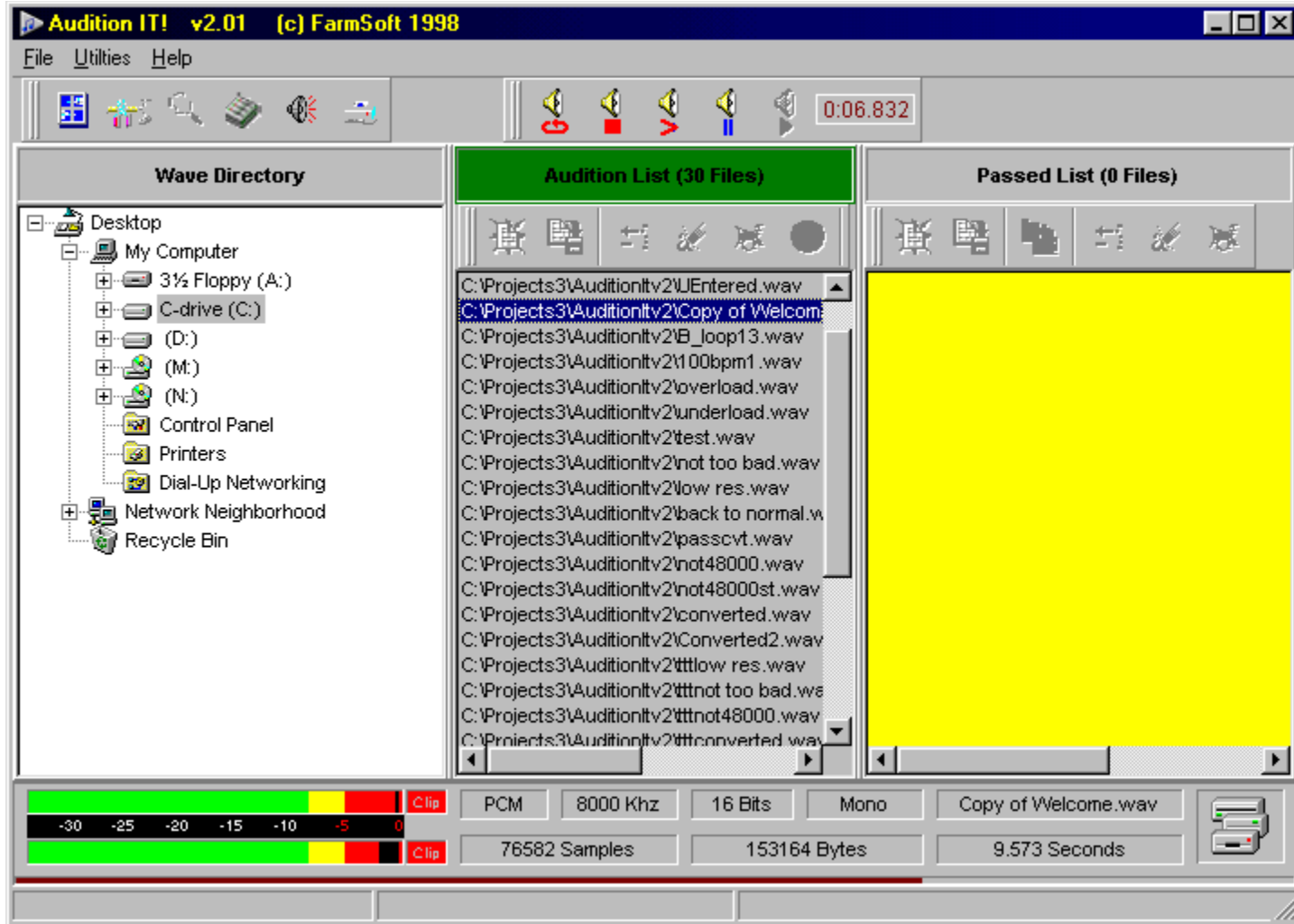


## Using the Program

We have tried to make the operation as simple as possible.

Below is a screen shot of the Main Program Screen :

(Click on the picture to get information on the relevant functions)



# Technical Support

Registered users can obtain support via EMail.

(see [Registration](#) for Details)

If you experience a problem or have a query, send a report to:

**FarmSoft@yahoo.com**

Please include the following information :

1. Your Name
2. Program Version
3. A Description of the problem
4. How you can reproduce it
5. A basic outline of your system :
  - CPU Type & Speed
  - Memory Installed
  - Sound Card + Driver Versions
  - Operating System and Version
  - etc.

If you do not have access to Email, you may send a written report to us at the following Address, we will endeavour to answer your questions or resolve any problems via post ( please include a Stamped & Self Addressed Envelope ) :

FarmSoft Technical  
Lane End Cottage,  
Long Lane,  
Tilston,  
Nr Malpas,  
Cheshire,  
SY14 7HA,  
England.

## Registration

**AuditionIT!** is a Shareware Product.

You may evaluate the program for a period NOT EXCEEDING 30 DAYS.

If you wish to continue using the program after the evaluation period, then you must register.

As well as supporting the shareware concept and ensuring that programmers are willing to produce "try before you buy" software, Registered Users benefit from :

1. Technical Support via Email
2. Free bugfix upgrades within the current version
3. Peace of Mind !

Registration only costs:

**£15.00 (UK Pounds Sterling)**

Registration keys will normally be sent via EMail

If you want the program and key on floppy disk, please add £1.50 (UK) or £3.50 (Overseas) to the registration fee to cover postage and media.

You can send cash, postal orders or cheques to the following address :

FarmSoft Registrations  
Lane End Cottage,  
Long Lane,  
Tilston,  
Nr Malpas,  
Cheshire,  
SY14 7HA,  
England.

**(Note : Please Make Cheques Payable to S.J.Farmer)**

Please include the following information:

Your Name  
The Name you want the program registered to ( if not yours)  
Your Postal Address  
Your Telephone Number  
Your EMail Address  
The Program name and Version you wish to register.

(Registration Keys will normally be issued with 14 days)



When you receive your registration key, Type the registered name and the key supplied in the boxes in the registration menu and click Register.

(Note: Make sure you type in the Name and Key EXACTLY as supplied)



## Passed List

As you listen to the files being Auditioned, you can copy any that you like into the Passed List. There are 3 different ways you can do this.

