



Pro-Convert V5.5 for MAC

Essential Audio Project Translation. For **MAC OS X**

Reference Guide V1.0

Part No. 82S6MC710A

Pro-Convert V5.5 for MAC. This is SSL.

Solid State Logic
S O U N D | | V I S I O N

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Table of Contents

1. Introduction	6
How Pro-Convert handles Audio Projects	7
Handling of Fades and Crossfades	7
Volume / Clip Gain and Panorama Curves (Automation)	7
Midi, Instruments, REX and Apple Loops, Mixers and Plug-Ins	7
Supported Audio File formats	8
Media Data and Metadata	9
File Verification – and why is it important?	9
IMPORTANT: Sample based Times and Tick based Times	9
Supported Project Formats in Pro-Convert V5.5	10
2. Installation	11
3. Getting Started with Pro-Convert	12
❶ Open a Source Project	12
❷ Set the Target Project options	12
❸ Hit Convert!	13
4. Pro-Convert User Interface Reference	14
Global Sections	14
Project Info Bar	15
Shortcuts Bar	15
Add/Remove Shortcut	15
Load/Save Preset	15
Convert Button	15
Center Area Project/Conversion Tab switch	15

Project Tab	16
Project Browser	17
Clip Browser	17
Clip Details Box	17
Navigation inside the Project Tab	17
Conversion Tab	18
Project Conversion	19
Project Location	19
Global Project Settings	20
Timecode and Offset	21
Fades and Automation	21
Audio File Handling	23
5. Project Format Reference	26
Apple FCP XML	26
Pro-Tools Session	28
Steinberg XML (Track Archive)	30
SSL Soundscape Arrangement	32
Support	34
7. Disclaimer	35

1. Introduction

Congratulations on your purchase of SSL Pro-Convert V5.5 for MAC.

SSL Pro-Convert V5.5 for MAC is designed to provide you with many years of hassle free Audio Project Conversion.

Should you ever need assistance in setting up or using Pro-Convert, Solid State Logic's worldwide customer support team is easy to contact via the Support section of the SSL website and is always happy to help.

Please register your Pro-Convert copy on our website. This will ensure that you receive notifications of future software upgrades and other important information, and that your guarantee is registered. Registration will also make you eligible for technical support. The Solid State Logic home page is at: www.solid-state-logic.com

Solid State Logic is committed to the development and marketing of professional solutions for native PC and Mac based digital audio recording systems.

Menus

Where appropriate, to indicate a "path" under one of the main software menus, the following format will be used:
menu: **Header|Submenu 1|Submenu 2|Submenu 3|Item.**

Screen shots

The appearance of Pro-Convert on your computer screen may be different from the screen shots in this manual. This could be because your MAC OS configuration is different, because you are using a different version of of the Operating System, because you are using different OS display settings, or because the look of Pro-Convert might have slightly changed.

How Pro-Convert handles Audio Projects

Pro-Convert V5.5 converts Audio Projects! The Pro-Convert Engine reads all necessary audio related timeline information from any supported source project file and translates this to an internal audio master playlist. This master playlist contains all the important data of the source project, such as:

Edits, Regions, Fade Shapes, Track Names, Media Files (Audio+1x Video), Markers/PQ Data, Volume and Pan Automation, Region/Clip Gain, Cross-fades and so on, all positioned exactly where they are in your original project file.

In order to actually translate this information into a destination project format, Pro-Convert takes a close look at the project structure inside the master playlist information and re-maps this information into the playlist format of your choice.

All events (clips, regions, entries, segments) will be placed in their original position on their original track when you open the converted project in your destination DAW.

Handling of Fades and Crossfades

It was quite a challenge to translate the different kinds of fade types found in various audio applications. At time of writing we believe that we are able to translate every clip-based fade type to any other.

Volume / Clip Gain and Panorama Curves (Automation)

Vol & Pan curves are also translated. This was probably our most complex challenge. Every manufacturer uses their own concept of how volume & panorama points are defined and how these 'talk' to the built-in Mixer. Pro-Convert even translates fades to volume automation and volume automation to fades where necessary.

Midi, Instruments, REX and Apple Loops, Mixers and Plug-Ins

An audio project – in our terms – does not include MIDI Tracks or Virtual Instruments, your Mixer Layout or Plug-In Settings, simply because it would be far too complex for us to make this happen with the variety of concepts in DAWs. It would also be a nightmare for you to control, set up and re-map this information. All modern DAW's offer Freeze, Consolidate, Bounce to Disk, Commit to Disk or similar functions that can render these to audio tracks.

Supported Audio File formats

Besides the fact that Pro-Convert translates the audio-project, it can also translate the actual audio files for you. In various project conversions this is very important, since source and destination DAWs may not be able to use the same audio file types, the same or multiple bit depths or share the same strategy on how to create stereo tracks (interleaved Stereo vs. two Mono files).

Therefore Pro-Convert has a built in Audio Converter that also converts the physical audio files to the appropriate format during conversion.

We strongly advise using the most common audio file formats if possible. Although our audio file converter is incredibly fast, it's always quicker and more 'storage-friendly' if you do not have to convert the audio files and therefore store them twice, especially for huge projects that contain many Gigabytes of data.

In the table below you'll find all audio file format types supported by Pro-Convert v5.5.

File Format	Description	Ext.	Supported Bit Depths	Supported on	Remarks
Wave	The major audio format on Windows OS	*.wav	8, 16, 24, 32 linear, 32 float	Import and Export	Bit Depth support is Host dependant
Broadcast Wave	Wave Format including Metadata and Time Stamps	*.wav	8, 16, 24, 32 linear, 32 float	Import and Export	Bit Depth support is Host dependant
Audio Interchange File Format	The major audio format on Mac OS	*.aif	8, 16, 24, 32 linear	Import and Export	Bit Depth support is Host dependant
Audio Interchange Format (comp.)	Adds Compression Support to AIFF files	*.aic	8, 16, 24, 32 linear, 32 float	Import and Export	Only uncompressed files are supported!!!
SSL Soundscape Take File Format	Soundscape Audio File-format on Editor v4 or later	*.atak	16, 24	Import and Export	-

Media Data and Metadata

All your Audio files and Video files are called Media Data, since they represent the Media, or source files you want to work with.

