

#

Swift Pro 2.0

^KIntroduction

Swift Pro 2.0 is the ultimate Audio and Karaoke Hoster for the PC solution brought to you by TriceraSoft.

Host any DJ or KJ show at the click of a mouse pointer. Bring the Power of CD+G, CD-Audio, Karaoke Media Files (Audio+G), and Video Sources into one awesome program. Awe any audience with an audio or karaoke show that will knock their socks off!!

Swift Pro includes importing tools, CD+G Disc playback, export songbook creator, very cool transitions, slideshow, next singer features, and many more...

#^KRequirements

Minimum System Requirements:

Windows 98SE/NT/2000/XP
Pentium 4, 1.8 GHz+
256 MB RAM
3D Accelerated Video Card
32 MB Video Memory
Video Card Resolution 1024x768 x 16bit or greater
16-bit Sound Card
Windows Media Player 9 or 10
DirectX 9.0C
5 to 40 MB Hard-Drive space

Suggested System Requirements:

Windows XP SP 2
Pentium 4, 3.2 GHz
256 MB RAM
3D Accelerated Video Card
128 MB Video Memory
16-bit Sound Card
Windows Media Player 10
DirectX 9.0C
250 GB free Hard-Drive space (for songs)
Latest Video Drivers

Introduction

^K Introduction

Requirements

^K Requirements

#^KFeatures

Special Features:

Dual Deck/Dual Playlist
Full Hoster Tool
Conversion Tools (Sold Separate)
Song Collection

Software Supports:

Karaoke MP3+G Media Files
Regular Audio Files (MP3, etc)

Hardware Supports:

Multiple Soundcard Support
Multiple Monitor Support
CD+G/CD-Audio, Video Sources

Navigation Features:

Intro/Single/Shuffle/Repeat Modes
Play/Pause/Stop Track
Previous/Next Track
Set/Cue Deck
Queue Mode
Record
MIC Control

Playlist Features:

Playlist Quick Find
Sort Playlist
Clear/Load/Save Playlist
Remove/Move Up/Down Track
Queue Mode
Next Singer Mode
Enter Singer Name/Edit Item Time
Next Singer Playlist View
Add File/Folder, Add Picture, CD-Audio, CD+G Disc, Video Source
Clear/Load/Save/Sort Playlist
Remove/Move Up/Move Down/Move to Deck (B/A)
Add to Preview
Sound Card Select
Media Position Slider

Playlist Slider
Playlist Numbering
Playlist Printing

Display Features:

Picture Slide Show
Preview Player
Preview Screens (Windows)
Multiple Format (MP3+G, Audio+G) Player
Flexible Video Screen
Dynamic Fast and Flexible Playback Core

Preview Features:

Play/Pause/Stop Track
Independent Volume Control
Sound Card Select
Media Position Slider

Audio/Video Effects and Controls:

Pitch Control / Tempo Control (TriceraSoft DSP)
Vocal Remove/Multiplex Mode
Continuous Playback
Crossfade (Auto/Manual)
Fade on Start/Stop
Alpha Video Crossfade
Adjustable Crossfade Start/Time/Level
Independent Volume Control
Multiple Sound Card Selection (in Preferences)
Multiple Sound Card Combo Box (quick selection)
Capture through Microphone
Visual Crossfade Transitions
Independent Slideshow
Visualizations

Other Features:

MP3 ID3 Tags (Song Collection)
Text Messaging (Video Onscreen Text Messages)
Quick Key Management
Quick Keys (Quick Sliders)
Songbook Print and RTF Export (Song Collection)
Custom Skinable Interface
Dynamic Quick Menus (Context Menus can also be changed)
Drag and Drop files
- From Song Collection
- From Windows Explorer
Fast Seekable CDG Routines
Optional Filters – Equalizer
Mid Song Options (Single Track Mode)
- Image

- Next Singer

Microphone Level and Enable
Support for Remote Control (ATI Wonder)
Audio Only Visualizations

Input Features:

Keyboard/Remote Function Mapping Dialog
Playlist Timing Columns
TextDB Lookup for CDGA, CDDA
Next Singer Input
Select Next Singer Background or Media File
Numark DMC-1 Controller (DAC-2 semi supported under COM1 to COM10)
Hercules DJ Console Controller
MIDI Controller Support

#^KSupported Media Formats

Swift Pro 2.0 is used best utilized with MP3+G and MPEG formats yet it is able to play a variety of other media formats (both audio and video media files). The following are some of the Media File types that can be loaded:

Karaoke:

Shareable KMF (proprietary TriceraSoft format) - KMF
MP3 Karaoke (MP3 with matching CDG file) - MP3+G
MP3+G Zipped (MP3+G in a ZIP file) - ZIP
Audio+G (Audio Format with matching CDG file) – WAV+G
CDG (Raw Graphics File from CD+G) – CDG
Karaoke MIDI File - KAR

MPEG Audio:

MPEG Audio Format - MP2, MP3, MPA

Audio Media:

Waveform Audio Format – WAV
OGG Format (requires DirectShow Ogg Filter) - OGG
MIDI Format - MID, RMI, KAR* (* audio only)

Disc:

CD-Audio (Regular Audio CD's) – CDDA
CD+G Disc (Direct CD+G Disc playback which requires CD+G Compatible drive) – CDGA

Picture:

Pictures – BMP, JPG (JPEG), TGA Picture Formats
Slide Show (insert pictures)

Others:

Video Sources (Camcorders, Webcams, DV Sources)
Raw CDG Track BIN Image (extracted from CD+G Disc) - BIN

Note: Additional formats can be played if the correct codec files are available and installed.

Supported
^K Supported Formats

#^KCopyright

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#^K Installing / Uninstalling

Installing:

Swift Pro 2.0 comes with a self-installing package that guides the installation via a wizard type interface. If obtained via a CD-ROM copy, there is an autorun.exe or setup.exe file to begin installation.

Uninstalling:

Once Swift Pro 2.0 is installed, it adds an uninstall icon and selection in the following places:

1. The TriceraSoft Start/Program group
2. The Control Panel Add/Remove Software interface

Running from either location will launch the uninstall program and provide the options to remove the program from the computer system.

Note: the uninstall program does not remove user created files or any files not provided from the installation package, thus the folder is left behind if user files exist. It is recommended that the folder should be examined before completely removing it.

Installing

^K Installing / Uninstalling

#K\$ Interface

Navigation: Media and Playback Options

The Playlist: Playlist Controls and Management

Video Window: Sizing and Placement

Sliders: Types and Uses

Quick Find: Finding Playlist Entries

Quick Menus: Interface Menus with Features and Options

Change Skin: Selecting an Alternate Look

Quick Keys: Keyboard Shortcuts

Drag & Drop: Adding a File to the Player

#K\$Navigation

Intro: In this mode the playback of the media file will only last for 10 seconds and proceed to the next media file (this depends on the other modes).

Single: In this mode only one media file will play to completion and playback will be halted. Play must be pressed to continue playback of another media file (double-clicking the playlist, using previous, next, and/or play).

Shuffle: In this mode the previous and next items to be played will be randomly selected. If Single is not enabled the media files will be selected at random as they progress.

Repeat: In this mode if single mode is also selected the media file is repeated after completion. Otherwise if the single mode is not set all items of the playlist are repeated with no end.

Vocal Remove: Used for attempting to remove the vocal from the playback, this option is found on the Effects Deck.

Multiplex Mode: Switch between Stereo (both channels), Mono (left channel) or Mono (right channel), this option is found on the Effects Deck.

Play: Used to begin playback of a media file. The current playing file selected will begin to play. Double-click the playlist, pressing 'Enter' or navigate using the Previous and Next buttons to select the current playing. Refer to [Quick Play](#) for more options.

Pause: This will temporary halt playback and continue when followed by another press of this button. Selecting Play again will restart the file playback.

Stop: Used to end media playback. The media cannot be continued with a consecutive Pause or Play click – pressing play will begin the media from the beginning.

Previous: Changes the current playing item to the previous item in the list. In Shuffle mode the previous item is undetermined.

Next: Changes the current playing item to the next item in the list. In Shuffle mode the next item is undetermined.

Set: Marks a new starting position for a media file to be played back when it is cued afterwards.

Cue: Starts playing at the position of the media file, which is set previously by the Set button. The same position applies to all the media files in the playlist.

You can use General Cues or Cue Sheet Per Media File. General Cues would set the cues for the deck and any song that is loaded will share the same timing. If you enable the 'Cue Sheet Per Media File' option in the 'General Options' (in the Preferences menu), each song will remember the cues set and recall them when reloaded.

^KHow to set cues (General Cues/Cue Sheet Per Media File):

Start playing your media file. Left-click the 'Set Cue' button at the position/time you wish to set a cue. Use the 'Next Cue/Previous Cue' to move along the cue position markers. Repeat the process as necessary. There are 8 cues per media file. If you made an error, use the 'Next Cue/Previous Cue' buttons to select a cue you wish to remove, then simply left-click the 'Clear Cue' button to delete it. This process can be used for General Cues. The same process can be used for individual files with a simple additional step. First go to the 'Preferences' menu and select 'Cue Sheet Per Media File'. Now, follow the same procedures for setting General Cues.

Record: Captures the audio during the playback of a media file.

Next Singer: Shows the singer whose name is listed after the current singer. Press the List button for selecting Show Singer View. Press the Item button for selecting Edit Singer Name. Press the Show Next Singer button or select from the Quick Menu for showing who the next singer is in the playlist.

Queue Mode: Removes the item off the top of the playlist after it is finished playing. That media file will not be played again until it is added back to the playlist, this option is found on the Effects Panel.

Add to Preview: Adds the selected media file to the preview player. That media file can be played and controlled separately in the preview player with its own set of controls.

Continuous Playback: When the Decks start playing they automatically play through all the items in their respective playlists. When an item is finished playing, the Deck will initiate the next item until there are no more items left to play. To perform a simulated continuous playback mode, fill either or both playlists with files and enable the single track mode for each Deck. Then enable the Auto Crossfade and begin playback of one Deck. The Decks will play one file at a time followed by the alternate Deck punching in at the fading time and crossfading over. If you wish to remove the items played during continuous mode enable Queue mode for both Decks. When both Decks are loaded from the same playlist, the deck choosing the next item will not load a song used by the other Deck (it will jump over it). Note that you can in fact manually select and load the same song from the same playlist to both decks.

Refer to Quick keys: Keyboard shortcuts

^K Set Cues

K\$ The Playlist

Add File: Used to add a single media file to the playlist. The user is prompted with a File Open dialog and the user must select an existing file.

Add Folder: Used to add an entire folder of media files to the playlist. The user is prompted with a shell folder dialog and must select an existing folder. Media files are added to the playlist, but types listed in Ignore Types of the General Preferences will not be added.

Move to Deck (B/A): Moves the selected media file from the deck it is located into the other deck.

Quick Find: Finding playlist entries.

Sort Playlist: Sorts the playlist media items in descending alphabetical order.

Clear Playlist: Clears the entire playlist or media items.

Load Playlist: Used to load an M3U playlist file, the files listed within this playlist will be added. The user is prompted with a File Open dialog to find a M3U file, the user must select an existing valid M3U file.

Save Playlist: Used to save the items in the playlist to a playlist file M3U. The user is prompted with a File Save dialog. The file can be created as new or overwrite an existing if necessary – if the file already exists the user is prompted as such.

Print Playlist: Prints the playlist media item entries on Hard copy (you must have a printer available)

Remove Item: Used to remove an item from the playlist. The item first selected in the playlist will be removed. Pressing the 'Delete' button will also perform this function.

Move Up: Moves the playlist selected item one place up and places the above item below.

Move Down: Moves the playlist selected item one place down and places the below item above.

Add Menu: Provides options to – Add File/Folder, Add Picture/CD Audio/CD+G Discs/VCD/DVD/Video Source.

List Menu: Provides options to – Clear/Load/Save/Sort Playlist, Singer View.

Playlist
K Playlist
\$ Playlist

Item Menu: Provides options to – Quick Find, Remove, Move Up/Down, Move to Deck (B/A), Enter Singer Name, Edit Item Time.

#^KVideo Window

Video Window Size: The Video Window can be resized by right-clicking and selecting the size options, clicking the size buttons, double-clicking the video window, or stretching the edges of the window.

1x, 2x, 3x: Resizes the Video window based on multiples of 320x240 (includes inner and outer border of the CDG). True CDG is based on 300x216 which encompasses the inner rectangle of the video display when viewing the CDG, though it is surrounded by a border that fills in the rest.

Maximize: The Video window is set to maximize, the window is stretched by Windows to encompass the entire window. This only stretches the video and scales all media within to the resolution of the desktop.

Double-Click – will perform a maximize.

Video Options (channels and background override)

^KSliders

Sliders are used to interface variable states within the player. Sliders are associated with functions such as volume and media position.

