

Please Read for Important Information...

Thank you for your purchase of soundBlade. This file contains important information about the installation and operation of your application.

Requirements —

soundBlade requires the following:

CPU: Apple Macintosh PPC G4 or G5, 1 GHz or higher
Display: 17" or larger display
RAM: 1 GB RAM minimum, 2 GB or more preferred
Disc: Apple-supplied, recordable optical disc mechanism
OS: Mac OS 10.4 or newer
USB: One available USB port for iLok
iLok: iLok USB Smart Key

Since soundBlade uses Core Audio, the quality of your playback and delivered discs will be entirely dependent on the hardware and associated drivers used. Note that soundBlade is supported on Macintosh OS versions 10.4.3 or newer for optimal device compatibility as well as CD Text support.

PACE InterLok:

Please note that soundBlade is protected with PACE Anti-Piracy's InterLok copy protection. Your soundBlade license is authorized with iLok USB Smart Keys. To request authorization for your iLok USB Smart Key, visit our

<http://www.sonicstudio.com/reg/ilokreg.html>

page. Completing the form will generate an authorization request. We will then place a license for soundBlade in your iLok account. Failure to fill out the form completely will delay your authorization.

Note that, when using soundBlade with multiple iLok smart keys, care should be taken. If multiple iLoks are in use, the soundBlade iLok must be plugged into a different logical USB port from the others and this is only possible if you own an Apple model that has USB ports on both front and back or you are using a USB expansion PCI board. Plugging two iLoks into adjacent ports, even through a hub, will cause your soundBlade options to be disabled.

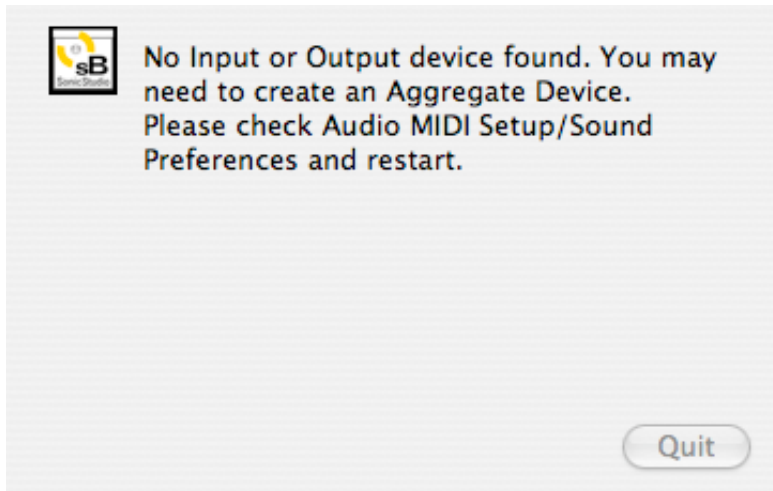
In addition, PACE's InterLok and SafeNet's Sentinel frameworks conflict so you cannot have a Sentinel dongle plugged in when running soundBlade.

Installation —

To install soundBlade, please refer to the Install Guide provided on your installation CD-ROM and in the downloadable installer package.

