

Chapter 3

Introductory Tour of SoundDiver

This document is a chapter of SoundDiver's printed documentation, adapted to the OEM versions of SoundDiver, and with removed pictures. You can order the printed user manual (about 350 pages) from your Emagic distributor.

We have prepared a brief tour of SoundDiver so that you can get to know the program as easily and quickly as possible. During the trip you can make a short stop at each station and carry out a few practical experiments with SoundDiver.

We recommend that you spend half-an-hour doing this as it will save you a lot more time later. In the meantime, you'll get an overview of the program before getting submerged in the details.

Before starting the tour you should:

- ☐ **install SoundDiver**
- ☐ **connect the device supported by this OEM version of SoundDiver**
- ☐ **have at least 100 KB available storage space either on a floppy or hard disk because we are going to create a library.**

The device used in most of the examples is the Roland JV-80. The Yamaha SY77 and the Korg 01/W are also used. Of course, you don't have to use any of these devices. The operation of the OEM version of SoundDiver is similar.

Off we go...

3.1 Station 1: Start

We begin the tour by double-clicking SoundDiver's program icon. SoundDiver starts up.

Scanning

During the scanning operation, SoundDiver examines all the MIDI ports to see if a certain device is present. It does this by first loading the module or adaptation and then sending MIDI »Requests«. If a device answers it is installed by SoundDiver and is then available for use.

SoundDiver OEM starts the scan process automatically at your first startup. In case you have connected your device differently or changed its device ID, SoundDiver will complain that it has not found it and offer a »Re-scan«.

Window operation

Before we cover the actual Setup functions, you should get to know the main functions relating to window configuration. These functions are available in SoundDiver's Library, Memory Manager and Setup windows.

Window layout

On the left side of the Memory Manager window is the parameter box. It displays the parameters of the currently-active device and allows you to adjust these to suit your taste and system's idiosyncrasies.

In the upper left corner of the parameter box is a small triangle. Clicking this will enlarge or shrink the parameter box. This function is also available in other SoundDiver windows.

Now move the mouse pointer over the vertical dividing line down the left-hand border of the icon region. The pointer will turn into a double-arrow symbol. Hold down the mouse button and move the mouse left and right. Using this method you can quickly adjust any SoundDiver window to suit the situation. Return the dividing line to its original position.

Local menus

For the most windows in SoundDiver, additional specific (»local«) menus appear in the menu bar – inserted between the »MIDI« and »Windows« menu – with functions relating solely to that window.

Now choose »Parameters« from the local »Options« menu. The parameter box disappears leaving the whole window free for the Memory Manager. If you choose »Parameters« again the parameter box reappears.

Moving the contents of the window


In other programs you will have come across the scroll bars which are situated along the lower and right-hand edges of the window. In SoundDiver they are easier to use, since the contents of the window move at the same time as you drag the scroll boxes so you always know where you are.

Click anywhere in the empty area of the scroll bar opposite the box. The contents of the window are moved exactly one page in the appropriate direction.

The x/y scroll gadget (the small box at the lower left corner of the window) is a unique SoundDiver convention. Click-holding the small box at the lower left corner of any window allows the simultaneous movement of the window's visible section in horizontal and vertical direction.

Parameter box

The Memory Manager window and its parameter box is where you set the parameters for your device: SoundDiver will observe these when it communicates with the device.

First, we will give the Microwave a new name so it can be clearly identified. Click the name line in the parameter box and a text field will appear. Type in »Waldorf 1« (note that entering **W** replaces the previous contents by a **W**). If you then press  the name will be entered. We will cover all the other parameters of the parameter box when we get to Chapter 5 *The Setup Window* from page 165.

On we go to the next station...

3.2 Station 2: the Memory Manager

The Memory Manager is an exact depiction of the memory contents of an individual device.

Contents of the Memory Manager

The Memory Manager displays all the memory locations for sounds, multi-sounds, edit buffers, drum kits and any other data controlled by

the device either internally or on a card. SoundDiver can thereby fully exploit all the MIDI options of the device.

By virtue of »Entry Link Management« SoundDiver can recognize whether the entry that is currently being edited (e.g. copied or moved) is being used by another entry, and ensures that these cross-references remain intact.

