



Soundminer V4.5pro

Pre-Release Beta - January 2014

This pre-release comes early due to Pro Tools 11 or 64bit rewire requirements. The beta versions are being made available as work continues on them. It is being offered in a 'stable' version with fewer features enabled and an NFP version for those who wish to test out the newer features. The AAX plug-in will be added probably as a last item.

Current 'stable' notes

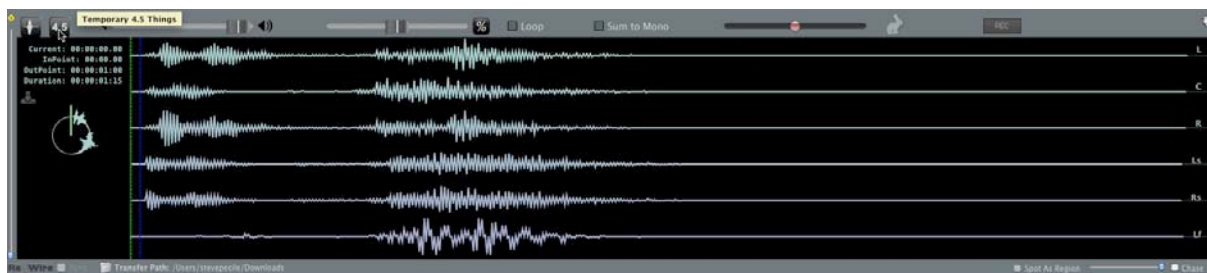
items currently enabled for this alpha:

- *New Scanner Code added (many times faster and now multi-threaded)*
- *New More robust embedding Code created*
- *New Database template code*
- *New advanced threaded Mirror code*
- *FLAC support on Mirror, playback and embedding*
- *New Multi-channel Waveform Overview*
- *New Metadata handling and cache improvements. optimizations for faster handling.*
- *New 8 ch. 64 bit Rewire engine*
- *iZotope 64 bit transfers.*
- *PT 11 optimizations*

Version 4.5pro represents a big step forward and a lot is changing under the hood as we move to our new framework for the future. Despite some requests for a graphic update, we've have decided to keep v4.5pro looking and feeling like the application you known for years. We think this will help best as we transition to the new framework. The forum itemizes many of the new features and all users should join to better understand the work going on.

Some 4.5pro features are placed in a temporary menu area on the top left side of the waveform area as pictured below.

Multi-Channel Waveforms



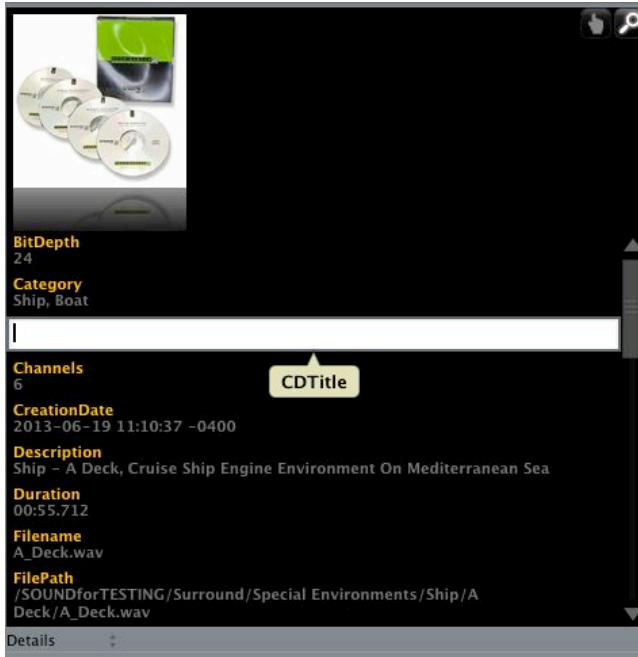
The singular v4 waveform has been replaced by a multi-channel waveform with version 4.5. All legs of a multi-channel file are now separately visible and colours are on a gradient to subtly help distinguish them as are the leg names if recognized.

The New right pane:

The Right Pane now has two modes which can be enabled at the top right:

- 1) The 'finger' mode allows you to kick off a 'find same' search by clicking the content of any field.
- 2) The 'Search' mode allows you to do a quick search inside of any field.

The right pane by default shows the Metadata Info window (pictured). Apart from any viewable artwork, the Metadata info pane contains the salient metadata for the selected file. The scroll bar in this pane allows a user to view all the attached metadata.