Intel Support —

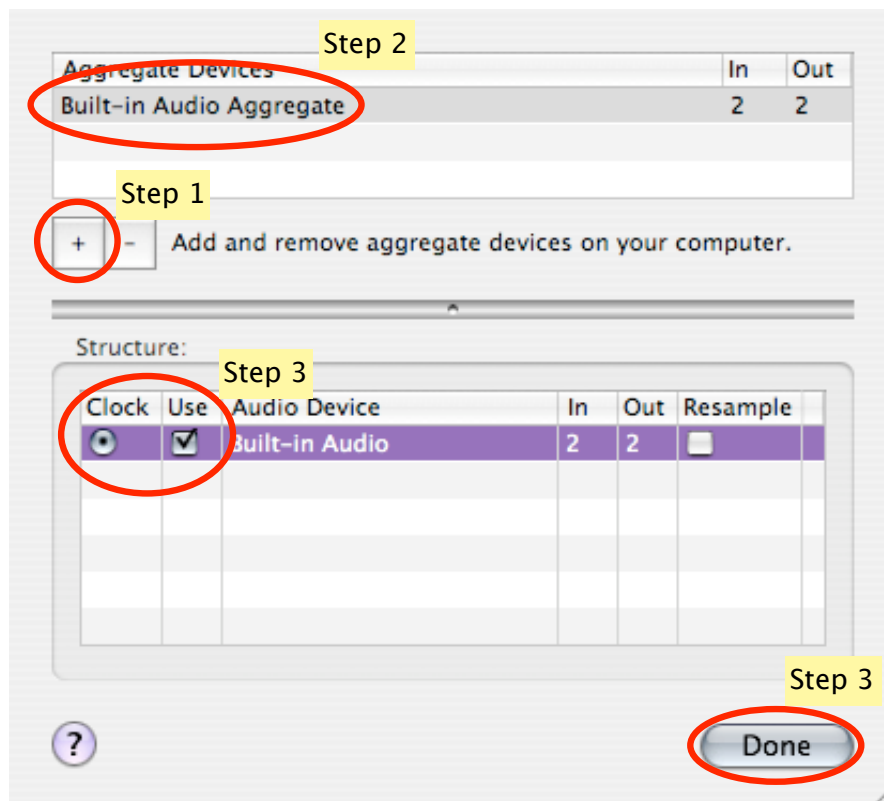
A Universal Binary version is not available at this time. Though soundBlade will run under Rosetta, you may see the following dialog on startup:



To insure proper operation for Intel Mac users, an “Aggregate Device” must be defined in the Audio MIDI Setup application. Open Audio MIDI Setup and select the Audio > Open Aggregate Device Editor command.

Step 1 - In the Aggregate Device Editor, shown below, click the + button to Add an aggregate device to the “Structure” list.

Step 2 - Double click on the default name and rename the Aggregate Device appropriately.

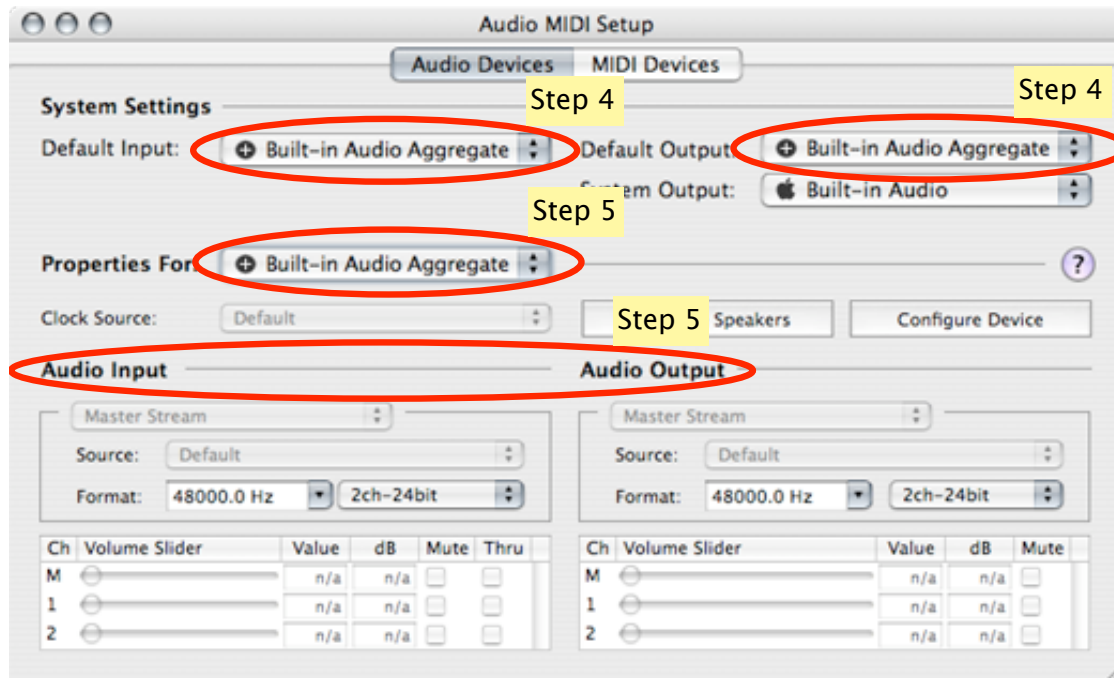


Step 3 - Click on the Use check boxes for “Built-in Audio,” “Built-in Line Input,” “Built-in Output” or whatever your particular hardware configuration may provide. Set your Clock source as needed, see below, and click the Done button.

