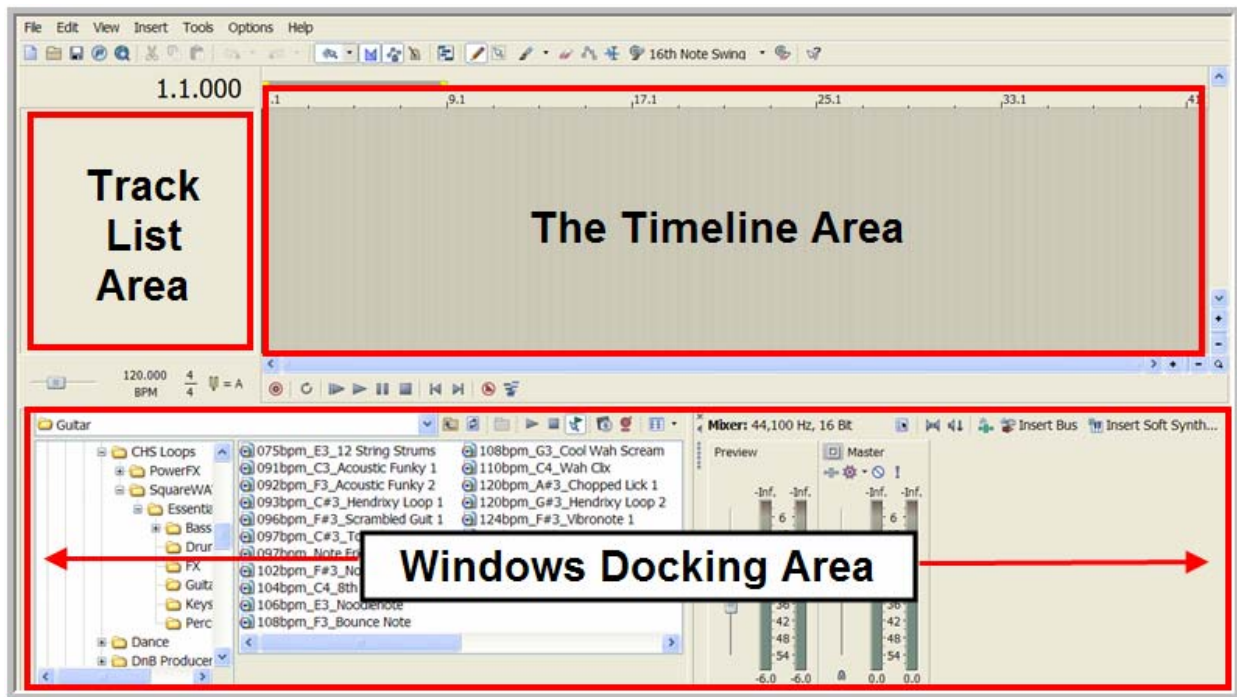
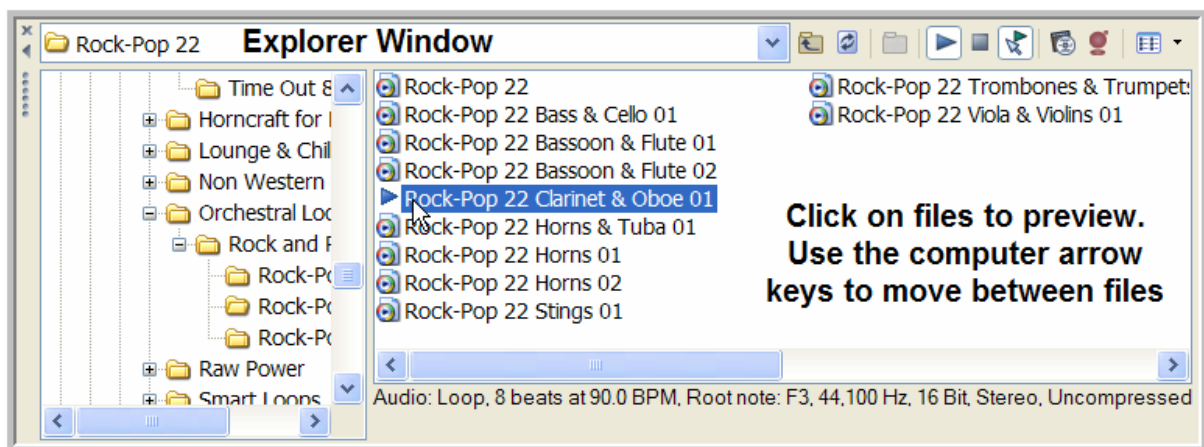
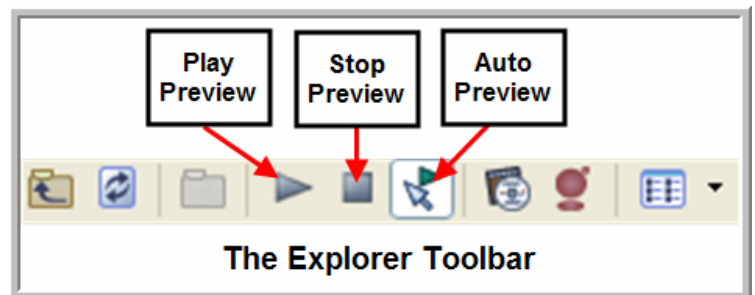


