



Sonic Studio HD

1.9 Release Notes

Welcome to the Sonic Studio HD 1.9 release.

This document provides last-minute product information and updates to the Sonic Studio HD documentation. Every effort has been made to provide correct documentation. Please read about all the new features in Sonic Studio HD 1.9, as well as listing of the resolved and known issues.

Please report all problems and comments to the SonicStudio user forum and/or send email to feedback@sonicstudio.com and/or support@sonicstudio.com.

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What's New in Sonic Studio HD 1.9

EDL Desk

Sonic Studio HD features a mixing desk that can be used to control all the individual mixing settings associated with the EDLs in a project. The 4 global desk based EQ sections can be applied to the audio on the track (from the EDL). Other features include faders, meters, solo, mute, phase invert, and other controls. In addition, 8 assignable desk and filter groups and desk setups are supported.

Meters

The meters now sport a new Peak Hold feature and peak value indicators, a meter to display the DSP/EQ usage (on main HDSP only), and a Clear button to clear the over indicators.

16 channel support

Sonic Studio HD supports 8 and 16 channels code version. The 16 channel code supports 32 tracks of playback, 16 outputs, and 8 tracks of recording. The total number of filters is the same (see the section on DSP filter allocation for more information).

Desk Events and Filter Redesign

The Desk Events runtime implementation has been completely redesigned. The filter reliability, accuracy and timing have all been greatly improved over previous versions. Changes to the filter timing (to start/stop accurately), filter allocation (to avoid events muting), and improvements to the filter user interface (tabbing, etc.) have greatly improved stability and useability.

The EDL user interface has also been enhanced to better support for bypassing desk events and for showing the state of desk events (bypassed or not).

Resolved Issues In HD 1.9 beta



Just as important as new features is that Sonic Studio HD 1.9 addresses a large number of bugs encountered in previous versions of HD. Please read the section on resolved issues for a complete listing of all bugs that have been fixed.

Known Issues In HD 1.9 beta

Please read the section on known issues at the end of the document. Addressing these issues and other bugs in Sonic Studio HD is an ongoing activity.

The EDL Desk

The EDL Desk window controls the currently selected EDL (the name of the EDL is shown in the title bar). There are four global filter sections along the top of the EDL Desk strip. In addition, each strip provides a track name, fader, meter, over indicator, solo, mute, record ready, monitor, input, output, and phase buttons.



EDL Desk window

To open the desk window choose **EDL Desk** from the Windows menu or use the **COMMAND+0** shortcut to show/hide the window.

GLOBAL FILTER SUPPORT

The filter section of the EDL Desk allows applying filters globally to a desk strip. The filter section of the EDL Desk displays four filter tiles on each desk strip. There are eight (8) user-assignable filter groups. These are in addition to the fader groups available for the desk faders.

Doubling clicking on a desk filter (or using **OPTION-0**) will bring up the desk filter window. The filter displayed will be highlighted on the desk and the filter window title bar will display the filter number and channel [see the (1,1) in the figure below].



The Global Filters occupy the topmost section of the EDL Desk window. Each filter is displayed as a tile displaying the filter group, bypass/enable and the filter type settings.



The following filter information is shown:

- ☞ Filter in disabled/off state = Blue shading.
- ☞ Filter Enabled = Green filter group field
- ☞ Filter Bypassed = Red filter group field
- ☞ Filter group setting = group letter (A..H).

Accessing Desk Filters

- ☞ **Click** brings up the desk filter type popup.
- ☞ **Double-click** brings the filter parameter window to the foreground.
- ☞ **OPTION+click** bypasses the selected filter group.
- ☞ **COMMAND+click** bypasses the selected filter.

Setting Filter Groups

There are eight filter groups available (A..H). These are distinct from the eight Fader groups (labelled a..h). The Filter groups commands are accessible using the contextual menus (**CONTROL+CLICK**) feature for assigning groups and other functions.



Desk Filter Contextual Menus/Modifiers

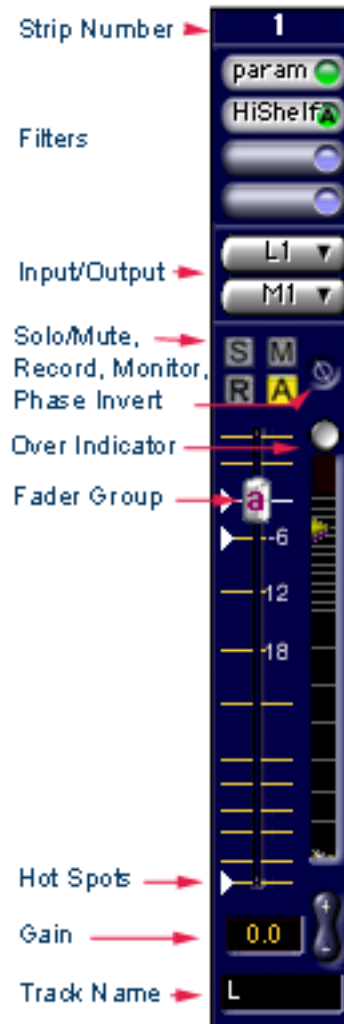
The Contextual Menus (**CONTROL+CLICK**) offer the following options:

- ☒ Set to Group A-H
- ☒ Set to None
- ☒ Set a filter group to Bypass/Enable
- ☒ Set a Desk Strip to Bypass/Enable
- ☒ Link Pair to set a single pair of filters to a group
- ☒ Link Pairs to set all filters to stereo pairs
- ☒ Un-link All to set all filter to individual control
- ☒ Reset Filter/Group to set a filter/group to None
- ☒ Reset All to reset all filters to None

EDL DESK FADERS

The EDL Desk includes a dedicated fader for each desk strip.





