



## soundBlade version 1.2

06/01/07

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 —

*Please delete your existing soundBlade preferences prior to using this version. The Uninstalling section of the Support FAQ on our web site outline the process.*

*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. Before using soundBlade, please go to:

<http://www.ilok.com>

Click on Help, then Downloads and download the latest driver. Install that driver, and restart.

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 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:

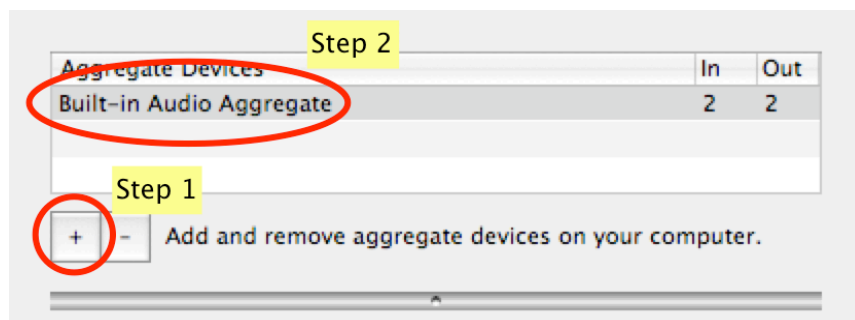


**To insure proper operation for Intel Mac users, an “Aggregate Device” must be defined in Audio MIDI Setup.**

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 Line Input” plus “Built-in Output” or “Built-in Digital Input” plus “Built-in Output”. Set your Clock source, see figure below, and click the Done button. **You must explicitly select an Input as your clock source.**

Structure:

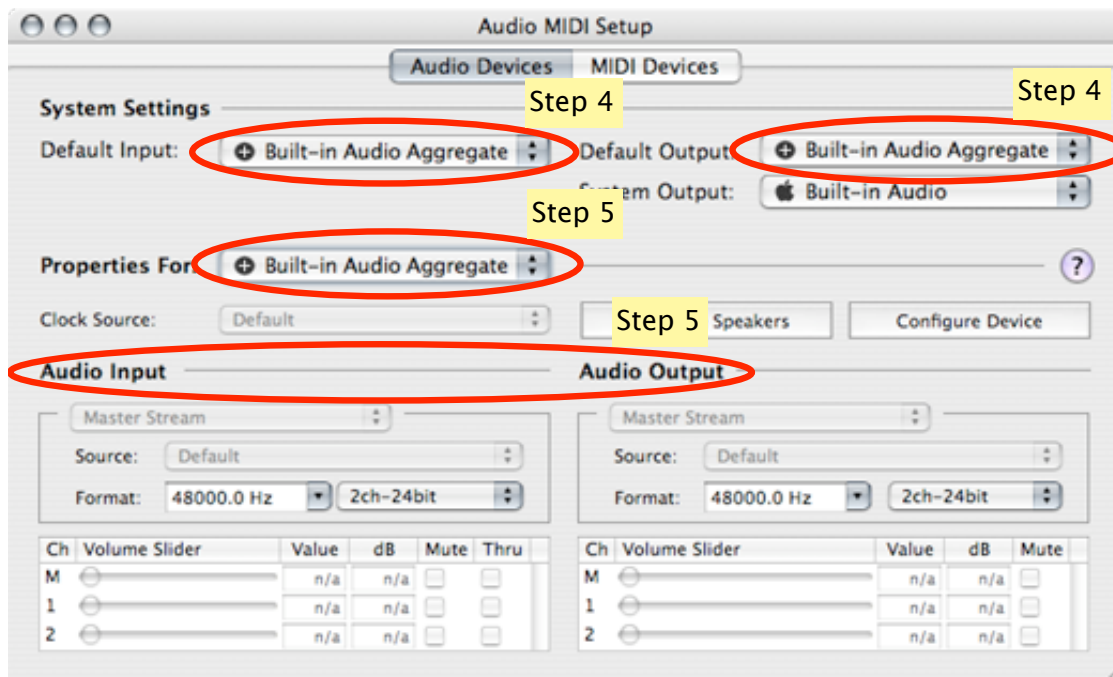
Clock	Use	Audio Device	In	Out	Resample
<input checked="" type="radio"/>	<input checked="" type="checkbox"/>	Built-in Line Input	2	0	<input type="checkbox"/>
<input type="radio"/>	<input checked="" type="checkbox"/>	Built-in Output	0	2	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>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

or

Structure:

Clock	Use	Audio Device	In	Out	Resample
<input checked="" type="radio"/>	<input checked="" type="checkbox"/>	Built-in Digital Input	2	0	<input type="checkbox"/>
<input type="radio"/>	<input checked="" type="checkbox"/>	Built-in Output	0	2	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>	Built-in Line Input	2	0	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>	Built-in Line Output	0	2	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>	Built-in Digital 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 1.2 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:

- ⚠ SAN users note that soundBlade is not qualified for use with storage area networks where the policies are set to read-only for the soundBlade executable and user home directories. The ability to read and write to these directories is essential. If necessary, SAN users should have local directories with full read/write privileges, and work-in-progress files can then be copied back to network-attached volumes when finished.
- ⚠ Note that, while CD-Rs delivered by soundBlade include CD Text, DDP file sets created by soundBlade do not contain CD Text data.
- ⚠ Open Session CD burning does not work if CD Text or ISRC metadata is included.
- ⚠ 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 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 prepap 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 prepap.
- ⚠ 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.

## Additions —

### *Background Manager:*

Additional sample rates have been added to SRC.  
A "Clear List on Execute" check box has been added.

### *Desk & Plug-ins:*

Improvements have been made to patching.  
Performance and stability improvements have been made for plug-ins.

### *Edit Fade Mode:*

A "Default Fade" preference for opening files has been added.  
Auto-scrolling when dragging fades has been added.

*Editing:*

A Multi-Channel option has been added.

*Exporting:*

soundBlade now alerts the user when overwriting an open file.  
A Delete reduce files on export preference, and remake if edit after export.

*NoNoise:*

New, user-defineable DeCrackle parameters are now available.

*PQ Editing & Delivery:*

An alert for Open Session and ISRC when not supported by the OS has been added.  
An "Edited Black to Start Marks" command has been added.  
A "Move Edit Point to Mark" command has been added.  
A "Move Mark to Edit Point" command has been added.

*Miscellaneous:*

A Quicktime support option has been added.  
The Status Log has been moved to the Console OS utility for log support  
LTC generation has been added.  
The limit for open files has been increased to 2048.  
Preferences — Desk Setups are now enabled, Edit gain nodes is disabled.

*Sonic EQ:*

A SonicEQ VST plug-in has been added, exclusively for soundBlade.

**Improvements —**

*Audio I/O Preferences:*

Core Audio Input/Output names now match in Audio IO Preferences.

*Background Manager:*

Various bugs with User Interface have been fixed.  
"Added SoundFile" and drag & drop of files into the File List has been fixed.

*Desk & Plug-ins:*

Handling of un-authorized plug-ins on boot has been fixed.  
Bugs with clearing and handling of desk setups for EDLs & Projects has been fixed.  
Clear Overs now clears the overs in the Desk and Meter windows.  
Fixes to latency calculations have been made.

*Edit Fade Mode:*

A Crash in EFM when using F5 key has been fixed.  
Issues with Undo of when dragging fades has been fixed.  
Issues with Undo of segment gain change in EFM has been fixed.  
A display anomaly showing a white area in EDLs when using EFM with Large view has been fixed.

*Editing:*

A bug in constrained paste has been fixed.  
Waveform metadata building has been improved.  
Opening of mono and stereo files has been improved.  
A crash with locating files when they have been moved has been fixed.  
The "green" selection in a Track, when it should be yellow, has been fixed.

*Exporting:*

Edit after Export; use first selected track for the edit has been fixed.

*Miscellaneous:*

Support for sound files larger than 2 GB has been fixed.  
Shift-G not working in text fields has been fixed.  
Various crashes on quit, play, and other editing operations have been fixed.

*NoNoise:*

Broadband DeNoise; handling of estimate names when changed has been fixed.