Acid Basics

The Acid Graphic User Interface has three main areas; the timeline area, the track list area and the windows docking area.



The Windows docking area can contain multiple windows. These windows can be turned on and off from the view menu. The Explorer Window is on by default when you load the software. This window enables access to files stored on the computer hard drive and portable storage devices. The Explorer window has folders in a tree view on the left hand side; the files appear on the right hand side. Turn the 'Auto Preview' button on to audition files.



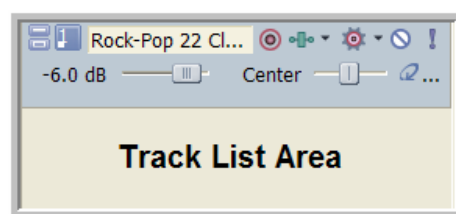
The Explorer window also contains information about audio files that are selected. In the example above the Rock-Pop 22 Clarinet & Oboe 01 file is selected. Acid recognises that this file is a loop that has an 8 beat duration. The recorded tempo was 90 beats per minute (BPM). The pitch was based around the note F in the third octave (F3). It is an uncompressed audio file with a sampling rate of 44.1 Hertz and a bit depth of 16.

As this file is a loop, its tempo and pitch will change to the Acid Project file settings. The project pitch and tempo settings are located at the bottom of the track list area. The default settings are a tempo of 120 BPM in 4/4 time using the key (pitch) of A. The tempo slider is used to edit the project tempo. Double click on the slider control to return to the default setting. Click on the key letter name to change the key.

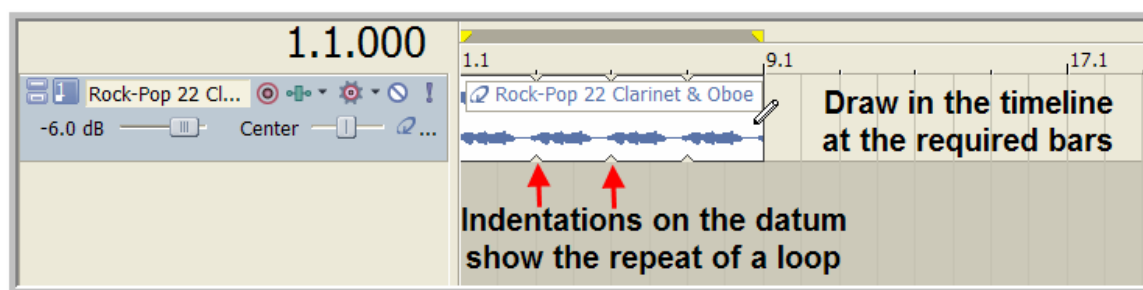


Adding Files to the Project

Files can be added to the timeline by dragging them from the Explorer preview window or by double clicking on them. A track header will appear in the track list area.



