Roxio
Creator
User Guide
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Contents

1 Getting started with Roxio Creator 19

Welcome to Roxio Creator ............... 20
About this guide ....................... 20
System requirements .................. 21
Installing Creator .................... 24
Getting to know Creator ............. 25
Starting a task ....................... 25
Creator: What you can do .......... 26
Completing a typical task .......... 30
Where to find more information .... 34
Help .................................. 34
Learning Center .................... 34
Roxio online support ............... 34
Creator support options .......... 35
Unlimited self-help options .......... 35
Alternate support options .......... 35
Contacting Roxio ............... 35
2 Importing media files

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

3 Managing your media files

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

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

5 Creating audio projects  

Welcome to Sound Editor ............................... 82
Getting to know the Sound Editor window ......... 83
Sound Editor project file format (.dmse) ........... 84
Getting started with Sound Editor projects ......... 85
About adding audio clips .............................. 86
   Adding audio files ................................ 86
   Adding tracks from audio CDs .................... 87
About editing and applying effects .................. 88
   Selecting the waveform region to edit .......... 88
   Basic editing ...................................... 89
Adding or deleting track separators ................ 90
Installing new sound effects ......................... 91
Completing Sound Editor projects .................. 92
   Saving Sound Editor projects .................... 93
   Exporting audio clips ............................ 93
Exporting sets of tracks or audio clips ................. 94
Burning tracks or clips to audio CDs ............... 96

Creating music discs 97

Welcome to Music Disc Creator ...................... 98
Types of music discs you can create .............. 99
   Audio CD .................................. 99
   MP3/WMA disc ............................. 99
   DVD music disc ........................... 99
Overview of Music Disc Creator projects .......... 100
Supported file formats .......................... 101
   Music Disc Creator’s native format (.DMSA) . 101
   Supported audio formats .................. 101
   Supported playlist formats ............. 101
Adding tracks to your project .................... 102
   About protected audio tracks .......... 102
   Using the Media Selector ............ 102
   Adding tracks and playlists from a hard disk ... 104
   Adding unprotected tracks from your iPod® ... 104
Importing tracks from discs .......... 105
Finding tracks and managing track information . 106
   Checking for unidentified tracks .... 106
   Creating track lists using Search by Tags .... 108
   Using Beatmatching .................. 109
Completing Music Disc Creator projects ......... 112
   Burning projects to disc or saving as disc image files. .... 113
   Exporting tracks ..................... 114
   Sending tracks to a portable device .... 115
# Working with photo projects 117

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

# Printing and sharing media files 135

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

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

Making advanced data discs 163

About Creator Classic.........................164
Getting to know the Creator Classic window 165
Deciding which type of project to create ....166
Adding files and folders to your project ....167
Burning the project to disc ..................168
13 Video tools and assistants 187

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

14 Creating advanced video discs with menus 199

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

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

15 Creating disc labels and inserts 221

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

Index 227
Getting started with Roxio Creator

In this chapter

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

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

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

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

About this guide

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

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

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

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

Optional devices/software that are supported:
- Apple iPod®
- Apple iPhone®
- iTunes 8.0 or above
- Windows Media Portable devices
- Sony PSP
- 3GP mobile phones
- TiVo® Series2™, Series3™, TiVo® HD DVR or other TiVoToGo compatible DVR connected to your home network with TiVo Desktop installed. Does not work with DirecTV-provided TiVo DVRs. See www.tivo.com for more information.
- For video playback: AMD graphics processor with Avivo support or nVidia graphics processor with PureVideo support
- For video capture: OHCI compliant IEEE 1394 FireWire card or USB 2.0 port (for use with DV camera), or analog video capture device

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

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

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

**Recordable Formats:**
Getting started with Roxio Creator

System requirements

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

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

Follow this procedure to install Creator.

To install Creator using the installation disc:

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

To install Creator using downloaded files:

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

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

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

Starting a task

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

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

Working with audio

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

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

Creator: What you can do

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

Working with photos

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

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

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

Working with video

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

- **Convert video to the perfect format for your portable media player**, and make copies of personal DVD discs so you can store the originals for safekeeping. Select the Copy and Convert Video task.
- **Watch movies** using the ultimate digital theater. Creator delivers the absolute highest quality video playback available for your PC and packs all of its powerful features into an extremely easy-to-use and intuitive user-interface. Select the Play Movies task.
• **Post videos on YouTube.** It doesn’t get any easier than this. Select the *Share Video* task.

• **Create professional-looking video productions** that combine your home videos and photos with audio, transitions, and special effects. Select the *Edit Video—Advanced* task.

• **Make great looking video productions in a few easy steps.** Select the *Create DVDs* task.

• **Create more elaborate multimedia stories on DVD** to share with family and friends. Capture and mix photos and video, include narration or a favorite sound track, create your own professional-looking menus, add transitions and animated backgrounds, and burn to DVD, Video CD, or Super VCD. Some versions even let you author Blu-ray movie discs. Select the *Create DVDs—Advanced* task.

• **Copy video directly from a camcorder to a disc.** Select the *Plug and Burn* task.

• **Transfer video footage from your AVCHD camera** onto a DVD or Blu-ray Disc for safekeeping. Your movies are stored exactly as they were shot, in full high-definition. Select the *Archive AVCHD* task.

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

**Data and copy projects**

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

• **Copy files to a CD, DVD, or Blu-ray Disc.** Select the *Burn Data Disc* task.

• **Duplicate an entire disc.** Select the *Copy Disc* task.

• **Create encrypted data CDs and DVDs**, and archive large projects to multiple discs. Create advanced format and bootable discs, and more. Select the *Burn Data Disc—Advanced* task.
Getting started with Roxio Creator

**Creator: What you can do**

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

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

**Importing and organizing media files**
You may find links to these tasks on more than one project tab:

- **Import photos and video** files to your computer from your digital camera, mobile phone, or camcorder. Select the Import Photos or Capture Video tasks.

- **View and manage your media files** in folders, and to organize them into personalized albums. Find files quickly by browsing or searching, and burn your files to a disc. Select the Browse and Manage Media task.

- **Transfer files to your wireless devices**, and upload video files to the Internet. Select the Browse and Manage Media task.

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

**Creating labels and disc inserts**
You will find links to this task on all of the project tabs:

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

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

**Don’t forget the Tools menu**

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

Each task in Creator is a little different. Some are incredibly simple. Others take a little time to master. To help you get started, let's walk though 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:

![Home window](image)

The Home window includes links to frequently used tasks.

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

The application window changes and displays a set of tasks that are related to protecting or copying the valuable files stored on your computer.
2 When you are ready, click **Burn Data Disc**.

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

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

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

3 To begin a data disc project, insert a blank CD, DVD, or Blu-ray Disc into your computer’s disc drive. (The project also allows you to add
files to an existing data disc, but to keep things simple for this project, use a blank disc.)

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

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

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

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

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

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

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

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

- The retractable Quick Scan panel makes it easy to select files by category.
- To the right of the Add button is the Projects button that you can use to easily find saved projects.
Next to that is the Make Bootable button. Use it to create a bootable disc that can be used to start your computer if something should ever go wrong with the Windows operating system.

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

Project information is displayed along the bottom of the window. In this case, the indicator shows the project size, the type of disc in the drive, and the available disc space.

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

The progress indicator shows a burn in progress.

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

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

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

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

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

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

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

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

Be sure to visit the Roxio Support Web site before you contact us by phone or e-mail—you’ll find answers to most of your questions at http://support.roxio.com.

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

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

In this chapter

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

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

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

This guide describes how to:

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

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

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

![AutoPlay window with options]

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

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

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

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

Device drop-down list
At the top of each media Home page is a drop-down list containing the devices from which you can import files. With some exceptions, the list only includes devices that are currently connected to your computer and that contain media files in formats supported by Media Import.
Media- and device-specific dialog
When you select a device from the drop-down list, the left side of the Media Import window shows a dialog specific to that device. (The preceding illustration shows a dialog to import photos from a CD.)

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

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

Importing photos or video files from a digital camera

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

To import photos from a camera:

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

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

Optional: Select the Delete files from device after transfer check box to delete the photos from the camera after the import process is complete.

2. Click Import Now.

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

In this chapter

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

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

Media Manager keeps everything organized. Use it to:

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

To open Media Manager:

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

Supported file formats

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

Monitoring new media files

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

To open the Monitored Folder Settings dialog box:

- Choose **Tools > Select Monitored Folders**.
  The Monitored Folder Settings dialog box appears.
Getting to know the Media Manager window

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

The following illustration identifies the parts of the window that are common across all views.
Media Manager offers the following views to help you easily access and organize the media files on your computer and connected devices:

- **My Media**
  This view shows your Smart Views, playlists, and albums.
  *Smart Views* are media file groupings automatically created and maintained by Media Manager, based on characteristics such as media type, keyword, and date, so you can find your media files more easily.
  *Playlists* are groups of audio files that you create and manage yourself. You can use playlists to group files you want to listen to, burn to a CD, or sync to an audio device.
  *Albums* are media file groupings that you create and manage yourself. You can use albums to group media files from vacations, events, or special occasions.
  For more information on using the My Media view, see *Working with My Media* on page 48.

- **Folders**
  Your files are organized into folders for easy access. The Folders view shows you the media files stored in Windows folders on your computer storage devices, including the hard disk and removable storage devices such as CD or DVD discs.
  The Folders view is very similar to Windows Explorer, both in how it looks and in how you use it, except that you only see media files supported by Roxio products.
  For more information, see *Working with folders* on page 56.

- **My Devices**
  Using Media Manager, you can view digital media on compatible wireless devices, such as mobile phones. The My Devices view shows you all detected devices, and allows you to browse the media files on these devices.
  For more information, see *Sharing media files with wireless devices* on page 144.
Working with My Media

The My Media view shows your Smart Views and albums.

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

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

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

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

You can also rename files within a Smart View, which renames the file in all other views to which it belongs, as well as in the Windows file system. You cannot delete, rename, or move Smart Views.

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

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

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

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

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

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

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

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

**My Views**
This Smart View contains your custom Smart Views (for example, Smart Views created from search queries). For example, you can save photos assigned the keyword "Birthday" as a custom Smart View named "Birthday Pics".
My Playlists
This Smart View stores any playlists you have created.

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

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

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

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

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

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

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

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

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

To add media files to a new album using the Albums button:
1. Select the media files you want to add to an album.
2 On the Task Bar, click Albums and choose Add selection to new Album. Media Manager prompts for the name of the new album.
3 Type the name of the new album, and click Yes.

