



Users Manual

Publication 2.1.0, December 21, 2011



Index

| | |
|--|----|
| Warranty Disclaimer..... | 4 |
| Overview..... | 4 |
| System Requirements..... | 4 |
| Installing the Software..... | 5 |
| First Time Start Up..... | 8 |
| Adding Sounds to the Library..... | 10 |
| Add File..... | 11 |
| Add Files in Directory..... | 13 |
| Add Files in All Sub Directories..... | 18 |
| Playing Sound Files..... | 23 |
| Single Mode..... | 23 |
| Over Lap Mode..... | 23 |
| Play Only Mode..... | 24 |
| Repeat Mode..... | 24 |
| Repeat Up Mode..... | 24 |
| Stop(All)..... | 25 |
| Play..... | 26 |
| Volume Control..... | 26 |
| Play Previous..... | 27 |
| Play Next..... | 28 |
| Play from File..... | 29 |
| Play Indicators..... | 31 |
| Details of Sound Files..... | 34 |
| Searching Your Project or the Library..... | 36 |
| Creating Projects..... | 41 |
| Adding Sounds to Project..... | 42 |
| Copy (Select Box Control)..... | 43 |
| Delete(Select Box Control)..... | 46 |
| Clear (Select Box Control)..... | 50 |

Index (Continues)

| | |
|--|-----------|
| Selection File Control..... | 52 |
| Save..... | 52 |
| Save As..... | 54 |
| New..... | 57 |
| Open..... | 58 |
| Open using Drag and Drop..... | 61 |
| Append..... | 63 |
| Copy..... | 66 |
| Export to CSV File..... | 69 |
| Import from CSV File..... | 73 |
| Editing Notes and Ratings..... | 75 |
| Printing Project Data..... | 77 |
| Deleting All Files in the Library..... | 79 |
| Contact Information..... | 82 |

Warranty Disclaimer

By using this Software, you agree that you will not hold Integrated Accounting Technologies or its Distributers responsible in any way. Using this software means that you have understood and agreed to all the terms and conditions of this disclaimer. Integrated Accounting Technologies or its Distributers does not take any responsibility and is not liable for any damage caused through the use of this software, be it indirect, special, incidental or consequential damages, including damages for loss of business, loss of profits, interruption or the like.

This software is sold on an “AS IS” basis, without warranty of any kind. The user takes full responsibility for its fitness for use in their application.

Overview

MetaDigger was designed to help users scan large amounts of meta data looking for key words and then audition the sounds in a fast and efficient manner. Currently MetaDigger supports Broadcast, non-Broadcast wav and mp3 Sound Files. It creates a Library Data Base of sounds from user specified directory locations to be accessed during the browsing process. Users can set the Ratings in their own words and/or add notes to each sound in the Library and when the sounds are copied to the users project the notes and ratings are copied too. Searching can be performed on Description, Rating, Time, Notes or File Names. A project with selected sounds can be created using file names, just like any other document. This means that sounds can be organized into scenes, chapters, movies etc. anyway the user prefers using standard directory and file structures of the operating system being used. Once the sounds are organized into a project, they can be copied to a user preferred directory location that will be used by the video syncing software such as Adobe Premiere. In short MetaDigger is a tool to help producers, organize, keep track of, audition, select and then copy their sound files to a single directory for their productions.

System Requirements

Operating System: 10.5(Leopard) or Later

Installing the Software

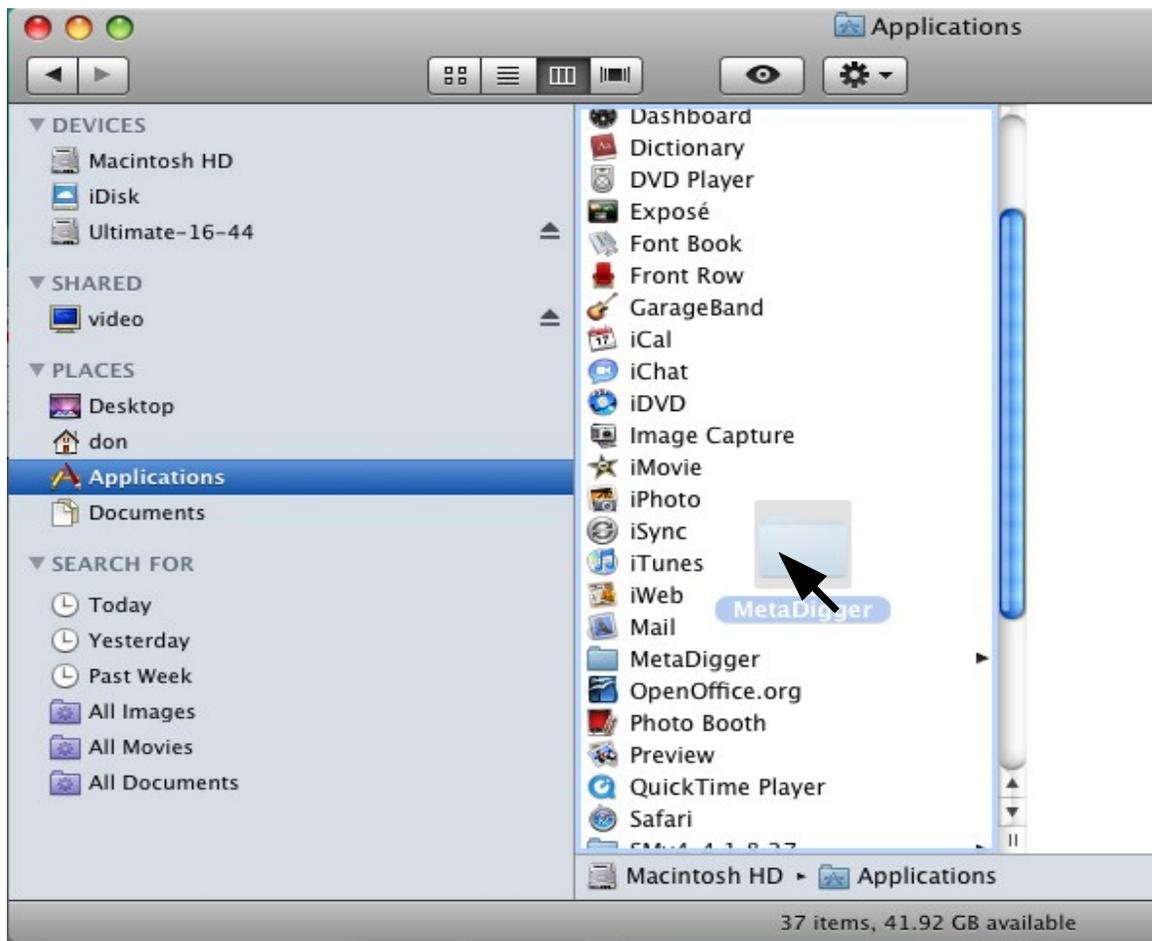
MetaDigger is distributed as a MetaDigger.zip file and needs to be Unzipped and copied to the Application Directory.



The first step to installing it, is to Unzip the file. This is done by simply double clicking the MetaDigger.zip Icon.



The software has been Unzipped and is ready to be moved to the Applications Directory. The second step is to drag the Unzipped File and Drop it on the Directory.

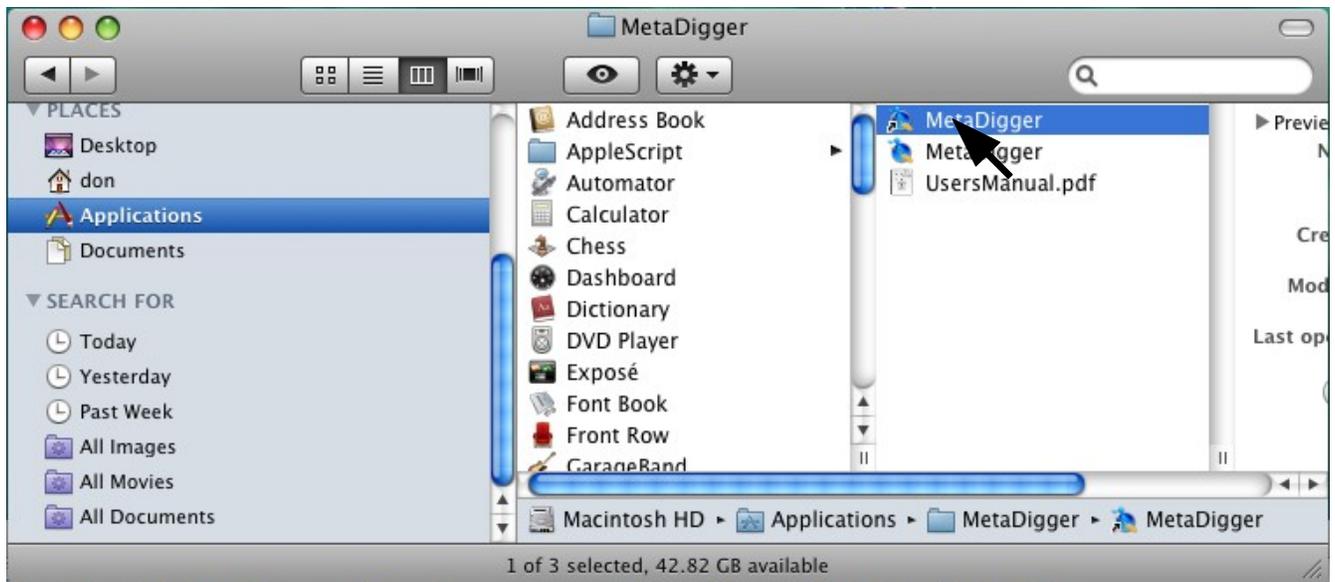


After dropping the file in the Application Directory, if MetaDigger was installed previously the following is displayed.



If this message is displayed, just select the Replace Button.

The third step is to copy the Icon short cut to the Desktop as shown below.

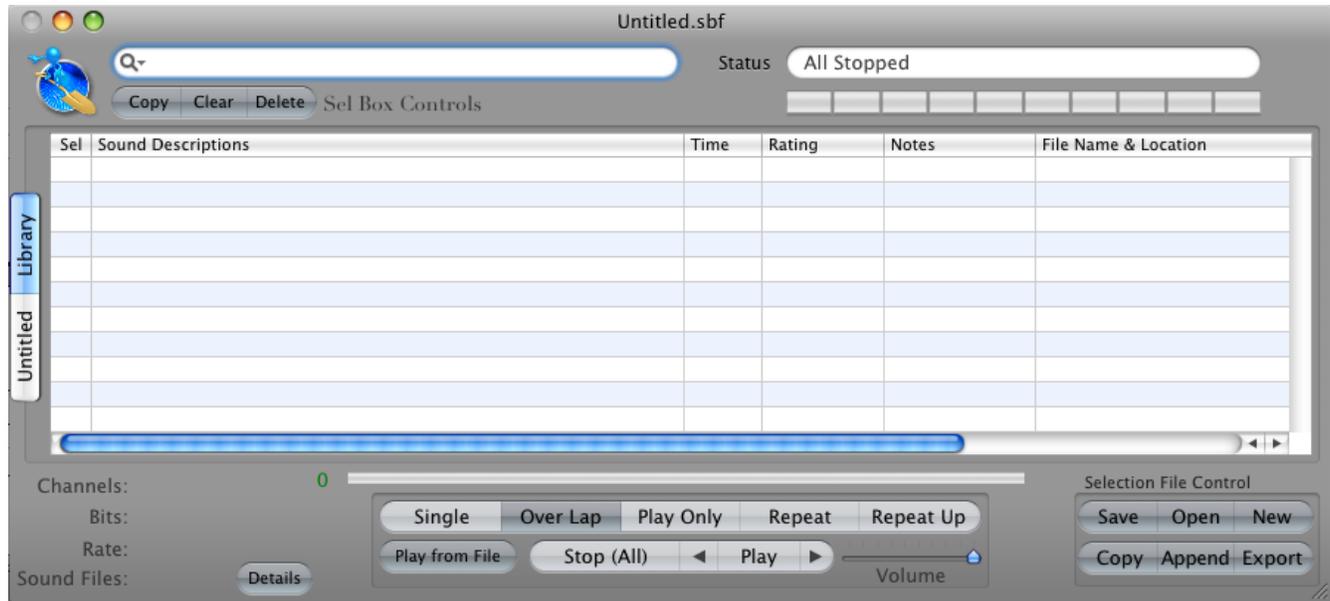


To copy the MetaDigger Short Cut, select it as above and Drag it to the Desktop, but before you let the mouse button go, press the ALT Key. This will copy it, rather than Move it.



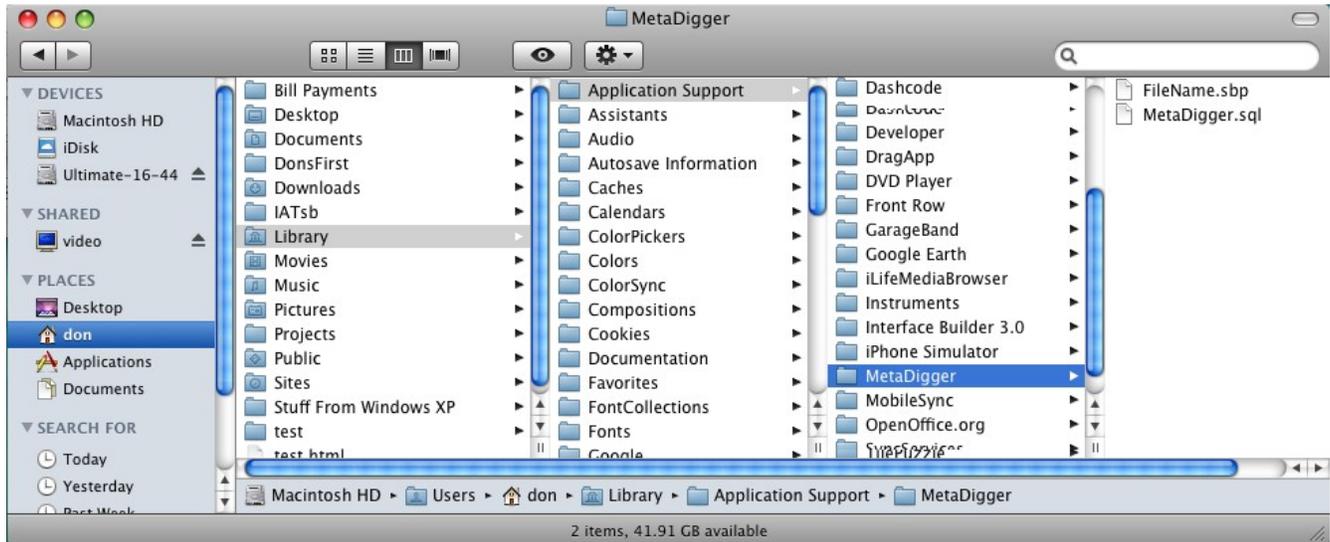
Now MetaDigger is ready to go, just double click the Icon to launch it.

First Time Start Up



The first time MetaDigger is launched there should be no Sounds in the Library and the Window's title should be "Untitled.sbf". The "sbf" extension is appended to all projects files and stands for MetaDigger File. MetaDigger has 2 special files. The first one is "FileName.sbp", which is used to save information related to the current project. The extension "sbp" stands for MetaDigger Project. The second one is "MetaDigger.sql" which contains the Library. These files are located under the users directory in "/Library/Application Support/MetaDigger". If this directory does not exist MetaDigger will create it when it is needed. Since these files are stored under the user directory, every user on the machine can have their own Library Data Base.

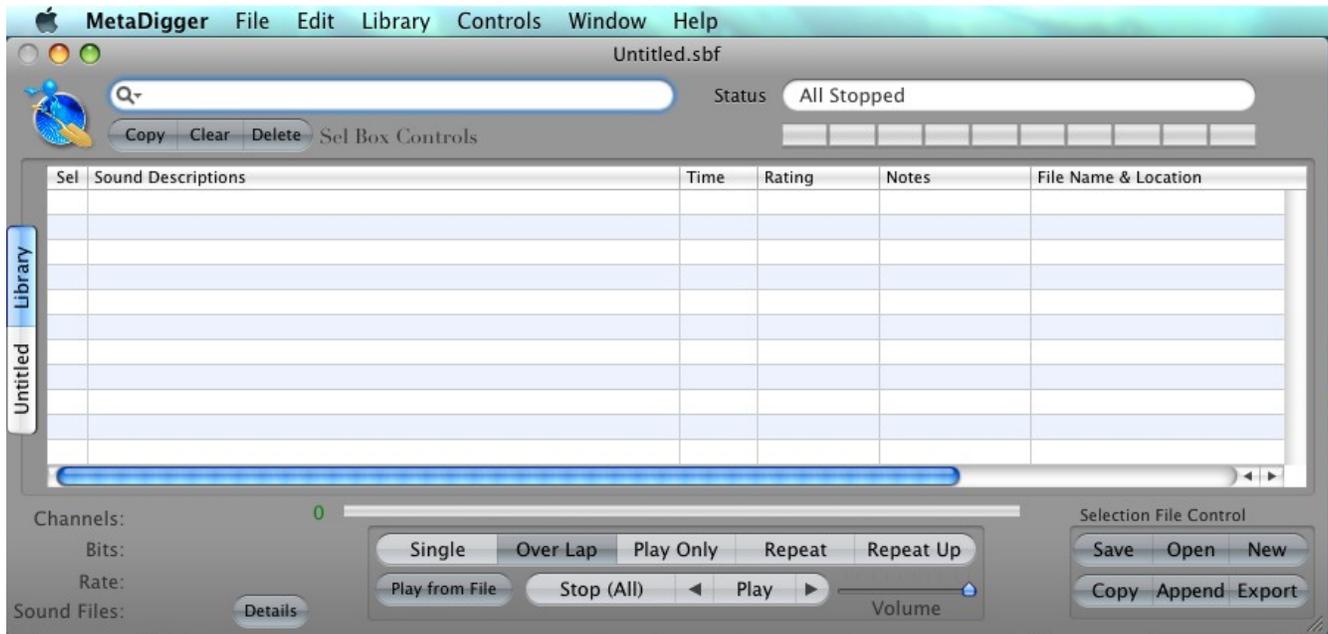
In the example below the users name is don:



Knowing where these files are kept, is really not necessary, but may come handy if deleting the Library and rebuilding it is required. To delete the Library, simply delete the “MetaDigger.sql” file. Deleting this file before MetaDigger is lanched allows the user to start from scratch. It is possible to delete the Library from within MetaDigger and this will be discussed later on in this document. It is possible to delete a few files from the Library within the program and MetaDigger will request conformation from the user to confirm their intent. This feature allows users to keep the Library clean of obsolete Sound Files or ones added by mistake, without rebuilding the Library. This will be covered in greater detail further on in this document.

Adding Sounds to the Library

In the example below MetaDigger was launched for the first time, so no Sound Files are in the Library:



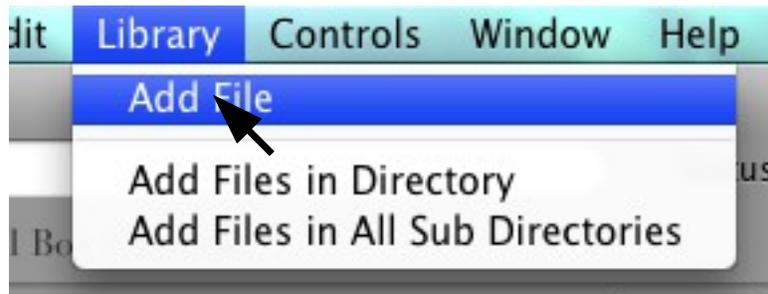
All functions related to building the Library are located on the Menu Bar under the heading Library. There are 3 functions, Add File, Add Files in Directory and Add Files in All Sub Directories.

Example below:

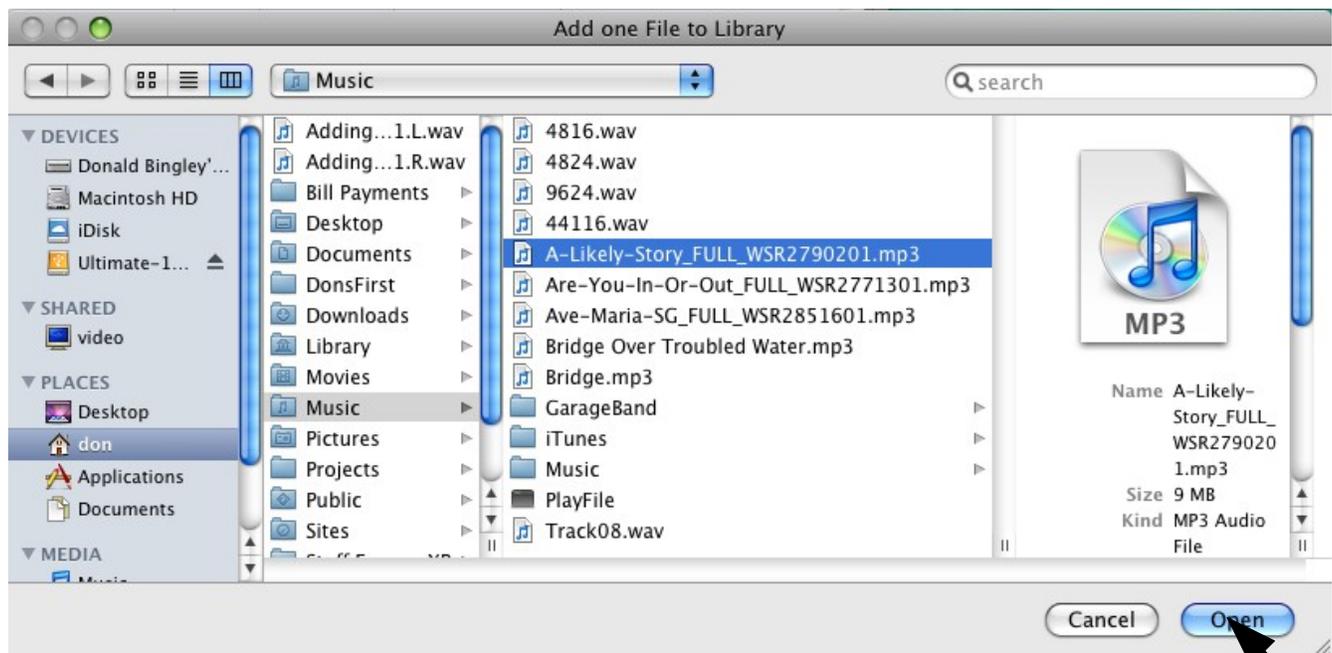


Add File (Adding Sounds to the Library)

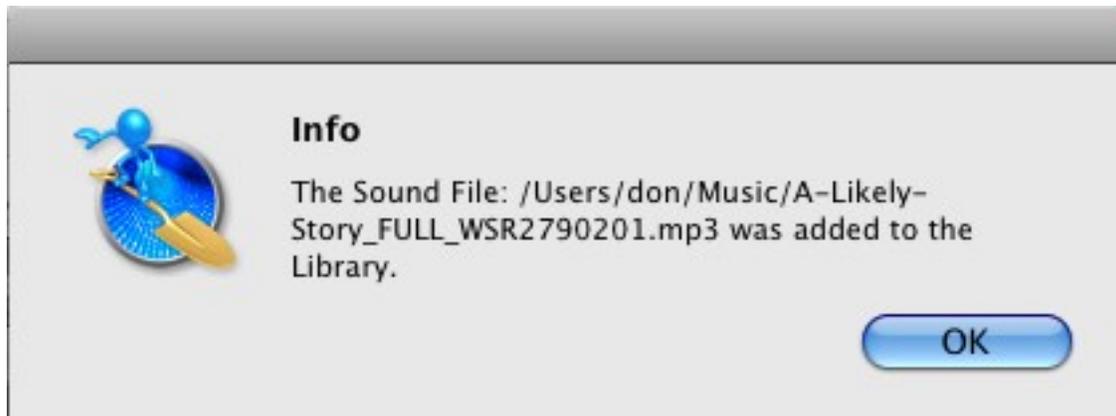
To add a single Sound File to the Library, select Add File as in the example below.



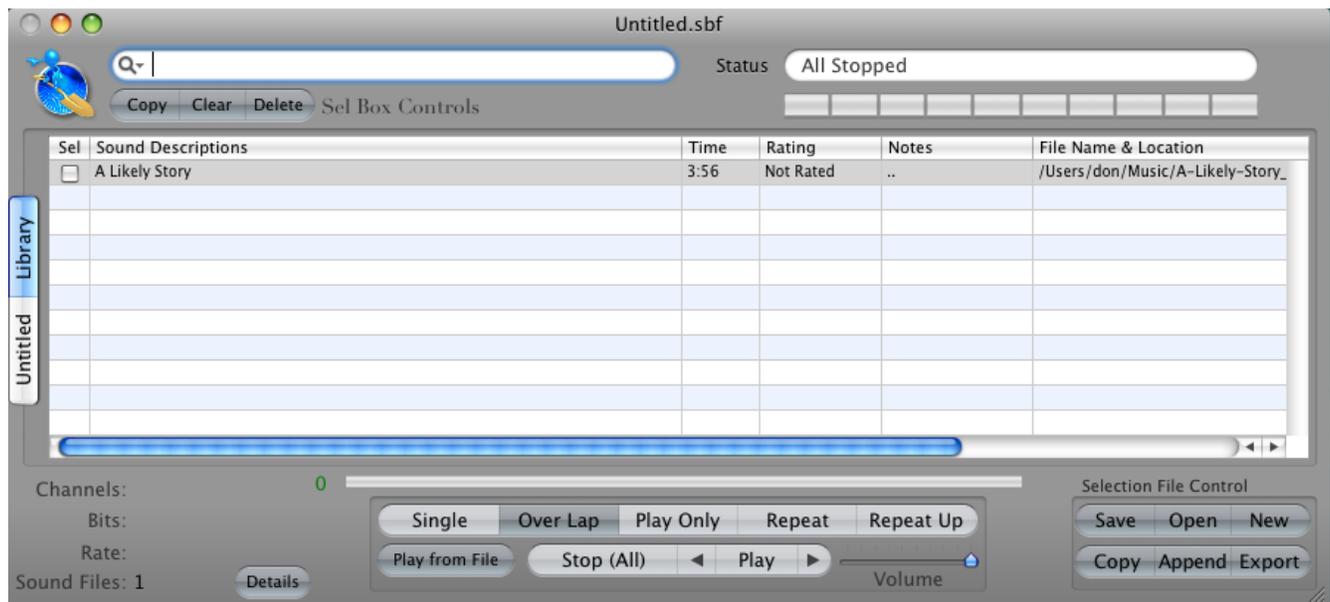
A Finder dialog is displayed, the user selects the sound to be added and then selects the Open Button.



Once the single Sound File is Opened, it is Added to the Library and the following confirmation message is displayed.

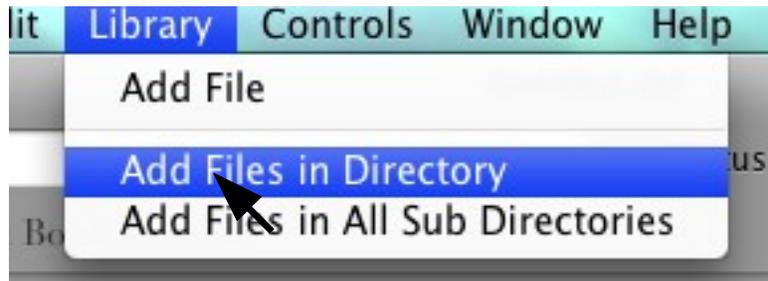


As you can see below, a single Sound File was added to the Library.