A track for the loop has been created in the timeline area. Hold your mouse on a track in the timeline. Your cursor will change to a pencil; the loop can now be drawn into the timeline. The following example has been drawn for a total of 8 bars.

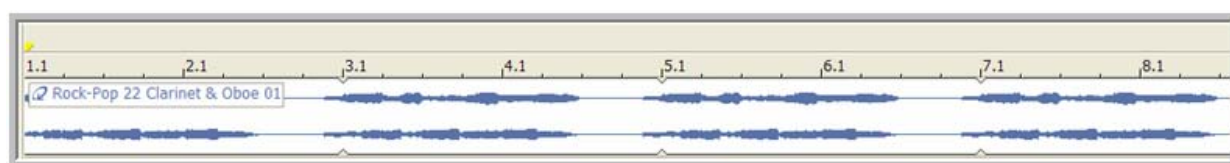


Use the transport controls to play the file. The space bar is the short cut to play and stop. The enter key is the short cut to pause. A black playback line moves across the timeline when playing to show the position in time.

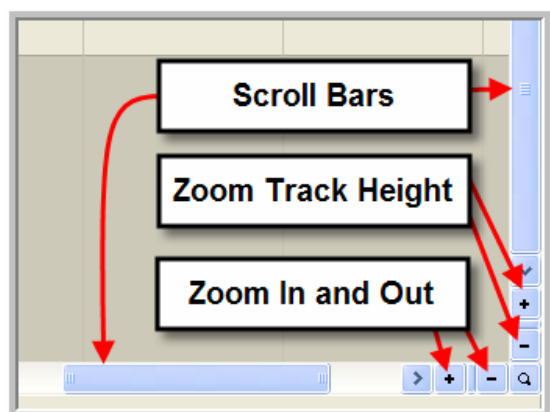


Zooming

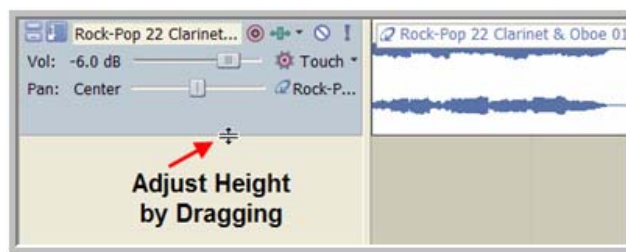
The scroll wheel on your mouse can be used to zoom in and out, additional bar numbers will be shown when you zoom in.



Standard windows zoom in and out tools are located on the bottom right hand corner of the timeline. Zoom in and out track height tools are also located here.

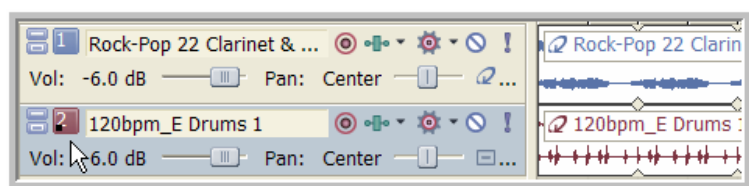


The Track height can also be adjusted by holding the mouse over the bottom of a track header. Use this method to resize any window in Acid.



Deleting

Click on datum in the timeline and press delete to remove material from the timeline. Click on the track in the track list area and press delete to remove the entire track. In the following example track 2 has been selected and has focus. The track with focus is shaded blue; the entire track can be removed from the project by pressing delete.

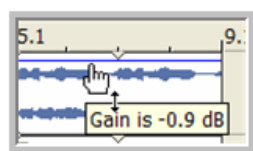


The Cursor

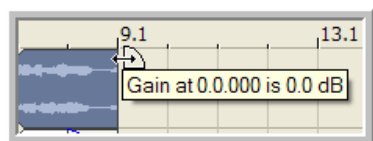
The appearance of the cursor changes when you hold the mouse over different parts of a clip/media in the timeline.



