Soundminer HD

Version 1.5

User Manual

Soundminer Inc.
HD/HD Plus Versions
Mac/PC

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S o u n d m i n e r   H D

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SMHD Manual

1. Introduction

1.1. Soundminer HD Feature information

This manual covers the operational use of both Soundminer HD (Basic Edition) and HD Plus. Soundminer HD is a new lower cost product line that offers users modular feature options starting at only $199US.

Soundminer HD (Basic Edition) - $199US.

Basic Edition $199US - one platform (MAC or Windows) and features:

❖   Cross platform support - Pick the operating system and platform you prefer. Soundminer HD supports Apple Macintosh 10.5 and 10.6 and Microsoft Windows XP, Vista and System 7. Add both platforms on the same license for $100 more!!! The choice is yours!

❖   Includes our advanced super fast robust V4 Search engine with support for boolean operators as well as many alternative search options.

❖   Multiple Metadata support - Import Bwav BEXT data, id3 data, import iTunes Library and Playlist information and v4 metadata.

❖   V4 Database Import - You can even convert an existing v4 database for use within HD.

❖   Unlimited Databases

❖   Large waveform overview with ability to resize.

❖   New LaunchPad™ - 3D graphical search interface. Another Soundminer first!

❖   Mark files as you audition and return them with one key!

❖   Import text to create a database.

❖   Simple to use new GUI and Toolbar with everything only one touch away.

❖   True 'Library Weighting' and Full Sort control.

❖   Detail Info pane with Live Link Searching and Artwork support.

❖   Live Filter Searching - instantly refine your results without entering a single keyword!

❖   Play History - Keeps track of everything you audition.

❖   Includes the V4 BACK and LOCK features. Keeps record of your previous pages and allows you to refine your sub-searches.

❖   New 'Intelligent' Lyric Search feature. A Soundminer First!

❖   Customized key commands - personalize it to work the way you want!

❖   Support for Sound Output Devices

❖   Play Wave, AIFF, mp3 files and Relink to any format instantly!

❖   Basic Metadata Editing for Category, Description and UserComment field.

❖   Smart Drag and drop a file from the interface to any application that supports it - i.e. Pro Tools, Nuendo, Final Cut Pro, Reaper, Digital Performer, Sony Vegas, Sound Forge, Ableton Live, etc.

Soundminer HD Universal - $299US

Upgrade to the Universal Edition and get support for both platforms on the same license for only $100 more.
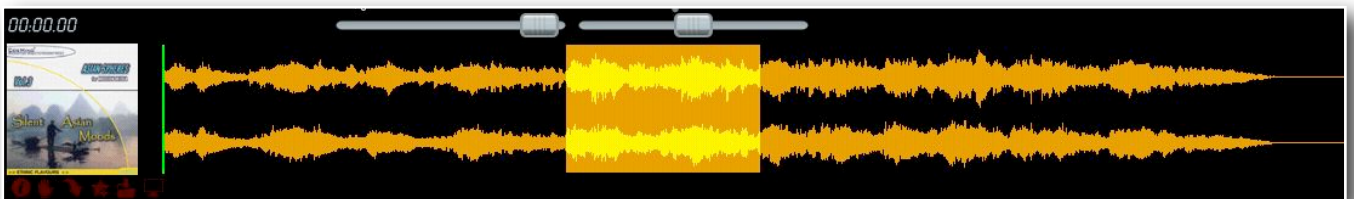
1.2.   Soundminer HD Plus Feature Information

Soundminer HDPlus - $399US (one platform)

Soundminer HD Plus includes everything found in the HD Basic Edition plus the additional features:

❖   Support for Pro Tools 8 (MAC/PC) Spot to Timeline support. Auto-detect Pro Tools session 7,8 and 9.

❖   Support for AVID Media Composer. Transfers dragged into the current Avid Bin get auto enriched with critical metadata(MAC/PC). Another Soundminer first!

❖   Batch Transfer Support for Final Cut Pro - batch transfer right into your Project complete with metadata(MAC). Another Soundminer first!

❖   Support for Steinberg Nuendo 5, Apple's Logic 9 and Soundtrack Pro for Spot to Timeline(MAC).

❖   Support for Merging Technologies Pyramix for Spot to Timeline(PC). A Soundminer First!

❖   Advanced Transfer Settings with user definable handles, sum to mono, remove illegal characters, etc.

❖   Multiple Database support - make as many as you want and have them instantly available.

❖   Project Pane with unlimited folder hierarchy. Organize your files just the way you want!

❖   Import/Export HD projects. Import v4 'spot'.

❖   Supports Batch Transfers directly from the new Transfer List

❖   Pitch Control on playback and transfers. Set pitch by musical scale, virtual keyboard or percentages.

❖   Powerful Copy and Convert engine...incorporates the industry's best 64-bit sample rate converter...iZotope's SRC™

❖   Support for AAF file format conversion.

❖   Modify and Embed metadata to your files for all available fields!

❖   Batch field assign feature for instant group metadata tagging.

❖   V4 Advanced file naming algorithm support.

Soundminer HDPlus Universal - $499US

Upgrade to the Universal PLUS Edition and get support for both platforms on the same license for only $100 more.
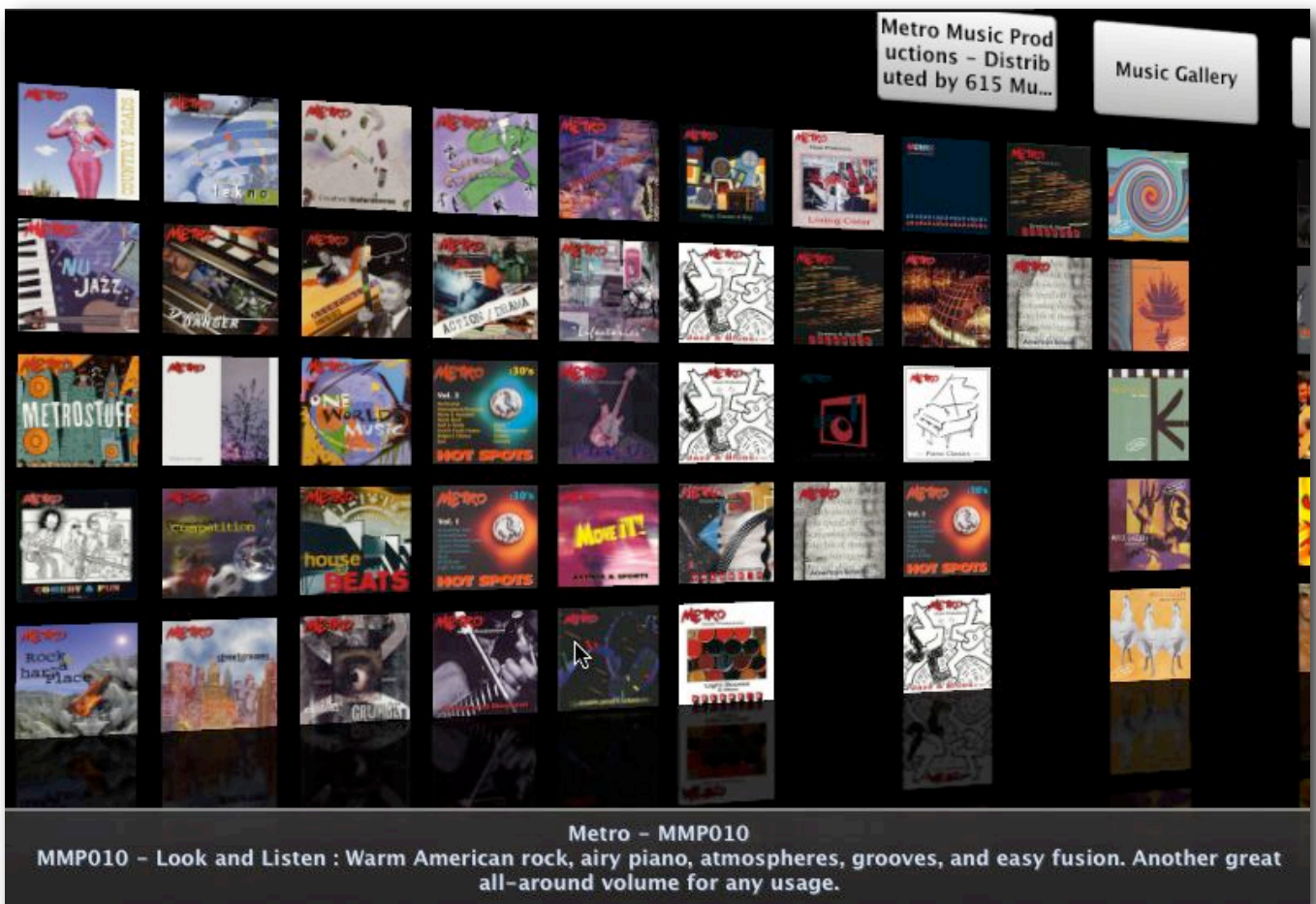
1.3. READ ME - v1.5

Not all features have been enabled.

✦   This manual covers all feature sets and notes where features vary between HD and HD Plus versions where possible. All pictorial representations have been taken using the HD Plus version.

✦   Embedding of v4 standard metadata for AIFF/BWAV/mp3 is enabled on HD/HDplus systems. Metadata is not embedded in SD2 format files.

✦   At present only Pro Tools, Nuendo 5, Cubase 6, Final Cut Pro, Logic 9. Soundtrack Pro and Pyramix are enabled for Spotting. All others can still transfer through the other transfer methods (referenced drag, Smart drag, Transfer history drag).

✦   With the exception of mp3 files, only v4 metadata wrapper is embedded. Mp3 files have both v4 and id3 metadata embedded.

✦   Import v4 Databases assumes the originating V4 Database to be optimized for Music.

✦   Import iTunes automatically assumes you are importing those records into the current Database.

✦   The Macintosh and Windows interfaces are identical. Quick keys for Macintosh use the Command key as the modifier while windows computers use the Control key. This document will often reference both paradigms as in 'cmd/ctrl'. This refers to the Mac and PC paradigms respectively.

✦   Windows USERS: Drives without labels aren't scanned(and a message telling you why comes up after). Drives must have a mapped letter to be valid.

✦   Foreign Language use - All works on the MAC.....almost there on the PC. The Mac requires you change the default font(which is English only) to a unicode font. Contact techsupport@soundminer.com if you wish to experiment.

✦   Pro tools 10 latest info - PT10 represent a new session format and as such the auto-detect and auto-ingestion of the transfer parameters cannot be accomplished until such time that we get the info from AVID. This means you have to make sure your transfer settings exactly match your target session. So until then, you'll have to either do the workaround(save an (optionally empty) pt9 session in the same folder) or manually monitor your settings. Sessions must be 16/24 split format for spotting to work. Over the years and based on the Digidesign spot API (which is now very old and does not support these newer features in PT10) there have been placed so many guards in the code to try and protect people from sending interleaved audio or using the wrong sample rate. That code is still present and while the spot API from AVID still works, it does so only under 16/24 split circustances. So don't use interleaved sessions when using Soundminer v4, HD products for the time being. Float 32 audio format is not yet supported by Soundminer products.

CRITICAL INFO

There are some basic things every user must know.

Where are my databases and preferences?

MAC USERS - On Mac these can all be found in /Users/loginuser/Library/SMData directory. You can also access this area directly by using the menu item, REVEAL SUPPORT FOLDER in the EDIT Menu.

WINDOWS USERS - These items will be in different locations depending on whether you are on XP, Vista or Windows 7. Windows 'hides' these folders from the user so you may find it easier to just use the REVEAL SUPPORT FOLDER option in HD's EDIT menu. This will open the directory and allow you to access these files.

Do not change or alter these files while the application is launched. If support requests it, this is the area where logs and dumps will be found. Always send these to techsupport@soundminer.com

2.   Soundminer HD Interface

2.1.   The New Toolbar

Located and running across the top of the interface, the new Toolbar is designed to be both simple and efficient. As you mouse over any of the buttons, their functions and any quick key will be displayed.
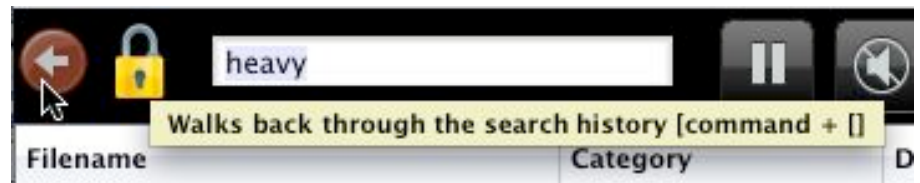
At the far left is the BACK button (red). This button allows the user to move back to previous states in the browser. The BACK button recalls states from the current session. A relaunch of the application will clear the BACK history.
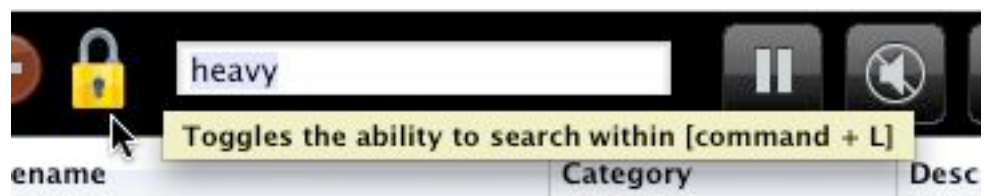
To the right of the BACK button is the LOCK button. Clicking it will toggle its state on or off. When enabled or 'ON', it will glow yellow to confirm that it is enabled and the lock will close.