Metadata is the term for how this Media Data is used inside your project, so what we call audio project or timeline information is considered to be the Metadata, which includes all of the information on HOW to play back the Media. Certain audio file formats already contain Metadata (i.e. Broadcast Wave) like version info, engineer and originator name, original start timecode or similar.

File Verification – and why is it important?

Before Pro-Convert begins any project conversion it first tries to locate all media files that are referenced in the opened project.

If Pro-Convert doesn't find the media in the project folder or the internal location references inside the project, then simply let Pro-Convert do a search on selected local folders or folders on the desktop. If you have many large drives attached and a complete search would take too long, you can also point the Browser to the right directory and exchange certain files for alternate versions, or tell Pro-Convert to just create empty 'dummy' audio blocks for later replacement.

When Pro-Convert writes a new project file on export, it also includes the file location information, meaning that the Destination DAW is able to find all included media files without a search.

NOTE: If the conversion process also needs to convert the format of the media data, it is imperative that Pro-Convert is able to locate the source media data to complete the conversion.

IMPORTANT: Sample based Times and Tick based Times

Every Audio/Midi sequencer uses the sample clock as the finest grid to represent all Edit points in a playlist or project.

The grid for the sample clock has to be recalculated for MIDI Events, in order to change the Tempo without changing the basic clock.

Since these calculations between samples/second (Sample based grid) to pulses per quarter (Tick based grid) produce little rounding errors, modern DAWs offer a setting to edit MIDI in sample based accuracy or to edit audio in Tick based accuracy.

NOTE: Tick based ppq resolutions differ between Sequencers, in order to maintain the project timing during conversion **Pro-Convert does NOT support Audio projects with Tick based Times.**

Supported Project Formats in Pro-Convert V5.5

The table below lists all Project File formats and Software Versions, that are currently supported by Pro-Convert V5.5 for MAC.

Project Format	Project File Versions	Ext.	Description	Remarks
	Pro-Tools 6.x -8.x Session File Import V 6.x to Version 8.x Export V 7.x are created	*.pts *.ptf	Digidesign's session format for Pro Tools 6.x and later. Pro-Convert reads all formats from 6.x to 8.x and exports sessions in 7.x format.	SDII Files are NOT supported.
	Steinberg 3.x-5.x XML Trackarchive Import V 3.x to Version 5.x Export V 3.x are created	*.xml	XML format that can be used with Steinberg Nuendo 3.x and later and Cubase SX3.x and later.	-
	Apple Final Cut V1-2.x XML Import V 1 to Version 2.x Export V 2.x are created	*.xml	XML format that is used with Final Cut Pro 4 and later, Logic 8 and later and Soundtrack Pro 2 or later. IMPORTANT: Certain aspects of the FCP XML are not supported by all Apple software packages.	Logic 8 and 9 do not export any edits, but bounce all Tracks as single files.
	SSL Soundscape V4-V5.x Arrange Import V 4.x to Version 5.5 Export V 5.5 are created	*.arr	Arrange file format; Audio Project Format used by Solid-State-Logic's Soundscape™ Editor v4.x or later. IMPORTANT: Arrangement, Mixer and Audio Takes must reside on a Windows or MAC formatted HDD.	NO SDISK support on MAC!

2. Installation

NOTE: Pro-Convert 5.5 for MAC requires an Intel MAC and OS X 10.5 or higher (Leopard). It will NOT run on PPC MACs or OS X 10.4.x (Tiger).

Installing Pro-Convert is easy – just **insert the Installation CD** (or open the downloaded **Pro-Convert.dmg** file) and **connect the USB Dongle**.

And now just follow **3 simple steps**:

1. **Read this Page;-)**
2. **Install the Dongle Driver** (you may need to reboot your Mac afterwards)
3. **Copy Pro-Convert** to your Applications Folder (you can do this by dragging the Pro-Convert Icon to the Applications folder Icon in the window shown on the right)



Please register at: www.solid-state-logic.com

Please check for updates frequently in our **Support Section** at: <http://www.solidstatelogic.com/support/index.asp>

3. Getting Started with Pro-Convert

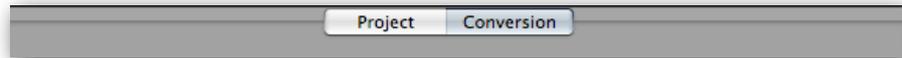
Only 3 simple Steps to convert a Project

1 Open a Source Project

Open Pro-Convert | File Menu | Open Project

The project opens with the Project Tab active in the center area.

Change to the Conversion Tab.

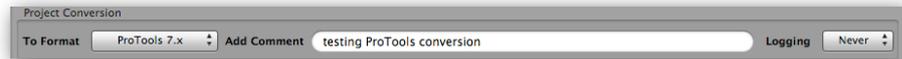


2 Set the Target Project options

Setting up the conversion target is simple.

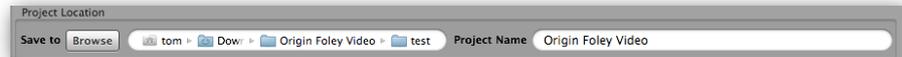
Project Conversion:

Select your target format from the **To Format** dropdown.



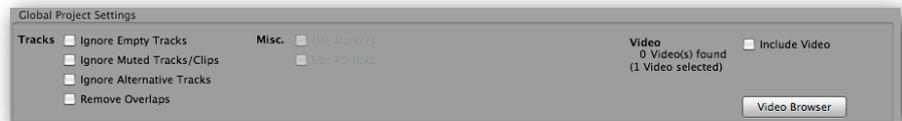
Project Location:

Browse to the folder where you want to store the target project. Type in a **Project Name**.



Global Project Settings:

In most cases Pro-Convert has set up everything for you already.



Timecode and Offset:

In most cases Pro-Convert has set up everything for you already.



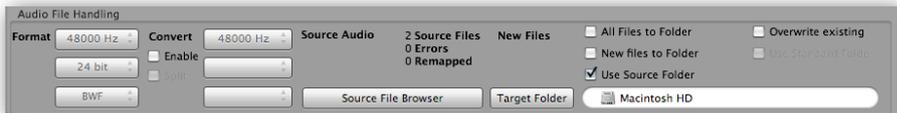
Fades and Automation:

In most cases Pro-Convert has set up everything for you already and activated appropriate options.



