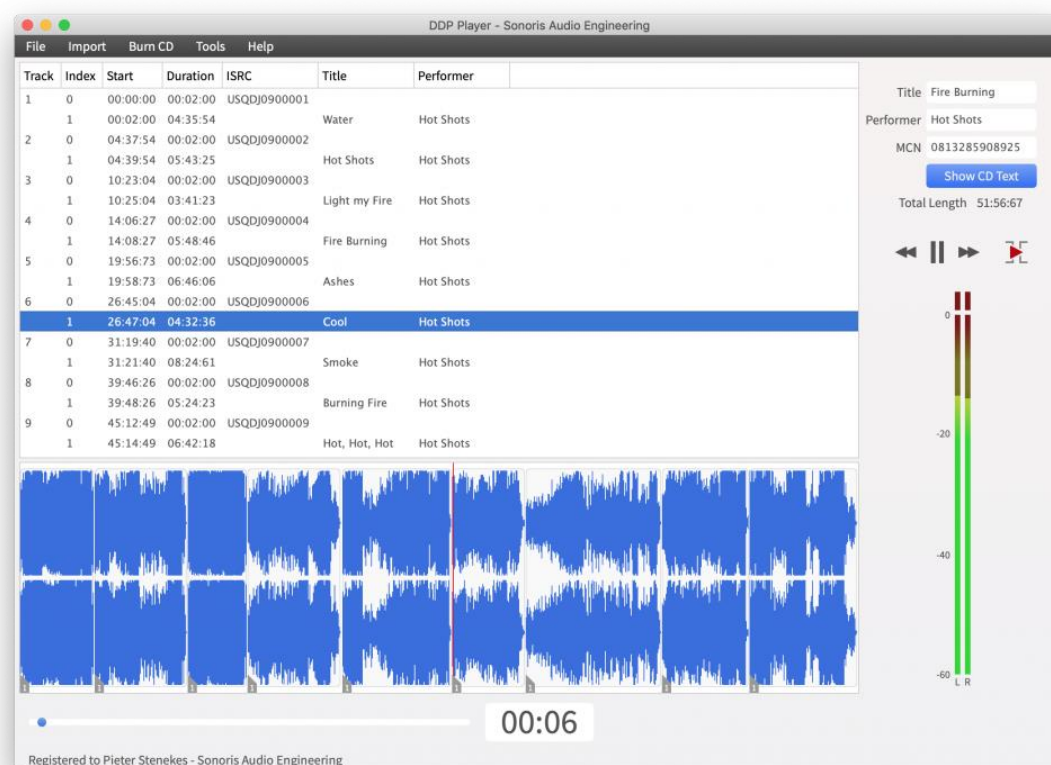




Sonoris DDP Player 4

User's Manual



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Introduction

What is it?

The Sonoris DDP Player is a standalone Windows and OS X Compact Disc application that imports DDP 2.00 images, Cue Sheet (cue) files, Pyramix .pmi and CD Architect .cda files for playback or burning RedBook compatible audio CD's. Enhanced CD DDP images are supported as well.

You can playback tracks, audition gaps, see all PQ codes, ISRC, MCN and CD-Text data and automatically check the project for RedBook compatibility.

DDP Import

DDP Player can import additional file sets, including DDP images made by other software such as Sonic Studio HD, Sadie, Sequoia and Pyramix. This feature allows you to check on all details of an imported project, including PQ codes, ISRC, MCN and CD-Text data. You can playback tracks or burn a Redbook compatible CD.

DDP Player Features

- Import DDP 1.0x and 2.00 image files (loadback)
- Cue Sheet (cue) support
- Pyramix .pmi CD image support
- CD Architect .cda CD image support
- Enhanced CD support
- Playback of tracks
- Audio CD burning
- MD5 checking
- RedBook compliance checking
- PQ Sheet pdf export
- Time display selectable between disc time or track time
- Export files with variable naming (%track name%)
- MP3 and AAC encoding, up to 320 kbps
- ISRC codes embedded in .wav file following the MPG / EBU standard
- Peak meters
- Waveform display with zooming
- Automatic Updates
- Easy Online License Activation
- USB drive based license activation for offline computers

Basics

Audio format

A CD holds 16 bit, 44.1KHz stereo audio. This audio is stored in a whole number of frames, where every frame consists of 2352 bytes of audio. At a sample rate of 44.1KHz this means that the frame rate is 75 frames / second.

