

# **SOUND IMPRESSION**

*Multimedia Sound Software*

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## **Introduce**

Sound Impression is a multimedia sound recording and production system for the Microsoft Windows 3.1 environment.

It offers an intuitive stereo component rack-mount interface and a comprehensive set of editing and composing tools that let you play, record, edit, modify, mix, compose and combine sound and music from a range of sources.

As easy to learn and use as it is, Sound Impression still packs all the power and sophistication you need to get the most out of your audio hardware investments.

# 1 Getting Started

## System Requirements

This software will only run under Microsoft Windows 3.1 (standard or enhanced mode) or later, and will operate correctly on most computers that are capable of running Windows 3.1.

### Minimum requirements

- Windows 3.1 and DOS 3.1 or later.
- A 386SX PC or fully compatible computer.
- Four megabytes or more of RAM.
- One 3.5-inch floppy disk drive.

*Note : Sound Impression is packaged with a 3.5-inch diskette.*

- A 30MB hard disk drive with at least 2.5MB free for program files and an additional 4MB free for sound processing.
- An EGA, VGA or higher resolution color graphics adapter and matching monitor.
- Audio hardware (a sound card) able to process music and voice.
- Mouse or other pointing device.
- Arial TrueType font (for correct display of Sound Impression text attributes).

### For best results

The following minimum system setup will produce the best results when running Sound Impression.

- Windows 3.1 enhanced mode; DOS 5.0 or later.
- A 386DX or 486-based PC or fully compatible computer.

## *Sound Impression*

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- 8 megabytes or more of RAM.
- A CD-ROM drive (required only by the CD Player; a CD-ROM drive is not otherwise required to run Sound Impression).

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## **Sound hardware and drivers**

Before installing Sound Impression, make sure your sound card and all necessary driver are installed as per the manufacturer's instructions. If you have a CD-ROM drive, check that it and all of its required drivers are also installed as per the manufacturer's instructions.

Run Windows 3.1 and test your sound card as per the manufacturer's instructions. If the manufacturer provides no facility for testing the card, use the Control Panel Sound applet to test your card's ability to play a Wave file. For instructions on using this applet, see your Windows user's guide. If you have a CD-ROM drive, use the manufacturer's test programs to make sure the drive is working correctly.

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## **Waves, MIDs and other needs**

Sound Impression processes the following sound types:

Wave files (extension \*.WAV)

MIDI files (extension \*.MID or \*.RMI)

Audio compact discs (if you have a CD-ROM drive)

To use Sound Impression you'll either need to load one or more of the sound types listed above or create new sound files in the Wave Recorder/Player or Waveform Editor.

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## **Starting Sound Impression**

You can start Sound Impression in various ways and have it take various forms on startup, including having it open with files already loaded. The following are the most common means of getting Sound Impression started.



**Method 1** : Click one of the Sound Impression program icons in Program Manager. The icons are placed in a Sound Impression group windows during installation.

**Method 2** : From File Manager, open the Sound Impression directory list (the directory you selected during the Setup process; default is C:\AUDIOSIM). Double-click any of the executable file names (those ending in .EXE). To open the main screen "Rack," click AUDIOSIM.EXE.

**Method 3** : If you don't use Program Manager or File Manager, you can start the program from any Run command line by typing the path name along with one of the executable file names noted in the paragraph above (eg., type `c:\audiosim\audiosim.exe` on any Run box command line.)



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## Starting with a Wave file loaded

If you start Sound Impression from a Run command line or from the DOS command line when you start windows, you can specify a Wave file name to load with the program.

**Example:**

`C:\AUDIOSIM>AUDIORED E:\SOUNDS\TEST.WAV`

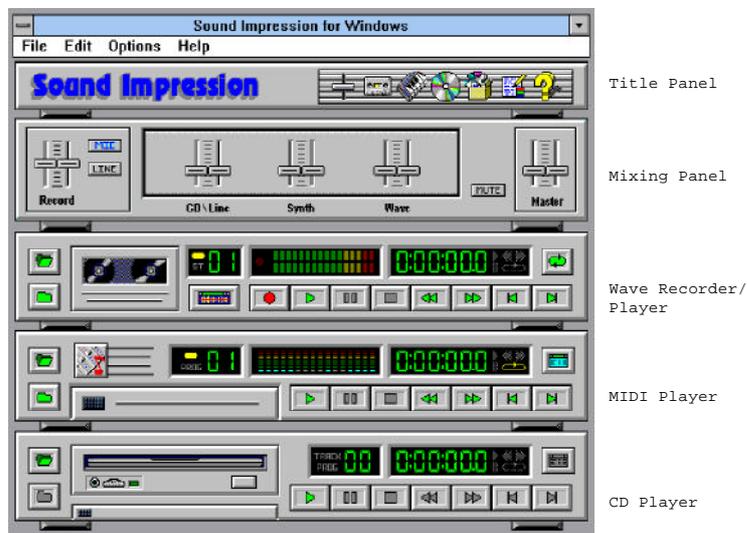
on a Run command line starts Sound Impression with an edit window open and the file TEST.WAV loaded and ready to play or edit.

From the DOS command line you can use the same example, preceded by your Windows startup command (i.e., WIN/3), to open Windows and the loaded edit window at the same time.

This "command-line loading" method only works with Wave files. You can't load a MIDI file or initialize a compact disc from the command line.

## 2 Components Overview

### The Rack

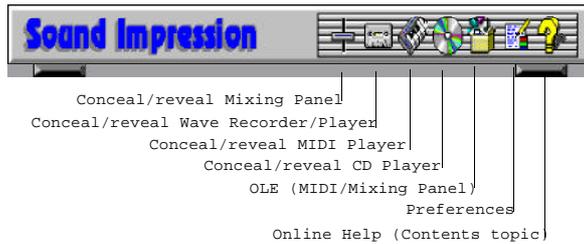


The Main screen "Rack" is made up of five components, two of which - the MIDI Player and CD Player - also offer alternate interfaces, called Program Panels.

Each of the five main Rack components and two alternate components are described on the following pages. The last topic in the chapter covers the Waveform Editor - Sound Impression's "Off-Rack" sound editing components.

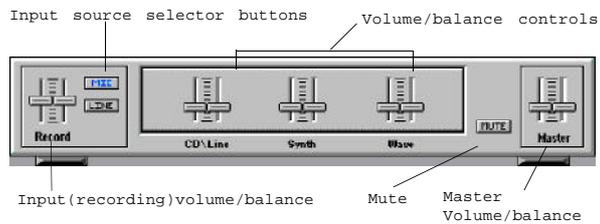
Buttons, menu items and other graphic controls - many of which offer similar functionality between components - are described separately in Chapter 3.

## The Title Panel



This component provides easy access to a range of screen and file management functions, including the ability to call any program feature or conceal any Rack component with a single click or keyboard command. The panel is composed of three sections: title bar, menu bar and button bar.

## The Mixing Panel



The Mixing Panel lets you maintain precise control over volume and balance for speaker output as well as for input (recording) from any or all devices connected to your sound card.

In addition, the mixer lets you :

- Select single input devices for recording (mic or line);
- Adjust volume levels independently for left and right channels;

## 'Playable' components : common features

The following are display features common to the three 'playable' components - the Wave Recorder/Player, the MIDI Player and the CD Player.

### *Session/track number display*

Session/track number displays show the number of the file or track that is currently available for playing.

The MIDI Player's track indicator window has added functionality: You can call the MIDI List - a list of all currently loaded files - by clicking anywhere in the window.

