Soft4Boost Help

S4B Audio Mixer

www.sorentioapps.com

Contact Us

If you have any comments, suggestions or questions regarding **S4B Audio Mixer** or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	**info@soft4boost.com**
Technical support:	**support@soft4boost.com**
Sales:	**sales@soft4boost.com**

Technical Support

S4B Audio Mixer does not require any professional knowledge. If you experience any problem or have a question, please refer to the **S4B Audio Mixer Help**. If you cannot find the solution, please contact our support staff.

Note: only registered users receive technical support

S4B Audio Mixer provides several forms of automated customer support

S4B Audio Mixer Support System
You can use the **Support Form** on our site to ask your questions.

E-mail Support
You can also submit your technical questions and problems via e-mail to **support@soft4boost.com**

Note: for more effective and quick resolving of the difficulties we will need the following information:
Name and e-mail address used for registration
System parameters (CPU, hard drive space available, etc.)
Operating System
Detailed step by step describing of your action

Resources

Documentation for **S4B Audio Mixer** is available in a variety of formats:

In-product (.chm-file) and Online Help:

You will be able to use help file (.chm) through the **Help** menu of the installed **S4B Audio Mixer**.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Support** at our web-site - **http://sorentioapps.com**. Please note, that the most complete and up-to-date version of **S4B Audio Mixer** help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. PDF help file is available for download at the program page at **S4B Audio Mixer** web-site. To be able to read and print **S4B Audio Mixer** PDF help file you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make **S4B Audio Mixer**. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **Support** section of **S4B Audio Mixer** web-site at to read the detailed instructions for various software and tasks.

Technical Support

Visit the **Support** at our web-site **http://sorentioapps.com** to ask your questions concerning **S4B Audio Mixer** installation, registration and use. Feel free to also use our e-mail address **support@soft4boost.com**

Downloads

Visit the **Downloads** section of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

Soft4Boost Audio Mixer is a compact and simple loop-based music composition and production tool for original music creation. The application allows you to save the created music or a part of the project with such popular audio formats as MP3, WAV, AMR, AAC, WMA and M4A. This easy program provides the most powerful, user-friendly environment for music and songs creation.

Soft4Boost Audio Mixer software has more than 120 loops included into installation, plus it also gives you an ability to add various audio effects and filters, fade them in and out.

To start **Audio Mixer** go to **Start** menu and choose **All Programs -> Soft4Boost -> Audio Mixer -> Audio Mixer**

Program Interface

The **Soft4Boost Audio Mixer** main window may be divided into the following parts:
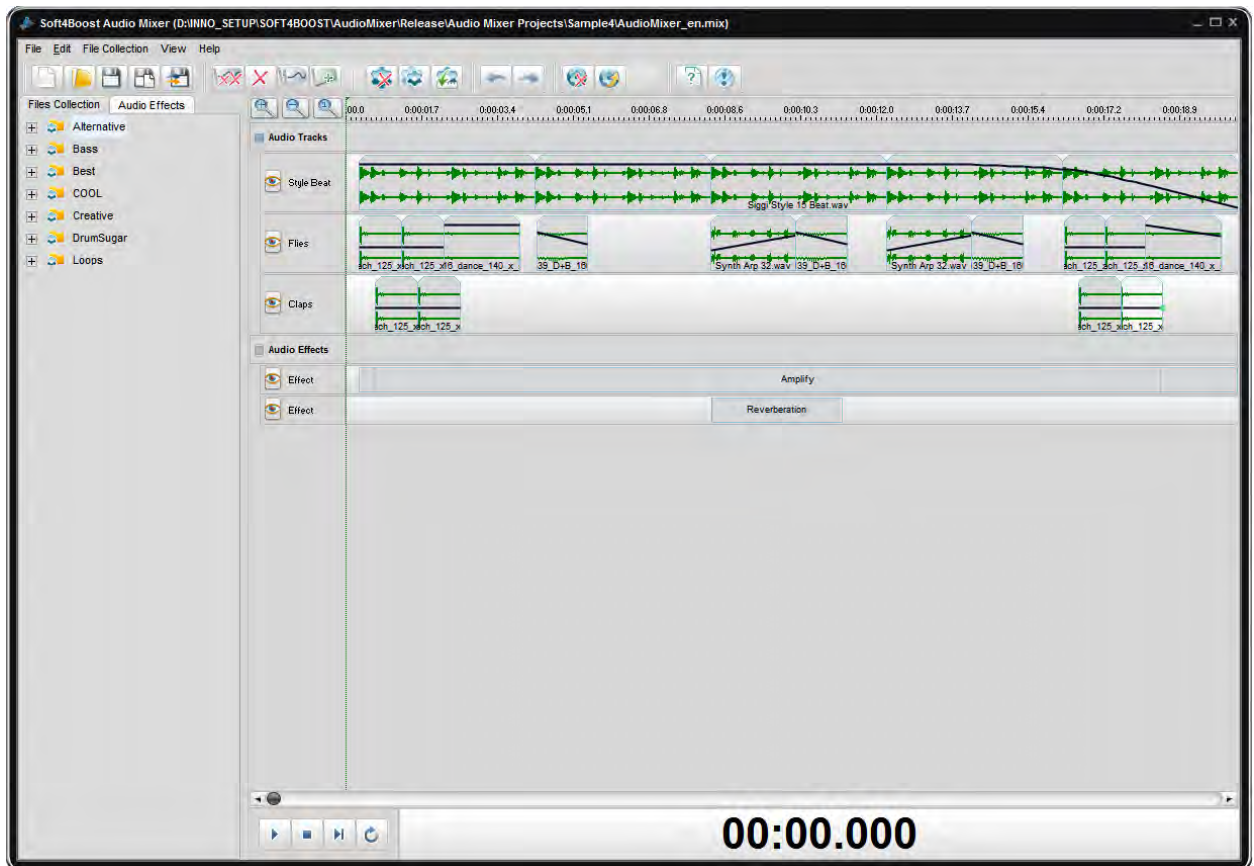
The interface of **Soft4Boost Audio Mixer** application could be metaphorically divided into five parts. They are: **Top Toolbar**, **Explorer**, **Timeline**, **Explorer Player Toolbar**, **Timeline Player Toolbar**.