Slider Functions

Balance: Adjusts the balance of the media file between the left and right speaker (not on default skin).

Position: Indicates the position of the media file. The user can adjust this slider to seek the media file (if applicable). The position slider is adjusted as the media file plays.

Volume: Sets the maximum volume of the media file. This also indicates the maximum volume of the crossfade when enabled.

Playlist: Used to view items not visibly present in the playlist.

Pitch Control: Adjusts the Pitch setting of the media file.

Tempo Control: Adjusts the Tempo setting of the media file.

For the above items, each of the two playlists and the preview player has its own independent controls.

Crossfade Options can be mapped to the skin but are available in the Preferences/Crossfade Options

Crossfade Fader Control: Indicates where the crossfade position is between Deck A and Deck B. Position could be 100% Deck A, 100% Deck B or anywhere in between. Knowing the position helps when manually crossfading.

Crossfade Overlap Time: When the first media file has an amount remaining to play (the amount set in the Preferences menu)-that would be the crossfade point at which the fade will start to cross over to the other media file. Default is 10 seconds.

Crossfade Level: This is the level at which the first media file will crossfade out and the level at which the second media file will begin crossfading in. The level is relative to the volume of each deck; each deck has its own volume level. For example, if this level is set at 70%, the media files will both cross at 85% relative to each volume. An optimal and smooth fade would be 4 seconds at a level of 87% as to avoid silence or chaos.

#^KQuick Find

The Quick Find feature is used to find items in the playlist using a keyword. Enter the keyword you are searching for in the entry field provided. Items will be narrowed down with the keyword search. You can either search for items with similar matching or directly matching from the start of the item name (use the Starts With option checkbox). Select an item in the list and choose to either Play it in the same Deck, Load it in to the Deck (prepare), or ^KJump List (Copy and append the item into the alternate playlist). Note that pressing Enter will by default start playing the first song in the list.

QuickFind
^K Quick Find
^K Jump List

#^KQuick Menu

Quick Menu (better known as dynamic menus) are configured by the skin. Each skin can setup up to 10 menus. Each menu can contain any feature which is available as a button on the skin.

There are four places to find quick menus:

System Tray Icon: this quick menu is not configurable; it is generated by Swift Pro 2.0.

1. Right-click on the navigation interface: this usually contains the general features such as help, about, homepage, etc (this is Menu 001), Double-click the System Tray Icon to Show Player.
2. Right-click on the playlist: best features added to quickly play or manipulate the playlist such as remove item, add file, add folder, play, pause, stop, etc (this is Menu 000 & Menu 001)
3. Right-click on the Video Window: this quick menu is not configurable; it is generated by Swift Pro 2.0.
4. Quick Menu buttons: buttons on the skin can be configured to present a Quick Menu defined in the Menu file.

#^KChange Skin

Changing the skin allows the user to have a different and customizable interface. To change the skin select the 'Change Skin' button and select an existing skin file. All applicable files associated with the skin must exist in the same folder. The last skin selected will be used the next time the program is started.

#^KQuick Keys

#^KQuick Play: To quickly play a media file in the playlist either press 'Enter' to immediately play the current selected or type the playlist entry position (starting from 1) followed by 'Enter' to play the media file item. You must make the playlist active by clicking once inside it, the default Active Playlist is Deck A and to change it simply click once anywhere in Deck B Playlist, note the indicators change.

Quick Keys are based on the skin loaded, override key, or the remote key. The default skin indicates the quick key referenced from the Quick Key Management Preference window. Quick keys can also be referenced within the skin file but is not required. The following are some quick keys for the default skin offered with the release:

Quick Key	Function
F1	Help/Manual
F2	Select Skin
F3	Preferences
F4	Conversion Tools
?	Show Player (Maximize)
F6	Activate/Register Player
w	Add Menu (A)
e	List Menu (A)
r	Item Menu (A)
W	Add Menu (B)
E	List Menu (B)
R	Item Menu (B)
F7	Pitch Up (A)
F8	Pitch Down (A)
F11	Pitch Up (B)
F12	Pitch Down (B)
z	Play (A)
x	Pause (A)
c	Stop (A)
v	Previous (A)
b	Next (A)
n	Set (A)
m	Cue (A)
Z	Play (B)
X	Pause (B)
C	Stop (B)
V	Previous (B)
B	Next (B)
N	Set (B)
M	Cue (B)

QuickKeys
^K Quick Keys
QuickPlay
^K Quick Play

a	Show Next Singer (A)
s	Enter Singer Name (A)
d	Edit Item Pitch (A)
f	Edit Item Time (A)
g	Queue Mode (A)
h	Vocal Remove (A)
j	Multiplex Mode (A)
A	Show Next Singer (B)
S	Enter Singer Name (B)
D	Edit Item Pitch (B)
F	Edit Item Time (B)
G	Queue Mode (B)
H	Vocal Remove (B)
J	Multiplex Mode (B)
k	Clear Playlist (A)
l	Save Playlist (A)
;	Load Playlist (A)
p	Print Playlist (A)
=	Remove
*	Move Up
(Move Down
u	Quick Find
t	Sort Playlist (A)
y	Add to Preview
>	Move to Deck (B)
K	Clear Playlist (B)
L	Save Playlist (B)
:	Load Playlist (B)
P	Print Playlist (B)
+	Remove
)	Move Up
_	Move Down
U	Quick Find
T	Sort Playlist (B)
Y	Add to Preview
<	Move to Deck A
[Intro Mode (A)
]	Single Mode (A)
\	Shuffle Mode (A)
'	Repeat Mode (A)
,	Intro Mode (B)
.	Single Mode (B)
	Shuffle Mode (B)
"	Repeat Mode (B)
&	Auto Crossfade
{	Fade on Start
}	Fade on Stop
~	Full-Screen
!	1x Size
@	2x Size
#	3x Size
\$	Windows Mixer
%	Minimize

Q Exit Program

Both decks and the preview player have similar functionality, you should consider setting lowercase keys for Deck A and uppercase keys for Deck B. Extended keys F1 to F12 can also be used for Quick Keys, refer to the Quick Key Management Preference window.

^{#K}Slider Quick Keys – these quick keys apply only to Deck A. These keys are carried forward from Version 1.0 but do not have to be used as Version 2.0 has advanced Quick Key Management.

Middle Wheel: Playlist Slider

CTRL + Middle Wheel: Media Position Slider

SHIFT + Middle Wheel: Media Volume Slider

Right Mouse Button + Middle Wheel: Media Balance Slider

Middle Button + Middle Wheel: DSP Setting Slider

Cursor Up: Move one Playlist Item Up (items must be already selected)

Cursor Down: Move one Playlist Item Down (items must be already selected)

Cursor Left: Lower Volume

Cursor Right: Raise Volume

[#] SliderPlay

^K Slider Quick Keys

#^K Drag & Drop

Media files can be dragged from an explorer window and dropped into the Playlist or Song Collection. The Playlist accepts any media file type that is listed in the Add Folder Media Types of the General Preferences. Also Drag & Drop your media files into the Song Collection. The Song Collection also includes Drag & Drop between the collection and the Deck Playlists. Be sure that the correct Playlist is active before dragging your files onto the player or they will be added into the wrong playlist. You can also drop a file onto a deck and the item will be added to the playlist below along with loading the file into the deck (you can do this for the preview player as well).

#^KPreferences Introduction

Swift Pro 2.0 can be configured and customized to your liking from this dialog. Select the topic from the list on the left and the correct frame will appear on the right. Choose your options and click OK to exit the dialog. The following topics will be presented:

Capture Option

CDG Image Rotation

Company Logo

Crossfade Options

DVD Karaoke Options

File Associations

General Options

Hercules Controller

Import Options

Media DefaultsMIDI ControllerNext Singer

Numark DMC-1 or DAC-2

Output Options

Playlist Options

Quick Key Management

Quick Sound FX

Single Track Mode

Slideshow

StartUp

Text MessagingVideo Options

Visual Effects

Preferences

^K Preferences

Window Options

#^KStartup

Startup options affect the launch of Swift Pro 2.0. Swift Pro 2.0 can start with a Blank playlist, the Last items in the playlist, a particular playlist File, or a Folder full of Media files (this includes subfolders). To include a file or folder click browse and select a file. To use the folder rather than the file, remove the name of the file from the entry field (This is to ensure that you have selected a folder with existing media files).

#^KWindow Options

Swift Pro 2.0 includes the Save Window Positions option that affects information saved at shutdown of the program. Save Window Positions remembers the location of all windows (including the Video window) and repositions them when the program is loaded again. Refer to [Video Options](#) for options to set the size of the video window at startup.

Autodetect and Place on Second Monitor: If you are unsure of the Monitor and Adapter selection enable this option and restart the program. Swift Pro 2.0 will attempt to detect the correct combination that is optimal for your system. If the Autodetect finds a second monitor it will place it on that monitor and attempt to select the last adapter. If you find that the Autodetect is selecting the wrong combination, remove the Autodetect checkbox and configure the options manually.

Multi-Monitor Placement Preferences provide the option for displaying different screens on different monitors. Any available monitors can be selected from the drop down list. Monitor positions show the Left, Top, Right, and Bottom positions of the screen.

Adapter Selection The following allows Swift Pro 2.0 to fully support Multiple Monitor Configurations. If you find that your system is showing a Video Lag and high CPU usage then you should refer to this option. Direct3D requires configuring the Video Window for the Adapter in which it will reside. When Swift Pro 2.0 is first run you will be prompted to select the Video Card Adapter in use by the Video Window - this is important as the Adapter and Monitor that the Video Window resides will be the most optimal. You can later change this option in this Option Preference (changes take effect only after you restart the program). The Multi-Monitor selection for placement of the Video Window allows to quickly place the Video Window in the correct Monitor full-screen at startup. Be sure to select the correct combination of Monitor and Adapter or the CPU usage will climb to around 90%.

#^KGeneral Options

Remove Program Splash: Disables the splash screen at the beginning of the program.

Snap to Border: When enabled the windows snap to the desktop border when the interface is moved.

Always on Top: The Video Window is set to be on top of all other windows and cannot be covered by any other.

Video Always on Top: The Video Window is set to be on top of all other windows and cannot be covered by any other.

Auto BPM Analyze: Will enable the BPM detection and analysis of a music or video song, this is performed when no BPM value is supplied from the playlist (which inherits from the Song Collection). This is used when you need to know the BPM value of a song.

Cue Sheet Per Media File: This will allow each song to keep Cue information rather than a general cue sheet for the deck. Good when you need to remember the cues for dance parties or mixes.

12-Hour Clock/Time: This will show the clock in 12-hour time (those who are not comfortable with 24-hour clocks).

Reverse Elapsed Time: Changes the playing time displayed for a playing media item from time lapsed (past) into time remaining (left).

Reset DSP Settings: When enabled, if either the pitch and tempo settings are not set in the playlist item being played, the respective slider and settings are reset (0 pitch and 100% tempo setting).

Log Events as Collection: Used for logging the songs that are played through the playlist during the night. Great for referring back to history or previous singer information. Even the BPM at the time is recorded with the entry.

Ignore ID3 Tags: If you are using MP3 files that are not tagged or tagged incorrect, and you may be using a Parse Filename format such as Artist – Title – Album, then select this option to read the information in clear to allow the Parse Filename Titles to take control.

Parse Filename Titles: If enabled, Files with no tags such as videos (or MP3s when the Ignore ID3 Tags is checked) will be checked for the “space,dash,space” character dividers to reveal information fields on the filename title. Very handy for entering information into the Song Collection.

GeneralOpts

^K General Options

Sub Collections w/ Add: If you are using Add Folder to add items into the Song Collection and you wish to maintain the subfolder structure (rather than enter all items into the same collection), enable this option.

Add Folder Media Types: This is a list of types that will be included when adding media files via Add Folder. The intention is to avoid duplication and unintended entry of faulty types. For example: to play MP3+G files it is not required to add the MP3 and CDG media files, only the MP3. Therefore Add Folder is done only when the MP3 files in the folder are to be listed.

#^KFile Associations

File Associations provide a method to link (or associate) the Media Files listed in the type list to be recognized by Windows as to belong (or be played back with) Swift Pro 2.0. When selecting a file of that type in Windows Explorer and double-clicking it, Swift Pro 2.0 is launched and the Media File added to the playlist. Select the types from within the list and the program will assign those types. Use the Select All or Select None options if necessary. Deselecting a type will disassociate it from Swift Pro 2.0 and will attempt to restore it to the previous application.

#^KVideo Options

Video Startup Options:

These options determine the size of the Video window when Swift Pro 2.0 is started. This takes precedence over Save Window Positions where width and height of the window are taken into account. "1x", "2x" or "3x" resizes from the last position of the window. "Max" maximizes the video window from the last location. "Last" recalls the last position and size of the Video Window.