Either

1. *Press the Spacebar* on the keyboard, the currently select file in the Audition List will be transferred to the Passed List
2. *Drag and Drop* the required filename from the Audition List into the passed list
3. *Double Click* the Entry in the Audition List that you want add.

You can Open or Save the Passed List using the Toolbar Button or via the File Menu.

## Audition List

The Audition list contains the files that will be auditioned when you press the Start button on the [Transport Toolbar](#).

You can right click on the list to select options for clearing, saving lists, opening lists and deleting files within the Audition List.

You can Open or Save the Audition List using the Toolbar Button or via the File Menu.

**Note:**

You can also drag files to the Audition list from Windows Explorer or use the [Search Dialog](#).

## Clip Indicators

These led's indicate that clipping has occurred during playback of the current file (i.e. The wave exceeds 0dB )

The Clip Indicators are reset at the start of the each file during playback

**Note :** When using Loopmode, it is possible for Clipping to occur at the end or start of each loop

## Wave Directory

The wave directory is used to select the directories in which are held the wave files for auditioning. If the directory contains a Wave File with a ".WAV" extension, it, and any other Wave Files will automatically be added to the Audition List.

As more directories are selected, their Wave Files will be added to the end of the list accordingly.



## ToolBars

There are 4 Toolbars which can either be docked to the top of the screen, or alternatively dragged off the toolbar and left "floating" depending on your requirements.

All the main operations for the program are available from the toolbars.

Placing the mouse cursor over the toolbars buttons will show the action that the button will perform, either on the status bar when "docked" or as a normal hint when floating or if Show Hints is selected in the [Program Preferences](#).

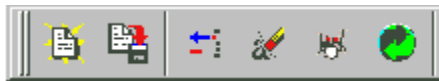
### Main Toolbar



### Transport Bar



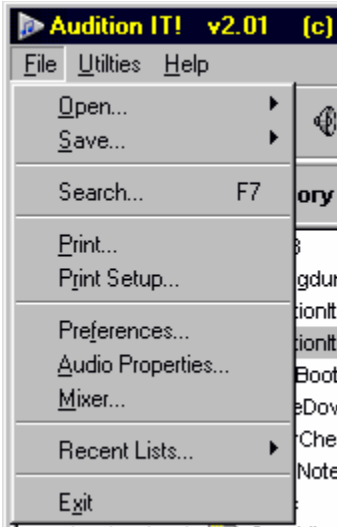
### Audition List Toolbar



### Passed List Toolbar



## File Menu



### **Open**

You can select to open a previously saved Audition or Passed list

### **Save**

Save the contents of the Audition or passed list to a file

### **Search**

Start the [Search Dialog](#)

### **Print**

Prints out the Passed List to the selected printer, including filesize, date and time for later reference.

### **Print Setup**

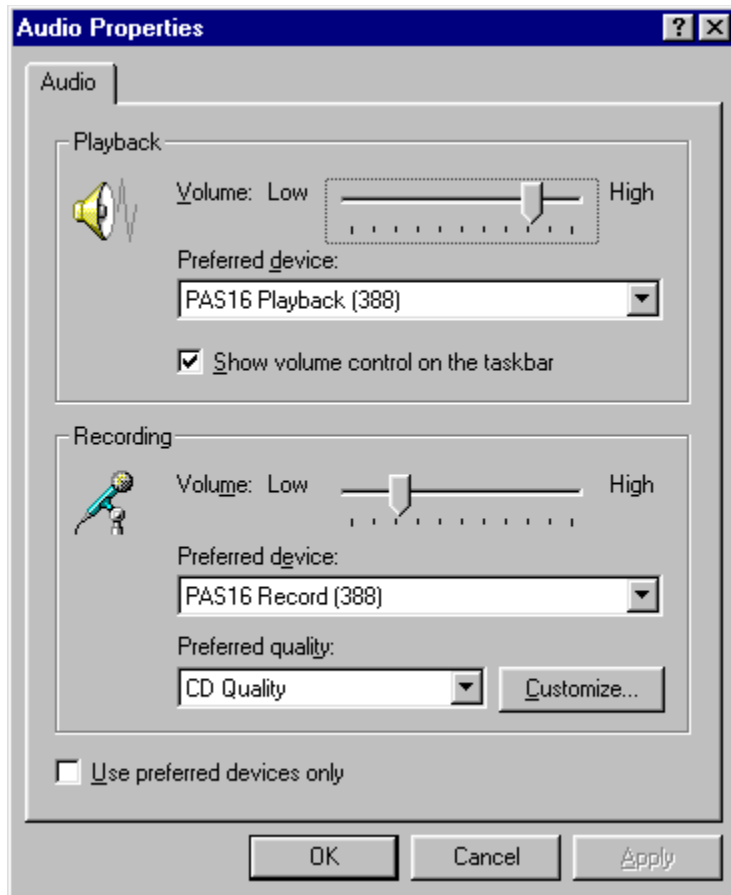
Used to select printer options and set the default windows printer if required

### **Preferences**

Opens the Program [Preferences Dialog](#)

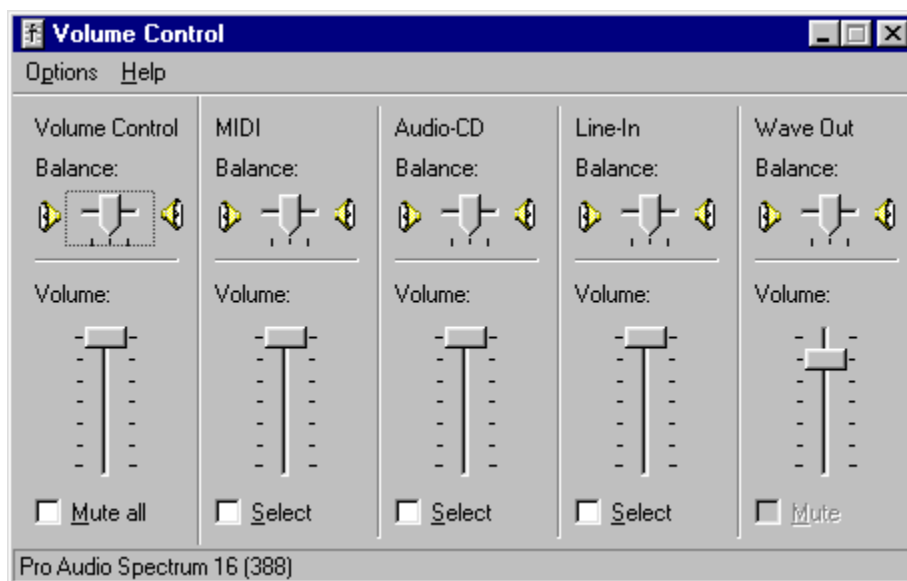
### **Audio Properties**

Opens the Audio Properties Dialog



## Mixer

Opens the selected mixer applet for the soundcard so you can alter the playback device, volume, panning and other options dependant on the mixer you have selected. The default mixer is the Windows Volume Control, however you can specify a specific mixer in preferences