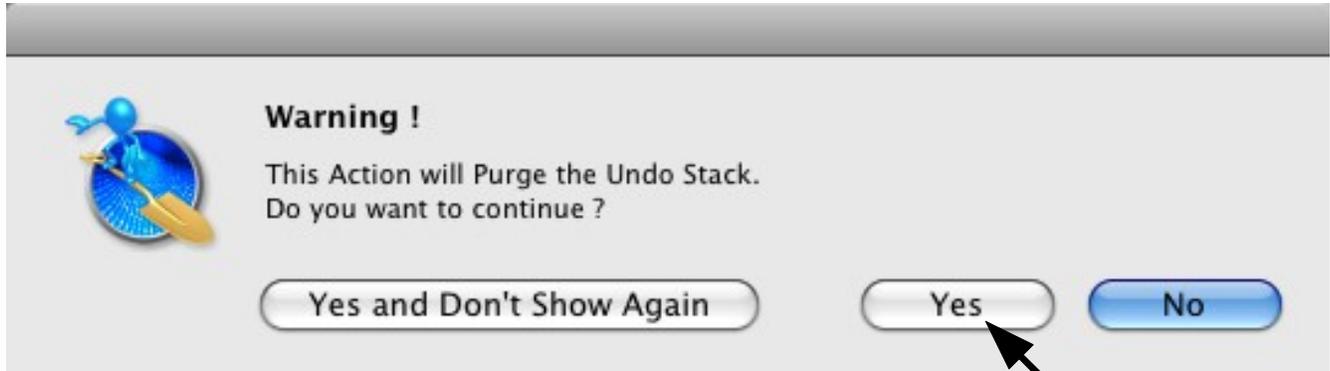


Add Files in Directory (Adding Sounds to the Library)

To add all Sound Files contained in a single directory select the Add Files in Directory function.

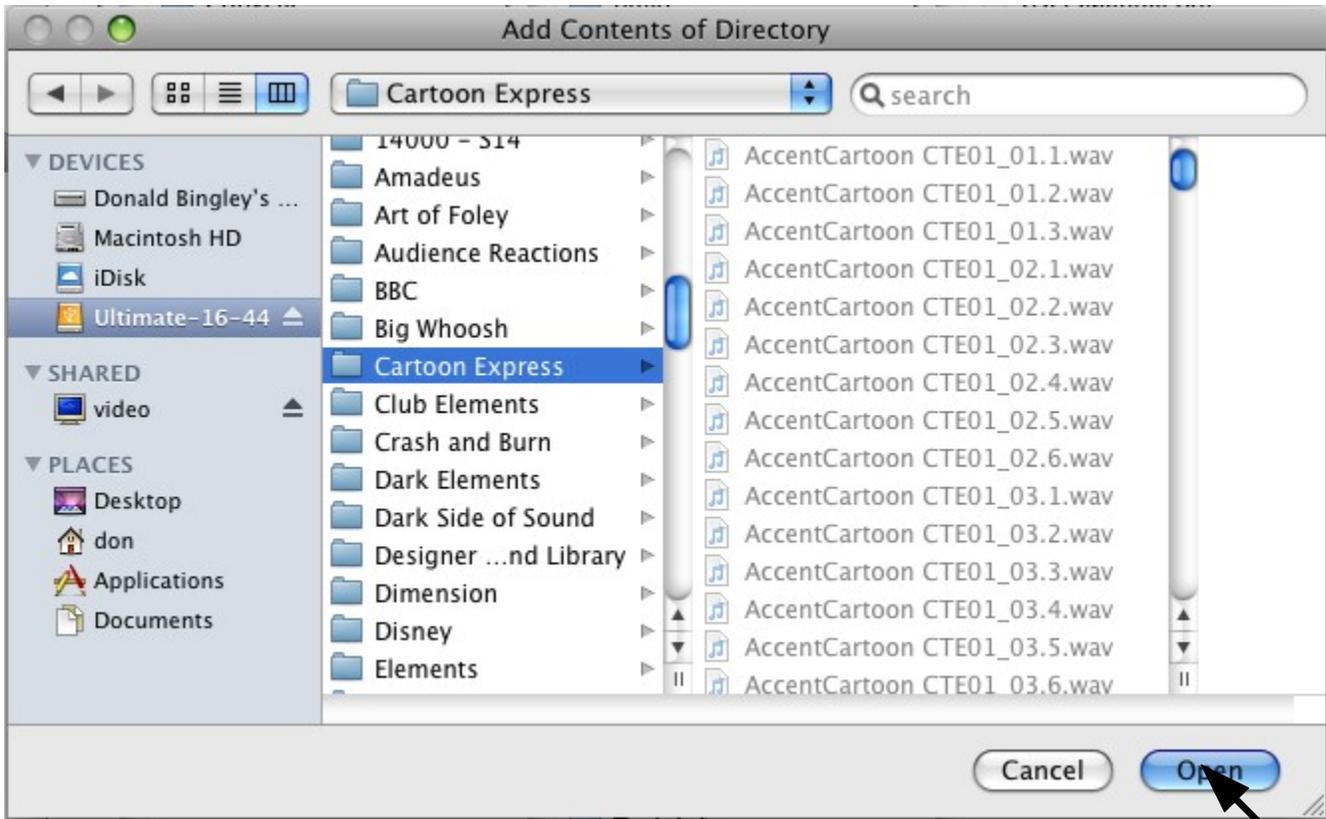


A dialog box will be displayed warning the user of Purging the Undo Stack. If any Sound Files were deleted or altered, they will no longer be able to be restored by the Undo command. The Undo command is under Edit on the Menu Bar. Normally this is not a big deal, but extra caution should be taken after large amounts of changes were made to the Library or the Project.

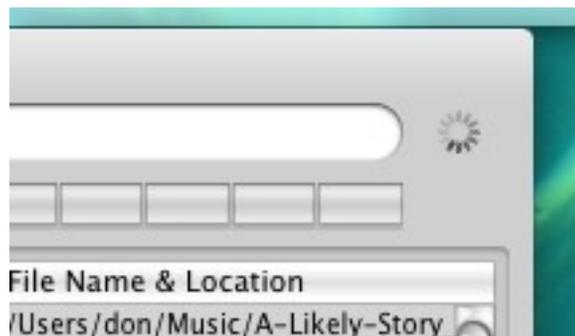


The user can acknowledge that they are aware that the Undo Stack will be purged and proceed by selecting the Yes Button. If the user doesn't care or doesn't want to be notified that the Undo Stack will be purged, they can select the Yes and Don't Show Again Button. After this Button has been selected, the Warning message will not appear again, except of course when MetaDigger is restarted.

In the example below the Directory “Cartoon Express” is selected:

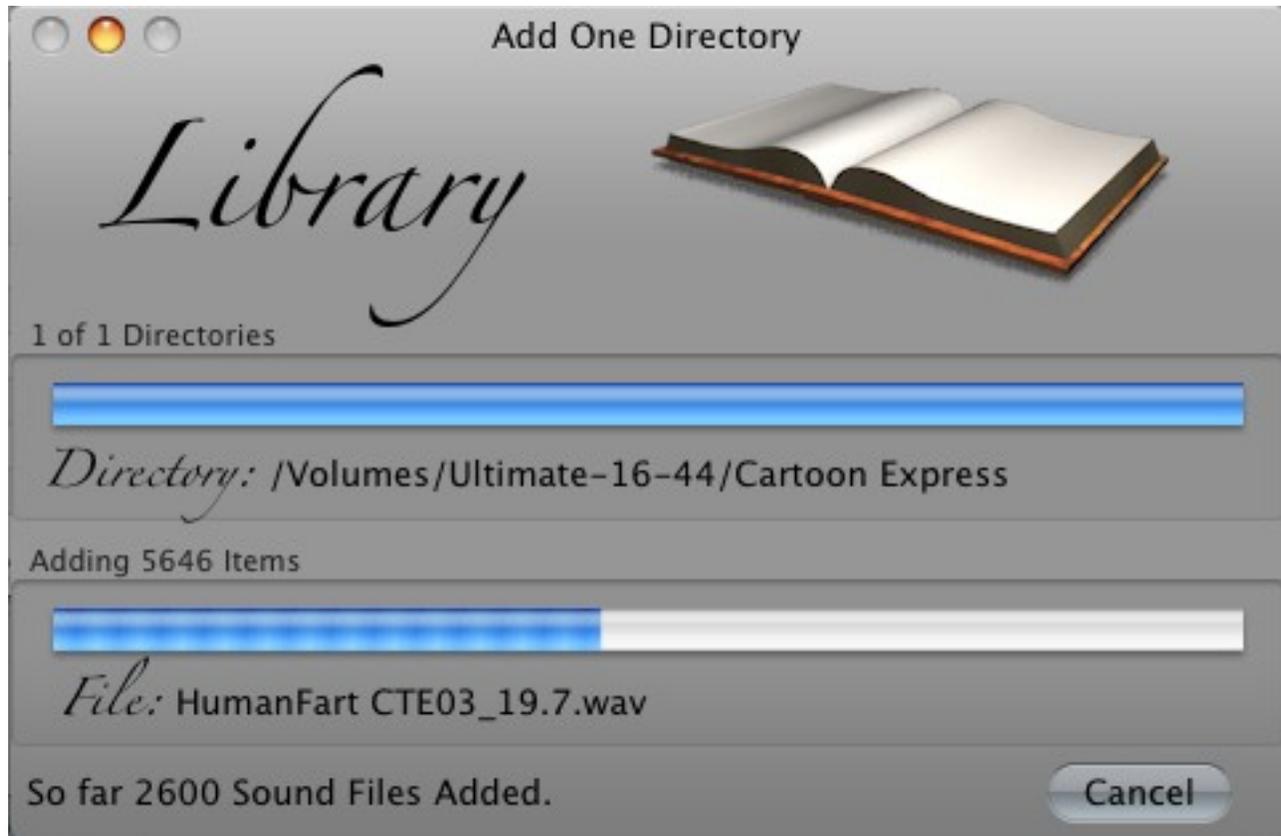


Once MetaDigger starts processing this directory a rotating symbol will be displayed at the top right of MetaDigger's Window as in the example below.



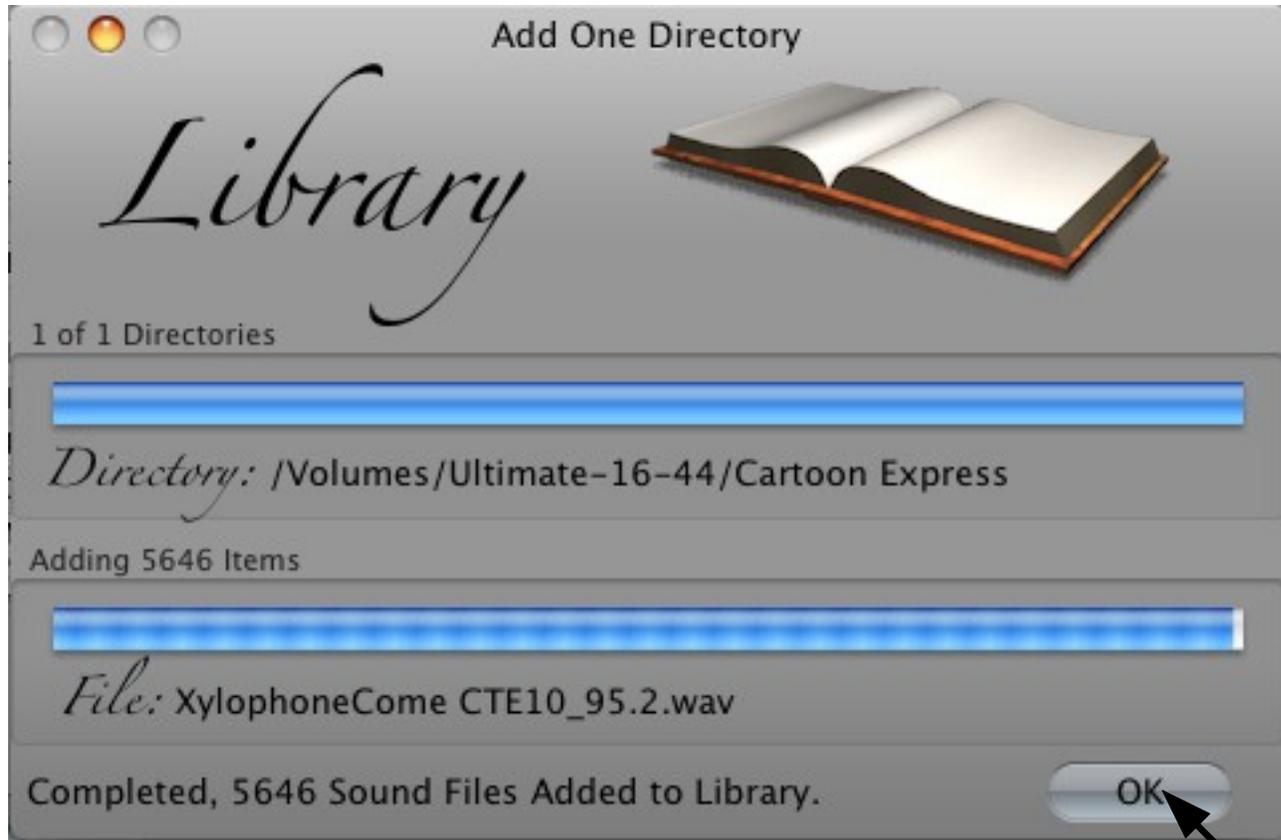
This will continue to be displayed until the operation is completed and acknowledge by the user.

While adding the directory of Sound Files to the Library, the following Window is displayed showing the progress of the operation.

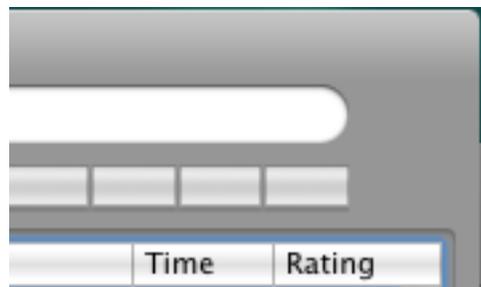


If the user wants to Cancel the operation for any reason, the Cancel Button can be used. This will prevent any further Sound Files from being added to the Library, but the ones that have been added, will remain.

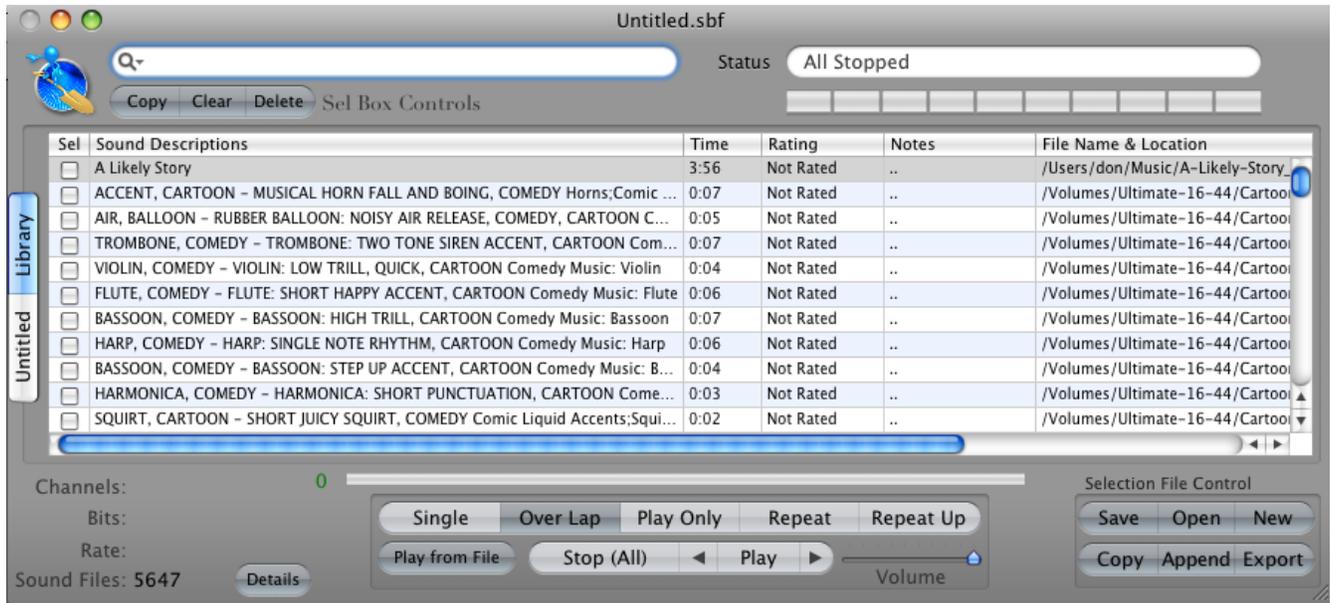
When this operation is complete, the following is displayed :



This allows the user to see and acknowledge the Sound Files that were added to the Library. To acknowledge completion select the OK Button. The above Dialog Box will close and the rotating symbol will be removed.



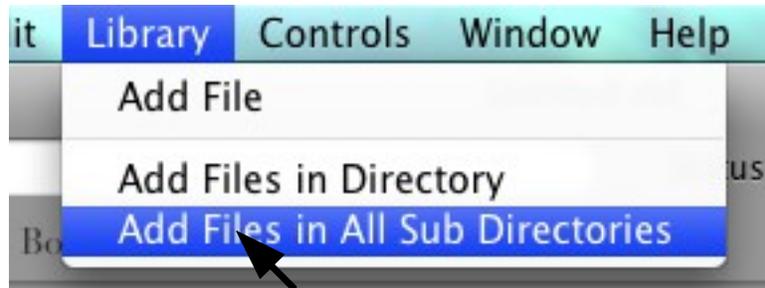
Now lets see what our Library looks like now.



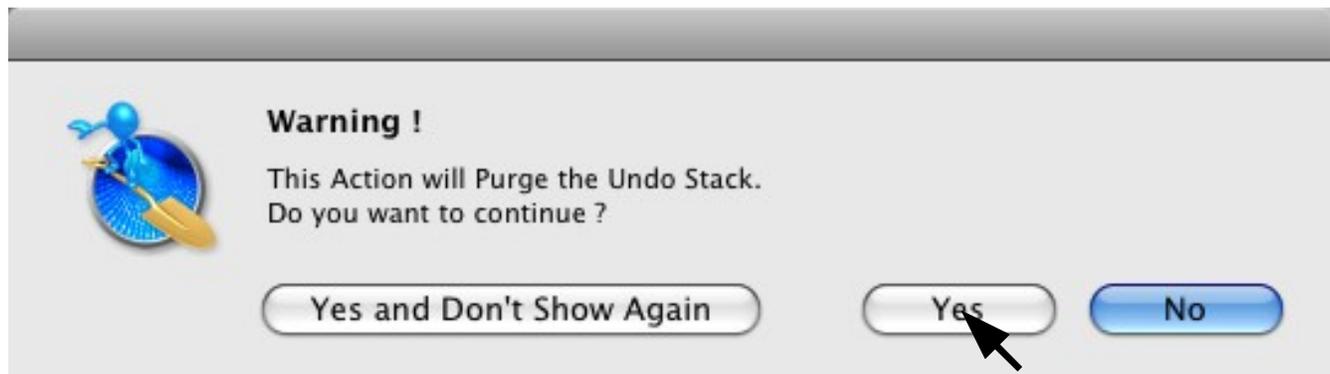
There are 5647 Sound Files in the Library as indicated by the value next to Sound Files in the bottom left of the MetaDigger Window.

Add Files in All Sub Directory (Adding Sounds to the Library)

To add all Sound Files contained in Sub Directories of a Directory, select the Add Files in All Sub Directories function. This function does NOT add any Sound Files that maybe in the Top Most Directory. If the Top Most Directory contains Sound Files, then the Add Files in Directory command must be used.

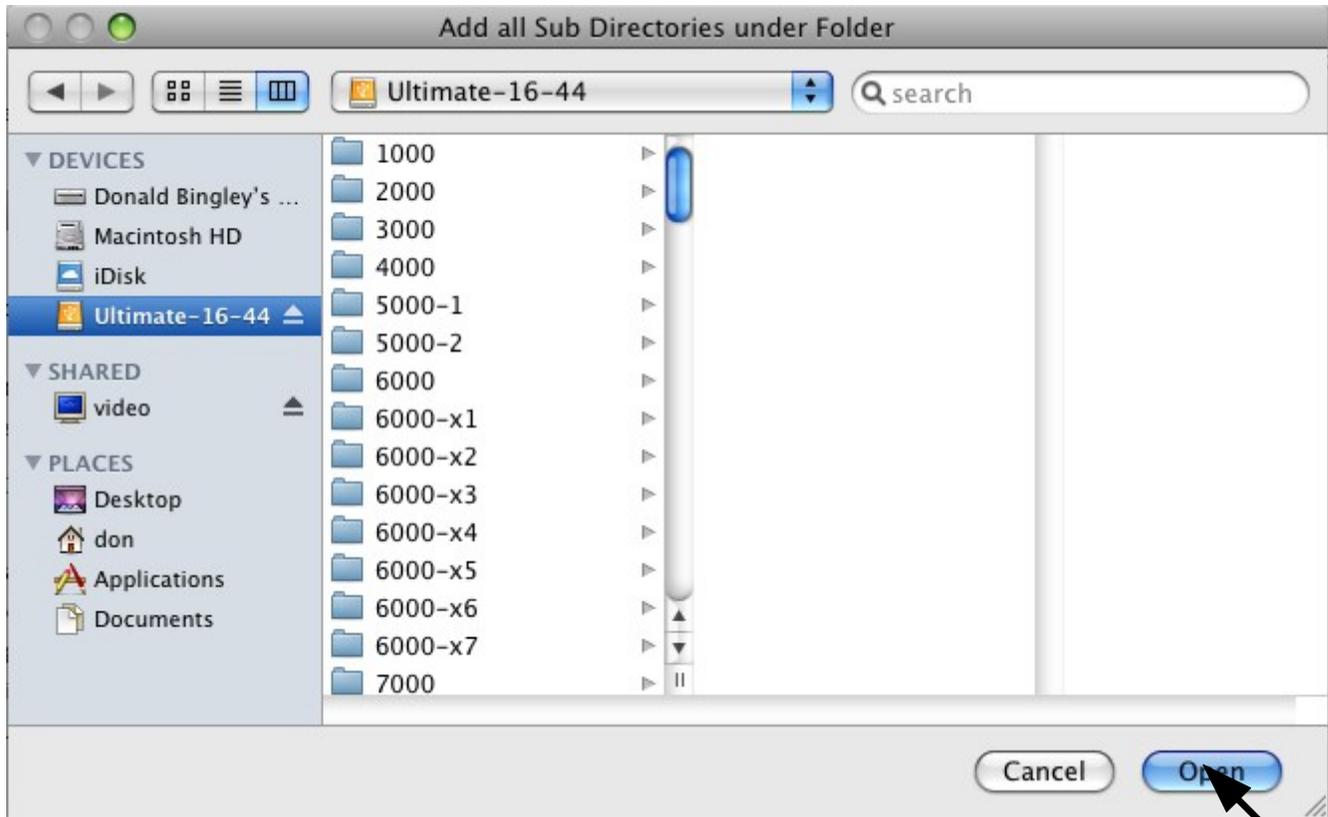


As mentioned before, a dialog box will be displayed warning the user of Purging the Undo Stack. If any Sound Files were deleted or altered, they will no longer be able to be restored by the Undo command under Edit on the Menu Bar. Normally this is not a big deal, but extra caution should be taken after large amount of changes to the Library or the Project.

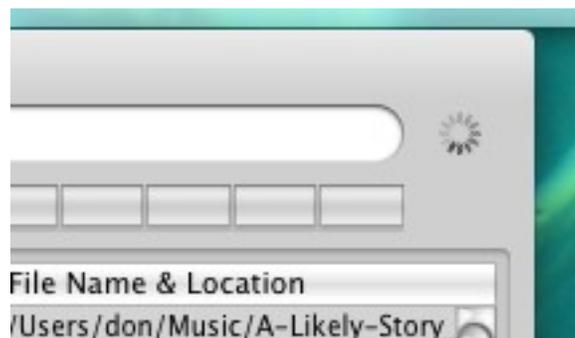


The user can acknowledge that they are aware that the Undo Stack will be purged and proceed by selecting the Yes Button. Again, the user can select the Yes and Don't Show Again Button if no further notification is desired.

In the example below the Device “Ultimate-16-44” is selected:

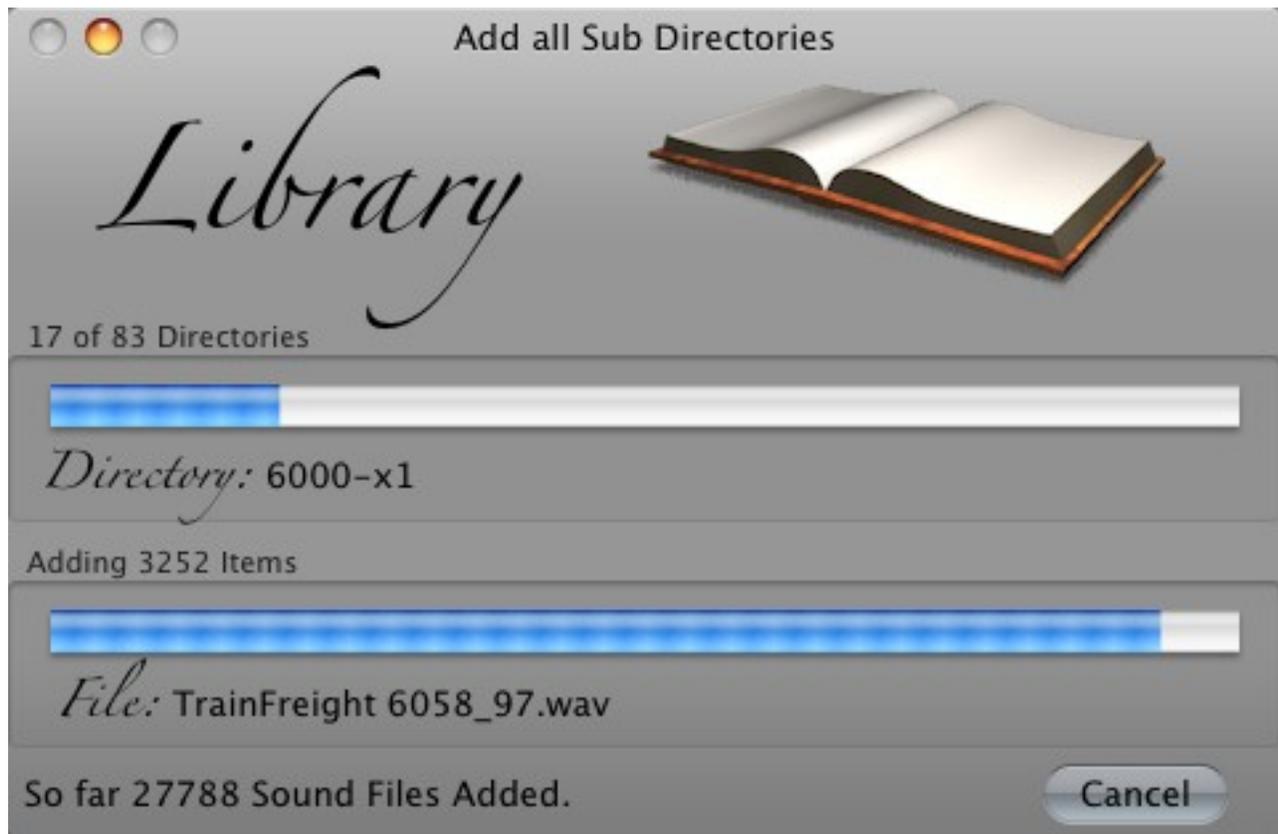


Again, once MetaDigger starts processing this device, a rotating symbol will be displayed at the top right of MetaDigger's Window as in the example below:



This will continue to be displayed until the operation is completed and acknowledged by the user.

