

Roxio Creator

User Guide

Legal Information

Copyright ©1994 - 2009 Sonic Solutions. All Rights reserved. Unauthorized reproduction or distribution of this program, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under law. Use of these products is subject to the acceptance of the license agreement included in this product.

Sonic, Sonic Solutions, Roxio, Roxio Creator, PhotoSuite, VideoWave, MyDVD, Creator Classic, CinePlayer, CineMagic, Music Disc Creator, Automix, Video Copy & Convert, Venue, CinemaNow, Qflix, and PhotoShow are trademarks owned by Sonic Solutions in the United States and/or other jurisdictions. All other trademarks used are owned by their respective owners.

SOME OR ALL OF THE FOLLOWING APPLY TO THIS PRODUCT:

Portions of the software are provided by Apple Computer, Inc. Copyright © 2004 Apple Computer, Inc.

iPod, iPod Touch, iTunes and iPhone are trademarks of Apple, Inc.

MPEG Layer-3 and mp3PRO audio coding technology licensed from Coding Technologies, Fraunhofer IIS and THOMSON.

<http://www.iis.fhg.de/amm>

Portions utilize Microsoft Windows Media Technologies. Copyright © 1999-2009 Microsoft Corporation. All Rights Reserved. Windows Media, Zune, the Zune logo, Xbox, the Xbox logo, the Windows logo, and the Windows 7 logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.



VST Plug-in Technology by Steinberg Copyright © 2004 Steinberg Media Technologies AG. Steinberg is a registered trademark of Steinberg Soft- und Hardware GmbH.

Blu-ray is a trademark of the Blu-ray Disc Association.

YouTube and the Powered by YouTube logo are trademarks of Google Inc.

CUDA is a trademark of NVIDIA Corporation.

AVCHD and the AVCHD Logo are trademarks of Panasonic Corporation and Sony Corporation, and are used under license.

ATI is a trademark of Advanced Micro Devices, Inc.

Some digital content © 1994-2001 Hemera* Technologies Inc. All Rights Reserved. * Trademark of Hemera Technologies Inc.

Ogg Vorbis audio compression technology provided courtesy of the Xiph.Org Foundation.



libfishsound

Copyright (C) 2003, 2004 Commonwealth Scientific and Industrial Research Organisation (CSIRO) Australia

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE ORGANISATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

libvorbis and libogg

Copyright (c) 1994-2004 Xiph.org Foundation

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

libflac and libflac++

Copyright (C) 2000,2001,2002,2003,2004 Josh Coalson

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

dsfOggDemux, dsfOggMux, dsfVorbisDecoder, dsfVorbisEncoder.dll, dsfNativeFLACSource, dsfFLACDecoder, dsfFLACEncoder, libOOOgg, libOOOggSeek

Copyright (C) 2003-2005 Zentaro Kavanagh

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE ORGANISATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Audio effect engine licensed by Algorithmix. <http://www.algorithmix.com>



'Dolby' and the double-D symbol are trademarks of Dolby laboratories.

This product contains one or more programs protected under international and U.S. copyright laws as unpublished works. They are confidential and proprietary to Dolby Laboratories. Their reproduction or disclosure, in whole or in part, or the production of derivative works therefrom without the express permission of Dolby Laboratories is prohibited. Copyright 1992-2009 by Dolby Laboratories, Inc.

Manufactured under license from Dolby Laboratories.



The TWAIN Toolkit is distributed as is. The developer and distributors of the TWAIN Toolkit expressly disclaim all implied, express or statutory warranties including, without limitation, the implied warranties of merchantability, non-infringement of third party rights and fitness for a particular purpose. Neither the developers nor the distributors will be liable for damages, whether direct, indirect, special, incidental, or consequential, as a result of the reproduction, modification, distribution or other use of the TWAIN Toolkit.

Music recognition technology and related data are provided by Gracenote, Inc. Gracenote is the industry standard in music recognition technology and related content delivery. For more information, visit www.gracenote.com.

CD and music-related data from Gracenote, Inc., copyright © 2000-2008 Gracenote. Gracenote Software, copyright © 2000-2008 Gracenote. One or more patents owned by Gracenote apply to this product and service. See the Gracenote website for a non-exhaustive list of applicable Gracenote patents. Gracenote, CDDb, MusicID, the Gracenote logo and logotype, and the "Powered by Gracenote" logo are either registered trademarks or trademarks of Gracenote in the United States and/or other countries.

Gracenote®, Gracenote logo and logotype, and the "Powered by Gracenote" logo are either registered trademarks or trademarks of Gracenote, Inc. in the United States and/or other countries.

For more information on using the Gracenote Service, visit: www.gracenote.com/corporate.



Portions Copyright 1997, Chris Losinger

Portions of this product were created using LEADTOOLS © 1991-2001, LEAD Technologies, Inc. ALL RIGHTS RESERVED.

Product includes the 3ivx Filter Suite. Copyright © 3ivx Technologies Pty. Ltd., 1999-2003, All rights reserved. 3ivx is an international trademark.

Some digital content provided by Digital Vision.

Certain templates and images: © 2004 ArtBuilders.

Some audio content provided by Darklab Sound.

Some audio content is provided by Todor Kobakov from spineproductions.net.

Some content courtesy of Artbeats. www.artbeats.com

Some digital image content © 2006 Jupiterimages Corporation. All Rights Reserved.

Some audio content © 2006 Ian Nieman Music. All rights reserved.

Portions Copyright 1997-1998 Intel Corporation.

This product uses the LAME MP3 Encoder library (the “Library”). The Library is licensed under the GNU Library General Public License, Version 2, 1991. For a copy of the complete corresponding machine-readable source code for the Library, send your request to Sonic Solutions, 101 Rowland, Suite 110, Novato, CA 94945 Attn: Legal Department. Processing, shipping, and handling charges will apply.

FFmpeg is a trademark of Fabrice Bellard, originator of the FFmpeg project.

This product uses the libavcodec library (the “Library”). The Library is licensed under the GNU Lesser General Public License, Version 2.1. For a copy of the complete corresponding machine-readable source code for the Library, send your request to Sonic Solutions, 101 Rowland, Suite 110, Novato, CA 94945 Attn: Legal Department. Processing, shipping, and handling charges will apply.

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (i) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD (“MPEG-4 VIDEO”) AND/OR (ii) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NONCOMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED BY MPEG LA TO PROVIDE MPEG-4 VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://WWW.MPEGLA.COM).

PSP is a registered trademark of Sony Computer Entertainment, and Memory Stick is a trademark of Sony Corporation.

The Bluetooth® word mark and logos are owned by the Bluetooth SIG, Inc., and any use of such marks by Sonic Solutions is under license. Other trademarks and trade names are those of their respective owners.

Wii is a registered trademark of Nintendo.

Blackberry is a registered trademark of Research in Motion Limited.

TiVo and the TiVo logo are registered trademarks of TiVo Inc. or its subsidiaries.

This product is protected by certain intellectual property rights of Microsoft Corporation. Use or distribution of such technology outside of this product is prohibited without a license from Microsoft or an authorized Microsoft subsidiary.

Windows Pre-Installation Environment. Disaster recovery applications included in this product may use the Microsoft® Windows® Preinstallation Environment software from Microsoft Corporation (“WinPE”). The WinPE software included with this software may be used for boot, diagnostic, setup, restoration, installation, configuration, test or disaster recovery purposes only. NOTE: THIS SOFTWARE CONTAINS A SECURITY FEATURE THAT WILL CAUSE YOUR COMPUTER SYSTEM TO REBOOT WITHOUT PRIOR NOTIFICATION TO YOU AFTER 24 HOURS OF CONTINUOUS USE. WinPE may not be used as a general purpose operating system or as a substitute for a fully functional version of any operating system product. Use of WinPE is “as-is”.

Changes

The material in this document is for information purposes only and is subject to change without notice. While reasonable efforts have been made in the preparation of this document to assure its accuracy, Sonic Solutions assumes no liability resulting from errors or omissions in this document, nor from the use of the information contained herein.

Sonic Solutions reserves the right to make changes in the product design without reservation and without notification to its users.

Disclaimer

This product may allow you to reproduce materials in which you own the copyright or have obtained permission to copy from the copyright owner. Unless you own the copyright or have permission to copy such materials from the copyright owner, you may be violating copyright law and be subject to the payment of damages and other remedies. If you are uncertain of your rights, you should contact your legal advisor.

This product may be protected by one or more of the patents listed at <http://www.sonic.com/innovation/patents>.

Contents

1	Getting started with Roxio Creator	19
<hr/>		
	Welcome to Roxio Creator	20
	About this guide	20
	System requirements	21
	Installing Creator	24
	Getting to know Creator	25
	Starting a task	25
	Creator: What you can do	26
	Completing a typical task	30
	Where to find more information	34
	Help	34
	Learning Center	34
	Roxio online support	34
	Creator support options	35
	Unlimited self-help options	35
	Alternate support options	35
	Contacting Roxio	35

2 Importing media files 37

Welcome to Media Import	38
Starting Media Import	39
Getting to know the Media Import window	40
Overview of importing media files	42

3 Managing your media files 43

About Media Manager	44
Starting Media Manager	45
Supported file formats	45
Monitoring new media files	45
Getting to know the Media Manager window	46
Working with My Media	48
Browsing My Media	49
Working with albums	51
Creating new albums	51
Adding media files to albums	51
Moving or copying media files from one album to another	53
Setting the thumbnail for an album	54
Working with playlists	55
Working with folders	56
Creating new folders	56
Working with media files	57
Selecting media files	57
Previewing media files	58
Viewing media files in a preview window	58
Viewing media files in QuickShows	59
Finding missing media files	60
Locating missing media files	60

4 Recording and managing audio files 63

Importing audio CDs	64
Recording from an audio input device	66
Using Easy Audio Capture in Full mode	66
Using Easy Audio Capture in Mini mode	68
Creating Audiobooks	69
Editing audio tags with the Audio Tag Editor	72
Converting, renaming, and moving audio files	75
Converting files.	76
Renaming files	77
Moving files	78
Transferring files to a portable device	79

5 Creating audio projects 81

Welcome to Sound Editor.	82
Getting to know the Sound Editor window	83
Sound Editor project file format (.dmse)	84
Getting started with Sound Editor projects	85
About adding audio clips	86
Adding audio files.	86
Adding tracks from audio CDs	87
About editing and applying effects	88
Selecting the waveform region to edit.	88
Basic editing.	89
Adding or deleting track separators.	90
Installing new sound effects	91
Completing Sound Editor projects	92
Saving Sound Editor projects.	93
Exporting audio clips	93

Exporting sets of tracks or audio clips	94
Burning tracks or clips to audio CDs	96

6 **Creating music discs** **97**

Welcome to Music Disc Creator	98
Types of music discs you can create	99
Audio CD	99
MP3/WMA disc	99
DVD music disc	99
Overview of Music Disc Creator projects	100
Supported file formats	101
Music Disc Creator's native format (.DMSA)	101
Supported audio formats	101
Supported playlist formats	101
Adding tracks to your project	102
About protected audio tracks	102
Using the Media Selector	102
Adding tracks and playlists from a hard disk	104
Adding unprotected tracks from your iPod®	104
Importing tracks from discs	105
Finding tracks and managing track information	106
Checking for unidentified tracks	106
Creating track lists using Search by Tags	108
Using Beatmatching	109
Previewing tracks	111
Completing Music Disc Creator projects	112
Burning projects to disc or saving as disc image files	113
Exporting tracks	114
Sending tracks to a portable device	115

7 Working with photo projects 117

Welcome to PhotoSuite	118
PhotoSuite's project file format (.DMSP)	119
Supported file formats	119
Getting to know the PhotoSuite window	120
Using the Photo Projects Assistant	121
Creating new photo projects in PhotoSuite	122
Removing red eye	123
Cropping photos and objects	124
Rotating photos and objects	126
Applying special effects	127
Working with text	128
Improving the quality of photos	131
Using the AutoFix feature	131
Adjusting exposure	132
Adjusting brightness and contrast	133

8 Printing and sharing media files 135

Printing photos and projects	136
Tips for improving print quality	140
E-mailing media files	141
Sharing media files with wireless devices	144
About My Devices	144
Transferring files	144
Synchronizing your mobile device	146

9 Copying video and creating video compilations 149

About Video Copy & Convert	150
The Video Copy & Convert window	151
Copying DVD-Video	152
Can I copy discs using one disc drive?	152
Sources you can copy from.	152
Copying DVD discs, disc image files, or DVD-Video folders.	154
About converting video	155
Creating a video compilation	156
Trimming your movie or web video	157
Selecting an output format and a destination . .	159
Selecting or customizing a DVD menu style . .	160
Completing your compilation	160
Saving compilations	161
Using the project scheduler	161

10 Making advanced data discs 163

About Creator Classic	164
Getting to know the Creator Classic window	165
Deciding which type of project to create	166
Adding files and folders to your project	167
Burning the project to disc	168

11 Watching movies 171

Welcome to CinePlayer	172
Getting to know CinePlayer	173
Playing discs	174
Playing video from video folders	175

12 Creating video productions 177

Welcome to VideoWave	178
Getting to know the VideoWave window	179
Task Pane	179
Preview area	180
Production Editor	180
Media Selector	180
Effect Selector	181
Settings panel	181
Creating your first VideoWave production	181
Step one: Add photos and video clips	182
Step two: Add background audio	182
Step three: Add transitions	183
Step four: Preview your production	184
Step five: Output your production	184

13 Video tools and assistants 187

Creating a slideshow	188
Using CineMagic to create movies	189
Creating a video disc using Plug & Burn	190
Converting files with SyncIt!	192
Adding SmartSound background audio.	195
Archiving AVCHD video	197

14 Creating advanced video discs with menus 199

Welcome to MyDVD	200
Getting to know the MyDVD window	201
Menu Edit view.	201
Movie Edit view	203
Features available in both views	204
Overview of creating a MyDVD project	205
What are MyDVD projects?	205
Steps to create a new project	205
Capturing media files	206
Working with menus	207
What are menus?	207
Customizing menus	207
Adding productions to your MyDVD project	208
Adding movies	208
Creating and adding movies with CineMagic	209
Editing productions.	210
Removing productions	210
Adding and removing chapters	210
Working with buttons	212
Arranging buttons on menus	212

Resizing buttons	213
Changing button thumbnail images	213
Changing button styles	213
Working with text.	214
Adding text to menus	214
Editing text	215
Changing or removing background audio.	216
Removing items from menus	216
Previewing MyDVD projects	217
Completing your project.	218
Burning projects to disc	218
Erasing discs	218
Saving projects as disc image files and disc volumes	219

15 **Creating disc labels and inserts 221**

About Label Creator	222
Overview of creating labels and disc inserts	222
Getting to know the Label Creator window	223
The Add Object area	223
The Edit Layout area	223
The Layout area	224
The Toolbars.	224
The Layout Navigator	224
Using Express Labeler.	225

1 Getting started with Roxio Creator

In this chapter

Welcome to Roxio Creator	20
About this guide	20
System requirements	21
Installing Creator	24
Getting to know Creator	25
Creator: What you can do	26
Completing a typical task	30
Where to find more information	34
Creator support options	35

Welcome to Roxio Creator

Welcome to Roxio Creator, the all-in-one digital media solution.

Designed for beginners and experts alike, Creator makes it all easy—from simple and practical tasks, such as creating a backup copy of a disc, to fun and creative projects such as creating a home movie complete with introductions, transitions, music, and effects.

Get creative and have fun with this powerful, intuitive, and easy-to-use suite of digital media components. Do more with your digital music, favorite photos, mobile phone, cherished video, and your important data files. Find all the tools you need in one place, with one easy-to-use interface.

About this guide

This guide provides an overview of Creator and explains how to use its most popular features. For detailed information about how to use all of the features of Creator, see the online Help described in *Where to find more information* on page 34.

Depending on the version of Creator you are using, some of the components described in this guide may not be available.

System requirements

Minimum System Requirements:

- Microsoft® Windows 7 Home Premium; Windows Vista Home Basic with Service Pack 1; Windows XP with Service Pack 3
- 2.0 GHz processor and 512 MB RAM (Windows XP); 2.0 GHz processor and 1 GB RAM (Windows 7 and Vista);
- 1024x768 DirectX 9 compatible graphics card with at least 16-bit color setting; 24-bit or 32-bit true color recommended
- Windows compatible sound card
- DVD-ROM drive to install the software from DVD
- Windows Media Player 10
- Microsoft Internet Explorer 7 or above
- DirectX 9.0C or above
- Internet connection required for registration, product updates, and some features. Any Internet charges are the user's responsibility.

Recommended

- Intel Core2 2.8 GHz or faster processor; AMD Phenom X4 or faster
- 2 GB RAM
- DVD recorder
- Hard disc with an additional 10 GB of free space

Optional devices/software that are supported:

- Apple iPod®
- Apple iPhone®
- iTunes 8.0 or above
- Windows Media Portable devices
- Sony PSP
- 3GP mobile phones

- TiVo® Series2™, Series3™, TiVo® HD DVR or other TiVoToGo compatible DVR connected to your home network with TiVo Desktop installed. Does not work with DirecTV-provided TiVo DVRs. See www.tivo.com for more information.
- For video playback: AMD graphics processor with Avivo support or nVidia graphics processor with PureVideo support
- For video capture: OHCI compliant IEEE 1394 FireWire card or USB 2.0 port (for use with DV camera), or analog video capture device

Blu-ray authoring and playback

- Blu-ray authoring and playback requires an additional plug-in which can be purchased at www.roxio.com

Supported Input Formats:

- Video: AVI, DV, HDV, DV-AVI, MPEG-1/2/4, MPEG2-HD, DVD-Video, IFO/VOB, XviD, DVR-MS, TiVo, ASF, MOV, WMV, QuickTime, 3GP, MPEG2 Transport Stream, AVC (H.264), AVCHD
- Audio: Audio CD, MP3, WAV, WMA, Dolby Digital AC-3, AAC, Ogg Vorbis, FLAC, M4A, MP4, Playlists (WPL, ASX, M3U, PLS, XSPF)
- Image: JPG, PNG, TIFF, BMP, GIF

Supported Output Formats:

- Video: AVI, DV-AVI, HDV, MPEG-1/2/4, MPEG2-HD, WMV, WMV HD, AVC (H.264), MP4, 3GP
- Audio: MP3, WAV, WMA, Dolby Digital AC-3, Ogg Vorbis, FLAC, MPEG-1/2, M4A, AAC, Playlists (M3U, PLS, XSPF, WPL)
- Image: JPG, PNG, TIFF, BMP, GIF
- Video disc formats: DVD, Video CD (VCD), Super Video CD (SVCD), Mini DVD

Recordable Formats:

- Supports all popular recordable formats: CD-R/RW, DVD+R/RW, DVD-R/RW, DVD-R DL, DVD+R DL, DVD-RAM, BD-R/RE, BD-R/RE DL

- Supports popular disc image formats: reads ISO, C2D, BIN/CUE, and GI; writes ISO and GI



Note Encrypted or copy-protected discs or media cannot be copied.

Installing Creator

Follow this procedure to install Creator.

To install Creator using the installation disc:

- 1 Insert the Creator installation DVD into your DVD drive.
If Autorun is enabled on your computer, the Creator installation window appears automatically and you can skip step 2 and step 3.
- 2 Choose **Start > Run**.
- 3 Type **d:\setup** (substitute the appropriate letter of your DVD drive for **d**).
- 4 Follow the installation instructions that appear on the screen.

To install Creator using downloaded files:

- 1 Navigate to the Creator install package.
- 2 Double-click the **setup.exe** file.
- 3 Follow the on-screen instructions.

Getting to know Creator

Start your digital media projects from Creator's main window. Double-click the Creator desktop icon to begin.



Creator's main window, featuring the project category tabs and links to frequent tasks.

Starting a task

Click one of the project category tabs on the left side of the window, and a task list appears on the right. Choose a task by clicking on its name. Some of the tasks are built into the main Creator window; others open in a separate window.

Creator: What you can do

There are so many great things you can do with Creator. Here's a partial list and how to get started:

Working with audio

You will find links to these tasks by selecting the Music-Audio project tab:

- **Make an audio CD** that you can play anywhere. Select the *Burn Audio CDs* task.
- **Create an MP3 disc** that holds hundreds of songs in MP3, WMA, or WAV format. Select the *Burn MP3 CDs* task.
- **Rip audio files** from a CD to your computer. Select the *Rip* task. (To rip songs from more than one drive at a time, select *Rip - Advanced*.)
- **Quickly capture (record) audio** from Internet radio and other sources using your computer's sound card. Select the *Capture Audio from Sound Card* task.
- **Record and edit sound clips and audio files** to create your own audio mixes. Select the *Edit Audio* task.
- **Create music compilations** to play on your home or car stereo, portable music player, DVD player, or on your computer. Use the Beat Matching feature to create mixes your friends will envy. Select the *Create Music Disc Projects* task.
- **Transfer audiobooks** from audio CDs or the Internet to an iPod®, iPhone, or other portable device with just a few clicks. Select the *Create Audiobooks* task.
- **Create a DVD Music Disc** with up to 50 hours of music using tracks from your computer or from any number of audio discs. Choose from professionally designed menu styles or use your own background image, then burn your project to a disc and play on it your computer or set-top player. Select the *Create DVD Music Discs* task.
- **Create digital audio files from your old LPs and tapes** in just a few simple steps. You can then clean and enhance your audio files, burn them to an audio CD, or use them in your Creator projects. Select the *Digitize LPs and Tapes* task.

For more information, see Chapter 6, *Creating music discs*, on page 97.

Working with photos

You will find links to these tasks by selecting the Photo project tab:

- **Create multimedia slideshows and post them online** for your friends to see. (English only.) Select the *Create PhotoShows* task.
- **Enhance, edit, and share** your digital photos. Automatically adjust the exposure, saturation, and sharpness of photos. Fix common problems such as red eye. Select the *Edit Photos* task.
- **Create personalized calendars, greeting cards, and collages** using your own photos. You can also create photo slideshows to share with others. Select the *Create Projects* task.
- **Enhance several photos at once** using AutoFix and other photo tools. Rename or convert groups of photos to a different format. Select the *Enhance Multiple Photos* task.
- **Create a dramatic panorama** by combining several photos into one. Select the *Create Panoramas* task.
- **E-mail your photos and photo projects** to friends and family. Select the *Email* task.
- **Create a high-resolution photo slideshow** in just a few clicks, including background audio and Pan and Zoom effects. Select the *Create Slideshows* task.

For more information, see Chapter 7, *Working with photo projects*, on page 117, and Chapter 8, *Printing and sharing media files*, on page 135.

Working with video

You will find links to these tasks by selecting the Video-Movies project tab:

- **Convert video to the perfect format for your portable media player**, and make copies of personal DVD discs so you can store the originals for safekeeping. Select the *Copy and Convert Video* task.
- **Watch movies** using the ultimate digital theater. Creator delivers the absolute highest quality video playback available for your PC and packs all of its powerful features into an extremely easy-to-use and intuitive user-interface. Select the *Play Movies* task.

- **Post videos on YouTube.** It doesn't get any easier than this. Select the *Share Video* task.
- **Create professional-looking video productions** that combine your home videos and photos with audio, transitions, and special effects. Select the *Edit Video—Advanced* task.
- **Make great looking video productions in a few easy steps.** Select the *Create DVDs* task.
- **Create more elaborate multimedia stories on DVD** to share with family and friends. Capture and mix photos and video, include narration or a favorite sound track, create your own professional-looking menus, add transitions and animated backgrounds, and burn to DVD, Video CD, or Super VCD. Some versions even let you author Blu-ray movie discs. Select the *Create DVDs—Advanced* task.
- **Copy video directly from a camcorder to a disc.** Select the *Plug and Burn* task.
- **Transfer video footage from your AVCHD camera** onto a DVD or Blu-ray Disc for safekeeping. Your movies are stored exactly as they were shot, in full high-definition. Select the *Archive AVCHD* task.

For more information, see Chapter 14, *Creating advanced video discs with menus*, on page 199.

Data and copy projects

You will find links to these tasks by selecting the Data-Copy project tab:

- **Copy files to a CD, DVD, or Blu-ray Disc.** Select the *Burn Data Disc* task.
- **Duplicate an entire disc.** Select the *Copy Disc* task.
- **Create encrypted data CDs and DVDs**, and archive large projects to multiple discs. Create advanced format and bootable discs, and more. Select the *Burn Data Disc—Advanced* task.

- **Back up the files on your computer** to a wide range of storage devices including discs, external hard drives, and flash drives. Select the *Backup and Restore* task.



Note The Backup and Restore task is not available in all versions of Roxio Creator.

Importing and organizing media files

You may find links to these tasks on more than one project tab:

- **Import photos and video** files to your computer from your digital camera, mobile phone, or camcorder. Select the *Import Photos* or *Capture Video* tasks.
- **View and manage your media files** in folders, and to organize them into personalized albums. Find files quickly by browsing or searching, and burn your files to a disc. Select the *Browse and Manage Media* task.
- **Transfer files to your wireless devices**, and upload video files to the Internet. Select the *Browse and Manage Media* task.

For more information, see Chapter 10, *Making advanced data discs*, on page 163.

Creating labels and disc inserts

You will find links to this task on all of the project tabs:

- **Make personalized disc labels and jewel case covers using a simple task assistant.** Choose from dozens of professional designs, or create your own. Select the *Create Labels* task.
- **Make personalized disc labels and jewel case covers using our full-featured label-making application.** Choose from dozens of professional designs, or create your own. Select the *Create Labels—Advanced* task.

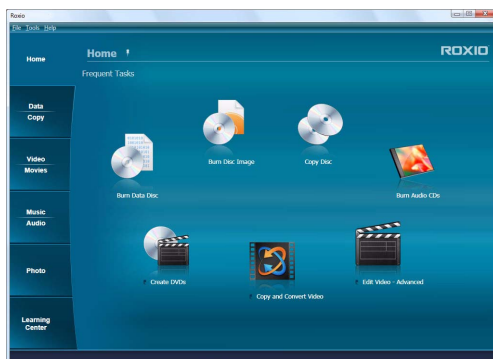
Don't forget the Tools menu

- **Erase or finalize a disc, get disc information**, and keep track of what's on your discs. All of these tasks can be started from the Tools menu. This is also where you'll go to create virtual disc drives.

Completing a typical task

Each task in Creator is a little different. Some are incredibly simple. Others take a little time to master. To help you get started, let's walk through one of the most useful projects—creating a disc that contains files copied from your computer.

- 1 Open Creator by double-clicking the icon that was placed on your computer desktop during installation. In most cases, the main Creator application window opens with the Home category selected. It will look something like this:



The Home window includes links to frequently used tasks.

