

# Users Manual

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## Warranty Disclaimer

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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.

## <u>Overview</u>

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 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.

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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 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:

	MetaDigger	File Edit	Library Controls	Window He	lp			The second se
00	0			Untitled.s	sbf			
-	Q-				Status	All Stoppe	d	
	Copy Clea	ar Delete Se	l Box Controls					
Se	el Sound Descripti	ons		Т	ime Ra	ating M	Notes	File Name & Location
ary								
Libr								· · · · · · · · · · · · · · · · · · ·
ъ								
title								
5					12			
								)∢►
Cha	nnels:	0		_				Selection File Control
	Bits:		Single Ov	er Lap Play Or	nly R	epeat Re	peat Up	Save Open New
Sound	Rate: Files:	Details	Play from File	Stop (All) 🖪	Play	►	olume	Copy Append Export

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.

0	0 (	)	Untitle	d.sbf			
2		Q.		Stat	us All Stop	oped	
		Copy Clear Delete Sel Box	Controls				
	Sel	Sound Descriptions		Time	Rating	Notes	File Name & Location
		A Likely Story		3:56	Not Rated		/Users/don/Music/A-Likely-Story_
orar							
5							
Ð							
title							
5							
		**********		+++	*****		)∢►
Cł	hann	nels: 0		_			Selection File Control
	E	Bits:	Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
	R	ate:	lay from File Stop (All)	■ P	lay 🕨 —		Copy Append Export
Sour	nd Fi	iles: 1 Details				Volume	

#### 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 later 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.

		_
2	Warning !	
	This Action will Purge the Undo Stack. Do you want to continue ?	
	Yes and Don't Show Again Yes No	

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 coarse 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.

				_		
_	-			$\exists$	ne	
File Name	& Lo	ocatio	on			

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

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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.

0	0	) Untitled	d.sbf			
2		۹.	Stat	us All Sto	pped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		A Likely Story	3:56	Not Rated		/Users/don/Music/A-Likely-Story_
$\frown$		ACCENT, CARTOON - MUSICAL HORN FALL AND BOING, COMEDY Horns;Comic	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoor
2		AIR, BALLOON - RUBBER BALLOON: NOISY AIR RELEASE, COMEDY, CARTOON C	0:05	Not Rated		/Volumes/Ultimate-16-44/Cartoo
ra		TROMBONE, COMEDY - TROMBONE: TWO TONE SIREN ACCENT, CARTOON Com	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoo
1		VIOLIN, COMEDY - VIOLIN: LOW TRILL, QUICK, CARTOON Comedy Music: Violin	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		FLUTE, COMEDY - FLUTE: SHORT HAPPY ACCENT, CARTOON Comedy Music: Flute	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
G		BASSOON, COMEDY - BASSOON: HIGH TRILL, CARTOON Comedy Music: Bassoon	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoo
ET.		HARP, COMEDY - HARP: SINGLE NOTE RHYTHM, CARTOON Comedy Music: Harp	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
E.		BASSOON, COMEDY - BASSOON: STEP UP ACCENT, CARTOON Comedy Music: B	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		HARMONICA, COMEDY - HARMONICA: SHORT PUNCTUATION, CARTOON Come	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		SQUIRT, CARTOON - SHORT JUICY SQUIRT, COMEDY Comic Liquid Accents;Squi	0:02	Not Rated		/Volumes/Ultimate-16-44/Cartool 🔻
	C			+ + + + +		( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
	Chanr	nels: 0				Selection File Control
		Bits: Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
So	R und F	late: Play from File Stop (All)	◄ P	lay 🕨 —	Volume	Copy Append Export

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.

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#### 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.

~	Warning !
1	This Action will Purge the Undo Stack. Do you want to continue ?
	Yes and Don't Show Again Yes No

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.

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

000	Add all Sub D	irectories under Folder
	Ultimate-16-44	a search
<ul> <li>DEVICES</li> <li>Donald Bingley's</li> <li>Macintosh HD</li> <li>iDisk</li> <li>Ultimate-16-44 </li> <li>SHARED</li> <li>video </li> <li>VIACES</li> <li>Desktop</li> <li>don</li> <li>Applications</li> <li>Documents</li> </ul>	<pre> 1000 2000 3000 4000 5000-1 5000-2 6000 6000-x1 6000-x2 6000-x3 6000-x3 6000-x5 6000-x5 6000-x6 6000-x7</pre>	
	7000	Cancel Open

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:

				_	344	T
					nr	
File Nar	ne & l	Locatio	on			
/Users/d	don/M	usic/A	-Likel	y-Sto	ry	

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

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

Add all Sub Directories ibrary 17 of 83 Directories Directory: 6000-x1 Adding 3252 Items File: TrainFreight 6058\_97.wav So far 27788 Sound Files Added. Cancel

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)**

Single	Over Lap	Play	y Only	Re	peat	Repeat Up
Play from File	Stop (	All)	-	Play		

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)**

Single	Over Lap	Play	Only	Re	peat	Repeat Up
Play from File	Stop (	AII)	•	Play		

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)**

Single	Over Lap	Play Only	Repeat	Repeat Up
Play from File	Stop (	Alb 🔺	Play	a state of the state

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)**

Single	Over Lap	Play	y Only	Re	peat	Repeat Up
Play from File	Stop (	All)	•	Play		ALL R. R. A. L. R. R.

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.

#### **<u>Repeat Up (Playing Sound Files)</u>**

Single	Over Lap	Play	y Only	Re	peat	Repeat Up
Play from File	Ston	(All)		Play		

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 encounter. This mode allows the user to sit back and listen to the range of sounds.

#### **Stop(All) (Playing Sound Files)**

Single	Over Lap	Play Or	nly	Re	peat	Repeat Up
Play from File	Stop (	All)	-	Play		1. N. 2. (1. N.

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.



#### **<u>Play (Playing Sound Files)</u>**



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.

Controls	Window
Play	с
Previous	Ť
Next	Ļ
Stop(All)	£ Υ β

**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)**

Single	Over Lap	Play (	Only	Re	peat	Repeat Up
Play from File	Stop (	All)	•	Play		

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.

Controls	Window
Play	نې ا
Previous	1
Next	<b>→</b> ↓
Stop(All)	₩₽

#### **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 desire 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.