EXAMPLE: if you are moving a sound which is being used in a multi setup, SoundDiver will automatically update the corresponding parameters in the multi setup so that these will continue to use the right sound. This means that you can move your sounds wherever you want, and SoundDiver will take care of the rest.

SoundDiver makes it easy to recognize these entries by displaying them in bold type.

Let's have a closer look at the Memory Manager. For the following experiments you need a MIDI keyboard with a synthesizer. We will use the Roland JV-80, but the experiments can be carried out on any MIDI keyboard. Open the Memory Manager by double-clicking the symbol for your device in the Setup window. The Memory Manager will initially be empty.

Of course, SoundDiver first needs to receive the memory contents of the keyboard which will then be used as the basis for the experiments.

Requesting the memory contents of the devices

Choose »Select all« in the Edit menu. All the locations in the Memory Manager will be displayed black which means they have been selected. Now choose »Request« in the MIDI menu. A dialog box appears saying »Receiving data from...« and a small bar indicates the progress of the transfer. You can also see the Memory Manager filling up with entries.

NOTE: even though the Memory Manager usually contains the sounds of a synthesizer this instruction manual always talks in terms of »entries« rather than »sounds«, since entries can also be effects programs from reverbs, etc. An entry in the Memory Manager could also be a system setup or an edit buffer, and in this case »sound« would not be the correct description.

Take a close look at the Memory Manager window: on the left is the device parameter box which you will recognize from the Setup window. The Memory Manager displays all the memory locations of the device. Use the scroll bars or x/y scroll gadget mentioned previously to access items that are currently out of view.

Saving the memory contents of the devices

As mentioned, the Memory Manager is an exact depiction of the device's internal memory (also the card memory if available). This means that when you are working in the Memory Manager you are directly accessing the memory contents of your device and you could accidentally erase data. We therefore want to play it safe and let SoundDiver receive the entire memory contents of your devices and save them onto disk. We will cover the individual steps in detail in a moment but for the time being just follow the instructions below:

- ☐ choose »Build library« in the local Entry menu of the Memory Manager window. SoundDiver will now request the data of the device – if this was not done in the previous section – and creates a library
- ☐ now choose »Save« in the File menu. You can now save this new library onto disk.

Even if you accidentally alter the memory contents of your devices during the following exercises – although SoundDiver warns you of this wherever possible – you now have a safety copy with which you can restore everything to its original state.

Selecting entries

There are several different ways of selecting entries or groups of entries.



The Memory Manager is divided into the individual data types (in this case setup, performances and patches). Every area has its own small grey title bar.

Click one of these title bars and the relevant area will be selected. Click a column title bar in the patch bank and just this column will be selected.



Choose »Toggle« in the Edit menu and all entries will be selected *except* those that were previously selected. Now click anywhere in the grey area and the selection will be cancelled.

Select a single entry by clicking it. Hold down **ctrl** and you can select other entries as well.

At this point we will try out another function: press the letter **E** and watch what happens. SoundDiver selects the first entry whose name begins with an »E«. If there are no entries beginning with »E« the following entry in the alphabet is selected. Now press **→** and the next entry

in alphabetical order will be selected. Pressing   will take you in the opposite direction.

Auditioning the selected entries

To transfer an entry from the Memory Manager to the appropriate edit buffer in the relevant synthesizer, click it and press  .

If you want, you can have every selected entry sent automatically to the device, providing a very quick and convenient way to audition selected sounds.

To enable this feature simply choose »AutoSurf« in the MIDI menu. Now simply click an entry – the mouse arrow changes into a small MIDI plug and you can try out the sound on the keyboard. If you choose »AutoPlay« in the MIDI menu as well, SoundDiver will also transmit a test note which is useful if your synthesizer doesn't have a keyboard or you can't reach it from the computer.



Moving and copying entries


In the Memory Manager you can copy, move, initialize or delete the entries if you want to sort your sound bank or compile a new bank from several other banks. You can also copy entries between Memory Manager windows as long as they originate from identical devices.

NOTE: in this case SoundDiver can automatically recognize whether the data is convertible if you are dealing with related devices. So, for example, you could copy entries between a D-50 and a D-550 or even between an M1 and a T1 or a DX7 and an SY77. You can also copy entries within a library using the mouse (we will cover this later).

