

CakeTalking Tutorial For SONAR 8.5.

Sample Excerpt:

Introduction, Table of Contents, and Sample Lesson

INTRODUCTION.

1. This 400 page tutorial has been optimized for use by the JAWS screen reader. So extra punctuation is sometimes inserted in order to create pauses in speech output, especially in sentences containing technical terms and concepts. Because of the extra punctuation, JAWS' punctuation level should be set so that it doesn't say common punctuation marks like commas, periods, exclamation marks and question marks. The punctuation level of "Some" will accomplish this.

2. Note that in previous versions of this tutorial, the middle section of the PC keyboard that lies between the Qwerty section and the numpad, was referred to as the Mid Section. Now, however, it is referred to as the Extended section. So now, for instance, the 2 different Left Arrow keys are referred to as Extended Left Arrow, and Numpad Left Arrow. Similarly the 2 different Page Down keys are called Extended Page Down, and Numpad Page Down.

3. There are 2 main sections to this document. The Table of Contents, and the CakeTalking Lessons. If you have MS Word, then all items in the Table of Contents are links. So if you find a subject in the Table of Contents that you wish to move to, ARROW to somewhere inside the line of text, and press ENTER, and you will be moved to that subject. On the other hand, if you do not have MS Word, then the items in Table of Contents are not links. In that case, if you find a subject you wish to move to, select it, copy it, and then paste it into the Find dialog. Then press ENTER and you will move to that subject. You can also quickly scan through this tutorial by pressing CONTROL+DOWN ARROW, or CONTROL+UP ARROW. This will move you from paragraph to paragraph. If you cannot find in this tutorial the solution to a particular problem that you are having in SONAR, then try the following.

a. When in SONAR, press INSERT+H. This will open the hotkey help dialog that contains a list of categories of hotkeys. Press ENTER on a category, and a list of hotkeys for that category will open up.

b. The document named Hotkey Help for CT 8, found in CakeTalking's Tutorials folder. This document also contains a list of all of the CakeTalking hotkeys. The hotkey is usually listed first, followed by the function it executes.

c. The document called What's New In CT8 found in CakeTalking's Tutorials folder. If there is a hotkey that you were used to in CakeTalking 7, but cannot find in CakeTalking 8, this document describes the differences in the hotkeys, and what hotkeys no longer function in CakeTalking 8.

d. There are 2 documents in CakeTalking's Tutorials folder dedicated to providing help on the real-time effects, and soft synths that have been made accessible by CakeTalking. They are named, "Supported Real Time effects", and "Supported Soft Synths."

e. SONAR'S own Help Program. When you are in SONAR, just press F1, 2 times quickly. SONAR'S Help program provides additional information not yet documented in this tutorial.

f. INSERT+F1. This is the default JAWS hotkey for Screen Sensitive help. In SONAR, it works well in conventional windows, like dialogs. But in the main SONAR views, it may not provide useful information.

g. Instructions for setting up your MIDI Audio workstation and configuring SONAR so it recognizes your external synths and modules are given in Lessons 56 through 62 as well as in the excellent document, "How To Setup Your Workstation", found in CakeTalking's Setup folder.

h. If the above resources still don't answer your questions, you can contact your dealer or e-mail Dancing Dots. The Dancing Dots e-mail address is support@dancingdots.com

4. Periodic updates to CakeTalking are posted on your Dancing Dots website. In the future, to check if you have the latest version of CakeTalking, make sure you are connected to the Internet, and then do the following.

a. From the Start Menu, open Programs, and then open the CakeTalking 8.5 sub menu.

b. At the bottom of the sub menu, you will find CTWebUpdate. Press ENTER on it and the CakeTalking Web Update dialog will open.

c. Press Space on the button named, Check for Updates Now. You will be notified if there is a new version available for update. If so, you can download the latest version, by navigating to the button named, Download Update Now.

5. CakeTalking is compatible with Hot Spot Clicker, a set of scripts that allows you to create hotkeys for inaccessible windows. Note that if you have been using hot Spot Clicker, and have HSC sets, then after every new installation of CakeTalking, you will need to refresh the JAWS Keymap so that includes the HSC hotkeys. To do this, just do the following.

a. With JAWS loaded, open SONAR and press ALT CONTROL SHIFT + F10.

b. Arrow to Refresh Keymap and press ENTER. That's it. For detailed instructions on installing and using Hot Spot Clicker, go to <http://www.hotspotclicker.org/>

6. For further tech support contact your dealer or E-mail Dancing Dots at support@dancingdots.com If you want to join the DDots-I list, so that you can share questions and answers with others, send a blank E-mail message with the word "subscribe" in the subject line. Send it to ddots-i-request@freelists.org

Table of Contents

LESSON 1. LOADING A NEW, EXISTING OR RECENT PROJECT.

[1A. Three Ways to Start a Project in SONAR.](#)

[1B. Options For What SONAR Displays When Opening SONAR.](#)

[1C. The New Project Dialog.](#)

[1D. The Open Dialog.](#)

[1E. The Save and Save As Dialogs.](#)

[1F. The AAA Templates.](#)

LESSON 2. GETTING STARTED IN THE TRACK VIEW.

[2A. Enabling SONAR Jaws Control Surface.](#)

[2B. Show Peak Meters, Hide Continuous Meters.](#)

[2C. Navigating Between Columns.](#)

[2D. Navigating between Track Rows.](#)

[2E. Loading a New Project.](#)

[2F. A Quick Q and A on How to Record a Project. To be Explained in Much Greater Detail Later.](#)

LESSON 3. GETTING STARTED WITH THE AAA SOFT SYNTH TEMPLATES.

[3A. Overview.](#)

[3B. Assigning a Patch for Your Soft Synth to Play.](#)

[3C. Optimizing the Response of Your Soft Synth.](#)

[3D. Mixing Down a Soft Synth Project.](#)

[3E. Inserting and Deleting Soft Synths.](#)

LESSON 4. THE TRACK TABS. THE RESIZE COLUMNS.

[4A. The Track Tabs.](#)

[4B. The Resize Columns.](#)

LESSON 5. THE TRACK PANE COLUMNS. COLUMNS THAT BOTH MIDI AND AUDIO TRACKS HAVE.

[5A. The Name, Mute, Solo, Arm and Input Echo Columns.](#)

[5B. The Strip Size Columns.](#)

[5C. Changing Numerical Values. The Value Change Hotkeys.](#)

[5D. The Volume, Pan, and Trim/Velocity Offset Columns.](#)

[5E. The Input, Output, and FX Columns.](#)

LESSON 6. THE TRACK PANE COLUMNS SPECIFIC TO MIDI TRACKS.

[6A. MIDI Track Specific Columns.](#)

LESSON 7. TRACK PANE COLUMNS SPECIFIC TO AUDIO TRACKS. THE BUS PANE.

[7A. Audio Track's Output Column.](#)

[7B. The Bus Pane.](#)

[7C. Audio Track Sends.](#)

[7D. Creating Monitor Mixes With Track Sends.](#)

[7E. Audio Track Send Controls.](#)

[7F. Audio Track's Phase Button, Stereo/Mono button, Peak Meter, and Waveform Preview button.](#)

[7G. Bus Columns in the Bus Pane.](#)

LESSON 8. NAVIGATING TO DIFFERENT SONG POSITIONS.

