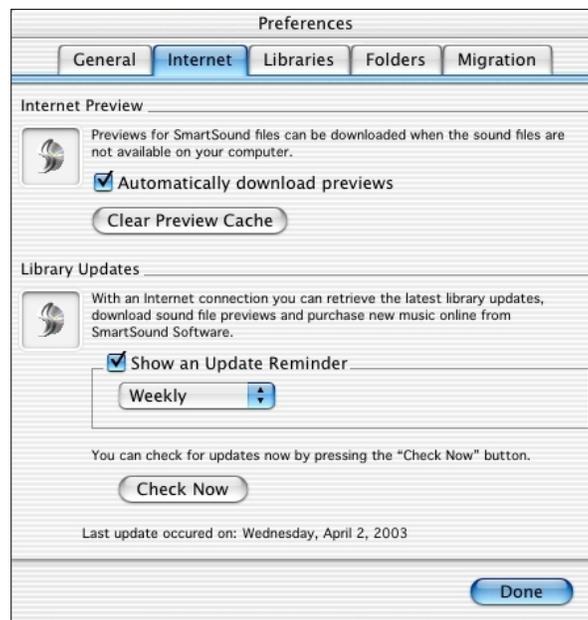
The grid bar is a guide to assist you when razoring blocks. The grid bar can be turned on or off using the Grid button. See [Advanced editing of non-SmartSound music](#) for detailed instructions on razor blocks to use them in your soundtrack.

## Setting Preferences/Options

The Preferences/Options window allows you to manage your music, set your frame rate, and set internet access settings. Go to **View > Options** (Windows), **Sonicfire Pro > Preferences** (Mac OS X) or **Edit > Preferences** (Mac OS 9). Below is an explanation of the available options:



**General tab:** Select the frame rate to use for displaying and entering times in SFP3.



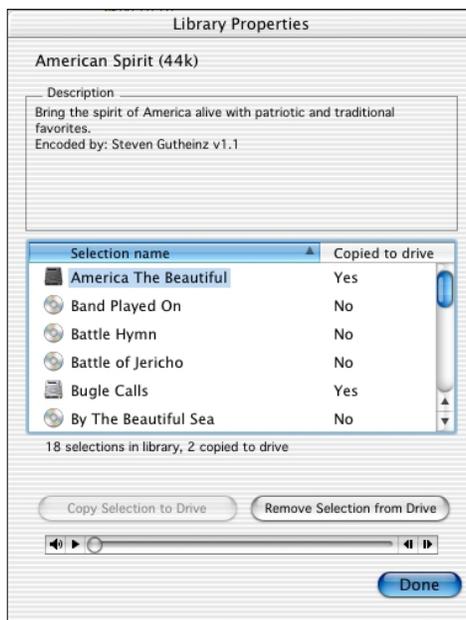
**Internet tab:** If your computer is always connected to the internet, you can choose to have preview sound files download automatically as you need them. Previews are available for the entire SmartSound library - not just selections you already own. So as you are previewing music, each piece of music you want to listen to is downloaded for you. Click the box for "Automatically download previews" for this option to take effect.

You can also check for updates by selecting the "Check Now" button in the Library Updates section. This looks for updates to music files, documentation, and more. A connection to the internet is necessary for this option to work, and you may select this option as often as desired. If updates are found, they are listed and you have the option to install each update.

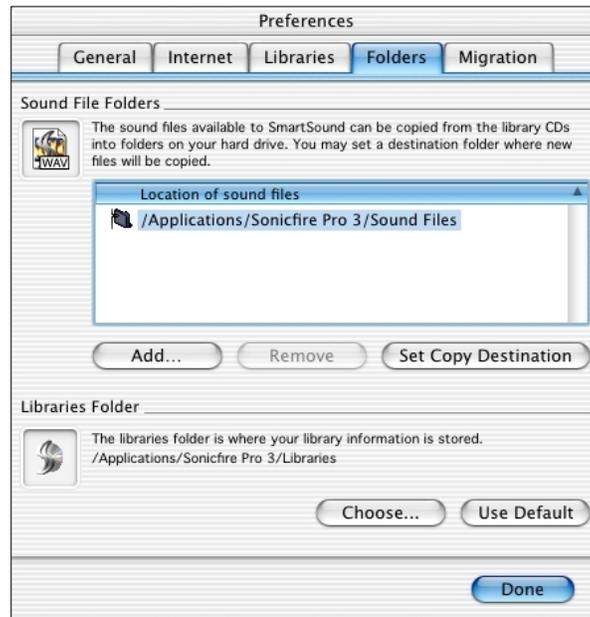
If you want to be reminded to check for updates, just click the box for "Show an Update Reminder" and choose either Weekly or Monthly from the drop-down list.



**Libraries tab:** Displays each SmartSound library you have installed, as well as any online purchases you have made. It also indicates if each library's sound files have been copied to your hard drive. Select the library and choose Get Info/Properties if you'd like to see a list of each selection for that library:

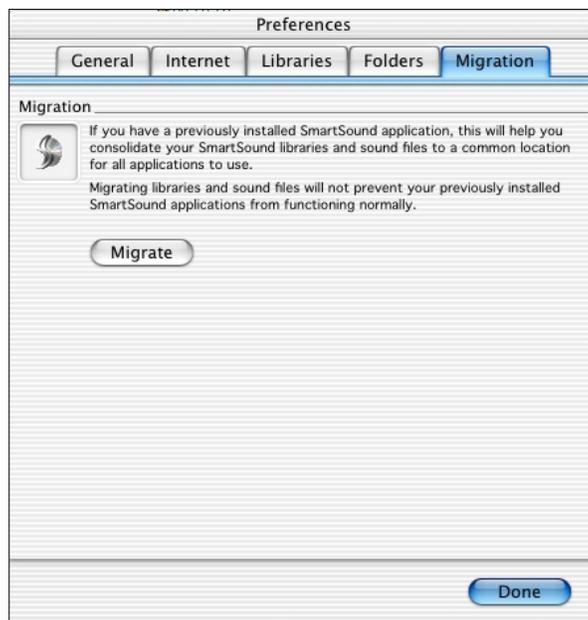


You can then copy additional pieces of music to your hard drive if you have not done so previously, or remove selections if you no longer need the selection on your hard drive.



**Folders tab:** You can specify folders where your sound files are located. These folders can be on other hard drives, if desired. The default folder for sound files for Mac OS is /Applications/Sonicfire Pro 3/Sound Files. When new libraries are added and you choose to copy the sound files to your hard drive, the sound files are copied to the copy destination you have selected. You can adjust this location at any time by selecting a new location and clicking the Set Copy Destination button.

**The Libraries folder (Mac only)** indicates the location where your library information is stored. **THIS IS NOT THE LOCATION OF YOUR SOUND FILES!** The library information are the indexes that are installed which tell SFP3 which libraries you own. These files are small, and we do NOT recommend you modify the location of the libraries folder.



**Migration tab:** When Sonicfire Pro 3 is first run, the migration option runs automatically. If you do not migrate your libraries and sound files during the initial application launch, you can use this menu option to perform your migration. Migration helps you consolidate your SmartSound libraries and sound files to a common location for all SmartSound applications to use. Here you can choose either to select a specific folder to search, or search all hard drives.

## Check for Updates Option

There are two areas of Sonicfire Pro where you can check for updates to deliver items such as new library preview files when released and updated documentation. If updates to the application are available, information about downloading the application update is also included. We recommend running this update periodically, so you can preview the latest music and have access to the latest tutorials and documentation.

To check for updates immediately, connect to the internet then select the following menu option:

**Windows: Help > Check for updates...**

**Mac OS X: Sonicfire Pro > Check for Update...**

**Mac OS 9: Apple Menu > Check for Update...**

If an update is available, it is listed. Select the update and click the Update button to install.

## Scheduling the Check for Updates

A second update option is built into Sonicfire Pro which reminds you to periodically check for updates. You have the option to connect to the internet before the update check executes.

To schedule a check for library and documentation updates, select the following menu option:

**Windows: View > Options > Internet**

**Mac OS X: Sonicfire Pro > Preferences > Internet**

**Mac OS 9: Edit > Preferences > Internet**

Click the check box for Show an update reminder. Then select either Weekly or Monthly from the Show reminder: drop down box.

# Adding the Music You Need

Sonicfire allows you to create complex soundtracks, even when you have multiple scenes requiring various musical styles, or you want the ability to edit soundtracks adding silence as needed. You can choose a movie and easily sync the soundtrack to the movie. You can use the SmartSound Assistant and Maestro to create soundtracks. You can arrange SmartSound music yourself, or you can import and edit non-SmartSound music to create a custom score.

Note: This chapter describes how to add music to your Sonicfire system, and assumes you are familiar with the screens and buttons displayed on the Sonicfire windows. See [Getting to Know the Environment](#) for a detailed explanation of the screens and definitions of the buttons and options available to you.

If you are using more than one SmartSound sound file for your soundtrack, we strongly recommend copying the sound files to your hard drive, so Sonicfire can easily access the needed files.

This chapter describes:

- [Adding SmartSound Music into SFP3](#)
- [Rebuild Library Option](#)
- [Copying Music to Your Hard Drive](#)
- [Downloadable Singles](#)
- [Importing Audio CDs](#)
- [Importing Non-SmartSound Audio Files](#)
- [Basic Editing of Non-SmartSound Music](#)
- [Advanced Editing of Non-SmartSound Music](#)

## Adding SmartSound Music into SFP3

SmartSound has an extensive collection of Audio Palette, Sound Palette, and Edge Series CDs specially encoded to work with Sonicfire Pro. The Audio Palettes contain music, and the Sound Palettes contain sound effects. The Edge Series contains special cutting-edge styles of music, such as techno and rap, written especially for SmartSound Publishing, which can't be found through any other source. These CDs increase the list of selections in the Assistant and in the Maestro.

SmartSound Palettes come in two versions: Professional (44.1k), and Multimedia (22k). For a complete listing and samples of our CDs, visit <http://www.smartsound.com/music>. To purchase SmartSound CDs, call our sales department at (800) 454-1900 (U.S. and Canada), (818)-718-9999 (international) or visit our web site at <http://www.smartsound.com> to order online.

Quicktracks for Premiere on MacOS users should read our [Preferences documentation](#) for information about setting the Libraries folder before installing and copying libraries.

## Adding a Library

In order to use SmartSound Palettes, you must install each library into SFP3. The more Audio Palettes, Sound Palettes, and Edge Series CDs that you add, the more selections available in the Assistant and in the Maestro.

To install a library, just place the Palette into your CD drive. SFP3 auto-detects the CD and bring up the installation screen automatically. Select whether you have purchased the Multimedia or Professional version (if you select Professional, you are asked to enter the unlocking code supplied with the CD).

You are then prompted to copy the sound files to your hard drive. We strongly recommend copying the sound files to your hard drive, so they are readily available as you use Sonicfire Pro. Multimedia Palettes require about 200MB of disk space; professional Palettes require about 400MB of disk space.

### Manually Adding a Library

If you chose not to install a SmartSound CD using the auto-detect feature, you can install the CD manually. Insert the CD into your CD drive and follow the instructions below:

Windows users: Select **View > Options**.

Mac OS X users: Select **Sonicfire Pro > Preferences**.

Mac OS 9 users: Select **Edit > Preferences**.

1. Click the **Libraries** tab. All SmartSound libraries installed are listed.



2. Click the **Add...** button.
3. If necessary, locate the CD's Library Enabler files, and choose 44k or 22k.
4. Click **Add Library**.
5. The license agreement appears. If you agree with the license agreement, click **Accept**.
6. The library file is installed. You can then copy the sound files to your hard disk, as explained above. If you would like the files to be copied to your hard drive, click **Copy Now**.
7. Click **Done** to exit the Options/Preferences window.

## Removing a Library

If you no longer own a particular library or no longer want its selections to be available, you may want to remove the library. When you remove a library, any sound files which have been copied to your hard drive are also removed.

To remove a library:

1. In the Libraries list, click the library that you want to remove.
2. Click **Remove**. A warning message appears indicating that you are removing a library.
3. Click **OK (Windows)** or **Remove (Mac OS)** and the library is permanently removed from the Libraries list. The selections contained in that library no longer appear in the Maestro as "owned by me".

## Rebuild Library Option

Those familiar with other SmartSound programs know that, as more music is added to the program, the longer start-up takes while it checks for all music available on hard drives. And since we have more than 50 Palettes to choose from, loading thousands of selections can take a few minutes on slower computers.

To allow for faster application loading, SFP3 builds a database of "known available music on hard drives". As you add and remove selections from within SFP3, the list is automatically updated. However, any movement of sound files outside of the application is not recognized by Sonicfire until the Rebuild Library command is performed. Execute the rebuild command by selecting the menu option:

Windows users: Select **Help > Rebuild SmartSound Database**

Mac OS X users: Select **Sonicfire Pro > Rebuild Library...**

Mac OS 9 users: Select **Apple menu > Rebuild Library...**

## Copying Music to Your Hard Drive

Sonicfire Pro needs to access sound files from the appropriate Palette while it is creating soundtracks. We strongly recommend copying the sound files to your hard disk so the CDs are not required. The copy command appears during library installation; if you do not copy the sound files during library installation, you can do so later by following the instructions below.

**Note:** Disk space requirements for each 44k Palettes need about 400MB of disk space each. 22k SmartSound Palette is about 200MB.

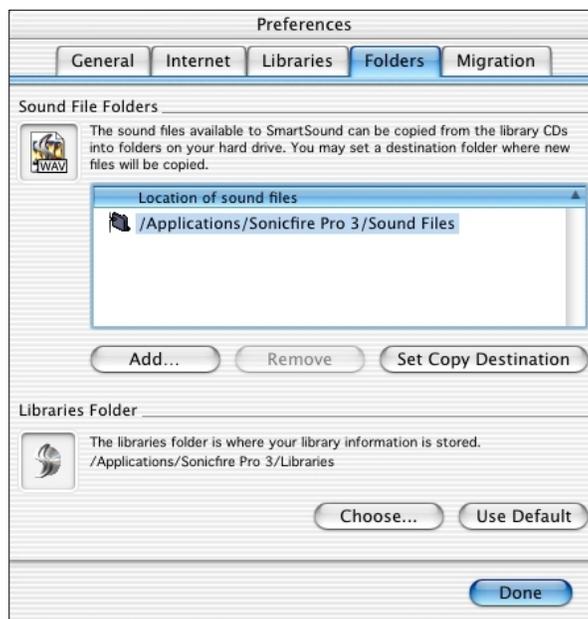
To copy sound files to your hard disk:

1. Specify the folder where you want the sound files to reside. Select the menu option:

Windows: View > Options > Folders

Mac OS X: Sonicfire Pro > Preferences > Folders

Mac OS 9: Edit > Preferences > Folders



The default folder for Windows users is a common application folder, recommended by Microsoft as a storage location (the exact path is listed at the top of this screen). The default folder for Mac users is Sonicfire Pro 3 / Sound Files. If this path is ok, proceed to step 2. Otherwise, click the Add Folder button (Windows) or the Add button (Mac OS) to add a folder in another area of your drive, or add a folder from another hard disk. When you add a folder, *any subfolders are automatically added as well*, so make sure you do not add multiple paths to the same location.

When you have added the location you would like to use, select the location and click the Set Copy Destination button. All sound files copied from this point forward will be placed in this location until you specify otherwise.

2. Insert the SmartSound CD into your drive. Select the menu option:

Windows: View > Options > Libraries

Mac OS X: Sonicfire Pro > Preferences > Libraries

Mac OS 9: Edit > Preferences > Libraries

3. In the Libraries list, click the appropriate Palette, then click the Properties button (Windows) or Get Info button (Mac OS). The tracks for the selected Palette appear in the Selections list.

4. In the Selections list, highlight the track(s) you want to copy. Click Copy Selection to Drive.

## Downloadable Singles

SFP3 offers the ability to purchase and download individual pieces of music from our vast royalty-free library. We have more than 50 CDs of music in our library of music and sound effects, featuring a wide range of musical styles. Whether you need something immediately or just need one piece for a project instead of a whole CD, our downloadable singles option offers a cost-effective way of adding music to your SFP3 system. Prices for the music are displayed when you click the Purchase button.

**Note:** It is extremely important to keep all receipts from music you download, and to make periodic backups of your entire computer. If your hard drive later crashes, a backup restores your downloaded tracks back into SFP3. The receipts from your downloaded tracks also have download instructions in case something happens to the original file.

You must have internet access available and active during this process.

1. If you have not previously done so, go to Preferences (from the Sonicfire Pro menu in Mac OS X, from the Edit menu in Mac OS 9) or Options (from the View menu in Windows) and activate the previewing of all music in our library. Click the Internet tab and check Automatically download previews.
2. Launch the Maestro by clicking the Maestro button.
3. In the first column, choose the scope **Find Music** and click **All**.
4. All SmartSound tracks available are now listed. You can use column two and column three to refine your search.
5. When you have located the piece of music you would like to purchase, click on the track name and click the Purchase button.

6. If you like the piece of music and want to buy the CD, you can choose to Purchase the entire CD. The CD name is listed here, and you are brought to our web site for ordering.
7. If you would like to purchase only this piece of music, click to choose the quality of music you would like. (At the time of this writing, 44.1kHz quality only is available.) The cost of the piece is listed as well. Click OK.
8. The purchase screen appears. The purchase is powered by eSellerate, and your credit card statement will show a charge from eSellerate for this download, not from SmartSound Software. Click Start.
9. Fill out your personal information. A valid email address is required for your receipt, which includes instructions for re-downloading. The address information is your billing address for your credit card statement. When complete, click Next.
10. The billing information screen appears. Enter your credit card information. Click Next.
11. A summary of your order appears. Click Submit.
12. Your credit card is approved and file transfer begins. When file transfer has successfully completed, your credit card is charged. If the file transfer is NOT successful, your card has not been charged.
13. When the file transfer has completed successfully, a final window is displayed indicating that the sale is complete and an email is sent to you with a receipt and download instructions. Click Done. The music is now available for use in SFP3.

All credit card charges for downloadable pieces of music will appear on your credit card statement as a charge from the company "eSellerate".

## Importing Music From Audio CDs

Sonicfire allows you to import music directly from an audio CD. Sonicfire converts the selection into a useable sound file format. Once the file is converted, you can edit it and save it for future use.

To import music from an audio CD:

1. Select **File > Import Audio CD**. The Open dialog box appears.
2. Locate and select the desired audio CD. Select the track on the CD you want to import.
3. Click **Import** (Windows), **Choose** (Mac OS X), or **Open** (Mac OS 9). The dialog box appears again, allowing you to point to the location where to save the converted sound file. Click **Save**, and Sonicfire Pro converts the soundtrack into a useable sound file format. The converted soundtrack then appears in the Blocks window.

## Importing Non-SmartSound Audio Files

Sonicfire also allows you to import non-SmartSound audio files for use in your soundtrack. Use this option if you have sound files, such as MP3 or WAV files, on your hard drive. Sonicfire helps you edit your music. While it cannot create perfect musical arrangements as it can with SmartSound music, Sonicfire can help improve your non-SmartSound music edits.

To import non-SmartSound music:

1. Select **File > Import Audio**. The Open dialog box appears.
2. Locate and select the desired audio file.
3. Click **Open** (Windows), **Choose** (Mac OS X), or **Open** (Mac OS 9). The file appears in the Blocks window.

**Note:** You can also import a soundtrack by dragging it from the desktop or hard drive and dropping it into the Blocks window.

Once the audio file is imported, you can drag it to the Timeline for a quick edit, or you can go to Blocking Mode to razor the music and make your own custom arrangement of the music. To practice importing and razoring non-SmartSound music, see [Importing and Razoring Non-SmartSound Music](#) in the *Tutorials* chapter.

## Basic Editing of Non-SmartSound Music

To perform basic editing on a non-SmartSound block:

1. Import the sound file you want to edit.
2. Drag the File Block (this is the block in the top half of the Blocks window) from the Blocks window onto the Timeline. Sonicfire automatically does an edit in the middle of the soundtrack to create a 30-second variation of your imported soundtrack.

