

Roxio Creator

User Guide

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Getting started with Roxio Creator



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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 31.

Some of the components available in Creator may not be described in this guide. Each component includes detailed online Help, which you can find under the component Help menu or by pressing F1.

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

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 categories and 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.*
- **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**, and 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 new 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 an audio disc. Choose from professionally designed styles or use your own background image, then burn your project to a disc and play on 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:

- **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 Slideshow 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:

- **Make backup copies** of personal DVD discs so you can store the originals for safekeeping. Convert video files to formats that can be played on a wide range of portable devices. *Select the Copy or Convert Video task.*
- **Play movie discs** 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. If your movie player doesn't include Blu-ray support, don't worry—it's available as an inexpensive upgrade. *Select the Play Movies 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 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.*

For more information, see Chapter 14, *Creating advanced video discs with menus*, on page 205.

Copy and data 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 data CDs and DVDs**, and to archive large projects to multiple discs. Create advanced format and bootable discs, and more. In addition, you can choose to encrypt the files on the disc so that the files can only be accessed by someone entering a password that you select. *Select the Burn Data Disc—Advanced task.*
- **Backup the files on your computer** to a wide range of storage devices including discs, external hard drives, and flash drives. *Select the Backup Files task.*



Note The Backup Files task is not available in all version of Roxio Creator.

Importing and organizing media files

You will 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.*
- **Share your media files** with friends and family over your home network. *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 171.

Creating labels and disc inserts

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

- **Make personalized disc labels** and jewel case covers. Choose from dozens of professional designs, or create your own. *Select the **Create Labels** 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**.



A longer description appears when you hold the cursor over a task link.

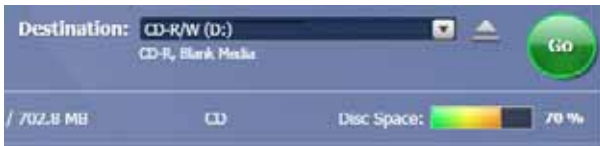
The application window changes again. It now displays everything you need to set up your project and burn a disc.



Burn Data Disc project window

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 the files you want to copy to the project. Click the **Add** button located at the top of the Burn Data Disc project window. Choose **Files** or **Folder** from the submenu.



Use the toolbar to open the Quick Scan panel, add files, name your disc, and delete files from a project.

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

- 6 Near the Add button on the project window toolbar is the Disc Name 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 toolbar, notice that it includes some other useful features. The Quick Scan panel makes it easy to select files by category. To the right of the Disc Name text box is the Make Bootable button. Use it to create a bootable disk that can be used to start your computer if something should ever go wrong with the Windows operating system.

Before burning your 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 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 nearing the halfway point.

You don't have to wait for this project to finish before starting one of the other projects in your suite. 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 on 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 online Help described below.

Online 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 the activity you are currently doing, press F1.

Tutorials

Creator includes tutorials to help you quickly become familiar with many of its key features. Each tutorial includes tips and step-by-step instructions to help you get started creating exciting digital media projects.

Choose any of the following ways to view a tutorial:

- From Creator Home, choose **Help > Tutorial**, and then select the tutorial you want to view.
- Visit the Roxio support Web site, located at <http://support.roxio.com>, for helpful “how-to” tutorials and other product information.

Roxio online support

If you can't find the answers you are looking for in the online Help or this guide, you can get the most current information from our Web site.

You can access the Roxio Web site in any of these ways:

- Launch your Web browser and go to <http://support.roxio.com>.

Creator support options

Unlimited self-help options

Roxio provides a variety of self help tools, including our virtual agent, 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.

Before you contact Roxio

If you can't find the help you're looking for in the online Help or on Roxio's support Web site, you may decide to contact us by e-mail or phone. Before you do, visit <http://support.roxio.com> to view helpful steps that you can take before you contact us.

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

2

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Welcome to Media Import

Using Media Import, you can copy or record digital photos, video, and movie titles to your computer with one easy-to-use interface.

Media Import allows you to copy or record from wide range of media storage devices (such as digital cameras, memory cards, flash memory drives, scanners, and discs), and source devices (such as VCRs and Web cameras).

Once you have transferred your media files 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. Media Import supports both Windows Image Acquisition (WIA) and TWAIN protocols.

- 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 the selected action**.

If this dialog appears, select the “using Media Import” option. If you always want to use Media Import with this device or disc type, select **Always do the selected action**.

You can also open Media Import from Creator’s main application window by doing one of the following:

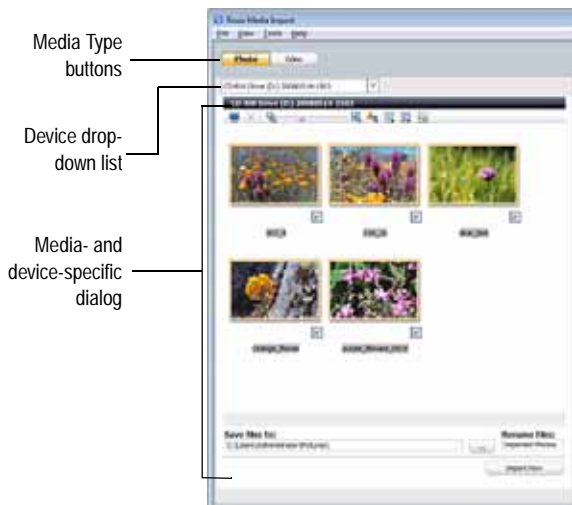
- Select the Video-Movies task category and choose **Capture Video**.
- or
- Select the Photo task category and choose **Import Photos**.

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 click one of these buttons, you see the Home page for that media type. The following illustration shows the Photo Import Home page.



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 (see *Devices appearing when no external device is connected* on page 37), 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 type. (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 (that is, since you started the component).

Devices appearing when no external device is connected

The Device drop-down list always contains entries for the following devices, even if no external media device is connected.

- **video capture card:** If a video capture card is installed on your computer, the video capture card appears in the Device list on the Video Home page. Media Import cannot tell whether an analog video device (such as a VCR or TV tuner) is connected to the video capture card.
- **TWAIN devices:** If a TWAIN device is installed on your computer, the Device list includes the device, even if the device is not connected.

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 (WIA)

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



Note Digital cameras store video using common video file formats, such as MPEG or MOV.

To import photos from a camera (WIA):

- 1 Connect the camera to your computer following the instructions that came with the camera.



Note If you have not already chosen an application to use with the camera, you are prompted to do so. Select **Media Import** and click **OK**.

If Media Import is open on your computer, continue with the next step.

If Media Import is not open, it opens and the Photo Import Home page appears. Skip to Step 4.

- 2 On the Media Import Home page, click **Photo**.
- 3 On the Photo Import Home page, in the Device drop-down list, select your camera.

Tip: If your camera supports both the WIA and TWAIN interfaces, the Device list contains an entry for each interface. Hover the mouse over the entries to identify the one for the WIA interface.

- 4 Select the digital media files to import. To select or deselect individual files, press and hold **Ctrl** while you click the files.



Note For some types of video camera, photos and videos are stored in different folders. You can only import photos or videos from one folder at a time. If your camera stores photos and videos in multiple folders, you must import the photos or video from each folder separately.

- 5 Select the check box for each 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.
 - 7 **Optional:** Select the **Delete files from device after transfer** check box to delete the photos from the camera after the import process is complete.
 - 8 To burn the files to disc after importing them, select **Burn to disc**.
 - 9 Click **Import Now**.
Media Import imports the digital media files to the selected folder.
-



Note This chapter provides an overview of Media Import and the import process, using photos as an example. For detailed information about how to use all of the features of Media Import, see the *Media Import Help Center*.