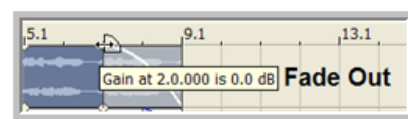
The white arrow indicates that a clip can be selected for deletion; it is also used to move the clip along the timeline.



The cursor changes to a hand when held at the top of a clip. The gain (volume) can then be adjusted by dragging up and down.

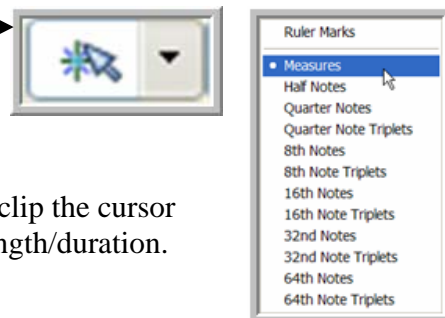


The cursor changes to an arched shape when held over a top corner of a clip. Fade Ins (top left side) and Fade Outs (top right side) can be added with this tool.

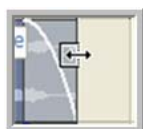


In the example above, a 2 bar fade out was added by dragging the mouse. The fade “snaps” to the beginning of a bar, as by default the snap feature is activated and set to bars (measures). This also means that clips can only be drawn at the beginning of a bar.

This feature can be turned off by clicking on the ‘Enable Snapping’ button which is located on the main tool bar. This button also has a drop down menu which allows you to set the snapping to smaller bar divisions.

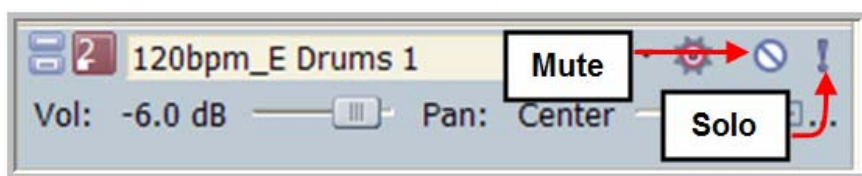


When the mouse is held over the left or right hand side of the middle of a clip the cursor changes to a rectangle, the clip can be dragged in and out to change the length/duration.



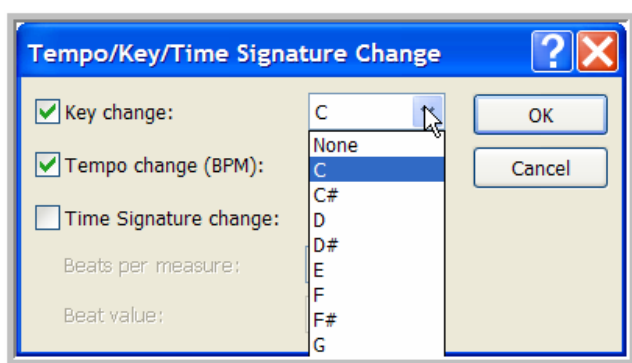
Solo and Mute Buttons

Each track has a Solo and Mute button.



Changing the Pitch

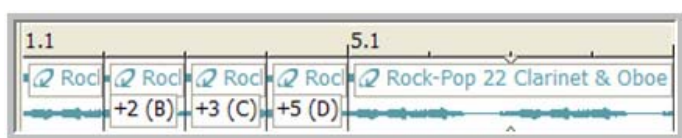
The key setting mentioned earlier is a global setting and affects the entire project. Key changes can be inserted at any point in the project. Place the playback line at the desired position and then go to the Insert menu and select ‘Tempo/Key/Time Signature change’. Select a new key.



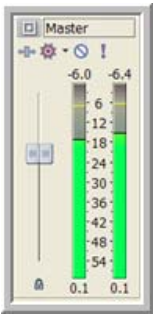
The pitch of clips can also be changed. This is done by selecting the clip and then using the + and – keys on the computers numeric keypad. This will raise or lower the pitch by one semitone.