On the Wave Recorder/Player, the display also lets you know which edit window will appear when you click the Open Waveform Editor button (located below the display). A yellow indicator to the left of the session number means that the session contains a waveform. The letters "ST" also appear in yellow when the current session contains a stereo waveform.

On the MIDI and CD players, the letters "PROG" appear when you've programmed a Play List from the currently loaded MIDI files or CD tracks.



Session number display  
(Wave Record/Player)

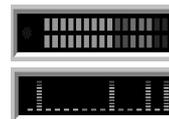


Track number display  
(MIDI Player, CD  
Player)

### *Sound Level indicators*

Both the Wave Recorder/Player and the MIDI Player offer sound level indicators to show relative channel amplitude as a file plays.

The indicators are also active when you're recording on from the Wave Recorder/Player or in a Waveform Editor window. While recording occurs, a red indicator is illuminated beside the channel meters.



Sound level indicators  
(Wave Recorder/Player,  
MIDI Player)

### *Timer window*

The timer windows on all three playable components show the elapsed time of a currently playing file or track. When recording on the Waveform Recorder/Player or in a Waveform Editor window, the timer also indicates elapsed recording time.

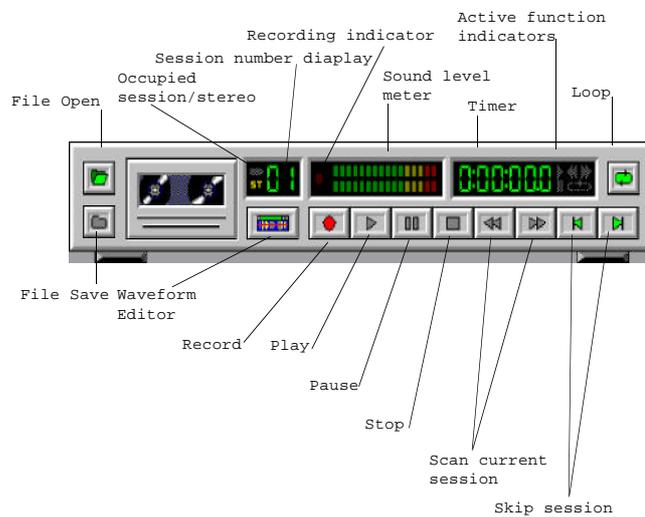
The timer window also contains a set of indicators that are



Timer window  
(Wave Recorder/Player,  
MIDI Player, CD Player)

illuminated when a file or track is playing, playing in a loop, paused, or when search ("rewind/fast forward") buttons are activated on the component.

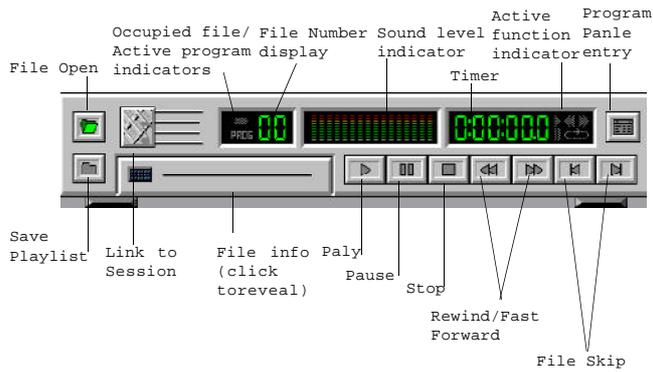
## The Wave Recorder/Player



In addition to being an easy-to-use Wave recorder and player, this component serves as the gateway to Sound Impression's sound editing "studios" - the Waveform Editor windows.

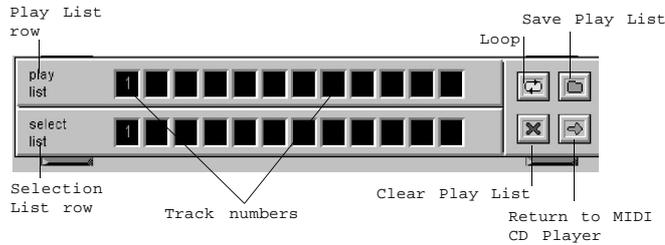
Both the Wave Recorder/Player and the Waveform Editor windows process files that use the \*.WAV extension, popularly known as "Waves".

## The MIDI Player



Sound Impression's Musical Instrument Digital Interface (MIDI) component plays \*.MID (General MIDI) or \*.RMI (RIFF MIDI) files. You can load as many as eight such files at once into the player, arrange the files into Play Lists, and save the arrangements for future group-loading.

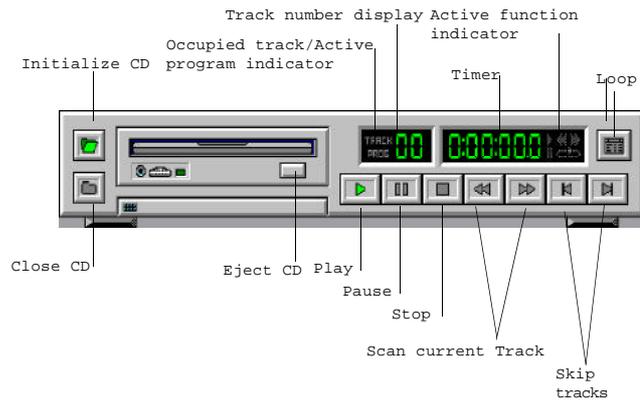
## The Program Panels



Both the MIDI Player and the CD Player let you organize lists of available tracks into Play Lists.

Play List management is handled in the Program Panel of each component. To access the panel, click the Program Panel entry button on the far right side of the MIDI Player or CD Player. This action converts the component interface into the Program Panel interface (shown above).

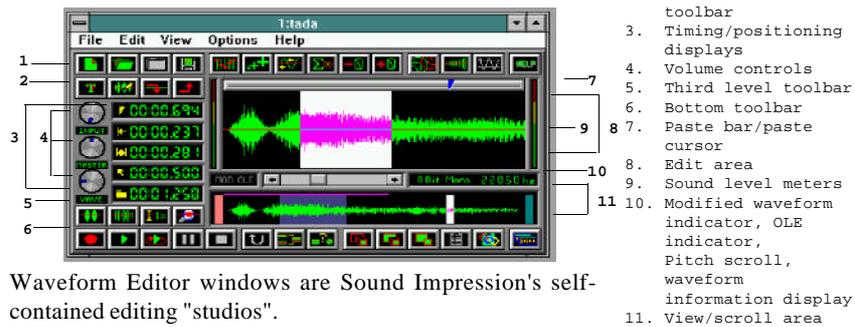
## The CD Player



Sound Impression's Compact Disc Player plays audio CDs and allows you to arrange tracks into Play Lists that can be stored and later retrieved when you use the same CD.

Your system must be equipped with a CD-ROM drive in order to use this component.

## Waveform Editor windows



Waveform Editor windows are Sound Impression's self-contained editing "studios".

Each edit window carries its own full set of editing and modification tools. The windows can be summoned from various points in Sound Impression, and each can be independently moved, enlarged, minimized, maximized or hidden.

### Opening an edit window

To open a Waveform Editor window :

**Method 1** : Click the Waveform Editor button on the Wave Recorder/Player.

**Method 2** : Choose the Wave Editor item from the Title Panel's Edit menu (keyboard : Alt,E,W).

### Loading wave files

There are several way to load Wave files into Sound Impression. If the program is already open, you can use the File Open buttons on either the Wave Recorder/Player or a Waveform Editor window to select and load files.