Structure:

Clock	Use	Audio Device	In	Out	Resample
<input type="radio"/>	<input type="checkbox"/>	Built-in Microphone	2	0	<input type="checkbox"/>
<input checked="" type="radio"/>	<input checked="" type="checkbox"/>	Built-in Line Input	2	0	<input type="checkbox"/>
<input type="radio"/>	<input checked="" type="checkbox"/>	Built-in Output	0	2	<input type="checkbox"/>

Step 4 - In the Audio Devices pane of Audio MIDI setup, check that both Default Input and Default Output are set to your newly defined Aggregate Device.



Step 5 - Using the “Properties For” list, select your Aggregate Device. Set your desired sample rate.

Be sure that *both* “Audio Input” and “Audio Output” display valid sample rates. If not, recheck your setting for Step 3 above.

You should now have a valid Aggregate Device with which to use your copy of soundBlade on an Intel-equipped Mac.

Software Updates —

Free updates to soundBlade 1.1 will be available in the Downloads section of the Sonic Studio website.

<http://www.sonicstudio.com/support/download.html>

Implementation Specifics —

Please take note that the following features may seriously affect your use of this application:

⚠ Note that, while CD-Rs delivered by soundBlade include CD Text, DDP file sets created by soundBlade do not contain CD Text data.

☹ Due to the proprietary and rather poorly defined nature of the VST plug-in architecture, we recommend that all soundBlade users review their complement of plug-ins prior to installation. If both an AU and a VST version of a plug-in is available from a vendor, we highly recommend that you disable any VST version that you have.

To do this, simply search for all folders named "VST." Be advised that there may be two or three Library/Audio/Plug-Ins/VST directories in your file system. Once you have located all "VST" directories, create a "VST Disabled" folder at the same level as the "VST" folder and drag duplicate VST plug-ins to the VST Disabled folder.

☹ DDP file sets created by soundBlade are "source-mode complete." This means that 2 seconds of pregap are present, with silence before the first Start of Track (SOT) mark. DDP file sets created by some vendors are "source-mode incomplete," and are lacking the 2 second pregap.

☹ When inserting mono-linked plug-ins, please note; when linked, they do not function as a stereo plug-in and have independent gain to each side. Linking only refers to UI parameters. This is an important point if using mono-linked dynamics or reverb plug-ins.

In This Release —

Audio IO:

- A problem was fixed regarding spurious behavior of the Digital In clock for Model 302s.
- A problem was fixed that always pushed Audio I/O window to the background after rescan.

Authorization:

- The Client Authorization Wizard dialogs have been improved.

Delivery:

- The TS file saved in a DDP file set allows for burning multiple copies of CDs with CD Text.
- Mono selections will now be exported as mono files.
- Also, separate export speed setting are now available in the export dialog.
- More alerts now warn of file overwriting or no specified name.
- soundBlade now supports "split track DDPs," whereby all the tracks of audio are written to the file set as individual tracks rather than a consolidated file.

Desk:

- A problem with the numeric field not handling null values correctly has been addressed. If the enter key is pressed after deleting the field's contents, it correctly sets the channel to 0 dB.
- Live input monitoring is now possible without requiring playback. The behavior of the monitor mode selectors has also been improved. See the Recording section below...

Documentation:

- Miscellaneous additions and corrections have been made to the User Manual.
- The registration, installation and ReadMe documentation has been updated.

Editing:

- "Set SRP with Text" and "SRP from Segment Edit Points" commands were added to the Selection menu.
- A dual EDL mode is now available via EDL Preferences. This mode changes the structure of a Project to include separate, two Panel EDLs within one Project. Two EDLs, with their own time line and zoom controls, facilitates Source to Destination editing.