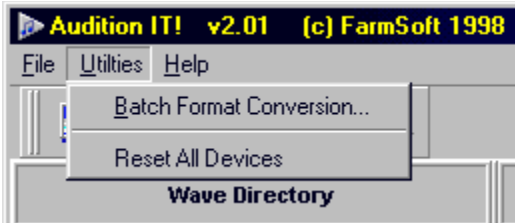
### **Recent Lists**

This menu displays files that have been opened or saved recently. the program keeps track of the last 10 files opened or saved

### **Exit**

Stops any current playback and closes the program.

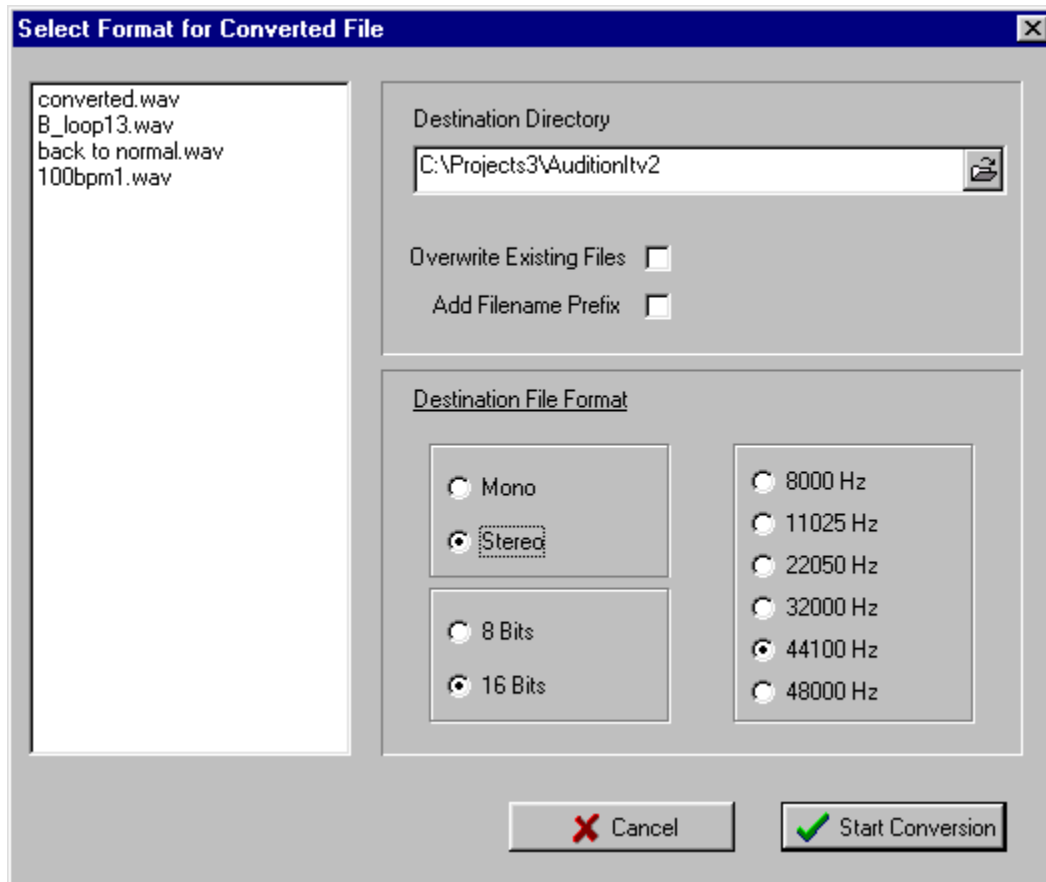
## Utilities Menu



### Batch Format Conversion

The Utilities Menu contains access to a Batch converter to convert a file or files to a different format using the File Format Converter.

When selected, you can choose the file or Files you want converted and then you will be asked for the File Type to convert the files to as shown below :



you can elect to have a Prefix added to each filename, e.g. TEST1.WAV would be converted and saved as CVT\_TEST1.WAV if the prefix selected was "CVT\_" , any valid filename character can be used within the prefix.

If you do not select a prefix, then the ORIGINAL FILE will be overwritten if the Overwrite option is selected, in this way you can convert all the selected files but leave their filename the same.

Selecting Convert will close the dialog and the conversion of the selected files will start.

### **Reset All Devices**

If a hardware error occurs on your sound card, you can attempt to reset it using the Reset All Devices Option, this basically closes the current wave device and attempts to reopen it.

# Help Menu



The Help Menu provides access to this help system. There is also Context Sensitive Help available by pressing F1 whilst in the dialog you want help on