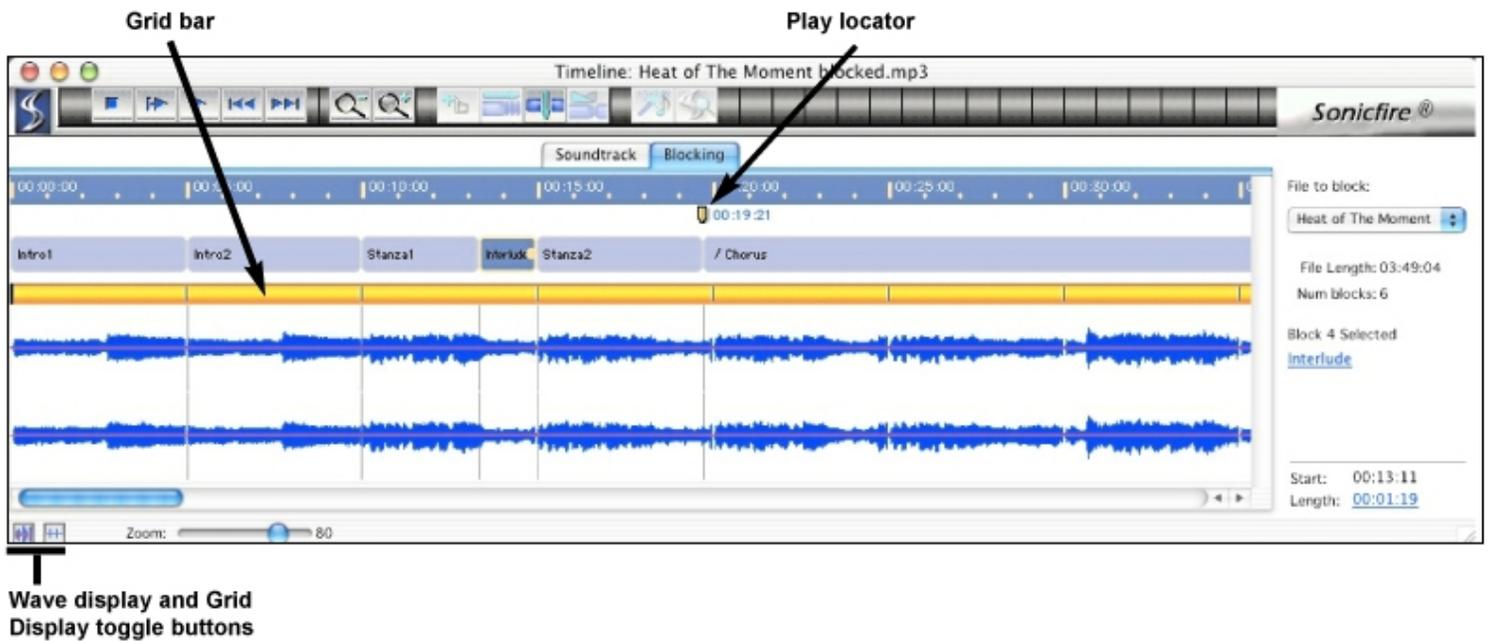
**Note:** As you drag the File Block along the Timeline, the block's length is adjusted to fit between existing markers. If no markers are set, the block length defaults to 30 seconds. If you drag a Segment Block (that is, a block from the bottom section of the Blocks window), the entire length of the block is used. (In this case, since we haven't done any editing yet, the entire piece of music would be added to the timeline.)

3. Drag the ends of the soundtrack inward or outward to adjust the length. If the length of the block is shorter than the original sound file, Sonicfire removes a section of the soundtrack to achieve the desired length. A smooth or crossfade is automatically applied at the edit point to make the edit less noticeable.
4. To adjust where the edit occurs, select the block. To the right of the Timeline, two bars are listed: **Crossfade point** and **Crossfade length**. Move the slider for Crossfade point to change the location of the edit.

## Advanced Editing of Non-SmartSound Music

If you want to create a custom variation of your sound file, you can use SFP3's [Blocking Mode](#) to razor your sound file into Segment Blocks, which can then be arranged in any order on the Timeline. To perform advanced editing on a non-SmartSound File:

1. Import the sound file you want to edit. The file appears in the Blocks window.
2. Click the Blocking tab in the Timeline.



3. If more than one sound file is opened in the Blocks window, select the soundtrack you want to edit using the **File to block:** drop-down box. You can click the **Play** button to hear the sound file you are editing. A **Wave Display** is available and recommended to help you determine the appropriate location for a razor. Click the Wave button to turn on the wave display.
4. Set the play locator to where you want the first block to end. To set the locator do one of the following:
  - Select **Timeline > Position > Go To Time** to go to the exact time.
  - In the Movie window, drag the Play locator to match the time display.
  - **Zoom In** to see a more detailed time display, and move the play indicator on the Timeline to scroll to the desired time.
5. Select **Timeline > Razor Block**. A new block of the specified length is created, and the remainder of the sound file becomes a second block.

**Note:** You can also join blocks together. To join blocks, hold down the Shift key and click on the blocks that you want to join. Select **Timeline > Join Blocks**.

The **Nudge Forward** and **Nudge Back** commands (available from the Timeline) lengthen or shorten the selected block. Use these buttons if you need to adjust a block slightly so the edit occurs in the correct location.
6. You can name the blocks, if desired. Select the block, and the current name appears to the right of the Timeline. Type in the new name into the box at the right to rename the block.
7. When your changes are complete, click the Soundtrack tab to change to Soundtrack Mode. You are prompted to save your changes to the sound file. Save the sound file changes.
8. Select the File Block in the top section of the Blocks window. The razored Segment Blocks you created appear in the bottom section of the Blocks window, and may now be dragged onto the Timeline in the desired order to create your new, custom soundtrack.

## Using the Grid

Sonicfire includes a Grid process to allow for the automatic blocking of non-SmartSound music. The grid is useful when you have music at a constant tempo and want to make a number of equal length blocks. The grid bar is displayed on the Timeline immediately below the blocks display if the Grid Button is selected. Click the Grid button in the bottom left corner of the Timeline window if you do not see the gold grid bar below the blocks on the Timeline.

You can use the **Set Grid** command to set the grid markers to match the length of a selected block:

1. Create a block that is the same length of time that you wish the other blocks to be. For example, make the first block one measure of music. The grid makes the other blocks all the same length as this one.
2. Select the block that you want to use to set the grid.
3. Select **Timeline > Set Grid**. The grid markers are set to match the length of the selected block. You can now use the grid markers to razor blocks.
4. If you want to razor only one block using the grid, select the block, then select **Timeline > Grid Razor One Block**.
5. **Note:** You can align the grid to a particular block which hasn't been razored, if you have several blocks on the timeline of varying lengths. To align the grid, select the block to which you want to align the grid. Select **Timeline > Align Grid**. The block highlighted now has the grid set beneath it set to the same lengths of time.
6. Select the blocks(s) to razor. Select **Timeline > Grid Razor Selected**. A series of blocks, all of identical length, are created.

To practice importing and razoring non-SmartSound music, see [Importing and Razoring Non-SmartSound Music](#) in the *Tutorials* chapter.

# Scoring a Movie

Now that your music is ready to go, you're ready to bring in a movie clip and begin the scoring process. Sonicfire allows you to create complex soundtracks, even when you have multiple scenes requiring various musical styles, or you want the ability to edit soundtracks adding silence as needed. You can choose a movie and easily sync the soundtrack to the movie. You can use the Maestro to create soundtracks. You can arrange SmartSound music yourself, or you can import and edit non-SmartSound music to create a custom score.

Note: This chapter describes how to score your movie, and assumes you are familiar with the screens and buttons displayed on the Sonicfire windows. See [Getting to Know the Environment](#) for a detailed explanation of the screens and definitions of the buttons and options available to you.

If you are using more than one SmartSound sound file for your soundtrack, we strongly recommend [copying the sound files to your hard drive](#), so Sonicfire can easily access the needed files.

This chapter describes:

- [Choosing a Movie](#)
- [Supported Video Formats](#)
- [Using Markers](#)
- [Creating Soundtracks Using the Assistant](#)
- [Creating Soundtracks Using the Maestro](#)
- [Moving Music on the Timeline to Sync with your Movie](#)
- [Changing Time Lengths of Soundtracks on the Timeline](#)
- [Manipulating the Audio](#)
- [Creating a Loopable Soundtrack](#)
- [Using the Smart Razor](#)
- [Deleting Music from the Timeline](#)
- [Theming your production](#)

## Choosing a Movie

Sonicfire Pro allows you to display your movie while you're creating a soundtrack, for quick, accurate scoring. Your movie may have existing audio or narration; the Movie window sound icon allows you to preview the movie with or without the original sound. Standard movie formats are supported.

To choose a movie, select **File > Choose Movie**. The Open dialog box appears allowing you to choose your movie. Choose the location of the movie from the drop-down menu. In the list box, click the movie that you want to open, and click **Open**. The movie appears in the Movie window, displaying the title of the movie in the Title bar. **Note:** You can also open a movie by dragging it from the desktop or hard drive and dropping it into the Movie window.

If your movie has an existing audio track, the audio plays when the movie is played, unless turned off by selecting the sound icon at the bottom of the Movie window.

## Supported Video Formats

Sonicfire Pro uses Apple Computer's QuickTime technology (and on Windows, DirectShow) to display movies while using Sonicfire. QuickTime 6 supports the following:

### Video codecs

Animation	Graphics	MPEG-4
Apple BMP	H.261	Photo JPEG
Apple Video	H.263	Planar RGB
Cinepak	JPEG 2000 (Mac OS X only)	PNG
Component video	Microsoft OLE (decode only)	Sorenson Video 2
DV and DVC Pro NTSC	Microsoft Video 1 (decode only)	Sorenson Video 3
DV PAL	Motion JPEG A	TGA
DVC Pro PAL	Motion JPEG B	TIFF

## Sound codecs

24-bit integer	ALaw 2:1	QDesign Music 2
32-bit floating point	IMA 4:1	Qualcomm PureVoice
32-bit integer	MACE 3:1	ULaw 2:1
64-bit floating point	MACE 6:1	
AAC (MPEG-4 Audio)	MS ADPCM (decode only)	

For an up-to-date list of formats supported by future releases of QuickTime, visit <http://www.apple.com/quicktime/products/qt/specifications.html>.

**IMPORTANT!** Some video editing capture cards save movie projects in formats other than those supported by Sonicfire Pro. In those cases, reference movies need to be generated from your video editing software, and the reference movies opened into Sonicfire Pro. Reference movies in a supported format can be low-quality and are able to be quickly generated by most video editing software programs.

## Using Markers

SFP3 allows you to easily add markers as reference points to the Timeline. Markers are also imported with movies that have a Chapter track.

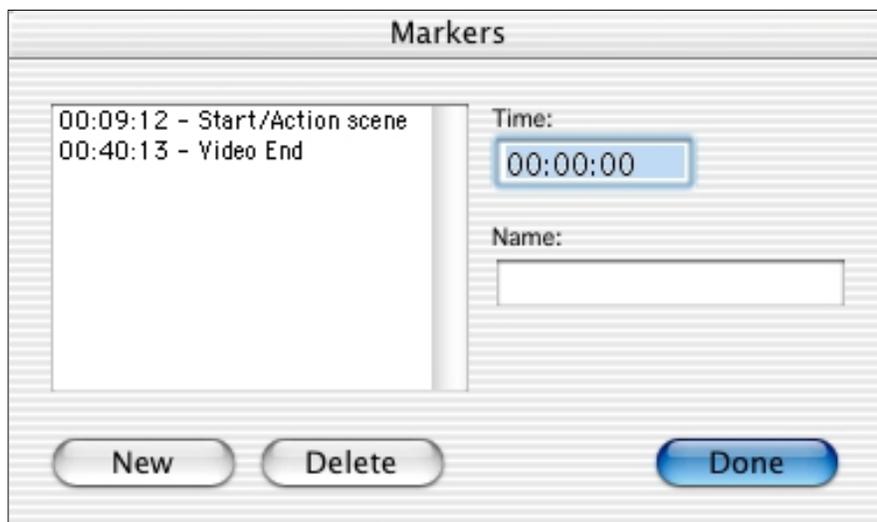
When you drag a Smart Block or File Block from the Blocks window onto the Timeline and you have set markers, the block's length automatically adjusts to fit between the markers.

You can add, delete, rename, and change the time of markers. You can also use the [Movie window](#) drop-down menu to easily jump to a marker. Note: You may need to adjust the size of the Movie window larger if the drop-down menu doesn't appear on the play bar. You can also double-click on any marker to view the Marker Settings window.

### To add a marker:

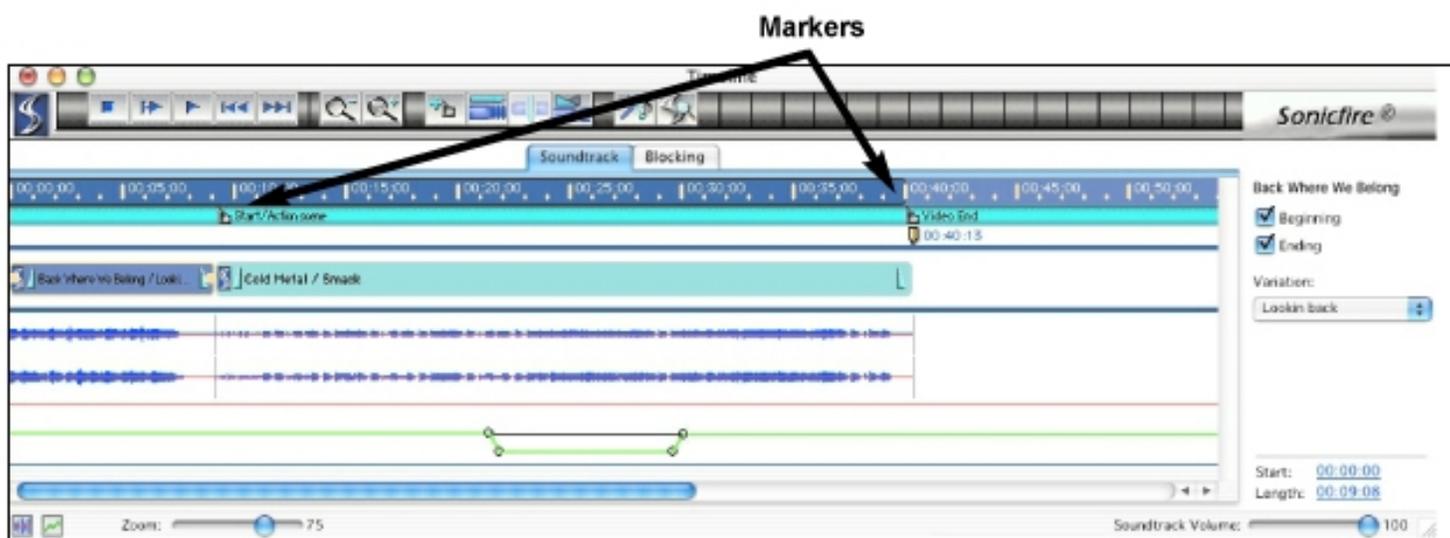
Position the locator on the Timeline where you'd like the marker to be placed. Then do one of the following:

- Select **Timeline > Add Marker**.
- Click the Add Marker button displayed at the top of the Timeline.
- Command-click (Mac OS) or right-mouse-click and select **Add Marker (Windows)**.
- Press Command-K (Mac OS) or Ctrl-K (Windows).
- Select **Timeline > Marker Settings** to access the Markers dialog box shown below. Click **Add Marker (Windows)** or **New (Mac OS)**.



When you press the **Add Marker/New** button, the Time and Marker Name fields default to wherever the locator is on the Timeline. Type over the Time with the desired marker time, and modify the Marker Name to indicate the desired name. Click **Ok/Done** to save your change.

The marker appears as shown below.



#### To delete a marker:

- Select the marker to be deleted, then Option-click (Mac OS) or right-mouse-click and select **Delete Marker (Windows)**. Or,
- Select **Timeline > Marker Settings** to access the Markers dialog box shown above. Click the marker that you want to delete, and then click **Delete**. When you are done deleting markers, click **Ok/Done**.

#### To change the time, or rename a marker:

1. Drag the marker to a new time on the Timeline.
2. Select **Timeline > Marker Settings** to access the Markers dialog box shown above (or double-click on the marker). Click the marker that you want to change the time for, or rename, then enter a new time or name for the marker in the appropriate box. Click **Ok/Done** when finished to save your changes.

# Creating Soundtracks Using the Assistant

The Assistant is a great way to introduce yourself to SmartSound technology. It helps you find music that you're looking for, and automatically places music on the Timeline for you. Once you are comfortable with the Assistant, you want to check out the Maestro, a more advanced, powerful searching tool for locating just the music you need.

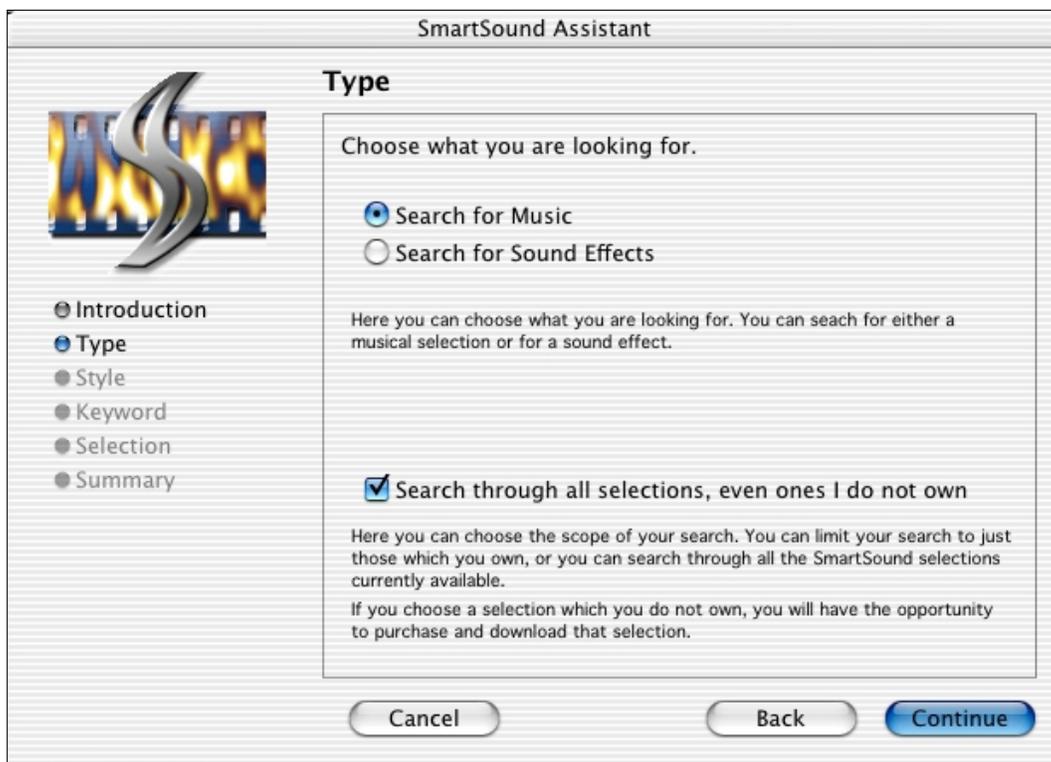
To access the Assistant:

1. Select **Timeline > Assistant**. The Assistant appears. (You can also click on the Assistant shortcut button  above the Timeline.)

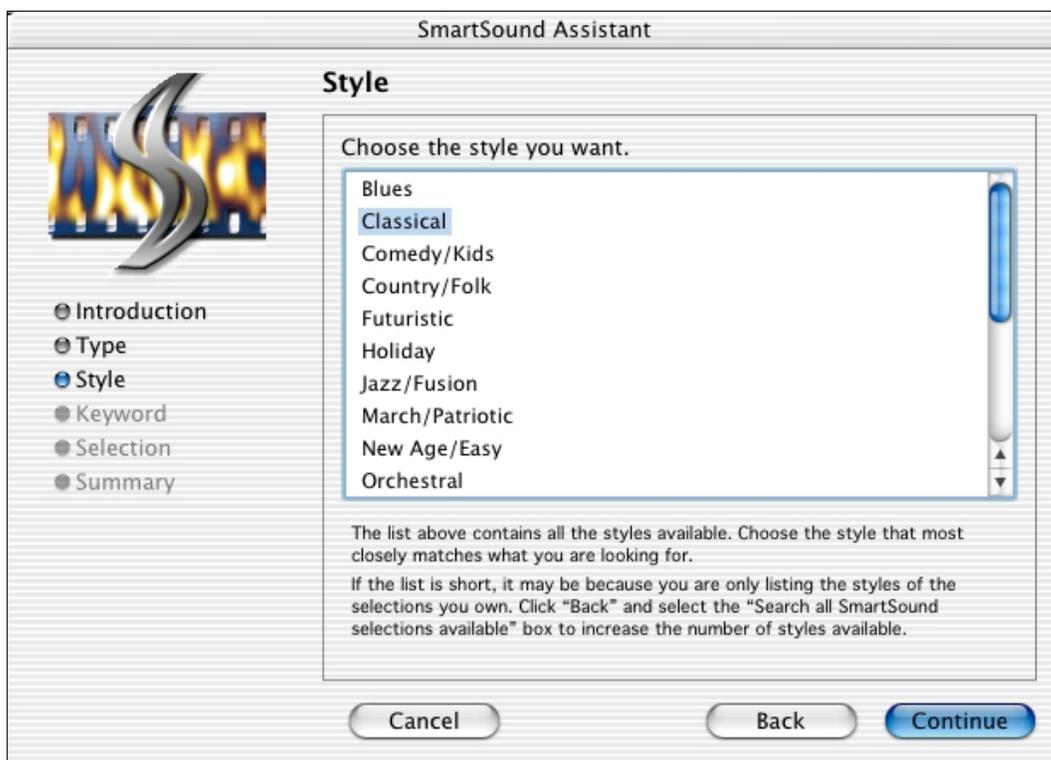


Click **Next/Continue**.