Master Section:

- A meter ballistics adjustment has been added.
- Tic mark scaling for meters has been corrected.
- An engine utilization meter now provides visual feedback of soundBlade's SSE audio engine

NoNOISE:

- A bug was fixed that inhibited NoNOISE operations.

Playback:

- A problem was fixed relating to audible ticks after fades in some circumstances.
- Also, demo mode was modified to lengthen uninterrupted playback.

Plug-in:

- Many improvements have been made to plug-in behavior...Instantiation errors now produce messages in the Status Window while plug-in logging during initial startup should provide more helpful feedback for the user regarding why certain plug-ins are not loading correctly. Many changes have also been made to improve the stability of various plug-ins. Most known crashes have been eliminated.

Notable affected plug-ins and the relevant change:

Waves VST:	Properly indicate VST shell scan problems
BIAS:	Fixed crash on UI open, most likely improves handling of other plug-ins as well
MIO Native:	Properly indicate instantiation failure
Elemental Audio AU:	Improvements to initialization state management, affects various AU
Misc. Unauthorized VST:	Known crashes have been eliminated

Project:

- New Contextual Menu options for Desk Events:
 - "Zoom to Desk Event"
 - "Select All Desk Events in Row"
 - "Select All Desk Events"
- Option+Shift+drag constraining of Project plug-ins within Panels
- Desk Event Contextual Menu shows up anywhere in Desk overlay, not just when the mouse is over an event.
- Increased precision is now available for timing Project plug-ins.
- Project plug-in UI windows are now better behaved. Snapshot automation has been improved.
- Support has been added for delay balancing of monaural plug-ins.
- Improvements have been made to saving Desk states whereby plug-in instantiations are saved. - Saving a Project will save the Desk settings inside the Project folder.
- Also, legacy and cross-product Project compatibility has been improved.
- A dual EDL mode is now available via EDL Preferences. This mode changes the structure of a Project to include separate, two Panel EDLs within one Project. Two EDLs, with their own time line and zoom controls, facilitates Source to Destination editing.

Recording:

- Changes have been made to improve recording performance on multi-CPU platforms.
- Signal flow changes and relabeling of the Desk I/O selectors provide more intuitive input selection for recording. The input selector for bounces has been relabeled to "Master" instead of "M." Outputs have been relabeled to "Mix."

Time Code:

- A potential precision issue was fixed with LTC reading. Changes to allow the application to set the format and actual sample rates as well as the DF flag independently. This addresses a problem receiving 25 fps TC incorrectly.
- Support was also added to automatically update the internal sample rate of LTC.

Known Issues —

☞ To insure that soundBlade's registration process functions correctly, you should remove or rename the ~/Library/Preferences/Sonic\ Preferences/ folder. This will prevent interference between earlier version of Sonic Studio software and soundBlade's PACE copy protection framework.

☞ Be aware that recording audio, on a G4 host, at 88.2 and 96 kHz produces glitches in the resulting sound file. A fix is expected in an upcoming release.

☞ When dragging fades, sometimes the audio underneath the fade will move or be unintentionally offset on the time line. As a workaround, undo the fade change, perform the fade move again and then turn the fade tool off until needed to protect your fade settings.

☞ Not all plug-ins report their latency to soundBlade, so latency compensation for those plugs will not be accurate. If you experience this, please contact your plug-in vendor for a fix. There

are plug-in examples whereby the plug-in is intentionally not reporting its latency. These plug-ins typically provide delay. Examples include the AUSampleDelay and the manual delay in ChannelStrip.