## Contents

Brings up the Help Index of Topics

## Search for Help On

Brings up the Help File Search Screen

## How to Use Help

Starts the Windows Help System Help File

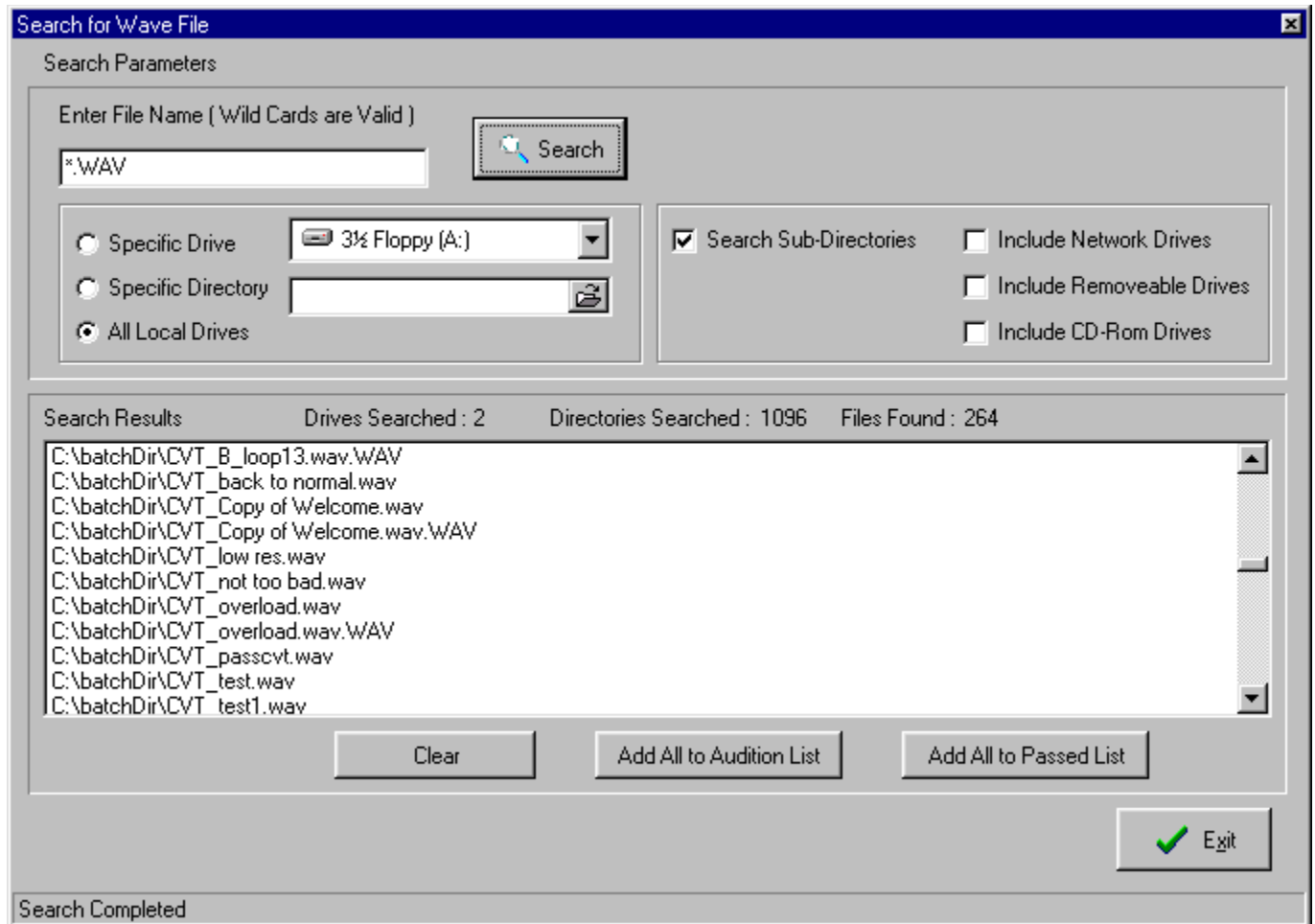
## Register

Brings up the [Registration Dialog](#)

## About

Shows information about the program and your system and the registration status of the program.

## Searching



Click on an Item in the picture above for more information

Using the Search Dialog you can find Wave Files (.wav) in any Drive or Directory on your system and on any Networked Drives that you have access to.

You can specify as much or as little as you know if the filename, (\*.WAV = all Wave Files, S\*.WAV = All Wave files beginning with the letter S etc. )

You can specify that you want to search a single drive, a single directory or all drives connected to your system

By Default all Sub-Directories will be searched, unchecking this option will restrict the search to a single directory.

You also have the option to include or exclude CD-Rom, Removeable and Network Drives from the search.

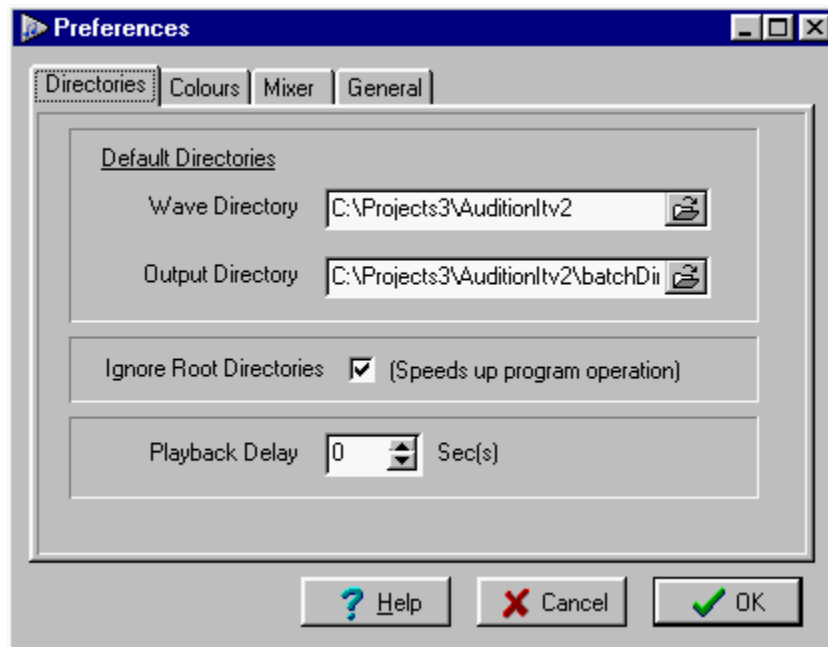
When the search is complete a list of all files found will be displayed, this can then be copied to the Audition or Passed Lists for further processing, or saving as required.



## Program Preferences

The Preferences dialog allows you to setup various parameters as shown below :

### Directories



The directories Tab allows you to set the default startup and copy directories for the program when the program is started.

