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presents

4A-Studio

Help Documentation

Includes information on recently added media features – See notes!

Published for the Microsoft® Windows® XP version of 4A-Studio
from The Michael Graham Software Group.

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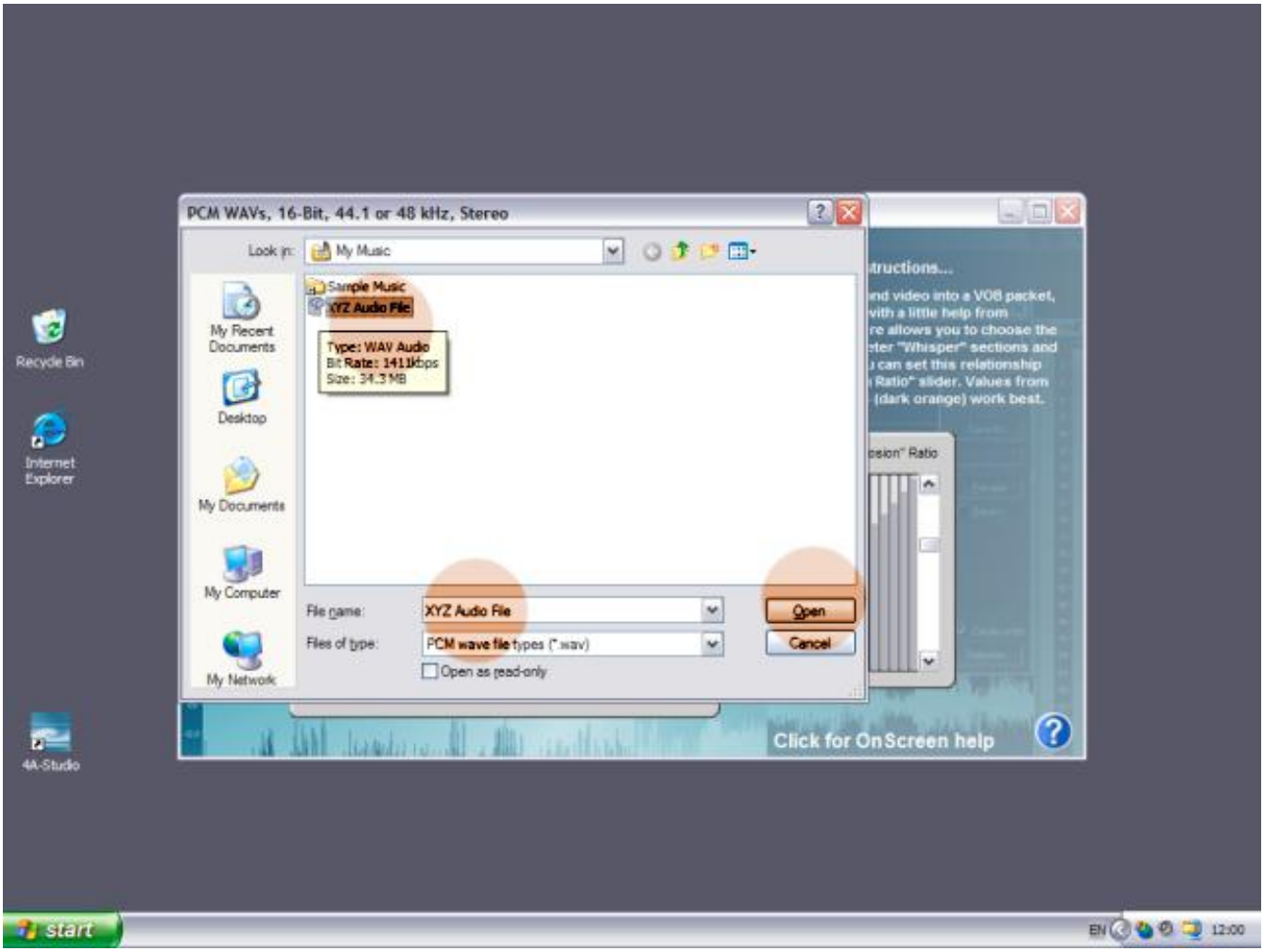
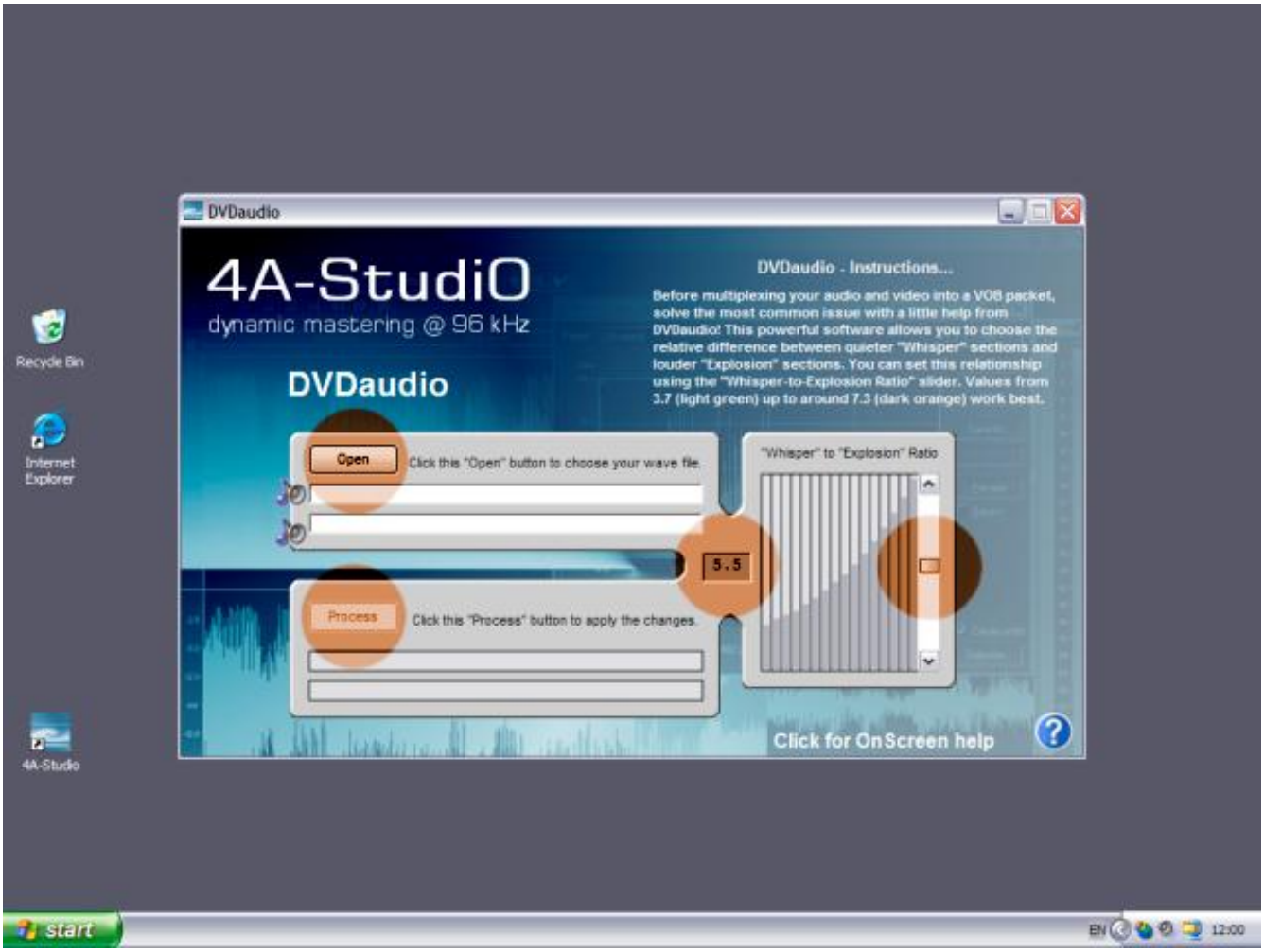
DVDaudio