While adding the directories of Sound Files to the Library, the following Window is displayed showing the progress of the operation.

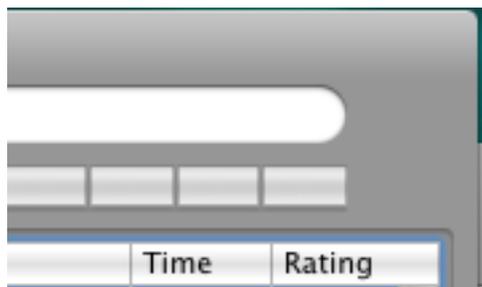


If the user wants to Cancel the operation for any reason, the Cancel Button can be used. This will prevent any further Sound Files from being added to the Library, but the ones that have been added, will remain.

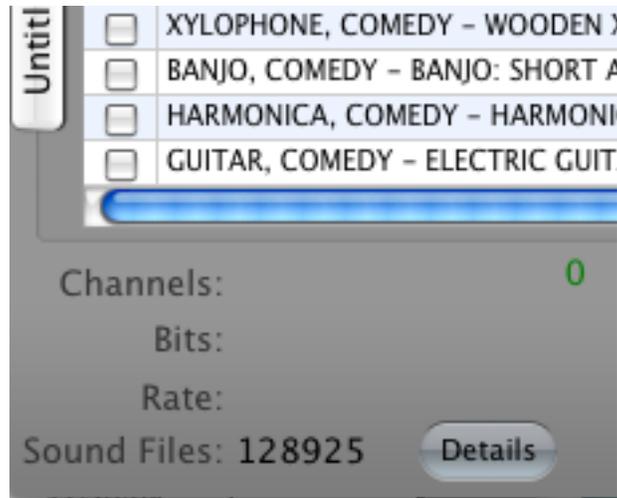
When this operation is complete, the following is displayed :



This allows the users to see and acknowledge what was added to the Library. To acknowledge what was done select the OK Button. The above Dialog Box will close and the rotating symbol will be removed.



Now lets see how many Sound Files are in the Library.



In this example, there are 128,925 Sound Files in the Library as indicated by the value next to Sound Files in the bottom left of the MetaDigger Window.

Note:

It may be important for the user to know that MetaDigger does NOT check for any duplications. There is nothing to stop the user from adding the same Sound Files over and over to the Library and/or to the User's Project.

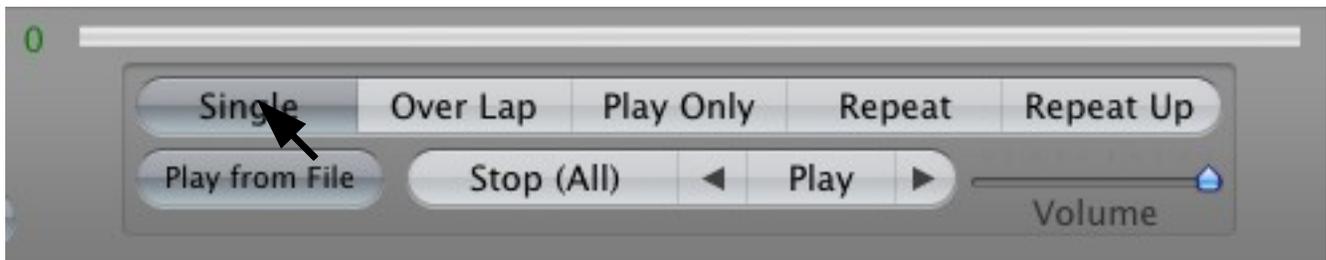
The source of the Library can be from any Hard Drive, Server or other Device that is connected to your computer. Once loaded into the Library, they will remain in the Library even if the Storage Device is not connected. This allows the user to Search for Sound Files and create Play Lists without having direct access to the sound files. The sound files, of course CAN NOT be played unless the Storage Device is connected.

Currently MetaDigger supports Broadcast, non-Broadcast wav and mp3 Sound Files.

Playing Sound Files

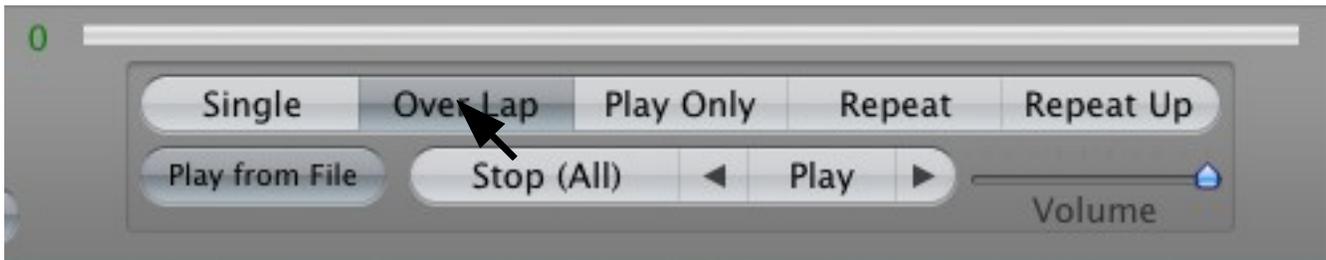
There are 5 modes for playing Sound Files; Single, Over Lap, Play Only, Repeat and Repeat Up.

Single (Playing Sound Files)



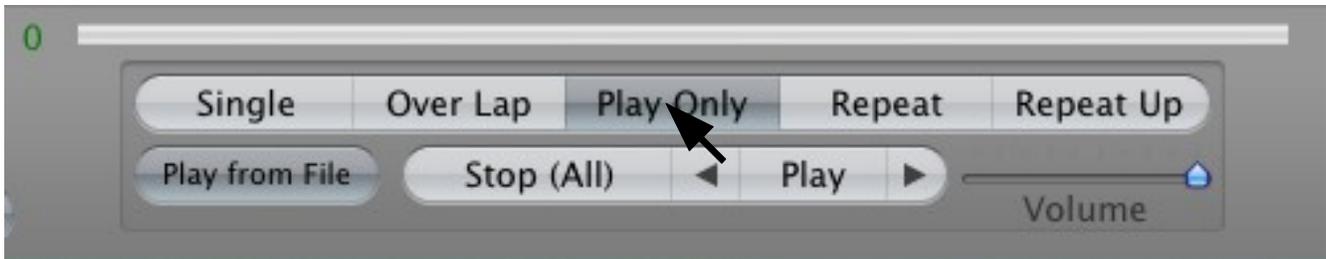
In this mode, just selecting the Sound File anywhere on the Data Grid will start it playing, but only 1 Sound File will Play at a time. If a new Sound File is selected, the one Playing will Stop and the new one will begin.

Over Lap (Playing Sound Files)



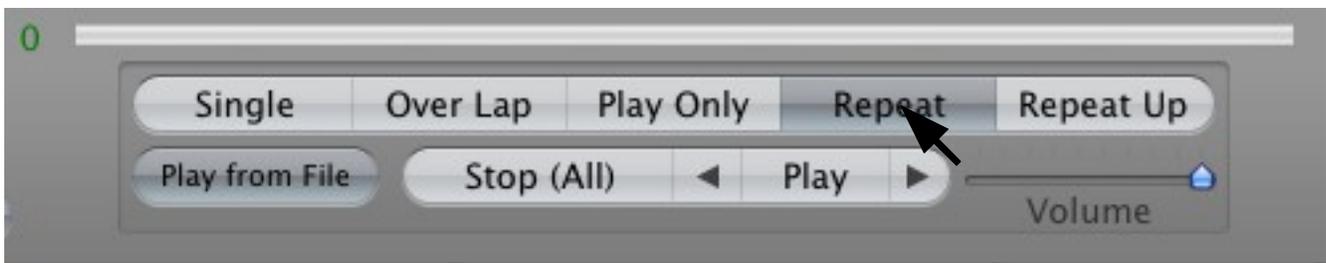
This mode is similar to the Single Mode of operation, but it can play up to 10 Sound Files simultaneously. This gives the user an idea of what to expect from the sounds when they are mixed.

Play Only (Playing Sound Files)



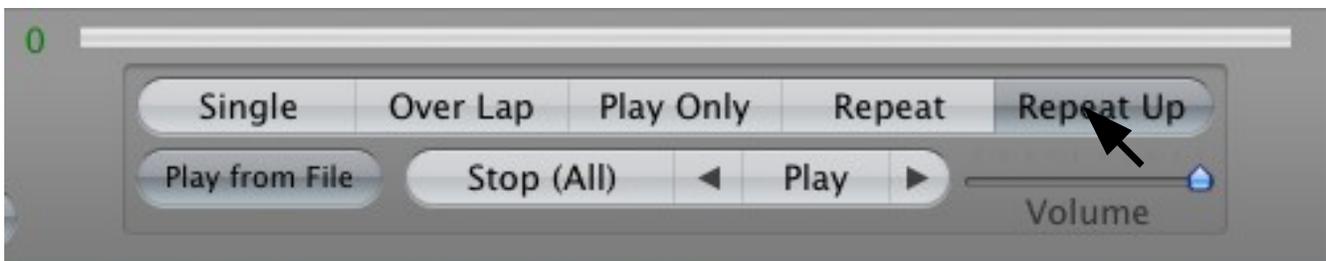
In this mode selecting the Data Grid to Play a Sound File is disabled. The only way to Play a Sound File is using the Play, Play Up or Play Down Buttons. This allows the user to select and copy Sound Files without being annoyed by sounds being played.

Repeat (Playing Sound Files)



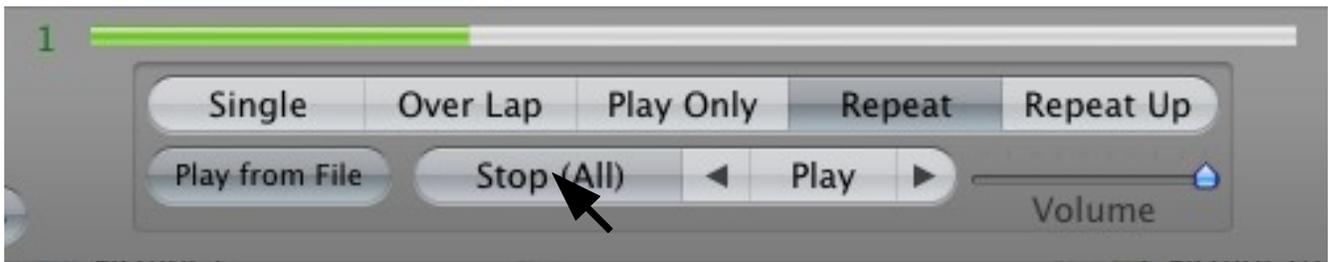
In this mode the Sound File that is selected to Play will be Played continually over and over until the user selects Stop or selects another sound.

Repeat Up (Playing Sound Files)



When this mode is activated, the currently selected Sound File is played and then advances the selection to the next sound. This will continue until the end of the list is encountered. This mode allows the user to sit back and listen to the range of sounds.

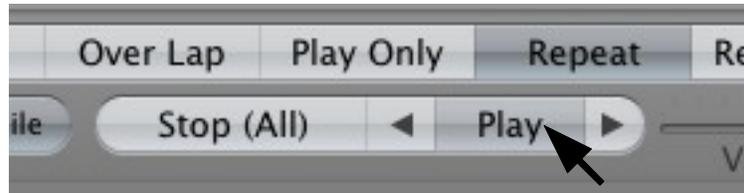
Stop(All) (Playing Sound Files)



This control will Stop all Play activity regardless of what play mode is being used. The Mac Key Enter is functionally the same and is also available on the Menu Bar under Controls.



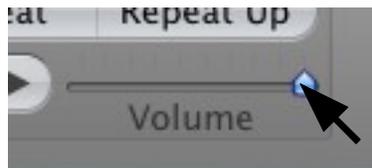
Play (Playing Sound Files)



This control will Play the currently selected Sound File. If any Repeat Mode is selected, the Sound File will continually Play until the User presses Stop(All) or the End of the List is encountered. The Enter Key or selecting Control and then Play in the Menu Bar will also perform the equivalent function.



Volume Control (Playing Sound Files)



This slider controls the Volume Level of all Sound Files being played. The master Volume Level Control on the MAC Menu Bar can also be used.

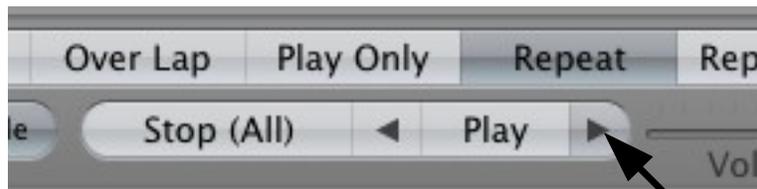
Play Previous (Playing Sound Files)



This control will Play the currently selected Sound File and then move the selector to the previous Sound File to be played. The Up Arrow or selecting Control and then Previous on the Menu Bar are the equivalent functions.



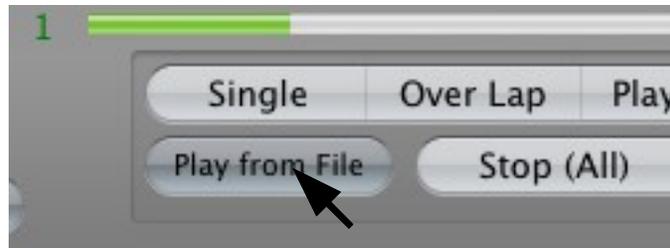
Play Next (Playing Sound Files)



This control will Play the currently selected Sound File and then move the selector to the next sound to be played. The Down Arrow or selecting Control and then Next on the Menu Bar is the equivalent functions.

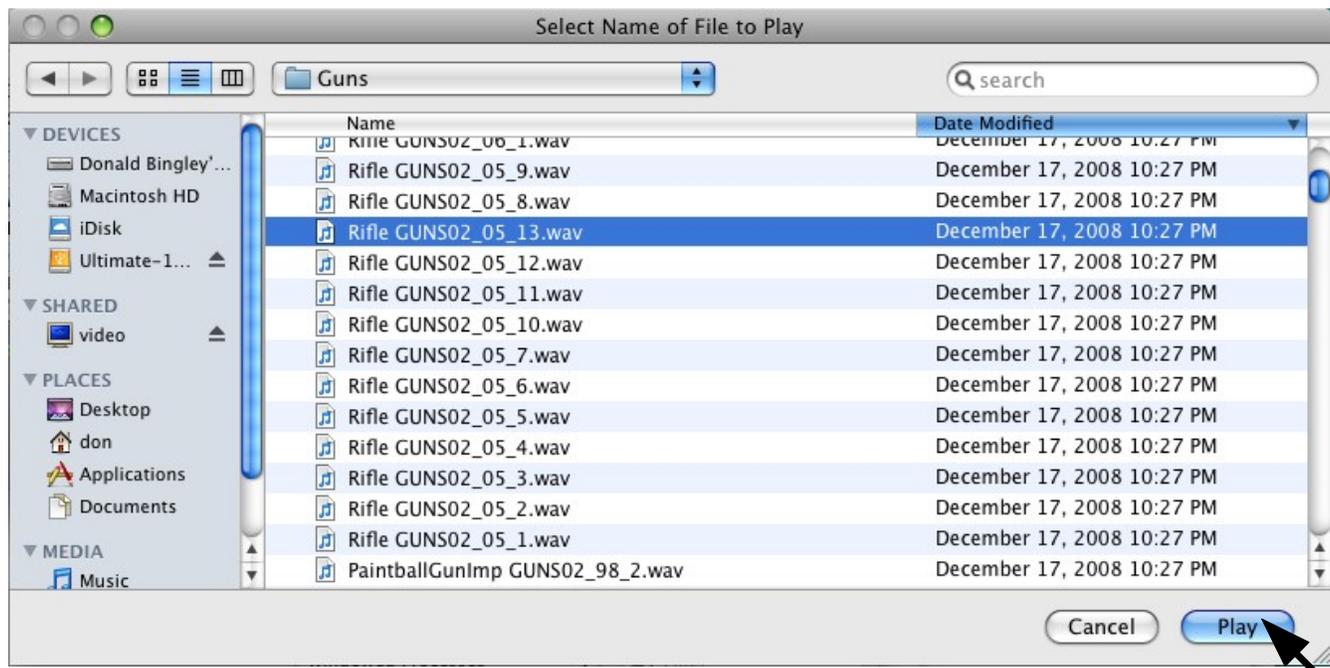


Play from File (Playing Sound Files)

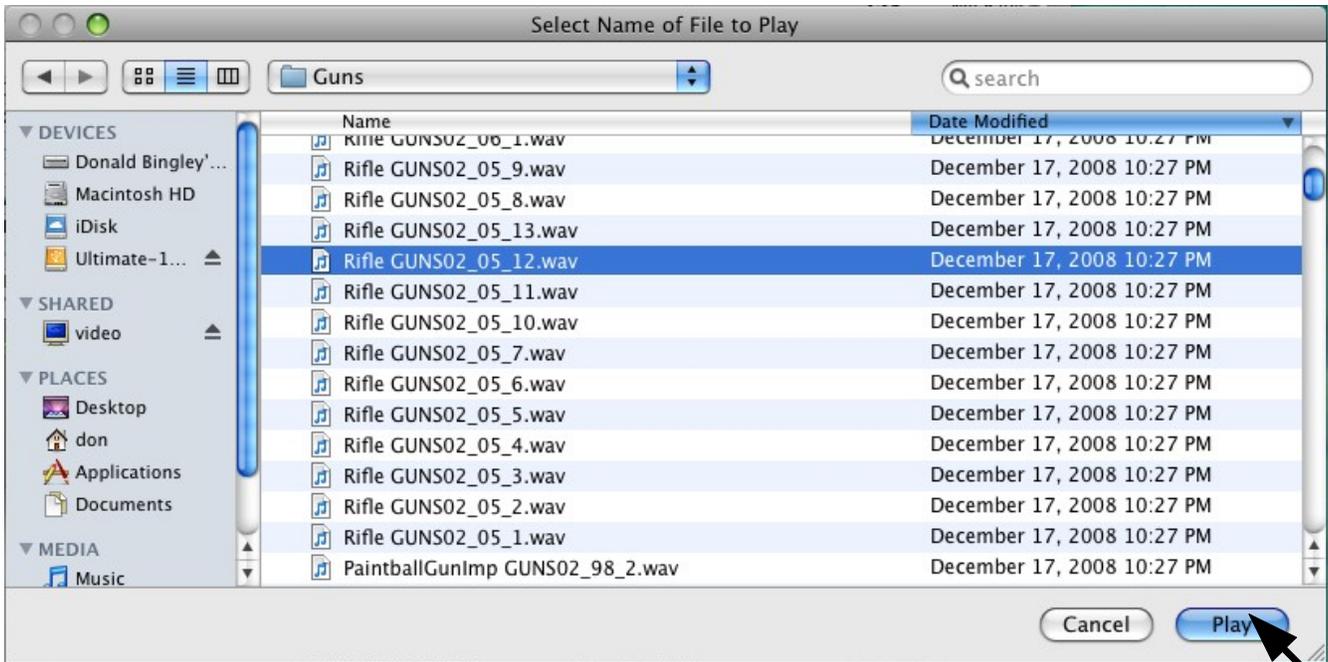


This control invokes the Directory Dialog, that allows the user to select a Sound File to be Played. Playing a Sound File without adding it to the Library may be desirable under certain circumstances. Once this Dialog is invoked it remains in a loop to allow the user to Play as many sounds as needed. To exit, select the Cancel Button. If the Over Lap Mode is selected while using Play from File then up to 10 sounds can be Played simultaneously. All other modes will Stop the current Sound File being Played and then start the one just selected. To Play the desired Sound File, double click the desired Sound File or select the desired Sound File and then select Play or just press Enter on the keyboard.

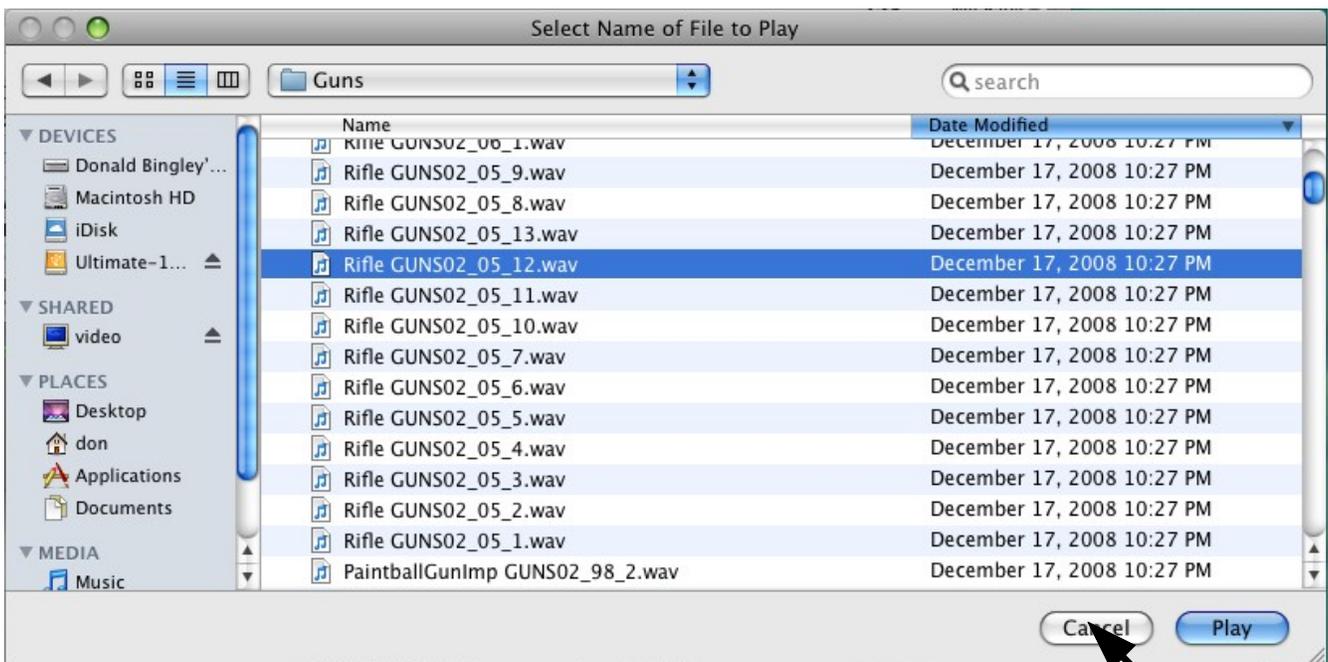
In the following example a user wants to Play 2 Sound Files, so the first Sound File is selected and then Played.



The Sound File starts Playing and then the second Sound File is selected and Played.

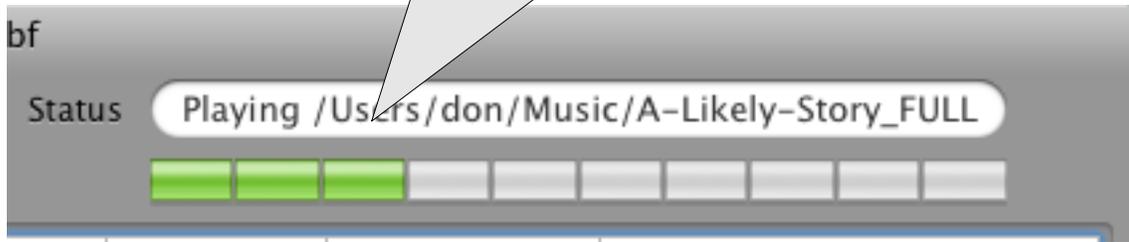


The Cancel Button is now used to exit the Play from File Dialog.



Play Indicators (Playing Sound Files)

This area displays the current Sound File being Played or All Stopped if nothing is Playing.



While in the Over Lap Mode, up to 10 Sound Files can be Played simultaneously. This shows the number of Sound Files currently being Played. In this example, it shows 3 Sound Files Playing. In all other modes, only 1 bar should be displayed.



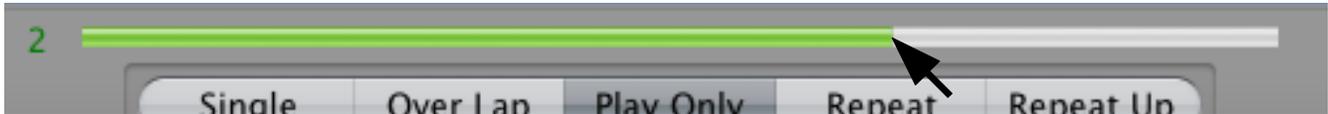
This number indicates the track to which the progress Bar is referring to.

This indicates the progress of the Sound File being played.

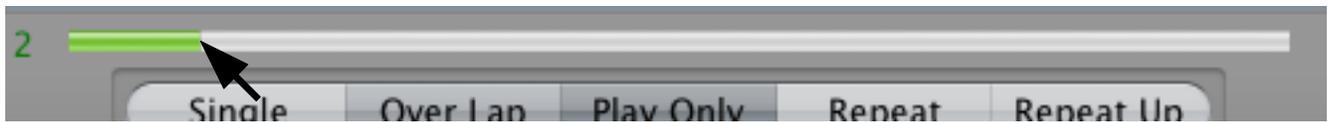


Note: When accessing the Menu Bar these Indicators may not update, this is normal.

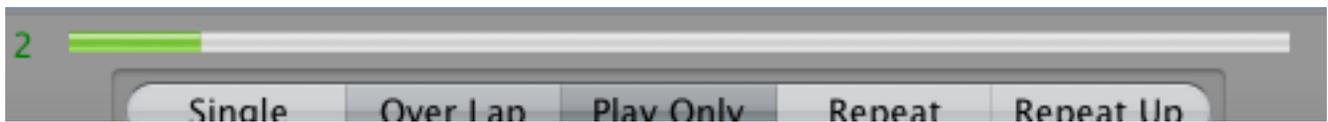
The Play Indicator can be used to change the current time index in the Sound File being played. Place the Mouse Cursor over the Play Indicator as in the example below, press the Mouse Button and Drag to desired location.



Drag backward towards start of Sound File and then let go of the Mouse Button.



MetaDigger will start to Play from that location as below.

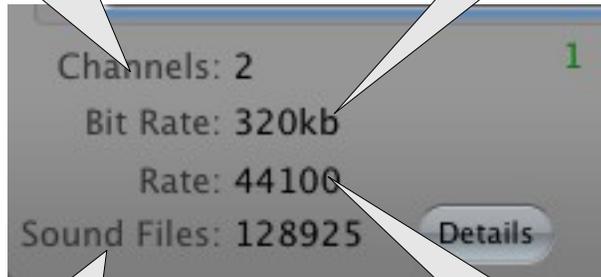


This only works on the current Sound File being displayed in the Track Indicator. In the above example, its Track 2. In the Over Lap mode this feature might not be that useful as the other 9 possible Track can NOT be changed.

MP3 File

Indicates the number of Channels.

Indicates the Bit Rate.



Indicates the number of Sound Files that are in the Library, when the Library is selected, that meets the search criteria. If the users Project is selected, then it Indicates the number of Sound Files in the Project.

Indicates the Sample Rate.

Wave File

Indicates the number of Channels.

Indicates the Bit resolution.