Audio File Handling:

If necessary **Convert** and **Split** (ie to Pro-Tools) will be selected automatically. As long as Pro-Convert can locate all of the Audio files, no Errors will be displayed in the **Source Audio** area. For a complete conversion **All Files to Folder** and **Use Standard Folder** should be ticked in the **New Files** area.



3 Hit Convert!

...and let Pro-Convert do it's magic...

NOTE: Please ensure that all relevant files are in the same project or session folder and that you have saved the project in an appropriate format. A list of compatible audio applications and project formats can be found on **Page 8**, appropriate audio file formats on **Page 6**.

The time required for the conversion to finish is largely depending on the amount and size of the audio files that need to be copied and converted, your disk sub system speed and when working on files on a network, the network overall speed and traffic.

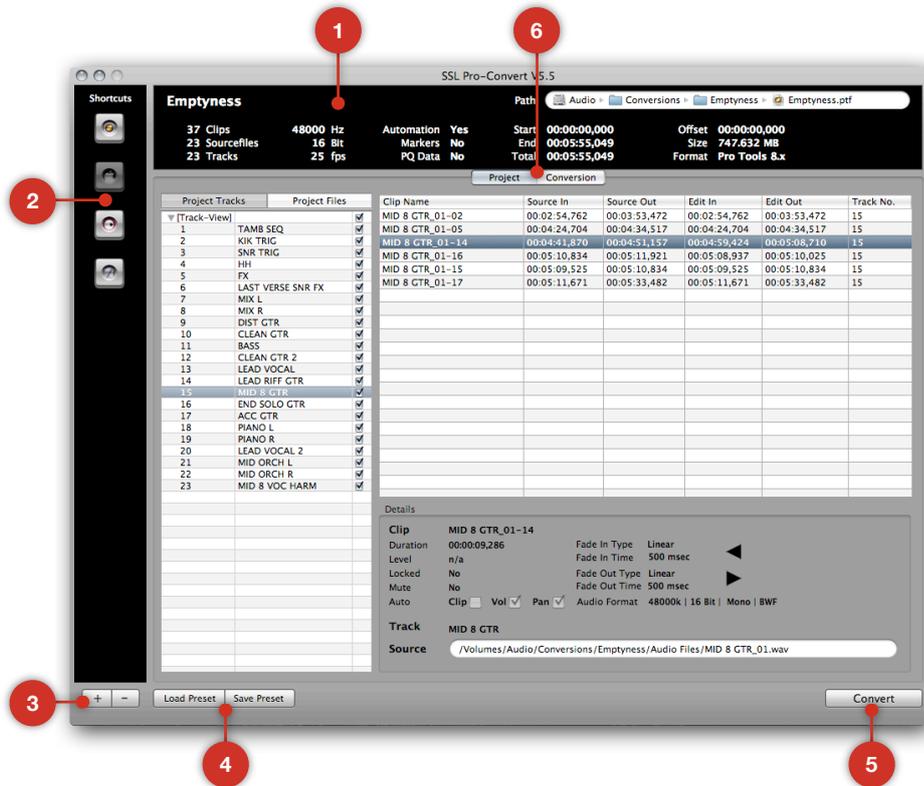
On the following pages you will find a detailed explanation of all Source and Target specific settings in Pro-Convert.

4. Pro-Convert User Interface Reference

The Pro-Convert V5.5 User Interface is streamlined to allow quick conversion for standard studio tasks and recurring jobs but it also allows you to delve deeper into the project structure and alter the project output for various special tasks.

Global Sections

1. Project Info Bar
2. Shortcuts Bar
3. Add/Remove Shortcut
4. Load/Save Preset
5. Convert Button
6. Project/Conversion Tab switch



Project Info Bar

The Project Info Bar at the top of the Pro-Convert Window displays detailed information about the currently opened (source) project file.

Apart from Project name and path, information such as amount of clips in the timeline, number of Audio Source files, number of Tracks, Project sample rate, Bit depth, Frames per second, Start and End time code, project length, time code offset, Project Size (not possible for all Project Formats) and the recognised Project File Format are displayed.

Shortcuts Bar

The shortcut bar allows to save all Settings you have made in the Conversion Tab as a destination shortcut. This includes destination format, paths, Track handling, Automation and Fade Handling, Time code / Offset and Audio file conversion settings.

Add/Remove Shortcut

Press the +Button below the shortcut bar to add a shortcut button. Enter a description for the shortcut. The button will display the destination format icon, hovering over the button will reveal the entered description as a tooltip. You can add as many Shortcuts as you like; if you want to delete a shortcut select it and press the - Button. The shortcuts are saved inside the application.

Load/Save Preset

Conversion Presets also contain all settings you made inside the conversion Tab, however these settings are stored as a separate *.prefs file, which can be shared between different Macs running Pro-Convert.

Presets are extremely useful as a starting point for the creation of shortcuts that are specific for a certain client or bigger project and other recurring tasks.

Convert Button

The Convert Button starts the conversion to a target project. The Button is only active (not greyed out), when all target options are set up properly. (please see ->**Conversion Tab on Page 18**)

Center Area Project/Conversion Tab switch

Switches the center area between (Source) Project View and (Target) Conversion View.

Project Tab

The Center Area with the Project Tab activated displays all relevant information about the opened Source project.

This section is divided into 3 main areas:

1. Project Browser

* Tracks/Files View Switch

2. Clip Browser

3. Clip Details Box

The screenshot shows the Project Tab interface with the following components:

- Project Tracks:** A list of tracks with checkboxes for visibility. Track 15, 'MID 8 GTR', is selected.
- Project Files:** A list of files with checkboxes for visibility. Track 15, 'MID 8 GTR', is selected.
- Clip Browser:** A table showing clip information for the selected track.
- Clip Details Box:** A panel showing detailed information for the selected clip.