### *PQ Editing & Delivery:*

The requirement for an open Project when making a CD from a DDP has been removed.  
Crashes when entering invalid ISRC codes have been fixed.  
Testing for CD media size has been improved.  
A hang on PQ Only DDP delivery has been fixed.  
Bugs that caused many gain nodes to be created during editing has been fixed.  
Better error messages for illegal characters in CD Text names, the -4992 error, are now included.  
Problems with selecting tracks in Mark Info with no Destination Edit, the "SetTimeSelection - index invalid group," has been fixed.

### *Sonic EQ:*

Bugs in open/save of parameters have been fixed.

## **Known Issues —**

- ☞ Using Waves plug-ins, if you open two instances in one Panel and change the parameters, the plug-ins reset themselves when on playback.

The only work-around at this time is to use a single instance.

- ☞ Sonic EQ exhibits zipper sounds on EQ with order greater than 1.
  - ☞ On the Mixing Desk, latency and mono plugins are not handled correctly on Track 4. Also, when bouncing from Panels 3 & 4 to Panels 1 & 2, plug-ins instantiated in Strips 3 & 4 will cause distortion in the resulting signal.
  - ☞ In 8 Channel mode, plug-ins should not be instantiated in the Project as the behavior will be inconsistent. Use the Desk or Master section for plug-in processing.
  - ☞ Some plug-ins exhibit a problem with multiple instantiations in the same Project slot. When clicking on the left handle of a 2nd, 3rd, etc. instantiation, the instantiation will "collapse" to just the handles.
- To avoid this behavior, always click on the right handle to change the duration and click-hold on the center of the instantiation to change the location.
- ☞ On start up, your audio interface may output a temporary transient noise.
  - ☞ If sound files are moved to a new location, the project does not save this new location info.
  - ☞ Note that sound files with names longer than 27 characters will prevent waveform metadata from being built.
  - ☞ In the Background Manager, current and pending jobs may not be displayed in the Queue Manager. To correct this, simply click in the both the Waiting and Active Jobs queue lists.
  - ☞ Because soundBlade employs the CD writing functions of Mac OS, 3rd party optical disc writers are handled differently than Apple-supplied, built-in drives. A simple and inexpensive application, Christian Moeller's PatchBurn < [www.patchburn.de](http://www.patchburn.de)>, creates a "Device Profile" used by the operating system when addressing the drive.
  - ☞ To insure that this version of soundBlade functions correctly, you should remove or rename any ~/Library/Preferences/Sonic\ Preferences/ folder.
  - ☞ Be aware that recording audio, on a G4 host, at 88.2 and 96 kHz may produce glitches in the resulting sound file.
  - ☞ 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.
- ☞ When rearranging CD Tracks in the Mark Info window, Track 1 may not be moved. As a work-around to move Track 1, use the Track Bar in the Project.
- ☞ 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.
- ☞ 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](http://www.xoverload.com)> for more information.
- ☞ If segments are moved after PQ Marks have been placed, your mark locations should be checked.
- ☞ 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.

- ☞ Because of the loose specification of the USB bus and complete dependence on the host for their operation, USB-attached peripherals are not supported by soundBlade. In addition, USB hubs have been shown to interfere with the proper operation of soundBlade.
- ☞ Note that many PowerBooks and MacBook Pros are equipped with Mobile Motion Modules that helps to prevent hard disk damage in the event the computer is dropped or experiences “severe vibration.” Since very loud, low amplitude audio can produce structural-borne vibration, triggering the Mobile Motion Module, you may want to isolate the computer from the surface on which it is resting.
- ☞ Due to the modest processing overhead involved, you should consider disabling the Journaling feature of OS X on older machines. 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:*

1. Run the Digidesign CoreAudio Setup Application
2. Select “Supported Applications...”
3. Select “Add New Application...”
4. 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](http://www.sonicstudio.com/support)

To suggest new features in our products, e-mail us at <[enhancements@sonicstudio.com](mailto:enhancements@sonicstudio.com)>. For up to date information on all of Sonic Studio’s products, visit <[www.sonicstudio.com/products](http://www.sonicstudio.com/products)>.