Video CD+G Options:

These options apply to CD+G content. "Use Channel Zero" is the default channel used by most CD+G songs and is recommended to be selected, only remove it if the CD+G content is using multiple channels to control content such as language or text sweeping. Same applies to Channel 1 through 15 if one of them selected to be used. CD+G content for manufacturers such as Pioneer require channel 4 to be selected to view the song lyrics.

To override the background see: [Overriding the CD+G Background](#)

#^KOutput Options

Audio Output Options provide the functionality for selecting different sound cards as output in different players (Player 1, Player 2 and Preview Player). All the available sound cards on the system are listed for selection.

#^KPlaylist Options

Autoplay on Playlist load: After loading a playlist file the current selected will begin to play automatically.

Clear Playlist before load: The playlist is cleared before a playlist file is loaded.

Playlist Numbering: Playlist numbers are displayed for each media file listed. Playlist numbering is a good aid to figure out the position of the media file and is used to type the number for the Quick Play.

Sustain Singer View: When working with Karaoke and Singer Names, you can switch the playlist view into Singer View, if you need this view to stay constant and sustain then enable this option.

Show Playlist Columns: Enables the columns in the playlist.

Save Playlist DSP Settings: Saves the Tempo and Key settings configured in the playlist, this helps recall the last settings configured for all the items in the playlist.

Reset DSP Settings: If the next item to be loaded from the playlist was not assigned any Key or Tempo setting, enabling this option will inform the Deck to reset the Tempo and/or Key setting to normal. Having this option disabled (unchecked) will inform the Deck to leave the Tempo and Key settings as is.

Save Playlist Singer Names: For those intending to save the Singer Names (not only the DSP settings) for each song in the playlist, enable this option and you can recall the entire playlist settings from your last show.

Block Load Deck: For those who are worried that they may be loading a Deck while it is playing live, enable this option and the option to load the deck will be grayed when the deck is playing. Keep this option disabled if you wish to have the flexibility to load a deck at any time.

Columns: Select the Columns you wish to show in the playlist.

- Play Count
- Pitch
- Tempo
- Time Played
- Time Inserted
- Song Length
- BPM

#^KCompany Logo

Have you ever wanted to overlay your logo over videos or always show your presence at a gig (just like a TV Channel or Much Music video)? This option will allow you to do this effectively. Select the scaled size (in comparison to the actual size of the image supplied), the opacity/transparency, and the position on the screen. You can enable the option through the checkbox or use the Quick Key function 120. Note that the company logo colors are important, a pure black will be made a full transparent.

Enable Company Logo: This will enable the company logo overlay feature

Screen Position: Pick a corner to position the logo.

Scale: This is the size relative to the image. The screen size is considered 640x480 (regardless of window size), so if a logo 320x240 (quarter) it will show up as quarter screen if the scale Full is selected (1:1).

Transparency: Unless you wish the logo to be completely Opaque, a level of transparency will be important to allow videos, slideshow, or pictures to show through.

How to ^KOverlay your logo:

Go to the 'Preferences' menu

Select 'Company Logo'

Click 'Browse' to locate the image

Select the image and click 'Open'

Use the Arrows (Top-Left, Top-Right, Bottom-Left, or Bottom Right) to select a position for the logo

Select the Size and Transparency settings you wish

Click 'Close'

CompanyOpts

^K Company Logo

^K Overlay your logo

#^K Capture Options

Audio Capture, when enabled, can be used for capturing Voice, or capturing both Voice and Song from the media files with the selected sound card device. To capture using these settings, press the Record button on the main interface. Recording will begin at time of pressing the button, pressing again will stop the recording.

#^KText Messaging

Text Messaging presents announcements scrolling on the video window. The Text Message is not affected by the Crossfade. Add a list of Messages to run/display at the times prescribed.

Messages can be Added, Edited, or Removed from the list. Each message can be played in either direction from Right to Left or Left to Right, and at the Top or Bottom of the screen during the set Start and Finish time. By pressing the Current Time button the current time is filled as the Start and Finish time to make it easier to modify.

The Font, Colour, Size, and Style of the message can be selected in the Add Message dialog. The Message text entry will change to the font selected to sample the look of the style.

How to ^KAdd a Text Message:

Go to the 'Preferences' menu

Select 'Text Messaging'

Click 'Add'

In the message field, type the desired message

Select the 'Scroll Type' to choose either Right to Left or Left to Right

Select 'Position' to choose where the message will appear on the screen (Top, Middle, or Bottom)

Select 'Speed' for the message to go across the screen (Slow – 7 seconds, Fast – 5 seconds, or Fastest – 3 seconds)

Choose the Font settings you wish (Font type, size, colour, and type – 2D or 3D)

Select the 'Start' time for when you wish the message to begin scrolling across the screen (you can also use 'Current Time' – this time is determined by your computer global settings)

Click 'Time' to select the duration time of the message

Click 'OK'

Click 'Close' to exit the 'Preferences' menu

How to ^KEdit a Text Message:

Go to the 'Preferences' menu

Select 'Text Messaging'

Select the message you wish to edit by left-clicking on it once to highlight

Click 'Edit'

Make the appropriate changes (scroll type, position, speed, font type, font size, font colour, font depth type, start time, and/or duration)

Click 'OK'

Click 'Close' to exit the 'Preferences' menu

How to ^KDelete a Text message:

Go to the 'Preferences' menu

Select 'Text Messaging'

Select the message you wish to delete by left-clicking on it once to highlight

TextOpts

^K Text Messaging

^K Add Text Message

^K Edit Text Message

^K Delete Text Message

Click 'Remove' to delete the message
Click 'Close' to exit the 'Preferences' menu

#^KSingle Track Mode

During Single Track Mode the Deck will only play one track from the playlist. If the Stop Song (Do Nothing) option is selected the Deck will simply stop after completion of the song. Though you may choose to play a Media file (a Picture, Video, or Audio file) or present the Next Singer template (Show Next Singer) after the song is complete. When the Single Track Mode completes it then comes to a stop and does not proceed to the next Playlist item/track, unless you select Proceed to Next Song. Scenario: You can configure your player to automate the karaoke show by following each song with the Next Singer name and to then continue playing songs in succession. The Proceed to Next Song will allow you to use the Single Track mode option but to allow the deck to automatically continue after.

SingleOpts

^K Single Track Mode

#^KNext Singer

The next singer can be presented on the display using a prescribed template. The Next Singer will display for the Time duration provided (default is 10 seconds). You can choose a Font Type and Size for the text displayed. A Picture can be selected as a background but if not, a blank image will be presented. To view the Singer names entered in either Playlist, press the List/Show Singer View – 8 seconds will pass before the playlist will return to the normal playlist mode. Press the Item/Edit Singer Name to enter the singer into the Playlist item of choice. Next Singer can be started manually by pressing the Show Next Singer (Singer) button or select the Show Next Singer option from the Playlist context menu (Right-Click on either Playlist).

#^KQuick Key Management

Quick Key Management is for mapping single keys on the keyboard (Quick Keys) to the available functions in Swift Pro 2.0. There is a default set of Quick Keys already available to the current skin which will load automatically. It is possible to change quick key and override the Skin Key using the new Override Key (Default is the Skin Key), a new Remote Key, a Hercules DJ Console button, and/or a Numark DMC-1 button. An Extended Key from F1 to F10 can also be applied to some functions. To Enable the Override click the Override button and the picture on the left of the function entry will change - the Override key will now be in effect. Cancel the Override Key and recall the Skin Key state at any time by any pressing the From Skin button.

Refer to [What is a Skin?](#) for information on skins.

Refer to [Quick Keys](#) for information and some default skin keys assigned.

Refer to [Quick Function Reference](#) for information on the set of functions available in Swift Pro 2.0.

#^KMedia Defaults

These options are for setting the Time length Defaults for Picture and Video Source formats. The defaults are 2 minutes in duration for either playback. A playlist item time can be changed using the List/Enter Item Time – the item must be a picture or video source.

#^K Import Options

Import Folders: For selecting the default folder as the Song Collection Import Folder and where Song Collection songs will be located when imported.

MP3 Options: For selecting the Conversion Sample Rate and Conversion Bit Rate when converting to MP3 files. The higher the rates, the better the quality for the playback and also the larger the file size. The default Sample Rate is 44100 Hz (stereo). Default Bit Rate is 128 bits.

#^KVisual Effects

^KCrossfade Effects: To select the crossfade effect of your choice, select an item from this list and press the Select Crossfade Effect button to confirm your selection. The effect will be active the second you press the button. Test the crossfade effect by playing video in either or both Decks and moving the crossfade slider left and right.

How to select a crossfade effect:

Go to 'Preferences' Menu

Select 'Visual Effects'

On the 'Effect Name' list, click on the effect you wish to use. Click 'Select Crossfade Effect'. Click 'Close' to exit the 'Preferences' menu. Remember on auto crossfade, the effects will go down the list one after the other. You can of course have the crossfade effects go in random by selecting the 'Select Random Transition' in the 'Crossfade Options' menu. Once the option is selected, the crossfade effects will be chosen at random off the list.

^KEnable Deck A/B: Enable the visualization for either Deck. Enabling this option will load visualizations for audio only songs and display the visual effect on the output screen. Select from the type of visual from the list.

How to select visualizations:

Go to 'Preferences' Menu

Select 'Visual Effects'

Click on either 'Enable Deck A', 'Enable Deck B', or check both boxes to select the applicable deck for the visualizations

Select the visualization effect desired from the list

Click 'Close' to exit the 'Preferences' menu

Play your audio file

Visualizations

^K Visualizations

^K Crossfade Effects

^K Enable Deck A/B

#^KActivation

Swift Pro 2.0 uses an activation code – the product is only available by download. The Activation Code is required to activate the program and unlock the trial limitations (60 seconds per song and import tools are disabled). Refer to our ordering page on the website to purchase a Swift Pro 2 – Multiple sites require Multiple Licenses, please contact us for multiple volume discounts.

#^KOrdering

To order TriceraSoft products please visit our products page or our online ordering page:

http://www.tricerasoft.com/how_to_order_swift_pro_2.html

<http://www.tricerasoft.com/order.html>

http://www.tricerasoft.com/karaoke_songs/songs.html

Please read all the necessary information to the product you wish to purchase a license for and be sure to try out the trial version of the product (if available).

#^KCDG Image Rotation

The CDG Image Rotation is used to change the background image that appears behind a CDG (MP3+G, KMF, BIN, or CD+G Disc). The image can be prepared ahead of time or changed live during a show.

Add: Click Add to insert new pictures into the list, pictures of type BMP are only accepted in this list.

Remove: Select and click this button to Remove the picture from the list.

Set Current: This will prepare the item to be used the next time a CDG is played, this is an override on rotation to choose the item of choice.

Deck A Now: This will force the current playing Deck A using a CDG to reset the picture and use the Current

Deck B Now: This will force the current playing Deck B using a CDG to reset the picture and use the Current

Clear: This will clear the entire list, be sure you wish to this before clicking.

Enable Rotation: Check this option to begin the slideshow rotation.

Note: folder in zip – If a zipped folder contains a picture with the same base name as the CDG file, once the folder is opened and loaded the picture will be recognized and will load in the background instead of image rotation. The picture would be 320x240 and would not be scaled. If the picture is smaller than 320x240 it will expand, however if it is larger it would be clipped. Picture can be in JPG or Bitmap format.

#^KCrossfade Options

The Crossfade Options are focused on determining how the crossfade will act and react during a show.

Crossfade Video Only: The Crossfade will only affect the Visual crossfade when the bar is changed and the Audio will only be controlled by the volume sliders. This can be simulated with a Crossfade Entry Level of 100% (except the volume does not drop at +/- 100%).

Crossfade Level: Sets the crossfade level. Default is 7% cross level (adjust to 95% and 4 seconds for a nice dance video crossfade).

Crossfade Overlap Time: The crossfade time setting which can be 1 through 25 and set via the slider. Default value is 10 seconds.

Engage Player w/ Manual Crossfade: By default if this option is not enabled, when the crossfade is started manually it simply fades from one deck to the other. To auto engage the destination deck with a manual crossfade, enable this option.

Deck Does Not Engage If Playlist Is Empty: There are instances where you would not wish a Deck to continue playing if the Deck is loaded yet the Playlist source is empty, enable this option if you wish to account for this.

Select Random Transition (when Crossfade Completes): When a crossfade completes either via Manual or Automatic, a new crossfade Visual Effect is selected from random and prepared for the next fade.

Match BPM (when possible): Will match the tempo according to the BPM values of the song and will attempt to adjust as near as possible. Be sure to set your cue point (auto crossfade will start the deck at the selected).