Start by opening your audio file with a single click on the OPEN button. You'll be presented with a familiar file opener utility (see OPEN image below) where you can locate the audio file to be processed.



Once it's opened, DVDaudio automatically creates a SAVE AS file name, based on the original file's name, along with a "DVDaudio" suffix. This makes working with large audio files easy and logical. Due to the nature of DVDaudio's working algorithm, your SAVE AS file will be created on the fly, so to speak. In other words, the newly processed data will be saved as the software does its job. The advantage of such a method is simply efficiency with your PC's memory slots, while working with the hard drive.



Now take a look at the vertical slider control and move it up or down. You'll notice the number to the left of the ratio graph changing while you move the slider. This number signifies the relationship between your audio's quieter segments and the louder ones. Think of an action movie with sudden explosions. The explosions cause boosts of loudness compared to when actors are just talking in a relaxed scene. Ideally, our goal is to make the speech louder while bringing the explosions down a little. The end result is a movie audio track which is more evenly spread, as far as loudness is concerned. The left of the ratio graph represents relaxed loudness (i.e. speaking) and the right side represents active loudness (i.e. explosions). We're aiming for a fairly evenly spread loudness, so the movie can be viewed at midnight without disturbing the kids! Therefore, crank that slider up fairly high and you'll see the whispers becoming almost as loud as the explosions. Creating a track in this way means you no longer have to switch between high and low volume on the T.V. remote control. Actually, most T.V. broadcast stations these days use some kind of compression in this sort of way.

When you've chosen the desired ratio, click on the PROCESS button and go make a cup of tea – but be quick! DVDaudio works faster than any sound engineer.

As soon as processing has finished, you can hear the end result by clicking on the loudspeaker symbol, to the left of the OPEN or SAVE AS file names, depending on whether you wish to hear the original or the new audio track. Note the need for Microsoft® Windows® MediaPlayer, otherwise a warning message will be displayed.

NOTE: This preview window has been updated with added features. See the note at the end of this document.

As you can see in the image above, we've clicked on the loudspeaker and the track has started playing in the mini window.

You many not necessarily have the spectrum analysis bars in your mini window. We've pre-selected this view by making the selection in Windows® MediaPlayer during a previous audio session. You can make the changes through MediaPlayer's display settings*. We feel it's most beneficial to have the spectrum analysis pre-selected, as this offers sound engineers an ideal insight into the EQ content of the audio track. You may prefer one of the other available settings – it's up to you.

DVDaudio can be used on your ripped (you own the copyright, we assume!) movies, after the wave file has been extracted and converted from the VOB packets which make up the movie. It's no problem if the wave file is more than 180 minutes. That means you can even process film tracks which are longer than 3 hours. All this in just a few minutes. Much faster and more intelligent than any other software on the market, anywhere in the world!

If you're converting from VOB to an AVI compression format, simply run the extracted wave file through DVDaudio before interleaving the audio and video back together again. You can create evenly loud movies by setting the slider above 5 or 6. If you want the explosions a little quieter but still to have impact when they happen, set the slider around the 3 or 4 mark.