On the left side of the window, you will see the names of several project categories. Since we are going to be making a data disc, click the **Data-Copy** category.

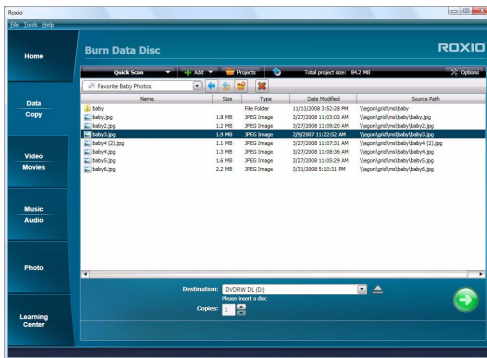
The application window changes and displays a set of tasks that are related to protecting or copying the valuable files stored on your computer.

- 2 When you are ready, click **Burn Data Disc**.



In the illustration above, a link for the Burn Data Disc project appears in the suggested projects area near the top of the window and again in the Create section.

The application window changes again. It now displays everything you need to set up your project and burn a disc.



Burn Data Disc project window with files added.

As you can see, the Burn Data Disc project is built into the main Creator application window. Some projects are built into the main window; others open in a separate window. Many components that open in separate windows have names you may know: MyDVD, VideoWave, CinePlayer. They are all part of your Creator suite.

- 3 To begin a data disc project, insert a blank CD, DVD, or Blu-ray Disc into your computer's disc drive. (The project also allows you to add

files to an existing data disc, but to keep things simple for this project, use a blank disc.)

- 4 Use the Destination drop-down menu to select the drive holding your blank disc. If your computer only has one disc drive, it will be selected automatically.

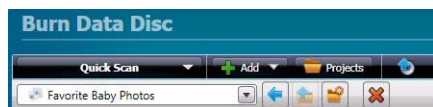


Click the Destination menu and choose from the list of available drives.

- 5 Now you are going to add files to the project.

Click the **Add** button located near the top of the Burn Data Disc project window. Choose **Files** or **Folder** from the submenu.

A dialog window opens. Use it to select the files or folders you would like to add.



Use the toolbars to open the Quick Scan panel, add files, open saved projects, and delete files from a project.

- 6 Near the Add button on the project window toolbar is the Name Your Disc text box. Enter a name for your disc, so it will be easy to recognize the next time you use it.

While you are using the project toolbars, notice that they include some other useful features:

- The retractable Quick Scan panel makes it easy to select files by category.
- To the right of the Add button is the Projects button that you can use to easily find saved projects.

- Next to that is the Make Bootable button. Use it to create a bootable disc that can be used to start your computer if something should ever go wrong with the Windows operating system.

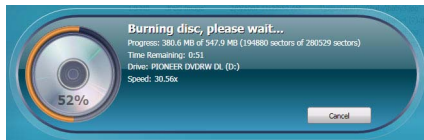
Before burning your data disc, look along the bottom of the project window. Here you will find several project status indicators. The information presented varies from project to project and is updated when you change discs or destination drives.



Project information is displayed along the bottom of the window.

In this case, the indicator shows the project size, the type of disc in the drive, and the available disc space.

- 7 Now you are ready to burn a disc. To begin, click the large green **Go** button on the bottom right corner of the project window. A progress indicator appears, and your files are copied onto the disc.



The progress indicator shows a burn in progress.

You don't have to wait for this project to finish before starting one of the other projects in Roxio Creator. But you can only have one project of each type running at a time.

When the project is finished, remove your disc and click **Finish**. If you would like to save this project so the same file set can be easily burned in the future, click the **File** menu and select **Save**.

Where to find more information

This guide provides an overview of Creator. For detailed information about how to use all of the features of Creator, see the options described below.

Help

Most Creator components have an extensive, searchable Help Center. Each Help Center includes step-by-step procedures and answers to frequently asked questions.

To access the Help Center, choose **Help > Component Help Center**. To view context-sensitive Help for your current activity, press **F1**.

Learning Center

Click the Learning Center tab to view tutorials to help you quickly become familiar with many of Creator's key features. You can also access the Roxio KnowledgeBase, product information and more.

Roxio online support

If you can't find the answers you are looking for in the Help or in this guide, you can get the most current information from our Web site. Launch your browser and go to <http://support.roxio.com>.

Creator support options

Unlimited self-help options

Roxio provides a variety of self-help tools, a searchable knowledge base of support articles with troubleshooting tips, and tutorials that can help you get the most out of your Roxio products.

Be sure to visit the Roxio Support Web site before you contact us by phone or e-mail—you'll find answers to most of your questions at

<http://support.roxio.com>.

Alternate support options

Alternate support options such as e-mail or telephone support may be available on a limited or paid basis for your Roxio product. Please visit our Web site at <http://support.roxio.com> to find out what options are available for your product.

Contacting Roxio

Log in to our Customer Web portal to submit a request for assistance or to find support contact information for your location. You can find the customer Web portal at <http://selfserve.roxio.com>.

Importing media files



In this chapter

Welcome to Media Import	38
Starting Media Import	39
Getting to know the Media Import window	40
Overview of importing media files	42

Welcome to Media Import

Media Import copies or records photos and videos from wide range of devices including digital cameras, video recorders and Web cams, memory cards, flash memory drives, scanners, and discs.

Once the files have been transferred to your computer, you can use them in any other Roxio digital media component.

This guide describes how to:

- Import photos

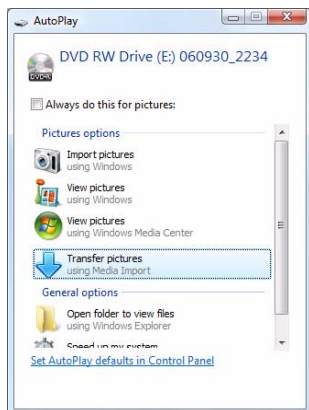
You can transfer photos from digital cameras and scanners, data discs, and other removable media storage devices.

- Import video

You can copy video (live and saved video footage, as well as unencrypted movie titles) from digital video (DV), high definition (HD), digital, and Web cameras, video equipment (such as VCRs or TV tuners) attached to your computer, and discs.

Starting Media Import

When you connect a device or insert a disc containing media files, Microsoft Windows prompts you to select the application to use:



Note This dialog does not appear if you have already selected an application to use with this device, and if you selected **Always do this...** .

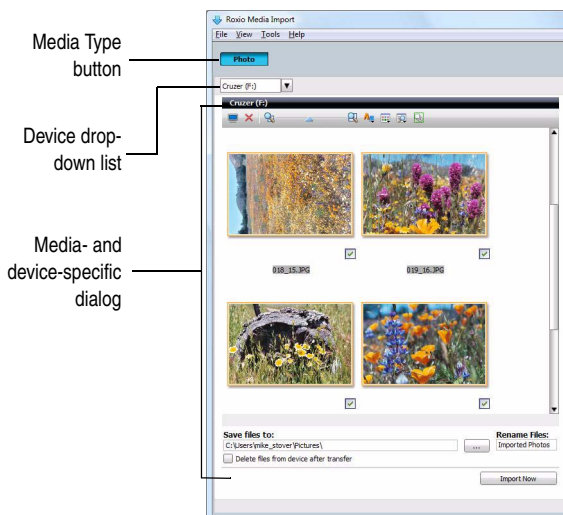
Tip: Media Import can also be opened from Roxio Home. To transfer photos, click the **Photo** project category, then click **Import Photos**. To capture video, click the **Video - Movies** project category, then click **Capture Video**.

Getting to know the Media Import window

The Media Import Home page provides an easy-to-use interface with which you can transfer media files to your computer from any attached digital media devices.

Media type buttons

At the top of the Media Import window are buttons that allow you to choose the type of media to import (Photo or Video). When you open Media Import using the Windows AutoPlay dialog, both buttons are displayed. When you open Media Import from Roxio Home, only the button corresponding to the project you selected is displayed.



Device drop-down list

At the top of each media Home page is a drop-down list containing the devices from which you can import files. With some exceptions, the list only includes devices that are currently connected to your computer and that contain media files in formats supported by Media Import.

Media- and device-specific dialog

When you select a device from the drop-down list, the left side of the Media Import window shows a dialog specific to that device. (The preceding illustration shows a dialog to import photos from a CD.)

Import Bin

The Import Bin (not shown) is on the right side of the Media Import window. It contains files imported in this session.

Overview of importing media files

This section gives an overview of the import process, using photos or video files on a digital camera as an example. The procedures for importing different types of media files from other sources are similar, but may not be exactly the same as the procedure given in this chapter. For more information about importing media files from these other devices, see the *Media Import Help Center*.

Importing photos or video files from a digital camera

Use this procedure to import photos. If your digital camera supports a movie or video feature, you can also use this procedure to import video files.

To import photos from a camera:

- 1 Connect the camera to your computer following the instructions that came with the camera.
- 2 Use the Windows AutoPlay dialog or Roxio Home to open Media Import. From Roxio Home, click the **Photo** project category, then click **Import Photos**.
- 3 Using Media Import's Device drop-down list, select your camera.
- 4 Select the photos or videos to import.
- 5 Select the location in which you want to save the media files.
- 6 In the Rename Files text box, enter a name for the selected files.

Media Import uses the text entered in this box as the beginning of the file name for each imported media file. For example, if you are importing multiple photos and enter "PhotoDec15," the imported files are named "PhotoDec15 00000," "PhotoDec15 00001," and so on.

- 1 **Optional:** Select the **Delete files from device after transfer** check box to delete the photos from the camera after the import process is complete.
- 2 Click **Import Now**.

Media Import imports the digital media files to the selected folder.

Managing your media files



In this chapter

About Media Manager	44
Getting to know the Media Manager window	46
Working with My Media	48
Working with albums	51
Working with playlists	55
Working with folders	56
Working with media files	57
Finding missing media files	60

About Media Manager

Your media files—photos, video clips, music tracks, and Roxio projects—come from many different sources, and can be stored in various locations on your computer. They can also be stored on network drives, on removable storage devices, or on compatible wireless devices, such as mobile phones.

Media Manager keeps everything organized. Use it to:

- Browse through and organize your photos, video clips, music tracks, and Roxio projects. For more information, see *Working with albums* on page 51.
- Preview, rename and delete your media files, as well as assign keywords and ratings. For more information, see *Working with media files* on page 57.
- Find media files quickly and easily by searching on file names, keywords, comments, or file type. For more information, see the *Media Manager Help Center*.
- Make minor touchups to photos, extract images and audio from videos, and create slideshows and panoramas. You can also open your media files in other Roxio components to add them to projects or make more extensive changes. For more information, see the *Media Manager Help Center*.
- Share your media files with friends, family, and the world. For more information, see Chapter 8, *Printing and sharing media files*, on page 135.

Starting Media Manager

To open Media Manager:

- From Roxio Home, select **Browse and Manage Media** from one of these task categories: Video-Movies, Music-Audio, or Photo.

Supported file formats

Media Manager supports all of the photo, video, and audio file formats supported by the Roxio components. Only files in supported formats are visible in Media Manager.

Monitoring new media files

Media Manager can automatically monitor your computer for new media files. You can choose the folders to be monitored, and you can stop and start monitoring whenever you wish.

To open the Monitored Folder Settings dialog box:

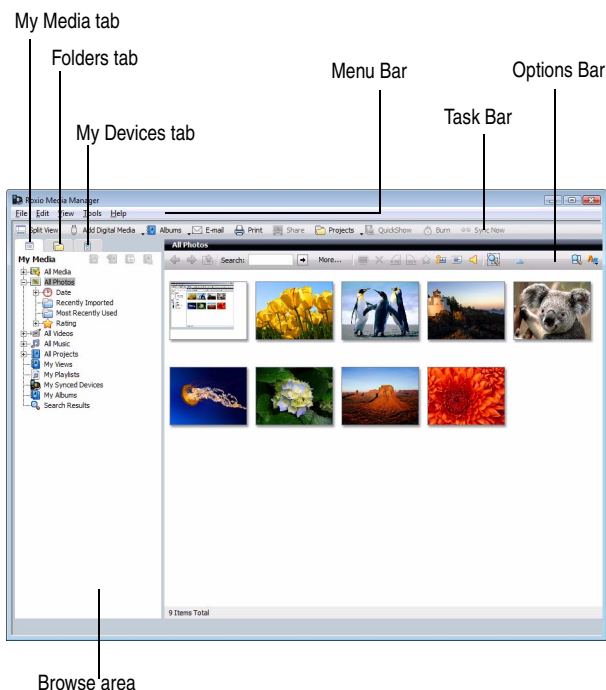
- Choose **Tools > Select Monitored Folders**.

The Monitored Folder Settings dialog box appears.

Getting to know the Media Manager window

The Media Manager window provides an easy-to-use interface from which you can organize your media files.

The following illustration identifies the parts of the window that are common across all views.



Media Manager offers the following views to help you easily access and organize the media files on your computer and connected devices:

- **My Media**

This view shows your Smart Views, playlists, and albums.

Smart Views are media file groupings automatically created and maintained by Media Manager, based on characteristics such as media type, keyword, and date, so you can find your media files more easily.

Playlists are groups of audio files that you create and manage yourself. You can use playlists to group files you want to listen to, burn to a CD, or sync to an audio device.

Albums are media file groupings that you create and manage yourself. You can use albums to group media files from vacations, events, or special occasions.

For more information on using the My Media view, see *Working with My Media* on page 48.

- **Folders**

Your files are organized into folders for easy access. The Folders view shows you the media files stored in Windows folders on your computer storage devices, including the hard disk and removable storage devices such as CD or DVD discs.

The Folders view is very similar to Windows Explorer, both in how it looks and in how you use it, except that you only see media files supported by Roxio products.

For more information, see *Working with folders* on page 56.

- **My Devices**

Using Media Manager, you can view digital media on compatible wireless devices, such as mobile phones. The My Devices view shows you all detected devices, and allows you to browse the media files on these devices.

For more information, see *Sharing media files with wireless devices* on page 144.

Working with My Media

The My Media view shows your Smart Views and albums.

Smart Views are media file groupings automatically created and maintained by Media Manager, based on common characteristics such as media type, date, or keyword. You can also create Smart Views from your search queries, or from existing Smart Views.

Albums are media file groupings that you create and manage yourself. You can use albums to group media files from vacations, events, or special occasions. If you've already organized your photos and videos into folders, Media Manager automatically creates an album for each folder. When you add a photo or video to one of these folders, Media Manager automatically adds it to your album.

A single media file can be included in multiple Smart Views and albums. Moving media files from one album or Smart View to another does not affect the files' physical location on the disk. When you remove media files from Smart Views or albums, the media files are not physically deleted from your disk.

You can remove a media file from a Smart View, which removes the file from all other Smart Views to which it belongs. (The files are not removed from the Windows file system.)

You can also rename files within a Smart View, which renames the file in all other views to which it belongs, as well as in the Windows file system.

You cannot delete, rename, or move Smart Views.



Note Media Manager cannot find files that are renamed, moved, or deleted within Windows Explorer. If you disconnect or remove a storage device, such as a CD or DVD disc, files on the device will not be found.

For information on locating missing files, see *Finding missing media files* on page 60.

Browsing My Media

In the My Media view, you can browse the following groupings:

All Media

This Smart View shows you all media files detected by Media Manager. Use this view to search for files if you are not sure which views they belong to, or if you want to browse all of your media files.

All Photos

This Smart View allows you to browse your photos. Photos are further grouped by date, keyword, and rating, and you can see which photos have been recently imported or used, or have not yet been backed up.

All Videos

This Smart View allows you to browse your video files. It provides views for recently used and imported video files, and organizes your videos by format. In addition, a Not Protected view shows the video files that do not have Digital Rights Management (DRM) restrictions.

All Music

This Smart View allows you to browse your audio files quickly and easily. It contains views common to all media types, such as date, keyword, rating, and backup status, as well as music-specific views, such as album, artist, and genre. In addition, a Not Protected view shows the music files that do not have Digital Rights Management (DRM) restrictions.

All Projects

This Smart View allows you to browse your Roxio projects. Projects are further grouped based on the Roxio component used to create them. The Smart View contains views for recently used and imported project files.

My Views

This Smart View contains your custom Smart Views (for example, Smart Views created from search queries). For example, you can save photos assigned the keyword “Birthday” as a custom Smart View named “Birthday Pics”.

My Playlists

This Smart View stores any playlists you have created.

My Synced Devices

This Smart View contains all of the portable devices (such as mobile phones) that you have synchronized with your computer.

My Albums

This grouping stores albums created automatically by Media Manager (based on Windows folders), as well as any albums you created yourself.

Working with albums

Creating new albums

You can create a new album in one of the following ways:

- Create a new, empty, album.
- Use the Albums button to select files, create an album, and add the selected files to the new album, all in one step.

You can also create a new album based on search results.

To create a new, empty, album:

- 1 On the Task Bar, click **Albums**, and choose **New Album**.
A new album appears, with the default name, “New Album,” selected.
- 2 Type a new name for the album, and then press **Enter**.

To create a new album for selected files with the Albums button:

- 1 Select the files you want to put into the new album.
- 2 On the Task Bar, click **Albums**, and choose **Add selection to new Album**.
Media Manager prompts for the name of the new album.
- 3 Type the album name and click **Yes**.
Media Manager creates a new album, and adds the selected files to it.

Adding media files to albums

You can add media files to albums in several different ways.

To add media files to an existing album using the Albums button:

- 1 Select the media files you want to add to an album.
- 2 On the Task Bar, click **Albums** and choose **Add selection to Album**.
- 3 Browse to the album to which you want to add the files, and click **OK**.

To add media files to a new album using the Albums button:

- 1 Select the media files you want to add to an album.

- 2 On the Task Bar, click **Albums** and choose **Add selection to new Album**.

Media Manager prompts for the name of the new album.

- 3 Type the name of the new album, and click **Yes**.

To add media files to an album using the Split View:

- 1 On the Task Bar, click **Split View**.

A new pane opens at the bottom of the window, showing the My Media view.

- 2 In the bottom part of the window, browse to the album to which you want to add files.
- 3 In the top part of the window, browse to and select the files you want to add to the album.
- 4 Drag the files to the bottom right pane to add them to the album.
- 5 Repeat Step 3 and Step 4 until you are finished adding files to the album.

To add media files to albums using Windows Explorer:

- 1 If you are not in the My Media view, in the Browse area, click **My Media**.
- 2 In the Browse area, select the album to which you want to add media files.
- 3 Open Windows Explorer, and position Windows Explorer and Media Manager windows so you can see them both.
- 4 In Windows Explorer, select the media files you want to add to the album.

Tip: To select more than one file at a time, press and hold **Ctrl** while you select the media files or folders.

- 5 Drag the files and folders into the album in Media Manager and release the mouse button.

The files are added to the album.

Moving or copying media files from one album to another

Follow this procedure to move or copy media files between albums. You can copy or move an entire album and its contents into another album.

When you copy or move a media file to an album, Media Manager does not actually create another copy of the file on your computer system, and the location of the file on your computer does not change. However, the file is referenced by a new album.

To move or copy media files between albums:

- 1 If you are not in the My Media view, in the Browse area, click **My Media**.
- 2 In the Browse area, click the album containing the albums or media files you want to move or copy.
- 3 Select the media files or albums that you want to move or copy.

Tip: To select more than one file at a time, press and hold **Ctrl** while you select the files.

- 4 To copy the media files to the clipboard, right-click and choose **Copy**.
To move the media files to the clipboard, right-click and choose **Cut**.
- 5 In the Browse area, select the album to which you want to move or copy the media files.
- 6 In the album, right-click and choose **Paste**.

Setting the thumbnail for an album

Follow this procedure to use a photo or video file thumbnail as the thumbnail for an album.

To select the photo or video file to be used as the thumbnail for an album:

- 1 If you are not in the My Media view, in the Browse area, click **My Media**.
- 2 In the Browse area, click the album containing the photo or video file you want to use as a thumbnail.
- 3 Right-click the photo or video file, and choose **Set As Album Thumbnail**.

Working with playlists

With Media Manager, you can easily create and manage playlists.

To create a new playlist:

- 1 In the Browse area at the top left of the window, click **My Media** to display the My Media view.
- 2 In the Browse area, click **My Playlists**.
- 3 Click **Create a New Playlist**.
- 4 Type a name for the new playlist.

The Contents area in the top right part of the window shows the contents of the new playlist.

To add audio files to a playlist:

- 1 In the Browse area at the top left of the window, browse to and select the playlist to which you want to add audio files.
- 2 In the bottom part of the window, browse to and select the audio files you want to add to the playlist.
- 3 Drag the audio files into the Content area (the top right area of the window) for the new playlist.



Note To rearrange the files in your playlist, just drag them to the desired location.

To delete a playlist:

- 1 In the Browse area, browse to the playlist you want to delete.
- 2 Click **Delete Selected Playlist**.
Media Manager prompts for confirmation.
- 3 Click **Yes**.

Working with folders

The Folders view in Media Manager is similar to Windows Explorer, except that you only see media files supported by Roxio products.

In the Folders view, you can browse the contents of the folders on your computer, and drag and drop media files between folders. You can also create folders, and rename or delete folders or the files within them.

Creating new folders

To create a new folder:

- 1 If you are not in the Folders view, in the Browse area, click **Folders**.
- 2 In the Browse area, browse to the folder in which you want to create the new folder.

For example, to create a new folder inside the My Pictures folder, select My Pictures.
- 3 In the Browse area, click **Create a New Folder**.

A new folder appears, with the default name, “New Folder,” selected.
- 4 Type a new name for the folder, and then press **Enter**.

Working with media files

Media Manager makes it easy to organize and manage your media files. You can rename files and delete them from albums or Smart Views, update or sort files in albums and Smart Views, and copy, move, or delete files from albums. You can assign keywords and comments to files, to help you when you are searching for media files.

You can view media files in a Preview window or as a full-screen QuickShow.

This chapter gives an overview of managing your media files. For more information, see the *Media Manager Help Center*.

Selecting media files

To select media files:

- 1 Browse to the media files using one of the following views:
 - Click **My Media** to browse your Smart Views and albums. Smart Views are media file groupings created and maintained automatically by Media Manager, based on characteristics such as media type and date. Albums are media file groupings you create and manage yourself.
 - Click **Folders** to browse files in the Windows folders on your computer.
 - Click **My Devices** to browse files on mobile phones and other compatible devices detected by your computer.
- 2 Click the desired file.

Tip: To select more than one file at a time, press and hold **Ctrl** while you click the files.

Previewing media files

Using Media Manager, you can view media files in the preview window. You can also view photo files as a QuickShow. For information on how to preview your media files, see *Viewing media files in a preview window*. For information on how to view a QuickShow, see *Viewing media files in QuickShows* on page 59.

Viewing media files in a preview window

Follow this procedure to view your photos, listen to your sound tracks, or watch your videos. You can preview media files in any of the views, as well as in the Search Results area.

When previewing photos, you can browse through the files using the **Previous** and **Next** buttons.

To preview photos:

- Select a photo file and, on the Task Bar, click **Preview Selected Item(s)**.

To preview a video, choose one of these methods:

- To preview the video in place, on the video thumbnail, click **Play**.
- To preview the video in a larger window, double-click the video thumbnail.

A video Preview window opens. In this window, you can use the playback controls, or use the slider to move the playback cursor to the desired location in the video file.

You can also extract images and create thumbnails.

To preview an audio file, choose one of these methods:

- On the audio thumbnail, click **Play**.
- Double-click the audio thumbnail.

An audio Preview window opens. From this window, you can use the playback controls (Go to Start, Rewind, Play/Pause, Fast Forward, and Go To End). You can also use the slider to move the playback cursor to the desired location in the audio file.

Viewing media files in QuickShows

A QuickShow displays a view of all the selected media files, one after the other. Each photo displays in turn for several seconds. You can change the display time by selecting **Tools > Options**, and changing the QuickShow settings. Press the **Help** button on the Options dialog box for information on setting the QuickShow options.

If the collection contains audio or video files, each file plays one after the other.

To view a QuickShow:

- 1 In the Browse area, select the view containing the items you want to view as a QuickShow.
- 2 Select the media files you wish to view as a QuickShow.
- 3 On the Task Bar, click **QuickShow**.

The QuickShow window opens in full screen mode and the media files play in order.

- 4 To rotate a photo in the QuickShow, follow these steps:
 - a Move or click the mouse.
The QuickShow toolbar appears.
 - b Click one of the **Rotate** buttons.

Finding missing media files

Files might be missing if:

- you move, delete, or rename them in Windows Explorer
- they are on a removable medium, such as a CD, that has been removed
- they are on a network drive to which your computer is not connected

When a file becomes unavailable for any of these reasons, the reference to the file remains in the collection, but you will not be able to do certain tasks, such as preview the file or burn it to disc.

When you try to access the file, the Cannot Find Required Files dialog box appears stating which file is unavailable, and prompts you locate or skip it.

Locating missing media files

Follow this procedure to locate missing media files.

To locate missing media files:

- 1 **Optional:** In the Cannot Find Required Files dialog box, click **Show Files** to see the list of missing media files or **Hide Files** if you do not want to view the list.
- 2 Choose one of the following ways to locate the media files:
 - If the missing media files are on a disc, insert the disc into the disc drive, and then click **Retry**.
 - If all of the listed files still have the same names but have been moved to a new folder, click **Browse**, locate the folder in which the files are stored, and then click **OK**.
 - If the missing media files have been renamed, or if individual files have been moved to different folders, select one file at a time from the Required Files list, and then click **Locate File** to browse to the file. Repeat for each file.

If Media Manager finds all of the missing media files on the disc or in the folder, then the Cannot Find Required Files dialog box closes.

If Media Manager finds some of the missing media files, they are removed from the missing files list. Repeat this step to locate the rest of the files.

- 3 If you want to continue the task that you were starting before the Missing Files dialog box appeared without finding the missing media files, click **Skip Rest**.

You can skip one group of files at a time by clicking **Skip**. For example, you can skip all the files missing from a certain CD, and move on to the next group of missing files.

The Missing Files dialog closes and you can continue with your task. Some media files will not be available for the task. For example, if you are burning files to disc, the missing files will not be burned.

4 Recording and managing audio files

In this chapter

Importing audio CDs	64
Recording from an audio input device	66
Creating Audiobooks	69
Editing audio tags with the Audio Tag Editor	72
Converting, renaming, and moving audio files	75

Importing audio CDs

The Multiple Audio CD Ripper is an assistant you can use to quickly rip audio tracks from audio CDs and transfer them to a portable device, such as an iPod®, PSP™, MP3 player, or WMA player.

To open Multiple Audio CD Ripper:

- From Roxio Home, select the Music-Audio project tab and choose **Rip - Advanced**.

To import and transfer files, follow these steps:

- 1 Insert the discs you want to import.