- + = Up 1 Semitone
- = Down 1 Semitone
- Shift + = Up 4 Semitones
- Shift - = Down 4 Semitones
- Control + = Up 12 Semitones (1 Octave)
- Control - = Down 12 Semitones

To split a clip, place the playback line at the required position and then press ‘S’ or go to the Edit menu and select ‘Split’. In the following example an 8 bar loop had already been drawn into the timeline. The loop was then split to enable pitch changes to smaller sections.

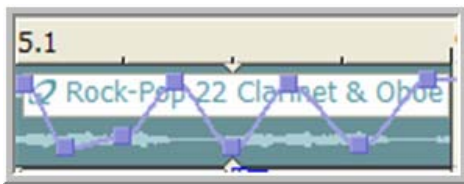


Volume



A projects volume can me adjusted using the Mixer controls in the windows docking area. The volume for an entire track can be adjusted using the controls in the track header (track list area). A clips volume can be adjusted by holding the mouse at the top of a clip and dragging the gain line up and down.

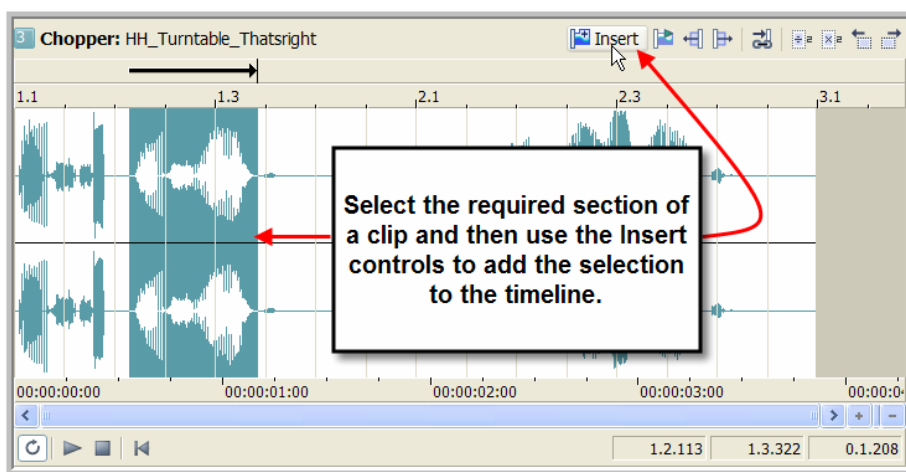
Volume Envelopes can also be added to a clip. Right click on a clip and select 'Insert/Remove Envelope', then 'Volume'. A blue line will now appear on the track. Double click on this line to add points; the points can then be dragged up and down to adjust the gain/volume. The points will snap to the selected bar division if the Enable Snapping button is on.



Right click on a point to access further settings or to type in the required volume (in Decibels).

The Chopper

The length of a clip can be changed by dragging or it can be opened in the 'Chopper'. Right click on a clip and select 'Select in Chopper' or turn the Chopper on in the View menu. The Chopper will then appear in the Docking area. Click on the Chopper Tab at the bottom of the screen to view the chopper. The selected clip will appear in the Chopper.



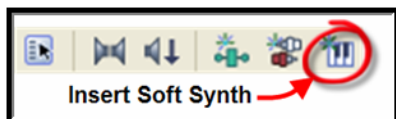
Recording

Place the playback line at the required position and then press the Record button on the Transport bar. Press stop or the space bar when finished. A dialogue box will appear asking if you wish to keep the recording. A new track will be added to your project. Acid enables recording onto multiple tracks; insert additional audio tracks and arm them for recording before pressing record on the transport bar.



MIDI Tracks

To add MIDI tracks go to the Insert Menu and select 'MIDI track' (or right click in a blank section in the track area and select). Acid uses soft synthesizers for the Output (sound source) of MIDI tracks. The Sony DLS Soft Synth will be loaded by default when you add a MIDI track. Click on the 'Insert Soft Synth' button on the Mixer toolbar to access other soft synths.



