

CDumper



Click on each element of the image for detailed information.

Main menu

[View](#)

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View

[CD](#)

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CD

This option allows to show or hide each [Physical CD](#). They also can be hidden by clicking on the corresponding button of their caption bars.

Big size

This option allows to change the width of the [Physical CD](#).

Crossfader

This option shows or hides the [crossfader](#).

Karaoke

This option shows or hides the [Karaoke](#) window.

Tools

[CD Internet database...](#)

[Options...](#)

CD Internet database...

This options allows to search the Internet databases for all CDs that have been inserted. One the search is completed, the data of all CDs that were found will be automatically filled in.

If an exact match is not found for a CD, the user can select the correct one from the inexact matches, or reject them all if no one of them matches the CD. The user can also decide if he doesn't want to search again the Internet for all the CDs that were not found.

Only the data that has not been edited by the user will be automatically filled in.

Options...

Shows the [Configuration dialog box](#).

Help

[Help](#)

[About...](#)

Help

Displays the online help.

About...

Displays the "[About box](#)".

Karaoke

The Karaoke view displays a text associated to the song being played in a [Logical CD](#). This text can be edited by using the [karaoke editor](#) of each title in the [Physical CD](#).

If more than one song is playing at the same time, it is possible to select which one will be displayed by right clicking on the karaoke window.

All the visual parameters of the karaoke view, such as colors and fonts, can be defined through the [karaoke options](#) of the [system configuration dialog box](#).



Click on each element of the image for detailed information.

Displays the text associated with the song.

Allows to adjust the synchronization between the text and the music by making the text appear just before the sound. This control can be hidden by right clicking on it. If you want to show it again, check the “Show pre-delay control” checkbox in the [karaoke options](#) of the [system configuration dialog box](#).

Crossfader

Allows to make a mix among all CDs selected as **A** and the ones selected as **B**. “**B**” CDs will increase their volumes when cursor moves to the **B** end, and “**A**” CDs will increase their volumes when cursor moves to the **A** end. The crossfader cursor can be moved with the mouse or by clicking on the buttons that do it automatically.



Click on each element of the image for detailed information.

Makes a progressive mix among all CDs selected as **A** and the ones selected as **B**. Mixing speed can be selected by right-clicking on the button.

If this button is pressed, an automatic mix will start at the end of the current track. Mixing time can be set through the “Automatic mixing time” option of the [system configuration dialog box](#).

Allows to make a mix among all CDs selected as **A** and the ones selected as **B**. “**B**” CDs will increase their volumes when cursor moves to the **B** end, and “**A**” CDs will increase their volumes when cursor moves to the **A** end.

These marks indicate the motion range of the cursor for an optimal mix.

All the CDs selected as **A** will increase their volumes when cursor moves to this end.

All the CDs selected as **B** will increase their volumes when cursor moves to this end.

Physical and logical CDs

Within CDumper, all CD players that are installed in your system are called [physical CDs](#), because each one of them can accommodate only one audio CD. Physical CDs know the specific characteristics of the audio CD they hold (number of tracks, name of each track, album title, etc.), and they carry out all the physical operations on that CD (eject, for example).

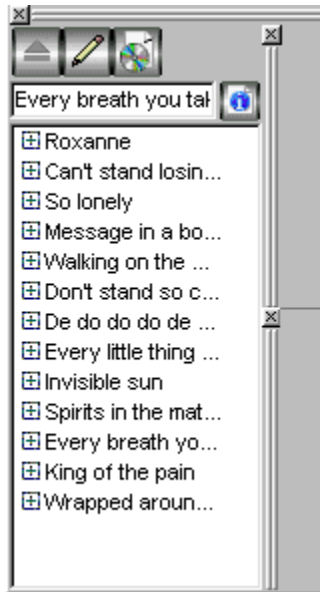
[Logical CDs](#) contain all the logical commands that can be carried out on the audio tracks of a physical CD. That's why it is possible to have several logical CDs for each physical CD. They allow selecting the audio device the physical CD will be played through, and they execute all the commands having to do with playing operation (seeking, playing, pausing, etc.).

Physical CD

This area contains all the actions and properties of the [Physical CDs](#).

The buttons allow to open or close the door of the CD drive, edit the properties of the CD or create a new [logical CD](#) for that physical CD.