Note If you have multiple disc drives, you can insert a disc in each one.

- 2 To change the import settings, including the destination location and file format, click **Settings**.
- 3 Click **Start**.

The Assistant begins importing audio tracks. After importing all of the tracks from the disc, it ejects the disc. If you have more than one drive with audio CDs inserted, it automatically begins importing from the next drive.

Tip: To stop the import at any time, click **Stop**.



Note If an error occurs during the import, an error message displays. You can choose to try to import the track again, skip the problem track and continue with the next, skip all problem tracks, or cancel the import.

- 4 To import another disc, insert it in the drawer. The import resumes.
- 5 When you are finished importing discs, click **Done**.

-
- 6 **Optional:** By default, the assistant automatically identifies CDs and tags songs. To view or modify the tags, or to automatically tag unidentified tracks, click **Edit Audio Tags**.

Tip: For more information, click **Help** on the Edit Audio Tags dialog box.
 - 7 To output the tracks to a portable device, continue with these steps:
 - a In the Imported Tracks list, use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.
 - b Check the boxes beside the tracks you want to transfer.
 - c Click **Output To** and choose **Portable Device**.
 - d In the Select portable device box, select the device to which you want to copy the tracks.
 - e If the songs are not in the correct format for the destination device, select **Force convert to preferred audio format before sending**, and select the desired format from the drop-down list.
 - f To start the transfer, click **Send**.
 - 8 To burn the tracks to an audio CD:
 - a In the Imported Tracks list, use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.
 - b Click **Output To** and select **Audio CD**.
 - c Select the tracks you want to burn.
 - d Click **Burn**.
 - 9 When you are finished, click **Finish**.

Recording from an audio input device

Easy Audio Capture is an assistant you can use to quickly record audio streamed over the Internet. For example, Easy Audio Capture can be set to record music from an Internet radio station, identify the individual tracks, and automatically transfer each song into your iTunes or Windows music library. You can also use it to record audio from a microphone, a stereo receiver, and many other devices.

To open Easy Audio Capture:

- From Roxio Home, select the Music-Audio project tab and choose **Capture Audio from Sound Card**.

You can use Easy Audio Capture in two modes: Full mode and Mini mode. To switch between modes, use the Switch to Mini Mode and Switch to Full Mode buttons:



Switch to Mini Mode



Switch to Full Mode

Using Easy Audio Capture in Full mode

To record audio in Full mode:

- 1 Set the following options, as required:
 - **Capture From:** Select your sound card from the list. If your sound card does not appear in the list, select **Speakers**.
 - **Input (Windows XP only):** Select your audio input channel. For example, if you want to record from a Line in input, select Line In.
 - **Recording Level:** Drag the slider to increase or decrease the recording volume. If the volume is too high, distortion may result. If the volume is too low, the resulting sound may be less than optimal.

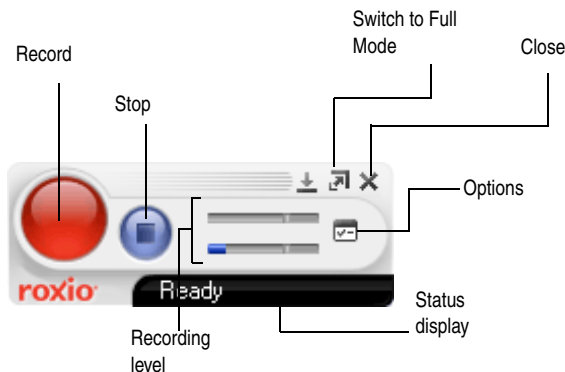
Adjust the recording level so that the meter indicators light up only to the middle of the meter, passing the middle only occasionally. If all of the meter indicators stay lit persistently, the recording level has passed the zero dB clipping point, and is too “hot”. If this occurs, reduce your recording level.

If you want Easy Audio Capture to automatically find a recording level that does not clip, click **Auto**. Easy Audio Capture uses the highest possible recording level. If clipping occurs, Easy Audio Capture reduces the recording level. If no clipping occurs at this new recording level, this level is used.

- **Balance:** Drag the slider to balance the audio level between the left and right speakers.
- **Record Internet Audio:** Select **Separate Tracks** if you want your recording divided into tracks and transferred to your iTunes music library. Select **One Track** to have the entire recording saved as a single audio file.
- **Capture settings:** Click the **Options** button to open the Capture Settings dialog box. To transfer recordings to your iTunes music library, choose the following settings:
 - Click on the **Save to** tab and choose **iTunes** from the Save to drop-down menu.
 - Select the **Separate Tracks after silence of** checkbox. For best results, set the time control between one and two seconds.
 - When iTunes is selected as the destination, the Audio Format settings automatically changes to AAC. Choose **Low**, **Medium**, or **High** from the Quality drop-down list.
 - Click **OK** to close the dialog box.

Note Click the **Help** button to learn more about the settings available on the Capture Settings dialog box.

- ## Using Easy Audio Capture in Mini mode



The Status display shows the amount of time left on the drive, the recording time elapsed, or the time left to record (if you have limited the recording time in the Options). To change between these displays, click the Status display area.

To record audio in mini mode:

- 1 **Optional:** Click **Options** and customize capture options, including file format, encoder type, bit rate, and file location.
- 2 Click **Record** to start recording.
- 3 Click **Stop** to stop recording.

Creating Audiobooks

Audiobook Creator enables you to easily convert an audiobook from an existing set of audio CDs to iTunes, an iPod®, iPhone®, or other connected portable device, to an audiobook file on hard disk, or to an MP3 disc. Audiobook Creator can also convert public domain MP3 audiobooks that you have downloaded from the Internet.

To open Audiobook Creator:

- From Roxio Home, select the Music-Audio project tab and choose **Create Audiobooks**.



Note Audiobook Creator does not convert audiobooks from files that are copy-protected.

Getting to know the Audiobook Creator window

The Audiobook Creator task panes on the left-hand side include the following tasks:

- **Add Audiobook**
 - **Rip from CD:** Select this task button to rip an audiobook from one or more audio CDs. When this task is selected, the Rip tracks from CD dialog opens. This dialog gives you access to several task-specific settings, including one that lets you determine where your files are saved.
 - **Add files or folders:** Select this task button to create an audiobook from audio files on your computer.



Note Tracks are ripped to a temporary location on your computer and are deleted when the application is closed.

- **Output to**
 - **iTunes** (must already be installed): Select this option to output your audiobook to iTunes. All tracks will automatically be

combined into a single iTunes audiobook file (.m4b) with the following iTunes audiobook features:

- each track will become its own chapter for easy navigation
- pause/resume functionality
- book cover art will be included and will be displayed in iTunes
- **iPod/iPhone** (must be connected, and iTunes must already be installed): Select this option to output your audiobook to an iPod® or iPhone®. The following audiobook features will be included:
 - each track will become its own chapter for easy navigation
 - pause/resume functionality
 - book cover art will be included and will be displayed in iTunes
- **Other portable device** (must be connected): Select this option to output your audiobook to a portable device.
- **MP3 disc**: Select this option to output your audiobook to an MP3 disc. This option is especially useful if your source audiobook is on several CDs and you want to combine them onto a single disc in a compressed format.



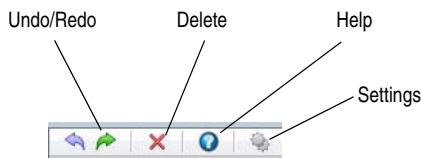
Note MP3 disc playback requires a player that supports this format.

- **Playlist**: Select this option to output your audiobook to a hard disk as a playlist that can be played back on your PC using a standard player, such as Windows Media Player. Or, send the playlist to a portable device at a later time. Audiobook Creator supports the following playlists:

Format output	Description
.M3U	<ul style="list-style-type: none">Standard audiobook playlistMany players support chapter skipping since chapters are not mergedSome players do not support pause/resume of playlists when bookmarking is used
.WPL	<ul style="list-style-type: none">Windows Media Player audiobook playlistMany players support chapter skipping since chapters are not mergedSome players do not support pause/resume of playlists when bookmarking is used
.MP3	<ul style="list-style-type: none">Merged playlistChapter skipping is not supportedMost players support pause/resume of single files when bookmarking is used

The Audiobook Creator window also contains the following features:

- **Toolbar**



- **Undo/Redo:** Use these buttons to undo or redo the last action taken.
- **Delete:** Select the track(s) you want to delete, then click the Delete button.
- **Help:** Opens the Audiobook Creator help file.
- **Settings:** Use the Settings dialog to customize preferred audio quality and file format settings. File format is only valid if you

output to a playlist, or to a portable device other than an iPod® or iPhone®. When outputting to iTunes, iPod®, or iPhone®, the file format is automatically converted to iTunes audiobook format (.m4b). When outputting to an MP3 disc, the file format is automatically converted to .mp3.

- **Title:** Use this text box to edit the audiobook's title.
- **Author:** Use this text box to edit the audiobook author's name.
- **Change cover art:** Select this option to locate and apply cover art to your audiobook.
- **Remove cover art:** Select this option to remove the cover art.

Tip: Here's another way to change cover art: Drag-and-drop image files from your computer desktop to the thumbnail.

Tip: To crop white space around a cover art image, right-click the thumbnail and select **Auto crop**.

Tip: To delete all tracks in your playlist, click the cover art image, then click the Delete button located on the toolbar.

Editing audio tags with the Audio Tag Editor

The Audio Tag Editor allows you to associate the following information with your audio files:

- | | |
|----------------|--------------------------|
| ■ title | ■ genre |
| ■ artist | ■ track number |
| ■ album | ■ year |
| ■ album artist | ■ BPM (beats per minute) |

You can enter this information manually, or you can search an online music database, using the MusicID feature.

To open Audio Tag Editor:

- From Roxio Home, select the Music-Audio project tab and choose **Edit Song Information**.

or

- Click one of the links found within Creator's other audio components.

To update track information automatically with the MusicID feature:

- 1 If you are editing tags for multiple tracks, select the tracks you want to change.
- 2 In Sound Editor, if you are editing tags for an audio clip that contains multiple tracks, and if you want to add or change information for only one track, select the track name in the Title drop-down list. Otherwise, you can edit all of the selected files together.
- 3 To search the online database for track information, click **MusicID**.
The online database is searched for an entry that matches the selected tracks. The results of the search are listed in the status area. For a description of the statuses, click **Help** on the Edit Audio Tags dialog box.
- 4 If multiple matches are found, click the **Multiple Matches** link to select the information you want to use.
- 5 To use the information that was found in the music database, select the **Use MusicID tags** check box.

Tip: You can apply the MusicID tags to some, but not all of the tracks. To do so, on the left side of the Audio Tag Editor window, select only the track(s) for which you want to use MusicID tags, and click MusicID.

To use the original tags for any of the identified tracks, select the tracks and then click **Reset** or uncheck **Use MusicID tags**.

- 6 Depending on the application from which you invoke the Edit Audio Tags dialog box, the following options might be available:
 - **Embed or replace tags inside the audio files (if supported by the format):** Saves track information with the audio file. If you do not select this option, the audio tag information will be associated with the track in this project only. (This option is only available for file formats that support metadata.)

- 7 To close the dialog box, click **Done**.

To edit track information manually:

- 1 In the tracks list, select the tracks for which you want to add or change information.
- 2 In Sound Editor, if you are editing tags for an audio clip that contains multiple tracks, and if you want to add or change information for only one track, select the track name in the Title drop-down list. Otherwise, you can edit all of the selected files together.
- 3 Select the text you want to change and then type new text.
- 4 Depending on the application from which you invoke the Edit Audio Tags dialog box, the following option might be available:
 - **Embed or replace tags inside the audio files (if supported by the format):** Saves track information with the audio file. If you do not select this option, the audio tag information will be associated with the track in this project only. (This option is only available for file formats that support metadata.)
- 5 To close the dialog box, click **Done**.

Converting, renaming, and moving audio files

The Audio Converter is an assistant you can use to quickly perform these tasks:

- convert audio files or audio tracks from one or more formats and sources (such as audio CD, unencrypted DVD-Video disc, hard disk, or iPod®) to your preferred audio file format
- automatically rename audio files based on audio tag information
- move audio files or tracks from one location on your computer to another
- transfer audio files or tracks to a portable device, such as an iPod®, PSP™, MP3 player, or WMA player

To open Audio Converter:

- From Roxio Home, select the Music-Audio project tab and choose **Batch Convert and Transfer**.



Note Protected audio files such as M4P or protected WMA files have restricted usage rights, and you may not be able to convert, move, rename, or transfer them.

Additionally, Some audio files are protected with digital rights management (DRM) and cannot be converted.

Converting files

To convert audio files to a different audio file format, follow these steps:

- 1 Click **Add Tracks** and browse the disc, hard disk, or iPod®, to select the audio files or tracks you want to convert.



Note You may be able to add audio files from other portable devices, depending on the file and device type.

- 2 To update the audio tags for the selected files, click **Edit Audio Tags**. The Edit Audio Tags dialog box opens. Edit the audio tags (for more information, click **Help** on the Edit Audio Tags dialog box) and click **Done** to close the dialog box.
- 3 Click **Convert**.
- 4 Make sure the **Keep original files** checkbox is selected if you want to keep the original source files.



Warning If you do not select this option, the original files will be deleted.

- 5 In the Conversion settings box, choose the new audio file format. (For more options, click **Edit**.)
- 6 **Optional:** To ensure the loudest sound output possible without distortion, click **Maximize volume before exporting**.
- 7 To create a folder structure and file names based on audio tags (such as artist and album name), select **Subfolder / file name structure**, and choose the folder structure and file naming convention you want to use.
- 8 In the Target folder box, specify the location on the hard disk or network where you want to store the converted files.
- 9 Select what to do if a file with the same name already exists in a folder.
- 10 Click **Convert**.

Renaming files



Note Some audio files are protected with digital rights management (DRM) and cannot be renamed.

To rename audio files, follow these steps:

- 1 Click **Add Tracks** and browse the disc, hard disk, or iPod®, to select the audio files or tracks you want to rename.
-



Note You may be able to add audio files from other portable devices, depending on the file and device type.

- 2 Click **Convert**.
- 3 Unless you want to keep the original files, clear the **Keep original files** check box.
- 4 In the Conversion settings box, select **Keep original format**.
- 5 Select **Subfolder / file name structure**.
- 6 From the drop-down list on the left, select **Original folder**.
- 7 From the drop-down lists on the right, select the file naming convention you want to use.
- 8 Select what to do if a file with the same name already exists in a folder.
- 9 Click **Convert**.

Moving files



Note Some audio files are protected with digital rights management (DRM) and cannot be moved.

To move audio files, follow these steps:

- 1 Click **Add Tracks** and browse the disc, hard disk, or iPod®, to select the audio files or tracks you want to move.
-



Note You may be able to add audio files from other portable devices, depending on the file and device type.

- 2 Click **Convert**.
 - 3 Unless you want to keep the original files, clear **Keep original files**.
-



Warning The original files will be deleted.

- 4 In the Conversion settings box, select **Keep original format**.
- 5 Choose the subfolder structure to be used:
 - To keep the same folder structure, clear the **Subfolder / file name structure** check box.
 - To move the files to a folder structure based on audio tags (such as artist and album), select the **Subfolder / file name structure** check box. From the drop-down list on the left, select the desired folder structure. In the drop-down list in the middle, set the file naming convention to **Original file name**.
- 6 In the Target folder box, specify the location on the hard disk or network where you want to store the files.
- 7 Select what to do if a file with the same name already exists in a folder.
- 8 Click **Convert**.

Transferring files to a portable device



Note Some audio files are protected with digital rights management (DRM) and cannot be transferred to a portable device.

To transfer files to a portable device, follow these steps:

- 1 Click **Add Tracks** and browse the disc, hard disk, or iPod®, to select the audio files or tracks you want to transfer.
-



Note You may be able to add audio files from other portable devices, depending on the file and device type.

- 2 To update the audio tags for the selected files, click **Edit Audio Tags**. The Edit Audio Tags dialog box opens. Edit the audio tags (for more information, click **Help** on the Edit Audio Tags dialog box) and click **Done** to close the dialog box.
 - 3 Use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.
-



Note Some portable devices will not support the playback order.

- 4 Click **Send to Portable**.
- 5 In the Select portable device box, select the device to which you want to copy the tracks.
- 6 If the songs are not in the correct format for the destination device, select **Force convert to preferred audio format before sending**, and select the desired format from the drop-down list.
- 7 To start the transfer, click **Send**.
- 8 Click **Close** to exit the converter.

5 Creating audio projects

In this chapter

Welcome to Sound Editor	82
Getting to know the Sound Editor window	83
Sound Editor project file format (.dmse)	84
Getting started with Sound Editor projects	85
About adding audio clips	86
About editing and applying effects	88
Adding or deleting track separators	90
Installing new sound effects	91
Completing Sound Editor projects	92

Welcome to Sound Editor

Sound Editor lets you record, preview, and modify any supported and non-copy-protected digital audio file format (including WAV and WMA). You can use Sound Editor to import (record) audio from analog sources, including LP records and tapes, then apply audio effects to improve and enhance your recorded audio. Finally, you can save your audio tracks for use in other Roxio projects or burn them directly to audio CD.

When working on a Sound Editor project, you can:

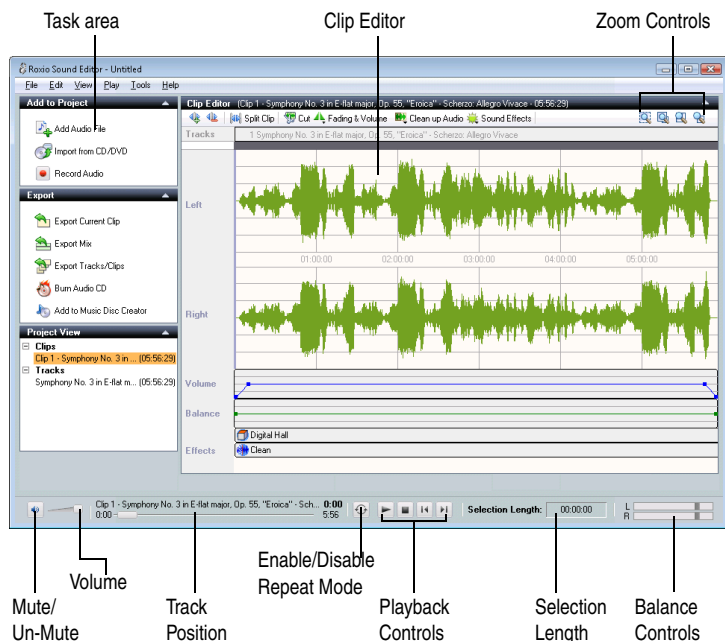
- Add audio files stored on fixed or removable drives, copy audio tracks from CDs, or record audio from analog sources such as LP records and tapes. For more information, see *About adding audio clips* on page 86.
- Edit your clips and choose from a wide range of effects to apply to either the entire project or a part of the project (for example, adjust the volume or balance, remove “crackling” sounds from audio files, or add dramatic effects to your music). For more information, see *About editing and applying effects* on page 88.
- Export your clips and tracks into standard audio formats or quickly burn your music to disc (for enjoyment on your home or car stereo, or on a portable music device). For more information, see *Completing Sound Editor projects* on page 92.

To open Sound Editor:

- From Roxio Home, select the Music-Audio project tab and choose **Edit Audio**.

Getting to know the Sound Editor window

The Sound Editor window provides an easy-to-use interface for adding audio clips to your project, editing your audio clips (improving quality or applying effects), and exporting your audio to a file or burning it to a disc.



Sound Editor project file format (.dmse)

Sound Editor projects are stored in DMSE format. The Sound Editor's project file stores:

- references to the audio files included in the project
- information about effects and changes applied to these audio files
- information about how the audio files are organized into tracks and layers

Because changes to the audio files are stored separately from the files themselves, you can easily undo them. For example, if you apply an effect to a specific part of the waveform, you can remove that effect later.



Note When you save a Sound Editor project in another format, such as WAV, your edits are flattened and combined, and you can no longer undo changes.

DMSE files are not suitable for sharing, as they contain references to audio files, but not the audio files themselves. If you share a DMSE file with another user (who must also have Sound Editor), you must also share all referenced audio files, and the audio files must be in the same folder structure as they are on your computer.

Getting started with Sound Editor projects

Working with Sound Editor projects typically involves the following steps:

- 1** Add an audio clip to your project. For more information, see *About adding audio clips* on page 86.
- 2** Improve the quality of the audio clip and apply special effects using the Clip Editor. For more information, see *About editing and applying effects* on page 88.
- 3** Repeat Step 1 to Step 2 to add and enhance additional audio clips.
- 4** Add track separators so you can create an audio CD with multiple tracks, or so you can save your tracks as separate audio files. For more information, see *Adding or deleting track separators* on page 90.
- 5** Export your project to a file or to an audio CD. For more information, see *Completing Sound Editor projects* on page 92.

About adding audio clips

A Sound Editor project is a collection of audio clips. You can add audio clips from various sources, improve their quality and add special effects.

You can add audio clips in any of the following ways:

- Add audio files stored on your hard disk or removable disc storage. For more information, see *Adding audio files* on page 86.
- Copy audio tracks from CD. For more information, see *Adding tracks from audio CDs* on page 87.
- Record audio from analog sources, such as a microphone, LP records, or tapes. For more information, see *Recording from an audio input device* on page 66.

Adding audio files

With Sound Editor, you can add digital audio files to a project from your hard disk, or from removable disc storage.



Note You can only add files in formats supported by Sound Editor. When you browse for files to add, only files with supported formats are visible.

To add audio files to your project:

- 1 To insert an audio file into an existing audio clip in your project, select the audio clip in the Project View area.
In the Clip Editor, click to move the playback cursor to the location at which you want to insert the audio file.
- 2 In the task area, under Add to Project, click **Add Audio File**. The Media Selector window opens.
- 3 In the Media Selector window, browse to and select the desired files.
Tip: For more information about the Media Selector views, click Help on the Media Selector window.
- 4 Click **OK**.

The selected audio file appears in the Clip Editor.

Adding tracks from audio CDs

To add tracks from audio CDs to your project:

- 1 Insert the CD from which you want to copy tracks into your CD drive.
- 2 In the task area, under Add to Project, click **Import from CD/DVD**.
The Media Selector dialog box opens.
- 3 In the Browse area, click the drive containing the audio CD.
- 4 In the Track View page on the right, select the tracks you want to import, and then click **OK**.

Tip: To select multiple tracks, hold down the **Ctrl** key while you click the tracks to be imported.

The Import from CD/DVD dialog box appears.

- 5 In the Import Settings box, select one of the available formats. To define your own combination of settings, including alternate file format, encoder type, bit rate, and file location, select **Custom** and click **Options** (see the following step).
- 6 **Optional:** To define custom settings, click **Options**. The Output Settings dialog box appears. For more information, click **Help** in the dialog box.
- 7 In the Save To box, enter the folder in which the tracks will be saved.
- 8 Click **Save**.

The tracks appear as audio clips in the Clip Editor.

About editing and applying effects

You can use Sound Editor to make changes to audio clips. Not only does Sound Editor let you save your recorded audio to any other supported file format (similar to converting audio file formats), it also lets you edit and enhance your audio clip using the available audio effects and editing tools.

Selecting the waveform region to edit

You can apply an edit or effect to an entire audio clip or to a selected part of a clip. To edit or add audio effects to your clip, use the playback buttons or the Zoom buttons to identify the part of the waveform that you want to edit. When you find the region that you want to edit, select it in one of the following ways:

To select all tracks:

- Choose **Edit > Select All**.

To select a single track, use one of these methods:

- In the task area, under Project View, expand Tracks, and click a track.
- To select the track immediately following the currently selected track, choose **Edit > Select Next Track**.
- To select the track immediately preceding the currently selected track, choose **Edit > Select Previous Track**.

To select a clip:

- In the task area, under Project View, expand Clips, and click a clip.

To select a part of a waveform, use one of these methods:

- In the Clip Editor, click and drag your mouse cursor from the beginning of the selection to the end. Your selection is highlighted on the waveform.
- If you have inserted markers into the waveform, you can select the area between the markers. In the Clip Editor, right-click the section of the waveform you want to select, and choose **Select Area Between Markers**.

Basic editing

You can delete, copy, or move a clip or part of a waveform.

To delete a clip or part of a waveform:

- 1 Select the clip or waveform region you want to delete. For information on how to select a waveform, see *Selecting the waveform region to edit* on page 88.
- 2 Choose **Edit > Delete**.

To copy a clip or part of a waveform:

- 1 Select the waveform region you want to copy. For information on how to select the waveform, see *Selecting the waveform region to edit* on page 88.
- 2 Choose **Edit > Copy**.
- 3 Move the playback cursor to the location to which you want to copy the waveform region, and choose **Edit > Paste**.

To move a clip or part of a waveform:

- 1 Select the waveform region you want to move. For information on how to select the waveform, see *Selecting the waveform region to edit* on page 88.
- 2 On the Clip Editor toolbar, click **Cut**.
- 3 Move the playback cursor to the location to which you want to move the waveform region, and choose **Edit > Paste**.

To undo the last edit step:

- Choose **Edit > Undo**.

To redo the last edit step that was undone:

- Choose **Edit > Redo**.

Adding or deleting track separators

You can use Sound Editor to add track separators to or delete them from your recording. For example, if you intend to play your recording as a playlist, or burn it to disc, you will want to easily identify the tracks and navigate them with your player.

Tip: To make editing easier, maximize the Sound Editor window for a higher resolution display of your audio waveform.

To add track separators:

- 1 Play your recording to determine where you want to place a track separator.
- 2 When the playback cursor reaches that location, click **Add a new track separator**.
- 3 Repeat Step 1 to Step 2 for each track separator you want to add.
- 4 To check the placement of your track separator, listen to your recording by playing it from the beginning, and then clicking the **Next marker/track** and **Previous marker/track** playback controls to advance to the next track break.



- 5 If you are not satisfied with the location of the track separator, reposition it by dragging the track break flag to move it to the desired location.
- 6 **Optional:** Rename and tag the tracks by right-clicking the track in the Project View area and choosing **Edit Track Info**.

The Edit Audio Tags dialog box appears. For more information, click **Help** in the dialog box.

To delete a track separator:

- 1 Select the track separator that you want to remove.
- 2 Click **Remove the currently selected track**.

For more information about markers, see *Adding or deleting track separators* on page 90.

Installing new sound effects

Sound Editor supports VST (Virtual Studio Technology) sound effects. Once the effects are installed on your computer, you can select them from the Sound Effects menu on the Clip Editor toolbar.

If the VST sound effect comes with an installation program, use that program to install the sound effect. If it does not, use the following procedure:



Note Some VST plug-ins may not be compatible with Vista; be sure to check with the plug-in developer.