To add media files to an album using the Split View:
1 On the Task Bar, click Split View. A new pane opens at the bottom of the window, showing the My Media view.
2 In the bottom part of the window, browse to the album to which you want to add files.
3 In the top part of the window, browse to and select the files you want to add to the album.
4 Drag the files to the bottom right pane to add them to the album.
5 Repeat Step 3 and Step 4 until you are finished adding files to the album.
To add media files to albums using Windows Explorer:

1. If you are not in the My Media view, in the Browse area, click My Media.

2. In the Browse area, select the album to which you want to add media files.

3. Open Windows Explorer, and position Windows Explorer and Media Manager windows so you can see them both.

4. In Windows Explorer, select the media files you want to add to the album.
   
   **Tip:** To select more than one file at a time, press and hold Ctrl while you select the media files or folders.

5. Drag the files and folders into the album in Media Manager and release the mouse button.
   
   The files are added to the album.

**Moving or copying media files from one album to another**

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

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

To move or copy media files between albums:

1. If you are not in the My Media view, in the Browse area, click My Media.

2. In the Browse area, click the album containing the albums or media files you want to move or copy.

3. Select the media files or albums that you want to move or copy.
   
   **Tip:** To select more than one file at a time, press and hold Ctrl while you select the files.
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**.

In the Browse area, select the album to which you want to move or copy the media files.

In the album, right-click and choose **Paste**.

**Setting the thumbnail for an album**

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

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

1. If you are not in the My Media view, in the Browse area, click **My Media**.

2. In the Browse area, click the album containing the photo or video file you want to use as a thumbnail.

3. Right-click the photo or video file, and choose **Set As Album Thumbnail**.
Working with playlists

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

To create a new playlist:
1. In the Browse area at the top left of the window, click My Media to display the My Media view.
2. In the Browse area, click My Playlists.
3. Click Create a New Playlist.
4. Type a name for the new playlist.
   The Contents area in the top right part of the window shows the contents of the new playlist.

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

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

To delete a playlist:
1. In the Browse area, browse to the playlist you want to delete.
2. Click Delete Selected Playlist.
   Media Manager prompts for confirmation.
3. Click Yes.
Working with folders

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

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

Creating new folders

To create a new folder:

1. If you are not in the Folders view, in the Browse area, click Folders.
2. In the Browse area, browse to the folder in which you want to create the new folder.
   For example, to create a new folder inside the My Pictures folder, select My Pictures.
3. In the Browse area, click Create a New Folder.
   A new folder appears, with the default name, “New Folder,” selected.
4. Type a new name for the folder, and then press Enter.
Working with media files

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

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

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

Selecting media files

To select media files:

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

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

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

Viewing media files in a preview window

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

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

To preview photos:
- Select a photo file and, on the Task Bar, click Preview Selected Item(s).

To preview a video, choose one of these methods:
- To preview the video in place, on the video thumbnail, click Play.
- To preview the video in a larger window, double-click the video thumbnail.

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

You can also extract images and create thumbnails.

To preview an audio file, choose one of these methods:
- On the audio thumbnail, click Play.
- Double-click the audio thumbnail.

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

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

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

**To view a QuickShow:**

1. In the Browse area, select the view containing the items you want to view as a QuickShow.

2. Select the media files you wish to view as a QuickShow.

3. On the Task Bar, click **QuickShow**.
   
   The QuickShow window opens in full screen mode and the media files play in order.

4. To rotate a photo in the QuickShow, follow these steps:
   
   a. Move or click the mouse.
      
      The QuickShow toolbar appears.

   b. Click one of the **Rotate** buttons.
Finding missing media files

Files might be missing if:

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

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

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

Locating missing media files

Follow this procedure to locate missing media files.

To locate missing media files:

1. **Optional:** In the Cannot Find Required Files dialog box, click **Show Files** to see the list of missing media files or **Hide Files** if you do not want to view the list.

2. Choose one of the following ways to locate the media files:
   - If the missing media files are on a disc, insert the disc into the disc drive, and then click **Retry**.
   - If all of the listed files still have the same names but have been moved to a new folder, click **Browse**, locate the folder in which the files are stored, and then click **OK**.
   - If the missing media files have been renamed, or if individual files have been moved to different folders, select one file at a time from the Required Files list, and then click **Locate File** to browse to the file. Repeat for each file.

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

Finding missing media files

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

In this chapter

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

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

To open Multiple Audio CD Ripper:
- From Roxio Home, select the Music-Audio project tab and choose Rip - Advanced.

To import and transfer files, follow these steps:
1. Insert the discs you want to import.

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

2. To change the import settings, including the destination location and file format, click Settings.

3. Click Start.

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

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

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

4. To import another disc, insert it in the drawer. The import resumes.

5. When you are finished importing discs, click Done.
6 **Optional:** By default, the assistant automatically identifies CDs and tags songs. To view or modify the tags, or to automatically tag unidentified tracks, click **Edit Audio Tags**.

**Tip:** For more information, click **Help** on the Edit Audio Tags dialog box.

7 To output the tracks to a portable device, continue with these steps:
   a In the Imported Tracks list, use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.
   b Check the boxes beside the tracks you want to transfer.
   c Click **Output To** and choose **Portable Device**.
   d In the Select portable device box, select the device to which you want to copy the tracks.
   e If the songs are not in the correct format for the destination device, select **Force convert to preferred audio format before sending**, and select the desired format from the drop-down list.
   f To start the transfer, click **Send**.

8 To burn the tracks to an audio CD:
   a In the Imported Tracks list, use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.
   b Click **Output To** and select **Audio CD**.
   c Select the tracks you want to burn.
   d Click **Burn**.

9 When you are finished, click **Finish**.
Recording from an audio input device

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

To open Easy Audio Capture:

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

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

Using Easy Audio Capture in Full mode

To record audio in Full mode:

1. Set the following options, as required:

   - **Capture From**: Select your sound card from the list. If your sound card does not appear in the list, select Speakers.
   - **Input (Windows XP only)**: Select your audio input channel. For example, if you want to record from a Line in input, select Line In.
   - **Recording Level**: Drag the slider to increase or decrease the recording volume. If the volume is too high, distortion may result. If the volume is too low, the resulting sound may be less than optimal.
Adjust the recording level so that the meter indicators light up only to the middle of the meter, passing the middle only occasionally. If all of the meter indicators stay lit persistently, the recording level has passed the zero dB clipping point, and is too "hot". If this occurs, reduce your recording level.

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

- **Balance**: Drag the slider to balance the audio level between the left and right speakers.

- **Record Internet Audio**: Select Separate Tracks if you want your recording divided into tracks and transferred to your iTunes music library. Select One Track to have the entire recording saved as a single audio file.

- **Capture settings**: Click the Options button to open the Capture Settings dialog box. To transfer recordings to your iTunes music library, choose the following settings:
  - Click on the Save to tab and choose iTunes from the Save to drop-down menu.
  - Select the Separate Tracks after silence of checkbox. For best results, set the time control between one and two seconds.
  - When iTunes is selected as the destination, the Audio Format settings automatically changes to AAC. Choose Low, Medium, or High from the Quality drop-down list.
  - Click OK to close the dialog box.

**Note** Click the Help button to learn more about the settings available on the Capture Settings dialog box.
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 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 set of audio CDs to iTunes, an iPod®️, iPhone®, or other connected portable device, to an audiobook file on hard disk, or to an MP3 disc. Audiobook Creator can also convert public domain MP3 audiobooks that you have downloaded from the Internet.

To open Audiobook Creator:
- From Roxio Home, select the Music-Audio project tab and choose Create Audiobooks.

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

Getting to know the Audiobook Creator window

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

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

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

- **Output to**
  - **iTunes** (must already be installed): Select this option to output your audiobook to iTunes. All tracks will automatically be
combined into a single iTunes audiobook file (.m4b) with the following iTunes audiobook features:

- each track will become its own chapter for easy navigation
- pause/resume functionality
- book cover art will be included and will be displayed in iTunes

- **iPod/iPhone** (must be connected, and iTunes must already be installed): Select this option to output your audiobook to an iPod® or iPhone®. The following audiobook features will be included:
  - each track will become its own chapter for easy navigation
  - pause/resume functionality
  - book cover art will be included and will be displayed in iTunes

- **Other portable device** (must be connected): Select this option to output your audiobook to a portable device.

- **MP3 disc**: Select this option to output your audiobook to an MP3 disc. This option is especially useful if your source audiobook is on several CDs and you want to combine them onto a single disc in a compressed format.

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

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

Creating Audiobooks

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

---

**Format output** | **Description**
---|---
.M3U | - 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 | - 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 | - Merged playlist  
- Chapter skipping is not supported  
- Most players support pause/resume of single files when bookmarking is used
output to a playlist, or to a portable device other than an iPod® or iPhone®. When outputting to iTunes, iPod®, or iPhone®, the file format is automatically converted to iTunes audiobook format (.m4b). When outputting to an MP3 disc, the file format is automatically converted to .mp3.

■ **Title**: Use this text box to edit the audiobook’s title.

■ **Author**: Use this text box to edit the audiobook author’s name.

■ **Change cover art**: Select this option to locate and apply cover art to your audiobook.

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

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

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

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

### Editing audio tags with the Audio Tag Editor

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

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

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

**To open Audio Tag Editor:**

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

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

**To update track information automatically with the MusicID feature:**

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

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

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

6. Depending on the application from which you invoke the Edit Audio Tags dialog box, the following options might be available:

   - **Embed or replace tags inside the audio files (if supported by the format):** Saves track information with the audio file. If you do not select this option, the audio tag information will be associated with the track in this project only. (This option is only available for file formats that support metadata.)
7 To close the dialog box, click Done.

To edit track information manually:

1 In the tracks list, select the tracks for which you want to add or change information.

2 In Sound Editor, if you are editing tags for an audio clip that contains multiple tracks, and if you want to add or change information for only one track, select the track name in the Title drop-down list. Otherwise, you can edit all of the selected files together.

3 Select the text you want to change and then type new text.

4 Depending on the application from which you invoke the Edit Audio Tags dialog box, the following option might be available:

   - Embed or replace tags inside the audio files (if supported by the format): Saves track information with the audio file. If you do not select this option, the audio tag information will be associated with the track in this project only. (This option is only available for file formats that support metadata.)

5 To close the dialog box, click Done.
Converting, renaming, and moving audio files

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

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

To open Audio Converter:

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

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

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

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

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

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

2. To update the audio tags for the selected files, click Edit Audio Tags. The Edit Audio Tags dialog box opens. Edit the audio tags (for more information, click Help on the Edit Audio Tags dialog box) and click Done to close the dialog box.

3. Click Convert.

4. Make sure the Keep original files checkbox is selected if you want to keep the original source files.

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

5. In the Conversion settings box, choose the new audio file format. (For more options, click Edit.)

6. **Optional:** To ensure the loudest sound output possible without distortion, click Maximize volume before exporting.

7. To create a folder structure and file names based on audio tags (such as artist and album name), select Subfolder / file name structure, and choose the folder structure and file naming convention you want to use.

8. In the Target folder box, specify the location on the hard disk or network where you want to store the converted files.