Managing your media files

3

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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, such as CD or DVD discs, or on compatible wireless devices, such as mobile phones.

Media Manager provides two tools for organizing and viewing your media files:

- **Smart Views:** Media Manager automatically groups your media files based on common characteristics, such as media type, project type (PhotoSuite, MyDVD, and so on), keyword, and date (last week, last month, and so on). A media file can belong to multiple Smart Views. You can also create custom Smart Views based on searches.
- **My Albums:** You can group media files with a common theme into albums. As with Smart Views, a media file can belong to multiple albums. When you move a file into an album, the physical location of the file does not change.

For example, you might have a photograph of your children at the zoo in the summer of 2008. You can create the following albums, and include that photograph in all of them: Kids, Summer Vacation 2008, Zoo.

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.

Starting Media Manager

To open Media Manager:

- From Creator's main application window, select **Browse and Manage Media** from one of these task categories: Video-Movies, Music-Audio, or Photo.

What you can do with Media Manager

You can use Media Manager to:

- Browse through and organize your photos, video clips, music tracks, and Roxio projects.
For more information, see *Working with albums* on page 49.
- Preview, rename and delete your media files, as well as assign keywords and ratings.
For more information, see *Working with media files* on page 55.
- 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 and family.
For more information, see Chapter 8, *Printing and sharing media files*.

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.

My Media tab

Folders tab

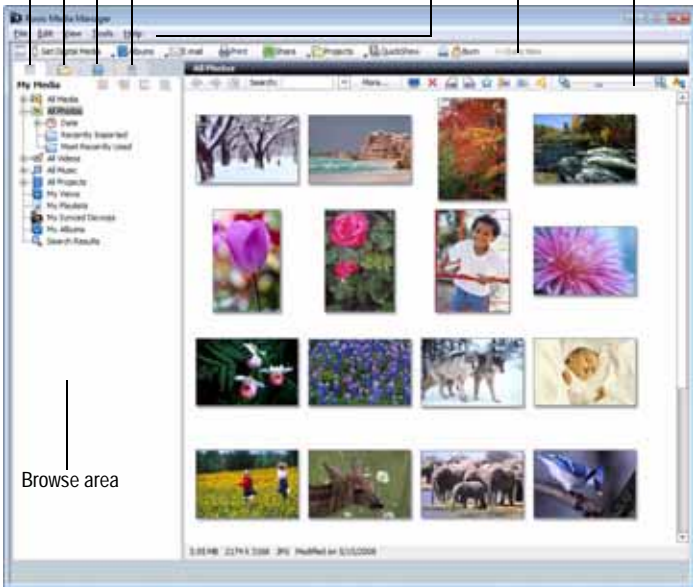
My MediaSpace tab

My Devices tab

Menu Bar

Task Bar

Options Bar



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. 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.

For more information on using the My Media view, see *Working with My Media* on page 46.

- **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 54.

- **My MediaSpace**

Media Manager enables you to view and share your digital media with other computers on your home network, provided that the computers on your home network support the Universal Plug and Play (UPnP) networking technology. For more information, see *Using MediaSpace to share media* on page 148.

■ 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 58.

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.
- Drag files from Windows Explorer into a new album.

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.

To create a new album for files dragged from Windows Explorer:

- 1 In Windows Explorer, browse to and select the files you want to put into the new album.
- 2 On the Task Bar, click **Split View**.
- 3 In the Browse area at the bottom of the window, click **My Media**.
- 4 Select either **All Albums** or **My Albums**.
- 5 Drag the files into the Browse area in the bottom of the window.
Media Manager prompts for the name of the new album.

- 6 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 MediaSpace (UPnP)** to browse files stored on your home network.
 - 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 57.

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.



Note In the Preview window, you can quickly fix and enhance your photo, video, and audio files. For more information, in the Preview window, click **Help**.

When previewing video files, you can view them in place, or you can open a larger preview window.

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 or audio and detect scenes. For more information, see the *Media Manager Help Center*.

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 five 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 **Rotate Counter Clockwise** or **Rotate Clockwise**.

Finding missing media files

Why are media files missing?

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 CD or DVD, 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.

Recording and managing audio files



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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 Creator's main application window, select the Music-Audio task category 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 transfer**, 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 from Internet radio and other sources, using a connection from your audio equipment to your computer's sound input.

To open Easy Audio Capture:

- From Creator's main application window, select the Music-Audio task category 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.
 - **Input (Windows XP only):** Select your audio input channel. For example, if you want to record from a Line in input, select Line In.



Note Some sound card drivers do not support the "Stereo Mix" or "Wave Mix Out" Input option (the name of this option varies depending on the sound card). This option captures analog audio (such as Internet radio). If you need it, check to see if an updated device driver is available for your sound card.

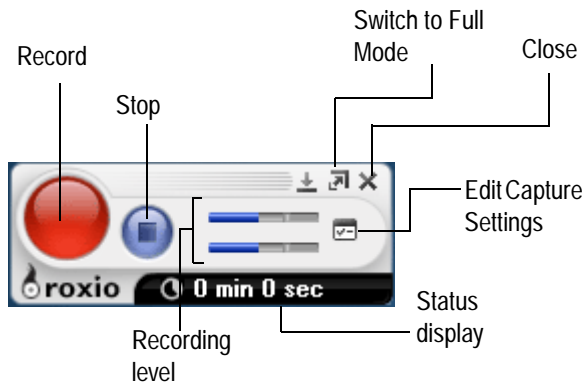
- **Recording Level:** Drag the slider to increase or decrease the recording volume. If the volume is too high, distortion may

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.
 - **Capture settings**: Select the output file format. The format you choose will depend on how you plan to use the audio clip. To define customized settings, including file format, encoder type, and bit rate, select **Custom** and click **Options** to define the custom settings.
 - **Save to**: Browse to the folder in which you want to save the new audio file.
 - **File name prefix**: Enter a name for the audio files. Easy Audio Capture uses the text you enter to begin the file name for each recorded audio file. For example, if you are recording several audio files and enter “Audio,” the recorded files are named “Audio,” “Audio_1” and so on.
- 2 Start playing your source audio.
 - 3 Click **Record** to start recording.
 - 4 **Optional**: If you limited the recording time in the Capture Settings dialog box, and you want to extend the recording time, click + (beside Time left to record) for each additional minute that you want to record.

- 5 When the analog source finishes playing, click **Stop** to stop recording.
- 6 When you finish recording, click **Close**.

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 audio CD to iTunes, an iPod 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 Creator's main application window, select the Music-Audio task category 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.



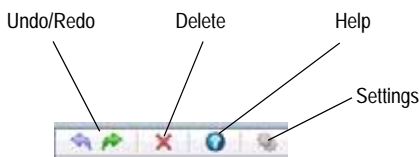
Note MP3 disc playback requires a player that supports this format.

- **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 playlist▪ Many players support chapter skipping since chapters are not merged▪ Some players do not support pause/resume of playlists when bookmarking is used
.WPL	<ul style="list-style-type: none">▪ Windows Media Player audiobook playlist▪ Many players support chapter skipping since chapters are not merged▪ Some players do not support pause/resume of playlists when bookmarking is used
.MP3	<ul style="list-style-type: none">▪ Merged playlist▪ Chapter skipping is not supported▪ Most 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.

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**.

- **Remove cover art:** Select this option to remove the cover art.