The values in each desk strip are assigned based on the desk settings from the currently selected EDL. The first Track in the selected EDL with the desk strip assigned is used to set the desk strips settings for that strip. For example, the



EDL track shown below was used to set the desk strip above. The Track has the desk strip assigned to **D1**. The EDLs Track Name **L**, inputs **L1** and **M1**, and other settings are used to set desk strip **1** in the above figure.



NOTE: When a desk strip is not assigned in the currently selected EDL it is disabled. None of the controls or sliders in the desk strip will operate.

The following modifiers provide additional control over the EDL Desk and Meter Output Faders:

- ⌘ **OPTION+adjust** allows adjusting a fader within a group without removing the fader from the group.
- ⌘ **COMMAND+adjust** on the Meters Master Fader also sets all Output Faders to the same value as the Master Fader.
- ⌘ **COMMAND+adjust** on Fader: sets all faders in a group to the same value. If no faders are grouped the modifier will cause ALL faders to the same value.

FADERLINKING

CONTROL+click brings up the Contextual Menus. From here you can set the fader grouping. The Contextual Menus offer the following options:

- ⌘ Set to Group a-h
- ⌘ Set to None
- ⌘ Link Pair sets a single pair of faders to a group



- ⌘ Link Pairs sets all faders to stereo pairs
- ⌘ Link or Un-link All sets faders to a single group or ungroup all
- ⌘ Reset Fader

CONTROL+OPTION+click will set all the faders in the same edit group.



The Fader Contextual Menu

ADJUSTING CONTROLS

Solo/Mute, Record Ready, Monitor Mode Switching

The EDL Desk includes a dedicated fader for each desk strip. They operate in a similar manner to the buttons in the EDL.

For the Record Ready and Monitor Mode the following modifiers apply:



OPTION+click can be used to set all tracks in the same edit group.
COMMAND+click can be used to set all tracks in the same fader group.

Track Naming

You can edit the name of the selected EDL track from the EDL Desk.

To edit the EDL track name:

- 1 **Double-click** or select the text in the EDL Desk track name field.
- 2 Enter the desired text and use either ENTER or RETURN to finalize the entry.

The new name will appear in the EDL track name field.

SAVE /RECALL DESK SETUPS

The Desk Events menu/ has been renamed **Desk** and now includes a sub-menu for the following commands to save/recall EDL Desk settings: There are two desk setups **A** and **B** (just like the playback/record desk setups in classic).

- ☒ **Save Desk Setup:** allows saving the current desk setting to a file.
- ☒ **Save Desk Setup A:** allows saving the current desk setting as setup A.
- ☒ **Save Desk Setup B:** allows saving the current desk setting as setup B.
- ☒ **Open Desk Setup:** restores the EDL Desk to the saved settings.
- ☒ **Open Desk Setup A:** restores the EDL Desk to setup A.
- ☒ **Open Desk Setup B:** restores the EDL Desk to setup B.

SAVE AS DEFAULT PROJECT

There is a now a **Save As Default Project** command included in the File menu. This option allows saving the current Project layout as the system default.



To save the current project layout as the system default:

- ¥ Select the Save As Default Project from the file menu. The SonicStudio HD Default Project in the Sonic Preferences folder will be updated.
- ¥ .When launching the application or creating a new project, the saved layout will be used.
- ¥ Note: It is recommended that all audio segments and desk events be removed otherwise they will also be save as part of the default project.

Meter Enhancements

The Meters window has changed to accomdate new indicators for peak values and DSP/EQ usage.



OVER PEAK-HOLD

The overload, or clipping, indicators in the Meters now offer peak-hold functionality. They now behave as follows:

- ¥ When an over occurs the indicator is displayed as in previous versions.



- ¥ Following the 2 second hold-time the indicator reverts to the standard Peak Caption reporting but displays with a red border to indicate an over has occurred.
- ¥ When another over occurs the indicator again displays as before for the hold-time.

A Peak-Hold Button to the left of the meter values will toggle between the peak values (when red) and the current peak levels.

EQ USAGE METER

There is now a progress bar, above the meters, that shows how much DSP resources are available for plugins and EQ on the main HDSP board. The meter only shows usage for the standard HD filters (Param, Hi-Pass, ...). Other plugins are not shown since they use other dedicated DSP processors on the EFX card.