If Sound Impression isn't open, you can double-click on a file with a \*.WAV extension in Windows' File Manager (or an equivalent file management program) to launch Sound Impression with the selected file loaded into the first Waveform Editor window. If Sound Impression is open, the action loads the file into the next available session in the Wave Recorder/Player.

You can also drag-and-drop files from the File Manager into unoccupied Wave session.

### ***Waveform Editor window components***

Each Waveform Editor window is made up of two waveform viewing areas and several display elements surrounded by a host of editing and modification buttons.

The following topics describe basic features and operations of Waveform Editor windows. Buttons and other "active" graphic controls (except for those used within the viewing areas) are described separately in Chapter 3. Keyboard shortcuts are listed on a table.

### ***The View/Scroll Area***

The smaller viewing area - the View/Scroll Area - displays the waveform in its entirety.

The window has two moving parts : two vertical bars, called Zoom Bars, that are initially located on the left and right sides of the window. You can drag the Zoom Bars horizontally to any position in the View/Scroll Area.

As either or both of the bars are drawn inward, the upper viewing area - the Edit Area - is redrawn to display the portion of the waveform contained between the Zoom Bars. Drag the bars closer together to zoom in on a specific segment of the waveform, drag them further apart to zoom out again.

If you select a segment of the Edit Area, the selection will also be highlighted in the View/Scroll Area to show the selection's position relative to the length of the waveform.

### ***Scrolling Waves***

The View/Scroll Area acts as a "scroll bar" for the Edit Area.

- \* Whenever you're zoomed in on the waveform (that is, when the Zoom bars are positioned anywhere but in their default positions at either side of the View/Scroll Area), you can place your mouse on any point *between* the Zoom bars and drag left or right to rapidly scroll across the waveform. As you scroll, the Edit Area displays the segment contained between the Zoom bars.
- \* If you click on the View/Scroll Area *outside* of the Zoom bars, the zoomed segment shifts toward the points at which you clicked.

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- \* Click on the windows at either *end* of the View/ Scroll Area (the "home" points for the Zoom bars) to shift the zoomed segment in small increment.

The Zoom button (located on the bottom toolbar) is also available for quick zooming. Select any segment of the Edit Area then click the Zoom button to get a closer look at the segment.

### ***The Edit Area***

You can select any portion of the waveform that appear in the Edit Area by clicking and dragging your mouse across the waveform. You can then cut, copy, paste, play or modify the selected portion. You can also cut or copy a selection from one edit session and paste it into any point in any other session.

### ***The selection process***

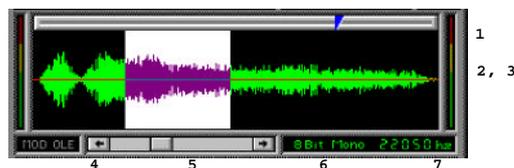
To select the entire contents of the Edit Area, double-click anywhere in the window's box.

To select only a segment of the Edit Area, position your mouse at any point and drag horizontally in either direction. As you move the mouse, the portion of the waveform over which you drag is highlighted (see diagram below). When you release the mouse button, the selected portion remains highlighted. You can then play the selected portion or edit it using any of the Waveform Editor tools.

If you want to see the selected segment in more detail, click the Zoom button on the lower toolbar. With a little practice, you can zoom in and select "slivers" of sound smaller than a thousandth of a second.

To extend or retract the selection, position your mouse cursor over the rightmost or leftmost point of the selection, press and hold your *right* mouse button, and drag in either direction. The selection extends or retracts as you drag.

### ***Zooming and selecting***

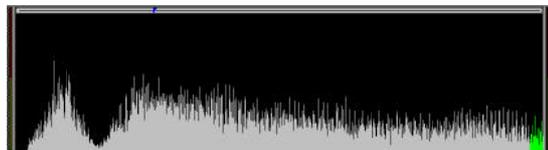


1. Double-click anywhere on the Edit area to select (highlight) the entire visible area.
2. Press and hold your *right* mouse button in the midst of a selection in the Edit area and drag left or right to shift the selection width to a new area of the waveform.
3. Press and hold your *right* mouse button on either side of a selection and drag left or right to expand or retract the selection.
4. Click any area (right or left) of the View/Scroll window outside the Zoom Bars to shift the bars *and* the zoomed segment they contain.
5. Press and hold your *left* mouse button between the Zoom Bars and drag right or left to shift the bars and the zoomed segment they contain.
6. Press and hold your *left* mouse button on a Zoom Bar and drag it left or right.
7. Click on either end of the View/Scroll window to shift the Zoom Bars and the zoomed segment then contain right or left. This produces a shift in small increments.

### ***The Paste Bar and Paste/Play Cursor***

The Paste/Play cursor rides horizontally along the Paste bar above the Edit Area. The cursor can be in one of two modes - Paste or Play - which you can alternate by clicking anywhere on the Paste bar.

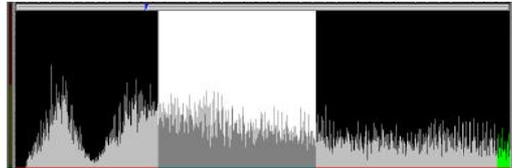
In the picture below, the paste cursor is active; if you were to click the Play button, play would commence from the beginning of the waveform. If any portion of the waveform were highlighted, play would commence from the beginning of the highlighted segment.



In this next example, the Play cursor is active; if you were to click the Play button, play would commence from the cursor position rather than from the beginning of the selected segment.

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Whether the cursor is in Paste or Play mode, its essential function remains the same: it marks the point at which data will be pasted into the Edit Area.

The cursor can be moved to any point in the waveform by dragging it right or left along the Paste Bar. Its precise position is displayed in the top information display next to the Edit Area. The cursor position is also tracked in the lower View/Scroll Area to allow you to see its position relative to the waveform as a whole when you're zoomed in on a segment.

When you move the cursor in Paste mode, its position is marked by a thin vertical line running through the Edit Area.

### Positioning/Measurement displays

The digital display windows next to the Edit Area offer the following information:

- Current location of Paste/Play cursor.
- Left edge of highlighted segment.
- Length of highlighted segment.
- Current mouse pointer position.
- Length of waveform.

*Another two displays are visible when the edit window is maximized or enlarged:*

- Length of area between Zoom Bars.
- Magnification ratio (number of samples per pixel in the zoomed segment). In the example at left, each pixel in the Edit Area contains 11 Wave samples. As you draw the Zoom Bars closer together in the lower area, the level of magnification increases until you reach the maximum ratio of 1:1. Note that when you stretch the edit window horizontally, the pixel width of the View Area, and thus the magnification ratio, increases slightly.



***Sound level meters***

A pair of meters on either side of the Edit Area display the sound levels of the left and right channels when a Wave or segment is played.

## 3 Buttons, menus and other graphic controls

This chapter provides a reference to all buttons, menus and other graphic "triggers" available in Sound Impression. Except for the first item, Button Help, all controls are listed as they appear in the program, from left to right and top to bottom, beginning with the Rack and ending with the last button on the Waveform Editor.

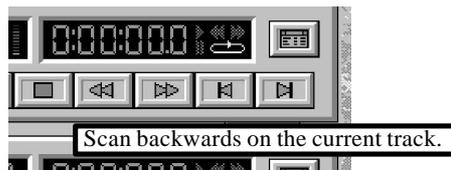
Some controls, such as Play, have the same or similar functionality in several components. In such cases, the first mention covers all appearances of the control in the program.

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### Using Button Help

Sound Impression's Button Help feature provides instant reminders on the functions of all buttons (and some other interface features as well ) in all areas of the program.