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
- artist
- album name
- album artist
- genre
- track number
- year
- 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 Creator's main application window, select the Music-Audio task category and choose **Edit Song Information**.

or

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

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 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.)
- 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 Creator's main application window, select the Music-Audio task category 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 CD, DVD, 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 Select **Keep original files** 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**.
- 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 CD, DVD, 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 CD, DVD, 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 CD, DVD, 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 do 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 transfer**, and select the desired format from the drop-down list.
- 7 To start the transfer, click **Send**.
- 8 Click **Close** to exit the converter.

Creating track lists using AutoMix

AutoMix automatically creates track lists for you by finding tracks that are similar to each other. You begin by selecting a track, or more than one track, to start with. Then let AutoMix search your music database for other songs that are similar.



Note This feature creates track lists by searching for tracks that have been identified by the online MusicID service. If a track on your computer is not found and included in the AutoMix, then it has not been identified. You must identify tracks before using AutoMix.

To open AutoMix:

- From Creator's main application window, select the Music-Audio task category and choose **Create Playlists Automatically**.

To create a track list using AutoMix:

- 1 Select a starting track:
 - If AutoMix is already open, click **Add** to select one or more tracks to start with. Once you've selected a starting track, click **Continue**.
 - If you are working in an audio project, select one or more tracks and choose **Tools > AutoMix**.



Note Only identified tracks can be used to create an AutoMix track list. If any of the starting tracks you select are not identified, you will be asked to identify them before continuing.

The AutoMix dialog box opens with the results of the first AutoMix search.

- 2 If you want to search again, and want to keep or exclude some or all of the original results, click the icon beside the song title. You can also

keep or exclude all of the tracks by clicking the icon beside the Title heading.

- 3 To search again, click **Find Again**.
- 4 **Optional:** For **Limit results to**, enter the maximum number of tracks, minutes, or megabytes to include in the track list (for example, 25 tracks, 45 minutes, 20 megabytes).
- 5 When you are satisfied with the songs in the AutoMix, you can add them to the current project or create a playlist. The options that are available are different depending on whether you opened AutoMix from an audio project or not.
 - If you opened AutoMix from an audio project, choose one of the following options:
 - Select **Add tracks to currently selected track list in project**, and then click **Add to Project**.
 - Select **Add tracks as a new track list**. Enter a name for the track list, and then click **Add to Project**.
 - If you did not open AutoMix from an audio project, choose one of the following options:
 - To create a playlist of the tracks that you can use in audio players such as Windows Media Player, click **Save as playlist**. Enter a name for the playlist and choose the type of playlist that you want to create.
 - To send the track list to a portable device such as an MP3 player, click **Send to portable device**.
 - To create a music disc that you can play on your computer or your home or car stereo, select **Create music disc**, and then select a disc format.

Creating audio projects

5

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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:

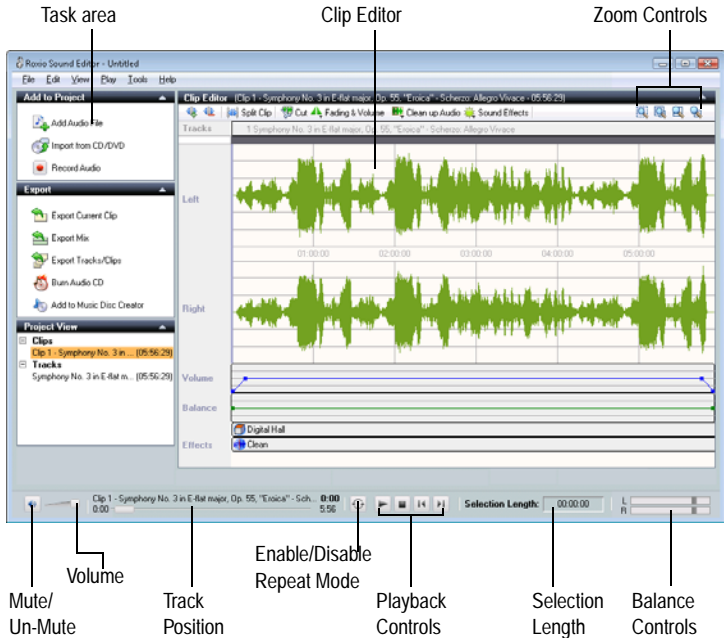
- Add audio files stored on fixed or removable drives, copy audio tracks from CDs, or record audio from analog sources such as LP records and tapes. For more information, see *About adding audio clips* on page 86.
- Edit your clips and choose from a wide range of effects to apply to either the entire 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 Creator’s main application window, select the Music-Audio task category 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

A Sound Editor project is a collection of the following components:

- **Audio clip:** An audio file which contains a song, a part of a song, or a short repetitive sound, such as a drum beat. You can add audio clips from various sources to your Sound Editor project. For more information, see *About adding audio clips* on page 86.
- **Track:** An audio clip or part of a clip. You can export a track as a track on an audio CD, or as an audio file. For more information, see *Exporting sets of tracks or audio clips* on page 94 or *Burning tracks or clips to audio CDs* on page 96.

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 64.

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 **Open**.
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**.
The Select Source 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 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**.

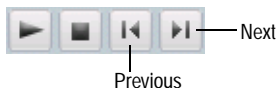
Adding or deleting track separators

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 New Track**.
- 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** and **Previous** 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 on the Track Bar 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 **Delete 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.



Note The output medium you use for your music determines the best format in which to save your audio files.

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.

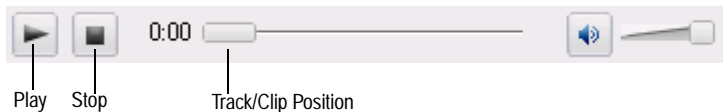
- 2 In the **Output Settings** box, select one of the available formats. To define your own customized settings, select **Custom** and click **Options** (see the following step).
- 3 **Optional:** To define custom settings, click **Options**. The **File Format** dialog box appears. For more information, 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 **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, 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 Unless you manually adjust the layers' volume, the more layers you have in the mix, the lower is the volume of each individual layer.

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**.

Creating music discs

6

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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 Creator's main application window, select the Music-Audio task category 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.



Note Some versions of Music Disc Creator may only include one project type.

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.



Note Some versions of Music Disc Creator may only include one project type.

- 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 70.
- 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 64.

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.

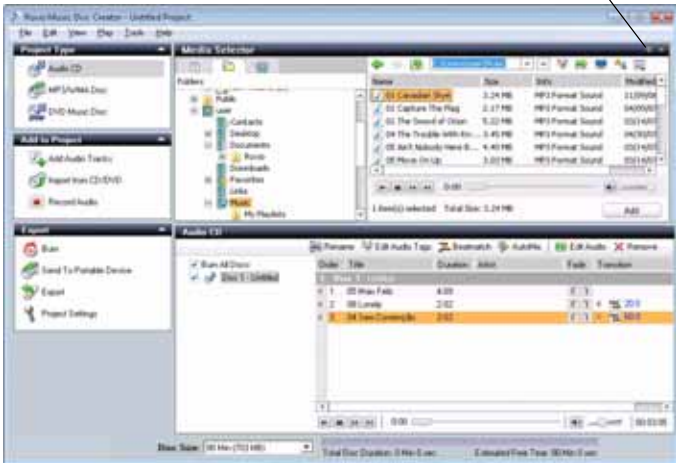
For more detailed information, click **Help** or press **F1** in the Media Selector.

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.

Attach to main 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 70.

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 61 also has information that you can use while creating Music Disc Creator projects:

- See *Editing audio tags with the Audio Tag Editor* on page 70 for more information about editing audio tags.
- See *Creating track lists using AutoMix* on page 78 for information about creating a track list using AutoMix.

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 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**.

- 2 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.

- 3 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.

- 4 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 70.

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 70.