Fade Only Options: On Start/Stop will fade the audio internally when a song is started or stopped. This is a subtle audio transition that avoids hard stops and starts.

There are three types of crossfading: Manual, Semi-Automatic, and Automatic:

Manual: This option allows you full control of the fade.

How to use ^KManual crossfade:

Make sure the 'Auto' button underneath the crossfade slider is disabled. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion, left click and hold the crossfade slider and slide up or down to crossfade to Deck B.

CrossfadeOpt

^K Crossfade Options

^K Manual Crossfade

Semi-Automatic: This option allows you partial control of the fade.

How to use ^KSemi-Automatic crossfade:

Make sure the 'Auto' button underneath the crossfade slider is disabled. In the 'Preferences' menu, select 'Crossfade Options', enable the 'Engage Player w/ Manual Crossfade', and close the 'Preferences' menu. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion click on one of the two fader control keys (small triangles pointing upwards) to crossfade to Deck B.

Automatic: This option will crossfade for you without having to click any buttons.

How to use ^KAutomatic crossfade:

Enable the 'Auto' button underneath the crossfade slider. In the 'Preferences' menu, select 'Crossfade Options', adjust the 'Crossfade Level' (we recommend 87%) and determine the 'Crossfade Overlap Time' (default is 10 seconds), close the 'Preferences' menu. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion/at overlap time selected, the crossfade will engage.

Note: If there are cues set, the crossfade on either option will engage the destination deck at the cue point. If no cues are set, the destination deck will start at the beginning of the media file.

^K Semi-Automatic Crossfade

^K Automatic Crossfade

#^KHercules Controller

These options pertain to the Hercules DJ Console. To enable the use of the controller you must check the Enable Controller on Startup option and restart the program for this to take effect. By default the main left and right vertical sliders are used to control volume, you can change the option to control Key and Tempo, this option can be changed during the normal operations.

#^KNumark DMC-1 or DAC-2 Controller

These options pertain to the Numark DMC-1 Controller. To enable the use of the controller you must check the Enable Controller on Startup option and restart the program for this to take effect. Select your COM Port setting that is assigned to your controller. By default the main left and right vertical sliders are used to control volume, you can change the option to control Key and Tempo, this option can be changed during the normal operations. If you are using, for instance, the Tempo with the sliders and wish to center the tempo at 100 then offset with -25. The Window on the right will preset the last 10000 lines of code received from the controller.

Note that COM1 through COM10 are available.

#^KQuick Sound FX

Quick Sound FX is available from the main interface as FX# buttons, these effects are used during a show and played through the Preview Player.

This list makes visible the Sound FX available in the SFX subfolder. To add additional effects you must copy WAV or MP3 files into the SFX subfolder. Press the Refresh button to update the list and modify the order of the effects, note that only the first 8 will be used for the Quick FX buttons. Use the Move Up and Move Down buttons to organize the items and assign them to their positions (for instance: item 1 will be assigned to button FX1).

#^KSlideshow

The Slideshow is an independent presentation of pictures which appears instead of (or behind) the videos playing on the Decks. The picture formats supported here are JPG, BMP, TGA, and PNG. Add a set of pictures, assign a time lapse per picture, and enable the slideshow.

Add: Press this to browse and add a picture item into the list.

Add Folder: Use this option to add an entire list of pictures from a Folder (and sub-folders).

Remove: Select a picture in the list and click this button to remove an item from the list.

Set Current: This will change the picture showing to the one selected.

Clear: Will clear the entire list of pictures.

Time Lapse: The time setting for each picture is in milliseconds, which for each second it is 1000 (so 20 seconds is 20000).

Enable Slideshow: Check this box to enable the slideshow and begin presentation.

Random Slideshow: When enabled each picture to appear next will be randomly selected rather than selecting the picture directly after.

#^KPlay a Media file

Insert a media file into the playlist by either Drag and Drop, Add File, Add Folder, or Load Playlist. The Current Playing (or Current to Play) media file will be an alternate color from the rest of the list. Files highlighted will be in a bold color that will make the selection stand out.

There are several methods to playback the media file, each method listed begins immediate playback:

1. Click the Play button to start the Current to Play.
2. Double-click the file in the playlist to begin playback.
3. Press <Enter> to begin Current to Play
4. Press the number of the playlist entry followed by <Enter> i.e. <1><2><3><Enter>
5. Right-click the playlist and select Play
6. Right-click the System Tray icon and select Play

Note: A notification will warn of Invalid media files when a media file is added into the playlist and thus will not be inserted.

Intro Mode:

Intro or Introduction Mode is used to sample the first few seconds of the song. The length of the intro is defined with the Crossfade Time option and thus will equal the same time. Use this mode with Single Track (to intro one media file), Shuffle (to randomly listen to song intro's), and Repeat mode (to cycle through the playlist without limit).

Single Track Mode:

By default each song that reaches the end will initiate the playing of the next song. To only play one file at a time you can enable the Single Track Mode. This will stop all playback when the current song has finished.

Shuffle Mode:

When enabled each song to play next will be randomly selected rather than selecting the song directly after.

Repeat Mode:

Enabling this mode will cycle the playback of the playlist. By default when the last song in the playlist completes the player is stopped. Repeat Mode resets the Current Playing to the top of the list and continues to play.

#^K Add an Audio Effect and modify its settings

Audio Effects can be added to the audio stream before a song is played (echo, reverb, etc). A list of available effects is listed for each Deck in the Plugins Panels and can be applied when the media file is not playing by clicking the Enable Button. One or more plugins can be enabled, be sure to select the right one from the list and click the button. The settings can be changed prior to or after the playback begins.

Refer to [EFFECTS PANEL](#)

AddFilter
^K Adding a Filter

#^KOverride the CD+G Background

Override Background Color can be used to change the background color of the content. Only CD+G content that uses the palette 0 as the background color will be affected (this is a standard for most CD+G content). To enable the override, check the option and select a color using the three sliders. A color is made of Red, Green and Blue. A combination of the three colors will create a color that is demonstrated in the preview box on the right (values 0-255, where 0 is none and 255 is all).

Override Background Picture can be used to change the background color with a full colored bitmap. Select a bitmap by clicking the browse button labeled "...", to clear the previous image click the clear button "--". When an image is selected, the option will automatically be enabled. Recall that the image background is only for CD+G playback content.

Override

^K Overriding the Background Color

#^KMake use of the Song Collection

The Song Collection is a way where all the media files that will be played by Swift Pro 2.0 are gathered and organized altogether. It can be categorized according to themes, moods, genres or any other personal favor. The media files can be conveniently selected into a playlist or searched then added. Song collection can hold media files such as CD+G, CD-Audio, VCD tracks from discs, and also playlist files. A list of the collection can be saved in a text file, a playlist or a RTF file which can be printed later if needed.

To enter the Song Collection dialog press the Collection button on the skin, note that the release skin includes the Song Collection down below the Playlists.

A song collection must be created before files can be put into it. Press the Add button in the lower section and create a song collection folder, which can be renamed by the Edit button in the lower section, or by the same way as renaming a folder. Also playlist can be added as a song collection. A General song collection folder is already created. But it is advised not to put all the media files or playlists inside under General song collection which will be very hard to search and select the media files needed when making selections to be put into the playlist before start playing.

To add a file to a song collection, select an existing collection, create a new collection, or Import Another Collection first. Then press the Add button in the upper section to either Add a single File, Add all the files from a Folder, Add a picture, Add VCD, CD+G, CD-Audio or DVD tracks from a disc. Files can also be imported from a Playlist, CD+G tracks, CD-Audio tracks or VCD tracks. Media files can be converted to suitable file types or file formats by using the Conversion Tools.

To add files into the playlist or preview player, select a song collection or any files inside that song collection, press the Add button in the upper section and then select the playlist. You can also use the Drag & Drop method to directly add files into the playlist. Then they can be played in the player selected.

If a hardcopy or a printout of which songs are inside a collection, select the files or the collection and then Export to either a Text File, a Playlist file, or a RTF file. Files can be edited further before printing.

Song collection supports (but does not display) Unicode.

UseSongCol

^K Use of the Song Collection

#^KUsing the Conversion Tools

The Elite Conversion Tools are Sold Separately - Conversion Tools are used for converting between different media file types. It is a convenient tool because it provides multiple files conversion instead of converting files one at a time manually. Sometimes it is necessary to do so as each different media player can only play certain kinds of files. Some file types are better in quality or smaller in size than some others. Personal preference can also influence the format you wish to convert to.

To launch the Conversion Tools, press the Convert button on the skin.

Files need to be added to the list, either by Adding a single File, Adding all the files in a Folder, or Adding tracks from a CDGA or CDDA disc.

Files can be selected manually, by file types such as MP3, WAV, MP3+G, WAV+G, BIN, KMF, CDGA, CDDA, or any files that are not from any of the types above.

The destination folder can be different than the default folder. Otherwise the converted files are saved into the same folder as provided by the default folder.

Select a file type for the files to be converted. If files are to be converted into MP3 be sure to check the MP3 Sample Rate and Bit Rate in the options dialog. The higher the rate the better the quality of the MP3 playback but the bigger the file size. Default is 44100 Hz (stereo) Sample Rate and 128 bits.

To start the conversion either choose Convert All Files or Convert Selected Files. Convert Selected Files will only convert the files highlighted.

The following are a list of file type conversions available:

MP3->WAV
MP3+G->WAV+G
MP3+G->BIN
MP3+G->KMF
MP3+G->Zipped

BIN->RAW
BIN->MP3+G
BIN->KMF
BIN->MP3+G Zipped

KMF->MP3+G
KMF->WAV+G
KMF->BIN
KMF->MP3+G Zipped

CDDA->WAV

ConversionTools

^K Using the Conversion Tools

CDDA->MP3

CDGA->WAV+G

CDGA->MP3+G

CDGA->BIN

CDGA->KMF

CDGA->MP3+G Zipped

Refer to the Elite Conversion Tools Manual for more information.

#^KUsing TextDB

TextDB is the database for looking up track names for CD+G, VCD, DVD Discs available in the Song Collection or Playlist. The TextDB button is located in most Add and Import Dialogs. Select Manufacturer or DiscID and then choose an album – the names will be retrieved automatically and replaced within the dialog – in the Song Collection the artist and album ID/Name are also added to the collection. When importing the information, it is added to the ID3 tags of the MP3. The Conversion tools will also use this information to add to the ID3 tags.

TextDB

^K Using TextDB

#^KSong Collection

The Song Collection is used to collect information on your tracks or Media files available from your collection. The Song Collection songs are references to the tracks or Media files. The importing tools will help you to convert different type formats to common easy-to-manage Media files that will also be referenced by the Song Collection.

[Adding Tracks](#)

[Adding Collections](#)

[Editing Tracks](#)

[Editing Collections](#)

[Search Tracks/Collections](#)

[Moving Tracks](#)

[Printing Tracks/Collections](#)

[Importing Tracks](#)

[Exporting Track Information](#)

[Using TextDB in the Song Collection](#)

[Sorting the Collection](#)

#^KAdding Tracks

Add tracks (Songs) to the Song Collection and refer to song files or Disc tracks. When adding a Song you should consider the name, artist, and album/ID information for that track. Use your collection to Add Song references to the Playlist or check Song, Album/ID, and Artist Names during a show.

The location of an item cannot be changed but the artist, album/ID, and title of the song can, refer to Editing Tracks/Collections. Use the Importing Tracks or the Elite Conversion Tools to convert or transfer other types into the folder devoted for the Song Collection and tracks will also be automatically added to the collection. Different types of Media are identified by different image icons in front of each Song item listed (you can also refer to the Media Type field for the exact name of the Media type).

When adding MP3 tracks to the Song Collection, if available, the ID3 tags are read and the information is added into the Artist, Album/ID, Title, and Location fields. If no ID3 tag is found the regular means of identifying information is used. Parse Filename Titles is another method used to enter information, if enabled in the General Options, names are parsed using the "space,dash,space" dividers. The order of which the Parse Filename Titles is read can be selected from the drop menu.

Songs are added to the current selected collection – the current collection is noted on the bottom right of the Song Collection Screen.

The following functions are available to Add Media files or Tracks into the collection:

Add File: Used to add Media files such as MP3, MPG, AVI, CDG, KMF, BIN, WAV, etc. A Basic file dialog will appear and allow you to select one or multiple files to be added into the collection list.

Add Folder: Used to add a large portion of Media files located in a folder. Only selected types will be added into the Collection - Refer to the General Preferences for the 'Add Folder Media Types' Field.

Add Picture: Used to Add a Picture file – JPG, BMP, TGA, and GIF files are accepted.

Add VCD: Used to add references to your VCD tracks available off the Discs. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to Importing Tracks to transfer the DAT files over and add the reference to the Collection.