Project Tracks	Project Files	Clip Name	Source In	Source Out	Edit In	Edit Out	Track No.
1	TAMB SEQ	MID 8 GTR_01-02	00:02:54,762	00:03:53,472	00:02:54,762	00:03:53,472	15
2	KIK TRIG	MID 8 GTR_01-05	00:04:24,704	00:04:34,517	00:04:24,704	00:04:34,517	15
3	SNR TRIG	MID 8 GTR_01-14	00:04:41,870	00:04:51,157	00:04:59,424	00:05:08,710	15
4	HH	MID 8 GTR_01-16	00:05:10,834	00:05:11,921	00:05:09,937	00:05:10,025	15
5	FX	MID 8 GTR_01-15	00:05:09,525	00:05:10,834	00:05:09,525	00:05:10,834	15
6	LAST VERSE SNR FX	MID 8 GTR_01-17	00:05:11,671	00:05:33,482	00:05:11,671	00:05:33,482	15
7	MIX L						
8	MIX R						
9	DIST GTR						
10	CLEAN GTR						
11	BASS						
12	CLEAN GTR 2						
13	LEAD VOCAL						
14	LEAD RIFF GTR						
15	MID 8 GTR						
16	END SOLO GTR						
17	ACC GTR						
18	PIANO L						
19	PIANO R						
20	LEAD VOCAL 2						
21	MID ORCH L						
22	MID ORCH R						
23	MID 8 VOC HARM						

Details

Clip MID 8 GTR_01-14

Duration 00:00:09,286

Level n/a

Locked No

Mute No

Auto Clip Vol Pan Audio Format 48000k | 16 Bit | Mono | BWF

Track MID 8 GTR

Source /Volumes/Audio/Conversions/Emptyness/Audio/Files/MID 8 GTR_01.wav

Project Browser

The Project Browser can display all Tracks inside the project (**Project Tracks View**) or display all source files used inside the project (**Project Files View**). You can switch between these view modes by clicking on the toggle * **Tracks/Files View switch** above the Project Browser list.

The tick boxes in Project Tracks View allow you to deselect and therefore exclude certain Tracks from the conversion completely.

This can be useful for example to create different target projects excluding Dialogues or Mix downs, or to create cleaned up versions of the project excluding alternative takes/tracks and pilot tracks, that have been replaced by new recordings.

Clip Browser

The Clip Browser shows a list of all clips (or edits) on a selected Track (in Project Tracks View) or for a selected source file (in Project Files View). Basic Information about the clips are displayed (Clip Name, Source I/O times, Edit I/O times and Track Number).

Source I/O times refer to the sector, that is used from the original audio source, Edit I/O times refer to the start and end of the Clip inside the timeline.

Clicking on any of the Clips reveals more information in the...

Clip Details Box

Clips in Pro-Convert are the smallest piece of edit information inside the timeline. The following details are extracted from the source project:

Clip Name, Clip Duration, Clip Gain (Level), Time Locked, Mute Status, Automation present for Clip Gain/Volume/Panorama, Fade In/Out Type and Length (can also relate to Cross-Fades), Track Number in Project and referenced Audio source path.

Navigation inside the Project Tab

The Clip Browser displays information, when a Project Track or a Project Source file is selected in the Project Browser.

The Clip Details Box displays information, when a clip is selected inside the Clip Browser.

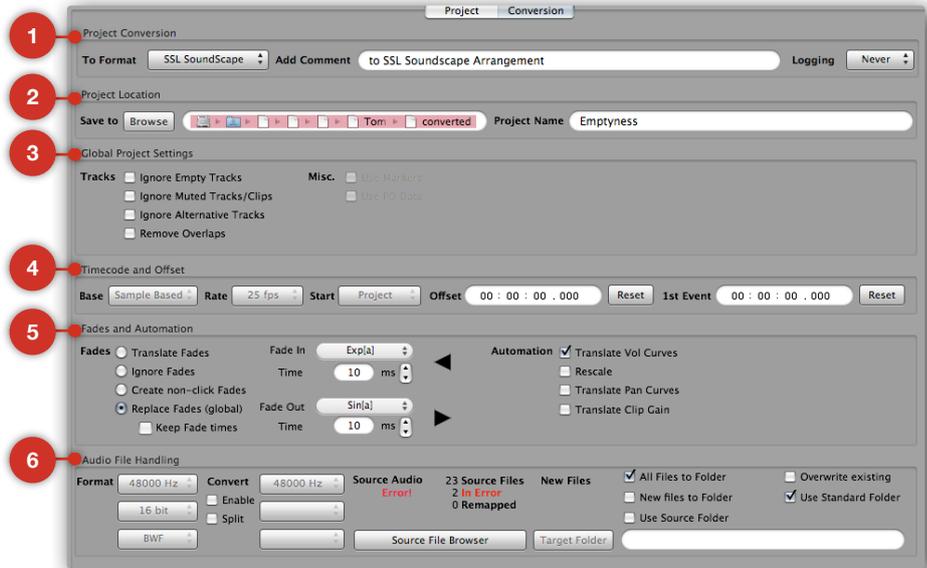
It is therefore necessary to first select a Track or Source file (Project Browser), browse to a clip (Clip Browser) to retrieve detailed information about the clip itself (Clip Detail Box).

Conversion Tab

All settings for the conversion to the Target Project are altered inside the Conversion Tab.

The Conversion setup is divided into 6 logical sections:

1. Project Conversion
2. Project Location
3. Global Project Settings
4. Timecode and Offset
5. Fades and Automation
6. Audio File Handling



Project Conversion

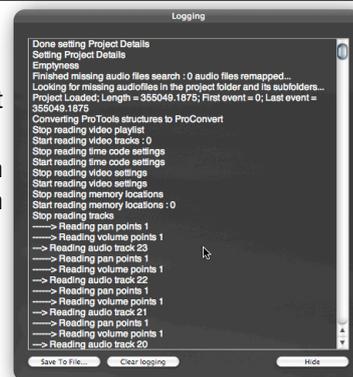
To Format: Select the Target Format

Add Comment: Add a comment for the Conversion, this is saved within a Shortcut and Preset (not visible in the target project)

Logging: Select this if you want to permanently open the Logging window during conversion (Always), only open Logging when Pro-Convert encounters errors during conversion (On Errors) or do not bother you with any logging information (Never).

The logging functionality in Pro-Convert can help to track conversion errors.

You can also open the Logging window manually in the Pro-Convert Menu | Window | Show Logging



Project Location

Save to: Select the Disk and sub folder you want to save the target project to.

Pro-Convert will suggest the last used target path for every specific target project format or the path, that was saved within a Shortcut or Preset.