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 **Output Settings** to choose output settings.
For more information, click the **Help** button in the Output Settings dialog box.
- 2 Click the **Burn** button.
The Burn Setup dialog box appears.
- 3 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.
- 4 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, 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



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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

PhotoSuite provides easy-to-use tools to help you improve and repair your photos. To improve the quality of your photos, you can use the AutoFix tool. With just one click, it automatically adjusts the exposure, saturation, and sharpness of your photos. Other tools allow you to adjust these properties, as well as tint, and brightness and contrast, manually.

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

To open PhotoSuite:

- From Creator's main application window, select the Photo task category 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 Task Pane, under Open/Create, click **Photo Projects**.
- 2 Select the type of project you want to create.
- 3 Click **Next** to continue.
- 4 Follow the instructions in the Photo Projects Assistant to choose the template or style for your project, add photos and text, and so on.

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 (.dmsp), 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 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.
- 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 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 Common tasks pane, under Enhance, 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 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 In the Common tasks pane, under Fix, 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 In the Common tasks pane, under Fix, 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**.

Printing and sharing media files




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Printing photos and projects

To print your photos and projects:

- 1 From Creator's main application window, select the Photo task category 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 Files** .
 - 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**.

- 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.

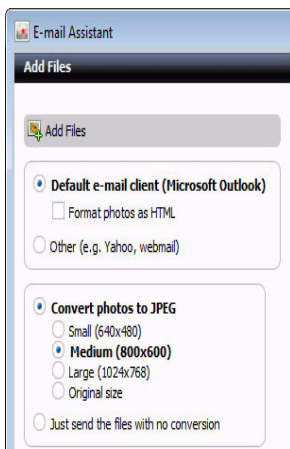
Using the E-mail Assistant, you can e-mail photos individually, either as an attachment or in the body of an HTML-formatted e-mail message (if your e-mail program supports HTML-formatted messages), or you can send your photos packaged in a slideshow.

To e-mail your files:

- 1 From Creator's main application window, select the Photo task category 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 (Microsoft Outlook):** 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 (640):** Converts photos so that the largest dimension (height or width) is 640 pixels. The other dimension is sized to maintain the current proportions.
 - **Medium (800):** Converts photos so that the largest dimension is 800 pixels.
 - **Large (1024):** Converts photos so that the largest dimension is 1024 pixels.
 - **Original size:** Maintains the current size of photos.
- **Make a slideshow:** Converts the photos to WMV format.
- **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 photos using an online photo service

Follow this procedure to use an online photo service to post your photo files to an Internet site from which other people can view the files.

To share photos through an online photo service:

- 1 In Media Manager, choose **File > Share Online**.
- 2 Follow the on-screen instructions.

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 Cell Phone Options dialog box.



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

Using MediaSpace to share media

About MediaSpace

You can easily authorize PCs and other devices on your home network to view your photos and other media files. Use this feature if you want to:

- access your media files (view photos or play videos) from a different computer on your home network
- allow members of your family to access or download your media files from their computers.

MediaSpace is implemented using Universal Plug and Play (UPnP) networking technology. All of the UPnP components required for MediaSpace are automatically installed with Media Manager.

For information on how to share media files on your home network, see the following procedures:

- *Configuring your home network*
- *Enabling or disabling home network sharing*
- *Granting access*
- *Withdrawing access*
- *Accessing shared files*

MediaSpace (UPnP) in a corporate environment

MediaSpace (UPnP) is designed primarily for use on home networks, and will allow you to share media between Media Manager running on your PC and other PCs or devices that are UPnP-compliant.



Note The device or PC which is sharing media must authorize other devices or PCs to play that media.

In a corporate environment this may work, but only if all devices or PCs are on the same network subnet. (In a larger office there may be several different network subnets.)

Configuring your home network

Before you can use the My MediaSpace feature, you may need to change the configuration of your home network. See the following sections for more information.

Configuring a router with MediaSpace

To use MediaSpace media-sharing capabilities, your router must be UPnP-compliant, and UPnP must be turned on. (Usually, you configure your router with the software that came with the router, or through a local administration web page that you access by typing a specific IP address into your web browser.) For most routers, UPnP support is turned on by default.

Using My MediaSpace with a firewall

Many firewall applications warn you about peer-to-peer activity and about applications that make use of the Internet. The warning for My MediaSpace varies depending on the firewall software but basically asks if you want to let one or more Roxio components share files on your network. To use My MediaSpace, you will need to grant this access.

Enabling or disabling home network sharing

To enable or disable home networking sharing:

- 1 On the Task Bar, click **Share** and choose **Manage My MediaSpace (UPnP)**.
The Manage My MediaSpace dialog box appears.
- 2 To enable home network sharing, click **Start Sharing**.
The button name changes to “Stop Sharing.”
- 3 To disable home network sharing, click **Stop Sharing**.
The button name changes to “Start Sharing.”
- 4 Click **Done** to close the dialog box.

Granting access

Follow this procedure to give other users on other computers in your home network access to your files.

To grant access to a device on your home network:

- 1 On the Task Bar, click **Share** and choose **Manage My MediaSpace (UPnP)**.

The Manage My MediaSpace dialog box appears.

- 2 Select a device with which you want to share your files, and click **Authorize**.

Repeat this step for each device with which you want to share files.

- 3 Click **Done** to close the dialog box.

Withdrawing access

To withdraw access to your files from a device on your home network:

- 1 On the Task Bar, click **Share** and choose **Manage My MediaSpace (UPnP)**.

The Manage My MediaSpace dialog box appears.

- 2 Select a device with which you want to share your files, and click **Deauthorize**.

Repeat this step for each device from which you want to withdraw access to your files.

Accessing shared files

Follow this procedure to access files on other devices on your home network.

To access files on other devices in your home network:


- 1 In the Browse area, click **My MediaSpace (UPnP)** to browse files stored on your home network.

The Browse area lists the devices connected to your home network to which you have been given access. If the device you are looking for is not in the list, make sure that:

- Media Manager is installed on the device.
- Your PC has been authorized to view media on the device.

- 2 Navigate the folders in the Browse area to look for media files.

Copying video and creating video compilations



In this chapter

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About Video Copy & Convert

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.

Video Copy & Convert has one or two modes of operation—DVD-Video Copy, Video Compilation, or both.

DVD-Video Copy mode lets you copy an entire DVD 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.

Video Compilation mode lets you compile movies from multiple sources for playback on the device of your choice. You can mix and match video files to create movies in a wide range of formats including DVD-Video, DivX, and WMV. Add unprotected video files from your iPod to your compilation. You can also reformat movies so you can watch them on your video iPod®, PSP™, or video cell phone.

To open Video Copy & Convert:

- From Creator's main application window, select either the Data-Copy or Video-Movies task category and choose **Copy and Convert DVD-Video**.

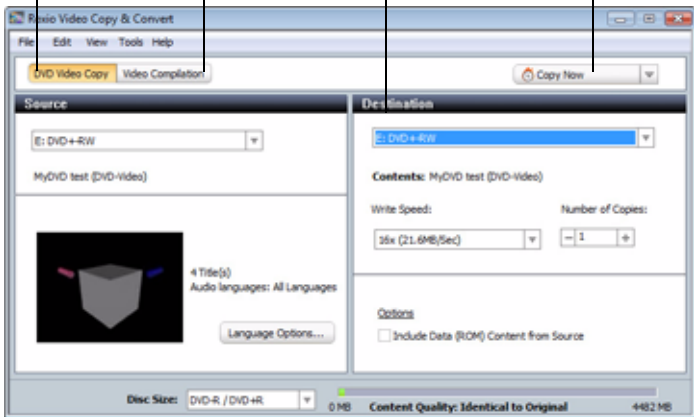
The Video Copy & Convert window

DVD-Video Copy mode

Mode selection buttons

Destination area

Burn/Copy Now/
Save As button



Note The Burn/Copy Now/Save As button changes depending on your task. If an arrow appears to the right of the button, you can click for advanced options.