WARNING: the following exercise will alter the memory contents of your device.

Grab an entry with the mouse and move it to another location. Make sure that you stay within the same bank, i.e., don't move a sound program to a system setup or a performance to a drum kit. If you just move an entry onto another entry they will be swapped round.

You can reverse this operation by choosing »Undo« in the Edit menu or by pressing  .

If you want to duplicate an entry hold down  while you drag the entry to its destination position. You can also reverse this operation.

What if you want to initialize a sound or a performance? No problem. Simply select the relevant entry or entries and choose »Initialize« from the local »Entry« menu of the Memory Manager. SoundDiver will then

set all the parameters of the entry to neutral values. This is equivalent to the initialize function that is found in many synthesizers and other devices.

We now go to the next station: the library.

3.3 Station 3: the library

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A library in SoundDiver is a sort of data bank for sounds and other storable data from your MIDI devices. As in a data bank, you can find, sort, delete and copy entries according to certain criteria.

A SoundDiver library uniquely allows you to gather together programs from different devices: patches from a Roland JV-80, voices from a Yamaha SY77, effects programs from an Alesis Quadraverb – all these can be simultaneously stored in a single library (however OEM versions of SoundDiver can handle only data of one device). There are different ways of compiling libraries.

In the section *Saving the memory contents of the devices* on page 88 in this chapter you created a library and saved it onto disk. We now want to turn our attention to this library.

NOTE: because libraries (unlike the Memory Manager) are saved onto disk, you can easily undo all the editing that you have done since the last time you saved, simply by loading the library back into SoundDiver.

Copying entries from the Memory Manager into the library

Please choose »UNTITLED« from the »Library« category of the Windows menu.

Click the full size gadget in the upper right corner of the Library window so that it fills the screen.

User-definable configuration of the Library window

As you can see the Library window displays not only the names of the entries but also a range of important data for each entry which you can use to search, sort or simply distinguish the entries one from another.

Before we take a closer look at the details of the Library Window, let's alter its display a bit. For example, at the moment we don't need to view the comments column so let's get rid of it. Choose »Comment« in the local Show menu which previously had a tick beside it. The comment column disappears and the columns to the right of it move leftwards. Now do the same with the date, since, at the moment, the date of the entries in the library is identical.

Sorting

We are now going to alphabetically sort the library display according to the names of the entries. There are two ways to do this. You may either double-click the »Name« field in the title bar or choose »Name« in the local Sort menu.

Next, try sorting the library display according to »Data type« and »Size«.

Moving columns and altering their widths

Would you rather have the model column on the left? No problem. Grab the caption »Model« in the title bar and move it over the caption »Name«. The columns will then be swapped.

Is the »Used by...« column too wide for you? Just click-hold the right edge of the field in the title bar and drag left when the mouse pointer turns into a double arrow.

You can alter the list display at any time so as to give yourself the best possible overview.

Mixed libraries


One of the greatest advantages of SoundDiver libraries is that you can manage entries from different devices within one library. If you have more than one MIDI device and you have installed them in the Setup window, your library will already be mixed because it will contain data from the different devices. If you want to gather together all the en-

tries belonging to a certain device, just sort them according to »Model«.

Dividing a library into zones

You can also divide any library into zones which can each be given an appropriate title. The sort functions will then automatically work within a zone. To demonstrate, try sorting your mixed library by model. Now locate the point where the entries for the next device begin and select the first entry for this device.

Choose »Insert title« from the local Library menu. A text field will then open in which you should enter the following: »Memory contents of <device name>«. Now sort the names alphabetically. You will see that SoundDiver alphabetically sorts the zones separately above and below the title.

Delete the title again by selecting it and pressing .



Find functions

Even the best library is of no use unless you can quickly locate specific sounds or other entries. SoundDiver therefore offers a range of Find functions which will help you find what you are looking for straight away, whether it is the right piano sound or all JV-80 performances – even in the largest libraries.

Let's imagine that you want to see if there are any bass sounds in your library. Initially we have to use the name for the Find, i.e. we ask SoundDiver to find entries whose names contains the syllable »bas«.