Tracks and indexes

A CD can hold 99 tracks. Normally each song gets a track number, but it is also possible to have more tracks in a song. This can be useful if you want to give sections in a song a separate track number, as is common on classical recordings.

Another, less common way to divide a track in sections is to use indexes. Some players show them but it is not widely supported. Every track can hold 99 indexes. Index 0 is a special index, it defines the pre-gap or pause before the audio starts. Most players show index 0 by a negative countdown to zero. It is not mandatory to use the index 0, if you don't use it then you end up with a gap less CD (if burned in SAO or DAO mode). However, the very first index on a CD does have to be an index 0 entry of 150 frames (2 seconds) length minimum as is defined by the RedBook standard. It is also mandatory to have an index 1 for every track.

An index 0 entry normally defines a pause between two tracks, but it is possible to fill it with audio. While this is not strictly RedBook compatible, it is supported by many players.

ISRC (International Standard Recording Code)

ISRC numbers are issued per track and have the following format:

- CCXXYYNNNNN
 - CC is the 2-character country code
 - XXX is the alphanumeric registrant code
 - YY are the last two digits of the year
 - NNNNN is a unique 5-digit number.

Please note that there should be only one ISRC code on a track, and that it is only valid on the first index entry for each track.

Enhanced CD

Besides audio data, a CD can also hold computer data such as images, videos, song lyric text, or even computer application files. A CD with additional data is called an "Enhanced CD".

It is possible to add data in the space before the first track, or as a separate data session on the CD. DDP Player supports this extra session, as this is the most common and compatible format.

When an Enhanced CD is played back in a normal CD player it will play just like any other audio CD. However, when this CD is opened on a computer running the Windows or OS X operating systems, it will display the data session on the disc as an extra drive.

Installing and Authorizing your Copy of DDP Player

Installation

DDP Player is available as a time-limited downloadable trial version, which can be evaluated free of charge. The trial version is available on the product page at:

<https://www.sonorissoftware.com/index.php/product/ddp-player/>

- On the above web page, click on the “Download” link, where you can download a trial version of DDP Player. Separate versions are available for Windows 32-bit, Windows 64-bit, and OS X.
- Once the installer file has downloaded, double click on it to open up the .zip file containing the installer file, then double-click the installer file itself. Follow the on-screen prompts that guide you through the rest of the installation process.

Authorizing DDP Player in Trial Mode

In order to run DDP Player in Trial of Licensed mode, you need to run the “License Activator” software, which can be downloaded at <https://www.sonorissoftware.com/index.php/activation/>

For more information on using the License Activator software to use DDP Player in Trial mode, see the documentation that is included with the License Activator software

Authorizing DDP Player in Licensed (Purchased) Mode

When the demo period has expired, a license for the full version of DDP Player can be purchased online at the Sonoris online store, located at:

<https://www.sonorissoftware.com/index.php/product/ddp-player/>

Just click “Add to Cart”, then follow the onscreen instructions from the online store. The activation instructions will be emailed to you, using the email address you have provided.

The purchased license can then be applied to the software to “unlock” the demo. This is done using the License Activator software.

Until the DDP Player software is activated, a dialog box will appear with a link to the following web page

<https://www.sonorissoftware.com/index.php/activation/>

where you can read more information on the activation process.

Main screen

After starting the DDP Player software, the main screen will be displayed.

- On the left, the large window is the “project workspace”.
- On the right is assorted text boxes and a buttons for disc data display, and navigation controls
- At the bottom, a waveform of the tracks’ audio is displayed.

The screenshot displays the DDP Player software interface. The main window is titled "DDP Player - Sonoris Audio Engineering". The interface is divided into several sections:

- Track List:** A table with columns for Track, Index, Start, Duration, ISRC, Title, and Performer. The track "Cool" (Track 7, Index 1) is currently selected and highlighted in blue.
- Audio Waveform:** A large blue waveform visualization of the audio tracks, with a vertical red line indicating the current playback position.
- Playback Controls:** Located on the right side, including a play/pause button, a progress bar, and a time display showing "00:06".
- Metadata:** Text boxes on the right showing the current track's metadata: Title "Fire Burning", Performer "Hot Shots", and MCN "0813285908925". A "Show CD Text" button is also present.
- Volume Control:** A vertical volume slider on the right, ranging from -60 to 0, with "L R" labels at the bottom.

At the bottom of the window, it says "Registered to Pieter Stenekes - Sonoris Audio Engineering".