If the Project Location can not be found (e.g. if it the path was to a removable drive), the Path is displayed with a red background. You need to select a valid target path first.

Project Name: Name the Destination project. During conversion Pro-Convert will add a sub folder with the projects name and store the target project and all files inside this folder.

If the project sub folder already exists, Pro-Convert will warn you during conversion.

Global Project Settings

Depending on the target format this section shows format specific settings.

Tracks: Various options allow you to **ignore empty tracks** (exclude from the target project), **ignore muted Tracks and clips**, **ignore alternative takes/sub-tracks**, and **remove overlaps** of clips on Tracks (using the playlist information from the source project).

Misc: If present in the source project and possible in the target format, Markers and PQ-Data can be selected for conversion.

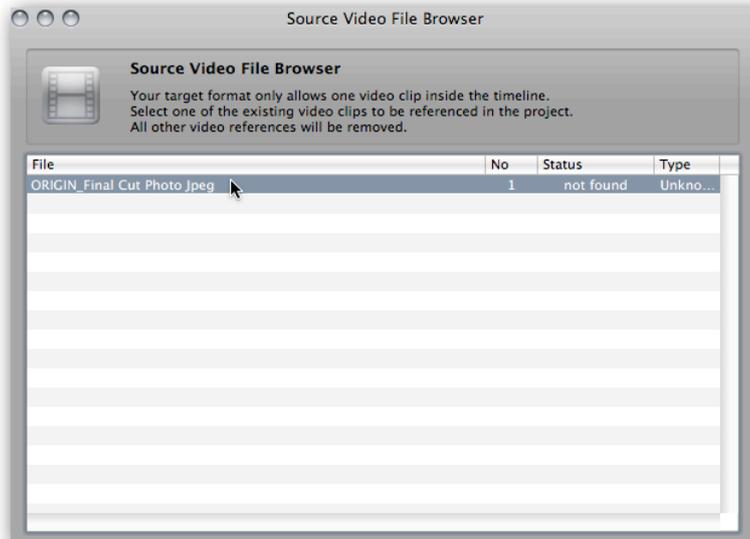
Video: If the Source Project contains one or more Video references, the Video area will be displayed on the right. You can include the Video into the conversion process.



IMPORTANT: Pro-Convert does not transcode the video file to a different codec or container format (such as Quick Time Movie, AVI). It simply copies the selected original video file to the new target destination project folder and adds a reference inside the target project file.

Video Browser:

With the **Source Video file browser** you can re-map the Video file and in case the source project contained more than 1 Video track, select the video track that should be included in the conversion.



Timecode and Offset

This section is devoted to the Timecode settings and project Offset.



Base/Rate/Start: Displays the global Timebase (Sample or Frame based times) and the Frame Rate of both Source and Target format. Start shows Offset to **Project Start** or **1st Event** in Timeline.

Offset: Determines the timecode offset of the whole timeline. Reset will return the value to the setting in the source project.

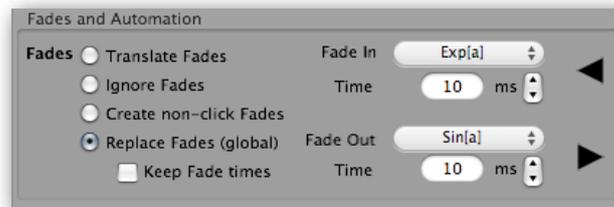
1st Event: Determines the timecode offset of the 1st Event (Clip) inside the timeline. This is an alternative method for adjusting the offset, i.e. by placing the first clip with the leading 2sec beep at 00:59:58:000 (for a program start at 00:01:00:000). Reset will return the value to the setting in the source project.

IMPORTANT: All Offsets are global, shifting all Edit I/O times of all clips inside the projects timeline.

Fades and Automation

This section controls the handling of Fades/Cross-Fades, Clip Gain and Volume and Pan automation.

Fades: With **Translate Fades** checked, Pro-Convert translates all Fades and Crossfades to the target Project using the best possible match for the Fade Curves between Source and Target. With **Ignore Fades** selected, all Fades will be removed inside the target projects. **Create Non Click Fades** replaces all Fades with a very short type to prevent Clicks by edits that are not snapped to zero crossings. **Replace Fades** will globally replace all Fades/Crossfades with the selected Type and length, if the Option **Keep Fade Times** is ticked, the source Fade times will be maintained.



Automation: Depending on source and target format capabilities, options in the automation section are made accessible.

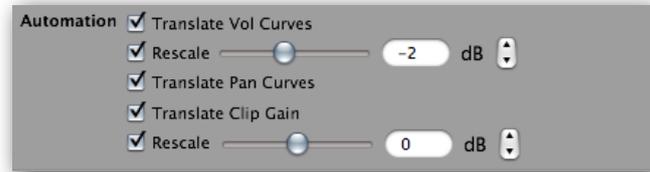
Translate Vol Curves

Volume curves or volume automation can be translated using this option. In most cases these curves/automation controls the DAW's volume fader in the mixer.

Rescale

If the source format contains volume automation data beyond the maximum possible value in the target format, all existing volume automation data will be reduced relatively to the maximum value automatically.

You can also manually increase or decrease the Volume level of existing automation data with the fader or the steppers in 1dB steps. This option is only available if Rescale is ticked.



Translate Pan Curves

If the source format contains Pan Automation, this option can be activated and translated to the target project. In most cases these curves/automation controls the DAW's Pan pot in the mixer.

Translate Clip gain

This option allows to use Clip Gain Information from the source project and when destination projects support this feature, create Clip Gain in the target project.

Rescale

If the source format contains clip gain data beyond the maximum possible value in the target format, all existing clip gain data will be reduced relatively to the maximum value automatically.

You can also manually increase or decrease the nominal clip level of existing data with the fader or the steppers in 1dB steps. This option is only available if the Resale is ticked.

Audio File Handling

Format: Displays the Sample Rate, Bit Depth and Audio File Format of the Source Project.

Convert: **Enable**

When checked, the Drop Down boxes for Bit Depth and Audio File Format for the Target Project become active.

During conversion Pro-Convert will generate new audio files for any source audio in the selected bit depth and audio format.

At the time of writing, Pro-Convert does not offer to change the Sample Rate of either the Project or during creation of new audio files. (therefore the top Drop Down box is always deactivated).