Select Halle of The to Thay		
<ul> <li>▲ ▶ ## ■ □ Guns</li> </ul>	Q search	$\supset$
Name   Devices   Macintosh HD   IDisk   IDisk   IDisk   III Rifle GUNS02_05_9.wav   III Rifle GUNS02_05_8.wav   III Rifle GUNS02_05_13.wav   III Rifle GUNS02_05_12.wav   III Rifle GUNS02_05_11.wav   III Rifle GUNS02_05_10.wav   III Rifle GUNS02_05_10.wav   III Rifle GUNS02_05_10.wav   III Rifle GUNS02_05_7.wav   III Rifle GUNS02_05_6.wav   III Rifle GUNS02_05_6.wav   III Rifle GUNS02_05_6.wav   III Rifle GUNS02_05_4.wav   III Rifle GUNS02_05_3.wav   III Rifle GUNS02_05_2.wav   III Rifle GUNS02_05_1.wav   III Rifle GUNS02_05_2.wav   III Rifle GUNS02_05_2.wav   III Rifle GUNS02_05_1.wav   III Rifle GUNS02_05_2.wav	Date Modified           December 17, 2008 10:27 PM           December 17, 2008 10:27 PM	

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

000	Select Name of File to Play	
	Guns 🗘	Q search
<ul> <li>Devices</li> <li>Donald Bingley'</li> <li>Macintosh HD</li> <li>iDisk</li> <li>Ultimate-1</li> <li>SHARED</li> <li>video</li> <li>PLACES</li> <li>Desktop</li> <li>don</li> <li>Applications</li> <li>Documents</li> <li>MEDIA</li> </ul>	Name Name Rifle GUNS02_05_9.wav Rifle GUNS02_05_9.wav Rifle GUNS02_05_13.wav Rifle GUNS02_05_13.wav Rifle GUNS02_05_12.wav Rifle GUNS02_05_10.wav Rifle GUNS02_05_10.wav Rifle GUNS02_05_6.wav Rifle GUNS02_05_6.wav Rifle GUNS02_05_5.wav Rifle GUNS02_05_4.wav Rifle GUNS02_05_3.wav Rifle GUNS02_05_3.wav Rifle GUNS02_05_2.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav	Date Modified           December 17, 2008 10:27 PM           December 17, 2008 10:27 PM
		Cancel Play

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

000	Select Name of File to Play	
	Guns 🗘	(Q search
<ul> <li>Devices</li> <li>Donald Bingley'</li> <li>Macintosh HD</li> <li>iDisk</li> <li>Ultimate-1</li> <li>VSHARED</li> <li>video</li> <li>VILACES</li> <li>Desktop</li> <li>don</li> <li>Applications</li> <li>Documents</li> <li>MEDIA</li> <li>Music</li> </ul>	Name Rifle GUNS02_06_1.Wav Rifle GUNS02_05_9.wav Rifle GUNS02_05_9.wav Rifle GUNS02_05_8.wav Rifle GUNS02_05_13.wav Rifle GUNS02_05_12.wav Rifle GUNS02_05_10.wav Rifle GUNS02_05_10.wav Rifle GUNS02_05_7.wav Rifle GUNS02_05_6.wav Rifle GUNS02_05_6.wav Rifle GUNS02_05_4.wav Rifle GUNS02_05_4.wav Rifle GUNS02_05_3.wav Rifle GUNS02_05_2.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav Rifle GUNS02_05_1.wav	Date Modified           December 17, 2008 10:27 PM           December 17, 2008 10:27 PM
		Carter Tray

#### **<u>Play Indicators (Playing Sound Files)</u>**



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

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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.

2 =					
	Single	Over Lap	Play Only	Repeat	Repeat Up

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.

2	_	-					
		Single	Over Lap	Play Only	Repeat	Repeat Up	

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.



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.

$\bigcirc \bigcirc \bigcirc$	MP3 File
ID3v3	
Content Type:	(32)
Comments:	The Four Seasons, Spring - Concerto in E Major Op 8 No 1, All
	egro II (RV 269) Expressive, Poignant, Sighing, Vivaldi
Subtitle/Description/Ref:	The Four Seasons, Spring - Concerto in E Major Op 8 No 1, Allegro II (RV 269) Expressive, Poignant, Sighing, Vivaldi
Org Artist Performer(s):	Worldwide Public Domain, Arranged by Albert Marlowe (SOCAN)
Beats Per Minute:	Varied Tempo
Composer:	Worldwide Public Domain, Arranged by Albert Marlowe (SOCAN)
Content Group Descrption:	Westar Music Publishing (SOCAN)
Album/Movie/Show Title:	Serious & Sorrowful
Publisher:	Westar Music Publishing (SOCAN)
Lead Performer Soloist:	Westar Music Library
Title/Songname/Content:	The Four Seasons, Spring - Concerto in E Major Op 8 No 1, Allegro II (RV 269)
Org AlbumMovieShow Title:	www.westarmusic.com/wcm-11.html
Track #/Position in Set:	WC
Content Group Descrption:	www.westarmusic.com
Unsychronized Lyric/Text:	(null).Source:www.westarmusic.com/wcm-11.html.TrackTitle:The
	Four Seasons, Spring - Concerto in E Major Op 8 No 1, Allegro II ( RV 269)
Software/HardwareSetting:	LAME 3.96.1 - Metadata by Soundminer Inc. www.soundminer.com
	-
	Print Done

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.

0 🔿 🔿	Wave File	
Description: Originator: Originator Ref: Origination Date: Origination Time:	HUMAN, FART - SMALL FART FROM LARGE MALE, COMEDY, CARTOON Comedy Farts ©Sound IdeasAll Rights Reserved www.sound-ideas.com 2007-03-22 15:34:48	
Time Reference Hi: Time Reference Lo: Version: Unique MaterialID:	0	
Reserved		
Coding History		
	Print Done	11.

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.

000	)	Untitled.sbf
*	Q- Description	Sta
	Copy Clear Delete St. Controls	
	Enter Key Word to search for here	]

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.