The rest of the area can display the CD's [general properties](#), the [disc properties](#) or the [song properties](#). Each field can only be edited **when the "edit" button is pressed**, or they can be downloaded directly from the Internet through the "[CD Internet database...](#)" option of the [main menu](#).



Click on each element of the image for detailed information.

This bar can be used to drag the physical CD in order to display it into a independent window or to close it. To display again a hidden CD, check the corresponding item of the "CD" submenu of the "View" menu.

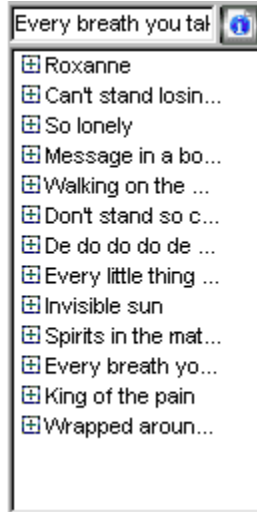
This button open or closes the door of the CD drive.

When this button is pressed, it is possible to manually edit the properties of the current CD.

Attaches a new [logical CD](#) to the corresponding physical CD.

General information

The general information area displays the disc and song titles. The [disc information](#) can be displayed by clicking on the button by the disc title. [Song properties](#) can be displayed by double clicking on a song or by clicking on its icon.



Click on each element of the image for detailed information.

Disc titles

This area shows the title of each track of the CD. [Song properties](#) can be displayed by double clicking on a song or by clicking on its icon. **If the “edit” button is pressed**, the user can edit a song’s title by clicking on it or by typing in the text directly into the corresponding edit box of the song properties.

Disc info

This area displays general disc properties: title, interpreter, category and extra information.



Click on each element of the image for detailed information.

Displays the album's title and allows the user to edit it **if the "edit" button is pressed.**

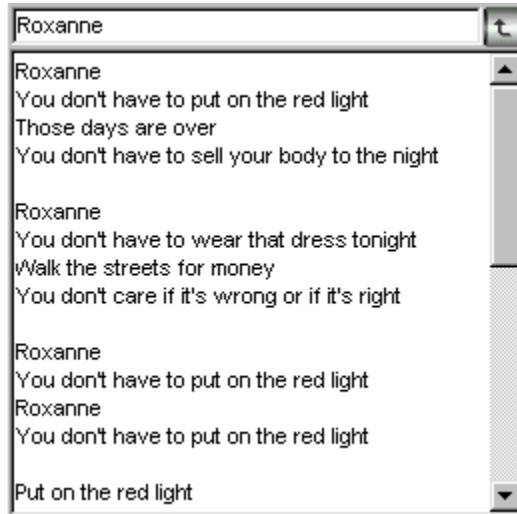
Displays the album's interpreter and allows the user to edit it **if the "edit" button is pressed.**

Displays the album's category and allows the user to edit it **if the "edit" button is pressed**. This property is commonly used to store the musical gender.

Displays the album's extra information and allows the user to edit it **if the "edit" button is pressed.**

Title info

This area displays the general song information: title and extra information. The latter (see [karaoke editor](#)) is commonly used to store the song's text synchronized with the music which appears in the [karaoke view](#) while the song is being played.



Click on each element of the image for detailed information.

Displays the song's title and allows the user to edit it **if the "edit" button is pressed.**

Karaoke editor

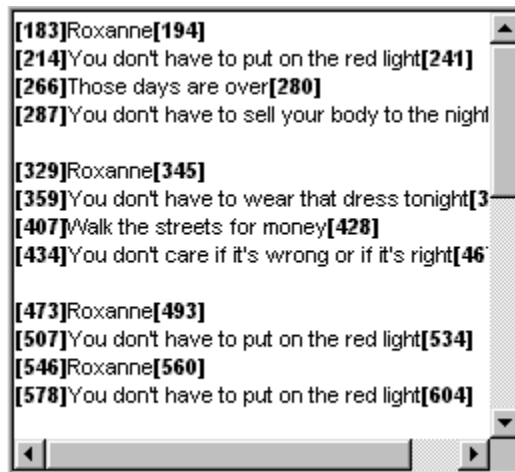
The karaoke editor allows to edit the text that appears in the [karaoke view](#) while the song is being played, which should be the song text. To synchronize the text with the music you must:

- Press the “edit” button.
- Type in the text of the song in the karaoke editor.
- Play the desired song in any of the corresponding [logical CD](#) (just one).
- Place in the text the marks related to the time each phrase should appear in the karaoke view.