9. Select what to do if a file with the same name already exists in a folder.

10. Click Convert.
Renaming files

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

To rename audio files, follow these steps:

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

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

2. Click Convert.

3. Unless you want to keep the original files, clear the Keep original files check box.

4. In the Conversion settings box, select Keep original format.

5. Select Subfolder / file name structure.

6. From the drop-down list on the left, select Original folder.

7. From the drop-down lists on the right, select the file naming convention you want to use.

8. Select what to do if a file with the same name already exists in a folder.

9. Click Convert.
Moving files

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

To move audio files, follow these steps:

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

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

2 Click Convert.

3 Unless you want to keep the original files, clear Keep original files.

Warning The original files will be deleted.

4 In the Conversion settings box, select Keep original format.

5 Choose the subfolder structure to be used:
   - To keep the same folder structure, clear the Subfolder / file name structure check box.
   - To move the files to a folder structure based on audio tags (such as artist and album), select the Subfolder / file name structure check box. From the drop-down list on the left, select the desired folder structure. In the drop-down list in the middle, set the file naming convention to Original file name.

6 In the Target folder box, specify the location on the hard disk or network where you want to store the files.

7 Select what to do if a file with the same name already exists in a folder.

8 Click Convert.
Recording and managing audio files

Converting, renaming, and moving audio files

Transferring files to a portable device

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

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

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

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

2. To update the audio tags for the selected files, click **Edit Audio Tags**. The Edit Audio Tags dialog box opens. Edit the audio tags (for more information, click **Help** on the Edit Audio Tags dialog box) and click **Done** to close the dialog box.

3. Use the **Move Up** and **Move Down** buttons to arrange the tracks in the desired sequence.

   **Note** Some portable devices will not support the playback order.

4. Click **Send to Portable**.

5. In the Select portable device box, select the device to which you want to copy the tracks.

6. If the songs are not in the correct format for the destination device, select **Force convert to preferred audio format before sending**, and select the desired format from the drop-down list.

7. To start the transfer, click **Send**.

8. Click **Close** to exit the converter.
Creating audio projects

In this chapter

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

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

When working on a Sound Editor project, you can:

■ Add audio files stored on fixed or removable drives, copy audio tracks from CDs, or record audio from analog sources such as LP records and tapes. For more information, see About adding audio clips on page 86.

■ Edit your clips and choose from a wide range of effects to apply to either the entire project or a part of the project (for example, adjust the volume or balance, remove "crackling" sounds from audio files, or add dramatic effects to your music). For more information, see About editing and applying effects on page 88.

■ Export your clips and tracks into standard audio formats or quickly burn your music to disc (for enjoyment on your home or car stereo, or on a portable music device). For more information, see Completing Sound Editor projects on page 92.

To open Sound Editor:

■ From Roxio Home, select the Music-Audio project tab and choose Edit Audio.
Getting to know the Sound Editor window

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

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

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

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

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

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

Working with Sound Editor projects typically involves the following steps:

1. Add an audio clip to your project. For more information, see About adding audio clips on page 86.

2. Improve the quality of the audio clip and apply special effects using the Clip Editor. For more information, see About editing and applying effects on page 88.

3. Repeat Step 1 to Step 2 to add and enhance additional audio clips.

4. Add track separators so you can create an audio CD with multiple tracks, or so you can save your tracks as separate audio files. For more information, see Adding or deleting track separators on page 90.

5. Export your project to a file or to an audio CD. For more information, see Completing Sound Editor projects on page 92.
About adding audio clips

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

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

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

Adding audio files

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

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

To add audio files to your project:

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

To add tracks from audio CDs to your project:

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

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

The Import from CD/DVD dialog box appears.

5. In the Import Settings box, select one of the available formats. To define your own combination of settings, including alternate file format, encoder type, bit rate, and file location, select **Custom** and click **Options** (see the following step).

6. **Optional:** To define custom settings, click **Options**. The Output Settings dialog box appears. For more information, click **Help** in the dialog box.

7. In the Save To box, enter the folder in which the tracks will be saved.
8. Click **Save**.

The tracks appear as audio clips in the Clip Editor.
About editing and applying effects

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

Selecting the waveform region to edit

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

To select all tracks:
- Choose Edit > Select All.

To select a single track, use one of these methods:
- In the task area, under Project View, expand Tracks, and click a track.
- To select the track immediately following the currently selected track, choose Edit > Select Next Track.
- To select the track immediately preceding the currently selected track, choose Edit > Select Previous Track.

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

To select a part of a waveform, use one of these methods:
- In the Clip Editor, click and drag your mouse cursor from the beginning of the selection to the end. Your selection is highlighted on the waveform.
- If you have inserted markers into the waveform, you can select the area between the markers. In the Clip Editor, right-click the section of the waveform you want to select, and choose Select Area Between Markers.
Basic editing
You can delete, copy, or move a clip or part of a waveform.

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

To copy a clip or part of a waveform:
1 Select the waveform region you want to copy. For information on how to select the waveform, see Selecting the waveform region to edit on page 88.
2 Choose Edit > Copy.
3 Move the playback cursor to the location to which you want to copy the waveform region, and choose Edit > Paste.

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

To undo the last edit step:
- Choose Edit > Undo.

To redo the last edit step that was undone:
- Choose Edit > Redo.
Adding or deleting track separators

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

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

**To add track separators:**

1. Play your recording to determine where you want to place a track separator.
2. When the playback cursor reaches that location, click **Add a new track separator**.
3. Repeat Step 1 to Step 2 for each track separator you want to add.
4. To check the placement of your track separator, listen to your recording by playing it from the beginning, and then clicking the **Next marker/track** and **Previous marker/track** playback controls to advance to the next track break.
5. If you are not satisfied with the location of the track separator, reposition it by dragging the track break flag to move it to the desired location.
6. Optional: Rename and tag the tracks by right-clicking the track in the Project View area and choosing **Edit Track Info**.
   
   The Edit Audio Tags dialog box appears. For more information, click **Help** in the dialog box.
To delete a track separator:
1 Select the track separator that you want to remove.
2 Click Remove the currently selected track.

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

Installing new sound effects

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

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

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

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

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

To install a VST plug-in:
1 In Sound Editor, click Sound Effects and choose VST > Add VST effect.
2 Browse to and select the VST file, and click Add.

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

The VST effect is added to the list of Sound Effects.
Tip: When you delete the effect from your computer, it is removed from the list.

Completing Sound Editor projects

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

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

Installing new sound effects

Saving Sound Editor projects

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

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

To save your project:

1. Choose File > Save Project.
   - If this is the first time you are saving your project to a file, the Save As dialog box appears.
2. Choose the folder in which you want to save the project, specify the file name, and click Save.

Exporting audio clips

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

To export an audio clip:

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

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

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

1. In the task area, under Export, click Export Tracks/Clips.
   The Export Tracks dialog box appears.
2. In the Export Tracks dialog box, choose one of the following options:
   - Use Tracks from Project: Select this option if you want to export each track from your project to a separate file.
   - Use Clips from Project: Select this option if you want to export each audio clip from your project to a separate file.
3. Select the tracks or audio clips that you want to export.
4. To preview your selection, use the playback controls (Play, Stop, Track/Clip Position).
5. In the Output Settings box, select one of the available formats. To define your own customized settings, select Custom and click Edit (see the following step).
6. Optional: To define custom settings, click Edit. The Output Settings dialog box appears. For more information, click Help in the dialog box.
7. In the Save To box, specify the folder in which you want to save the files, or click Browse to search for a folder.
8. Optional: To preserve the volume of the audio in the mix, clear the Maximize volume before exporting check box.
   The total volume of an audio mix is made up of the individual layer volumes.
Creating audio projects

Installing new sound effects

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

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

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

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

10 Click Export.

Sound Editor exports each selected track or clip.
Burning tracks or clips to audio CDs

To burn an audio CD:

1. Insert a blank CD into your recorder.
2. In the task area, under Export, click **Burn Audio CD**.

   The Burn Audio CD dialog box appears.

3. In the Burn Audio CD dialog box, choose one of the following options:
   - **Use Tracks from Project**: Select this option if you want to burn tracks from your project to disc.
   - **Use Clips from Project**: Select this option if you want to burn audio clips from your project to disc.

4. Select the tracks or audio clips that you want to burn.

5. In the **Disc Size** box, select the size of your audio CD.

6. **Optional**: To add more information about your disc, click **Audio CD Settings**.

   The Audio CD Project Settings dialog box appears. For more information, click **Help** in the dialog box.

7. **Optional**: Rename and tag the tracks by right-clicking the track on the Track Bar and choosing **Edit Track Info**.

   The Edit Track Info dialog box appears. For more information, click **Help** in the dialog box.

8. Click **Burn**.
Creating music discs

In this chapter

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

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

With Music Disc Creator, you can:

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

To open Music Disc Creator:

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

Types of music discs you can create

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

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

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

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

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

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

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

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

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

**Music Disc Creator’s native format (.DMSA)**

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

**Supported audio formats**

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

**Supported playlist formats**

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

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

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

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

### About protected audio tracks

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

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

### Using the Media Selector

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

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

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

For more detailed information about Media Selector and all of its features, click **Help** or press **F1** in the Media Selector.
To select and add tracks to your project:
1. Click a track to select it, or press the Ctrl key to select more than one track at a time.
2. Click Add, or drag the tracks into the Track List area.
For more detailed information, click Help or press F1 in the Media Selector.

To dock or undock the Media Selector:
1. Click Add Audio Tracks or Import from CD/DVD.
The Media Selector opens in a window outside of the main project window.
2. Click the Attach to main window button in the bottom right corner of the window.
3. To undock the Media Selector, click the Attach to main window button in the top right corner of the Media Selector.
The Media Selector opens in a separate window.
Adding tracks and playlists from a hard disk

To add tracks and playlists from your hard disk:

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

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

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

   The tracks are added to your project.
4. To rearrange the tracks, select and drag them to a new location.

Adding unprotected tracks from your iPod®

To add tracks from your iPod®:

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

   The tracks are added to your project.
5. To rearrange the tracks, select and drag them to a new location.
Importing tracks from discs

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

- **Disc image files**: A disc image file is a complete copy of a disc that is stored on your hard disk as a file instead of recorded to a blank disc. Valid disc image files include .iso, .c2d (Roxio proprietary format), and .cue.

- **DVD-Video folders**: A DVD-Video folder is a "VIDEO_TS" folder on a disc or hard disk that contains valid DVD-Video source content. The audio from each chapter of a DVD-Video folder can be added to a project.