### Ignore Root Directories

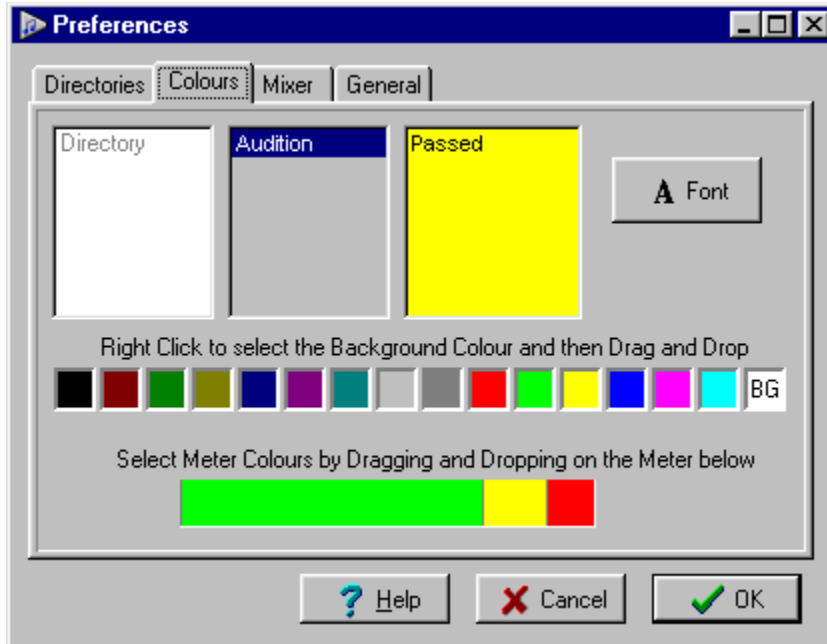
Because it is unlikely that you will store wave files in the root directory of a drive, you can opt to have root directories ignored as you change the directory in the "select Wave Directory" explorer type box. This helps with the response time of the program, if it is not set, there can be a delay of several seconds when a drive is changed in this dialog.

**Note:** this option has No Effect within the [search dialog](#)

### Playback Delay

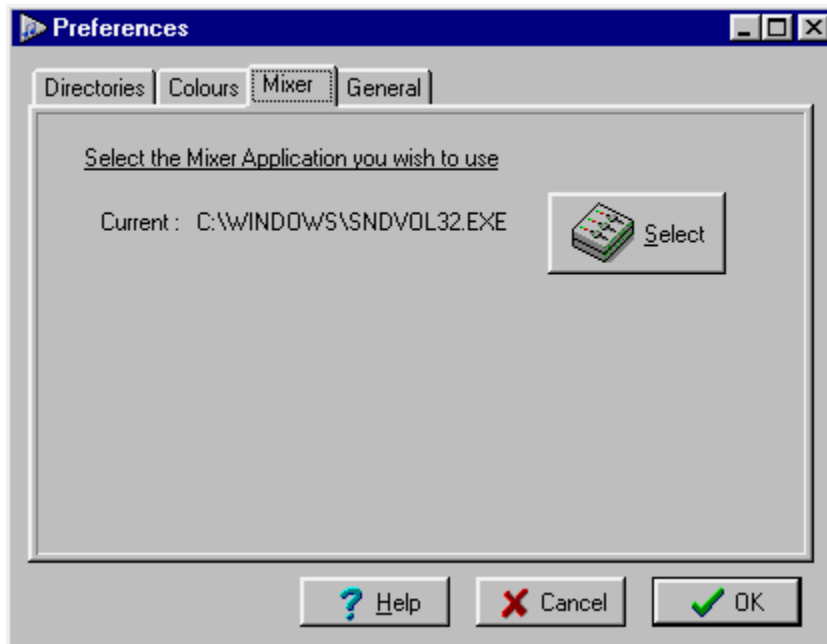
The help Auditioning of very short files, you can opt to have a delay of the selected time between each file being played. The minimum is 0 (no Delay) then maximum is 60 Seconds.

### Colours

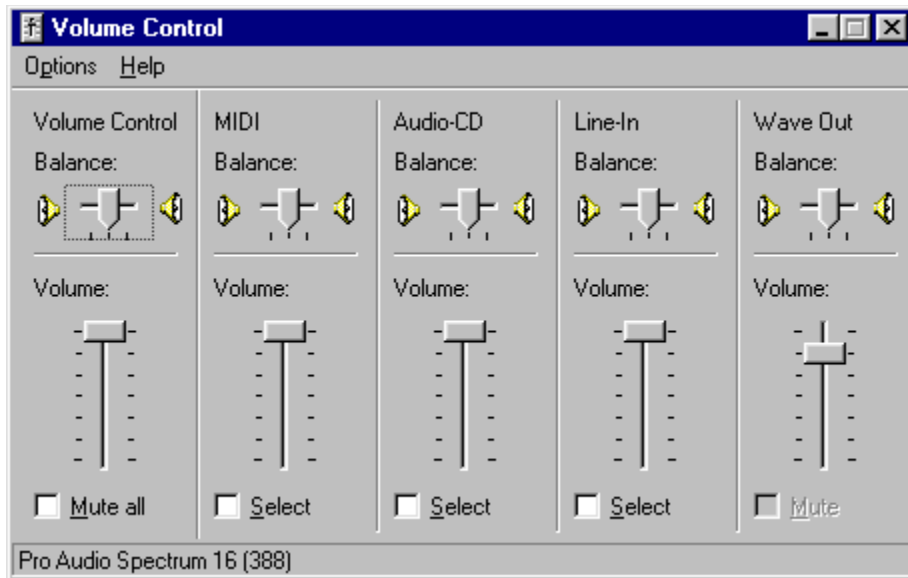


The Colours Tab in Preferences allows you to customize the program colours to your liking. To do this, select the colour you wish to use by **right** clicking and then **drag and drop** with the left mouse button onto the item you wish to change