The insertion of the marks is done through special keys, which can be configured in the [karaoke options](#) of the [system configuration dialog box](#). By pressing any of these keys, a time mark is inserted at the cursor’s position. The difference between them resides in how the cursor moves after inserting a mark:

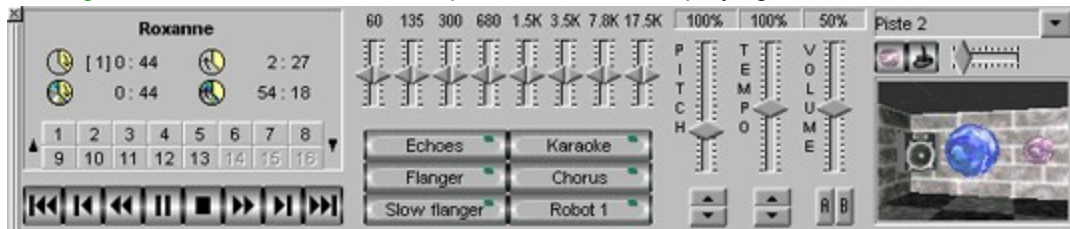
- default position: at the end of the current line if the mark was inserted at the beginning of the line, at the beginning of the next line if the mark was inserted at the end of the line or at the beginning of the next word if the mark was inserted within a line.
- next word
- next line
- end of the current line
- next mark
- next user mark: The user can predefine the points in the text where the time marks will be inserted by typing in a “#” character.

The precision of the synchronization of the text to the music depends on the number of marks the user inserts per line. For most practical purposes is enough to insert two marks per line (one at the beginning and one at the end), so it is better to use the default position key. To achieve more exact results, it should be necessary to insert time marks at the beginning of each word or even within words, by using the “next word” key or by inserting user marks (“#”). To modify time marks that are already inserted, use the “next mark” key.



Logical CD

The [logical CD](#) area contains all the operations related to playing a CD.



Click on each element of the image for detailed information.

This bar allows to drag the logical CD in order to display it on an independent window if there are more than one CD attached to the same physical CD, or to close it. To create a new logical CD, press the button on the corresponding [physical CD](#).

Displays the current track number and the time elapsed from the beginning of that track.

Displays the time elapsed from the beginning of the disc.

Displays the time remaining to the end of the disc.

Displays the time remaining to the end of current track.

Allows to choose a track to play.

First track.

Previous track.

Rewind.

Plays the CD starting at current track or pauses the playing operation.

Stop.

Fast forward.

Next track.

Last track.

Makes the volume of CD to increment when the [crossfader](#) goes to the corresponding end.

Volume

Allows to change the volume of the audio signal. To reset the control to its default position (50%), double-click on it.

Tempo

Allows to change the tempo without affecting the pitch. To reset the control to its default position, double-click on it. The buttons allow to increment or decrement the tempo by 1%.

Pitch

Allows to change the pitch of the audio signal. By right-clicking on this control it is possible to change the pitch without affecting the tempo. To reset the control to its default position, double-click on it. The buttons allow to increment or decrement the pitch by 1%.

Displays a menu which allows to select the output sound device. The [sound devices options](#) of the [configuration dialog box](#) allow to choose which devices are visible in this menu.

Equalizer

Allows to equalize left and right channels.

By right clicking on the equalizer, a local menu appears giving the following options:

- Equals: equates or detaches left and right channels.
- Reset: Resets all the bands to their normal position.
- Store preset: Stores the current configuration so it can be used later on.
- Rename preset: It is only visible if a preset is active.
- Delete preset: It is only visible if a preset is active.
- Preset list: Allows to activate one of the stored presets.

Effects

These buttons enumerate the available real-time effects. By pressing the buttons it is possible to activate or deactivate the corresponding effect.

If a button is not active, it is possible to associate it with a new effect by right clicking on it. If the effect was already active, then the parameters window will be shown for that effect.

3D control

The 3D control allows to define the spatial location of each audio channel.