0	0	9 Untitle	d.sbf					
2	6	Q- 0:01	Stat	us All Sto	pped			
	2	Copy Clear Delete Sel Box Controls						
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location		
		MARTIAL ARTS - KICK, PAD, SPORTS Martial Arts	0:01	Not Rated		/Volumes/Ultimate-16-44/11000		
$\frown$		ALARMS, BEEPS & BELLS - SHORT TELEMETRY BEEP 3	0:01	Not Rated		/Volumes/Ultimate-16-44/Elemen		
2		BASEBALL, SOFTBALL - WOOD BAT: SOFTBALL HIT, SPORTS Baseball	0:01	Not Rated		/Volumes/Ultimate-16-44/11000		
Dra		HUMAN, GRUNT - MALE: EXERTION GRUNT Groans & Grunts	0:01	Not Rated		/Volumes/Ultimate-16-44/6000->		
۳.		ZAP ELEMENTS SOLID SPACE ZAP	0:01	Not Rated		/Volumes/Ultimate-16-44/Produc		
		SOCCER – KICK, SPORTS Soccer	0:01	Not Rated		/Volumes/Ultimate-16-44/11000		
ed		CROQUET – MALLET HIT, HARD, SPORTS Croquet	0:01	Not Rated		/Volumes/Ultimate-16-44/11000		
ti l		SCI FI – ZAPS SHARP NOISE ZAP 2	0:01	Not Rated		/Volumes/Ultimate-16-44/Product		
-E		ARCHERY - MEDIEVAL CROSSBOW: FIRE ARROW Archery; Bows & Arrows	0:01	Not Rated		/Volumes/Ultimate-16-44/6000->		
$\Box$		SHORT TRANSITIONAL ELEMENTS SHORT DISTORTED NOISE	0:01	Not Rated		/Volumes/Ultimate-16-44/Produc		
		WRESTLING - BODYSLAM, SPORTS Martial Arts	0:01	Not Rated		/Volumes/Ultimate-16-44/11000 🔻		
	C			*****		) 4 Þ (		
C	Channels: 2 0 Selection File Control							
	Bit F	Rate: 320kb Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New		
	F	Rate: 44100				Come Annual Emerat		
Sou	nd F	riles: 1333 Details	a P		Volume	Copy Append Export		

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.

(	0		
		2-	
	6	Description	e
		Rating	
1	SOL	Time	
	ALI	Notes	A
1	AIR.	✓ FileName	LO
ì	TRO	MBONE, COMEDY - T	OMB

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

0	0	9 Untitled	d.sbf			
~	2	Q- /6000-x3/	Status	All Sto	pped	
	<u> S</u>	Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
•		BOTTLE, GLASS - LARGE GLASS JUICE BOTTLE: CLOSE TWIST TOP, FOOD Food	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->
$\neg$		GUN, CANNON - MEDIUM CANNON BLAST, WEAPON, ARTILLERY Cannons	0:04	Not Rated		/Volumes/Ultimate-16-44/6000->
2		CROWD, INDOOR - LARGE CROWD: LARGE BUS OR TRAIN STATION: GENERAL A	1:33	Not Rated		/Volumes/Ultimate-16-44/6000->
ra		CREAK, METAL - SHORT MEDIUM METAL CREAK Metal Foley;Squeak & Creak Foley	0:04	Not Rated		/Volumes/Ultimate-16-44/6000->
3		DROP, BULLET - DROP BULLET CASING ON CONCRETE Bullet Ricochets & Bullet Foley	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->
		AXE - TOMAHAWK AXE: IMPACT, HATCHET, WEAPON Knives	0:02	Not Rated		/Volumes/Ultimate-16-44/6000->
G		CAMERA - AUTOMATIC: SHORT SERVO BURST Cameras	0:02	Not Rated		/Volumes/Ultimate-16-44/6000->
Ē		MOTOR, ELECTRIC LIFT - MECHANICAL LIFT SERVO: SHORT MOVEMENT Engines	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->
-		FAN, EXHAUST - LARGE EXHAUST FAN IN UNDERGROUND PARKING LOT: START	1:04	Not Rated		/Volumes/Ultimate-16-44/6000->
		PINBALL MACHINE - PINBALL MACHINE: SHORT MECHANICAL BURST, ARCADE V	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->
		APPLAUSE, CHEERING - MEDIUM INDOOR CROWD: THEATRE APPLAUSE, WHISTLI	0:39	Not Rated		/Volumes/Ultimate-16-44/6000-> 🔻
	C			++++		) <b> </b>
0	Chan	nels: 2 0		_		Selection File Control
	Bit I	Rate: 320kb Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
	I	Rate: 44100 Play from File Stop (All)	< Pla	y 🕨 —		Copy Append Export
Sou	und F	iles: 1853 Details			Volume	

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".

0	0	) Untitle	d.sbf			
2		Q- ak-47 🛞	Statu	us All Sto	pped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		GUN, MACHINE GUN - AK-47: SEVERAL SHORT BURSTS	0:09	Not Rated		/Volumes/Ultimate-16-44/Twentiet
		MACHINE GUN, FOLEY - KALASHNIKOV AK-47, AUTOMATIC RIFLE: REMOVE CLI	0:03	Not Rated		/Volumes/Ultimate-16-44/Guns/N
2		MACHINE GUN, FOLEY - KALASHNIKOV AK-47, AUTOMATIC RIFLE: COCK Machi	0:03	Not Rated		/Volumes/Ultimate-16-44/Guns/N
ra		MACHINE GUN, FOLEY - KALASHNIKOV AK-47, AUTOMATIC RIFLE: INSERT CLIP	0:04	Not Rated		/Volumes/Ultimate-16-44/Guns/N
3		GUN, MACHINE GUN - AK-47: LONG BURST Machine Gun Firing	0:09	Not Rated		/Volumes/Ultimate-16-44/4000/0
		GUN, MACHINE GUN - AK-47: MEDIUM BURST Machine Gun Firing	0:06	Not Rated		/Volumes/Ultimate-16-44/4000/0
g		MACHINE GUN - KALASHNIKOV AK-47, 7.62 X 39 MM AUTOMATIC RIFLE: 2 RO	0:04	Not Rated		/Volumes/Ultimate-16-44/Guns/N
E		GUN, MACHINE GUN - AK-47: DRY FIRE Machine Gun Foley	0:02	Not Rated		/Volumes/Ultimate-16-44/4000/0
5		GUN, MACHINE GUN - AK-47: SINGLE SHOT Machine Gun Firing	0:04	Not Rated		/Volumes/Ultimate-16-44/4000/0
		MACHINE GUN, FOLEY - KALASHNIKOV AK-47, AUTOMATIC RIFLE: REMOVE CLI	0:02	Not Rated		/Volumes/Ultimate-16-44/Guns/N
		GUN, MACHINE GUN - AK-47: SEVERAL SHORT BURSTS	0:11	Not Rated		/Volumes/Ultimate-16-44/Twentiet 🔻
	C		* * *			) +
		0	_	_		Selection File Control
	unan			-		Selection The Control
	Bit Rate: 320kb Single Over Lap Play (			Repeat	Repeat Up	Save Open New
	F	Rate: 44100 Play from File Stop (All)	■ PI	av 🕨 –		Conv Annend Export
So	und F	iles: 70 Details		, P	Volume	copy Append Export

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

When searching large amounts of text it may 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 phases must be contain 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 it 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.