To use Button Help, click and hold your *right* mouse button on an area of the Sound Impression interface. If Button Help is available for the feature under the cursor, a label pops up with a brief description, as shown here :



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### Control Box/Minimize/Maximize

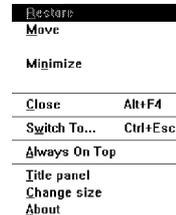
#### Title Panel, Waveform Editor

To open the Windows Control box, either click the "hyphen" button in the top left corner of a window or press Alt, Spacebar while a window has the focus.

Maximize (Waveform Editor windows only) and Minimize buttons are used to enlarge a window to full screen or minimize it to an icon.

In addition to standard Control Box commands such as Restore, Move, Size, Minimize, Maximize, Close and Switch To (see your Windows User's Guide for descriptions of these standard functions), Sound Impression offers the following application-specific function.

- \* **Always On Top** (Alt, Spacebar, A). Also available in all Waveform Editor windows. Always On Top keeps the Rack or edit window "in front" of other windows on the desktop. When more than one window has this attribute set, the active window has precedence over others that are also "Always On Top". The function also keeps your icons on top of any open window, including maximized edit sessions. The item can be toggled on and off. When on, it is checked.
- \* **Title panel** (Alt, Spacebar, T). Alternately reveals or conceals the logo/button portion of the Title Panel. The title bar (including the Control box and Minimize button) and the menu bar remain visible and available.
- \* **Change size** (Alt, Spacebar,C,C, Enter). Toggles the Rack width between normal and narrow modes.
- \* **About** (Alt, Spacebar, A) calls a message box that contains the version number of your copy of Sound Impression. Also available in the Title Panel's Help menu (Alt, H, A).
- \* **Hide** (Alt+Spacebar, H). Available only in Waveform Editor windows. Hide removes both the window and its icon from view. A hidden window retains its contents, however, and can be recalled any time. To recall a hidden edit window, click Skip to move to the session number of the window you want revealed, then click the Waveform Editor button.



Control box menu  
(Title Panel)

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## The menu bar

### *Title Panel*

Menu bar items can be accessed by mouse or keyboard.

To access a menu item using the keyboard, press the Alt key, then the first letter of the menu bar item, then the access character for the item you need from the dropdown menu. For example, pressing Alt, E, W calls the Waveform Editor.

The table on this and next pages list all items and their button equivalents.

---

## Menu bar summary

### *File Menu*

	<b>Keys</b>	<b>Result</b>	
	Alt, F	Shows this dropdown menu	
File Open/Initialize	Alt, F, W	Calls the Wave File Open dialog box	
	Alt, F, M	Calls the MIDI File Open dialog box	
	Alt, F, C	Initializes a compact disc	
	Alt, F, X	Closes Sound Impression	

### *Edit menu*

	<b>Keys</b>	<b>Result</b>	
	Alt, E	Shows this dropdown menu	
Open current edit window	Alt, E, W	Opens current edit window	
	Alt, E, M	Show MIDI Selection List	
MIDI Selection List			

**Options menu**

	<b>Keys</b>	<b>Result</b>	
Mixer	Alt, O	Shows this dropdown menu	 Conceal/reveal components
Wave	Alt, O, M	Conceals/reveals Mixing Panel	
MIDI	Alt, O, W	Conceals/reveals WR/P	 Wave file info
CD	Alt, O, I	Conceals/reveals MIDI Player	
Show Wave info	Alt, O, C	Conceals/reveals CD Player	
Show MIDI info		View Wave file details	 MIDI file info
Preferences...		View MIDI file details	
MIDI Thru	Alt, O, P	Calls the Preferences dialog	 Preferences
	Alt, O, M	Enables MIDI Feedthrough	

**Help menu**

	<b>Keys</b>	<b>Result</b>	
Contents	Alt, H	Shows this dropdown menu	
About	Alt, H, C	Opens the online Help system	
	Alt, H, A	Calls the About box	 Call online Help system

## Conceal/reveal functions

### Title Panel

Any part of the Rack interface can be hidden except the title bar (which bears the Rack's Control box and minimize button). You can even hide the menu and button bars on the Title Panel.

To alternately conceal or reveal any Rack component except the Title Panel, choose a component name on the Options menu or click the matching button on the button bar. Keyboard shortcuts can also be used.



Click these Title Panel buttons to alternately conceal or reveal Rack components

## OLE buttons

### Title Panel, Waveform Editor

Click these buttons to link or embed Sound Impression data into another Windows application. For more on the Object Linking and Embedding feature.



MIDI, CD and Mixing Panel OLE (Rack)



Wave OLE (Waveform Editor windows)

## Preferences

### Title Panel

Preferences lets you customize Waveform Editor window colors and set the startup configuration for Sound Impression.

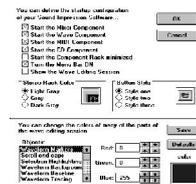
The Preferences dialog box can be called either by clicking the Title Panel's Preferences button or choosing the Options Preferences menu item (Alt, O, P).



Preferences button

### Preferences dialog

The upper portion of the dialog box lets you choose which Sound Impression elements you want present when the program starts. The lower section lets you change Waveform Editor colors.



Preferences dialog

### Opening calls

Sound Impression's default startup configuration is to show all Rack components and the menu bar.

If you want the Rack to appear at startup with one or more of the standard components hidden from view, remove the check marks from the boxes beside the component names. If, for example, you don't yet have a CD-ROM drive, you can keep the CD Player from appearing when Sound Impression starts. Any time during your Sound Impression session, you can restore the CD Player to the Rack by clicking its icon on the button bar or by choosing CD on the Options menu (Alt, O, C). To have the CD Player appear with the other components at startup in subsequent sessions, open the Preferences dialog and check the Show CD Player box.

If you want the Rack to start in its minimized state, check the Start the Components Rack Minimized box.

If you want the Waveform Editor to appear automatically at startup, check the Show a Wave Editing Session box.

The menu bar on/off check box can be used to prevent the menu bar from appearing. Turning off the menu bars can save memory, and since all menu functions in Sound Impression are available elsewhere in the program as buttons, removing the menus can be a sensible choice after you become accustomed to navigating with buttons only.

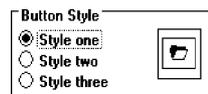
After making your configuration choices, close the Preferences dialog by clicking OK. The new startup configuration will be enabled the next time you start Sound Impression.

### ***Stereo Rack color and Button Styles***

The two boxes in the middle of the Preferences dialog allow you to change the Rack's button styles and stereo Rack "housing" color.



Available button styles are "lightPillow"(1), "DarkPillow"(2) and "lightBarrel"(3).



Available stereo Rack color are three tones of gray : light, gray (medium) and dark.

Changes made to button styles or stereo Rack background implemented immediately when you close the Preferences dialog.

### ***Edit window colors***

The lower portion of the Preferences dialog lets you customize

## Sound Impression

---

the colors of many Waveform Editor elements.

Elements that allow color changes are shown in the diagram below.

To change a color, select an object from the list box in the lower left portion of the Preferences dialog and then mix a new color from the available red, green and blue "inks." Each color has a range of intensity from zero to 255, and each has its own pair of scroll buttons with which you can adjust the overall color balance.