There is also an over indicator that turns red when the DSP usage is exceeded. The over will display Yellow if the number of filters exceeds 2x (for double speed) and Red if the number of available filters is exceeded at 1x.

CLEAR OVERS

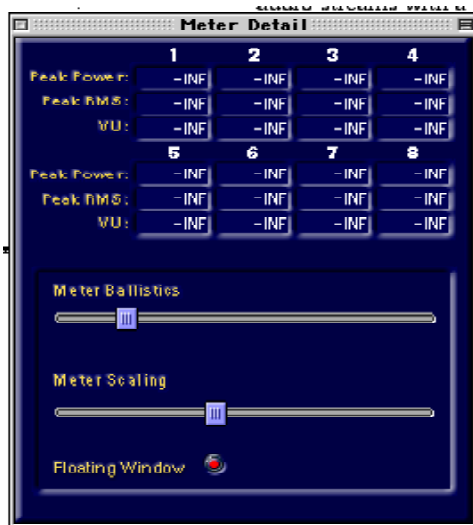
A Clear Overs button has been added to clear the over indicators in the meters window.

- ¥ The Clear button also clears the over indicators in the EQ meter over indicator.

FLOAT OPTION

The Meters Details window now includes an option to choose whether or not the Meters/Details windows float.





The Meters/Details float option

RESIZING

The Meters window is now resizable.

16 Desk Strip Support

With Sonic Studio HD 1.9, there are now 16 desk strips available for assigning EDL tracks to. This allows playback of 32 independent audio streams, or 16 audio streams with a cross-fade, at 44.1- 48kHz.

To load the 16 - Channel Mode:

☞ Open the Audio I/O Preferences window.



☞ Check the 16 Ch option in the Mode area.

☞ Select Update to load the microcode.



The 16 Channel Mode Checkbox



Note: 16 Channel Support is currently limited to eight channels of recording.



Note: 16 Channel Support currently is not supported for 88.2/96kHz & 176.4/192kHz Modes.

Editing Shortcuts

NEW KEY SHORTCUTS



A few new shortcuts have been added to make some operations easier. The first is to



move just the playhead allows preserves the selection and edit point and can be very useful for auditioning around selected regions.

The new shortcuts are:

COMMAND+OPTION-Click on a track to move the playhead but not the Edit Point.

COMMAND+OPTION-Click on a SRP - toggles between Sync and Comment.

COMMAND+OPTION-Click on a SRP - toggles between Locked and Unlocked.

Recording/Editing

ALLOCATED RECORD

It is now possible to pre-allocate file space for records, allowing opening the file to its allocated duration during the record.



SRPs defining an allocated record with the same file opened in the bottom EDL.

To set the duration for an allocated record:

- 1 Set Selection Reference Points at the boundaries of the desired record location.



You can also use the **Selection Time Fields** command to set specific start, end or duration values and use the **SRP from Selection** command to define the record location.

- 2 Make a time selection around the SRPs and use the **Play Selection** command [**COMMAND+spacebar**] to initiate the allocated record.

The record will start at the first SRP within the selection and punch-out at the last SRP in the selection.

As with previous version, multiple SRPs within a selection will facilitate auto-punching at the SRP boundaries. In this case, the record still results in a single soundfile for the duration of the first SRP in the selection to the last.

RIPPLE AFTER RECORD

This feature allows using the pause mode during record to remove unwanted material from the file when it is opened into the EDL. Edits are created at the pause/un-pause locations and the segments are rippled to create a continuous file.

To enable Ripple After Record:

- 1 Open the Preference window and select the Editing Tool tab.
- 2 Check the **Ripple Segments after Record** option.



Note: Ripple After Record currently does not edit the recorded file. A single continuous file will be created from the start of record until the record is terminated.



FAST FOURIER TRANSFORM VIEW

Version 1.9 includes more robust frequency analysis tools with the addition of the FFT view. FFT view provides a detailed view of the selected area in the EDL track.

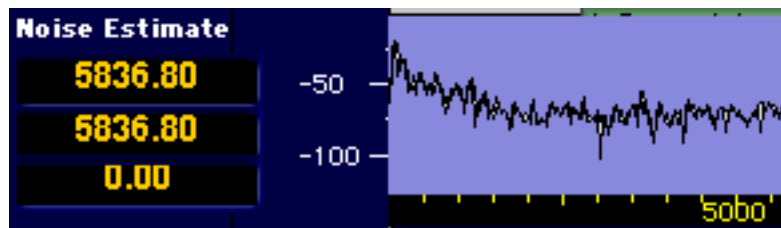
To enable view the FFT View:

- 1 Select the area in the EDL track that you wish to analyze.
- 2 Select **Take FFT** from NoNoise☐ menu.

The FFT track will open with the frequency analysis. You can zoom/scroll in the FFT track to any desired frequency range.

You can also use the **OPTION+H** to show/hide the FFT View.

The FFT View



EDL SAMPLE RATE DISPLAY/POPUP

The EDL now shows a sample rate popup displaying the current sample rate of the EDL. You can set the sample rate of the EDL only when there is no sound in any of the tracks.