Choose »Find« in the Edit menu. A window appears in which you enter the characters. Type in »bas« and click »Find«. SoundDiver will find the first entry in the library that matches the criterion and select it. Now close the Find window.

Activate »AutoPlay« and »AutoSurf« in the MIDI menu.

Now choose »Find again« in the Edit menu or press  .

If there is another bass sound, SoundDiver will find it, send it to the device and play it. You can keep repeating the »Find again« function until you have found all the bass sounds in the library.

What if you want to search according to completely different criteria? Say you want to transfer all the data that comes from the 01/W from a mixed library to a new separate library.

To do this open the Find window either via the menu or by pressing **ctrl****F** and click »More Options«. Here you should enter the the text »01/W«:

SoundDiver now searches for entries that originate from model 01/W and simultaneously selects all the entries it finds. You can use standard cut and paste functions to transfer these to another library or copy them by dragging them with the mouse.

It's time to dive deeper with SoundDiver and explore some of the unique editing capabilities it offers.

3.4 Station 4: The Editors

The principle is easy to explain: every module and most of the adaptations in SoundDiver which already use the Memory Manager, Setup and Library also have a complete editor for the relevant device.

You will probably already be familiar with the term »editor software«. In the past, a program like this was often specially-written for a specific device. There was a DX7 editor, a Korg M1 editor and so on. If you used several devices, you had to load a different program for each device. A few years ago this may have not been such a problem since the average setup did not usually contain many devices.

In a larger MIDI setup consisting of many smaller synthesizers plus effects and MIDI patchbays, this process is too cumbersome. Say you have just finished a session and you want to store the sounds of all your devices in the computer. You would have to load a device's relevant program, save its sounds, load the program for the next device and so on...

SoundSurfer already allows you to organize your sounds universally for all devices. During a production session, however, you often need to change or edit the sounds in an arrangement, with the sequencer running if possible, and without having to continually start and quit programs.

SoundDiver allows you to do just that. You can simultaneously open several editors, each of which contains several windows offering different views of the sound parameters. This enables you to zoom in on the envelope of an 01/W on the screen, while another window will show you the complete effects section.

The storable window configurations let you make optimum use of these options, even on small screens.

Let's start...

Let's edit a few things in the JV-80. To be on the safe side, make sure that you've created a Backup Library of everything in the JV-80's memory, so you don't change anything permanently by accident. The procedure is similar to the one described in section *Saving the memory contents of the devices* on page 88. First, open the JV-80's Memory Manager window.

... in the Library

Choose »Build Library« from the local »New« menu of the Memory Manager window. This one has a sub-menu where you can select specific groups of entries:

We want to select all entries, so (surprise, surprise) choose »All Entries«.

SoundDiver automatically carries out a number of operations: it receives the sounds, creates and opens a new library and then copies the received entries into it.

Welcome to pleasure-programming...

If you click an entry in SoundDiver it opens the editor where you can immediately begin modifying the sound!

- ☐ first activate the »AutoSurf« and »AutoPlay« options in the MIDI menu
- ☐ double-click a sound to open the editor. Experiment at random with the various operating elements – move the sliders, redraw the envelopes and switch the functions on and off. You will be able to simultaneously audition your editing
- ☐ quit the editor by clicking the close box of the window.

If you like the result of your random programming, click »Store« in the dialog box that appears. You can also select a different location for the edited sound in the flip-menu of the dialog box. On this occasion, it is probably safer to click »Don't Store«.

A handful of editing functions...

We are now going to experiment with the editor in more detail. Have you connected a device and opened the editor? If so, you should be able to see an editor window.

Here you can see the Overview that initially appears with more complex devices. This shows you all the elements of a sound or program at a single glance.

In the top half, you'll find several macro parameters that can be used to edit the sound quickly and easily. This is the »Easy Page«. Use these to edit a sound without having to go into too much detail. In the example given in the diagram, the cutoff frequency was raised, the resonance lowered slightly and the attack lengthened.

Say we wanted to edit the filter envelope for tone 1. Click this button in the Overview display, and SoundDiver switches to the »detailed display«.