Copying DVD-Video

DVD-Video Copy mode lets you copy an entire DVD 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.

DVD-Video 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.
- **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 **DVD-Video Copy** if you are not already in DVD-Video Copy 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 Source 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 Source 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 *DVD-Video sources you can copy from* on page 156.

The contents of the source appear in the Contents area of the Source area.

- 3 **Optional:** Click **Language Options** to select language options.
For more information, click the **Help** button in the Language Options dialog box.
- 4 In the Destination 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 file
 - DVD-Video folder

-
- 5 Select the write speed and enter the number of copies to create.
-



Note These options are only available if you are copying to disc, not if you are copying to disc image file or DVD-Video folder.

- 6 **Optional:** Select **Include Data (ROM) Content from Source** if you want the copy to include data files that are not part of the DVD-Video portion of the disc or folder.
-



Note Selecting this option will add all files and folders that are in the same folder as the source DVD-Video folder. Adding data content may decrease the quality of the video.

- 7 To begin copying immediately, click the **Copy** button (or the **Save As** button, if you selected a DVD-Video folder or disc image file for the output).
-



Note The Copy/Save As button has two modes—Copy Now to start burning immediately, and Advanced Copy to launch the Burn dialog before copying. The Burn dialog lets you select additional options such as burning to more than one drive. To select a mode, click the arrow beside the Copy/Save As button, and then select **Copy Now** or **Advanced Copy**.

For more information, click the **Help** button in the Burn dialog box or the Project Settings dialog box.

The Recording Progress dialog box appears and displays the progress. Follow the instructions on the screen. When you are done recording, the dialog box indicates that the copy is complete.

Creating video compilations

A video compilation is a collection of movies (“titles”) from different sources. You can mix and match video files to create movies in a wide range of formats including DVD-Video, DivX, and WMV. Add unprotected video files from your iPod to your compilation. You can also reformat movies so you can watch them on your video iPod®, PSP™, or video cell phone.

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. DivX and DVD projects can be automatically compressed to fit on a single disc or memory card.



Note Using Video Copy & Convert, your DVD-Video or DivX compilation will either have a single menu or no menu at all if you choose not to add one. Also note that to play back DivX files with menus, your player must support this feature.

Supported video formats

The table below lists the types of video files that can be included in a compilation and the supported output formats (The files supported by your version of the product may differ from those listed here):

Supported input formats	Supported output formats
<ul style="list-style-type: none"> ▪ DVD-Video 	<ul style="list-style-type: none"> ▪ DVD-Video
<ul style="list-style-type: none"> ▪ WMV (Windows Media Video, standard and HD) 	<ul style="list-style-type: none"> ▪ WMV (including HD if the source is HD)
<ul style="list-style-type: none"> ▪ DivX, including HD DivX and DMF — DivX Media Format. (Menus will not be imported with DMF files) 	<ul style="list-style-type: none"> ▪ DivX (including DivX with menus)
<ul style="list-style-type: none"> ▪ DVR-MS (DVR recorded by Windows XP Media Center) 	<ul style="list-style-type: none"> ▪ 3GP
<ul style="list-style-type: none"> ▪ MPEG-4 	<ul style="list-style-type: none"> ▪ 3G2
<ul style="list-style-type: none"> ▪ H.264 	<ul style="list-style-type: none"> ▪ MPEG2
<ul style="list-style-type: none"> ▪ MP4 (Part 2) 	<ul style="list-style-type: none"> ▪ MP4 (Part 2)
<ul style="list-style-type: none"> ▪ DV-AVI 	<ul style="list-style-type: none"> ▪ MPEG-4
<ul style="list-style-type: none"> ▪ 3GP (video format for mobile phones) 	
<ul style="list-style-type: none"> ▪ .TS (transport streams, including ATSC and DVB streams and HD) 	
<ul style="list-style-type: none"> ▪ TiVo 	
<ul style="list-style-type: none"> ▪ MOV (requires QuickTime) 	

Notes about source files

Consider the following information as you select source files for your compilation:

- You can only select individual movie titles from a DVD-Video disc, not the full DVD with original menus and navigation. The content of the disc cannot be copy protected.
- You can select your iPod as a source (click the **My Devices** tab in the Media Selector), and add unprotected video files to your compilation. For more information, click **Help** or press **F1** in the Media Selector.
- 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.

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).
- Valid disc image files include .iso, .c2d (Roxio proprietary format), and .cue (BIN/CUE).
- For TiVo support, you must have TiVo desktop software installed. To find out whether TiVo desktop software is available for your PC, check www.tivo.com.

Notes about output formats

Consider the following information as you select an output format for your compilation:

- The 3GP format is designed for playback on video cell phones. However, some phones have a very limited storage capacity. Before creating compilations for playback on a cell phone, consult the phone's owner's manual to determine the maximum size of the video files it can hold.
- The Format drop-down list includes a set of format names and specific device names. If your device is listed, choose it from the list. If your device is not listed, choose a format supported by your device.

Creating a video compilation

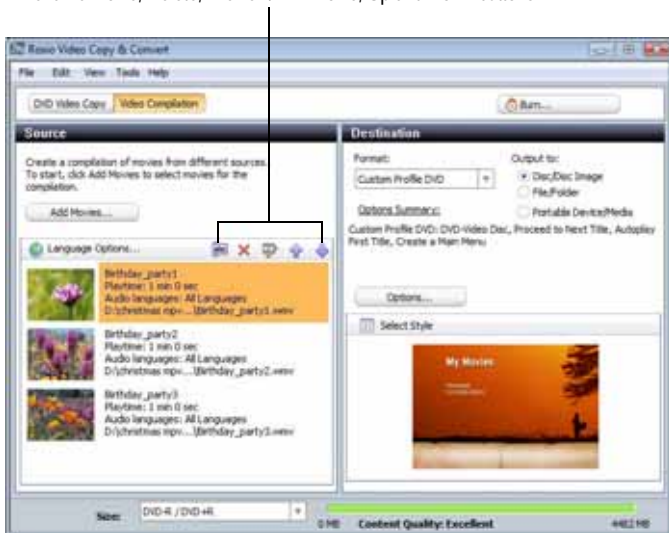
To add and edit movies:

- 1 Click the **Video Compilation** button, if necessary.



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

Rename Movie, Delete, Preview/Trim Movie, Up and Down buttons



- 2 Click **Add Movies**.
- 3 Select the movies that you want to include in the compilation.



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

Tip: You can add unprotected video files from your iPod to your compilation. Click the **My Devices** tab in the Media Selector to select video files from your iPod. For more information, click **Help** or press **F1** in the Media Selector.

To select more than one movie at a time, hold the **Ctrl** key while you select the movies.

As you add movies, thumbnails representing each movie appear in the Source area.

- 4 Click the **Up** and **Down** arrow buttons to change the order of the movies in the compilation. To remove a movie, click the **Delete** button.
- 5 Click the **Rename Movie** button to rename any movie in your compilation.
- 6 **Optional:** To select whether to include subtitles, and to select the audio and subtitle languages to include, click **Language Options**.



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.

For more information, click **Help** in the Language Options dialog box.

- 7 **Optional:** To trim the start or end points of the movie, select a thumbnail image, or select angles to copy (if angles are available), double-click the movie, or click the **Preview/Trim Movie** button.