- ☞ Note that, if you use more than one iLok with your host, the soundBlade-authorized iLok should have its own logical USB port. On hosts with both front and back USB ports, there are USB ports on both the front and back. These two port locations, front and back, are logically separate, while all the ports on either front or back, are locally equal.
- ☞ Be aware that G4 hosts, due to their limited floating point processing capability, should have the Energy Saver pane of System Preferences set to Optimization > Better Performance.
- ☞ Note that, capturing audio, whether internal or through external processing, must only occur by playing audio in source Panels 3/4 and record arming destination Panels 1/2. Capture to 3/4 will be fixed in an upcoming release. IMPORTANT: Recording to Panels 3/4 is possible if you record enable all 4 Panels.
- ☞ The Background Manager will sometimes not recognize both a .l and .r file type. A fix is expected in an upcoming release.
- ☞ On rare occasion, after playing Panels 3/4 or recording, Panels 3/4 will not play and the associated Desk strips will gray out. A fix for this is expected in a future release. To fix this, simply close and re-open the Project.
- ☞ Occasionally, stereo playback or editing will break momentarily. To fix this, simply click on the mono Edit Mode button and back to stereo again to reset.
- ☞ Note that, when using a 3rd party, FireWire-attached CD-R or DVD-R drive, you must power up the mechanism and restart soundBlade in order for the application to recognize the drive. To prevent rare but expensive repairs to your equipment, always plug in FireWire peripherals when powered off, then apply power to the peripheral. USB-attached peripherals are not supported by soundBlade.
- ☞ The following audio devices have not been fully tested: RME's Digiface and Multiface, MOTU FireWire interfaces, Presonus Firepod, Lynx Audio and Digidesign's Mbox.
- ☞ If using any plug-ins from Waves, some of the presets may not work. You should be able to store and save your own, but some factory presents may not work. A fix is expected in a future release.
- ☞ Note that the Vbox VST control environment, from BIAS, Inc., is incompatible with soundBlade. If any examples of this product are installed on your host, please move them to a "VST Disabled" folder.
- ☞ Under rare circumstances, there appears to be specific hardware configurations that prevent playback after a 2x or higher speed dump when used with a Model 302. If you experience this problem and are using Digidesign's CoreAudio Driver, you should install the most recent version. This should restore normal playback function. See the "Using soundBlade with Pro Tools" section below for more information.
- ☞ Note that the DC30 Xact Driver from SQUARED 5 has been shown to cause problems with JAM image file creation in conjunction with Sonic Studio products. If you have installed the DC30 Xact Driver, please disable it prior to using soundBlade. We recommend X Overload2 for configuring your system. See <www.xoverload.com> for more information.
- ☞ If segments are moved after PQ Marks have been placed, your mark locations should be checked.
- ☞ Icon resources are not currently associated with Project files. This causes Project files to have a generic icon.

- ☞ If sound files are part of a Project when saved as a Default Project, the sound files will be referenced in all default Projects. Always save an empty Default Project.
- ☞ Note that sound files with names longer than 27 characters will prevent waveform metadata from being built.
- ☞ Due to the modest processing overhead involved, it is recommended that you consider disabling the Journaling feature of OS X. If you routinely work with multiple applications and processes running simultaneously, you may find that disabling journaling improves audio performance. This must be balanced against the great improvement in file system integrity that journaling provides.

To disable journaling, use the Disk Utility application:

1. Log in as an Admin user to the CPU whose volume settings you want to modify.
2. Make sure that no account is using the volume.
3. Open Disk Utility (/Applications/Utilities/).
4. Select the disk you want to work with in the column on the left.
5. Click the Information tab.
6. Click Remove Journaling.
7. Quit the Disk Utility application.

Using soundBlade with Pro Tools —

You can add soundBlade to the list of recognized applications in the Digidesign CoreAudio Manager. Refer to Digidesign's CoreAudio Usage Guide for information on associating soundBlade with your Pro Tools hardware and configuring the Digidesign CoreAudio Manager. Please refer to Digidesign's site <<http://www.digidesign.com/download/coreaudio/>> for the current version. You should have the most recent version of the Digidesign CoreAudio Driver installed for seamless operation.

Basic instructions:

- Run the Digidesign CoreAudio Setup Application
- Select "Supported Applications..."
- Select "Add New Application..."
- Choose the soundBlade application and add it to the Digidesign CoreAudio driver's list of supported applications.

Contacting Us —

We are always interested in your experiences with the product. For bug reports and support issues, visit:

www.sonicstudio.com/support/SupportRequest.txt

to enter a support request.

To suggest new features in our products, e-mail us at <enhancements@sonicstudio.com>. For up to date information on all of Sonic Studio's products, visit <www.sonicstudio.com/products>.