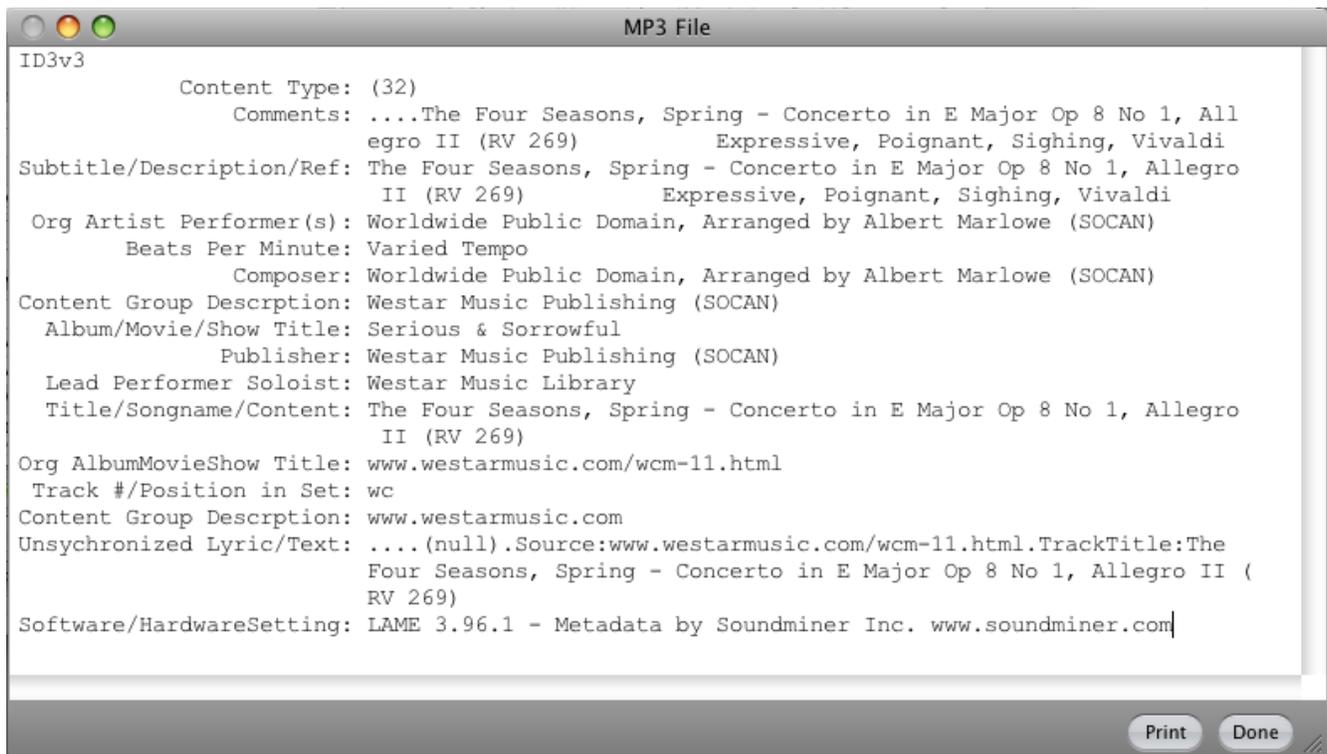
Same as for MP3 File.

Indicates the Sample Rate.

To see Detailed information on the currently selected Sound File, click on the Details Button.

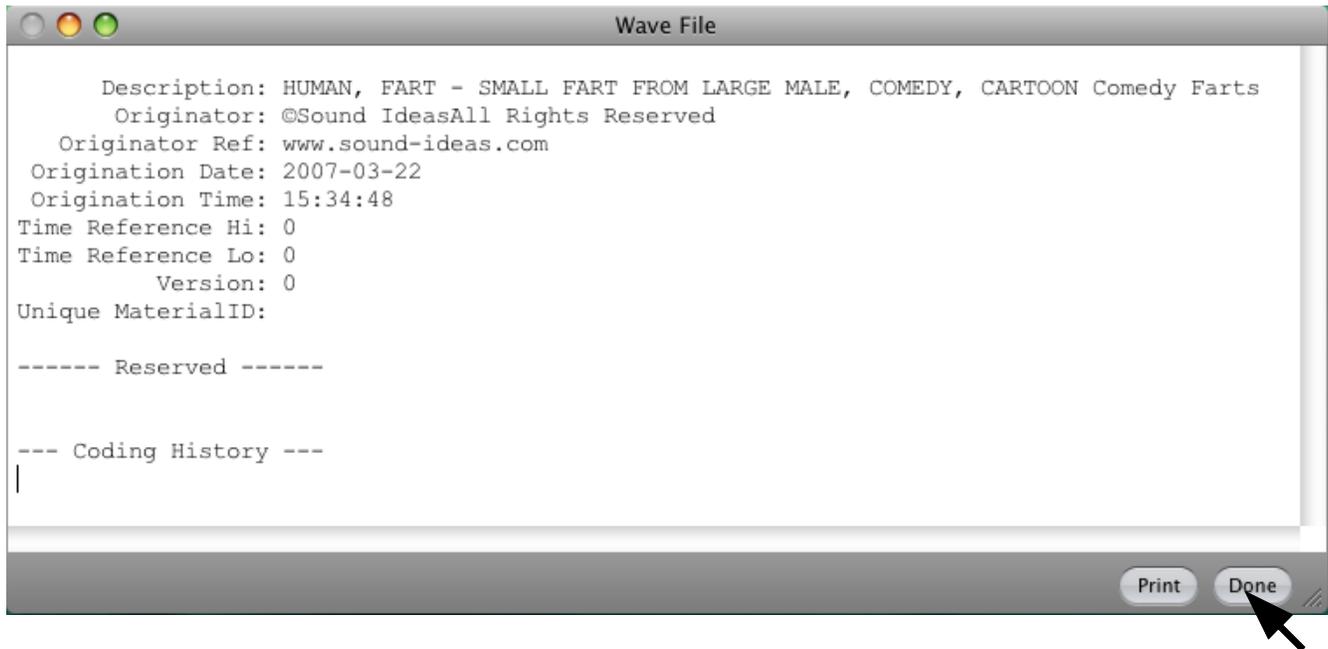


If the Sound File is in the MP3 format, something similar to the following will be displayed.



Notice at the top left the indicator “ID3v3”. This indicates that the format that the MP3 file is in, “ID3v3” or “ID3v2”. The last digit indicates the Minor Version of the MP3 Major Version 3.

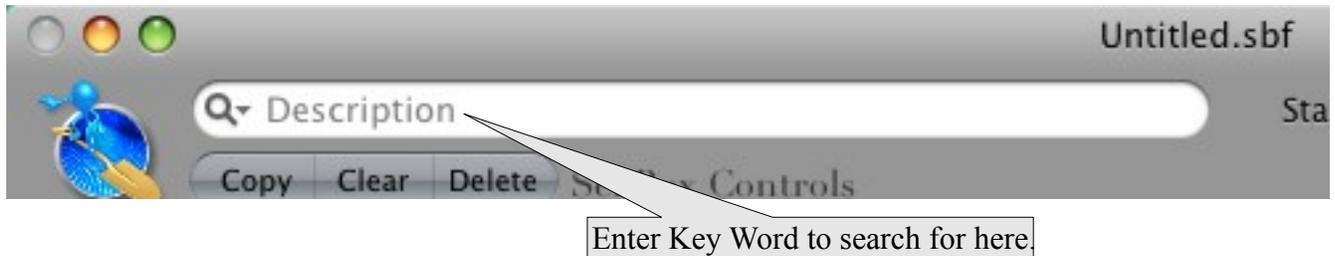
If the Sound File is in the Broadcast Wave format, something similar to the following will be displayed.



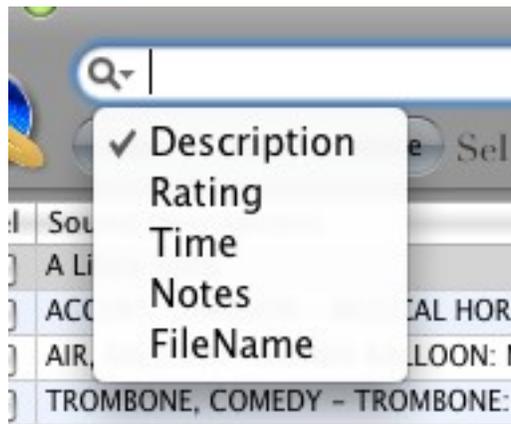
To Print the contents of the Window, select the Print Button. This will display the normal Print Dialog. This Window has 1 more level of priority than the MetaDigger Window, so it will always remain on top. When this Window is no longer needed, select the Done Button to Close it.

Searching Your Project or the Library

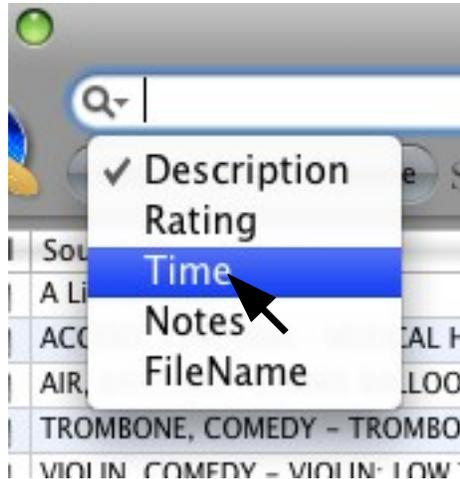
Search the Library to find Sound Files needed for your projects or search your projects to better understand what type of Sound Files were selected.



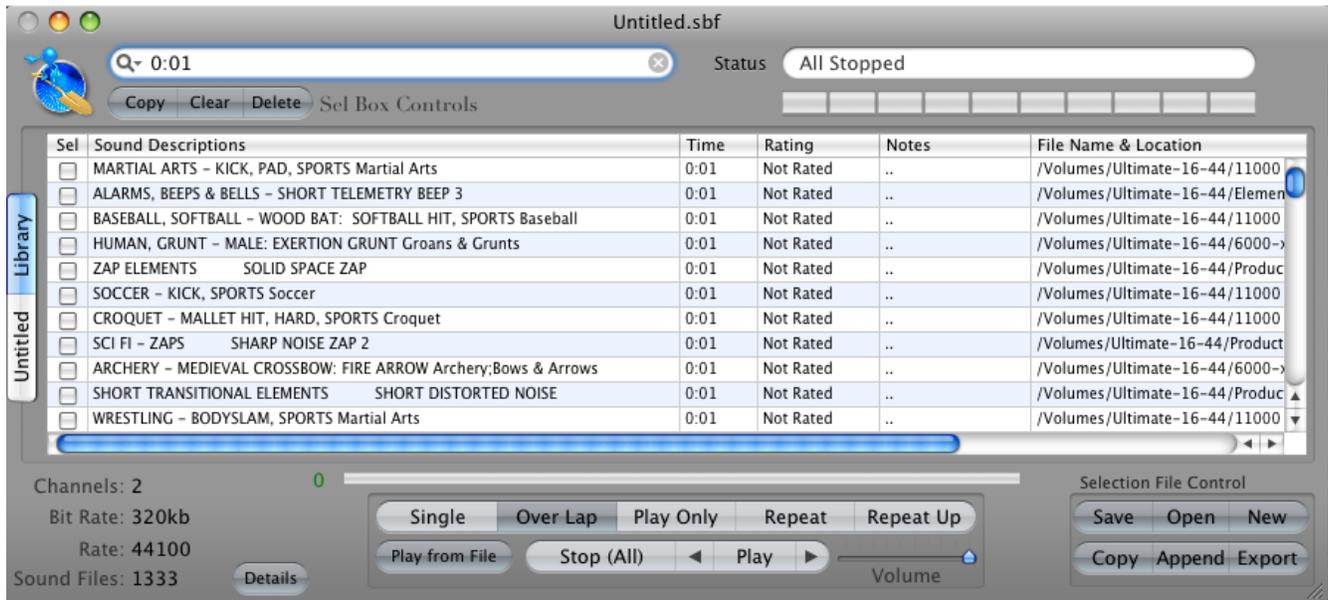
The Library or Project can be search on Description, Time, Rating, Notes or File Name by selecting the Magnifying Glass and then selecting the desired field. In the examples that follow the Library is used, but would work equally as well when in the Project Tab.



In the example below, let's get all Sound Files that are 1 second in length.

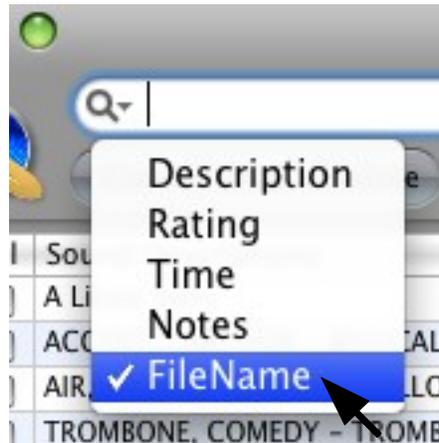


First click on the Magnifying Glass and change it to Time and then type in “0:01” as below.

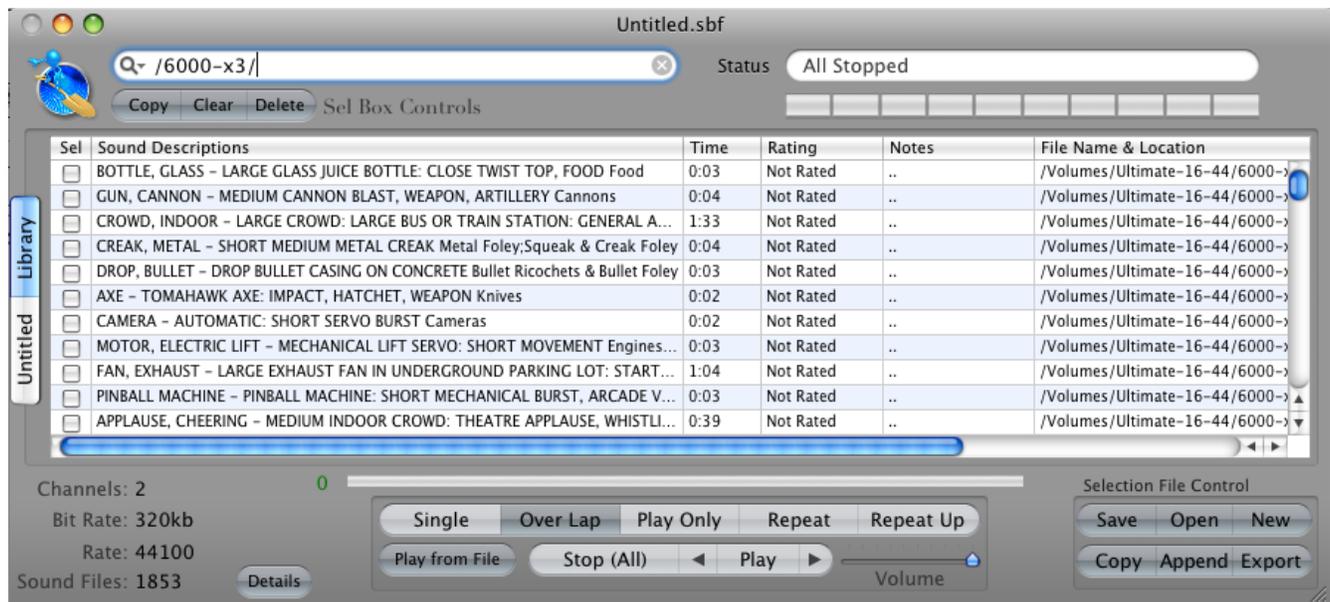


Seen above, MetaDigger returns 1333 Sound Files that are 1 second in length.

Since all Sound Files are most likely distributed on CD and organized into sub directories on a Hard Drive or Server, we can get our search engine to return just the Sound Files in one directory. In the following example the directory “6000-x3” contains the Sound Files we want to audition.

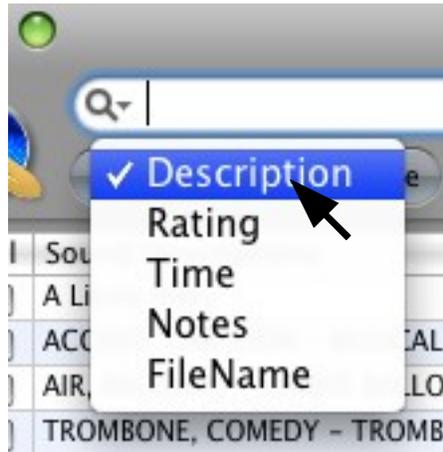


So first set the search engine to look in File Name and then type in “/6000-x3/” as in the example below.

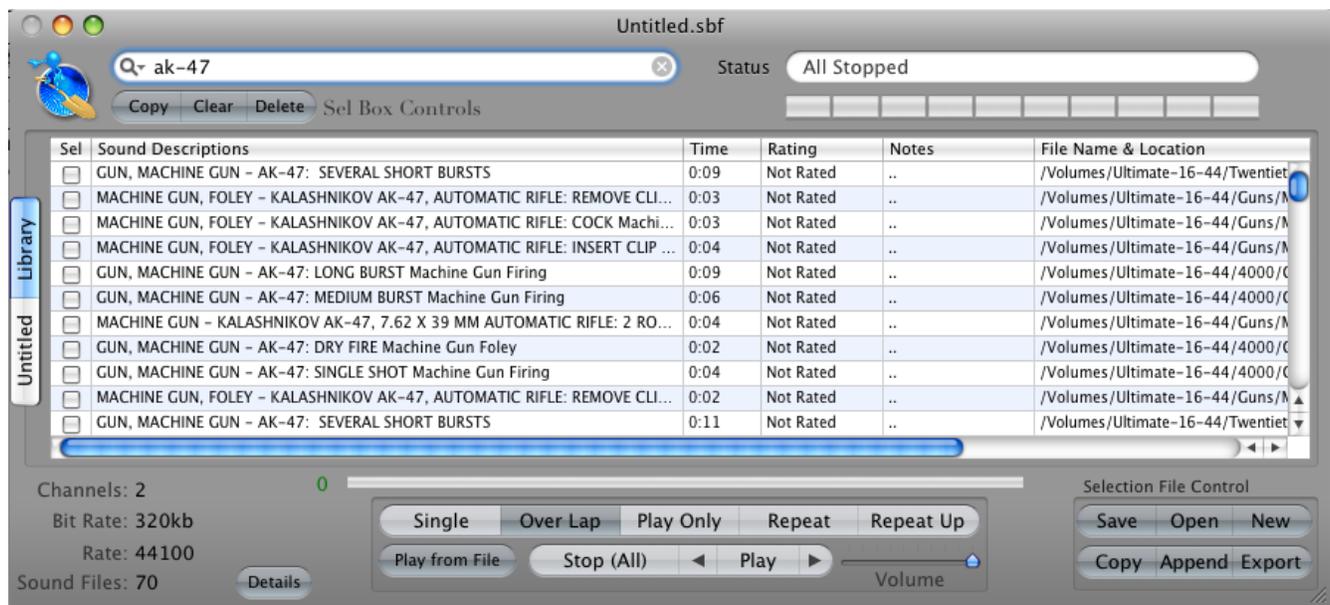


Seen above, MetaDigger returns 1853 Sound Files in that directory.

Since some Wave and MP3 Sound Files contain a very robust description of what the sound is, searching the Description Field can return desirable results. In the following example we are looking for guns, specifically an AK-47 assault rifle.



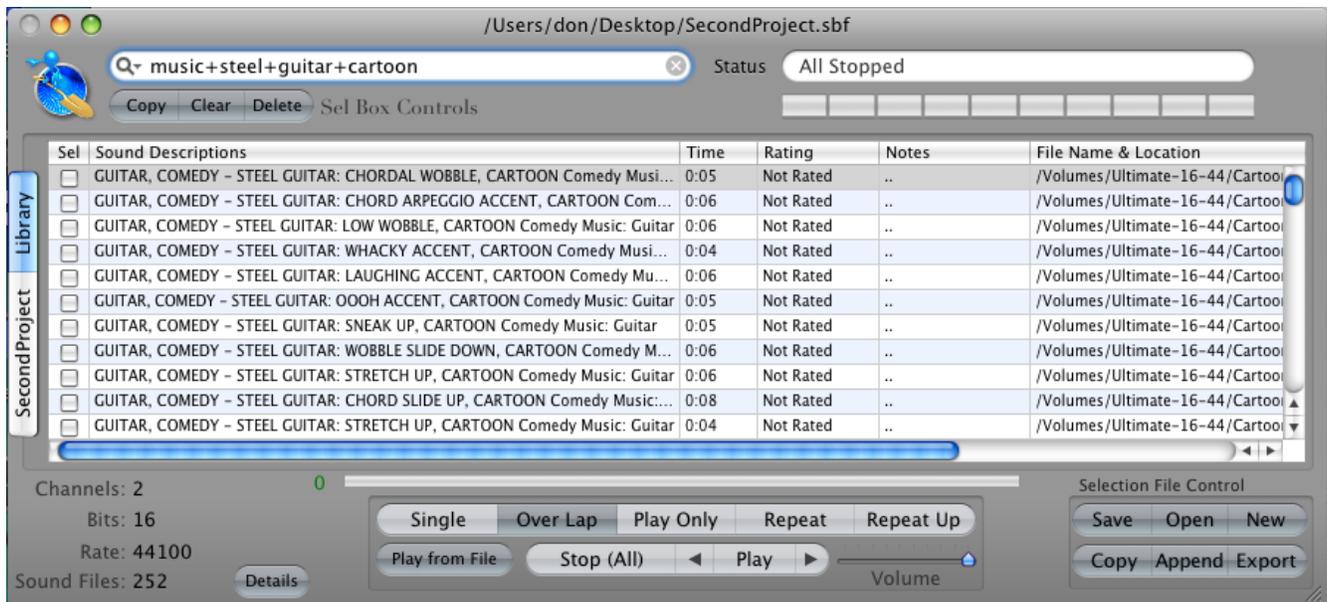
First we set the search engine to look in Descriptions and then type in “ak-47”.



Seen above, MetaDigger returns 70 Sound Files that contain the key word “ak-47”.

When searching large amounts of text it may be desirable to search on information that would be in the text but in no particular order. In the example on the previous page “ak-47” was used to search the Sound Descriptions, but if “ak47” was used it may not return any results. The search could have been done using the “+” directive, which instructs the search engine to scan for the text individually, but words or phrases must be contained within the Sound Descriptions in order to be displayed. The + directive could have been entered as “AK+47”, which would search first for “AK” and if found would search for “47” and if found would then be displayed. This directive has its limitation as in the example that I've given you, the text “47 Boats go racing passed on the lake” would also be displayed.

The following example the user is looking for cartoon type music played on a steel guitar. The text “music+steel+guitar+cartoon” is entered.



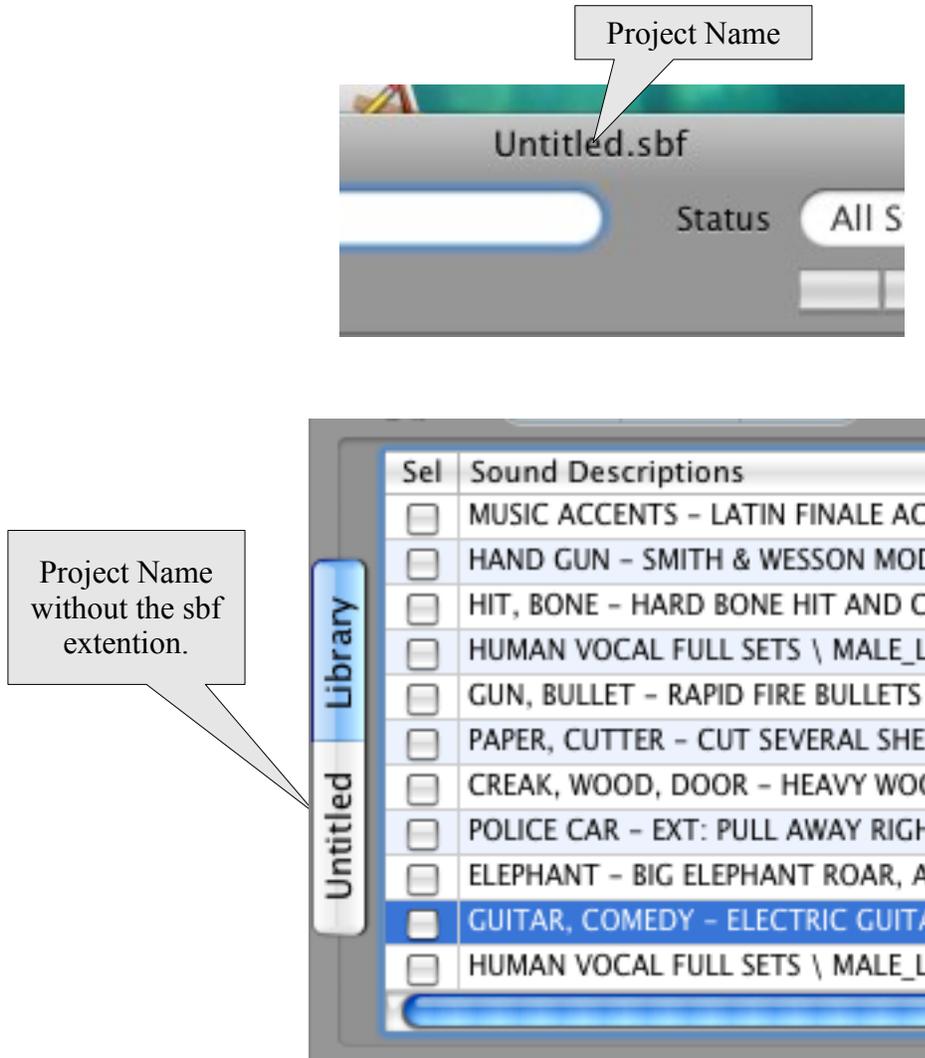
Above MetaDigger returned 252 Sound Files that contain all words entered, some location within the Sound Description.

Note:

The plus(+) directive is available while searching the Descriptions ONLY. While searching the Time, Ratings, Notes or File Name the plus(+) is simply used as part of the search text to scan for.

Creating Projects

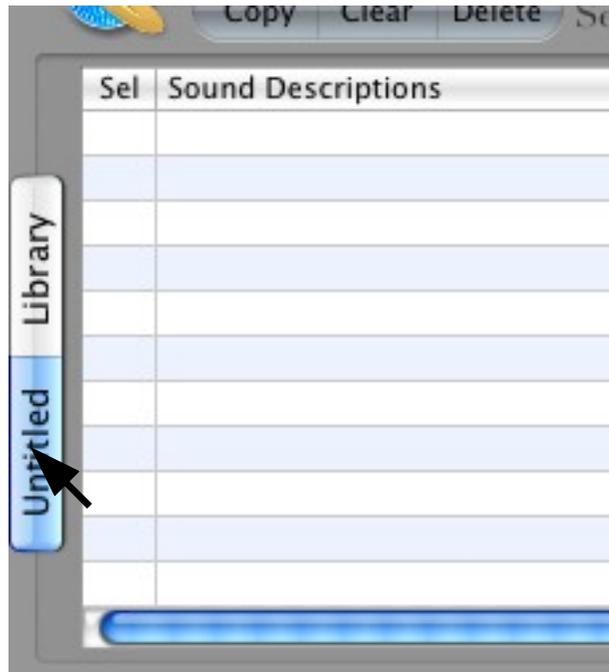
If this was the first time MetaDigger was Launched, the Project Name should be set to “Untitled.sbf”. There are 2 places that this name can be seen, the first is at the very top of the MetaDigger Window in the Middle and the second is on the Project Tabs at the left in the middle.



The top Tab at the side is for accessing the Library and the bottom Tab at the side is for accessing the Project. This makes it very easy to switch between the two.