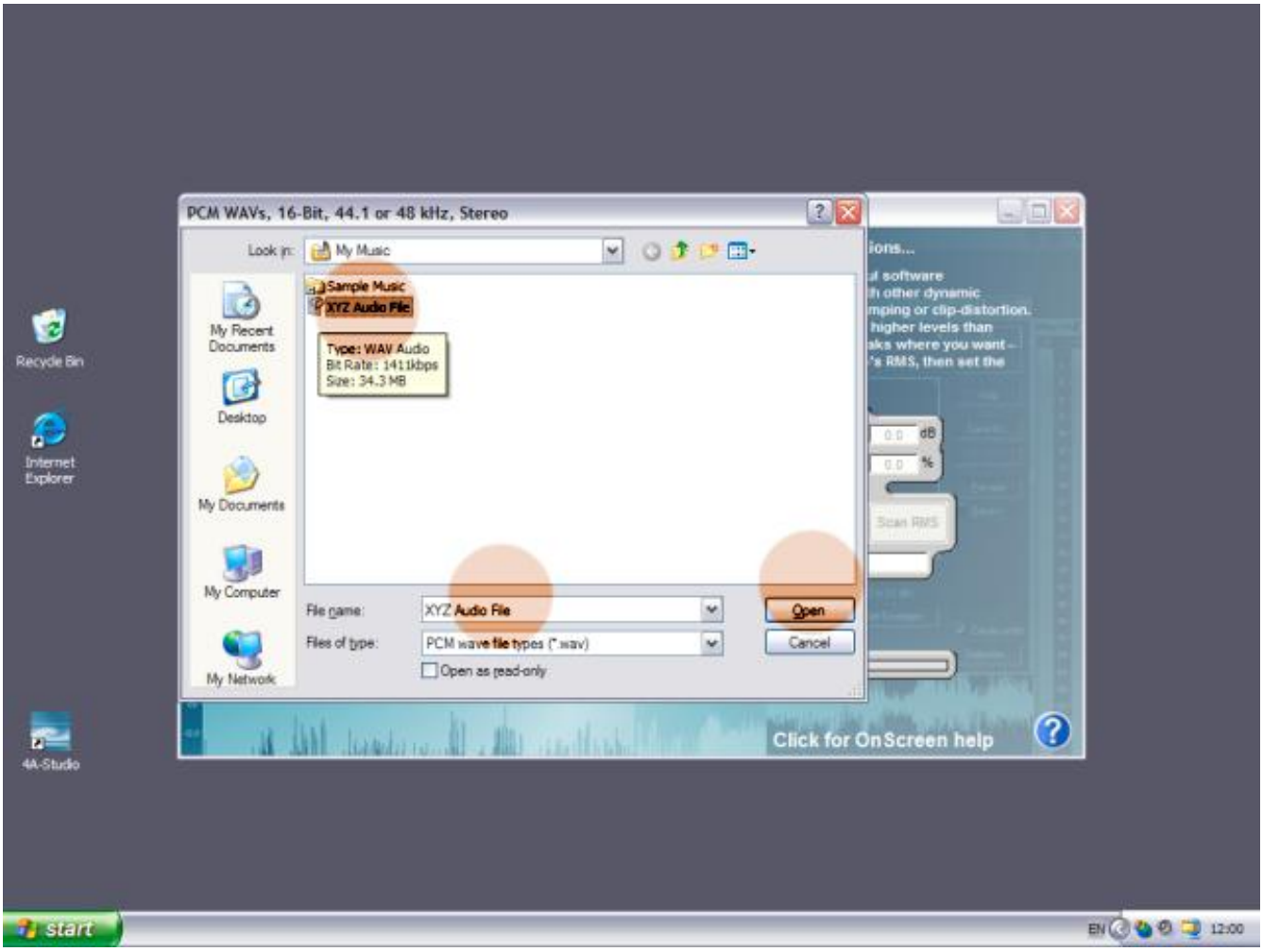
Do you have a long song you'd like to process? DVDaudio is ideal for this, as long as your original source material is more than 5 or so minutes in length. The longer the

better, because DVDaudio learns from the source material as it's processing. Give it a longer track and the brains seem to work smarter, making better decisions along the way. And don't worry, this doesn't mean your sound will only be good towards the end of the track – DVDaudio performs a full length decision scan before making any output saved data. The end result is something quite unique in the software industry, as no other company has the same algorithm as the one inside DVDaudio. We've designed this software to outperform every other method currently available across the entire globe. How we've managed this is a trade secret but we know for sure you'll be joining the thousands of other audio professionals around the world when you make DVDaudio a permanent part of your sound engineering studio.

If you're still only trying the demo version of DVDaudio, inside the powerful 4A-Studio package, and you'd like to get your ears on the full edition, simply upgrade by purchasing a software license NOW! 4A-Studio is currently selling more copies than granny's hot cakes, so go ahead and become a smart user today... (http://www.WaveGenix.com)