Project Workspace

The workspace consists of a table with the following columns:

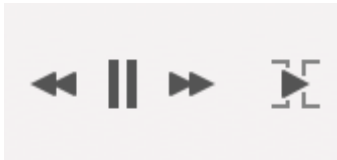
- Track: track number of the entry, ranging from 0 to 99.
- Index: sub index of the entry, ranging from 0 to 99 within a track.
- Start: absolute position of the index entry.
- Duration: length of the index entry in frames.
- File Name: file that holds the audio of the index entry. This can be a wav, aif(c) or DDP image file
- Title, Performer, Songwriter, Composer, Arranger and Message: Alphanumeric information. This information is used for CD Text only .
- ISRC: ISRC code of the track.
- Copy permitted flag (this columns is disabled by default, enable it by right clicking on the header)
- Pre-emphasis flag (this columns is disabled by default, enable it by right clicking on the header)

You can adjust the columns by dragging the headers, or the separators between headers. You can also hide/display columns by right clicking on a header and select or deselect the desired column.

View Disc Data

The CD Text information for the disc can be viewed by clicking on the “Show CD Text” button.

Playback Tracks

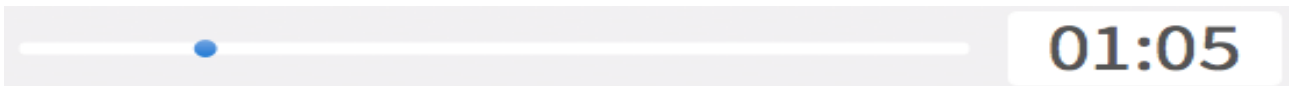


To play a track, select an index in the workspace, then press the “Play” button (or alternatively press the Space key on your computer keyboard).

Pressing the button or Space key again pauses the playback. Playback will stop when the user presses the pause button again, while the transport is already in a paused state, or when playback reaches the end of the project.

You can navigate between tracks, during playback, by clicking on the left /right arrow buttons. Clicking the left arrow button during the first few seconds of a track will skip back to the previous track, otherwise to the start of the current track. Clicking and holding the arrows will fast forward / rewind within the track.

The playback slider displays the relative track position, and you can click anywhere within the slider, to quickly navigate to any position within the track.



Playing a Transition between Two Tracks

You can audition the transition between two tracks by pressing the “Play Transition” button.

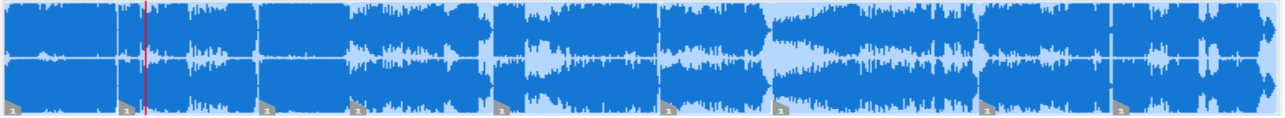
Pressing the “Play Transition” button again, or the pressing the Space key, pauses the playback.

You will hear the end of the last index of the current track, played into the first index of the next track. If a pre-gap exists between the two tracks, it will be played in-between.

The pre-roll time before the next track can be set in the Settings menu.

Waveform Display

The waveform display shows the amplitude of the audio for each track in the project.



- You can zoom horizontally in and out on the waveform display by either:
 - Using the mouse wheel
 - Sliding two fingers up on the track pad (OS X).
- You can zoom vertically in and out on the waveform display by either:
 - Using the mouse wheel
 - Sliding two fingers up on the track pad (OS X) while holding the control key (Windows) or command key (OS X)
- You can scroll horizontally on the waveform display by either:
 - Using the mouse wheel while holding the shift key
 - Sliding with two fingers on the track pad horizontally (OS X).

Left clicking on the waveform display will move the cursor to that position. Right clicking, while the table is locked, will start or stop playback.

File Menu

Save audio files

Export the tracks to separate audio files.

Save PQ Sheet as PDF

Saves a PQ sheet from the current project to a pdf file. It is recommended to send this sheet with the DDP files to the duplication plant for reference. Before the command is started, the project is tested against the RedBook rules

Quit

Exits the program.

Import Menu

DDP Image

Selecting “DDP Image” brings up a standard file dialog box, where you can import any DDP (Disc Description Protocol) file that conforms to the DDP 1.0x or 2.00 specifications. If the imported DDP file contains CD Text data, it will be referenced in the imported project.