Adding Sounds to Project (Creating Projects)

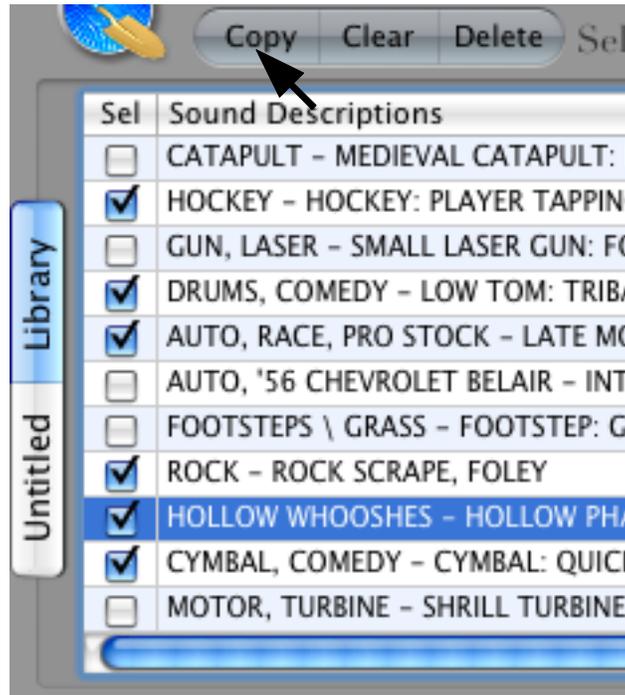
Before we add Sound Files to the Project, lets see if there is anything in it.



In this example, after switching to the Project there are no Sound Files.

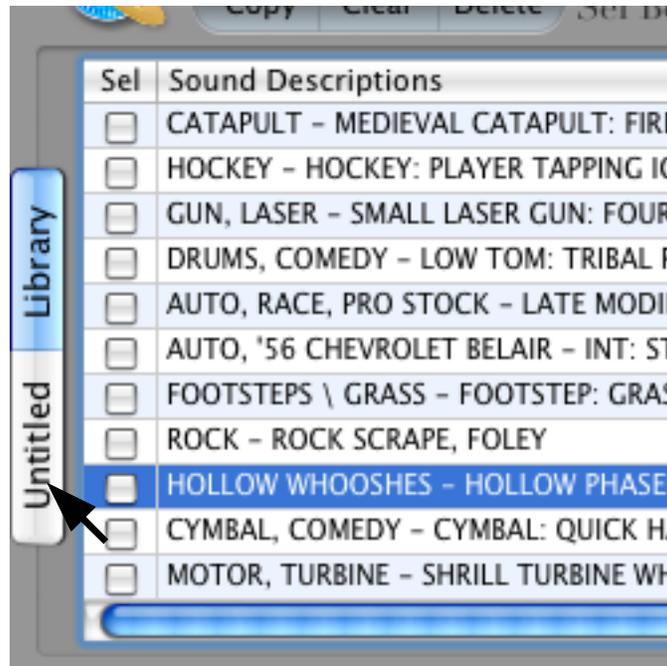
Copy (Select Box Control)

Let's go back to the Library and select a few Sound Files as in the example below. To Copy them to the Project, use the Copy Button.



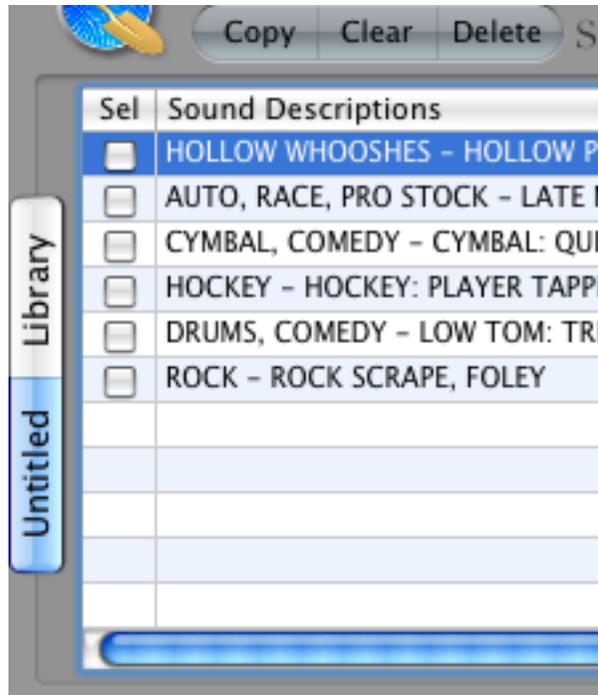
The Copy Button copies all Selected Boxes to the User's Project and then Clears the Boxes. Copy only works one way, that is from the Library to the Project.

After the Copying is completed, we can see that all the Check Boxes have been cleared.



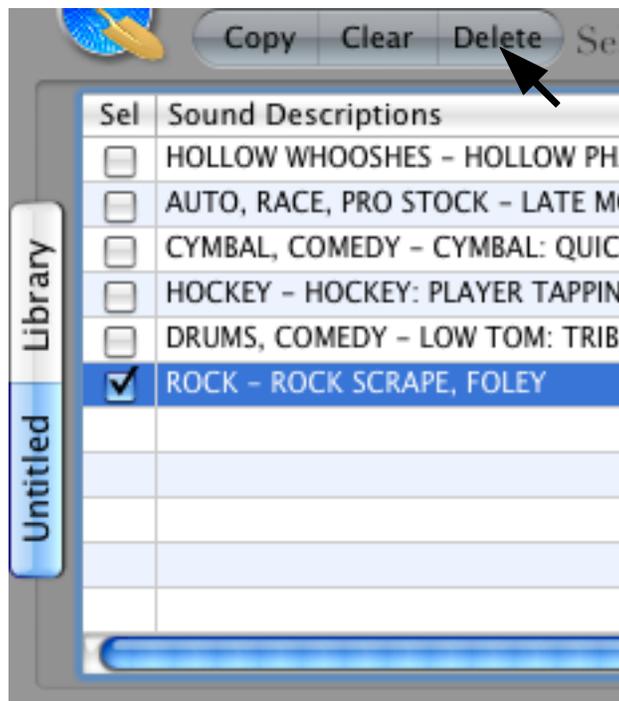
Let's select the Project Window to see what happened.

We can see that the Sound Files that were selected in the Library, have been Copied to the Project Window.

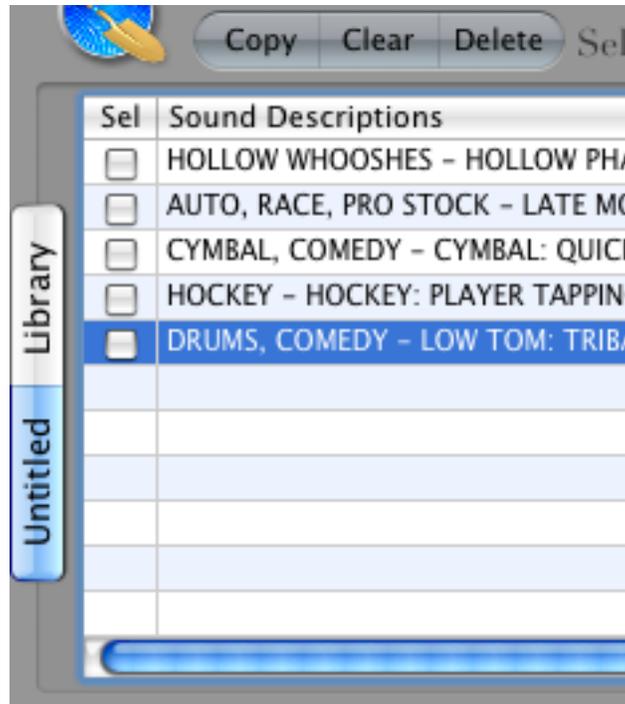


Delete (Select Box Control)

If one of the Sounds was selected by mistake or the user decided they didn't want it, it can be Deleted. To Delete it, simply select it by checking its select Box and then select the Delete Button, as in the example below.

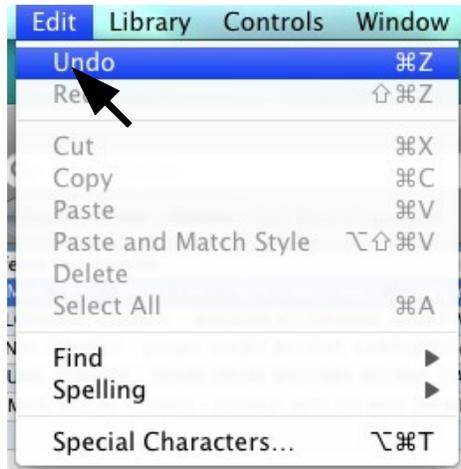


The Sound “ROCK – ROCK SCRAPE, FOLEY” was deleted as can be seen in the example below.

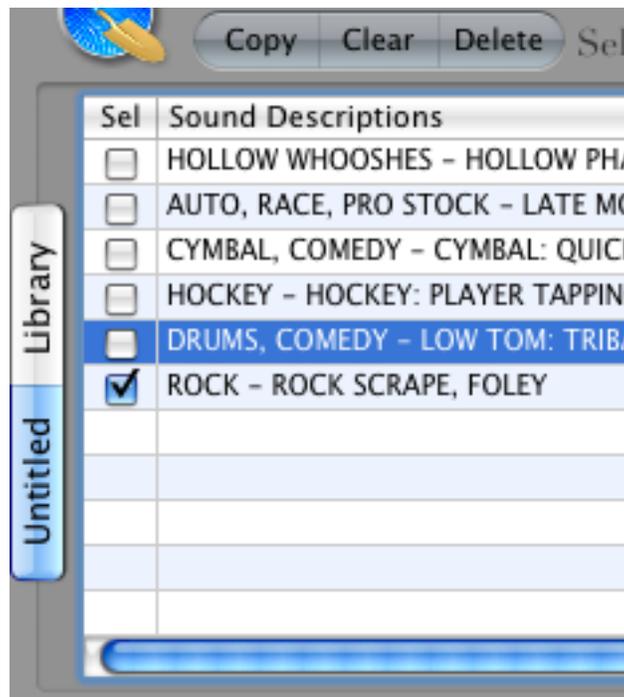


MetaDigger did NOT ask for conformation from the user to Delete the Item. If it was Deleted by mistake the UNDO command in the Menu Bar under Edit can be used as in the example on the next page.

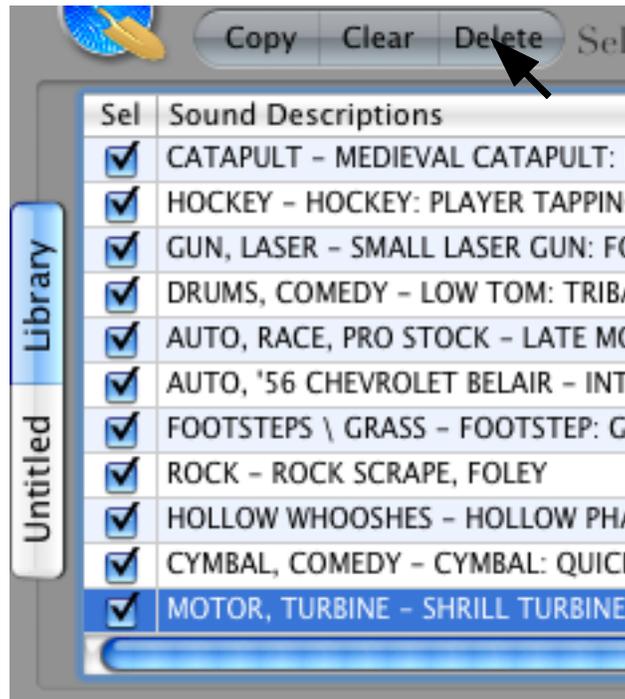
If we select the Undo command under Edit on the Menu Bar as in the following example.



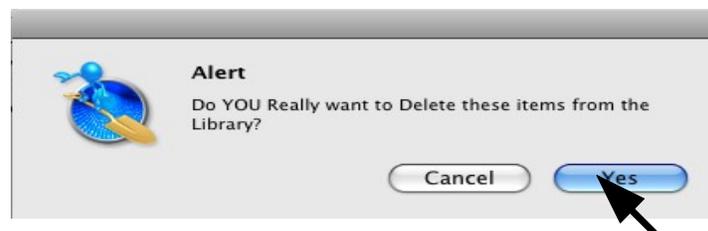
Seen below, the Sound File has been restored and placed at the bottom of the list. The Check Box is still Checked, so to remove it, simply Check it again. If there are large amounts of Sound Files that have been checked the Clear Button can be used. The Clear will be covered further on in this Document.



Deleting a Sound from the Library can be accomplished the same way, with one small exception, it will ask for user verification. If we switch back to the Library and select a bunch of Sounds and then select the Delete Button as in the example below.



The following Window is displayed, asking for conformation.

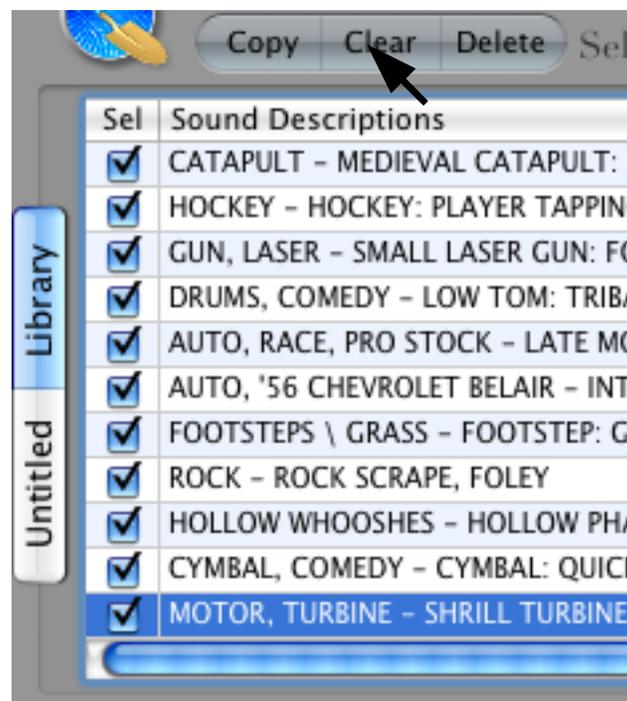


If the user really does want to Delete these Items, then they can select the Yes Button or if NOT select the Cancel Button. This dialog may not be necessary, but is there, so there will be no doubt that this is the users intent. The Undo command mentioned before can also be used if the user changes their mind later on.

Clear (Select Box Control)

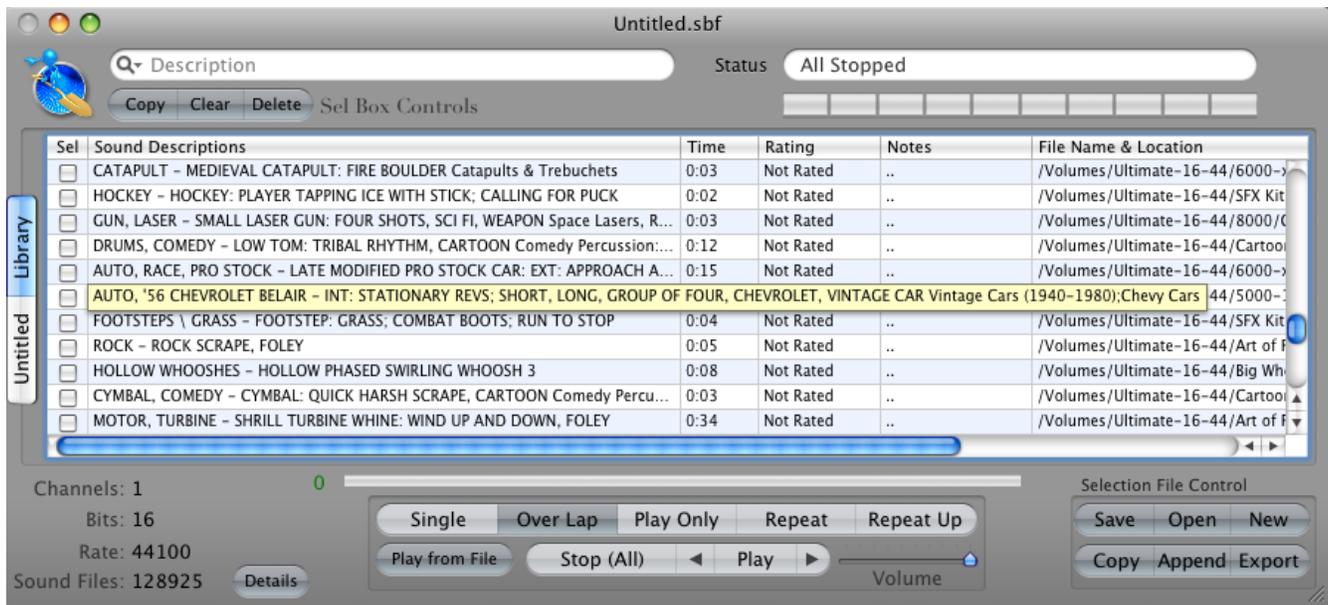
The Clear Button works for both the Library and the Project Window and simply Clears any Boxes that are selected in the currently active Window, Library or Project. It does NOT Clear the Boxes in both windows at the same time.

In the following example the user Selects a bunch of Boxes and then wants to Clear them.



The user could go through them all again individually to Clear them, but using the Clear Button would be faster and easier.

Seen below in our example, all Check Boxes have been Cleared.



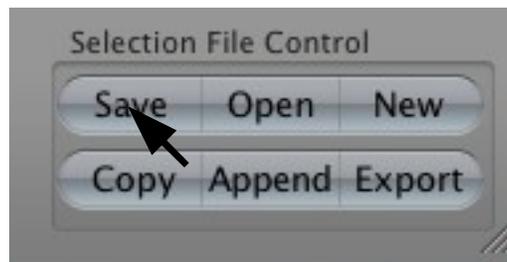
The Clear Button works exactly the same in the Project Window, but again does NOT work in both Windows at the same time.

Selection File Control

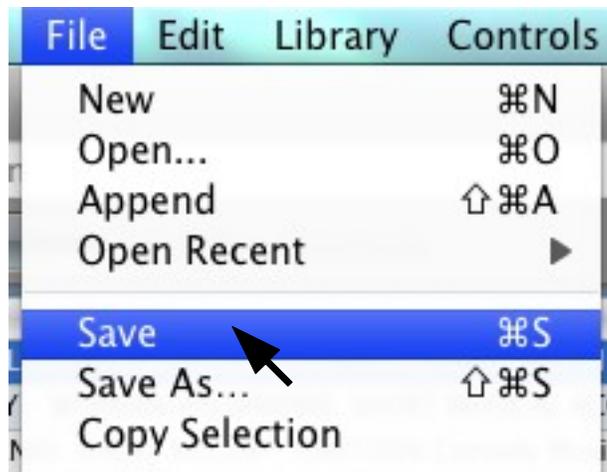
Currently the Project Name at this point is “Untitled.sbf”. If the user exited from MetaDigger, the current session would be saved and restored when it was launched again. MetaDigger keeps the current Project in its Data Base, so once any changes are made, they are saved. If restoring the Project to its start up state and disregarding all changes made is required, then reload the file Project.

Save (Selection File Control)

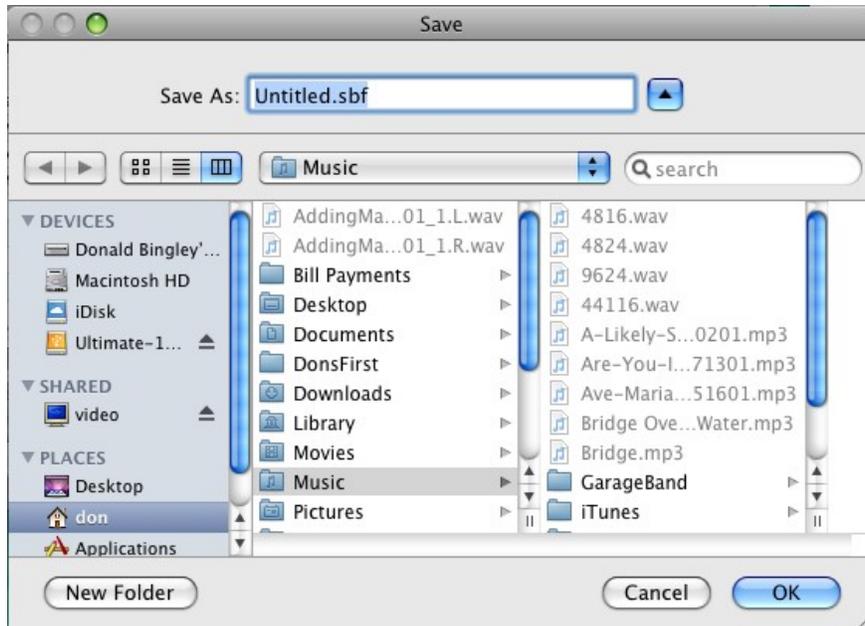
When the Project Name is “Untitled.sbf” the Save Button will prompt the user to change the name.



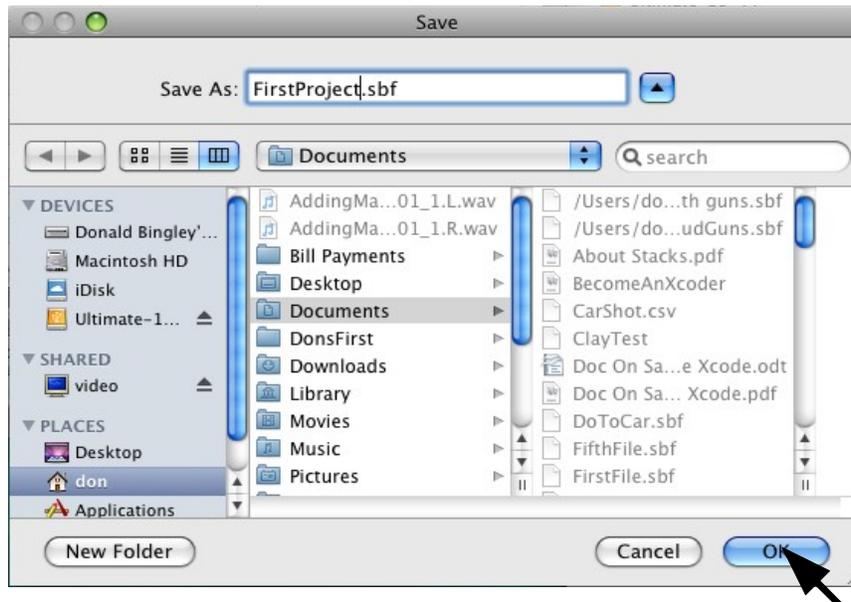
The Save command under File in the Menu Bar is functionally the same.



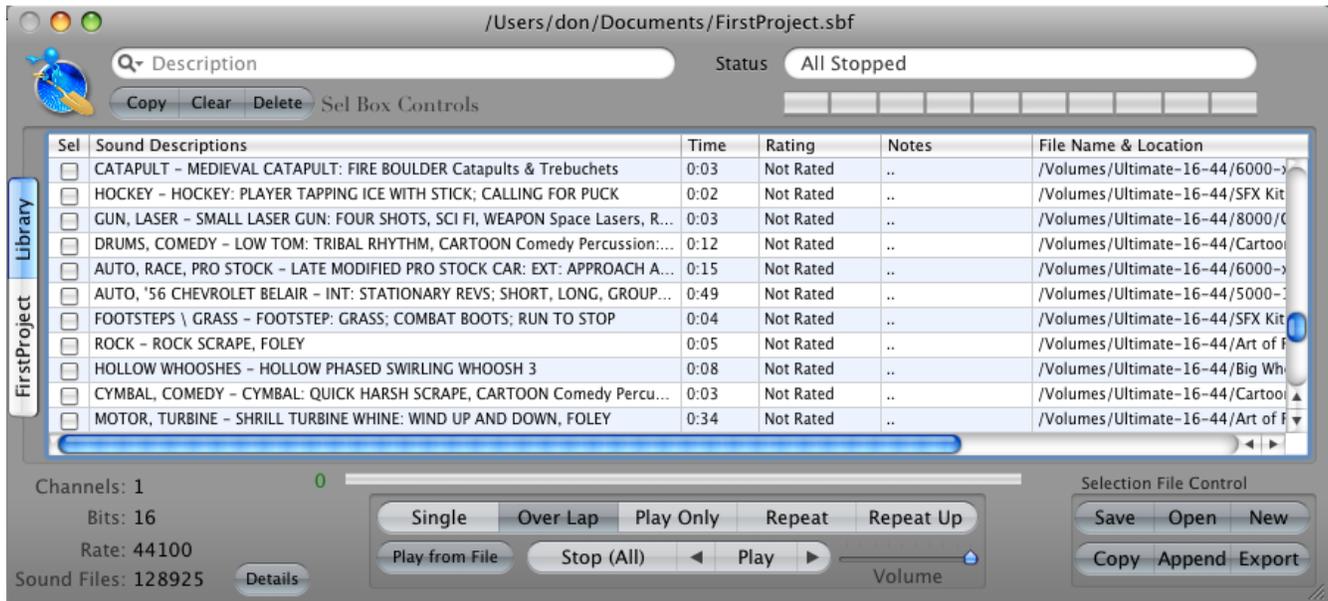
The File Save dialog Window will be displayed.



Let's set the Project Name to "FirstProject.sbf" and select the OK Button as in the following example.

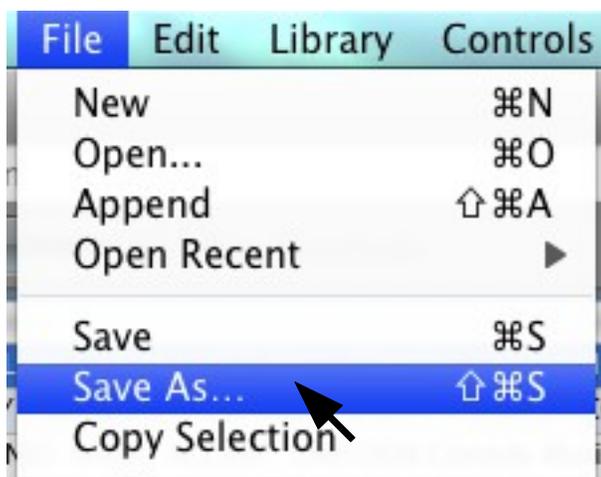


Seen in the following example the File Name at the Top Center of the MetaDigger Window has been changed and so has the Project Tab Key at the side.



Save As (Selection File Control)

The Save As under File in the Menu Bar is basically the same as the Save Command except it always prompts the user to change the File Name. See the following example.

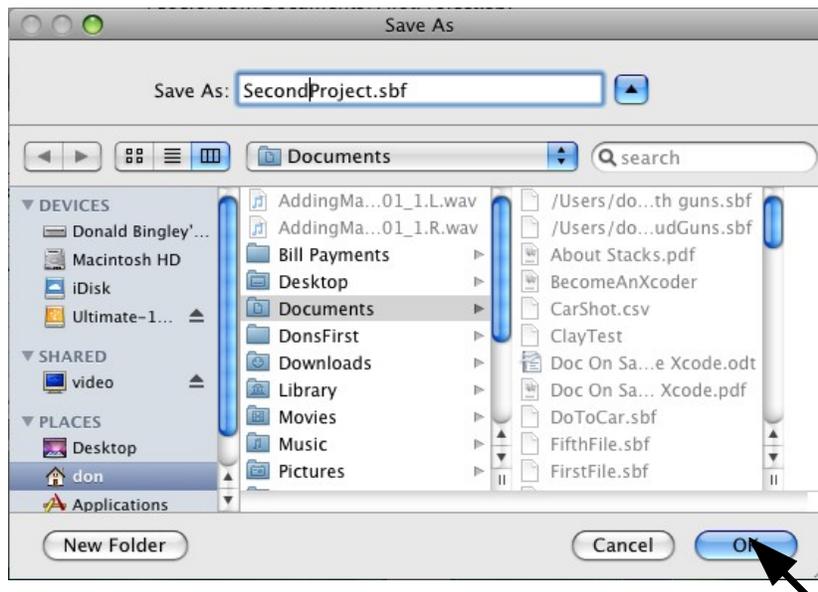


Select the Save As Command.