Explorer

At **Explorer** part you can find the collections containing loops or imported audio tracks.

Note: you can organize the imported files into collection for their further comfortable use in your project.

To play a loop or imported audio just double click it in the Explorer part. You also can use Explorer Player Toolbar. To import audio to **Soft4Boost Audio Mixer**:

1). Click the **Import your audio track** button.

2). In standard explorer window please select file(s) to be imported.

3). Select the location for the imported files. It could be one of the existing collections or you can create a new one. Note that you can set the name of new created collection.
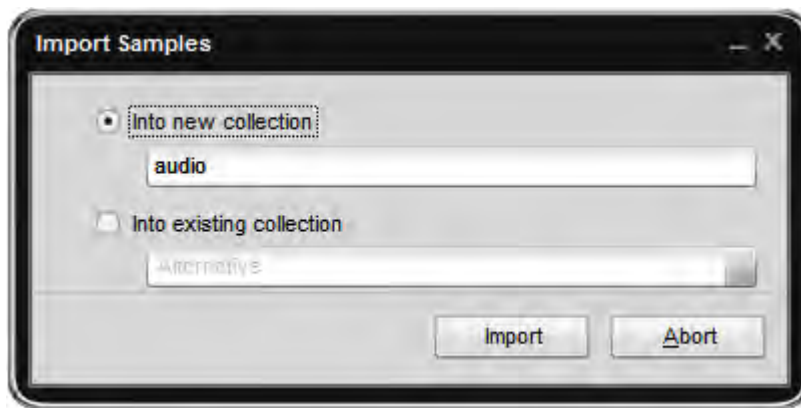

4). Click the Import button.

Timeline

Soft4Boost Audio Mixer has an easy to use working area which has a set of buttons. They let the user introduce various effects and modify the parameters of these effects.

Soft4Boost Audio Mixer allows you to apply one or several audio tracks/loops to your project. For convenience of use you can change the sequence of audio reflection or resize them at the Timeline. It's possible to create one track using fragments from several tracks. The simplest way to do that is use drag-and-drop method.

Timeline toolbar allows to perform tasks such as introducing the limits of effect, boundaries of fade-in and fade-out areas, zooming in or out the details of your media.

At each audio track reflected at the **Timeline** you can see an envelope that depicts the volume control. You can regulate it differently according to your project's details. To add a control point to the envelope, double-click within the envelope line (where the mouse cursor changes to a hand) and drag the control point to the location where you want it.
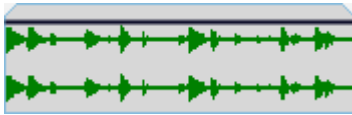

To move a point on the envelope, click and hold the point and drag it to a new location.