[8A. Determining Your Current Location in a Project.](#)

[8B. Moving to a Song Position With the Go Dialog.](#)

[8C. Moving to a Song Position With the Number Row.](#)

[8D. Moving to a Song Position With CONTROL + PAGE UP/PAGE DOWN, or SHIFT + PAGE UP/PAGE DOWN.](#)

[8E. Moving to a Song Position Using Markers.](#)

[8F. Moving to the From and Through Times.](#)

LESSON 9. PLAYBACK & RECORDING. INPUT MONITORING. RECORDING INTO MULTIPLE TRACKS.

[9A. How to Play, Stop, Record, and Rewind.](#)

[9B. Setting the Recording Modes. Sound on Sound, Sound on Sound Punch, Overwrite, and Overwrite Punch.](#)

[9C. Loop Mode.](#)

[9D. Alternative Hotkey for Record.](#)

[9E. MIDI Tracks Input Echo Button.](#)

[9F. Recording Several Tracks at Once From a Single MIDI Controller.](#)

[9G. Recording Several Tracks at Once From Multiple MIDI Controllers.](#)

[9H. Audio tracks Input Monitoring Button.](#)

LESSON 10. SETTING THE METER, TEMPO, AND TOGGLING THE METRONOME CLICK OFF AND ON.

[10A. Setting the Meter.](#)

[10B. The Metronome Click.](#)

[10C. Setting the Tempo in the Tempo dialog.](#)

[10D. Setting the Tempo On the Fly In MIDI Only Projects.](#)

[10E. Setting the Tempo Ratios In MIDI Only Projects.](#)

LESSON 11. SAVING A PROJECT.

[11A. The Save As dialog.](#)

[11B. Saving as a Different File Type.](#)

[11C. Per-Project Audio Folders.](#)

LESSON 12. SELECTING TRACKS FOR EDITING.

[12A. Selecting Tracks from the Beginning to the End.](#)

[12B. Setting the From and Through. F9, F10, and the Select By Time Dialog.](#)

[12C. Selecting Tracks Between the From and Through.](#)

[12D. Unselecting Tracks.](#)

[12E. Inquiring What Tracks Are Selected On the Current Page.](#)

[12F. Selecting Tracks Using SHIFT + the Extended Home and End Keys.](#)

[12G. Setting the From and Through to Adjacent Markers.](#)

[12H. Deleting Selected Events.](#)

[12I. Playing Selected Clips.](#)

LESSON 13. COPYING AND PASTING. THE COPY AND PASTE DIALOGS.

[13A. The Copy Dialog.](#)

[13B. The Paste Dialog.](#)

[13C. Copying and Pasting a Selected Area of a Single Track.](#)

[13D. Copying and Pasting a Selected Area of Multiple Tracks.](#)

LESSON 14. INSERT, DELETE, MOVE, HIDE/UNHIDE TRACKS & BUSES. CHANGING MULTIPLE TRACKS.

[14A. The Insert, Delete, Move, Hide Track Options Dialog.](#)

[14B. Saving and Importing Track Templates.](#)

[14C. Moving Tracks Up or Down.](#)

[14D. Making Column Settings for Multiple Tracks.](#)

[14E. Hiding and Unhiding Tracks and Buses.](#)

LESSON 15. CORRECTING RHYTHMIC INACCURACIES IN MIDI TRACKS. THE QUANTIZE DIALOG.

[15A. What is Quantizing?](#)

[15B. The Quantize Dialog Resolution Edit Combo Box.](#)

[15C. The Quantize Dialog Checkboxes.](#)

[15D. The Quantize Dialog Numerical Edit Fields.](#)

LESSON 16. TRANSPOSING MIDI NOTES. THE KEY COLUMN. THE TRANSPOSE DIALOG.

[16A. Transposing MIDI Tracks with the Key Column.](#)

[16B. Transposing with the Transpose Dialog.](#)

[16C. Diatonic Transposition.](#)

LESSON 17. THE TRACK PROPERTIES DIALOG.

[17A. The Edit Fields and Combo boxes of the Track Properties Dialog.](#)

[17B. The Patch Edit Combo Box and the Bank Edit Combo Box for MIDI Tracks.](#)

[17C. The Input Button, and the Output and Bank Select Method Combo Boxes for MIDI tracks.](#)

[17D. The Input Button and Output combo box for Audio Tracks.](#)

LESSON 18. THE PATCH BROWSER DIALOG.

[18A. An Overview.](#)

[18B. An Example of Searching for a Patch.](#)

[18C. Unavailable Banks and Patches.](#)

LESSON 19. EDITING INDIVIDUAL EVENTS. THE EVENT VIEW.

[19A. An Overview.](#)

[19B. The Pick A Track Dialog.](#)

[19C. The Event Manager Dialog.](#)

[19D. Refining Note Durations.](#)

[19E. Showing Cropped Events.](#)

LESSON 20. EDITING MARKERS. THE MARKERS VIEW.

[20A. Editing Markers.](#)

LESSON 21. THE UNDO HISTORY DIALOG.

[21A. How to use the Undo History dialog.](#)

LESSON 22. CONTROLLER EVENTS.

[22A. An Overview.](#)

[22B. The Insert Series Of Controllers Dialog.](#)

[22C. Inserting a Fade-in and Fade-out With the Insert Series of Controllers Dialog.](#)

[22D. Problem of Having Zero Volume at the Beginning.](#)

[22E. The Advantage of Setting the Volume and Patch Columns To Null.](#)

LESSON 23. THE EVENT FILTER SELECT SOME DIALOG.

[23A. What Does a Filter Do? How Do You Open a Filter Dialog?](#)

[23B. The Event Filter Select Some Dialog.](#)

[23C. The Note Row.](#)

[23D. Filtering By Beats And Ticks.](#)

[23E. Examples of Filtering Duration Events and Filtering Velocity Events.](#)

[23F. Filtering Controller Messages. Examples for Volume and Pan.](#)

[23G. Filtering Wheel Events.](#)

[23H. Filtering Special Events.](#)

[23I. Filtering By MIDI Channel.](#)

[23J. The Exclude Checkboxes.](#)

LESSON 24. THE EVENT FILTER SEARCH DIALOG. EDITING BY INTERPOLATION.

[24A. The Event Filter Search Dialog.](#)

[24B. Editing By Interpolation. Transposing the Defined Event.](#)

[24C. Changing the Pitch, Velocity, and Duration With One Editing Action.](#)

[24D. Scaling.](#)

LESSON 25. THE METER/KEY VIEW.

[25A. An Overview.](#)

LESSON 26. TEMPOS. THE TEMPO DIALOG, TEMPO VIEW, & INSERT A SERIES OF TEMPOS DIALOG.

[26A. An Overview.](#)

[26B. The Tempo Dialog.](#)

[26C. Deleting Tempo Events In the Tempo View.](#)

[26D. Inserting a Series of Tempo Changes.](#)

LESSON 27. AUDIO TRACKS.