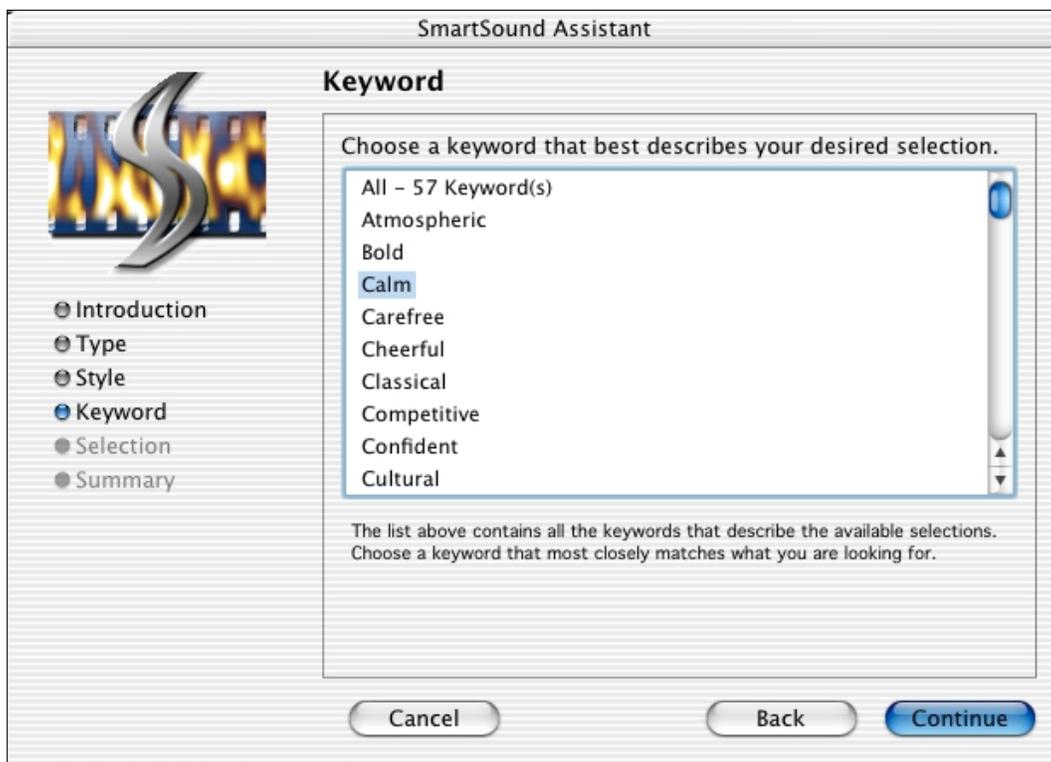
2. You can search for music or sound effects.



Click next to your choice to select. Check the box Search through all selections, even ones I do not own if you would like to see all possible music options. Click Next/Continue.



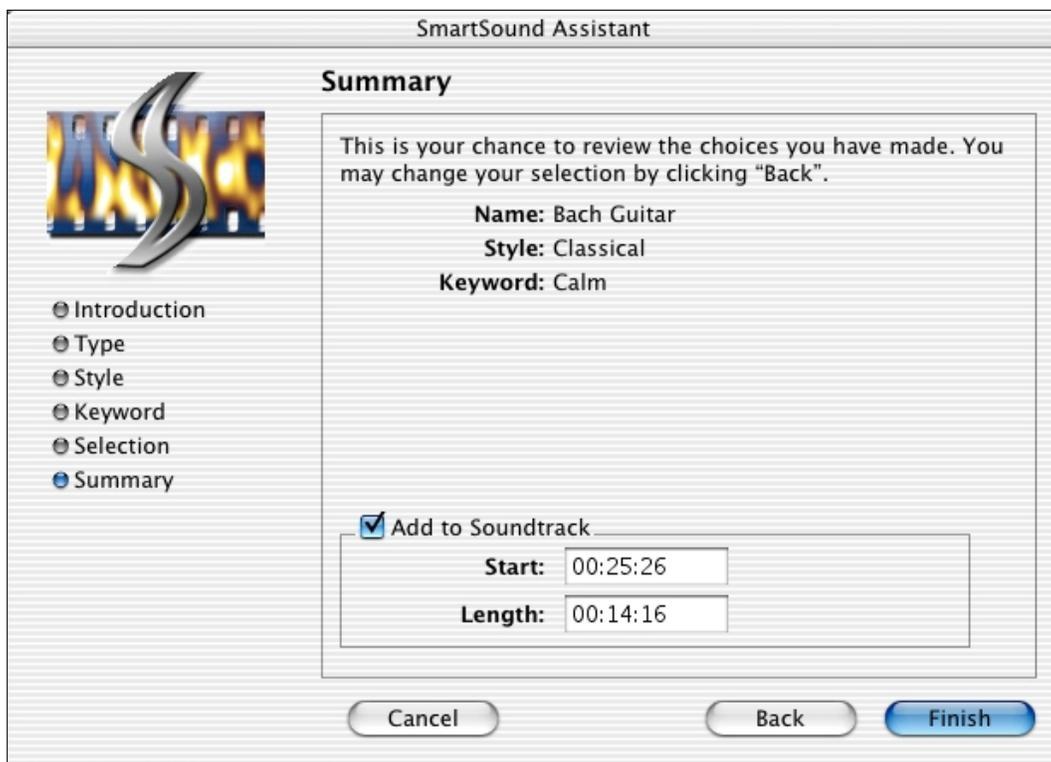
3. Select a style, such as Classical or Rock, then click Next/Continue.



4. Select a keyword, such as Intense or Positive, then click **Next/Continue**. (You can also choose **All**, if you want to see more options for the style selected.)



5. The Selections matching your criteria are listed. Click a selection. A play bar will appear if preview is available for the track selected. If a CD is needed to preview the track, a note is displayed requesting the appropriate SmartSound CD. You can preview most music in our catalog; if you select a track that you do not own, a note is displayed indicating an internet connection is necessary to preview the track. Click **Next/Continue**.



6. If you select a track you do not own, a purchase button is displayed giving you the option to purchase the track or the SmartSound CD the track is part of. If you do own the track, enter a start time and length for this clip on the timeline (formatted in minutes, seconds, frames mm:ss:ff), and then click **Finish**.

The Assistant creation is placed on the Timeline as a block, and the source piece of music is opened into the Blocks window.

Typically, several arrangements of the selected piece of music are available for the time length you have specified. Preview the different arrangements of the soundtrack by selecting a **Variation** from the drop down list to the right of the timeline. Click the Play button to listen to the various arrangements.

Repeat steps until you have all of the soundtracks that you need for your project.

## Creating Soundtracks using the Maestro

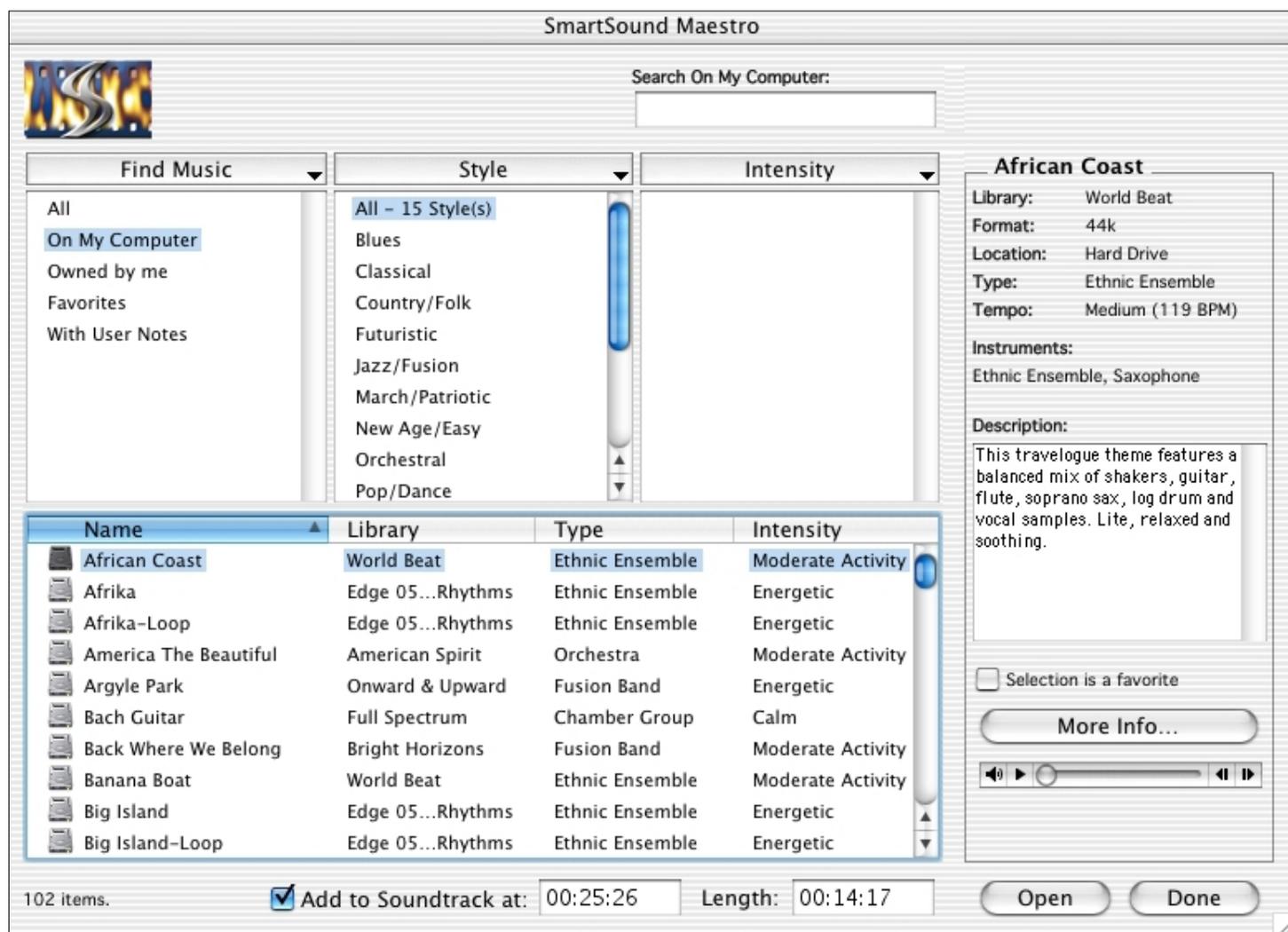
The Maestro allows you to quickly sample and import SmartSound sound files into the Blocks window so you can create your own musical arrangements, or have the music automatically added to the Timeline (just like the Assistant). Using the Maestro, you can search for music and sound effects similar to the search method in the Assistant, but also adds searching by instrument, by user-entered notes, or by favorites you have selected. You can import multiple soundtracks to use in your project. The Maestro is also useful when you want to find and import non-SmartSound audio files.

It's called the Infinite Search Maestro because you have so many ways to search for music you need. The benefit of using the Maestro over the Assistant is that the Maestro also lists your own sound files. Any sound files which are located in any of your Sound File Folders are displayed in the Maestro when looking at the "All" list. There is also an item on the drop-down list for "User Files" if there are any available.

First it's helpful to position the play locator on the Timeline where you'd like music to be added, if you plan to have the Maestro add music to the Timeline for you. Just drag the play locator to the correct location, or use **Timeline > Position > Go to Time** to go to a specific frame. Then to access the Maestro, select **Timeline > Maestro** or click the Maestro

button . (You can also access the Maestro by Command-double-clicking (Mac OS) or Ctrl-double-clicking (Windows) on the Timeline. The soundtrack you create will extend from the marker or block to the left of where you

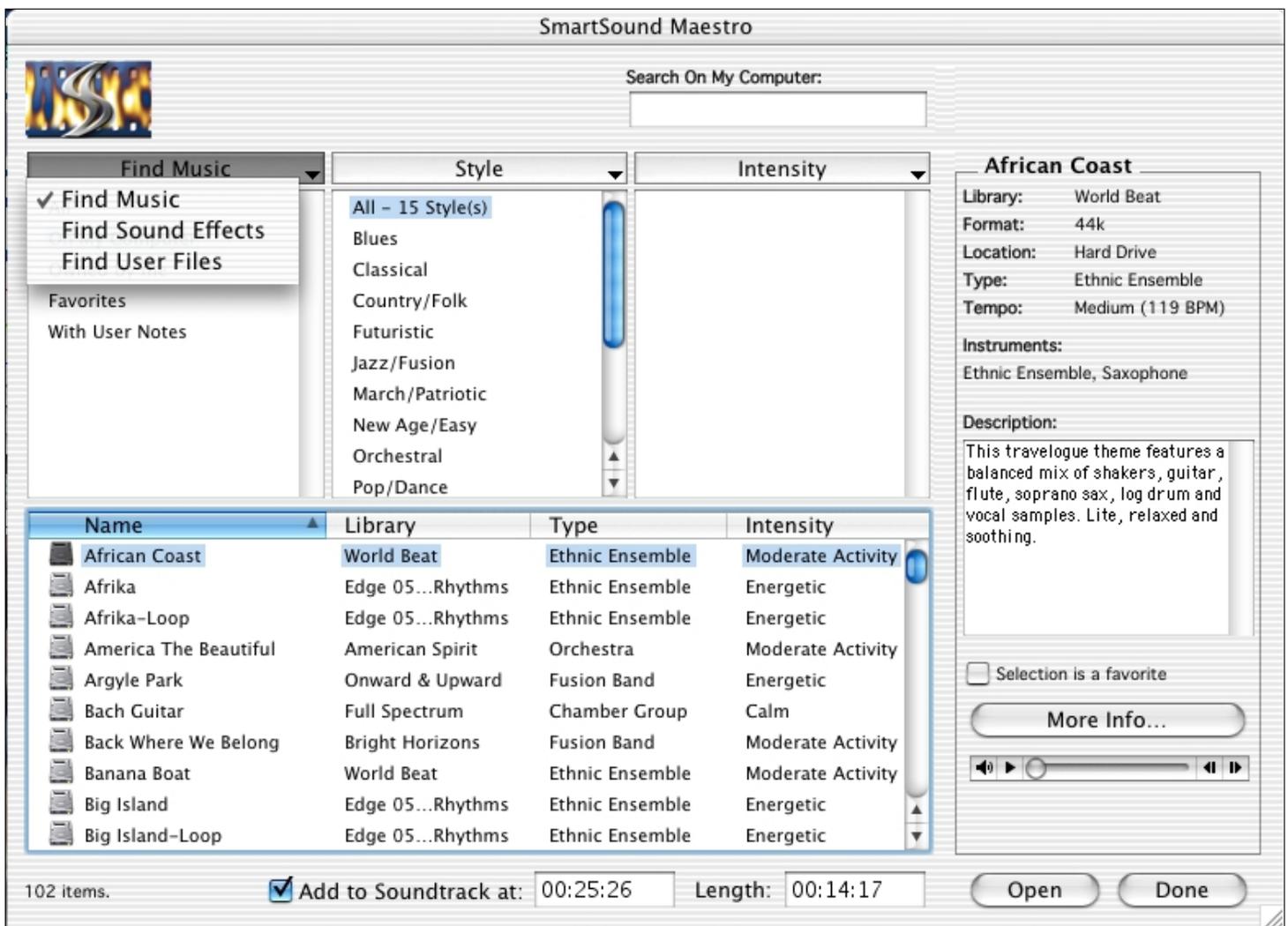
clicked, to the next marker or block.



There are three columns in the top half of the Maestro screen. Each column features a drop-down box enabling you to vary your search criteria by selecting what we call a "scope". As you change search criteria, Sonicfire Pro will default to your last used setting the next time you access the Maestro.

The results of searches are displayed in the bottom half of the screen. The track name is listed, followed by the SmartSound Library title, the type of music it is, and the intensity level of the music. You can click on any of these column headings to sort by that column; click on a column heading again to sort in the opposite order. For example, if you'd like to see the music listed in Intensity order, click the Intensity heading and it's listed from calmest track to most intense track. Click the Intensity column heading again and it's listed from most intense track to calmest track. As you modify the search columns above, the results list is updated and re-sorted in the order you have requested.

### Searching for Audio - Column 1



The first scope is Find Music. You can also Find Sound Effects or Find User Files. User Files are your sound files on your computer that have not been supplied by SmartSound. Select the scope you want to use by clicking the drop-down list and selecting one of these three options. You then have several search choices:

**All** - Displays each piece of music in the SmartSound library, even if you don't own it.

**On My Computer** - SmartSound Audio files which reside on your hard drive(s) on your CD-ROM drive - these selections will not require insertion of a CD to access the music.

**Owned by me** - Any SmartSound piece of music or sound effect you own, even those you have not copied to your hard drive.

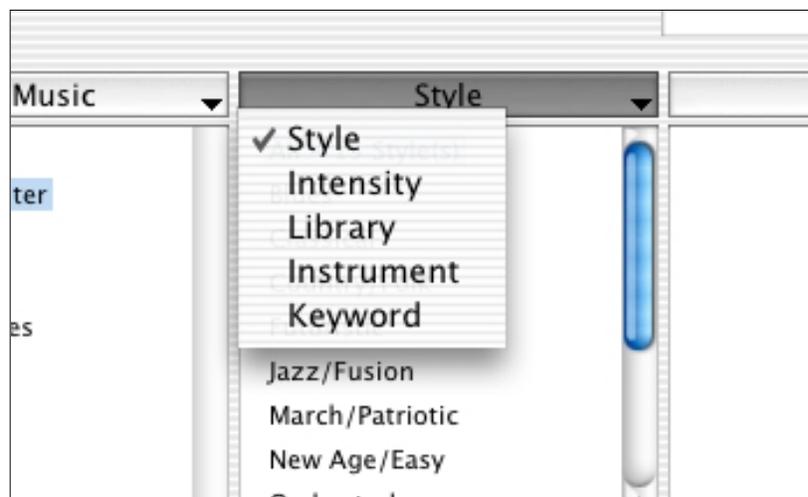
**Favorites** - Any music or sound effect which you have specified is a favorite, by checking the "selection is a favorite" check box.

**With User Notes** - Only music or sound effects which have user notes associated with them (entered by selecting a piece and clicking "More Info...").

As you select these options, the results list (displayed below) updates automatically.

Tutorial Note! There is a tutorial available explaining the use of favorites and user notes. [Click here](#) to read the tutorial.

## Searching for Audio - Column 2



You have a variety of search options in this column as well:

**Style** - such as Blues, Classical, and Rock.

**Intensity** - such as Calm, Energetic, and Very Intense.

**Library** - display tracks from one particular library of SmartSound music, such as Cinematic Excellence or Classical Masters.

**Instrument** - such as Clarinet, Big Band, and Flute.

**Keyword** - such as bluesy, brooding, and confident (SmartSound-determined list)

Selecting one of these items from the drop-down list in column two displays a list of that category. Select one of these items and the results list is updated. You can further limit the results list by using Column 3.

### Searching for Audio - Column 3



This column further refines your search list. The options available in Column 3 vary based on your previous choices for Column 1 and 2.

### Custom Search Using the Search Box

At the top of the Maestro window is a search box, where you can type in phrases to search through the library. All library names, track names, descriptions, user notes, tempos, instruments and keywords are searched. Type in your text and the search is automatic (no need to press Enter). For example, if you type in "blues" you'll see each piece of music whose description has the word blues in it, whose keyword is blues, or whose title contains the word blues. If you type in "117", you'll see every track whose tempo is 117 beats per minute.

### Deciding Which Piece of Music Is Best

Now that you have searched through the Maestro to find music, there are likely many music choices available in the results area. Select a piece of music and a summary of that musical piece is listed, including the Library name the track is from, the type of music it is, the tempo, what instruments are used, and a description of the piece. You can preview the piece of music by clicking the play bar in the lower right of the window. (If no preview is available, the message "preview requires an Internet connection" is displayed instead.) Preview each piece of music to determine which one best suits your needs.