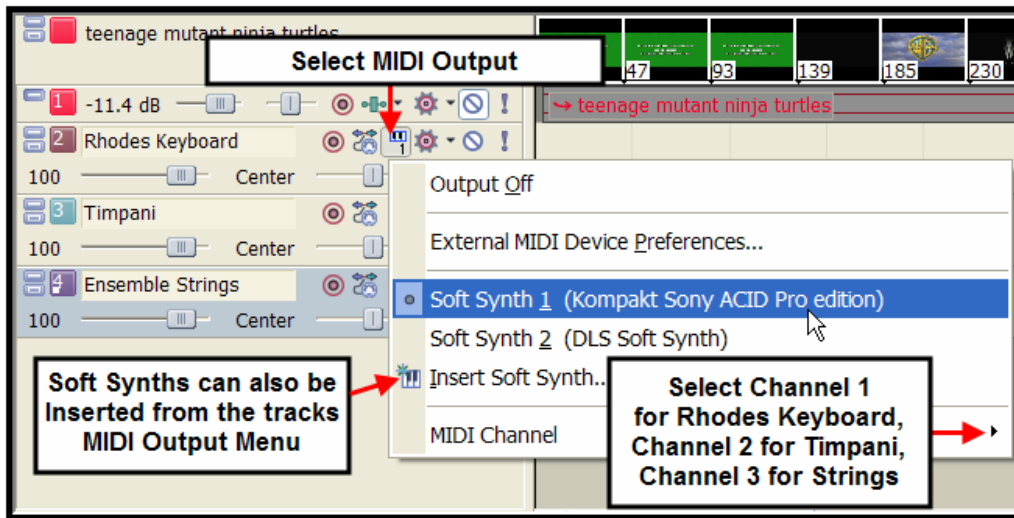
A 'Soft Synth Chooser' Dialogue box will appear, select a soft synth and then click on OK.

Product	Name	Type	Vendor
Kompakt Sony ACID Pro edition	Kompakt Sony ACID Pro edition	VSTi	Native Instruments Software S
Sony DLS Soft Synth	DLS Soft Synth	DLS	Sony Media Software, Inc.

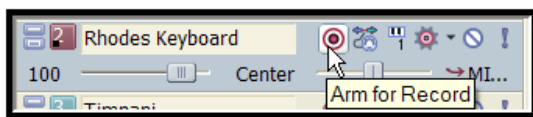
The Kompakt Sony Acid Pro edition Soft Synth



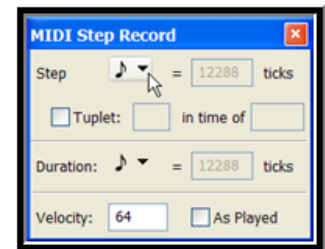
Eight different instruments, drum kits, sound effects etc can be loaded into a Kompakt synth. Up to 32 soft synths can be inserted into Acid Pro 6, giving you a total of 256 available MIDI instruments when using the Kompakt Synth. In the example above a Rhodes Keyboard has been loaded to channel 1, a Timpani has been loaded to channel 2 and an Ensemble Strings Synth has been loaded to channel 3. Channels 4 – 8 are empty. Select the MIDI Output button on a MIDI track to select the soft synth and the required channel/instrument.



Arm the track for recording and then press Record on the main Transport Bar.



Step MIDI Recording enables you to select the note duration; notes of this duration will then be entered, regardless of how they are played on your MIDI keyboard. The Step Record dialogue box appears when the MIDI Step Record button on the Transport Bar is pressed. Note durations, Tuplet settings and Velocity (maximum of 127) can be selected here. Check the 'As Played' box to record the velocity level from your MIDI keyboard.



MIDI Merge Recording enables you to keep the existing recording; additional recordings on an armed track will be added to the original recording.