The Lock button allows you to search within a set of returned records. To the right of the LOCK button is the MAIN SEARCH BOX. This box is used for boolean keyword searching. It can accept any combination of modifiers, AND, OR, NOT. At present, the boolean engine is designed to search all foreign characters. The size of this box can be modified by dragging the button to the right of the box:

Setting Tool - This button engages the settings pane. Things like sample rate, bit depth, file naming, etc are controlled in this pane. The pane will appear overlaid the main interface. Click anywhere off the pane to close the pane. The options available in the Transfer pane will vary depending on whether you have HD or HDPlus. Once a DAW is selected, the options within the pane will further refine, displaying only the applicable options to that supported DAW.

Return All - This button tool RETURN ALL RECORDS. When switching to a database one can ask the engine to return all records by pressing this button or using the CTRL/CMD - J quick key. AS a default, HD will display all records when switching between databases, but this button can be engaged at any time.

Play/Pause - Moving along to the Right, the Transport button toggles the play state between play and pause. This is also accomplished via the Spacebar and RETURN re-starts the cue from the top.

Auto-Play - The Next button allows for auto-play to be toggled on/off. If the button appears in the pictured state, Auto Play is ON. This automatically begins playback when an item is clicked or selected. With the state OFF, the user initiates playback using the toolbar or Spacebar.

Linked Play - The Player Link button allows the user to de-couple the player form the search engine. This is very useful should you wish to listen to an audio clip while continuing to search. The pictured state is ON and means that the audio player is linked to any selection in the browser and the audio player will fill with the selection and be immediately playable The button is an ON/OFF toggle.

Continuous Play - Still more play options exist. The next button is the Continuous Play button and toggles on the ability to automatically begin playback of the next item in the browser. A user could mark files, bring those selected files back and play the entire list continuously if they so wished using this button. The pictured state is OFF. The button lights up when Continuous playback is on.

Reveal File - This toolbar button allows the user to instantly reveal the selected item in the Mac Finder/PC Explorer window. Should you quickly need to find the original position of the file, this tool will do this. This option is also available in the Player mini tools.

This is the **Launch Pad™** button. The new Launch Pad is a Soundminer first that enables a 3D graphical search environment. The Launch Pad is explained later on the manual. This button allows you to engage it.

This is the **Play History** button. When you engage it, HD will collect up all the files you played and display them with the most recent audio clip first. This is an excellent way to retrace your steps. As you search and play, HD 'dims' the clips that have been played, so you instantly know when you run across a file you had previously played. The Play history can be cleared in the main EDIT menu that runs across the top of the interface.

Return Marked Files - This button allows you to bring back Marked items. Using the cmd/ctrl-M quick key(Mac/PC), a user can 'mark' files as they browse. The text colour will change signifying the file has been marked. By engaging this button, the interface will return all files that have been marked. If no files have been marked, nothing will happen.

Filter Browser - This button toggles the new Filter Browser on/off. The pictured state and default state is OFF. When engaged, the browser will be portioned to show the Filter Browser and allow users to search without entering keywords. The Filter Browser is another Soundminer advancement and explained in more detail later on in this manual.

Randomize Returns - This acts like a 'roulette' wheel and randomizes the returns allowing you to perhaps see things you might now usually see. It jumbles up things based on what is returned.

Lyric Search - This is the new Lyric search button. Clicking it will bring up a new window that allows a user to search all audio clips for lyric content (must be in the metadata). Should returns exist, they will be populated in the browser and the first selected item's lyrics will display in the Lyric window.

Scanning Tool - Scanning can be engaged by simply dropping your audio files, folders, and or volumes onto the HD interface. This button allows you to engage the same operation through the operating system windows.

Spot as Region (HD Plus only) - When engaged, this button turns a portion greenish with inward facing yellow arrows and signifies that the only the edit will be converted/ transferred. When toggled and the edit disappears and the arrows are outward facing, the whole file will be transferred but only the region spotted. This allows you to open up and use the whole file if necessary. This only applies for applications that support this feature.

Spot to Timeline (HD Plus only) - This button engages the Spot to Timeline function for any supported and recognized DAW (Pro Tools Nuendo, Pyramix). This function can also be engaged using the quick key cmd/ctrl-S and is also available right in the player's mini tools.

While the Settings Pane itself is discussed in detail later in this manual, it should be noted that the Setting Pane has some specialized settings that will affect how a user can optimize their desired performance. Turning off (unchecked) those items in the 'Preferences' section will speed things up in the interface. Also please note the 'Tweakhead' section. It default to 200ms which is enough to quickly hit an arrow key a number of times and it won't try to load up the player/metadata panel until 200ms later. You can lower this all the way down to 1(and higher if you are a slow tapper) for instant play. By doing this though, whenever the table selection changes its going to try and play. With wav/aif files this isn't so bad, but files like mp3 are more expensive to load up and tear down...alter your settings to taste.

2.2. The Player
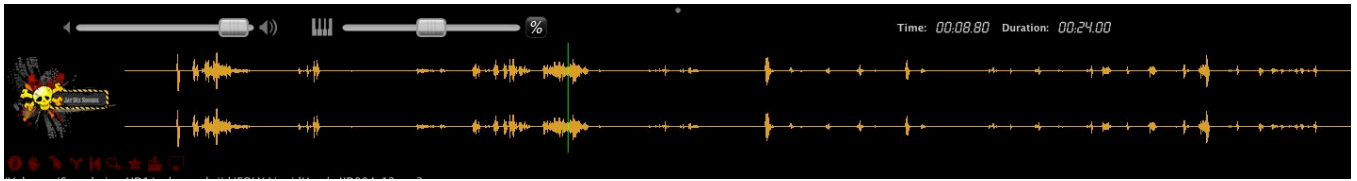
The Player is located at the bottom of the interface and contains the waveform overview section, the volume fader, the Pitch fader(HD plus only), the current Artwork of the loaded file if it exists, a running counter and the mini tools (located in red below the artwork). Currently supported playback formats: WAVE, AIFF, MP3, SD2(for Mac only)

The Player can be sized by clicking and dragging the sizing frame(blue). This becomes visible when your mouse scrolls over the area just above the player: and the mouse will change to reflect the sizing tool as in the picture here.
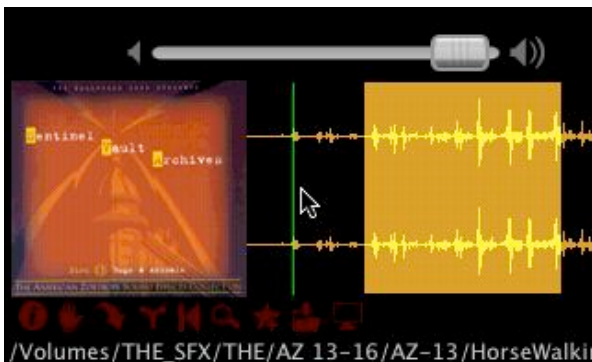

The Basics - When a file is playing, the green cursor will show the current position within the file's waveform overview. Clicking and dragging anywhere in the Waveform will allow the user to select a section of the file for possible transfer. Click and drag the top or tail of the selected region to further modify the edit. The RESET mini tool will clear the region selection (mini tools explained below). Volume settings control the output from the selected Sound Output device (see the EDIT menu). Audition volume settings are saved and recalled. The counter will show the running time from the start and will change to show the duration of an edit when making a selection. Users can mark IN/Out points on the fly by employing the 'I' key (IN) and 'O' key (OUT). Click within the region and it will play from that point on to the end of the region. The RETURN keys plays from the top while the Spacebar will play the selection unless no selection is made in which case, it will play the whole file. Continuous play is disabled if a region is made (sanity check!)

The Pitch fader (HD Plus only) allows the user to instantly vary the pitch of the audio clip. The setting can be associated with an edit and tagged in the project window (HD Plus only). Double clicking on the Pitch fader will reset the pitch back to unity. The Pitch fader allows the user to set the scale in percentages/semitones:

In addition, a virtual keyboard can be employed to vary the pitch. C3 is the zero position. Select the key that best suits your pitch requirements, then click off the virtual keyboard and you can audition the file:
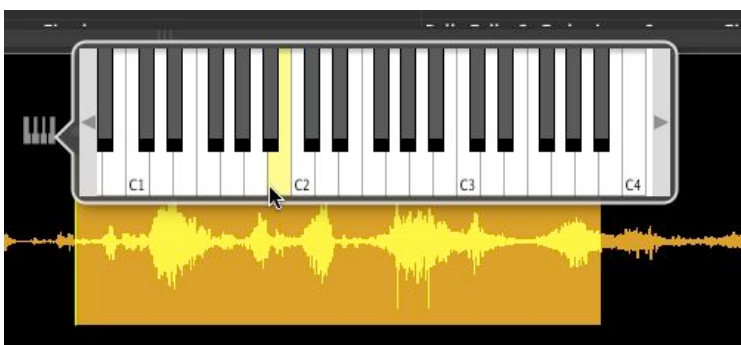
The Mini Tools - Below the artwork are a set of mini tools. Some are only available to HD Plus systems (Tag Current Sound and Spot to DAW). Rolling over the mini tools with your mouse will detail the function of each tool. On both HD and HD Plus, you can view info on the currently loaded file in the Player, drag the current item


(no copy initiated), reveal it, and Transfer the current sound to the Transfer List (copy initiated) and other things right from this easy to access set of menus. It is worthy to note that the folder(transfer only to Transfer path) and Spot mini tool bypass the Project panel (thus, they are not tracked by the project panel and thus do not 'pollute' the panel contents).

Monitoring - HD will play out of your default audio device. If you have more than one audio device available, those options will be found in the Sound Output menu (EDIT/Sound Output Device). Most applications can share the audio hardware. New to Avid Pro Tools 9 (NATIVE version only) is the ability to share the audio output with multiple applications. If using the Pro Tools aggregate I/O in this scenario, make sure to set the Sound Output device to this to match your Pro Tools session(and make sure your PT aggregate I/O is correctly set up). Prior to Pro Tools 9, Rewire was the only method to share the audio hardware. Rewire is not supported in HD or HD Plus. If using Digidesign hardware, you cannot share that hardware with HD while Pro Tools is running. The option would be to send out of the computer card/secondary i/o into your pro tools analog inputs and set up an AUX channel for monitoring
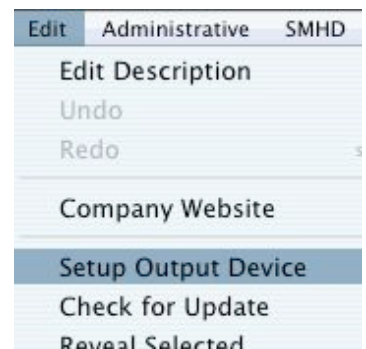
Multi-channel files - HD and HD plus both have the ability to recognize and display multi-channel files (up to 48 khz, 10 channels wide). Both split and interleaved multi-channel files are recognized. In addition, the standard using '.A1, .A2, .A3, etc.' is also supported. The first two channels are fed to the monitoring system. All transfer options available work as described for all other files (i.e.. Spot to Timeline, Bring into).
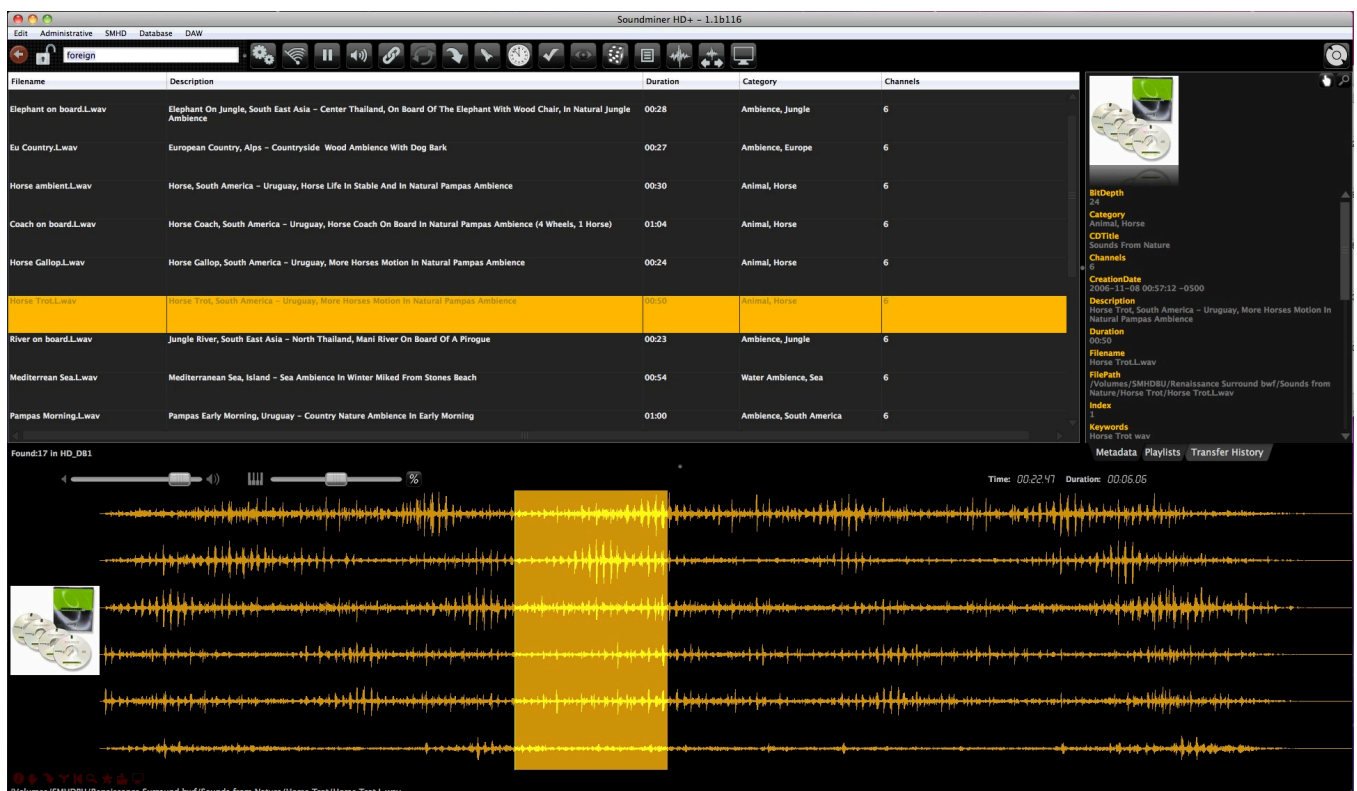
2.3. The Soundminer Browser

The Browser is the large central area where all your returns are displayed. Depending on the optimization type (Music or Sound Effects), certain fields will be displayed by default. The user can change which fields are displayed by control/right clicking on the field header bar (in white in the picture above).