The DDP Image import function enables you to import DDP images made by other applications that have the ability to save a DDP file, and then view the imported DDP file's PQ points, CD text, ISRC, MCN and other data.

You can also playback the audio from the imported DDP file, and burn a Red Book compatible CD, with or without CD Text.

After importing a DDP file, a md5 check will automatically be performed if a supported md5 file is found. This feature can be disabled in the Settings menu or in the popup menu.

CUE Sheet

Selecting “Cue Sheet” allows import of the widely supported CUE Sheet (.cue) file standard.

- Only cue sheet files using wav, aiff or flac files, and configured as a binary image file, are supported.
- All indexes and CD Text entries are preserved. This function ensures compatibility with other software that can export CUE Sheet files.

Pmi Image

Selecting “Pmi Image” allows import of a .pmi CD image, which would be generated by the “Pyramix” DAW. All indexes and CD Text entries in the .Pmi file are preserved.

Cda Image

Selecting “Cda Image” allows import of a.cda CD image, which would be generated by the “CD Architect” software. All indexes and CD Text entries in the .cda file are preserved.

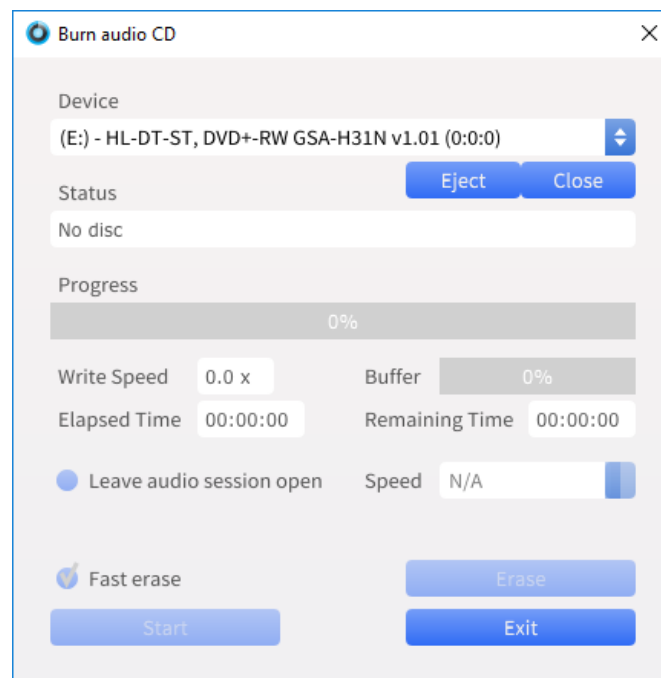
In the CD Architect software, click File /Save As, then choose “CD Architect image file *.wav” as the format. This is a wav file with all of the cd information embedded within it. Due to a bug in CD Architect, the performer field will not be exported.

Burn CD

Audio CD

Selecting “Audio CD” will burn a Red Book compatible CD from the current project, using the optical media drive on your computer. All indexes and CD Text entries of the current project are preserved.

- The Device field allows you to select which optical drive to use for the burn process, as well as eject the inserted media.
- The status field displays the current status of the burn process
- The progress bar shows a visual indication of the completion of the burn process, measured in percentage completed
- Write speed can be manually selected
- Check the “Leave Audio Session Open” option if you wish to add more audio racks to the CD at a later time
- Check the “Fast Erase” option if you wish to re-use a re-writable disc



Note that if DDP Player is run on a machine without an optical drive installed, the burn menu will be “grayed out”.

Tools Menu

Verify Project

When “Verify CD Project” is selected, the currently loaded project is tested against a number of Compact Disc Red Book format rules. The following specific rules are checked:

- The project's MCN code must have the proper [format](#)
- The first pre-gap in the project must have a duration greater than two seconds
- The maximum length of the project must not exceed 80 minutes in length
- The track numbers lie between 1 and 99
- Every track must have an index point 1
- The index numbers for a track lie between 0 and 99
- Every audio track must have a duration that is greater than 4 seconds
- CD Text data on an index point other than 1 is not allowed
- Index points with a length of 0 seconds are not allowed
- ISRC codes must have the proper [format](#)
- The ISRC code is only valid on the first index entry for each track
- CD Text may only contain ISO 8859-1 character(s)
- Ensure the index pointing to a file is doesn't exceed the file length. When an index points to a file, the index duration must be shorter than the file length to prevent running out of data.

Even if you do not manually select the “Check Project” function, this test is automatically started before any export functions are done, or a PQ Sheet is printed. If any of the above criteria is not met, an error is shown. Non-critical errors have the option of being ignored.