[27A. An Overview.](#)

[27B. Selecting An Audio Output Port.](#)

[27C. Sample Rate.](#)

[27D. Sample Size.](#)

[27E. Audio Input Source.](#)

[27F. Output Ports.](#)

[27G. Clipping.](#)

[27H. Recording levels.](#)

LESSON 28. AUDIO RECORDING.

[28A. Turning Off JAWS from Speaking When the Space, W or R Keys are Pressed.](#)

[28B. Reading the Output and Input Audio Meters.](#)

[28C. Configuring the Audio Meters To Reduce the Load on JAWS and SONAR.](#)

[28D. Recording.](#)

[28E. Adjusting Audio Volume.](#)

[28F. Reading the Status Bar.](#)

[28G. Selecting, Cutting and Pasting Audio.](#)

[28H. Mixing Down Several Tracks Into One Track. The Bounce To Track Command.](#)

LESSON 29. INSERTING, DELETING, AND NAVIGATING TRACK SENDS.

[29A. Adding Sends.](#)

[29B. Navigating Through the Sends Columns.](#)

LESSON 30. INSERTING EFFECTS.

[30A. Applying Destructive Effects From the Audio Effects Sub Menu.](#)

[30B. Overview of Inserting Real Time Effects.](#)

[30C. Accessible and Non-Accessible Real Time Effects.](#)

[30D. How to Insert a Real Time Effect.](#)

[30E. Arming Real Time Effects Parameters.](#)

[30F. Inserting a Real Time Effect Into a Bus.](#)

[30G. Real Time Effects and The Inspector.](#)

[30H. Applying a Real Time Effect To the Track.](#)

[30I. Tips On Using Real Time Effects Dialogs.](#)

[30J. The MIDI Quantize Plug In.](#)

LESSON 31. THE INSPECTOR.

[31A. The Advantages of Using the Inspector.](#)

[31B. An Overview of the Inspector.](#)

[31C. Customizing the Display of Controls in the Inspector.](#)

LESSON 32. AUTOMATION, REMOTE CONTROL, GROUPING CONTROLS, CONTROL SURFACES.

[32A. An Overview.](#)

[32B. Deleting Automation Events.](#)

[32C. Changing the Start Times of Recorded Automation.](#)

[32D. An Example of Recording Automation of the Pan.](#)

[32E. An Example of Automating the Muting and UnMuting of a Track.](#)

[32F. Recording Automation of Effects Parameters In the Inspector.](#)

[32G. Recording Automation of the Controls in a Real Time Effects Properties Page.](#)

[32H. Remote Control.](#)

[32I. Grouping Sliders and Buttons.](#)

[32J. Control Surfaces.](#)

LESSON 33. SOFT SYNTHS. THE TTS 1 SOFT SYNTH.

[33A. What are Soft Synths?](#)

[33B. An Overview of Inserting the TTS-1 Soft Synth.](#)

[33C. Step by Step Instructions for Inserting the TTS-1 Soft Synth.](#)

[33D. Having 4 TTS 1 Audio Outputs.](#)

[33E. Inserting More than One Instance of the Same Soft Synth.](#)

[33F. Converting Your TTS-1 MIDI tracks to Audio Tracks.](#)

[33G. Using the Synth Rack View.](#)

[33H. Inserting a Soft Synth via the FX Bin.](#)

[33I. Using the VST SFZ SoundFont Plug in.](#)

[33J. Problems and Solutions.](#)

[33K. Controlling Plug-In Parameters with Your Control Surface. Active Controller Technology.](#)

LESSON 34. REDUCING THE LOAD ON JAWS AND SONAR. FREEZING TRACKS. CPU CONSERVATION MODE.

[34A. Freezing Tracks. Freezing Synths.](#)

[34B. CPU Conservation Mode.](#)

LESSON 35. TRACK FOLDERS. FOLDER TRACKS.

[35A. Overview.](#)

LESSON 35. EDITING AUDIO CLIPS. PART 1.

[36A. What are Clips? What is the Clips Pane?](#)

[36B. Defining and Selecting Areas of Audio in the Track Pane.](#)

[36C. Creating New Clips in the Track Pane. Nudging.](#)

[36D. Bouncing to Clips.](#)

[36E. The Fade Selected Clips Dialog.](#)

[36F. The Normalize Dialog.](#)

LESSON 37. EDITING AUDIO CLIPS. PART 2.

[37A. Working in the Clips Pane. Putting the Mouse at the Now Time.](#)

[37B. The Mouse Tools.](#)

[37C. How to Scrub in the Clips Pane.](#)

[37D. Scrubbing, then Using F9 and F10 to Define Areas to Edit.](#)

[37E. The Snap To Grid Dialog.](#)

[37F. Splitting Clips at Zero Crossings in the Clips Pane.](#)

[37G. Applying a Crossfade.](#)

[37H. The Clips Properties dialog.](#)

[37I. Comping Tracks by Copying and Pasting.](#)

[37J. Comping Tracks by Muting Sections.](#)

[37K. Comping Tracks by Taking Mute Snapshots.](#)

[37L. Editing Auto Mute Events in the Event View.](#)

LESSON 38. EDITING AUDIO CLIPS. PART 3. NUDGING SELECTED CLIPS. ENHANCED CLIPS EDITING.

[38A. An Overview.](#)

[38B. Anatomy of a Clip.](#)

[38C. Nudge Mode.](#)

[38D. Nudging With Automatic Crossfades Turned On.](#)

[38E. Enabling Enhanced Clips Editing Mode.](#)

[38F. Selecting Clips in Select Clips Mode.](#)

[38G. Using the Clips Pane to Select a Clip that Overlaps Other Clips.](#)

[38H. Using Enhanced Clips Edit mode to Select a Clip that Overlaps Other Clips.](#)

[38I. Cropping and Fading.](#)

[38J. Creating a Composite Track.](#)

[38K. Copying and Pasting in Enhanced Edit Mode.](#)

[38L. Selecting Multiple Clips.](#)

[38M. Synopsis of Hotkeys.](#)

LESSON 39. EDITING AUDIO CLIPS. PART 4. THE V VOCAL EDITOR.

[39A. An Overview.](#)

[39B. Opening and Closing and Re Opening the V Vocal Editor.](#)

[39C. Working in the Pitch Plot.](#)

[39D. Auto Correcting Pitch.](#)

[39E. Working in the Dynamics Plot.](#)

[39F. Working in the Formant Plot.](#)

[39G. Working in the Timing Plot.](#)

LESSON 40. SPECIAL CakeTalking OPTIONS DIALOGS.

[40A. Track Pane Options Dialog.](#)

[40B. The Bus Pane Options Dialog.](#)

[40C. The Clips Pane Options Dialog.](#)

[40D. System Exclusive View Options Dialog.](#)

[40E. The Soft Synth Options Dialogs.](#)

[40F. The Real Time Effects Option Dialogs.](#)

LESSON 41. MOVING AREAS. THE INSERT TIME, SLIDE, DELETE & PASTE DIALOGS. NUDGE AUDIO.