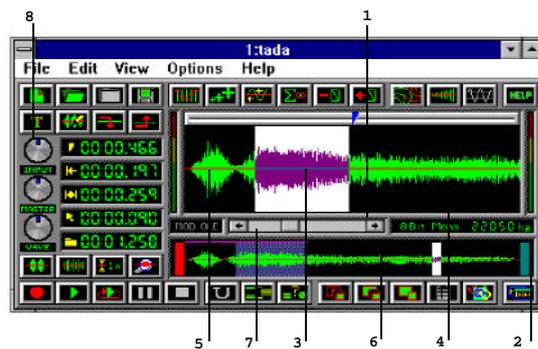
Current colors are displayed in the box beside the scroll buttons. The displayed color changes dynamically as you scroll, letting you see the effects of your adjustments as you make them.

The left scroll buttons add or subtract the accompanying base color in increments of 10 while the right buttons let you add or remove color in increments of one. Pressing and holding down your mouse button on a scroll button accelerates the adjustment.

Color changes are implemented as soon as you click the Save button. If you don't Save each new color changes as you make it, the color reverts to its previous setting.

To see the effects of color changes on a Waveform Editor window, keep an edit window in view in the background while you adjust the colors. Each time you make a change and click Save, the new element color is shown in the edit window.

To reset colors to their original settings (as shipped), click the Defaults button, then Save, then Close.



### Waveform Editor elements that allow color customization

1. Waveform markers.
2. Scroll end caps.
3. Selection highlighting.
4. Waveform background.
5. Waveform baseline.
6. Waveform tracing.
7. Waveform time line.
8. Window background.

---

## Online Help

### *Title Panel, Waveform Editor*

Assistance and additional information on Sound Impression operation, functions and features is available online by clicking the Help button on the Title Panel or in a Waveform Editor window, or by choosing Help on the main menu (Alt,H,A).



Help button

---

## Input source selection buttons

### *Mixing Panel*

The top two buttons on the left side of the Mixing Panel let you choose an input source for listening or recording.

After making your selection, you can use the Input volume/balance controls to set recording levels.



Input source Selection button

---

## Volume and balance controls

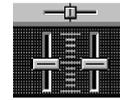
### *Mixing Panel, Waveform Editor*

To adjust output volume and balance levels for a specific device or component, use the slider sets on the middle of the Mixing Panel in combination with the Master slider on the right side of the panel.

#### **To adjust volume using and slider :**

- 1.Position the mouse cursor over a slider button, then click and hold your left mouse button down.
- 2.While still holding the mouse button down, slowly move the mouse away from you or toward you. the mouse movement causes the slider to move up or down on the component. Moving the slider up increases volume; moving it down decreases volume.

Except for the microphone control (which is always mono only), each slider set offers independent control over left and



Volume/balance controls (Mixing Panel)

## *Sound Impression*

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right channels.

### **Master volume control**

The Master control adjusts overall *output* volume relative to the settings of the other output controls. Volume for each channel is determined by the *lesser* of the Master control or the component control on the same channel.

If, for example, the right MIDI slider is set to one-quarter, the right Wave slider is set to three quarters and the right Master slider is set to half, MIDI Player output will be heard at 25 percent of its maximum volume and Wave Recorder/Player (or Waveform Editor) output will be heard at 50 percent of its maximum volume when the Play button is clicked on those components.

The Master control has no effect on Mic or Line input levels. Instead, the Record Input slider set acts as the "master" control for those devices, as it does for recordings made through the Line port of your sound card.

### **Edit window volume controls**

The three controls on the left side of Waveform Editor windows let you establish volume for the Wave, Input and Master controls without returning to the Rack. To use the dial volume controls, click a dial and drag the mouse vertically forward or backward.



Volume controls  
(Waveform Editor)

---

## Mute

The Mixing Panel offers two mute buttons. The one on the left of the panel lets your switch input on or off and the one on the lower right lets you switch all sound on or off any time.

The characters on mute buttons are black when mute is off, and highlighted (blue) when the feature is active.

Note : Mute doesn't halt input or output, it merely silences it. A recording continues, for example, when the input mute button is clicked, producing a patch of silence in the recording that lasts as long as the period in which mute is active.

---

## File Open/Initialize CD

*Wave Recorder/Player, MIDI Player, CD Player, Waveform Editor*

On the Wave Recorder/Player, MIDI Player and in Waveform Editor windows, the File Open button calls a standard File Open dialog from which you can select and load a file.

The same button on the CD Player has different function: it initializes (prepares for playing) an audio CD that you've loaded into your CD-ROM drive.

You can load files by choosing File/Wave (Alt,F,W) or File/MIDI (Alt,F,M) from the Title Panel's menu bar, or initialize a CD by choosing File/CD (Alt, F,C).

The MIDI Player file open dialog also lets you load a group of files or a saved MIDI session (Play List). To open a Play List, choose the MIDI Session (\*.MDS) item in the File Open dialog's List Files of Type box.

### Opening several MIDI files at once

You can load as many as eight files at once through the MIDI Player file open dialog box.

To select a group of files that appear consecutively in the dialog box's file list, "sweep" the group by dragging your mouse down the list of files you want. Another way is to click the top file of a group of files, then move to the bottom of the group, and holding down the Shift key, click the last file of



File Open  
(Wave Recorder/Player,  
MIDI Player)  
Initialize CD  
(CD Player)



File Open  
(Waveform Editor)

## Sound Impression

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the group; the two selected files and all others in between (up to eight files) are highlighted. Click OK and the entire group is opened at once.

You can also pick and choose among files in a directory by holding down the Control key and clicking only the files you want.

### CD initialization notes

Any time you load a new compact disc into your CD-ROM drive, you must initialize the disc by clicking the Initialize CD button (the File Open button on the other components).

If you click the Initialize CD button when a disc has already been initialized, the Play List automatically resets to its default or programmed order.

---

## File Save/File Save As/Close CD

### *Wave Recorder/Player, MIDI Player, CD Player, Waveform Editor*

On the Wave Recorder/Player the Save button calls a standard File Save dialog box, which lets you decide where and by what name you want to save the current session.

In Waveform Editor windows, the same button offers a "quick save" capability. Rather than calling a File Save dialog, it saves the current waveform to file under its current name. If the waveform is unnamed (if, for example, the window contains a segment pasted from another window), the button is rendered unavailable in favor of the File Save As function.

Whenever anything "savable" exists in a Waveform Editor window, the File Save As button is available to allow you to save the file or selection under a different name than that under which the file was opened.

### Saving a MIDI session

The MIDI Player can save only MIDI sessions (Play Lists) that have been programmed in the MIDI Program Panel.



File Save  
(Wave Recorder/Player)  
Save MIDI Session  
(MIDI Player)  
Close CD  
(CD Player)



File Save  
(Waveform Editor)



File Save As  
(Waveform Editor)

### CD Close

What serves as the save button on the face of other components is used by the CD Player to deinitialize, or "close" the disc in the CD drive. You should always click this button before changing discs.

---

## Wave file info display

### *Wave Recorder/Player*

You can get basic information about the file in the current session by clicking the cassette graphic next to the session number window. The information window contains the file name of the current session, along with its playing length, sample rate and sample size.



Wave file info display

---

## Loop

### *Wave Recorder/Player, MIDI/CD Player Program Panels, Waveform Editor*

Click Loop then Play to run all occupied tracks in a continuous loop. The Pause button interrupts a loop, Stop or Loop ends it.

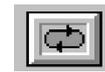
The MIDI Player and CD Player Loop buttons are located on the Program Panels of the respective components. To access the Program Panel, click the Program Panel entry button on the right side of the components.

You can add a segment of a Wave file to a loop by opening a Waveform Editor session and selecting a segment. To deselect the segment and include the entire file in the loop, click anywhere in the session's Edit Area.

The loop indicator in the Active Function area on Rack components is highlighted when Loop is active.