By checking the fields desired, those fields will be added to the display. Should the number of fields exceed what is visible in the interface, the lower scroll bar will activate allowing the user to horizontally scroll across to see any of the selected fields. Fields can be re-ordered by clicking on the header and dragging them to the desired location.

The width of the columns can be controlled by mousing over the separator between fields. The mouse pointer will change to the tool in the picture here and allow the user to click and drag the widths to their desired size. In addition, sorting by any field can be accomplished by clicking in the field headers s p a c e (n o t near the separators). This will be visually confirmed as the header will change colour. Sort will toggle between ascending and descending order. To clear the sort order, go to the SMHD menu and select CLEAR SORT ORDER. Artwork can be enabled right in the Browser by selecting the Artwork field in the contextual field selector. By control/right clicking within the Browser itself on a specific field will bring up another menu with more options. The menu will allow you to quickly bring back all selections that match the current field and record. In the example pictured here, selecting FIND SAME CATEGORY would bring back all my files that had 'Acoustic' in their category metadata. REVEAL SELECTED provides another way to reveal the selected file in the operating system. DISPLAY THIS LIBRARY's ALBUMS allows the user to see all the library material that the selected file is part in the Launch Pad. All the Library Cover art is visible in the 3D space and a user can then peruse content by Library. The ASSIGN feature allows a user to batch modify any 'summary' field by displaying a dynamic list of existing content (HD Plus only). Summary fields are those that share common data like Category, Designer, Library, Composer, Publisher, etc. Embedding is then done using the SMHD menu. The system will keep record of those files that have been modified but not embedded. These records can then be displayed by using the SHOW DIRTY RECORDS in the same SMHD menu. This will collect all the files that have modifications that were not embedded and allow the user to then embed them in a batch process. HD plus will allow you to embed in any of the fields supported. This option will appear in the contextual menus as well.
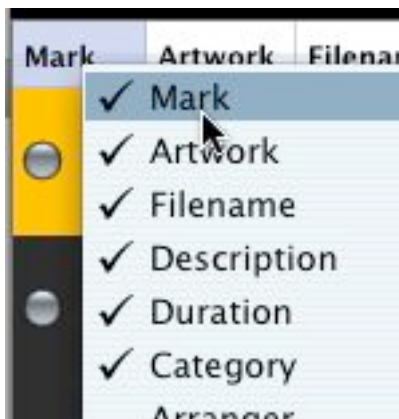
You can visually engage checkboxes for the MARK feature in the contextual menu (right-click on the headers). While Ctrl/Cmd-M will mark files and turn them another colour, this option may be preferred. Items can be 'check marked' as you browse then returned easily using the checkmark tool:

2.4. Metadata Display (Right Pane)
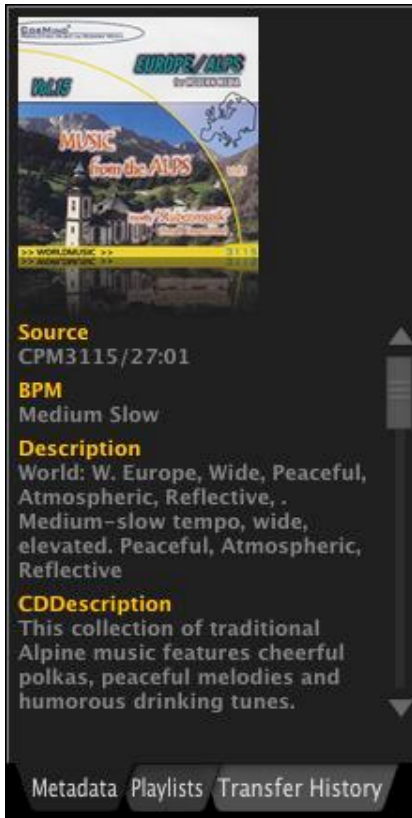
The right pane by default shows the Metadata Info window(pictured). Depending on which version you have you will see other possible tabs at the bottom. The HD Basic Edition comes with the Metadata Info pane as well as the Transfer History pane. The HD Plus version additionally has the Playlist project pane.

Apart from any viewable artwork, the Metadata info pane contains the salient metadata for the selected file. The scroll bar in this pane allows a user to view all the attached metadata.

In addition, mousing over any of the content will light up and visually confirm that a search link is possible. Clicking a lit link will do a search for all files that match that field's criteria. In this case, clicking 'Medium Slow' will bring back all 'Medium Slow' files from this database.

Like the field headers in the Browser, the fields can be dragged into any order desired by the user.

The Metadata Info Pane is also capable of displaying Lyrics if such data exists and because of the nature and size of lyrics, it is collapsible to make the most of the limited space in the pane.
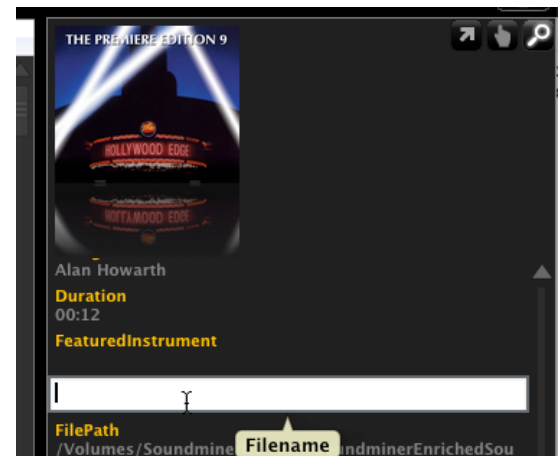
Search in MetaPane - In addition to being able to search for files that share the same content by clicking on their links in the Metadata Pane, a user can also initiate a keyword search in any field in this same pane. The Metadata Pane has two mode denoted in the top right. By putting the Pane in Search mode, a user can then click on any field and do a keyword search just within that field. The third button in the pane allows you to detach the pane altogether in case you wish to have the metadata panel always present as you work.
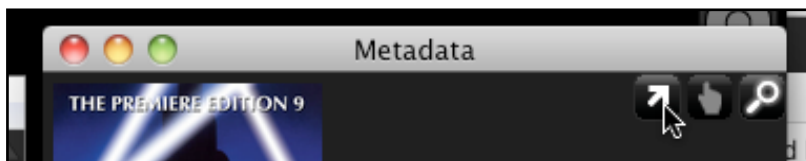
2.5. Transfer History

In both HD and HD Plus, your right pane will also have a Transfer History tab. The HD implementation is simpler and only allows one transferred file at a time. HD plus allows multiple items to be dragged out of the Transfer History to the target DAW. The Transfer History displays all transferred/ transcoded files in descending order with the most recent files at the top of the list. Files that have been transferred out of this list are 'dimmed.' Once pre-

pared in this list, the files can be safely dragged to your destination. The Transfer History differs from a straight drag out of the interface in that it provides transcoding first by our conversion engine. In order to maintain metadata in transfers (especially to Final Cut and AVID) or to make an edit to an existing audio asset, a user must employ this method of transfer. The Pane contains one simple sub-menu with option to change the status of the files, remove them from the list or to remove just invalid transfers (files no longer contained in the database). Your transfer attributes can be modified by visiting the settings tool in the main toolbar. The Transfer History keeps a record of your modified sounds and can be used to take a file that was already transferred and use that as a source file for yet more processing. Confirmation of your target directory is at the bottom.
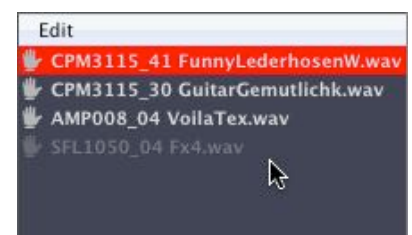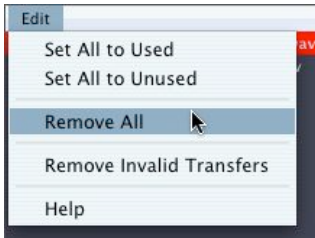
2.6. Playlists (HD Plus only)
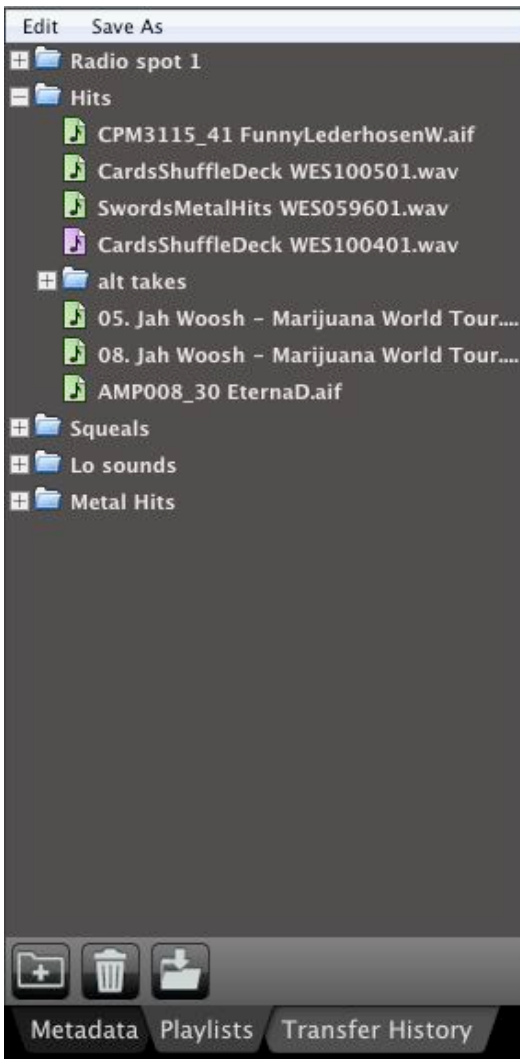
The Playlist area is designed for easy organization of your projects and Playlists.

To create a new folder, you can use the sub-menu in the list, (EDIT) or the Folder mini tool at the bottom of the pane, or the quick key cmd/ctrl N.

To name/rename the folder you can again use the sub-menu selection or OPT/ALT click on the folder name. You can create as many folders as you wish and nest them any way you wish much like your operating system.

To move selections into a folder, simply drag a file or series of files from the browser into the desired folder. You can also use the quick key cmd/ctrl T to 'tag' an item into a selected folder (but you must first select that folder and make sure its highlighted). You can also 'tag' directly from the Player's mini tools. Edit decision code is also active. This allows you to pick a section and even assign the pitch setting before tagging and that is stored in the playlist.

There are several ways to transfer from the Project window. Both Spot to Timeline and Bring Into (cmd/ctrl-B) are operational within the project pane. As well, a simpler transfer mirror option exists via the EDIT sub-menu or using the quick key cmd/ctrl-D. This does not activate the supported DAW, but rather transfers to the target while maintaining all the folder hierarchy from the project pane.

Items can be deleted using the mini tools at the bottom of the pane or the Delete option in the sub-menu. In addition, large nested projects can be saved as both HTML and XML and can also be exported to v4Pro for further processing.

3.   Building a Database

3.1. File formats and Scanning Files

Building a database requires you have files in a supported format and requires that those files have proper extensions. File formats/extensions supported are: .wav, .aif, .mp3. SD2 is supported for Macintosh systems with the following caveats: can be played, reads v3 metadata and v4 embedded, but does not allow embedding of new metadata

HD Basic users have two databases available to them. They can be named anyway they desire, but only two of them will be available. If more than two exist in the Database folder, only the top two by sorted alphabetically will be accessible. HD Plus users have the ability to create and name databases as they wish. To build a new database, choose CREATE A NEW DATABASE from the SMHD menu:
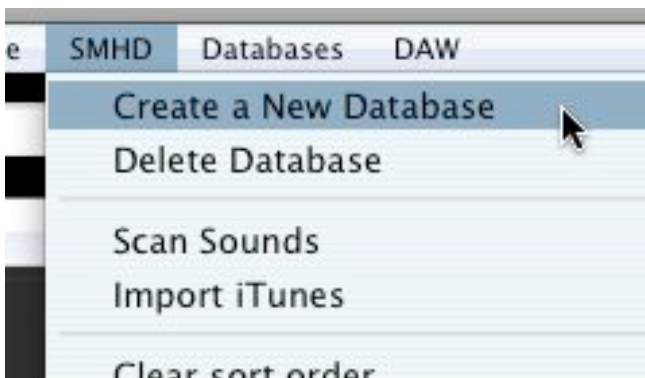
It will then ask you to name and decide on the database's optimization (Music or Sound Effects or Both):
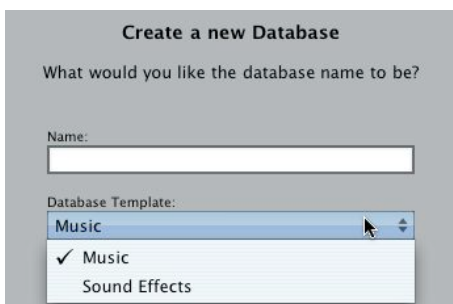
Give your Database a name using alpha-numeric characters only. After naming your database, it will appear in your database selector menu.
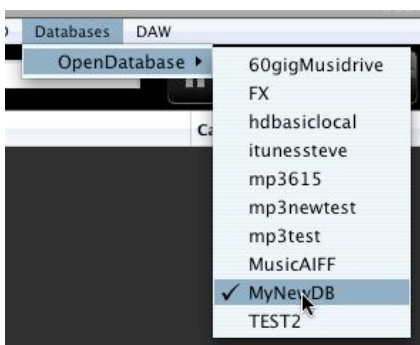
You are now ready to scan sounds into your database. Soundminer operates by storing critical data or 'metadata' into the file and, when scanning gets ingested and is used to automatically build your database. Scanning can be initiated in several ways, but by far the simplest way is to drop your files, folders or volumes onto the Soundminer HD Browser.