[41A. An Overview.](#)

[41B. The Insert Time/Measures Dialog Box.](#)

[41C. Using the Insert Time/Measures Dialog On Selected Tracks.](#)

[41D. Inserting Time Inside of a Bar.](#)

[41E. When Non Track Events Are Not Necessary To Insert.](#)

[41F. The Slide Dialog.](#)

[41G. The Delete Dialog. Deleting Both the Events and Area.](#)

[41H. Using the Paste Dialog To Insert Time and Events.](#)

[41I. Using the Paste Dialog to Replace Events.](#)

[41J. Nudging Selected Areas Earlier Or Later.](#)

LESSON 42. STRETCHING AND SHRINKING TIME IN MIDI PROJECTS. THE FIT TO TIME DIALOG. THE LENGTH DIALOG. THE FIT TO IMPROVISATION DIALOG.

[42A. Time Format. MBT, HMSF/SMPTE.](#)

[42B. The Fit to Time Dialog.](#)

[42C. Shrinking an Entire MIDI Project's Length With the Fit to Time Dialog.](#)

[42D. Using the Fit to Time Dialog to Change Only Part of the Project.](#)

[42E. Using the Length Dialog to Adjust the Durations.](#)

[42F. Using the Length Dialog to Adjust Start Times.](#)

[42G. The Fit to Improvisation Dialog. Forcing the Metronome Click to Follow Freely Recorded Music.](#)

[42H. Creating the First Beats of Your Reference Track.](#)

[42I. Correcting the Reference Track Notes by Punching In.](#)

[42J. Correcting the Reference Track Notes in the Event View.](#)

[42K. Eliminating Stray Notes, Controller Data, and System Exclusive Data.](#)

[42L. Tips for Using the Event View to Locate the Melody Notes to Align to.](#)

LESSON 43. THE LOOP EXPLORER VIEW.

[43A. An Overview.](#)

LESSON 44. THE LOOP CONSTRUCTION VIEW.

[44A. An Overview.](#)

[44B. Hotkeys for the Loop Construction View.](#)

LESSON 45. THE SYSTEM EXCLUSIVE VIEW. LOADING SYSTEM EXCLUSIVE BANKS.

[45A. An Overview.](#)

LESSON 46. THE DRUM MAP MANAGER. PERSONALIZING YOUR DRUM SETUP.

[46A. An Overview.](#)

[46B. Exact Steps for Using the Drum Map Manager.](#)

LESSON 47. THE STEP RECORD DIALOG.

[47A. What is Step Recording?](#)

[47B. Using The Step Record Dialog.](#)

LESSON 48. THE STEP SEQUENCER.

[48A. An Overview.](#)

[48B. The Pattern and Transport Pane. Setting the Beats and Steps.](#)

[48C. The Note Strips Pane.](#)

[48D. The Steps Pane.](#)

[48E. Recording Steps from a MIDI Device.](#)

[48F. The Pattern and Transport Pane.](#)

[48G. Drum Maps for Drums. Drum Maps for Melodic Instruments.](#)

[48H. How to Edit an Existing Step Sequence After Having Closed the Step Sequencer.](#)

LESSON 49. THE STAFF VIEW.

[49A. SONAR'S Staff Notation Capabilities.](#)

[49B. Displaying Tracks in the Staff View.](#)

[49C. Playing Individual Notes and Chords.](#)

[49D. Setting the Clef.](#)

[49E. Adjusting Note Durations.](#)

[49F. The Print Preview Window.](#)

LESSON 50. THE LYRIC VIEW.

[50A. An Overview.](#)

[50B. Checking out the Lyrics in the Event View.](#)

[50C. Having Jaws Speak Your Lyrics to the Music.](#)

LESSON 51. THE AUDIO SNAP DIALOG.

[51A. An Overview.](#)

[51B. The Audio Snap Dialog's Controls.](#)

[51C. Using the Audio Snap Dialog.](#)

LESSON 52. SURROUND SOUND.

[52A. Surround Basics.](#)

[52B. Using Surround Format Templates.](#)

[52C. Choosing a Surround Format.](#)

[52D. Surround Buses.](#)

[52E. Routing in Surround.](#)

[52F. Down mixing.](#)

[52G. Panning in Surround.](#)

[52H. Surround Metering.](#)

[52I. Bass Management.](#)

[52J. Surround Effects.](#)

[52K. Effect Property Pages.](#)

[52L. Effect Presets.](#)

[52M. How to Patch and Configure Surround Effects.](#)

[52N. Importing Surround Mixes.](#)

[52O. Exporting Surround Mixes.](#)

[52P. Surround Panner View.](#)

LESSON 53. MIXING DOWN. DISTRIBUTING YOUR PROJECT.

[53A. An Overview.](#)

[53B. A Brief Description Of How To Use The Export Audio dialog.](#)

[53C. The Mix Enables Checkboxes.](#)

[53D. The Source Category Combo Box.](#)

[53E. The Channel Format Combo Box.](#)

[53F. The Bit Depth Combo Box and Dithering.](#)

[53G. Broadcast Wave.](#)

[53H. Effects Tails.](#)

LESSON 54. CHANGING THE DEFAULT FOLDER PATHS WHERE PROJECTS AND TEMPLATES ARE SAVED.

[54A. The Folders Page of the Global Options Dialog.](#)

[54B. Using the Browse for Folder Dialog to Set the Default Folder Path.](#)

[54C. Using the Browse for Folder dialog to Create Your Own Folder.](#)

[54D. The Default Folder Paths.](#)

LESSON 55. LAPTOPS. NON ENGLISH WINDOWS. USER PREFERENCES.

[55A. Laptops.](#)

[55B. Non English Windows.](#)

[55C. What Are User Preferences?](#)

[55D. Saving User Preferences, or Restoring User Preferences to Their Default Behavior.](#)

[55E. List of User Preferences.](#)

LESSON 56. HARDWARE 1. COMPUTER PORTS AND CABLES.

[56A. An Overview.](#)

[56B. Plugs, Jacks, Connectors, and Computer Ports.](#)

[56C. Making the Back of the Computer Accessible.](#)

[56D. The Mouse and PC Keyboard Cables.](#)

[56E. The Video Monitor, Printer, Scanner, and Embosser Cables.](#)

[56F. The Built In Soundcard's Cables.](#)

LESSON 57. HARDWARE 2. MIDI KEYBOARDS AND SYNTHESIZERS.

[57A. An Overview.](#)

[57B. The MIDI Keyboard's Power Cables and Power Socket.](#)

[57C. The MIDI Keyboard's Audio Jacks, Pedal Jacks, and Cables.](#)

[57D. The MIDI Keyboard's MIDI Jacks and Cables.](#)

[57E. The MIDI Keyboard's Wheels, Knobs, and Sliders.](#)

[57F. Local On, Local Off.](#)

LESSON 58. HARDWARE 3. THE MIDI INTERFACE.