Only install plug-ins from a trusted source. Sonic assumes no responsibility for problems caused by plug-in installation.

We recommend that you log in as Administrator when installing VST plug-ins.

To install a VST plug-in:

- 1 In Sound Editor, click **Sound Effects** and choose **VST > Add VST effect**.
- 2 Browse to and select the VST file, and click **Add**.



Note VST sound effects are implemented as .dll files, but they may be distributed as archives (such as .zip files). Extract them from the archive before installing.

The VST effect is added to the list of Sound Effects.

Tip: When you delete the effect from your computer, it is removed from the list.

Completing Sound Editor projects

When you finish making changes to your Sound Editor project, you have several options:

- Save your project to a Sound Editor project format. For more information, see *Saving Sound Editor projects* on page 93.
- Export an audio clip to a single file. For more information, see *Exporting audio clips* on page 93.
- Export a set of tracks or audio clips to multiple files. Sound Editor lets you export each track or audio clip from your project to a separate file. For more information, see *Exporting sets of tracks or audio clips* on page 94.
- Burn your tracks or clips to audio CDs. If you have too many tracks to fit on one audio CD, Sound Editor will automatically span them across multiple CDs. For more information, see *Burning tracks or clips to audio CDs* on page 96.

Saving Sound Editor projects

Sound Editor lets you save your work to a Sound Editor project file (DMSE), so you can continue working on it later. The DMSE format preserves all of the information about the audio clips, tracks, and layers used in your project.

For more information about the Sound Editor project format, see *Sound Editor project file format (.dmse)* on page 84.

To save your project:

- 1 Choose **File > Save Project**.

If this is the first time you are saving your project to a file, the Save As dialog box appears.

- 2 Choose the folder in which you want to save the project, specify the file name, and click **Save**.

Exporting audio clips

Sound Editor lets you export audio clips from your project to a variety of popular file formats.

To export an audio clip:

- 1 Right-click the audio clip in the Project View area, and choose **Export Current Clip**.

The Export Current Clip dialog box appears.

- 2 In the Output Settings box, select one of the available formats. To define your own customized settings, select **Custom** and click **Options** (see the following step).
- 3 **Optional:** To define custom settings, click **Options**. The File Format dialog box appears. For more information, click **Help** in the dialog box.
- 4 In the Save To box, specify the folder in which you want to save the files, or click **Browse** to search for a folder.
- 5 In the File name box, specify the name of the exported file.
- 6 Click **Export**.

Exporting sets of tracks or audio clips

Using the Sound Editor, you can export a set of tracks or audio clips. Each track or clip is saved as a separate file.

To export a set of tracks or audio clips to separate files:

- 1 In the task area, under Export, click **Export Tracks/Clips**.
The Export Tracks dialog box appears.
- 2 In the Export Tracks dialog box, choose one of the following options:
 - **Use Tracks from Project:** Select this option if you want to export each track from your project to a separate file.
 - **Use Clips from Project:** Select this option if you want to export each audio clip from your project to a separate file.
- 3 Select the tracks or audio clips that you want to export.
- 4 To preview your selection, use the playback controls (**Play**, **Stop**, **Track/Clip Position**).



- 5 In the Output Settings box, select one of the available formats. To define your own customized settings, select **Custom** and click **Edit** (see the following step).
- 6 **Optional:** To define custom settings, click **Edit**. The Output Settings dialog box appears. For more information, click **Help** in the dialog box.
- 7 In the Save To box, specify the folder in which you want to save the files, or click **Browse** to search for a folder.
- 8 **Optional:** To preserve the volume of the audio in the mix, clear the **Maximize volume before exporting** check box.

The total volume of an audio mix is made up of the individual layer volumes.



Note The volume of each individual layer is reduced as new layers are added.

Selecting this option renders the entire mix, and then maximizes the volume of the resulting audio to ensure the loudest sound, while avoiding audio distortion.

- 9 Optional:** To rename and tag the tracks, click **Edit Audio Tags**.

The Edit Audio Tags dialog box appears. For more information, click **Help** in the dialog box.

- 10** Click **Export**.

Sound Editor exports each selected track or clip.

Burning tracks or clips to audio CDs

To burn an audio CD:

- 1 Insert a blank CD into your recorder.
- 2 In the task area, under Export, click **Burn Audio CD**.
The Burn Audio CD dialog box appears.
- 3 In the Burn Audio CD dialog box, choose one of the following options:
 - **Use Tracks from Project:** Select this option if you want to burn tracks from your project to disc.
 - **Use Clips from Project:** Select this option if you want to burn audio clips from your project to disc.
- 4 Select the tracks or audio clips that you want to burn.
- 5 In the **Disc Size** box, select the size of your audio CD.
- 6 **Optional:** To add more information about your disc, click **Audio CD Settings**.
The Audio CD Project Settings dialog box appears. For more information, click **Help** in the dialog box.
- 7 **Optional:** Rename and tag the tracks by right-clicking the track on the Track Bar and choosing **Edit Track Info**.
The Edit Track Info dialog box appears. For more information, click **Help** in the dialog box.
- 8 Click **Burn**.

6 Creating music discs

In this chapter

Welcome to Music Disc Creator	98
Types of music discs you can create	99
Overview of Music Disc Creator projects	100
Supported file formats	101
Adding tracks to your project	102
Finding tracks and managing track information	106
Previewing tracks	111
Completing Music Disc Creator projects	112

Welcome to Music Disc Creator

Music Disc Creator lets you create music compilations to play on your home or car stereo, portable music player, DVD player, or on your computer. You can use audio files from your music CDs, hard disk, or DVD-Video sources to create music discs.

With Music Disc Creator, you can:

- Import audio from various sources to use in your projects. You can import non-protected tracks from your iPod®, rip tracks from CDs, import playlists, extract audio from DVDs, or record audio using a microphone.
- Use Quick Sound Editor to trim audio tracks, add fading, and remove clicks, crackling, and other unwanted noises.
- Add track information, such as the artist name, album title, and track title—you can search for track information from the online music database, or enter your own information.
- Export tracks to popular audio file formats, or burn your project to disc, or create a disc image file.
- Send tracks to a portable device, such as an iPod® or PSP™.

To open Music Disc Creator:

- From Roxio Home, select the Music-Audio project tab and choose **Create Music Disc Projects**.

Types of music discs you can create

Audio CD

An Audio CD is a compact disc (CD) that you can play on both Audio CD players and computer disc drives. With Music Disc Creator, you can make your own Audio CDs by recording tracks from other Audio CDs or audio from DVD-Videos, and from audio files (MP3, OGG, WAV, WMA or other supported formats) stored on your hard disk and other discs.

You can span the Audio CD project across several discs—Music Disc Creator automatically adds disc breaks, or you can add custom disc breaks. Additionally, you can add fade-in and fade-out effects to each track, as well as transitions between tracks.

MP3/WMA disc

An MP3/WMA disc is a CD or DVD data disc that can be played on a player that supports MP3 or WMA files. With Music Disc Creator, you can make your own MP3/WMA discs by recording MP3 or WMA files stored on your hard disk and other discs.

DVD music disc

A DVD Music Disc is a special type of DVD-Video that contains music tracks, arranged in menus and track lists. You can play the disc on a set-top DVD player, or on your computer using a software DVD-Video player such as CinePlayer.

You can add Track List menus to navigate through the DVD Music Disc, select from predefined menu styles, and choose background images, track illustrations, and other Smart Objects which provide information about the tracks on the DVD.

Overview of Music Disc Creator projects

This section outlines the basic steps that are common to all Music Disc Creator projects. This section gives instructions for the following procedures:

- Select the type of project you want to create. For more information about the types of projects that you can create, see *Types of music discs you can create* on page 99.
- Add audio tracks to the project. For more information, see *Adding tracks to your project* on page 102 and *Finding tracks and managing track information* on page 106.
- If needed, trim audio tracks, add fading, and remove clicks, crackling, and other unwanted noises in Quick Sound Editor.
- If needed, add or edit track information, such as the track names or album titles. For more information, see *Editing audio tags with the Audio Tag Editor* on page 72.
- Preview the tracks in your project. For more information, see *Previewing tracks* on page 111

Supported file formats

This section describes the types of files that you can use with Music Disc Creator. It describes the Music Disc Creator format, and other formats supported by Music Disc Creator.



Note You may be able to import protected tracks into the project, but Digital Rights Management (DRM) may prevent you from exporting or burning the tracks to disc.

Music Disc Creator's native format (.DMSA)

DMSA (Digital Media Suite Audio) is the file format for Music Disc Creator projects. DMSA files can only be opened in Music Disc Creator.

Supported audio formats

Music Disc Creator supports a number of file formats, including WAV, WMA, MP3, and other popular formats. In addition, Music Disc Creator provides advanced options for writing to various audio file formats in the Export dialogs.

Supported playlist formats

You can import playlists from many popular players, such as iTunes and Windows Media Player, into a Music Disc Creator project. Playlists may contain tracks that are unavailable, or tracks that are in unsupported or protected file formats. If you import a playlist that includes a protected or unavailable track, Music Disc Creator lets you choose whether to download or skip the tracks.

Adding tracks to your project

There are several ways to add tracks to your projects. This section includes the following information and procedures:

- *About protected audio tracks*
- *Using the Media Selector*
- *Adding tracks and playlists from a hard disk*
- *Adding unprotected tracks from your iPod®*
- *Importing tracks from discs*

You can also record audio from an analog source. For more information, see *Recording from an audio input device* on page 66.

About protected audio tracks

Some audio tracks are protected by *digital rights management* (DRM) technology which controls the ways in which you can use the files. For example, DRM may allow you to add tracks to only some types of projects, or it may prevent you from copying or burning tracks to disc. In some cases, if you have purchased burn rights for a track, you may be limited to a certain number of burns.

Music Disc Creator will only allow you to use tracks in ways that are permitted by DRM. If you try to add or burn a track for which you do not have permission, you will be informed by Music Disc Creator.

Using the Media Selector

The Media Selector lets you add tracks to your projects. You can keep the Media Selector open while you work, either as a floating window, or docked in the project track list area.

The Media Selector gives you several ways to find, manage, and select tracks to add to your project. For example, you can browse for tracks in the My Media or Folders views, preview tracks, or move or rename tracks.

To open the Media Selector, click **Add Audio Tracks** or **Import from CD/DVD**.

For more detailed information about Media Selector and all of its features, click **Help** or press **F1** in the Media Selector.

To select and add tracks to your project:

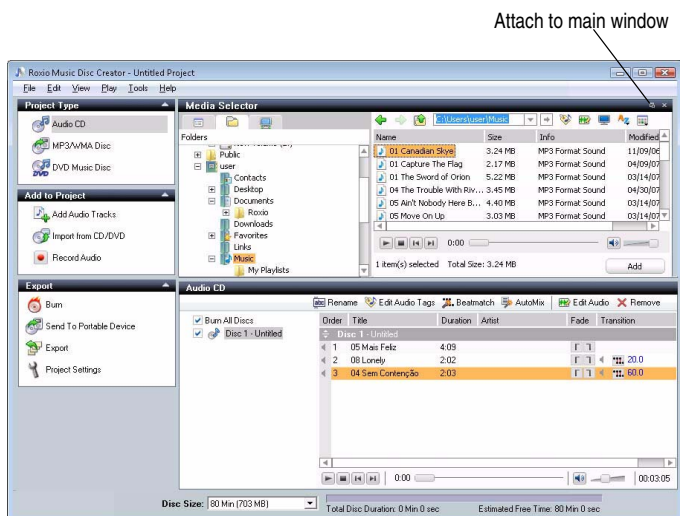
- 1 Click a track to select it, or press the **Ctrl** key to select more than one track at a time.
- 2 Click **Add**, or drag the tracks into the Track List area.


For more detailed information, click **Help** or press **F1** in the Media Selector.

To dock or undock the Media Selector:

- 1 Click **Add Audio Tracks** or **Import from CD/DVD**.

The Media Selector opens in a window outside of the main project window.



- 2 Click the **Attach to main window** button in the bottom right corner of the window .
- 3 To undock the Media Selector, click the **Attach to main window** button in the top right corner of the Media Selector.

The Media Selector opens in a separate window.

Adding tracks and playlists from a hard disk

To add tracks and playlists from your hard disk:

Tip: You can also add tracks or playlists to your project by dragging them from a folder and dropping them into the project window.

- 1 In the Add to Project area, click **Add Audio Tracks**.
- 2 Use the Media Selector to locate the tracks or playlists you want to add.
For more information, see *Using the Media Selector* on page 102 or click **Help** or press **F1** in the Media Selector.
- 3 Select the tracks or playlists, and then click **Add**.



Note If you are adding a playlist that contains tracks that are referenced from the Internet, you will be asked to select a folder in which to download them.

The tracks are added to your project.

- 4 To rearrange the tracks, select and drag them to a new location.

Adding unprotected tracks from your iPod®

To add tracks from your iPod®:

- 1 Make sure your iPod® is connected to your computer.
- 2 In the Add to Project area, click **Add Audio Tracks**.
- 3 In the Media Selector, click the **My Devices** tab.
For more information, see *Using the Media Selector* on page 102 or click **Help** or press **F1** in the Media Selector.

- 4 Select the tracks, and then click **Add**.

The tracks are added to your project.

- 5 To rearrange the tracks, select and drag them to a new location.

Importing tracks from discs

In addition to copying tracks from CDs and DVDs, you can also select tracks from disc image files and DVD-Video folders.

- **Disc image files:** A disc image file is a complete copy of a disc that is stored on your hard disk as a file instead of recorded to a blank disc. Valid disc image files include .iso, .c2d (Roxio proprietary format), and .cue.
- **DVD-Video folders:** A DVD-Video folder is a “VIDEO_TS” folder on a disc or hard disk that contains valid DVD-Video source content. The audio from each chapter of a DVD-Video folder can be added to a project.

To import tracks from a disc:

- 1 In the Add to Project area, click **Import from CD/DVD**.
- 2 Use the Media Selector to select the CD or DVD drive, or locate a disc image file or DVD-Video “VIDEO_TS” folder.
For more information, see *Using the Media Selector*, or click **Help** or press **F1** in the Media Selector.
- 3 Select the audio CD tracks or DVD-Video chapters you want to copy, and then click **Add**.
- 4 Optional. Select the import settings you want to use, and then click **Save**.

Tip: To add or change track information, click **Audio Tags**. For more information, see *Editing audio tags with the Audio Tag Editor* on page 72.

The tracks are added to the project.

- 5 To rearrange the tracks, select and drag them to a new location.

Finding tracks and managing track information

This section explains how to add track information and how to create track lists by searching for audio tracks.

Track information, called *audio tags*, can be very useful for finding and categorizing your audio tracks. Examples of audio tags are song titles, artist and album names, and music genre. When audio tags are complete and accurate, Music Disc Creator can automatically create music mixes by searching for songs with similar properties. You can add track information manually, or let Music Disc Creator search the online music database to automatically add it for you.

Chapter 4, *Recording and managing audio files*, on page 63 also has information that you can use while creating Music Disc Creator projects:

- See *Editing audio tags with the Audio Tag Editor* on page 72 for more information about editing audio tags.

Checking for unidentified tracks

Use this procedure to search for new tracks on your computer and add them to your music library.



Note Depending on the number of unidentified tracks you have, the search may take a long time. For example, if you have thousands of unidentified tracks, the search may take several hours. However, once tracks are identified, the information is saved and you will not have to repeat this process.

To scan for and identify new tracks:

- 1 From the **Tools** menu, select **Check for Unidentified Tracks**.
- 2 Select a location to scan from the drop-down list. For example, you can choose to scan all of your hard disks, or your My Music folder, or another folder. Click **Start Scan** to begin.

You can skip this step if you already have identified tracks in your music library.



Note When tracks are added to your music library, they are left in their original location; no copies are made.

The status of the scan is indicated by the progress bar, and by a message that displays the number of new tracks that have been found. If you need to stop the scan, click **Stop and review results**.

- 3 When the scan is complete, click **Continue with track identification**, or select another location to scan and click **Start Scan** again. Otherwise, track identification will begin automatically.

The track identification status is indicated by the progress bar, and by a message that displays the number of tracks that have been identified, are unrecognized, or have multiple matches.

- 4 When track identification is complete, choose one of the following options:
 - Click **Review Results** to see the track information. If some tracks had multiple matches, this is where you can select the best track information. You can also manually update track identification, if necessary.
 - Click **Exit**.



Note If you exit now, track identification will not be saved.

- 5 In the Audio Tag Editor, review the results of the scan. For information about the options available in the Audio Tag Editor, click **Help** or press **F1**, or see *Editing audio tags with the Audio Tag Editor* on page 72.

Creating track lists using Search by Tags

Music Disc Creator's "Search by Tags" feature automatically generates tracks lists for your projects. For example, you might use Search by Tags to create a track list that includes files of a particular genre or by a particular artist.



Note This feature creates track lists by searching your Roxio database of media files. If a track on your computer is not found, then it is not in the database. You can add tagged tracks to the Roxio database by checking for unidentified files or by editing the track information. For more information, see *Checking for unidentified tracks* on page 106, or *Editing audio tags with the Audio Tag Editor* on page 72.

Creating track lists using Search by Tags:

- 1 Choose **Tools > Search by Tags**.
- 2 For **Tag**, choose the type of tag you want to search for (for example, track name or artist name).
- 3 For **Condition**, choose how you want to search for the tag (for example, choose, Equals or Contains).
- 4 For **Value**, enter the values of the criteria the search is based on (for example, if you selected "Genre" as a search criterion, you could select "Jazz" as the value).
- 5 To add another rule, click the plus sign.
- 6 **Optional.** For **Limit track list to**, enter the maximum number of tracks, minutes, or megabytes to include in the track list (for example, 25 tracks, 45 minutes, 20 megabytes).
- 7 **Optional.** To add the files to the project in random order, select **Shuffle result set**.
- 8 Choose how to add the tracks to the project:
 - **Add tracks to currently selected track list in project**
 - **Add tracks as a new track list**

If you chose to add the tracks as a new track list, enter a name for the track list.

9 To create the track list, click **Search**.

10 To add the tracks to the project, click **Add to Project**.

For more detailed information, click **Help** or press **F1** in the Search by Tags dialog box.

Using Beatmatching

Beatmatching automatically adjusts the tempo and synchronizes the beats between tracks to create professional sounding audio CDs. You can create high-energy transitions between tracks and export your entire track list to an audio CD, or as a single file to your portable device.



Note Beatmatching is only available if Audio CD is selected as the project type. It is not recommended for tracks that have drastically different beats per minute. For example, using beatmatching for two tracks that are 110 BPM and 140BPM, respectively, will result in a rough transition.

To use Beatmatching for an entire track list:

1 Click the **Beatmatch** button located on the toolbar.

2 Click **OK** to continue.

Music Disc Creator will then scan your track list, and analyze the BPM. When the scan is complete, the BPM for each track will appear in the BPM column.

3 Click any speaker icon in the **Transition** column to hear how the transition between the selected track and the previous track will sound.

In some cases, it may not be possible for Music Disc Creator to determine the correct location of the beat within a particular song. In this case, you can manually adjust the BPM for a track using the **BPM Editor**.

To manually beatmatch your track(s):

- 1 Select the tracks you want to manually beatmatch, then select the **Beatmatch** option from the drop-down menu in the **Transition** column.

Music Disc Creator will then scan all selected tracks, and analyze the BPM. When the scan is complete, the BPM for each selected track will appear in the BPM column.
- 2 Trim the silence from the beginning and end of your tracks by right-clicking on the tracks and selecting **Auto Trim Silence**.
- 3 Sort the tracks according to BPM by clicking the **BPM** column header.
- 4 Set the transition time by typing the number of seconds to transition from one track to the next.

Tip: As a general rule, it is recommended that you set the **Beatmatching** transition to 20 seconds or more. If there is a significant difference in BPM between two tracks, the transition will need to be longer.

- 5 Click any speaker icon in the **Transition** column to hear how the transition between the selected track and the previous track will sound.

When you are satisfied with the transitions between the tracks in your track list, you are ready to export the track list to CD, or to your connected portable device.

- 6 Select an export option from the **Export** task pane.



Note If you click either **Send to Portable Device**, or **Export**, an options dialog will appear. Be sure to select **Combine all files into one file, including transitions**, or your transitions will be lost.

Using the BPM Editor

In some cases, it may not be possible for Music Disc Creator to determine the correct location of the beat within a particular song. In this case, you can manually adjust the BPM for a track using the **BPM Editor**.

To manually adjust the BPM for a track:

- 1 Select a track by right-clicking, then select **Beats per Minute > Edit**.

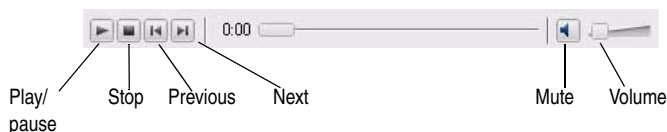
The BPM Editor window appears.

- 2 Place a check mark in the **Metronome while playing** checkbox, then click the Play button to hear the track along with the metronome.
- 3 Follow the instructions on the BPM Editor window to adjust the location and value of the BPM for the track, until the metronome is synchronized with the beats of the music.
- 4 Click **Done** when you're finished.

The selected tracks will now display the new BPM setting in the track list window.

Previewing tracks

To preview the tracks in your project, use the playback buttons at the bottom of the Music Disc Creator window, or click the **Preview** button beside the track.



Completing Music Disc Creator projects

When your Music Disc Creator project is complete, you can export the tracks to MP3, WAV, or WMA files, or burn your project to CD or DVD, or create a disc image file.

Choose how you want to output your project:

- ***Burning projects to disc or saving as disc image files:*** To save the project as a disc image file or burn it to a disc.
- ***Exporting tracks:*** To export tracks to one of several popular audio file formats.
- ***Sending tracks to a portable device:*** To send tracks to a portable device, such as an iPod® or PSP™.



Note To send tracks to an iPod®, you must have iTunes installed.

You can also archive your Music Disc Creator project. The archive contains your Music Disc Creator project file, and a folder that includes all of the source files (for example, audio files and photos) that are used in the project.

Burning projects to disc or saving as disc image files

Follow this procedure to burn your project to disc or to create a disc image file.

A disc image file is a complete copy of a disc that is stored on your hard disk instead of recorded to a blank disc. You can create a disc image file for any type of project in Music Disc Creator.



Note Some tracks may be protected by DRM, which may prevent burning, or limit the number of copies you can burn to disc. In addition, protected files may not be saved in a disc image file.

For more information, see *About protected audio tracks* on page 102.

To burn a project to disc or save as a disc image file:

- 1 Click the **Burn** button.
The Burn Setup dialog box appears.
- 2 To create a disc image file, select **Save disc image file**, and then click **Browse** to select the location for the disc image file. Otherwise, to burn the project to disc, do not select this check box.
- 3 Select the burn options as needed, and then click **OK** to begin burning the project to disc or saving the image file.

For more information about the options in the Burn Setup dialog, click the **Help** button.

Exporting tracks

Follow this procedure to export tracks to one of several popular audio file formats.



Note Depending on the software version you are running, available formats may include WMA, WAV, iPod®, AAC, and MP3. Not all formats are available in all versions of Music Disc Creator.

To export a project:

- 1 Select the tracks you want to export, right-click, and choose **Export**.
The Export Tracks dialog box appears.
- 2 From the **Output Settings** drop-down list, select the file format for the exported tracks.
- 3 **Optional.** Click **Edit** to choose advanced output options such as encoding and audio format options.
- 4 Click **Browse** to select the location where you want to save the exported files.
- 5 Click **Export**.

Sending tracks to a portable device

Follow this procedure to send the tracks in your project to a portable device, such as an iPod® (iTunes must be installed) or PSP™, any WMDM (Windows Media Device Manager) compliant MP3 player, or any MP3 device that appears as a drive letter on your computer.

To send tracks to a portable device:

- 1 Select the tracks you want to send to the device.
- 2 Right-click, and choose **Send to Portable Device**.
Tip: If your project is an MP3/WMA disc, you can send the whole project, not just selected tracks, by clicking the **Send to Portable Device** button.
- 3 Select the device to send the track to from the drop-down list.
- 4 Optional. To convert all of the tracks to the same file format, check **Convert to preferred audio format before sending**.
- 5 If you selected the option to convert the audio format, select a format from the **Preferred Audio Format** drop-down list. You can use a preset format, or click **Edit** to customize the format.
For more information about customizing the format, click **Help** or press **F1** in the File Format dialog box.
- 6 Click **Send** to send the files to the portable device.
- 7 If playlists are available, select the destination playlist when prompted.

Working with photo projects



In this chapter

Welcome to PhotoSuite	118
Getting to know the PhotoSuite window	120
Using the Photo Projects Assistant	121
Creating new photo projects in PhotoSuite	122
Removing red eye	123
Cropping photos and objects	124
Rotating photos and objects	126
Applying special effects	127
Working with text	128
Improving the quality of photos	131

Welcome to PhotoSuite

With Roxio's PhotoSuite, it has never been easier to repair, enhance, and share your digital photos.

You can use PhotoSuite to carry out everyday tasks, such as:

- cropping photos
- removing red eye
- rotating photos

You can also use PhotoSuite to perform more advanced editing tasks, such as adding special effects or correcting exposure problems.

To open PhotoSuite:

- From Roxio Home, select the Photo project tab and choose **Edit Photos**.

PhotoSuite's project file format (.DMSP)

DMSP is PhotoSuite's native file format for edited photos and projects. This format retains layer information and allows you to “undo” changes you have made. With DMSP, both the original settings and the edits (such as transformations or special effects) are stored.

For example, if you crop a photo and save it in DMSP format, you can reverse the edit later, retrieving the deleted portion.



Note If you save the photo in another format, such as JPEG, BMP, or TIFF, only the portion enclosed within the crop lines is saved. The cropped portion of the photo, the area of the photo lying outside the crop lines, is discarded permanently.

If you share a DMSP file with another user, that user must also have PhotoSuite.