There is a Scan tool in the toolbar, as well as a menu item in the SMHD menu that initiates a scan via the operating system. The drag and drop method however allows you to select multiple items and drag them onto the Soundminer HD Browser.

•Keep in mind Cmd/Ctrl-J returns all your files. Cmd/Ctrl-F puts your cursor in the main find box.

•You can add to an existing database by simply scanning in new files and folders. HD will automatically ignore duplicates (files with the same name and path in the database). Be aware of the two toggles in the preferences:one skips any files with the same path, the other rescans for new metadata.

•To delete a database, go to the SMHD menu and select DELETE DATABASE. It will assume you are deleting the current database. Be careful as there is no undo.

•Database menu also has DELETE ALL AND SELECTED from the current database.

1.1. Import V4 Database

Soundminer's V4 paradigm is an established Macintosh standard used in thousands of facilities. HD products can read and use V4 metadata and scanning in the files is always the best route. However, there are times when importing an existing v4 database is necessary. The option found in the Administrative menu is named CONVERT v4 DATABASE:
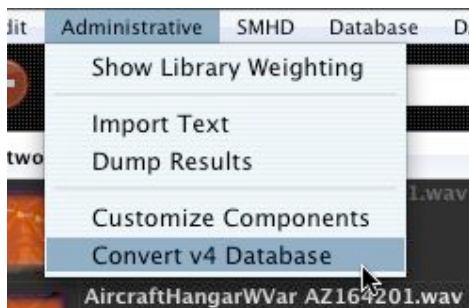
Selecting it will then ask you to rename the new database for your HD system

Once named, the system will automatically look for a v4 database in the default location for those files (Home/Library/Application Support/Soundminer/):
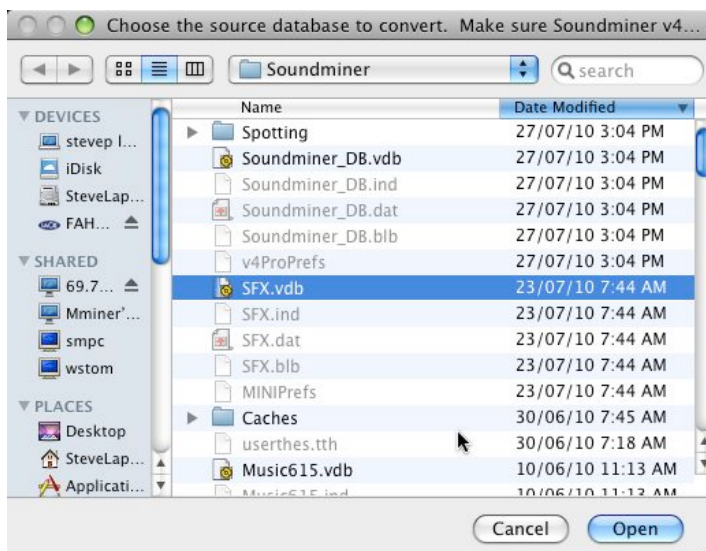
If your V4 database is elsewhere, use the operating system to find the file then select OPEN. A progress bar will then appear as it calculates and converts the database into HD format. *The import v4 database is optimized for Music based databases at present.

1.2. Import iTunes

Available for both HD and HD Plus systems, this feature allows users to import their entire iTunes library or specific playlists held within the iTunes library. The option is found in the SMHD menu and selecting it will bring up this pane:
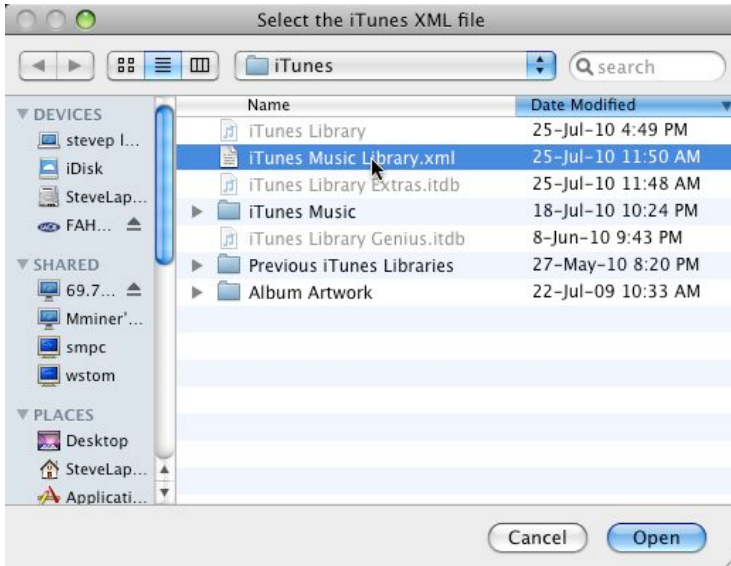
By default, HD will go looking in the standard location for the iTunes XML file (where all your iTunes information resides). You can direct the menu to any custom location should your iTunes XML file exist in a non standard location. Once found, select OPEN. HD will then read the XML file (this may take a moment on large iTunes libraries) and then present you the Playlist Picker menu:

Select the desired Playlist or the entire Library and hit OK. The import process will then begin. Be aware that HD will only look for and ingest files that are non encrypted and in a supported format (wave, aif, mp3).

1.3.   Relinking

The term 'relinking' means the ability for the database engine to re-connect to files that are no longer present at their original scanned location. Once a database is made, a user may change hard drive or move their files. This will result in the following alert from HD:
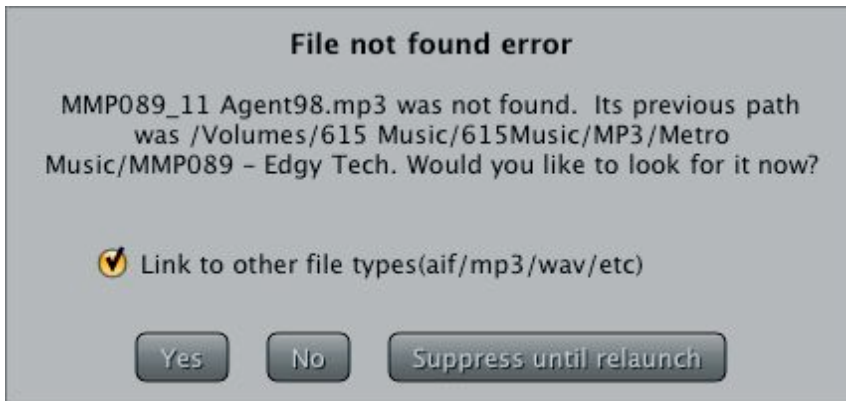
The file(s) cannot be played because they don't exist at the noted location. This does not mean you have to delete and re-start. You can relink the database to the new location or even different formats of the files (filename must be the same). Click YES to ask the system to find the new location of the files. Check off the radio button if you wish to relink to different file formats of the same files(names minus extension must be exactly the same). You then need only to identify the top most folder that contains the files and the relink process will begin.

2.   Keyword Searching

There are several ways to search within Soundminer HD. Most users will naturally just type in a term in the main search window and go.....that's fine, but this section will detail the functionality contained within the many powerful search options within the application. The next two sections also detail the new 3D Launch Pad graphical search environment and the new Filter Browser (which do not use keyword searching). A good rounded knowledge of each feature will greatly enhance your searches. Of course, your searches are only as good as your metadata and if none exists, few of these features will apply.

2.1.   V4 Boolean Engine

The V4 Boolean engine is noted for both its speed and advanced syntax options. Soundminer HD has this engine built-in. While you may of course type in something simple like 'Rock', 'Hit', 'impact' and get returns, the real power of the Boolean engine is the ability to create modifiers in your search string and instantly go exactly where you need to go. Boolean is just a fancy term for the use of AND, OR, NOT modifiers in a search string. What makes the V4 engine so powerful is how unlimited it is in their use.
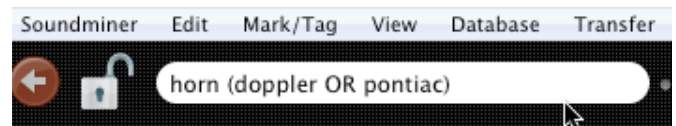
In this example, we have effectively asked the engine to look for 'horn' but further modified it by telling it to make sure it also retuned only those 'horn' items that contained references to 'doppler OR 'pontiac'. A space is considered an 'AND.' A dash (or minus) is considered a NOT modifier. Putting the OR criteria in brackets allows the engine to group those modifiers as one association with the term 'rock.' You are free to use any combination of AND, OR, NOT modifiers in your string. In addition, words can be stemmed out by using the 'wildcard' or star (*) key and the system can be set to always 'wildcard' in the preferences:

For example, if I wanted to bring back 'orch, orchestra, orchestral, orchestrating' I could tell the engine to look for 'orch*' and entering 'orch* drama*' would bring back 'orch, orchestra, orchestral, orchestrating' AND 'drama, dramatic, dramatically.' With 'wildcard' checked the star is always added. This is better suited for FX searching. Natural stems (common English plurals
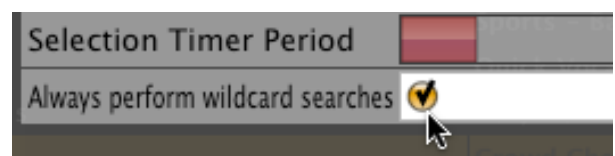
for example) are automatic in the system - i.e. searching 'chair' will also find 'chairs'. To search for an exact phrase, put the terms in double parentheses - i.e.. "pink panther"

A word about Full Text Searching

Most advanced search engines use something called 'full text' searching - a specific group of fields that have been pre-indexed to speed up searching. If a database had to iterate over every character across 50 fields of enriched metadata, the engine could be very very slow. To speed things up, the engine creates a 'dynamic full text' field that creates a focused search inside of fields that are most important. The two database types are optimized in the following way:

For Music: Filename, Pathname, Description, Category, SubCategory, Library, CDTitle, Composer, Artist, TrackTitle, Keywords, UserComments.

For SFX: Filename, Pathname, Description, Category, SubCategory, Show, ShortID,Library, Notes, Keywords, FXName, UserComments.

If you are searching for something outside the Full Text, use the Advanced Find option.

Be aware there are certain characters the engine will ignore. These are called escaped characters and are reserved by the engine: The current list of special characters are

+ - && || ! ( ) { } [ ] ^ " ~ * ? : \

If you must use one of these character as an actual searchable character use the \ before the character.

2.2. Inline Search in MetaPane

The right pane, apart from being useful to display detail information, can also be put in 'Search' mode: Click the magnifying glass icon at the top right and the entire pane goes into this mode. By clicking on any field, you can do a search inside any field. In the picture, clicking the 'filename' field allows me to do a 'contains' search in just that field. this is a great alternative to the main search window which is optimized for boolean searching and does not do a 'contains' search.
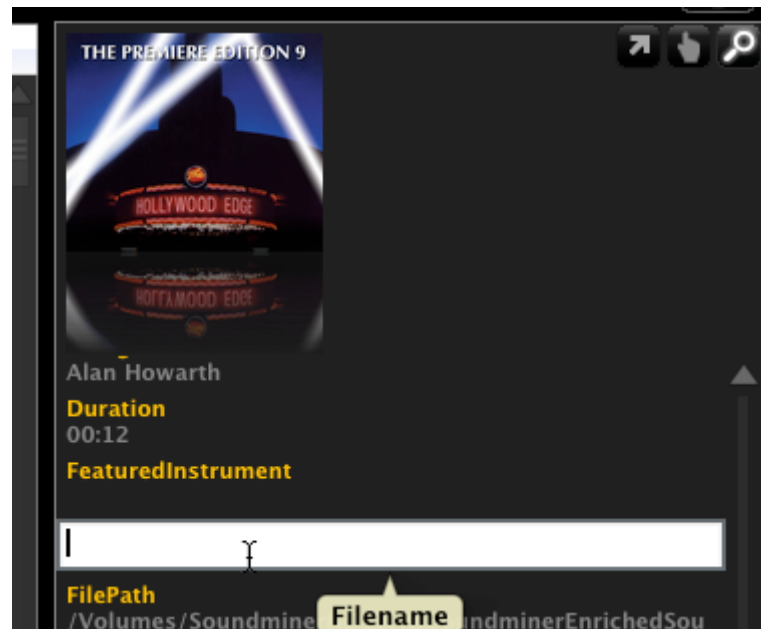
2.3. Advanced Find

There are times when a user may wish to search in a specific location or series of locations for various terms. The Advanced Find option allows the user to create a more expanded search within a specific sub set of fields.