[58A. The Built in Sound Card As Your MIDI Interface.](#)

[58B. An External MIDI Interface.](#)

[58C. Daisy Chaining Several External MIDI Devices.](#)

[58D. Different External MIDI Interface Configurations.](#)

LESSON 59. HARDWARE 4. AUDIO INTERFACES. MIXERS. CONTROL SURFACES.

[59A. The Built In Sound Card's Audio Jacks.](#)

[59B. External Audio Interfaces.](#)

[59C. The External Sound Mixer.](#)

[59D. Feedback Loops.](#)

[59E. Adjusting Microphone Listening and Recording Levels.](#)

[59F. Mixer Settings when SONAR'S Input Monitoring is On, or Off.](#)

[59G. Audio Cable Connections For Four Different Types Of Setups.](#)

[59H. MIDI Control Surfaces.](#)

LESSON 60. THE WINDOWS VOLUME CONTROL ACCESSORY.

[60A. Using the Windows Volume Control Accessory.](#)

[60B. The Play Control Page. Setting Playback Levels.](#)

[60C. The Recording Page. Setting Recording Levels.](#)

[60D. Adjusting the Microphone Monitor Level in the Play Page.](#)

[60E. Adjusting the Microphone Record Level in the Recording Page.](#)

[60F. Mixing Down Your MIDI Tracks.](#)

LESSON 61. THE MIDI DEVICES DIALOG.

[61A. An Overview.](#)

[61B. The Input Checkboxes.](#)

[61C. The Output Checkboxes.](#)

[61D. Creating Friendly MIDI Port Names.](#)

[61E. Creating Friendly Audio Port Names.](#)

LESSON 62. THE ASSIGN INSTRUMENTS & IMPORT INSTRUMENT DEFINITIONS DIALOGS.

[62A. An Overview.](#)

[62B. Typical MIDI Setups.](#)

[62C. The Assign Instruments Dialog Box.](#)

[62D. The Output/Channel List in the Assign Instrument Dialog.](#)

[62E. Assigning Instruments to Output/Channels.](#)

[62F. Instrument Definitions.](#)

[62G. The Import Instrument Definitions Dialog Box.](#)

[62H. Assigning Ports and Instruments To An External MIDI Interface With Multiple Ins And Outs.](#)

LESSON 63. TROUBLE SHOOTING AUDIO PLAYBACK AND RECORDING PROBLEMS.

[63A. Fixing Audio Dropouts with the Mixing Latency Slider.](#)

[63B. Additional Solutions for Audio Dropouts and Audio Performance Problems.](#)

LESSON 64. THE MIDI ARPEGGIATOR.

[64A. Overview.](#)

LESSON 65. SETTING JAWS PUNCTUATION LEVEL. USING THE FIND DIALOG IN THE TUTORIAL.

[65A. Adjusting JAWS Punctuation Level.](#)

[65B. Using the Find dialog In This Tutorial.](#)

LESSON 66. TESTING AND CONFIGURING SONAR. DEBUGGING CAKE TALKING.

[66A. Testing and Configuring SONAR.](#)

[66B. Generating and Sending a Debug Report to Tech Support.](#)

[66C. Checking Your Screen Resolution and Color Depth.](#)

LESSON 67. THE MATRIX VIEW.

67A. AN OVERVIEW.

67B. DESTINATION TRACKS.

67C. FILLING AND CONFIGURING CELLS.

67D. DETERMINING HOW YOUR CELLS ARE TRIGGERED, AND WHEN THEY START, PLAYBACK AND STOP.

67E. EXAMPLES FOR USING THE MATRIX VIEW.

67G. SYNOPSIS OF MATRIX HOTKEYS.

LESSON 1. LOADING A NEW, EXISTING OR RECENT PROJECT.

1A. Three Ways to Start a Project in SONAR.

1. When you first open SONAR 8.5, you'll hear JAWS tell you the CakeTalking 8 scripts are loaded, and that you should wait until the screen has settled down before doing anything. So relax and don't be too impatient. You'll come to learn from what JAWS says, when SONAR has completely loaded.
2. After SONAR is completely loaded, what is the first thing you'd like to do? Well, it could be one of three things.
 - a. You'd like to start a completely new project. If so, you can start working in the template that automatically loads when Sonar first opens. Or you can pick a different template to work in from SONAR'S New Project dialog.
 - b. You'd like to open an existing project. It could be one of your own projects, or someone else's. In that case, the projects are available from SONAR'S Open dialog.
 - c. You'd like to open one of your most recently opened projects. Well, 8 of the most recently opened projects are listed at the bottom of SONAR'S File menu. Press ENTER on any of them, and that project will load.
3. If you want to start a completely new project, and don't want to work in the default template that opens when SONAR starts up, then use the New Project dialog. You can open the New Project dialog, by opening SONAR'S File menu, with ALT + F. Then arrow to New, and press ENTER. You actually don't even have to arrow to New, just press the letter N, and the New Project dialog opens. So, to make it fast, just press ALT + F, then release the ALT key, and press N. The New Project dialog will open.
4. The new Project dialog contains many different templates, and each different template contains a different configuration of tracks. Of course, none of the tracks have been recorded on, so you're starting out with a blank slate. If you are going to use a template, use one that starts with AAA. These templates have been configured to CakeTalking specifications. Some of the AAA templates found in the New Project dialog contain nothing but MIDI tracks. Others contain only audio tracks. And still other AAA templates contain a mixture of audio and MIDI tracks. Not only that, but some templates contain only 4 tracks, others 8 tracks, and still others 16 or more tracks. Some AAA templates have MIDI tracks assigned to software synthesizers that create their sounds from within the computer. These templates are probably the easiest templates to use when you wish to get up and going quickly. Still other templates have MIDI tracks configured to trigger external synthesizers. So when starting a new project from the New Project dialog, you're bound to find the AAA template that best suits your purposes. We'll describe the New Project dialog in greater detail later in this lesson. But now let's look at the second option that you have. Opening an existing project that's already been recorded in.
5. To open an existing project, you can press CONTROL + O and SONAR'S Open dialog pops up. The Open dialog is similar to many other Open dialogs in standard Windows programs. There's a file name edit field, where you can type a name for the project, and there's a list view above that, where you can find projects that you can select to load. In the list view, there are also folders that contain projects. If you press ENTER on a folder, it opens up and displays the projects inside it. So, once you've selected a project from the list view, you can press ENTER, and the project loads. More information on the Open dialog will be given later in this lesson. But first, let's take a look at the third and final option. Opening a recent project.

6. Conveniently, 8 of the most recently opened projects are listed at the bottom of the SONAR'S File menu. They're listed with numbers in front of them. For instance, say that the very last project you worked on was named, "My First Romance." Then in the File menu, you'd find the following listed. "1. My First Romance." But let's also say that the day before, you worked on a project named, "The Second Time Around." Well then, in the File menu, you'd also find, "2. The Second Time Around." This numerical listing of your recently opened projects continues for the 8 most recently opened projects, in chronological order. So it's easy to open one of those projects. Just open the File menu, with ALT + F. Then, since those projects are at the bottom of the File menu, UP ARROW to get to them quickly, and then press ENTER to load one of them. Of course, you can also just press the number of the project. You don't even have to ARROW through them. For instance, to open the most recently opened project, which in our example was, My First Romance, just press ALT + F, then 1. Bingo! My First Romance will load.