## Mixer

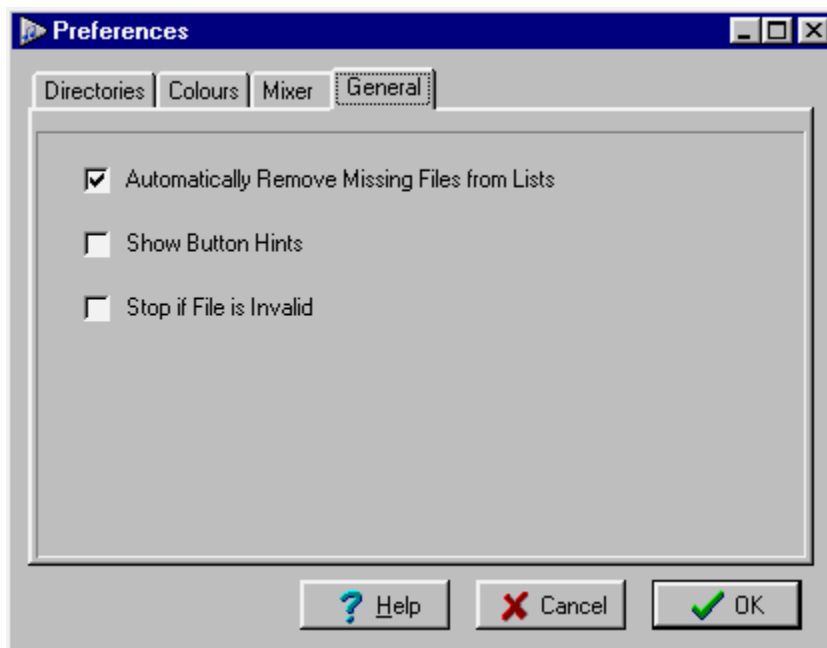


The Mixer Tab allows you to set the mixer that will be used when you select the mixer option in the [File Menu](#) .



The Default mixer is the standard Windows Mixer Applet, however if your soundcard has its own, you can select this instead (see your sound card manual for details of the filename and location)

## General



The General Tab allows to to specify the following items

### 1. Automatically Remove Missing files From Lists

If this option is checked, then the program will check when lists are opened that the files are still where they were, if they are not, then they will be removed. This operation does extend the time slightly that it takes to load a list, therefore this option can be switched on or off according to your preference.

## 2. Show Button Hints

By Default the button hints are turned off, hints on the operation of the various buttons appear in the status bar at the bottom of the screen. If you prefer hint boxes to appear when your mouse moves over a button then turn on this option.

## 3. Stop if File is Invalid

By Default, if an invalid file is detected, it will be skipped and playback will continue from the next valid file.

If this option is checked, when an invalid file is detected, playback will stop and you will be notified of the error, you may then choose to delete the file from the list or completely delete it from the hard drive using the option in the pop up menu, displayed by right clicking.

# AUDITION IT!

## *The History*

This program started from a personal requirement to quickly audition and select files for an audio project from an extensive collection of samples.

I looked for a product that would allow me to quickly listen to a selection of samples in .WAV Format and then copy the ones I thought useful or potentially useful to me to a separate directory which could then be used as a source.

Gathering samples from Disks and CD's I found to be a lengthy process but I could not find anything, either shareware or commercial that would do this, hence I decided to write something.

A couple of friends then saw the program in the basic form that I had it originally and what you see now is a rewritten version, much expanded from the basic program it started as.

*I decided that I would release AuditionIT! as Shareware, I won't bother going into the "Shareware Concept" as I'm sure that you will have heard it all before, suffice it to say that I am a firm believer in it, and human nature, consequently I ask that if you find the program useful, you [register](#) it with me ....*

## Future Development

Currently AuditionIT! is at version 2.0x

The Future development of the program is totally dependant on the requirements of registered users of the program. If you would like enhancements to the program, firstly please [register](#) it, and secondly, please let me know what the requirements are and we will endeavour to incorporate them in a future release

# TRANSPORT BAR



Click on an item in the Picture above for further details

## General

The Transport Bar is used to control playback of the files in both the Audition and the Passed List.

## Start Button

To start playback of the Audition List, **LEFT CLICK** the Start Button.

To start playback of the Passed List, **RIGHT CLICK** the Start Button.

Once playback is started, all functions of the Transport Bar, until playback is stopped, are relevant to the currently active List (The Title is highlighted).

Normal operation after pressing start will see each file being played sequentially through the list.

You may select any file by highlighting it as the start point for Auditioning, if no file is highlighted, then the first file will be selected as the start and all files in the list will be played.

If you are auditioning very short files (e.g. Drum Samples) you may find that it is useful to increase the playback delay in [Preferences](#) this will put in the selected delay between each file being played.

The Status bar will indicate the file being played, its length in milliseconds and the playback status.

If the program finds any files that it cannot play as they are , this will be indicated in the Status Bar and processing continues at the next file.

## Stop Button

Clicking on the Stop Button will stop playback of the current file. And no further files will be played.

## Skip Button

The Skip Button can be used to stop playback of the current file and continue processing at the next file in the list.

## Pause Button

The Pause Button is used to pause playback of the current file, clicking a second time will restart the playback from the paused position.

## Loop Button

The Loop Button is used to repeat the currently selected file until the stop button is pressed, click on the loop button a second time to turn off looping.

## Current Time Display

The Current Time Display shows the time that the current file has played, the moving bar at the bottom of

the screen gives an indication of the overall position of playback



## MAIN TOOLBAR



Click on one of the items above for more information

### **Exit**

Pressing the Exit Button stops any file currently playing and closes the program, returning the user to the operating system

### **Preferences**

The preferences button brings up the configuration [preferences](#) for the program

### **Search**

You can use the [Search Dialog](#) to find files on a disk and add them to the Audition or Passed list.

### **Mixer**

The Mixer Button will start the mixer application specified preferences, this is by default the Windows Mixer, but you can specify any specific mixer utility applicable to your sound card ( see your sound card documentation for details of the mixer application it uses)

### **Audio Properties**

Shows and allows changes to the Windows Audio Properties Dialog, you may specify in here the sound card to use by default, together with the playback resolution (if applicable to your sound card) and volume / EQ Control

### **Print**

The Print Button will print out a list of the current files in either the Audition or Passed List as required together with their file details and space for you to make notes as required.  
If you have a Colour Printer, then colour is used.

## Passed List Toolbar



Click on an item in the picture above for more information

### [Open Passed List](#)

The Open Passed list function allows you to open previously saved lists into the Passed List for further Processing  
(Passed Lists have a file extension of .PLS)

### [Save Passed List](#)

If you wish to save the current Passed List you can do this with this Button, you may use up to 255 Characters for the filename, but it should have an extension of .PLS.

### [Copy Files](#)

When you have selected the files for a project, you can copy them all to a single directory that is specified in the box below the passed list, using the Copy Files Dialog.

You will be prompted if a file with the same name exists and after the copy, finally you have the option of clearing the passed list.

**Note :**Because files on CD are "Read Only", this can be a problem when you come to edit them, consequently, the Read Only attribute on the file is automatically removed when the file is copied to the new directory.