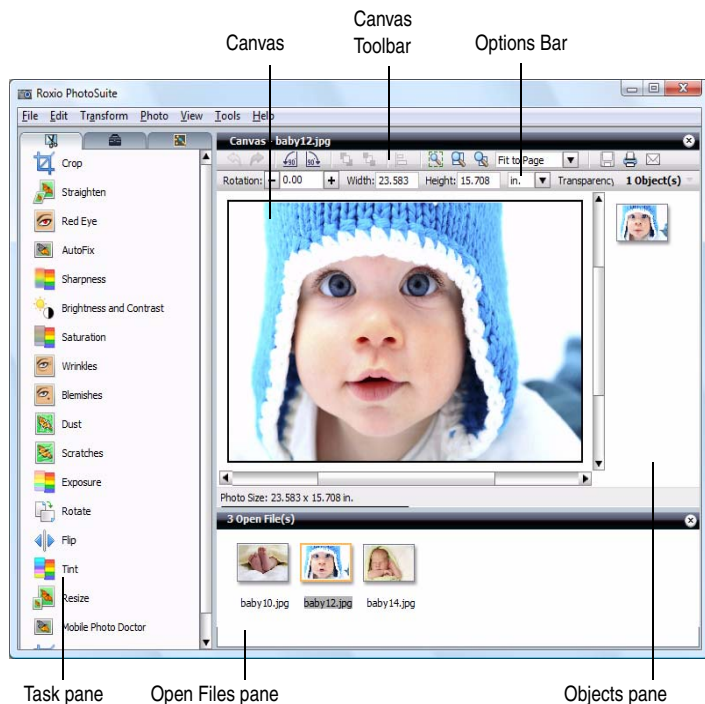
Supported file formats

PhotoSuite supports a number of popular file formats, including Windows bitmap (BMP), Joint Photographic Experts Group (JPEG), Portable Network Graphics (PNG) and Tagged Image File Format (TIFF).

The output medium you use for your photos determines the format in which you save them. For example, to e-mail your photos or post them on a web site, save them in JPEG format, to create smaller files.

Getting to know the PhotoSuite window

Whether you are working on a single photo or a project, the PhotoSuite window includes several main panels:



- **Canvas Toolbar:** Provides quick access to frequently-used PhotoSuite commands.
- **Options Bar:** Contains a set of context-sensitive commands that are relevant to the selected object.
- **Canvas:** Displays the photo or project that you are working with.
- **Task pane:** Gives you quick access to the operations you can perform on photos and other objects.
- **Open Files pane:** Shows thumbnails of all the files currently open in PhotoSuite.
- **Objects pane:** Shows all project objects, including photos, text and images, that are displayed in the Canvas.

Using the Photo Projects Assistant

The Photo Projects Assistant helps you create personalized calendars, greeting cards, photo albums, posters, gift tags, and more.

To create a photo project using the Photo Projects Assistant:

- 1 On the **Photo** menu, select **Open/Create > Photo Projects**.
- 2 Select a project template.
- 3 Click **Next** to continue.
- 4 Follow the instructions in the Photo Projects Assistant to complete the project.

Creating new photo projects in PhotoSuite

A photo project is a collection of objects, such as photos, text, and graphics, placed on a canvas. You can add, remove, and manipulate these objects, and apply special effects to them.

You can start a new project with a blank canvas, to which you can add photos, text, and clip art, apply effects, and so on.



Note The optional Photo Projects Assistant allows you to create selected types of projects, such as personalized calendars and greeting cards.

To create a blank canvas:

- 1 To open a blank canvas, choose **File > New > New Canvas**.
The New Canvas dialog box appears.
- 2 Select a canvas size from the box. If you select Custom Size, enter a width and height, and select the units of measure to be used.
- 3 Set the canvas orientation to **Portrait** or **Landscape**.
- 4 In the **Background Color** drop-down list, select a color.

Tip: For more color choices, select **More colors**. Or use the eye dropper: Click the eye dropper tool, and then click a sample of the color you want to use. You can click a color anywhere in the PhotoSuite window—for example, you can select a color from a photo in the Open Files pane.

- 5 Click **OK**.

A blank canvas opens in the Canvas area.

Removing red eye

Using PhotoSuite, you can remove common flaws that often appear in photos, such as red eye. Red eye occurs when the camera flash reflects from the subjects' eyes, giving the eyes a red appearance in the photo.

Follow this procedure to correct the “red eye” that appears when the flash from the camera reflects off the subjects' eyes.

To remove red eye:

- 1 If the photo you want to edit is an object in the PhotoSuite project file, select it in the Canvas.
- 2 On the Fix your photos tab, click **Red Eye**.
When you move the cursor over the photo, it becomes a circle with a cross-hair.
- 3 To let PhotoSuite automatically remove red eye from the photo, click **AutoFix**.
- 4 To remove red eye manually, complete the following steps:
 - a Use the zoom tools on the Canvas Toolbar to enlarge the photo until you can work easily on the eyes.
 - b Use the slider to increase or decrease the size of the brush until it is slightly bigger than the eye.
 - c Click or brush over the red area of the eye until the red is removed.

Tip: To undo a stroke, on the Canvas Toolbar, click **Undo**.

Cropping photos and objects

Follow this procedure to select an area of interest in a photo or other object, and crop or remove the rest of the object.



Note If you save a cropped photo in PhotoSuite format (.dmsps), the entire original photo is preserved, including the crop settings. If you save the cropped photo in any other format, the cropped area is permanently deleted.

To crop an object:

- 1 If you want to crop a photo or any other object in a PhotoSuite project file, select it in the Canvas.
- 2 On the Fix your photos tab, click **Crop**.
The object is enclosed by a dashed box. The borders of the box are called crop lines. Squares, called resize handles, are located in the corners. The area of the photo inside the crop lines is called the area of interest. This is area that is kept, while everything outside of the crop lines is removed.
- 3 Select a dimension for the crop area, or move the crop lines to outline the area that you want to keep. Use any of the following methods to move the crop lines:
 - Drag anywhere on the horizontal or vertical crop lines to move them individually.
 - Drag the resize handles to maintain the aspect ratio.
 - Press and hold **Shift** and drag the resize handles to move both the horizontal and vertical crop lines without maintaining the aspect ratio.
 - Move the cursor over the area of interest and click and drag the crop lines to another location without changing the dimensions of the area of interest.

- 4 **Optional:** To view only the area of interest, select the **Hide cropped area** check box.

Tip: To reset the crop lines, click **Reset**.

Rotating photos and objects

To rotate objects:

- 1 If you want to rotate a photo or any other object in a PhotoSuite project file, select it in the Canvas.
- 2 To rotate the object clockwise or counter-clockwise, on the Canvas Toolbar, click **Rotate Counter Clockwise** or **Rotate Clockwise**.
- 3 To specify the degree of rotation for the object, on the Options Bar, in the **Rotation** text box, specify the number of degrees to rotate the object, or click **Plus** (+) or **Minus** (-).

Tip: To rotate the object counter-clockwise, enter a minus sign before the number.

Tip: Click **Reset** to restore the photo or project object to its original orientation.

Applying special effects

Follow this procedure to apply special effects to a photo or an object in a project. There are several types of effects available in PhotoSuite, including artistic effects that can make your photo look like an oil or watercolor painting, color effects that add a tint to the photo, and many others.

To apply a special effect:

- 1 If you want to apply an effect to a photo or any other object in the PhotoSuite project file, select it in the Canvas.
Tip: To apply an effect to part of a photo, use the mask feature.
- 2 On the Enhance your photos tab, click **Special Effects**.
- 3 **Optional:** Select an effect category from the drop-down list. By default, the All Effects category is selected. This category shows thumbnail examples of all the effects available.
- 4 Select an effect.
The settings available for the selected effect appear. These settings vary depending on the effect.
- 5 **Optional:** To see how the selected object looks with the effect applied, select the **Show Preview** check box.
- 6 Click **Apply**.

Working with text

Use PhotoSuite to add text to a photo or a project (for example, to create holiday greeting cards from personal photos).

To add text:

- 1 In the Enhance Your Photos pane, click **Add or Edit Text**.

The Add or Edit Text dialog box appears and a new text object appears on the Canvas, with the text, "Type your text here!" A thumbnail representing the text object appears in the Object List. (To view the object list when it is not displayed, select **View > Object List**.)

- 2 Type your new text in the Add or Edit Text dialog box.

Tip: To add another text object, click **Add a new text object**.

To change the font and alignment of text:

- 1 Select the text object in the Canvas or in the Object List.
- 2 In the Enhance Your Photos pane, click **Add or Edit Text**.
- 3 To change the font, select a new font from the drop-down list.
- 4 Select the horizontal justification (left, centered, or right).
- 5 Select the vertical alignment (top, centered, or bottom).
- 6 Apply styles to the text (bold, italic, or underlined).
- 7 Adjust the text size in one of the following ways:

- In the Size box, enter a font size, and in the Horizontal Scaling box, adjust the font width.

The Horizontal Scaling option changes the proportion of the text object (that is, the ratio of its height to its width).

- In the Canvas, drag the resize handles on the text object to adjust the size.

To change the text color and add shading:

This procedure explains how to change the color of the text object, and add shading. Shading creates a gradual change from one color to another. For example, the text can be blue starting at the left, and gradually change to purple on the right.

- 1 Select the text object in the Canvas or in the Object List.
- 2 In the Enhance Your Photos pane, click **Add or Edit Text**.
- 3 In the Primary Color drop-down list, select a color.

Tip: For more color choices, select **More colors**. Or use the eye dropper: Click the eye dropper tool, and then click a sample of the color you want to use. You can click a color anywhere in the PhotoSuite window—for example, you can select a color from a photo in the Canvas.

- 4 To add shading, select a color from the Secondary Color drop-down list.
- 5 To change the appearance of the shading, select a direction from the Shading Direction drop-down list.

To add a text outline or style:

- 1 Select the text object in the Canvas or in the Object List.
- 2 In the Enhance Your Photos pane, click **Add or Edit Text**.
- 3 To add an outline, select the **Text Outline** check box.
- 4 In the Color drop-down list under the Text Outline check box, select a color.

Tip: For more color choices, select **More colors**. Or use the eye dropper: Click the eye dropper tool, and then click a sample of the color you want to use. You can click a color anywhere in the PhotoSuite window—for example, you can select a color from a photo in the Canvas.

- 5 Use the slider to indicate the width of the outline. Moving the slider from Less to More increases the width of the outline.
- 6 To add a style, select a style in the Style area.

Improving the quality of photos

Using PhotoSuite, you can improve the quality of your digital photos by adjusting properties such as exposure and brightness and contrast.

You can also use the AutoFix feature to automatically adjust the exposure, saturation, and sharpness of your photos based on photo analysis and predefined settings.

These procedures show how to improve the quality of your photos:

- *Using the AutoFix feature on page 131*
- *Adjusting exposure on page 132*
- *Adjusting brightness and contrast on page 133*

Using the AutoFix feature

Use the AutoFix feature to automatically adjust the exposure, saturation, and sharpness of photos.

AutoFix analyzes the photo, and then, with one click, fixes flaws using predefined settings. You can choose to keep these changes or restore the photo to its original settings.

To automatically improve photos using AutoFix:

- 1 If the photo you want to edit is an object in the PhotoSuite project file, select it in the Canvas.
- 2 On the Fix your photos tab, click **AutoFix**.
The AutoFix dialog box appears.
- 3 Click **AutoFix**.

The AutoFix tool automatically analyses exposure, saturation, and sharpness, and then fixes them based on predefined optimum settings.

Tip: To restore the photo to its original settings, click **Reset**.

Adjusting exposure

Follow this procedure to improve the quality of over- or under-exposed photos. When you adjust the exposure, you change the intensity level of the photo's dark areas and shadows, and its highlights and bright areas.

PhotoSuite can adjust the exposure for you automatically, or you can adjust it manually.

To adjust the exposure:

- 1 If the photo you want to edit is an object in the PhotoSuite project file, select it in the Canvas.
- 2 On the Fix your photos tab, click **Exposure**.
- 3 To preview the results of the adjustment before applying them, select **Show Preview**.
- 4 Choose one of the following ways to adjust the exposure:
 - To let PhotoSuite automatically adjust the exposure, click **AutoFix**. PhotoSuite automatically adjusts the exposure based on predefined exposure settings.
 - To manually adjust the exposure, use the sliders to adjust the exposure settings for the **Dark Areas**, **Midtones**, and **Bright Areas** in the photo.

Tip: To restore the exposure settings to their original values, click **Reset**.

Adjusting brightness and contrast

To adjust the brightness and contrast:

- 1 If the photo you want to edit is an object in the PhotoSuite project file, select it in the Canvas.
- 2 On the Fix your photos tab, click **Brightness and Contrast**.
- 3 To preview the results of the adjustment before applying them, select **Show Preview**.
- 4 Use the sliders to adjust the following settings:
 - **Brightness:** Increase or decrease the overall brightness of the photo.
 - **Contrast:** Increase or decrease the contrast between the light and dark areas of the photo.

Tip: To restore these settings to their original values, click **Reset**.

8


Printing and sharing media files

In this chapter

Printing photos and projects	136
E-mailing media files	141
Sharing media files with wireless devices	144

Printing photos and projects

To print your photos and projects:

- 1 From Roxio Home, select the Photo project tab and choose **Print**.
or
On the PhotoSuite or Media Manager toolbar, click **Print**.
The Print dialog box opens.
 - 2 If you have more than one printer connected to your computer, select a printer from the drop-down list.
 - 3 **Optional:** Click **Change Settings** to change the printer settings, such as paper source. For more information about your printer settings, see the documentation that came with your printer.
 - 4 In the Size drop-down list, select the size of the paper on which you are printing your project.
 - 5 Set the Orientation to **Portrait** or **Landscape**.
 - 6 If you are using Media Manager, select the photos to be printed, by following these steps:
 - a On the top right side of the window, click **Add Photos** .
 - b Browse to and select the photo files to add.
- Tip:** To select more than one photo at a time, press and hold the **Ctrl** key while you select the photos.
- c Click **Add Photos**.

- 7 To print one photo per page, follow these steps:
 - a In the Layout box, select **One photo per page**.
 - b To specify the size of the photo, in the Size box, select one of the displayed sizes, or one of the following options:
 - **Fit to page:** Prints the photo as large as possible on the selected page size. The photo may be cropped along the edges if your printer requires margins.
 - **Fit to printer margins:** Prints the photo as large as possible within the printer margins. The entire photo is visible.
 - **Actual size:** Prints the photo in its actual size based on its dpi value.
 - **Custom:** Lets you specify a width and height.
 - c If you set the Size to Custom, enter the Width, Height, and Units.
 - d Choose one of these options to resize the photo:
 - **Resize to fit:** Maintains the current proportions; if the photo proportions do not match those of the print area, part of the print area may not be used. This option may result in a smaller photo than the next option.
 - **Crop to fill:** Maintains the current proportions; if the photo proportions do not match those of the print area, the photo may be cropped to fit. This option may result in a larger photo than the previous option.
 - **Stretch to fit:** Adjusts the proportions to match those of the print area.
- 8 To apply the Layout settings to all photos, select **Apply to all photos**. To customize the Layout settings for each page, clear this check box.
- 9 To position the photo on the page, click and drag the mouse to move the photo in the **Page Preview** window.

10 To print multiple photos per page, follow these steps:



Note This option allows you to print multiple copies of the same photo on a page. You can also use this option to print single photos with special templates, such as T-shirt transfers.

- a** In the Layout box, select **Multiple photos per page**.
- b** In the Category box, specify the paper type.
- c** In the Template box, specify the template to be used. The template determines how the photos are arranged on the page.
- d** To fill each page with multiple copies of the same photo, select **Fill each page with the same photo**. The number of times the photo appears depends on the template you select. To specify the maximum number of copies of each photo, select **Repeat each photo** and specify the number of times each photo appears.
- e** Choose whether to crop the photo to fit the placeholder in the template. If the photo proportions are not the same as the proportions of the template, the application can crop the photo to fit the print area, or leave part of the print area blank. The first option may result in a larger photo.
- f** To rotate the photo to fit the placeholder (for example, to fit a portrait photo into a landscape placeholder), select **Auto-rotate to fit the placeholder**.
- g** **Optional:** To customize advanced options, click Advanced Options. For more information about the advanced options, click Help on the Advanced Print Multiple Settings dialog box.

- 11 To print thumbnails of your photos, follow these steps:
 - a In the Layout box, select **As a contact sheet**.
 - b Enter the numbers of rows and columns in **Rows** and **Columns**, respectively.
 - c In the **Spacing** box, specify the amount of space to be left between the thumbnails.
 - d **Optional:** Specify the unit of measurement for the space between the thumbnails.

You might use a contact sheet, for example, to compare a set of similar photos without using up a lot of printing supplies.
- 12 If you are printing multiple pages, you can preview each page. To do so, click the tabs for the different pages.
- 13 In the **Print** drop-down list, identify the pages you want to print.
- 14 To specify the number of copies, select the number in the **Copies** box.
- 15 To print your project, click **Print**.

Tips for improving print quality

The following tips may help you improve the print quality of your photos:

- Select a high print quality in your printer's settings. When you choose a high quality print setting, the print output improves, but the print job takes longer.
- If you are scanning images, scan at the highest image resolution available. Refer to your scanner's documentation for information about setting the best resolution.
- Select the highest photographic quality for your digital camera. You cannot store as many photos on the camera at a time, but the higher-quality photos will give you better print results.
- Use color matching, if your printer supports it. The colors on screen do not always match the printed colors. The color-matching feature improves consistency between on screen and printed colors.
- Use photographic quality printer paper. Photos do not print well on laser printer paper. Choose paper designed for color or photographic printing so the colors are more vibrant. You can find photographic paper at your computer supply store or at some camera stores.



Note Some color printers require proprietary paper. Check the manufacturer's recommendations.

E-mailing media files

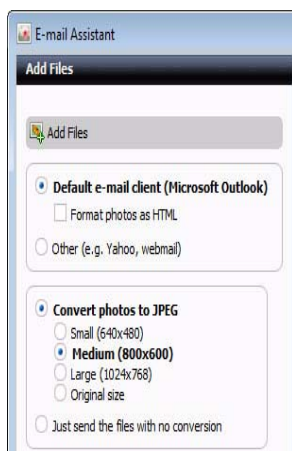
You can share your photos and other media files with friends and family by e-mail.

Using the E-mail Assistant, you can e-mail photos individually, either as an attachment or in the body of an HTML-formatted e-mail message (if your e-mail program supports HTML-formatted messages), or you can send your photos packaged in a slideshow.

To e-mail your files:

- 1 From Roxio Home, select the Photo project tab and choose **Email**.
or

On the PhotoSuite or Media Manager tool bar, click **E-mail**.



- 2 To add media files to be e-mailed, follow these steps:
 - a Click **Add Files**.
The Add Files dialog box appears.
 - b Browse to and select the files to be added.

Tip: To select more than one media file at a time, press and hold **Ctrl** while you select the files.

c Click **Add Files**.

3 Select the e-mail program you want to use to send the files by choosing one of the following options:

- **Default e-mail client:** E-mail the files using your default e-mail program. If you select this option, choose whether to send the e-mail in HTML format. If you choose this option, the photos appear in the body of the message, rather than as attached files.
- **Other (e.g. Yahoo, webmail):** Save the files on your hard drive and e-mail them later using a web mail account.

4 If you are e-mailing photos, you can choose the format in which they will be sent. For example, you may want to convert a photo to best fit a particular screen size, or to reduce the size if you are e-mailing a large number of photos to someone with a dial-up connection.

Choose one of the following conversion options:

- **Convert photos to JPEG:** Sends the photos in JPEG format. You can choose the size of the converted photos:
 - **Small (640x480):** Converts photos so they are no larger than 640-pixels wide by 480-pixels tall while maintaining the current proportions.
 - **Medium (800x600):** Converts photos so they are no larger than 800-pixels wide by 600-pixels tall.
 - **Large (1024x768):** Converts photos so they are no larger than 1024-pixels wide by 768-pixels tall.
 - **Original size:** Maintains the current size of photos.
- **Just send the files with no conversion:** Sends the photos without changing their file format and size.



Note Photo conversion options are available only if you have selected photo files to e-mail.

The conversion does not affect your original files.

- 5 If you are e-mailing video files, you can optimize their quality by setting the conversion options.

In the **Quality** box, choose the desired resolution. The higher the resolution, the better the picture quality, but the larger the resulting file.



Note Video conversion options are available only if you have selected video files to e-mail.

The conversion does not affect your original files.

- 6 Click **OK**.

If you chose to use your default e-mail program in Step 3, the conversion status indicator appears. When the conversion is complete, an e-mail message appears.

If you chose to use an e-mail program other than your default, the Pick the location for your e-mail files folder appears. Browse to the location in which you want to save the converted files, and click **OK**. The files are converted and copied to this folder. Use the e-mail program to attach the files to a message and send them.

- 7 Complete and send the message. For detailed instructions, refer to the documentation for your e-mail client.

Sharing media files with wireless devices

About My Devices

You can use My Devices view in Media Manager to

- browse media files on mobile phones and other compatible wireless devices
- transfer files between your computer and your wireless device, and vice versa
- synchronize files on your computer and wireless device

Transferring files

To transfer files from your computer to a wireless device (such as a mobile phone):

- 1 Select the media files you want to transfer.
Tip: To select more than one file at a time, press and hold **Ctrl** while you select the files.
- 2 On the Task Bar, click **Split View**.
A new pane opens at the bottom of the window, showing the My Media view.
- 3 In the bottom part of the window, click **My Devices** to show the My Devices view.
- 4 Select the device to which you want to transfer the files.
- 5 To move the files to the device (deleting them from your computer), click **Move Down**. To copy them (keeping them on your computer), click **Copy Down**.

The Transfer dialog box appears, showing the progress of the transfer. When the transfer is complete, the dialog box closes automatically.

Tip: To hide the dialog box, click **Close**.

To transfer files from a wireless device (such as a mobile phone) to your computer:

- 1** If you are not in the My Devices view, in the Browse area, click **My Devices**.
- 2** Select the media files you want to transfer.
Tip: To select more than one file at a time, press and hold **Ctrl** while you select the files.
- 3** On the Task Bar, click **Split View**.
A new pane opens at the bottom of the window, showing the My Media view.
- 4** In the bottom part of the window, browse to the album or folder to which you want to copy the files.
- 5** To move the files to your computer (deleting them from the device), click **Move Down**. To copy them (keeping them on the device), click **Copy Down**.

The Transfer dialog box appears, showing the progress of the transfer. When the transfer is complete, the dialog box closes automatically.

Tip: To hide the dialog box, click **Close**.

Synchronizing your mobile device

The synchronization feature performs two functions:

- automatically backs up files on your mobile device to your PC
- automatically updates selected files on your mobile device when you change them on your PC

To use the synchronization feature, you must:

- 1 Configure the synchronization settings. These settings
 - assign a name to your mobile device
 - identify the folders on your mobile device that you want to back up
 - identify the folders on your PC where you want to store the backed up files
 - define the transcoding (file conversion) options you want to use when copying files from your PC to your mobile device
- 2 Identify the files on your PC that you want to keep up-to-date on your mobile device.
- 3 Start the synchronization process.

For detailed instructions, see the following procedures.

To configure the synchronization settings for the first time:

- The first time you connect your mobile device to your PC, the Synchronization Wizard opens. Follow the instructions.

To change the synchronization options at a later time:

- Choose **Tools > Sync Settings**.

The Synchronization Wizard opens. Select the device you want to configure and follow the instructions to change the options.

To identify files on your PC that you want to synchronize with your mobile device:

- 1 In the top part of the window, browse to and select the media files you want to synchronize with your mobile device.

Tip: To select more than one file at a time, press and hold **Ctrl** while you select the files.
- 2 In the bottom part of the window, click the **My Media** tab to show the My Media view.
- 3 Click the **+** beside the My Synced Devices Smart View to expand it.
- 4 Click the **+** beside the device Smart View to expand it.
- 5 Drag the media files into the appropriate mobile device Smart View (for example, drag your photo files into the Photos Smart View).

To start the synchronization process:

- When your mobile device is connected to your PC, right-click the mobile device Smart View and choose **Sync files to device**.

Media Manager begins transferring the files, using the transcoding (file conversion) options you defined on the Device Settings dialog box.



Note Only files that have been updated since the last synchronization will be transferred.

Copying video and creating video compilations

In this chapter

About Video Copy & Convert	150
The Video Copy & Convert window	151
Copying DVD-Video	152
About converting video	155

About Video Copy & Convert

Video Copy & Convert has one or two modes of operation—Copy DVD and Convert Video.

- Copy DVD mode lets you copy an entire DVD disc, AVCHD disc, disc image file, or DVD-Video folder. You can burn the contents to a disc, or create a disc image file or DVD-Video folder on your hard disk.
- Convert Video mode lets you reformat movies or Web videos for playback on the device of your choice or from a DVD disc.

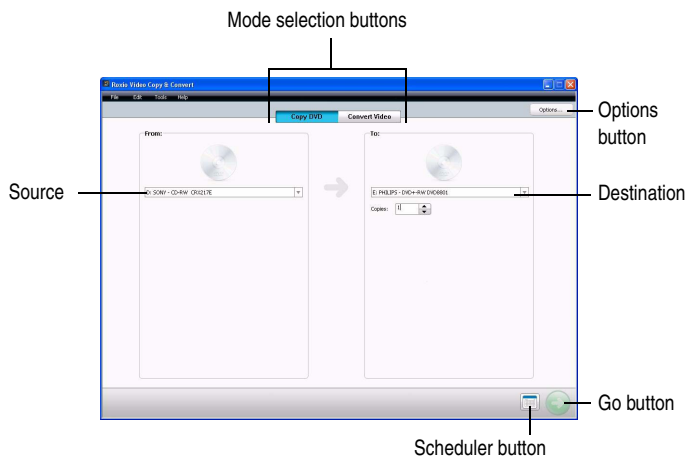
Video Copy & Convert is designed to assist you in reproducing material that you own the copyright for, or have obtained permission to copy from the copyright owner. Unless you own the copyright or have permission to copy from the copyright owner, you may be violating copyright law and be subject to payment of damages and other remedies. If you are uncertain about your rights, contact your legal advisor.

To open Video Copy & Convert:

- From Roxio Home, select either the Data-Copy or Video-Movies project tab and choose **Copy and Convert Video**.

The Video Copy & Convert window

Copy DVD mode



Copying DVD-Video

Copy DVD mode lets you copy an entire DVD disc, AVCHD disc, disc image file, or DVD-Video folder. You can burn the contents to a disc, or create a disc image file or DVD-Video folder on your hard disk.

Can I copy discs using one disc drive?

You can copy a disc using one recorder, or multiple recorders. If you have only one disc recorder, the contents of the disc are first copied to a temporary location on your hard disk, and then they are copied to the new disc.



Note You must have enough free space on your hard disk to temporarily store the entire contents of your source disc.

Sources you can copy from

You can copy DVD-Video from any of the following sources.