You can change the display view in the lower portion of the Maestro window by clicking on the title to each column. Clicking the title will sort by the contents of that column. For example, if you click the Name column, the list is sorted alphabetically by the name:

Name	Library	Type	Intensity
Above and Beyond	Narratio...ckdrops	Orchestra	Moderate Activity
Absolute Oblivion	Edge 03... Techno	Electronic	Moderate Activity
Absolute Oblivion-Loop	Edge 03... Techno	Electronic	Moderate Activity
Achievers	Positive Outlook	Fusion Band	Energetic

If you then click the Name title again, the list is rearranged in reverse alphabetical order:

Name	Library	Type	Intensity
Zydeco Summit	Jazz & Swing	Ethnic Ensemble	Energetic
Zulu Tribal Dance	Global Voyage	Ethnic Ensemble	Very Energetic
Zone Breakout	Suspense & Action	Orchestra	Energetic
Zi Zue Dioa	Far East	Ethnic Ensemble	Moderate Activity
Zany	Maximum Action	Orchestra	Energetic

There are several icons listed to each name, which indicate the status of that piece of music. Here is a legend of each icon:

Icon (Mac OS)	Icon (Windows)	Description
		Sound file owned, on CD not currently mounted
		Sound file on a mounted CD (CD in drive)
		Sound file resident on hard drive
		Not owned, but can be previewed and purchased
		Can be previewed, but not purchased

If you own the piece of music and it is available on your hard drive, you can add the music directly to the Timeline. Check the box "Add to Soundtrack At:", then enter the start time and the total length time (in minutes, seconds, and frames). If you have positioned the play locator before starting the Maestro, the start time is filled in for you. Enter any length you need, then click Open to add the soundtrack to your Timeline. If you do not want the music added to the timeline, make sure the check box is deselected for "Add to Soundtrack at:" and click Open. The music is added to the Blocks window for you.

If you own the music but it has not been copied to your hard drive, you are prompted for the CD and can copy just that track to the hard drive, if desired. You can then open this piece of music onto the Timeline as described above.

If you do not own the piece of music, but would like to purchase it, click the Purchase button. You have the option of

purchasing and downloading just this piece of music, or you can order the entire SmartSound CD this piece is from. [Click here](#) to read the tutorial about how to use the purchase music option.

The Maestro window remains open after you have opened your music piece. You can continue to find and open music; when you have finished, click **Done**.

## Dragging Blocks from the Blocks Window

If you are the adventurous type, or if you prefer to make your own musical arrangement, Sonicfire Pro allows you to arrange blocks of music along the Timeline to create a score. And because SFP3 knows which blocks work well together, you can be assured of creating a correct musical arrangement, without needing to know the musical rules.

First, use the Maestro to find the music you want, and open the music into the Blocks window. Once the sound files have been opened into the Blocks window, there are several ways to add the blocks to the Timeline:

1. If you select a Smart Block (that is, a SmartSound piece of music, located in the top half of the Blocks window) and drag it to the Timeline, Sonicfire creates a professional soundtrack for 30 seconds (or for the space available if other blocks exist on the Timeline). If markers are set, the soundtrack extends from the drop point to the next marker. There are red placement indicators on the Timeline which appear when dragging blocks to the Timeline, indicating where the block will be placed.
2. If you select a File Block (that is, your own imported sound file) and drag it to the Timeline, Sonicfire creates a professional soundtrack for 30 seconds (or for the space available if other blocks exist on the Timeline). If markers are set, the soundtrack extends from the drop point to the next marker.
3. If you select a Segment Block (that is, a block from the lower half of the Blocks window), the entire length of the block is used when dragged to the Timeline.

As you drag segment blocks to the Timeline, blocks that are musically correct following that block are highlighted in green, so you know they are good musical choices. Simply double-click the blocks to listen to them to decide which one you like best, then drag the block onto the Timeline.

## Moving Music on the Timeline to Sync with Your Movie

Sonicfire makes it easy to sync your movie on the Timeline. You can easily drag the Blocks along the Timeline, and you can use the markers option to snap blocks to specified movie frames. You can also leave gaps between Blocks to create silence where desired.

You can also drag the block along the Timeline while watching the movie frame by frame, allowing you to select an exact location for the block.

You can also use the Nudge commands to move a block along the Timeline. To move a block forward on the Timeline, select the block that you want to move, and select **Timeline > Nudge Forward**. To move a block back, select the block and select **Timeline > Nudge Back**.

## Changing Time Lengths of Soundtracks on the Timeline

Sonicfire Pro makes it extremely easy to change the time length of your soundtrack. You can lengthen and shorten a block by dragging the beginning or end of the block to a new time length, or you can use the Smart Extend command to extend a block. When you lengthen or shorten a soundtrack, Sonicfire automatically adjusts the soundtrack, keeping it musically accurate. Note: If the time length you select prohibits Sonicfire from using the same arrangement you originally chose, the

arrangement is updated and the block name changes. You can modify the arrangement selected, or try out other arrangement options, by selecting the block and clicking on the Variation drop-down box to the right of the Timeline.

## Using Smart Extend

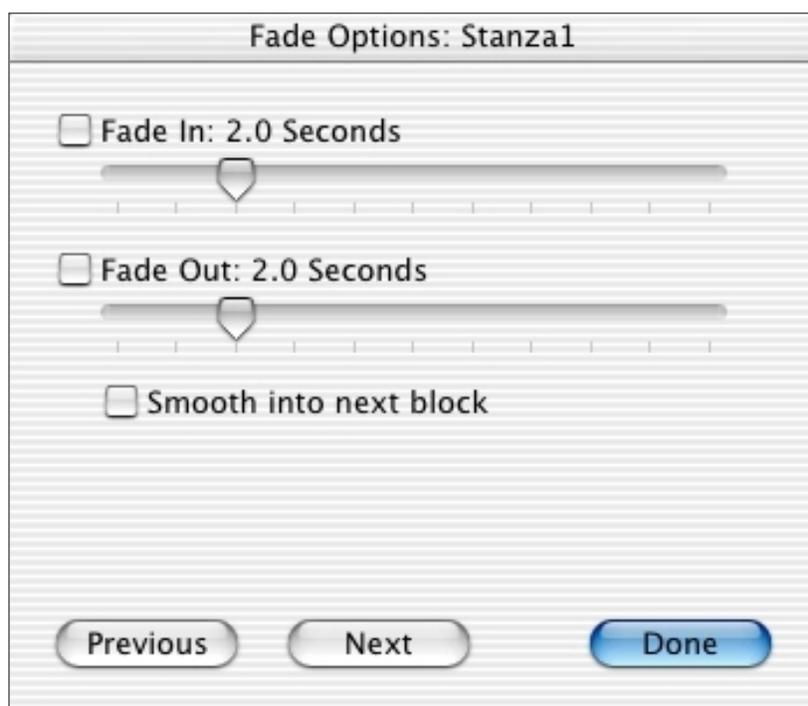
The Smart Extend command allows you to quickly extend the length of a block on the Timeline. This feature works with segment blocks (that is, those dragged from the bottom of the Blocks window), as well as File Blocks (imported non-SmartSound encoded music dragged from the top of the Blocks window). The block extends to the next marker or block on the Timeline, retaining musical accuracy. Just select the block and select **Timeline > Smart Extend**.

## Manipulating the Audio

When you select a block of music on the Timeline, notice the area to the right of the Timeline. There are several options here which enable you to modify how the music will play.

For a Smart Block, the default is to have a nice musical beginning and ending, so the **Begin** and **End** buttons are selected on either side of the block to make a musical Begin and musical End to the block. The **Variation** is listed underneath the block. You can change the variation displayed using the drop-down box. (The number of variations listed may change if the Begin and End buttons are deselected.)

You can also add a fade in and a fade out to the block. Just click the **Fade In** or **Fade Out** button, then use the pointer to adjust the amount of the fade for the block. If you have two pieces of music playing together, you may wish to smooth the transition between the blocks to create a crossfade, making the transition less noticeable. If smoothing a block, you may want the music to play without a specific beginning or ending, so the music blends with the block before or after this block. If so, you can deselect one or both of these buttons. The Fade/Smooth Options box allows for adjustment of a block, controlling a fade in or fade out, as well as the ability to add a smooth. You can access the box by selecting **Timeline > Fade/Smooth Options**:



You have the option of checking a Smooth check box on the Fade/Smooth Options screen as well. If you select this check box, a smooth is applied. You can turn off a smooth by unchecking this box. If you have

previously used the Smooth option to apply a smooth to this block, the Options window already has this box checked and has a Fade Out selected.

## Smoothing between Blocks

As you are playing your soundtrack on the Timeline, you may notice a rough transition between some blocks. Sonicfire's Smooth option applies a crossfade between the blocks to smooth out the transition. Just select the first of the two blocks requiring a smooth, and select **Timeline > Smooth**. A smooth is applied and a smoothing indicator appears on the block in the Timeline.

Sonicfire selects an appropriate smooth between the two blocks. You can adjust the fade in and fade out for each block to adjust the level of smoothing, if desired, by using **Timeline > Fade/Smooth Options**. You can remove a smooth by unchecking the smooth box in the Fade Options screen.

A smooth cannot be applied if the second of the two blocks is a Smart Block with a musical Begin. You'll need to turn off the Begin (the musical beginning Sonicfire creates for you) to have smoothing work. Select the second block, then click the Beginning check box, which deselects the Begin for the block. Then select the first of the two blocks and apply the smooth.

Note: When you apply a smooth, a fade out is applied to the first block and a fade in is applied to the second block.

## Settings for a File Block

A file block also has the musical beginning and ending check boxes, and has two additional options to indicate crossfade edit and length for your file block. Since this is music you have imported into Sonicfire Pro, the application does not know how to create musical edits, and therefore cannot provide different variations of the piece, edited to the time length you need. However, when you drag a file block onto the Timeline, you can adjust the length of the block by dragging the beginning or ending of the block. Once the time length is set correctly, you can then make adjustments to the music.

If you deselect the **Beginning** check box, Sonicfire assumes you just want to hear the end of the File Block. For example, if the block is 15 seconds in length and you deselect the Beginning check box, Sonicfire modifies the File Block to play the last 15 seconds of the sound file. If you deselect the **Ending** check box, Sonicfire instead plays the first 15 seconds of the File Block.

You can also adjust the **Crossfade point** and **Crossfade length**. The Crossfade point determines where in the block the edit takes place. Drag the indicator to edit the music at a different location. When the crossfade point is set, you can adjust the length of time the crossfade takes place by dragging the Crossfade length indicator.

## Settings for a Segment Block

Segment blocks are typically short snippets of music. Therefore the editing options with segment blocks are available with the **Fade/Smooth** menu option only.

## Adding Silence to a Soundtrack

Sonicfire makes it easy to add silence to a soundtrack. When you arrange blocks on the Timeline, each area of the Timeline that does not contain a block is silent when the soundtrack is exported.

## Closing Gaps

As you are editing your soundtrack, gaps may appear as you delete blocks or move blocks. If a gap occurs and you would like to move block(s) to close the gap, you can easily accomplish this. Select the block before the gap, then select the block(s) after the gap that you would like to move. You can select multiple blocks by holding the shift key while you click on each block. Then select **Edit > Close Gaps**.

## Trimming Blocks

Some music may have long fade outs at the end, or may have dead space at the beginning that you'd like to quickly trim from the block. On the Timeline you can easily trim away a portion of your block. Just position the play locator over the block, then choose either **Timeline > Trim Start to Locator** or choose **Timeline > Trim End of Locator**. The portion of the block from the locator to the start or end will be edited out, and the block length will be shortened.

If you use this option with a Smart Block, a new musical arrangement, with an accurate beginning and ending, is made for the block length remaining.

## Ripple Delete

If there is a block you want to remove from the Timeline, you can click it and press the delete key. This will remove the block and leave a gap on the Timeline where the block was located. SFP3 also has a **Ripple Delete** command, which will delete the selected blocks and move the following blocks over to close the gap. You may need to add a smooth to your block if the transition between the new blocks isn't musically correct.

## Repeating a Soundtrack

**Sonicfire allows you to create soundtracks that repeat indefinitely. This is helpful if your soundtrack needs to play indefinitely, such as on a web site. To repeat the soundtrack in the Timeline window indefinitely, on the View menu click Repeat Play. This is a listening option only and does not affect the exported file.**

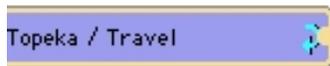
## Creating a Loopable Soundtrack

Sonicfire Pro has the ability to create a looping soundtrack. Looping soundtracks are programmed to repeat indefinitely. When the end of the soundtrack is reached, it starts over again from the beginning, with no discernable edit (that is, it will be musically accurate from end back to the beginning). This is particularly useful for DVD and web site creators who do not know the length of time that someone will be on a particular screen or page.

First create your soundtrack and add it to the Timeline. Then select the block and on the right-hand side of the Timeline menu, check the "Loopable" box. Note that there must be a good musical beginning and it cannot have a good musical ending, so those check boxes are adjusted accordingly by Sonicfire Pro. Creating a soundtrack with a seamless edit from end back to the beginning can be challenge, so the length of the block on the Timeline may increase or decrease by 9 seconds to find a good musical arrangement. The longer the time length of the block, the more likely Sonicfire Pro is

able to create a loop. **Note:** Please be patient. it may take up to a minute to generate the soundtrack.

Loopable soundtracks are indicated on the Timeline by a reverse arrow at the end of the block:



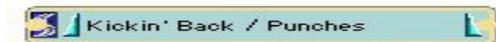
You can use the Repeat Play option from the View menu to hear the soundtrack loop while in the Timeline.

**Note that if you save your soundtrack in a WAV or AIFF format, the soundtrack itself in this form will not loop. Your video or multimedia production software should have a way to import the file and play the audio continuously.**

## Using the Smart Razor

[Check out a tutorial for Smart Razor here!](#)

When you create soundtracks with the Maestro or by dragging SmartSound music from the top of the Blocks window, Sonicfire Pro automatically creates an arrangement of the music edited to the time length specified. On the Timeline, a Smart Block is designated by our blue "double S" logo on the block:



Sonicfire creates Smart Blocks by arranging the smaller Segment Blocks (which are short clips of the piece of music) into an arrangement that makes musical sense. You usually have multiple arrangements to choose from. However, there may be times when you like the arrangement but would like to tweak one part of the piece. For example, perhaps you'd like to change the ending, but leave everything else the way it is. That's where the Smart Razor comes in handy.

Just select the block on the Timeline and select Timeline, Smart Razor. The block is broken up into its component segment blocks. You can now manipulate the individual segment blocks on the Timeline to customize the soundtrack.

**Note:** Once you use the Smart Razor feature on a Smart Block, you cannot re-join the blocks later.

## Deleting Music from the Timeline

As you're creating your soundtrack, you may wish to try out several pieces of music with your movie. Sonicfire makes it easy to add and remove blocks from the Timeline, so you can quickly try out several different arrangements.

To remove a block on the Timeline, select the block and press the **Delete** key. If you prefer, you can also select **Cut** or **Clear** from the **Edit** menu. This removes the block from the Timeline, but leaves the source music open in the Blocks window for future use.

To close a music or sound effect file from the Blocks window, select the Smart Block or File Block. On the **File** menu, click **Close File**, or press the **Delete** key. The file must be removed from the Timeline before you are allowed to close the file.

## **Theming Your Production**

Many producers use music as a theme throughout their production. Music can be used to tie the production together, and to represent specific actions or characters. Sonicfire Pro's ability to create multiple variations of the same piece of music simplifies the ability to theme a production. The same piece of music can have different feels to it, enabling the same piece of music to work with different types of scenes.

For example, you can pick one piece of music to represent a particular character in your movie. Each time the character is featured, you can use the same piece of music to represent the character. By using different variations of the same piece of music, you can represent different moods to match the action in the movie.

# Saving and Exporting

This chapter describes:

- [Saving Blocking](#)
- [Saving Projects](#)
- [Exporting Directly Into Your Video Editing Program](#)
- [Exporting with or without the Movie](#)
- [Exporting One Block on the Timeline](#)
- [Exporting for Internet Streaming](#)
- [Exporting a Movie as a Hinted Movie](#)
- [Backing up Your Files](#)

There are several save options within Sonicfire; this chapter explains your choices. You can Save Blocking when you have razored a sound file in blocking mode; you can Save Project if you want to access the Sonicfire formatting for the project at a future date; you can Export your project with the movie to have a complete project, or you can export your project without the movie if you then want to import your soundtrack into your video editing system.

## Saving Blocking

Sonicfire's Blocking Mode allows you take imported, non-SmartSound audio files and razor them into smaller segmented blocks for custom arrangement on the Timeline. Another common use for Blocking Mode is taking narration and editing any mistakes (such as "um"s and "ah"s) out of the audio so the final result is clean. See [Advanced Editing of Non-SmartSound Music](#) to learn how to use Blocking Mode.

When your blocking is complete, you can save your results and access them again at a future date. The Maestro has a "User Files" category which lists any sound files you create which have been added to one of the Librarian's designated search folders. You can then have the original sound file and your blocked variation available for use.

For example, let's say you have a sound file called "narration for nature movie" and you want to block it in SmartSound and add it to your movie. If you haven't already done so, you can create a folder on your hard drive where your non-SmartSound sound files are located, and copy the narration sound file to this folder. Then in your [Folders](#) list, add that folder so Sonicfire knows to find music there. You will have to do a "**Rebuild Libraries**" before Sonicfire will notice your file. When you then access the [Maestro](#), choose the scope of **Find User Files** from the first drop-down and you'll see "narration for nature movie" listed.

Once you have completed razoring your narration audio file, save your work by selecting **File > Save Blocking**. (You must be in Blocking Mode during the save.) In this case you might want to save the blocked results as "cleaned up narration for nature movie" in the same directory. SmartSound blocking files are saved with the extension ".sds" (Windows). The razored blocks

are then available in Soundtrack Mode, and you can drag just the blocks you want to the Timeline for the final sound file result. You'll notice that both narration tracks are available now when you go into the User Files listing under the Maestro.

## Saving Projects

The **File** menu **Save Project** and **Save Project As** commands from Soundtrack Mode allow you to save your project to your hard drive in Sonicfire format. Projects are saved with the extension ".seq" (Windows). This option is helpful if you want to save your work and start work on a new project, or if you might want to go back to an old project to make changes to it at a later time. Only the **Save Project** option saves in Sonicfire format; if you use the **Export** option, the soundtrack is exporting in a sound file format and loses its Sonicfire formatting. If you import an exported soundtrack, it imports as a single **File Block** into the **Blocks** window.

**To save a project:**

1. Select **File > Save Project**. The **Save** dialog box appears.
2. Click the drive and folder where you want to save the sound file.
3. Enter a name for the sequence in the **Name** box.
4. Click **Save**.

You can reopen projects that have been used recently by selecting **File > Recent Projects** (Mac OS). Windows users will see recent projects listed under the **File** menu, numbered, just above the **Exit** option. Any recent projects you have been working with are listed here for easy access.

## Exporting Your Soundtrack Directly Into Your Video Editing Program

Sonicfire Pro has the ability to save directly into some of the most common video editing programs for both the PC and the Mac. When you export your soundtrack, you have the option to save directly into one of the video editing programs below. We have set up special pages which explain the work flow for using Sonicfire Pro with each application:

**Windows users:**

[Cheat Sheet: Adobe Premiere for PC](#)

[Cheat Sheet: VideoStudio 6/7 for PC](#)

[Cheat Sheet: Media Studio Pro for PC](#)

[Cheat Sheet: PowerPoint for PC](#)

[Cheat Sheet: VideoWave 5 for PC](#)

[Cheat Sheet: Vegas Video 4 for PC](#)

**Macintosh users:**

[Cheat Sheet: Apple's Final Cut Pro](#)

[Cheat Sheet: Apple's Final Cut Express](#)

[Cheat Sheet: Adobe Premiere for Mac](#)

[Cheat Sheet: Apple's iMovie](#)

[Cheat Sheet: Apple's iTunes and iLife](#)

[Cheat Sheet: Adobe After Effects](#)

## **Exporting with or without the Movie**

Exporting is the process where Sonicfire Pro converts your finished soundtrack into a common sound file format that other programs can read and use in their software programs. There are several saving options within Sonicfire Pro. You can save your soundtrack with the movie to have a complete finished project, or you can save your soundtrack without the movie if you then want to import your soundtrack into your movie editing system.

### **Saving with or without movie**

Sonicfire Pro allows you to save your soundtrack with or without your movie for use in another software application, such as a video editing system. The save option converts the SmartSound music into a common sound file format that other software applications are able to read.

***Note: Some movie types (such as Canopus AVI files and Matrox AVI files), will not have the option to save your movie with your audio. You only have the audio save options.***

To save, select **File > Export Soundtrack/Movie**. The save dialog box appears.