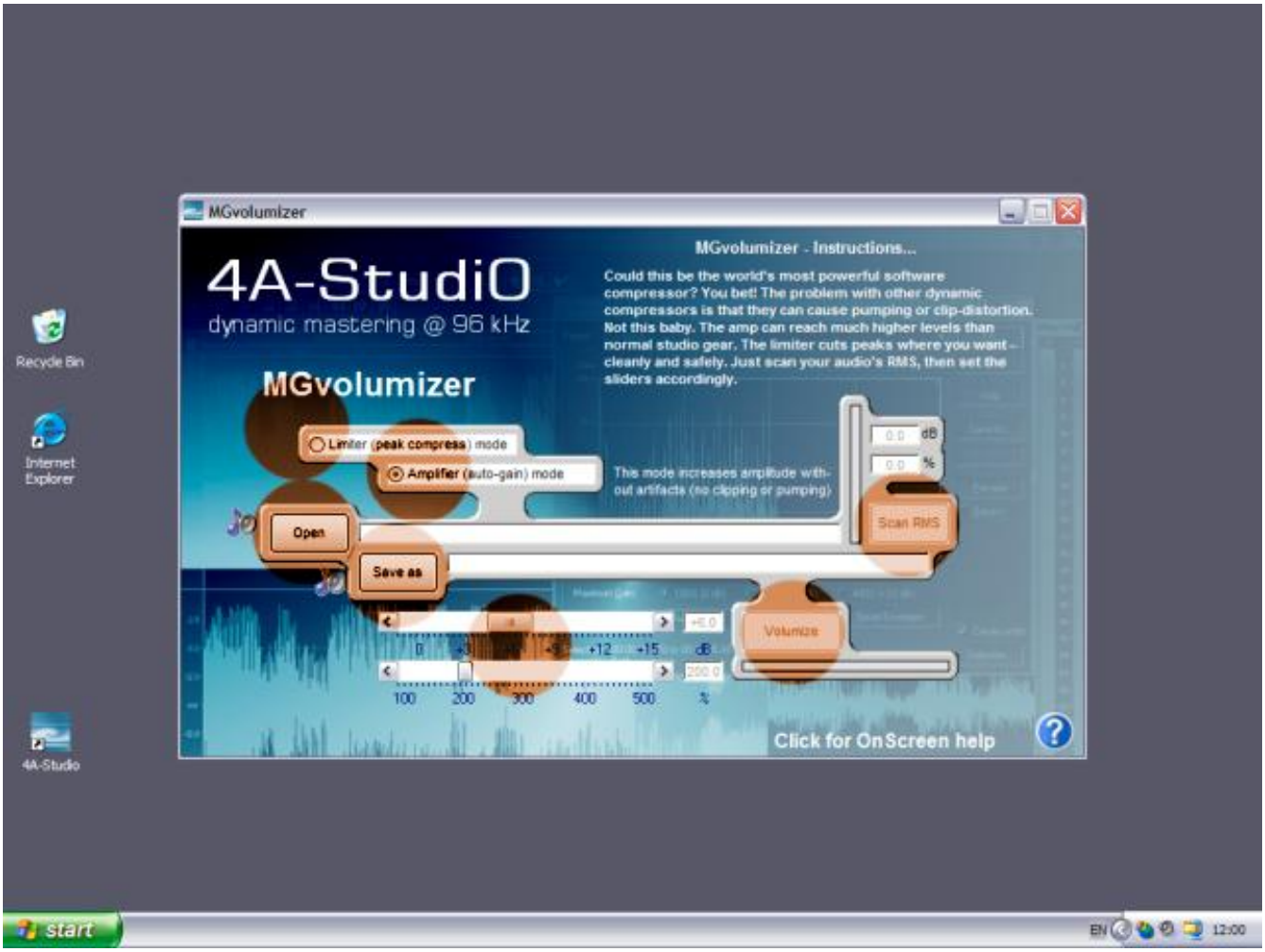
MGvolumizer

Start by opening your audio file with a single click on the OPEN button. You'll be presented with a familiar file opener utility (see OPEN image below) where you can locate the audio file to be processed.



Once it's opened, MGvolumizer automatically creates a SAVE AS file name, based on the original file's name, along with a "MGvolumizer" suffix. This makes working with other audio files easy and logical. Due to the nature of MGvolumizer's working algorithm, your SAVE AS file will be created after processing has finished. In other words, the newly processed data will be saved after the software has done its job. The advantage of such a method is simply efficiency with your PC's memory slots, while saving hard drive bottlenecking – drives are extremely slow and not practical for processor-intensive tasks. MGvolumizer performs its task entirely in memory before making the output audio file.

Now take a look at the option controls. You can limit or amplify, depending on your needs. Limiters prevent peaks above a specific ceiling. This can be good if you plan to make amplification adjustments later. Amplification, in the MGvolumizer sense of the word, means limiting above the normal maximum, while pushing quiet sections up accordingly. Think of it as a limiter with auto-gain functionality.



When you choose between limiter or amplifier functionality, the sliders change. Amplification uses sliders with a gain factor. In other words, the sliders add a volume increase. You can use percentages or decibels, depending on your preference in this field of work. One slider is for percentages, the other for decibels. Limiting uses sliders with a brickwall (maximum allowable ceiling). The sliders make the necessary cut at the specified brick wall. Here you can also choose between percentages or decibels.

How much should you move the sliders? For this purpose, MGvolumizer has an RMS scanning button, which you should exploit fully before making any decisions. For example, if you scan your opened track and it displays an RMS of –12 dB, though you'd like an RMS of –10, choose the amp and slide to a selection of +2 dB. As another example, you plan to later amplify using studio gear, so cut at –2 dB using the limiter.

When you've chosen the desired ratio, click on the PROCESS button and observe - MGvolumizer works intelligently, to create something a sound engineer can be proud of.

As soon as processing has finished, you can hear the end result by clicking on the loudspeaker symbol, to the left of the OPEN or SAVE AS file names, depending on whether you wish to hear the original or the new audio track. Note the need for Microsoft® Windows® MediaPlayer, otherwise a warning message will be displayed.

NOTE: This preview window has been updated with added features. See the note at the end of this document.

As you can see in the image above, we've clicked on the loudspeaker and the track has started playing in the mini window.

You many not necessarily have the spectrum analysis bars in your mini window. We've pre-selected this view by making the selection in Windows® MediaPlayer during a previous audio session. You can make the changes through MediaPlayer's display settings*. We feel it's most beneficial to have the spectrum analysis pre-selected, as this offers sound engineers an ideal insight into the EQ content of the audio track. You may prefer one of the other available settings – it's up to you.

MGvolumizer can make your quiet track louder with the amp setting, without any audible side effects. Usually, this kind of processing can only be achieved with costly studio methods. Therefore, if you have a song or melody which requires added punch, use MGvolumizer. If your track needs a little trimming down for later work on a studio amp, use MGvolumizer.

Do you have a studio track which has been mixed yet it requires a boost? Set MGvolumizer up with amp mode, and make slider adjustments so the end result is around –11 dB RMS. It can be exactly what you were looking for.