- **DVD disc:** Requires DVDs that are not copy protected. Some drives may not be able to copy DVDs of different types. For example, a DVD-R drive may not be able to copy a DVD+R disc.
- **AVCHD disc:** An AVCHD disc is a format of high definition video recorded on regular DVD discs. Video is compressed in MPEG4 AVC/H.264 format. AVCHD discs can be played in most Blu-ray players, including the Sony PS3, but can not be played on regular DVD players.
- **Disc image files:** A disc image file can contain DVD-Video content or other kinds of disc content (for example, Audio CD or Video CD content). Valid disc image files include .iso, .c2d (Roxio proprietary format), and .cue (BIN/CUE).
- **DVD-Video folders:** A DVD-Video folder is a folder on a disc or hard disk that contains valid DVD-Video source content. This folder can be burned to a DVD-recordable disc and then viewed on a DVD player.



Note Only folders containing valid DVD-Video source content can be copied using Video Copy & Convert.

The DVD-Video folder source can come from any of the following sources:

- A disc containing a “VIDEO_TS” folder which contains valid DVD-Video source content. The disc cannot be copy-protected.
- A disc image file containing valid DVD-Video source content. Valid disc image files include .iso, .c2d (Roxio proprietary format), and .cue (BIN/CUE).
- A “VIDEO_TS” folder on your hard disk containing valid DVD-Video source content.



Note If your DVD-Video source files are greater than 4.7 GB in size, the files can be compressed so that the final output can fit onto a standard 4.7 GB DVD-recordable disc. Video Copy & Convert also supports copying without compression for supported DVD Double Layer drives.

Copying DVD discs, disc image files, or DVD-Video folders

Follow this procedure to copy a disc, disc image file, or DVD-Video folder using either one or two drives.

To copy a disc, disc image file, or DVD-Video folder:

- 1 In Video Copy & Convert, click **Copy DVD** if you are not already in Copy DVD mode.
- 2 Select the source to copy:
 - If you are copying a disc, insert the disc that you want to copy into your source drive.

In the From area, select the drive containing the source disc from the drop-down list. (This may already be selected by default.)
 - If you are copying a disc image file or DVD-Video folder, select **Browse for Disc Image/DVD-Video Folder** from the drop-down list in the From area. Media Selector opens. Use it to locate the file you want to copy.

For more information about disc image files and DVD-Video folders, see *Sources you can copy from* on page 152.
- 3 **Optional:** Click **Options** to set or review your copy option settings.

For more information, press **F1** while the options dialog box is open.
- 4 In the **To** area, select one of the following from the drop-down list:
 - the drive containing the destination disc (if you have only one recorder, the drive is selected by default)
 - Disc Image
 - DVD-Video folder
- 5 Enter the number of copies to create.
- 6 Do one of the following to complete your project:
 - To start copying now, click the **Go** button.
 - To schedule a time to start copying, click the **Schedule** button.

About converting video

Video Copy & Convert reformats and compiles movies and Web videos for playback on your computer, television, video iPod®, PSP™, video cell phone, and many other devices.

Depending on the output format you choose, Video Copy & Convert gives you the option to trim the beginning and end points of the movies, add a menu, and select a background style to give your video compilation a professional look.

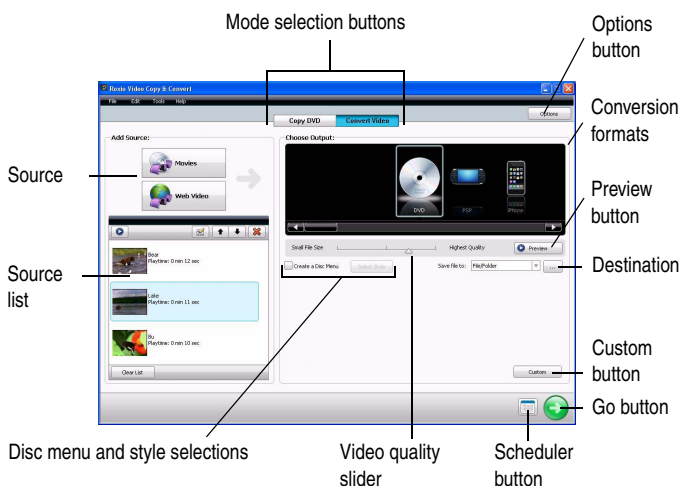
Creating a video compilation

To add and edit movies:

- 1 Click the **Convert Video** button.



Note Versions of Video Copy & Convert with a single copying mode do not have mode selection buttons.



- 2 Choose your source material by clicking **Movies** or **Web Video**.
- 3 Use the Media Selector dialog to select movies or video files.

As you add movies, thumbnails representing each movie appear on the left side of the project window.



Note In Convert Video mode, you can only select individual movie titles, not the full DVD with original menus and navigation.

- 4 Click the **Up** and **Down** arrow buttons to change the order of the movies in the compilation. To rename a movie in your compilation, double-click the selection and type the new name. To remove a movie from the source list, click the **Delete** button.



Note Language options are only available for DVD-Video source movies.

Only DVD-Video output supports multiple languages. If you choose a video file as your output format, you must select one language.

Trimming your movie or web video

Before you convert your movie or web video you can adjust the start and end points without affecting the original movie or web video file. You can also trim commercials or other portions of your movie or video that are within the start and end points.

To trim the beginning and/or end your movie or web video:

- 1 Select the movie or web video that you would like to trim from the source list, then click the **Trim** button.

Trim movie/video



If you have not already added a movie or video, see *To add and edit movies*: on page 156 to add content to your source list. Your movie or video appears in the Trim window.

- 2 To trim the beginning of the movie or video, drag the **Start point** marker to the desired position.
- 3 Click **Play** to preview your trimmed movie or video.

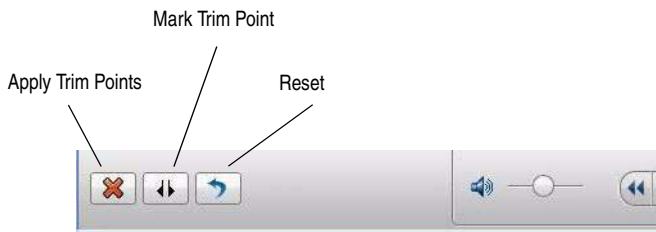
- 4 If you are satisfied with the changes you have made, click **Done**. If you are not satisfied, click the **Reset** button to undo your changes and restore your original movie or video.



Note Trimming the video will have no effect on the imported source file.

To trim portions of your movie or video within the start and end points:

- 1 Click the **Mark Trim Point** button at the point of the movie or video where you would like to start trimming. You can click **Play**, or drag the playhead marker to the position where you want to place the mark in and out points.



- 2 Drag the **mark in point** to the desired position on the window's timeline.
- 3 Drag the **mark out point** to the desired position on the window's timeline
This selection will be the material you are trimming from the movie or video.
- 4 Click **Apply Trim Points**. The content between the two markers will be trimmed.



Note Trimming the video will have no effect on the imported source file.

Selecting an output format and a destination

- 1 In the Choose Output area, select the device you will be using to watch your movie.
 - 2 Move the slider to the desired level of output video quality.
-



Note Increasing the video quality also increases the file size.

- 3 Use the **Save file to** drop-down list to select how you want the compilation saved:
 - **Disc/Disc Image:** Choose this option to save the compilation as a disc image file or to burn the project to a disc.
 - **File/Folder:** Choose this option to save the compilation as a file or folder on your hard disk.
 - **Portable Device/Media:** Choose this option to save the compilation on your portable device or memory card.
 - 4 **Optional:** Click **Options** to review or change your conversion settings.
 - 5 **Optional:** Click **Preview** to view video quality before you begin video conversion.
 - 6 **Optional:** Click **Custom** to customize the audio and video quality settings for your project.
-



Note If you choose **Portable Device/Media** when the **Always save copies to hard drive** option is selected, your compilation will be saved to your hard disk and to your portable player. Click **Options** and select the **General** tab to access this option.

If you disconnect your portable device or memory card from your computer while a file is being transferred, the copy process will be aborted and you will have to start over.

Selecting or customizing a DVD menu style

Video Copy & Convert comes with a set of professionally designed DVD menu styles that you can adapt for your projects. Each style includes attractive background images, titles, and buttons. You can modify these styles, use them as designed, or create your own.



Note If you do not choose to create a menu for your DVD, the movies will play sequentially when you insert the disc into a DVD player.

To create a DVD menu:

- 1 Select **DVD** as your output.
- 2 Click **Create a Disc Menu**.
- 3 To select a menu style, click **Select Style**.

The Style dialog opens.

The Style tab contains the styles that were supplied with Video Copy & Convert and any custom styles that you have saved. The Smart Objects tab contains tools you can use to modify an existing style or create a new one. For more information on creating menu styles, click the **Help** button on the Style dialog.

- 4 Once you have selected or created a style, click **OK**. Save the style if asked to do so.

Completing your compilation

Do one of the following to complete your project:

- To start your conversion now, click the **Go** button.



Note Because the video rendering process is CPU-intensive, it is recommended that you not perform any other tasks until the conversion is complete. If you need to perform a task during conversion, you can press **Pause** when the conversion dialog appears. Press **Resume** to continue the conversion.

- To schedule a time to start copying, click the **Scheduler** button.

Saving compilations

To save a compilation project:

- 1 Choose **File > Save** (or **File > Save as**).
- 2 Enter a name and select a location in which to save the compilation.
- 3 Click **Save**.

Using the project scheduler

Reformatting video is time-consuming and requires a large portion of your computer's resources. Video Copy & Convert allows you to schedule your conversion projects to occur when it is most convenient for you.

To schedule a project:

- 1 Set up a project as described in *Creating a video compilation* on page 156.
- 2 Click the **Scheduler** button.
- 3 In the dialog box, set a start date and start time.
- 4 Click **OK**.

Making advanced data discs

In this chapter

About Creator Classic	164
Getting to know the Creator Classic window	165
Deciding which type of project to create	166
Adding files and folders to your project	167
Burning the project to disc	168

About Creator Classic

Use Creator Classic to archive your important files to CD or DVD, or large projects to multiple discs. Create bootable discs, backup discs, and more.

To open Creator Classic:

- From Roxio Home, select the Data-Copy project tab and choose **Burn Data Disc - Advanced**.

With Creator Classic, burning a disc is easy to do:

- 1 **Start a Creator Classic project.** With Creator Classic, you can create the following types of projects:

- Data Disc
- Bootable Disc

Select the type of project you want to create from the Projects or Other Tasks area.

For more information about each project type, see *Deciding which type of project to create* on page 166.

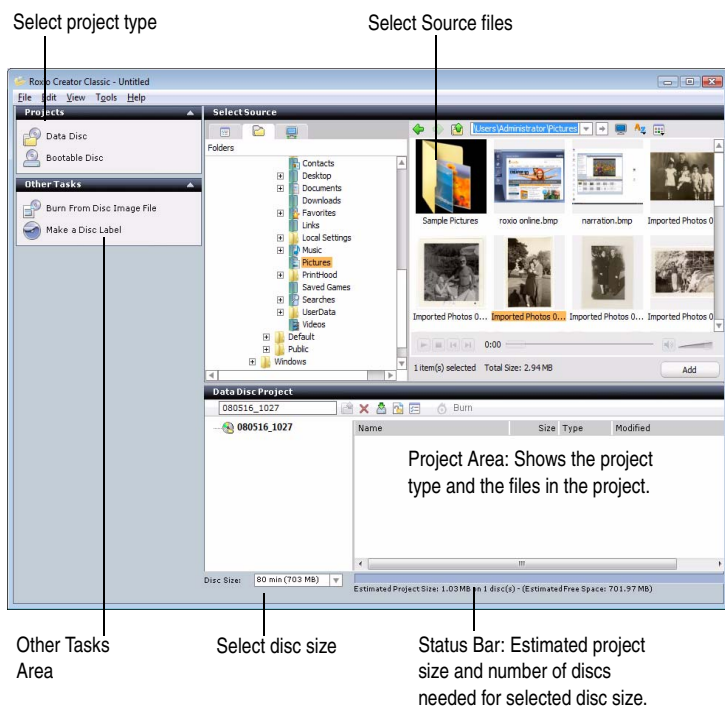
- 2 **Add files, folders, and tracks to the project.** You can add files and folders from your hard disk and other discs to your project.
- 3 **Burn your disc.** When you have added and organized all of the files that you want to record to your project, you are ready to burn your project to disc.



Note This chapter gives the basic procedures to create a project using Creator Classic.

Getting to know the Creator Classic window

The default window that appears whenever you start Creator Classic is an untitled Data Disc project. The parts of the window that are common across all project types are identified below.



Deciding which type of project to create

This section lists the types of projects you can create using Creator Classic, and helps you choose the best project type for your needs.

- Data discs

A data disc is a disc that contains any computer data. With Creator Classic, you can make your own data discs by burning files and folders from your hard disk and other discs.

Select this project type to include any type of data files on the disc.

- Bootable discs

A bootable disc is a CD or DVD that contains a bootable image, which is an exact representation of a bootable floppy disk or hard disk. With Creator Classic, you can make a bootable disc that can be used to start your system.

Bootable discs are useful if you want to start your system, bypassing the operating system on your hard disk. Bootable discs are also useful if you want to run backup, drive utility, or virus scan software.



Note This chapter gives the basic procedures to create a project using Creator Classic.

Adding files and folders to your project

You can locate and add files and folders from your hard disk and other discs to your project.

To browse for files and folders and add them to your project:

- 1 In the Select Source area, you can browse for files and folders in any of these ways:
 - Browse your Smart Views and albums. Smart Views are media file groupings created and maintained automatically by Media Manager, based on characteristics such as media type and date. Albums are media file groupings you create and manage yourself.
See the *Media Manager Help Center* for more information about Smart Views and albums.
 - Browse files and folders in the Windows folders on your computer.
 - Drag a disc icon onto the project window to add the entire contents of the disc.
 - Click **My Devices** to browse files on cell phones and other compatible devices detected by your computer.
See the *Manager Help Center* for more information about browsing files on other devices.
- 2 To select more than one file at a time, press and hold the **Ctrl** key while you click the files.

- 3 Add the selected files and folders to your project in any of these ways:
 - Click **Add**
 - Drag files and folders from the Source area to the Project area.
 - Drag files and folders from Windows Explorer to the Project area.
 - Copy and paste files and folders from the Source area or Windows Explorer to the Project area.



Note If you have a large project that cannot fit on a single disc, you can record it to multiple discs. For more information, see the *Creator Classic Help Center*.

- 4 The Status Bar at the bottom of the Project area displays the estimated size of your project.

Burning the project to disc

- 1 When your project is complete, click **Burn**.
- 2 Select recording devices from the list. Selecting multiple recording devices lets you burn multiple disc copies at the same time.

The default device is checked with a check mark.
- 3 Insert a writable disc in the disc drive.
- 4 To view more information about the recording device, or to eject, erase or format the disc, click the arrow button beside the check box, and choose one of the following options from the drop-down menu:
 - To eject the disc, select **Eject**.
 - To erase or format the disc, select **Erase/Format Disc**. Choose this option to erase the content of a rewritable disc, or to format a blank disc.



Note Nonrewritable discs can be formatted only once, and cannot be erased at all. Rewritable discs can be formatted and erased multiple times.

- 5 If you want to create a disc image file, select **Save disc image file**, and then click **Browse** to specify the name and location of the image file.

A disc image file is a complete copy of the data as it will appear on the disc you want to burn, only it's stored on your hard drive. Saving a disc image file is useful if you want to later create another copy of the disc, without needing the original one.



Note When making a disc image file, make sure you have enough space on your hard disk to store the disc image file.

- 6 **Optional:** To view or edit burn options, click the **Plus (+)** sign located to the left of Burn Options.

For detailed information about the options available, click **Help** or press **F1** in the dialog box.

- 7 To start burning to disc, click **OK**.

The Burn Progress dialog box appears, showing you the progress while the project is burning to disc.

Tip: If an error occurs during the burn process, you can find out more about the error by clicking on the error link.

11

Watching movies

In this chapter

Welcome to CinePlayer	172
Getting to know CinePlayer	173
Playing discs	174
Playing video from video folders	175

Welcome to CinePlayer

CinePlayer provides the highest quality DVD and Blu-ray Disc playback available for your PC, and lets you take advantage of the enhanced interactive features now available on many movie discs. You can:

- Customize the language, subtitle, and angle options for your discs

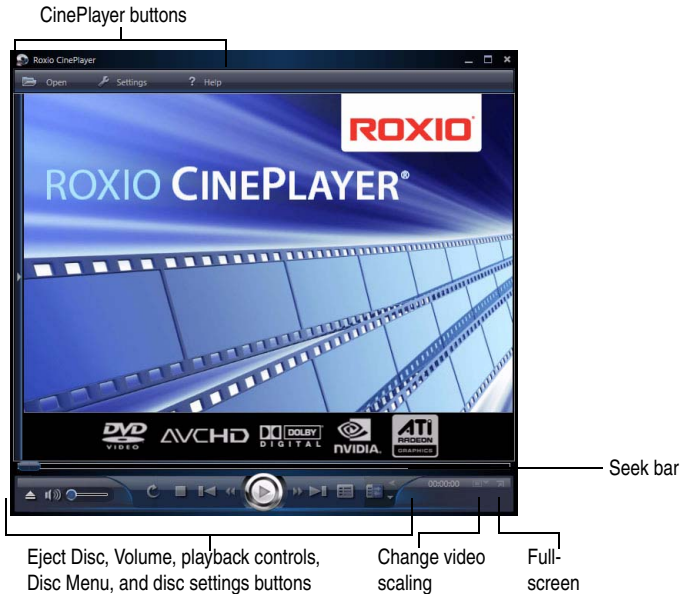


Note Depending on the software version you are running, some of the features described above may not be available.

To open CinePlayer:

- From Roxio Home, select the Video-Movies project tab and choose **Play Movies**.

Getting to know CinePlayer



CinePlayer buttons

Use the following buttons to navigate through CinePlayer.

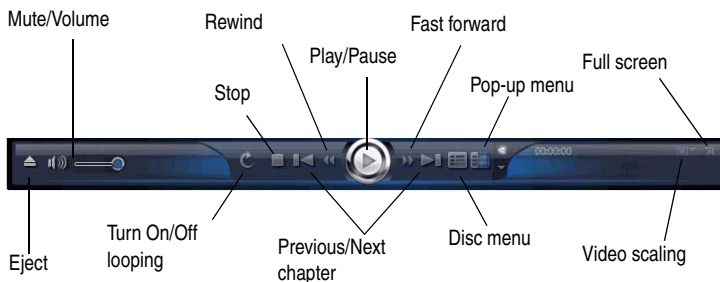


Open lets you browse to select video files or folders.

Click **Settings** to choose general applications options, video and disc settings, as well as playback, language, and audio options. For more information about the available settings, click **Help** or press **F1** in the settings dialog box.

Volume, playback controls, disc settings

Use the following buttons to control volume and playback, and to display the disc settings. The disc settings let you choose from the available disc features, such as subtitles, language options, angles, and so on.



Note Depending on the software version you are running, some of the features described above may not be available.

Playing discs

The basic versions of CinePlayer can play these disc formats:

- DVD-Video
- DVD-VR
- DVD Slide Show
- VCD
- VCD Slide Show
- SVCD (Super Video CD)

Blu-ray versions of CinePlayer can play unprotected content in these additional formats:

- BDMV and BDAV
- AVCHD

To play a disc, insert the disc in your PC. CinePlayer will open automatically, if it is selected as your default media player. Select Play to begin playing the disc.

Playing video from video folders

You can play videos from a folder on a disc or on your hard disk.

The video folder source can come from any of the following sources:

- A video disc containing valid DVD-video source content.
- A video folder on your hard disk containing DVD-video content.



Note Blu-ray versions of CinePlayer can also play unprotected BDMV, BDAV, and AVCHD content.

To play video from a video folder:

- 1 In CinePlayer, choose **Open > Browse Movie Folder**. A folder selection window opens.
- 2 Select the video folder you want to play, and click **OK**.

12

Creating video productions

In this chapter

Welcome to VideoWave	178
Getting to know the VideoWave window	179
Creating your first VideoWave production	181
Step one: Add photos and video clips	182
Step two: Add background audio	182
Step three: Add transitions	183
Step four: Preview your production	184
Step five: Output your production	184

Welcome to VideoWave

VideoWave is a powerful but easy-to-use application that lets you create your own video projects, called *productions*. Use your own home videos, photos, and music files, and combine them with VideoWave's special effects and transitions, to create professional-looking video productions that you can share with friends, family, and the world.

This chapter describes how to find your way around the VideoWave window. For more information, see *Getting to know the VideoWave window* on page 179.

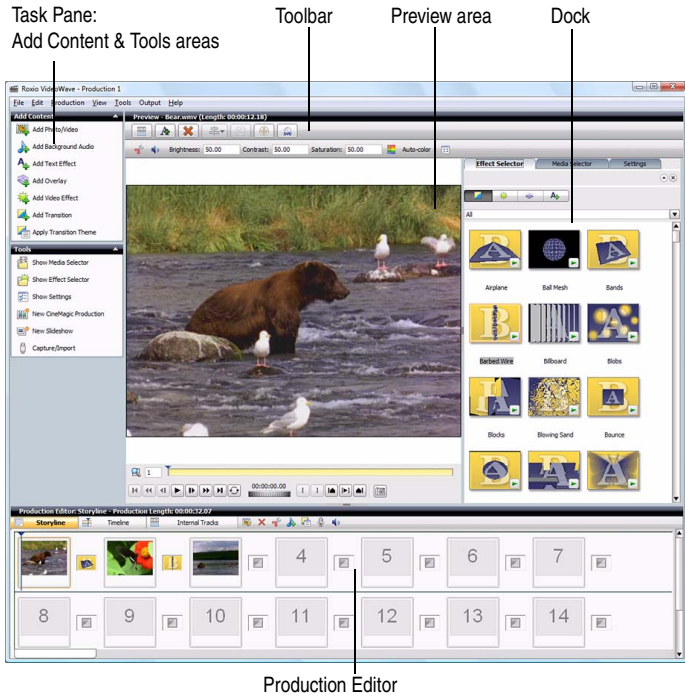
This chapter also outlines the steps involved in creating a video production.

To open VideoWave:

- From Roxio Home, select the Video-Movies project tab and choose **Edit Video - Advanced**.

Getting to know the VideoWave window

This section describes the main areas of the VideoWave window.



Task Pane

The Task Pane contains the Add Content and Tools areas.

Add Content area

The Add Content area contains buttons that let you add movies, photos and video, background audio, text, overlays, video effects, and transitions to your production.

Tools area

The Tools area provides quick access to several useful tools including Media Selector, Effect Selector, and the Settings dialog box.

Preview area

The Preview area displays your production and provides all the tools you need to customize the content of your production. There are two Preview area toolbars: the standard toolbar, which provides the common tools that are always available, and the context-sensitive toolbar, which changes to display the tools to manipulate the item you have displayed in the Preview area.

Tip: You can increase the size of the Preview area by hiding the Task Pane. You can also drag the split bars at the bottom or right side of the Preview area to resize your workspace.

Production Editor

The Production Editor is where you add and arrange the content of your video production. You can drag and drop video clips and photos from the Media Selector to the Production Editor, and add color panels, audio, transitions, overlays, text, and effects. There are two ways to view the Production Editor—the Storyline view, and the optional Timeline view.

Media Selector

Use Media Selector to add content such as images, video, and audio clips to the Production Editor. Media Selector appears in the dock by default. It can be undocked or closed, if you prefer.

Tip: When the Media Selector is open, you can dock or undock the panel by choosing **View > Dock Media Selector**.

Effect Selector

The Effect Selector provides quick access to all the effects you can add to your production. It offers extensive libraries of transitions, video effects, overlays, and text effects that you can add to items or your entire production in the Production Editor. Once you have added an effect, you can continue to work with it to create custom effects that you can save and use again. You can open the Effect Selector from the Tools area. Effect Selector appears in the dock by default. It can be undocked or closed, if you prefer.

Tip: When the Effect Selector is open, you can dock or undock the panel by choosing **View > Dock Effect Selector**.

Settings panel

The Settings panel can also be placed in the Dock by clicking **Show Settings** in the Tools area. The available settings change as you select different items in your production.

Tip: If you are new to VideoWave, dock the Settings panel and keep it visible whenever possible. You will quickly discover that the Settings panel is a great tool for customizing your productions.

Creating your first VideoWave production

This section shows you how easy it is to make a simple movie production using video clips, audio files, and enhancements such as transitions.

This procedure shows you five simple steps to making a movie:

- 1 **Add photos and video.** Assemble photos and video clips in your production.
- 2 **Add audio.** Add background audio files to your production.
- 3 **Add transitions.** Insert transitions between your video clips, including dissolves, fades, and more.
- 4 **Preview.** Preview your production.
- 5 **Output your production.** Convert or produce a video file that is ideal for the way that you plan to use it.

Step one: Add photos and video clips

In this step, you add the content—photos and video clips—to your production.



Note If you have the optional Timeline feature, make sure you are in Storyline view.

- 1 In the Tools area, click **Show Media Selector**.
- 2 In the Media Selector, browse your computer for media files to use for your production. When you locate the photos and video clips you want to use, drag them to the Production Editor.
Add as many photos and video clips to your production as you like.
- 3 In response to the prompt, specify where you want the new items added.
- 4 Continue with **Step two: Add background audio**.

Step two: Add background audio

In this step, you add audio files to your production. This audio is known as background audio, and will overlap with any native audio built into the video itself. You can apply background audio to the entire production, or to individual items within the production.

- 1 In the Media Selector, browse your computer for audio files.
- 2 When you find the audio file you want to add, add it to the production in one of the following ways:
 - To add it to an individual photo or video clip, drag it to the item in the production. An Audio icon appears in the Item-level Icon container.
 - To add it to the entire production, drag it to the Production Editor background (the area between the panels). An Audio icon appears in the Production-level Icon container.
- 3 Continue with **Step three: Add transitions**.

Step three: Add transitions

In this step, you add transitions. A transition is the change you see between one photo and the next in a slideshow.

Tip: You can also apply a transition theme, which applies transitions of the selected style between all items in your production. For more information, see the VideoWave Help file.

To add transitions:

- 1** In the Tools area, click **Show Effect Selector**.
- 2** Click **Transitions**.
The Transitions view appears, displaying thumbnails of the transitions you can use.
- 3** **Optional:** To preview a transition, click **Play** in the lower right corner of the thumbnail.
- 4** From the Effect Selector, drag any transition to an empty transition panel between two video clips in the Production Editor.
Add as many transitions as you like.
- 5** To set the amount of time for which the transition will play, follow these steps:
 - a** Select the transition and on the Production Editor toolbar, click **Trim**.
 - b** In the **Duration** text box, enter the number of seconds you want the transition to last. (One second is generally enough.)
 - c** To apply this duration to all transitions you have added to your slideshow or movie, select **Apply to all**.
 - d** To apply this duration to the selected transition, click **OK**.
- 6** Continue with **Step four: Preview your production**.