O O O /Users/don/Desktop/SecondProject.sbf						
1		Q- music+steel+guitar+cartoon	) Stat	us All Sto		
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		GUITAR, COMEDY - STEEL GUITAR: CHORDAL WOBBLE, CARTOON Comedy Musi	0:05	Not Rated		/Volumes/Ultimate-16-44/Cartoo
≥		GUITAR, COMEDY - STEEL GUITAR: CHORD ARPEGGIO ACCENT, CARTOON Com	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
pra		GUITAR, COMEDY - STEEL GUITAR: LOW WOBBLE, CARTOON Comedy Music: Guitar	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
5		GUITAR, COMEDY - STEEL GUITAR: WHACKY ACCENT, CARTOON Comedy Musi	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		GUITAR, COMEDY - STEEL GUITAR: LAUGHING ACCENT, CARTOON Comedy Mu	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
st		GUITAR, COMEDY - STEEL GUITAR: OOOH ACCENT, CARTOON Comedy Music: Guitar	0:05	Not Rated		/Volumes/Ultimate-16-44/Cartoo
jõ.		GUITAR, COMEDY - STEEL GUITAR: SNEAK UP, CARTOON Comedy Music: Guitar	0:05	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		GUITAR, COMEDY - STEEL GUITAR: WOBBLE SLIDE DOWN, CARTOON Comedy M	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
ŝ		GUITAR, COMEDY - STEEL GUITAR: STRETCH UP, CARTOON Comedy Music: Guitar	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo
Sec.		GUITAR, COMEDY - STEEL GUITAR: CHORD SLIDE UP, CARTOON Comedy Music:	0:08	Not Rated		/Volumes/Ultimate-16-44/Cartoo
Ŭ,		GUITAR, COMEDY - STEEL GUITAR: STRETCH UP, CARTOON Comedy Music: Guitar	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo 🔻
	C	**********************	+ + +			4 + (
Channels: 2 0						Selection File Control
	Bits: 16 Single Over Lap Play			Repeat	Repeat Up	Save Open New
Rate: 44100 Sound Files: 252 Details Play from File Stop (All)    Play    Volume    Volume						Copy Append Export

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.

Edit	Library	Controls	Window
Und	lo		ЖZ
Rei	k		ΰжZ
Cut			ЖΧ
Cop	ру		ЖC
Pas	te		%V
Pas Del	te and Ma ete	tch Style	V第①プ
Sele	ect All		ЖA
Fine	d		•
Spe	lling		•
Spe	cial Chara	cters	∿жт

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.

0	O O Untitle						
2		Q- Description	Statu	s All Sto	pped		
		Copy Clear Delete Sel Box Controls					
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location	
		CATAPULT - MEDIEVAL CATAPULT: FIRE BOULDER Catapults & Trebuchets	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->	
$\neg$		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit	
≥		GUN, LASER - SMALL LASER GUN: FOUR SHOTS, SCI FI, WEAPON Space Lasers, R	0:03	Not Rated		/Volumes/Ultimate-16-44/8000/0	
ra		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
÷		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->	
-		AUTO, '56 CHEVROLET BELAIR - INT: STATIONARY REVS; SHORT, LONG, GROUP OF	FOUR, CHE	VROLET, VIN	TAGE CAR Vintage Cars	(1940-1980);Chevy Cars 44/5000-1	
ed		FOOTSTEPS \ GRASS - FOOTSTEP: GRASS; COMBAT BOOTS; RUN TO STOP	0:04	Not Rated		/Volumes/Ultimate-16-44/SFX Kit	
ti		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F	
L L		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh	
J		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
		MOTOR, TURBINE - SHRILL TURBINE WHINE: WIND UP AND DOWN, FOLEY	0:34	Not Rated		/Volumes/Ultimate-16-44/Art of F 🔻	
	C		+ + + +			) 4 Þ (	
C	hanr	els: 1 0				Selection File Control	
		Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New	
	R	ate: 44100 Play from File Stop (All)	I Pla		LEELER CO.	Conv. Annond Evenert	
Sou	Sound Files: 128925 Details Details Copy Append Export						

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.

	File	Edit	Library	Controls
	New	N		ЖN
	Op	en		жo
i	Ap	pend		ΰжА
	Op	en Rec	ent	
	Sav	'e		жs
(	Sav	e As	~	<u></u>
r	Co	py Sele	ction	id

The File Save dialog Window will be displayed.

000	Save
Save As:	Untitled.sbf
	Music Q search
<ul> <li>▼ DEVICES</li> <li>□ Donald Bingley'</li> <li>□ Macintosh HD</li> <li>□ iDisk</li> <li>□ Ultimate-1</li> <li>■ Video</li> <li>▼ PLACES</li> <li>□ Desktop</li> <li>☆ don</li> </ul>	AddingMa01_1.L.wav         AddingMa01_1.R.wav         AddingMa01_1.R.wav         Bill Payments         Desktop         Documents         DonsFirst         Downloads         Library         Movies         Music         Pictures

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.

0	🔿 🔿 🍼 /Users/don/Documer			tProject.sbf			
*		Q- Description		Status All Stopped			
	<u>s</u>	Copy Clear Delete Sel Box Controls					
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location	
		CATAPULT - MEDIEVAL CATAPULT: FIRE BOULDER Catapults & Trebuchets	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->	
		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit	
a		GUN, LASER - SMALL LASER GUN: FOUR SHOTS, SCI FI, WEAPON Space Lasers, R	0:03	Not Rated		/Volumes/Ultimate-16-44/8000/0	
-ē		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->	
H		AUTO, '56 CHEVROLET BELAIR - INT: STATIONARY REVS; SHORT, LONG, GROUP	0:49	Not Rated		/Volumes/Ultimate-16-44/5000-1	
je		FOOTSTEPS \ GRASS - FOOTSTEP: GRASS; COMBAT BOOTS; RUN TO STOP	0:04	Not Rated		/Volumes/Ultimate-16-44/SFX Kit	
Pr l		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F	
st		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh	
Ē		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
9		MOTOR, TURBINE - SHRILL TURBINE WHINE: WIND UP AND DOWN, FOLEY	0:34	Not Rated		/Volumes/Ultimate-16-44/Art of F 🔻	
	C		***	*****		)∢►	
Channels: 1 0 Selection File Control							
		Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New	
Sou	Rate: 44100 Play from File Stop (All)  Play  Copy Append Export						

# 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.

File	Edit	Library	Controls
Ne	w		ЖN
Op	en		жo
Ap	pend		企業A
Op	en Rec	ent	
Sav	/e		₩S
Sav	/e As		û業S
Co	py Sele	ction	i

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.