7. So to review, you have 3 options. Open a new project from the New Project dialog by pressing ALT + F, then N. Open an Existing project from the Open dialog by pressing CONTROL + O. And finally, open one of the 8 most recently opened projects from the file menu, by pressing ALT + F, then choosing one of those projects from the bottom of the File menu.

1B. Options For What SONAR Displays When Opening SONAR.

1. Some folks like to have all 3 of the above options available as 3 buttons, in a single dialog. So, SONAR also provides a Quick Start dialog that has a button for opening the Open dialog, a button for opening the New Project dialog, and a button for loading one of the 8 most recently opened projects. The Quick Start dialog can be made to pop up whenever you open SONAR. Then you can TAB to one of those 3 buttons and press it in order to start working on a New Project, an existing project, or one of the most recently opened projects. Note that when you first install the SONAR program, the Quick Start dialog is made to open at the start-up of SONAR. But at the bottom of the Quick Start dialog, there's a checkbox named, "Show this at Startup." By default, that checkbox is checked. However, if you uncheck it, then the Quick Start dialog will not open at Startup. So, if you find that when you open SONAR, the Quick Start dialog does not open, then that means at some time in your history of using this version of SONAR, or a previous version of SONAR, you unchecked the option to open the Quick Start dialog at Startup. But if it has been disabled from popping open at Startup, and you decide that you want it to open at Startup, you can easily re-enable it to open at Startup. You see, you can open the Quick Start dialog at any time, because it's also available from SONAR'S Help menu. So, to re-enable the Quick Start dialog to open at Startup, here's what you'd do.

- a. Open SONAR'S Help menu with ALT + H.
- b. ARROW to Quick Start and press ENTER. The Quick Start dialog pops up.
- c. TAB to the checkbox named, "Show this at Startup."
- d. If it's unchecked, press SPACE to check it.
- e. TAB to the OK button and press ENTER. The Quick Start dialog will close, but whenever you open SONAR in the future, it will always pop open at Startup.

2. As stated earlier, you can open any of the last 8 recently opened projects from the File menu. Here's how to open one of those recently opened projects from the Quick Start dialog.

- a. Tab to the Open a Recent project combo box.
- b. Arrow through the list of recently opened projects to the one that you want.
- c. SHIFT TAB back to the Open a Recent Project button and press SPACE. The project will then load, and you'll be ready to go to work.

3. When you first installed CakeTalking, there was a page in the CakeTalking installer that tells you to pick from one of 3 different templates that will load when SONAR starts up. This template will load when SONAR starts up, whether or not the Quick Start dialog also opens. The template you pick, will be initialized as the Normal Template, which is the template that will load when SONAR opens. On the other hand, if you don't want the Normal template to load at Start up, you can uncheck a certain checkbox in the Global Options dialog. That checkbox is named, "On Startup, Load the Normal Template." Here's how to find that checkbox, and check it, or uncheck it.

- a. Open SONAR'S Option menu with ALT + O.
- b. ARROW to Global, and press ENTER, or just press the letter G. The Global Options dialog pops up.
- c. The Global Options dialog contains 7 pages. We want to select the Audio Data page. So press CONTROL + TAB until you hear JAWS say Audio Data.
- d. In the Audio Data page, TAB to the checkbox named, "On Startup, Load the Normal Template."
- e. If it's checked, pressing SPACE will check it. If it's not checked, pressing SPACE will uncheck it. So by checking or unchecking it, you can make the Normal Template load on Startup, or not load on Startup.
- f. Finally, press ENTER to close the Global Options dialog. That's it.

4. So now that you are familiar with the options for what SONAR will display at Startup, let's summarize the possibilities.

- a. The Normal template will open, and the Quick Start won't. You can immediately start working in your Normal template.
- b. Both the Normal Template and the Quick Start dialog will open. In this case, you can either ESCAPE from the Quick Start dialog, and immediately start working in your Normal template. Or, you can choose one of the 3 buttons in the Quick Start dialog.
- c. The Quick Start dialog will open, and the Normal Template won't. You can then choose one of the 3 buttons in the Quick Start dialog.
- d. Neither the Normal Template nor the Quick Start dialog will open. In that case, in order to start working, you must either open the Open dialog to load an existing project, the new Project dialog to load a template, or the file menu to choose a recently opened project.

1C. The New Project Dialog.

1. A template is a project with nothing recorded in it. There are many different templates. Each template is distinguished by its number of tracks and buses. For instance, there is a template called Normal. This template, will be the template that you picked when you Installed CakeTalking, and the one that loads automatically when SONAR starts up. There are also templates that have a different number of MIDI and audio tracks, and templates with no audio tracks but many MIDI tracks, and templates with no MIDI tracks but many Audio tracks. There are templates devoted to software synthesizers, and even a blank template that has no tracks and buses, where you will have to add them by yourself. When loading a template from the New Project dialog, It is recommended that you load only the Normal template, or those templates that start with the letters AAA. These are CakeTalking templates that are designed to have the screen configured for optimum performance for CakeTalking and the JAWS screen reader.

2. The New Project dialog contains a list of all your templates. You can open the New Project dialog directly from the File menu, or from the Quick Start dialog. To open it from the File menu, press ALT + F, then N. To open it from the Quick Start dialog, tab to the Open a New Project button, and press it with SPACE. In either case, the New Project dialog opens, containing a long list of templates from which you can choose.

3. The New Project dialog actually has 2 different configurations. One configuration has the template list, plus several more options in it. And the other configuration merely has the list of templates, plus the OK and Cancel buttons. This simpler configuration is exactly the configuration used in previous versions of SONAR. Which configuration will be the one you will see? Well, it all depends if a checkbox named, "Use Per Project Audio folders" is checked or not. If it's not checked, then you'll get the simple New Project dialog. But if it's checked, the New Project dialog will contain more options. But what is this "Use Per Project Audio folders" checkbox? And why do we have to learn about it now?

4. Well, first of all it's important to understand that in previous versions of SONAR, by default, all of the audio files that you recorded were put in one folder. This folder contained all the audio data that you recorded in all your projects. Now this is still an option in SONAR 8. You can in fact store all of your project's audio data in one folder. But that's not what happens by default. Instead, each project's audio data is actually put in its own folder. For instance, if you have recorded an audio project named "Big Deal," then there will also be a folder solely dedicated to storing the audio in the Big Deal project. Do you see how that might be convenient when trying to manage, import or export just the audio files of a particular project? You no longer have to search through the myriad audio files of one Global Audio folder. You can just search through each project's audio folder. SONAR calls these audio folders, "Per-Project Audio Folders."

5. Now, in the Global Options dialog, that's accessed from the Options menu, there's an Audio Data page. And at the bottom of that Audio page, is a check box named, "Use Per-Project Audio Folders." Well, by default that check box is checked. So whenever you create and name a new audio project, the audio that you record in that project will be placed in that project's own audio folder. If, however, you uncheck the Use Per-Project Audio Folders check box, then all the audio that you record in all your projects, will not be put in individual folders. Instead, it will be put in one folder, called the Audio Data folder.