Step four: Preview your production

In this step, you preview your production from beginning to end.

To preview your production:

- 1 In the Production Editor, click the first panel of your production to select it.
- 2 In the Preview area, click **Play**.
Your slideshow or movie begins playing in the Preview area.
- 3 Continue with ***Step five: Output your production.***

Step five: Output your production

You can output your production in different ways, depending on what you want to do with it.

To output your production in one of many formats:

- 1 Choose **File > Export As**.
You are prompted to save your production.
- 2 Click **Yes**, specify a file name, and click **Save**.
The Make Movie dialog box appears, displaying options for the type of files you can output to.
- 3 Choose how you want to output your production:
 - **Video File:** Save your production as a video file. You will be able to choose different types.
 - **DV Camera:** Record the production on a DV camera that is connected to your computer.
 - **TV or VCR:** Record the production on a TV or VCR that is connected to your computer.
 - **E-mail:** Save your production as an e-mail-friendly video clip, automatically attached to a new e-mail message created using your default e-mail program.

- 4 Choose the video file quality settings, or click **New** to create a new quality definition for your production.
- 5 In the text box, type a name for your production, and if you want, click **Browse** to change the location in which the file is stored on your computer.
- 6 Click **Create Video File** to generate your production.



Note If you need more information at any time, click **Help** in the Make Movie dialog box.

- 7 Click **Close** to close the Make Movie dialog box.

13

Video tools and assistants

In this chapter

Creating a slideshow	188
Using CineMagic to create movies	189
Creating a video disc using Plug & Burn	190
Converting files with SyncIt!	192
Adding SmartSound background audio	195
Archiving AVCHD video	197

Creating a slideshow

The Slideshow Assistant helps you turn your photos into a slideshow that includes background music, your own text, transitions, and theme, in just a few steps.

To open the Slideshow Assistant:

- From Roxio Home, select the Photo project tab and choose **Create Slideshows**.
- In VideoWave, in the Tools area, click **New slideshow**.

To create a slideshow using the Slideshow Assistant:

- 1 Click **Add Photos** to select the photos you want to include in the slideshow.
- 2 Click **Add Background Audio** to select the audio you want to include in the slideshow.
- 3 Click **Next** to continue.
- 4 Follow the instructions in the Slideshow Assistant to choose the transition theme, set the duration, add pan and zoom effects, and output your project. You will also have the option to edit the project further using VideoWave.

Using CineMagic to create movies

CineMagic creates fun movies from your photos and videos by selecting photos and scenes from your videos and splicing them together. To be able to produce a movie, CineMagic must have twice as much video footage as desired in the final movie. For example, if you want your movie to be 10 minutes long, you must provide at least 20 minutes of video for CineMagic to select from.



Note If there are specific scenes that you want to make sure are included, you can identify them. You can also identify scenes that you want to have excluded.

To open CineMagic:

- From Roxio Home, select the Video-Movies project tab and choose **Edit Video - Automatically**.
or
- In VideoWave, in the Tools area, click **New CineMagic Production**.

To create a CineMagic production:

Follow these easy steps:

- 1 Add content:** Select the videos and photos you want to include in your movie, as well as the background audio.
- 2 Customize your movie:** Choose the movie style and duration.
- 3 Output your movie:** Save it to a file, burn it to a disc, or share it online.

Follow the instructions in CineMagic to make your CineMagic production.

Creating a video disc using Plug & Burn

Plug & Burn provides a quick and easy way to capture video from your DV camera directly to a disc. You can capture selected scenes, or the entire video tape.

If you have an analog capture card installed on your computer, Plug & Burn also allows you to capture analog video to a disc.



Note For more information about your analog capture card, refer to the documentation that came with the card.

The following steps show how easy it is to use Plug & Burn to capture video from a DV camera directly to a disc.

To open Plug & Burn:

- From Roxio Home, select the Video-Movies project tab and choose **Plug and Burn**.

To create a video disc from video on your DV camera using Plug & Burn:

- 1 Ensure that the DV camera is connected to your computer, and in the correct mode to review or play back saved video.
- 2 Customize the production settings:
 - a Choose whether to include a menu on the disc. If you include a menu, you can choose a menu style.
 - b Select the drive to which you want to record, and insert an editable disc.
 - c **Optional:** If you want to erase the existing content on the disc, click **Erase Disc**.



Note For a rewritable or an unfinalized writable disc, if you do not erase the disc, the new video will be added to the existing files on the disc.

- d** Select the disc type from the drop-down list.
- 3** Click **Next**.
- 4** Customize the capture settings:
 - a** Select the device from which you are capturing video.
 - b** Specify the capture quality. The better the capture quality, the better the resulting output, and the greater the resulting file size.
 - c** Choose whether to create chapters, based on either scene changes or elapsed time.
- 5** In the Movie Name box, enter the name of the new movie.
- 6** Start capturing:
 - To capture an entire tape, click **Capture entire tape**.
 - To capture live video, click **Capture now**. When you are finished capturing, click **Stop**.
 - To capture selected scenes from a tape, use the playback controls to start playing the scenes you want to capture, and click **Capture now**. When you are finished capturing, click **Stop**.
- 7** To add additional titles, repeat Step 5 and Step 6.
- 8** Click **Finish** to start burning the video to a disc.

Converting files with SyncIt!

SyncIt! converts video, audio, and photo files from one format to another. You can also use SyncIt! to transfer your media files to a portable device, such as an iPod®, PSP™, Windows Media device, or supported mobile phone. You can even transfer files to a device that is not currently connected to your computer. The files are stored in a temporary folder, and transferred the next time you connect the device.

To open SyncIt!:

- From Roxio Home, select the Video-Movies project tab and choose **Drag and Drop Convert**.

Converting files

To convert files:

- 1 In the upper-left corner of the SyncIt! application, click the **Switch Mode** drop-down, and choose **Convert to folder**.
- 2 Click the **Settings** button to display the conversion settings.
The SyncIt! dialog appears containing three tabs: **Video**, **Audio**, and **Photo**.
- 3 Select the appropriate tab, and customize your conversion settings.
- 4 Click **OK**.
- 5 Drag the files to be converted onto the SyncIt! application.
The application shows the conversion progress, and a message displays in the Status area when the conversion is complete.

Transferring files

To transfer files to a portable device:

- 1 In the upper-left corner of the SyncIt! application, click the **Switch Mode** drop-down, and choose the portable device from the list.



Note The list contains all of the portable devices that have been connected to your computer, even if the device is currently disconnected.

- 2 Click the **Settings** button.

The SyncIt! dialog is displayed, consisting of the following tabs:

- **Video tab**

- Video file target format: To convert video files, select the new video file format from the list.
- Frame Rate: To specify the frame rate, select from the list. This rate is measured in fps, or frames per second.
- Output Resolution: To specify the output resolution, select from the list.
- Target folder: Select the location where you want to save the converted files from the drop-down list box, or click the browse button (...) to choose another location.

- **Audio tab**

- Audio file target format: To convert audio files, select the new audio file format from the list.
- Bit Rate: To specify the rate, select from the list. This rate is measured in bps, or bits per second.
- Sample Rate: To specify the sample rate, select from the list. This rate is measured in Hz, or hertz.

- Target folder: Select the location where you want to save the converted files from the drop-down list box, or click the browse button (...) to choose another location.
 - **Photo tab**
 - Photo file target: To convert photo image files, select the new photo file format from the list.
 - Photo size: To specify the size of the new photo, select from the list.
 - Target folder: Select the location where you want to save the converted files from the drop-down list box, or click the browse button (...) to choose another location.
- 3 Click **OK**.
- 4 Drag the files to be transferred onto the SyncIt! application.
- The application shows the transfer progress, and a message displays in the Status area when the transfer is complete.

Adding SmartSound background audio

SmartSound is a service that creates background audio that is automatically edited to fit the length of your movie or slideshow. Using SmartSound audio will help keep your productions from being altered or removed by popular websites that have rules against using copyrighted background music without permission.

To launch the SmartSound application:

- Click the **Add Background Audio** or **Change Menu Audio** buttons found in one or more of the video or slideshow components of your Roxio software suite. A dialog box will open that you can use to launch SmartSound.

To use SmartSound audio:

- 1 In the Type box, choose whether to use music or sound effects as your background audio.
- 2 In the Where to Search box, choose one of the following options:
 - **Owned:** SmartSound files that you own, including those stored on your hard disk and removable discs, such as CD-ROM.
 - **All:** SmartSound files that you own, plus any available on the Internet.
 - **Mounted:** SmartSound files on mounted drives.
 - **Local:** SmartSound files that you own on your hard drive.
- 3 If you will be exporting the SmartSound audio, in the Duration box, specify how long you want the exported audio to be.
- 4 To search for audio by Style, follow these steps:
 - a For Browse by, select **Style**.
 - b In the Style/Library box, select the type of music you want (for example, Blues).
- 5 To search for audio by Library, follow these steps:
 - a For Browse by, select **Library**.

- b** In the Style/Library box, select the library you want to use.
- 6** To search for audio by Title, for Browse by, select **Title**.
- 7** In the Title box, select a title.
- 8** In the Variations box, select one of the available variations.
- 9** To automatically fit the music to your production, check the **Auto Fit** box.
- 10** Click Preview to play the selected audio.
- 11** **Optional:** To save your selection as a WAV file, click **Export To**, browse to the folder in which you want to store the new file, enter the file name, and click **Save**.
- 12** If you own the background audio, you can add it to your project by clicking **OK**. If you don't own it, you can click **Purchase** to buy it and add it to your project.

Archiving AVCHD video

AVCHD Archive is a great way to back up the high quality video shot with your AVCHD camcorder.

This simple task assistant saves video from an AVCHD recorder onto DVD or Blu-ray discs. There's no reformatting or transcoding. Your discs will contain the same high definition video as your camera and can be used to add content to all the great video projects available with Creator.

To transfer AVCHD video:

- 1 Connect your AVCHD camera to your computer using the cable supplied with the camera.
- 2 Turn the camera on and set it to the correct mode to play back saved video. For more information, check the documentation for your camera.
- 3 Use Roxio Home to launch AVCHD Archive. From Roxio Home, click the **Video - Movies** project tab, then click **Archive AVCHD**.

The main window of AVCHD Archive has a **From** box on the left that you will use to select and preview your source material. On the right is a **To** box with a drop-down menu you will use to select a DVD or Blu-ray Disc burner.

- 4 Click on the From drop-down list and select your AVCHD camera. You can also choose to copy AVCHD content stored on a hard disk.

The source material will be listed in the From box, based on the playlist found in your AVCHD camcorder or folder.

- 5 Put an X in the checkbox of each movie you want to copy. To select all the movies at once, click **Select All**.
- 6 **Optional:** To preview a movie, click on its title or thumbnail image, and click the **Preview** button.
- 7 Place a blank DVD or Blu-ray disc in the disc drive you plan to use for this project. (You can use a rewritable disc that already contains content, but the disc will be erased before your new video files are archived.)
- 8 Select the disc drive in the To drop-down list.

The size of the project and the number of discs required is displayed. If you would like to change to a larger or smaller capacity disc, do so now. You will not be able to change disc format or capacity once the archive is underway.

- 9 Click the **Go** button to begin archiving your video. When the first disc is full, you will be prompted to replace it with another disc. This will continue until the archive is complete.

14

Creating advanced video discs with menus

In this chapter

Welcome to MyDVD	200
Getting to know the MyDVD window	201
Overview of creating a MyDVD project	205
Capturing media files	206
Working with menus	207
Adding productions to your MyDVD project	208
Working with buttons	212
Working with text	214
Changing or removing background audio	216
Removing items from menus	216
Previewing MyDVD projects	217
Completing your project	218

Welcome to MyDVD

With MyDVD, it's easy to turn your digital home video and photos into discs with professional transitions and animated menus.

MyDVD discs play back in most set-top players and in computers with compatible drives.

This chapter explains how to:

- Start your MyDVD project, select a style, add background video or a photo, and add background audio.
- Add, organize, and customize the appearance of menus that you use for your project.
- Add productions (movies and slideshows), which include video clips, photos, transitions, and more, to your menus.
- Preview your project to ensure that it plays the way you want it to before you burn it to disc.
- Burn your project to a disc, or create an image file that you can burn to disc later.

To open MyDVD:

- From Roxio Home, select the Video-Movies project tab and choose **Create DVDs**.

Getting to know the MyDVD window

This section describes the MyDVD window Menu Edit view, and the Movie Edit View.

The following section describes the main areas of the MyDVD window in both the Menu Edit and Movie Edit views.

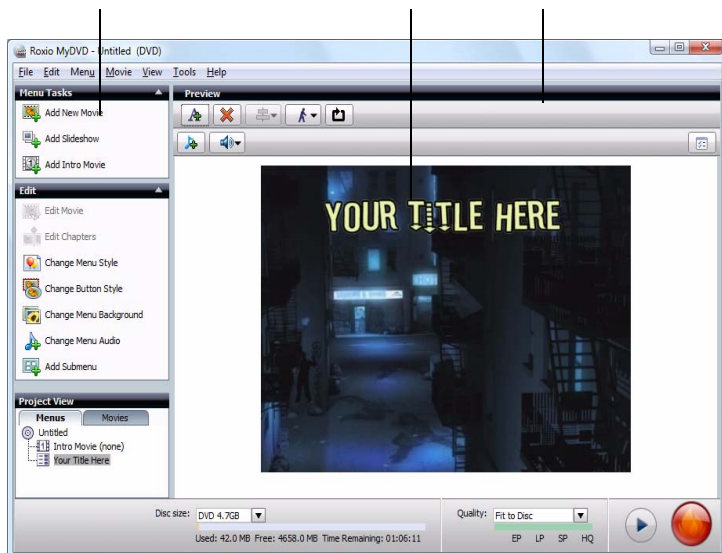
Menu Edit view

When you are working on a menu, you work in the menu edit view.

Task Pane: Menu Tasks, Edit, and
Project View areas

Preview area

Toolbar



Task pane

The task pane gives you quick access to some frequently used commands, and provides an easy way to navigate through your project. It contains the following areas:

- **Menu Tasks area.** The Menu Tasks area lets you add content such as photos and video clips to the project.
- **Edit area.** The Edit area provides the tools you need to edit your project's menu. You can select a menu style or background, or change the background audio.
- **Project View area.** The Project View area displays a hierarchical view of the project and lets you go directly to individual menus and movies.

Preview area

The Preview area provides the tools you need to customize the appearance of the menus in your project. You can change the appearance of text for headings and movie buttons, and arrange the objects on the menu.

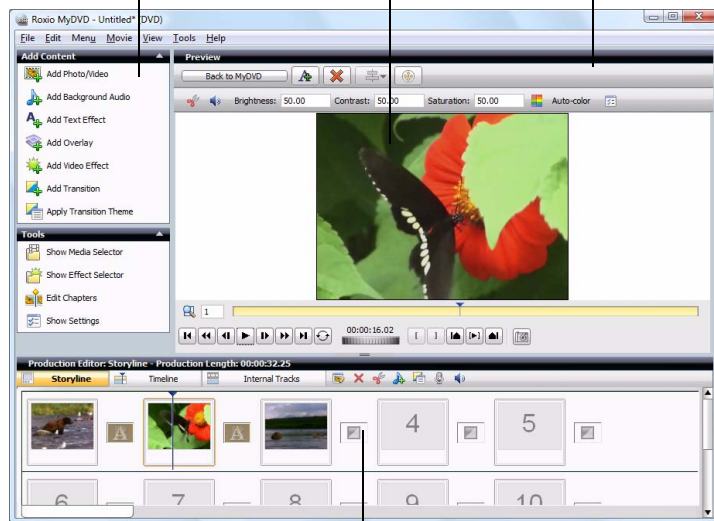
Movie Edit view

When you are editing a movie you work in the Movie Edit view.

Task Pane: Add Content and
Tools areas

Preview area

Toolbar



Production Editor

Task pane

The task pane gives you quick access to some frequently used commands. It contains the following areas:

- **Add Content area.** The Add Content area lets you add content and effects to the movie.
- **Tools area.** The Tools area provides the tools you need to edit a movie.

Preview area

The Preview area provides the tools you need to customize the content in your project. In addition to the preview window, the Preview area contains:

- the standard toolbar, which provides the common tools that are always available
- the context-sensitive toolbar, which changes to display tools you can use to manipulate the item you have selected in the Preview area
- the Preview and Effect Preview controls

Production Editor

The Production Editor lets you add, remove, sort, and edit video clips, photos, color panels, and transitions in your movies. Drag and drop video clips and photos from the Media Selector, and also add color panels, audio, transitions, overlays, text, and other special effects.

Features available in both views

Disc size

This is the capacity of the disc on which you will be burning your project.

Project size bar

As you add content to your project, the project size bar shows how much disc space the project will require. The disc size limit shows the capacity of the disc. Where the project size exceeds the disc capacity, the project size bar turns red.

Quality

The quality box specifies the production quality, which is determined by the amount of video in the production and the amount of space available on the disc. By default, the Fit to Disc option is selected; this option uses the highest quality level that will accommodate all of the content. (The quality is represented visually by the quality indicator beside this box.) You can select a different quality level.

Overview of creating a MyDVD project

This section gives a general overview of the steps you take to create a disc using MyDVD. You can use your favorite video clips, photos, and audio clips to quickly and easily make an exciting and creative disc.

What are MyDVD projects?

MyDVD projects are multimedia presentations that can be burned onto a disc.

Projects are organized into menus. Menus can have video or image backgrounds, and background audio. Each menu has one or more buttons that link to *productions* or to other menus. Productions (slideshow and movies) are collections of video clips and photos. (You can make them more interesting by adding transitions that play between the video clips and photos.) These buttons can have animated button images.



Note You may also be able to create “no menu” projects containing one or more movies that play in succession.

Steps to create a new project

The following steps show how easy it is to create a disc using media files that you capture from your digital device to your computer.

To create a new project:

- 1 Use Media Import to capture the media files from a digital device—such as a digital camera, digital video (DV) camera, scanner, or removable device—that is connected to your computer. For more information, see *Capturing media files* on page 206.
- 2 Select a menu style, a menu background, and menu background audio. For more information, see *Customizing menus* on page 207 and *Changing or removing background audio* on page 216.
- 3 Add productions to your project. For more information, see *Adding productions to your MyDVD project* on page 208.

Each time you add a production, a new button is added to the menu.

- 4 Preview the project to make it sure it plays the way you expect it to. For more information, see *Previewing MyDVD projects* on page 217.
- 5 Burn the project to a disc, which you can then play on your set-top player. For more information, see *Burning projects to disc* on page 218.

Capturing media files

If you have a digital camera, DV camera, scanner, or other device connected to your computer, you can capture photo and video files to use in your MyDVD projects. You capture photo and video files using Media Import.

To start Media Import from MyDVD:

- Click on the **File** menu, and select **Capture/Import**.

Media Import opens, and you can select a device and begin capturing media files.

When you have finished capturing files, you can add the files to your MyDVD projects using Media Selector. In MyDVD, click on the **View** menu, and select **Media Selector**.

Working with menus

What are menus?

A menu is a screen containing background photos or video clips, background audio, and buttons that link to productions (movies and slideshows), and other menus.

Menus in a MyDVD project work exactly the same way as the menus you see when you play a commercial DVD-video disc. These menus typically let you choose to play the movie, select audio settings, view bonus material, and so on.

A project can have several menus. When you play the project, navigation buttons let you move between menus.

You start with an empty menu background, then add movies, background audio, and text.

Customizing menus

A menu style is a template that controls the appearance of the menus in a project. Each style includes a background design, text properties, navigation buttons, button layout, and so on, for both main menus and chapter menus. New projects use the default style, but you can quickly change individual menus or the entire project by selecting from a variety of predefined styles.

To apply a style to the project:

- 1 In the Edit area, click **Change Menu Style**.
The Select Menu Style dialog box opens. Available styles are listed on the left of the dialog box.
- 2 Select the style you want.
- 3 Choose whether to apply the new style to the current menu, all menus in the project, or all linked menus in the current menu chain.
- 4 Click **OK**.

Adding productions to your MyDVD project

A production is a combination of photos or video clips that you assemble. When the production is played back, the items in it appear as one continuous sequence.

Movies and slideshows are two types of productions. A movie is a collection of video clips and photos that play one after the other. Movies can include transitions and other effects. Slideshows are similar to movies, but contain only still images and optional background audio. Images generally look better in a slideshow than they do when used in a movie.

DVD-Video and VCD projects can contain up to 98 productions (movies and slideshows), whereas DVD+VR projects can contain up to 48 productions.

You can add several production buttons to each menu, and then arrange and resize the buttons as desired. For more information, see *Working with buttons* on page 212.

In the productions themselves, you can add, remove, edit, and rearrange the video clips and photos, add transitions, and much more.

Adding movies

To add a movie to the project:

- 1 On the Menus tab in the Project View area, click the menu where you want to add the movie.
- 2 In the Menu Tasks area, click **Add New Movie**.
- 3 Select the files you want to add and then click **Add**.

Tip: To add more than one file at a time, press and hold **Ctrl** while you click the files.



Note You can add photos, video clips, VideoWave productions (DMSM) and slideshows (DMSS). If you select multiple DMSM and DMSS files, each one becomes a separate movie. If you select multiple photos, they are combined in a slideshow. If you select multiple video clips, you can choose whether to add them as separate movies, or to combine them into a single movie.

Each time you add a movie to the project, a new button appears on the current menu in MyDVD, and a movie icon appears in the Project View area (Menus tab). Movies are also listed in the Movies tab in the Project View area.

When you add more buttons than can fit on the menu, MyDVD creates a new menu automatically, and adds navigation buttons so that you can navigate between the menus.

Creating and adding movies with CineMagic

CineMagic is a fully automated editor that transforms your raw video footage and audio clips into a polished production, complete with transitions. Follow the steps to create captivating, personalized video in a few clicks. CineMagic automatically edits your production, trimming and adjusting the flow and transitions between your video clips by using the tempo of the music clip you add.

To create a CineMagic production:

- 1 In the Project View area (Menus tab), click the icon of the menu where you want to add the movie.
- 2 Click on the **Movie** menu, and select **Add New CineMagic Movie**. CineMagic opens, displaying the main screen.
- 3 Follow the instructions in CineMagic to make your CineMagic production.

Editing productions

You can add additional photos and video clips to your productions, as well as the following types of enhancements:

- transitions
- text effects
- overlays
- video effects
- audio effects

To edit a production:

- 1 In the Project View area (on either the Menu or Movies tab) select the movie you want to edit.
- 2 In the Edit area, click **Edit Movie**.
For more information, see the *MyDVD Help Center*.
- 3 To return to the Menu Edit view, click **Back to MyDVD**.

Removing productions

To remove a production from the project:

- Right-click on the production name in the Project View area (Movies tab) and choose **Delete**.

Adding and removing chapters

Chapters are points that you specify in a production by adding markers. You can then skip back and forth through chapters during playback. MyDVD can automatically detect pauses in the movie and add chapter markers for you, or you can specify the points manually. A movie can contain up to 99 chapter points.

In DVD projects, you can also add chapter menus that appear as submenus when you play the finished disc. Each chapter menu contains buttons that link to the movie's chapter points.

To mark chapters in a movie:

- 1 Select the movie in the Project View area, then, in the Edit area, choose **Edit Chapters**.
- 2 To mark chapters automatically, follow these steps:
 - a Choose how to identify chapters. You can identify chapters based on scene changes, panel changes, or elapsed time.
 - b Click **Go**.



Note If your movie already contains chapters, MyDVD asks whether you want to keep them. To do so, click **Yes**.

- 3 If you want to create a submenu containing a button for each chapter, select the **Generate chapter menu(s) and link to selected button** check box.
- 4 To mark chapters manually, follow these steps:
 - a Use the Preview controls to cue the video to the frame at which you want to create a new chapter.
 - b Click **Add chapter here**.
 - c For each chapter you want to add, repeat Step a and Step b.
- 5 If you want to create a submenu containing a button for each chapter, select the **Generate chapter menu(s) and link to selected button** check box.
- 6 When you are finished, click **OK**.

To remove chapters from a movie:

- 1 Select the movie in the Project View area, then, in the Edit area, choose **Edit Chapters**.

The Edit Chapters dialog box opens. Existing chapters are listed in the right-hand pane of the dialog box.
- 2 Select the chapter that you want to remove, then press **Remove**.
- 3 When you are finished, click **OK**.

Working with buttons

MyDVD automatically creates a button on the menu when you add a production. You can also perform the following tasks with buttons:

- *Arranging buttons on menus*
- *Resizing buttons*
- *Changing button thumbnail images*
- *Changing button styles*

Arranging buttons on menus

You can move the buttons to a new position on the menu. If you are using a menu style template and have moved the buttons on the menu, you can return the buttons to the default position.

To arrange the buttons on a menu:

- In the Preview area, click the button and drag it to the new location.

To restore the buttons on a menu to their default position:

- Choose **Menu > Arrange Buttons**, and choose one of the options from the submenu.

Resizing buttons

To resize a button:

- 1 In the Preview area, click the button to select it.
A red bounding box appears around the button.
- 2 Drag the handles on the sides of the red bounding box. To maintain the button's shape, drag the corner handles. To change the shape, drag the handles on the edges.

Changing button thumbnail images

Some button styles can include a thumbnail image. For productions, the default thumbnail is a short, animated, segment of the linked production. For menus, the default thumbnail shows the linked menu. You can select a specific frame to be used as a thumbnail.

To select a frame to use as a button's thumbnail image:

- 1 In the Preview area, right-click the button and choose **Select Thumbnail**.
- 2 Use the Preview controls to locate the frame you want to use, and then click **OK**.

Changing button styles

To change the style of one or more buttons:

- 1 In the Project View area (Menus tab), click the icon of the menu containing the buttons you want to change.
- 2 To change selected buttons on the current menu, select the buttons.
- 3 Click **Change Button Style**.

- 4 In the Type box, select the type of button for which you want to change the style:
 - **Command:** To display styles for the Movie and Submenu buttons.
 - **Next:** To display styles for the right arrow button, which displays the next linked menu.
 - **Previous:** To display styles for the left arrow button, which displays the previous linked menu.
 - **Home:** To display styles for the text button labeled “Home,” which returns you from a submenu to the parent menu.
 - **Up:** To display styles for the “up arrow” button, which returns you from a submenu to the parent menu.
 - **Chapter Index:** To display styles for the chapter index buttons, which display in some menu styles.
- 5 Choose whether to apply the change to the selected buttons, all of the buttons on the current menu, or all buttons in the project.
- 6 Drag the style you want to use onto a selected button, if any buttons are selected, or onto one of the buttons for which you want to change the style.