O O /Users/don/Documen		ts/Secon	dProject.sb	f				
2		Q- Description	Statu	Status All Stopped				
		Copy Clear Delete Sel Box Controls						
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location		
$\frown$		CATAPULT - MEDIEVAL CATAPULT: FIRE BOULDER Catapults & Trebuchets	0:03	Not Rated		/Volumes/Ultimate-16-44/6000->		
≥ I		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit		
bra		GUN, LASER - SMALL LASER GUN: FOUR SHOTS, SCI FI, WEAPON Space Lasers, R	0:03	Not Rated		/Volumes/Ultimate-16-44/8000/0		
		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->		
ect		AUTO, '56 CHEVROLET BELAIR - INT: STATIONARY REVS; SHORT, LONG, GROUP	0:49	Not Rated		/Volumes/Ultimate-16-44/5000-1		
ō		FOOTSTEPS \ GRASS - FOOTSTEP: GRASS; COMBAT BOOTS; RUN TO STOP	0:04	Not Rated		/Volumes/Ultimate-16-44/SFX Kit		
d P		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F		
u o		HOLLOW WHOOSHES – HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh		
Sec		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
		MOTOR, TURBINE - SHRILL TURBINE WHINE: WIND UP AND DOWN, FOLEY	0:34	Not Rated		/Volumes/Ultimate-16-44/Art of f 🔻		
	C					) <b>+ +</b> (		
С	hanr	els: 2 0				Selection File Control		
	- 1	Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New		
Sou	Rate: 44100 Sound Files: 128925 Details Details Copy Append Export							

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.

# Selection File Control Save Open New Copy Append Export

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

	File	Edit	Library	Controls
	Nev	N		ЖN
	Op	en		жo
i.	Ap	pend		ΰ₩A
	Op	en Rec		
	Sav	/e		₩S
~	Sav	e As		<del></del>
N	Co	py Sele	ction	

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.

Sel Sound Descripti	ons			Time	Rating	Notes	File Name & Location
	******	******	*****				).
nannels: 2	0						Selection File Control

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.

Save	Open	New
Сору	Append	Expor

File	Edit	Library	Controls
Ne	w		ЖN
Ор	en		жo
Ap	pend		企業A
Op	en Rec		
Sav	/e		жs
Sav	e As		<u></u> ጉ 🛱 🖓
Co	py Sele	ction	ic

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:

000	Open	
	Documents	Q search
▼ DEVICES	Name	Date Modified 🛛 🔻
Donald Bingley's	FirstProject.sbf	Today, 11:16 PM
Macintosh HD	📄 Untitled.sbf	Today, 10:55 PM
iDick	SecondProject.sbf	Today, 10:41 PM
	ShootAtTheCar4.csv	November 22, 2009 8:26 AM
Ultimate-16-44 =	ShootAtTheCar3.csv	November 22, 2009 8:06 AM
▼ SHARED	ShootAtTheCar2.csv	November 22, 2009 7:13 AM
📃 video   🔺	ShootAtTheCar.csv	November 22, 2009 6:58 AM
W DI ACEC	ShotToCar.sbf	November 12, 2009 9:55 PM
PLACES     Desktop	DoToCar.sbf	November 12, 2009 9:54 PM
A den	MAC SoundBrowser Help File.pdf	November 9, 2009 2:56 PM
	Manual for Sound Ideas.pdf	November 8, 2009 11:59 AM
Applications	Library.xml	November 7, 2009 10:28 PM
Documents	Doc On Sample Xcode.pdf	November 7, 2009 4:40 PM
▼ MEDIA	Doc On Sample Xcode.odt	November 6, 2009 12:18 PM
🞵 Music	testing	November 6, 2009 11:16 AM
Photos	SaveTest.sbf	November 5, 2009 8:45 PM
🎬 Movies	JustAnything.sbf	October 30, 2009 3:21 AM
		Cancel Open

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

The FirstProject would be restored as follows.

OO /Users/don/Document			nts/Firs	tProject.sbf		
2		Q- Description	Stat	tus All Sto	pped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
>		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh
an		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->
ļ		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit
tt		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F
je						
L L						
rst						
Ē						
-						
	C			*****		) 4 1
	hang	als: 2 0				Selection File Control
C	nam			-		
		Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
	R	ate: 44100 Play from File Stop (All)	- F	lav 🕨 🗕		Conv Append Export
Sou	nd F	iles: 6 Details		,	Volume	copy Append Export

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.

0	00	/Users/don/Des	sktop/Funny	Noises.sbf		
-	2	Q- Description	Stat	us All Sto	pped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
$\neg$		NOISES - SHARPSLIDE - VERSION 1	0:05	Not Rated		/Volumes/Ultimate-16-44/Power I
2		SWEEPS – DISTORTIONSWEEP – VERSION 2	0:15	Not Rated		/Volumes/Ultimate-16-44/Power I
rai		ZAPS – SHORTCUTS 3 – VERSION 16	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I
E-		NOISES - BOOSTCHAIN - VERSION 1	0:05	Not Rated		/Volumes/Ultimate-16-44/Power I
		ZAPS - SHORTCUTS 4 - VERSION 14	0:04	Not Rated		/Volumes/Ultimate-16-44/Power I
s		NOISES - CLICK - VERSION 2	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I
oise		BEEPS - SHORTCUTS 5 - VERSION 15 ShootAtTheLa shf	0:04	Not Rated		/Volumes/Ultimate-16-44/Power I
ž		LASERS - POWERTWIRL - VERSION 4	0:06	Not Rated		/Volumes/Ultimate-16-44/Power I
Ê		ZAPS - SHORTCUTS 4 - VERSION 10	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I
Ē		ZAPS – SHORTCUTS 3 – VERSION 21	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I
		STATIC FX - SHARPY - VERSION 3	0:04	Not Rated		/Volumes/Ultimate-16-44/Power I
	C			****		) 4 ► (
C	hanr	nels: 0				Selection File Control
		Bits: Single Over Lap	Play Only	Repeat	Repeat Up	Save Open New
	F	ate: Play from File Stop (All		lav D		Conv Annond Export
Sou	ind F	iles: 11 Details	, , ,	lay	Volume	Copy Append Export

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.