A running loop can be paused any time or stopped by clicking either the Loop or Stop buttons.

On the Wave Recorder/Player or Waveform Editor you can start a loop at any session number, but the playing order will always follow the session number sequence (lowest to highest).



Loop  
(MIDI/CD Players'  
Program Panels, Wave  
Recorder/Player)



Loop  
(Waveform Editor)

## Sound Impression

---

You can plan a wave loop sequence in advance by loading files in the order in which you want them played.

On the MIDI and CD Players, loops run according to the Play List order.

---

## Open current edit window

### *Wave Recorder/Player*

Calls the Waveform Edit window. The number of the current window is shown in the session number display above the Open window button.



Open current edit window

---

## Record

### *Wave Recorder/Player, Waveform Editor*

Starts recording from the currently selected input device to the current Wave session.

Recording begins immediately if the current session is unoccupied. If the session is occupied by an unchanged or saved file -- a replaceable file, in other words-- recording begins immediately and the recording replaces the occupant file. If the current session contains unsaved changes, recording is delayed and a message box appears to give you the opportunity to either save the session or cancel the Record operation.

When recording starts, the arrow cursor changes to a microphone and a red recording indicator comes on in the window directly above the Record button. As you record, the Sound Level indicator moves in response to signal strength and the Timer displays the elapsed time of the recording.

### **To make a recording from the Wave Recorder/Player or a Waveform Editor window:**

Check that your external sound feed (microphone, line or auxiliary device) is turned on and connected to the current input jack on your sound card, then click the appropriate input button on the left side of the Mixing Panel.

Set input recording volume levels by clicking the mixing mode selector to red (record mode), then sliding the input volume



Record

**INFO:** The size of a recording is limited to 12MB. Note that the length of a 12MB recording will vary, depending on the data attributes (channels, sample rate and sample size) that you select using the Modigy Wave Data Format dialog. For example, a 44Khz, 16-bit stereo recording hits the 12MB ceiling in a little more than 68 seconds, while an 11Khz, 8-bit mono format provides a maximum recording time of more than 18 minutes. For more on Wave file sizes, search online Help under the keyword "Wave file sizes."

levers and master volume levers to the desired recording levels. If you want to monitor input while recording, click the mixing mode selector to green and use the levers to make your play mode volume adjustments. If you want to silence the monitor while you record, leave the mixing mode selector in record mode. You might want record monitoring off, for example, when you're recording with a microphone and you don't want to hear your voice played back through the speakers while you record.

Click the Record button on the Wave Recorder/Player, or open an edit session window and click its Record button. If the current session contains an unsaved waveform, you'll be asked if you want to save it before recording. If you answer "no", the recording will commence, replacing the waveform in the current session. If the current session is unoccupied or contains a saved waveform, recording commences immediately. The newly-recorded waveform will be untitled and will be immediately available for editing or modification.

When you're finished recording, click the Stop button. *Note:* turning off your microphone or other external input feed doesn't stop a recording; to end a recording you must click the Stop button.

---

## Play

*Wave Recorder/Player, MIDI Player, CD Player, Waveform Editor*

Plays the current file, track or waveform segment.

In a Waveform Editor window, you can start play from any point in the Waveform by moving the Paste/Play Cursor to a new point in the Edit Area or by selecting a specific area of the waveform.



Play

---

## Pause

*Wave Recorder/Player, MIDI Player, CD Player, Waveform Editor*

Interrupts play of a Wave session or MIDI or CD track.

When a track or session is paused, the Pause indicator in the



Pause

## Sound Impression

---

timer window remains highlighted and the Timer shows the point at which the session was interrupted. To resume playing or recording, press Pause again.

While Pause is active, you can click the Stop button to halt playing or recording.

---

## Stop

*Wave Recorder/Player, MIDI Player, CD Player, Waveform Editor*

Immediately stops any playing or recording activity on the current track or session. If you're playing a loop, Stop deactivates it.



Stop

---

## Search

*Wave Recorder/Player, MIDI Player, CD Player*

Takes you to a new point in time in the current session. These buttons emulate the Fast Forward and Rewind functions on an analog device.

Click once or click and hold your mouse button on a Search button to quickly move backward or forward to any point in the current session. A single click takes you forward or backward one second. The time shows the current point in time as you move.



Search

---

## Skip

*Wave Recorder/Player, MIDI Player, CD Player*

**Changes the current session or track.**

Click once or press and hold your left mouse button on a Skip button to move forward or backward through both edit sessions on the Wave Recorder/Player or through all available tracks on the MIDI or CD players. The current session or track number.



Skip

## MIDI Info

### MIDI Player

Basic information on the current track is available by clicking and holding your left mouse button on the MIDI "faceplate."

The information window displays the current file name and length (in hours, minutes and seconds).



MIDI Info display

## The MIDI Selection List

Click the MIDI Player's track number display opens the MIDI Selection List, which offers a list of all currently loaded files, lets you switch tracks by double-clicking any item on the list, and lets you choose or change devices if you have a MIDI instrument connected to your sound card.

The MIDI list can be called anytime after you load your first track. In addition to the track number display trigger, the list can be called by choosing MIDI Selection from the Edit menu on the Title Panel's menu bar (Alt,E,M).

You can keep the MIDI list box open and in view while you play files or perform work elsewhere.

To remove the list from view, open its Control box (Alt, Spacebar), then click Close.

### Changing MIDI devices

Clicking the Select MIDI Devices button in the Options dialog extends the dialog to reveal two dropdown lists. These lists contain all MIDI devices available to your system. If you have a keyboard or other MIDI instrument connected to your sound card, you can use the lists to choose which device will receive input and output.

### To change MIDI devices:

1. Click the arrow button beside either device selection list.
2. Use the scroll bar to located a new devices on the drop down list.
3. Double-click a device name to register the device and close the list.



Click the MIDI Player's track number display to call the MIDI List



The MIDI Selection List

### ***MIDI Thru feature***

If you have a keyboard or other MIDI instrument connected to your sound card, Sound Impression's "feedthrough" system lets you pipe the sound of the connected instrument through your sound card. Feedthrough can only be activated by clicking the MIDI Thru item on the Title Panel's Options menu (Alt,O,M).

---

## **Show Program Panel**

### ***MIDI Player, CD Player***

Converts the MIDI Player or CD Player interface into a panel that lets you program a MIDI or CD Play List.



Show Program Panel

---

## **Program Panel buttons and graphic controls**

### ***MIDI and CD Program Panels***

The MIDI and CD Program Panels are alternate interfaces to the MIDI and CD components that let you program Play Lists from among all available tracks.

Both panels consist of two rows of numbered windows and a set of command buttons. The only difference between the two panels is that the CD Player offers an additional Save Play List button.

The upper track row--the Play List--shows the order in which tracks will be played when you return to the main panel and select Play. The lower row, the Selection List, lets you choose individual tracks to add to the Play List. When you click on any of the 12 visible track windows, the track number you select is appended to the Play List row.

You can remove tracks from the Play List by clicking on the window of the track you want to remove. If you want to remove the entire Play List at once, click the Clear button (the "X" button) on the right side of the panel. You can then build a new Play List with by clicking track numbers on the Selection List.

You can add any number of tracks to the Play List in any order you wish. You can even place the same track several times in a row.

**Note:** the Selection List row shows the number of tracks available on your CD or currently loaded into the MIDI Player. If fewer than 12 tracks are available, You'll have blank windows at the end of the Selection List. If more than 12 tracks are available, arrows are added to the either end of the Selection List row. The arrows let you to scan forward and backward through the list of all available tracks.