When in the 'finger' mode, mousing over any of the content will light up and visually confirm that a search link is possible. Clicking a lit link will do a search for all files that match that field's criteria.

Like the field headers in the Browser, the fields can also be dragged into any order desired by the user. In this way a user can now easily customize the metadata pane. The Metadata Info Pane is also capable of displaying Lyrics if such data exists and because of the nature and size of lyrics, it is

collapsible to make the most of the limited space in the pane.

Search in MetaPane - As noted, in addition to being able to search for files that share the same content by clicking on their links in the Metadata Pane, a user can also initiate a keyword search in any field in this same pane. By putting the Pane in Search mode (magnifying glass), a user can then click on any field and do a keyword search just within that field. This escapes the standard boolean logic and does a character match contains search.

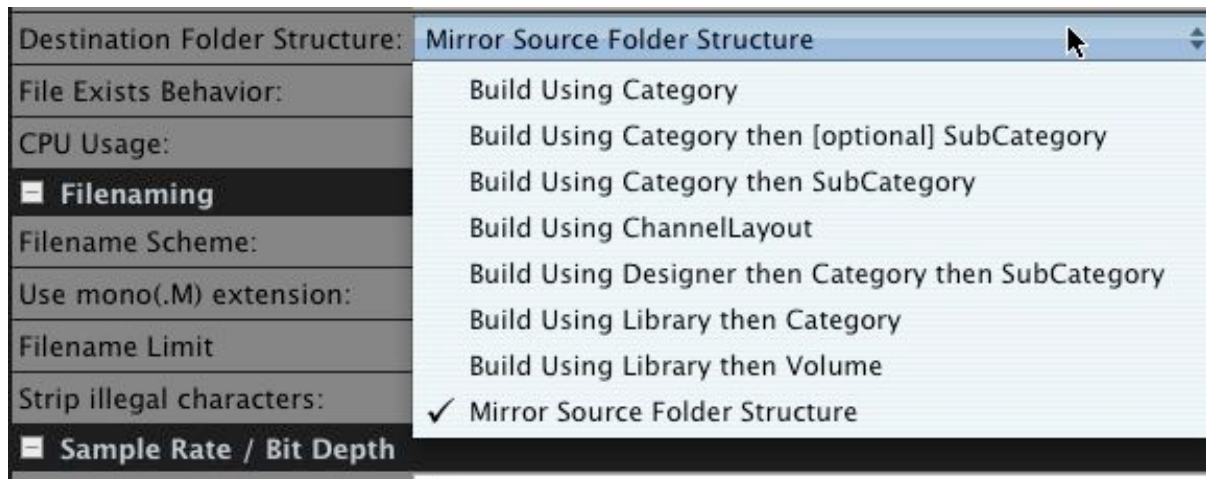
Database Templates

The code and framework has been changed here to better deal with both things like iXML, MXF, as well as custom schemas. Built into the framework is the ability to create your own custom templates beyond Music and FX. While not exposed to the user, the new framework now allows for this. At the moment, for any user who needs to create their own schema, they should contact support@soundminer.com. There would be a customization charge for this kind of work.

Mirror

The new Mirror pane allows for support of FLAC lossless compression format as part of v4.5pro along with AIF and WAV as before. In addition new folder structure can be built using the expanded options here. More can be added with input from users. You can also determine to make copies that strip all metadata as well. And you can use the Mirror feature to update an existing set of files' metadata without having to make new copies. For those not familiar with V4pro's Mirror feature, its an advanced batch converter that allows one to create a duplicate set of files in any of the supported

formats while keeping all the metadata and either using the existing folder structure of the original set or creating a new structure from the metadata:



*There will be an extra option designed for Publishers of content to add Mp3, with customized id3 mapping, as well as batch AAF(MXF) formats to the mirror list, plus music specific text outputs for most major formats: pricing has not as yet been set for this add-on.

**mirror file naming algorithm now has been changed so that previous <> character have been replaced by the pipe character: ie. |Source:1|_|Category:2| We will change transfer area to this new format for release as well....

Pro Tools 11 Optimizations

Full interleaved support on transfers for protocols 10+ (correct channel mapping, re-ordering) In addition, Pro Tools 11 support for network drives has also been optimized so transfers can take advantage of this.