Basically you can view a SoundDiver editor like a street map. The Editor window is a view of a certain section of this map. The Overview, on the other hand, is the entire map in a larger scale.


In the detailed display, you can see every parameter of the device, although compared to the device itself, these are presented in a far more convenient and manageable form. Envelopes may be edited graphically, and there are knobs, beam displays and flip-menus.

In every editor you can open several windows showing whatever section you want. This can be very useful, for example, when you want to see just the left and right edges of the detailed editor at the same time. Instead of continually scrolling back and forth between the two sections, just open a second window by choosing »Open Editor« from the global Windows menu. Position this next to the first and scroll to the desired section. Another example might be if you want to simultaneously see the overview and the detailed display of a sound, as shown in the diagram. No problem, open two windows and set each view accordingly.

The switchable screensets allow you to instantly call up the different editor displays.

If you don't know what a parameter means, just click it and press **F1**. SoundDiver's On-line Help will immediately display the relevant information.

But that's not all! The functions of the Edit menu are also available in the editor. This means that the sound components and parameter

groups may be copied at will, even between different entries. Just click a parameter group with  held down to select it.

The above diagram shows a selected envelope. You can use the copy, cut and paste functions of the Edit menu to copy it via the Edit Buffer into other components of the sound (tones, elements, voices) and of course into other sounds.


Randomize

If you don't have the urge to program yourself or you need some creative impetus, try SoundDiver's randomizing function. Not only can it create entire sounds by chance, but also individual parameter groups. A random envelope in an effect sound, a random new wave form in a pad sound – and the sound becomes unrecognizable.

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3.5 Station 5: the On-line Help

SoundDiver has a comprehensive, built-in On-line Help function. This amounts to an individual instruction manual for the modules and adaptations and describes the characteristics of each one. The On-line Help is interactive and context-sensitive. That sounds a bit complicated but means in practice that SoundDiver will always supply you with the appropriate help text for the situation at hand. Let's try it out now.

Call up the Setup window and position it so that it occupies the left half of the screen. Now choose »Help« in the Windows menu or press the  key.

You should get into the habit of using the On-line Help function when you encounter a problem. Select one of your devices in the Setup window and have a look at all its help messages. Familiarize yourself with the different topics. Now, when you get into trouble, you will immediately know where to find the information which may solve your problem.

3.6 Other functions

The mini-sequencer

An important component of SoundDiver is its mini-sequencer. It is not intended for recording complete MIDI songs, but it gives you the possibility of recording a melody or phrase which you can use to test out sounds.

You open the sequencer by choosing »Sequencer« in the Windows menu. The sequencer window is a »floating« window which always remains in the foreground and cannot be moved to the background even when you activate another window.


Check that your MIDI keyboard is connected properly by playing a few notes on it. If the sequencer is receiving notes a bar will appear in the field previously labelled »NO IN« in the sequencer window, and note information will be displayed.

In the lower part of the sequencer you will see the transport buttons which look similar to those on a cassette recorder. Click the record button (upper right). You will now hear a metronome signal coming from the loudspeaker of your computer; the counter of the sequencer keeps repeating the first beat – the sequencer is in waiting mode.

Now play a short phrase of about four bars. Click the stop button (lower right) when you are done. The phrase will have been recorded. You can listen to it by clicking the play button (below in the middle).

Call up the library or Memory Manager windows. If you have activated »AutoPlay« and »AutoSurf« in the MIDI menu, as described above, an entry will be sent to the MIDI device as soon as you click it and the sequencer will automatically play the test phrase.

Screen sets

SoundDiver stores the layouts of the windows and various other settings as screen sets. You can assemble up to 90 different screen sets and call them up via key commands. Your current screen set is »1«, which is displayed in the main menu bar. If you now press the  key you will see an empty screen and »2« will be displayed in the main menu bar.

Now open a few windows and the sequencer as well.

By alternately pressing **[1]/[2]** you can toggle between these pre-defined screen sets. With the help of these recallable screen sets you will always have an optimum overview, even on a small monitor.

3.7 Short introduction to SysEx

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Don't worry, you won't have to deal with SysEx data – that's what SoundDiver's for. However, we thought that a brief introduction wouldn't hurt. So if you're interested, read on.