Add CD+G Track: Used to add references to your CD+G Disc Tracks. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to Importing Tracks to transfer the Tracks over and add the reference to the Collection or take advantage of the Elite Conversion Tools.

AddTracks

^K Adding Tracks

The Add CDGA/CDDA Dialog will prompt you to select the drive and Tracks to add. Use TextDB to select fill-in track names for albums that exist in the list, refer to Using TextDB in the Song Collection (the track list, artist list, and album/ID name will be updated). The track names can also be edited manually by selecting a track from the list and changing the text field below to update the information in the list. Each track has an Artist name listed on the right and can also be edited by selecting the Artist name and typing in the field below. To select one track, left click the track list on the left and click OK. To select multiple tracks, drag the mouse over the tracks and/or use a key and Left Mouse Button combination of CTRL+BUTTON and SHIFT+BUTTON to select extra single or a range of items respectively. To select the entire album without highlighting tracks check the Entire Album and OK and all the tracks will be added into the Song Collection.

Add CDDA Track: Used to add references to your CD-Audio Disc Tracks. The dialog is shared along with CDGA (CD+G Tracks) – refer above to Add CD+G Tracks. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to Importing Tracks to transfer the Tracks over and add the reference to the Collection or take advantage of the Elite Conversion Tools.

Add DVD: Used to add references to your CD-Audio Disc Tracks. The dialog is similar to the CDGA (CD+G Tracks) – refer above to Add CD+G Tracks. Note that this only adds a reference to the tracks and does not import them.

Add To Playlist1:

Add To Playlist2:

Add To Preview:

Transfer your Song entries using the Add to Playlist1, Playlist2 and Preview functions. Add your song to the Preview Player to verify before adding it to a Playlist. You can also circumvent the Add to Playlist functions by using Drag & Drop from the collection directly into the Playlist (be sure the Active Playlist is selected). Refer to Drag & Drop for further information.

Import Playlist:

You can integrate a Playlist file back into a collection. Selecting the Import Playlist option will prompt for an M3U file, the entries will be added to the current Collection. You can add a Playlist as a collection, refer to Adding Collections.

#^K Adding Collections

Add your Songs into collections, an easy and important method of sorting your files. Your Collections can be Sorted by Song Title, Artist, Album/ID, and Location by clicking the column header of each. The General collection is always available and can be used as the sole collection, but it is advised that others be created. The Add button includes New Collection and Add Playlist as Collection. The New Collection option will add a new collection called 'New Collection', refer to Editing Tracks/Collections to change the name of the default collection name. To add a playlist to your Song Collection and transfer it into the Song Collection as a new collection, use the Add Playlist as Collection option, when selected you are prompted to select an M3U file. The Playlist will create a collection in the name of the Playlist file. Each Collection can add up unlimited songs and there can be up to 65000 Collections.

Refer to the Songs in the collections to add them into the Playlist or the Preview Player. Be sure to select the Collection from the list before adding Songs.

Refer to the buttons below the Song list to access Collection level functions. Note that you can add Sub Collections which are nested groups for collecting and organizing song references. You can Sub Collections with the same structure as the hard-drive folder you import by using the Subcollections w/ Add option in the General Options.

#^KEditing Tracks/Collections

Edit Song Information:

Songs can be edited by either double clicking the selected item or highlighting an item and selecting the Edit/Song Properties option. A Song properties dialog will appear with the information that can be changed. You can change the Filename of the song with the Modify Filename button, this will also account for the CDG file if combines with an audio file. If the item is an MP3 you can also update the ID3v1 and ID3v2 tags with the Update buttons.

Edit Collection Name:

To change a Collection name double click its entry and edit the name, be sure the name does not use invalid characters (\ / . , ' ; : *) and that the name is not General. You can also use the Rename Collection Name option if you cannot get the double click to work.

Remove Song:

To remove a Song/Track or Multiple items, highlight them either by dragging the Mouse over the item, Using CTRL+Left Mouse Button, or SHIFT+Left Mouse Button combinations. When the range of songs is selected, use the Remove Song(s) option to remove the Songs from the Collection.

Remove Collection:

Highlight the collection and select the Remove Collection option. This will remove the collection list and all its contents. Be sure you really want to remove it before agreeing to the prompt.

Remove Invalid References:

After a time, invalid references will begin to show up when physical files are moved, deleted, or simply change. Use this feature to clean up your collection.

Refer to the buttons below the Song list to access Collection level functions.

EditTracks

^K Editing Tracks/Collections

#^KSearch Tracks/Collections

The Song Search can be used to pinpoint particular songs from either the current collection or entire set of collection. The Song Search dialog can be accessed via the Edit Song or Edit Collection buttons on the Song Collection screen, a Search button is also made available on the main interface to reduce button clicks. The Song Search will present search fields and parameters to look through the collections, the results will be listed below similar to the Explorer search. Select the Songs you wish to add to the Playlist or Preview Player or click File/Save Search As Collection. Note that the Search All Collections is selected by default; if you wish to only select the current collection be sure to uncheck this option.

SearchTracks

^K Search Tracks/Collections

#^KMoving/Copying Track References

Songs can be moved or copied from one collection to another by either transferring the entire collection into another (Import Another Collection) or using the Move To... or Copy To... functions. The Move To... and Copy To... options are submenus that will be filled with the available Collections. Highlight your Songs/Tracks and select Move To... or Copy To... and select the destination collection. The destination Collection will be shown after the items are removed or copied.

#^KPrinting Tracks/Collections

When printing is required of items in the Collection, the following options are available:

Print Selected: You can select a range of Songs in the Current Collection list and select the Print Selected to get a printed hard-copy of those items. Used when you only need a small list of items rather than printing the entire collection.

Print Collection/Current Collection: Prints the entire collection that is currently visible/selected. This option is available in both the Song Collection and Edit menus.

Print All Collections: Printing all the collections at once. The collections will not be globally sorted, rather they will be sorted individually and printed separately one after another. Look to exporting the collection to CSV or RTF to edit and combine Collections in editing programs.

Note: to get a formatted list of entries or a RAW CSV file for further editing in Word or Excel look to Export Track Information.

#^KImporting Tracks

Import your tracks to MP3+G or copy over your VCD tracks to hard-drive rather than only having a reference to the tracks in the collection (requires a CD+G Compatible drive to import CDGA tracks). Use the Import CD+G Tracks or the Import CDDA Tracks to import CD+G and CD-Audio Tracks to MP3+G and MP3 Media files. The Import VCD Tracks will copy over the DAT files onto the hard-drive rather than making any conversions but the tracks will be accessible without the Disc, be sure that you have lots of memory if you intend to import lots of VCD tracks. The dialogs are the same as the Add CDDA/CDGA Tracks Dialogs and follow the same rules for changing track, artist, and ID information, refer to Adding Tracks. Refer to the Import Options for MP3 settings and the default import folder.

To convert other formats refer to the Elite Conversion Tools section or the program manual.

#^KExporting Track Information

The Current Collection can be exported to Song Books which are useful for printing, editing, changing colours, layouts, etc. You can export to RTF (RichText Format), Text Files (TXT and CSV), and Playlist (M3U file).

RichText Format: This format is used by Windows for formatted text and is compatible for WordPad and Word. Select your title, font, standard sizes, the filename, columns to show, and sort method. Select Export to create the file.

Text File: This format is known as RAW and delimited by commas. Select your title, columns, and sort method. When you select the filename you will notice that both TXT and CSV File Types are available, choose the correct one you wish to use. Select Export to create the file.

To Playlist: Regular Media files are exported as regular entries and CDGA, CDDA, and DVD entries are entered as WinAMP Compatible Playlist Comments. These special entries will be ignored by regular media players that read Playlist files.

Export with all Sub Collections: Click this box if you would like to export the sub collections of a particular collection. Uncheck it to only export the main collection

For advanced users: Export Full Details (CSV) allows a user to export the entire selected collection with all the database information, this includes columns such as BPM, Media type, etc. This feature is used in conjunction with Import Full Details (CSV) to bring back the updated information. The CSV file can be edited in a program such as MS Excel to make large changes in the information (i.e. updating the entire ID column in sequential order). Note that this is a very sensitive feature and if you are not familiar with editing CSV files please do so carefully.

ExportCol

^K Extracting Track Information

#^KUsing TextDB in the Song Collection

The TextDB information is referenced in the CDGA, CDDA, VCD, and DVD dialogs. This information is important as it simplifies the entry of fields for Song items in the Collection. It is also used when importing CDGA/CDDA tracks to MP3+G and updated the MP3 ID3 tag with that same information, this way if you lose the reference of the MP3+G in the Collection you can always track and drop the file back into the collection and the Tag will fill-in the rest of the information.

Refer to Using TextDB for instructions on how to reference TextDB information.

TextDB Updates can be obtained from the TriceraSoft website. Single and Subscription Update fees may apply.

TextDBCol

^K Using TextDB in the Song Collection

#^KSorting the Song Collection

The Song Collection can be sorted at any time by clicking the header buttons above the song collection list. The Song Collection can be sorted by Track Name, Artist, Album/ID, Media Type, or location. When exporting the Song Collection to RTF or Text file the sorting option is also available.

SortCol

^K Sorting the Song Collection

#^KMake use of the Playlist

A playlist is a temporary list of media files that are ready to be played in a player. Files in the playlist are played in order (under the random option is selected by the Deck). There are several modes that can be applied to the playlist, such as Intro, Single, Shuffle, Repeat and Queue Mode. You can edit the Key, Tempo, and Singer Name for each item. This information can also be saved within playlist files and recalled for the next session, refer to the General Options for more information. To view the Singer Names entered click List/Singer View and the list will change for 8 seconds showing the names.

Individual files or all the files in a folder can be added to the playlist. But items in the playlist are not stored after shutdown unless they are Saved explicitly (Either by saving using the Save Playlist buttons or in the preferences under Startup). For media files that are used frequently, use the Song Collection or pre-saved Playlist files loaded at startup. The Song collection is the permanent storage for organized and categorized media files. Song Collection can be created before loading media files in the playlist. Also media items in the playlist can be stored into a Song Collection by either saving the media files or by saving as a playlist file.

Swift Pro 2.0 comes with a Dual Playlist system. They can be utilized for different playback in the different Players simultaneously. Also special effects such as Crossfade require media items added in both of the two playlists before operating.

Playlist Columns are as follow:

1. - Media Name (may contain number)
2. - Played Count
3. - Pitch Setting
4. - Tempo Setting
5. - Time Entered
6. - Time Played
7. - Length of Media
8. - BPM Value (Beat Per Minute)

When a song is entered the Time Entered is updated.

When a song is played the Time Played is modified, at the same time the Media Length is updated and the Played Count is incremented. The Media length of a

MakePlaylist

^K Make Use of the Playlist

picture and a video source can be modified using the Edit Media Length function (refer to the Default Media Lengths).

The Pitch Setting is used to assign a song a pitch that will be set when played. If not set the Pitch Setting will show [=] and the Pitch slider will not be moved, the current value will be used.

The Tempo Setting is used to assign a song a tempo that will be set when played. If not set the Pitch Settings will show [==] and the Tempo slider will not be moved, the current value will be used.

If either Pitch or Tempo are not set and the Reset DSP Setting option is checked in the General Preferences then the sliders will reset (0 and 100% respectively).

Playlist supports Unicode.

#^KApply the Crossfade

The Auto Crossfade feature is a special option that works as follows: Before a Media item is finished playing (default is 10 seconds) the Auto Fade begins playback of the second Deck and begins the crossfade timer toward it. The Crossfade calls on the CUE point of the destination Deck, if the CUE point is not set it will default to the beginning of the song. If you find that the crossfade refuses to engage the destination deck, be sure to Set the Cue point.

The Crossfade time duration and the Crossfade Level can be adjusted accordingly. The default Crossfade Time is 10 seconds. The default Crossfade Level is 70%. The Crossfade position is marked from 100% left and 100% right, Center is 0%. The Crossfade time duration will set the time it takes to move the entire length of the slider.

Crossfade works best with items in both of the Decks. It is possible to play through all the items on both playlists alternately with Crossfade. Refer to Continuous Playback for information on how to effectively use the Auto Crossfade. You can also set the Auto Crossfade and Start/Stop Fade options from the Quick Menus.

Fade on Start and the Fade on Stop features will Fade the volume of the song in or out respectively when Play or Stop are pressed.

Crossfade

^K Apply the Cross Fade

#^KMake use of the Preview Player

There is a Preview Player available for Swift Pro 2.0. It is for previewing media items without interrupting any playback in progress. Preview item can be added directly from a media file, a folder, a Song Collection or any of the two playlists. You can even drag/drop file from the Song Collection right onto the player.

For example: a DJ/KJ can pick up media items to be previewed and decide which ones will be played or not, while the other users can sing to the playing media items in the playlist without being interrupted. If a preview item is chosen and decided to be played, it can then also be inserted into the playlist and played. All the selection process can be done separately in another location while others can enjoy singing without any hassle.