EDL DESK EVENT BUTTON

The EDL View now displays an indicator if there are any Desk Events in the track. The **D** button under the Solo/Mute buttons will **ONLY** appear if there are desk events present.



- ☞ The **D** button appears only when there are desk events in the track.
- ☞ The **D** button turns red if any desk events in the tracks are bypassed.
- ☞ Clicking on the **D** button does the following:
 - **Click** - Bypass all desk events in the track.
 - **Option+Click** - Bypass all desk events in the Edit Group.
 - **Control+Click** - Toggle the desk events View (same as **Option-D**).





General

PREFERENCES CHANGES

Note that some editing and EDL preference items have been moved for better organization. In addition, the preferences are now explicitly saved when the Preferences window is closed.

Desk Event/Filter Allocation Changes

Sonic Studio HD 1.9 has a redesigned system for handling desk events and all filter allocation. The allocation mechanism used for desk events is summarized below.

Note: One filter section is equivalent to a single order filter. For example, a Param1 filter is a single order filter and uses one filter section, while a Param 4 uses 4 filter sections.

Following are the rules for filter allocation in Sonic Studio HD:

- ¥ There are 2 DSPs for EQ on the main HDSP.
- ¥ There are 32 filter sections per DSP using single precision filters, and 16 filter section per DSP at double precision (set in Preferences dialog).
- ¥ There are a maximum of 16 filter sections per Track.
- ¥ There are a maximum of 16 desk events per Track.
- ¥ All EQ for a track are assigned to the same DSP at playback time.
- ¥ On play the EQ on the tracks are allocated to the DSPs on an alternating allocation. The first Track will use DSP 0, the second track DSP 1, the third track will use DSP 0, etc.
- ¥ Global Filters on the EDL Desk are allocated along with the desk events for the desk strip and share the same DSP. Filters are allocated at play time.





Resolved Issues

Editing

- ☒ Fixed a crash in setting the Edit Group under certain conditions.
- ☒ Fixed a crash while dragging (while copying and zooming).
- ☒ Fixed a crash while dragging an out-fade (with ctrl-opt-cmd).
- ☒ Improved playback of Gain Nodes when switching EDLs.
- ☒ Improved Editing performance on certain editing operations, including ripple of audio segments.
- ☒ The user is only warned once when opening soundfiles with different sample rates from the EDL sample rate.
- ☒ Segment Gain dialog changed to provide better feedback to the user when in Relative Gain Adjust. The gain value turns red and the window title changes. In addition, the arrow keys on the keyboard will now increment/decrement the gain value (make sure the gain value edit field is selected).
- ☒ Fix a problem where the Panner and New Soundfile Parameters windows would sometimes not be displayed (in particular after certain errors).
- ☒ Fix Zoom to In/OutPoint when In/Out point is past end of audio (or if there is no audio in the track).
- ☒ Changed the undo management. This may help prevent some editing slowdowns. Please note any discrepancies in the Undo list. We will continue to work on this issue.
- ☒ Fixed redraw on resizing Tracks in EDL.



Edit Fade Mode

- ☒ Fixed bug in that caused segments to mute if the Next/Prev button was used and both segments were not checked.
- ☒ Fixed a bug in EFM that caused segments (on other tracks in edit group) to lose sync.

CD-Prep

- ☒ Fixed and addition error in the PQ Listing dialog. The values were not correctly rounded to frame boundaries. Fixed spacing with Months.
- ☒ Fixed many issues with CD writing and error reporting with the Plextor and Sony CD writers.
- ☒ In Mark Info dialog, the hot spots for Emphasis and Copy-Prohibit are now smaller. This helps avoid accidental setting of these options.
- ☒ Fix editing of Track Name in MarkInfo, also changing the Mark type will now redisplay the mark in the EDL.
- ☒ Display the PQ information for loadback operations.

Filters

- ☒ Filter reliability and accuracy has been improved.
- ☒ Changing filter types now retains settings when applicable.
- ☒ Performance improvements to panner.
- ☒ Fixed an error that prevented opening EDLs if any plug-ins are missing. Now the name of the missing Plug-in is displayed and the EDL is opened.
- ☒ The Q slider has been refined to allow more resolution at lower Q values.
- ☒ Fix tabbing order in Filter Dialogs.



Recording

- ☒ Recording with an EDL set as Master/Slave to another EDL is now allowed.
- ☒ Gain Nodes now work correctly in foreground auditions while another EDL is recording (in the background).
- ☒ Improved the Auto-Increment for Take Name when recording. This greatly reduces the errors encountered with names while recording.

Time Code

- ☒ Time code is now properly generated when starting an audition at time zero when generating time code with the EDL as the time code source.
- ☒ Reduce flicker in Time Code Reader. The ... is not displayed
- ☒ Improvements to lock up time.
- ☒ Slaving more than one EDL to LTC Slave is now supported.

AutoSonic

- ☒ Complex Filter Start/End time are now applied in AutoSonic.
- ☒ NoNoise estimate files created in SonicStudio HD 1.9 are now readable by AutoSonic (any version). See below for more information.