0	0	/Users/don/Desktop	p/ShootA	tTheCar.sbf		
2	h	Q- Description	Stat	us 🛛 All Sto	pped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		STATIC FX – POWERSHOCK – VERSION 3	0:04	Not Rated		/Volumes/Ultimate-16-44/Power
ar		NOISES – BOOSTCHAIN – VERSION 7	0:05	Not Rated		/Volumes/Ultimate-16-44/Power I
þ		LASERS – DISTORTIONFLY – VERSION 5	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I
		NOISES – SPICESLICE – VERSION 9	0:06	Not Rated		/Volumes/Ultimate-16-44/Power I
		SWEEPS – MESSYTECHNO – VERSION 4	0:06	Not Rated		/Volumes/Ultimate-16-44/Power I
a l		LASERS – SPACESHOOTER – VERSION 3	0:11	Not Rated		/Volumes/Ultimate-16-44/Power I
Pe Pe		LASERS – VERYSHARP – VERSION 2	0:09	Not Rated		/Volumes/Ultimate-16-44/Power I
E		ZAPS – POWERBOOST – VERSION 3	0:06	Not Rated		/Volumes/Ultimate-16-44/Power I
6		SWEEPS – STRANGEFUZZ – VERSION 1	0:06	Not Rated		/Volumes/Ultimate-16-44/Power I
온		LASERS – KILLER – VERSION 3	0:04	Not Rated		/Volumes/Ultimate-16-44/Power 👔
S		ZAPS – SHORTCUTS 1 – VERSION 19	0:03	Not Rated		/Volumes/Ultimate-16-44/Power I 🔻
-	C			* * * * *		) <b>+ &gt;</b> (
	Chan	nels: 2 0				Selection File Control
		Bits: 16 Single Over Lap Play	y Only	Repeat	Repeat Up	Save Open New
~	F	Rate: 44100 Play from File Stop (All)	■ P	lay 🕨 —		Copy Append Export
501	und H	lies: 22 Details			volume	

# **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.

0	○ O O /Users/don/Desktop/FirstProject.sbf						
2		Q- Description	Stat	us All Sto	pped		
		Copy Clear Delete Sel Box Controls					
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location	
		HOCKEY – HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit	
>		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->	
ran		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F	
iq		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo	
H		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh	
je							
F							
rst							
Ξ							
-							
	C		***	*****		4 Þ (	
C	hanr	nals: 2 0				Selection File Control	
	mann	Circles Durates Disc	0.1	Descal	Descent III		
		Single Over Lap Play	Only	кереаt	Repeat Up	Save Open New	
	R	ate: 44100 Play from File Stop (All)	< P	lay 🕨 —		Copy Append Export	
Sou	ind F	iles: 6 Details			Volume		

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

	File	Edit L	ibrary	Controls
	New	w		ЖN
	Op	en		жo
	Ap	pend	-	ΰℋA
	Op	en Recer	•	
	Sav	/e		₩S
r N	Sav	ve As py Select	ion	<mark></mark>

In either case the following will be displayed.

000	Append		
	Documents	Q search	
T DEVICES	Name	Date Modified	-
Devices     Denald Bingley's	SecondProject.sbf	Today, 12:51 AM	-
Macintosh HD	ThirdProject.sbf	Today, 12:37 AM	
	FirstProject.sbf	Yesterday, 11:16 PM	
	Untitled.sbf	Yesterday, 10:55 PM	
Ultimate-16-44 =	ShootAtTheCar4.csv	November 22, 2009 8:26 AM	
▼ SHARED	ShootAtTheCar3.csv	November 22, 2009 8:06 AM	
🛄 video 🛛 🔺	ShootAtTheCar2.csv	November 22, 2009 7:13 AM	
W DI ACES	ShootAtTheCar.csv	November 22, 2009 6:58 AM	
PEACES     Decktop	ShotToCar.sbf	November 12, 2009 9:55 PM	
A den	DoToCar.sbf	November 12, 2009 9:54 PM	
d And in the second	MAC SoundBrowser Help File.pdf	November 9, 2009 2:56 PM	
Applications	Manual for Sound Ideas.pdf	November 8, 2009 11:59 AM	
Documents	Library.xml	November 7, 2009 10:28 PM	
▼ MEDIA	Doc On Sample Xcode.pdf	November 7, 2009 4:40 PM	
🞵 Music	Doc On Sample Xcode.odt	November 6, 2009 12:18 PM	
Photos	testing	November 6, 2009 11:16 AM	
Movies	SaveTest.sbf	November 5, 2009 8:45 PM	
		Cancel Open	

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

0	O     O     /Users/don/Desktop/FirstProject.sbf					
2	*	Q- Description	Statu	s All Stop	ped	
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		HOCKEY – HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit
		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->
an		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F
-iq		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo
H		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh
je		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F
2		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit
st		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
Ē		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->
Ψ		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh 🔻
	C	**********************		****		) 4 ► (
Ċ	Chanr	nels: 2 0				Selection File Control
		Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
6.	R	late: 44100 Play from File Stop (All)	< Pla	y 🕨 —	Volume	Copy Append Export
201	und F	lies: 12 Details			volame	1.

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.

000	Save As	
Save As:	ThirdProject.sbf	
	Documents	search
■ Donald Bingley'     Macintosh HD     iDisk     Ultimate-1 ▲     SHARED     video ▲     PLACES     Desktop     ☆ don	<ul> <li>/Users/doth guns.sbf</li> <li>/Users/doudGuns.sbf</li> <li>About Stacks.pdf</li> <li>BecomeAnXcoder</li> <li>CarShot.csv</li> <li>ClayTest</li> <li>Doc On Sae Xcode.odt</li> <li>Doc On Sa Xcode.pdf</li> <li>DoToCar.sbf</li> <li>FifthFile.sbf</li> <li>FirstFile.sbf</li> </ul>	
New Folder	1	Cancel OK

The MetaDigger Window should look like the following.