PreviewPlayer

^K Make use of the Preview Player

#^KTake advantage of the Dual Deck/Playlist

Swift Pro 2.0 offers two playlists in the program. Each playlist has its own set of controls and each Deck can control its actions respectively. Items on each playlist can be played and controlled differently without interfering with one another. Items can be added or removed from either playlist without affecting the playback of either Deck. You can load both decks from the same playlist and use the alternate Deck for various other reasons (i.e. a request list). Use the playlists to your advantage and assist in preparing the crossfade or use the list for slideshows. Playlists use the Quickfind option to locate and play the songs quick and easy. Type the number on the keyboard or keypad and the song located at that number will be highlighted. Press Enter to start a song (load and play).

Also items can be moved to another playlist by pressing the Move to Deck (B/A) buttons which provide access to control both playlists.

One of the special features that utilize Dual Playlists is the Crossfade option, but you can still load both decks from either playlist (this is very handy especially changing venues on the fly).

Note that you can also Drag/Drop a file from the Song Collection onto either Deck and it will not only add the file into the playlist below the deck, but also load and prepare it. If you are not interested in loading the deck, be sure to simply drag/drop the file into the playlist area.

Refer to How to: [Apply the Crossfade.](#)

DualDeck

^K Take Advantage of the Dual Deck/Playlist

#^KMake use of multiple Sound Cards

When there is more than one sound card on the system, Swift Pro 2.0 can utilize them together on either Deck A, B and/or the Preview Player. The benefits are that each sound card has its own output and control (a second or more channels). You can also use the Earphones Off-Air option effectively (refer to Earphones Off-Air topic).

For example: while Deck A is playing a media file, a second file can be added to the Preview Player and played by a different sound card to output to a headphone and not interrupt the Deck A or B. Then the previewed file can be selected, cued, and/or moved into Deck B to be played taking advantage of a Crossfade effect and cue positions.

Note: be sure not to use two external sound cards of the same exact type – this may cause sharing of the drivers and result in conflict.

SoundCards

^K Make use of multiple Sound Cards

#^KWhat is MP3+G?

MP3+G is a way of storing CD+G discs on the computer's hard drive. The audio from a CD+G Karaoke disc is "ripped" and converted to MP3. The lyrics, in the form of graphics, is also ripped and stored in a separate CDG file. The two files are played together to simulate the original CD+G track. Because the audio is compressed many CD+G discs can be stored on a typical hard drive and accessed quickly.

AMP3G

^K What is MP3+G

#^KWhat is a KMF File?

KMF (Karaoke Media File) is a Proprietary TriceraSoft/TyrannoSoft secure format. KMF is the next step for MP3+G. The same ripping process occurs as in MP3+G except that the graphics information is also now compressed and the two are combined into a single file with added information such as title, artist, publisher etc. As well, security features are added. KMF files are not limited to MP3 audio or CDG graphics although initially those will be the main components.

Note: KMF files are registered for personal use only. TriceraSoft/TyrannoSoft products are the only products authorized to play the KMF format. Swift Pro 2.0 will only play Shareable KMFs

AKMF

^K What is a KMF File

#^KWhat is a CD+G Disc (CD+G/CD+Graphics)?

CD+G, or CD+Graphics, is a standard that was defined to take advantage of the extra unused space on a regular CD audio disc. This area is used to hold graphical data, in the form of pictures and text and special instructions to display that data synchronized to the audio playback. Because of the limitation of computer technology at the time the standard was designed the graphics are limited to a resolution of 300x216 in 16 colors (from a total of 4096 colors).

CD+G discs require a dedicated CD+G player in order to display the graphics. Standard home stereo players will play the audio fine, but without the graphics. Most CD+G discs are designed for Karaoke purposes however a few mainstream CD's have used CD+G to enhance the listening experience by including animated images, pictures, lyrics or group bios to the disc.

Most computer systems are unable to play CD+G discs because most common CD-ROM drives are unable to read the graphics data area. As such, the KMF format was created. This file format is designed to take advantage of the latest audio compression techniques, as well as compressing the CD+G data and combining them into a single file that most computer systems can play.

Swift Pro 2.0 does NOT read or display CD+G discs - It is focused on taking advantage of the MP3+G and KMF format for PC karaoke use. Please look to our other products for CD+G Disc players/utilities.

ACDG

^K What is CD+G Disc

#^KWhat is a Media File?

A Media File is one that uses multimedia resources such as Video and Audio. Swift Pro 2.0 supports most standard Windows formats (identified by a unique file extension). Please refer to the "Supported Media Formats" section for more info.

AMedia

^K What is a Media File

#^KWhat is a Skin?

A Skin is simply the graphics and elements that make up the user interface (GUI) of an application. Skins are used to enhance the look of the program compared to standard windows applications. Swift Pro 2.0 supports skins with:

Buttons, Text, and Elements of any size or placement

Sliders for controlling playback, volume, DSP, Balance, etc

Graphical Text and Digits

Multiple Interface windows

Links to other skins and web pages

Supports BMP bitmap files only

ASkin

^K What is a Skin

#^KWhat is a File Association?

A File Association is a Windows feature that "associates" files of a particular type to a specific application. This means that when you double-click a file the proper program is launched and that file loaded or played automatically. Swift Pro 2.0 can associate specific media types in order to play back automatically when they are double clicked. Swift Pro 2.0 will add the file to the playlist.

AAssoc

^K What is a File Association

#^KSkin Introduction

Understanding the elements associated with the Skin will help to create or modify the appearance of the interface. A Swift Pro 2.0 skin is built from the following major elements:

A Resource Bitmap: this bitmap contains the interface window background with all elements in the 'Up' position (Elements raised and unselected). It will also contain the sliders, fonts, and indicator mappings.

An Over Bitmap: this bitmap contains the interface window background with all elements in the 'Over' position (Elements that are passed over by the mouse cursor).

A Down Bitmap: this bitmap contains the interface window background with all elements in the 'Down' position (Elements that are selected by the mouse).

Skin definitions file (.skin): The file that defines positions, measurements, and functions of all the elements to be included in the skin.

Menu definitions file (.menu): The file that defines all menu and menu elements available in the skin

All the above major elements must be included to have a functional skin – refer to the default skin provided for reference. Refer to the following topics to edit elements within the skin and menu definition files:

[Skin Elements](#)

[Menu Elements](#)

#^KSkin Elements

Background Color

Changes the color behind the playlist item to the one specified.

BG BColor

$BColor = Red + (Green * 255) + (Blue * 65525)$

Where Red, Green, and Blue are values from 0 to 255

Bitmaps

The bitmaps are the main definitions of the skin and must be specified.

BM F bitmapfile

F = 0, 1, or 2 (Up, Over, Down)

Bitmapfile = Bitmap file name (i.e. bitmap1.bmp)

Background Settings

Settings for the highlight colour of the playlist, the font size, and the text forecolour (Optional).

BT FColor HColor FontSize

FColor = Font Forecolour

HColor = Highlight Colour

FontSize = Size of Font in pixels (i.e. 12)

Buttons

Button elements are used to define the interaction with the player

BN F Xp Yp Wpf Hpf X1d Y1d Quickkey Tooltip

Skinelem

^K Skin Elements

F = Button Function (Refer to the [QUICK FUNCTION REFERENCE](#))

Xp, Yp = Left and Top coordinate of the button background

Wpf, Hpf = Width and Height of the button

X1d, Y1d = Left and Top coordinate of the button of the form (corner relative to form)

Quickkey = A letter from A-Z,a-z, 0-9, or any symbol that will assign the button a keyboard key

Tooltip = A string of characters that will describe the button (this will be shown as a tooltip)

Sound Selection Combobox

Select Sound Card from Interface (Optional).

CB F Xp Yp Wp Hp FontSize

F = Combo Function (0, 1, or 2)

Xp, Yp = Left and Top coordinate of the combobox

Wp, Hp = Width and Height of the combobox

FontSize = Size of Font in pixels (i.e. 12)

Fonts

Atleast one font mapping must be defined within a skin. Multiple fonts can be used to change the look of labels and the playlist. The playlist font must have a triple state font defined but label fonts can be drawn with only one state. To draw the multi states, the exact size duplicate of the font must appear right along side the other (refer to the default skin).

FN F X Y Wf Hf Wc Sp

F = Font Number starting from zero

X,Y = Upper Left corner of the font mapping

Wf,Hf = Width and Height of the Font items (not the entire mapping)

Wc = Width in characters of the mapping

Sp = Each font item can be spaced horizontally or can be adjusted by this parameter

Forms

A Form is a window dividing the skin and its elements from the rest. All elements that are defined after a form definition will be grouped as such.

FM Xp Yp Wpf Hpf X1d Y1d Rz

Xp, Yp = Left and Top corner of Form background image

Wpf, Hpf = Width and Height of Form and background image
X1d, Y1d = Default form location in relative location to other forms
Rz = 0, 1 (1 will allow the form to be resized – a resize element must be included in the form)

Window Panel

A Window Panel is a window dividing elements within a form. All elements that are defined after a window panel definition will be grouped as such.

WP Xp Yp Wpf Hpf X1d Y1d Rz Lk

Xp, Yp = Left and Top corner of Form background image
Wpf, Hpf = Width and Height of Form and background image
X1d, Y1d = Default form location in relative location to other forms
Rz = 0, 1 (1 will allow the form to be resized – a resize element must be included in the form)
Lk = 0, 1 (1 will lock the panel in place)

Plug-in Panel Components

Plugin Panel Combo:

PC F Xp Yp W H FS

F = Combo Value (Deck Number)
Xp, Yp = Left and Top corner of the combo box
W, H = Width and Height of the combo box
FS = Font Size

Plugin Panel Area (defines this form as the area to place the plugin settings):

PP F

F = Deck Number

Indicators

Indicator elements are used to represent a state of the player in visual form.

IN F Xp Yp W H

F = Indicator Function (Refer to the [QUICK FUNCTION REFERENCE](#))
Xp, Yp = Left and Top corner of the Indicator element on the form

W, H = Width and Height of the Indicator element

Labels

Label elements are like indicators such that they represent player states but represented in their text information form – a label must be used with a font

LB F X Y Wc Af

F = Label function that refers to state information within the player (Refer to the [QUICK FUNCTION REFERENCE](#))

X,Y = Left and Top corner position of the label to be placed on the form

Wc = Maximum width of label to be displayed

Af = Label Font defined as a font element (Refer to the Font element)

Menu

Menus are used to interface elements without having them visually on the form until the menus become visible. Menus can be activated from a right-click on the playlist, the forms, or from custom menu buttons.

MN menufile

Menufile = Menu file name (i.e. default.menu)

Menu Elements

Playlist

Swift Pro 2.0 supports only one playlist. The playlist area will list the media files available within the player.

PL F Xf Yf Wf Hf Af

F = 0 (only playlist number supported)

Xf, Yf = Left and Top corner of the playlist on the form

Wf, Hf = Width and Height of the playlist on the form

Af = The Font chosen for the playlist

Resize Element

Added onto a form to control its resizing. This element will only affect the form its resizing property is set to 1.

RZ Xp Yp Wp Hp Tooltip

Panel Resize Elements are as follows:

RB Xp Yp Wp Hp Tooltip

Xp, Yp = Left and Top corner of the resize element

Wp, Hp = Width and Height of the resize element

Tooltip = A string of characters that will describe the button (this will be shown as a tooltip)

Sliders

Sliders are used to interface variable states within the player. Sliders are associated with functions such as volume and media position. Sliders have four segments that create the slider (start, end, middle, and slider segments) – combined they create a dynamic sized slider.

SL F Xp Yp Wp Hp Xf Yf Wf Hf Md Cl

Plugin Sliders

Plugin Sliders Elements are as follows, these must be defined at the beginning of the skin:

PI F Xp Yp Wp Hp Xf Yf Wf Hf Md Cl

Xp, Yp = Left and Top corner of slider segments

Wp, Hp = Width and Height of the combined slider segments

Xf, Yf = Left and Top corner of the slider on the form

Wf, Hf = Width and Height of the slider on the form (it is suggested that the width or height be the same as the slider segment)

Md = -0,1,2,3 Slider Mode 0: Horizontal, 1: Vertical, 2: Horizontal (Inverse), 3: Vertical (Inverse)

Static

Used for visual extras or previews. Swift Pro 2.0 supports only the preview window.

ST F X Y W H

F = 0

X,Y = Left and Top corner of static element

W,H = Width and Height of static element

Static Waveform

Displays the waveform of the playing song.