New 64 bit Rewire engine

With the arrival of Pro Tools 11, rewire has had to move to 64 bit. The Soundminer rewire engine has been re-coded to now work in this mode and channel count has been expanded to 8 streams. It still instantiates the same way.

iZotope 64 bit transfers.

In keeping with our HDplus product and our friends over at iZotope, v4.5pro gets their industry recognized 64 bit sample rate conversion algorithm. Faster, better, and fully 64 bit!

New More Robust Embedding Code

Embedding code now includes additional diagnostic and repairs that can fix bad or corrupted files, validate before writing, and tells you if something has gone wrong. Metadata handling and caching has been improved for faster

New Scanner, Mirror Code

The scanner can ingest files many times faster. It's now threaded and can take advantage of multi-core technology. When batch converting out the mirror and transfer code has been improved for much faster multi-threaded performance.

FLAC support on Mirror, playback and embedding

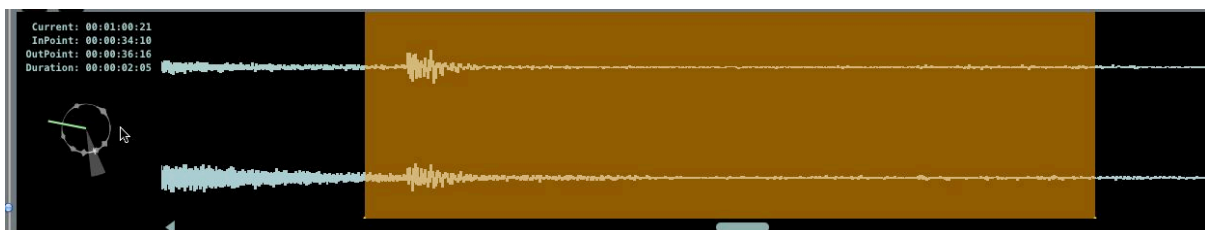
FLAC file is a Free Lossless Audio Codec file. It is a codec (compressor-decompressor or coder-decoder) which allows digital audio to be losslessly compressed such that file size is reduced without any information being lost. Digital audio compressed by FLAC's algorithm can typically be reduced to 50-60% of its original size and decompressed into an identical copy of the original audio data.

MIDI Control

With version 4.5pro, sound designers can use MIDI to control playback and pitch in real time. Future controllers will be able to be assigned so other functions can be performed live and in combination with our Sampler support and Re-Record function, it gives sound designers unprecedented creative possibilities. Info on how to set this up is on the forum.

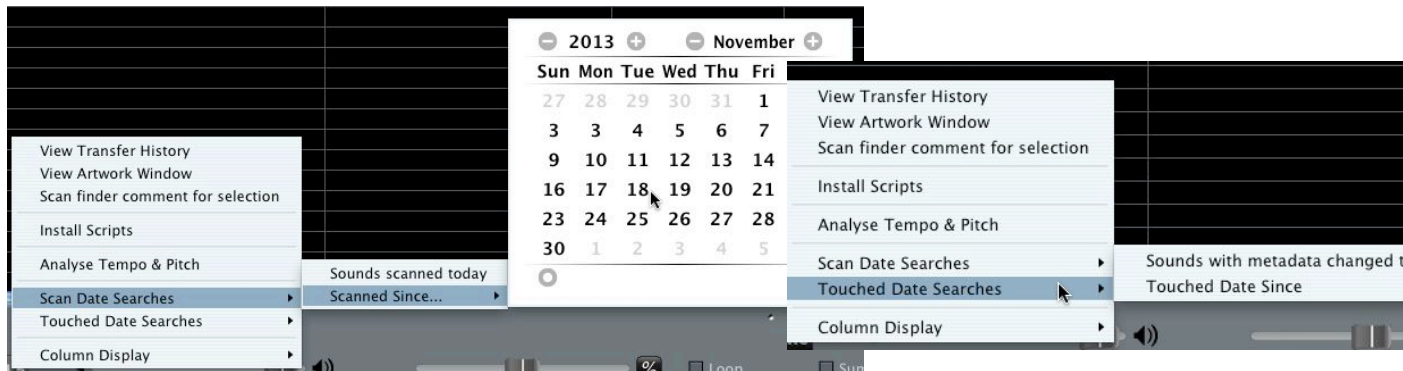
Radar

Along with new improvements to the waveform editor, a full file overview has been added so when in tight edit positions, you can instantly see your position and click around the waveform. And see your edit are even when zoomed in.