### [Delete Selected Entry](#)

Should you wish to delete an entry in the Passed List, this can be done using the Delete Entry button on the Passed List Toolbar. Only the entry is deleted, the file remains on your hard disk.

### [Clear Passed List](#)

The Clear Passed List Button will remove all entries in the list, the files themselves are not deleted and remain on the hard disk.

### [Check BPM Value](#)

The Check BPM Value will start the Check BPM Dialog for the selected File. This is only an indication of the calculated BPM should the file be looped over it's complete length and requires you to select the number of beats present in the file.

## Open Passed List

Opens a previously saved Passed List

## Save Passed List

Saves the files in the Passed List to a file

## Copy Files

Copies the file(s) contained in the Passed List to a single Directory on your local or mapped network drive and if applicable, removes the ["Read Only" File Attribute](#) on the copied file

## Remove Entry

Removes the selected entry from the Passed List (Note: The file is NOT deleted from your Hard Drive)

## Clear All

Clears all files from the Passed List

## Open BPM Calculator

Opens the [BPM Calculator](#) for the current file



## Audition List Toolbar



Click on an Item in the list above for more information

### [Open Audition List \(F5\)](#)

The Open Audition list function allows you to open previously saved lists into the Audition List for further Processing  
(Audition Lists have a file extension of .ALS)

### [Save Audition List](#)

If you wish to save the current Audition List you can do this with this Button, you may use up to 255 Characters for the filename, but it should have an extension of .ALS.

### [Delete Selected Entry \(Del\)](#)

Should you wish to delete an entry in the Audition List, this can be done using the Delete Entry button on the Audition List Toolbar. Only the entry is deleted, the file remains on your hard disk.

### [Clear Audition List](#)

The Clear Audition List Button will remove all entries in the list, the files themselves are not deleted and remain on the hard disk.

### [Check BPM Value](#)

The Check BPM Value will start the Check BPM Dialog for the selected File. This is only an indication of the calculated BPM should the file be looped over it's complete length and requires you to select the number of beats present in the file.

### [Swop Lists](#)

Swop Lists will delete the Audition List and move over the files from the Passed List to replace them. This operation is useful once the first run through of the Audition List has been completed, swopping the list allows for further Auditioning to narrow the files required for the project you are working on.

## Open Audition List

Opens a previously saved Audition List

## Save Audition List

Saves the current files in the Audition List to a file

## Remove Entry

Removes the currently selected entry from the Audition List (NOTE: This option does NOT delete the file from the hard disk)

## Clear All

Clears all entries from the Audition List

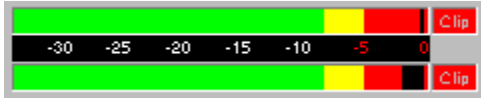
## Open BPM Calculator

Starts the [BPM Calculator](#) for the Current File

## Swop Lists

Deletes the contents of the Audition List and transfers the Contents of the Passed List into the Audition List for further processing and selection

## Peak Meters



The Peak Meters show the current output level of the file, if the level exceeds 0db then the Clip Indicator will light on the channel that has exceeded the level to notify you that clipping has occurred.

The Colours of the meter can be changed in the [Program Preferences](#)



## File Type

The File Type will indicate the type of file that is playing or has been selected by manually clicking in the list.

## Filename

Indicates the filename of the currently selected file (without the Directory information)

## Sample Rate

Indicates the Sample Rate (Number of samples per second) of the current or selected file.

Supported Sample rates are 8,000 11,025 22,050 32,000 44,100 48,000 Khz

## Sample Count

The sample Count Indicates the Total Number of samples contained in the selected File

## Wave Type

Indicates whether the File is PCM (Pulse Code Modulated) file

## **File Format**

Indicates whether the file is Stereo or Mono

## Number of Samples

The Number of Samples indicates the total number of samples contained in the currently selected or playing file

## Length

The Length Indicator shows the length of the currently selected file in seconds



## File Size

The File Size indicates the size in bytes of the currently selected file

## Bit Length

Indicates whether the currently selected file is 8 or 16 Bits in each sample

## Quick Copy



Whilst Auditioning files, it is possible that you will find a file that you like, but is not relevant to the current project you are working on, dragging the file from the Audition or Passed Lists onto the Quick Copy Icon allows you to copy the file to a new location where you can find it easily later on.

# Read Only File Attribute

All Files have 4 Attribute which can be set as shown below

## Archive Attribute

Used mainly by Backup Programs to determine whether a file has been changed

## System Attribute

Used by the Operating System to denote a System file

## Hidden Attribute

Used by the System to "hide" files from a User

## Read Only Attribute

denotes that a file cannot be written to, this is set for all files on a CDROM

## Acknowledgments

All Trademarks and Copyrights Acknowledged

FarmSoft would like to acknowledge the help, time and commitment of the Beta Testers who took the program and pointed out problems and suggested additions, without them AuditionIT! would not be where it is today ! - You know who you are !

Special Thanks to

Pat Patterson - Ted the Bear Productions, and Robert "Find the Icon" Fox

## Status Bar

The Status Bar along the bottom of the screen shows general information during program operation, this may be status information of a long process or hints for the program in general.

## Progress Bar

The Progress Bar indicates the position of playback for the current file. The bar "fills up" from left to right, the left being the start of the file and the right the end.

This is purely to give a representation of where you are within a long file.

**Note: Only the first iteration of a looped file is indicated**

## **Error Occurred during Conversion**

During conversion of the file, an error was detected.

It is possible that the output file is write protected, or your disk may be full



## **Evaluation Period Has Expired**

Your evaluation period of 30 days has expired, if you wish to continue using the program, you should register with Farmsoft.

## Please Re-Input your Registration Key

An Invalid or Corrupt Registration Key has been detected, if you have Re-Installed the program, you must re-input your key.

If you have problems, please contact FarmSoft **EMAIL : [FarmSoft@yahoo.com](mailto:FarmSoft@yahoo.com)**

## **Error Reading Wave File**

The Current Wave File was Detected as Invalid.

Ensure that the file is not in use by another program and that its file length as reported by Windows is greater than zero. You may also wish to try playing the file in another program (e.g. Windows Media Player)

## Create Directory

The selected directory does not exist, to create the directory click YES to create the directory or NO to abort the operation

## Overwrite File

The filename that you have selected already exists, Click Yes to Overwrite or No to Cancel the Operation

## Clear the Passed List File

Click Yes to Clear the Contents of the Passed List file or Click no to leave the contents.