To play your list in a continuous loop, choose the Loop button. When selected, the Loop button changes color, when you return to the CD Player or MIDI Player, an indicator will also appear the Timer window to show that Loop is active. You can pause or stop a loop any time, or skip to the next track in a loop by using the command buttons on the component interface.

When you're satisfied with your Play List arrangement, you can exit the programming panel and return to the main component interface by clicking the Return button.

After you've arranged a Play List, an indicator ("PROG") appears in the component's Track Number window.

You can then click the Play button to hear your new track arrangement.



Loop



Return  
(to MIDI Player or CD  
Player)



Clear Play List



Save Paly List

---

## Eject CD

### CD Player

The CD-ROM graphic on the CD Player includes an "eject" button. This button will eject a disc from many CD-ROM drives, but on some brands of drives it could provoke to a "CD Player not available" message the next time you try to play a disc.

The reason is that the eject button sends an "eject mode" message to the CD-ROM drive. On most drives, the eject mode message is carried out through full ejection of the disc. On some, however, it merely puts the drive into a suspended mechanical state which, in effect, has it waiting for a second eject message that can only be sent by using the eject button on the CD-ROM drive itself.



Eject CD

---

## **Edit window keyboard shortcuts**

### *Waveform Editor*

The following keyboard shortcuts can be used whenever a Waveform Editor session is active.

---

### *I/O functions*

Key	Action
R	Record
P	Play
S	Stop
Spacebar	Pause

---

### *Waveform segment selection*

Key	Action
Shift+Right Arrow	Extend selection right
Shift+Left Arrow	Extend selection left
Del	Deselect highlighted selection

---

### *Editing functions*

Key	Action
Ctrl+Del	Cut
Ctrl+Ins	Copy
Ctrl+C	Crop
Ins	Paste

---

### *Other functions*

Key	Action
M	Drop a marker at the current Paste Cursor location

---

## Clear Session

### *Waveform Editor*

Clears the edit session to produce an unoccupied, untitled session. If the session contains a file that has been changed, you're given an opportunity to save it.



Clear Session

---

## Noise Filter

### *Waveform Editor*

One-step removal of pop and hiss from the entire waveform or segment.



Noise Filter

---

## Gain

### *Waveform Editor*

Increases or decreases the amplitude of the waveform or segment. If the current session contains a waveform formatted in stereo, the adjustment can be made to either the left or right channel or to both channels simultaneously.

---

## Reverse

### *Waveform Editor*

Reverses a waveform or a selected portion so it plays backward.



Reverse

---

## Fade

### *Waveform Editor*

Sound Impression's Fade feature offers complete control over all aspects of waveform fading--from setting high and low limits to delimiting the precise length of the fade. It even allows fade-ins at the end or fade-outs at the beginning of a selected segment.



Fade

More: Search online Help, keyword "Fader"

---

## **Integrate sessions**



Integrate

### *Waveform Editor*

Unlike Merge, which places a second file into a separate channel to create a stereo effect, this function integrates a second session into the current session. Multiple sessions can be integrated, but you must add them one at a time.

To integrate a session into the current session, click the Add button in the Integrate dialog box, then choose a waveform from the available session.

The Integrated dialog box includes two buttons that represent Sound Impression's edit sessions. If a session contains a waveform, its button number is blue; if the session is blank, its number is gray. When you select a session, its button number changes to yellow.

If a segment of the session in which you're working is highlighted, the integrated session will be inserted at the beginning of the highlighted area. If the integrated session is longer than the highlighted area or longer than the session into which it is being mixed, it is truncated.

Click the Integrated dialog's Subtract button to remove sessions that have already been integrated.

The integration principle also allows you to use Subtract to bring another session *into* the mix: if you Subtract a session that is not already present, you are, in effect, ordering the session to be Added.

---

## **Add/Remove Silence**

### *Waveform Editor*

### **Add Silence**



Add/Remove Silence

Lets you add as much as 20 seconds of silence beginning at a selected point in waveform. Silence is inserted at the current paste cursor location.

As with any paste operation in Sound Impression, the insertion is processed immediately, so make sure the paste cursor is

exactly where you want it before clicking the OK button in the Add Silence dialog box.

## **Remove Silence**

### **Deletes selected ranges of silence in a waveform.**

The Remove Silence dialog box lets you decide which area to search (beginning, middle or end) and the minimum and maximum amounts silence you want to cut.

The Silence Threshold Level is your definition of what constitutes "silence". If you set it at the maximum 99.9 percent, almost all samples that fall within the search ranges will be targeted for removal. Minimum silence threshold is 0.01 percent.

---

## **Echo**

### *Waveform Editor*

The echo dialog box lets you choose from either standard Echo, Chorus or Flange effects. Only one of the three can be selected from the Activate box in each visit to the dialog, but if you choose standard Echo, you can set as many as three separate levels and adjust each level independently.

Any of the three echo types can be applied to an entire waveform or a selected segment.



Echo

---

## **Pan/Crossfade**

### *Waveform Editor*

This dialog lets you apply single Pan effects between channels either way or use a Crossfade, in which the left channel fades to the right channel while the left channel "crosses" it and fades to the right.

You can set both the extent and the limits of the fades.

The function works only on stereo files, and the button is disabled if the current waveform is not formatted in stereo.



Pan/Crossfade

## Time Scale definition

### *Waveform Editor*

Calls a dialog box that lets you set the basis for the positioning and measurement information displays next to the volume controls.

The dialog offers four choices: Music Beats, SMPTE (Society of Motion Picture and Television Engineers) Time Code, Samples, and Minutes/Seconds/Milliseconds. When you switch modes, the button graphic changes to indicate the current mode (default mode is Minutes/Seconds/Milliseconds, represented on the button as a "T").



Time Scale definition

More: Search online Help, keyword "Music Beat definition" (includes example of using the definition with markers)

---

## Marker functions

### *Waveform Editor*

Sound Impression's waveform-marking tools let you drop up to 16 reference markers onto a waveform display. You can then perform such operations as highlight the area between any two markers and cut, copy or paste any segment between any two markers.

You can even use markers to calculate a tempo for a piece of music. For a description of that process, see the previous topic, "Time Scale Definition."



Marker functions

### **Placing a marker**

Use the Insert Marker button (the middle button above) or press the "M" key to drop a marker onto the waveform at the current Paste/Play Cursor location.

### **Removing a marker**

The Remove Marker button (the third button above) removes the marker closest to the current Paste/Play Cursor location.

### **Using the extended marker functions**

The first button in the set shown at the top of this topic calls the Extended Marker Functions dialog.

Use the Quick buttons to sweep all markers from the waveform, mark off a selected area or highlight the area between the two *outermost* markers.

The Detailed area of the dialog lets you perform basic editing functions (cut, copy or paste) or select a segment that is defined by the markers you select in the dropdown list boxes.

Both dropdown boxes list the total number of markers in the waveform. The first list box also offers a beginning-of-waveform option and the second offers an end-of-waveform option.

---

## The Pitch Scroll Bar

### *Waveform Editor*

The panel between the two view windows features a scroll bar that lets you quickly change the pitch of the current waveform.

To use the Pitch Scroll, slide the scroll bar button to establish a new sample rate for the current waveform. Move it to the right to "speed up" that sound of the waveform or move it to the left to "slow" the sound.

---

## Waveform views: Envelope/Line

### *Waveform Editor*

Default is Envelope view, a "filled" view of the waveform. The Line view shows a single line tracing of the waveform.