There are several Export options available: Save **Complete Soundtrack**, save **Movie and Soundtrack** together, or save **Segments Into Separate Files**. Macintosh users also see export options to iMovie, Adobe After Effects, Adobe Premiere, Final Cut Express, Final Cut Pro, iTunes and iLife, and QuickTime Movie Player. Windows users see additional options if any of the following programs are running: Adobe Premiere, Microsoft PowerPoint, or VideoWave 5, or VideoStudio 6:



**Complete Soundtrack** - use this choice to save all of the music on the Timeline as a single sound file.

**Movie and Soundtrack** - use this choice to save the music and the movie together as a finished project.

**Segments Into Separate Files** - use this choice to save the music on the Timeline as separate sound files. Each Smart Block is created as a separate sound file on your computer. If this option is selected, segmenting options include Current Selection (what is selected on the Timeline), Divide at Blocks, and Divide at Silence. Click the **Segments:** drop down list to select your segmenting choice.

You can then choose from three Sound Quality options: **CD-ROM**, **Audio CD**, and **Digital Video**:



**CD-ROM** - This is a lower sound quality than the other options. The format is 22kHz, which generates a smaller sound file that is good to use for CD-Rom or multimedia applications.

**Audio CD** - This is the same quality as popular music CDs you purchase in a store. The format is 44.1kHz.

**Digital Video** - This is the highest level of sound quality available, 48kHz. Many video editing systems now use 48kHz as their recommended audio format for movie making.

The source music that comes with Sonicfire Pro is recorded at 44.1kHz.

Once you have set the above options, you are ready to click the **Export** button. When you click Export, the Save menu appears. Locate the folder where you'd like your soundtrack to be

saved, enter a title for your soundtrack, then click OK. The file is saved as a wave file (Windows) or as an AIFF file (Mac OS).

If you are interested in saving as another file type, or would like to save the soundtrack as a different file name, see the [Advanced Export options](#) below.

## Advanced Export Options

When you click the Advanced (Export) button, an expanded Export menu appears:



This screen works like all standard save screens:

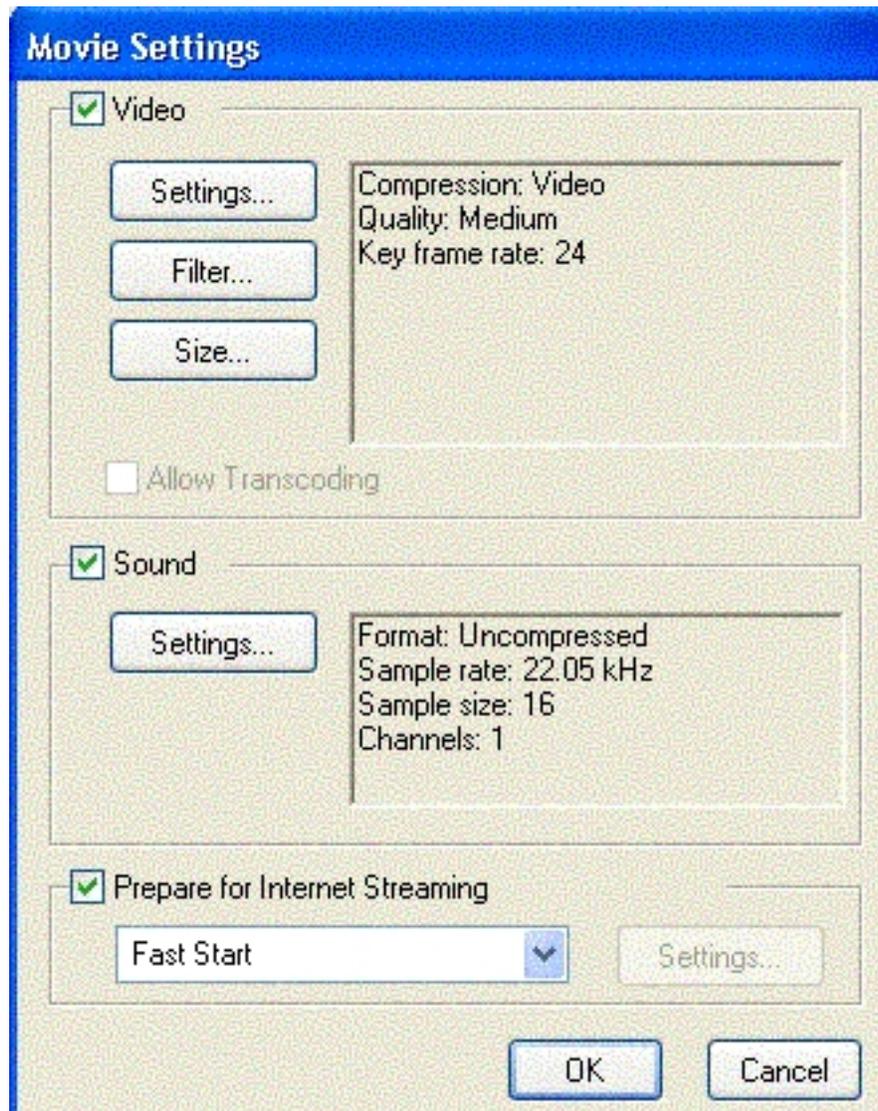
1. Locate the folder where you'd like your soundtrack to be saved. Click the drop-down list next to **Save in:** (Windows) or **Where:** (Mac OS X) to select a different folder other than what is selected.
2. **File name: (Windows) or Save (Exported File) as:** (Mac OS): Enter the name for your file.
3. Save as type: All Files (\*.\*). This is the only choice.
4. **Export:** The Export drop-down list allows you to choose the export file format for your soundtrack. You can export your soundtrack as a movie or sound file.

If you want to export the soundtrack as a sound file for use in another application, select a format such as "Sound to Wave" or "Sound to AIFF". If you want to export the soundtrack as a movie, select a format such as "Movie to QuickTime Movie". There are also two selections at the top of the list: Movie and Movie, Self-contained. The "Movie, Self-contained" option is particularly useful, since it leaves the movie and audio at whatever settings are currently in use. We don't recommend the "Movie" option, as this type of file is basically a reference file which searches your hard drive for each component of the movie to put them together. If the audio was used from a CD, you'll need to put the CD back into the drive to have the music play for the movie.

5. **Use:** Choose a use from the Use drop-down list. The **Use** drop-down list in the Export dialog box allows you to choose settings for your soundtrack dependent on the file format

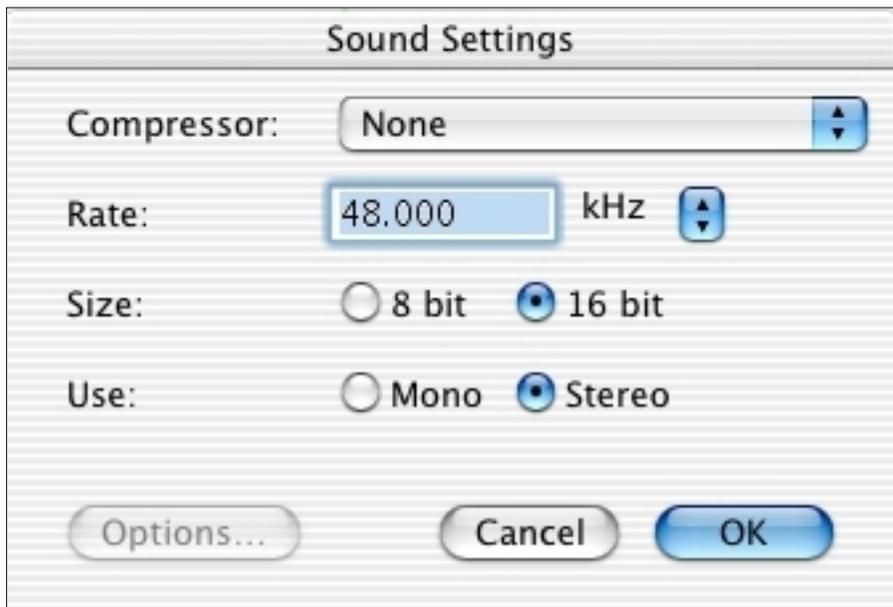
chosen. You can choose to use the default settings, the most recent settings, or a particular setting for the chosen format. For example, if you choose to export your soundtrack as an AVI file, you can choose your CD-ROM speed or animation. If you choose to export your soundtrack as a WAV file, you can choose the kHz speed, whether it is 8-bit or 16-bit, and whether to export as mono or stereo. Each file format has choices relevant to that format.

6. **Options** button: When you click the Options button, you'll see the following screen:



Select the **Video** check box if you want to export your video with your soundtrack.

The **Sound Settings** button allows you to choose a sound compressor, and specify a rate, size, and use as described below.



The following table lists the **sound compressors** included with Sonicfire Pro and provides comments regarding each compressor.

Compressor	Comments
24-bit Integer 32-bit Integer	Increases the sample size to 24 or 32 bits. (The sample is converted to 8 or 16 bits to play on current hardware.)
32-bit Floating Point 64-bit Floating Point	Increases the sample size to 32 or 64 bits. This allows for more accurate conversion to other sample sizes, and the application of effects.
ALaw 2:1	Internet standard for compressed audio in Europe and everywhere else except the United States and Japan. Low compression ratio and low quality. Generally not recommended.
IMA 4:1	Very good for music and other audio content. Must be 16-bit; relatively low compression ratio.
MACE 3:1 MACE 6:1	Older Macintosh compressors. Low quality. Not generally recommended.
QDesign Music 2	Excellent for music content. Extremely high compression ratio. Good choice for streaming.
QUALCOMM PureVoice	Excellent for voice content. Extremely high compression ratio. Good choice for streaming.
uLaw 2:1	Internet standard for compressed audio in the U.S. and Japan. Low compression ratio and low quality. You can use this for streaming. Generally not recommended.

**The Rate box allows you to specify the number of sound samples per seconds in kilohertz (kHz). The more sound samples per second, the higher the sound quality. Music requires a higher sampling rate to maintain good quality than narration because it uses a wider range of frequencies.**

You should choose a higher rate for music, and a lower rate for narration. You can enter any sample rate for the audio, including 48kHz and 32kHz. Choose standard settings from the drop-down list, or type in your own rate.

The **Size** options allow you to choose between 8-bit and 16-bit sound. The sample size determines the dynamic range of the sound. Usually you should choose 16-bit. 8-bit should only be used when you need the smallest file possible and quality is not important.

The **Use** options allow you to choose whether to export your soundtrack as mono or stereo. Stereo files are usually twice as large as mono files. Stereo files usually sound twice as good.

Click **OK** when you have completed your Sound Settings changes.

7. Click **Save** to save the file.

## Exporting One Block or a Series of Blocks on the Timeline

You have the option of exporting just part of your soundtrack, rather than the entire soundtrack. To do this, select the block(s) on the Timeline, and select **File > Export Soundtrack/Movie**. From the **Export** window, choose **Export: Segments Into Separate Files**, then choose **Segments: Current Selection**. Only the selected block(s) is exported. The same export options appear as when exporting a complete soundtrack.

## Exporting for Internet Streaming

The **Movie Settings** dialog box allows you to prepare your soundtracks for Internet streaming. To prepare your soundtrack for Internet streaming, select the **Prepare for Internet Streaming** check box, and then choose one of the following from the drop-down list.

- **Fast Start:** Fast Start is a good choice for movies available through hypertext transfer protocol (HTTP). It is adequate for movies that have a hint track.
- **Fast Start - Compressed Header:** This is a better choice for movies available through HTTP, except if the movie has a hint track. If the movie has a hint track the streaming server cannot read a compressed header.
- **Hinted Streaming:** This option should be chosen if you are putting the exported file on a streaming server. The file does not stream without a hint track for each track in the movie.

## Exporting a Movie as a Hinted Movie

Hint tracks are needed for QuickTime's newest form of streaming, called RTP streaming. Movies that are made available on a QuickTime Streaming Server use this type of streaming. If you want to stream video from a streaming server, you should export your QuickTime movie as a hinted movie.

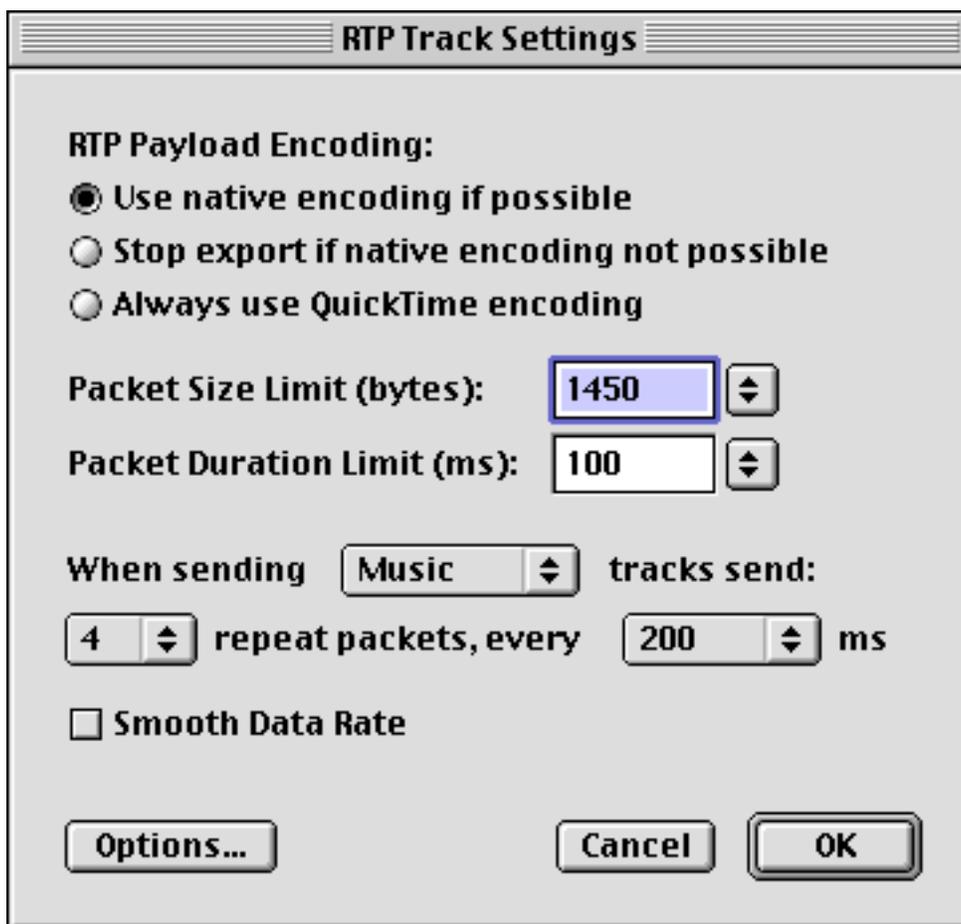
A hint track contains information about the file required to stream it properly. You must use an RTP hint track if you want to stream files from a computer with a QuickTime Streaming Server installed. When you export a movie as a QuickTime movie, the appropriate number of hint tracks are added automatically.

If you choose **Hinted Steaming** from the drop-down list in the **Movie Settings** dialog box, the **Settings** button becomes available. Click **Settings** to access the **Hint Exporter Settings** dialog box. The **Hint Exporter Settings** dialog box allows you to choose whether or not to optimize the hints for the server, and allows you to choose RTP track settings.



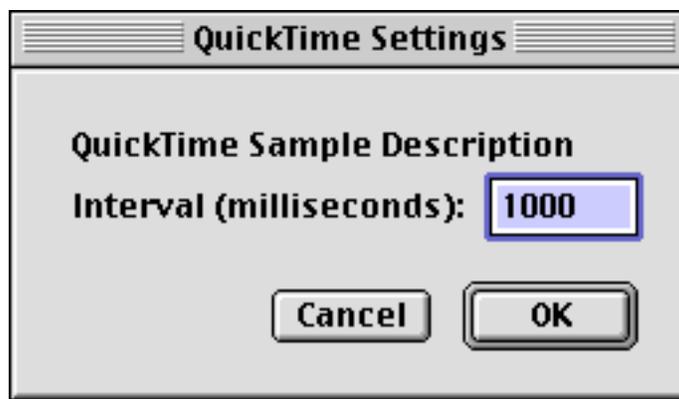
To set RTP track settings, in the **Hint Exporter Settings** dialog box, click **Track Hinder Settings**.

The **RTP Track Settings** dialog box appears. The **RTP Track Settings** dialog box allows you to choose the RTP payload encoding, the packet size and duration limits, and the sending settings. You can also choose to smooth the data rate.



The **RTP Track Settings Options** button accesses the **QuickTime Settings** dialog box. The

QuickTime Settings dialog box allows you to specify the QuickTime sample description intervals (in milliseconds).



### Compressors for Streamed Data

The following compressors are recommended if you plan to stream movies from a QuickTime Streaming Server.

Video	Audio
H.261 or H.263	QDesign Music 2
Motion JPEG	QUALCOMM PureVoice
Sorenson Video	uLaw 2:1

### Backing up Your Files

Every computer user knows that backup is extremely important to protect data in case of a problem with your computer. However, many people do not back up as often as they should. With the advent of our downloadable singles option, it is extremely important that you maintain regular backups of your Sonicfire Pro work.

For PC users, make sure to include the Common Files folder where your sound files are resident. This path is most likely \Documents and Settings\All Users\WINDOWS\Application Data\SmartSound Software Inc.\Sound Files on your operating system drive.

# Shortcut Keys

[Mac users click here](#)

## Windows Shortcut Keys

### General Controls

Action	Result
Ctrl + O	Open
Ctrl + N	New
Ctrl + S	Save
Ctrl + W	Close
Alt + F4	Quit
Ctrl + ;	Options
Ctrl + 1	Timeline window
Ctrl + 2	Blocks window
Ctrl + 3	Movie window
Ctrl + Z	Undo
Ctrl + ⌘ + Z	Redo
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + D	Duplicate
Delete	Delete
⌘ + Delete	Ripple Delete
Ctrl + A	Select All

Ctrl + ⇧ + A	Select from locator to end of Timeline
right-mouse-click in a window	Context-sensitive menu

⇧ = Shift key

## Timeline

Action	Result
Double-click block	Plays block
Ctrl + H	SmartSound Assistant
Ctrl + M or Ctrl + double-click in Timeline	Launches Maestro
Ctrl + Y	Choose movie to import
Ctrl + I	Import sound file
Ctrl + ⇧ + I	Import sound file from audio CD
Ctrl + E	Export project
Ctrl + K	Creates Marker at Locator
Alt + click on Marker	Deletes Marker
Ctrl + F	Fade/Smooth Options
Ctrl + R	Razor block at locator
Ctrl + ⇧ + R	Smart Razor
Arrow Up	Trim start to locator
Arrow Down	Trim end to locator
+	Zoom in
-	Zoom out

Ctrl + +	Zoom selection
Ctrl + -	Zoom all
[	Nudge block back one frame
]	Nudge block forward one frame
⇧ + [	Nudge block back 1/2 second
⇧ + ]	Nudge block forward 1/2 second
<--	Nudge locator back one frame
-->	Nudge locator forward one frame
⇧ + <--	Nudge locator back 1/2 second
⇧ + -->	Nudge locator forward 1/2 second
Ctrl + G	Go to specific time on the Timeline
Ctrl + T	Smart Extend
\	Play from start
Spacebar	Play (except Maestro)/Stop toggle
Return key	Stops play, returns locator to zero on the Timeline
Ctrl + <--	Skip back
Ctrl + -->	Skip forward

⇧ = Shift key

# Shortcut Keys for Macintosh

## General Controls

Action	Result
⌘ + O	Open
⌘ + N	New
⌘ + S	Save
⌘ + W	Close
⌘ + Q	Quit
⌘ + ,	Preferences
⌘ + 1	Timeline window
⌘ + 2	Blocks window
⌘ + 3	Movie window
⌘ + Z	Undo
⌘ + ⇧ + Z	Redo
⌘ + D	Duplicate
^ + click in a window	Context-sensitive menu

⌘ = Command key ⇧ = Shift key ^ = Control key

## Timeline

Action	Result
⌘ + A	Select All

 +  + A	Select to End
 + K or  + click in Marker area	Creates Marker at locator
 + click on Marker	Deletes Marker
 +  + A	Launches Assistant
 +  + M or  + double-click in Timeline	Launches Maestro
 + Y	Choose movie to import
 + I	Import sound file
 +  + I	Import sound file from audio CD
 + E	Export project
 + F	Fade/Smooth Options
Space Bar	Play (except Maestro)/Stop toggle
\	Play from Start
Return Key	Stops play, returns locator to zero on the Timeline
 + [	Zoom in
 + ]	Zoom out
 +  + [	Zoom selection
 +  + ]	Zoom all
[	Nudge selected block back one frame
]	Nudge selected block forward one frame

{	Nudge selected block back 1/2 second
}	Nudge selected block forward 1/2 second
⌘ + R	Razor block at locator
⌘ + ⇧ + R	Smart Razor selected block
Double-click block	Plays block
⌘ + T	Smart Extend
<--	Move play locator back one frame
-->	Move play locator forward one frame
⇧ + <--	Move play locator back 1/2 second
⇧ + -->	Move play locator forward 1/2 second
⌥ + G	Close gaps between selected blocks
⌘ + J	Join Blocks
⌘ + M	Minimizes Timeline window
⌘ + G	Go to specific time on the Timeline

⌥ = Option ⌘ = Command key ⇧ = Shift key ^ = Control key

# Frequently Asked Questions

Below is a list of frequently asked questions or issues. For an up-to-date list of FAQs, visit our special Frequently Asked Questions web page at <http://www.smartsound.com/support/faq.html>. For technical problems, check the [Troubleshooting](#) chapter.