The Advanced Find pane is called up either using the option in the EDIT menu or the quick key cmd-shift/alt-shift-F. You can create an unlimited set of field criteria each with their own term, phrase or character as well as stipulations on whether the item contains, does not contain, begins with, ends with or is or is not the descriptor in the text box.

Advanced Finds are useful when you wish to work outside the boolean engine or when you know exactly where you might find the data. Because these searches are iterative they are not as fast as a boolean searching. On the other hand, you can use any character as the nature of this type of find does not exclude the use of any characters.

2.4. Some Alternative Options

In addition to Boolean and Advanced Searching methodologies, Soundminer HD has several additional options that can further contour your results.

Sorting - At any point, a user can apply a sort order to the returns in the Browser. You could have done a search for 'Jazz piano' and if you wish to hear the shortest cuts first, then clicking on the 'Duration' field will allow you to quickly rearrange your returns.

SearchLink in MetaPane - The Metadata Pane has two mode that allow for two different kinds of searching: Linked Mode allows a user to click on any visible metadata field to initiate a FIND SAME Search for that data. All available metadata fields become active live links when mousing over those link (they will brighten as you mouse over them). If you click on a live link, the engine will bring back all other items that share the same data. This is a quick way, for example, to bring back all cuts by a certain composer or all 'hits' that share the same Category. In addition to being able to search for files that share the same content by clicking on their links in the Metadata Pane, a user can also initiate a keyword search in any field in the same pane. The Metadata Pane has two mode denoted in the top right. By putting the Pane in Search mode, a user can then click on any field and do a keyword search just within that field
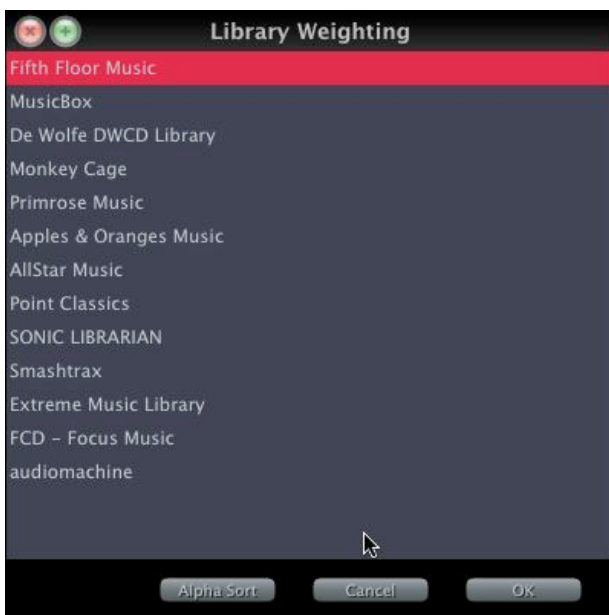
Library Weighting - You may have favourites when it comes to your libraries. Your hard drives or server may have many many libraries, some great, some not so great. By employing the Library Weighting panel, you can determine which libraries come up first.

Go to the Administrative Menu and select Library Weighting. The pane will show you all your available libraries. You can alpha sort them or click and drag the ones you want to come up first up to the top. Its as easy as that!

After you have rearranged them in the order you want, hit OK. Now when searching, the engine will order returns based on this preference with those libraries at the top appearing first among your returns.

PLEASE NOTE: Sort order must be cleared or it will impact this.

Search Same - If you find a file that contains perhaps a category you like or some other field content you like, control/right clicking on that field will allow you to search for other files that contain the same data as the selected field.

Back and LOCK - The Back button cycles through you browser history and is renewed on launch. The BACK button works very much like a common web browser, in that it allows a user to trace their steps during the session. The LOCK button is invaluable for refining keyword searches. When activated, a user can lock off return so that each subsequent input of criteria will search only inside those returns. You can continue to 'drill down' until you get what you are looking for.
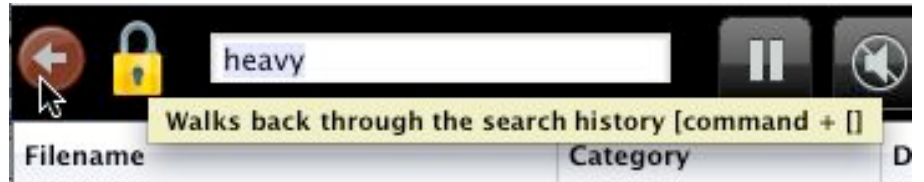
Randomize Tool - In your main toolbar, you will an icon that looks like a die (singular for 'dice').

Clicking this will randomize your returns. This is useful to 'mix up' your returns....who knows, you may find something you would have found otherwise!

3.   The Launch Pad™

You've seen the many aspects of keyword searching, but HD brings a whole new methodology to the workflow - graphical intuitive browsing.
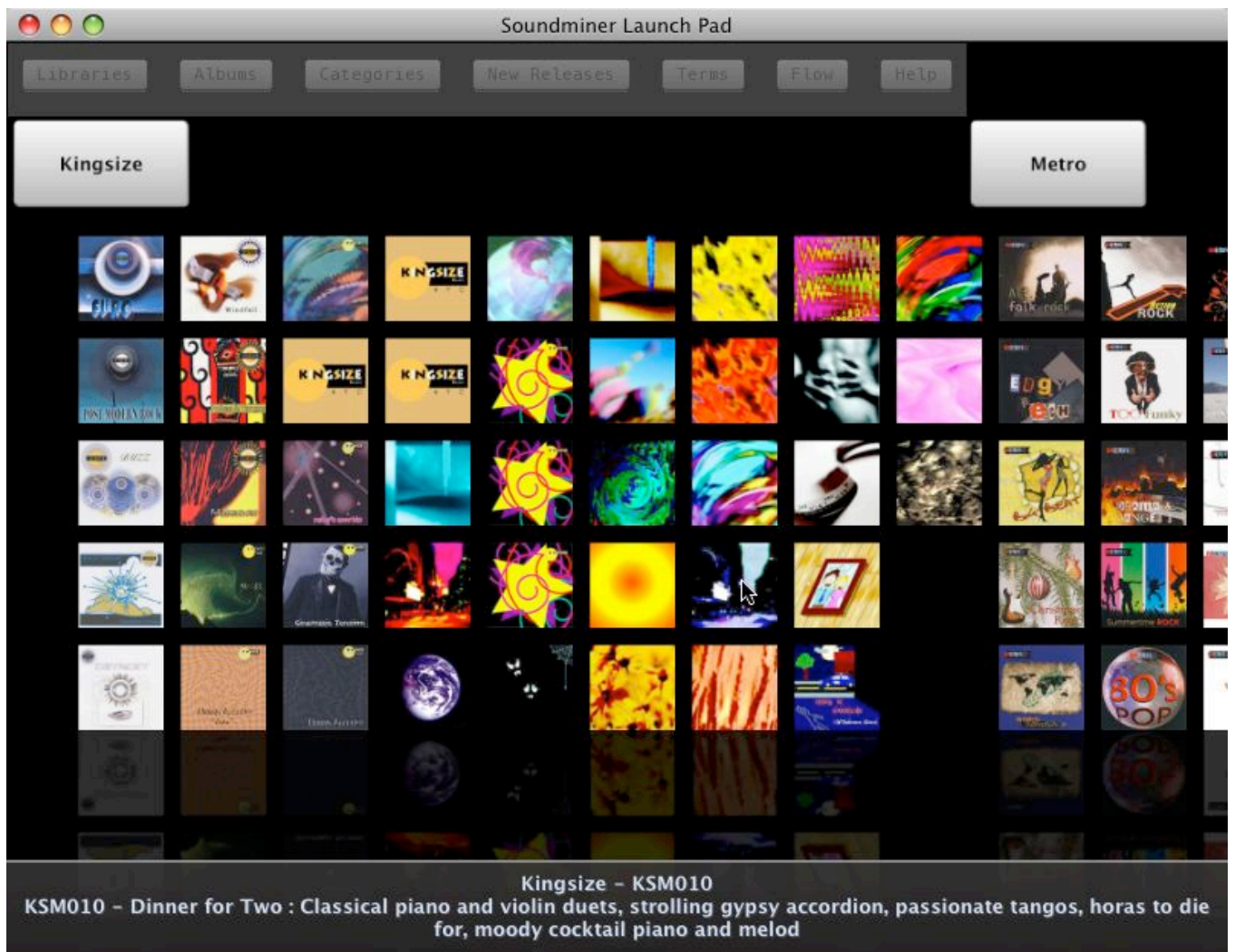
3.1. 3D Graphical Searching
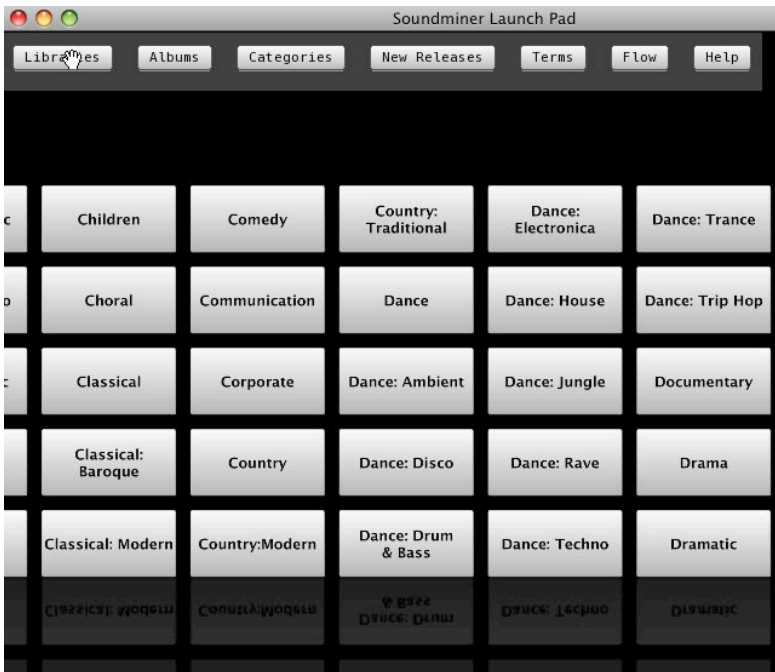
Without ever entering a keyword, a user can immediately enter the Launch Pad and go after exactly the area that best suits their search. They can quickly view their database broken down by Library, Albums (CD title), Categories, New Releases, Most used 'terms' or simply browse your titles in 3D Flow.

When you enter the Launch Pad, you will see your options across the top. By default, if no images exist for a 3D wall, the Launch Pad will create simple rectangles of the items. And you can use your mouse (click and drag left or right) or your keyboards left/right arrow keys to fluidly move through your choices. The 3D wall is built from your data. Click anywhere and your returns appear instantly in your browser. Hold CMD-OPT/ ALT-MS system key and you can discontinuously select multiples.   Hit RETURN when you want to return your selection. When you mouse over any CD cover or Library, the information about that item is displayed at the bottom. In addition to allowing you to view and search your database by visual means, the Launch Pad allows you to quickly view new releases or use the Flow view to Browse your cover art. The TERMS button automatically builds a 3D wall of the most used terms in your database enabling a user to construct a query by selecting the presented options in the Term viewer. The built-in HELP reminds you of the key commands if you get lost.

Hold SHIFT and use your mouse to swing the 3D wall within the 3D space. Use a wheel mouse to ZOOM in and out. This is a tactile area that a written manual can't possibly describe...so go play with it! Its as easy as it is simple.

*If a user wishes to add artwork for their library, they can do so by placing a .png file in the appropriate SMdata folder on their local system (.i.e. Libraryname.png). When scanning/import text/import iTunes/ it also looks in the same folder as the asset for anything named *.jpg and if found, is used to associate with the files in that folder.