SW F X Y W H

F = Deck Number

X,Y = Left and Top corner of static element

W,H = Width and Height of static element

All Element Coordinates are in pixels and measured relative to each form or bitmap respectively. Initial background coordinates for each element are from the Resource bitmap. Elements such as the indicator will also use these coordinates for the 'Over' or 'Up' bitmaps to present a different state.

#^KMenu Elements

Menu Header

The Menu Header will define the function or use of the menu and is followed by multiple Menu Items.

MN F

F = Menu Function (0,1,or greater). 0: Playlist Menu, 1: Form Quick Menu, >1: Custom Menus

Menu Items

Follows the header and defines the item functions.

MI F Nm

F = Menu Item Function (Refer to the [QUICK FUNCTION REFERENCE](#))

Nm = The name of the item (a name assigned to the item up to 256 characters)

#^KQuick Function Reference

The reference guide lists all functions available for the skin elements. Refer to this guide when creating or modifying a Swift Pro 2.0 Skin file

General and Menu Functions

Navigation Functions

Function	Description
101	Play (A)
102	Pause (A)
103	Stop (A)
104	Next (A)
105	Previous (A)
106	Intro Mode (A)
107	Single Mode (A)
108	Repeat Mode (A)
109	Shuffle Mode (A)
110	Change Active Playlist
111	Play (B)
112	Pause (B)
113	Stop (B)
114	Next (B)
115	Previous (B)
116	Intro Mode (B)
117	Single Mode (B)
118	Repeat Mode (B)
119	Shuffle Mode (B)
120	Toggle Company Logo
121	Play (Preview)
122	Pause (Preview)
123	Stop (Preview)
124	Record
125	MIC Toggle
126	Earphones Off-Air Toggle (A)
127	Earphones Off-Air Toggle (B)
128	Previous FX Page
129	Next FX Page
130	Vocal Remove (A)
131	Multiplex (A)
132	Vocal Remove (B)
133	Multiplex (B)
134	Singer (A)
135	Queue Mode (A)
136	Singer (B)
137	Queue Mode (B)
138	Add to Preview (A)

Quickfunc

^K Skin Function Quick Reference

139	Load Deck (A)
140	Add to Preview (B)
141	Load Deck (B)
142	Add Message (Text Message)
143	Load Across to Deck B
144	Load Across to Deck A
145	Add Stop Command (A)
146	Add Stop Command (B)
147	Deck Properties (A)
148	Deck Properties (B)
149	A/B Loop (A)
150	A/B Loop (B)

Playlist Functions

Function	Description
Playlist	Deck A
A	
201	Add File
202	Add Folder
203	Move Up
204	Move Down
205	Remove Item
206	Clear Playlist
207	Load Playlist
208	Save Playlist
209	Print Playlist
210	Sort Playlist
Playlist	Deck B
B	
211	Add File
212	Add Folder
213	Move Up
214	Move Down
215	Remove Item
216	Clear Playlist
217	Load Playlist
218	Save Playlist
219	Print Playlist
220	Sort Playlist
221	Fast Rewind A
222	Fast Forward A
223	Fast Rewind B
224	Fast Forward B
250	Move Item to Playlist 2
251	Move Item to Playlist 1
254	Edit (Add) Singer (A)
255	Edit (Add) Singer (B)
256	Edit Media Time (A)
257	Edit Media Time (B)

258	Auto Crossfade
259	Fade on Start
260	Fade on Stop
261	Edit Item Pitch (A)
262	Edit Item Pitch (B)
263	Copy to Playlist (A to B)
264	Copy to Playlist (B to A)
265	Edit Item Tempo (A)
266	Edit Item Tempo (B)
267	Toggle Enable Plugin (A)
268	Toggle Enable Plugin (B)
270	Add Picture (A)
271	Add CD-Audio (A)
272	Add CDGA (A)
275	Add Video Source (A)
278	Set Cue (A)
279	Cue Player (A)
280	Add Picture (B)
281	Add CD-Audio (B)
282	Add CDGA (B)
285	Add Video Source (B)
288	Set Cue (B)
289	Cue Player (B)
290	Previous Cue (A)
291	Previous Cue (B)
292	Next Cue (A)
293	Next Cue (B)
294	Set Cue From Preview (A)
295	Set Cue From Preview (B)
296	Copy to Position (A)
297	Copy to Position (B)
298	Clear Cue (A)
299	Clear Cue (B)
313	Quick Find (A)
323	Quick Find (B)

Macro/System Functions

Function	Description
301	Exit Program
302	Close Window 0
303	Close Window 1
304	Close Window 2
305	Close Window 3
306	Close Window 4
307	Close Window 5
308	Close Window 6

309	Activate (Register)
310	Products Link
311	Songs Link
312	Minimize
314	Show Player
315	Windows Mixer
316	Help
317	Homepage
318	About
319	Select Skin
320	Preferences
321	Song Collection
322	Conversion Tools

>= 900 Minimize Panel

Quick Sound FX

Function	Description
411	Quick FX 1
412	Quick FX 2
413	Quick FX 3
414	Quick FX 4
415	Quick FX 5
416	Quick FX 6
417	Quick FX 7
418	Quick FX 8
419	Quick FX 9
420	Quick FX 10
421	Quick FX 11
422	Quick FX 12
423	Quick FX 13
424	Quick FX 14
425	Quick FX 15
426	Quick FX 16
427	Quick FX 17
428	Quick FX 18
429	Quick FX 19
430	Quick FX 20

Video Window Functions

Function	Description
401	Video Size 1x
402	Video Size 2x
403	Video Size 3x
404	Video Maximize
405	Video Full-Screen

Menu Macro

Function	Description
5xx	Menu 0-100 (5xx – 500)

Slider Button Functions

Function	Description
600	Raise Volume (A)
601	Lower Volume (A)
602	Raise Volume (B)
604	Lower Volume (B)
604	Raise Volume (C)
605	Lower Volume (C)
606	Raise Pitch (A)
607	Lower Pitch (A)
608	Raise Pitch (B)
609	Lower Pitch (B)
610	Raise Pitch (C)
611	Lower Pitch (C)
612	Raise Tempo (A)
613	Lower Tempo (A)
614	Raise Tempo (B)
615	Lower Tempo (B)
616	Raise Tempo (C)
617	Lower Tempo (C)
618	Raise Balance (A)
619	Lower Balance (A)
620	Raise Balance (B)
621	Lower Balance (B)
622	Raise Balance (C)
623	Lower Balance (C)
624	Crossfade to A
625	Crossfade to B
626	Raise Fade Time
627	Lower Fade Time
628	Raise Fade Level
629	Lower Fade Level

Label Functions

Function	Description
001	Media Position (A)
002	Media Name (A)
003	Volume (A)
004	Balance (A)
005	Pitch (A)
006	Tempo (A)
007	Clock (Time)
011	Media Position (B)
012	Media Name (B)

013	Volume (B)
014	Balance (B)
015	Pitch (B)
016	Tempo (B)
021	Media Position (Preview)
022	Media Name (Preview)
023	Volume (Preview)
024	Balance (Preview)
025	Pitch (Preview)
026	Tempo (Preview)
027	Crossfade Position
028	Crossfade Time
029	Crossfade Level
030	Microphone Volume

Indicator Functions

Function	Description
001	Play (A)
002	Pause (A)
003	Stop (A)
004	Intro (A)
005	Single (A)
006	Shuffle (A)
007	Repeat (A)
011	Play (B)
012	Pause (B)
013	Stop (B)
014	Intro (B)
015	Single (B)
016	Shuffle (B)
017	Repeat (B)
037	Play (Preview)
038	Pause (Preview)
039	Stop (Preview)
018	Record
019	Vocal Remove (A)
020	Vocal Remove (B)
021	Multiplex Center (A)
022	Multiplex Left (A)
023	Multiplex Right (A)
024	Multiplex Center (B)
025	Multiplex Left (B)
026	Multiplex Right (B)
027	Queue Mode (A)
028	Queue Mode (B)
029	Auto Crossfade

030	Fade on Start
031	Fade on Stop
032	Microphone Enable
033	Crossfading B to A
034	Crossfading A to B
035	Active Playlist A
036	Active Playlist B

VU Meter

070	VU Meter Deck A Left
071	VU Meter Deck A Right
072	VU Meter Deck B Left
073	VU Meter Deck B Right

Slider Functions

Function	Description
001	Position (A)
002	Volume (A)
003 -	Playlist 0-2
005	
006	Balance (A)
007	Pitch (A)
008	Tempo (A)
009	Visual Cue Position Slider (A)
010	Visual Cue Position Slider (B)
011	Position (B)
012	Volume (B)
016	Balance (B)
017	Pitch (B)
018	Tempo (B)
021	Position (Preview)
022	Volume (Preview)
026	Balance (Preview)
027	Pitch (Preview)
028	Tempo (Preview)
013	Crossfade Slider
014	Crossfade Time
015	Crossfade Level

#^KSupport and Feedback

If after trying the above you still have problems, contact TriceraSoft. In your email please provide the following information:

- The Swift Pro 2.0 version
- Which OS you are running (98/2000/XP etc)
- Which version of the Windows Media Player you have installed
- Which version of Internet Explorer you have installed
- The make and model of the CD+G compatible reader you are using (If applicable)
- A detailed description of the problem
- The exact text of any error messages that are displayed
- Please DO NOT send screen shots or file attachments unless requested!
- When replying to any email from TriceraSoft Tech Support please QUOTE previous emails so we may more easily follow the details of your problem.

If you have any comments or suggestions, requested features etc please don't hesitate to contact TriceraSoft. E-mail your questions/comments to: supportagents@TriceraSoft.com

Please include the words "Swift Pro 2.0 Support" or "Swift Pro 2.0 Feedback" and a brief problem title in the subject line along with a detailed message body.

TroubleShooting:

Be sure to first visit the "What's New" page from the Swift Pro product page on the website and to also visit the Swift Pro Support FAQ page for more up-to-date answers to common questions.

^KInstallation Problems: If you are having problems with installation please contact us for information on a list of files and requirements. Please make sure to read necessary documentation first before contacting us and ensure that all Requirements have been met by your system, hard-drive space, CPU, memory, and operating system.

^KDirectX Problems: DirectX is a vital component that is provided with the Windows operating system which allows applications to interface into its features for multimedia. Microsoft provides DirectX free and posts updates do this interface which includes more features. Swift Pro 2.0 requires that DirectX be updated to the release version 9.0c (or higher) to properly interface with DirectX and its features. Swift Pro 2.0 primarily requires the latest DirectShow component interface from within DirectX.

To check the DirectX version installed on your machine do the following:

Support

^K Support and Feedback

^K Installation Problems

^K DirectX Problems

1. Click Start/Run.
2. Type dxdiag and click OK
3. A dialog will appear, refer to the DirectX Version.
4. The version will consist of the version number and the driver number in brackets.

To install the latest DirectX version, visit <http://www.microsoft.com/directx> and download the latest available version file (avoid beta releases).

^KWindows Media Player: Windows Media Player is also provided as part of your Windows operating system as a free addition to your multimedia experience. Latest versions with updated features are also provided by Microsoft to enhance your multimedia capabilities. Ensure that you are using the latest stable version of Windows Media Player. Swift Pro 2.0 takes advantage of Windows Media Player 7.01 (or higher) and thus requires you install the latest version. Windows Media Player also installs additional Codecs for playing different Media formats which get introduced to the public, and thus will make them available to play in Swift Pro 2.0.

^KVideo Problems: Color issues with CDG may be caused if the video card is using a video mode that is not standard; the following modes are supported 16-bit (565), 24-bit, and 32-bit. If you find that, for instance, in 16-bit (555) mode the colors display strange then change your display to 24-bit or 32-bit to correct. 16-bit (555) is more common in old video displays. Do not use 8-bit mode (256 colors) – it is not supported.

Dual Monitors may tend to cause video lag or slow output. This will depend on the hardware and software configuration. If you find that this is the case then to achieve best performance use the Video display only in the primary display and the navigation in the secondary. It is also best if you use two video cards instead of a program that divides the screen into two virtual windows, this sometimes causes memory issues that also affect the performance of the video playback. Refer to Dual Monitor Configuration

^KSound Problems: DirectShow will use the selected default sound card. Be sure that if your volume slider is set to maximum but you do not hear anything that the following is true:

1. You hear sound from other programs and your speakers are connected.
2. Your Wave or Synthesizer volume in the Windows Mixer is not muted and set appropriately.
3. Your Sound Card is present and functional
4. Your DirectX sound drivers are up-to-date
5. You have the latest Windows Media Player installed

^KPower and Screen Saver: If you find that the screen saver in use utilizes Direct3D or DirectX functionality it may be advisable to change to a simply screen saver. If

^K Windows Media Player

^K Video Problems

^K Sound Problems

^K Power and Screen Saver

you are using a Dual screen configuration it may also be advisable to remove your Monitor and Hard-Drive power saver in Display Properties/Screen Saver/Power Settings/Settings as it may affect the program in or during execution (you do not wish them to enable while in mid-playback).