Selecting or customizing a menu style

Video Copy & Convert comes with a set of professionally designed menu styles that you can adapt for your projects. Each style includes attractive background images, titles, and buttons. These elements are referred to as *Smart Objects* in Video Copy & Convert. You can modify any of these styles, use them as designed, or create your own.



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

Menus can only be created in Video Copy & Convert if the output format is DVD-Video or DivX. If your DivX player does not support menus, the movies will play sequentially without a menu.

To create a menu:

- 1 Click **Options**, and then select **Create a Main Menu**.
- 2 Click **OK** to close the dialog.
- 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.

Selecting an output format and a destination

- 1 In the Destination area, from the **Format** drop-down list, select one of the available formats.
- 2 For **Output to**, select one of the following options:
 - **Disc/Disc Image**
 - **File/Folder**
 - **Portable Device/Media**
- 3 **Optional:** Click **Options** to select options such as whether to use more than one disc if necessary.
- 4 Use the **Size** drop-down menu to select the type of disc or the output device you are planning to use. If your device or media is not listed, select **Custom**. Then use the Custom Output Size dialog to match the output size to the capacity of your device or media.
- 5 Click **OK** to close the dialog.
- 6 The **Content Quality** indicator is updated to reflect the new output size. If the quality drops too low, consider removing one or more movies from your compilation or choose a different output destination.



Note The **Portable Device/Media** option becomes active when a supported device or media is connected to your computer. This option allows you to transfer a compilation directly to the device. If your device is not supported, choose **File/Folder** to save the compilation to your hard disc. You can then transfer the compilation using the standard methods for your device.

For more information, click the **Help** button in the Options dialog box.

Completing your compilation

To complete your compilation, click the **Burn/Save As/Copy** button.

- In Burn mode, the Burn Setup dialog appears. Select burn options, such as the recorder(s) to burn to or to create a disc image file, then click **OK**.
- In Save As mode, the Save As dialog appears. Use it to select a destination for your compilation, then click **Save**.
- In Copy mode, a series of dialog boxes take you through the steps to convert and copy your compilation to a portable player or media.

Creating a compilation for a portable player

Video compilations can be converted into files that you can play on portable video players such as the Apple® iPod® (with video playback) and Sony PSP™. Video Copy & Convert can save the converted files on your hard disk, transfer them to your music player, or both.

To create a video compilation for playback on a portable player:

- 1 Connect your portable player to your computer with a suitable USB cable.
- 2 Follow the steps described in *Creating a video compilation* on page 164 to set up your compilation.
- 3 In the video compilation Destination area, select a portable player from the Format drop-down menu.

Look at the choices in the Output to list. If Portable Device/Media is available, you have the option of saving the compilation directly to your portable device or media as described in Step 5.

- 4 To save the file on your hard disk, choose **File/Folder** from the Output to list and follow these steps:
 - a Click the **Save As** button.
 - b Use the Select Folder dialog to select a destination for your file.
 - c Click the **OK** button.

- 5 To transfer the file directly to your music player or media, choose **Portable Device/Media** from the Output to list and follow these steps:
 - a Click the **Copy** button. The Select Copy Destination dialog appears.
 - b For PSP™ conversions: Select a PSP™, if you have more than one, and click the **OK** button. If you disconnected your player from your computer, you will be asked to reconnect it so the file can be transferred.

For iPod® conversions: Select a destination for the file by selecting an existing playlist or creating a new one, and click the **OK** button.



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. Select **Tools > Options** to open the General Options dialog.

If you disconnect your player 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.

Making advanced data discs

10

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About Creator Classic

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

To open Creator Classic:

- From Creator's main application window, select the Data-Copy task category 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 174.

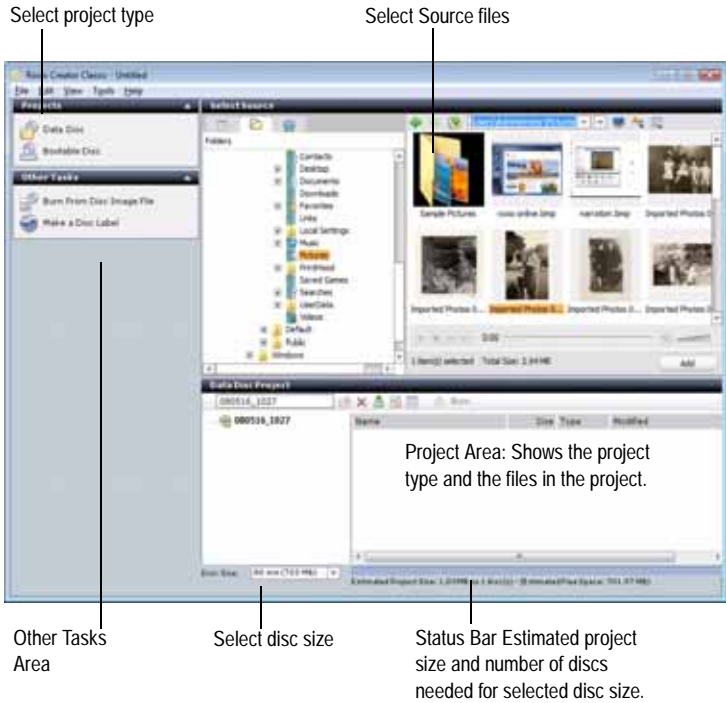
- 2 **Add files, folders, and tracks to the project.** You can add files and folders from your hard disk and other discs to your project.
- 3 **Burn your disc.** When you have added and organized all of the files that you want to record to your project, you are ready to burn your project to disc.



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 MediaSpace (UPnP)** to browse files stored on your home network. See the *Media Manager Help Center* for more information about sharing files in your home network.
 - 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

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Welcome to CinePlayer

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

- Enjoy the InterActual features found on many commercial movie discs
- Customize the language, subtitle, and angle options for your DVDs and high-definition discs

You control the media player by choosing menu buttons with a mouse or remote control. There is also a Settings menu where you can change the player settings. To go to any menu, choose its button on the main menu. To go back to a previous menu, choose Back with the mouse or press Backspace on the keyboard.

When you use a mouse, extra toolbars appear at the top and bottom of the media player screen. To find out what any toolbar button does, move the mouse over it.

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

To open CinePlayer:

- From Creator's main application window, select the Video-Movies task category and choose **Watch Movies**.

Getting to know CinePlayer



Tip: Right-click in the CinePlayer window to view features such as Closed Captions, Title Menu, Angle, Subtitle, and so on.

CinePlayer buttons


Use the following buttons to navigate through CinePlayer.



Back and **Forward** buttons let you navigate through pages when using InterActual features.

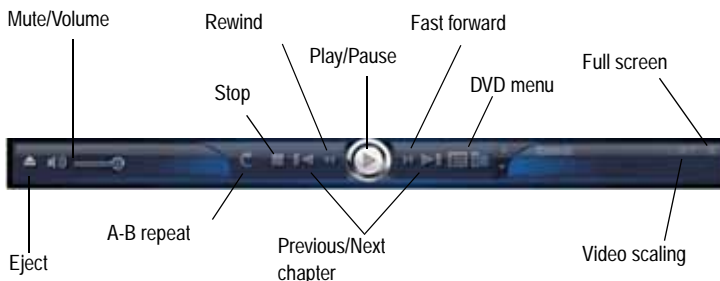
Open lets you browse to select files or DVD-Video (VIDEO_TS) folders.

Click **Settings** to choose general applications options, Video and DVD 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.

The **DVD menu** button allows you to navigate the DVD by selecting chapters. To navigate by chapter, click the **DVD menu** button .