6. If the Use Per-Project folders checkbox is checked, which is by the default the case when you install SONAR 8, then when you create an audio project, a folder with that name will be created. And inside that folder will be the project file, and an audio folder. So if your project is named, "Big Deal", then there will be a Big Deal folder, inside of which you'll find `Big Deal.cwp`, and an audio folder that contains all of Big Deal's audio data. In either case, whether you're using Per-Project Audio Folders or not, both the per-project folders, and the Global Audio Data folder will by default be found in the following folder path. `C:\Cakewalk Projects`. So inside the Cakewalk Projects folder, you will find your audio project folders, named after your audio projects, as well as the Audio Data folder that will store all project audio files when you are not storing them in their own folder.

7. Now, what do these arcane details have to do with the New Project dialog? Well, if you have deliberately gone into the Audio Data page of the Global Options dialog, and unchecked the Per-Project Audio Folders checkbox, so that all audio data goes into the Audio Data folder, then the New Project dialog will simply display a list of templates, plus the OK and Cancel buttons. This is in fact what the New Project dialog of past SONAR versions looks like. In that case, loading a New Project is a cakewalk, (forgive the pun). Simply open the New Project dialog, navigate in the list of templates to the one that you want to use, and then press ENTER. Your template loads and SONAR'S ready to let you get down to business.

8. On the other hand, if the Per-Project Audio Folders checkbox is not unchecked, then the New Project dialog contains 4 additional fields. Here's what they are.

a. The Name edit field. This is the first field you will find when you open the New Project dialog. You will be required to type a name for your project. That's no big deal. You can always rename it later. So just enter a provisional name if you're not sure yet exactly what you want to name it.

b. TAB once and you will be in the "Location" edit field. This is where a folder that contains both your project file, and its audio folder will be stored. By default, the location edit field will contain the path `C:\Cakewalk Projects`. You can type another path there if you wish. But unless you're an advanced user, that is not recommended. So you usually don't mess with the Location path.

c. TAB once from the Location edit field, and you will be in the "Audio Path" edit field. This will now contain the full path to the folder that will be created. For instance, if in the Name field you typed "Big Deal," then in the Audio Path field, you will find the following, C:\Cakewalk Projects\Big Deal\Audio. What does that mean? Well, obviously, a folder named Big Deal will be created inside the Cakewalk Projects folder. And inside that Big Deal folder, there will be a folder named Audio. That's the folder where all audio you record in your Big Deal project will be stored. Also, the project file itself, Big Deal.cwp, will be in the Big Deal folder. So both Big Deal.cwp, and its audio folder will be in the Big Deal folder.

d. TAB once from the Audio Path edit field, and you will be on a checkbox named, "Store Project audio in its own folder." By default this will be checked. What is this checkbox for? Well, it's just confirming that you want to use Per-Project Audio folders. However, if you uncheck it, then guess what? The top three edit fields become grayed out and unavailable. In that case, your project won't have to be named before loading a template, because no project folder and its accompanying audio folder have to be created. You'll just name the project later, when you do your first save. In other words, by unchecking the "Store Project Audio in its Own Folder" checkbox, your project will revert to the old way SONAR handled an audio project. Namely, the audio files of that particular project will be put in the Audio Data folder, not in its own folder. So, now you have the best of both worlds. By default, you will have per project audio folders. But when loading a template from the New Project dialog, you can choose not to have per project folders any time you don't want to.

e. TAB once from the Store Project Audio In Its Own Folder check box, and you will be in the Template list. Choose a template, and press ENTER. That's it. You're ready to get down to it.

9. In the New Project dialog, you will find template named Normal. This is also a CakeTalking template. It's the template that you chose when you installed CakeTalking. It can be also opened whenever you want, by pressing CONTROL + N. You can also create your own Normal template by saving your project as a Template, and saving it in the folder where templates are saved. Details on this will be provided later.

10. Note that if you are not using per-project folders, then after loading a template and working in it, then your first save with CONTROL + S, will actually open the Save As dialog. You will then have to give a name for your project. So the project will not save as a template, but rather as a conventional SONAR file, with the extension .CWP. This way, your templates don't accidentally get overwritten.

1D. The Open Dialog.

1. If you are not in the Quick Start dialog, you can open an existing project by pressing CONTROL + O. If you are in the Quick Start dialog, then just press the Open a Project button. In either case, the Open dialog will pop up, and you will find yourself in the File Name edit field. You can type the name of the project that you want to load. Then press ENTER, and that file will load.

2. In the Open dialog, you can also select a project from the dialog's list view. The list view contains the contents of a particular folder. This folder is defined in the Look-In box. We'll take a closer look at the Look-In box later. Now, to move to and select a project from the Open dialog's list view, do the following.

a. From the Open Dialog's File Name edit field, SHIFT TAB to move to the list view. You will find folders and files there. Use your ARROW keys to navigate in the list, or press the first letter of the folder or project that you are looking for.

b. If you find the project, press ENTER on it, and that project will load.

c. If the project that you want to load is not visible in the list view, then if you know the folder that it is in, then select it, and then press ENTER on it. The list view will then display the files in the folder. Then select the project and press ENTER on it.

d. There is a folder called, "Sample Content." It contains both MIDI and audio projects that SONAR users have created. These projects are a great resource for testing out SONAR'S capabilities.

3. The list view of the Open dialog actually displays the contents of the folder that is listed in the Look In Combo box. When you first load SONAR, and then open the Open dialog, the folder that is in the Look In combo box will be the default folder where you store your projects. This default folder is defined in the Folders page of the Global Options dialog. By default, the folder for your projects will be the `Cakewalk Projects` folder. You can change the folder where by default your projects will be stored, by reassigning it in the Folders page of the Global options dialog. Information on how to do that is in the lesson on Changing SONAR'S default folder paths.

4. If you can not find the project that you wish to load in the list view, then you can move to the Look In combo box, and select another folder. Here's how to select another folder or drive from the Look In combo box.

a. From the list view, SHIFT tab once or twice to the Look In box. You can also just jump to the Look-In combo box by pressing its hotkey, Alt + I.

b. Open the Look-In combo box with a Down Arrow. It may take a second or 2 to open.

c. Arrow up and down the Look In list, searching for the senior folder or drive whose contents you wish to display in the list view.

d. When you find the folder or drive, press Enter to close the Look in List, and then tab once or twice to move back to the list view. The list view will now contain sub folders and files contained in the senior folder or drive that you selected.

e. In the List View, if you need to look in yet another sub folder, press ENTER on it. Continuing like this, you will eventually display the file that you are looking for. You can then press Enter on it in order to load it.

5. There is a way you can move to senior folders without having to move out of the list view. While in the list view, pressing the BACKSPACE key will progressively move you up the folder hierarchy. Each time you press backspace, the list view will display the contents of the senior folder. So, for instance, if you are in the list view while Sample Contents is displayed in the Look-In Box, if you press the BACKSPACE key, the look in Box will then change to display SONAR 8, which is the senior folder of Sample Contents. Then, the list view will display all the folders and projects that are in the SONAR 8 folder.