- [What is the difference between Professional \(44.1k\) and Multimedia \(22k\) SmartSound Palettes?](#)
- [Can I use SmartSound music in my productions/products?](#)
- [How can I find out about updates to my Sonicfire program?](#)
- [Can I create multiple tracks of music?](#)
- [Can I edit my movie with Sonicfire Pro?](#)
- [Can I edit my own audio with Sonicfire Pro?](#)

## --- What is the difference between Professional (44.1k) and Multimedia (22k) SmartSound Palettes?

SmartSound Audio Palettes, Sound Palettes, and Edge Series CDs come in two versions: Professional (44.1k), and Multimedia (22k).

44.1k and 22k refer to the sample rate of the source sound files that Sonicfire Pro uses. The higher the sample rate, the better the sound quality. It mainly effects the way the highest frequencies sound. Cymbals, bells, and other high frequency information is most accurately reproduced at 44k. Audio CDs you buy in a store are at 44k. Many people producing video tapes prefer the 44k sound.

However, the higher the sample rate, the larger the sound file. Files stored at 44k are twice as big as files at 22k. 22k is more than adequate for multimedia type applications. Our 22k files are enhanced for improved quality.

Sonicfire Pro allows you to export at any rate you want. For example, even if you start with 22k 16bit Stereo, you can export at 11k 8bit Mono. You can start with 22k and export at 44k, but you do not gain anything by up-sampling because the final quality cannot be better than the source. If you purchase a 22k Audio Palette, Sound Palette, or Edge Series CD, you can upgrade to a 44k version at a later time if desired.

Note: Sonicfire Pro can export at any rate, including 48k.

## --- Can I use SmartSound music in my productions/products?

The short answer is YES! That's what Sonicfire is all about... making your life simple when it comes to using music in your multimedia projects and movies. As long as SmartSound music is used as part of a visual, narrative, or web site production, you may use it royalty-free. You can even use the music for broadcast. You don't have to pay any additional money to us. However, you may be required by the TV station to file cue sheets which credit the composer of the music you use. This is the TV station's or TV

network's responsibility and shouldn't cost you anything. The TV stations pay a blanket license to play music on their shows. You should read the complete license agreement which follows for more specific details.

Each piece of SmartSound music has its own license, which may differ from what's listed above. In particular, the Movie Music line of CDs has licensing specifically for home or school use only, and may not be used in commercial productions. Should you have any question regarding licensing of a particular music piece, you can read the license by accessing the Maestro, finding the music piece, clicking the **More Info** button, then clicking the **License** tab.

## **--- How can I find out about updates to my Sonicfire program?**

If you registered your Sonicfire software, you are automatically notified by email when updates are released. There are also two areas of Sonicfire Pro where you can check for library updates, which includes notices about application updates, when available. We recommend running this update periodically, so you can preview the latest music and have access to the latest tutorials and documentation. Then if any application updates are available, a notice is displayed indicating how to download and install the update.

To check for library updates immediately, connect to the internet then select the following menu option:

**Windows: Help > Check for updates...**

**Mac OS X: Sonicfire Pro > Check for Update...**

**Mac OS 9: Apple Menu > Check for Update...**

If an update is available, it is listed. Click the **Update** button to install.

### **Scheduling the Check for Updates**

A second update option is built into Sonicfire Pro which will remind you to periodically check for updates. You have the option to connect to the internet before the update check executes.

To schedule a check for library and documentation updates, select the following menu option:

**Windows: View > Options > Internet**

**Mac OS X: Sonicfire Pro > Preferences > Internet**

**Mac OS 9: Edit > Preferences > Internet**

Click the check box for **Show an update reminder**. Then select either **Weekly** or **Monthly** from the **Show reminder:** drop down box.

You can also check <http://www.smartsound.com> for the latest information, helpful hints, FAQ's, and updates (if necessary).

## **--- Can I create multiple tracks of music?**

Sonicfire is a single-track system. Since the SmartSound music is fully produced, no building of multiple layers of instruments is required. Any advanced layering of sound effects and narration over the music should be performed in your video editing system.

## **--- Can I edit my movie in Sonicfire Pro?**

Sonicfire is designed as a soundtrack creation tool. We do not offer video editing software. We do allow you to view your movie while you're scoring it, and you can save the resulting soundtrack with the movie.

## **--- Can I edit my own audio with Sonicfire Pro?**

Sonicfire has powerful special editing tools to help you identify smooth edit points - automatically - so you can customize your own music. When you import your sound file, a File Block appears in the top section of the Blocks window. If you drag the File Block to the Timeline, Sonicfire creates a 15-second variation of the music with an edit point and smooth in the middle of the piece. Drag the end of the block on the Timeline to change the time length the block plays for. The Block Settings option allows for fade ins, fade outs, and an adjustment of where in the piece the edit occurs.

For more detailed arranging of your own audio, the Blocking mode has been provided. Blocking mode allows you to separate your audio file into small blocks, which can then be arranged onto the Timeline in the order you'd like. The wave display helps you see where good edits can occur. Our grid feature allows you to quickly block out an entire piece of audio. Our smooth tool helps with rough transitions. And when you're done, you can save the audio blocked up for use in future projects. See the [Advanced Editing](#) section of the manual for detailed instructions.

# Instruction Sheet: Using Sonicfire Pro with Apple® Final Cut Pro®

**Note:** The instructions below pertain to Final Cut Pro versions 3 and 4.

Apple Computer's Final Cut Pro software enables you to make professional movies using your Mac. SmartSound Sonicfire Pro works in conjunction with Final Cut Pro to add music to your movie, precisely edited to each scene. There are three steps to creating a professional soundtrack for your Final Cut Pro project:

- [Export a reference movie from Final Cut Pro to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Final Cut Pro](#)
- [Create your finished movie in Final Cut Pro](#)

## Exporting a reference movie from Final Cut Pro to Sonicfire Pro

Step one is to bring your movie from Final Cut Pro into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From Final Cut Pro, select **File, Export, Final Cut Pro movie**.

For **Export As:** type in the name for your reference movie. For **Quality**, choose either **Low Res** or **Draft**. Click **Save**. This creates a reference movie which you can use within Sonicfire Pro to make sure your soundtrack matches your movie. When your soundtrack is completed, this reference movie may be deleted.

**Do not exit** from Final Cut Pro (you can hide the program using Cmd-H in OS X).

## Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Final Cut Pro

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Score your movie using the Assistant and/or Maestro. You can move music blocks along the Timeline so that they begin and end at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to use add music.)

Select **File > Export Soundtrack/Movie**. For **Save:** choose **Soundtrack to Final Cut Pro**. For **Sound Quality**, select **Digital Video (48k)**. Click **Export**. Type in a name for your soundtrack

in the **Save As:** field. Indicate **Where** you would like the soundtrack saved. Click **Save**. Sonicfire Pro switches to Final Cut Pro and adds the music.

## **Create your finished movie in Final Cut Pro**

Place the SmartSound music onto your Timeline in Final Cut Pro and line it up with your movie. When complete, you are ready to Export your movie as a finished movie, in the format you would like it to be.

# Instruction Sheet: Using Sonicfire Pro with Apple's Final Cut Express

Apple Computer's Final Cut Express software enables you to make movies with professional touches. SmartSound Sonicfire Pro works in conjunction with Final Cut Express to add music to your movie, precisely edited to each scene. There are three steps to creating a professional soundtrack for your Final Cut Express project:

- [Export a reference movie from Final Cut Express to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Final Cut Express](#)
- [Create your finished movie in Final Cut Express](#)

## Exporting a reference movie from Final Cut Express to Sonicfire Pro

Step one is to bring your movie from Final Cut Express into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From Final Cut Express, select **File, Export, Final Cut Pro movie**.

For **Export As**: type in the name for your reference movie. For **Quality**, choose either **Low Res** or **Draft**. Click **Save**. This creates a reference movie which you can use within Sonicfire Pro to make sure your soundtrack matches your movie. When your soundtrack is completed, this reference movie may be deleted.

**Do not exit** from Final Cut Pro (you can hide the program using Cmd-H in OS X).

## Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Final Cut Express

Once your reference movie has been created, run Sonicfire Pro. Choose **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Score your movie using the Assistant and/or Maestro. You can move music blocks along the Timeline so that they begin and end at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to use add music.)

Select **File > Export Soundtrack/Movie**. For **Save**: choose **Soundtrack to Final Cut Express**. For **Sound Quality**, select **Digital Video (48k)**. Click **Export**. Type in a name for your soundtrack in the **Save As**: field. Indicate **Where** you would like the soundtrack saved. Click **Save**. Sonicfire Pro switches to Final Cut Pro and adds the music.

## **Create your finished movie in Final Cut Express**

Place the SmartSound music onto your Timeline in Final Cut Pro and line it up with your movie. When complete, you are ready to Export your movie as a finished movie, in the format you would like it to be.

# Instruction Sheet: Using Sonicfire with Adobe® Premiere®

Adobe Premiere software enables you to make professional movies quickly and easily. SmartSound Sonicfire Pro works in conjunction with Adobe Premiere to add music to your movie, precisely edited to each scene. There are three steps to creating a professional soundtrack for your Adobe Premiere project:

- [Export a reference movie from Adobe Premiere to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Adobe Premiere](#)
- [Create your finished movie in Adobe Premiere](#)

## Exporting a reference movie from Adobe Premiere to Sonicfire Pro

Step one is to bring your movie from Adobe Premiere into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From Adobe Premiere:

1. Activate the Timeline, Source view, Program view, or a Clip window. Choose **File > Export Timeline (or Export Clip) > Movie**.
2. Click **Settings** and choose **File Type: QuickTime**. Click **OK** to close the Settings dialog box.
3. Type in a name for the reference movie and click **Save**.

**Do not exit** from Adobe Premiere (you can hide the program using Cmd-H).

## Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Adobe Premiere

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Score your movie using the Assistant and/or Maestro. You can move music blocks along the Timeline so that they begin and end at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to use add music.)

Select **File > Export Soundtrack/Movie**. For **Save:** choose **Soundtrack to Adobe Premiere**. For **Sound Quality**, select **Digital Video (48k)**. Click **Export**. Type in a name for your soundtrack in the **Save As:** field. Indicate **Where** you would like the soundtrack saved. Click **Save**. Sonicfire Pro switches to Adobe Premiere and adds the music.

If you already have SmartSound music in your current Adobe Premiere project, you can choose to Replace SmartSounds already in project, or Add SmartSounds to project. Choose the appropriate action, and click **Save**. Sonicfire Pro switches to Adobe Premiere and adds the music from the Timeline into the bin window of Premiere.

## **Create your finished movie in Adobe Premiere**

Now that your soundtrack is the bin window, just drag the soundtrack onto an audio track in Premiere and line it up to sync with your video. You are ready to Export your movie as a finished movie, in the format you would like it to be.

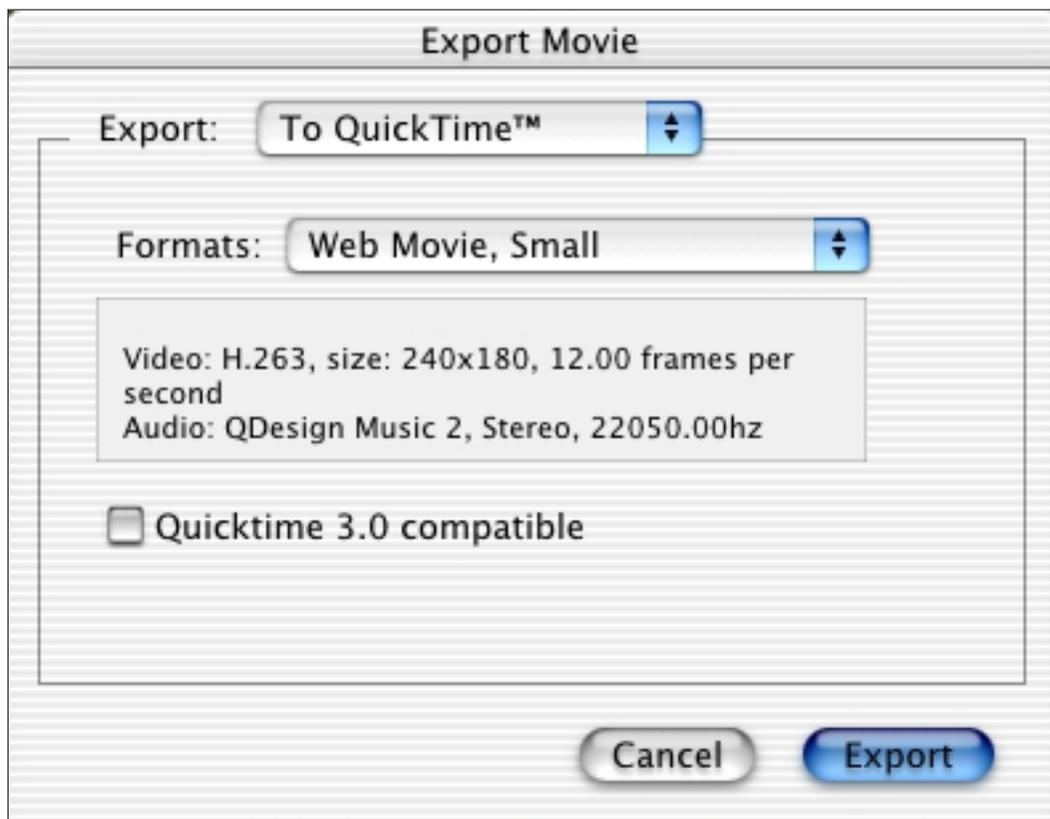
# Instruction Sheet: Using Sonicfire Pro with Apple's iMovie

Apple Computer's iMovie software enables you to make home movies quickly and easily, with professional touches. SmartSound Sonicfire Pro works in conjunction with iMovie to add music to your movie, precisely edited to each scene. There are three steps to creating a professional soundtrack for your iMovie project:

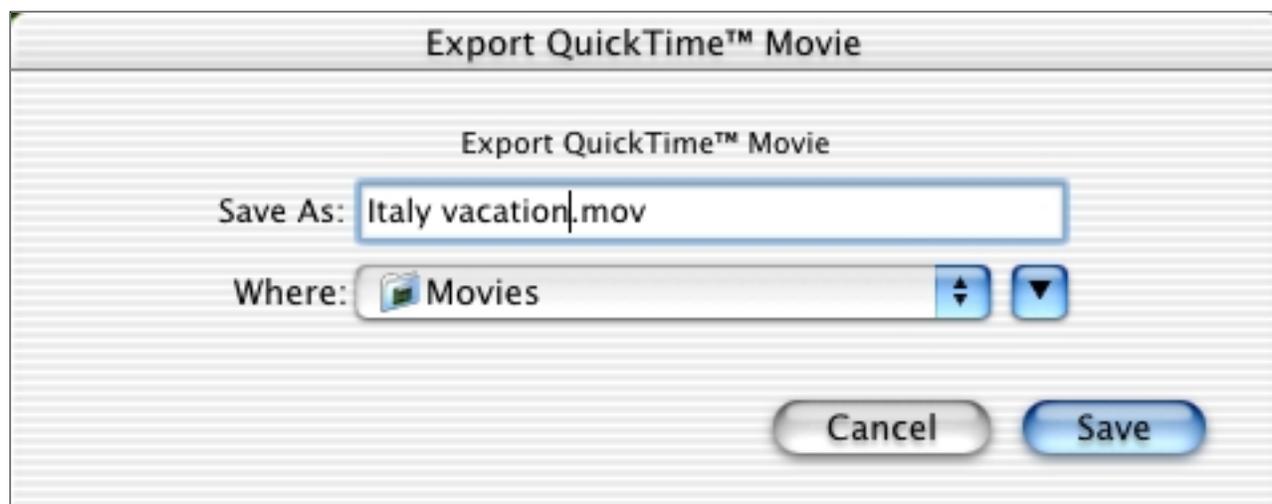
- [Export a reference movie from iMovie to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into iMovie](#)
- [Create your finished movie in iMovie](#)

## Exporting a reference movie from iMovie to Sonicfire Pro

Step one is to bring your movie from iMovie into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From iMovie, select **File, Export (Movie)**.



For **Export:** choose **To QuickTime™** For **Formats:**, choose **Web (Movie, Small)**. Click **Export**.



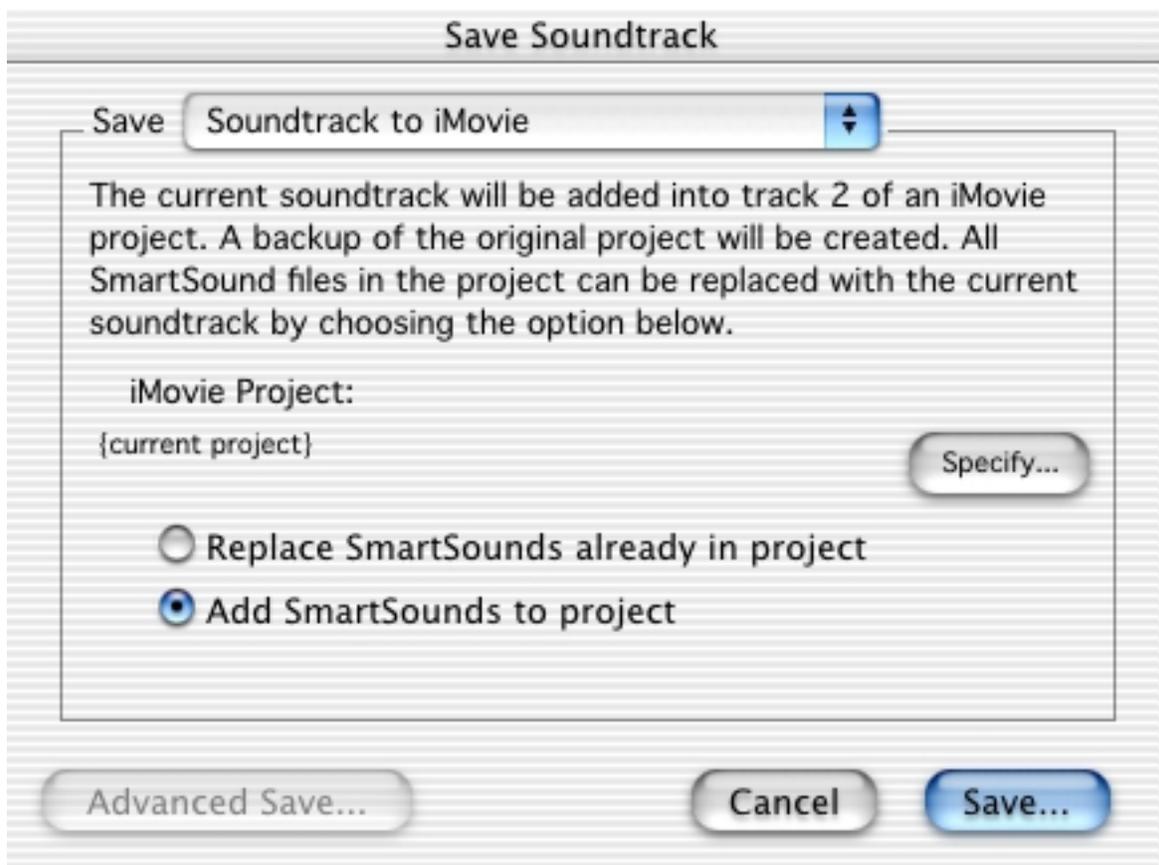
Enter a name for your movie and choose the location where to save it. Click **Save**.

**Do not exit** from iMovie (you can hide the program using Cmd-H).

## **Add music to your movie with Sonicfire Pro, and save your soundtrack directly into iMovie**

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Score your movie using the Assistant and/or Maestro. You can move music blocks along the Timeline so that they begin and end at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to use add music.)

Select **File > Export Soundtrack/Movie**. For **Export** choose **Soundtrack to iMovie**.



If you already have SmartSound music in your current iMovie project, you can choose to Replace SmartSounds already in project, or Add SmartSounds to project. Choose the appropriate action, and click **Export**. Sonicfire Pro switches to iMovie and adds the music from the Timeline onto Track 2 of iMovie. The soundtrack is saved in your iMovie's Media folder, using the Variation name of the piece of music selected. If you used more than one piece of music, each piece is saved separately and added to your iMovie Track as separate pieces of music.