What is System Exclusive data?

SoundDiver controls sounds, combinations, programs – in short all the saveable data of your MIDI device. This data differs from the standardized MIDI commands like Note On, Aftertouch or Program Change because they are different for every device. A special data format was created within the MIDI specification to deal with the transfer of device-specific parameters: System Exclusive data.

There are two plausible explanations for the term »System Exclusive«: it's not certain which is »officially« correct. You can decide for yourself:

- System Exclusive data is the exception among MIDI data formats because it is the only one that is not uniform for all devices
- System Exclusive data is intended to be exclusively for a specific system (device, model) and is ignored by all other systems

SoundDiver communicates with its MIDI devices almost entirely on a System Exclusive level. You will hardly be aware of this since SoundDiver's orientation to the different devices is contained in the modules and adaptations. To you, it may appear almost as if SoundDiver is addressing all the devices in the same way. This is exactly how it should look, so that the operation of the devices is as uniform as possible and works quickly and efficiently in practice. However, SoundDiver sometimes takes longer to receive the memory contents of device A than device B.

The System Exclusive data format of a device is laid down by the manufacturer with hardly any restrictions. This means that whereas one device may be able to send each sound individually, another one may not. Even the amount of data used for a single sound varies greatly from device to device.

There are a few special features of System Exclusive data which you will come across in your work with SoundDiver, as follows.

Device IDs

Normally you distinguish between different devices within the MIDI system by allocating them different MIDI channels. When dealing with System Exclusive data, that is not always practical. For example, say you want to put four synthesizers of the same model all on one channel but with each one generating a different sound. In this case you need to be able to distinguish between them on the basis of the devices themselves – not MIDI channels.

For this reason, nearly all new devices and many older ones have their own identifiable number for System Exclusive data – the »Device ID«. SysEx-compatible devices within the system must have different IDs so that they can be addressed individually. This means that you can individually address considerably more than just sixteen devices at once and you can even distinguish between identical devices – say several DX7 modules in one TX816 rack. The device ID is totally independent of the MIDI channel of the device. If a device treats the MIDI channel and device ID separately, you only need to let SoundDiver know this ID and from then on you don't even have to keep the device on the same MIDI channel.

Dump request

Nearly all MIDI devices can transmit their data on request. This is vital if the computer is to be able to communicate with a device. For example, when you choose »Request« in SoundDiver's MIDI menu, SoundDiver transmits a dump request to the device asking it to send this data to the computer. Depending on the device, there are different dump requests for sound banks, individual sounds, performances, system setups, drum kits etc. SoundDiver supports all types of dump requests used by the different devices.

Dumps

A dump is a device's response to a dump request – it contains the requested sound data. Dumps are also used by SoundDiver itself, for example, with the »AutoSurf« function. Many devices can initiate »active dumps«. These are dumps from device to computer initiated by the de-

vice itself, i.e. without any dump request having been sent. SoundDiver can process active dumps at any time.

Parameter Changes

If you change a parameter in a SoundDiver Editor, SoundDiver uses a »Parameter Change« message to inform the device. Of course, it could just transmit a dump of the contents of the Edit Buffer. However, that would take too long and would make real-time editing impossible. If you are using SoundDiver together with a sequencer in a MIDI-tasking system you can record parameter changes in the same way as controller or pitch bend information.

Unfortunately, not all devices support parameter changes. In this case, SoundDiver has to transmit a dump. To avoid this happening after every small alteration (which would make the Editor unusable), the dump is delayed until about a second after the last alteration in the Editor.

We hope that this chapter has not only shed some light on the subject but also wet your appetite for more. So far, we have only skimmed the surface of SoundDiver's functions. In the following chapters you will learn the details of all SoundDiver's functions and capabilities.

We advise you to take the time to carefully read the remaining chapters. It will only take a few hours. Of course, you won't be able to remember everything at first. If you come across an unfamiliar term, look it up in the index. We have endeavored to make this as extensive as possible so that you have some support when you really need it. Initially, you should also make full use of the On-line Help which we covered earlier.

In the next chapter you will learn how SoundDiver operates and also touch on the main menu bar.