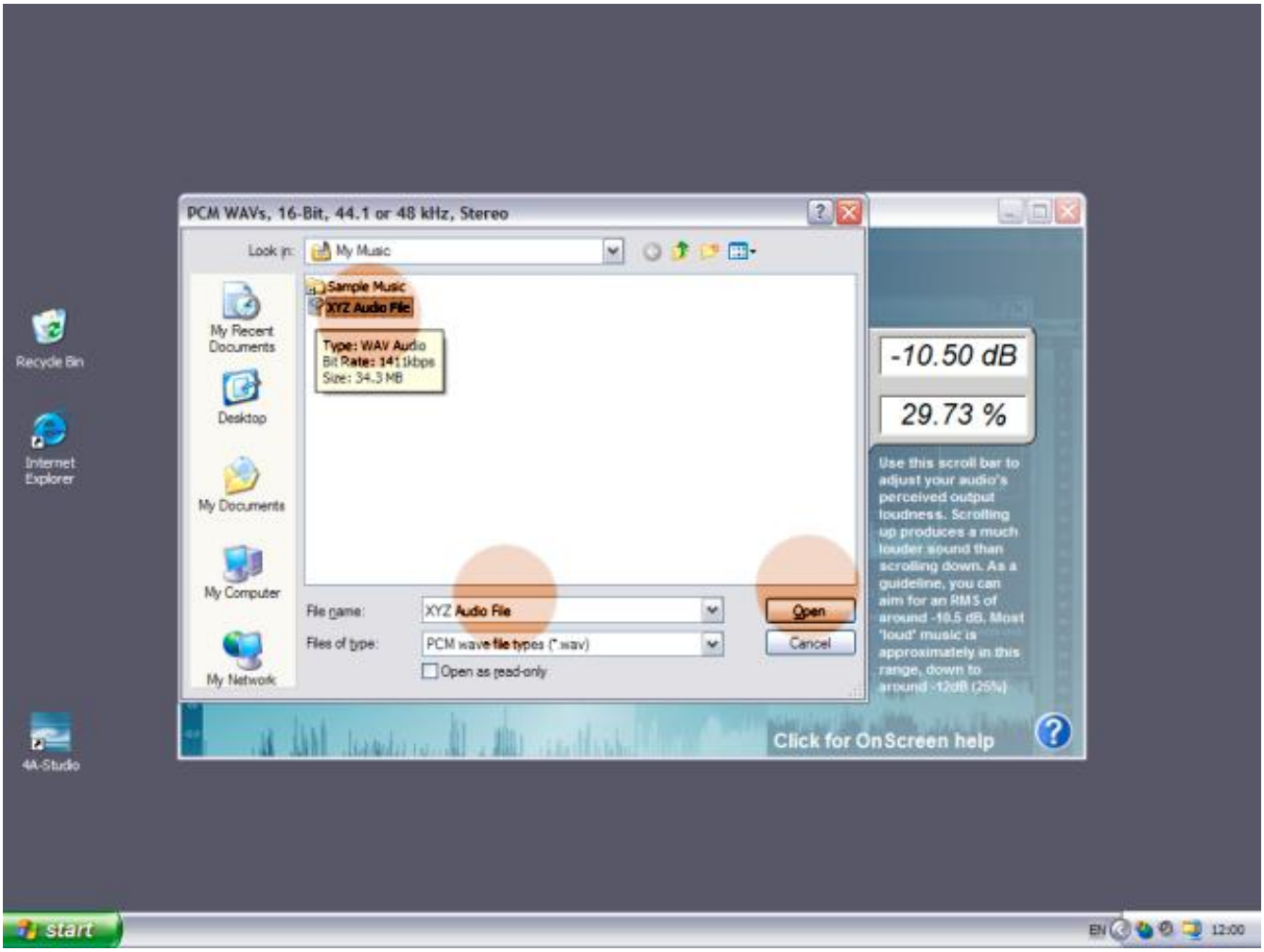
The end result is something quite unique in the software industry, as no other company has the same algorithm as the one inside MGvolumizer. We've designed this software to outperform every other method currently available across the entire globe. How we've managed this is a trade secret but we know for sure you'll be joining the

thousands of other audio professionals around the world when you make MGvolumizer a permanent part of your sound engineering studio.

If you're still only trying the demo version of MGvolumizer, inside the powerful 4A-Studio package, and you'd like to get your ears on the full edition, simply upgrade by purchasing a software license NOW! 4A-Studio is currently selling more copies than granny's hot cakes, so go ahead and become a smart user today... (http://www.WaveGenix.com)

RMSdoctor

Start by opening your audio file with a single click on the OPEN button. You'll be presented with a familiar file opener utility (see OPEN image below) where you can locate the audio file to be processed.



RMSdoctor automatically creates a SAVE AS file name for every track it processes. The new name is based on the original file's name, along with a "RMSdoctor" suffix. This makes working with thousands of audio files easy and logical. Due to the nature of RMSdoctor's working algorithm, your SAVE AS files will be created on the fly, so to speak. In other words, the newly processed data will be saved as the software does its job. The advantage of such a method is simply efficiency with your PC's memory slots, while working with the hard drive. There's also the obvious advantage when working with lots of loops, for example in batch processing mode.

Now take a look at the vertical slider control and move it up or down. You'll notice the number to the right of the RMS setting slider changing while you move it up or down. This number signifies the overall apparent loudness of your entire audio track, from start to finish. Imagine if you're working with thousands of music loops for a studio mixing/tracking software product or CD collection. You can make all the files sound as loud as each other, without worrying about individual settings. Other audio editing software requires that you open each file manually to make changes. You then have to measure the RMS before calculating a required change in volume. If compression is needed, you'd have to decide on a ratio, with consideration for clipping. Not with this software. RMSdoctor does everything automatically, based on the one setting slider.

Go for somewhere around the –12 dB mark, as this is pretty normal these days for most purposes.

When you've chosen the desired ratio, click on the PROCESS button and go make a pizza or something, especially if you're working in batch processing mode. RMSdoctor works more efficiently than any sound engineer in multi-file scenarios, thanks to smart automation.