This invokes the Save As Dialog.

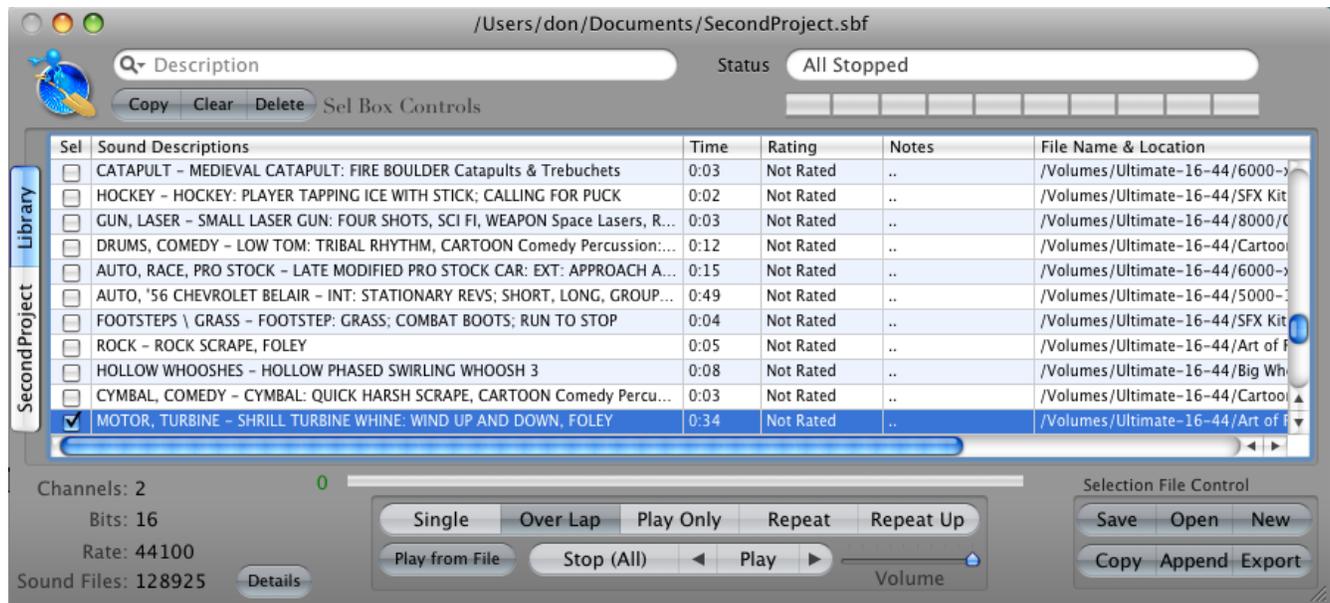


Let's change it to "SecondProject.sbf" and then Save it, as in the example below.



Then Save it by selecting the OK Button.

The MetaDigger Window should now reflect the changes, see below.



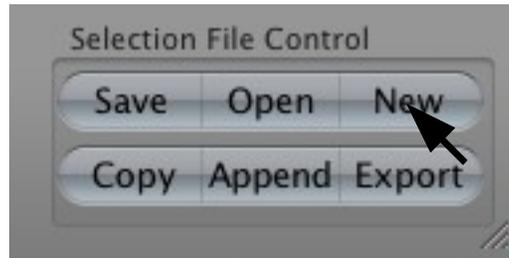
If the name chosen already existed, the following prompt would be displayed.



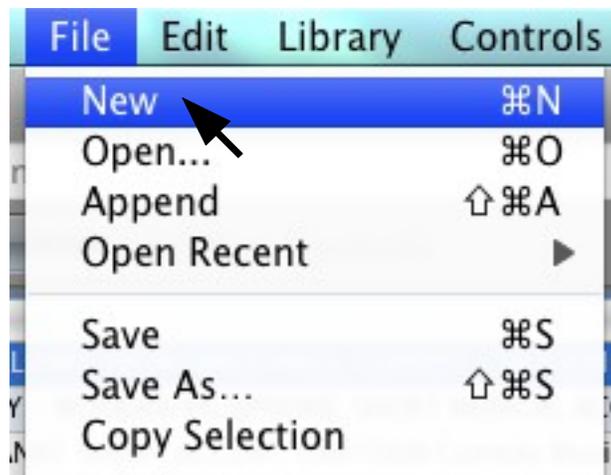
If replacing the Project File is the intent then select the Replace Button or if its not, then Select the Cancel Button to return to the Save As Dialog to change the name.

New (Selection File Control)

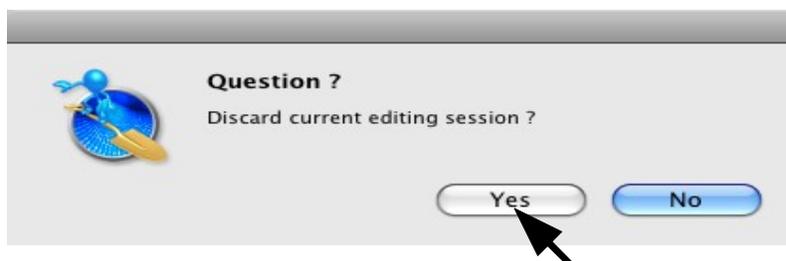
The New Button simply clears out any data in the Project and resets the Project Name to “Untitled.sbf”. See the example below.



Or New under File in the Menu Bar could also be used.

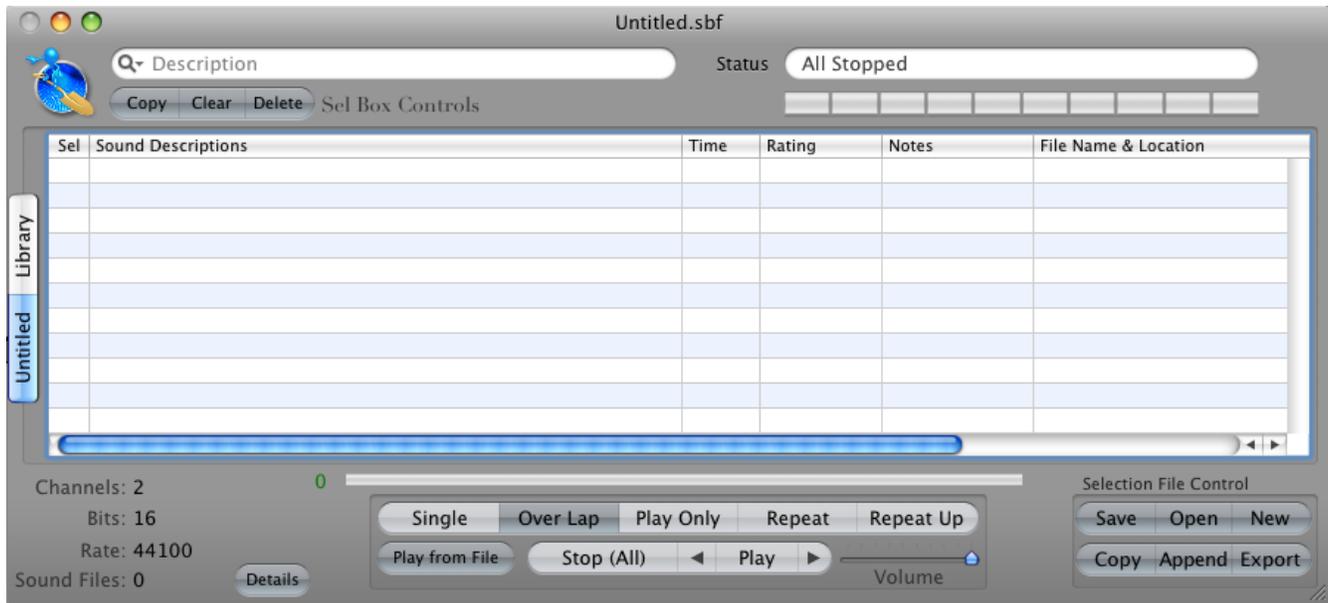


The following confirmation Window will be displayed.



If the user's intent is to start a New Project then Select the Yes Button. If not then select the No Button.

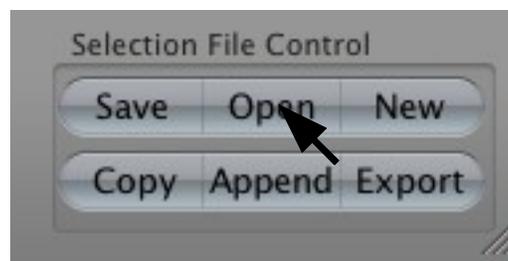
If the Yes Button is selected the following would be displayed.



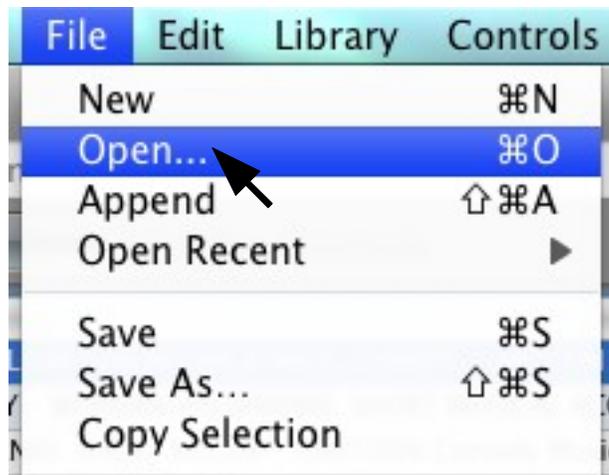
Seen in the example above the Project was Cleared and the Project Name was set to “Untitled.sbf”.

Open (Selection File Control)

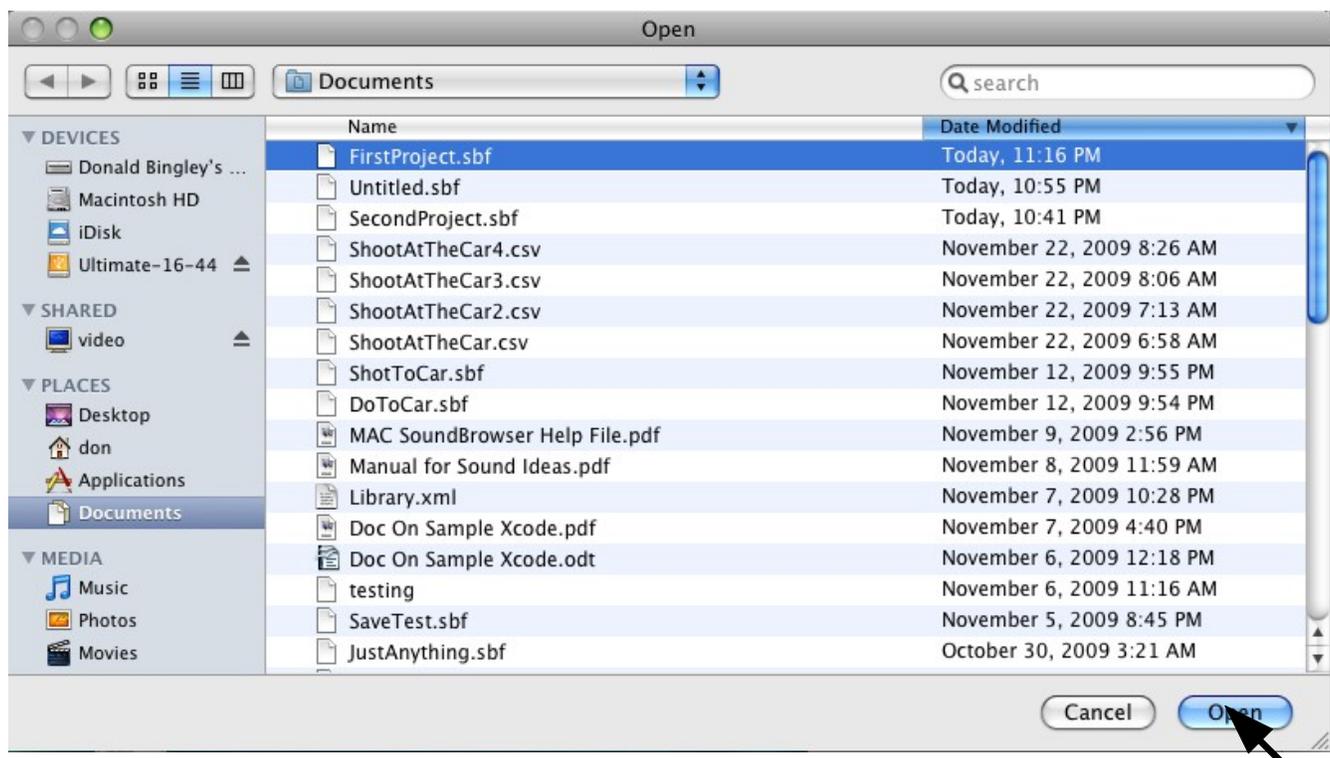
This Opens a previously created Project File and Loads it as in the following example.



Or selecting Open under File on the Menu Bar as in the following example.

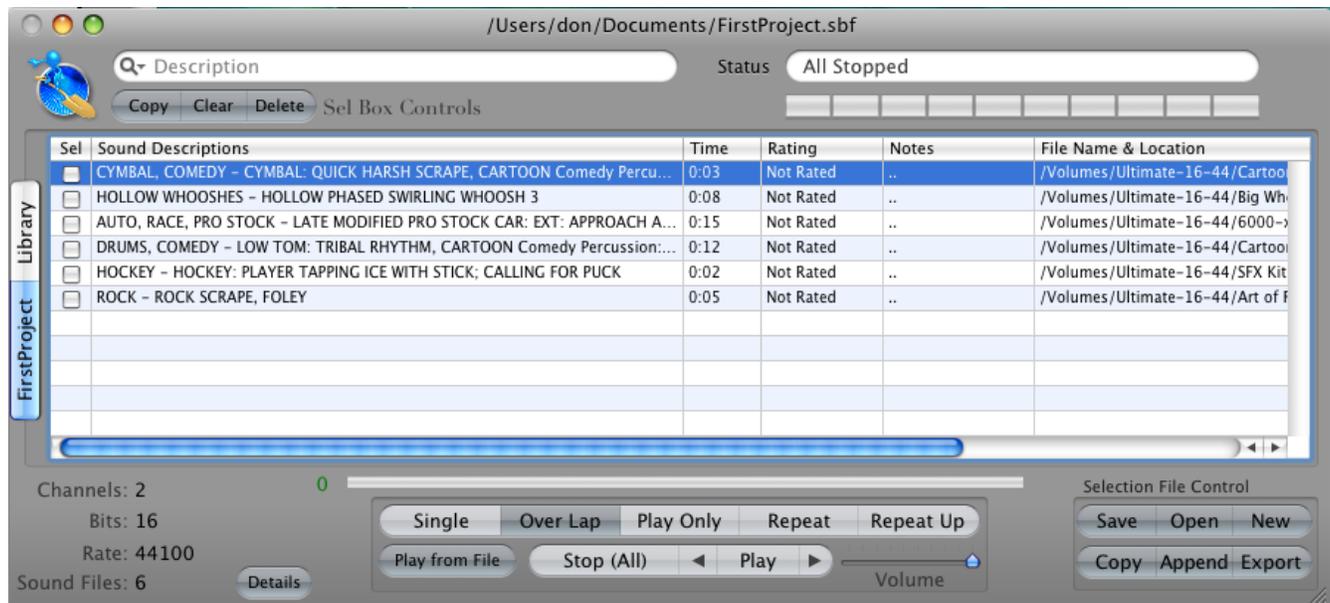


This will cause the Open Dialog to be displayed as follows:

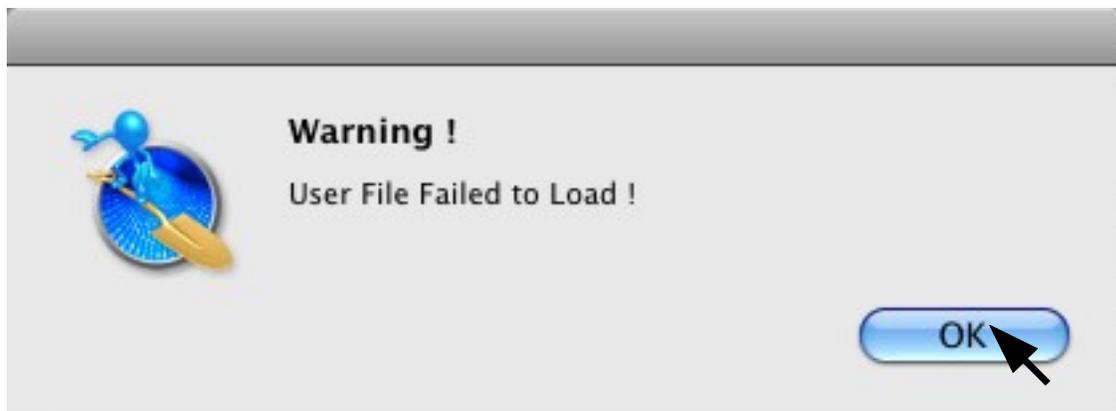


If "FirstProject.sbf" is selected and the Open Button is selected, the file will be opened.

The FirstProject would be restored as follows.



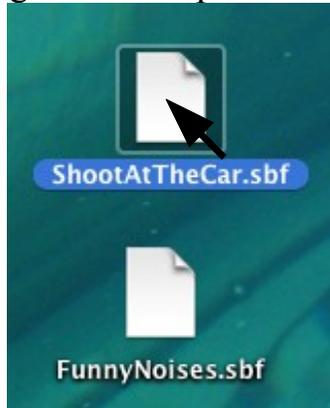
If the Project Name selected Fails to Load the following message will be displayed.



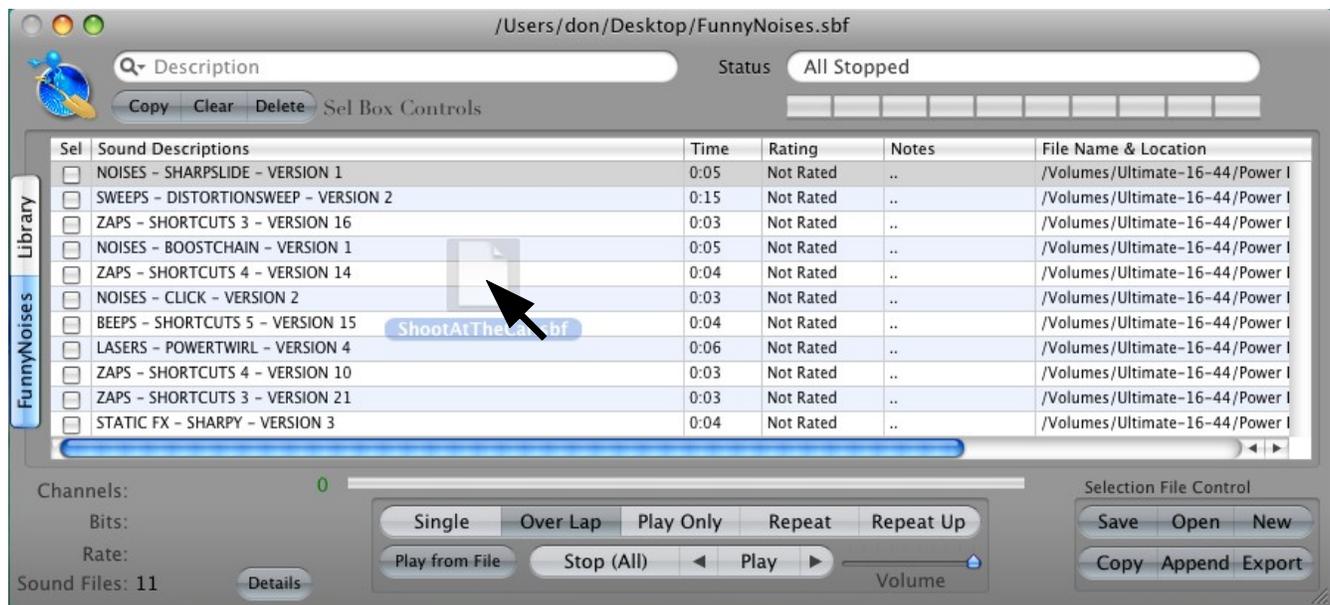
At this point nothing can be done but to acknowledge that the Project didn't load so select the OK Button to continue.

Open using Drag and Drop (Selection File Control)

The most efficient way to move through your Projects would be to use Drag and Drop. Drag and Drop doesn't ask for confirmation before loading your Project. This could be dangerous, because you may abandon a current project without saving it. Below, the Project is currently loaded with FunnyNoises.sbf and we want to load in ShootAtTheCar.sbf. The following is an example of its use.

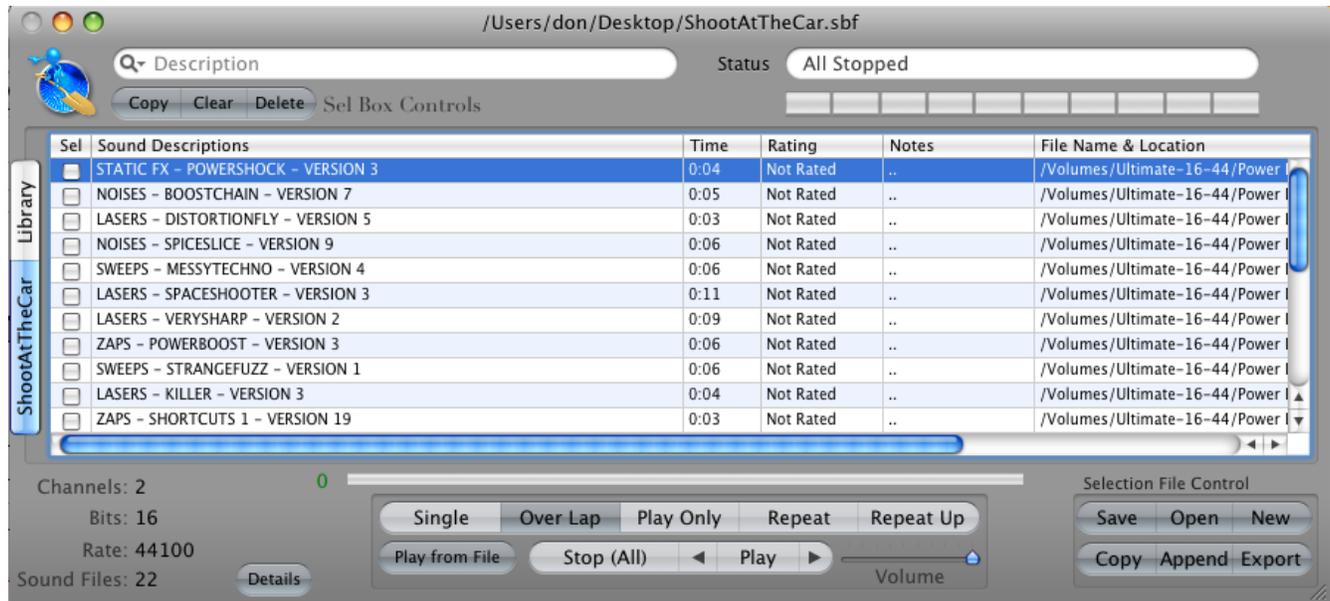


First we pick the Project File ShootAtTheCar.sbf and Drop it on the Project Window.



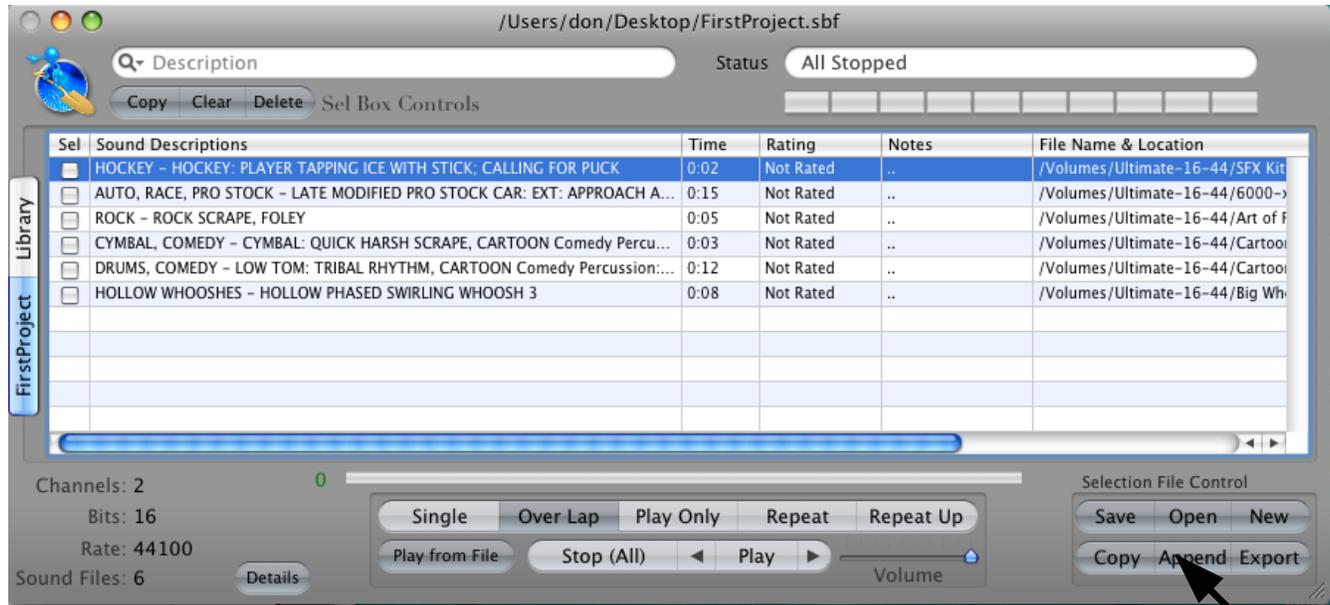
The Project Tab **MUST BE** selected in order to Drop the Project File on Data Grid. If the Library Tab is selected the Project File will be ignored.

Seen below, MetaDigger is now loaded with the ShootAtTheCar.sbf Project.