0	0	/Users/don/Documer	nts/Thir	dProject.sbf		
😽 🔍 Description		Stat	us All Sto	pped		
		Copy Clear Delete Sel Box Controls				
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location
		HOCKEY – HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit
>		AUTO, RACE, PRO STOCK - LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A	0:15	Not Rated		/Volumes/Ultimate-16-44/6000->
rar		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F
16		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
		DRUMS, COMEDY - LOW TOM: TRIBAL RHYTHM, CARTOON Comedy Percussion:	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo
t		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh
.e		ROCK – ROCK SCRAPE, FOLEY	0:05	Not Rated		/Volumes/Ultimate-16-44/Art of F
F		HOCKEY - HOCKEY: PLAYER TAPPING ICE WITH STICK; CALLING FOR PUCK	0:02	Not Rated		/Volumes/Ultimate-16-44/SFX Kit
Ē		CYMBAL, COMEDY - CYMBAL: QUICK HARSH SCRAPE, CARTOON Comedy Percu	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo
두	AUTO, RACE, PRO STOCK – LATE MODIFIED PRO STOCK CAR: EXT: APPROACH A (			Not Rated		/Volumes/Ultimate-16-44/6000->
Ψ		HOLLOW WHOOSHES - HOLLOW PHASED SWIRLING WHOOSH 3	0:08	Not Rated		/Volumes/Ultimate-16-44/Big Wh 🔻
	C	*********************	+ + +			() ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
C	hanr	nels: 2 0				Selection File Control
		Bits: 16 Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New
Sou	R und F	Late: 44100 iles: 12 Details Play from File Stop (All)	< P	lay 🕨 —	Volume	Copy Append Export

# **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.

File	Edit	Library	Controls
New			ЖN
Open			жo
Append			ΰжА
Open Recent			
Sav	/e		₩S
Save As		∂፝፞፝ <b>፝</b> #S	
Со	py Sele	ection	

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

000	Path to	Copy Files		
	My Project	•	Q search	
<ul> <li>Devices</li> <li>Donald Bingley's</li> <li>Macintosh HD</li> <li>iDisk</li> <li>SHARED</li> <li>mdg</li> <li>video</li> <li>PLACES</li> <li>Desktop</li> <li>don</li> <li>Applications</li> <li>Documents</li> </ul>	ClayTest Doc On Sae Xcode.odt Doc On Sa Xcode.pdf DoToCar.sbf FirthFile.sbf FirstFile.sbf FirstProject.sbf ForthFile.sbf IB_UserGuide JustAnything.sbf Library.xml LoudGuns LoudGuns.sbf MAC Sounelp File.pdf Manual ford Ideas.odt Manual ford Ideas.pdf My Project I	1		
			Cancel	Open

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 coarse 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.

File	Edit	Library	Controls
Ne	ЖN		
Op	жο		
Ap	pend		û₩A
Op	en Rec	ent	•
Sav	/e		₩S
Save As			ŵЖS
Co	py Sele	ction	
Exp	oort (c	sv Format)	ЖE
Im	port (c	sv Format)	) XI
Pag	ge Setu	p	ûжР
Pri	nt Doci	ument	ЖР
Pri	nt Scre	en	F12
Pri			

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.

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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.

$\epsilon$	
iption, Time, Rating, Notes, File Name	<ul> <li>On OPERV - BAND: SHORT ACDRT, GATTON Caredy Mate: Barry, "1934", "Not Reted", ",", Notunes/Ultindte-16-44/Carton Express/BarryCome, CHEM-26-44/Carton Express/BarryCome, CHEM-26-44/Carton Express/Mam/toolfen CTEB3-26.6.vov"</li> <li>A. VOGH, FENALE - FENALE: WHY OH WHY OH WHY COMENY, CARTON Comedy Percussion: Sylophones', "0466", "Not Reted", ",", "Notunes/Ultindte-16-44/Carton Express/Mam/toolfen CTEB3-26.6.vov"</li> <li>A. VOGH, FENALE - SMAL FART FROM LAGER WHY ON WHY COMENY, CARTON Comedy Percussion: Sylophones', "0466", "Not Reted",, ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_28.4.vov"</li> <li>A. WOGH, FENALE - SMAL FART FROM LAGER WLE, COMENY, CARTON Comedy Percussion: Sylophones', "0466", "Not Reted",, ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_28.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Percussion: Dana's, "0466", "Wot Reted",, ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_28.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Percussion: Dana's, "0466", "Wit Reted",, ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_31.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Parcussion: Dana's, "0406", "Mont Reted",, ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_31.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Parcussion: Dana's, "0466", ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_31.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Parcussion: Dana's, "0466", ", "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_31.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Parcus, "0456", "Wit Reted",, "Notunes/Ultindte-16-44/Carton Express/Mam/tart, CTEB3_31.4.vov"</li> <li>A. WOGH, FENALE - FENALE: RETTER LATE THAN RETER, CARTON Comedy Parcus, "0456", "Wit Reted",, "Notunes/Ultindte-16-44/Carton Expre</li></ul>

ThirdProject.csv

000
#### 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.

File	Edit	Controls						
Ne	New							
Op	жo							
Ap	Append							
Op	Open Recent Save							
Sav								
Sav	Save As							
Co	Copy Selection							
Exp	Export (csv Format) Import (csv Format)							
Im								
Pag	ge Setu	ıp	ûЖР					
Pri	Print Document							
Pri	nt Scre	en	F12					
Pri	nter De	efaults						

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
1	Not Rated		/Volumes/
	Not Rated		/Volumes/
	Not Rated		/Volumes/
	Not Rated		/Volumes/

This will invoke the editing mode.

Rating	Notes	File Name
NOT KATED		/volumes/
Not Rated		/Volumes/
Not Rated		/Volumes/
Not Rated	Use in Scene 4	/Volumes/
Not Rated		/Volumes/
Not Rated		/Volumes/

The editing mode is invoked and the field modified.

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

Rating	Notes	File Name
NOT Kated		/volumes/
Not Rated		/Volumes/
Not Rated		/Volumes/
Not Rated	Use in Scene 4	/Volumes/
Not Rated		/Volumes/
Not Rated		/Volumes/

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 Kated	••	/volumes/
04	Not Rated		/Volumes/
04	Not Rated		/Volumes/
13	Pretty Good	Use in Scene 4	/Volumes/
07	Not Rated		/Volumes/
07	Not Rated		/Volumes/

### **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.

File	Edit	Library	Controls				
Ne	w		ЖN				
Op	Open						
Ap	pend		ΰ₩Α				
Op	Open Recent						
Sav	/e		₩S				
Sav	e As		企業S				
Co	py Sele	ection					
Exp	oort (c	sv Format)	ЖE				
Im	port (c	sv Format	) XI				
Pag	ge Setu	ıp	ĉ₩₽				
Pri	nt Doc	ument	ЖP				
Pri	nt Scre	en	F12				
Pri	nter De	efaults					

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.