**To import tracks from a disc:**

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

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

   The tracks are added to the project.
5. To rearrange the tracks, select and drag them to a new location.
Finding tracks and managing track information

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

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

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

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

Checking for unidentified tracks

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

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

To scan for and identify new tracks:

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

You can skip this step if you already have identified tracks in your music library.
Finding tracks and managing track information

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

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

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

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

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

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

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

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

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

Creating track lists using Search by Tags:

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

Finding tracks and managing track information

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.
Creating music discs

Using the BPM Editor

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

To manually adjust the BPM for a track:

1. Select a track by right-clicking, then select Beats per Minute > Edit.
   The BPM Editor window appears.

2. Place a check mark in the Metronome while playing checkbox, then click the Play button to hear the track along with the metronome.

3. Follow the instructions on the BPM Editor window to adjust the location and value of the BPM for the track, until the metronome is synchronized with the beats of the music.

4. Click Done when you're finished.
   The selected tracks will now display the new BPM setting in the track list window.

Previewing tracks

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

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

Choose how you want to output your project:

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

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

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

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

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

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

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

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

1. Click the Burn button.
   The Burn Setup dialog box appears.

2. To create a disc image file, select Save disc image file, and then click Browse to select the location for the disc image file. Otherwise, to burn the project to disc, do not select this check box.

3. Select the burn options as needed, and then click OK to begin burning the project to disc or saving the image file.

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

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

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

**To export a project:**

1. Select the tracks you want to export, right-click, and choose **Export**. The Export Tracks dialog box appears.
2. From the **Output Settings** drop-down list, select the file format for the exported tracks.
3. **Optional.** Click **Edit** to choose advanced output options such as encoding and audio format options.
4. Click **Browse** to select the location where you want to save the exported files.
5. Click **Export**.
Sending tracks to a portable device
Follow this procedure to send the tracks in your project to a portable device, such as an iPod® (iTunes must be installed) or PSP™, any WMDM (Windows Media Device Manager) compliant MP3 player, or any MP3 device that appears as a drive letter on your computer.

To send tracks to a portable device:
1. Select the tracks you want to send to the device.
2. Right-click, and choose Send to Portable Device.
   
   **Tip:** If your project is an MP3/WMA disc, you can send the whole project, not just selected tracks, by clicking the Send to Portable Device button.
3. Select the device to send the track to from the drop-down list.
4. Optional. To convert all of the tracks to the same file format, check Convert to preferred audio format before sending.
5. If you selected the option to convert the audio format, select a format from the Preferred Audio Format drop-down list. You can use a preset format, or click Edit to customize the format.

   For more information about customizing the format, click Help or press F1 in the File Format dialog box.
6. Click Send to send the files to the portable device.
7. If playlists are available, select the destination playlist when prompted.
In this chapter

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

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

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

- cropping photos
- removing red eye
- rotating photos

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

To open PhotoSuite:

- From Roxio Home, select the Photo project tab and choose Edit Photos.
PhotoSuite's project file format (.DMSP)

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

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

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

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

**Supported file formats**

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

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

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

Using the Photo Projects Assistant

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

**Using the Photo Projects Assistant**

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

**To create a photo project using the Photo Projects Assistant:**

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

Creating new photo projects in PhotoSuite

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

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

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

To create a blank canvas:

1. To open a blank canvas, choose File > New > New Canvas.
   The New Canvas dialog box appears.
2. Select a canvas size from the box. If you select Custom Size, enter a width and height, and select the units of measure to be used.
3. Set the canvas orientation to Portrait or Landscape.
4. In the Background Color drop-down list, select a color.
   Tip: For more color choices, select More colors. Or use the eye dropper: Click the eye dropper tool, and then click a sample of the color you want to use. You can click a color anywhere in the PhotoSuite window—for example, you can select a color from a photo in the Open Files pane.
5. Click OK.
   A blank canvas opens in the Canvas area.
Removing red eye

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

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

To remove red eye:

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

Tip: To undo a stroke, on the Canvas Toolbar, click Undo.
Cropping photos and objects

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

**Note** If you save a cropped photo in PhotoSuite format (.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 Your Photos pane, click **Add or Edit Text**.
   
   The Add or Edit Text dialog box appears and a new text object appears on the Canvas, with the text, ”Type your text here!” A thumbnail representing the text object appears in the Object List. (To view the object list when it is not displayed, select **View > Object List**.)
2. Type your new text in the Add or Edit Text dialog box.
   
   **Tip:** To add another text object, click **Add a new text object**.

**To change the font and alignment of text:**

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

   The Horizontal Scaling option changes the proportion of the text object (that is, the ratio of its height to its width).
   - In the Canvas, drag the resize handles on the text object to adjust the size.
To change the text color and add shading:

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

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

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

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

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

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

5. Use the slider to indicate the width of the outline. Moving the slider from Less to More increases the width of the outline.

6. To add a style, select a style in the Style area.
Improving the quality of photos

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

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

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

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

Using the AutoFix feature

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

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

To automatically improve photos using AutoFix:

1 If the photo you want to edit is an object in the PhotoSuite project file, select it in the Canvas.

2 On the Fix your photos tab, click AutoFix.

   The AutoFix dialog box appears.

3 Click AutoFix.

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

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

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

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

To adjust the exposure:

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

Tip: To restore the exposure settings to their original values, click Reset.
Adjusting brightness and contrast

To adjust the brightness and contrast:

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

**Tip:** To restore these settings to their original values, click **Reset**.
Printing and sharing media files

In this chapter

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

To print your photos and projects:

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

Printing photos and projects

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.
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.
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.

If you are printing multiple pages, you can preview each page. To do so, click the tabs for the different pages.

In the Print drop-down list, identify the pages you want to print.

To specify the number of copies, select the number in the Copies box.

To print your project, click Print.
Tips for improving print quality

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

- Select a high print quality in your printer’s settings. When you choose a high quality print setting, the print output improves, but the print job takes longer.

- If you are scanning images, scan at the highest image resolution available. Refer to your scanner’s documentation for information about setting the best resolution.

- Select the highest photographic quality for your digital camera. You cannot store as many photos on the camera at a time, but the higher-quality photos will give you better print results.

- Use color matching, if your printer supports it. The colors on screen do not always match the printed colors. The color-matching feature improves consistency between on screen and printed colors.

- Use photographic quality printer paper. Photos do not print well on laser printer paper. Choose paper designed for color or photographic printing so the colors are more vibrant. You can find photographic paper at your computer supply store or at some camera stores.

Note Some color printers require proprietary paper. Check the manufacturer’s recommendations.
E-mailing media files

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

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

To e-mail your files:

1. From Roxio Home, select the Photo project tab and choose Email.
   or
   On the PhotoSuite or Media Manager tool bar, click E-mail.

   ![Email Assistant dialog box]

2. To add media files to be e-mailed, follow these steps:
   a. Click Add Files.
      The Add Files dialog box appears.
   b. Browse to and select the files to be added.
Tip: To select more than one media file at a time, press and hold Ctrl while you select the files.

c Click Add Files.

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

- **Default e-mail client**: E-mail the files using your default e-mail program. If you select this option, choose whether to send the e-mail in HTML format. If you choose this option, the photos appear in the body of the message, rather than as attached files.

- **Other (e.g. Yahoo, webmail)**: Save the files on your hard drive and e-mail them later using a web mail account.

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

Choose one of the following conversion options:

- **Convert photos to JPEG**: Sends the photos in JPEG format. You can choose the size of the converted photos:

  - **Small (640x480)**: Converts photos so they are no larger than 640-pixels wide by 480-pixels tall while maintaining the current proportions.

  - **Medium (800x600)**: Converts photos so they are no larger than 800-pixels wide by 600-pixels tall.

  - **Large (1024x768)**: Converts photos so they are no larger than 1024-pixels wide by 768-pixels tall.

  - **Original size**: Maintains the current size of photos.

- **Just send the files with no conversion**: Sends the photos without changing their file format and size.
Printing and sharing media files

E-mailing media files

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

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

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

The conversion does not affect your original files.

6 Click OK.

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

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

7 Complete and send the message. For detailed instructions, refer to the documentation for your e-mail client.
Sharing media files with wireless devices

About My Devices
You can use My Devices view in Media Manager to

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

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

1. Select the media files you want to transfer.
   
   Tip: To select more than one file at a time, press and hold Ctrl while you select the files.

2. On the Task Bar, click Split View.
   
   A new pane opens at the bottom of the window, showing the My Media view.

3. In the bottom part of the window, click My Devices to show the My Devices view.

4. Select the device to which you want to transfer the files.

5. To move the files to the device (deleting them from your computer), click Move Down. To copy them (keeping them on your computer), click Copy Down.

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

   Tip: To hide the dialog box, click Close.
To transfer files from a wireless device (such as a mobile phone) to your computer:

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

The synchronization feature performs two functions:

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

To use the synchronization feature, you must:

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

2. Identify the files on your PC that you want to keep up-to-date on your mobile device.

3. Start the synchronization process.

For detailed instructions, see the following procedures.

To configure the synchronization settings for the first time:

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

To change the synchronization options at a later time:

- Choose Tools > Sync Settings.
  
The Synchronization Wizard opens. Select the device you want to configure and follow the instructions to change the options.
Printing and sharing media files

Sharing media files with wireless devices

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

1. In the top part of the window, browse to and select the media files you want to synchronize with your mobile device.
   
   **Tip:** To select more than one file at a time, press and hold Ctrl while you select the files.

2. In the bottom part of the window, click the **My Media** tab to show the My Media view.

3. Click the + beside the My Synced Devices Smart View to expand it.

4. Click the + beside the device Smart View to expand it.

5. Drag the media files into the appropriate mobile device Smart View (for example, drag your photo files into the Photos Smart View).

To start the synchronization process:

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

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

---

**Note**  Only files that have been updated since the last synchronization will be transferred.
Copying video and creating video compilations

In this chapter

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

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

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

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

To open Video Copy & Convert:

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

Copy DVD mode

Mode selection buttons

Options button

Source

Destination

Go button

Scheduler button
Copying DVD-Video

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

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

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

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

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

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

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

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

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

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

1. In Video Copy & Convert, click Copy DVD if you are not already in Copy DVD mode.

2. Select the source to copy:
   - If you are copying a disc, insert the disc that you want to copy into your source drive.
     In the From area, select the drive containing the source disc from the drop-down list. (This may already be selected by default.)
   - If you are copying a disc image file or DVD-Video folder, select Browse for Disc Image/DVD-Video Folder from the drop-down list in the From area. Media Selector opens. Use it to locate the file you want to copy.
     For more information about disc image files and DVD-Video folders, see Sources you can copy from on page 152.

3. Optional: Click Options to set or review your copy option settings.
   For more information, press F1 while the options dialog box is open.

4. In the To area, select one of the following from the drop-down list:
   - the drive containing the destination disc (if you have only one recorder, the drive is selected by default)
   - Disc Image
   - DVD-Video folder

5. Enter the number of copies to create.

6. Do one of the following to complete your project:
   - To start copying now, click the Go button.
   - To schedule a time to start copying, click the Schedule button.
About converting video

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

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

To add and edit movies:

1. Click the Convert Video button.

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

2. Choose your source material by clicking **Movies** or **Web Video**.

3. Use the Media Selector dialog to select movies or video files.
   As you add movies, thumbnails representing each movie appear on the left side of the project window.