6. If you use the Open dialog, and load a project from a folder that is not the default folder for saving your projects, then if you open the Open dialog again, it will display that other folders contents, not the default folder. But after closing SONAR, and then opening it again, then the Open dialog will again revert to displaying the contents of the default projects folder.

7. Note that you can have multiple projects loaded at the same time. This way you can copy and paste between projects. But if you would rather only allow one project open at a time, then you must go into the Global Options dialog, and check the option named, "Allow Only One Open Project at a Time."

8. Finally, it's vital to remember that after loading a new project, you always press F6. This configures the screen to the best possible layout.

1E. The Save and Save As Dialogs.

1. Press Control + S, to save your project. If you are not using per-project folders and have never named your project before, the Save As dialog pops open where you can type the name for your project. Otherwise the Save dialog opens.

2. As with the Open dialog, both the Save and Save As dialogs have a list view and a Look In combo box. So, if you wish, you can SHIFT TAB to them and select a different folder to save to.

3. You can also rename your project at any time by opening the Save As dialog by pressing ALT + F, then A.

4. When you save a project, you do not have to type in its file extension. By default, the file extension will be `.CWP`. See the lesson on Saving Projects for more details on saving.

1F. The AAA Templates.

1. It is suggested that you only use the Normal template, or the AAA templates for your project. Or you can create and save a template that is based on the latter templates. These templates are configured according to CakeTalking specifications. You are sure to find a AAA template that matches your projects needs. Note that some of these templates may contain new SONAR plug ins. However, these new plug ins may not be available unless you make SONAR scan for plug ins. You see, whenever you install a new version of SONAR, or install a new plug in, in order for SONAR to recognize the new plug ins, SONAR needs Scan all your VST folders for the new plug ins in order to make them available in SONAR. To do this, do the following.

- a. Open the Global Options menu, with ALT +O.
- b. CONTROL TAB to the VST Plug ins page.
- c. In the VST Plug ins Page, TAB to the Scan VST folder button, and press ENTER. Or just press ALT S, and the scanning will start automatically.
- d. Wait until the scanning is complete. This may take a minute or two.
- e. When scanning is complete, SONAR will be out of focus. So ALT TAB until you hear you're back in SONAR.
- f. Close the Global Options dialog. That's it. your new plug ins will be available.

We'll now provide a detailed description of each one of the AAA templates. Note that some of the details may be obscure to you until you've studied the relevant section of this tutorial.

AAA MIDI Softsynth TTS-1 16 Track. When installing CakeTalking, this is one of the 3 choices for what will be the Normal template that loads at SONAR startup. This template contains 16 MIDI tracks, and 4 TTS 1 audio tracks, each one of which is assigned to a different TTS 1 Virtual Output. By default, the 16 MIDI tracks only use the first virtual output. However, by configuring the TTS 1 Options dialog, one can assign any of the MIDI tracks to use any of the other virtual outputs. This template also includes 4 mono audio tracks.

AAA MIDI External Synth 16 Track. This has 16 MIDI Tracks, and one Master bus. The 16 MIDI tracks are configured to output MIDI to the synth that's assigned to MIDI Port 1 in the MIDI devices dialog. If Port 1 is not sending to an external synth, then either manually configure the MIDI Devices dialog so that the desired external synth is Port 1, or on each MIDI track's Output column, change it to a port that does send to the desired external MIDI synth.

AAA Audio8. Contains 8 mono audio tracks, and 3 buses. A master bus and 2 effects buses. Each audio track has 2 sends.

AAA Audio16. Contains 16 mono audio tracks, and 3 buses. A master bus and 2 effects buses. Each audio track has 2 sends.

AAA Audio24. Contains 16 mono audio tracks, and 5 buses. A master bus and 4 effects buses. Each audio track has 4 sends.

AAA Audio Karaoke. Contains 8 mono audio tracks, and 3 buses. A master bus and 2 effects buses. Each track has one send. The template contains the following plug in effects. Boost 11, Sonitus Compressor, and Sonitus Reverb.

AAA Audio Voiceover. Has 2 audio tracks, and 3 buses. Master bus and 2 effect buses. One track is for the voice over, and the other for a backing track. The voice over track goes through the Sonitus Compressor, and the backing track goes through the Sonitus gate and compressor.

AAA MIDI Softsynth Chill Loops and Arps. For SONAR Producer edition only. It has 6 Soft synth simple instrument tracks assigned to specific patches, and one mono audio track. It has 2 buses, a Master bus going through the Sonitus Compressor, and an effects bus going through the Pantheon Reverb. The soft synth tracks use 3 different instances of Dimension Pro, and 3 different instances of Rapture L E, and each track is pre assigned to a specific patch.

AAA MIDI Softsynth Jazz Trio. For SONAR Producer edition only. Has 4 tracks. 1 mono audio track, and 3 soft synth simple instrument tracks dedicated to the Session Drummer, Dimension Pro, and TruePianos and each track is pre assigned to a specific patch. Each track has one send. The template has 2 buses, a Master bus going through the Sonitus compressor and an effect bus going through Lexicon pantheon reverb.

AAA MIDI Softsynth Piano Pop. For SONAR Producer edition only. Has 5 soft synth simple instrument tracks and a mono audio track going through the Sonitus Gate and Compressor. A Master bus going through the Sonitus compressor and an effect bus going through Lexicon pantheon reverb. The soft synth tracks are dedicated to 2 instances of Rapture L E, 2 instances of Dimension pro, and TruePianos, and each track is pre assigned to a specific patch.

AAA MIDI Softsynth Rock Band. For SONAR Producer edition only. Contains 7 soft synth simple instrument tracks, and 1 mono audio track. A master bus going through the Sonitus Compressor, and an effects bus. The soft synth tracks are dedicated to 6 different instances of Dimension Pro, and one instance of Session Drummer. Each track is pre assigned to a specific patch. The Session drummer track goes through the Vintage Channel V 64 compressor.

AAA MIDI Softsynth Rock Trio. For SONAR Producer edition only. Has one mono audio track going through the Sonitus Gate and Sonitus compressor, and 3 soft synth simple instrument tracks assigned to 2 instances of Dimension Pro, and 1 instance of TruePianos. The soft synth tracks are assigned to drums, bass and piano. It has a master bus, and an effect bus going through the Lexicon Pantheon.

AAA MIDI Softsynth Smooth Jazz. For SONAR Producer edition only. This has 8 soft synth simple instrument tracks assigned to several different instances of Dimension Pro, 1 instance of TTS 1, and 1 instance of Rapture L E. The soft synth tracks are assigned to drums, bass, electric piano, nylon guitar, muted guitar, synth pad, synth lead, and sax. The template has a master bus going through the Sonitus Compressor, and an effects bus going through the Lexicon Pantheon.

AAA 0 Blank Project. This is a template with no tracks in the track pane, or buses in the bus pane. To learn how to insert tracks and buses yourself, see the lesson on Inserting Tracks and buses.

----- END OF LESSON -----