RTDN/NoNoise

- ☒ Show Interpolations flag is now correctly observed on opening an EDL with interoplations.
- ☒ Improved slow down when using Show Interpolations .
- ☒ Fixed RTDN not engaging properly on first use.
- ☒ Fixed reading and writing of parameter and estimate files in RTDN.



- ☒ When Reading estimate files, the first reading will set all RTDN events in the edit group. If you then read another Estimate file it will only replace the estimate for the one RTDN event and not set the other RTDN events in the edit group.
- ☒ NoNoise estimate files created in SonicStudio HD 1.9 are now readable by AutoSonic (any version). In addition, estimate files created in AutoSonic are can now be read in SonicStudio HD 1.9.
- ☒ **Note** Sonic Studio HD 1.9 can read estimate files from older versions of HD. NoNoise estimate files created in HD 1.9 are not readable in earlier versions of HD.

General

- ☒ Default Project folders are now created correctly during install process.
- ☒ Fixed a crash when closing EDLs in projects.
- ☒ Meters, Details, and Filter Window now preserve their positions when changing settings in Audio I/O preferences.
- ☒ Fixed a crash when setting 96/192 in Audio I/O preferences.
- ☒ The **Delete** Key will now delete a cue in the Transport Panel.
- ☒ Fixed a bug that caused glitches in Export AIFF.
- ☒ Fixed problems with the Dither not setting values correctly on booting HD.



Known Issues

General

- ✘ After closing an EDL the sound files are intermittently still referenced to by the application. This prevents moving the files to the trash and deleting unless first quitting Sonic Studio HD.
- ✘ Interleaved files are not supported for the following operations: Manual DeClicking, Sync to Matching and Play Selected Track.
- ✘ EDL records with SRC on Input into EDLs with mismatched sample rate audio do not properly respect the out point of timed records.
- ✘ In 3-Channel Pan mode, the Center channel displays incorrectly.
- ✘ Windows and/or dialogs do not always come to the forefront. Click in the Finder and back to resolve this problem.

EDL/Editing

- ✘ Drag-and-drop from the Finder to open a file to its timestamp with Replace does not always properly delete the underlying audio.
- ✘ Shift/Option D&D to open files sequentially from the Finder can cause -16205 errors. If this error occurs, close and reopen the EDL before continuing to work.
- ✘ Saving an EDL with Featured tracks does not restore the Featured tracks when reopening the EDL.
- ✘ When capturing "M" outputs into an EDL, you must set the Monitor Mode of the record Tracks to "O" (Output).
- ✘ Scrub mode intermittently fails to set segment gain properly or stops during scrub with an error. When this occurs simply re-enable scrub mode to resume scrub.



- ⚠ Play Selection [Command+Spacebar] truncates the In fade duration to the selection, causing the In fade audio to play at the wrong amplitude. The audio can be noticeably louder than standard playback of the same fade. This is only an issue when the entire In Fade is not selected.

CD Prep

- ⚠ Flowthrough requires using LTC. Setting the Machine Control preference to 9pin will cause the resulting audio to be late in relationship to the PQ info.
- ⚠ Currently there is a delay of 4 minutes after writing a CD to the Sony 900 CD writer.
- ⚠ Double speed dumps with RealTime Denoise events will cause skipping on output.
- ⚠ DDP Image Files generated in SSHD are not backward compatible with SonicStudio 5.x.
- ⚠ If the CD contains illegal PQ data, Sonic Studio HD Loadback imports the audio only, ignoring the PQ information, and creates an image file on disk. The EDL with PQ Marks is not created.
- ⚠ Following CD-R dumps to Plextor 4/12, Read PQ and Verify do not read UPC/ISRC from the disc unless the disc is ejected and reinserted before the read or verify.
- ⚠ Verify and Loadback operations are performed in the background. Be careful not to perform operations (such as ejecting a disc) that may inhibit the process.
- ⚠ If a "File in use MOFS err -16056" is reported to the SonicLog when attempting to overwrite a Loadback directory, manually delete the files or Loadback to a new folder.
- ⚠ Tabbing in the Mark Info window with the Time format set to film does not work properly.



Transport Panel/Time Code

- ⌘ The Transport Panel reads the external device's timecode and attempts to display it in the time format of the current EDL. Mismatches due to one of the two formats being 29.97 NDF are not currently displayed.
- ⌘ When slaving an external device via 9-pin slave, the machine does not include the Machine Control pre-roll in the locate.
- ⌘ EDLs set to LTC slave will not chase properly if the EDL contains no sound and the sample rate of the EDL does not match the current sample rate.
- ⌘ In 9-pin slave locate operations, the EDL may start two to three seconds after the start of play location.