   **Note** In Convert Video mode, you can only select individual movie titles, not the full DVD with original menus and navigation.
Click the Up and Down arrow buttons to change the order of the movies in the compilation. To rename a movie in your compilation, double-click the selection and type the new name. To remove a movie from the source list, click the Delete button.

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

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

**Trimming your movie or web video**

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

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

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

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

2. To trim the beginning of the movie or video, drag the Start point marker to the desired position.

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

---

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

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

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

2 Drag the **mark in point** to the desired position on the window’s timeline.

3 Drag the **mark out point** to the desired position on the window’s timeline

This selection will be the material you are trimming from the movie or video.

4 Click **Apply Trim Points**. The content between the two markers will be trimmed.

---

**Note**  
Trimming the video will have no effect on the imported source file.
Selecting an output format and a destination

1. In the Choose Output area, select the device you will be using to watch your movie.

2. Move the slider to the desired level of output video quality.

   **Note** Increasing the video quality also increases the file size.

3. Use the **Save file to** drop-down list to select how you want the compilation saved:
   - **Disc/Disc Image**: Choose this option to save the compilation as a disc image file or to burn the project to a disc.
   - **File/Folder**: Choose this option to save the compilation as a file or folder on your hard disk.
   - **Portable Device/Media**: Choose this option to save the compilation on your portable device or memory card.

4. **Optional**: Click **Options** to review or change your conversion settings.

5. **Optional**: Click **Preview** to view video quality before you begin video conversion.

6. **Optional**: Click **Custom** to customize the audio and video quality settings for your project.

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

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

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

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

To create a DVD menu:

1. Select DVD as your output.
2. Click **Create a Disc Menu**.
3. To select a menu style, click **Select Style**.
   - The Style dialog opens.
   - The Style tab contains the styles that were supplied with Video Copy & Convert and any custom styles that you have saved. The Smart Objects tab contains tools you can use to modify an existing style or create a new one. For more information on creating menu styles, click the **Help** button on the Style dialog.
4. Once you have selected or created a style, click **OK**. Save the style if asked to do so.

Completing your compilation

Do one of the following to complete your project:

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

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

## Saving compilations

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

### Using the project scheduler

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

To schedule a project:
1. Set up a project as described in Creating a video compilation on page 156.
2. Click the Scheduler button.
3. In the dialog box, set a start date and start time.
4. Click OK.
Making advanced data discs

In this chapter

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

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

To open Creator Classic:

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

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

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

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

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

2. **Add files, folders, and tracks to the project.** You can add files and folders from your hard disk and other discs to your project.

3. **Burn your disc.** When you have added and organized all of the files that you want to record to your project, you are ready to burn your project to disc.

**Note** This chapter gives the basic procedures to create a project using Creator Classic.
Getting to know the Creator Classic window

The default window that appears whenever you start Creator Classic is an unlinked Data Disc project. The parts of the window that are common across all project types are identified below.
Deciding which type of project to create

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

- **Data discs**
  A data disc is a disc that contains any computer data. With Creator Classic, you can make your own data discs by burning files and folders from your hard disk and other discs.
  
  Select this project type to include any type of data files on the disc.

- **Bootable discs**
  A bootable disc is a CD or DVD that contains a bootable image, which is an exact representation of a bootable floppy disk or hard disk. With Creator Classic, you can make a bootable disc that can be used to start your system.
  
  Bootable discs are useful if you want to start your system, bypassing the operating system on your hard disk. Bootable discs are also useful if you want to run backup, drive utility, or virus scan software.

**Note** This chapter gives the basic procedures to create a project using Creator Classic.
Adding files and folders to your project

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

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

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

2. To select more than one file at a time, press and hold the Ctrl key while you click the files.
3  Add the selected files and folders to your project in any of these ways:
   ▪  Click Add
   ▪  Drag files and folders from the Source area to the Project area.
   ▪  Drag files and folders from Windows Explorer to the Project area.
   ▪  Copy and paste files and folders from the Source area or Windows Explorer to the Project area.

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

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

Burning the project to disc

1  When your project is complete, click Burn.

2  Select recording devices from the list. Selecting multiple recording devices lets you burn multiple disc copies at the same time.
   The default device is checked with a check mark.

3  Insert a writable disc in the disc drive.

4  To view more information about the recording device, or to eject, erase or format the disc, click the arrow button beside the check box, and choose one of the following options from the drop-down menu:
   ▪  To eject the disc, select Eject.
   ▪  To erase or format the disc, select Erase/Format Disc. Choose this option to erase the content of a rewritable disc, or to format a blank disc.
Note  Nonrewritable discs can be formatted only once, and cannot be erased at all. Rewritable discs can be formatted and erased multiple times.

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

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

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

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

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

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

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

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

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

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

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

To open CinePlayer:

- From Roxio Home, select the Video-Movies project tab and choose Play Movies.
Getting to know CinePlayer

Use the following buttons to navigate through CinePlayer.

**Open** lets you browse to select video files or folders.

Click **Settings** to choose general applications options, video and disc settings, as well as playback, language, and audio options. For more information about the available settings, click **Help** or press **F1** in the settings dialog box.
Volume, playback controls, disc settings
Use the following buttons to control volume and playback, and to display the disc settings. The disc settings let you choose from the available disc features, such as subtitles, language options, angles, and so on.

![Diagram of CinePlayer interface]

- Mute/Volume
- Rewind
- Fast forward
- Stop
- Play/Pause
- Pop-up menu
- Full screen
- Eject
- Turn On/Off looping
- Previous/Next chapter
- Disc menu
- Video scaling

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

Playing discs
The basic versions of CinePlayer can play these disc formats:
- DVD-Video
- DVD-VR
- DVD Slide Show
- VCD
- VCD Slide Show
- SVCD (Super Video CD)

Blu-ray versions of CinePlayer can play unprotected content in these additional formats:
- BDMV and BDAV
- AVCHD
To play a disc, insert the disc in your PC. CinePlayer will open automatically, if it is selected as your default media player. Select Play to begin playing the disc.

**Playing video from video folders**

You can play videos from a folder on a disc or on your hard disk. The video folder source can come from any of the following sources:

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

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

**To play video from a video folder:**

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

In this chapter

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

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

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

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

To open VideoWave:

- From Roxio Home, select the Video-Movies project tab and choose Edit Video - Advanced.
Getting to know the VideoWave window

This section describes the main areas of the VideoWave window.

**Task Pane**
The Task Pane contains the Add Content and Tools areas.

**Add Content area**
The Add Content area contains buttons that let you add movies, photos and video, background audio, text, overlays, video effects, and transitions to your production.
Tools area
The Tools area provides quick access to several useful tools including Media Selector, Effect Selector, and the Settings dialog box.

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

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

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

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

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

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

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

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

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

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

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

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

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

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.
Video tools and assistants

In this chapter

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

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

To open the Slideshow Assistant:
- From Roxio Home, select the Photo project tab and choose Create Slideshows.
- In VideoWave, in the Tools area, click New slideshow.

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

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

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

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

To create a CineMagic production:
Follow these easy steps:
1 Add content: Select the videos and photos you want to include in your movie, as well as the background audio.
2 Customize your movie: Choose the movie style and duration.
3 Output your movie: Save it to a file, burn it to a disc, or share it online.

Follow the instructions in CineMagic to make your CineMagic production.
Creating a video disc using Plug & Burn

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

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

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

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

To open Plug & Burn:

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

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

1  Ensure that the DV camera is connected to your computer, and in the correct mode to review or play back saved video.

2  Customize the production settings:
   a  Choose whether to include a menu on the disc. If you include a menu, you can choose a menu style.
   b  Select the drive to which you want to record, and insert an editable disc.
   c  Optional: If you want to erase the existing content on the disc, click Erase Disc.

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

1. Select the disc type from the drop-down list.
2. Click Next.
3. 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.
4. In the Movie Name box, enter the name of the new movie.
5. 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.
6. To add additional titles, repeat Step 5 and Step 6.
7. Click Finish to start burning the video to a disc.
Converting files with SyncIt!

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

To open SyncIt!:

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

Converting files

To convert files:

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

To transfer files to a portable device:

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

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

2 Click the **Settings** button.

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

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

   - **Audio tab**
     - Audio file target format: To convert audio files, select the new audio file format from the list.
     - Bit Rate: To specify the rate, select from the list. This rate is measured in bps, or bits per second.
     - Sample Rate: To specify the sample rate, select from the list. This rate is measured in Hz, or hertz.
- Target folder: Select the location where you want to save the converted files from the drop-down list box, or click the browse button (…) to choose another location.

- **Photo tab**
  - Photo file target: To convert photo image files, select the new photo file format from the list.
  - Photo size: To specify the size of the new photo, select from the list.
  - Target folder: Select the location where you want to save the converted files from the drop-down list box, or click the browse button (…) to choose another location.

3 Click **OK**.

4 Drag the files to be transferred onto the SyncIt! application.
   The application shows the transfer progress, and a message displays in the Status area when the transfer is complete.
Adding SmartSound background audio

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

To launch the SmartSound application:

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

To use SmartSound audio:

1. In the Type box, choose whether to use music or sound effects as your background audio.

2. In the Where to Search box, choose one of the following options:
   - **Owned**: SmartSound files that you own, including those stored on your hard disk and removable discs, such as CD-ROM.
   - **All**: SmartSound files that you own, plus any available on the Internet.
   - **Mounted**: SmartSound files on mounted drives.
   - **Local**: SmartSound files that you own on your hard drive.

3. If you will be exporting the SmartSound audio, in the Duration box, specify how long you want the exported audio to be.

4. To search for audio by Style, follow these steps:
   a. For Browse by, select **Style**.
   b. In the Style/Library box, select the type of music you want (for example, Blues).

5. To search for audio by Library, follow these steps:
   a. For Browse by, select **Library**.
In the Style/Library box, select the library you want to use.

6 To search for audio by Title, for Browse by, select Title.

7 In the Title box, select a title.

8 In the Variations box, select one of the available variations.

9 To automatically fit the music to your production, check the Auto Fit box.

10 Click Preview to play the selected audio.

11 **Optional:** To save your selection as a WAV file, click Export To, browse to the folder in which you want to store the new file, enter the file name, and click Save.