Search by Date

New search routine allows librarians to better manage items by scan date or when modified. You even have a calendar view.

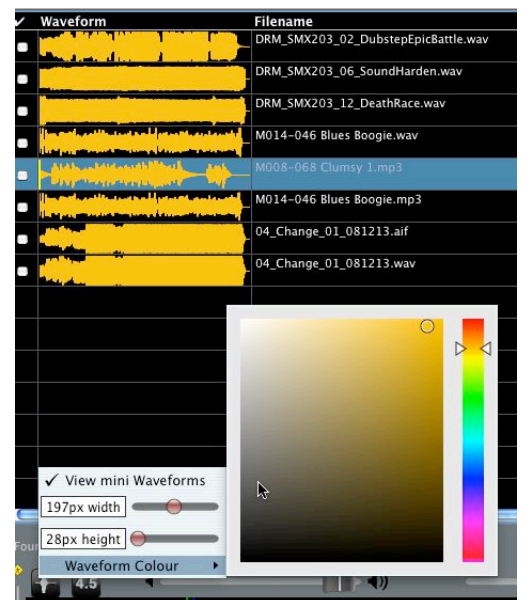
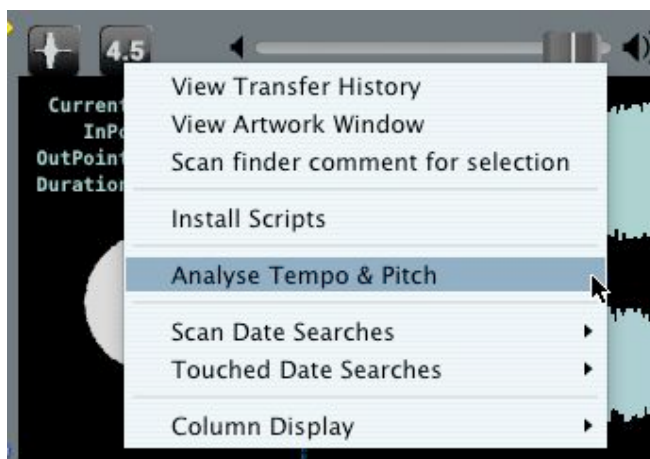


Waveforms inline

For those times when you need to see all the waveforms at one time, the inline view gives you the ability to not only see them all in the returns field, but clicking begins playback right from the click point. This does impact speed.

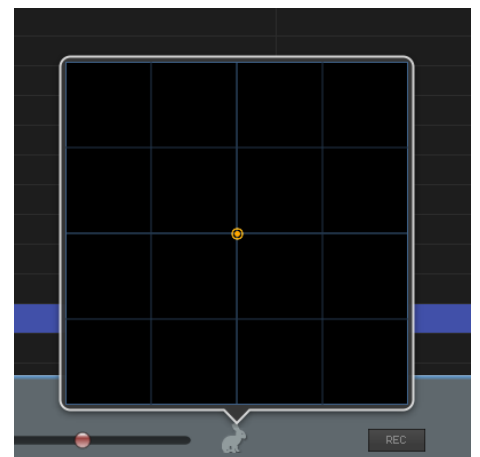
Key/BPM detection

As part of the growing DSP built into v4.5pro, automatic key and BPM detection has been added. Select your files and engage the auto-detection and these metadata fields will be filled in...



Time Domain Mode

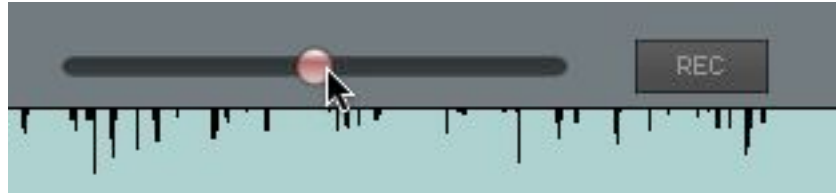
The Reverse/Forward audio scrubber allows you to play with the direction of the file in real time. Time stretch/compression along an X-Y grid allows a user to vary the time stretch versus the pitch and direction all at the same time!



Re-Record

The new interface will allow users to re-record their performances. This is ideal for sound designers using the new MIDI features to control plug-ins and DSP functions

within v4.5pro to create new sound files, have them immediately added to the RAM database and instantly usable in their project.