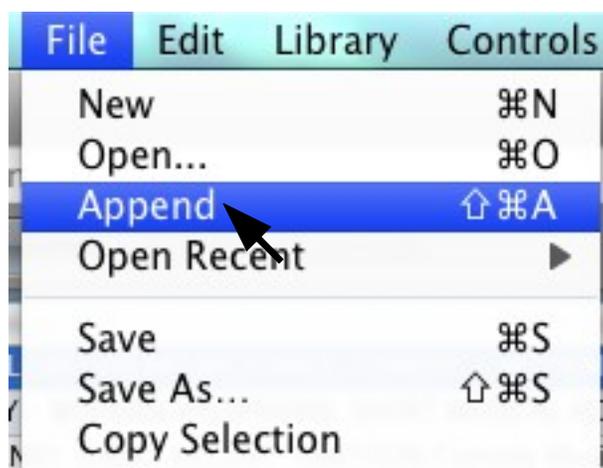


Append (Selection File Control)

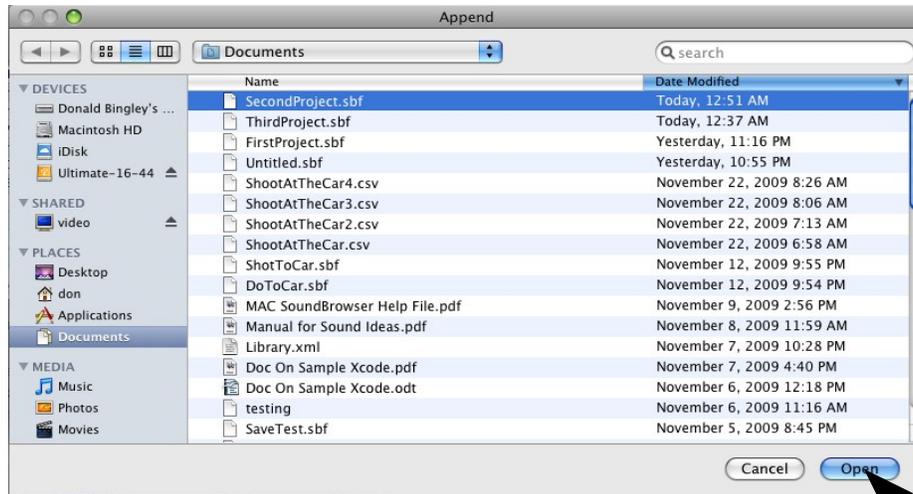
The Append command is to allow the blending of 2 or more Projects into one. In the following example the Projects “FirstProject.sbf” and “SecondProject.sbf” will be appended together and then renamed to “ThirdProject.sbf”. The Append command on the Bottom right of the MetaDigger Window can be used.



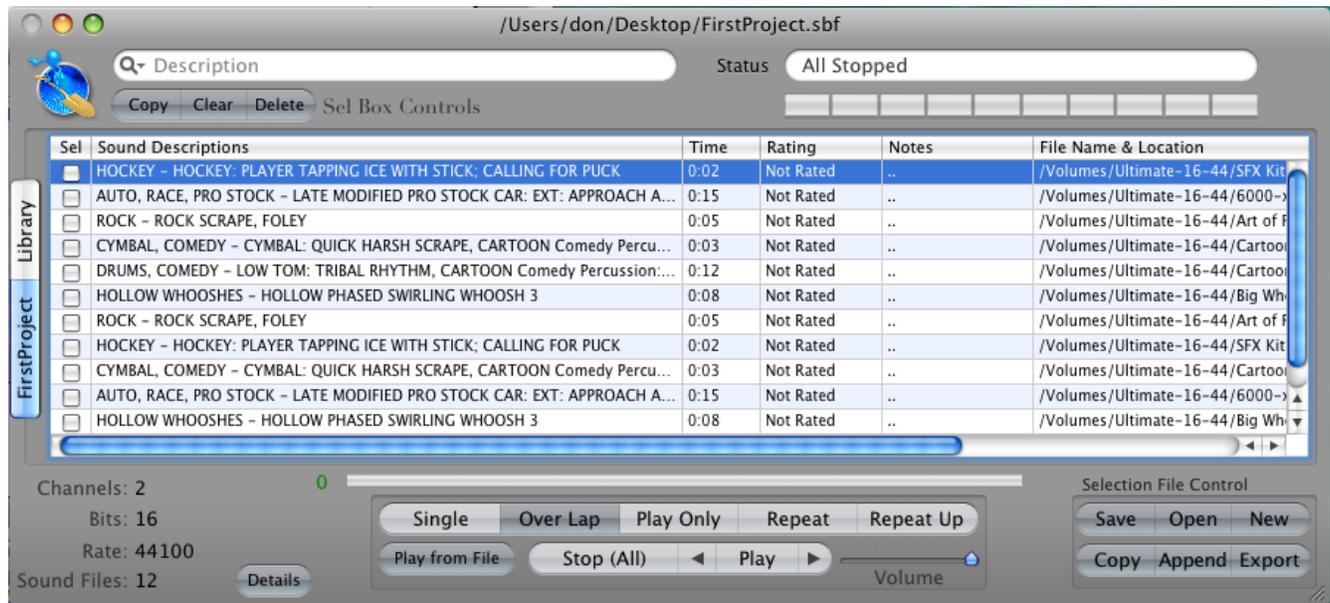
Or the Append command Under File on the Menu Bar as follows.



In either case the following will be displayed.

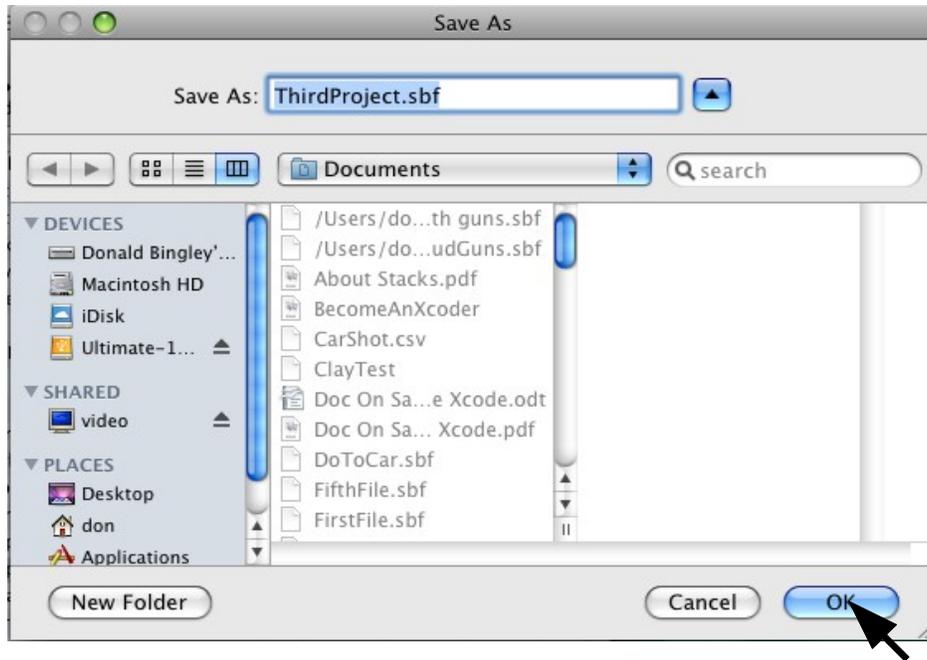


Since "FirstProject.sbf" is already loaded, let's select "SecondProject.sbf" and select the Open Button. The following is displayed.

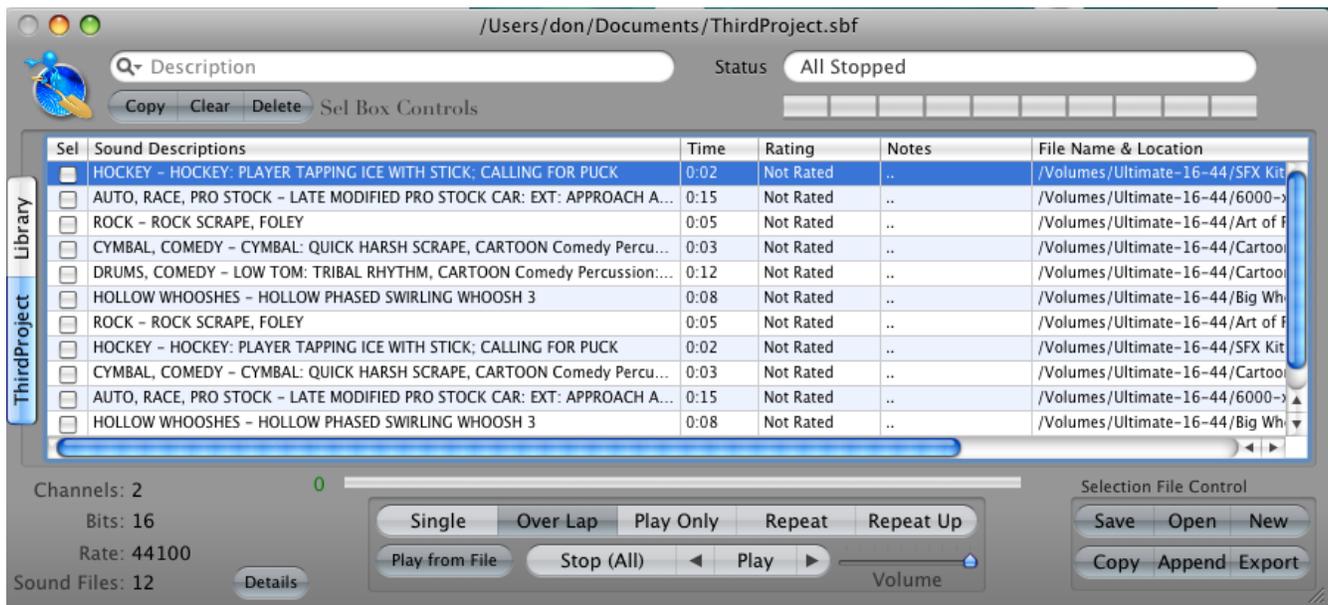


The 2 Projects are now Appended together. If the First and Second Projects are to remain unchanged, then this project should be renamed.

Lets call this the “ThirdProject.sbf” and then Save it.



The MetaDigger Window should look like the following.

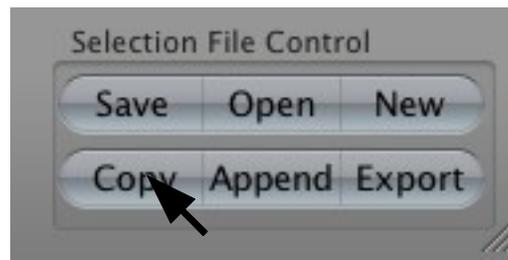


Copy (Selection File Control)

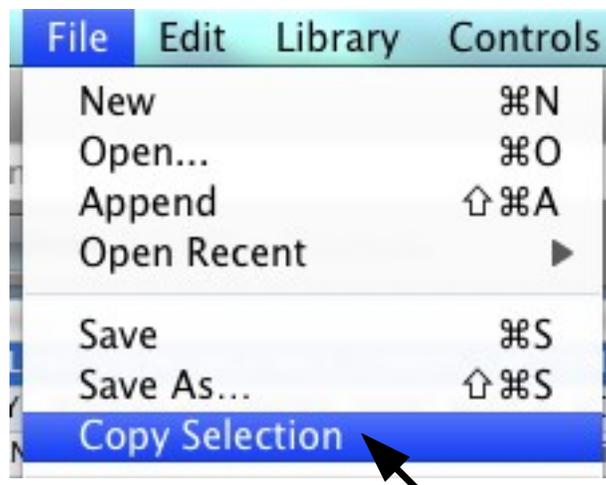
This command copies the actual Sound Files specified in the Project to a user specified Directory. The destination Directory must be created before you Copy the Sound Files. The Sound File names **MUST HAVE** unique file names or existing files will be overwritten. Also, the Storage Device that the Sound Files are stored on must be connected.

The following is an example of its use.

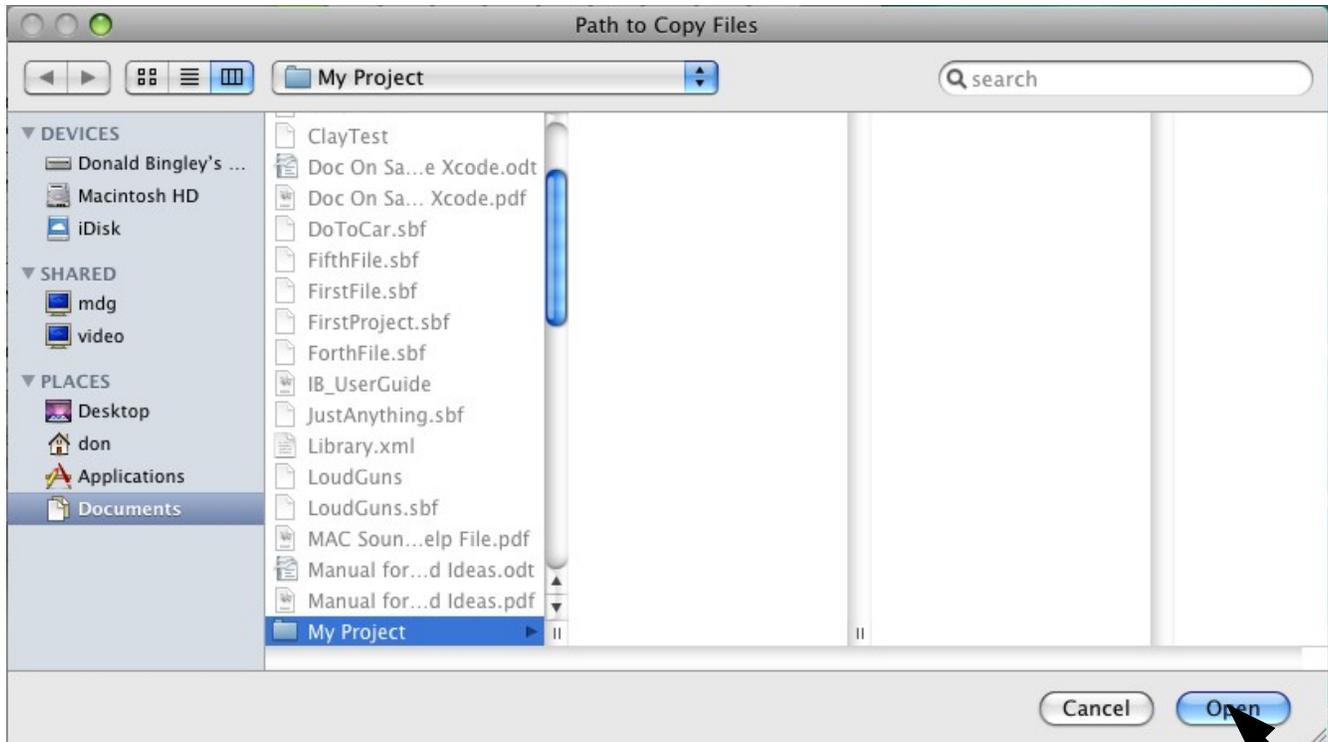
It can be invoked by selecting the Copy Button.



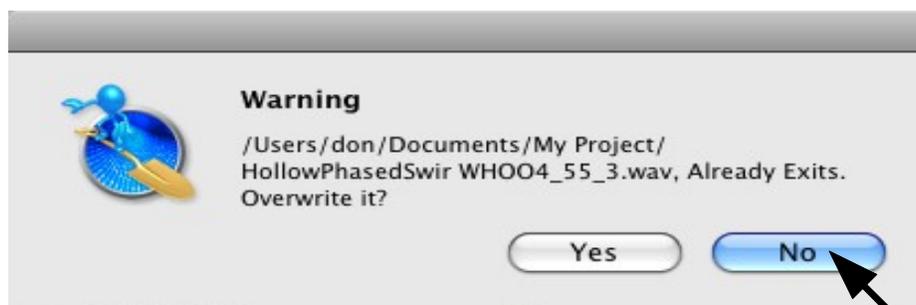
Or by selecting Copy Selection under File on the Menu Bar as follows.



Whichever way Copy is activated, the follow Copy Dialog Window will be displayed.

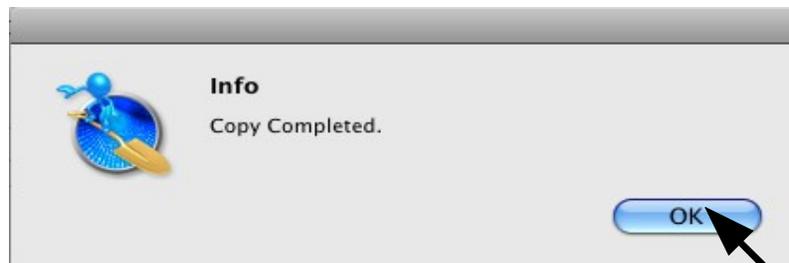


In the above example a directory called My Project was created and selected as a destination for the sound files. To start the copy process, select the Open Button. In our example we had 6 duplicates, so the following was displayed 6 times as a warning.

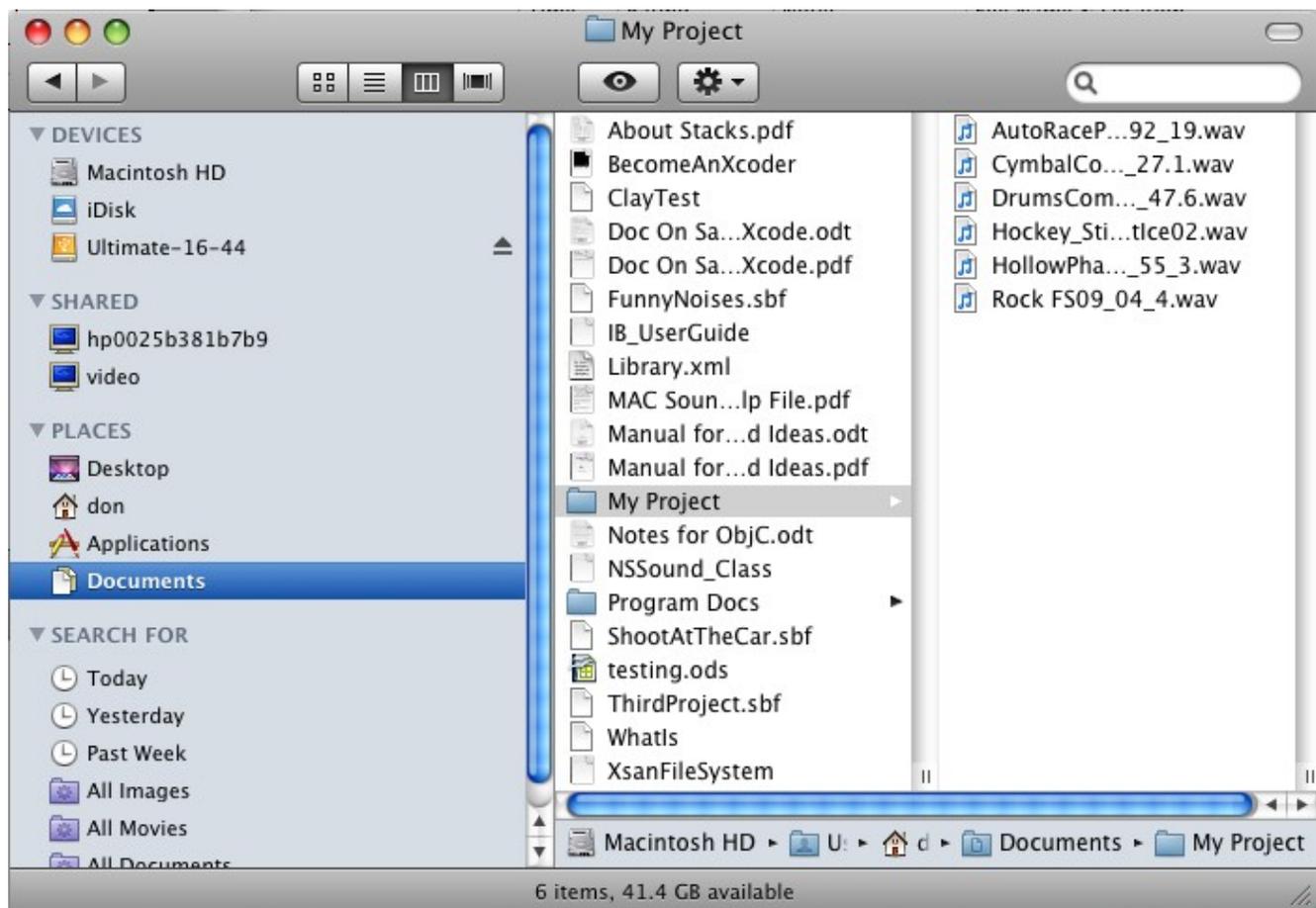


The above message wouldn't normally be displayed unless some Sounds were Copied more than once. If these Sound Files with the same name are indeed the same, the most efficient way to handle this condition is by selecting the No Button. Otherwise if Yes is selected the file is Copied again for no reason.

When all the Sound Files are Copied the following notification is displayed.



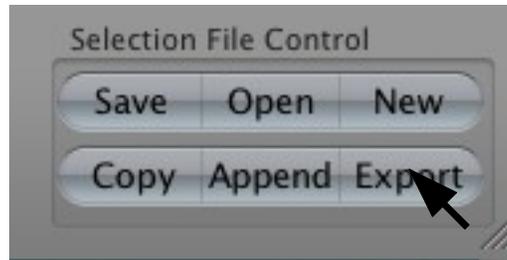
Now that the Copy process is completed, let's look in the directory to see if it worked.



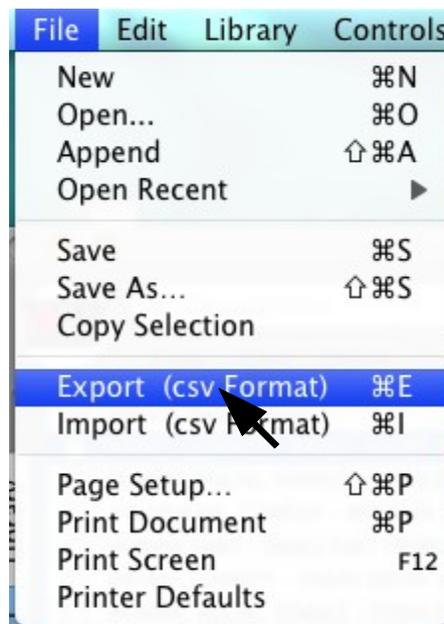
Seen above, 6 Sound Files were Copied to the Directory My Project. Remember the First and Second Project had the same Sound Files so half were duplicates and of course were deleted.

Export (Selection File Control)

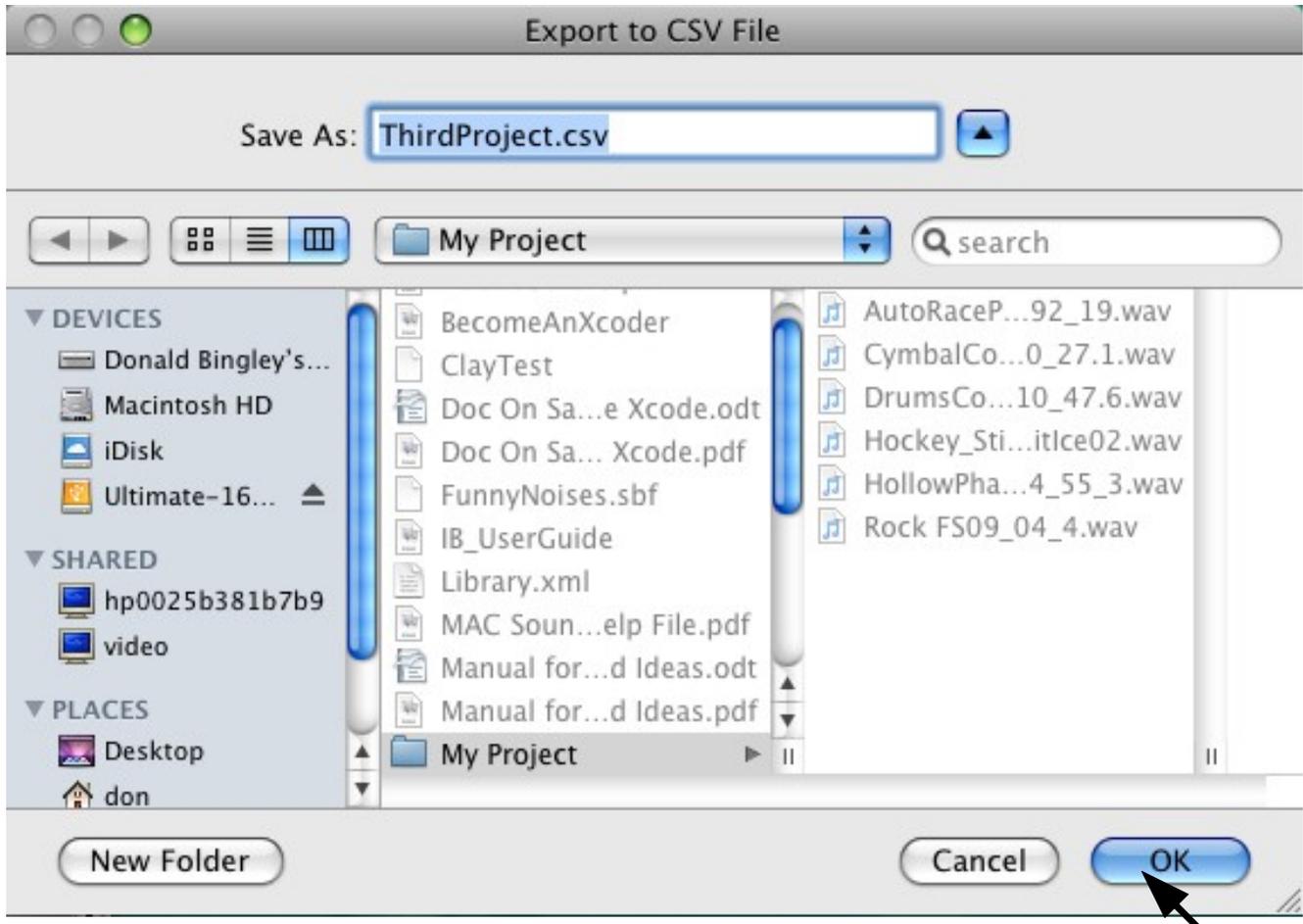
The Export command allows the user to Export the Project data to a standard file using the CSV format. This can then be opened in a Open Office spread sheet, Microsoft XCEL or any other program that supports this type of format. The following is an example of its use.



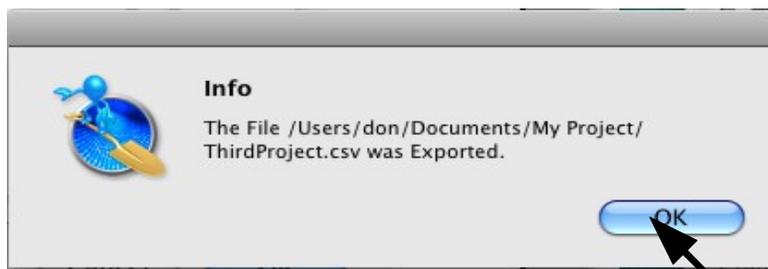
Or invoke using Export (csv Format) under File on the Menu Bar as follows.



Whichever way is used to activate Export, the following will be displayed.

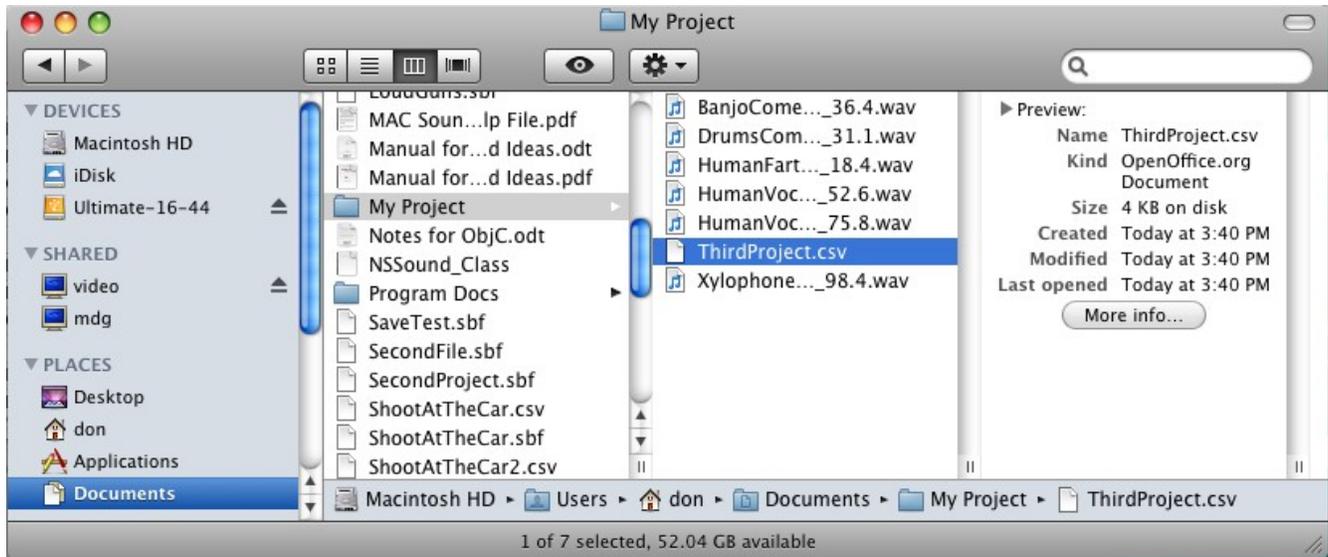


In the above example the My Project Directory was selected to save this File. Select the OK Button to have MetaDigger perform the task. When the File has been written to the disk, the following confirmation message will be displayed.