12 If you own the background audio, you can add it to your project by clicking OK. If you don’t own it, you can click Purchase to buy it and add it to your project.
Archiving AVCHD video

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

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

To transfer AVCHD video:
1. Connect your AVCHD camera to your computer using the cable supplied with the camera.
2. Turn the camera on and set it to the correct mode to play back saved video. For more information, check the documentation for your camera.
3. Use Roxio Home to launch AVCHD Archive. From Roxio Home, click the Video - Movies project tab, then click Archive AVCHD.
   The main window of AVCHD Archive has a From box on the left that you will use to select and preview your source material. On the right is a To box with a drop-down menu you will use to select a DVD or Blu-ray Disc burner.
4. Click on the From drop-down list and select your AVCHD camera. You can also choose to copy AVCHD content stored on a hard disk. The source material will be listed in the From box, based on the playlist found in your AVCHD camcorder or folder.
5. Put an X in the checkbox of each movie you want to copy. To select all the movies at once, click Select All.
6. Optional: To preview a movie, click on its title or thumbnail image, and click the Preview button.
7. Place a blank DVD or Blu-ray disc in the disc drive you plan to use for this project. (You can use a rewritable disc that already contains content, but the disc will be erased before your new video files are archived.)
8. Select the disc drive in the To drop-down list.
The size of the project and the number of discs required is displayed. If you would like to change to a larger or smaller capacity disc, do so now. You will not be able to change disc format or capacity once the archive is underway.

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

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

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

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

This chapter explains how to:

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

To open MyDVD:

- From Roxio Home, select the Video-Movies project tab and choose Create DVDs.
Getting to know the MyDVD window

This section describes the MyDVD window Menu Edit view, and the Movie Edit View.

The following section describes the main areas of the MyDVD window in both the Menu Edit and Movie Edit views.

Menu Edit view

When you are working on a menu, you work in the menu edit view.

Task pane

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 (slideshows and movies) are collections of video clips and photos. (You can make them more interesting by adding transitions that play between the video clips and photos.) These buttons can have animated button images.

Note: You may also be able to create “no menu” projects containing one or more movies that play in succession.

Steps to create a new project

The following steps show how easy it is to create a disc using media files that you capture from your digital device to your computer.

To create a new project:

1. Use Media Import to capture the media files from a digital device—such as a digital camera, digital video (DV) camera, scanner, or removable device—that is connected to your computer. For more information, see Capturing media files on page 206.

2. Select a menu style, a menu background, and menu background audio. For more information, see Customizing menus on page 207 and Changing or removing background audio on page 216.

3. Add productions to your project. For more information, see Adding productions to your MyDVD project on page 208. Each time you add a production, a new button is added to the menu.
4 Preview the project to make sure it plays the way you expect it to. For more information, see Previewing MyDVD projects on page 217.

5 Burn the project to a disc, which you can then play on your set-top player. For more information, see Burning projects to disc on page 218.

Capturing media files

If you have a digital camera, DV camera, scanner, or other device connected to your computer, you can capture photo and video files to use in your MyDVD projects. You capture photo and video files using Media Import.

To start Media Import from MyDVD:

- Click on the File menu, and select Capture/Import.

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

  When you have finished capturing files, you can add the files to your MyDVD projects using Media Selector. In MyDVD, click on the View menu, and select Media Selector.
Working with menus

What are menus?
A menu is a screen containing background photos or video clips, background audio, and buttons that link to productions (movies and slideshows), and other menus.

Menus in a MyDVD project work exactly the same way as the menus you see when you play a commercial DVD-video disc. These menus typically let you choose to play the movie, select audio settings, view bonus material, and so on.

A project can have several menus. When you play the project, navigation buttons let you move between menus.

You start with an empty menu background, then add movies, background audio, and text.

Customizing menus
A menu style is a template that controls the appearance of the menus in a project. Each style includes a background design, text properties, navigation buttons, button layout, and so on, for both main menus and chapter menus. New projects use the default style, but you can quickly change individual menus or the entire project by selecting from a variety of predefined styles.

To apply a style to the project:
1 In the Edit area, click Change Menu Style.
   The Select Menu Style dialog box opens. Available styles are listed on the left of the dialog box.
2 Select the style you want.
3 Choose whether to apply the new style to the current menu, all menus in the project, or all linked menus in the current menu chain.
4 Click OK.
Adding productions to your MyDVD project

A production is a combination of photos or video clips that you assemble. When the production is played back, the items in it appear as one continuous sequence.

Movies and slideshows are two types of productions. A movie is a collection of video clips and photos that play one after the other. Movies can include transitions and other effects. Slideshows are similar to movies, but contain only still images and optional background audio. Images generally look better in a slideshow than they do when used in a movie.

DVD-Video and VCD projects can contain up to 98 productions (movies and slideshows), whereas DVD+VR projects can contain up to 48 productions.

You can add several production buttons to each menu, and then arrange and resize the buttons as desired. For more information, see Working with buttons on page 212.

In the productions themselves, you can add, remove, edit, and rearrange the video clips and photos, add transitions, and much more.

Adding movies

To add a movie to the project:

1. On the Menus tab in the Project View area, click the menu where you want to add the movie.
2. In the Menu Tasks area, click Add New Movie.
3. Select the files you want to add and then click Add.

Tip: To add more than one file at a time, press and hold Ctrl while you click the files.
Note You can add photos, video clips, VideoWave productions (DMSM) and slideshows (DMSS). If you select multiple DMSM and DMSS files, each one becomes a separate movie. If you select multiple photos, they are combined in a slideshow. If you select multiple video clips, you can choose whether to add them as separate movies, or to combine them into a single movie.

Each time you add a movie to the project, a new button appears on the current menu in MyDVD, and a movie icon appears in the Project View area (Menus tab). Movies are also listed in the Movies tab in the Project View area.

When you add more buttons than can fit on the menu, MyDVD creates a new menu automatically, and adds navigation buttons so that you can navigate between the menus.

Creating and adding movies with CineMagic

CineMagic is a fully automated editor that transforms your raw video footage and audio clips into a polished production, complete with transitions. Follow the steps to create captivating, personalized video in a few clicks. CineMagic automatically edits your production, trimming and adjusting the flow and transitions between your video clips by using the tempo of the music clip you add.

To create a CineMagic production:

1. In the Project View area (Menus tab), click the icon of the menu where you want to add the movie.
2. Click on the Movie menu, and select Add New CineMagic Movie. CineMagic opens, displaying the main screen.
3. Follow the instructions in CineMagic to make your CineMagic production.
Editing productions
You can add additional photos and video clips to your productions, as well as the following types of enhancements:
- transitions
- text effects
- overlays
- video effects
- audio effects

To edit a production:
1. In the Project View area (on either the Menu or Movies tab) select the movie you want to edit.
2. In the Edit area, click Edit Movie.
   For more information, see the MyDVD Help Center.
3. To return to the Menu Edit view, click Back to MyDVD.

Removing productions
To remove a production from the project:
- Right-click on the production name in the Project View area (Movies tab) and choose Delete.

Adding and removing chapters
Chapters are points that you specify in a production by adding markers. You can then skip back and forth through chapters during playback. MyDVD can automatically detect pauses in the movie and add chapter markers for you, or you can specify the points manually. A movie can contain up to 99 chapter points.

In DVD projects, you can also add chapter menus that appear as submenus when you play the finished disc. Each chapter menu contains buttons that link to the movie's chapter points.
Creating advanced video discs with menus
Adding productions to your MyDVD project

To mark chapters in a movie:

1. Select the movie in the Project View area, then, in the Edit area, choose Edit Chapters.

2. To mark chapters automatically, follow these steps:
   a. Choose how to identify chapters. You can identify chapters based on scene changes, panel changes, or elapsed time.
   b. Click Go.

   Note: If your movie already contains chapters, MyDVD asks whether you want to keep them. To do so, click Yes.

3. If you want to create a submenu containing a button for each chapter, select the Generate chapter menu(s) and link to selected button check box.

4. To mark chapters manually, follow these steps:
   a. Use the Preview controls to cue the video to the frame at which you want to create a new chapter.
   b. Click Add chapter here.
   c. For each chapter you want to add, repeat Step a and Step b.

5. If you want to create a submenu containing a button for each chapter, select the Generate chapter menu(s) and link to selected button check box.

6. When you are finished, click OK.

To remove chapters from a movie:

1. Select the movie in the Project View area, then, in the Edit area, choose Edit Chapters.

   The Edit Chapters dialog box opens. Existing chapters are listed in the right-hand pane of the dialog box.

2. Select the chapter that you want to remove, then press Remove.

3. When you are finished, click OK.
Working with buttons

MyDVD automatically creates a button on the menu when you add a production. You can also perform the following tasks with buttons:

■ Arranging buttons on menus
■ Resizing buttons
■ Changing button thumbnail images
■ Changing button styles

Arranging buttons on menus

You can move the buttons to a new position on the menu. If you are using a menu style template and have moved the buttons on the menu, you can return the buttons to the default position.

To arrange the buttons on a menu:

■ In the Preview area, click the button and drag it to the new location.

To restore the buttons on a menu to their default position:

■ Choose Menu > Arrange Buttons, and choose one of the options from the submenu.
Resizing buttons

To resize a button:
1. In the Preview area, click the button to select it.
   A red bounding box appears around the button.
2. Drag the handles on the sides of the red bounding box. To maintain the button’s shape, drag the corner handles. To change the shape, drag the handles on the edges.

Changing button thumbnail images

Some button styles can include a thumbnail image. For productions, the default thumbnail is a short, animated, segment of the linked production. For menus, the default thumbnail shows the linked menu. You can select a specific frame to be used as a thumbnail.

To select a frame to use as a button’s thumbnail image:
1. In the Preview area, right-click the button and choose Select Thumbnail.
2. Use the Preview controls to locate the frame you want to use, and then click OK.

Changing button styles

To change the style of one or more buttons:
1. In the Project View area (Menus tab), click the icon of the menu containing the buttons you want to change.
2. To change selected buttons on the current menu, select the buttons.
3. Click Change Button Style.
4 In the Type box, select the type of button for which you want to change the style:

- **Command**: To display styles for the Movie and Submenu buttons.
- **Next**: To display styles for the right arrow button, which displays the next linked menu.
- **Previous**: To display styles for the left arrow button, which displays the previous linked menu.
- **Home**: To display styles for the text button labeled “Home,” which returns you from a submenu to the parent menu.
- **Up**: To display styles for the “up arrow” button, which returns you from a submenu to the parent menu.
- **Chapter Index**: To display styles for the chapter index buttons, which display in some menu styles.

5 Choose whether to apply the change to the selected buttons, all of the buttons on the current menu, or all buttons in the project.

6 Drag the style you want to use onto a selected button, if any buttons are selected, or onto one of the buttons for which you want to change the style.

**Working with text**

In addition to the menu titles and button labels that MyDVD creates automatically, you can add blocks of text to menus. You can edit text blocks, including button labels and the menu title. You can also change the appearance of the text—font, size, color, and so on.

**Adding text to menus**

**To add a text block to a menu:**

1 In the Project View area (Menus tab), click the icon of the menu to which you want to add the text.

2 On the Preview toolbar, click **Add Text**.
Creating advanced video discs with menus

Working with text

The new text block placeholder appears at the center of the menu.