Note: in case you move the point more than 20 pixels over the track line up or down, the point will be deleted. You can use this feature to create smooth transition between two tracks. When the mouse cursor is located over a point, you will see it change from an arrow to a rhombus.

To select a part of your project, click the left mouse button and drag the slider along the navigation line. The selected area will be highlighted.

Saving

Soft4Boost Audio Mixer offers the opportunity to save the created audio project in several common audio formats. To save the whole project click the **Save/Upload>>** button at the **Top Toolbar**. The program will suggest you to select the output file format and specify the output file format parameters such as **Sample rate (Frequency)**, **Bitrate** and **Channels**.
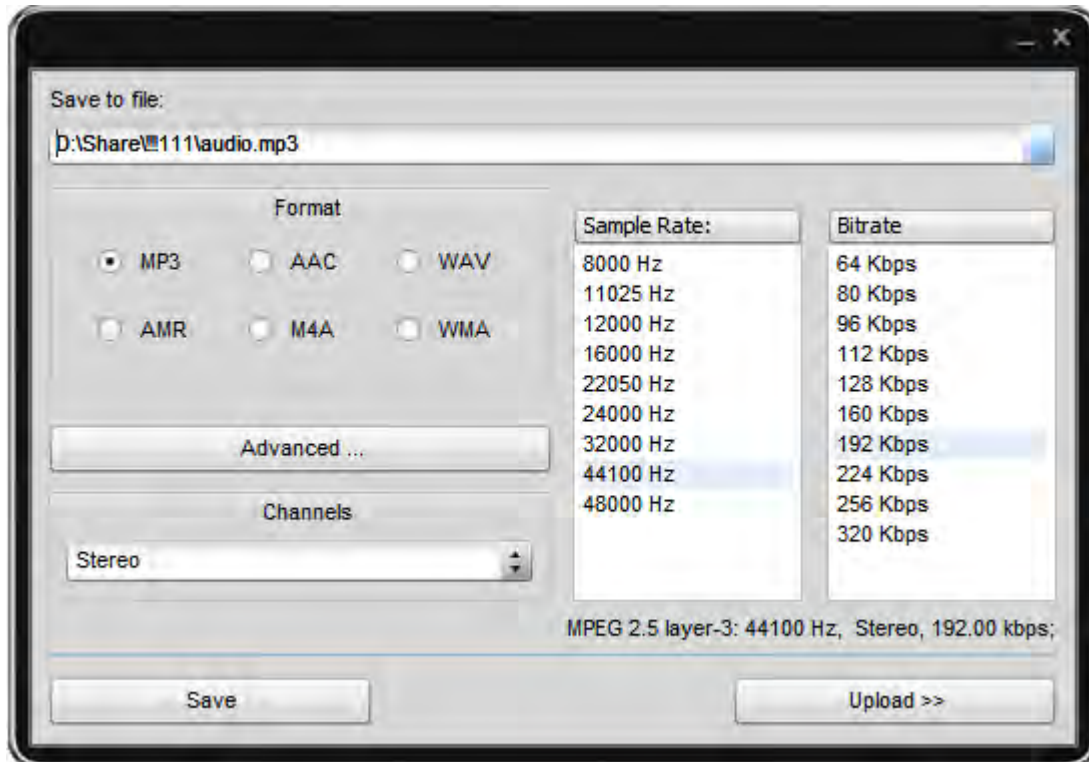
It is also possible to save a part of your project as a separate file. For that please select the necessary part at the **Timeline** and click **Save/Upload>>**

Note: it is possible to specify Fine tuning parameters for **MP3** format clicking the **Advanced...** button.

If you would like to upload the created audio to your mobile phone, make sure that it supports the format that you have selected, and click the **Upload>>** button. See the **Soft4Boost Device Uploader** program description for more detail on how to use it.

Working with Projects

Creating a project

At **Soft4Boost Audio Mixer** start pane please select Create new mix-project item and click Next>>.

After that you should enter the file name for your project and set it's location. Click the **Browse...** button to open the standard **Windows explorer menu** and select the project location. After you are done, click the **Finish** button to finish creating a project. Please take into account that you will get an info message in case a project with the name you have typed already exists.