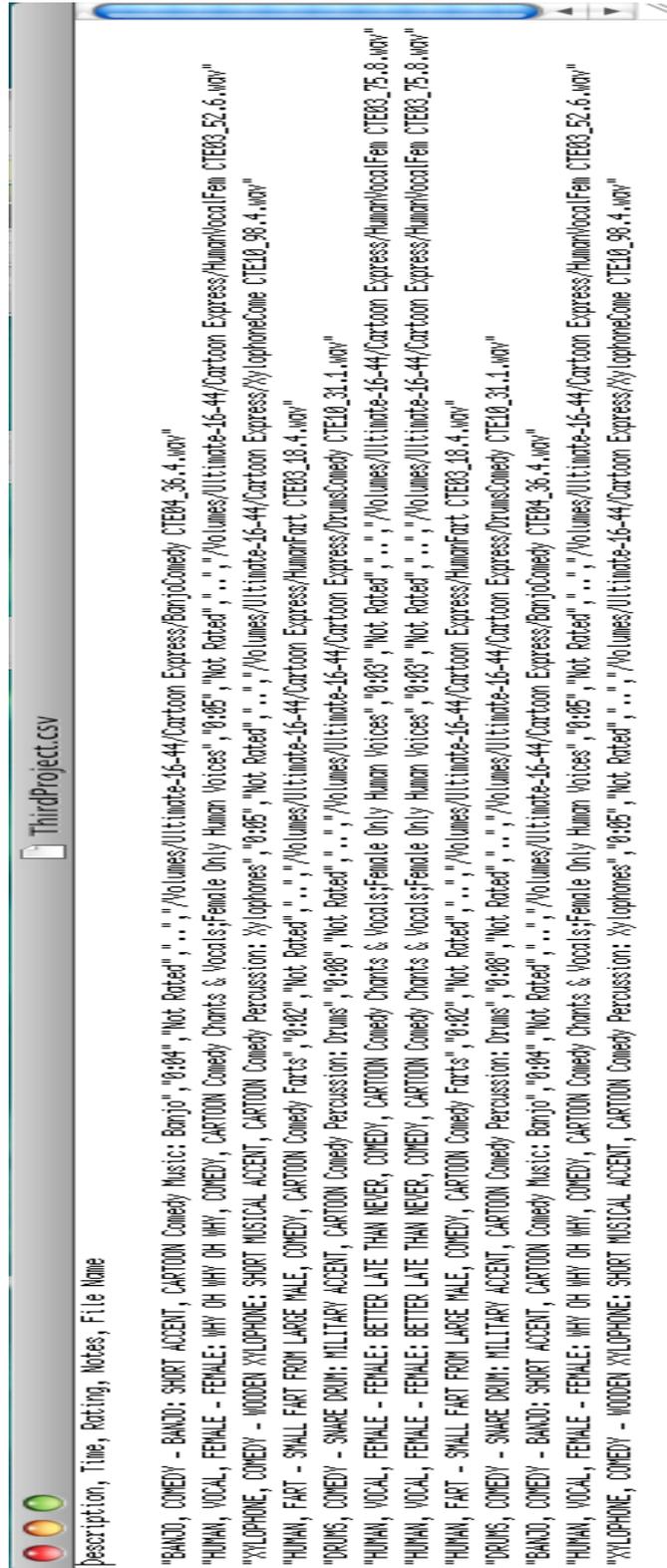


Acknowledge the completion by selecting the OK Button and it's done.

If we check to see the File that was saved, we would see the following.

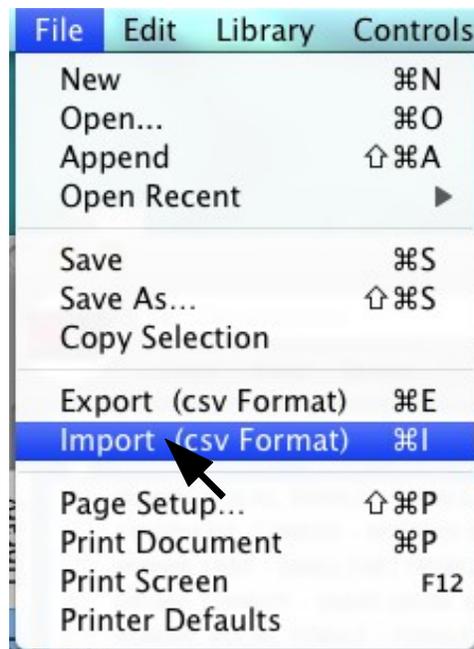


An example of the CSV formatted file can be seen on the following Page.



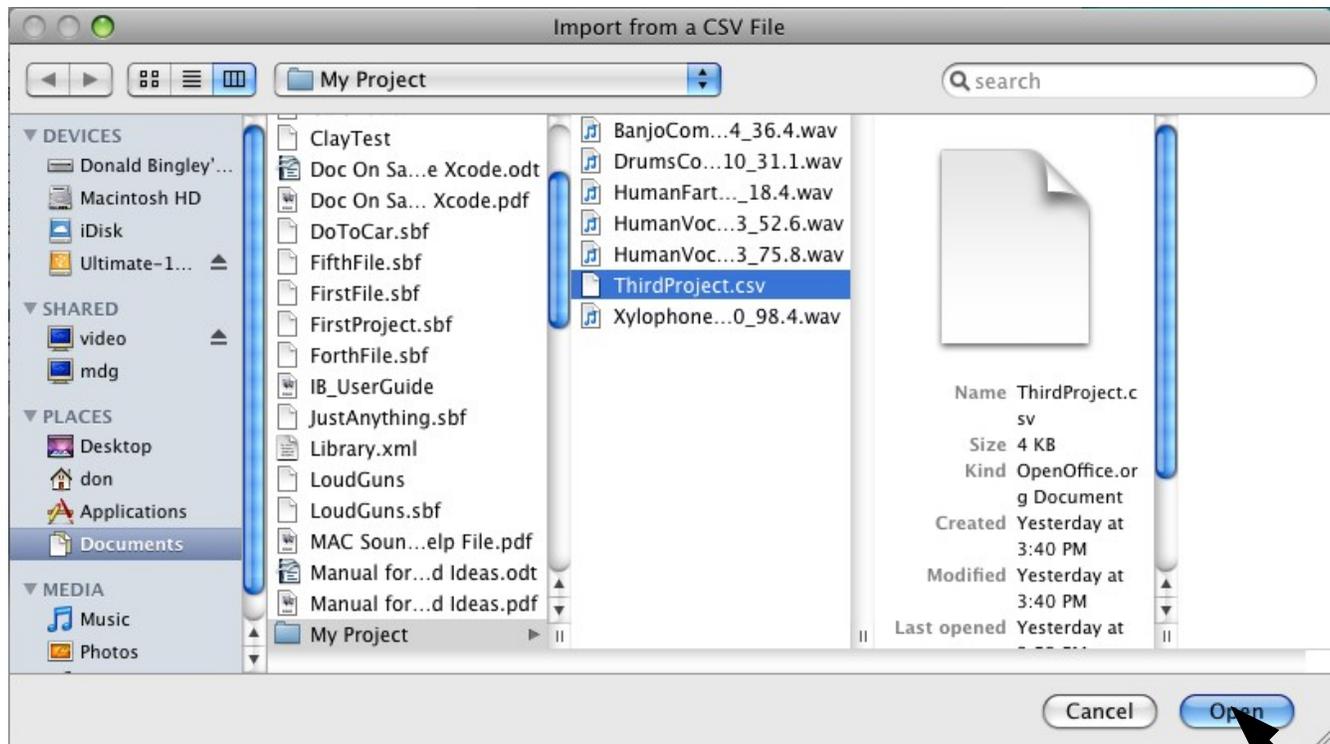
Import (Menu Bar)

The Import command allows users to Import Project data from other programs using the CSV File format. The CSV file can be generated by an Open Office spread sheet, Microsoft XCEL or any other program that supports the CSV format when Exporting data. The following is an example of its use.

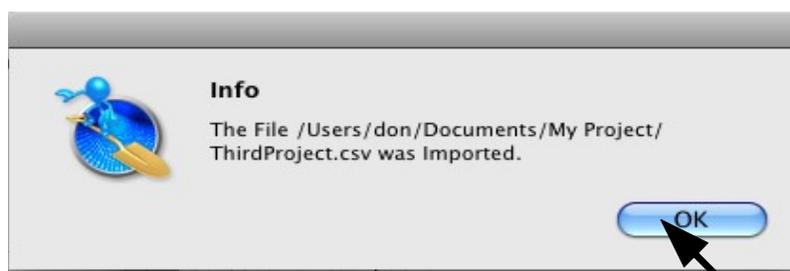


The Import function is only available on the Menu Bar under File and then Import (csv Format).

The follow Import Dialog Window will be displayed.



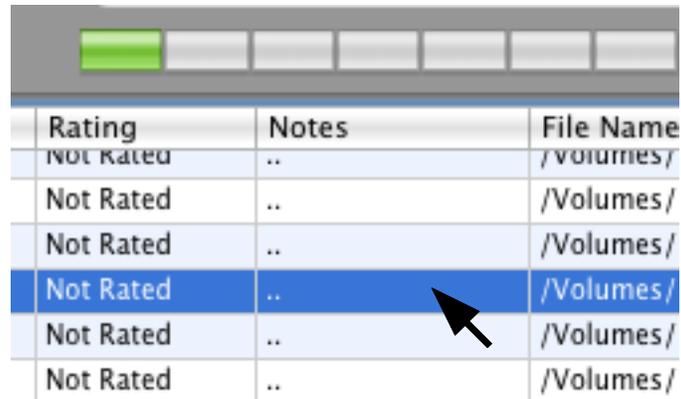
Here we have selected the Project saved earlier in the CSV format and then selected the Open Button. When the Import is successful the following confirmation window will be displayed.



To continue, acknowledge the confirmation by selecting the OK Button and the Project will be ready to explore.

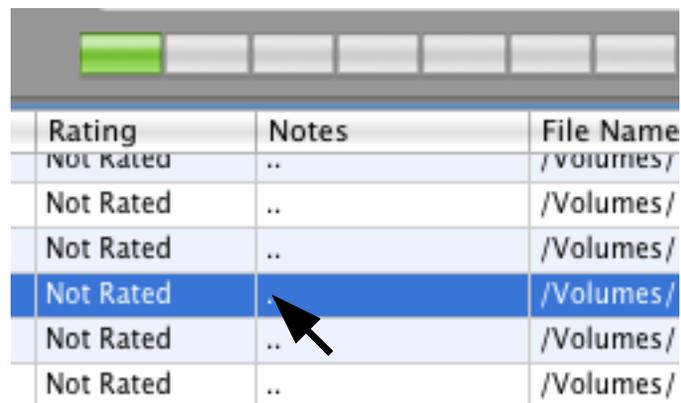
Editing Notes and Ratings

The Notes Field in the Library can be edited and then when copied to the Project will retain the information or can be edited again to reflect different circumstances. The following is an example.



| Rating | Notes | File Name |
|-----------|-------|-----------|
| Not Rated | .. | /volumes/ |

Normally when the Field is empty, clicking anywhere on the field will select the editing mode, but when data is present within the field the data **MUST BE** selected to invoke the editing mode. In the example above the **WRONG** place in the field is being selected so nothing will happen. It **MUST BE** selected as in the following example.



| Rating | Notes | File Name |
|-----------|-------|-----------|
| Not Rated | .. | /volumes/ |

This will invoke the editing mode.

The editing mode is invoked and the field modified.

| Rating | Notes | File Name |
|-----------|----------------|------------|
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | Use in Scene 4 | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |

Selecting any other row will update the Library or Project Data Base.

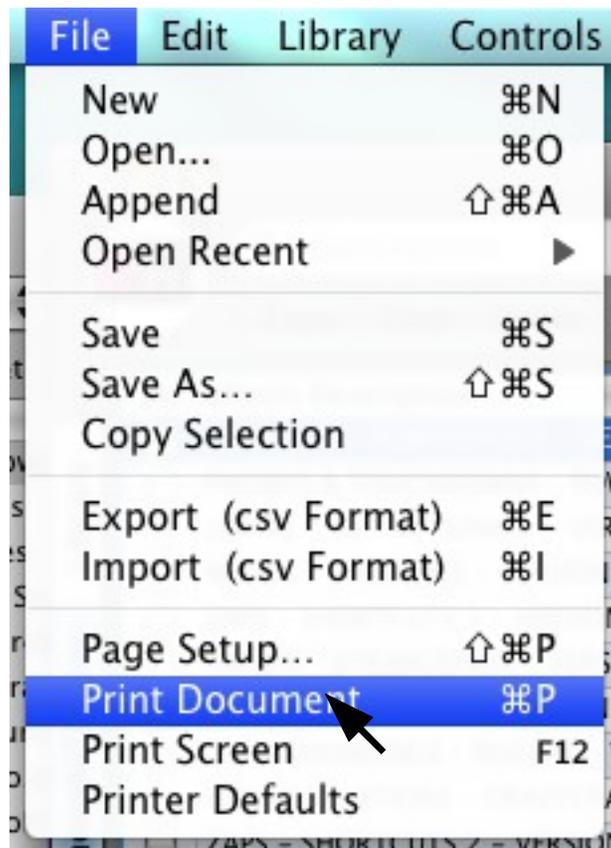
| Rating | Notes | File Name |
|-----------|----------------|------------|
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | Use in Scene 4 | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |
| Not Rated | .. | /Volumes/1 |

The same method for Notes can also be used for Rating as in the example below. Only Notes and Ratings can be edited, all other fields can NOT be changed.

| me | Rating | Notes | File Name |
|----|-------------|----------------|------------|
| 14 | Not Rated | .. | /Volumes/1 |
| 04 | Not Rated | .. | /Volumes/1 |
| 04 | Not Rated | .. | /Volumes/1 |
| 13 | Pretty Good | Use in Scene 4 | /Volumes/1 |
| 07 | Not Rated | .. | /Volumes/1 |
| 07 | Not Rated | .. | /Volumes/1 |

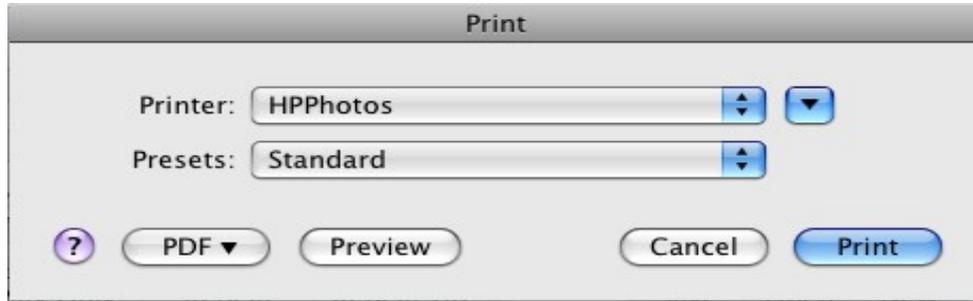
Printing Project Data

Printing the contents of the Library is not possible. The Library is designed to hold lots of data. In our test setup we had somewhere around 128,000 Sound Files and at 50 lines per page, would take about 2,560 pages. It is for that reason that Printing the Library is not supported. Printing the Project Data would hopefully be a bit more manageable and therefore is supported. The following is an example of Printing the Project Data.

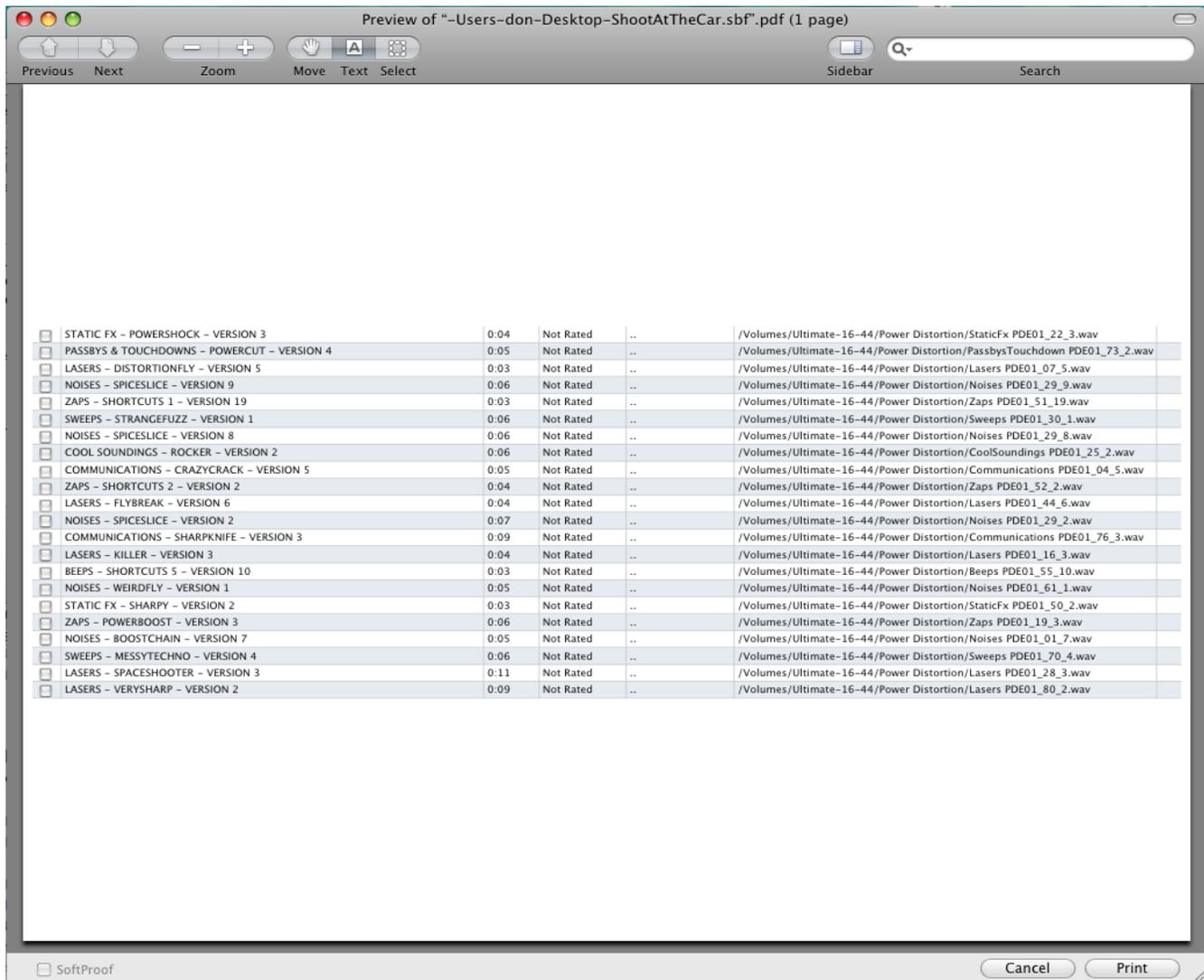


Selecting the Print Document function under File on the Menu Bar or pressing the Mac Key and the letter P, will invoke the Print Dialog Windows. MetaDigger sets the Printer Defaults to Landscape and auto size. These settings can be over ridden by Selecting Page Setup under File on the Menu Bar or pressing the Mac Key, Shift and the letter P.

The Print Dialog is displayed.



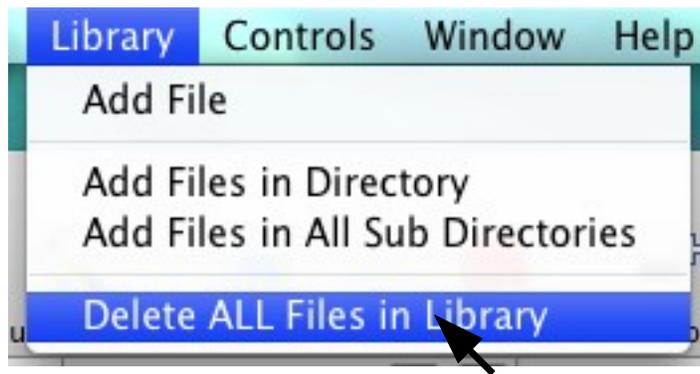
In this example the Preview Button was used and the following Window was displayed.



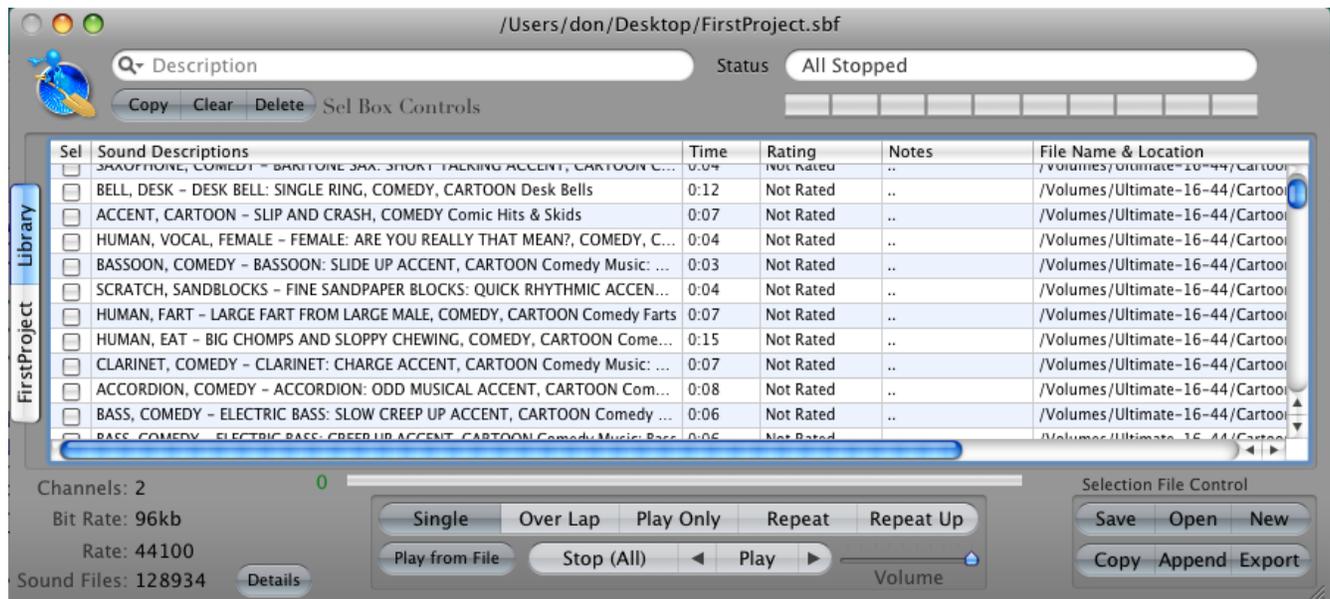
If the Print Preview is acceptable, select the Print Button and it will be sent to the Printer.

Deleting the Library

To delete all sound files in the Library select “Delete ALL Files in Library” under the Menu Bar as shown below.



In the following example there are 128,934 files in the Library.



After selecting the “Delete ALL Files in Library” the following dialog window will be displayed.



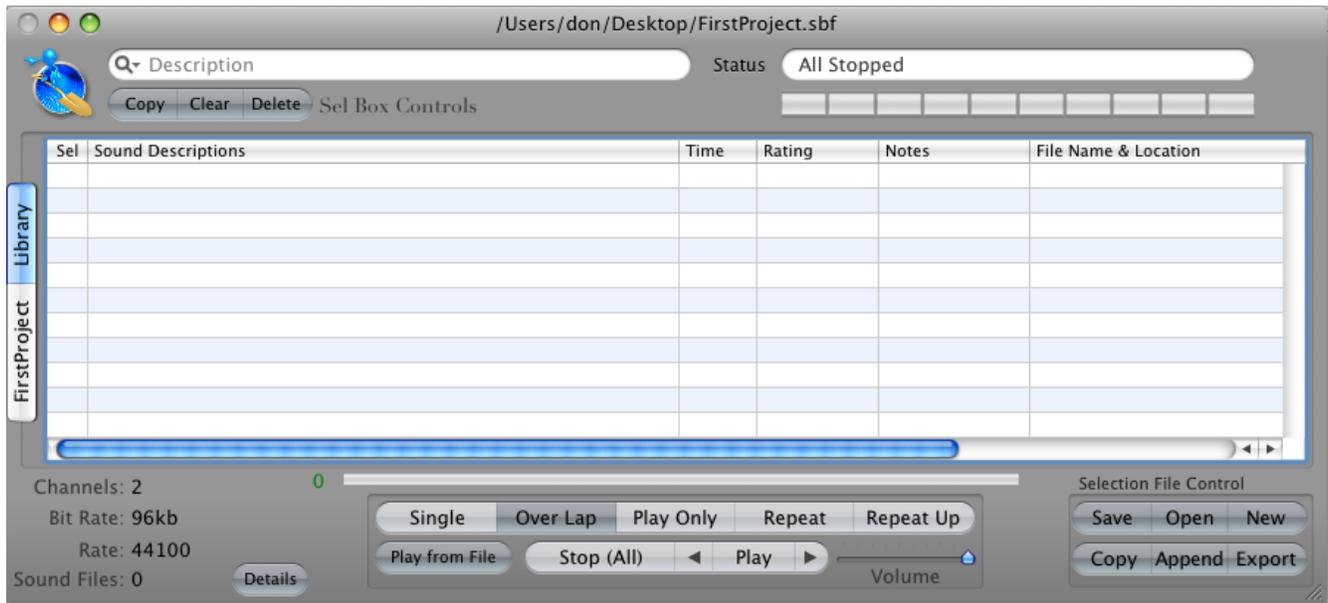
This dialog is simply confirming the users intentions to delete everything in the Library. To continue to delete the Library, select “Yes” as shown in the example above. If “Cancel” is selected then the operation is aborted and everything remains unchanged. If “Yes” is selected then the busy wheel will be displayed while the Library is being erased.

When the Library files have been deleted, the following dialog will be displayed.



At this point all sound files within the Library have been deleted.

Now that the Library was totally deleted, MetaDigger should look similar to the following example.



As mentioned earlier in this document, the other way to delete the Library and start fresh is by deleting the file "MetaDigger.sql" in the "Application Support" directory under the "MetaDigger" folder. The file deletion must be done before MetaDigger is launched.

Contact Information

Distributed under License by:



Sound Ideas
105 West Beaver Creek Road
Suite #4
Richmond Hill, Ontario
Canada L4B 1C6

Toll Free US: 800.387.3030
Toll Free Canada: 800.665.3000
Telephone: 905.886.5000
Fax: 905.886.6800

URL: www.sound-ideas.com
Email: info@sound-ideas.com