4.   Live Filter Browser

Your main toolbar will display the filter Browser tool (the EYE). By default it is not engaged. The Filter Browser presents your database broken down by a selection of three fields(default). Control/ right clicking on any of the headers will allow the selection of different fields. And you can drag them in any order you desire. To use the Filter Browser, select the elements that best suit your needs beginning from left to right.
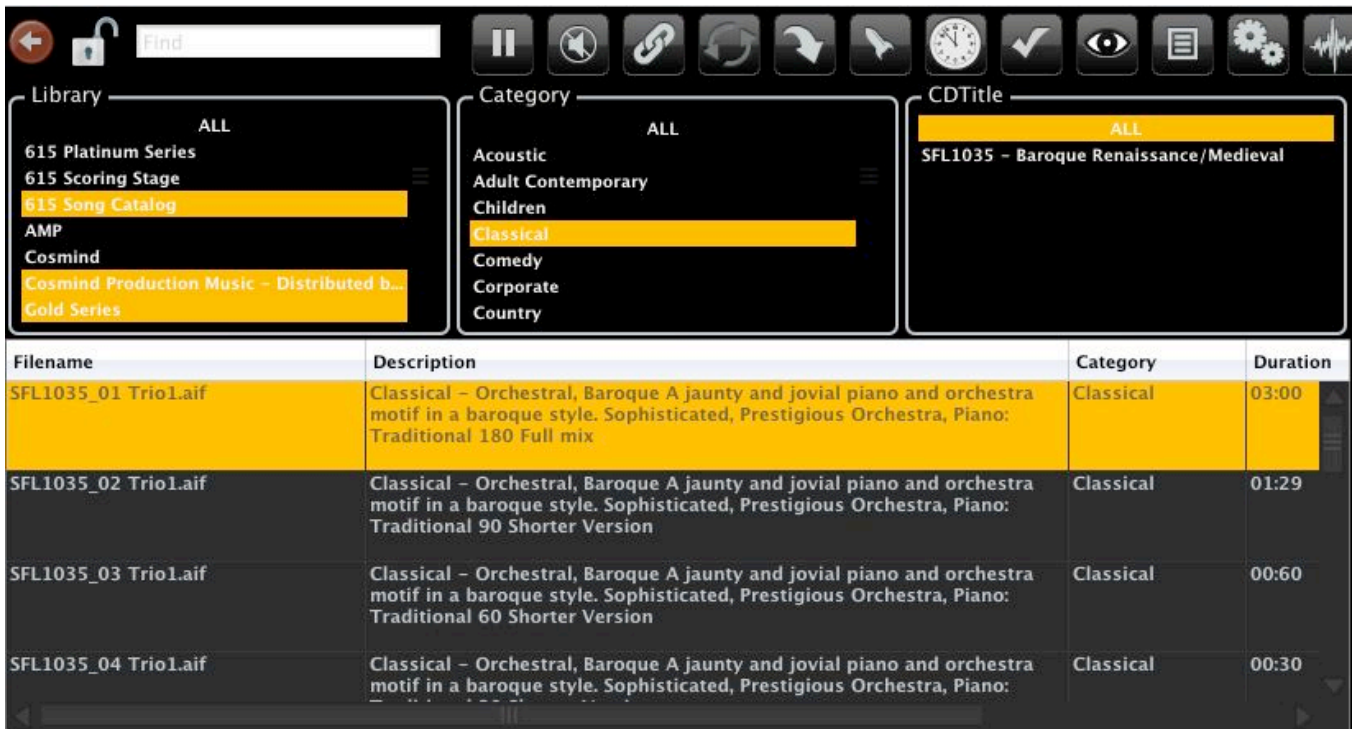
In the picture case, Three desired libraries were selected discontinuously (cmd-opt/ctrl-shift click), then I selected the 'Classical' category and that left me with one possible CD. I found what I needed very fast! As you make your selections your browser will update dynamically showing you the assets that match your criteria live!

There are hundreds of possible combinations for searching using the Live Filter Browser. At any point, it is always updating the number of files in your browser to reflect the 'filtering.' Again, no metadata, no feature...so make sure your files are properly enriched to take advantage of the many new search options in HD.

5. Lyric searching

Lyric searching is a specialized aspect of Music searching. The V4 lyric field can be embedded with rich formatted lyrics and the HD engine can display them both in the Metadata pane or in the Lyrics window. This window is accessed via the Lyric search tool in the your main toolbar. When this is engaged, the engine does an optimized search for lyric content based on the search criteria. The engine is capable of returning the files that most matched the search terms first with extra emphasis put on the proximity of words. In other words, if you search 'the moon also glistens', it may find many possible candidates that contain those search terms but those that have those words closer together are returned first.
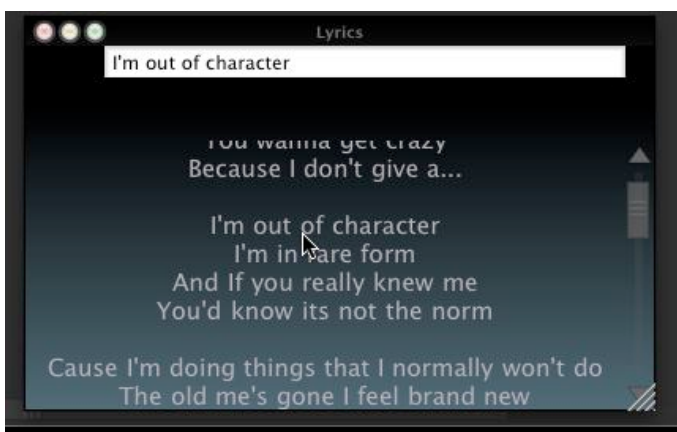
When found, the lyrics will display in proper format provided they were embedded with proper formatting

6.   Transfers

Transfer come in two basic types: Referenced and Transcoded. Many users do not understand the basic differences between the two, but it is important to delineate. A 'referenced' transfer is when one application merely tells another application where to find an existing audio asset and the receiving application then decides what to

do with it. Some applications will simply play the file from the original position. You cannot edit or otherwise modify a reference transfer as it is simply pointing to the original and letting the receiving application decide on what to do with the file. If you use the DRAG mini tool in the Player or drag directly from the HD Browser, you are engaging in a referenced transfer. In some cases this may be preferable, but be aware the copy and conversion, should it be required, is governed by the receiving application, not Soundminer HD and this can affect what happens to metadata. Having said that, there are drag and

drop methodologies that include copy/conversion(transcoding) routines. Soundminer HD has two: The Smart Drag featured in this movie:

http://smftp.s3.amazonaws.com/New_HDDragMode.mov   or the Transfer History pane. A third transcoding method used by Soundminer HD Plus is Spot to Timeline, but this feature is limited to those applications that support a Spotting Interface(Pro Tools, Nuendo/Cubase, Logic, Pyramix). There are a myriad of possibilities in HD, so familiarize yourself with the setting pane accessed via the main toolbar.

6.1. SmartDrag

When you mouse over the waveform overview, you mouse tool will change when it moves around the waveform. If you drag across the waveform, it will select and make an edit. As you mouse to the front or back of the selection the TRIM tool appears. BUT, if you mouse to the top part of the waveform a 'hand' will appear.

If you click, HD will begin converting based on your current settings and place a converted

copy into your Transfer path. You will see the conversion process draw out over the selection (or whole file if no selection is made). When complete, you can quickly drag off HD and your selected DAW will come forward automatically allowing you to then place an edited copy on your DAW's timeline.
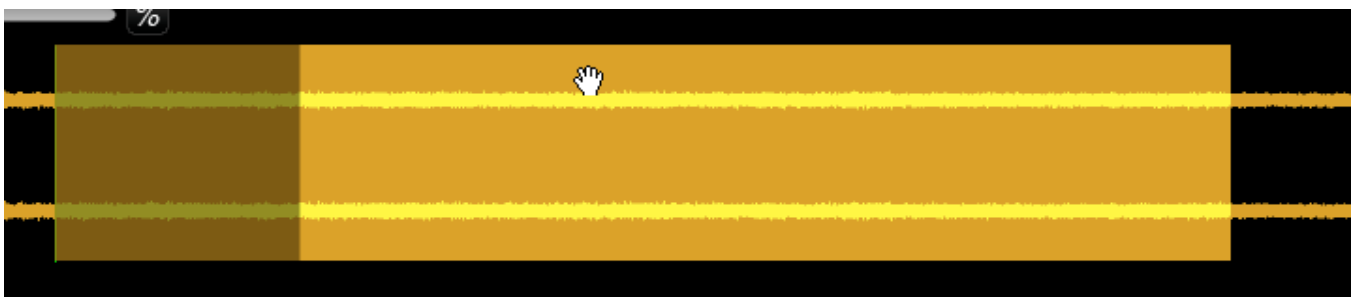
Also see this movie:

http://smftp.s3.amazonaws.com/New_HDDragMode.mov

SmartDrag is different than dragging from the browser or using the mini tool which are REFERENCED transfers. No conversion is done in a referenced drag. It merely it telling the target to accept the original file. The receiving application then determines if it wishes to copy or not. SmartDrag uses your copy settings to make a new copy with edit, filename and other settings applied.

6.2. Using the Transfer History and Drag and Drop
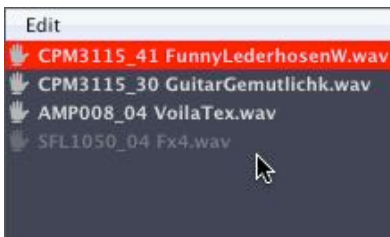
The Transfer History uses the transfer settings to first transcode the selection and then place them in a pending list (Transfer History). The files in that list are all copies of the original with your edit/pitch info already applied and awaiting your delivery decisions. The Transfer History pane then uses the simplicity of drag and drop to allow you to move the copies, not the originals to your destination target. It also intelligently recognizes what DAW process is running and allows a user to point HD to that application. As soon as you drag out of that list, the HD window disappears and it brings your target application forward, thereby making it easy to drag and drop right into the timeline, bin or project. This method works with just about every application we tested - Pro Tools, Nuendo, Final Cut Pro, AVID, Reaper, Digital Performer, and many others. It is, however, important to make sure your transfer settings are correct(Pro tools session parameters are auto-detected for PT7, 8 and 9 session formats). Use the Settings tool in the main toolbar to access the menu. The options available in the settings page vary depending on what application is running. To close the settings pane, click off the pane. HD Plus allows multiple files to be dragged from the Transfer History pane while HD basic Edition allows only one file at a time to be dragged out.
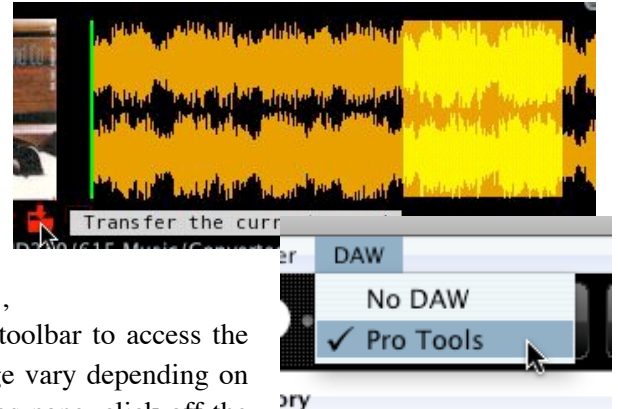
6.3. Spot to Pro Tools (HD Plus)

As noted above, one can work with Pro Tools using the Intelligent Drag and Drop method. Pro Tools, however, also can also take advantage of the Spot to timeline feature. To use this transfer method, make sure you begin by first taking your Pro Tools session document and dropping onto the HD Plus Browser.(Mac users see auto-detect feature below) This will set your transfer settings automatically to match the current session. It's always a good idea to visit the settings pane to confirm and make any changes if you are addressing a special circumstance like transfer to mono tracks, summing to mono or deciding to reference originals. All of these can be controlled in the settings pane.

When Pro Tools is running it will appear as a selectable item in the DAW menu. Select it. Once you have this set up correctly, you need not worry about it again.

MAC USERS: HD has the ability to auto-detect a Pro Tools 7, 8 or 9 session document when running. Launch Pro tools first. HD will auto detect if a new session starts as well. In the DAW menu in HD, you should see that Pro Tools has been recognized. when you select it, HD will recognize and read in all the Pro Tools session information and confirm with a display:
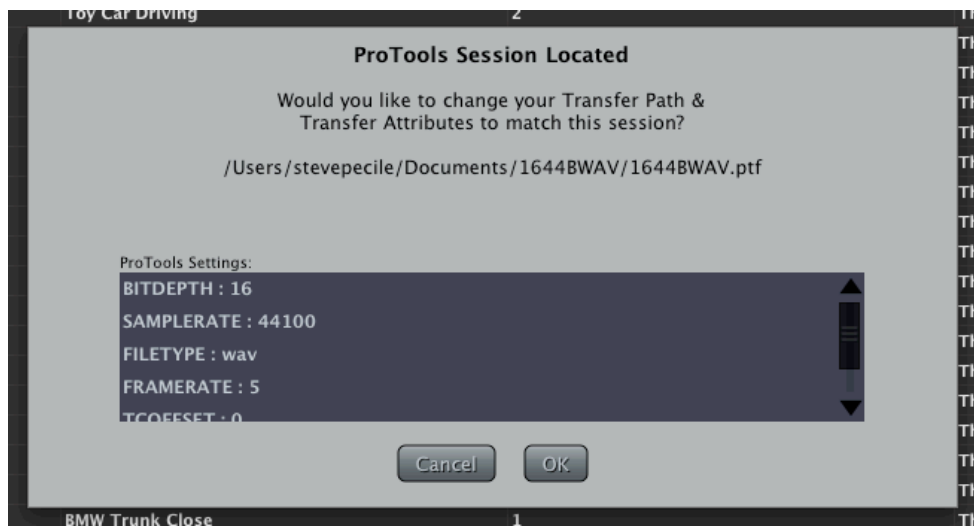
Your settings will change automatically to match this particular session including the transfer path. This can be accomplished by dropping the PT7, 8, or 9 session document onto HD as well.

Pro Tools 10 note: As of the writing of this document, the auto-detect/ingestion feature is not possible with a .ptx (Pro Tools 10) document. AVID has changed to session format and it is not backwards compatible at this time. Until such time that we and AVID sort this out, the workaround is to save a copy(optionally empty even and re-named) of your session as a .ptf session in the same folder. This will trigger HD's auto-detect feature.

With all your parameters now aligned. go to the Pro Tools timeline and put your cursor where you want the intended audio file to go. Make sure to select the correct track format (mono or stereo or multi). Assuming you have selected a stereo track, switch back to Soundminer, find the file you want, and if you like, make an edit, change the pitch and then either hit the Spot Tool or use the quick key cmd/ctrl-S. The audio file will be converted to split file format required by Pro Tools, placed in the target directory as noted in the settings pane and then placed on the Pro Tools timeline at the cursor position last used. The programme will auto-switch focus to Pro Tools when complete.

This is documented in this tutorial movie: http://www.soundminer.com/assets/WorkigwithPT8.mov

This movie documents spot to timeline as well as the HD/HDplus option of the Transfer history pane.