MXF playback -ATOM MXF audio import[production dialog] MXF, the preferred Avid file format, has been added for audio playback. MXF can be converted to WAV or AIF from within V4pro.

Import Export Excel

Special option add-on option for importing and exporting in Excel format.

New Editor - with instant spring access, markers

Easter, faster simpler editor that allows easy top and tail editing.



Click the 'springs' markers and waveform editor quickly zooms to sample accurate level to allow you to refine edit point. Then, let go and it springs back to the previous view.

Recorder markers - added now are the ability to read markers incoming from field recorders.

Scripting Engine - For the power user, this new addition adds a multitude of options. Customized scripts can be programmed to do a myriad of things: like rename files using a set of rules, fix or adjust incoming metadata, export text in various formats, validate field content....just about any time consuming advanced metadata operation can now be scripted in v4.5pro.

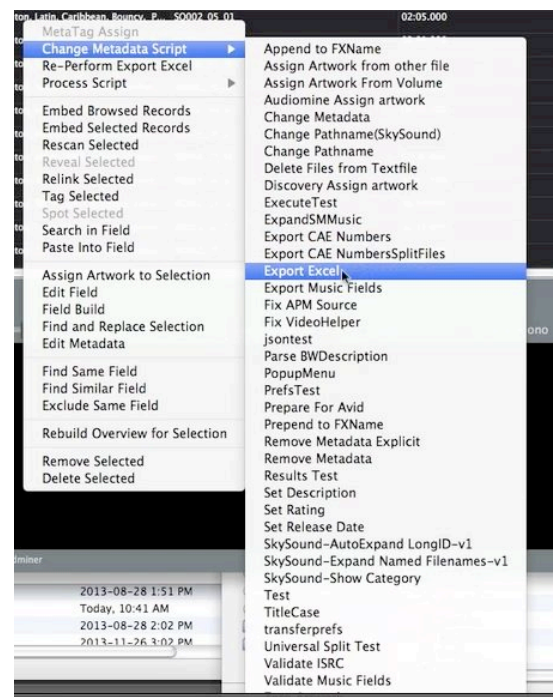
Reads CAF (Apple Loops) format

Added to our list of playable files is Apple's CAF or Apple Loops format.