Verify Checksums

Selecting “Verify Checksums” opens up a dialog box, where you are prompted to open a checksum file (with extension .md5).

This function tests the integrity of a DDP file set, by comparing its actual checksum against the checksum found in the checksum file. This way, you can check if anything has gone wrong during transferring a DDP file.

Check for Updates

Selecting the “check for updates” function will check if there are any newer updates of DDP Player.

- If you are currently running the latest version and no updates are available, a message will be displayed that no new updates are available.
- If a new update is available, a dialog box is shown with the details about the new release. It will ask if you want to download and install the update. Choosing “Yes” will automatically do so.

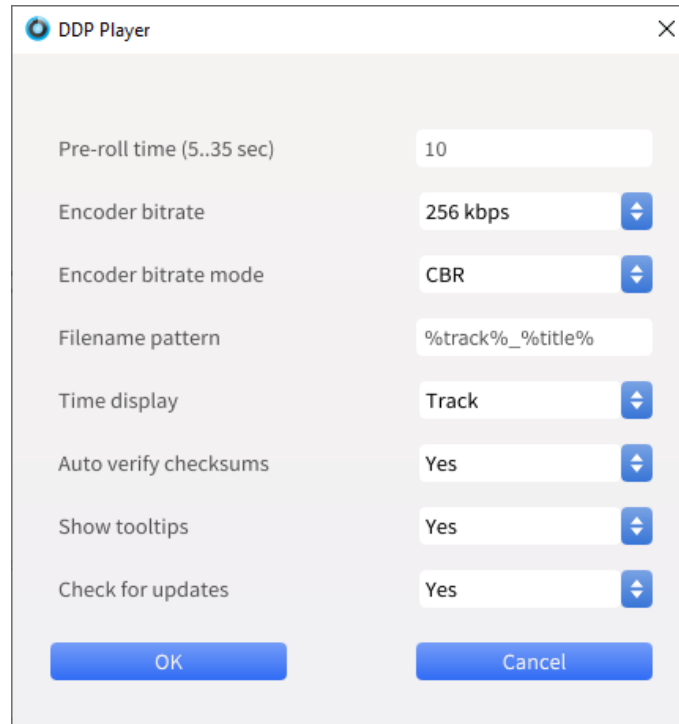
Audio Settings

Audio Settings: In this dialog box, you can select the audio playback device settings.

Settings

The settings dialog box allows you to set various program settings that are used to customize the behavior of DDP Player.

These settings are not saved with a specific project, but are instead saved as global program settings, that are preserved upon re-launch of the program, and are applied to every new project that is created.



Pre-Roll Time: This setting is used during the playback of a transition between two tracks, and defines how much time at the end of the first track will be played before the transition, and how much time of the second track will be played into. You can enter a pre-roll time between 5 and 35 seconds.

Encoder Bit: Selects the bitrate when exporting tracks to MP3 or AAC. Choices include:

- 128 Kbit/s
- 192 Kbit/s
- 256 Kbit/s
- 320 kbps

Encoder Bit Rate Mode (MP3): Selects the encoder mode used when exporting to MP3. Choices include:

- Variable Bit Rate (VBR)
- Constant Bit Rate (CBR)
- Average Bit Rate (ABR)

Filename Pattern: This setting controls the filename when exporting audio files with a filename pattern.

The options are: track, title, performer, composer, songwriter, arranger, isrc, cd title, cd performer and mcnc.

For example, a track configured as "%track%-%title%" would yield the title "01-Hello Darling.wav.");

Time Display: This selects whether the main time display shows the track time or the disc time.

Auto Verify Checksums: This selects whether automatic checksum verification is performed after importing a DDP image.

Show Tool Tips This setting turns the “tool tips” function on or off. When tool tips are turned on, hovering over a control in the interface will result in a small pop-up display, which explains the control’s function.

Check for Updates: This setting connects to the Sonoris servers and checks if there is an update available to the software. If one is available, it offers to automatically download the new update.

Help Menu

Help

Selecting the “Help” menu will display this user manual as a standard .pdf file.

About

Selecting the “About” menu displays an about box with assorted information about copyright, the current version of DDP Player, and user license information.

Keyboard Commands

F1	Help	Displays the DDP Player help file
Space	Play Track	Play the selected track
Up		Go to previous index or track
Down		Go to next index or track
Left	Back	Skip back
Right	Forward	Skip forward