This option is checked automatically when converting to a Project Format, that doesn't support mixed bit depths (ie. Pro-Tools) or does not support a specific bit depth or audio format. When converting from or to SSL Soundscape this option is always checked, since SSL Soundscape software currently only supports the SSL Take file format.

Split

When checked, Pro-Convert will split interleaved Stereo files into 2 Mono Files and create duplicated tracks and track automation accordingly. This option is checked automatically when converting to Pro-Tools and SSL Soundscape, since both DAW's do not work with interleaved Stereo files inside their timelines.

Source Audio: The Source Audio Section displays the amount of Source Audio Files, the amount of Audio Files it cannot find (2 In Errors on the image right) and the amount of Audio Files, that have been re-mapped (or re-linked) by the User with the Source File Browser.



Source File Browser

When the Source Audio Section is displaying an Error, certain Audio Files cannot be found.

Clicking on the respective Button opens the Source File Browser which shows the list of all included audio files in a project.

The Status column informs you if Pro-Convert could locate the referenced audio files or if the source project's reference to certain audio files is invalid (i.e. not found).

There are various reasons why a project contains invalid audio file pointers, i.e. Pro-Convert cannot find certain audio files in the path specified inside the source project file, an Audio file was not included in back-up/transport media or the Project is using windows specific paths e.g. on C:/ Drive which is now a standard /Volume XX for MAC.

If certain entries in the list have a 'not found' status, Pro-Convert offers a variety of options to fix this:

Search Audio Options

Prior to performing a search, the left/bottom area of the search section will allow you to set the search options:

All files:

Performs a detailed search for all audio files in the source project. This option will re-map all referenced files.

All missing files:

A search is performed for all files that are not found.

Active file/string:

Search for the file that is currently selected in the list.

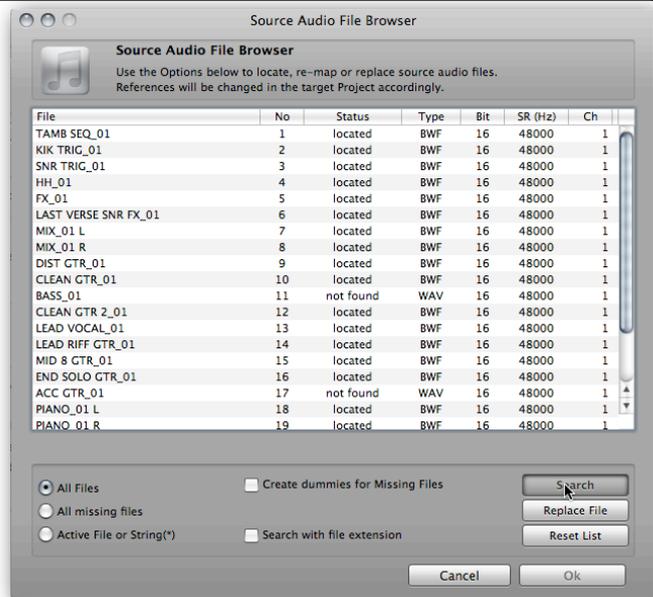
Search with extension:

If this box is unchecked, a search is performed for media files that have no extension.

Deactivate this option if the referenced media files have a file extension in the project but not on their disk location. This could be the case if media files have been transferred via network from a FAT to an HFS disk. This option is active by default.

Create dummies ...:

For every missing file a substitution file will be created containing audio silence. The newly created file will have a 'dmy' prefix and the original file name; this leaves the option to replace the dummies with the original files at a later stage.



Search Button

Click on 'Search' to open the browse window and select a starting directory for the search.

You can use 'wildcards' (e.g. bass*.wav) if you are not sure about the exact name of the replacement file. You can also use a wild card for the file extension (e.g. bass o6.*) to replace the referenced file with a file of the same name but different file format.

Replace file Button

Use this option to select a replacement file from the browse dialogue for the currently marked file in the list.

Reset list Button

Resets all replacements, all re-mapping and reloads the original state.

New Files:

All files to folder

Choose or create a folder from the Target Folder browse dialogue where all new audio files will be copied/converted to.

All audio files that are referenced in the project will be copied to this new location.

New files to folder

Choose or create a folder from the Target Folder browse dialogue where only new audio files will be copied/converted to (i.e. only files that needed conversion/splitting).

Use source folder

In case referenced audio files need to be converted (e.g. split), the new files will be placed in the same folder as the original files. Original files are left untouched. If no audio file conversion is required (i.e. source and target project can both use the same files) no file copy or conversion is being performed.

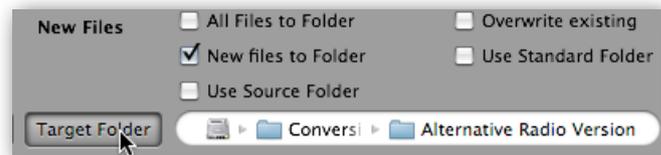
Additional Options

Overwrite existing files

If this option is active, existing files with the same name will be overwritten in the target folder without further warning. For safety reasons you should leave this option inactive.

Use Standard Folder

If this option is active, all sub folders will be created in the project folder, e.g a subfolder named **audio files**.



5. Project Format Reference

Apple FCP XML



This XML format can be used with Final Cut Pro™ 4, Soundtrack Pro 2 and with Logic Pro 8™ and later versions

Supported Project Properties	99 Audio Tracks, .wav/bwav and aiff audio files, Sample Rates 32kHz-96kHz, Bit Depths 8-24 Bit
General information	
Exporting a Project as XML	In FCP select the sequence and choose "export as XML" from the file menu.
Volume & Panorama Curves	Final Cut Pro uses a single rubberband-like curve for volume automation and region gain value.
Logic Pro 7	Apple's Logic Pro 8 can read and write the FCP XML format. However, Logic Pro 7.2.3 has problems to read fades and crossfades from a FCP XML properly.
Compatibility	
XML Version 1 and 2	Pro-Convert supports both XML versions. Version 2 is the preferred format for Pro-Convert and always used as a conversion target.
Markers	From Final Cut Pro both, time line and clip-based markers are supported.
...From	
Export the sequence	Be sure to select the sequence window prior to exporting as XML. In Final Cut Pro you can also export the FCP bin, a single clip or other items as XML. NOTE: Only export the sequence if you want to do a project conversion with Pro-Convert.
Exporting the FCP bin	If your Final Cut Pro export is based on the project bin the resulting XML may contain several sequences. During the opening process in Pro-Convert select the desired sequence for a conversion.
Audio Format	To ensure compatibility you should either use the Wave or AIFF format.
Stereo Files	Although it seems rather obvious: if you use interleaved stereo files in FCP be advised to place the two channels of the file on neighboured audio tracks.
Video Tracks	The current version of Pro-Convert does not allow more than 1 video track per project.