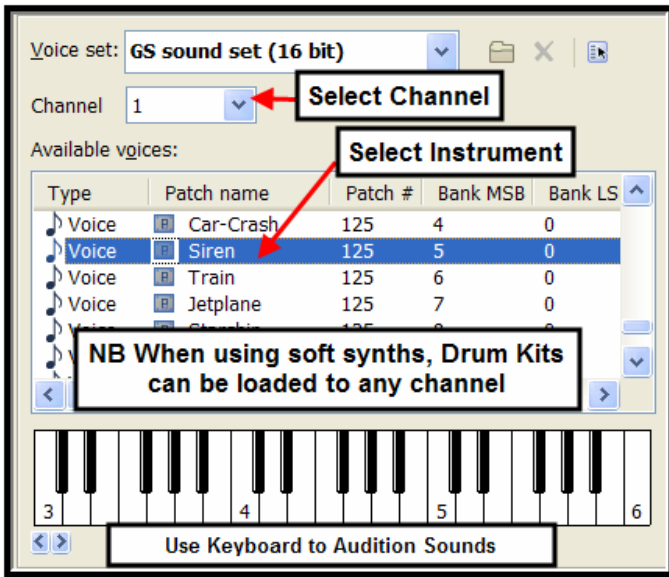
You can record onto multiple tracks by arming additional tracks for recording. MIDI clips will appear on the timeline when you have stopped recording.



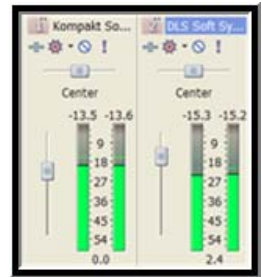
The Sony DLS Soft Synthesizer

Select the DLS soft synth from the ‘Soft Synth Chooser’ dialogue box. This soft synth allows 16 instruments (a total of 32 DSL synths may be loaded into Acid Pro 6 giving you a total of 512 instruments), drum kits, sound effects etc to be loaded. Select the channel and then allocate a sound by clicking on an instrument in the ‘Available Voices’ list. Set the MIDI tracks Output to ‘DLS Soft Synth’.

Product	Name	Type	Vendor
Kompakt Sony ACID Pro edition	Kompakt Sony ACID Pro edition	VSTi	Native Instruments Software S
Sony DLS Soft Synth	DLS Soft Synth	DLS	Sony Media Software, Inc.

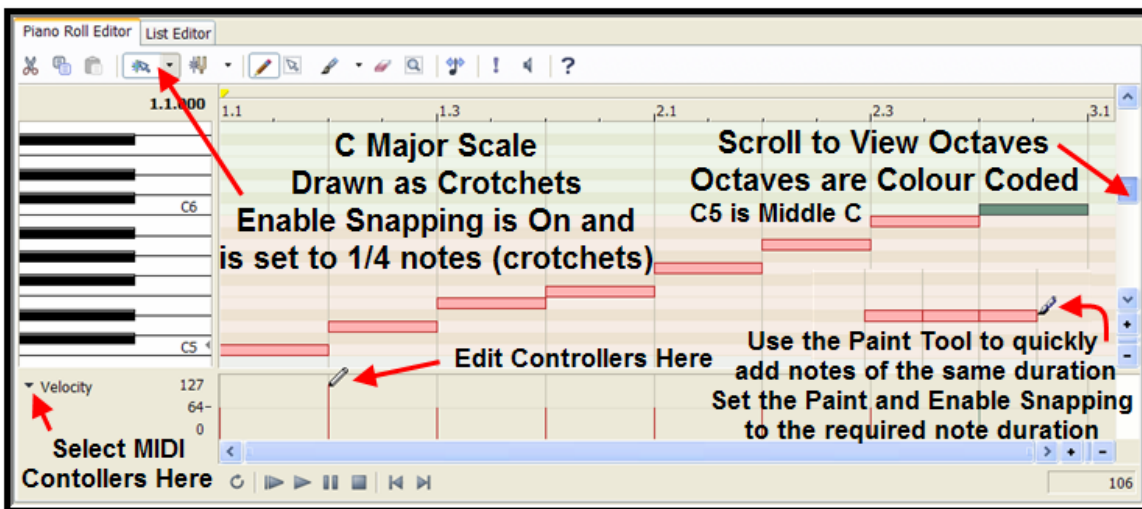



Volume and Pan Envelopes can be added and removed from a MIDI track by pressing the V and P keys on your computer keyboard. Like Audio, each MIDI track has a volume fader. The soft synths have Global Volume Settings in the Mixer Window.