## No Filelist to Save

There are no files in the list you have selected to save, the operation cannot be completed

## Select Entry to Delete

You must select the entry you wish to delete by clicking with the left mouse button in the relevant list



## **Stop Playback First**

You cannot complete the selected operation whilst a file is playing  
Stop playback and then select the operation again.

## Merge List into Current

If you want the list you are opening to be added to the files currently in the destination list, then you should select the Merge option, otherwise, the destination list will be deleted and the new one opened in its place

## **Remove Defunct Entries from list**

When checking if files exist, you have the option of removing any entries from the list that are no longer in their original locations

## **File(s) not Found**

Indicates the number of files not found from the selected operation, if you are using Network Drives, or a CDROM Drive, make sure that the Drive or CD is connected and operational

## **Please Select File**

When any operation on a file is selected, the relevant file must be highlighted in the list prior to starting the operation

## Cannot reset Soundcard

There appears to be a hardware problem, or the Soundcard is locked.

Ensure that another program is not using the Soundcard or try closing and restarting the program

## **Swop Passed List Entries to Audition List**

Selecting Yes will delete the current entries in the Audition List and Copy over the entries in the Passed List to replace them.

## **File is not an Audition or Passed List**

The file you have attempted to open does not appear to be an Audition or Passed List.

Audition Lists have the File Extension .ALS

Passed Lists have the File extension .PLS



## **Delete the Selected File**

Clicking YES will delete the file from your hard disk, it will NOT be put in the Recycle Bin.

## **File Delete Failed**

Check that the file is not write protected and that you have write access to the drive if it is on a Network

## **Default Wave and Default Output Directories Must be Different**

To stop accidental overwriting of file, the "Default" and "Output" directories should be different

## **Invalid Key!**

The Registration Key you entered is invalid, Ensure you enter the details EXACTLY as they were supplied, the key is CASE SENSITIVE as is the Registration Name !

## Please Enter a Directory to Search

You have selected to search a directory, but have not specified the directory to search

## **Start Search**

Starts the search for files according to your specified parameters

## Enter Filename

Type in here the filename you wish to use for the current search, you may specify wildcards by using an asterix within the filename e.g. \*.wav finds all files with an extension of WAV, S\*.WAV will find all files with a filename beginning with S and and Extension of WAV

## Specific Drive

The search will only take place on the drive you have selected in the box to the right (Drive Selection)



## Specific Directory

The Search will only take place on the specific directory (By Default, Sub-Directories will be searched unless you uncheck the search subdirectories box)

## All Local Drives

when this box is checked, all local hard drives will be searched, you can also specify whether Removeable, CD-ROM and Network Drives are included using the relevant Check Boxes

## Drive Selection Box

If you are searching a specific drive, then the drive is specified by selection of the drive in this drop down box

## Directory Selection

This dialog allows you to specify the starting or root directory for the current search

## Search Subdirectories

Checking this box (default) will make the search recursive, i.e. all directories below the current directory will be included in the search

## **Include Network Drives**

If this box is checked then any Networked Drives attached to your system (mapped) will be included in the search

## **Include Removeable Drives**

if this option is checked then any Removeable Drives will be included in the search (e.g. Floppy Drives)

## **Include CDROM Drives**

If this option is checked then CDROM drives attached to your system will be included in the search.



## Drives Searched

Indicates the current number of drives searched for the search in progress or last completed

## Directories Searched

Indicates the current total of directories searched for the current running search or the last search completed

## **Files Found**

Indicates the total number of files found during the current search and for the last search completed

## Found File List

Contains a list of the files found during the search, these can be added to the Audition or Passed List

## **Clear Found File List**

Clicking this button clears the Found File List in preparation for the next search

## **Add to Audition List**

Adds the files in the Found File List to the Audition List and then clears the Found File List if required

## **Add to Passed List**

Adds the files in the Found File List to the Passed List and then clears the Found File List if required

## **Exit Search Dialog**

Closes the search dialog and returns you to the main screen



## Search Status

The current directory being searched is displayed in this status line, together with the name of the entry being transferred to the Audition or Passed Lists whilst the transfer is in progress

## Exit Program

Stops any current playback and exits the program

## Open Preferences

Opens the [Program Preferences](#)

## Open Search Dialog

Opens the [Search Dialog](#) to carry out search operations

## Open Mixer Dialog

Opens the Mixer specified in [Program Preferences](#)

## Open Audio Properties

Opens the Windows Audio Properties Page for your installed Sound Hardware

## **Print Specified List**

Prints one of the lists as selected to your printer

## Loop Mode

Turns on and off looping of the current selected file



## Stop Playback

Stops playback of the current file

## **Skip Current File**

Stops playback of the current file and continues playback with the next

## **Pause Playback**

Pauses Playback of the Current File, pressing again restarts from the paused position

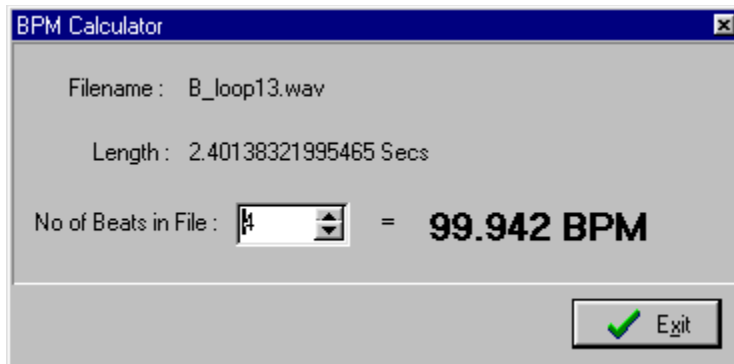
## Start Playback

Starts Playback - Left Click starts Playback of files in the Audition List , Right Click Starts playback of file in the Passed List

## **Playback Time Indicator**

Indicates the Playing Time elapsed form the start of the current file

## BPM Calculator



The BPM Calculator can be used for general calculation of the BPM of a file if the WHOLE File is looped as is.

The Calculation is dependant on the user inputting the number of beats within the file in it's current form.