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## The Print Dialog is displayed.

Print					
Printer:	HPPhotos	•			
Presets:	Standard	\$			
? PDF •	Preview	Cancel Print			

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

0	Preview of "-Users-don-Desktop-ShootAtTheCar.sbf".pdf (1 page)						
$\bigcirc$							
Provio	us Next Zoom	Move Text Select				Sidebar	Search
Frevio	us next 20011	MOVE TEXT Select				Sidebai	Search
	STATIC FX – POWERSHOCK – VERSION 3 PASSBYS & TOUCHDOWNS – POWERCUT –	VERSION 4	0:04	Not Rated Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Stat /Volumes/Ultimate-16-44/Power Distortion/Pass	icFx PDE01_22_3.wav bysTouchdown PDE01_73_2.wav
	LASERS - DISTORTIONFLY - VERSION 5		0:03	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Lase	rs PDE01_07_5.wav
	NOISES - SPICESLICE - VERSION 9		0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Nois	es PDE01_29_9.wav
	ZAPS - SHORTCUTS 1 - VERSION 19		0:03	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Zap	s PDE01_51_19.wav
	SWEEPS - STRANGEFUZZ - VERSION 1		0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Swe	eps PDE01_30_1.wav
	NOISES - SPICESLICE - VERSION 8		0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Nois	es PDE01_29_8.wav
	COOL SOUNDINGS - ROCKER - VERSION 2	2	0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Coo	ISoundings PDE01_25_2.wav
.8	COMMUNICATIONS - CRAZYCRACK - VER	ISION 5	0:05	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Con	munications PDE01_04_5.wav
	ZAPS – SHORTCUTS 2 – VERSION 2		0:04	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Zap	s PDE01_52_2.wav
.8	LASERS – FLYBREAK – VERSION 6		0:04	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Lase	ers PDE01_44_6.wav
	NOISES - SPICESLICE - VERSION 2		0:07	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Nois	es PDE01_29_2.wav
	COMMUNICATIONS - SHARPKNIFE - VERS	ION 3	0:09	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Con	munications PDE01_76_3.wav
	LASERS - KILLER - VERSION 3		0:04	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Lase	ers PDE01_16_3.wav
	BEEPS - SHORTCUTS 5 - VERSION 10		0:03	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Bee	os PDE01_55_10.wav
	NOISES - WEIRDFLY - VERSION 1		0:05	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Nois	es PDE01_61_1.wav
	STATIC FX - SHARPY - VERSION 2		0:03	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Stat	icFx PDE01_50_2.wav
	ZAPS - POWERBOOST - VERSION 3		0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Zap	s PDE01_19_3.wav
	NOISES - BOOSTCHAIN - VERSION 7		0:05	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Nois	es PDE01_01_7.wav
B	SWEEPS - MESSYTECHNO - VERSION 4		0:06	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Swe	eps PDE01_70_4.wav
E E	LASERS - SPACESHOOTER - VERSION 3		0:11	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Lase	rs PDE01_28_3.wav
E E	LASERS - VERYSHARP - VERSION 2		0:09	Not Rated		/Volumes/Ultimate-16-44/Power Distortion/Lase	ers PDE01_80_2.wav
	SoftProof					(	Cancel Print

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.

Users/don/Desktop/FirstProject.sbf								
~	🔆 Q- Description			Status All Stopped				
		Copy Clear Delete Sel Box Controls						
	Sel	Sound Descriptions экаотноме, comedia - вакатоме зах. энока таккиме ассема, сактоом с	Time	Rating	Notes	File Name & Location		
$\frown$		BELL, DESK – DESK BELL: SINGLE RING, COMEDY, CARTOON Desk Bells	0:12	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
≥		ACCENT, CARTOON - SLIP AND CRASH, COMEDY Comic Hits & Skids	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
ora	Ā	HUMAN, VOCAL, FEMALE - FEMALE: ARE YOU REALLY THAT MEAN?, COMEDY, C	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
5		BASSOON, COMEDY - BASSOON: SLIDE UP ACCENT, CARTOON Comedy Music:	0:03	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
		SCRATCH, SANDBLOCKS – FINE SANDPAPER BLOCKS: QUICK RHYTHMIC ACCEN	0:04	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
t		HUMAN, FART - LARGE FART FROM LARGE MALE, COMEDY, CARTOON Comedy Farts	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
Ö		HUMAN, EAT - BIG CHOMPS AND SLOPPY CHEWING, COMEDY, CARTOON Come	0:15	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
Ę.		CLARINET, COMEDY - CLARINET: CHARGE ACCENT, CARTOON Comedy Music:	0:07	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
L.		ACCORDION, COMEDY - ACCORDION: ODD MUSICAL ACCENT, CARTOON Com	0:08	Not Rated		/Volumes/Ultimate-16-44/Cartoor		
		BASS, COMEDY - ELECTRIC BASS: SLOW CREEP UP ACCENT, CARTOON Comedy	0:06	Not Rated		/Volumes/Ultimate-16-44/Cartoo		
	PASS COMERV ELECTRIC RASS: CREED IID ACCENT CARDON Company Music: Pass 0:05 Not Pated							
Channels: 2 0 Selection File Control								
	Bit R	ate: 96kb Single Over Lap Play	Only	Repeat	Repeat Up	Save Open New		
Sou	Rate: 44100 Sound Files: 128934 Details Details Copy Append Export							

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.

0	00	Users/don/Desktop/FirstProject.sbf					
*		Q- Description	Statu	All Stopp	ed		
		Copy Clear Delete Sel Box Controls					
	Sel	Sound Descriptions	Time	Rating	Notes	File Name & Location	
bran							
ect							
tPro							
Firs							
Ť							
	Chann	els: 2 0				Selection File Control	
	Bit Ra	ate: 96kb Single	Over Lap Play Only	Repeat R	epeat Up	Save Open New	
	Ra	ate: 44100 Play from Fil	e Stop (All) 🔺 Pl	ay 🕨 —		Copy Append Export	
So	und Fi	les: 0 Details			olume		

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**

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