In addition, with HDplus you have a few other options: The Settings pane will also allow you to Spot as Region. This can also be access in the main tool bar:

When toggled in the pictured mode, HDplus allows you to transfer the whole file but only place the edited portion on the timeline. Because all the audio data was transferred, you can open up the edit and recover more of the audio file.

In addition, HD Plus will allow you to set other transfer options in the SETTINGS pane: You have a great deal of control over the naming of the file, that file's character length, whether a region is transferred with 'handles' (extra audio on both ends), altered tag to its name when pitched, as well as other options in this menu.

File Type	wav
Filename Limit	37
Filename Scheme	Filename:1
Interleaved	⬤
Spot As Region	✓
Handle Size(in seconds)	0
Altered Tag	MOD
Sum to Mono	⬤
Use .M for mono files	✓
Reference Original	⬤
Check illegal characters	✓
Spot into stereo streams	✓
Send into DAW	✓
AutoDetect ProTools Session	✓
Embed metadata on transfers	✓
xferPath	/Users/stevepecile/Documents/1644BWAV/Audio Files

*Soundminer has long supported Spot to timeline for Pro Tools (we were instrumental in its development). How-ever, Digidesign/AVID is still using legacy code for this process and this can cause anomalies if using foreign characters. This is a limitation of the Pro Tools Spot code rather than Soundminer.

6.4. Working with AVID Media Composer(Mac and PC)

Soundminer has developed a workflow that now moves all our enriched metadata into the Avid Media Composer (v4+ metadata). Like with other applications, Soundminer knows when the AVID is running. It will appear in the DAW menu when present. Select it. Go to the set-tings pane and make sure your settings match your AVID session. As a rule select 'aaf' file format to ensure all metadata travels safely to the AVID. This file format was developed for the expressed purpose of working with the AVID.

The ideal method for working with the AVID is the intelligent drag method. Once your settings have been set, you are ready to use the Transfer History pane. As you find files to transfer, use the Transfer mini tools in the Player to copy your selections to the Transfer history pane.

The Transfer History pane then uses the simplicity of drag and drop to allow you to move the copies to the Media Composer. As you drag out of that list, the HD window disappears and it brings the Media Composer in focus thereby making it easy to drag and drop right into the bin. You will then notice all the metadata from the source has been copied into the Media Composer's Bin.
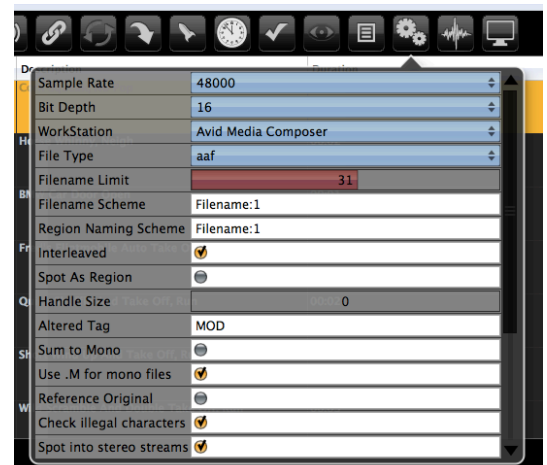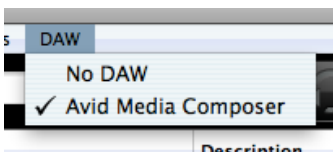
Composer	Publisher	Library	Descript	Description
Leslie F. Summerfield (ASCAP), Matt McGuire (ASCAP)	Also Known As Songs, Inc. (ASCAP)	Fifth Floor Music		Drama: Gothic
Chris Pappas (ASCAP)	Also Known As Songs, Inc. (ASCAP)	Fifth Floor Music		Drama: Family
Chris Pappas (ASCAP)	Also Known As Songs, Inc. (ASCAP)	Fifth Floor Music		Drama: Human
Warren David Pelman, SOCAN 50%/ Matt Waldrum, ASCAP 50%	Dave Pelman Music Publishing, ASCAP 50%/ Absurd Music, ASCAP 50%	Dave Pelman-Lionsgate Music Library-Genres		Rock, Alternat

If properly set up, the SmartDrag feature will also work with theAVID Media Composer(make sure to set the format to AAF).

6.5. Working with Final Cut Pro (MAC)

Final Cut Pro (FCP) is among those application that HD will auto recognize as running. It will appear in the DAW menu when it is present. Select it. Go to the settings pane and make sure your settings match your FCP session and the intended transfer folder is in fact the one you want. As a rule select 'aif' file format to ensure all metadata travels safely to Final Cut Pro. AIF file format is preferred by Apple. Also set the file to be stereo interleaved if not already selected for you. The ideal method for working with FCP is the SmartDrag method, but you can use the Transfer history method and the SPOT command will transfer audio in batch into a folder named 'Soundminer Import'.

To use the Transfer History: Once your settings have been set you are ready to use the Transfer History pane. As you find files to transfer, use the Transfer mini tools in the Player to copy your selections to the Transfer history pane. The Transfer History pane then uses the simplicity of drag and drop to allow you to move the copies, singles or in batch(HDplus only) to Final Cut Pro's timeline or Project area. As you drag out of that list, the HD window disappears and it brings Final Cut Pro forward thereby making it easy to drag and drop right into the project or timeline.

A batch transfer process also exist for moving files into Final Cut Pro (HD Plus only). Final Cut Pro 7 is the minimum requirement. Using the same command for Spot to Timeline (cmd/ctrl-S) or the 'Bring Into' command (cmd.ctrl-B), the file will be transcoded based on your settings pane and files will be copied and converted to the target directory and placed in the Final Cut Pro current Project in a folder named, 'Soundminer import.'

*please note metadata for Final Cut Pro is at present limited to the Master Comment fields in the FCP project where we attempt to add as much data as possible - including Description, Composer, and Publisher information

6.6. Working with Logic 9 and Soundtrack Pro (MAC)

Both Logic 9 and Soundtrack pro from Apple can be utilized in the same fashion as Final Cut Pro (also from Apple). These two application support the Spot to Timeline option(HD Plus only). Logic 9's implementation, however, restricts spotted files to the top most track in the session. Soundtrack Pro restricts all spotted files to stereo interleaved format only. These products are only available for Macintosh computers.

The spotting process requires a user to first go to the Logic 9 or Soundtrack Pro timeline and place their cursor at the intended location and time on the timeline. In Logic 9, the selection regardless of the cursor position will always be placed on the top most track.

Now switch back to Soundminer, find the file you want, and if you like, make an edit, change the pitch and then either hit the Spot Tools or use the quick key cmd/ctrl-S. The audio file will be converted, placed in the target directory as noted in the settings pane and then placed on the Logic 9/Soundtrack Pro timeline at the cursor position last used (Logic 9 constricts it to the top most track only). The programme will auto-switch to the target application when complete. AIF file format is the preferred Apple file type.

6.7. Working with Pyramix (PC HD PLUS only)

Merging Technologies are the maker of Pyramix - a complete audio post production software package for the Windows environment. Soundminer HD Plus is happy to announce support for this platform. One can work with Pyramix using the SmartDrag and Transfer History, but most will prefer to use the Spot to DAW option. It is always a good idea to visit the settings pane to confirm your current Pyramix session and make any changes if you are addressing a special circumstance like transfer to mono tracks, summing to mono, Spot as Region, or deciding

to reference originals. All of these can be controlled in the settings pane. Pyramix is exceptionally flexible so even if you send in a copy at a different rate or format, Pyramix will operate smoothly.

When Pyramix is running, it will appear as a selectable item in the DAW menu. Select it. Once you have this set up correctly, you need not worry about it again.

The spotting process requires you to first go to the Pyramix timeline and put your cursor where you want the intended audio file to go.

Now switch back to Soundminer, find the file you want, and if you like, make an edit, change the pitch and then either hit the Spot Tools or use the quick key cmd/ctrl-S. The audio file will be converted, placed in the target directory as noted in the settings pane and then placed on the Pyramix timeline at the cursor position last used. The programme will auto-switch to Pyramix when complete.

The Settings pane will also allow you to Spot as Region. This then allows you to transfer the whole file but only place the edited portion on the timeline. Because all the audio data was transferred, you can open up the edit and recover more of the audio file. Metadata transfers are not supported at this time.

Sound Output Device NOTE: There is no ASIO support for HD. From what we have been told by Merging, their hardware can only be accessed via an ASIO bridge on the Mykerinos and MassCore hardware systems. And as such the user is limited to using the internal card or another secondary interface that can use the Windows Media Driver (WMD). One could send the output of the card into two inputs of the Mykerinos card and bring it back as an AUX. In Native mode, Pyramix shares the WMD fine and should be available in the Sound Output Devices menu.

6.8. Working with Steinberg Nuendo 5/Cubase 6

Users can work with Nuendo using the Intelligent Drag and Drop method noted at the beginning of this section (HD and HD Plus). Nuendo 5, however, also can also take advantage of the Spot to timeline feature (HD Plus only). Windows users will have to download and install the correct SKI:

http://soundminer.s3.amazonaws.com/soundminerski(pc).zip

Unzip it and put it into c:\Program Files\Common Files\Steinberg\shared components (create the folders as necessary) Here it'll be available to any Steinberg apps/future versions. Or you can drop it into c:\Program Files\CubaseFolder\Components(visible only to that version).

Relaunch Cubase, the DAW menu should now say Steinberg SKI

MAC users require a manual installation from here:

MAC USERS:http://soundminer.s3.amazonaws.com/SMNuendoSpotSKI.MAC.zip

Unzip this into the following directory: /Library/Application Support/Steinberg/Components/ (Create folders as necessary).

For both platforms: launch Nuendo 5 (N5) first, then Soundminer HD Plus. If functioning properly, the Soundminer plug-in will be listed in Nuendo under Devices/Plug-in Information/Program Plug-ins.

When Nuendo 5 is running, it will appear as a selectable item in the DAW menu of HD Plus. Select it. Once you have this set up correctly, you need not worry about it again.

The spotting process requires you to first go to the Nuendo 5 timeline and put your cursor where you want the intended audio file to go.

Now switch back to Soundminer, find the file you want, and if you like, make an edit, change the pitch and then either hit the Spot Tool or use the quick key cmd/ctrl-S. The audio file will be converted to the file format required by Nuendo 5, placed in the target directory as noted in the settings pane and then placed on the timeline at the cursor position last used. The programme will auto-switch focus to Nuendo 5 when complete.

The Settings pane will also allow you to Spot as Region. This can also be access in the main tool bar:

This then allows you to transfer the whole file but only place the edited portion on the timeline. Because all the audio data was transferred, you can open up the edit and recover more of the audio file. In addition, HD Plus will allow you to set the handles length in case you want to transfer a little extra but not the whole file. See the last section for a closer look at the Settings pane.

What about Cubase? Tests with Cubase 6 all work. Early reports no confirm Cubase 5 also works but be aware of the following:

**SMHD works on 32 bit and 64 bit operating systems. Nuendo and Cubase come in 32 bit and 64 bit flavours for the appropriate operating system. Only 32 bit version are approved at this point.

***LOCALE potential issues(WIN) - Basically if you have set your 'locale' to something other than ENGLISH, you may run into programmatic issues. For example, in French because users are accustomed to ',' instead of '.' for numbers. it will confuse the application. Solution for now, is to change your locale: Start menu - search - locale (control panel region and language should come up). Change the decimal from , to . we know its not ideal, and we've changed HD so that it does this just for the program and not system wide

7.   The Settings Pane

The Settings pane is a critical area where all your transfer attributes are controlled. Soundminer HD is capable of transcoding 44.1khz and 48khz files in either 16 or 24 bit depths. Supported file formats for writing are: .wav, .aif and AAF format(HDPlus only). HD will read .wav, .aif. mp3 (and SD2 on Macintosh systems)

Filename Scheme - A naming scheme is a powerful way to control filenames or region names when copying files. The Soundminer algorithm allows you to use the metadata in your file to build names. For example when you transfer a sound effect to your DAW you may want the file name to include some information about sound file taken from the Description field. Instead of re-entering that information when you spot the effect, you can instruct Soundminer to extract the information from that field and build the file name from the field information. HD uses a simplified version of our v4 file naming algorithm. You can easily build a scheme using this format: the name of the field, colon, number and then the pipe character (should be above your Return key on an English keyboard) to separate multiple fields - i.e.. Category:3|Source:2|Description:1. The scheme then looks at your filename limit and uses the numbers to determine the priority when deciding on truncation (a file with a' :1' would be prioritized if exceeding the selected filename limit). To add 'text' into the scheme: Filename:1|Add Text|Description:2

Interleaved - With the button checked, files will be copied in interleaved format. Most applications prefer this format. Pro Tools requires the files be Split. Leaving this box unchecked will result in split file transfers using the Pro Tools naming standard - .L/.R

*PT10 now supports interleaved but their Spotting API does not hence, to maintain spotting, you must work in split mode for now.

Spot as Region - Where applicable, HD will transfer the whole file but will make a region from the in/out selection made in the Player. This transfers the WHOLE file but spots only the region created in the Player. in the timeline. The user can then open up the edits after transfer or use any other portion of the full file. This can be toggled on/off from the main toolbar as well.

Handle Size - Allows the user to set an amount based on seconds of extra audio data that is automatically transferred when making a region selection in the Player. For example, if a user makes and transfers a portion of a file that is 5 seconds long and the settings pane includes a handle size of '1', the final transferred file will have 1 second of extra audio on either side of the edit.

Altered Tag - When applying DSP processing to a file like Pitch, the HD naming engine will automatically add this altered tag to the filename so a user can instantly see that the copied element was modified from the original.