## Create your finished movie in iMovie

Now that your soundtrack is on Track 2, your movie is done! You are ready to Export your movie as a finished movie, in the format you would like it to be.

# Instruction Sheet: Using Sonicfire Pro with Apple's iTunes® & iLife®

Apple Computer's iLife package consists of Apple's four multimedia applications: iTunes, iMovie", iDVD", and iPhoto". Aside from direct integration into iMovie, we can also save directly into iTunes, which in turn integrates into iDVD, iMovie and iPhoto. Whether you are making slide shows of your photos for sharing with family and friends, or a DVD of your latest vacation, you can score your production with Sonicfire Pro and easily integrate the music into your iLife program.

**Regardless of which program you are using, your first step is to create your soundtrack within Sonicfire Pro. Once completed, you can then save directly to iTunes for use in any iLife application.**

Select **File > Export Soundtrack/Movie**. For **Export** choose **To iTunes and iLife**.

Click **Export**. Enter a name for the Soundtrack. Click **Save**.

iTunes then asks if you would like to convert your sound file into a MP3 file. Click **Convert**. The sound file is converted into MP3 format and saved in a "SmartSound Exports" playlist. The iTunes playlist is then accessible from any of the iLife programs to add music to your project.

# Instruction Sheet: Using Sonicfire Pro with Adobe's After Effects®

Adobe's After Effects software is the essential tool for motion graphics and visual effects. SmartSound Sonicfire Pro works in conjunction with After Effects to add music to your graphics presentation. There are three steps to creating a professional soundtrack for your After Effects project:

- [Export a reference movie from After Effects to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into After Effects](#)
- [Create your finished movie in After Effects](#)

Please note that the instructions below were created using After Effects version 5.5. Earlier versions of After Effects may have different menu option selections.

## Exporting a reference movie from After Effects to Sonicfire Pro

Step one is to bring your movie from After Effects into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From After Effects, select **Composition > Make Movie**. Enter a name for your movie and click **Save**. The render queue is displayed. Click **Render**.

**Do not exit** from After Effects (you can hide the program using Cmd-H).

## Add music to your movie with Sonicfire Pro, and save your soundtrack directly into After Effects

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Score your movie using the Assistant and/or Maestro. You can move music blocks along the Timeline so that they begin and end at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to use add music.)

Select **File > Export Soundtrack/Movie**. For **Save:** choose **Soundtrack to After Effects**. For **Sound Quality**, select **Digital Video (48k)**. Click **Export**. Type in a name for your soundtrack in the **Save As:** field. Indicate **Where** you would like the soundtrack saved. Click **Save**. Sonicfire Pro switches to After Effects and adds the music to your project window.

## **Create your finished movie in After Effects**

Now that your soundtrack is in the project window, you can add your score by dragging the soundtrack from the bin window onto an audio track and lining it up to sync with your project.

# Instruction Sheet: Using Sonicfire with Adobe Premiere

Adobe Premiere software enables you to make professional movies quickly and easily. SmartSound Sonicfire Pro works in conjunction with Adobe Premiere to add music to your movie, precisely edited to each scene. There are three steps to creating a professional soundtrack for your Adobe Premiere project:

- [Export a reference movie from Adobe Premiere to Sonicfire Pro](#)
- [Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Adobe Premiere](#)
- [Create your finished movie in Adobe Premiere](#)

## Exporting a reference movie from Adobe Premiere to Sonicfire Pro

Step one is to bring your movie from Adobe Premiere into Sonicfire Pro, so you can watch it and decide what music works best with each scene. From Adobe Premiere, select **File > Export Movie**. For **Export:** choose **To QuickTime™** For **Formats:**, choose **Web Movie, Small**. Click **Export**. Enter a name for your movie and choose the location where to save it. Click **Save**.

**Do not exit** from Adobe Premiere (you can hide the program using Cmd-H).

## Add music to your movie with Sonicfire Pro, and save your soundtrack directly into Adobe Premiere

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Use either the Assistant or Maestro to add music to the timeline; drag the resizers to modify the time length of the music block, and choose the Variation of the music that works best for your scene. Move the block along the Timeline so that it begins and ends at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to add music.)

If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro to select another piece of music to add to the Timeline at the end of the first piece.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want

to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## **Create your finished movie in Adobe Premiere**

When your soundtrack is complete, select **File > Export Soundtrack/Movie**. From the Export drop-down list select "Complete Soundtrack". Select the check box in the lower portion of the window that says "Add files to Adobe Premiere after saving". This check box activates the save feature, and transfers the saved soundtrack into Premiere for you, in one step. Click **Export**. A save window is displayed. Enter a name for the soundtrack and click **Save**. A wave file is created on your hard drive.

Sonicfire Pro then adds the soundtrack to your bin window in Premiere. Attach your sound file to your video clip(s) so that your music soundtrack will play with your movie. Once finished, you can delete your reference video from your hard drive.

# Instruction Sheet: Using Sonicfire Pro with Ulead Media Studio Pro 7

The instructions below are for users of Ulead's Media Studio Pro version 7. Media Studio Pro is a popular video editing program for Windows users. Sonicfire Pro is capable of saving your soundtrack directly into Media Studio Pro. Note: The automatic integration with Media Studio Pro may not work if you are using a non-English version of the software. The work flow below is correct, but the direct save to Media Studio Pro may not work.

## Export Your Video as a Reference Video

The first step is to export a reference video from Media Studio Pro. This is so you can watch the video while you're in Sonicfire Pro, to test out different pieces of music and make sure the music length is correct for each scene. To create a reference video, choose **File > Create > Video File** from Media Studio Pro 7. Select **QuickTime Movie file (\*.mov)** format from the "save as type" drop-down list, which saves the movie in a format Sonicfire Pro can read. You can use the options button to set the desired quality level and frame size (low quality is fine, and will save disk space). Choose the location and name for your reference video, and click **Save**. This may take several minutes to complete.

Make sure the Production Library is set to Media Library. **Do not exit Media Studio Pro**; you can minimize the program if desired by clicking the minimize button in the top right corner of the window (it's the first of the three buttons, that looks like an underscore).

## Create Your Soundtrack in Sonicfire Pro

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Use either the Assistant or Maestro to add music to the timeline; drag the resizers to modify the time length of the music block, and choose the Variation of the music that works best for your scene. Move the block along the Timeline so that it begins and ends at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to add music.)

If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro to select another piece of music to add to the Timeline at the end of the first piece.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want

to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## Save to Ulead Media Studio Pro

When your soundtrack is complete, select **File > Export Soundtrack/Movie**. From the Export drop-down list select "Complete Soundtrack". Select the check box in the lower portion of the window that says "Add files to Ulead Media Studio Pro 7 after saving". This check box activates the save feature, and transfers the saved soundtrack into the Media Studio Pro program for you, in one step. Click **Export**. A save window is displayed. Enter a name for the soundtrack and click **Save**. A wave file is created on your hard drive.

Sonicfire Pro then adds the soundtrack to your Media Manager in Media Studio Pro. Attach your sound file to your video clip(s) so that your music soundtrack will play with your movie. Once finished, you can delete your reference video from your hard drive.

Note: If you have not copied your Sonicfire Pro music to your hard drive, and have one of our CDs in your drive, Media Studio Pro will display a message when you access the Audio area of their software, telling you that the CD in your CD drive is not a music CD. This is not a problem; it's just an informational screen from Media Studio Pro, warning you that you cannot read music in directly from that CD.

# Instruction Sheet: Using Sonicfire Pro with Ulead VideoStudio 6/7

The instructions below are for users of Ulead's VideoStudio version 6 or version 7. VideoStudio is a popular video editing program for Windows users. Sonicfire Pro is capable of saving your soundtrack directly into VideoStudio. Note: The automatic integration with VideoStudio may not work if you are using a non-English version of the software. The work flow below is correct, but the direct save to VideoStudio may not work.

## Export Your Video as a Reference Video

The first step is to export a reference video from VideoStudio. This is so you can watch the video while you're in Sonicfire Pro, to test out different pieces of music and make sure the music length is correct for each scene. To create a reference video, choose **Finish > Create Video File** from VideoStudio 6; VideoStudio 7 users choose **Share > Create Video File**. Select **Custom** format for your video, then select QuickTime movie, which saves the movie in a format Sonicfire Pro can read. You can use the options button to set the desired quality level and frame size (low quality is fine, and will save disk space). Choose the location and name for your reference video, and click **Save**. This may take several minutes to complete.

**Do not exit VideoStudio**; you can minimize the program if desired by clicking the minimize button in the top right corner of the window (it's the first of the three buttons, that looks like an underscore).

## Create Your Soundtrack in Sonicfire Pro

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Use either the Assistant or Maestro to add music to the timeline; drag the resizers to modify the time length of the music block, and choose the Variation of the music that works best for your scene. Move the block along the Timeline so that it begins and ends at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to add music.)

If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro to select another piece of music to add to the Timeline at the end of the first piece.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want

to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## Save to Ulead VideoStudio

When your soundtrack is complete, select **File > Export Soundtrack/Movie**. From the Export drop-down list select "Complete Soundtrack". Select the check box in the lower portion of the window that says either "Add files to VideoStudio 6 after saving" or "Add files to Ulead VideoStudio 7 after saving". This check box activates the save feature, and transfers the saved soundtrack into the VideoStudio program for you, in one step. Click **Export**. A save window is displayed. Enter a name for the soundtrack and click **Save**. A wave file is created on your hard drive.

Sonicfire Pro then adds the soundtrack to your Audio Manager in VideoStudio. Attach your sound file to your video clip(s) so that your music soundtrack will play with your movie. Once finished, you can delete your reference video from your hard drive.

Note: If you have not copied your Sonicfire Pro music to your hard drive, and have one of our CDs in your drive, VideoStudio will display a message when you access the Audio area of their software, telling you that the CD in your CD drive is not a music CD. This is not a problem; it's just an informational screen from VideoStudio, warning you that you cannot read music in directly from that CD.

# Instruction Sheet: Using Sonicfire Pro with Microsoft PowerPoint

Microsoft's PowerPoint can create slide shows for photographs, as well as presentations for lectures and speeches. Sonicfire Pro can create a wave file and automatically import the file into PowerPoint for use with a PowerPoint project. Use the music as the musical score for a slide show, or have the music be background music for a presentation.

Please note that Sonicfire Pro can only import video or flash-type files. As of this writing, PowerPoint cannot export a project in a format that is readable by Sonicfire Pro. However, you can still use Sonicfire Pro to generate the music and automatically attach the music to a PowerPoint slide. Please also note that the automatic integration may not work with non-English versions of this program. The work flow below is the same, but the automatic save feature may not work.

## Determine the Time Length For the Music

The first step is to determine how long you need your musical score to be. Check your timings or use a watch to determine how long your music score needs to be. **Set PowerPoint to be on the slide where you'd like your music to begin.** Do not exit PowerPoint; you can minimize the program if desired by clicking the minimize button in the top right corner of the window (it's the first of the three buttons, that looks like an underscore).

## Create Your Soundtrack in Sonicfire Pro

Once you know the length of music you need, you're ready to use Sonicfire Pro to generate your music clip. Use the Assistant or Maestro to create your score. The default length of the soundtrack created is 30 seconds. Zoom out on the Timeline (by dragging the Zoom indicator to the left), then select the music block by clicking it with your mouse. A resizer is displayed at the end of the block. Click and drag the resizer until the block is the desired time length. Sonicfire Pro will rebuild the soundtrack arrangement to this new time length automatically for you.

You can select a different arrangement of the music from the Variation drop-down list, if desired. There is no need to add a Fade In or a Fade Out to the soundtrack, as it will have this added automatically in PowerPoint.

If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro

to add more music. Select another piece of music, and it is added to the Timeline at the end of the first piece. Just as before, you can adjust the length of this block by dragging the resizer point at the end of the block to have a musical arrangement created for the time length you need.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## **Save to PowerPoint**

When your soundtrack is created, select **File > Export Soundtrack/Movie**. For Export select **Complete Soundtrack**. Check the box "Add files to Microsoft PowerPoint after saving" and click **Export**. Enter a name for your soundtrack and click **Save**. A wave file is created on your hard drive, and is added to your PowerPoint slide. PowerPoint now asks if you want your sound to play automatically in the slide show. Click **Yes**. A speaker icon is added to your slide, which can be dragged off the slide if the music is playing automatically with the slides. Otherwise, the music plays when you click on the speaker icon.

### ***Having the music play through several slides***

After the sound is added to a slide, you can have PowerPoint play the music through several slides, if desired. Instructions for the exact steps of how to accomplish this vary depending upon the version of PowerPoint you are using. The following steps are for PowerPoint 2002; consult PowerPoint help if your version is different.

Select the sound by clicking on the speaker icon and choose **Custom Animation** from the **Slide Show** menu. Double-click on the piece of music to bring up the Sound settings window. In the Stop Playing section, set the "stop playing after X slides" option to have the music play through the number of slides necessary. If the music is not long enough to play through the number of slides indicated, it will stop playing when it reaches the end of the piece of music. If the number of slides takes less time than the length of the music, PowerPoint cuts off the music at the end of the last slide.

# Instruction Sheet: Using Sonicfire Pro with Roxio/MGI VideoWave 5

Roxio/MGI VideoWave 5 is a popular consumer video editing program. Sonicfire Pro can automatically save soundtracks into VideoWave's Audio Library, for easy use with your movies.

## Export Your Video as a Reference Video

The first step is to export a reference video from VideoWave. This is so you can watch the video while you're in Sonicfire Pro, to test out different pieces of music and make sure the music length is correct for each scene. To create a reference video, choose **File > Produce** in VideoWave. Select **DV** format for your video, which will save the video in AVI file format, which Sonicfire Pro can read. Click **Next**. Choose the location and name for your reference video, and click **Produce**. VideoWave saves your video in an AVI file format. This may take several minutes to complete.

**Do not exit VideoWave**; you can minimize the program if desired by clicking the minimize button in the top right corner of the window (it's the first of the three buttons, that looks like an underscore).

## Create Your Soundtrack in Sonicfire Pro

Once your reference movie has been created, run Sonicfire Pro. Use the Assistant or Maestro to create your score. The default length of the soundtrack created is 30 seconds. Zoom out on the Timeline (by dragging the Zoom indicator to the left), then select the music block by clicking it with your mouse. A resizer is displayed at the end of the block. Click and drag the resizer until the block is the desired time length. Sonicfire Pro will rebuild the soundtrack arrangement to this new time length automatically for you.

You can select a different arrangement of the music from the Variation drop-down list, if desired. If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro to add more music. Select another piece of music, and it is added to the Timeline at the end of the first piece. Just as before, you can adjust the length of this block by dragging the resizer point at the end of the block to have a musical arrangement created for the time length you need.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to

use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## Save to VideoWave

When your soundtrack is created, select **File > Export Soundtrack/Movie**. For Export select **Complete Soundtrack**. Check the box "Add files to VideoWave after saving" and click **Export**. Enter a name for your soundtrack and click **Save**. A wave file is created on your hard drive, and Sonicfire Pro then adds the soundtrack to your Audio Library in VideoWave. Attach your sound file to your video clip(s) so that your music soundtrack will play with your movie. Once finished, you can delete your reference video from your hard drive.

# Instruction Sheet: Using Sonicfire Pro with Vegas Video 4

Sonic Foundry's Vegas Video 4 is a popular video editing program for Windows users. Sonicfire Pro is capable of saving your soundtrack directly into Vegas 4.

## Export Your Video as a Reference Video

The first step is to export a reference video from Vegas 4. This is so you can watch the video while you're in Sonicfire Pro, to test out different pieces of music and make sure the music length is correct for each scene. To create a reference video, choose **File > Render As** from Vegas 4. Select **QuickTime** format for your video, which saves the movie in a format Sonicfire Pro can read. Choose the location and name for your reference video, and click **Save**. Vegas 4 saves your video in a QuickTime file format. This may take several minutes to complete.

**Do not exit Vegas 4**; you can minimize the program if desired by clicking the minimize button in the top right corner of the window (it's the first of the three buttons, that looks like an underscore).

## Create Your Soundtrack in Sonicfire Pro

Once your reference movie has been created, run Sonicfire Pro. Select **File > Choose Movie**. The Choose Movie search screen appears. Locate and **Open** your reference movie. Use either the Assistant or Maestro to add music to the timeline; drag the resizers to modify the time length of the music block, and choose the Variation of the music that works best for your scene. Move the block along the Timeline so that it begins and ends at the proper locations. Add additional pieces of music until all of the music for your movie is completed. (See the [Scoring](#) section for detailed information about how to add music.)

If you need music to play for several minutes, you may want to select an additional piece of music to play as well, so your soundtrack doesn't begin to sound repetitive. To do this, just move the play indicator to the end of the first block of music, then use the Assistant or Maestro to select another piece of music to add to the Timeline at the end of the first piece.

You can repeat these steps as often as necessary; for a 30 minute soundtrack, you may want to use seven or eight different pieces of music to vary the melody. Sonicfire Pro enables you to use as many different pieces of music as you desire, making each piece of music last as long as you'd like.

## Save to Vegas 4

When your soundtrack is complete, select **File > Export Soundtrack/Movie**. From the Export drop-down list select "Complete Soundtrack". Select the check box in the lower portion of the window that says "Add files to Sonic Foundry Vegas 4 after saving". This check box activates the save feature, and transfers the saved soundtrack into the Vegas 4 program for you, in one step. Click **Export**. A save window is displayed. Enter a name for the soundtrack and click **Save**. A wave file is created on your hard drive.

Sonicfire Pro then adds the soundtrack to your Media Pool in Vegas 4. Attach your sound file to your video clip(s) so that your music soundtrack will play with your movie. Once finished, you can delete your reference video from your hard drive.

# Troubleshooting

Below are some common technical problems and their solutions. You can also visit our special Frequently Asked Questions web page at <http://www.smartsound.com/support/faq> for a current listing of common support issues.

- [I can't start the program.](#)
- [I can't get any sound.](#)
- [How can I find out about updates to Sonicfire Pro?](#)
- [SFP3 doesn't recognize my SmartSound library.](#)
- [My movie doesn't display properly.](#)
- [Preview controls are not working / I can't preview music from the Assistant/Maestro.](#)
- [I can't download a music clip from the internet.](#)
- [SFP3 doesn't recognize sound files copied to my hard drive.](#)

## --- I can't start the program

If you have installed Sonicfire Pro and it will not start up, the following are the most common causes for this problem:

- 1. Virus scanning software could have interfered with installation.** Many virus scanning software programs stay resident in your computer's memory, and check every file that is written to your hard drive. In many cases these programs will interfere with software application installations. If you have a virus scanning software program running, unload it from memory, then uninstall and reinstall Sonicfire Pro.
- 2. QuickTime may not be installed (or installed correctly).** QuickTime version 5.01 or greater is necessary for Sonicfire Pro to run; version 6.0 or higher is necessary to preview music in many areas of SFP3. When installing QuickTime, it is necessary to install the program in recommended mode, not minimal mode. If you chose a minimal installation, or if you are not sure, uninstall QuickTime and reinstall, making sure to choose recommended mode. The QuickTime installer is available on the SFP3 software CD.

**3. Mac users: Do you have the latest version of Carbon Lib installed? SFP3 ships with the installer for Carbon Lib 1.6, the latest version at the time of this writing. It is also available as a free download from Apple's web site at <http://www.info.apple.com/support/downloads.html>.**

### **--- I can't get any sound**

Check that the speakers have power and audio cords are plugged into the "line out" port on the back of the computer.

#### ***Windows Users:***

1. On the Taskbar, double-click the Speaker icon. The Volume Control dialog box appears.
2. Make sure the volume controls are up, and that the mute check boxes are not selected.
3. Click Start menu > Control Panel.
4. Click the Sounds, Speech, and Audio Devices icon (Windows XP) or the Sounds and Multimedia icon (Windows ME and older).
5. Click the Sounds and Audio Devices icon (Windows XP only). Click the Audio tab.
6. Choose the sound card from the Sound Playback default device drop-down list.

If the Preferred device list is disabled or there are no options, your sound card is not working properly. This is a System level problem, not caused by Sonicfire Pro. Refer to the documentation or technical support for the sound card or computer manufacturer. Sound card configuration problems can often be solved by clicking the Advanced tab and modifying the Audio Device settings.

#### ***Mac OS Users:***

1. Select Apple menu > System Preferences (OS X) or Control Panel (OS 9) and click Sound.
2. Make sure volume controls are up and that the mute check box is not selected.
3. If you have multiple sound devices, choose the one your speakers are hooked up to.

**Note:** Sonicfire Pro always uses the sound device set in the Control Panel.

### **--- How can I find out about updates to my Sonicfire Pro program?**

If you registered your Sonicfire software, you are automatically notified by email when updates are released. There are also two areas of Sonicfire Pro where you can check for library updates, which includes notices about application updates, when available. We recommend running this update periodically, so you can preview the latest music and have access to the latest tutorials and documentation. Then if any application updates are available, a notice is displayed indicating how to download and install the update.