Volume, playback controls, HD 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.

Tip: To make CinePlayer your default media player, click **Settings > Playback options tab**, then select **Set as Default DVD Player**.

Playing video from video folders

You can play DVD 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 disc containing DVD folders which contain valid video source content.
- 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 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 Video Folder**. A folder selection window opens.
- 2 Select the video folder you want to play, and choose the **Open** button using your keyboard or mouse.

12

Creating video productions

In this chapter

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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 and family.

This chapter describes how to find your way around the VideoWave window. For more information, see *Getting to know the VideoWave window* on page 187.

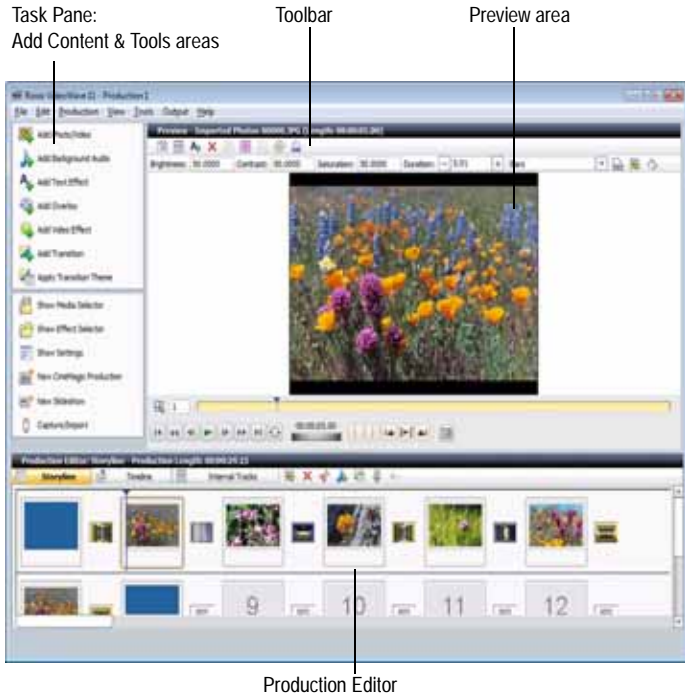
This chapter also outlines the steps involved in creating a video production.

To open VideoWave:

- From Creator's main application window, select the Video-Movies task category 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. Click any of these buttons to display the Media Selector or Effect Selector.

Tools area

The Tools area provides buttons that show the Media Selector, the 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. You can also trim and position items 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 bar between the Preview and Production Editor areas to change the size of the Preview area.

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 the Media Selector to add content such as images, video, and audio clips to the Production Editor. You can open the Media Selector from the Add Content area.

Tip: When the Media Selector is open, you can dock the Selector to the right of the Preview area, 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.

Tip: When the Effect Selector is open, you can dock it to the right of the Preview area, by choosing **View > Dock Effect Selector**.

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 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.

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Video tools and assistants

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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 Creator's main application window, select the Photo task category and choose **Create Slideshows**.

To create a slideshow using the **Slideshow Assistant**:

- 1 Choose one of the following ways to open the Slideshow Assistant. Open the Slideshow Assistant in one of the following ways:
 - In the main Creator application window, choose the **Photos** project category and click **Create Slideshow**.
 - In VideoWave, in the Tools area, click **New slideshow**.

The Slideshow Assistant opens.

- 2 Click **Add Photos** to select the photos you want to include in the slideshow.
- 3 Click **Add Audio** to select the audio you want to include in the slideshow.
- 4 Click **Next** to continue.
- 5 Follow the instructions in the Slideshow Assistant to choose the transition theme, set the duration, add pan and zoom effects, and open the slideshow in VideoWave where you can further modify your project.

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 Creator's main application window, select the Video-Movies task category and choose **Edit Video**.

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 or burn it to a disc.

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 Creator's main application window, select the Video-Movies task category and choose **Plug & 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 DVD 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. The Burn Project dialog box opens. For more information about this dialog box, click **Help**.

Using SyncIt!

SyncIt! can quickly:

- Convert video, audio, and photo files from one format to another. The original file is kept. For more information, see *Converting files* on page 201.
- Transfer your media files to a portable device, such as an iPod, PSP, Windows Media device, or supported mobile phone. (You can transfer files to a device that is not currently connected to your computer. The files are stored in a temporary folder, and transferred next time you connect the device.) For more information, see *Transferring files* on page 202.

To open Plug & Burn:

- From Creator's main application window, select the Video-Movies task category and choose **Plug & Burn**.

Converting files

To convert files:

- 1 Click the target selector, and choose **Simple convert**.
- 2 Click the Options menu to display the conversion settings.
The Options dialog appears with two settings tabs: **Audio** and **Video**.
- 3 Select the appropriate tab for your conversion job and customize your 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.

To convert files and save them in a different location:

- 1 Click the target selector, and choose **Convert to folder**.
- 2 Click the Options menu to display the conversion settings.
The Audio settings tab appears, allowing you to customize your conversion job.



Note If you are converting video, select the Video tab and customize the settings for your conversion.

- 3 Customize your conversion settings, then click **OK**.
- 4 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 Click the target selector, 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 Options menu to display the settings and to set the conversion options:
 - **Audio file target:** To transfer audio files, from the list, select the audio file format supported by your device. For more options (for example, to change the target folder on the device) click the double arrow beside the Audio file target box.
 - **Video file target:** To transfer video files, from the list, select the video file format supported by your device. For more options (for example, to change the target folder on the device) click the double arrow beside the Video file target box.
 - **Temporary Folder:** The folder in which files will be stored if the device is not currently connected to your computer. The files will be transferred next time you connect the device.
- 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 production.

SmartSound is available to use in VideoWave, MyDVD, CineMagic, and the SlideShow assistant.

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.
- 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.

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Creating advanced video discs with menus

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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 Creator's main application window, select the Video-Movies task category and choose **Create DVDs - Advanced**.

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.

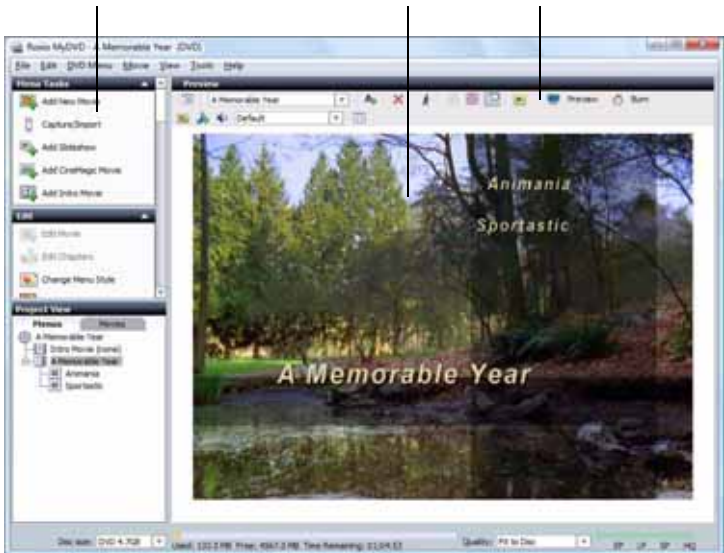
Menu Edit view

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:

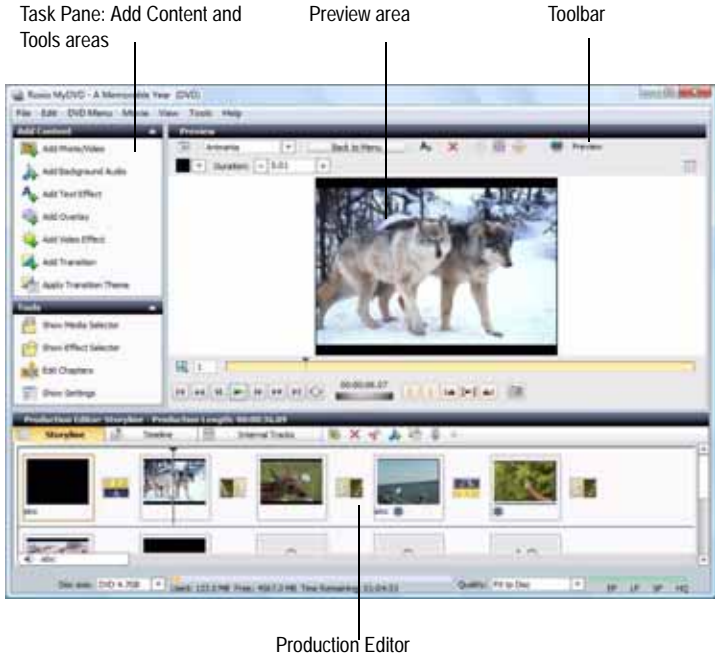
- **Menu Tasks area.** The Menu Tasks area lets you add content such as photos and video clips to the project.
- **Edit area.** The Edit area provides the tools you need to edit your project's menu. You can select a menu style or background, or change the background audio.
- **Project View area.** The 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

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 212.
- 2 Select a menu style, a menu background, and menu background audio. For more information, see *Customizing menus* on page 213 and *Changing or removing background audio* on page 222.
- 3 Add productions to your project. For more information, see *Adding productions to your MyDVD project* on page 214.

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 223.
- 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 224.

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:

- In the Menu Tasks area, click **Capture/Import**.

Media Import opens, and you can select a device and begin capturing media files.

When you have finished capturing files, the new media files appear in the Recently Captured Items view in the Media Selector; you can add them to your MyDVD projects.

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**.



Note The options available depend upon the number of menus in your project.

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 218.

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 In the Menu Tasks area, click **Add 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.



Note You can only create chapter menus for DVD productions. This feature is not available in the VCD edition of MyDVD.

Follow these procedure to mark or remove chapters:

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**

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 224
- *Erasing discs* on page 225
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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.

If you are not sure what type of disc to use, see *Deciding which type of disc to use* on page 226 for more information.

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.

Deciding which type of disc to use

While all types of discs allow you to add or delete your files just as you would with a hard disk, each media type has different advantages. For example, rewritable (RW) media allows you to completely erase and rewrite files to it.

For more information, see the disc compatibility section of the Roxio web site at http://www.roxio.com/dvd_forum/index.jhtml.

This table shows the properties of the types of media that you can use to store your data:

Media Type	Original Capacity	Compatible Drives
CD-Recordable (CD-R)	210 MB 650 MB 700 MB	<ul style="list-style-type: none"> ■ Readable by nearly any drive ■ Recordable by nearly any recorder
DVD-Recordable -R format (DVD-R)	4.7 GB 8.5 GB	<ul style="list-style-type: none"> ■ Readable by most DVD-ROM, DVD-R, or DVD-RW drives ■ Recordable by DVD-R or DVD-RW recorders. 8.5 GB discs are recordable on dual-layer recorders.
DVD-Recordable +R format (DVD+R)	4.7 GB 8.5 GB	<ul style="list-style-type: none"> ■ Readable by most DVD-ROM, DVD+R, or DVD+RW drives ■ Recordable on DVD+R and most DVD+RW recorders. 8.5 GB discs are recordable on dual-layer recorders.
CD-ReWritable (CD-RW)	210 MB 650 MB	<ul style="list-style-type: none"> ■ Readable by most CD-ROM, DVD-ROM, or CD-RW drives ■ Recordable and rewritable by most CD-RW drives.
DVD-ReWritable -RW format (DVD-RW)	4.7 GB	<ul style="list-style-type: none"> ■ Readable by most DVD-ROM or DVD-RW drives ■ Recordable and rewritable by DVD-RW recorders
DVD-ReWritable +RW format (DVD+RW)	4.7 GB	<ul style="list-style-type: none"> ■ Readable by most DVD-ROM or DVD+RW drives ■ Recordable and rewritable by DVD+RW recorders
DVD-Random- Access-Memory (DVD-RAM)	4.7 GB	<ul style="list-style-type: none"> ■ Readable by most DVD-RAM drives and a few DVD-ROM drives ■ Recordable and rewritable by DVD-RAM drives
DVD-ReWritable Double-Layer	8.54 GB	<ul style="list-style-type: none"> ■ Recordable by DVD-RW DL drives



Note Formatted discs have slightly less capacity than unformatted ones. This is because a file system is added to the disc during formatting.

Testing discs

After you create a disc, you should test it to ensure that it plays correctly. Follow this procedure to test your DVD disc. If you do not have a set-top DVD player, you can use third-party DVD playback software on your computer to test your DVD.



Note Some older set-top players may have problems playing your disc. Some newer model set top DVD players may have problems playing a CD-R, but will play a CD-RW. In addition, DVD-R and DVD+R are generally more compatible than DVD-RW and DVD+RW. Only a few set-top players can play DVD-RAM discs.

To test a disc:

- 1 Insert the disc into a set-top DVD player.
- 2 Use the controls on the set-top player to go the main menu of the disc.
- 3 Test all of the menus and navigation buttons to ensure that the disc plays correctly.

Disc players supported by MyDVD

You can play discs burned with MyDVD on most set-top disc players.

For supported media types and formats, see your set-top player documentation.

15

Creating disc labels and inserts

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About Label Creator

Label Creator gives you the tools to make professional-looking labels, inserts, sleeves, and case covers for CDs and DVDs. Additionally, Label Creator helps you record and organize information about the content of your CDs and DVDs 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:

- Open the Windows Start menu and select **All Programs**. Click on the name of your Roxio software suite and select **Label Creator**.

or

- In Express Labeler, click the **Label Creator** button.

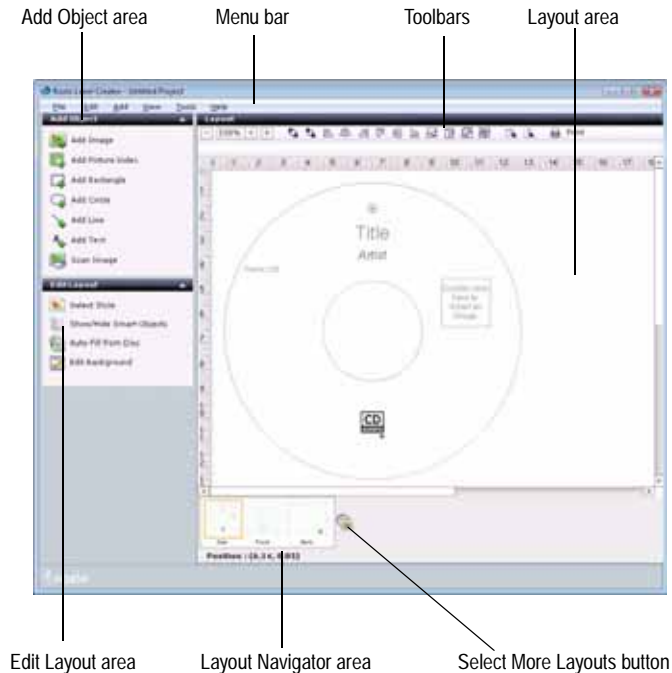
Overview of creating labels and disc inserts

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 Creator's main application window, 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.

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