Appendix A

Summary of the Menus

A.1 Main menu bar

File menu

New	creates a new empty library
Open...	opens an existing library
Close	closes the active library
Save	saves the library to disk
Save as...	saves the library to disk, under a new name if desired
Revert to saved	reverses all alterations made to the library since the last save by loading the previously-saved version from disk
Page setup...	opens the window that determines the print parameters
Print...	starts the printout to the connected printer
Import...	imports another program's file into a SoundDiver library
Export MIDI File...	exports the selected data as a standard MIDI
Preferences...	opens the Preferences window
Save Prefs as...	saves the preferences in a new file
Quit	quits SoundDiver

Edit menu

Undo	reverses the last operation
Redo	repeats the last operation
Cut	removes the selected objects from the display and places them in the clipboard
Copy	copies the selected objects in the display and places the copies in the clipboard
Paste	copies the contents of the clipboard back into the display
Clear	deletes the selected objects

Select all	selects all objects in the top window
Toggle	selects all unselected objects and vice versa
Find...	opens the Find window for defining the Find conditions and starting the Find operation
Find again	repeats the Find operation using the same conditions as before – avoids having to open the window again

MIDI menu

Request	requests the selected entries from the device
Transmit	sends the selected entries to the device
AutoSurf	√: entries when clicked are automatically sent
AutoPlay	√: entries when clicked are automatically auditioned using a test note
MIDI Thru	√: received MIDI events are routed to the computer's MIDI output
All Notes Off	sends the »All Notes Off«-command (e.g. to cut off droning notes)
Reset Controllers	resets all Controllers
Maximum volume	sets Controller 7 (Volume) to 127 on all channels and outputs
Capture MIDI File...	saves all MIDI output in a standard MIDI file

Windows menu

Library	opens a new window for the active library
Memory Manager	opens a new Memory Manager window for the active device
Editor	opens a new editor window for the selected entry (SoundDiver only)
Sequencer	opens the Sequencer window
MIDI Monitor	opens the MIDI Monitor window
Help	opens the On-Line Help window for assistance with references to the situation in hand
Larger view	shows the active window with a larger font
Smaller view	shows the active window with a smaller font
Next window	brings the next window to the top of the stack thereby activating it
Zoom window	toggles between maximum use of the screen area and a definable window section, and positions the window so that it abuts the menu bar
Close window	closes the active window

Title windows	distributes all open windows so as to make best use of the screen area
Stack windows	stacks the windows so they overlap
Window list	shows which windows are open; click a window name to activate it
Library list	shows which libraries are open; click a library name to activate it

Help Menu

Help	opens the On-Line Help window for assistance with references to the situation in hand
Search Help...	opens the Help Topics dialog for choosing a topic from the index or searching for a phrase.
About SoundDiver...	opens the Info window that contains copyright, program version, author and date information
License Agreement...	shows the license agreement of the OEM version
SoundDiver Features...	lists all features of SoundDiver (OEM and demo versions only)
Emagic Distributors...	lists the addresses of all Emagic-Distributors (OEM and demo versions only)

A.2 Library window local menus

Library

Surf!	sends the selected library entries to the corresponding device
Dive!	sends the selected library entries to the corresponding device and opens an editor window (SoundDiver only)
Store sequence	assigns the sequence stored in the mini-sequencer to the selected library entries
Insert title	inserts a title entry ahead of the first selected entry. You then enter the title in the text field that automatically opens
Insert file...	inserts a SoundDiver library (or one from another program) before the selected entry

Show

No. ... Uses	each of these menu items toggles the display of the corresponding parameters on/off
All	all parameter displays are enabled
None	all parameter displays are disabled
Parameters	√: entry parameter box on/off

Sort

Name ... Comment	the library table is sorted according to the selected menu item
auto	the library table is automatically sorted after every library operation

A.3 Memory Manager local menus

Entry

Load and transmit file...	loads a file (library or alien format) into the Memory Manager
Initialize	initializes the sound parameters of the selected entries
Rename	opens a text field for the renaming of the selected entry
Surf!	sends the selected entries to the device's corresponding edit buffers
Dive!	sends the selected entries to the device's corresponding edit buffers and opens an editor window (SoundDiver only)

Options

Parameters	√: devices parameter box on/off
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