To check for library updates immediately, connect to the internet then select the following menu option:

**Windows: Help > Check for updates...**

**Mac OS X: Sonicfire Pro > Check for Update...**

**Mac OS 9: Apple Menu > Check for Update...**

If an update is available, it is listed. Click the Update button to install.

## **Scheduling the Check for Updates**

A second update option is built into Sonicfire Pro which will remind you to periodically check for updates. You have the option to connect to the internet before the update check executes.

To schedule a check for library and documentation updates, select the following menu option:

**Windows: View > Options > Internet**

**Mac OS X: Sonicfire Pro > Preferences > Internet**

**Mac OS 9: Edit > Preferences > Internet**

Click the check box for **Show an update reminder**. Then select either **Weekly** or **Monthly** from the **Show reminder:** drop down box.

You can also check <http://www.smartsound.com> for the latest information, helpful hints, FAQ's, and updates (if necessary).

## **--- SFP3 doesn't recognize my SmartSound library.**

SFP3 includes an autodetect feature for installation of a SmartSound library, so the installation is as simple as putting the CD into your computer. However, some CD drives (particularly DVD-RW drives) have drivers that may not allow our autodetect function to work properly. If you place a new SmartSound CD into your drive and the installation screen does not appear, you can add the CD manually:

**Windows users: Select View > Options > Libraries**

**Mac OS X users: Select Sonicfire Pro > Preferences > Libraries**

**Mac OS 9 users: Select Edit > Preferences > Libraries**

1. Currently installed SmartSound libraries are displayed. Click the **Add...** button.
2. If necessary, locate the CD's Library Enabler files, and choose 44k or 22k.
3. Click **Add Library**.
4. The license agreement appears. If you agree with the license agreement, click **Accept**.
5. The library file is installed. You can then copy the sound files to your hard disk, as explained above. If you would like the files to be copied to your hard drive, click **Copy Now**.
6. Click **Done** to exit the Options/Preferences window.

Check out the [Adding the Music You Need](#) chapter for more details.

## **--- My movie doesn't display properly.**

SFP3 uses QuickTime and Media Player technology to display movie files. If your movie file can play in one of these programs, it should play fine within SFP3 (except for streaming media file formats). If your movie is not playing properly, please check the following:

1. **Compatibility:** Is your file format compatible? [Click here](#) to read the section of the manual that deals with video file formats.
2. **Windows users:** Do you have the latest version of DirectX installed? DirectX is a free download from Microsoft which enhances a variety of multimedia functions in the Windows operating system. You can download DirectX from the Microsoft web site at <http://www.microsoft.com/windows/directx/>.

## **--- Preview controls are not working / I can't preview music from the Assistant/Maestro.**

SFP3 relies on Apple's QuickTime software to display movie files and preview music throughout the application. QuickTime must be installed in Recommended mode (not Minimal mode, which is the default). Uninstall QuickTime (if installed incorrectly), then reinstall QuickTime in recommended mode to correct the problem.

QuickTime version 5.01 or higher is necessary for SFP3. QuickTime version 6.x is required to preview music in several areas of SFP3.

## **--- I can't download a music clip from the internet.**

If you are using a Firewall to protect your computer, this may prohibit proper downloading of our downloadable music files. If you have a problem during download, disable your Firewall and try your download again.

## **--- SFP3 doesn't recognize sound files copied to my hard drive.**

Sonicfire Pro keeps a database of all libraries and sound files you own. This library database is rebuilt each time you make changes to the libraries you own, or when you copy or remove sound files from your hard drive. If you copy sound files outside of SFP3, you need to tell the program to rebuild the database before the sound files are recognized. Execute the rebuild command by selecting the menu option:

**Windows users: Select Help > Rebuild SmartSound Database**

**Mac OS X users: Select Sonicfire Pro > Rebuild Library...**

**Mac OS 9 users: Select Apple menu > Rebuild Library...**

# Technical Support

If you have a problem or question not addressed elsewhere in the manual, visit <http://www.smartsound.com>. The latest information, helpful hints, FAQ's, and updates (if necessary) are available there.

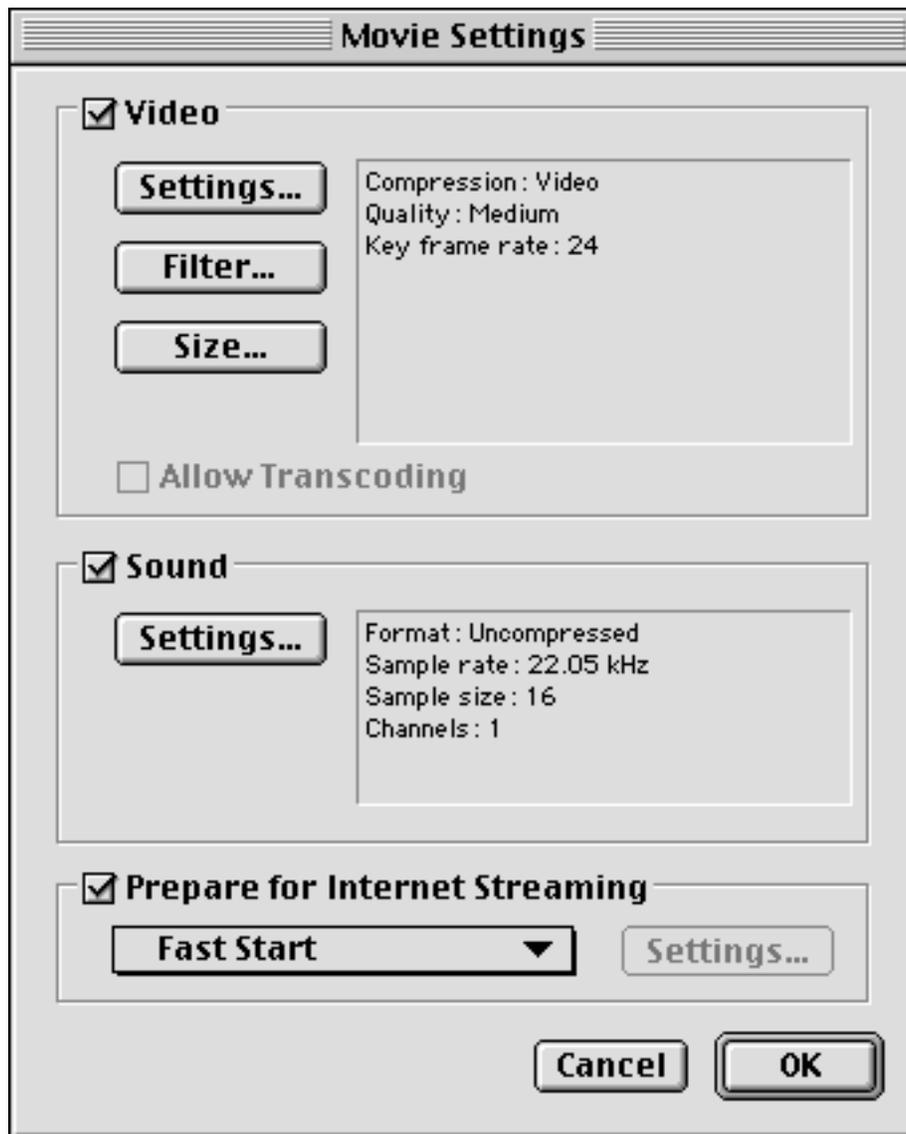
If you cannot find an answer to your question or problem at the web site, you can contact the SmartSound Technical Support department at [support@smartsound.com](mailto:support@smartsound.com). If you have registered your Sonicfire Pro software, you can also call the Technical Support department at (818) 718-9993. The department is open Monday-Friday, 8am-5pm Pacific time.

# Appendix A - Video Settings & Compressors

The Movie Settings dialog box allows you to choose various settings when exporting movies.

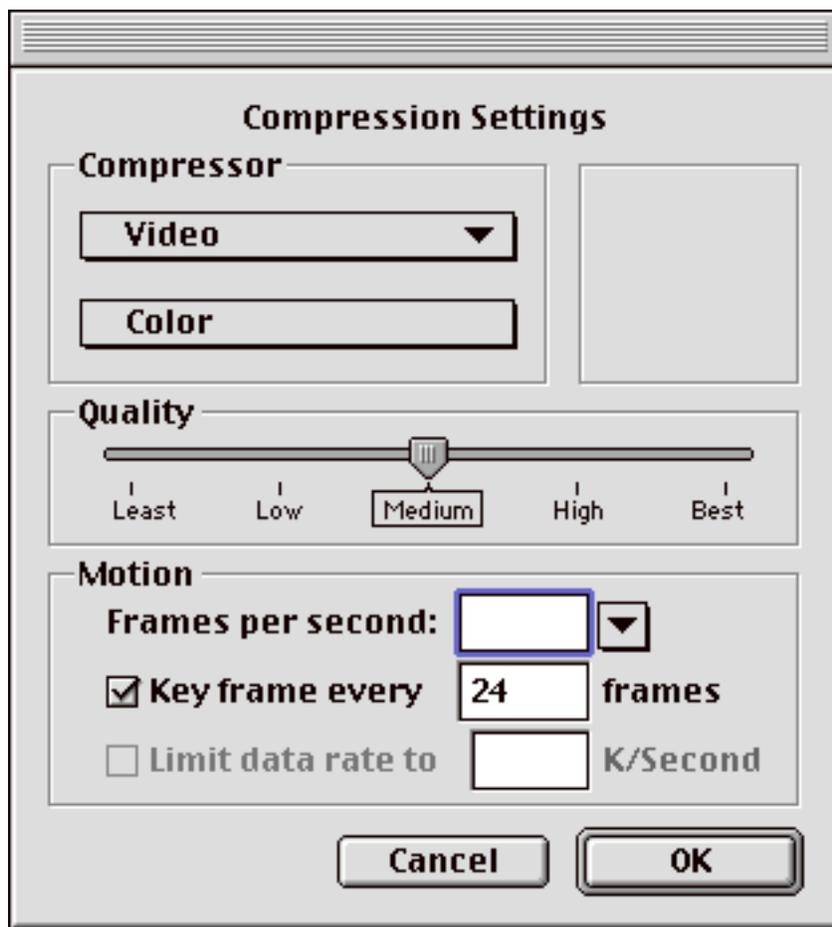
The **Options** button in the Export dialog box allows you to set options that affect how your file is exported. The dialog box that appears depends on the export format that you choose. For example, if you export your movie to a QuickTime file format, the Movie Settings dialog box appears allowing you to set video, sound, and Internet streaming options. Each dialog box allows you to set options relevant to the chosen file format.

The following sections describe the Video section of the Movie Settings dialog box options. These options apply to many export formats.



## Video Settings

The Settings button accesses the Compression Settings dialog box. The Compression Settings dialog box allows you to choose a compressor, set the quality level, and set motion options for your video as described below.



## Compressor

The **compressor** drop-down list allows you to choose a video compressor. Which compressor you choose depends on how you plan to use the movie. For a description of compressors, see [Compressors](#).

The **color** drop-down list allows you to choose a color scheme. The choices available depend on the compressor that you have chosen.

## Image Quality

The **Quality** slider allows you to adjust the image quality. The higher the quality, the lower the amount of compression and the larger your exported file will be.

## Motion

The **Frames per second** drop-down list allows you to select a common frame rate. You can also enter a frame rate in the Frames per second box. If you choose a frame rate that is lower than the movie's current frame rate, compression causes frames to be deleted. If you choose a frame rate that is higher than the movie's current frame rate, existing frames are duplicated.

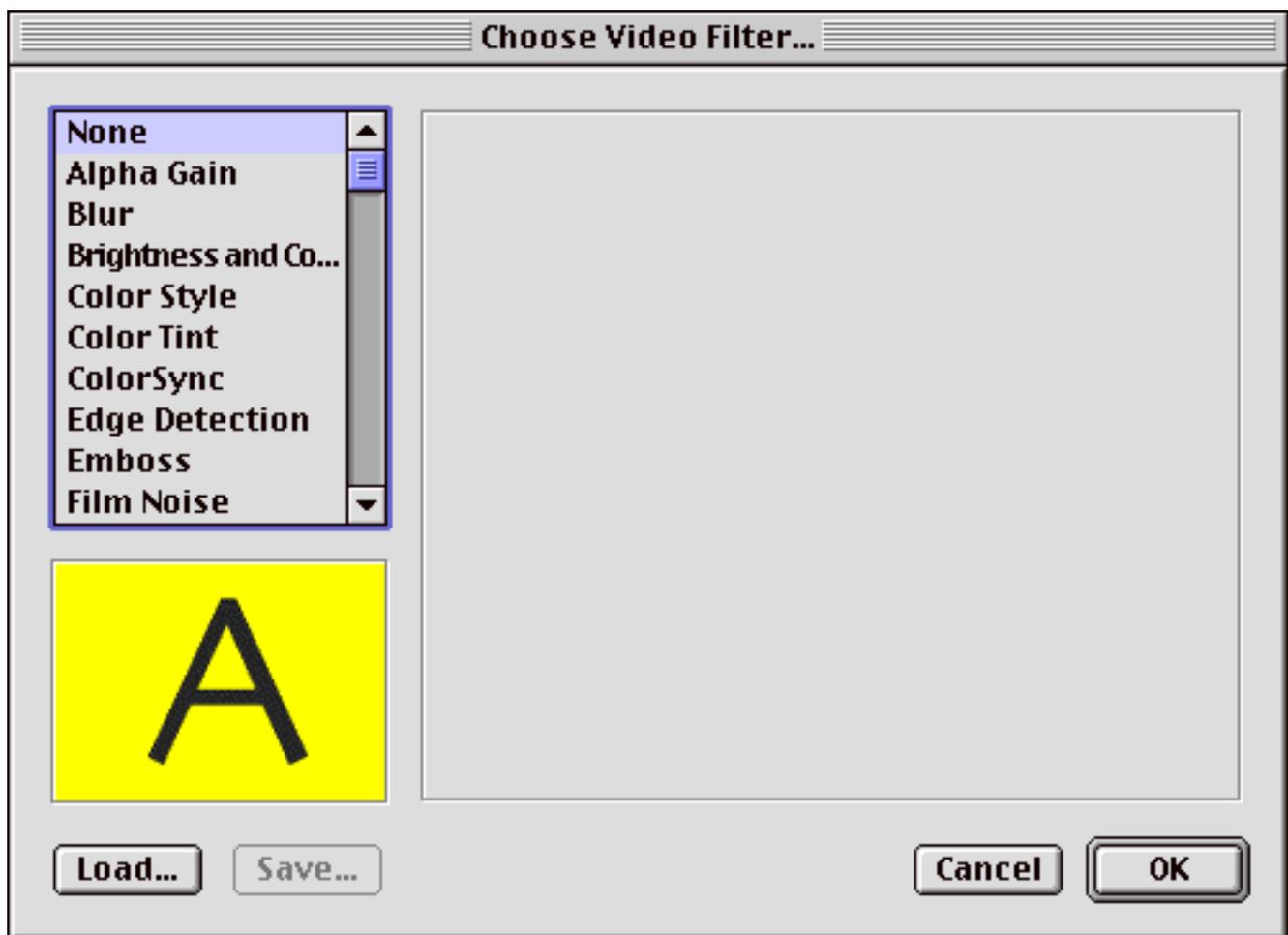
The **Key frame** check box allows you to choose to use key frames. The Key from box allows you to specify how often you want key frames to occur. The key frame contains all of the information for an image. Subsequent frames contain the information that changed. If you do

not have enough key frames, the quality of your movie will be low. More key frames produces a higher quality movie that is larger in size and has a higher data rate. How often you set key frames to occur depends on how your movie will be played, and how much of the movie varies from frame to frame. If the movie you're exporting will be played from a CD-ROM or over the Internet, you can specify fewer key frames.

The **Data rate** check box allow you to choose a limit for the data rate. To choose a data rate limit, select the Limit data rate to check box, and enter a limit value in kilobytes per second. You can set the data rate for only a few compressors, such as Cinepak and H.263. For example, if you want a movie to play from double-speed CD-ROM drives, you need to limit the data rate to a maximum of about 250 kilobytes per second.

## Video Filter

The **Filter** button accesses the **Choose Video Filter** dialog box. The Choose Video Filter dialog box allows you to select a video filter to apply to your video. The video filter you choose is applied to every frame of your movie when the movie is exported.



To apply a video filter, choose a video filter from the list box, and set the applicable options. Click **Save** to name and save your customized filter. Click **Load** to load your customized filter or your own filter.

## Video Size

The **Size** button accesses the **Export Size Settings** dialog box. The Export Size Settings dialog box allows you to use the current size for your video, or specify a custom size.



A compressor allows you to reduce the size of your file and also improves playback speed. The compressor that you choose specifies how the file is compressed and decompressed, and is referred to as "codecs".

## Choosing a Compressor

Each compressor has strengths and weaknesses. Some are more appropriate for storing certain file types. Some compressors produce more distortion in the final product. Some compress slowly and decompress quickly, and others compress and decompress at the same rate. Some can compress a file to one one-hundredth of its original size, and others decrease the file size very little.

The following should be considered when you choose a compressor.

- Source material
- Quality of compressed file
- File size of compressed file
- Time it takes to compress and decompress file
- Whether you plan to stream the file

## Video Compressors included with Sonicfire Pro

The following table lists most video compressors included with Sonicfire Pro and provides comments regarding each compressor.

Compressor	Comments
Animation	Best for computer-generated animations that have broad areas of flat color. Not good for scenes with lots of color changes. You can use this compressor for image, animation, or video with an alpha channel. Lossless at 100%. Poor compression ratio.
BMP	Use for still images. Minimal compression. Not appropriate for video or movie playback.
Cinepak	Use for video movies that require CD-ROM playback. Very slow compression, but decompresses fast on low-end processors. Good for streaming.
Component Video	Very fast compression and decompression of video. Good compression ratios. Use for real-time capture of video, especially when hard disk space is at a premium, or for testing clips. Okay for hard disk playback. Image quality is poor when compressed enough for CD-ROM playback.
DV - NTSC	Use for digital video cameras manufactured in the U.S. and Japan.
DV - PAL	Use for digital video cameras manufactured in Europe.
Graphics	Good for 8-bit graphic files. Usually better than the Animation compressor for 8-bit. Slower to decompress than the Animation compressor.
H.261	Originally designed for video conferencing. Very high compression ratios. Good for low data rates and for streaming live data.
H.263	Very high compression ratios. Works best at window sizes of 352x288, 176x144, or 128x96. (Movie windows will be resized to one of these sizes.) Good for low data rates. Good for streaming live data.
Intel Indeo Video R3.2	Cross-platform compressor, designed primarily for Windows. Use to compress video produced using Windows that will be decompressed on a Macintosh.
Motion JPEG A Motion JPEG B	Use to decompress files made with certain hardware Motion-JPEG cards when the card is not available, or to compress in a format that can be played by certain hardware Motion-JPEG cards.
None	Use for capture only. Does almost no compression. Produces very large files. You can use this for image, animation, or video with an alpha channel.
Photo JPEG	Ideal for high-quality compressed still images. Also useful as storage format for movies, and for QuickTime VR panoramas. Too slow decompressing to use for video-based movie playback. No interframe compression.
Planar RGB (sometimes called Photoshop)	For importing photographs with an alpha channel (to use when you have an image that you want to composite with video).

# Video Filters

The Movie Settings dialog box allows you to choose a video filter when you export a movie. The following table describes how each filter will affect your movie.

Filter	Comments
None	Removes any of the other filters.
Alpha Gain	Use to manipulate the alpha channel of an image.
Blur	Use to blur the image. You can adjust the amount of blur and the brightness.
Brightness and Contrast	Use to adjust the brightness and the contrast.
Color Sync	Use to specify source and destination profiles, and the matching option, so that color is as true to the original as possible.
Color Style	Use to add solarization and posterization effects.
Color Tint	Use to change the image to black and white, or tint it any color.
Edge Detection	Use to find the edges in the image. You can set the width of the edge and you can colorize the results.
Emboss	Use to give the image a raised look by doing an offset. You can choose the amount of embossing.
Film Noise	Use to add noise to the image to make it look more like movie film. You can set various options, including the Hair Density, Hair Length, Scratch Density, Scratch Duration, Scratch Width, Dust Density, Dust Size, and Film Fade.
General Convolution	Use to enter values in a grid to specify a pattern of brightness for the cells in the image.
HSL Balance	Use to alter the look of the image by setting its hue, saturation, and lightness.

Lens Flare	Use to add a reflection to an image that simulates a lens flare. You can adjust the size and brightness of the flare.
RGB Balance	Use to set red, green, and blue values for the image.
Sharpen	Use to sharpen the image. You can set the degree of sharpening and brightness.