Desk Events

- ⌘ When an audition is initiated with tracks soloed, non-soloed tracks with filter events do not include filter processing when un-soloing the soloed track. Stop and start play to enable events.
- ⌘ If you add a filter to a Track during playback, the filter will not take effect until you stop and restart the audition.
- ⌘ When editing Filter parameters manually, it is not possible in some cases to type more than one digit after the decimal.
- ⌘ If your system has a second HDSP card installed, that card will automatically be used to process High-Resolution filters/Real-Time DeNoise. Under these conditions, adding the event to a Track will introduce a small amount of propagation delay. The workaround is to add a Hi Res/RTDN event to every Track in the EDL, then mute the events that you don't need. This will synchronize the Tracks.
- ⌘ If your system has a second HDSP card installed, using High-Resolution filters/Real-Time DeNoise can cause clicks during playback due to the FX board to running out of sync.



Real Time DeNoise Plugin

- ⚠ There is no prohibition to putting more than one Real-Time DeNoise on a given track at the same location.
- ⚠ Adding Real-Time DeNoise on a Single board system yields an error alert, however one RTDN channel is allowed. The single channel Event does not appear until you click on Event track.
- ⚠ If you apply both Real-Time DeNoise and High-Resolution filters to the same track/location, whichever filter was applied last does not process.
- ⚠ Un-bypassing Real-Time DeNoise during playback patches the process even when the current play position is not within the event boundaries.
- ⚠ Real-Time DeNoise is supported for only one EDL at a time. You can have several EDLs open in the Project, but you can apply Real-Time DeNoise to only one of them.

Restore Exabyte Archive

- ⚠ Restore Exabyte Archive can sometimes fail with a premature "End of Medium detected" error. This issue will be resolved in a future release.
- ⚠ EDLs restored from exabyte do not restore EDL name info or PQ mark info properly.

Sonic Studio HD and SonicStudio 5.4

- ⚠ When importing SonicStudio 5.x EDLs into Sonic Studio HD, be sure to set the system clock to the sample rate of the EDL you are importing. If you fail to do so, segments and marks in the EDL may not be placed properly.
- ⚠ Import 5.4 EDL can fail to produce the Locate File dialog when files cannot be located. It may be necessary to edit the EDL soundfile paths manually using a text editor such as BBEdit, so that the EDL sound files can be found.



Dither and Switching Modes

- ⚠ If the Global Dither Plug-In is active, switching between Modes (for example, from 44.1/48 kHz to 88.2/96 kHz) in the Audio I/O Preferences window will disable the Dither Parameters window. (The window remains visible, but cannot be selected.)

To avoid the problem, be certain that Dither/POW-r is not active before you switch Modes. You can do so by choosing Windows > HDSP Manager or pressing COMMAND+6 and dragging the plug-in out of the Active Global Plug Ins panel.



Note: Mode switching with dither active can cause problems with the Playhead display during playback and recording. To recover proper Playhead display, open the HDSP Manager, add dither to the Active Plug-ins list and then remove it.

Audio I/O Preferences

- ⚠ When using the Lucid 8824, Sonic Audio I/O, I/O8, or I/O4 boxes for 88.2/96 kHz or 176.4/192 kHz applications, the Clock Source in the Audio I/O Prefs lists internal rates as 44.1 and 48 kHz. These correspond to the multiples of the sample rate when used at higher sample rates.
- ⚠ Auto-Input Muting is not functioning properly in this release.

96 kHz and 192 kHz Operation

- ⚠ When launching Sonic Studio HD at 96/192k rates in 1x mode, verify that an I/O box is on the A port in the Audio I/O Preferences.



- ¥ On systems with multiple I/O boxes, you can simply drag the clock master from the desired clock master to another I/O box, drag the box up to the A port, and then drag the clock master back to the A port box.
- ¥ On systems with a single I/O box, you may need to switch to a non-1x mode and then re-load the desired 1x mode.
- ¥ When using single-wire 2x 96k mode and clocking from inputs 5/6 or 7/8, the AES output swaps outs 1-4 with 5-8. So under these conditions monitoring line input 1 routed to output M-1 would instead output the audio on channel 5



Note: This issue only occurs when launching at 96/192k in 1x mode.

- ¥ Sonic Studio HD does not support the Double Precision Filters or Real-Time DeNoise plug-ins at 192 kHz. Standard filters are supported.

1.9 Installation Notes

Whenever you install a new version of SonicStudio HD, you must update the preferences file for the application. Application preference files are located in the Macintosh System Folder.

Before installation you should remove your current preferences file. It's best to save your current preferences so that you can quickly return to an earlier version.

Here are instructions for updating your preferences:

1. Create a new folder (either on your desktop or on your startup drive) where you can set aside your current preferences. Name this folder Sonic prefs backup. Inside the new folder, create another folder named 1.8.2 prefs. (If you are updating from a version other than 1.8.2, name the folder as appropriate.)