As soon as processing has finished, you can hear the end result by clicking on the loudspeaker symbol, to the left of the OPEN or SAVE AS file names, depending on whether you wish to hear the original or the new audio track. Note the need for Microsoft® Windows® MediaPlayer, otherwise a warning message will be displayed.

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How's this: If you're working on thousands of loops for a sampler disc, why not make them all just as loud as one another? RMSdoctor will help you more than you ever thought possible. RMSdoctor is much more efficient than any other software on the market, anywhere in the world!

If you're making a CD of your favourite music (you own the copyrights, right?!) then try this: Set the slider to –11 dB and choose batch processing in the folder containing your songs. RMSdoctor is ideal for compilation discs or looping collections.

Do you have a song you'd simply like to make louder, without the usual bad effects of compression? Bad effects can include pumping (a cheap wah) or clipping. RMSdoctor doesn't pump or clip. It makes intelligent scanning decisions and performs its unique high quality task with perfection every time. The end result is something quite unique in the software industry, as no other company has the same algorithm as the one inside RMSdoctor. We've designed this software to outperform every other method

currently available across the entire globe. How we've managed this is a trade secret but we know for sure you'll be joining the thousands of other audio professionals around the world when you make RMSdoctor a permanent part of your sound engineering studio.

If you're still only trying the demo version of RMSdoctor, inside the powerful 4A-Studio package, and you'd like to get your ears on the full edition, simply upgrade by purchasing a software license NOW! 4A-Studio is currently selling more copies than granny's hot cakes, so go ahead and become a smart user today... (http://www.WaveGenix.com)

SpeedCompress

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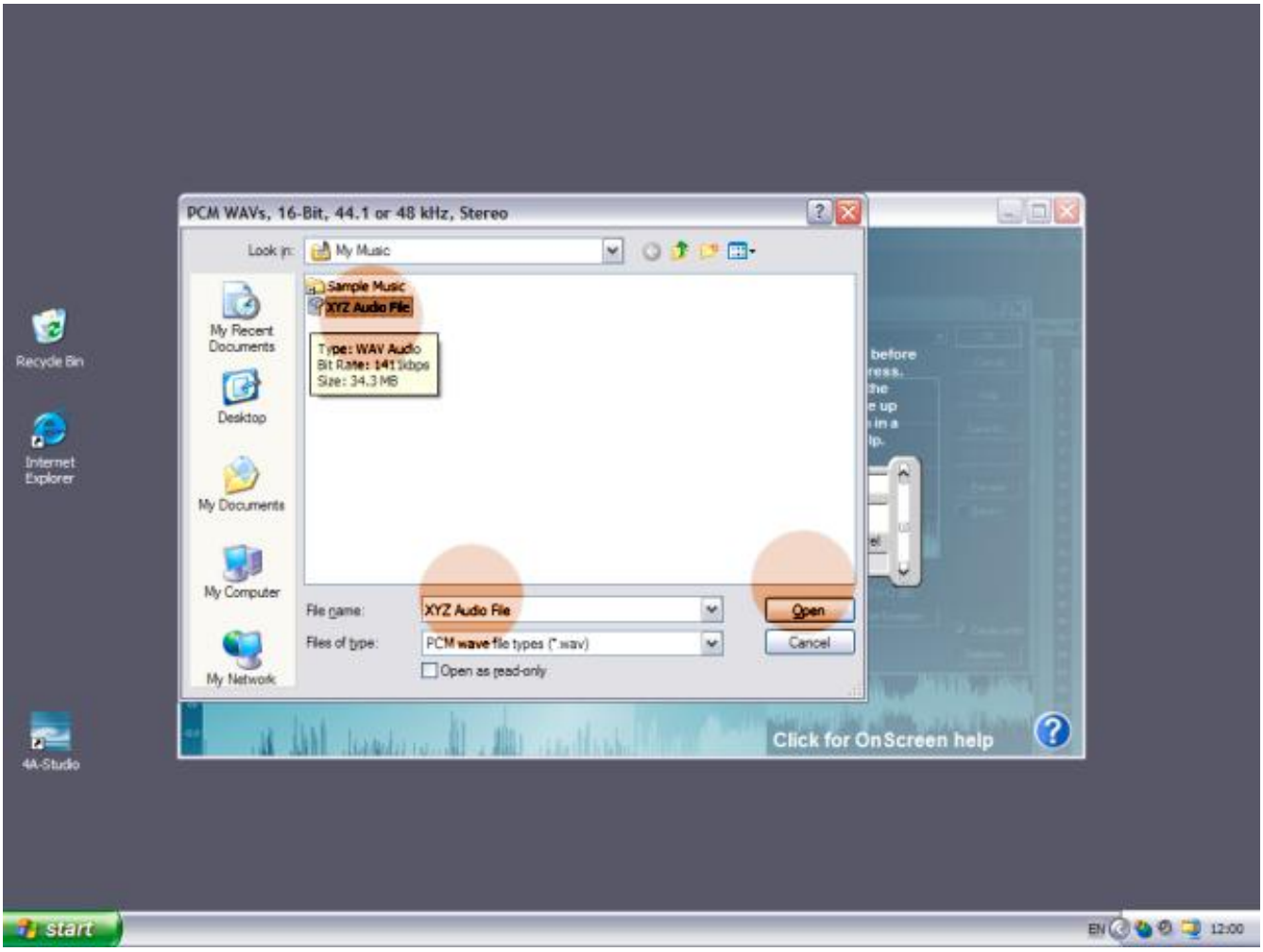
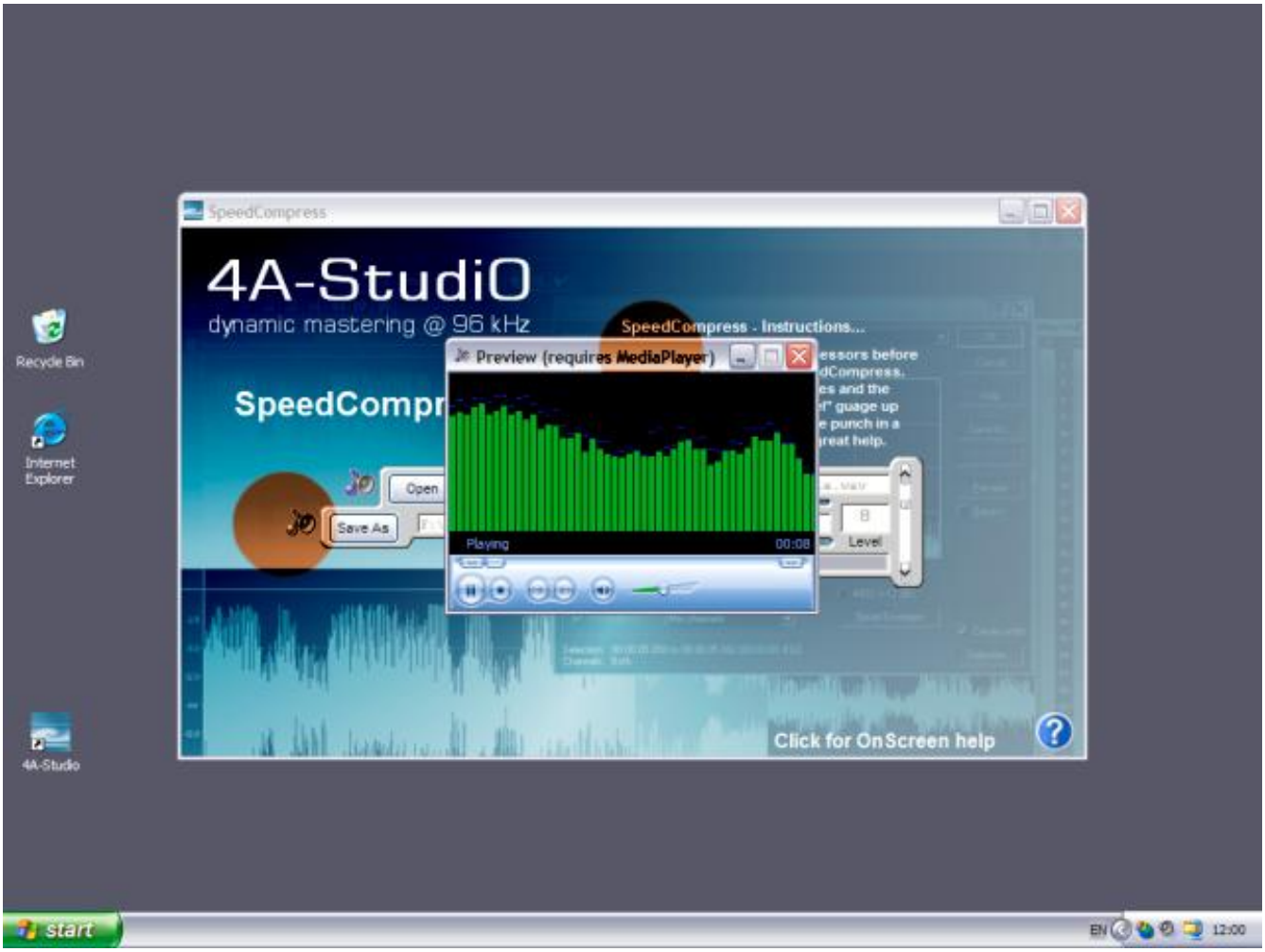