Click on each element of the image for detailed information.

Changes the speed of motion of the sound.

By clicking on this button, a local menu appears showing the following options:

- Edit: Makes the [3D path editor dialog box](#) appear.
- Preset list: Allows to activate one of the stored presets.

While this button is pressed, the 3D location of the sound follows the movement of the joystick. Left channel moves only if the joystick's button 1 is pressed and right channel moves if the button 2 is pressed.

Shows the 3D path of the sound in the virtual room.

Configuration

[General](#)

[Devices](#)

[3D](#)

General

Crossfader

[Automatic mixing time:](#)

Karaoke editor

[Next word:](#)

[Default position:](#)

[Begin of next line:](#)

[End of current line:](#)

[Next mark:](#)

[Next user mark:](#)

Karaoke view

[Click to select colors](#)

[Pre-delay:](#)

[Show pre-delay control](#)

[Preload time:](#)

[Highlight text](#)

[Highlight whole word](#)

[Highlight from begin](#)

Allows to edit the mixing time between CDs when the [crossfader](#) is in automatic mixing mode.

Allows to define which key will be used to insert a mark and move the cursor to the beginning of the next word within the [karaoke editor](#) of the [physical CD](#).

Allows to define which key will be used to insert a mark and move the cursor to the default position within the [karaoke editor](#) of the [physical CD](#).

Allows to define which key will be used to insert a mark and move the cursor to the beginning of the next line within the [karaoke editor](#) of the [physical CD](#).

Allows to define which key will be used to insert a mark and move the cursor to the end of the current line within the [karaoke editor](#) of the [physical CD](#).

Allows to define which key will be used to insert a mark and move the cursor to the next mark within the [karaoke editor](#) of the [physical CD](#).

Allows to define which key will be used to insert a mark and move the cursor to the next user mark within the [karaoke editor](#) of the [physical CD](#).

Click on each element to change the colors and fonts of the [karaoke view](#).

Allows to change the pre-delay parameter of the [karaoke view](#), which ranges from 0 to 1 second.

Defines whether the pre-delay control will be visible or not within the [karaoke view](#).

Defines how early the text will appear within the [karaoke view](#). This parameter ranges from 0 to 5 seconds.

Defines whether the text will be highlighted or not within the [karaoke view](#).

If this option is checked, the text within the [karaoke view](#) will be highlighted word by word, otherwise, it will be highlighted character by character.

If this option is checked, the text within the [karaoke view](#) will be highlighted from the beginning of the phrase.

Devices

[CD device settings](#)

[Sound device settings](#)

CD device settings

Device:

Alias:

Buffer size:

Type:

Enumerates all CD devices available on the system and allows the user to select one in order to modify its configuration.

Allows the user to associate an alias to a CD device in order to identify it in [physical CDs](#).

Allows to set the size of the buffer that reads audio data from the CD. The greater this size, the greater will be the delay when applying effects to the music. This delay should be chosen regarding the number and type of the CD drives installed. For slower drives (ATAPI) it should be at least 3 seconds.

Allows to define the audio reading mode of your CD. The system tries to detect it automatically. Only two modes are supported: Sony and ATAPI.

Sound device settings

[Device:](#)

[Alias:](#)

[Speakers configuration:](#)

[Hide this device](#)

Enumerates all sound devices available on the system and allows the user to select one in order to modify its configuration. If a device is compatible with both DirectSound(TM) and A3D, then it will appear twice in the list, once for each driver.

Primary devices are the ones installed by default in the operating system, so they can represent the same sound card that other devices of the list. By default, primary devices are marked as hidden.

Allows the user to associate an alias to a sound device in order to identify it in [logical CDs](#).

States five different configurations to set to the speakers.

If this option is checked selected device will not appear in any [logical CD](#).

3D

Room size for 3D effects:

3D Render quality:

Volume compensation for 3D effects:

Joystick

Allows to configure the radius of the virtual room in which sound is played.

Allows to select the graphical quality of the 3D view representing the virtual room. The value "1" corresponds to the minimum quality and the value "3" represents the maximum quality.

Allows to edit the volume change applied when switching from stereo to 3D sound in order to keep loudness unchanged.