To...	
Import XML in Final Cut Pro...	...you will find the correspondent sequence in FCP's bin. Simply double click the sequence to open it.
Link to media files after import to Final Cut Pro	If referenced media files were not found by FCP after the import of the XML, use the link-to-media-command from FCP's context menu to search for the files and map them to the imported sequence. If you chose to have Pro-Convert copy all referenced media to a project subfolder those files will now be located in the "audio files" subdirectory.
Project Structure	Using the option Use Standard Folder during a project translation process Pro-Convert creates the following typical folder structure. Project Folder ---audio files ---video files
Fade types	Final Cut Pro supports only two fade types: linear (0dB) and exponential (+3dB). All fade and crossfade types from a source project will automatically be mapped to the two existing types. The logic used for this process tries to come as close to the original as possible.
Region gain in Final Cut Pro	Internally Final Cut Pro does not use an independent region gain value. Volume automation and region gain are being handled as a single type. If a source project contains independent values for volume automation and region gain it is an either/or decision. You must decide choose between volume automation or region gain translation.
Limitations	
Video Tracks	In general the video track should contain a single file. Keep in mind that Pro-Convert focuses on the audio portions of a project. Video edits will not be translated.

Pro-Tools Session



The Digidesign™ Pro Tools session format used in Pro-Tools Versions 6.x to 8.x

Supported Project Properties 256 Audio Tracks, .wav/bwav and aiff audio files, Sample Rates 44.1kHz-192kHz, Bit Depths 16 or 24 Bit

General information

Format Characteristics	Pro Tools 7 and 8 are fully cross-platform compatible.
Longer file names	Unlike the Pro Tools 5.0 format all later formats allow longer names for regions, tracks and audio files.
Resource fork / Data fork	The latest Pro Tools session format no longer uses the resource fork to store the session data.
Default audio format	Pro Tools now uses Broadcast Wave as its default recording format. This further ensures easy and reliable project translation processes.
Sample based Projects	Pro-Convert supports sample based projects only. Tick based session are not supported.
Fades, Crossfades	Pro-Convert does not use pre-rendered fades during the conversion process. All fade information is virtual until the reading application creates new transitions.
Pro Tools Project Folder Structure	A Pro Tools specific folder structure (project folder / audio files folder) is created when Pro-Convert writes a new Pro Tools 7.x session.
Network Transfers	Network transfers are very simple under OSX using the SMB/CIFS client that comes with OSX.
FTP Transfers	If you are using FTP to transfer between Macs and PCs try to avoid special characters in your session. Depending on the ftp client special characters in file name s will be replaced by underscores, resulting in naming conflicts when during conversion

...From

Pro Tools 5.1-7.x Format	Pro-Convert reads sessions created from Pro Tools workstations from version 5.1-7.x
Sound Designer II	BWF is the default audio format for Pro Tools 7+8. Pro-Convert V5.5 does not support SDII files.

To...	
Pro Tools 7.x Format	For maximum compatibility with systems currently found in studios Pro-Convert exports the Pro Tools 7.x format.
Project Structure	Using the option Use Standard Folder during a project translation process Pro-Convert creates the following typical folder structure. Project Folder --audio files --video files --video files
Mono track based structure	Although you can create stereo tracks in Pro Tools all referenced audio files are still single channel i.e. mono files. Therefore, all interleaved media data will be split to mono files, placed on additional neighbouring tracks.
Audio File Formats / Drive Format	All audio files are converted to the Broadcast Wave Format (BWF) during a conversion. The BWF format can be used on NTFS, HFS+ or FAT32 formatted disks.
Volume Automation vs. Clip Gain	Due to the fact that Pro Tools does not use clip gain, you must decide during the conversion whether to include existing volume automation data or clip gain information. Either information type will be translated to the track based volume automation in Pro Tools.
Mixed Bit Depths	Do not use audio files of different bit depths (e.g. 16bit and 24bit) in one project; only those files that match the project bit depth will play properly in Pro Tools.
Audio File Format	Try to use BWF whenever possible.
Limitations	
Special Characters	Advice: Try to avoid special characters.
Stereo Tracks	Currently Pro-Convert does not create stereo tracks when exporting a Pro Tools 7 session.

Steinberg XML (Track Archive)



XML based Track Archive format in Nuendo3/CubaseSX 3 or later.

Supported Project Properties	Unlimited Tracks, wav, aif, bwav, 11.025 - 96kHz, 16-32Bit
General information	
Export "selected tracks"	Export from Nuendo/Cubase by choosing from its file menu "Export" => "Selected tracks".
Import "track archive"	Create a new project. From Nuendo/Cubase's file menu choose "Import" => "Track archive".
Format Capabilities	In addition to Cubase and Nuendo's other import and export formats XML contains volume and pan automation data.
...From	
Stacked audio regions	In Nuendo you can stack regions on top of other regions. Only the top region will be played. What looks pretty straight forward is in fact very hard to translate to other formats. Although we have spent quite some effort in reading such Nuendo projects properly, it is a good idea to simply avoid such scenarios.
Export selected tracks	In order to use XML as your export format, from Nuendo's file menu choose export => selected tracks Make sure you selected all tracks before you run the export command. Attention: only those tracks will be exported that have been selected before.
Media files: copy or reference?	As the last step in Nuendo's export process you will be asked whether you wish to copy the media files or simply reference existing files. Advice: Select to reference existing files. Otherwise the entire media data will be copied which in most cases will not make sense.
Fade types	Pro-Convert supports the preset fade and crossfade types of Nuendo.
Markers	Unfortunately Nuendo XML in its current format does not export marker tracks.
Export other Envelopes	Pro-Convert reads volume and panorama automation data only. Our advice is to not export any additional envelopes like FX or EQ. This will increase the time needed for Pro-Convert to open the file.
Video Tracks	Although a Nuendo project can be built of multiple video tracks, Pro-Convert translates only 1 video file per project during a translation process. If a source XML contains more than one video file, from the Video Window you need to specify one of them as the Master Clip.