Once it's opened, you can then also choose a SAVE AS file name, by clicking on the SAVE AS button. It's a good idea to append the file name with something like "SpeedCompress" or "Compressed Version" or something along those lines. It makes locating the processed file much more logical and easier.

Now take a look at the vertical slider control and move it up or down. You'll notice the number to the left of the slider changing while you move up and down. This number signifies the strength of amplification within quiet sections. Be careful though, as too much (closer to the top) compression will cause curve distortion. This is not the same as clipping, where peaks are simply chopped off at their higher end. Clipping is bad. Curve distortion can also be bad if you weren't looking for this particular effect. Curve distortion happens when the higher end of a wave is bent out of shape too much, so it becomes an audible disturbance. It can be great for rock guitars but not so good for classical music. Aim for a value at around 5 or so. Moving the slider up makes your track generally louder, while sliding down causes slight amplification. In any case, SpeedCompress is a glorified amp. It won't make your track quieter, only louder!

When you've chosen the desired strength, click on the PROCESS button and watch in amazement as SpeedCompress zooms through your audio. It works much quicker than any sound engineer.

As soon as processing has finished, you can hear the end result by clicking on the loudspeaker symbol, to the left of the OPEN or SAVE AS file names, depending on whether you wish to hear the original or the new audio track. Note the need for Microsoft® Windows® MediaPlayer, otherwise a warning message will be displayed.



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SpeedCompress can be used for adding a slight punch advantage on thin tracks.

If you're working on an empty vocal performance, try adding a little curve distortion by pushing the strength up above 7 or perhaps 8.

Do you need a high distortion on guitar tracks before mixing? Use SpeedCompress in the extreme setting! You'll end up with guitars which don't sound clipped, rather they'll be distorted. We've designed this software to outperform every other method currently available across the entire globe. How we've managed this is a trade secret but we know for sure you'll be joining the thousands of other audio professionals around the world when you make SpeedCompress a permanent part of your sound engineering studio. If you're still only using the demo version, visit the website today and get the full version of 4A-Studio!