Sum to Mono - When checked, all transfers will be summed to a single channel and transcoded as monophonic.

Use .M for mono files - When checked this further controls the naming of monophonic audio file by adding the extra extension '.M'

Reference Original - When checked, no copying or converting is applied and the file is sent to the target destination in its original form. The receiving application, therefore, must have the ability to play the file from its original location in the database.

Check Illegal Characters - Growing in importance especially in cross platform environments, this radio button automatically strips out characters that are not cross platform compatible or have been listed as 'illegal' by the manufacturer. It is a good practice to leave this on.

Spot into Stereo Streams - This applies to those support application that use two track types - mono and stereo. It is important to be aware of exactly where you are spotting files in their timeline as incoming audio clips could be sent to undesirable tracks. If spotting a stereo file to a stereo track, this preference needs to be on. If spotting a stereo track to two mono tracks, this options should be off (i.e.. Pro Tools).

Use the Scroll bar in the Settings pane to see the rest of the settings options......

Send to DAW - This is a vestige of our older systems. When not checked, It sends the audio to the transfer path but does not put the audio in the target application software....it should remain on.

Auto Detect Pro tools Session - This turns on the auto-detection mode specifically for Pro Tools. You may not wish to be alerted and can turn this featured off here.

Embed metadata on Transfer - There may be cases where a user may not wish to copy metadata out of the system. Uncheck this box in those cases. By default, the state is ON for all copies.

Xfer Path - As its name implies this is the location where transcoded audio will be placed. Click the button on the far right to alter the location of transferred files.

Visualize Play history - with this unchecked, items played will not 'dim' visually notifying the user that they have been auditioned already. It does speed up the database slightly.

Clear Play history on Launch - With this checked, files that you have played during your session will reset. Leaving it unchecked will allow visual dimming of files you have played before to persist on subsequent launches.

Clear Mark history on Launch - With this checked, files that you have marked during your session will reset. Leaving it unchecked will allow visual colouring of files you have played before to persist on subsequent launches.
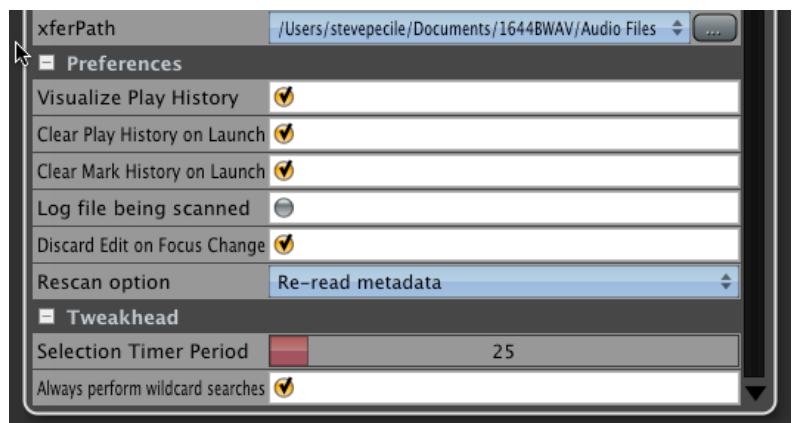
Discard Edit on Focus change - Edit will persist as you move around the interface with this unchecked.

Visualize Play history - with this unchecked, items played will not 'dim' visually notifying the user that they have been auditioned already. It does speed up the database slightly.

Rescan Options - Leaving this option in 'Re-Read' mode will update metadata changes in files if re-scanned. It will have to check each file which makes scanning slower. The other option is to 'Skip Existing' which will make for faster scanning as files already in the database will be skipped.

Selection Timer Period - This setting is for how quickly you wish for HD to be when you move around the interface. Lowering and unchaining the player can make for speedy browsing without it drawing up each file as you pass over it...

Wildcard Searches - FX editors will prefer to have this checked. The search engine will auto-stem 'expl' to look for "explosive, explosives, explosions, etc." Music editor may prefer to have this off.

8.   Metadata

Soundminer HD is capable of reading the v4 metadata wrapper as well as the Broadcast Wave BEXT chunk and the id3 tag standard. HD and HD Plus, however, only embeds v4 data into files and id3 tags into mp3 files. HD Basic Edition is capable of modifying and embedding only the 'User Comment', 'Description' and 'Category' fields while HD Plus can modify and embed any supported field.
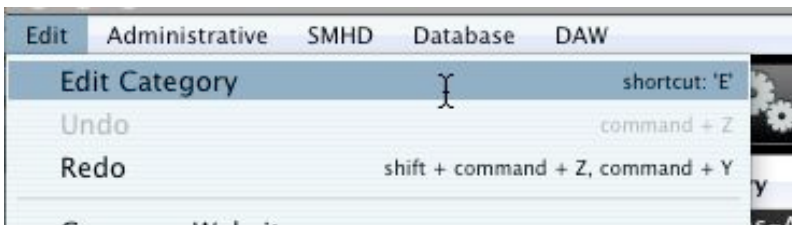
To modify a field available for editing, click on the asset and field that you wish to edit. Then either use the shortcut 'E' to enter Edit mode or use the Edit menu option to engage the same mode. The field will be highlighted allowing you to modify the content. Make your modifications and hit RETURN/ENTER. If you make a mistake, the EDIT menu contains an UNDO (1 level). In addition, HD Plus has a special batch feature that allows a user to assign multiples based on existing data in a field. As you add data to those fields in which shared data may be a reasonable option (i.e., Category, Library, Mood, Designer, etc.), you will have a dynamic 'assign' option added to your contextual menu.
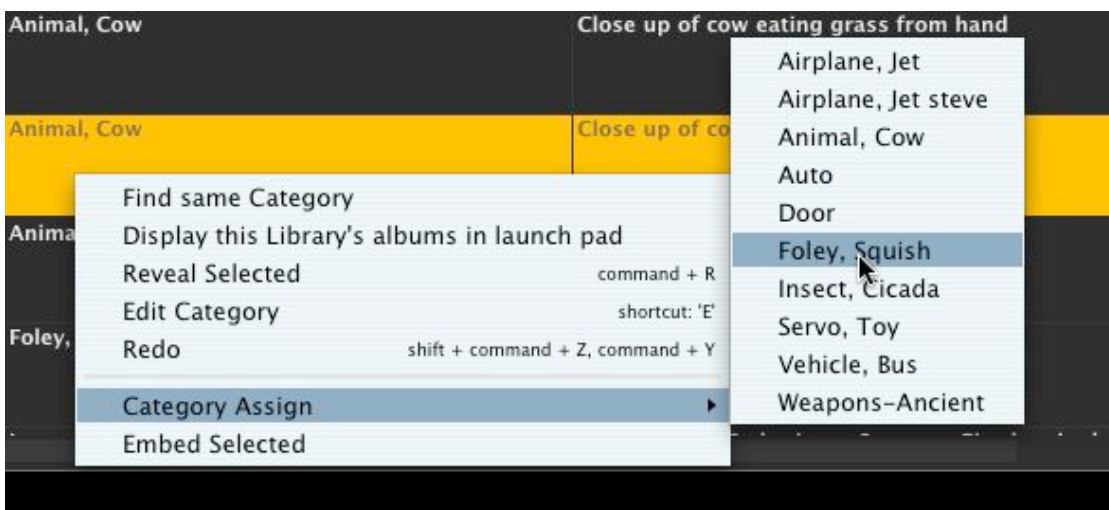
As you add 'categories' in this case, this list will grow and with it, so will your ability to batch assign anything from the list to a group of selected files. When entering in text in a field if you control/right click you will also get suggestions from your database that match what you have typed so far (or all if applicable). This applies for all fields used for 'summaries' (i.e.. Category, Show, Library, etc.).

HD and HD plus both contain the ability to find all records that have been modified (SHOW DIRTY). This features allows a user to gather up all the files that have been modified, for the purpose of then embedding those changes to the files. You must have read/write access to the file for this operation to work correctly. Records can be embedded use the menu option from this menu (EMBED SELECTED).
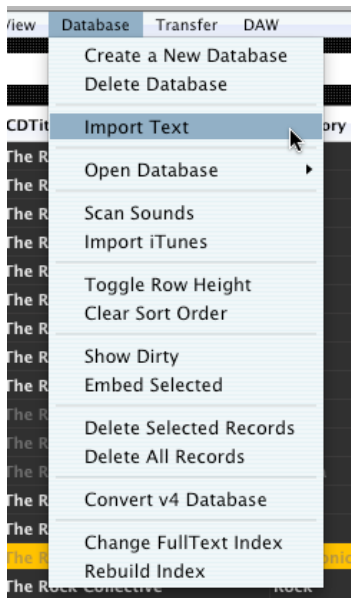
Text Export - Any metadata can be exported in text format by using the EDIT/Dump Results to Text option. This will output whatever records you are viewing and whatever fields have been enabled.

Text Import - One can add metadata to existing files by creating a CSV or Tabbed text document with headers on each column that EXACTLY match the spelling and case of the target Soundminer field. You must have a valid 'Filename' field the exactly matches your assets. The menu will prompt you to locate the text file and then ask you to point to where the actual files that match the sheet exist.

Changing your FullText Index - In the Database menu, a user will also find the option to change their FullText Index. As explained in the Searching section, 'Full Text' is a function of an advanced boolean engine. The group of fields that are selected for searching are checked off. This menu option allows a user to change which fields are searched in boolean mode. Remember that if you were to add all, the engine could possibly slow down significantly. The power of boolean speed comes from identifying those fields that are most suitable for searching.

Indexes that are checked off are the ones that are active for full text searching. When making a change to the full text index, the database engine will have to recalculate the fulltext index and this may take some time....be patient. You can rebuild the index any time use the same named option in the Database menu.

9. Items left unmentioned....
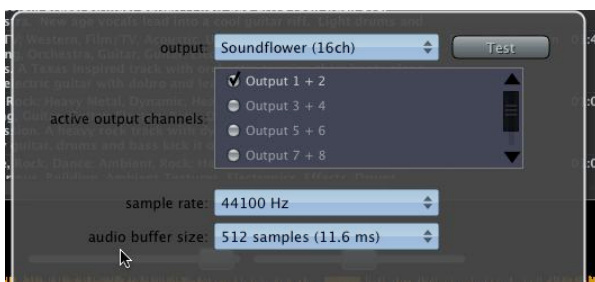
Sound Output Device - Found in the EDIT menu, this allows the user to control which available sound output device is selected. Be aware that the Digidesign hardware cannot be selected when Pro Tools is running. For those on Pro Tools Native, you can select the Pro Tools aggregate I/O and share the device except in cases where an AVID interface is being used. these remain single client devices and cannot be shared. HD and HD Plus are capable of two channel stereo only at this point for output.

Metadata/Embedding - HD Plus comes with the ability to modify and embed any of the visible fields. The HD Basic Edition allows a user only to modify select fields. The SMHD menu contain two items: SHOW DIRTY and EMBED SELECTED. The former collects all records that have been modified but not yet embedded and the latter allows the user to commit those changes back to the file. Be aware that the action of changing the content of the field does not store the information into the file. The embed process must be performed to ensure the record is fully enriched and the user must have read/write access to the file to complete the task correctly.

Rebuild Index - This option can be found in the SMHD menu and is a diagnostic routine to rebuild the Full Text index of the library.

Reveal Support Folder - As its name imply, this will find the Soundminer support folder for the user. This is where crash logs and the like are now found and are an easy way to help the user provide Techsupport with the necessary information to reproduce any reported issues. Send ALL queries to techsupport@soundminer.com
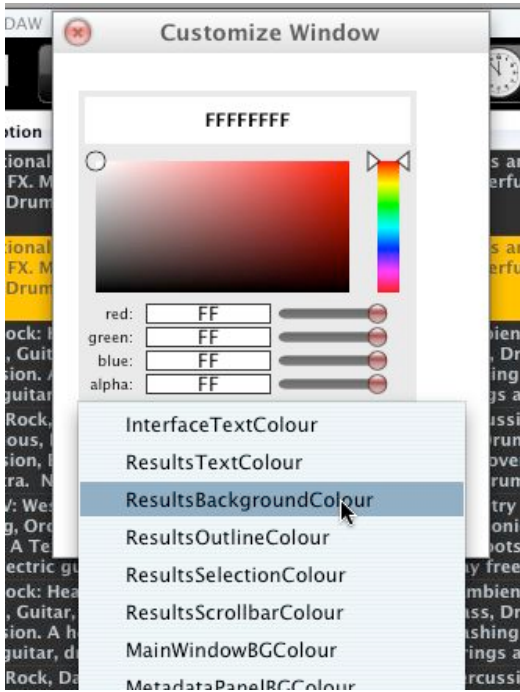
Customize Components - This menu is found in the Administrative men (HDPlus only). This menu is for those creative types who may wish to personalize the colour components of the interface. The full colour palette of the system is available to you....go crazy! If you go too far, hit the RESET button.

Batch Transfer(HD plus only) - Found in the Transfer menu, this feature allows you to batch convert without adding files to a project. This is useful when batch modifying files to a specific format.

10. License and Acknowledgements

Soundminer HD
Developed by : Justin Drury
Software Design : Justin Drury / Steve Pecile
http://www.soundminer.com
Soundminer has licensed components from the following software vendors.
JUCE - http://www.rawmaterialsoftware.com
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OpenCFLite - http://www.opensource.apple.com/
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taglib - http://developer.kde.org/~wheeler/taglib.html
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libxml2 - http://xmlsoft.org/
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CURL

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TagLib / Ogre

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==
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```
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  version 1.2.3, July 18th, 2005
```

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Jean-loup Gailly jloup@gzip.org

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