3 Click the text object to select it, then move it to the desired location on the menu by dragging the top or bottom edge of the red bounding box.

4 To change the width of the text object, drag the handles on the left and right sides of the red bounding box.

To edit the new text block and change its appearance, see Editing text.

Editing text

You can edit any text block on a menu, including button labels and the menu title. You can also change the appearance of the text—font, size, color, and so on.

To edit text:

1 In the Project View area (Menus tab), click the icon of the menu containing the text you want to edit.

2 Select the text you want to edit, and type to replace it.

To change text appearance:

1 In the Project View area (Menus tab), click the icon of the menu containing the text you want to edit.

2 Select the text you want to change.

3 Use the controls on the Preview toolbar to change the font, size, color, and style (shadow, bold, and italic) of the selected text, or to change the text justification.
Changing or removing background audio

Many of the menu styles include background audio. You can replace this audio with your own music, or you can remove it.

To change the background audio:

1. In the Edit area, click Change Menu Audio.
2. Use SmartSound to create a background audio track or Media Selector to choose a track from your own audio collection. (SmartSound is not available with all versions of MyDVD.)

To remove the background audio:

- Choose Menu > Remove Menu Audio.

Removing items from menus

To remove a button, text object, or overlay from a menu:

1. In the project view area (Menus tab), click the menu containing the item you want to remove.
2. On the menu, right-click the item and choose Delete.

**Note** When you delete a button that is linked to a single movie or menu, that movie or menu is deleted from the project (you are prompted for confirmation). If you delete a button that is linked to all movies on the menu, or to all movies in the project, only the button is deleted.
Previewing MyDVD projects

Before you burn your project to a disc, you should preview it to make sure that it plays the way you expect it to. The MyDVD preview is a lower-quality preview designed to provide a convenient way to view your project.

Follow this procedure to preview your project. The remote control that you use to control the project playback is different, depending on whether the project is a DVD or Video CD project.

To preview a project:

1. On the Preview toolbar, click Preview.
   
   The preview window opens, with the project on the right, and the remote control on the left.

2. Use the controls on the remote control to play the project.
   
   Tip: When previewing some projects, you can also select and activate buttons on menus by clicking them.

3. When you are done, click Close to continue working with the project.
Completing your project

See the following topics to complete your MyDVD project:

- *Burning projects to disc* on page 218
- *Erasing discs* on page 218
- *Saving projects as disc image files and disc volumes* on page 219

**Burning projects to disc**

When you finish creating your project in MyDVD, you can burn it onto a disc.

**Note** If you use a disc that is not rewritable, make sure that you have finished and previewed your project before burning it to disc. Once you start burning the disc, you cannot overwrite the contents. If you change the project, you must burn it to a new, blank disc.

**To burn a project to disc:**

1. Insert a compatible disc in the drive.
2. In Menu Edit view, on the Preview toolbar, click **Burn**.
3. Select the **Burn to disc** check box.
4. Select the drive containing the disc you want to burn.
5. Enter a name for the disc in the **Disc label** text box.
6. Click **Burn** to begin burning the project.
   
   The Burn Progress dialog box opens, showing you the progress while the project is burning to disc.
7. When the burn is complete, click **Ok** to close the Burn Progress dialog box.

**Erasing discs**

**To erase a disc:**

1. Insert the disc that you want to erase.
2 Choose **Tools > Erase disc**.

The Erase Disc dialog box opens.

3 Select the drive that contains the disc from the **Drive** list.

4 Click **Erase Disc**.

**Saving projects as disc image files and disc volumes**

Instead of burning your project to disc, you can save the entire contents of the project into a single file called a disc image. This file contains all of the information needed to burn the project to a disc directly from your hard disk.

You can also save the project as a disc volume on your hard disk. A disc volume is a folder containing all the files that get burned onto a disc.

You might want to save your project as disc image or disc volume for the following reasons:

- To make multiple copies of the project.
- To allow someone else to burn your project to a disc for you, while preventing them from making changes to the project.
- To postpone burning a completed project.

**Note** To burn a disc image or disc volume to disc, use the optional Creator Classic component, or other disc burning software.

**To save a project as a disc image file:**

1 On the Preview toolbar, click **Burn**.

The Burn dialog box opens.

2 Select the **Save disc image file** check box.

3 Click **Browse**, then follow these steps:

   a Locate the folder in which you want to save the disc image file.
   b Enter a **File name** for the disc image file, then click **Save**.

4 Click **Burn** to save the disc image file.
To save a project as a disc volume:

1. On the Preview toolbar, click **Burn**.
   The Burn dialog box opens.
2. Select the **Create folder set** check box.
3. Click **Browse**, then follow these steps:
   a. Locate or create the folder in which you want to save the disc volume.
   b. Click **OK**.
4. Click **Burn** to save the disc volume data.
Creating disc labels and inserts

In this chapter

About Label Creator 222
Overview of creating labels and disc inserts 222
Getting to know the Label Creator window 223
Using Express Labeler 225
About Label Creator

Label Creator gives you the tools to make professional-looking disc labels, inserts, sleeves, and case covers. Additionally, Label Creator helps you record and organize information about the content of your discs on binder pages. You can even create the designs and print the labels, inserts, covers, and binder pages while you burn discs.

Label Creator also works with special printers that print designs directly to discs, and LightScribe® recorders that burn labels on to discs. Label Creator supports many of these popular printers and LightScribe-capable burners on the market today.

To open Label Creator:

- From Roxio Home, select any one of the project categories and choose Create Labels - Advanced.
- 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.
Creating disc labels and inserts

Using Express Labeler

You can create labels, inserts and booklets while you’re burning discs, in Express Labeler. Express Labeler guides you as you select the project layout and style, and the information that will appear on the disc, such as the disc title and artist name.

Express Labeler is the fastest way to create and print your labels.

To open Express Labeler:

- From Roxio Home, select any one of the project categories and choose Create Labels.
- 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.
In the Use Style Objects area, you can select whether to apply the style image (background), object layout (placements), and/or font settings. The style is applied to your project.

d Click **Edit Content**.

The Smart Object Editor appears.

e Select the Smart Objects that you want to include on your label or insert.

To import the Smart Object information from the disc that is currently in the recorder, select **Auto-Fill from Disc**.

f Click **OK**.

The project is updated with the content that you selected.

4 When you have finished selecting the project type, style, and content, click **Next**.

5 Choose one of the following options:

- **Print**: To print the labels and inserts without saving the project, or before saving the project.
- **Save**: To save your labels and inserts as a Label Creator project that you can print or continue to work with later.
- **Edit in Label Creator**: To open Label Creator and continue working with this project.
Index

A

adding
album 51
audio clips to projects 86
audio files to a playlist 55
audio tracks to projects 87
background audio to productions 182
chapter markers to titles 210
files and folders 167
folders in Media Manager 56
media files to albums 51
menus to video compilations 160
movies to MyDVD projects 208
photos to productions with Media Selector 182
playlists in Media Manager 55
playlists to Music Disc Creator projects 104
productions to MyDVD projects 208
shading to text 129
SmartSound audio 195
text outlines 130
text styles 130
text to menus 214
text to photo projects 128
track lists using Search by Tags 108
track separators 90
tracks to Music Disc Creator projects 102, 104
transitions to productions 183
video clips to productions with Media Selector 182
adjusting
brightness in photos 133
contrast in photos 133
exposure 132
albums
adding media files to 51
choosing thumbnails for 54
copying media files between 53
description 48
moving media files between 53
alignment
of text, changing 128
analog audio
capturing 66
applying
button styles 213
menu styles 207
archiving
AVCHD video 197
media files 168
arranging
  buttons on menus 212
audio
  changing menu background 216
audio CDs
  adding audio tracks to projects from 87
  creating with Music Disc Creator 99
  creating with the Burn Audio CDs task 26
audio clips
  adding to productions 182
  adding to projects 86
  burning 96
  copying 89
  deleting 89
  exporting 93, 94
  moving 89
  selecting 88
Audio Converter
  about 75
audio effects
  overview 88
audio files
  adding to a playlist 55
  adding to Music Disc Creator projects 102
  browsing 49
  converting 76, 192
  e-mailing 141
  moving 78
  previewing 58, 111
  renaming 77
  ripping tracks from an audio CD 26
  transferring to a portable device 79, 193
Audio Tag Editor
  about 72
audio tags
  about 106
  editing 72
audio tracks
  adding to projects 87
Audio/Video Converter
  converting or transferring files with 192
audiobook 69
  creating 69
AutoFix
  using to improve photo quality 131
AVCHD
  archiving AVCHD video 197
AVCHD disc 152

B

background audio
  adding to productions 182
  changing menu 216
  using SmartSound 195
backing up
  mobile devices 146
backup
  protecting files with the Backup Files task 29
beatmatching 109
beats per minute 109
Blu-ray Discs
  burning data discs 31
bootable discs
  defined 166
BPM 109
BPM editor 111
brightness
adjusting in photos 133

Browse and Manage Media task
45

browsing
  audio files 49
  media files 49
  music 49
  photos 49
  playlists 50
  projects 49
  Smart Views 49
  video files 49

burning
  disc image files to disc 219
  discs, with Plug & Burn 190
  media files 168
  projects to disc 218
  tracks and clips 96

buttons
  about 212
  arranging 212
  changing style of 213
  changing thumbnails for 213
  removing from menus 216
  resizing 213

C

capacity
  productions per disc, in MyDVD 208

Capture Video task 39

capturing
  audio from analog sources 66
  audio from microphone 66
  media files 206

cassettes
  importing and converting to digital format 66

CDs
  adding audio tracks to projects from 87
  burning media files to 168
  importing tracks from 105

cell phones
  sharing media files with 144

changing
  audio file format 75
  button style 213
  button thumbnails 213
  font 128
  menu background audio 216
  text alignment 128
  text color 129

chapters
  about 210
  marking, in production 210

CineMagic
  adding movies to a MyDVD project with 209
  description 189
  using to create a movie 189

CinePlayer
  playing video folders 175
  playing VIDEO_TS folders 175
  types of discs you can play 174
  using to play discs 174

color
  changing, for menu text 215
  of text, changing 129

contrast
  adjusting in photos 133

converting
  audio files 76, 192
  video files 192

Copy DVD mode
  copying discs using 152
  copying DVD-Video folders using 154
copying image files using 154

copying
audio clips or parts of waveforms 89
audio files to a portable device 75
DVDs 152
media files between albums 53
media to your computer 38

copying discs 28

creating
albums 51
blank photo projects 122
disc image files 113, 219
DVDs 205
folders in Media Manager 56
labels and inserts, overview 222
movies with CineMagic 209
photo projects in PhotoSuite 122
photo projects with Photo Projects Assistant 121
productions in VideoWave 181
track lists using Search by Tags 108
video compilations 155