- **Media Player's display settings – Additional feature / Update**

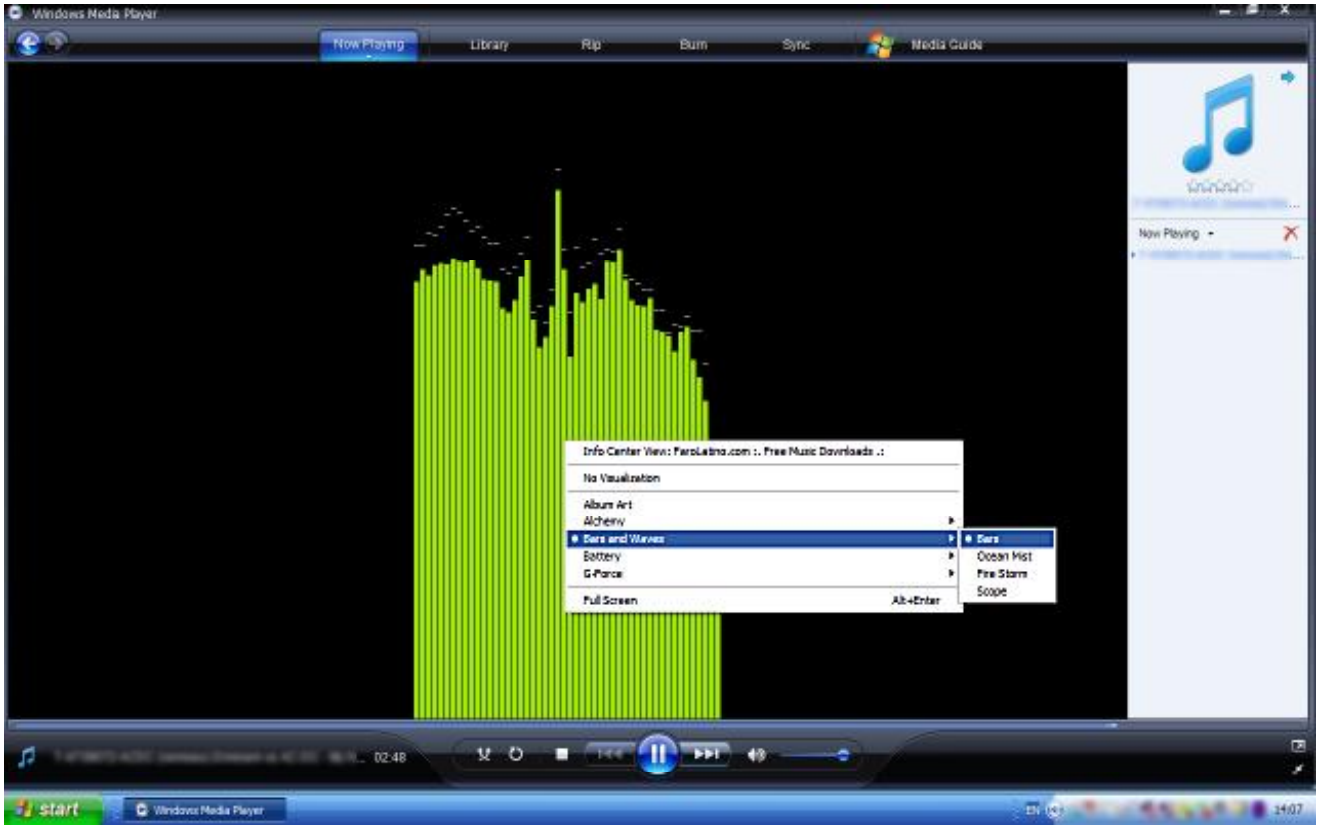
  Earlier releases of 4A-Studio had a media feature which opened a mini preview window to hear your audio. Some users suggested we replace this mini window with a full player window. This has been successfully updated. These benefits of Microsoft® Windows® Media Player are now at your disposal:

  - Full screen (you may need to maximise) mode;
  - Volume adjustment slider;
  - Time-scale positioning/seek tool;
  - Minutes/Seconds of currently playing track;
  - Time display for current position in track;
  - Right-click analysis selection;
  - Ability to burn to CD or DVD storage media;
  - Possibility to add currently playing track to library.

As you can see, the added features of opening a Windows® Media Player session to preview or review your audio track far outweigh a simple mini preview window as in earlier releases. The extra benefits to you as a recording engineer are further increased by the already familiar player shipped with your Windows® XP operating system. Of course, the player comes with many more features than listed above – those are just some of the main features users had requested on the support forum. Rather than engineering a clumsy solution to our users' requests, we decided to exploit an already superb tool from Microsoft®. We hope you agree!

- **How to use 4A-Studio with Media Player's built-in analysis tools**

  You've probably seen some of 4A-Studio's previous screenshots, where we ran track previews using spectrum analysis. Previously, users were required to play some audio in Windows® Media Player, right-clicking on the main display panel to select the necessary visual display. The user would then have that same display in the mini preview window when listening to 4A-Studio projects, as shown in the many 4A-Studio screenshots all over the web. This was too cumbersome for most and we spent a lot of time answering questions on the support site explaining a workaround. Now, with the full player, you can simply right-click when your track has started playing and simply select the visual you prefer. We prefer to use "*Bars and Waves* > *Bars*" as in the screenshot below:



Screen: Microsoft® Windows® Media Player – How to select "*Bars and Waves* > *Bars*" for spectrum analysis.

Copyright Notice

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For other software from WaveGenix.COM go to the official website. Products are also listed on various partner sites of download.com (where you'll also find plenty of free or trial demo versions of other audio software)

Compatibility Notice

4A-Studio has been tested on Microsoft® Windows® XP but may also work on earlier systems under the user's own responsibility.

Vista users…

There have been some important changes to Windows® since the introduction of Vista, for which 4A-Studio hasn't been designed or thoroughly tested. If you run the software on your machine under Vista, please be aware that unexpected errors could cause failure or loss of data. Michael Graham accepts no responsibility for any problems encountered while running 4A-Studio or any other software outside of testing environments. Michael Graham recommends running 4A-Studio on Windows® XP available from Microsoft®. If 4A-Studio receives enough support from registered users, there may be a future release compatible with Windows® Vista.