Working with text

In addition to the menu titles and button labels that MyDVD creates automatically, you can add blocks of text to menus. You can edit text blocks, including button labels and the menu title. You can also change the appearance of the text—font, size, color, and so on.

Adding text to menus

To add a text block to a menu:

- 1 In the Project View area (Menus tab), click the icon of the menu to which you want to add the text.
- 2 On the Preview toolbar, click **Add Text**.

The new text block placeholder appears at the center of the menu.

- 3 Click the text object to select it, then move it to the desired location on the menu by dragging the top or bottom edge of the red bounding box.
- 4 To change the width of the text object, drag the handles on the left and right sides of the red bounding box.

To edit the new text block and change its appearance, see *Editing text*.

Editing text

You can edit any text block on a menu, including button labels and the menu title. You can also change the appearance of the text—font, size, color, and so on.

To edit text:

- 1 In the Project View area (Menus tab), click the icon of the menu containing the text you want to edit.
- 2 Select the text you want to edit, and type to replace it.

To change text appearance:

- 1 In the Project View area (Menus tab), click the icon of the menu containing the text you want to edit.
- 2 Select the text you want to change.
- 3 Use the controls on the Preview toolbar to change the font, size, color, and style (shadow, bold, and italic) of the selected text, or to change the text justification.

Changing or removing background audio

Many of the menu styles include background audio. You can replace this audio with your own music, or you can remove it.

To change the background audio:

- 1 In the Edit area, click **Change Menu Audio**.
- 2 Use SmartSound to create a background audio track or Media Selector to choose a track from your own audio collection. (SmartSound is not available with all versions of MyDVD.)

To remove the background audio:

- Choose **Menu > Remove Menu Audio**.

Removing items from menus

To remove a button, text object, or overlay from a menu:

- 1 In the project view area (Menus tab), click the menu containing the item you want to remove.
- 2 On the menu, right-click the item and choose **Delete**.



Note When you delete a button that is linked to a single movie or menu, that movie or menu is deleted from the project (you are prompted for confirmation). If you delete a button that is linked to all movies on the menu, or to all movies in the project, only the button is deleted.

Previewing MyDVD projects

Before you burn your project to a disc, you should preview it to make sure that it plays the way you expect it to. The MyDVD preview is a lower-quality preview designed to provide a convenient way to view your project.

Follow this procedure to preview your project. The remote control that you use to control the project playback is different, depending on whether the project is a DVD or Video CD project.

To preview a project:

- 1 On the Preview toolbar, click **Preview**.

The preview window opens, with the project on the right, and the remote control on the left.

- 2 Use the controls on the remote control to play the project.

Tip: When previewing some projects, you can also select and activate buttons on menus by clicking them.

- 3 When you are done, click **Close** to continue working with the project.

Completing your project

See the following topics to complete your MyDVD project:

- *Burning projects to disc* on page 218
- *Erasing discs* on page 218
- *Saving projects as disc image files and disc volumes* on page 219

Burning projects to disc

When you finish creating your project in MyDVD, you can burn it onto a disc.



Note If you use a disc that is not rewritable, make sure that you have finished and previewed your project before burning it to disc. Once you start burning the disc, you cannot overwrite the contents. If you change the project, you must burn it to a new, blank disc.

To burn a project to disc:

- 1 Insert a compatible disc in the drive.
- 2 In Menu Edit view, on the Preview toolbar, click **Burn**.
- 3 Select the **Burn to disc** check box.
- 4 Select the drive containing the disc you want to burn.
- 5 Enter a name for the disc in the **Disc label** text box.
- 6 Click **Burn** to begin burning the project.

The Burn Progress dialog box opens, showing you the progress while the project is burning to disc.

- 7 When the burn is complete, click **OK** to close the Burn Progress dialog box.

Erasing discs

To erase a disc:

- 1 Insert the disc that you want to erase.

- 2 Choose **Tools > Erase disc**.

The Erase Disc dialog box opens.

- 3 Select the drive that contains the disc from the **Drive** list.
- 4 Click **Erase Disc**.

Saving projects as disc image files and disc volumes

Instead of burning your project to disc, you can save the entire contents of the project into a single file called a disc image. This file contains all of the information needed to burn the project to a disc directly from your hard disk.

You can also save the project as a disc volume on your hard disk. A disc volume is a folder containing all the files that get burned onto a disc.

You might want to save your project as disc image or disc volume for the following reasons:

- To make multiple copies of the project.
- To allow someone else to burn your project to a disc for you, while preventing them from making changes to the project.
- To postpone burning a completed project.



Note To burn a disc image or disc volume to disc, use the optional Creator Classic component, or other disc burning software.

To save a project as a disc image file:

- 1 On the Preview toolbar, click **Burn**.
The Burn dialog box opens.
- 2 Select the **Save disc image file** check box.
- 3 Click **Browse**, then follow these steps:
 - a Locate the folder in which you want to save the disc image file.
 - b Enter a **File name** for the disc image file, then click **Save**.
- 4 Click **Burn** to save the disc image file.

To save a project as a disc volume:

- 1** On the Preview toolbar, click **Burn**.
The Burn dialog box opens.
- 2** Select the **Create folder set** check box.
- 3** Click **Browse**, then follow these steps:
 - a** Locate or create the folder in which you want to save the disc volume.
 - b** Click **OK**.
- 4** Click **Burn** to save the disc volume data.

15

Creating disc labels and inserts

In this chapter

About Label Creator	222
Overview of creating labels and disc inserts	222
Getting to know the Label Creator window	223
Using Express Labeler	225

About Label Creator

Label Creator gives you the tools to make professional-looking disc labels, inserts, sleeves, and case covers. Additionally, Label Creator helps you record and organize information about the content of your discs on binder pages. You can even create the designs and print the labels, inserts, covers, and binder pages while you burn discs.

Label Creator also works with special printers that print designs directly to discs, and LightScribe® recorders that burn labels on to discs. Label Creator supports many of these popular printers and LightScribe-capable burners on the market today.

To open Label Creator:

- From Roxio Home, select any one of the project categories and choose **Create Labels - Advanced**.
or
- In Express Labeler, click the **Label Creator** button.

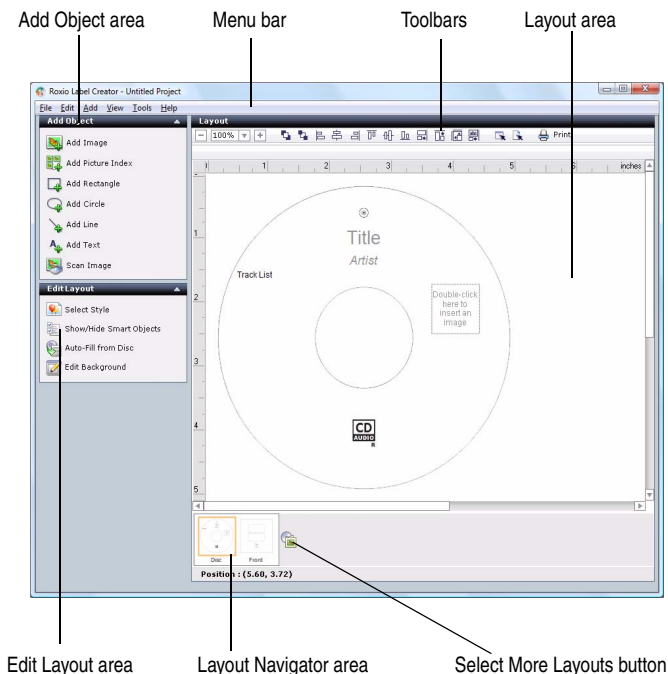
Overview of creating labels and disc inserts

Each set of labels, inserts, sleeves, binder pages, and covers you create is called a project, and creating projects is a simple process:

- 1 **Create a new Label Creator project.** Select the types of labels or inserts you want to create (that is, the *layouts*), and choose a project type (audio, data, or video).
- 2 **Add information about the disc to your project.** The information you add depends on the type of disc you are creating the label for. For example, for an audio CD or a DVD, you can include the names of the audio tracks, the artist, the title, and so on.
- 3 **Apply a style to your project.** Choose from a selection of professionally designed styles, or create your own custom design.
- 4 **Print your project.** Print test pages to make sure your labels, covers, and inserts align with the paper properly, and then print your project.

Getting to know the Label Creator window

The following section describes the main areas of the Label Creator window.



The Add Object area

Use the Add Object area to add images, shapes such as rectangles, circles, and lines, text, or a picture index to your project.

The Edit Layout area

The Edit Layout area lets you change the appearance of the layout. In the Edit Layout area you can select a Style for your project, show and hide Smart Objects, or change the background of your project.

The Layout area

A *layout* is the design for your label, insert, booklet, or cover. The Layout area is where you work on the content and appearance of your project.

The Toolbars

The Toolbars provide the tools to work with objects on your layout. The top row buttons are always available, for example, the zoom, print, and alignment buttons.

The bottom row buttons change depending on the type of object selected in the Layout area. For example, if you have selected a text object, the tools are text object property tools, such as font and font color.

The Layout Navigator

The Layout Navigator displays thumbnails of the layouts in the current project. You can only work on one layout at a time in the Layout area, but thumbnails of the other layouts are displayed in the Layout Navigator. To work on another layout, click its thumbnail in the Layout Navigator.

You can also add layouts to your project by clicking the **Select more layouts** button beside the layout thumbnails.

Using Express Labeler

You can create labels, inserts and booklets while you're burning discs, in Express Labeler. Express Labeler guides you as you select the project layout and style, and the information that will appear on the disc, such as the disc title and artist name.

Express Labeler is the fastest way to create and print your labels.

To open Express Labeler:

- From Roxio Home, select any one of the project categories and choose **Create Labels**.
or
- In Label Creator, choose **Tools > Express Labeler**.

To use Express Labeler:

- 1 Select the layouts you want to create. For example, to create a disc label and front and back covers for the disc jewel case, select the **Disc**, **Front**, and **Back** layouts.

The layouts that you select appear in the bottom Layout Navigator area of Express Labeler.

- 2 Click **Next**.
- 3 Choose a project type, style, and content for your labels and inserts:
 - a Select one of the following project types from the drop-down list:
 - **Audio Project**
 - **Data Project**
 - **Video Project**
 - b Click **Select Style**.
The Select Style dialog box appears.
 - c Select the style that you want for your project, and then click **OK**.



Note In the Use Style Objects area, you can select whether to apply the style image (background), object layout (placements), and/or font settings.

The style is applied to your project.

- d** Click **Edit Content**.

The Smart Object Editor appears.

- e** Select the Smart Objects that you want to include on your label or insert.

To import the Smart Object information from the disc that is currently in the recorder, select **Auto-Fill from Disc**.

- f** Click **OK**.

The project is updated with the content that you selected.

- 4** When you have finished selecting the project type, style, and content, click **Next**.
- 5** Choose one of the following options:
- **Print:** To print the labels and inserts without saving the project, or before saving the project.
 - **Save:** To save your labels and inserts as a Label Creator project that you can print or continue to work with later.
 - **Edit in Label Creator:** To open Label Creator and continue working with this project.

Index

A

adding

- albums 51
- audio clips to projects 86
- audio files to a playlist 55
- audio tracks to projects 87
- background audio to productions 182
- chapter markers to titles 210
- files and folders 167
- folders in Media Manager 56
- media files to albums 51
- menus to video compilations 160
- movies to MyDVD projects 208
- photos to productions with Media Selector 182
- playlists in Media Manager 55
- playlists to Music Disc Creator projects 104
- productions to MyDVD projects 208
- shading to text 129
- SmartSound audio 195
- text outlines 130
- text styles 130

- text to menus 214
- text to photo projects 128
- track lists using Search by Tags 108
- track separators 90
- tracks to Music Disc Creator projects 102, 104
- transitions to productions 183
- video clips to productions with Media Selector 182

adjusting

- brightness in photos 133
- contrast in photos 133
- exposure 132

albums

- adding media files to 51
- choosing thumbnails for 54
- copying media files between 53
- description 48
- moving media files between 53

alignment

- of text, changing 128

analog audio

- capturing 66

applying

- button styles 213
- menu styles 207

archiving

AVCHD video 197

media files 168

arranging

buttons on menus 212

audio

changing menu background 216

audio CDs

adding audio tracks to projects
from 87

creating with Music Disc Creator
99

creating with the Burn Audio
CDs task 26

audio clips

adding to productions 182

adding to projects 86

burning 96

copying 89

deleting 89

exporting 93, 94

moving 89

selecting 88

Audio Converter

about 75

audio effects

overview 88

audio files

adding to a playlist 55

adding to Music Disc Creator
projects 102

browsing 49

converting 76, 192

e-mailing 141

moving 78

previewing 58, 111

renaming 77

ripping tracks from an audio CD
26

transferring to a portable device
79, 193

Audio Tag Editor

about 72

audio tags

about 106

editing 72

audio tracks

adding to projects 87

Audio/Video Converter

converting or transferring files
with 192

audiobook 69

creating 69

AutoFix

using to improve photo quality
131

AVCHD

archiving AVCHD video 197

AVCHD disc 152

B

background audio

adding to productions 182

changing menu 216

using SmartSound 195

backing up

mobile devices 146

backup

protecting files with the Backup
Files task 29

beatmatching 109

beats per minute 109

Blu-ray Discs

burning data discs 31

bootable discs

defined 166

BPM 109

BPM editor 111

brightness

adjusting in photos 133

Browse and Manage Media task

45

browsing

- audio files 49
- media files 49
- music 49
- photos 49
- playlists 50
- projects 49
- Smart Views 49
- video files 49

burning

- disc image files to disc 219
- discs, with Plug & Burn 190
- media files 168
- projects to disc 218
- tracks and clips 96

buttons

- about 212
- arranging 212
- changing style of 213
- changing thumbnails for 213
- removing from menus 216
- resizing 213

C

capacity

- productions per disc, in MyDVD 208

Capture Video task 39

capturing

- audio from analog sources 66
- audio from microphone 66
- media files 206

cassettes

- importing and converting to digital format 66

CDs

- adding audio tracks to projects
 - from 87
- burning media files to 168
- importing tracks from 105

cell phones

- sharing media files with 144

changing

- audio file format 75
- button style 213
- button thumbnails 213
- font 128
- menu background audio 216
- text alignment 128
- text color 129

chapters

- about 210
- marking, in production 210

CineMagic

- adding movies to a MyDVD
 - project with 209
- description 189
- using to create a movie 189

CinePlayer

- playing video folders 175
- playing VIDEO_TS folders 175
- types of discs you can play 174
- using to play discs 174

color

- changing, for menu text 215
- of text, changing 129

contrast

- adjusting in photos 133

converting

- audio files 76, 192
- video files 192

Copy DVD mode

- copying discs using 152
- copying DVD-Video folders
 - using 154

copying image files using 154

copying

audio clips or parts of waveforms
89

audio files to a portable device
75

DVDs 152

media files between albums 53

media to your computer 38

copying discs 28

creating

albums 51

blank photo projects 122

disc image files 113, 219

DVDs 205

folders in Media Manager 56

labels and inserts, overview 222

movies with CineMagic 209

photo projects in PhotoSuite
122

photo projects with Photo
Projects Assistant 121

productions in VideoWave 181

track lists using Search by Tags
108

video compilations 155

Creator Classic

overview 164

cropping

photos 124

custom

Smart Views, about 49

D

data discs

creating with the Burn Data Disc
task 28

defined 166

defining tracks

in Sound Editor 90

deleting

audio clips 89

part of a waveform 89

playlists 55

track separators 90

device drop-down list

in Media Import 40

digital cameras

importing photos from 42

importing video from 42

disc image files

burning 219

creating 113, 219

description 153, 175

importing tracks from 105

saving projects to 219

disc inserts

overview of creating 222

discs

burning projects to 218

copying using advanced options
154

creating, with Plug & Burn 190

erasing 218

DMSE format

and Sound Editor 84

DMSM files

adding to MyDVD projects 209

DMSP

described 119

DMSS files

adding to MyDVD projects 209

downloading

media files from a wireless device
145

DRM

about 102

DV cameras

recording productions to 184

DVD compilations

See video compilations

DVD Music Discs

overview of creating 99

DVDs

- burning media files to 168
- burning projects to 218
- creating compilations 155
- importing tracks from 105
- number of productions supported on 208
- on CD, previewing 217
- playing using CinePlayer 174
- previewing 217
- requirements for copying 152

DVD-Video folders

- copying 154
- description 105, 152
- importing tracks from 105

E

editing

- audio tags 72
- productions 210
- waveforms 89

editing BPM 111

editing movies and videos 157

Effect Selector

- adding transitions to productions with 183

effects

- applying to photos 127
- in Sound Editor, overview 88
- using VST, in Sound Editor 91

e-mailing

- audio files 141
- media files 141
- photos 141

productions 184

videos 141

erasing

discs 218

exporting

- audio clips 93
- sets of audio clips and tracks 94
- tracks 114

exposure

adjusting 132

F

file formats

- supported by Music Disc Creator 101
- supported by PhotoSuite 119

file types

to use with Media Manager 45

files

saving productions to 184

finding

- missing files 60
- unidentified tracks 106

fixing

exposure 132

folders

- creating in Media Manager 56
- overview 56

Folders view

about 47

font

- changing 128
- changing, for menu text 215

format

of audio files, changing 75

format options

for video compilations 159

Full mode

Easy Audio Capture 66

H

help

viewing 34

I

image files

See disc image files

Import Photos task 39

importing

media files 38, 206
photos and video from digital
cameras 42
tracks from CDs and DVDs 105
tracks from disc image files 105
tracks from DVD-Video folders
105

installing

VST plug-ins 91

iPods

adding tracks to Music Disc
Creator 104
converting video for playback on
155
sending tracks to 115

L

labels

overview of creating 222

Learning Center 34

limits

productions per disc 208

listening

to tracks in a project 111

locating

missing files 60

M

marking

chapters in productions 210

media files 49

adding to albums 51
burning 168
copying from one album to
another 53
e-mailing 141
finding 60
importing 38, 206
monitoring new 45
moving from one album to
another 53
previewing 58
selecting 57
sharing with wireless devices
144
viewing in slideshow 59

Media Import

description 38

Media Manager

overview 44
starting 45

Media Selector

adding media to productions
with 182

Menu Edit view

Menu Tasks area 202
project size bar 204

menu styles

applying 207

Menu Tasks area

about 202

menus

- about 207
- adding text to 214
- adding to video compilations 160
- applying styles to 207
- arranging buttons on 212
- changing background audio for 216
- editing text on 215
- removing items from 216

microphone

- capturing from 66

Mini mode

- Easy Audio Capture 68

minimum system requirements

- 21

missing files

- finding 60

mobile devices

- backing up 146
- browsing 50
- converting video for playback on 155
- sharing media files with 144
- synchronizing with PC 146
- synchronizing with PCs 146
- transferring media files from 145
- transferring media files to 144

Monitored Folder Settings dialog box

- opening 45

monitoring

- new media files 45
- your computer for new media files 45

movie compilations

- See video compilations

Movie Edit view

- about 203

- project size bar 204

movies

- about 208
- adding to MyDVD projects 208
- creating compilations on DVD 155
- creating in VideoWave 181
- creating with CineMagic 209
- editing 157
- trimming 157
- using CineMagic to create 189
- watching 172
- See also productions 208

moving

- audio clips or parts of waveforms 89
- audio files 78
- buttons 212
- media files between albums 53

MP3 players

- sending tracks to 115

MP3/WMA discs

- creating with Music Disc Creator 99
- creating with the Burn MP3 CDs task 26

music

- browsing 49

Music Disc Creator

- adding playlists 104
- adding tracks 102
- adding tracks from your hard disk 104
- adding tracks from your iPod 104
- basic steps 100
- burning projects to disc 113
- completing projects 112
- creating audio CDs 99
- creating MP3/WMA discs 99

- exporting 114
- overview 98, 100
- saving as disc image files 113
- supported file formats 101

MusicID

- audio tracks 72

My Albums

- about 50
- creating 51

My Devices view

- about 47

My Playlists Smart View 50**My Synced Devices Smart View**

- browsing synchronized devices 50

My Views Smart View 49**MyDVD**

- description 200

MyDVD projects

- See projects

N

new

- folders, creating in Media Manager 56

new media files

- monitoring 45

O

objects

- rotating 126

online support

- finding the Roxio Website 34

outlines

- adding to text 130

output options

- for video compilations 159

outputting

- productions 184

overlays

- removing from menus 216

P

PC

- synchronizing mobile device with 146

photo files

- browsing 49
- See also photos

photo projects

- adding text to 128
- applying effects to 127
- creating blank 122
- creating in PhotoSuite 122
- creating with Photo Projects Assistant 121
- printing 136

Photo Projects Assistant

- creating photo projects with 121

photos

- adding to productions with Media Selector 182
- applying special effects to 127
- browsing 49
- cropping 124
- e-mailing 141
- importing from digital cameras 42
- improving quality with AutoFix 131
- previewing 58
- printing 136
- removing red eye from 123
- sharing with wireless devices 144

- transferring from a wireless device 145
- using as album thumbnails 54

PhotoSuite

- overview 118
- remove red eye feature 123
- supported file formats 119

playing

- discs using CinePlayer 174
- productions 184
- tracks 111
- video folders using CinePlayer 175
- VIDEO_TS folders using CinePlayer 175

playlists

- adding audio files to 55
- adding in Media Manager 55
- adding to Music Disc Creator projects 104
- deleting 55

Plug & Burn

- burning discs with 190

plug-ins, VST

- using in Sound Editor 91

portable devices

- browsing 50
- sending tracks to 115
- transferring audio files to 79
- transferring files to 193

previewing

- audio files 58
- discs 217
- media files 58
- media files, overview 58
- photos 58
- productions 184
- tracks 111
- videos 58

printing

- improving quality 140

- photo projects 136
- photos 136

productions

- about 208
- adding background audio to 182
- adding photos to, with Media Selector 182
- adding to MyDVD projects 208
- adding transitions to 183
- adding video clips to, with Media Selector 182
- creating in VideoWave 181
- editing 210
- outputting 184
- playing 184
- previewing 184
- quality 204
- removing from MyDVD projects 210
- saving 184
- sending by e-mail 184
- See also* movies, slideshows

project size bar

- about 204

project types in Creator Classic

- bootable discs 166
- data discs 166

projects

- about MyDVD 205
- adding audio clips to 86
- adding audio tracks to 87
- adding movies to MyDVD 208
- adding productions to MyDVD 208
- adding text to photo 128
- applying effects to 127
- applying menu styles to MyDVD 207
- browsing 49
- choosing a project type 166
- creating blank photo 122

- creating new 222
- creating with Photo Projects Assistant 121
- MyDVD, burning to disc 218
- removing productions from MyDVD 210
- types of Creator Classic projects 166

protected audio tracks

- about 102

PSP

- converting video for playback on 155

PSPD

- see DMSP

Q

quality

- of photos, improving 131
- of photos, improving with AutoFix 131
- production 204

quality indicator

- in MyDVD productions 204

QuickShows

- viewing 59

R

recording

- from vinyl LPs and cassettes 66

red eye

- removing from photos 123

removing

- audio clips 89
- items from menus 216
- part of a waveform 89

- productions from MyDVD projects 210
- track separators 90

renaming

- audio files 77

requirements for using the software 21**resizing**

- buttons on menus 213

restoring

- buttons to their default position 212

restoring files

- recovering files with the Restore Files task 29

rotating

- objects 126

Roxio Home

- description 25

S

saving

- audio clips 93
- productions to a file 184
- projects as disc image files 113

scheduling a project 161**Search by Tags**

- overview 108
- using to create track lists 108

selecting

- all tracks 88
- audio clips 88
- media files 57
- single track 88
- waveforms 88

sending

- media files by e-mail 141
- productions by e-mail 184

tracks to a portable device 115

shading

adding to text 129

size

changing, for menu text 215

of photos, changing 124

Slideshow Assistant

about 188

slideshows

about 208

adding to MyDVD projects 209

creating 188

viewing 59

See also productions

Smart Views

browsing 49

in Media Manager, about 48

overview 45

SmartSound

using to create background

audio 195

Sound Editor

overview 82

sound effects

using VST, in Sound Editor 91

special effects

applying to photos 127

starting

Express Labeler 225

styles

adding to text 130

applying to layouts 222

changing, for menu text 215

supported file formats

description 101

PhotoSuite 119

Synchronization Wizard 146

synchronized devices

browsing 50

synchronizing

mobile device and PC 146

mobile devices with PCs 146

system requirements 21

T

tags

See audio tags

tapes

recording 66

templates

See styles

tempo

using to create a movie in

CineMagic 209

text

adding outlines to 130

adding shading to 129

adding styles to 130

adding to menus 214

changing alignment 128

changing color of 129

changing font 128

on menus, editing 215

removing from menus 216

themes

See styles

thumbnails

changing for buttons 213

choosing for albums 54

track information

about 106

track lists

adding tracks to 102

creating using Search by Tags

108

track separators

adding 90

deleting 90

tracks

- adding audio tags 106
- adding to Music Disc Creator projects 102, 104
- adding to projects 87
- burning 96
- checking for unidentified 106
- defining in Sound Editor 90
- exporting 114
- exporting sets of 94
- importing from CDs and DVDs 105
- importing from disc image files 105
- importing from DVD-Video folders 105
- playing 111
- previewing 111
- protected tracks, about 102
- selecting all 88
- selecting single 88
- sending to a portable device 115

transferring

- audio files to a portable device 79, 193
- media files from a wireless device 145
- media files to wireless devices 144
- video files to a portable device 193

transition 109**transitions**

- adding to productions 183

trimming movies and videos 157

U

unidentified tracks

- finding 106

uploading

- media files to wireless devices 144

V

VCDs

- burning projects to 218
- number of productions supported on 208
- previewing 217

VCR

- recording productions to 184

video

- browsing 49
- creating compilations 155
- editing 157
- e-mailing 141
- importing from digital cameras 42
- previewing 58
- sharing with wireless devices 144
- trimming 157
- using as album thumbnails 54
- using CineMagic to create 189

video clips

- adding to productions with Media Selector 182

video compilations

- adding a main menu 160
- format options 159
- output options 159

video conversion

- overview 155

Video Copy & Convert

- and copyrights 150
- description of interface 150
- modes of operation 150, 151
- scheduler 161

video files

- browsing 49
- converting 192
- transferring to a portable device 193
- See also* video

video folders

- playing using CinePlayer 175

VIDEO_TS folders

- copying 154
- description 153

VideoWave

- description 178
- productions, adding to MyDVD projects 209

viewing

- QuickShows 59

vinyl LPs

- recording 66

VST sound effects

- installing in Sound Editor 91

W

waveforms

- copying part of 89
- deleting part of 89
- editing 89
- moving part of 89
- selecting for editing 88

wireless devices

- sharing media files with 144