Creator Classic
overview 164

cropping
photos 124

custom
Smart Views, about 49

D

data discs
creating with the Burn Data Disc task 28
defined 166
defining tracks
in Sound Editor 90
deleting
audio clips 89
part of a waveform 89
playlists 55
track separators 90
device drop-down list
in Media Import 40
digital cameras
importing photos from 42
importing video from 42
disc image files
burning 219
creating 113, 219
description 153, 175
importing tracks from 105
saving projects to 219
disc inserts
overview of creating 222
discs
burning projects to 218
copying using advanced options 154
creating, with Plug & Burn 190
erasing 218

DMSE format
and Sound Editor 84

DMSM files
adding to MyDVD projects 209

DMSP
described 119

DMSS files
adding to MyDVD projects 209
downloading
media files from a wireless device 145

DRM
about 102

DV cameras
recording productions to 184
DVD compilations
See video compilations

DVD Music Discs
overview of creating 99

DVDs
burning media files to 168
burning projects to 218
creating compilations 155
importing tracks from 105
number of productions supported on 208
on CD, previewing 217
playing using CinePlayer 174
previewing 217
requirements for copying 152

DVD-Video folders
copying 154
description 105, 152
importing tracks from 105

productions 184
videos 141

erasing
discs 218

exporting
audio clips 93
sets of audio clips and tracks 94
tracks 114

exposure
adjusting 132

F

file formats
supported by Music Disc Creator 101
supported by PhotoSuite 119

file types
to use with Media Manager 45
files
saving productions to 184
finding
missing files 60
unidentified tracks 106
fixing
exposure 132

folders
creating in Media Manager 56
overview 56

Folders view
about 47

font
changing 128
changing, for menu text 215

format
of audio files, changing 75

format options
for video compilations 159

Full mode
Easy Audio Capture 66

H

help
viewing 34

I

image files
See disc image files
Import Photos task 39
importing
media files 38, 206
photos and video from digital cameras 42
tracks from CDs and DVDs 105
tracks from disc image files 105
tracks from DVD-Video folders 105
installing
VST plug-ins 91
iPods
adding tracks to Music Disc Creator 104
converting video for playback on 155
sending tracks to 115

L

labels
overview of creating 222
Learning Center 34
limits
productions per disc 208
listening
to tracks in a project 111
 locating
missing files 60

M

marking
chapters in productions 210
media files 49
adding to albums 51
burning 168
copying from one album to another 53
e-mailing 141
finding 60
importing 38, 206
monitoring new 45
moving from one album to another 53
previewing 58
selecting 57
sharing with wireless devices 144
viewing in slideshow 59
Media Import
description 38
Media Manager
overview 44
starting 45
Media Selector
adding media to productions with 182
Menu Edit view
Menu Tasks area 202
project size bar 204
menu styles
applying 207
Menu Tasks area
about 202
menus
about 207
adding text to 214
adding to video compilations 160
applying styles to 207
arranging buttons on 212
changing background audio for 216
editing text on 215
removing items from 216
microphone
capturing from 66
Mini mode
Easy Audio Capture 68
minimum system requirements 21
missing files
finding 60
mobile devices
backing up 146
browsing 50
converting video for playback on 155
sharing media files with 144
synchronizing with PC 146
synchronizing with PCs 146
transferring media files from 145
transferring media files to 144
Monitored Folder Settings dialog box
opening 45
monitoring
new media files 45
your computer for new media files 45
movie compilations
See video compilations
Movie Edit view
about 203
project size bar 204
movies
about 208
adding to MyDVD projects 208
creating compilations on DVD 155
creating in VideoWave 181
creating with CineMagic 209
editing 157
trimming 157
using CineMagic to create 189
watching 172
See also productions 208
moving
audio clips or parts of waveforms 89
audio files 78
buttons 212
media files between albums 53
MP3 players
sending tracks to 115
MP3/WMA discs
creating with Music Disc Creator 99
creating with the Burn MP3 CDs task 26
music
browsing 49
Music Disc Creator
adding playlists 104
adding tracks 102
adding tracks from your hard disk 104
adding tracks from your iPod 104
basic steps 100
burning projects to disc 113
completing projects 112
creating audio CDs 99
creating MP3/WMA discs 99
exporting 114
overview 98, 100
saving as disc image files 113
supported file formats 101

MusicID
audio tracks 72

My Albums
about 50
creating 51

My Devices view
about 47

My Playlists Smart View 50

My Synced Devices Smart View
browsing synchronized devices 50

My Views Smart View 49

MyDVD
description 200
MyDVD projects
See projects

new
folders, creating in Media Manager 56
new media files
monitoring 45

objects
rotating 126

online support
finding the Roxio Website 34

outlines
adding to text 130

output options
for video compilations 159
outputting
productions 184
overlays
removing from menus 216

P
PC
synchronizing mobile device with 146

photo files
browsing 49
See also photos

photo projects
adding text to 128
applying effects to 127
creating blank 122
creating in PhotoSuite 122
creating with Photo Projects Assistant 121
printing 136

Photo Projects Assistant
creating photo projects with 121

photos
adding to productions with Media Selector 182
applying special effects to 127
browsing 49
cropping 124
e-mailing 141
importing from digital cameras 42
improving quality with AutoFix 131
previewing 58
printing 136
removing red eye from 123
sharing with wireless devices 144
transferring from a wireless device 145
using as album thumbnails 54

**PhotoSuite**
overview 118
remove red eye feature 123
supported file formats 119

**playing**
disks using CinePlayer 174
productions 184
tracks 111
video folders using CinePlayer 175
VIDEO_TS folders using CinePlayer 175

**playlists**
adding audio files to 55
adding in Media Manager 55
adding to Music Disc Creator projects 104
deleting 55

**Plug & Burn**
burning discs with 190

**plug-ins, VST**
using in Sound Editor 91

**portable devices**
browsing 50
sending tracks to 115
transferring audio files to 79
transferring files to 193

**previewing**
audio files 58
disks 217
media files 58
media files, overview 58
photos 58
productions 184
tracks 111
videos 58

**printing**
improving quality 140
photo projects 136
photos 136

**productions**
about 208
adding background audio to 182
adding photos to, with Media Selector 182
adding to MyDVD projects 208
adding transitions to 183
adding video clips to, with Media Selector 182
creating in VideoWave 181
editing 210
outputting 184
playing 184
previewing 184
quality 204
removing from MyDVD projects 210
saving 184
sending by e-mail 184
See also movies, slideshows

**project size bar**
about 204

**project types in Creator Classic**
bootable discs 166
data discs 166

**projects**
about MyDVD 205
adding audio clips to 86
adding audio tracks to 87
adding movies to MyDVD 208
adding productions to MyDVD 208
adding text to photo 128
applying effects to 127
applying menu styles to MyDVD 207
browsing 49
choosing a project type 166
creating blank photo 122
creating new 222
creating with Photo Projects Assistant 121
MyDVD, burning to disc 218
removing productions from MyDVD 210
types of Creator Classic projects 166
protected audio tracks about 102
PSP converting video for playback on 155
PSPD see DMSP
Q
quality of photos, improving 131
of photos, improving with AutoFix 131
production 204
quality indicator in MyDVD productions 204
QuickShows viewing 59
R
recording from vinyl LPs and cassettes 66
red eye removing from photos 123
removing audio clips 89
items from menus 216
part of a waveform 89
productions from MyDVD projects 210
track separators 90
renaming audio files 77
requirements for using the software 21
resizing buttons on menus 213
restoring buttons to their default position 212
restoring files recovering files with the Restore Files task 29
rotating objects 126
Roxio Home description 25
S
saving audio clips 93
productions to a file 184
projects as disc image files 113
scheduling a project 161
Search by Tags overview 108
using to create track lists 108
selecting all tracks 88
audio clips 88
media files 57
single track 88
waveforms 88
sending media files by e-mail 141
productions by e-mail 184
tracks to a portable device 115
shading
    adding to text 129
size
    changing, for menu text 215
    of photos, changing 124
Slideshow Assistant
    about 188
slideshows
    about 208
    adding to MyDVD projects 209
    creating 188
    viewing 59
    See also productions
Smart Views
    browsing 49
    in Media Manager, about 48
    overview 45
SmartSound
    using to create background audio 195
Sound Editor
    overview 82
sound effects
    using VST, in Sound Editor 91
special effects
    applying to photos 127
starting
    Express Labeler 225
styles
    adding to text 130
    applying to layouts 222
    changing, for menu text 215
supported file formats
    description 101
    PhotoSuite 119
Synchronization Wizard 146
synchronized devices
    browsing 50
synchronizing
mobile device and PC 146
    mobile devices with PCs 146
system requirements 21

tags
    See audio tags
tapes
    recording 66
templates
    See styles
tempo
    using to create a movie in CineMagic 209
text
    adding outlines to 130
    adding shading to 129
    adding styles to 130
    adding to menus 214
    changing alignment 128
    changing color of 129
    changing font 128
    on menus, editing 215
    removing from menus 216
themes
    See styles
thumbnails
    changing for buttons 213
    choosing for albums 54
track information
    about 106
track lists
    adding tracks to 102
    creating using Search by Tags 108
track separators
    adding 90
    deleting 90
tracks
adding audio tags 106
adding to Music Disc Creator projects 102, 104
adding to projects 87
burning 96
checking for unidentified 106
defining in Sound Editor 90
exporting 114
exporting sets of 94
importing from CDs and DVDs 103
importing from disc image files 105
importing from DVD-Video folders 105
playing 111
previewing 111
protected tracks, about 102
selecting all 88
selecting single 88
sending to a portable device 115
transferring
audio files to a portable device 79, 193
media files from a wireless device 145
media files to wireless devices 144
video files to a portable device 193
transition 109
transitions
adding to productions 183
trimming movies and videos 157
unidentified tracks
finding 106
uploading
media files to wireless devices 144
V
VCDs
burning projects to 218
number of productions supported on 208
previewing 217
VCR
recording productions to 184
video
browsing 49
creating compilations 155
editing 157
e-mailing 141
importing from digital cameras 42
previewing 58
sharing with wireless devices 144
trimming 157
using as album thumbnails 54
using CineMagic to create 189
video clips
adding to productions with Media Selector 182
video compilations
adding a main menu 160
format options 159
output options 159
video conversion
overview 155
Video Copy & Convert
and copyrights 150
description of interface 150
modes of operation 150, 151
scheduler 161
video files
   browsing 49
   converting 192
   transferring to a portable device 193
   See also video
video folders
   playing using CinePlayer 175
VIDEO_TS folders
   copying 154
   description 153
VideoWave
   description 178
   productions, adding to MyDVD projects 209
viewing
   QuickShows 59
vinyl LPs
   recording 66
VST sound effects
   installing in Sound Editor 91

W

waveforms
   copying part of 89
   deleting part of 89
   editing 89
   moving part of 89
   selecting for editing 89
wireless devices
   sharing media files with 144