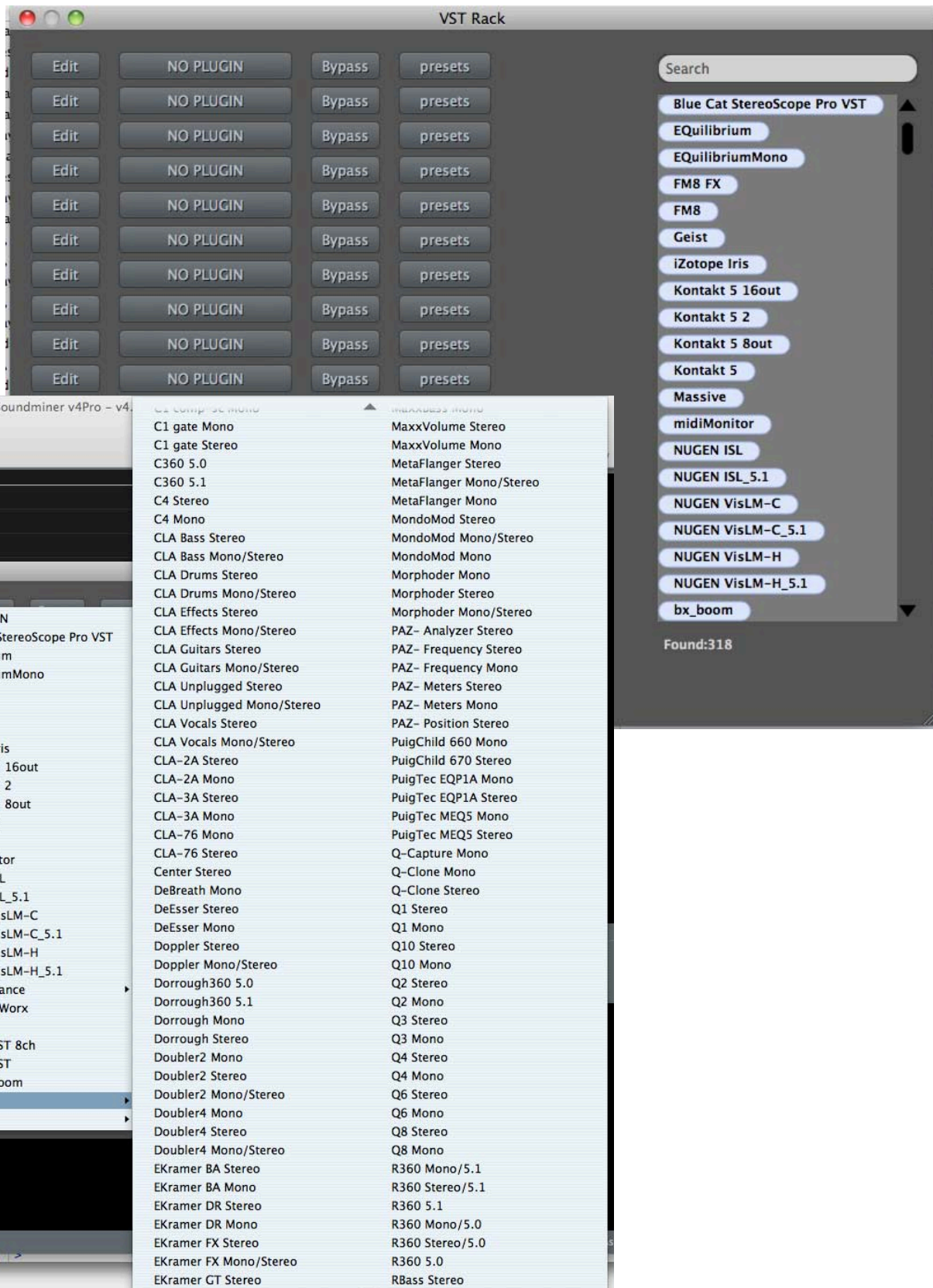
MPEG4 with Metadata

AAC or mp4 has been supported for playback for some time in V4, but now it has been updated to hold our metadata wrapper.

Transfer History - Record of all transfers kept here for better tracking



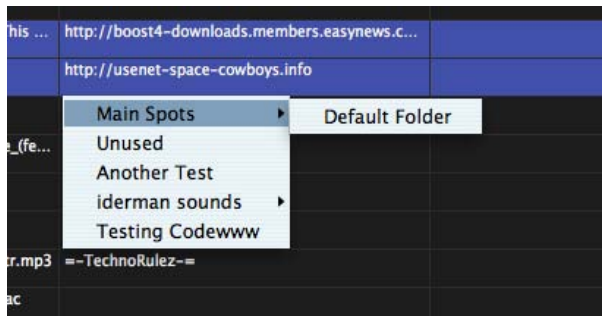
New VSTRack - Better organization! The plugins are allowed to be searched, and nested.



TAG Selector - This new option provides a drop down of your spotting folder so you can even without having previously target a directory, tag an item to a folder of your picking.



Command Option T



Preliminary Sampler support - independent transfer to Iris via RAX

(from the forum)

<http://soundminer.s3.amazonaws.com/IndependTransfer.mov>

This is the start of the independent transfer. You can see I have Adobe Audition set as my DAW, but the independent transfer (no graphics, just a white blob!) is set to iris.

So this is exactly the same as "smart drag" however instead of rolling up in the upper range of the audio file and clicking and dragging, the user clicks and drags the white blob.

The radar will update to show the progress of the transfer as well I think... And blink when done or something like that.

Preliminary - LegPicker Feature(a60)

V4.5pro will have the ability to select individual legs within a mult-channel file and transfer them independently.

<http://soundminer.s3.amazonaws.com/LegPickerSpotting.mov>

JD: " I think i've covered pretty much everything. It might be nice to have some sort of visual in the spotting panel if a soundfile has been 'picked', but that in comparison to everything else is pretty easy!

Sounds solo'ed go to VSTInputs 1 and 2 so any plugins active can be used as is. (When transferring it'll just take the output of the first VST stream.) If no plugins then just channel 1 is transferred.

If listening over rewire it still goes to streams 1 & 2. I'm thinking of a toggle for that to re-direct to C. I'd prefer if there was a way to detect whether C was active though (less questions when people who only have a L/R rewire plugin don't hear anything!)

Reference original isn't implemented yet... let's see how the transferred material works first..."

There's a lot more that will be added over the coming months, and we'll notify early adopters as best as we can with new versions. But it is critical to join the forum and participate.

And when you find bugs, please try to detail it as best as you can.

Please address all concerns and comments to support@soundminer.com