2. Open your Macintosh System Folder and locate and then open the Preferences folder. Move the folder Sonic Preferences into the new folder you created named 1.8.2 prefs, (Keep track of this folder, you ll need it in a minute.)
3. Run the SonicStudioHD“ Beta Installer. The SonicStudio installer will create a new Sonic Preferences folder in your system s Preferences folder.
4. Open the newly created Sonic Preferences folder located in the Preferences folder of the system folder.
5. Open the old Sonic Preferences folder that you moved to the 1.8.2 prefs folder in the Sonic Prefs holding tank folder. You will find 1 or 2 Sonic Key files (if there are 2, the second will be named Sonic_2 Key).
6. Copy the key files from the old Prefs folder to the new. (You can copy by holding pressing the option key before dragging into the new folder.)
7. Close all the windows on your desktop and than Launch SonicStudio HD.

8. Open the Audio I/O preferences window (option + A) and configure to suit your needs. Save the Audio I/O settings by clicking the Save button in the lower right corner of this window.
9. Open the Sonic Preferences window (cmd + 5), and set preferences on each tab as required.

Remember:

Never rename the Sonic Preferences folder. The application cannot locate its preferences in the Mac system folder if this file has been renamed.

If a parent application is not running when you double click a document, Macintosh will launch the most recently installed version of the application. This means that if SonicStudio isn t already running, the Macintosh will launch



1.9 Beta if you click a SonicStudio project file, regardless of which version created the project.

If you need to revert to an earlier version of SonicStudio:

1. Quit the currently running version of the application.
2. Restart the Macintosh.
3. Exchange the Sonic Preferences folder so the desired version is installed in the Macintosh System Folder.
4. Start the desired version of SonicStudio HD.

Once you have your preferences configured to your liking, it's a good idea to save a copy of your preferences. You can save as many versions of preference files as you wish in the Sonic Prefs backup folder, just create as many subfolders as you need.

Never rename the Sonic Preferences folder. Applications can't locate their preferences if the file name is altered.



Tip: Use the Macintosh finder's **Get Info** command to add a version identifier in the comment field for each of your various Sonic Preferences folders. This way if a file gets misplaced from the Sonic Prefs backup folder, you will be able to identify which version it belongs to.

Never lose track of your keyfiles! Your SonicStudio system will not run without the proper keyfile installed.



Technical Notes

Before Running Sonic Studio HD 1.9

Some of the new features and defaults in Sonic Studio HD 1.9 will not appear until you delete any existing Sonic Studio HD Preferences and Sonic Studio HD EFM Prefs files. These files are located in the Sonic Preferences folder within the System Folder's Preferences folder.

Switching Versions of Sonic Studio HD

When switching from one version of Sonic Studio HD to another, always restart the computer first to ensure that the correct DDM file is loaded. (Version 1.9 requires DDM Revision C23.)

CPU Support

In addition to Apple's G4 933Mhz and 1 gig CPUs, Sonic Studio HD now supports the Apple Dual 1.25 gig CPU. These CPU's ship with Mac OS 9.2.2, which is qualified for this CPU.



Note: OS 9.2 is not recommended for CPU's that are not also set up to run OS X. See the current Configuration Guide for details.



Macintosh System Information

The recommended operating environment for Sonic Studio HD 1.9 is Mac OS 9.1. Sonic recommends that you use the OS 9.1 Base extension set to maximize available RAM and minimize conflicts.



Note: For best results when using Sonic Studio HD, turn off Virtual Memory. When writing CD-Rs or dumping material to DDP, JAM files or Timed Tape, turn off AppleTalk, file sharing, e-mail, printing and other background functions, and avoid such Finder operations as copying files.



Tip: Mac OS 9 allows you to configure function keys as hot keys to perform a wide variety of functions. While useful, this feature can override F-key commands in applications like Sonic Studio HD. To ensure that F-keys are handled correctly, open the **Keyboard Control Panel**, click **Function Keys...** and check **Use F1 through F12 as Function Keys**.

Application Memory Allocation

The recommended system configuration for Sonic Studio HD calls for at least 256 MB RAM. It is not recommended but, if you are running the minimum configuration of 128 MB, you will need to change Sonic Studio HD's memory allocation.

To set Sonic Studio HD's memory allocation for 128 MB systems:

- 1 In the Finder, click on the Sonic Studio HD icon and choose **File > Get Info > Memory** or press **COMMAND+I** and choose **Memory** from the **Show:** pop-up menu.
- 2 Change both the **Minimum** and **Preferred** memory items to **40960**.





Note: You must change **both** the **Minimum** and **Preferred** memory items to the same value.

Third-Party Software Incompatibilities

- ¥ **Toast CD Reader** This extension, which installs with Adaptec Toast, is incompatible with Sonic Studio HD and causes conflicts when Sonic Studio HD attempts to write to CD-R. Sonic recommends that you disable this extension.
- ¥ **FWB Hard Disk Toolkit** The FWB Hard Disk Toolkit drivers are not compatible with the Adaptec 2940UW and 2940U2B SCSI accelerators.
- ¥ **ATI Video Accelerator** The ATI Video Accelerator extension can cause issues when dragging audio segments at close zoom levels when using the ATI Rage 128 video card.



Tip: Users with the ATI Rage 128 Graphics card are urged to upgrade to the NVIDIA GeForce MX video card. This card resolves the drag crash.