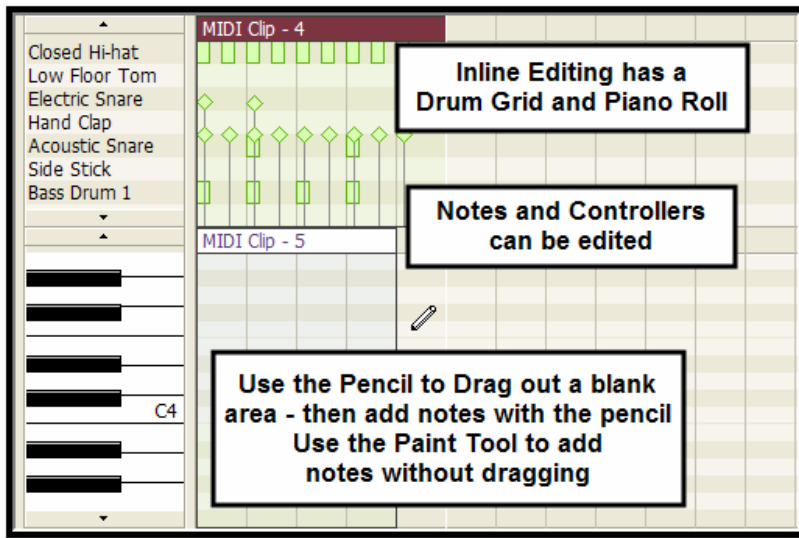


MIDI Editing

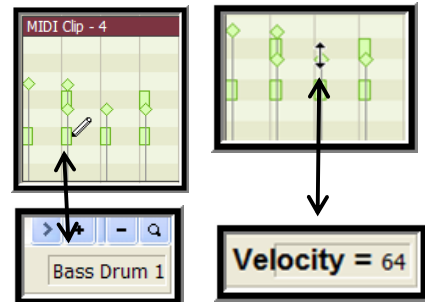
MIDI clips can be added or edited using the ‘Clips Properties’ window or the ‘Inline MIDI’ editing feature. Add a MIDI track or select an existing MIDI recording, go to the View Menu and select ‘Clip Properties’. The Clips Properties has two tabs; Piano Roll Editing and List Editing.



The Inline MIDI Editor enables editing to be done on the timeline. Press the Inline Editor Button →  (on the toolbar) or the letter 'G' on your computer keyboard to turn the editor on.

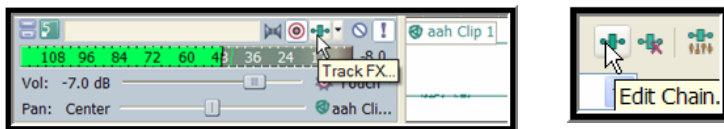


Hold the mouse over an event in the MIDI Inline Editor, the Pitch of a note or the name of a percussion instrument will appear in the bottom right hand corner of the timeline. Velocity levels will also appear here.

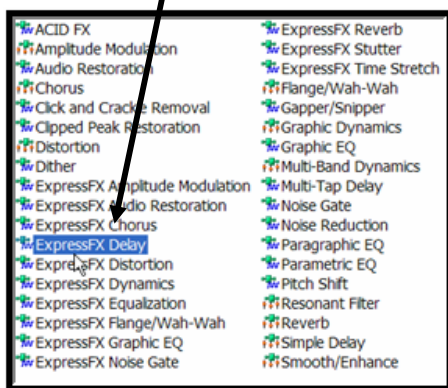


Adding Audio Effects

Audio Effects can be added to audio tracks by clicking on the tracks FX button. The default EQ dialogue box will open, click on the Edit Chain button to browse effects plug-ins stored on your computer.



A Plug In Chooser dialogue box will appear, select the folder, then the effect, then press Add then OK.



A new Plug In dialogue box will appear enabling editing of the effect.