Joystick

Joystick device:

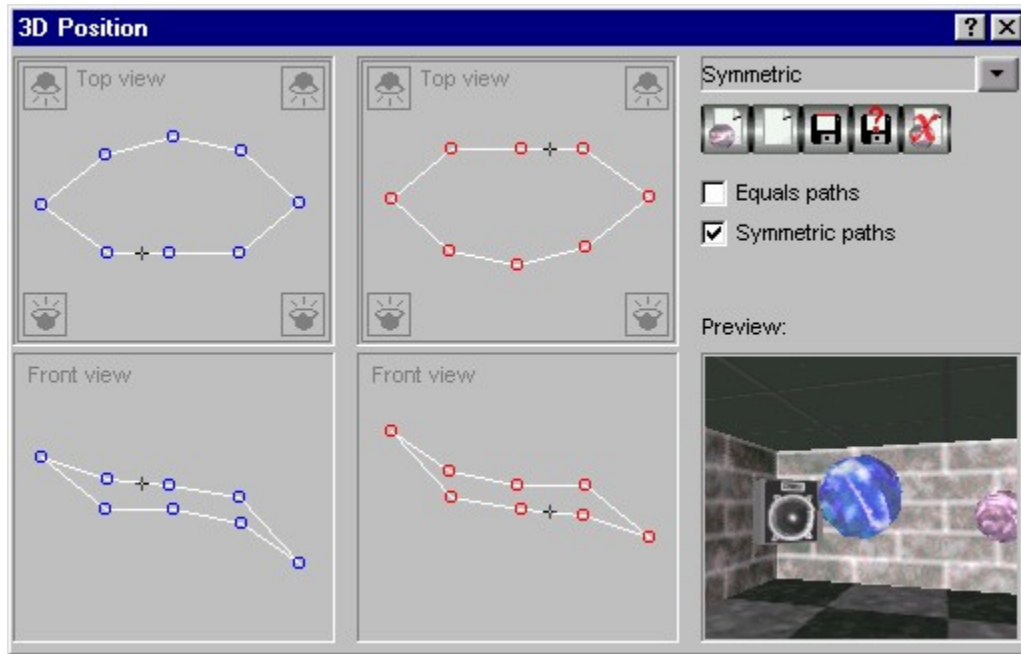
Speed and threshold:

Allows the user to select the joystick driver to be used by the system.

Allows to edit the speed of motion of 3D sounds as a function of joystick position, as well as a dead zone into which sound is not moved.

3D editor

This dialog box allows to edit the 3D path each channel will go. Paths are stored as presets to be used in [logical CDs](#).



Click on each element of the image for detailed information.

By clicking on this graph it is possible to insert vertices defining the path that the left channel will follow in the horizontal plane.

Vertices are moved by dragging them with the mouse, and can be deleted by right clicking on them. To insert a vertex between two existing vertices, click on the joining line.

The little cross shows the movement of sound through the edited path.

By clicking on this graph it is possible to insert vertices defining the path that the left channel will follow in the vertical plane along the virtual room.

Vertices are moved by dragging them with the mouse, and can be deleted by right clicking on them. To insert a vertex between two existing vertices, click on the joining line.

The little cross shows the movement of sound through the edited path.

By clicking on this graph it is possible to insert vertices defining the path that the right channel will follow in the horizontal plane.

Vertices are moved by dragging them with the mouse, and can be deleted by right clicking on them. To insert a vertex between two existing vertices, click on the joining line.

The little cross shows the movement of sound through the edited path.

By clicking on this graph it is possible to insert vertices defining the path that the right channel will follow in the vertical plane along the virtual room.

Vertices are moved by dragging them with the mouse, and can be deleted by right clicking on them. To insert a vertex between two existing vertices, click on the joining line.

The little cross shows the movement of sound through the edited path.

Shows the movement of sound through the edited path. This movement is an exact representation of results achieved in the 3D control of [logical CDs](#). Left channel is presented as a blue sphere, and the right channel, as a cyan one.

Allows to choose the preset to be edited.

Creates a new preset.

Stores current preset.

Stores current preset with a different name.

Deletes current preset.

Deletes all vertices of the current preset.

Equates the path of both channels.

Makes the path of both channels be symmetric.

Closes this dialog box and applies all changes.

Closes this dialog box and discards all changes.