Waveform views:  
Envelope/Line

---

## Waveform views: Real/Absolute

### *Waveform Editor*

Default is Real view, which shows the waveform both above and below the baseline. Absolute view places the entire waveform above the baseline, which is reestablished at the bottom of the Edit Area.



Waveform Views:  
Absolute/Real

---

## Edit Area magnification

### *Waveform Editor*

Changes the level of magnification of the waveform in the Edit Area without affecting the waveform's amplitude.

You can step through magnification levels with single button clicks.



Edit Area magnification

---

## Zoom

### *Waveform Editor*

Clicking this button fills the Edit Area with a zoomed picture of a selected segment of the waveform. To zoom in closer, select another segment and click the Zoom button again. As you move in for more detail, the View/Scroll Area displays the position of the zoomed portion relative to the entire file.

Clicking the Zoom button with nothing selected in the Edit Area restores the full session view in both view areas.



Zoom

---

## Record

See page 33.

---

## Play/Loop/Pause/Stop

See items beginning on page 34.



Play/Loop/Pause/Stop

---

## Undo

### *Waveform Editor*

The Undo button lets you change your mind on an edit. Click the button and your most recent edit is dismissed and the waveform is restored to its previous state.



Undo

---

## Merge into Stereo/Split into Mono

### *Waveform Editor*

If the current edit session contains a mono session, you can use Merge to import a second signal and insert it into the right channel to create a stereo effect.

The inserted waveform appears in the top portion of the edit session (the right channel). The session from which the inserted waveform is copied is not affected.



Merge/Split



Merge/Split dialog

## *Sound Impression*

---

If the edit session already contains a stereo session, clicking the Merge/Split button lets you export, or "split" the right channel into a session of its own.

Only unoccupied sessions can receive a waveform exported by the Split function.

---

## **Modify Wave Data Format**

### *Waveform Editor*

Use this button to change any of the three basic attributes of a Wave file: the number of channels, the sample rate, and the sample size. Format also offers a toggle called Falsify, which lets you change the speed of the waveform without actually changing its data.

Format settings always match the settings of a newly-loaded session.

If you clear a session, however, the format of the previous occupant of the session will be retained until you change it or until a new file is opened into the session with different settings.



Modify Wave Data

---

## **Crop**

### *Waveform Editor*

Lets you delete everything except a selected portion of the session. Just select the portion of the signal you want to keep and click the Crop button to delete the rest.



Crop

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## Cut, Copy, Paste

### *Waveform Editor*

These three functions work just as they do in most other Windows applications--except they use Sound Impression's own internal clipboard instead of the Windows clipboard.

Select the portion you want to cut or copy and click the appropriate button. You can then use the Paste command to insert the cut or copied signal portion elsewhere in the same file or into any other Waveform Editor session.



Cut, Copy, Paste

Pastes are inserted at the position of the Paste cursor. The inserted waveform flows to the right of the cursor position.

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## Other Waveform Editor buttons

The last two buttons on the bottom row of the waveform Editor window are:

**Wave OLE**, which calls a dialog that lets you link or embed Sound Impression waveform data into another Windows application. For more on the Object Linking and Embedding feature, see next chapter.



Waveform Editor OLE button

**Rack**, which calls the Rack forward.



Rack

# 4 Other Sound Impression

## Object Linking and Embedding (OLE)

Object Linking and Embedding is the process of transferring data from one Windows application to another, enabling the destination ("client") application to use the data as if it were its own. OLE also enables the client application to call up the source application (the "server") in order to edit or update data objects.

Sound Impression's implementation of OLE lets you transfer sound data--Wave, MIDI, CD clips and even the current Mixer Panel settings--to other Windows programs capable of receiving such data.

Potential OLE clients for Sound, Music, CD and Mixer objects include Windows Write, Cardfile, Word for windows, and most of the popular word processing, spreadsheet, presentation and multimedia software created for Windows 3.1.

### How to link or embed a Wave file

Open an occupied Waveform Editor session and select the portion of the session you want to link or embed. If you want to link or embed the whole file, don't select anything.

Click the session's OLE button (the button bearing the "chain-link" graphic). A dialog box entitled "Embed and Link OLE Objects" appears. Click either the Embed or Link buttons.

Open the client application and document. Place your cursor at the position in which you want to insert the waveform or segment.

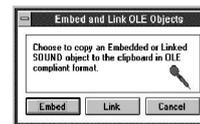
To insert a link, choose Paste Link (or equivalent) from the client application's Edit menu. To insert an embedded sound object, choose Paste Special (or equivalent) from the client applications Edit menu. The Sound Impression "Sound" icon (a microphone) is immediately inserted into the document at the cursor position.



MIDI/CD/Mixer OLE button (Title Panel)



Waveform Editor OLE button



Waveform Editor OLE dialog

### Playing or editing the link:

To play the linked waveform, double-click the Sound icon in the client document. If the sound is linked, you can also choose Activate (or equivalent) from the client application's Edit/Links menu. If the sound is embedded, an alternative is to choose Sound Object/Play (or equivalent) from the client application's Edit menu.



Wave 'Sound' object icon

To edit linked sound data, choose Edit from the client application's Edit/Links menu. To edit an embedded sound object, choose Sound Object/Edit from the client application's Edit menu. These commands call a single Sound Impression Waveform Editor session with the requested Wave file open and ready for editing. After editing (or replacing) the file, click the session's OLE button and choose Update (for a link) or Update Object (for an embedded object) from the popup dialog. The sound data in the client document will immediately reflect the changes.

### How to transfer MIDI, CD or MIXing Panel data

1. Open a MIDI file into the MIDI Player or initialize a CD audio disc and skip to the track you want to link. If you intend to link Mixing Panel settings, change the settings to the desired levels.
2. Click the OLE button (the button bearing the "chain-link" graphic) on the main screen Title Panel. A dialog box entitled Link from the Mixing Panel area, Link or Embed from the MIDI area, or Link CD (note that the CD portion of the dialog lets you set a starting and ending time for the CD segment).
3. Open the client application and document. Place your cursor at the position at which you want to insert the Sound Impression data.
4. Choose Paste Link (or equivalent) from the client application's Edit menu to link the MIDI, CD or Mixing Panel data. If embedding a MIDI file, choose Paste Special (or equivalent) from the client application's Edit menu. A Sound Impression icon representing the data type is immediately inserted into the document at the cursor position.



OLE dialog for MIDI, CD and Mixing Panel data



MIDI 'Music' file icon



'CompactDisk' object icon



Mixing Panel object icon

### **Playing or changing a MIDI (linked or embedded), CD or Mixing Panel object**

To play an *embedded* MIDI object, double-click the Music icon or choose Sound Object/Play (or equivalent) from the client application's Edit menu.

If MIDI data is selected, Sound Impression opens with the linked MIDI file loaded, then plays the file. If CD data is selected and if the CD bearing the requested sound segment is present in your CD-ROM drive, Sound Impression opens, automatically initializes the disc, locates the correct segment and plays it. If the correct CD isn't in your CD-ROM drive, you're asked to insert it. If a Mixing Panel object is selected, Sound Impression opens and its Mixing Panel settings are immediately reset to those that were saved in the link.

### **To change a MIDI, CD or Mixing Panel link:**

1. Choose Edit from the client application's Edit/Links menu. The command opens Sound Impression (if it isn't already open), then loads the MIDI Player with the linked file, initializes the appropriate CD and locates the requested segment, or adjusts the mixing Panel levels to the linked levels.
2. Replace the linked MIDI file with a new file, change CD tracks or reset the Mixing Panel to new levels.
3. Click the Title Panel's OLE button, then click Update in the OLE dialog. The client document will now contain the new linked data.