#^K Single Monitor Configuration

Optimal Resolution:

16-bit depth
800x600x16
1024x768x16

Quality Settings:

Not all Video Cards can handle these settings laggy mouse or unstable display is a sign 1024x768x32 or 1280x1024 to see additional panels

Latest Drivers:

Latest DirectX version
Drivers must enable acceleration
Latest Manufacturer Video Card Drivers (this is a MUST)

Important Points:

Disable any Anti-Virus Protection
Disable Internet Time Updates (disable "Automatically synchronize with an Internet time server")

#^K Dual Monitor Configuration

Optimal Resolutions:

Both devices should use the same resolution and bit depth when possible
16-bit depth highly recommended
32-bit depth good for quality video, be sure your video card is capable

Latest Drivers:

Latest DirectX version
Drivers must install and function
Acceleration is critical
Video Card compatibility is critical - both should work together
Dual Monitor must be available and working - Primary is iconed desktop, Secondary is Extended desktop (just the background)
Connection to TV-Out/S-Video/DVI must be configured correctly, you should see a clear picture before running the program

DualMonitorConfiguration

^K Dual Monitor Configuration

#^K Windows Tuning (notes below are for XP)

XP services:

Control Panel/System/Advanced/Performance/Settings/Advanced

-- Process Scheduling/Background Service
(Swift Pro requires this to be set for Programs)

3D Acceleration:

Control Panel/Display/Settings/Advanced/TroubleShoot/Hardware Acceleration

-- Set to Full

If Full has no affect or infact causes more Video lag, set the bar to the First from None. This is basic acceleration disabled and may also improve the audio playback on the soundcard (do the same in Windows 98).

(If you have 'Enable write combining' enable it).

Monitor and Adapter Selection (Swift Pro):

Be sure to select the correct Adapter along with the Monitor that belongs with it. A symptom of the incorrect pair is followed by a high CPU usage of near 90%.

#^K How to Use AutoDetect

Be sure your second display is enabled, connected, and configured for an Extended Desktop

Run Swift Pro and open the Preferences/Window Options

Uncheck all options except the AutoDetect Second option

Close the Preferences and Exit the program

Run the program again and allow it to configure

Your second monitor will now show dark black - meaning the video window is spanning the second monitor. Play a movie and you will see the video in both Preview Monitors and Output (be sure your crossfade is on the correct side of the playing deck, otherwise you will see nothing on the output window).

AutoDetect

^K How to Use AutoDetect

#^K nVidia Cards

Latest Drivers are a MUST (Detonator Package)

Laptops update from laptop manufacturer

Use the nView Manager to configure Dual Monitor

Always Connect TV/Projector, etc before turning on the machine

Never Span Windows - nView Properties

Set Highest Performance - Direct3D Settings

Dual Monitor for nVidia Cards:

Always connect the two outputs before turning on the computer (the VGA, Composite TV-Out, and/or DVI), and make sure the TV is on the correct channel. Then you must configure the nVidia card in Dual Monitor (without the program running) - enter the Display Properties/Settings/Advanced, enter the nVidia manufacturer tab (i.e. GeForce), enter your nView Wizard. Click Next through every option except disable Window Spanning to "No Spanning", Dialog Repositioning should be "No Repositioning", and when prompted for the screen layout select "Dual View" where the screen is 1 and 2 and that both show a separate window (not mirror or stretched). When you accept the configuration, you should see a screen on the TV and on the main monitor. If they are exactly the same (with desktop with icons) then you chose Mirror, change the option. Check in the Display Properties that the "Extend my desktop to the second monitor" is checked - your result is the second monitor just the background desktop (no icons). Now you are ready to run Swift Pro, if the video window does not end up in the second monitor (turning it black) then set the Auto Detect option and restart the program.

#^K ATI Cards

Latest Drivers are a MUST (Catalyst Package)

Laptops update from laptop manufacturer

Use the Displays tab in the Advanced Properties of the First Monitor to enable the second display. Then configure Extended Desktop in the Display Properties Settings tab to turn it into Dual Monitor.

If using a composite out, be sure to adjust TV Settings (get rid of blur, lines, fuzziness, etc)

Most ATI cards allow you to connect after machine is already on, if that doesn't work try restarting.

Set Highest Performance - Direct3D Settings

Dual Monitor for ATI Cards:

First connect the two outputs before turning on the computer (the VGA and the Composite TV-Out), and make sure the TV is on the correct channel. Then you must configure the ATI card in Dual Monitor first (without the program running) - enter the Display Properties/Settings/Advanced, look for the ATI Displays tab, select the TV Power button (make it turn green). Now you should see a screen on the TV and on the main monitor. If they are the same (the desktop with icons), when you click OK and return to the Display Properties, select the second display (the one with the 2) and check that the device is already Attached (deep blue), that the resolution settings are atleast 800x600 (or 1024x768) with 32-bit Quality, and that the "Extend my desktop to the second monitor" - this will make the second monitor just the background and is now an extension of the desktop (no icons). Now you are ready to run Swift Pro, if the video window does not end up in the second monitor (turning it black) then set the Auto Detect option and restart the program.

ATICards

^K ATI Cards

#^K A/B Loop

This loop option, as it sounds, will loop a media file. When in the "Visual Cue" Skin, the loop markers appear yellow at the start and end position of the loop.

To enable the loop:

Play media file

Click once on the A/B Loop button (found on the 'Effects' panel-remember there is a separate 'Effects' panel for each deck so make sure you select the panel for the active deck) to mark the start position of the loop. The indicator on the left of the button will now appear green.

Click again on the A/B Loop button to mark the end point of the loop. The indicator on the right of the button will now appear green.

To clear the loop, simply click once on the A/B Loop button, the markers will disappear and both indicators will now become red (disabled)

#^K Earphones Off-Air

This option reloads the song in the deck using the Alternate (Alt.) soundcard output option and disables the crossfade from the volume control. This allows you to hear and preview the song on the actual deck and set the cues. Once finished setting the cues, return the button back to On-Air (disabled) and allow the deck to fade normally with the Auto fade. Remember to set the Cue Sheet Per Media File option so that each song will remember its own cues.

#^K MIDI Controller

MIDI: MIDI stands for Musical Instrument Digital Interface.

This option will allow you to assign MIDI Keys to a specific task (play, pause, stop, etc.).

MIDI Devices: This window will list all MIDI devices available on the system.

Profile: This drop down menu provides a list of all MIDI devices installed/attached. If a MIDI device has MIDI keys already assigned, they will be displayed in the 'Function' window. For example, Function 101 (Play Deck A) could be MIDI Key 144 0 48 0 1.

Enable MIDI: Check this box to enable MIDI Controller Support.

^KAdd MIDI Key: Make sure the MIDI device is properly connected to your computer. Select the MIDI device you wish to assign keys to, left click once on the 'Add MIDI Key' button. A dialog box will display two sections: MIDI Input, and Options.

MIDI Input: This will show the data read from the MIDI device. There are four or five data items that will be filled when you press a key, move a slider, or change a pot; Command, Channel, Data1, Data2, and/or Note ON/OFF. When a MIDI command is registered then you can use the exact command (note that CC buttons send different information when pressed down and lifted up – you can make the program react to either). When using a MIDI Note, the item is by default going to respond to the Note ON command.

Options

Function: Drop down menu will list all the functions available to use for MIDI Key additions (which function do you wish to use for the key, button, or slider)

Range: Drop down menu will list range options for sliders (this only applies to MIDI sliders). Be sure you select the correct range for the slider (or if you wish to flip/reverse the reaction be sure to select 127-0 or 255-0). Move the physical slider around to each limit and verify the data on the MIDI Input status.

Trigger on Note OFF: If you wish the Note to trigger the function on the Note OFF position, be sure to enable this checkbox.

^KEdit MIDI Key: Selecting this button enables you to make changes to an existing assigned key. In the 'Function' window, select the MIDI Key you wish to change (by

MIDIController

^K MIDI Controller

^K Add MIDI Key

^K Edit MIDI Key

left clicking once to highlight it), click the 'Edit MIDI Key' button. Make changes as desired.

^KRemove MIDI Key: Selecting this button will delete the key assignment. In the 'Function' window, select the MIDI Key you wish to remove (by left clicking once to highlight it), click the 'Remove MIDI Key' button. The assigned MIDI Key will be removed from the list.

#^KEffects Panel

Sound effects can be used to change the way sounds and background music sounds. Realize that sound effects only apply to wave files and midi files, not to mp3 files. The effects panels have a variety of audio processes that can be applied to a signal to modify it, including reverb, compressor, distortion, echo, flanger, gargle, parametric EQ, and chorus.

^KReverb: A most basic and necessary effect. An effect in which the ambience of a physical space is simulated -- a signal is copied many times, and the copies are heard one after another at decreasing levels, so closely together that they are not perceived as individual events.

- Input Gain - Input gain of signal, in decibels (dB)
- Reverb Mix - Reverb mix, in dB
- Reverb Time - Reverb time, in milliseconds
- Hi Frequency – Cut-off frequency

^KCompressor: A dynamics processor that reduces the level of any signal exceeding a specified threshold volume. It is a reduction in the fluctuation of a signal above a certain amplitude

- Gain - Output gain of signal after compression
- Attack - Time before compression reaches its full value
- Release – Speed at which compression is stopped after input drops below Threshold
- Threshold - Point at which compression begins, in decibels
- Ratio - Compression ratio
- Pre-delay - Time after Threshold is reached before attack phase is started, in milliseconds

^KDistortion: Distortion is achieved by adding harmonics to the signal in such a way that, as the level increases, the top of the waveform becomes squared off or clipped

- Gain - Amount of signal change after distortion
- Edge - Percentage of distortion intensity
- Post EQ Center - Center frequency of harmonic content addition
- Post EQ Bandwidth - Width of frequency band that determines range of harmonic content addition
- Pre-Lowpass Cutoff - Filter cutoff for high-frequency harmonics attenuation

^KEcho: A delay-based effect in which copies of a signal are heard trailing off to silence; similar to shouting from a mountaintop and hearing your voice repeat. There is a fixed time delay between each repeat.

- # EffectsPanel
- ^K Effects Panel
- ^K Reverb
- ^K Compressor
- ^K Distortion
- ^K Echo

Wet/Dry Mix - Ratio of wet (processed) signal to dry (unprocessed) signal
Feedback - Percentage of output feed back into input
Left Delay - Delay for left channel, in milliseconds
Right Delay - Delay for right channel, in milliseconds
Pan Delay - Value that specifies whether to swap left and right, delays with each successive echo

^KFlanger: Is a very short delay which has a distinctive roaming or pulsing sound. An effect that generates a swirling sound by adding a slightly delayed copy of the signal in which the copy's delay time fluctuates. Flange is an echo effect in which the delay between the original signal and its echo is very short and varies over time. The result is sometimes referred to as a sweeping sound.

Wet/Dry Mix - Ratio of wet (processed) signal to dry (unprocessed) signal
Depth - Percentage by which the delay time is modulated by the low-frequency oscillator (LFO), in hundredths of a percentage point
Feedback - Percentage of output signal to feed back into the effect's input
Frequency - Frequency of the LFO
Waveform - This waveform determines how the delay in the flanger varies in time
Delay - Number of milliseconds the input is delayed before it is played back
Phase - Phase differential between left and right LFOs

^KGargle: The gargle effect modulates the amplitude of the signal

Gargle Rate - Rate of modulation, in Hertz.
Wave Shape - Shape of the modulation wave

^KParametric EQ: A type of EQ that can be adjusted to boost or cut any frequency within its overall range; may also have a user-definable bandwidth. A parametric equalizer amplifies or attenuates signals of a given frequency

Center - Center frequency, in Hertz
Bandwidth - Bandwidth, in semitones
Gain - Gain

^KChorus: An effect in which multiple copies of a signal are played together slightly out of time to create a shimmering effect. Chorus is a voice-doubling effect created by echoing the original sound with a slight delay and slightly modulating the delay of the echo.

Wet/Dry Mix - Ratio of wet (processed) signal to dry (unprocessed) signal.
Depth - Percentage by which the delay time is modulated by the low-frequency oscillator, in hundredths of a percentage point.
Feedback - Percentage of output signal to feed back into the effect's input
Frequency - Frequency of the LFO
Waveform - Waveform of the LFO
Delay - Number of milliseconds the input is delayed before it is played back
Phase - Phase differential between left and right LFOs

^K Flanger
^K Gargle
^K Parametric EQ
^K Chorus

^KBreak (Stop Sign): Pressing this button once will cause your media file to slow down dramatically until it reaches a full stop. Pressing the button again will make the song play faster until it reaches normal/original level. If the break gets to a full stop, it sets the current cue.