About Lightspeed

Lightspeed is not recommended for use with Sonic Studio HD except for transferring files from a MOFS volume to HFS or HFS+. Sonic Studio HD supports Lightspeed for recording, but disk performance varies between Lightspeed and HFS. For maximum throughput to accommodate High Density Audio™, record to an HFS-formatted hard drive. We also recommend that you



back up to an HFS volume any Project and EDL files that are stored on a Lightspeed volume.



Note: Sherlock does not support Find File operations on Lightspeed volumes.

Special Notes for DVD Creator, DVD Fusion, and OneClick DVD Users

The following three items apply when using Sonic Studio HD 1.9 with DVD Creator, DVD Fusion, or OneClick DVD.

SSEStartup File

The **SSEStartup** extension used by Creator and Fusion is incompatible with AutoSonic 1.9. Before running AutoSonic, remove the SSEStartup file from the Startup Items folder in the System folder, then restart the computer.

To run Creator or Fusion after using Sonic Studio HD, restart the computer, launch SSE Startup, then launch the Creator or Fusion application(s).

24-Bit Soundfile Compatibility

Use the **24-Bit Compatible** options in Sonic Studio HD and AutoSonic1.9 or use soundfiles recorded in Sonic Studio HD 1.4 or earlier for PCM audio.

Using Sonic Studio HD with OneClick DVD

EDLs and soundfiles created with Sonic Studio HD version 1.5 and later are not compatible with OneClick DVD. Use the **24-Bit Compatible** checkbox in the Sonic Studio HD Record Soundfile dialog and AutoSonic's AudioClient to



create files for OneClick DVD, and use the **Export EDL as 5.4** command to create an EDL that will be recognized by OneClick DVD.

Running AutoSonic and Sonic Studio HD Concurrently

With version 1.9, you can run AutoSonic background processes while editing sound in Sonic Studio HD.

To run AutoSonic with Sonic Studio HD:

- 1 Locate the **Background Startup** application in the Sonic Studio HD 1.9 folder and launch it.
- 2 Launch Sonic Studio HD.
- 3 Launch AutoSonic.



Note: The recommended minimum memory requirement to run Sonic Studio HD and AutoSonic concurrently is 384 MB.



Note: In single-HDSP systems, Sonic Studio HD uses three of the onboard DSP engines, and AutoSonic takes the fourth if it is running concurrently. Under these conditions, Real-Time DeNoise and Double-Precision Filters will not be available in Sonic Studio HD, since they require that the fourth DSP be free for processing.



Using AutoSonic on a Single Workstation

AutoSonic now includes an application called **AutoSonic Startup**. Its purpose is to automate launching of the AutoSonic suite of programs on a stand-alone workstation.

When you start AutoSonic Startup, it presents a dialog:



Choose the AutoSonic applications that you wish to use, then click **Launch**. AutoSonic Startup launches the applications in the correct order.

SPECIAL INSTRUCTIONS REGARDING MAC TCP/IP

If you are using AutoSonic on a single, stand-alone workstation, you must create a special TCP/IP configuration.

To set up TCP/IP for stand-alone AutoSonic:

- 1 From the Apple Menu, choose **Control Panels > TCP/IP**.
- 2 With the TCP/IP Control Panel in the foreground, choose **File > Configurations...** or press **COMMAND+K**.

Mac OS displays the Configurations dialog.

- 3 Highlight the Default configuration and click **Duplicate...**



- 4 Name the new configuration AutoSonic and click **OK**, then click **Make Active**.
- 5 In the **Connect via:** pop-up menu, choose **AppleTalk (MacIP)**.
- 6 In the **Configure:** pop-up menu, choose **Using MacIP Manually**.
- 7 Enter a random IP Address in the form xxx.xx.xx.xx (use only numbers smaller than 255).
- 8 Enter a different, random Router Address in the form xxx.xx.xx.xx (use only numbers smaller than 255).
- 9 Enter a third, random Name Server Address in the form xxx.xx.xx.xx (use only numbers smaller than 255).
- 10 Close the TCP/IP Control Panel.



Note: The IP, Router and Name Server addresses must each be unique numbers.

Compact Disc Mastering & Quality Control

Compact Disc output formats for Sonic Studio HD have been extensively tested for quality and reliability, a process which continues. Although we are confident that CDs can be reliably and accurately created with version 1.9, we strongly urge you to check your discs for accuracy not only for structure, but also for content prior to having them replicated.

Sonic recommends that you play the entire disc and listen to the output. For a more thorough test, we recommend using a CD quality-error checking system such as the StageTech EC2. Information on the EC2 can be found on the World Wide Web at <http://www.stagetech.se/>.



Opening EDLs from Previous Versions of Sonic Studio HD

As of version 1.3, Sonic Studio HD has used a new file format for Edit Decision Lists. When opening a Project or EDL created by a version earlier than 1.3, Sonic Studio HD renames the original EDL file *EDL_name.v2*. Sonic Studio HD then creates a copy of the original EDL with its original name, updates it to the new format and opens it. Sonic Studio HD 1.9 EDL files are *not* backwards-compatible with versions earlier than 1.3.