Saving a project

Saving your project lets you keep your current work, and then later open the file in **Soft4Boost Audio Mixer** to make further changes. You can continue editing your project from where you left off when you last saved the project. When you save a project, the arrangement of loops added to the timeline and any other changes you have made are retained. To save the created project click the **Save mix-project** button.

Opening existing projects

You can use **Open mix-project** item in Welcome to **Soft4Boost Audio Mixer** window, that opens on the application start, and click **Open...** button. After that select the project to be opened in the standard explorer window and click **Open**. To open an existing project when the program is running, you should click the **Load mix-project** button. After that select the project to be opened in the standard explorer window and click **Open**.

Editing projects

To start a project and begin creating your music masterpiece, you need to add the imported audio to the **Timeline**. The loops on timeline become the contents of your project. The timeline displays your work in progress, as it reflects the timing of loops.

Effects and Filters

Soft4Boost Audio Mixer gives you an opportunity to apply various effects and filters to your mix projects. Using them you can achieve the desired sound. Below is the list of all the effects and filters and their brief description.

Amplify enables you to apply the same amount of gain change throughout the audio file.

Low Pass filter lets you hear only low frequencies; it blocks higher frequencies.

High Pass filter lets you hear only high frequencies. It attenuates frequencies below the certain cutoff frequency.

Band Pass filter lets you hear a certain band of frequencies within an upper and lower range. Frequencies above and below this band are attenuated. The distance between the higher and lower cutoff frequencies in a band pass filter is called the bandwidth of the filter. The center frequency of a band pass filter is the maximum point of amplitude.

Notch Filter cuts specified frequency from audio data.

Low Shelf filter boosts or cuts frequencies below the cutoff, and passes frequencies above the shelf cutoff with no change made to their gain. Use this effect to enhance or diminish any amount of low frequency material in a sound.

High Shelf filter boosts or cuts frequencies above the cutoff, and passes frequencies below the shelf cutoff with no change made to their gain. Use this effect to enhance or diminish any adjustable amount of high frequency material in a sound.

Vibrato equals to a cyclical changing of a certain frequency of the input signal.

Delay allows you to create single echoes, as well as a number of other effects. Delays of 35 milliseconds (ms) or more will be perceived as discrete echoes, while those falling within the 35-15 ms range can be used to create a simple chorus or flanging effect. (These effects will not be as effective as the actual chorus or flanging effects, as the delay settings will be fixed and will not change over time).

Pitch Shift effect shifts the frequency spectrum of the input signal. It can be used to disguise a person's voice, or make the voice sound like that of the "chipmunks", through to "Darth Vader". It is also used to create harmony in lead passages, although it is an "unintelligent" harmonizer.

Flanger allows you to create a flanging effect by slightly delaying and phasing a signal at predetermined or random intervals. In the pull-down menu you will find a great variety of different flanger effects, to choose any of them just click the necessary one.

Chorus is used to mix the signal with a slightly delayed copy of itself, where the length of the delay is constantly changing.

Reverberation is used to simulate acoustic space, and consists of both early reflections and echoes that are so closely spaced that they are perceived as a single fading sound. Reverb is different from the basic echo function in that the delays are not repeated at regularly spaced intervals. Reverb function can create a wide range of high-quality reverb effects.

Compressor enables you to reduce the dynamic range of an audio signal. For example, compressors can be used to eliminate the variations in the peaks of an electric bass signal by clamping them to a constant level (thus providing an even, solid bass line.) Compressors can also be useful in compensating the wide variations in the level of a signal produced by a singer who moves frequently or has an erratic dynamic range.

Expander effect is used to expand the dynamic range of an audio signal. Expander boosts the high-level signals and attenuates low-level signals.

Normalize achieves the greatest amount of amplification that will not result in clipping.

Phaser allows you to choose the desired effect from the options that you will find in the pull-down menu, in case you want to set your own Delay Time, Mix Depth and Feedback Gain, go to View/Show/Hide Effect Panel, on the effect panel open Delay Effects/Phaser.

Working with Effects and Filters

Soft4Boost Audio Mixer gives you an opportunity to apply various effects and filters to your mix projects. Using them you can achieve the desired sound. All effects and filters are applied using the timeline tool.

Select an effect to apply from the **Audio Effects** list. You can move it along the timeline, to affect a certain audio fragment, adjust the coverage, **Fade In** and **Fade Out** areas.