To...

Markers	In its current version Steinberg XML does not contain any marker information. Therefore existing markers from a source project will be lost when translating to Steinberg XML.
----------------	--

Project Structure	Using the option Use Standard Folder during a project translation process Pro-Convert creates the following typical folder structure. Project Folder ---audio files ---video files
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Limitations

Audio formats	Pro-Convert does not support all audio formats Nuendo is capable of reading and writing. Advice: Use one of the major formats like Wave, BWF or AIFF and bounce all Loop based formats prior export.
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Audio File Format	Try to use BWF whenever possible.
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SSL Soundscape Arrangement



SSL Soundscape Editor Arrangement Format Version 4.2 to 5.5

Supported Project Properties 256 Virtual Tracks, .SSL Soundscape Take File Formataudio files, Sample Rates 44.1kHz-96kHz, Bit Depths 16 or 24 Bit

General information

Supported Version	Pro-Convert supports Soundscape's Arrange files created with Editor v4.2. to the latest 5.5
Volume & Panorama Curves	Volume and panorama automation data is supported during import and export of the Soundscape format.
Fades	Soundscape handles fade-ins/outs unlike most other DAWs on the market as separate objects and clip-gain. During the conversion process Pro-Convert merges the separate fade-in, body and fade-out to a single object.
Project Transfer	Pro-Convert needs to access the Soundscape Arrangement on standard formatted NTFS, FAT32, HFS or Network drives. The SDisk format is not supported on the MAC. Therefore projects need to be transferred from SDisks using the Soundscape Editor import / export dialogue.
Dedicated Project Folder	This is always a good idea when you export a project from Soundscape. Keep the Arrange file, all referenced audio files and the mixer file in this dedicated folder. This will ensure that all project components will be found immediately by Pro-Convert.
Markers and PQ	Pro-Convert supports Soundscape markers and also the Soundscape PQ Data convention, i.e. existing markers can be interpreted in the following manner: 100-199 Begin of Track 200-299 End of Track 300-999 Subtrack/Index However, this is an option, you can choose to translate all existing markers to generic markers in the target format or use Markers 100-999 as CD PQ Data.

...From

Using Arrangement Export in the Editor:	In the SFile Manager select the project you would like to convert. Select "Export SFile to PC file" form Soundscape's file menu. From the following system browse window choose a target folder. After all project related files have been transferred to the system level, open the Arrange file in Pro-Convert. Select the desired target format and follow the instructions and options in the next few conversion windows. All necessary translations will be performed (audio file conversion, Arrange file conversion).
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Audio File Format	Pro-Convert fully supports Soundscape audio format (TFF). During a conversion all Soundscape audio files will be transformed to an appropriate format.
Bit Rate Conversion	Depending on the target format, audio bit rate conversion might be required. If bit depth conversions should be necessary, they will be performed automatically.
Mixer Column Names	If a mixer file is available during the conversion process existing mixer column names will be interpreted and translated as track names.
Mixer File	If a mixer file is available during the project conversion, its routing will be used to create the appropriate track layout for the target DAW. If no mixer file is available, a 1:1 track will be assumed for the target format.
Search for Files	If not all referenced media files are located in the same folder, use Pro-Convert's Search option to locate missing files. Soundscape audio files are now searched by their Unique ID, not only their file name. Advice: point Pro-Convert to the specific folder where missing files are located rather than performing a search on an entire disk. Due to the fact that all files must be opened to check their Unique ID, this type of search process could take quite long.
To...	
Soundscape Audio Format	All media files from a source project will be converted to the Soundscape TFF format. Interleaved stereo audio files will automatically be split into TFF mono pairs.
Volume automation and Region Gain	Soundscape's max level for volume automation data is +6dB, the max. level for regions is 0dB. If your source project contains values above the max. values for Soundscape, the Normalize function reduces all existing volume automation data and region gain values relatively to the maximum possible values. The Rescale option is only available if no normalizing is required. The Rescale option allows to decrease/ increase nominal levels by +/-12dB.
32bit Audio Files	If a source project contains 32bit PCM files, these files are automatically converted to 24bit TFF files.
Project Structure	Using the option Use Standard Folder during a project translation process Pro-Convert creates the following typical folder structure. Project Folder ---audio files ---video files

6. Support

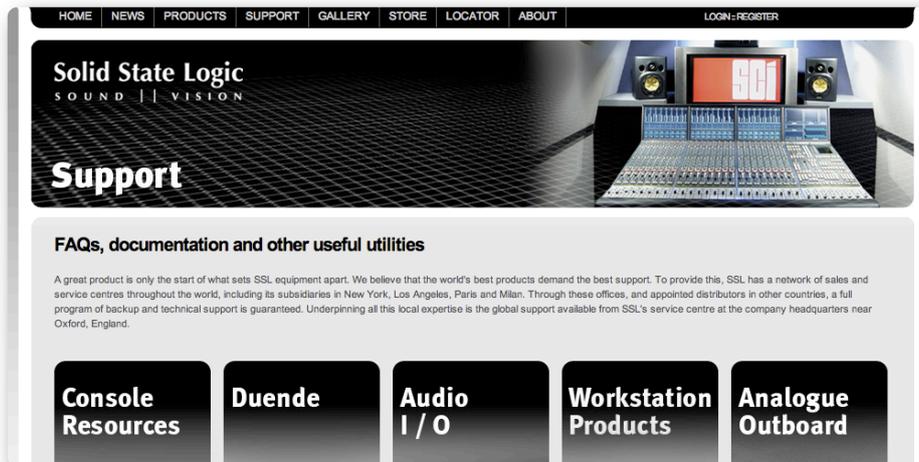
Support, FAQs and Online Help Center

To access the latest support information on Pro-Convert V5.5 for Mac, please visit our online support site. The information there is kept up to date by our support staff to make sure all information is accurate.

All information is available to you 24/7/365.

If you can't find your answer or a solution to your issue, you can submit a question via the site to our support staff for resolution.

URL: <http://www.solidstatelogic.com/support>



7. Disclaimer

Solid State Logic

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